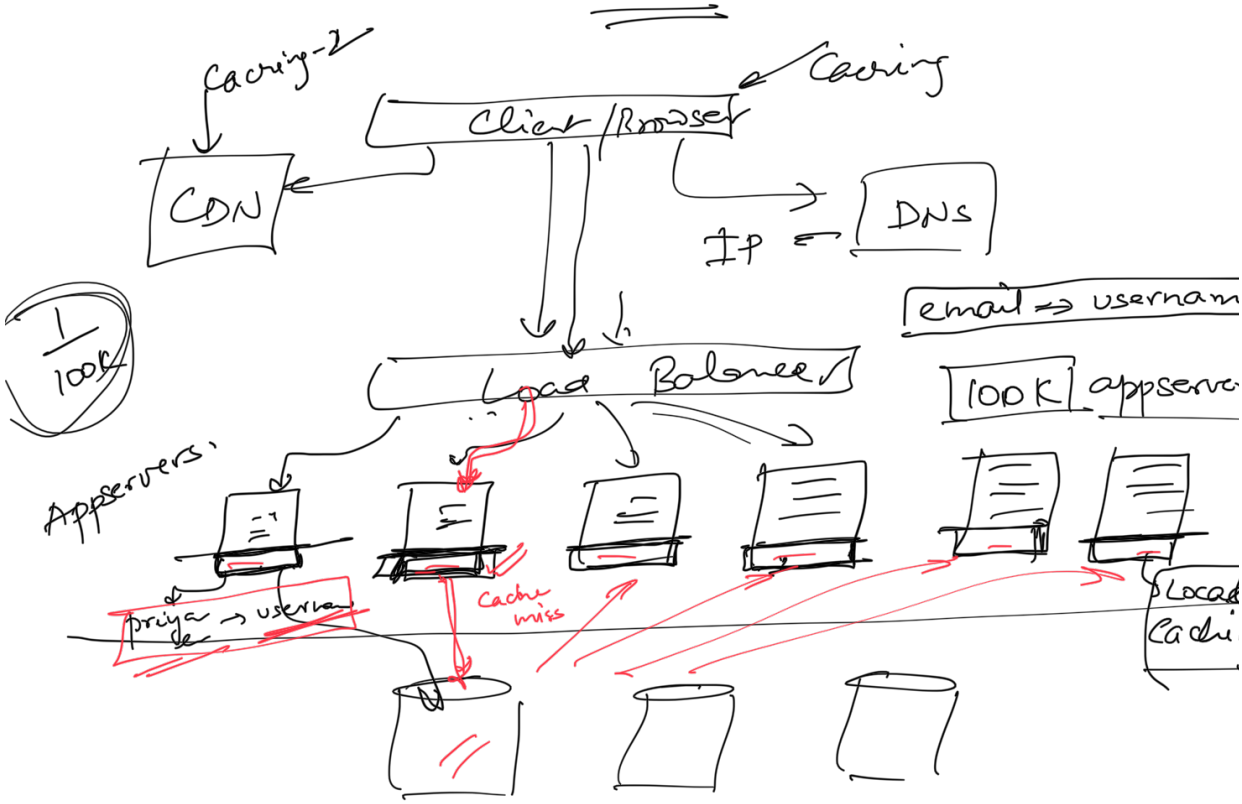
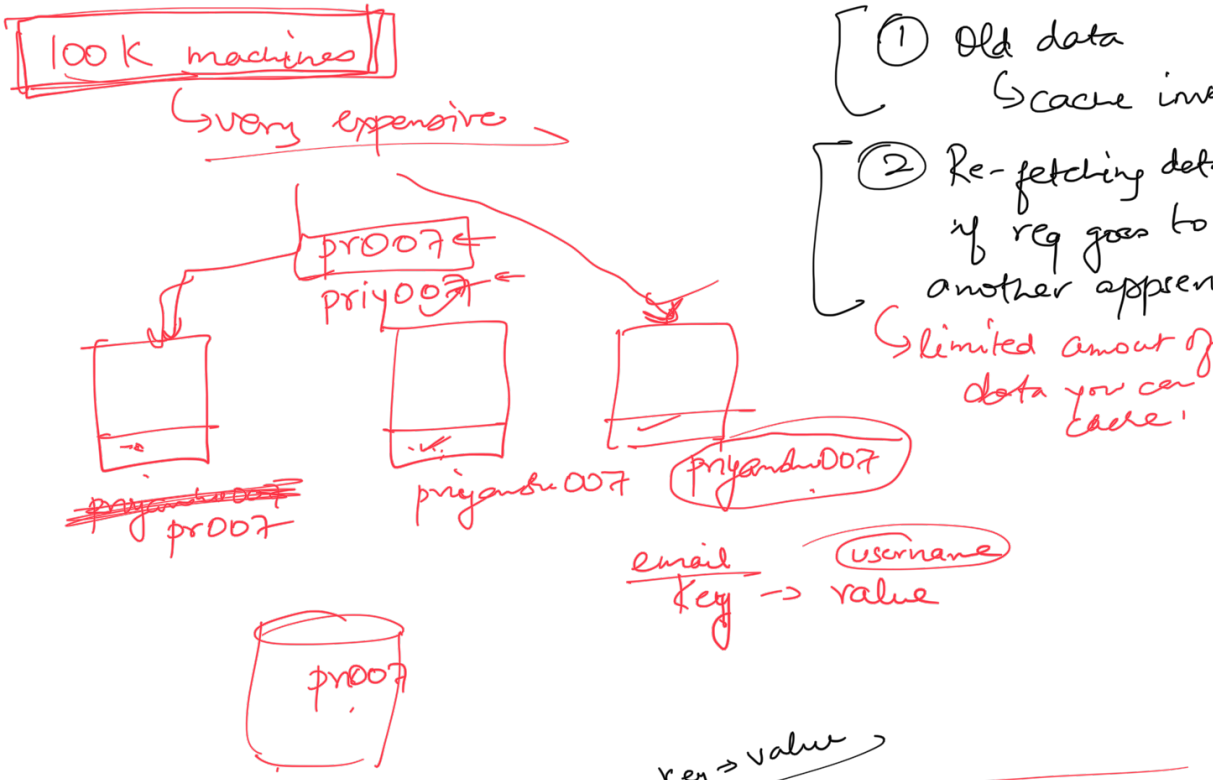
