

DESIGN YOUTUBE / NETFLIX (video streaming platform)

NFR

- No buffering (min. buffering possible)
(video should always be available and must ensure using low latency)
- User's Session Time
- good recommendation engine, suggest the right content.

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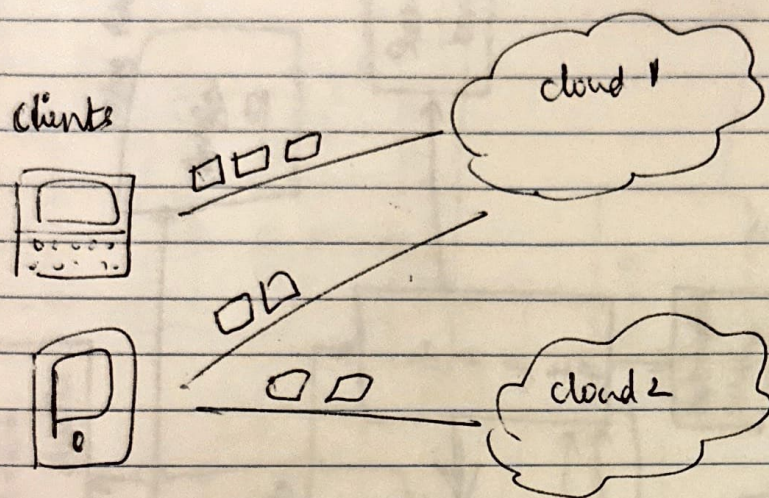
- Upload videos
- User's homepage + search
- Play videos
- Support all devices

Device	Format (i)	Dimensions (j)	Bandwidth (k)
iPhone			
Android			
iPad			
Laptops			
TVs			

"i, j, k" → These many variables to handle

Users are :-

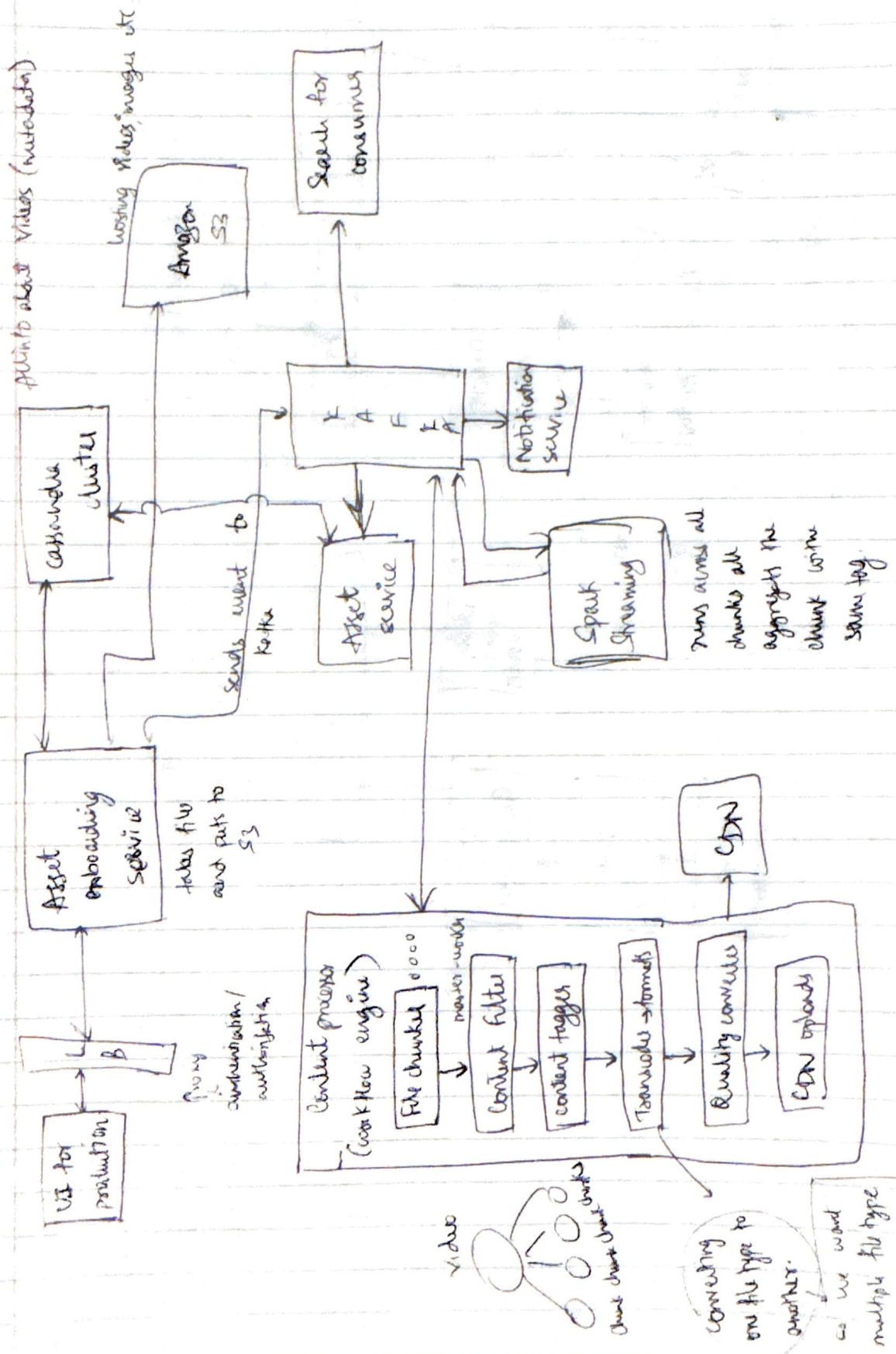
1. Client (device)
2. User
3. Production houses (users who upload video).

