

## Microscaled Spotify Design Development framework

### Barebones:

- Audio Delivery
- Metadata management
- Object Storage\*

### Requirements & Considerations:

(On a microscale)

100 songs

50 users

### Core Requirements:

Artist upload their songs

Users can search and play songs

Users can create and manage playlists

Users can maintain profiles

Basic monitoring and observability (health checks, error tracking, performance metrics)

### Audio formats:

Ogg and AAC files with different bitrates for adaptive streaming

- 64kbps for mobile data saving

- 128kbps for standard quality

- 320kbps for premium users

- Average for one song at normal audio quality (standard bitrate) takes 3MB of storage

### Capacity Planning:

- 3MB x 100 songs = 300MB of raw audio data

- Does not include replicas across different regions

- Does not include versioning overhead when artists re-upload songs

- With features not included we instead increase the amount by 2-3x

### User metadata:

- User profiles, preferences, and playlist data are: roughly 1 KB x 50 users = 50KB

### Song metadata:

- Each song needs a title, artist references, duration, file URLs etc.

- Roughly 100 bytes per song x 100 songs = ~10KB

- Very small compared to the actual audio data size

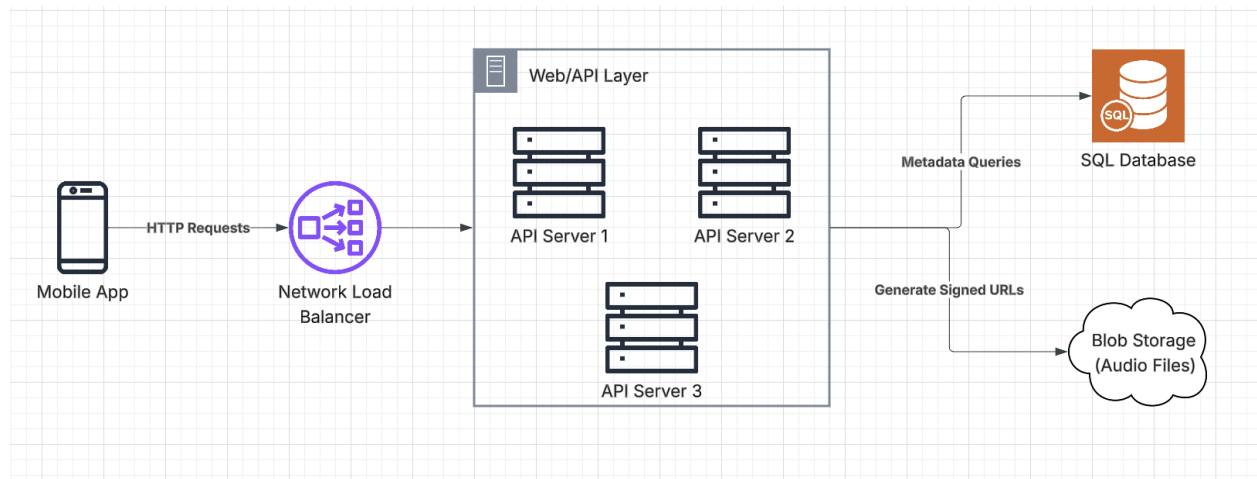
### Daily bandwidth:

- Average listening time is 3.5min at 128-160kbps; roughly 3-4MB per stream

- Assuming each user streams 10-15 songs daily

- Leads to significant egress costs (How much it would cost to transfer data out of AWS/Azure)

## High Level Architecture Overview (Made with Lucidchart)



### Mobile App

- Requires a dev team to prod team.
- Role delegations required to Mobile app development

### Load Balancer

- User either Round Robin or List Connections Algorithm
- Run Health Checks on the API Servers for High Availability