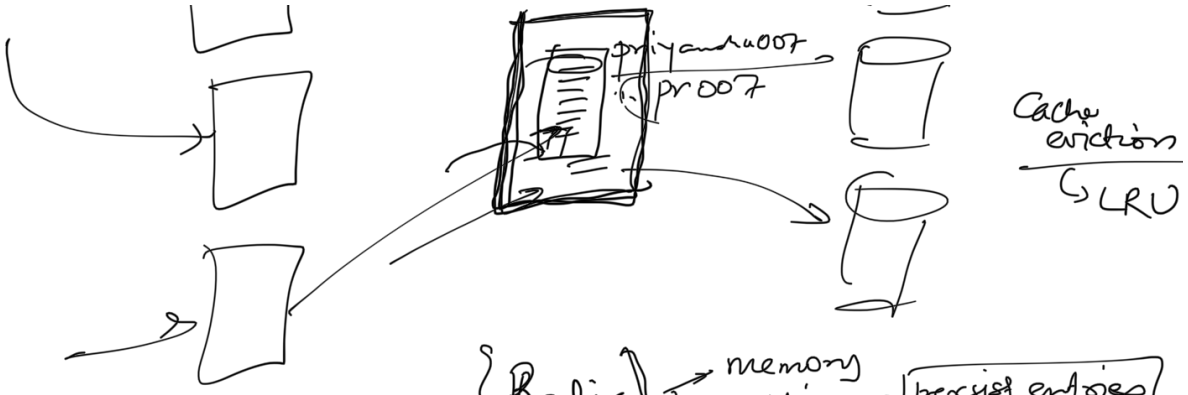
# CACHING – II




