2005-2006

11:35-40pm

clel. vicio. us

→ Create account

-> Same who

-> get all uns

m -

RAM: 512 MB

HD : 404B

CS : 1.6 GHz

(2) Code

3 db

as other apps

If 1 record takes $\frac{1}{KB}$ of memory.

1024 Bytes $\approx 1000B$

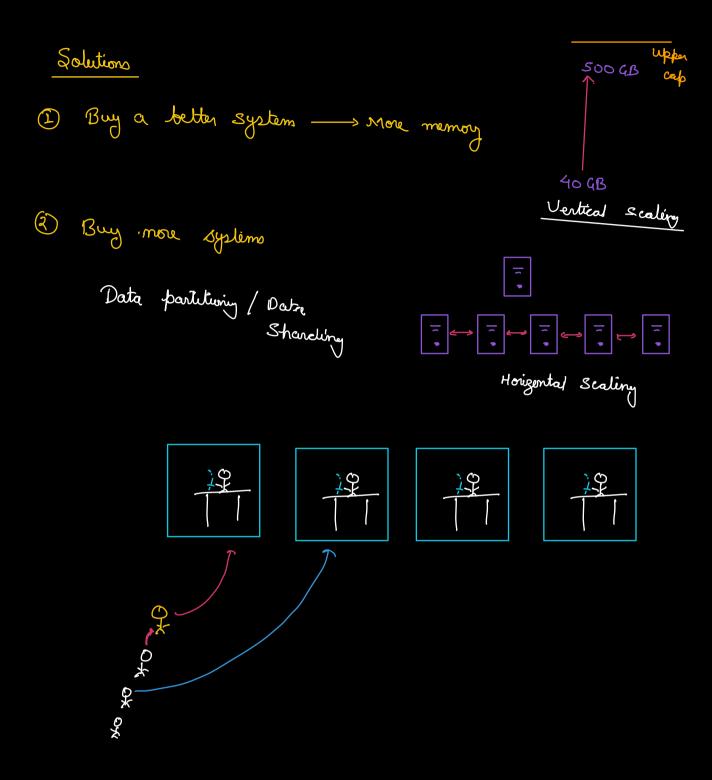
& if he gets I million save requests per day

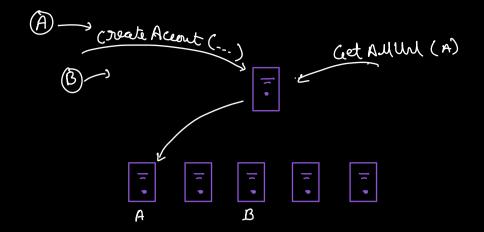
Amount of memory required to stire URLs of a single clay:

106 x 103 Bytes

= 109 Byles = 1 GB

40 days 1



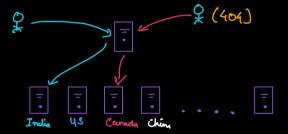


- 1) Range base (userId/Name)
 - · Uneven distribution

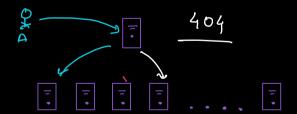


• 1

- 2 Based on regions
 - · Inconsisted
 - · Uneven distribution



- 3 Load based
 - * Inconsisted
- (4) Round Robin
 - · Inconsisted



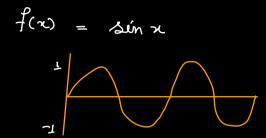
(5) Hashing / Hash function

Hash Function

$$f(x) = n^2$$

 $f(10) = 100$
 $f(5) = 25$
 $f(100) = 109$

Range of out but is not limited



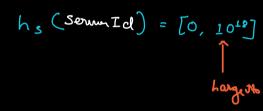
$$f(x) = \begin{cases} 1 & \text{if } x > 0 \\ 0 & \text{if } x = 0 \end{cases}$$

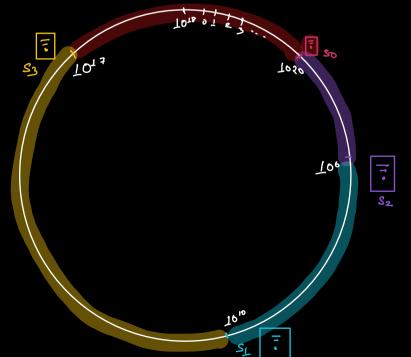
Mod %

$$a\%b \longrightarrow Remainder of a ÷ b$$
 $112\%10 \longrightarrow 2$
 $35\%7 \longrightarrow 0$
 $f(a,b) = a\%b$

T.		ı		<u> </u>		
usa Id	Used % 4	WanId % 5				
1.5	15% 4 => 3	15%5 => 0	<u>-</u>	<u>-</u>	•	•
41	41%4 = 1	41%5=1	0	1	2	3
7	7%4 23	7%5=2				
8	8%4 ⇒ 0	87.5 => 3		Incomis	lit t	taehing
						

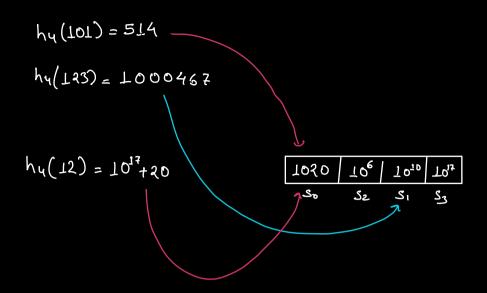
Consistent Hashing

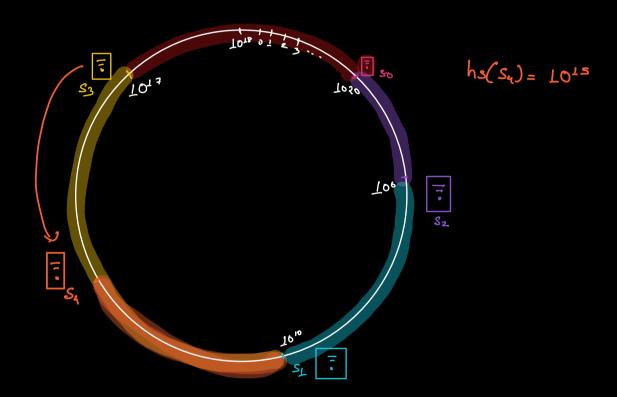


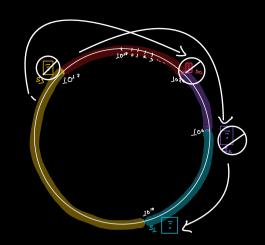


$$h_s(s_0) = 1000$$

 $h_s(s_1) = 10^{10}$
 $h_s(s_2) = 10^{17}$
 $h_s(s_3) = 10^{17}$







Ideally

When we add a new server → load of all Servers should be

When a server goes down -> load of that server should get clietributed equally across all servers.

PV = nRT