### API Servers

- Restful APIs
- Use JWT tokens to query metadata of a song and urls

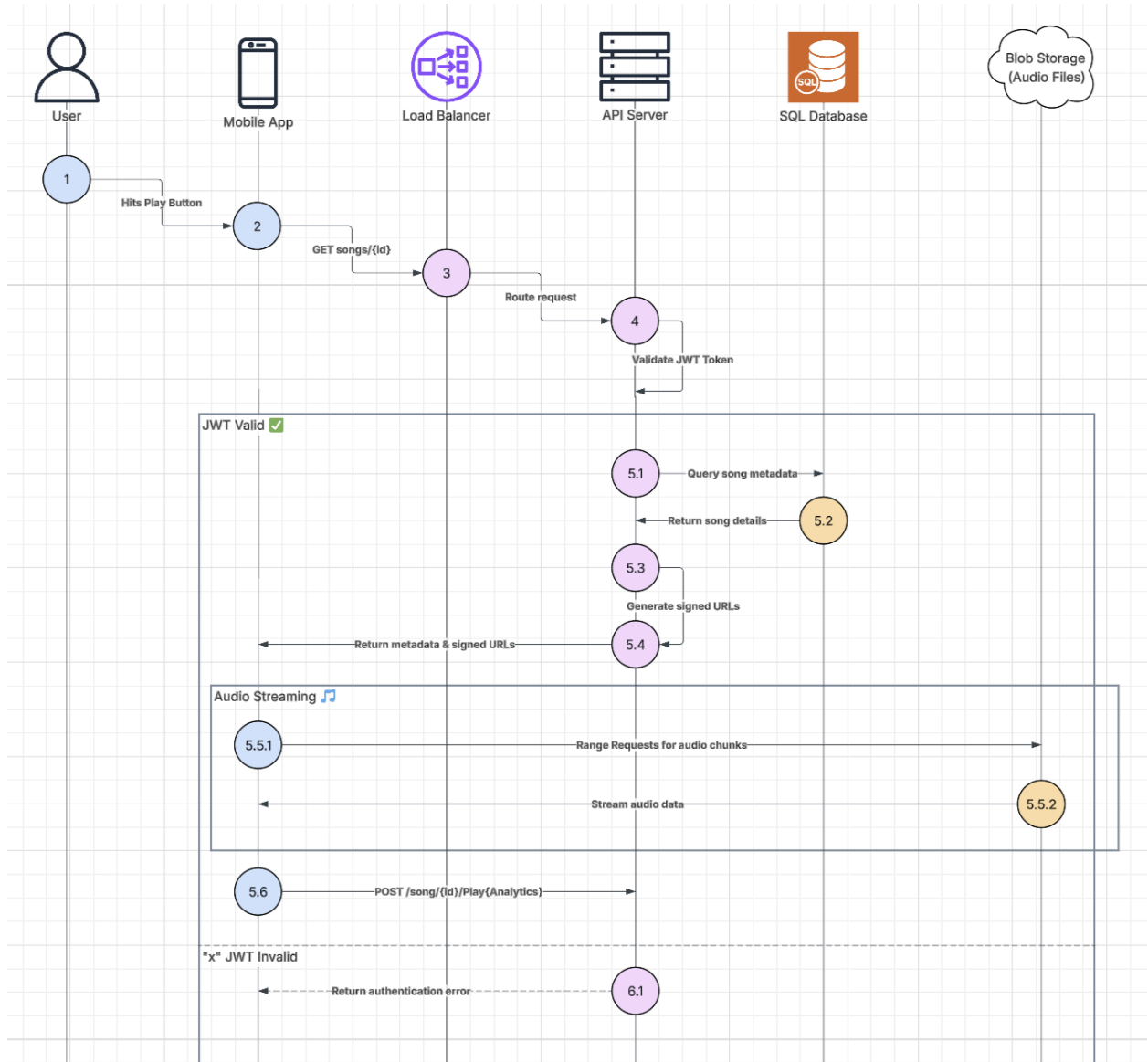
### SQL Database

- Song metadata + URLs

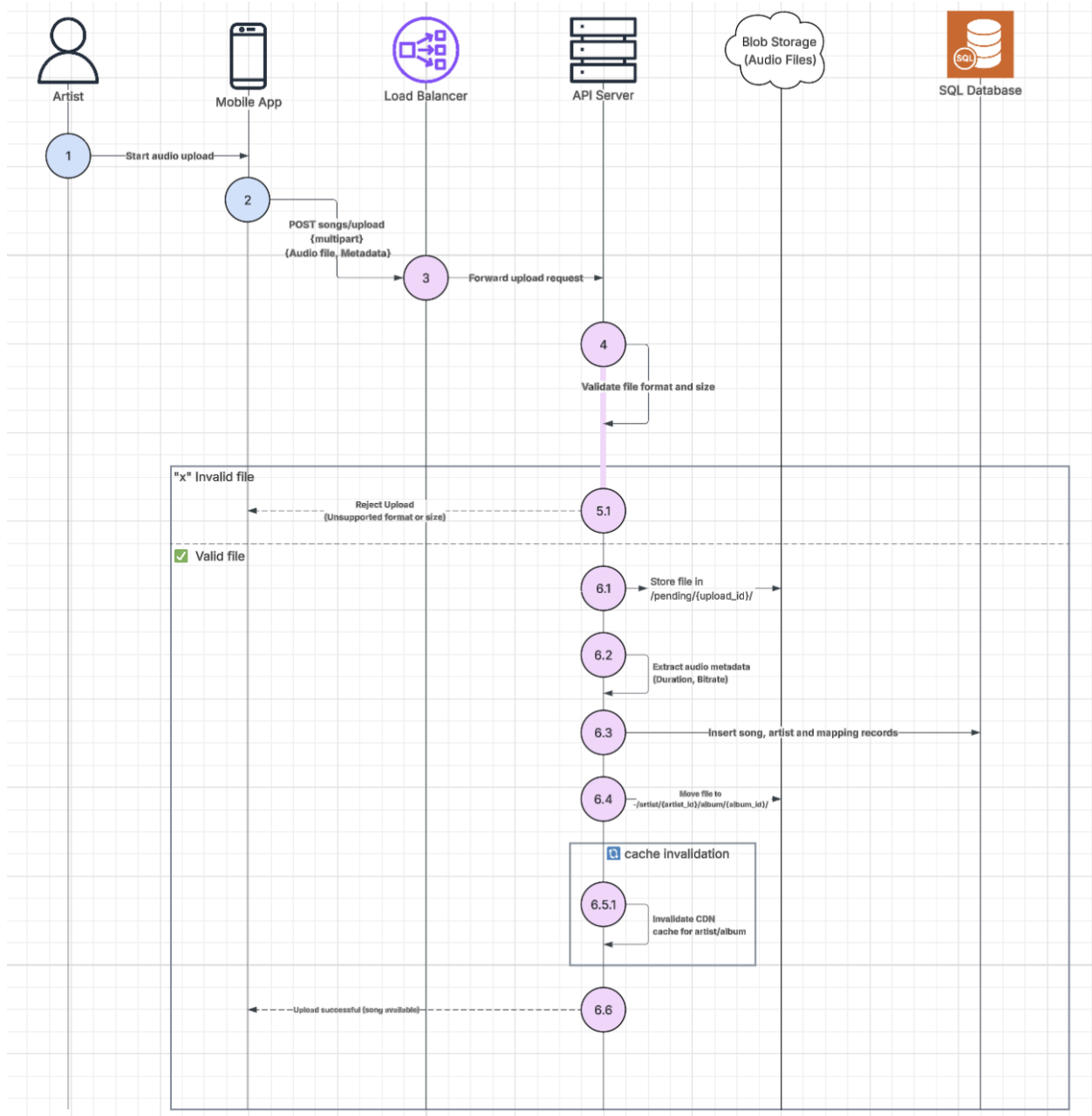
### Blob Storage (AWS S3)

- Holds all audio files (Largest system file size)
- Queries generated signed URLs (urls that expire after a set of time & differs)
- Unlimited Scalability, built in durability and cost effectiveness

# User System Workflow (Lucidchart)



# Artist System Workflow (lucid chart)



## API Design

(REST API URL endpoints)

### Search & Discovery

- Search different content types with pagination:  
GET /search?q={query}&type=song,artist&limit=20&offset=0
- Get trending songs, optionally filtered by genre  
GET /songs/trending?genre={genre}&limit=50
- Get all songs by a specific artist  
GET /artists/{id}/songs?limit=50

### Content Access

- Get song metadata and streaming URL  
GET /songs/{id}
- Direct streaming endpoint (alternative to signed URLs)  
GET /songs/{id}/stream
- Get playlist details with an optional song list  
GET /playlists/{id}?include\_songs=true

### User Actions

- Create a new playlist  
POST /playlists  
{  
  "name": "My Favorites",  
  "is\_public": false  
}
- Add songs to the playlist  
PUT /playlists/{id}/songs  
{  
  "songs\_id": [123, 456, 789],  
  "position": 5  
}
- Remove a song from playlist  
DELETE  
/playlist/{id}/songs/{song\_id}
- Like/unlike a song  
POST /songs/{id}/like