① Old data
↳ cache inv

② Re-fetching dat
if req goes to
another appserv
↳ limited amount of
data you can
cache!




{Redis} → memory option → persist entries

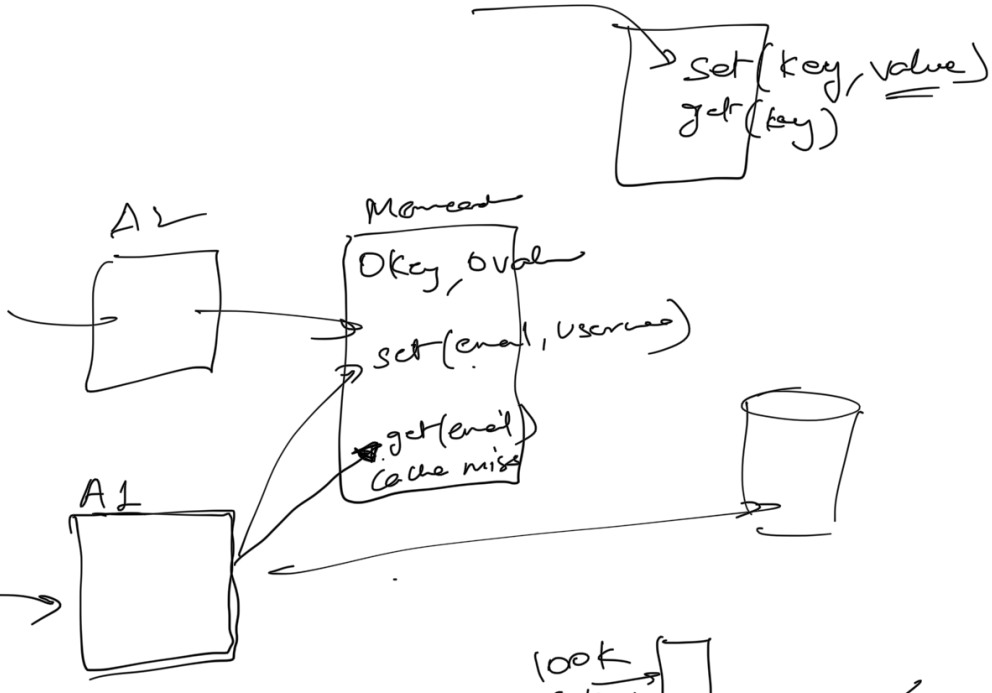
{Memcache} → memory only.

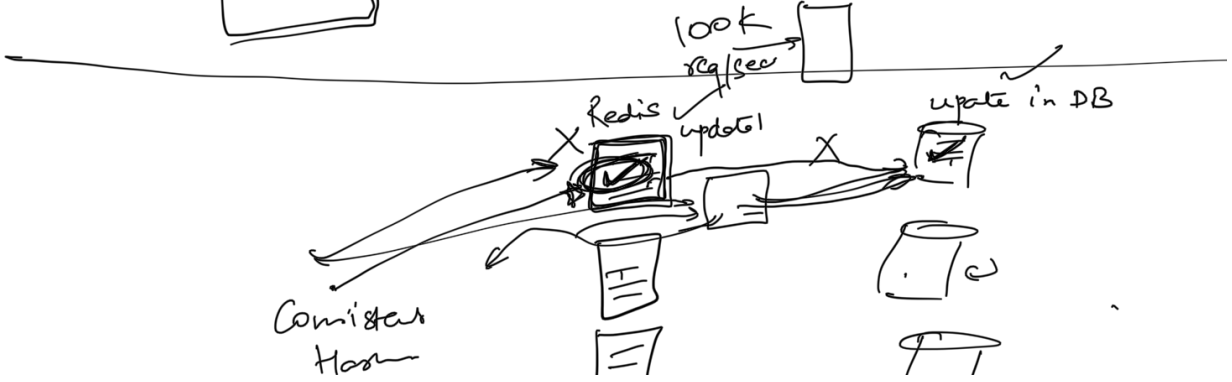
In memory → RAM

→ Cache → optimise reads RAM

① Most likely to be fetched → popular data

② Derived information



① Write through cache → Highly consistent

100ms 200ms 200ms.

