

## Re: Best database for implementing a cache

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*Source:* <http://coding.derkeiler.com/Archive/Java/comp.lang.java.programmer/2007-03/msg03491.html>

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Why not just write then to the disk directly? Most File Systems can be treated as a form a database, and it seems like thats kind of what you want anyway.

Yes i am writing the image files directly to the filesystem as it is. However i need to limit the size of the cache so that it may not grow arbitrarily large. that would require me to maintain access count metric for evicting existing stored images. Since filesystem itself would not let me associate this info with the image I thought of a utilizing a database that would store the access count as well as all the available images in the cache.

How fast is the connection to the remote server? How much faster than that connection must your database be in order to qualify as "very fast?" ;-)

The remote server is situated in another continent and will be connected via a measly 100 Kbps isdn. The average image size is abt 1 Mb that would theoretically take 80 seconds to download. The clients are connected to the server via 1000Mbps lan that can receive this image in 0.008 seconds. So for the database connection that would qualify as 'very fast' should let me acheive this theoretical limits as close as possible ;-)