### User management

- Get the current user's playlist  
GET /users/me/playlists

- Get songs liked by the user  
GET /users/me/liked-songs?  
limit=50&offset=0

- Follow an artist  
POST /users/me/follow/{artist\_id}

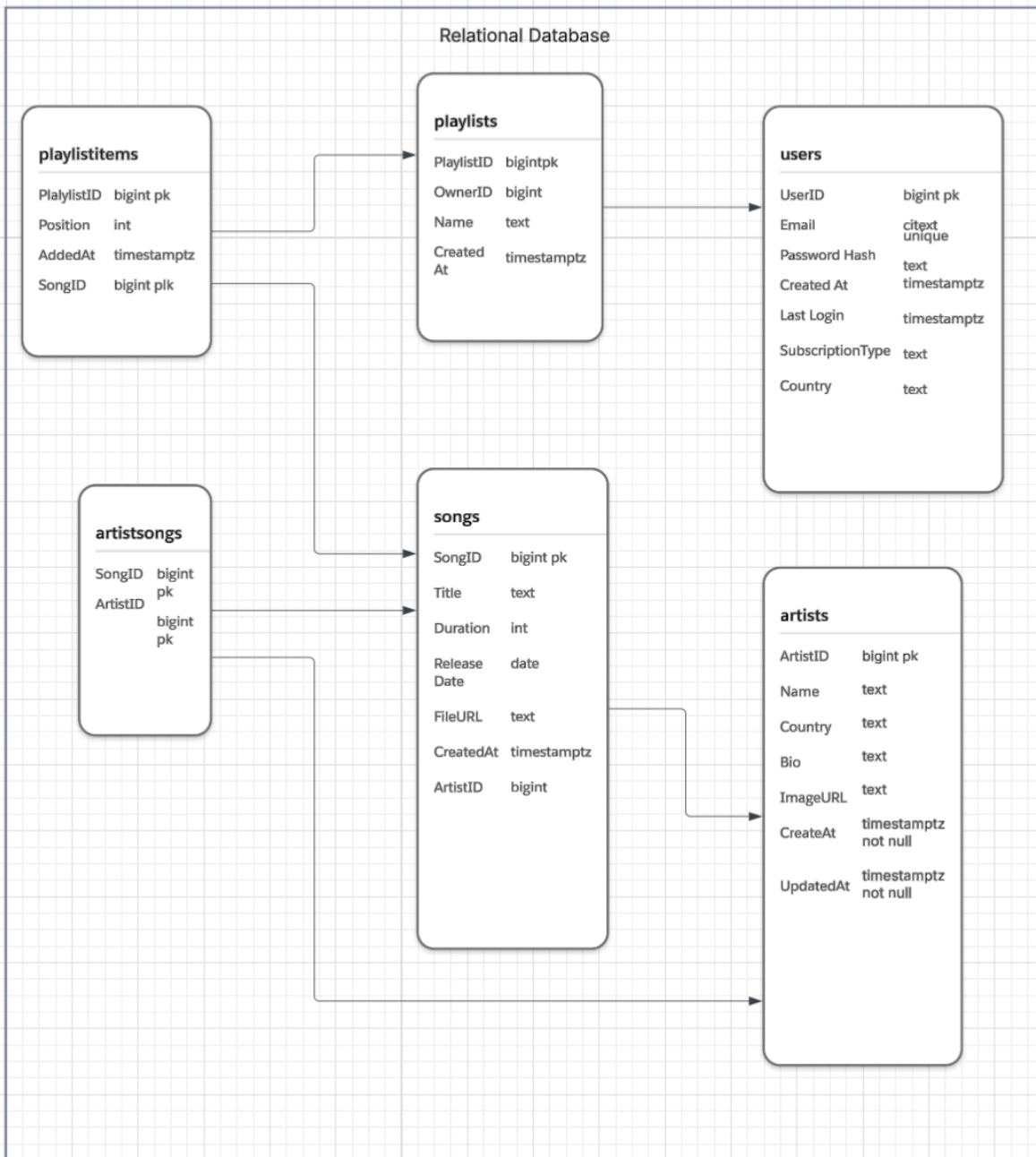
Data storage:



S3

The system uses the blob storage to store audio files.

- The audio files are immutable; they rarely change once uploaded.
- We'd organize them with a sensible folder structure
- /artist/{artistId}/album/{albumId}/{songId}.ogg



~Scalability:

