

System Design Approximations

Users to Volume

x Million users * y KB xy GB
x Million users * y MB xy TB

Period Numbers

per Month	1 Billion	1 Million	1 Thousand
per Day	32 M	32 K	32
per Hour	1.3 M	1.3 K	1.3
per Minute	22 K	22	0.02
per Second	400	0.4	0.0004

per Day	1 Billion	1 Million	1 Thousand
per Hour	42 M	42 K	42
per Minute	700 K	700	0.7
per Second	12 K	12	0.01

Example 1: If a server has a million requests per day, it will need to handle 12 requests per second.

Example 2: 100M photos (200KB) are uploaded daily to a server. 100 (number of millions) * 12 (the number per second for 1M) = 1200 uploads a second. 1200 (uploads) * 200KB (size of photo) = 240MB per second.

Number Sizes and Conversions

Kilo Thousands (3 zeros)
Mega Millions (6 zeros)
Giga Billions (9 zeros)
Tera Trillions (12 zeros)
Peta Quadrillions (15 zeros)

Data Sizes

char 1 Byte (8 Bit)
char (Unicode) 2 Byte (16 Bit)
short 2 Byte (16 Bit)
int or float 4 Byte (32 Bit)
long or double 8 Byte (64 Bit)

Approximate Object Sizes

File 100 KB
Web Page w/o a lot of magic and images 100 KB
Picture (jpeg, ...) 200 KB
Short Posted Video 2 MB
Streaming Video 50 MB/s

Througput

Read sequentially from memory 4 GB/s
Read sequentially from SSD 1 GB/s
Read sequentially from HDD 30 MB/s
Read sequentially from 1Gbps Ethernet 100MB/s

Latency

Read 1 MB sequentially from memory ... 0.25 ms
Read 1 MB sequentially from SSD 1 ms
Read 1 MB sequentially from HDD 20 ms

Roundtrip within datacenter 0.5 ms (500 us)
Send packet CA → NL → CA 150 ms

Service Limitations

These are very rough estimations on throughput, requests, and connections (Conn.) that certain services can handle.

-	Storage	Conn.	Requests
SQL DB	60 TB	30 K	25 K/sec
Cache (Redis).	300 GB	10 K	100 K/sec

-	Throughput	Requests
Web Server	-	5-10 K/sec
Queues/Streams	1-100 MB/s	1-3 K/sec

Created by Boris Schauerte, 2022

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