# **System Design Interview Questions - Comprehensive Collection**

This document contains all system design interview questions organized by category and complexity level.

## **Table of Contents**

- Distributed Systems & Infrastructure
- Data & AI/ML Systems
- Real-time & Communication Systems
- Product & Platform Systems

# **Distributed Systems & Infrastructure**

## Large-Scale Web Services

- 1. Design a URL Shortener (like bit.ly)
  - Handle 100M URLs shortened per day
  - Support custom aliases
  - Provide analytics and click tracking
  - Ensure high availability and low latency

## 2. Design a Content Delivery Network (CDN)

- Global distribution of static content
- Cache invalidation strategies
- Load balancing and failover
- Performance monitoring and optimization

## 3. Design a Load Balancer

- Support multiple load balancing algorithms
- Health checking and failover
- SSL termination
- Rate limiting and DDoS protection

#### 4. Design a Distributed Cache System

- Support for Redis/Memcached protocols
- Consistent hashing for data distribution
- Replication and failover
- Memory management and eviction policies

## Monitoring & Observability

## 1. Design a Metrics and Monitoring System

- Collect metrics from thousands of services
- Real-time alerting and dashboards
- Time-series data storage and querying
- Anomaly detection and forecasting

## 2. Design a Distributed Logging System

- Collect logs from microservices
- Real-time log processing and search
- Log aggregation and retention policies
- Integration with monitoring and alerting

## 3. Design a Service Discovery System

- Dynamic service registration and discovery
- Health checking and load balancing
- Configuration management
- Multi-datacenter support

## Infrastructure & Platform

#### 1. Design a Container Orchestration Platform

- Container scheduling and resource management
- Service mesh and networking
- Auto-scaling and load balancing
- Security and multi-tenancy

## 2. Design a Distributed File System

- Petabyte-scale storage
- Replication and consistency
- Metadata management
- Performance optimization

## 3. Design a Database Sharding System

- Automatic data partitioning
- o Cross-shard queries and transactions
- o Rebalancing and migration
- o Consistency and availability guarantees

## **Cloud & Serverless**

## 1. Design a Serverless Computing Platform

- o Function execution and scaling
- Event-driven architecture
- o Resource isolation and security
- o Cold start optimization

## 2. Design a Multi-Cloud Management Platform

- Resource provisioning across clouds
- o Cost optimization and governance
- o Security and compliance
- Disaster recovery and migration

## 3. Design an API Gateway

- Request routing and transformation
- Authentication and authorization
- Rate limiting and throttling

o Analytics and monitoring

## **Storage & Databases**

## 1. Design a Distributed Database

- o ACID transactions across nodes
- o Consensus and replication
- o Query optimization and indexing
- o Backup and recovery

## 2. Design a Time-Series Database

- o High-throughput ingestion
- o Efficient compression and storage
- Real-time querying and aggregation
- Retention policies and downsampling

## **Security & Compliance**

## 1. Design a Distributed Authentication System

- o Single sign-on (SSO) across services
- o Multi-factor authentication
- Session management and security
- o Integration with identity providers

## 2. Design a Secrets Management System

- $\circ$  Secure storage and rotation
- o Access control and auditing
- Integration with applications
- o Compliance and governance

## **Performance & Optimization**

## 1. Design a Global DNS System

- o Anycast routing and load balancing
- o DNS caching and TTL management
- o DDoS protection and security
- Performance monitoring

#### 2. Design a Distributed Rate Limiting System

- o Global rate limiting across services
- o Different limiting algorithms
- o Real-time enforcement
- o Analytics and monitoring

## 3. Design a Circuit Breaker System

- o Failure detection and recovery
- o Configurable thresholds and policies
- Monitoring and alerting
- o Integration with service mesh

## **Advanced Infrastructure**

## 1. Design a Multi-Region Disaster Recovery System

- o Cross-region replication
- Automated failover and recovery
- o Data consistency and integrity
- o RTO/RPO optimization

