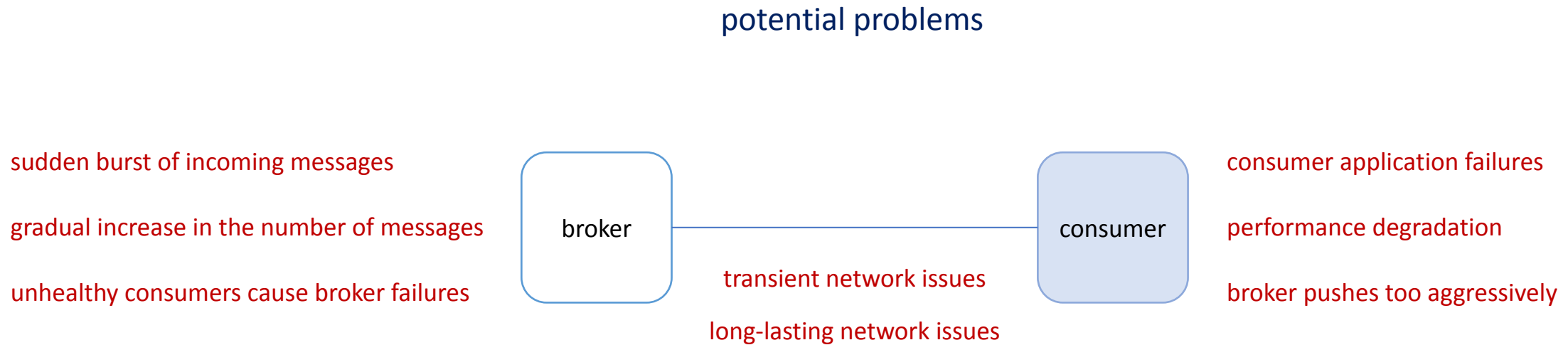


What else to know to build reliable, scalable, and fast systems



what will help us solve these problems

timeouts retries idempotency backoff with jitter failover fallback message delivery guarantees

consumer offsets batching compression horizontal and vertical scaling autoscaling partitioning

load shedding rate limiting circuit breaker bulkhead

What else to know to build reliable, scalable, and fast systems