300ms

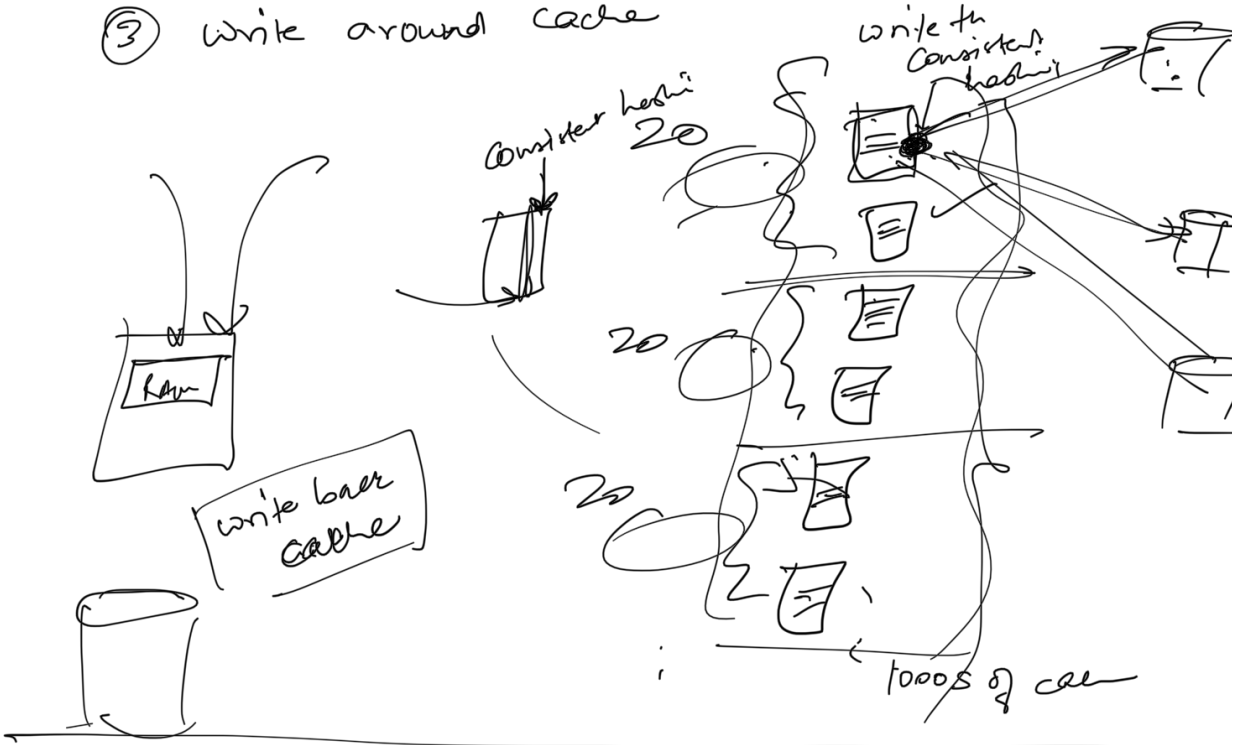
① Write latency.