## 2. Design a Distributed Configuration Management System

- o Real-time configuration updates
- Version control and rollback
- o Environment-specific configs
- o Security and access control

#### 3. Design a Service Mesh Architecture

- o Traffic management and routing
- o Security and encryption
- o Observability and monitoring
- o Policy enforcement

## 4. Design a Distributed Tracing System

- o Request tracing across microservices
- o Performance analysis and debugging
- o Sampling and data retention
- o Integration with monitoring

## 5. Design a Global Load Balancing System

- o Traffic distribution across regions
- o Health checking and failover
- o Performance optimization
- o DDoS protection

## **Edge Computing**

## 1. Design an Edge Computing Platform

- o Distributed compute at edge locations
- o Data synchronization and consistency
- Low-latency processing
- Resource management

## 2. Design a Global Content Optimization System

- o Dynamic content optimization
- o Image and video processing
- Caching strategies
- o Performance monitoring

## 3. Design a Distributed IoT Platform

o Device management and provisioning

- o Data ingestion and processing
- o Real-time analytics
- Security and compliance

## 4. Design a Multi-Tenant SaaS Platform

- Tenant isolation and security
- o Resource sharing and optimization
- o Billing and metering
- o Customization and configuration

## 5. Design a Distributed Backup and Recovery System

- o Incremental and differential backups
- o Cross-region replication
- o Point-in-time recovery
- o Compliance and retention

## Data & AI/ML Systems

## **Data Processing & Analytics**

## 1. Design a Real-time Analytics Platform

- Stream processing for millions of events/second
- Real-time dashboards and alerting
- Complex event processing
- Integration with batch processing

## 2. Design a Data Lake Architecture

- Petabyte-scale data storage
- Schema evolution and governance
- Data quality and lineage
- Multi-format support (structured, semi-structured, unstructured)

#### 3. Design a Data Warehouse System

- OLAP queries and aggregations
- ETL/ELT pipelines
- Data modeling and optimization
- Business intelligence integration

#### 4. Design a Distributed ETL System

- Data extraction from multiple sources
- Transformation and validation
- Error handling and recovery
- Scheduling and monitoring

## **Machine Learning Infrastructure**

## 1. Design an ML Training Platform

- Distributed training across GPUs/TPUs
- Experiment tracking and versioning

- Hyperparameter optimization
- Resource scheduling and management

#### 2. Design an ML Model Serving System

- Real-time and batch inference
- Model versioning and A/B testing
- Auto-scaling and load balancing
- Monitoring and performance optimization

#### 3. Design a Feature Store

- Feature computation and storage
- Real-time and batch feature serving
- Feature versioning and lineage
- Data quality and monitoring

## 4. Design an ML Pipeline Orchestration System

- Workflow definition and execution
- Dependency management
- Error handling and retries
- Monitoring and alerting

#### **Search & Recommendation**

#### 1. Design a Search Engine

- Web crawling and indexing
- Query processing and ranking
- Real-time updates and freshness
- Personalization and relevance

## 2. Design a Recommendation System

- o Collaborative and content-based filtering
- Real-time recommendations
- Cold start problem handling
- o A/B testing and evaluation

## 3. Design an Elasticsearch-like System

- o Distributed indexing and search
- o Real-time data ingestion
- o Query optimization and caching
- o Cluster management and scaling

## **Data Streaming & Processing**

#### 1. Design a Stream Processing System

- o Real-time data processing
- Windowing and aggregations
- o Fault tolerance and exactly-once processing
- o Backpressure handling

#### 2. Design a Message Queue System

o High-throughput message delivery

- o Ordering and durability guarantees
- o Consumer groups and scaling
- o Dead letter queues and error handling

## 3. Design a Data Pipeline Monitoring System

- Data quality monitoring
- Pipeline performance tracking
- Anomaly detection and alerting
- o Lineage and impact analysis

