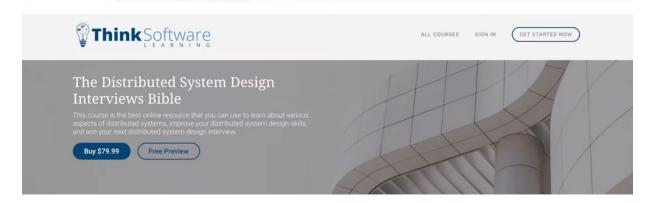


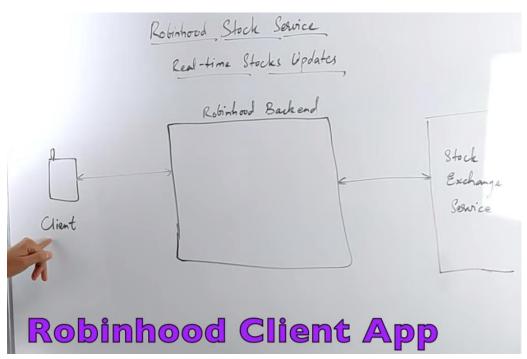
The full mock interview is in the course

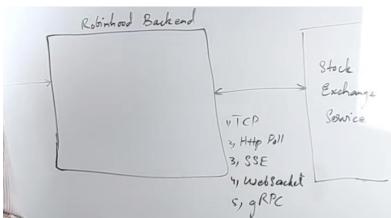
Distributed System Design Interviews Bible



