

Cloud Design Patterns

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Design Patterns

A generally reusable solution to a recurring problem

- A template to solve the problem
- Best practices in approaching the problem
- Improve developer communication

Availability

The guaranteed proportion of time that the system is functional

SLA – Service Level Agreement

Availability (%)	Downtime per year
99	3.7 days
99.9	9 hours
99.95	4.4 hours
99.99	1 hour
99.999	5 minutes

Data Management

- Typically hosted in different locations and across multiple servers for performance, scalability and availability
- Maintaining consistency and synchronizing

Design and Implementation

- Consistent and coherent component design
- Improves ease of deployment and maintenance
- Reusability of components

- Messaging
 - Messaging infrastructure to connect distributed components and services
 - Asynchronous messaging
- Design and Implementation
 - Consistent and coherent component design
 - Improves ease of deployment and maintenance
 - Reusability of components

- Management and Monitoring
 - Cloud applications run in in a remote servers with limited control

- Performance and Scalability
 - Responsiveness of a system to execute any action within a given time interval
 - Handle increases in load without impact on performance
 - How to handle variable workloads?

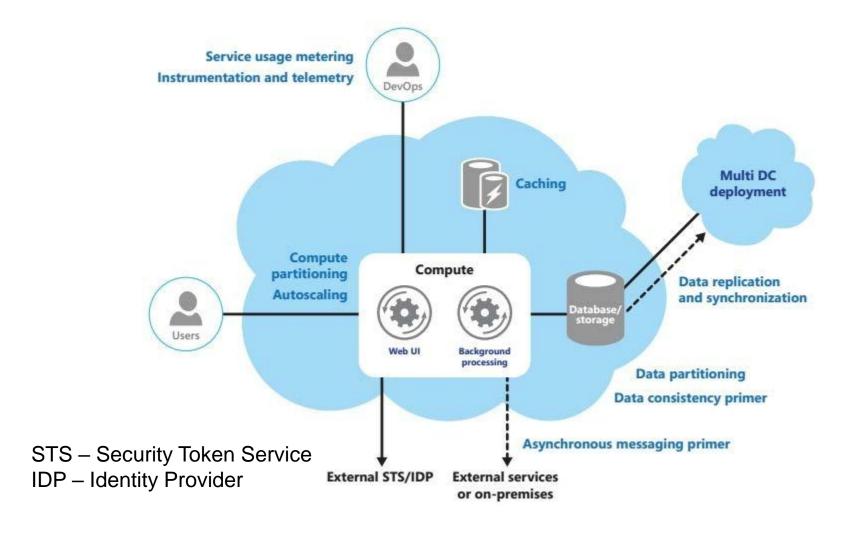
Resiliency

- Ability of the application to gracefully handle and recover from failures
- Applications are more prone to failure in cloud environments

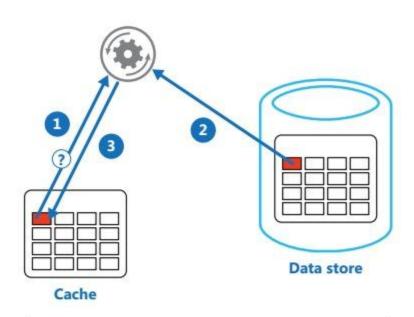
Security

- Prevent malicious or accidental actions outside of the designed usage
- Prevent disclosure or loss of information

High-Level Model



Cache-Aside Pattern



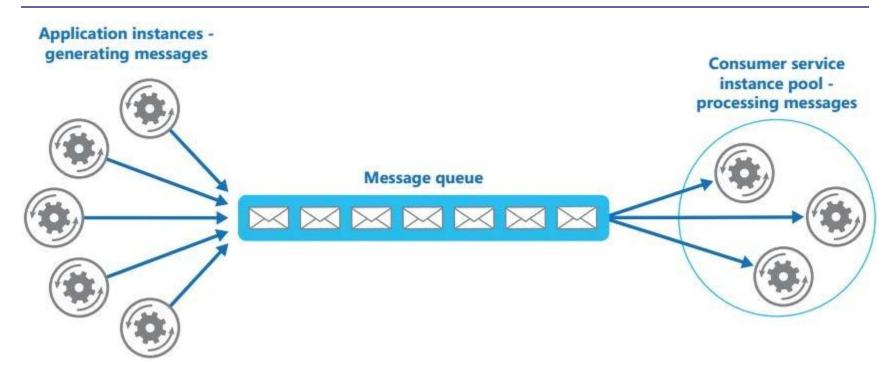
- Determine whether the item is currently held in the cache.
- If the item is not currently in the cache, read the item from the data store.
- 3: Store a copy of the item in the cache.

