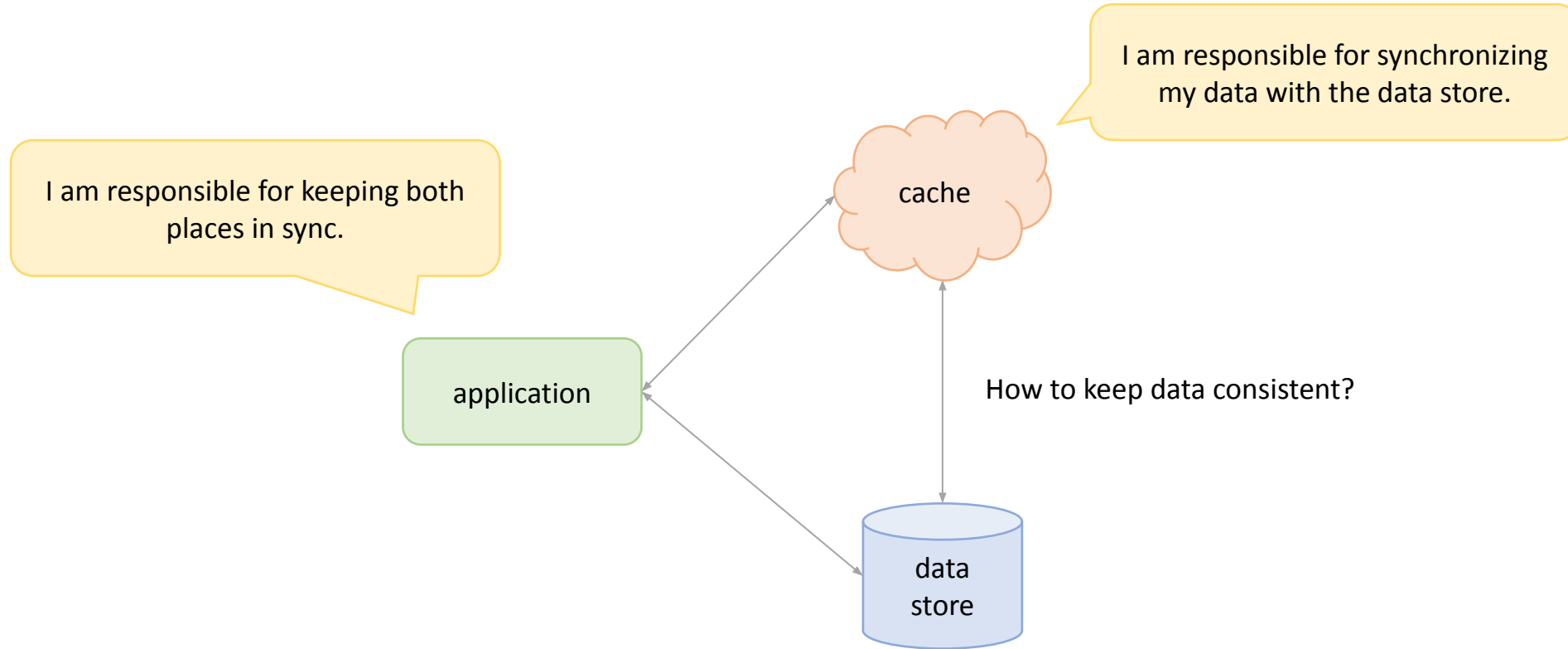
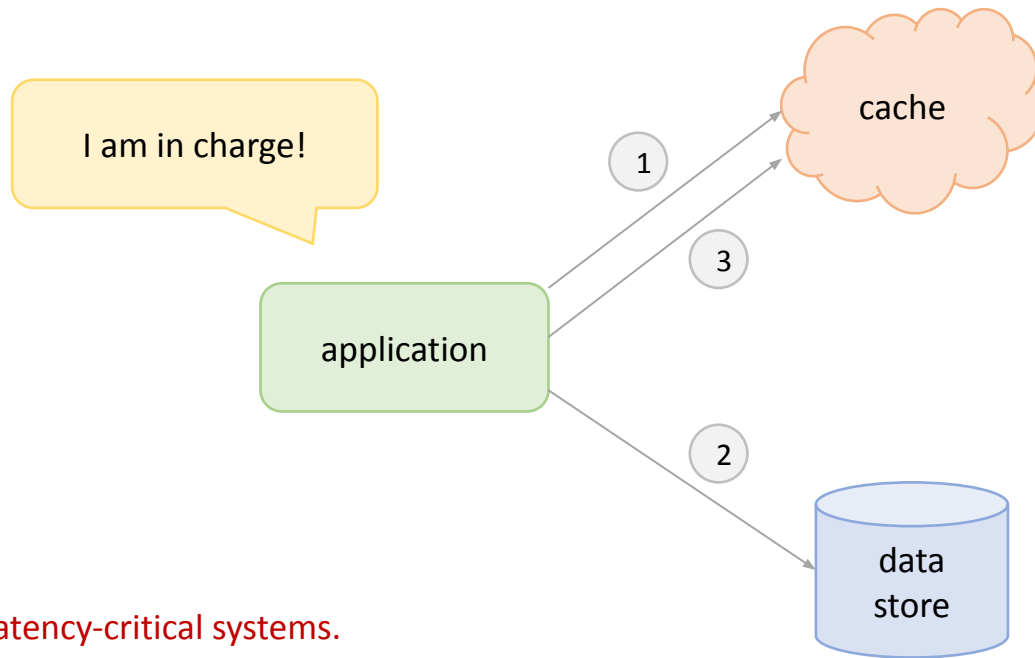