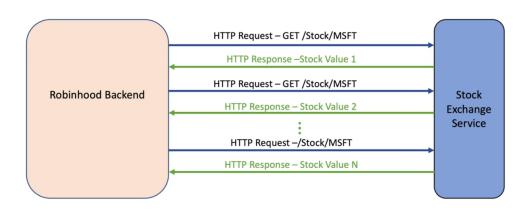




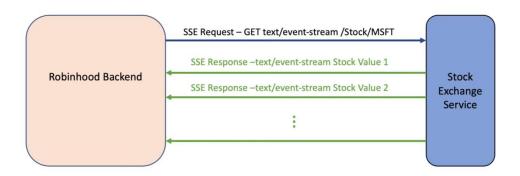




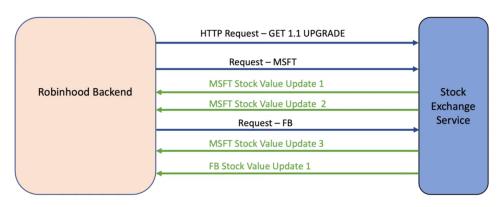
HTTP Polling



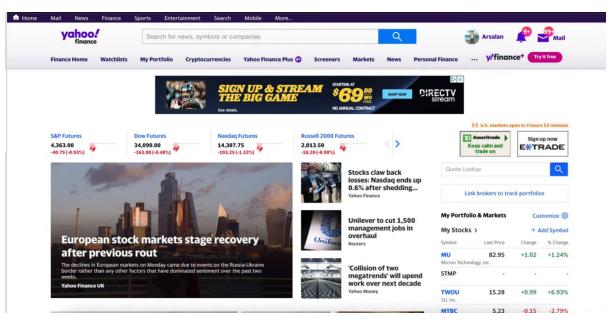
Server Sent Events



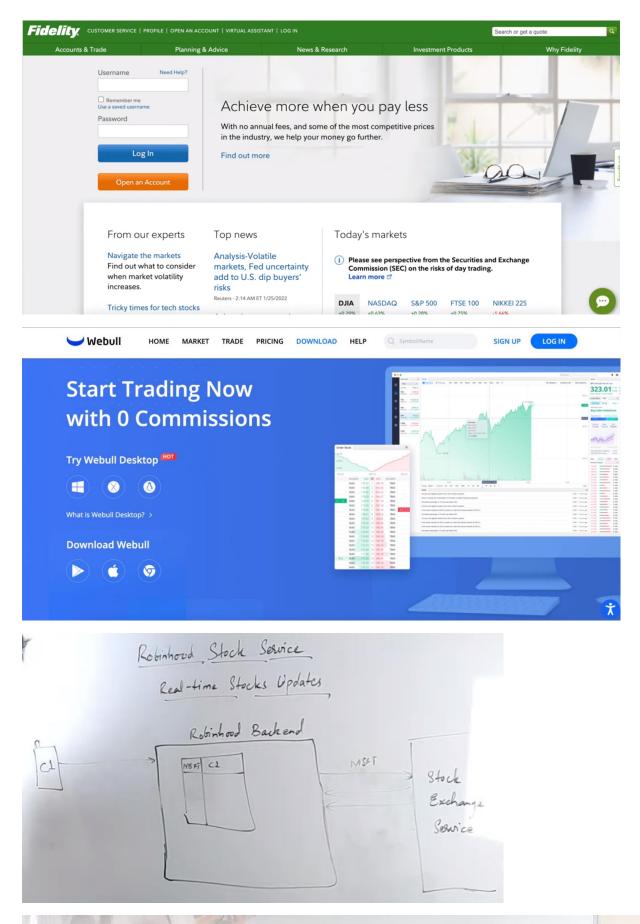
WebSocket

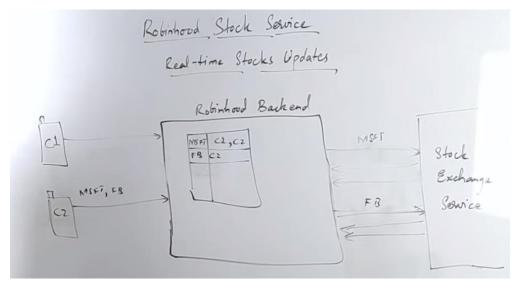


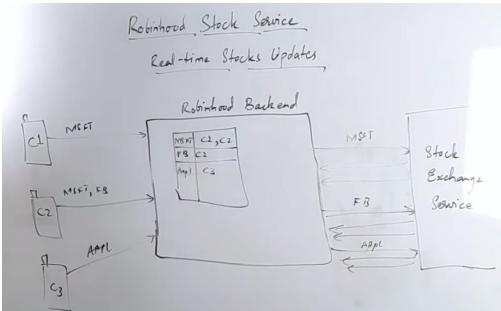
Bi-directional Communication Protocol



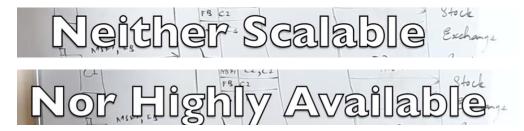
The Stock Exchange Service will have many different client customers like Yahoo, Fidelity, Webull, etc.



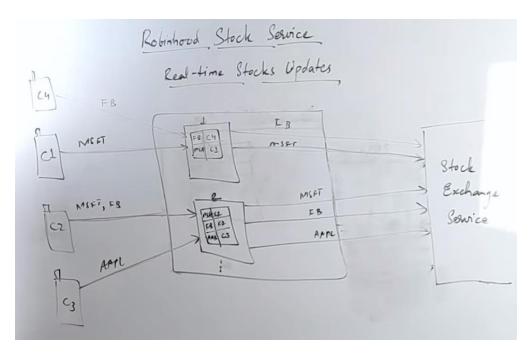




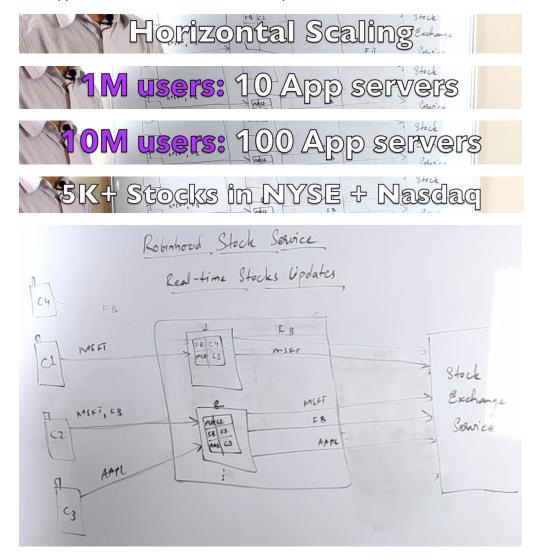
This is the fastest way to received real-time stock updates from the Robinhood backend



