Consistent Hashing Thursday, 10 September 2020 6:58 PM Leader board GET/score? user_id=? Client BALANCER LOAD 1 Problems ∠ Data size is 10 GR) - if 2 get more reguests, there will be bandwickth issue -- To scale, I will need be Her resources. Solution A tave an in memory cuche - my boad balancer must route reguest to the same machine everytime. Ways to do that? GET /score/user2d=123 nash some Mumber (0 - INIT_MAN) distribute this number on # servers (some Number) % N = server id N=3 11, 15, 297 PROBLEM) Add a Mode 2 Removing a Mode (hash-max)/N 101-200 <200 0-100 -> Add a node -> Remove a node 75-150 151-225 226-300 Solection 360/N= 3 · place hash % 360 O Adding a Mode @ Removing a Mode Mext node will, - houre lot of data. Solution Client call here LOAD BALANCER 2/0 call introduces latena Client @ Dumb 15 not aware of the ips of the servers @Intelligent Client Client We looked at bevancing load in stateless systems.