## AI/ML Applications

## 1. Design a Computer Vision Platform

- o Image and video processing
- Model training and inference
- o Real-time object detection
- Edge deployment and optimization

#### 2. Design a Natural Language Processing System

- Text processing and analysis
- Language model training and serving
- o Real-time inference and scaling
- Multi-language support

## 3. Design a Fraud Detection System

- o Real-time transaction analysis
- o Machine learning model deployment
- o Rule engine and decision making
- o Feedback loop and model updates

## 4. Design a Personalization Engine

- User behavior tracking
- o Real-time personalization
- Content optimization
- o Privacy and compliance

## Big Data Storage

## 1. Design a Distributed Graph Database

- o Graph storage and querying
- o Distributed graph algorithms
- Real-time updates and consistency
- Visualization and analytics

#### 2. Design a Multi-Model Database

- o Support for multiple data models
- o Query optimization across models
- o Consistency and transactions

o Performance and scaling

## 3. Design a Data Catalog System

- o Metadata management and discovery
- o Data lineage and governance
- Search and recommendation
- o Integration with data tools

## **Advanced Analytics**

## 1. Design a Real-time Anomaly Detection System

- o Streaming data analysis
- o Machine learning model deployment
- o Alert generation and routing
- False positive reduction

## 2. Design a Predictive Analytics Platform

- o Time series forecasting
- o Model training and validation
- o Real-time predictions
- o Business intelligence integration

## 3. Design a Data Science Collaboration Platform

- Notebook sharing and collaboration
- Experiment tracking and versioning
- o Resource management and scheduling
- o Model deployment and monitoring

## 4. Design a Customer Data Platform (CDP)

- o Customer data unification
- Real-time profile updates
- o Segmentation and targeting
- o Privacy and compliance

## **Specialized Systems**

## 1. Design a Geospatial Data System

- o Location data storage and indexing
- o Spatial queries and analysis
- Real-time location tracking
- o Map rendering and visualization

## 2. Design a Time Series Forecasting System

- o Historical data analysis
- o Model training and validation
- o Real-time forecasting
- Accuracy monitoring and improvement

## 3. Design a Data Governance Platform

- Data classification and tagging
- o Access control and auditing
- o Compliance monitoring
- o Policy enforcement

#### 4. Design a Multi-Cloud Data Platform

- o Cross-cloud data integration
- o Cost optimization and governance
- o Security and compliance
- o Performance optimization

## 5. Design a Real-time Decision Engine

- Rule-based decision making
- o Machine learning integration
- o A/B testing and optimization
- o Performance and latency optimization

# **Real-time & Communication Systems**

## **Messaging & Communication**

## 1. Design WhatsApp/Telegram

- Real-time messaging for billions of users
- End-to-end encryption
- Media sharing and storage
- Group chats and broadcast lists
- Offline message delivery

#### 2. Design Slack/Discord

- Team communication and collaboration
- Channels and direct messaging
- File sharing and integrations
- Voice and video calling
- Search and message history

## 3. Design a Video Conferencing System (Zoom)

- Real-time video and audio streaming
- Screen sharing and recording
- Scalable infrastructure for millions of concurrent users
- Quality adaptation and optimization
- Security and privacy features

## 4. Design a Live Streaming Platform (Twitch)

- Real-time video streaming
- Chat and interaction features
- Content delivery and optimization

- Monetization and analytics
- Global distribution

## **Social Networks & Content**

## 1. Design Twitter/X

- Real-time tweet delivery
- Timeline generation and ranking
- Trending topics and hashtags
- Media handling and storage
- Global distribution and caching

#### 2. Design Instagram

- Photo and video sharing
- Real-time feed generation
- Stories and live streaming
- Discovery and recommendation
- Global content delivery

#### 3. Design TikTok

- Short-form video platform
- Al-powered recommendation engine
- Real-time video processing
- Global content distribution
- Creator tools and analytics