# Metadata cache



# Metadata cache

## cache-aside pattern



- 1 application looks for an entry in the cache
- 2 application loads data from the data store
- 3 application adds a new entry to the cache

### cons

- Less suitable for latency-critical systems.  
(every cache miss results in three round trips)
- Stale data when data changes frequently in the data store.  
(mitigated by setting expiration time on cache entries)
- Prone to cache stampede behavior.  
(multiple threads simultaneously query the same entry from the data store)

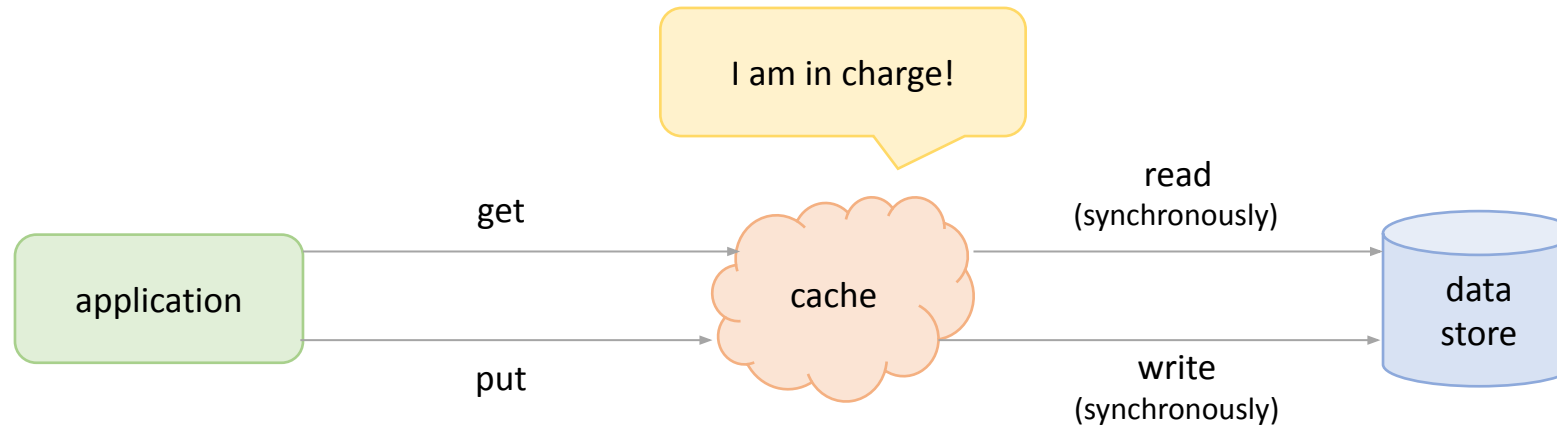
### pros

- Widely used pattern.

# Metadata cache

## read-through pattern

## write-through pattern

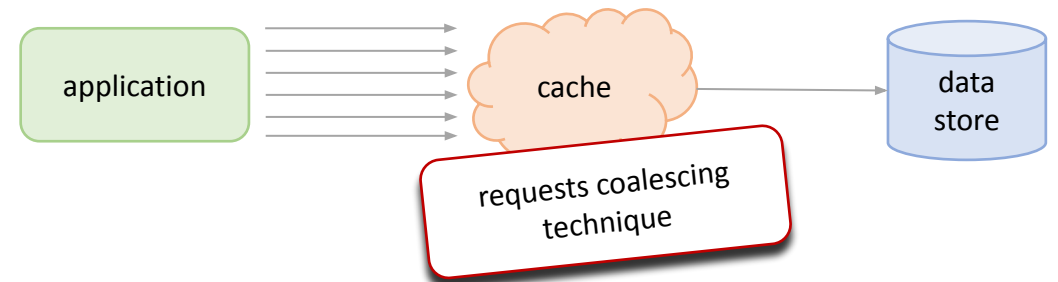


### cons

- Cache may contain a lot of rarely used data.  
(a problem for small caches)
- Cache becomes a critical component for the system.

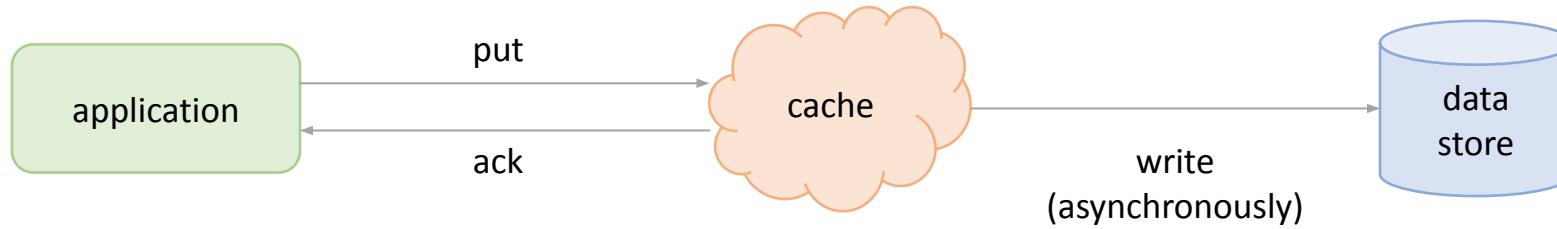
### pros

- (both patterns) Simplify data access code on the application side.
- (read-through) Helps to mitigate the cache stampede problem.



# Metadata cache

## write-behind pattern (aka write-back)



### cons

- Data can be lost.  
(mitigated by data replication in cache)

### pros

- Better write performance (higher throughput, lower latency).

# Metadata cache