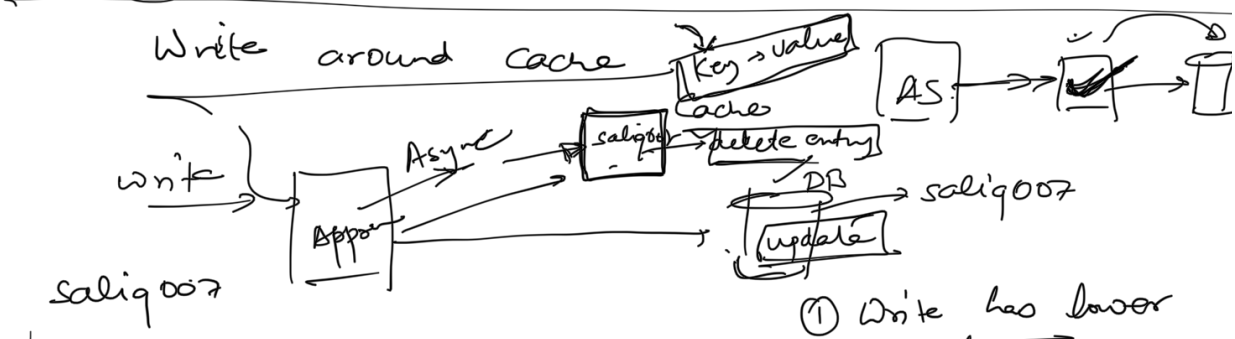
② Machine dies

↳ High laten

② Write back cache

③ Write around cache




① Write has lower latency

② Temp inconsistent

first read will lead to cache miss

Read

Go to Appserve

Read from cache

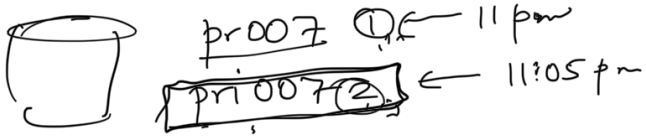
↳ if entry is found, then return

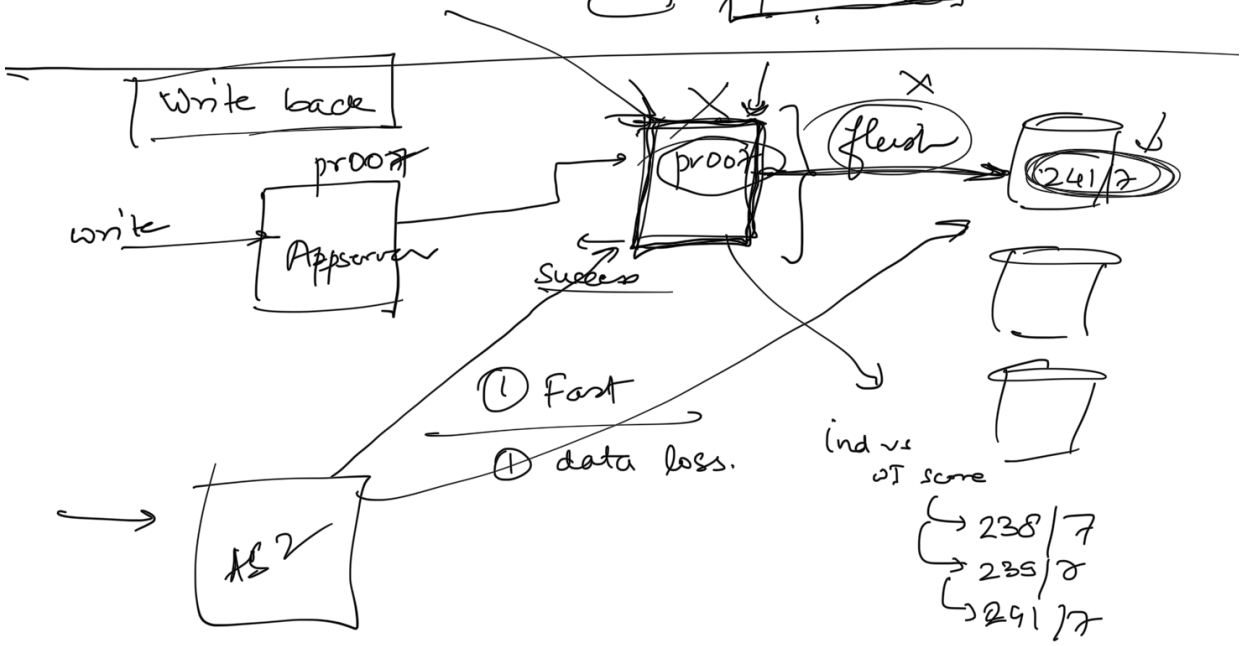
If not, then you find entry in DB
update cache with entry