## 4. Design LinkedIn

- Professional networking platform
- News feed and content sharing
- Job recommendations and search
- Messaging and connections
- Professional insights and analytics

## **Real-time Systems**

## 1. Design a Real-time Notification System

- Push notifications across platforms
- Email and SMS delivery
- Personalization and targeting
- Delivery tracking and analytics
- Rate limiting and optimization

## 2. Design a Real-time Collaboration Tool (Google Docs)

- Collaborative document editing
- o Operational transformation
- Conflict resolution
- Version history and recovery
- o Real-time synchronization

## 3. Design a Live Chat Support System

- o Real-time customer support
- o Agent routing and load balancing

- o Chat history and analytics
- o Integration with CRM systems
- Automated responses and bots

## 4. Design a Real-time Gaming Platform

- Low-latency multiplayer gaming
- o Matchmaking and lobbies
- Anti-cheat and security
- Leaderboards and statistics
- o Global server distribution

## Streaming & Media

## 1. Design a Music Streaming Service (Spotify)

- Audio streaming and caching
- o Playlist and recommendation engine
- o Offline playback and sync
- o Social features and sharing
- o Artist analytics and royalties

## 2. Design a Video Streaming Service (Netflix)

- o Video encoding and adaptive streaming
- o Content recommendation engine
- o Global content delivery
- o Offline downloads and sync
- o Analytics and personalization

#### 3. Design a Podcast Platform

- o Audio content distribution
- Subscription and discovery
- o Analytics and monetization
- o Offline playback and sync
- o Creator tools and insights

## **Real-time Analytics**

#### 1. Design a Real-time Dashboard System

- Live data visualization
- o Real-time metrics and KPIs
- o Interactive charts and graphs
- o Alert generation and notifications
- o Performance optimization

## 2. Design a Real-time Bidding System (Ad Tech)

- o Millisecond auction processing
- o Bid optimization and targeting
- o Fraud detection and prevention
- o Analytics and reporting

Global distribution

## 3. Design a Real-time Fraud Detection System

- o Transaction monitoring and analysis
- o Machine learning model deployment
- o Real-time decision making
- o Alert generation and response
- Feedback loop and learning

## **Communication Infrastructure**

## 1. Design a WebRTC Signaling Server

- Peer-to-peer connection establishment
- NAT traversal and STUN/TURN
- o Signaling and media relay
- o Quality monitoring and optimization
- Security and encryption

## 2. Design a Push Notification Service

- o Cross-platform notification delivery
- o Device registration and management
- o Message queuing and delivery
- Analytics and tracking
- o Rate limiting and optimization

#### 3. Design a Real-time Location Tracking System

- o GPS data collection and processing
- o Real-time location updates
- o Geofencing and alerts
- Privacy and security
- o Battery optimization

## **Event-Driven Systems**

## 1. Design an Event Streaming Platform

- High-throughput event ingestion
- Real-time event processing
- Event sourcing and replay
- o Schema evolution and compatibility
- Monitoring and observability

#### 2. Design a Real-time Auction System

- o Bid processing and validation
- o Real-time price updates
- Fraud detection and prevention
- Settlement and payment
- o Analytics and reporting

## 3. Design a Real-time Sports Scoring System

- Live score updates and statistics
- Real-time data ingestion
- o Fan engagement features
- o Global distribution and caching
- o Analytics and insights

## **Collaborative Platforms**

#### 1. Design a Real-time Code Collaboration Platform

- o Collaborative code editing
- Version control integration
- o Real-time synchronization
- Conflict resolution
- o Code review and comments

## 2. Design a Virtual Whiteboard System

- o Real-time collaborative drawing
- o Multi-user synchronization
- Vector graphics and optimization
- Version history and recovery
- o Integration with video conferencing

## 3. Design a Real-time Project Management Tool

- Task tracking and updates
- Team collaboration features
- Real-time notifications
- o Progress tracking and reporting
- o Integration with other tools

