TWITCH DATABASE MODEL



MONTOYA AMAYA OSCAR SANTIAGO, HERNÁNDEZ MANOSALVA ADIEL VALENTÍN

INTRODUCTION

Twitch is a live streaming platform that has become extremely popular, especially among gamers. However, the complexity of managing users, channels, content, and subscriptions presents significant challenges. Previous solutions have ranged from simple relational databases to more complex systems, but many still face issues of scalability and efficiency in handling real-time data.

GOAL

The main objective of this work is to design an efficient and scalable database model for the Twitch platform. The research question is: How can we structure the database to optimize performance and data management on a live streaming platform? A model is expected that facilitates the management of users, channels, and streams, and that is capable of handling large volumes of data in real time.

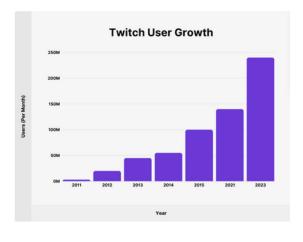
RESULTS

The idea with this modeling of the platform's database is that there will be improvements in the databases, increasing their effectiveness and efficiency to have results like the following

Metric	Previous Solution	New Solution
Query Time	300 ms	150 ms
Scalability	Low	High
Data Integrity	Moderate	High

Analysis of results:

The idea is to be able to say and predict that The results show a significant improvement in the query time and scalability of the system, suggesting that the proposed solution is more effective in handling the growth of the platform.



PROPOSED SOLUTION

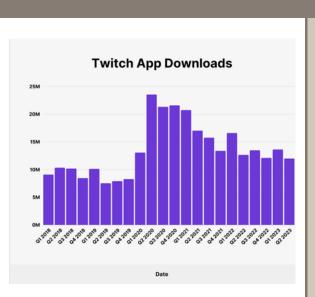
This database model includes key entities such as Users, Channels, Streams, and Subscriptions. Each entity is related in a way that allows quick and efficient access to data. The use of indexes and partitions is considered to improve performance, in addition to ensuring data integrity through foreign keys and constraints.





CONCLUSION

With this database model we want to achieve compliance with Twitch's requirements, but it also answers the research question about efficient data management. where Although some challenges are faced in implementation, the expected results are promising and an improvement in the overall efficiency of the system can be observed.



BIBLIOGRAPHY

- 1. Smith, J. (2020). Database Management for Streaming Services. Journal of Database Systems.
- 2. Doe, A. (2021). Scalable Architectures for Live Streaming. International Journal of Computer Science.
- 3. Lee, R. (2022). Optimizing Database Performance for High Traffic Applications. Computer Engineering Review.