

before patch:

global total memstore size = active size store A + active size store B + active size store C

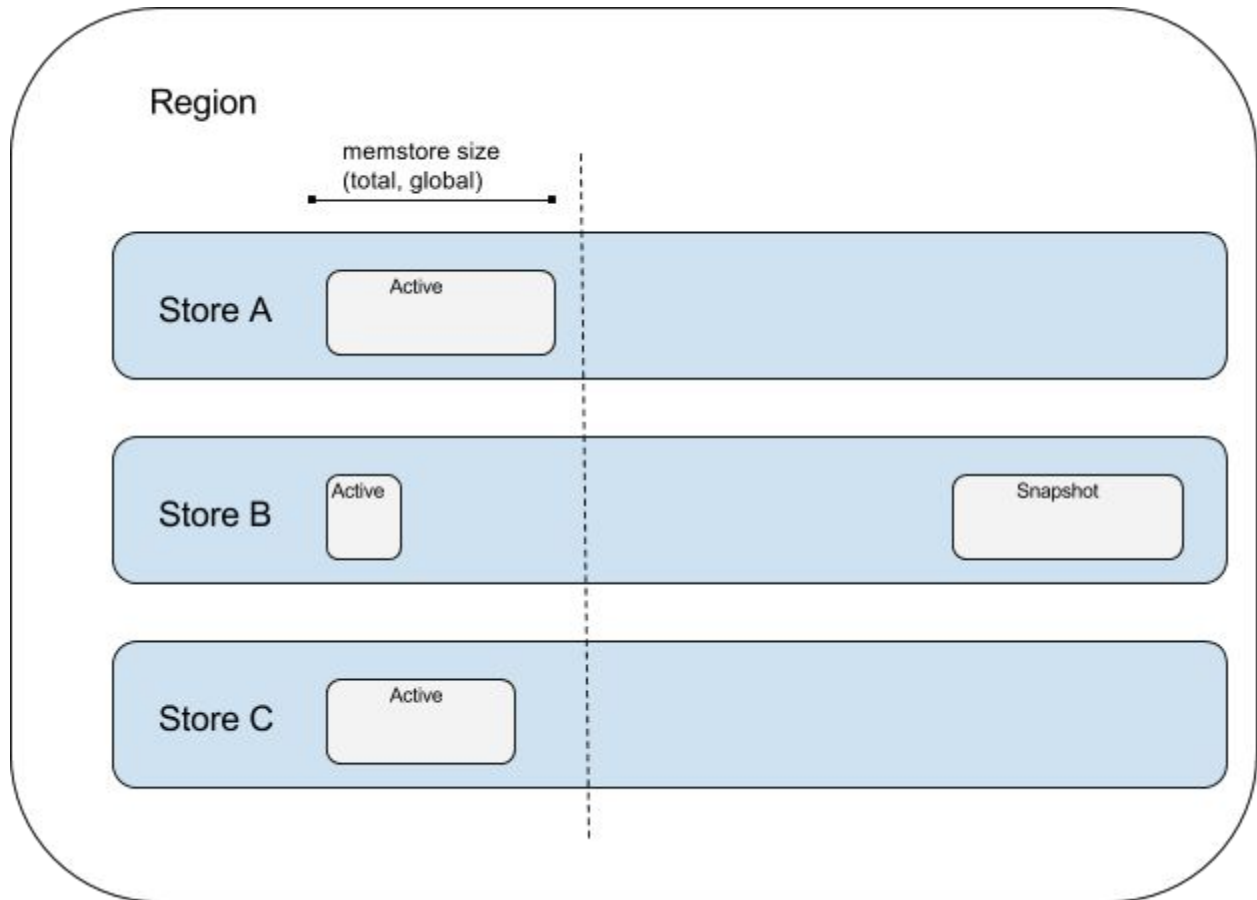
**when to flush?**

if global total memstore size > flush size then FLUSH

where flush size is 128MB

**which stores to flush?**

choose stores with more than 16MB (A and C in the example)



after patch:

global total memstore size = global active memstore size + global fluctuating memstore size

global active memstore size = active size store A + active size store B + active size store C

global fluctuating memstore size = fluctuating size store A + fluctuating size store B + fluctuating size store C

### when to flush?

if global memstore active size > flush size lower bound or

global total memstore size > flush size upper bound then FLUSH

where flush size lower bound (LB) is 128MB and flush size upper bound is  $\sim 1.5 \times \text{LB}$

### which stores to flush?

choose stores with more than 16MB in active segments (A and C in the example)

