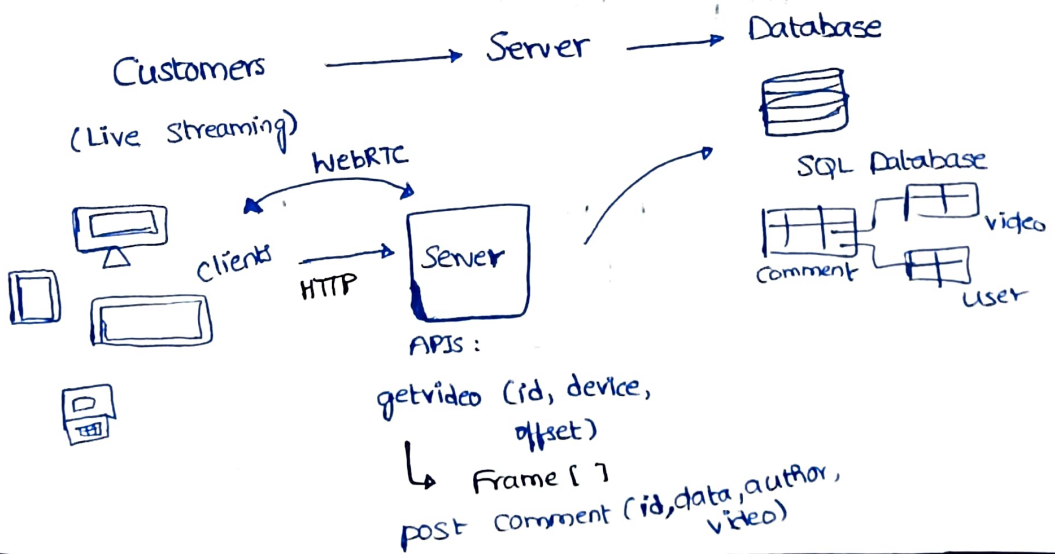
System Design

- Large Scale Distributed Systems.
- Design Patterns : General, Reuseable solution to a commonly occuring problem within a given context in software design.
- Example of Live Streaming :

① Define requirement from the user perspective.
② Reduce the features to data definitions.
③ Define some end points for data transfer b/w client & server.
④ None of the services fail in case of an outage.
⑤ Extensibility, Scalability & Modularity.
⑥ Testing.

Main Features To Design A System.



TCP Protocol : Reliable Protocol

UDP Protocol : Real time efficient protocol

- Each DB has its own protocol to talk with serve. Here, Question is which DB we should use ?

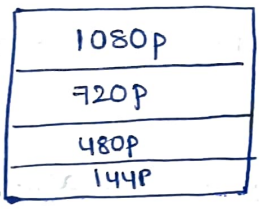
HDFS , Vimeo , Amazon S3

↳ For Video

- For Text we can use SQL / PostgreSQL

Structure

unstructure ⟶ NOSQL



RAW Video

HOW ??

Divide Raw Video into different video segments like (10 – 20s) & Do Changes.

↓

Map Reduce Function / Service

Reduce

Compress

1080 ⟶ 480

Enhance

720 ⟶ 1080

- [MPEG-DASH / HLS] For (Client → Server)
- Some data we will have some cbache is server. every time we will not querie the required information.
- CDN for (client - server)
  - content delievery network

For Low Level System Design

- ① Draw Use Case Diagram

Customer

① play a video from a timestamp

② go back to video and watch from left-off ~~at~~ time stamp

③ view at max quality allowed by network & device

④ Have non stop play when watching videos

admin

① — HTTPDASH

② — play (user, video, ts) video stamp

③ — seek (user, video) timestamp

④ — getVideoFrame (user, video, ts) Videostamp

Videographer

①, ②, ③, ④ ⇒ Video consuming service

② Class diagram

States

Data an object needs to perform behaviours

Behaviours

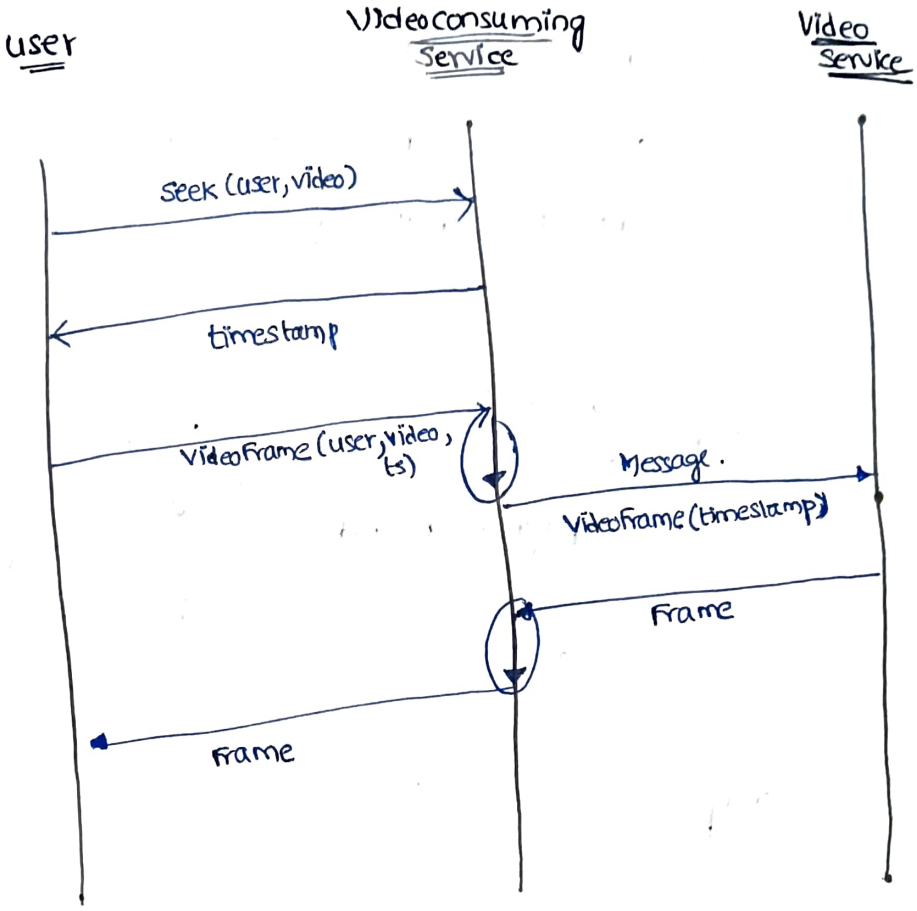
Video
Frames [ ] Meta Data
getFrame ( )

User
ID Name Email
getID( )

Watched Video
ID Video-ID User-ID seek_timestamp
get ID( )

Video Consuming Service
watched Videos [ ] watched Videos
get VideoFrame (user, video, ts) seek (user, video)

③ Sequence Diagram



M. Shreeraj