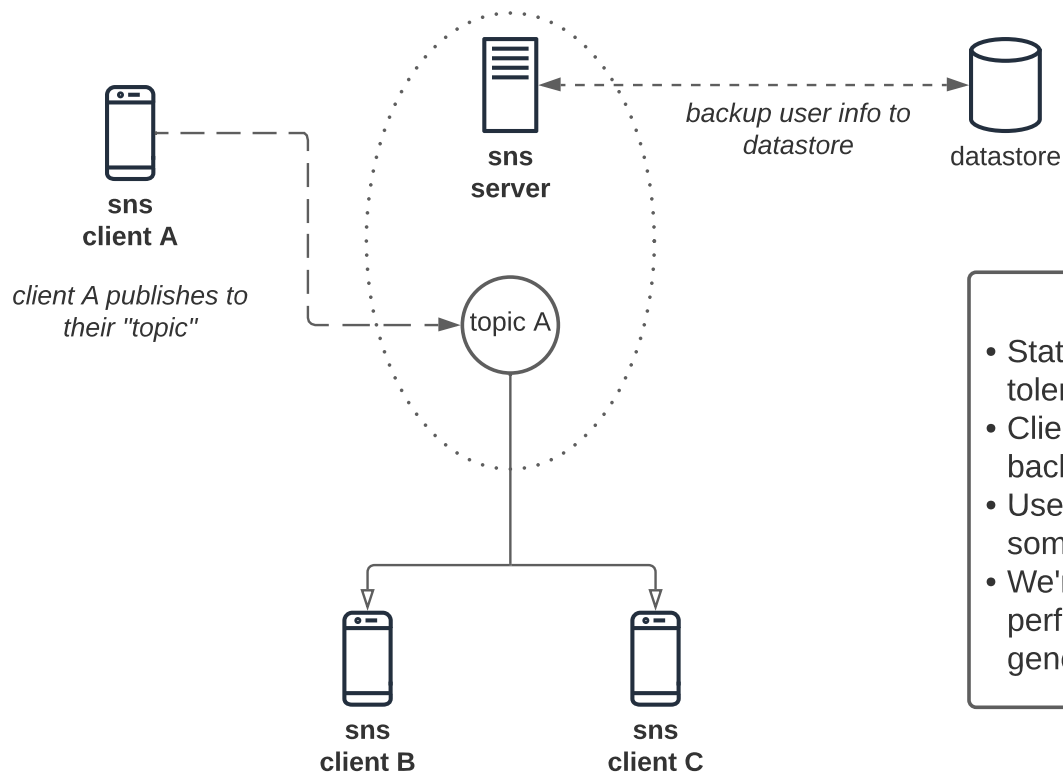


MP2 Design Draft

Think: publisher/subscriber model

- Users will post to their own timeline which is broadcast to any users subscribed
- Subscribing to another's timeline will allow the user to see their posts



this message is multicast to client A's subscribers (B, C)

Misc

- Stateful server which must be backed up to maintain fault tolerance
- Client side message buffering such that server only needs to backup user data (subscribers, etc.)
- User screen clear to display last ≤ 20 messages whenever a someone publishes
- We're not concerned with cache locality given that we must perform frequent backups so we use heap memory generously