- Load on demand data into a cache from a data store
- Pros
 - □ Increased performance
- Cons
 - Maintaining consistency between data in cache & data in underlying data store
- Solutions
 - Azure Cache AWS ElastiCache
 - Google App Engine memcache
 - Redis Cache

Cache-Aside Pattern (Cont.)

- When
 - □ Read/write performance
- Parameters
 - What to cache
 - Lifetime of cached data
 - □ Cache size
 - Evicting data In Memory
 - Caching

Competing Consumers Pattern



- Multiple concurrent consumers to process messages received on same channel
- Goals
 - Optimize throughput, improve scalability & availability, load balancing

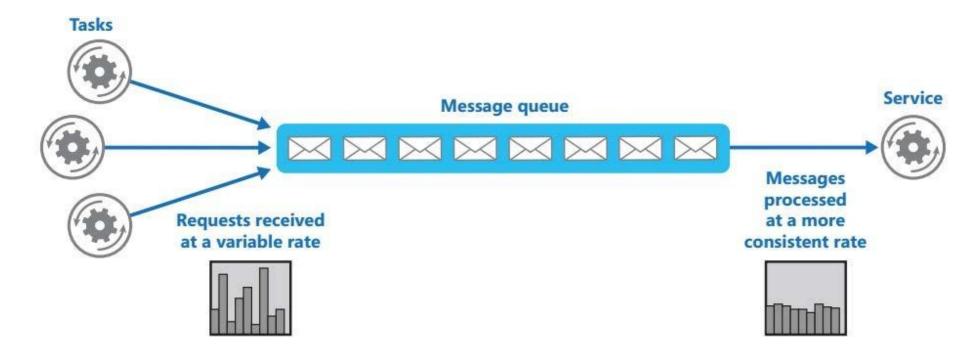
Competing Consumers Pattern (Cont.)

- When
 - Independent tasks that can be processed parallel
 - Volume of work is highly variable
 - High availability

Competing Consumers Pattern (Cont.)

- Parameters
 - Queue size
 - Scaling
 - Not loosing messages
 - Preserving message ordering
 - Resiliency
 - Poison/malformed messages
 - Returning results

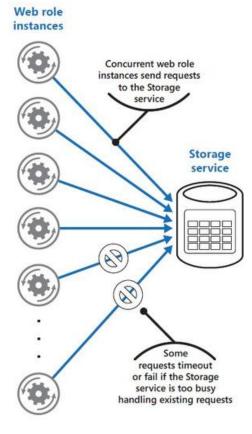
Queue-Based Load Leveling Pattern

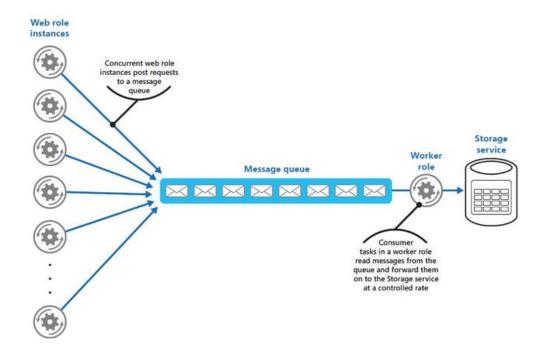


 To smooth intermittent heavy loads that may otherwise cause the service to fail or the task to time out