## **Advanced Real-time Systems**

## 1. Design a Real-time IoT Data Processing System

- Sensor data ingestion
- o Real-time analytics and alerting
- o Device management and control
- Edge computing integration
- Security and compliance

#### 2. Design a Real-time Financial Trading System

- o Low-latency order processing
- Market data distribution
- o Risk management and compliance
- o Settlement and clearing
- o Analytics and reporting

## 3. Design a Real-time Emergency Response System

- o Incident detection and alerting
- o Resource coordination and dispatch
- Real-time communication
- Location tracking and mapping
- o Analytics and optimization

# **Product & Platform Systems**

## **E-commerce & Marketplace**

## 1. Design Amazon/E-commerce Platform

- Product catalog and search
- Shopping cart and checkout
- Payment processing and fraud detection
- Order management and fulfillment
- Recommendation engine and personalization

## 2. Design Uber/Lyft

- Real-time ride matching
- Dynamic pricing and surge
- GPS tracking and navigation
- Payment processing
- Driver and rider management

#### 3. Design Airbnb

- Property listing and search
- Booking and reservation system
- Payment processing and escrow
- Review and rating system
- Host and guest communication

## 4. Design eBay/Auction Platform

- Auction mechanics and bidding
- Product listing and categorization
- Payment and escrow services
- Fraud detection and prevention
- Seller and buyer protection

## Food & Delivery

#### 1. Design DoorDash/Food Delivery

- Restaurant and menu management
- Real-time order tracking
- Delivery optimization and routing
- Payment processing
- Driver dispatch and management

## 2. Design Instacart/Grocery Delivery

- Inventory management and availability

- Personal shopper assignment
- Real-time order updates
- Substitution and communication
- Delivery scheduling and optimization

## **Financial Services**

#### 1. Design Venmo/PayPal

- Peer-to-peer payments
- Transaction processing and settlement
- Fraud detection and security
- Social features and feed
- Integration with banks and cards

#### 2. Design a Digital Banking Platform

- Account management and transactions
- Mobile banking and security
- Loan and credit services
- Investment and wealth management
- Compliance and regulatory requirements

## 3. Design a Cryptocurrency Exchange

- Order book and matching engine
- Wallet management and security
- Trading pairs and liquidity
- KYC/AML compliance
- Market data and analytics

## **Content & Media**

#### 1. Design YouTube

- Video upload and processing
- o Content delivery and streaming
- Recommendation and discovery
- o Monetization and analytics
- o Creator tools and community

#### 2. Design Medium/Blogging Platform

- o Content creation and publishing
- o Reader engagement and discovery
- Subscription and monetization
- o Social features and following
- o Analytics and insights

## 3. Design Pinterest

- Visual content discovery
- o Board and pin management
- o Search and recommendation
- o Shopping and commerce integration
- o Creator tools and analytics

## **Travel & Hospitality**

## 1. Design Booking.com/Travel Platform

- Hotel and accommodation search
- Availability and pricing
- o Booking and reservation management
- Review and rating system
- o Payment processing and cancellation

## 2. Design Expedia/Flight Booking

- o Flight search and comparison
- o Booking and ticketing
- o Price tracking and alerts
- Itinerary management
- o Integration with airlines and GDS

## **Professional Services**

## 1. Design GitHub

- o Git repository hosting
- Collaboration and code review
- o Issue tracking and project management
- o CI/CD integration
- o Package and release management

## 2. Design Jira/Project Management

- o Issue and task tracking
- Workflow and automation
- o Team collaboration and reporting
- o Integration with development tools
- o Analytics and insights

## 3. Design Salesforce/CRM Platform

- o Customer relationship management
- o Sales pipeline and forecasting
- Marketing automation
- o Custom applications and workflows
- Integration and API platform

## **Education & Learning**

## 1. Design Coursera/Online Learning

- o Course creation and delivery
- Video streaming and progress tracking
- o Assessment and certification
- Student engagement and community
- Payment and subscription management

