

DS4300 HW2

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DESIGN CHOICES

1. Implemented Strategy 2 (timeline buckets for each user)
2. Redis Database Keys and Values

Keys	Values
tweet_<id> is the key for each tweet that is posted, id is a unique attribute (integer)	The tweet contents are stored as a serialized String (timestamp is stored as Unix Time in milliseconds: “tweet_id user_id timestamp text” Ex. “17 972 294845392 this is a tweet”
timeline_<id> is the key for the user’s timeline who has the corresponding id	The timeline is stored as a Redis list of tweet id’s (integers) Ex. [1,17,9034,100]
users is the key for the set of unique users of Twitter	The users information is stored as a Redis set of user id’s (integers) Ex. {1,2,10,99}
follows_<id> is the key for the list of followers of the user with the corresponding id	The list of followers is stored as a Redis list of user id’s (integers) Ex. [3,89,100]
next_tweet_id is the key for the unique integer value that represents the id that the next posted tweet will be assigned	The id value is stored as an integer and is incremented each time after it is assigned to a posted tweet to maintain uniqueness Ex. 17

PERFORMANCE TESTING

1. Approximately **5235.93** tweets can be posted per second. Because Twitter receives 6-10 thousand new tweets per second, Redis can almost keep up.
2. Approximately **3357.48** home timelines can be retrieved per second. Our program is still not within an order of magnitude of the 200-300 thousand home timeline refreshes that happen per second, so it is not close to keeping up.

ANALYSIS AND REPORTING

Hardware configuration: 1.4 GHz Quad-Core Intel Core i5 processor

Software stack: Redis 6.2.6, Java (Jedis, java.sql, java.util, java.io, java.time)

API Method	API Calls/Sec
postTweet	5235.93
getHomeTimeline	3357.48

Factors that impacted our results:

- Concurrently running applications, particularly ones which require lots of RAM (IntelliJ, Youtube windows, etc.)
- Optimization: the particular backend data structure representation of a tweet can significantly impact post and retrieval performance (serialized Strings are faster than Hashsets)