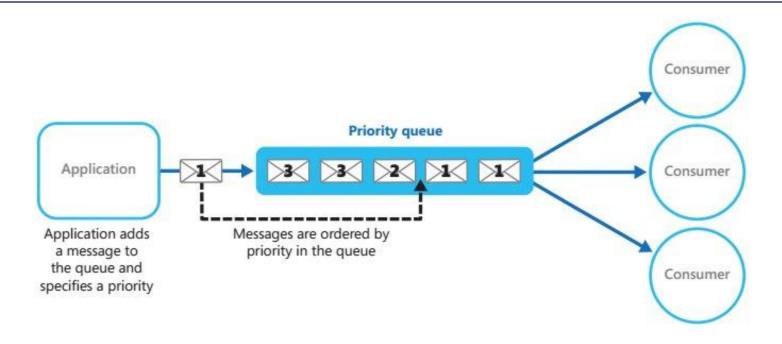
Queue-Based Load Leveling

Pattern



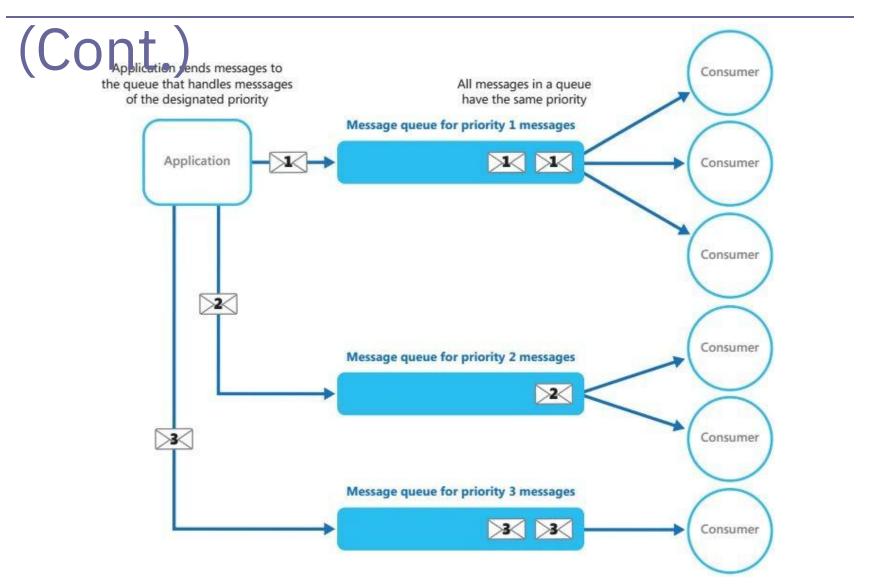


Priority Queue Pattern



 Prioritize requests sent to services so that requests with a higher priority are received & processed quickly

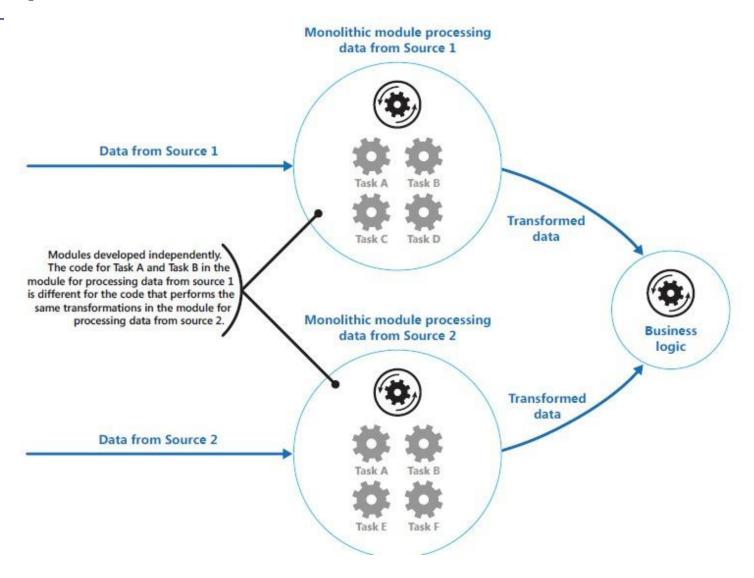
Priority Queue Pattern



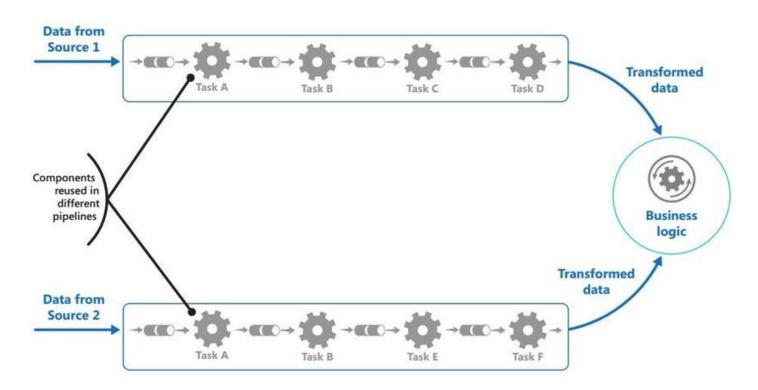
Priority Queue Pattern (Cont.)

- When,
 - The system handles multiple tasks that have different priorities
 - Different users should be served with different priorities

Pipes & Filters Pattern

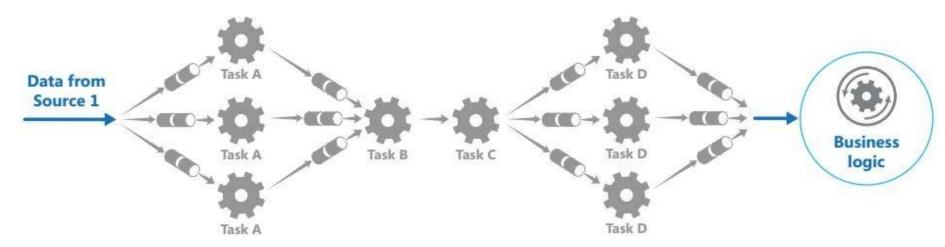


Pipes & Filters Pattern (Cont.)



 Decompose a task that performs complex processing into a series of discrete elements that can be reused

Pipes & Filters Pattern – With Load Balancing



- □When,
 - Application can be decomposed to steps
 - Steps have different scalability requirements
 - Flexibility of processing
 - Need distributed processing