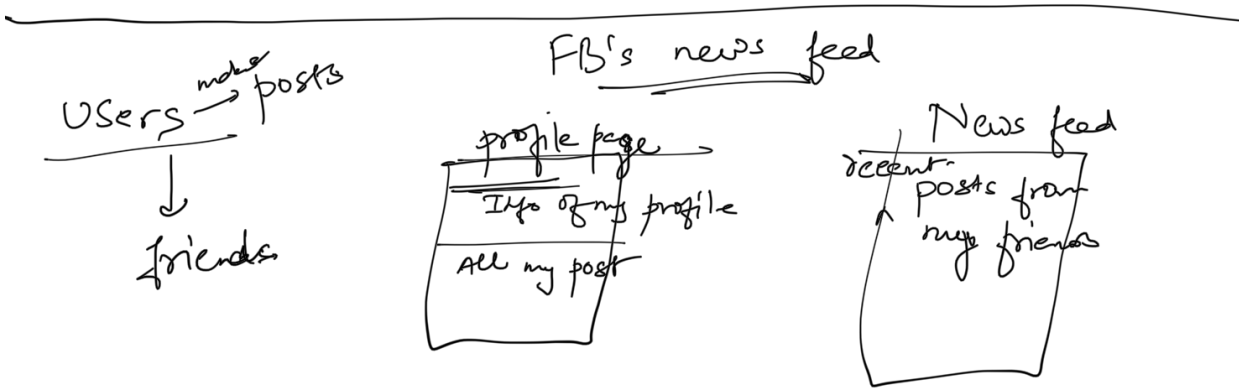
Write ...

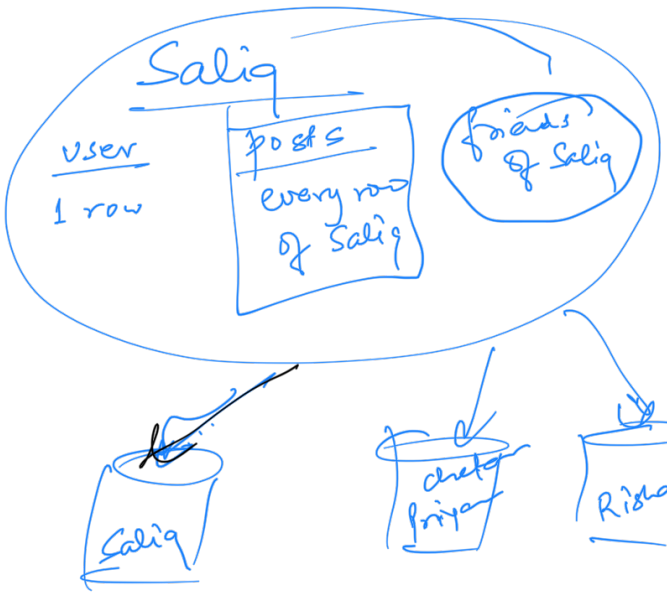
① Appserver
↳ write to D
↳ retu

② schedule a job to dele
corrupt entries from c






28 bytes

post

| ts | userid | content | path |
|---|---|---|---|
| | 8 bytes | 100 bytes | 100 bytes |

200 bytes

1 billion registered users

200 million DAU

40 million posts every day

40 million * 200 bytes

40 * 1000 * 1000 * 200 bytes

MB KB

= 40 * 200 MB = 8000 MB = 8GB

8 * 30 = 240 GB

derived

Recent posts

Last 30 days of all posts made

Post

| post_id | creator_id | ts | content | attach_path |
|---|---|---|---|---|

SELECT * FROM

post

where user_id IN

① Go to Saliq's DB

(_ step1 _)

to fetch list of Saliq's friends.

ORDER BY ts DESC (2)

LIMIT 20, offset D