## 2. Design Khan Academy/Educational Platform

- o Interactive learning content
- o Progress tracking and analytics
- o Personalized learning paths
- o Teacher and parent dashboards
- Accessibility and localization

## **Health & Fitness**

## 1. Design Teladoc/Telehealth Platform

- o Doctor-patient video consultations
- o Appointment scheduling and management
- o Medical records and history
- o Prescription and pharmacy integration
- o Insurance and billing

## 2. Design MyFitnessPal/Health Tracking

- Food and exercise logging
- o Calorie and nutrition tracking
- o Social features and challenges
- o Integration with wearables
- o Goal setting and progress tracking

## **Gaming & Entertainment**

## 1. Design Steam/Gaming Platform

- Game distribution and downloads
- o User library and achievements
- Social features and community
- Workshop and user-generated content
- Payment and DRM

## 2. Design Twitch (Platform Features)

- o Streamer tools and analytics
- o Monetization and subscriptions
- o Community and moderation
- o Clips and highlights
- o Integration with games

## **Productivity & Tools**

#### 1. Design Notion/Productivity Platform

- Document creation and collaboration
- o Database and knowledge management
- o Templates and customization
- Team workspaces and permissions
- o Integration with other tools

## 2. Design Zoom (Platform Features)

- o Meeting scheduling and management
- o Recording and transcription
- o Webinar and event hosting
- o Integration with calendar systems
- Analytics and reporting

## **Specialized Platforms**

#### 1. Design Reddit

- o Community creation and management
- o Content submission and voting
- o Comment threading and discussion
- o Moderation tools and policies
- o Advertising and monetization

## 2. Design Stack Overflow

- o Question and answer platform
- Reputation and gamification
- Search and discovery
- o Community moderation
- o Knowledge base and documentation

## 3. Design Yelp/Review Platform

- o Business listing and information
- Review and rating system
- Search and discovery
- o Business owner tools
- Local recommendations

## 4. Design Dropbox/File Storage

- o File synchronization and sharing
- Version control and history
- Collaboration and permissions
- o Mobile and desktop clients
- o Business and enterprise features

## 5. Design Shopify/E-commerce Platform

- o Store creation and customization
- o Product and inventory management
- o Payment processing and checkout
- App ecosystem and integrations
- o Analytics and reporting

# **System Design Interview Tips**

## Approach and Methodology

#### 1. Clarify Requirements

- Ask clarifying questions about scale, features, and constraints
- Define functional and non-functional requirements
- Understand the scope and priorities

#### 2. Estimate Scale

- Calculate read/write ratios
- Estimate storage requirements
- Determine bandwidth and QPS needs
- Consider peak load scenarios

## 3. High-Level Design

- Start with a simple architecture
- Identify major components and services
- Show data flow and interactions
- Consider API design

#### 4. Detailed Design

- Deep dive into critical components
- Discuss data models and schemas
- Address scalability and performance
- Consider edge cases and failure scenarios

## 5. Scale and Optimize

- Identify bottlenecks and solutions
- Discuss caching strategies
- Consider database scaling (sharding, replication)
- Address monitoring and observability

## **Key Concepts to Master**

- Scalability: Horizontal vs vertical scaling, load balancing
- Reliability: Fault tolerance, redundancy, disaster recovery
- Consistency: ACID properties, CAP theorem, eventual consistency
- · Performance: Latency, throughput, caching, CDNs
- · Security: Authentication, authorization, encryption, compliance

## **Common Patterns**

- Microservices Architecture: Service decomposition, API gateways
- Event-Driven Architecture: Message queues, event sourcing
- CQRS: Command Query Responsibility Segregation
- Circuit Breaker: Fault tolerance and resilience
- Bulkhead: Isolation and resource management

This document contains comprehensive system design questions covering distributed systems, data platforms, real-time systems, and product platforms. Practice these questions by working through the complete design process from requirements to implementation details.