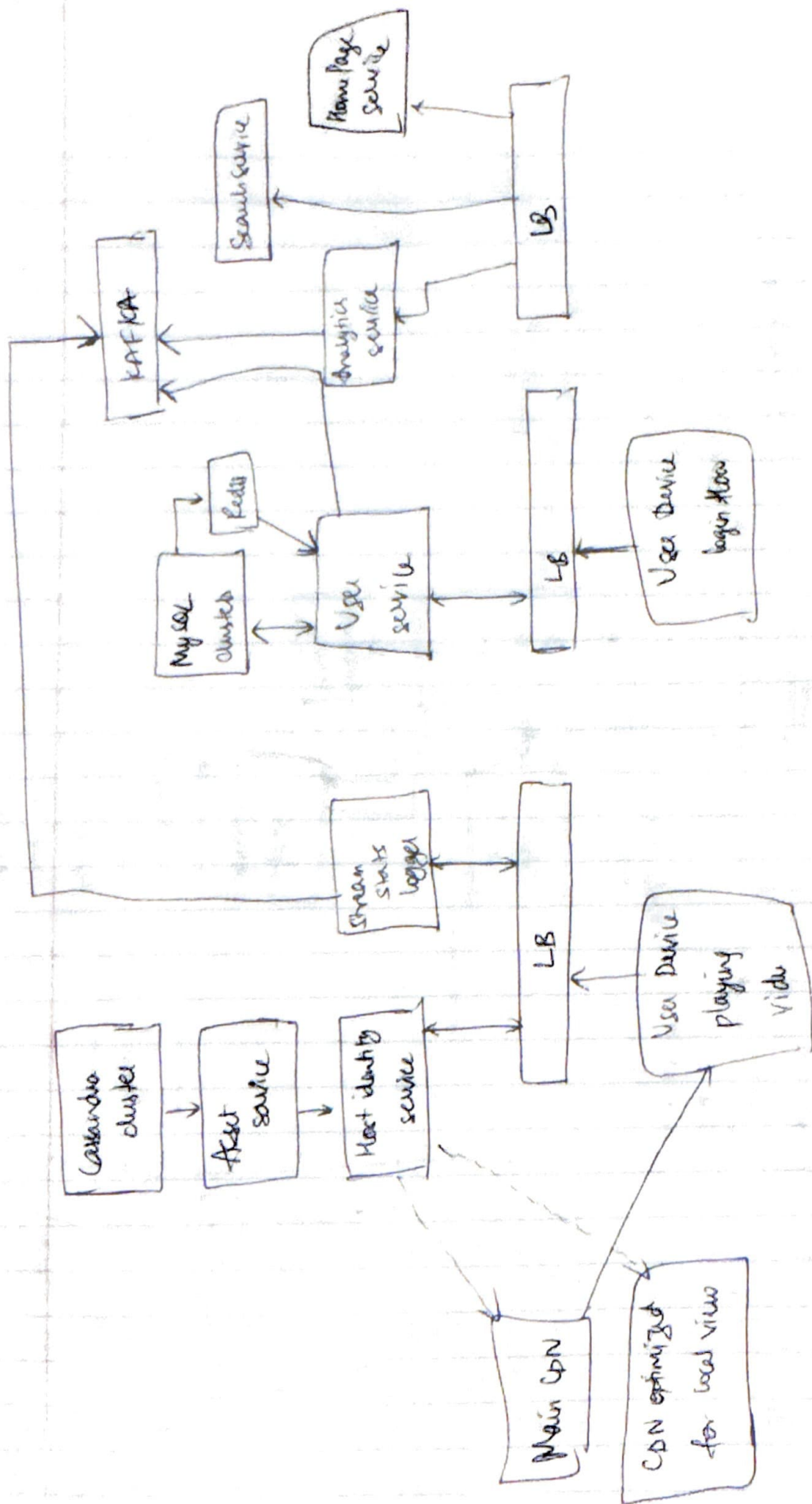


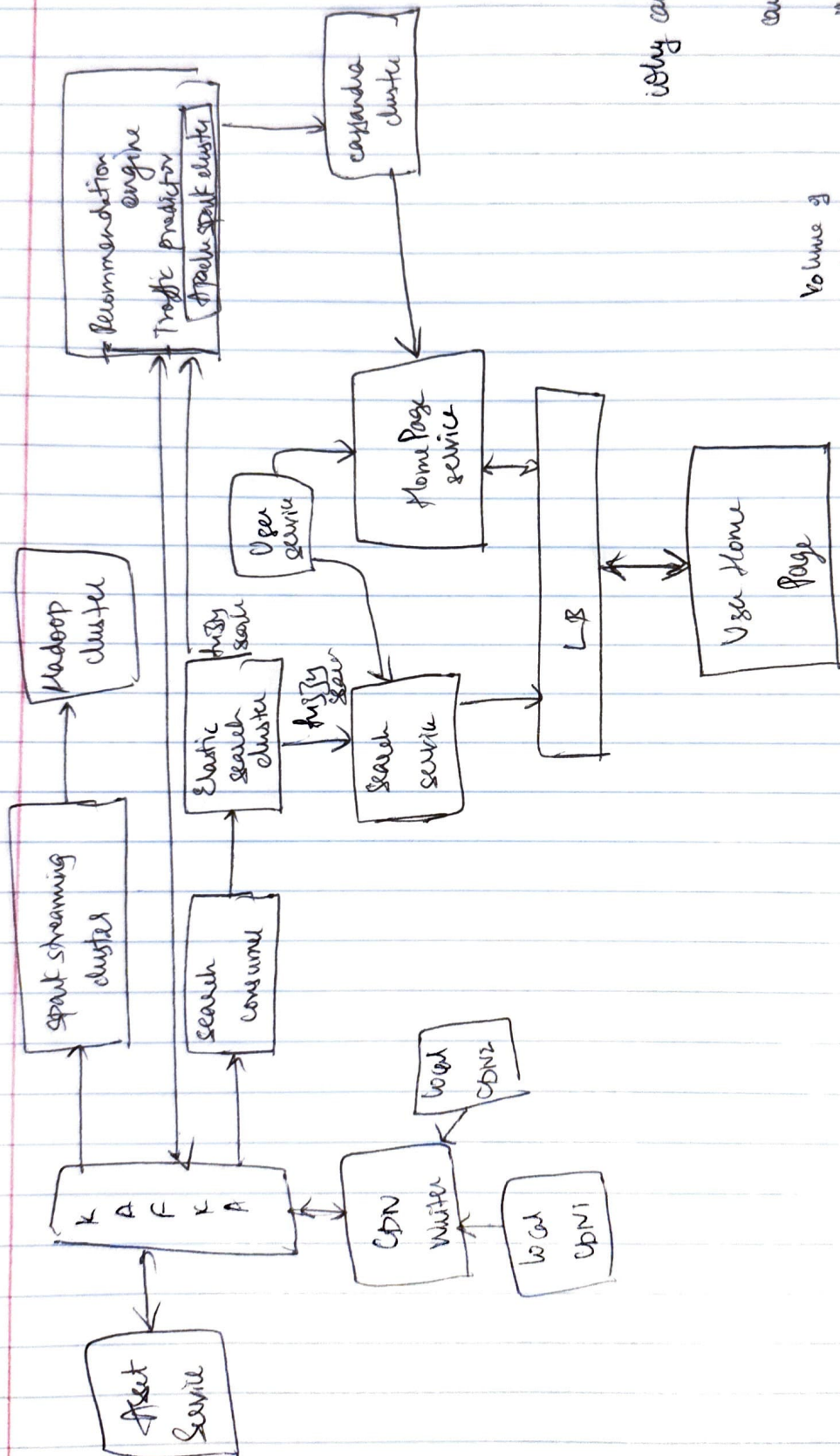
~~How~~ How this video streaming platform work is :-

- They don't download the whole file to the device and start playing
 - They request a chunk of the video play that, and while it is playing the video, they request for further chunks.
 - Client first figures out what device I am on, and what file formats I can support.
- And say we are playing a 1080 resolution video, but we get to know that the chunks are coming slowly, then if we get to know that the subsequent chunks are having low latency, then we request for a low resolution video for subsequent chunks. So, that we get all chunks in time.
- So basically 2
- So, at run-time it figures out like what bandwidth I have and adjust the quality of the video accordingly.

→ This is called adaptive bitrate streaming
(to improve user experience).







why cassandra?



can handle
millions of reads
and
millions of writes

Volume of
data?
More than
billion videos