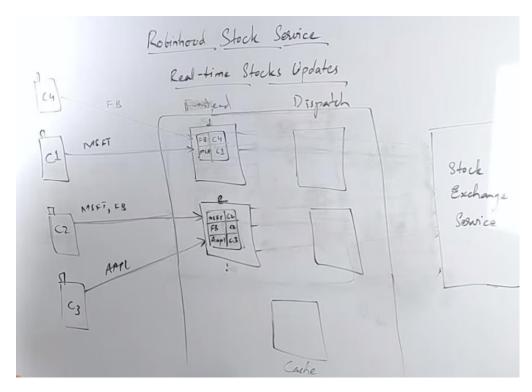
We can go up to about 200K request threads/connections per machine



Each app server will now have its own lookup table and communicate with the Stock Exchange Service on its own via SSE



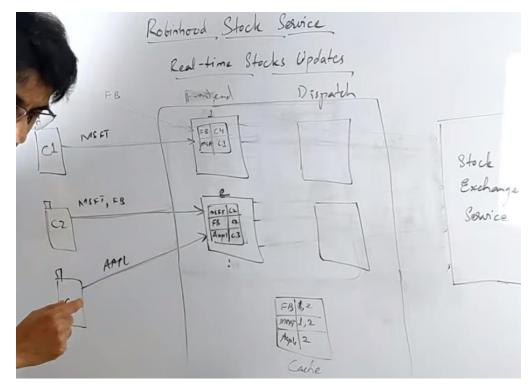
We can't have each App server calling the paid Stock Exchange Service for all 5K stock tickers, we need to optimize



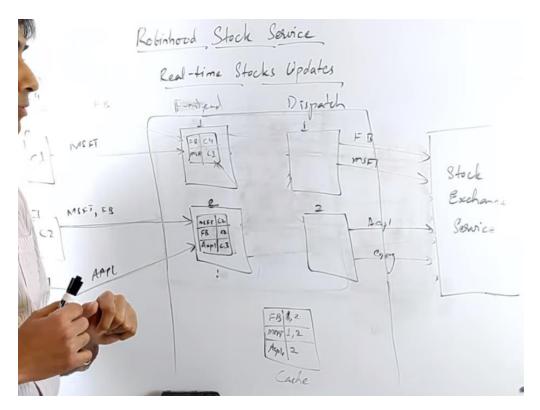
We now have 3 kinds of App servers, Frontend Servers, Dispatch Servers, Global Cache



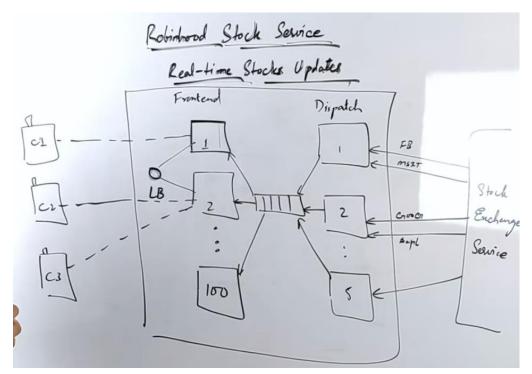
The Frontend Servers have the lookup tables to know which client connections need which stock ticker information



There are 2 types of Lookup tables, Frontend Lookup tables and the Global Cache Lookup tables.



The Dispatch Servers will be smaller in number to the Frontend Servers and make the SSE calls to the Stock Exchange Service. Dispatch Servers do not duplicate SSE for individual stocks.



We can replace the Global Cache with Kafka (as a multi-consumer queue that is scaled by partitions) between the Frontend Servers and the Dispatch Servers for published stock notification events.