

#### Cloud Design Patterns

Ravindu Nirmal Fernando SLIIT | March 2025

#### 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?

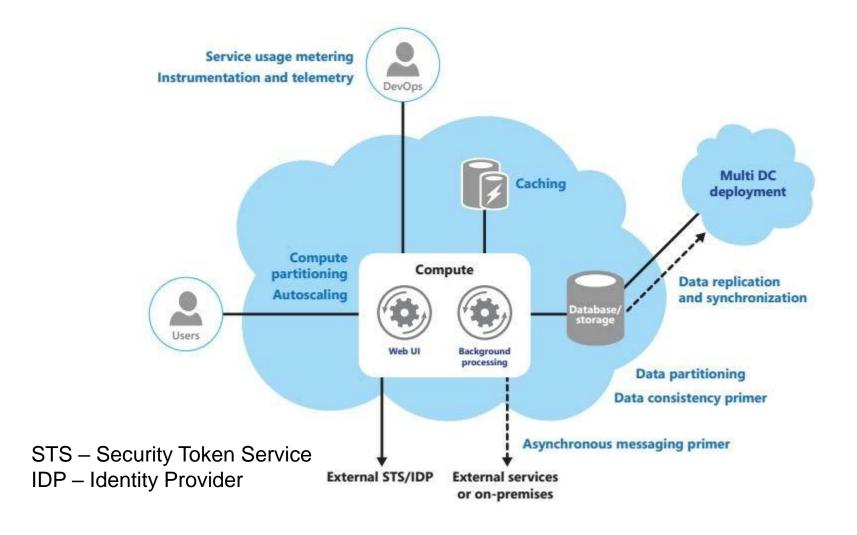
#### Resiliency

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

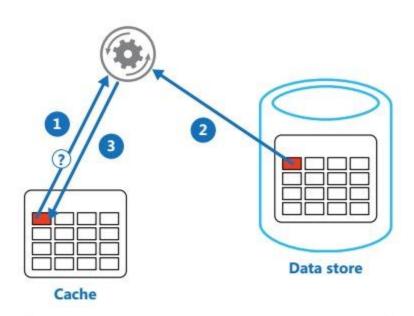
#### Security

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

# High-Level Model



#### Cache-Aside Pattern



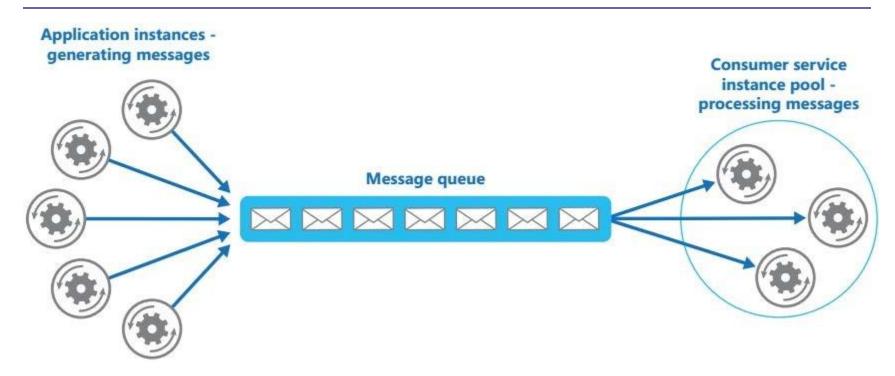
- Determine whether the item is currently held in the cache.
- If the item is not currently in the cache, read the item from the data store.
- 3: Store a copy of the item in the cache.

- 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

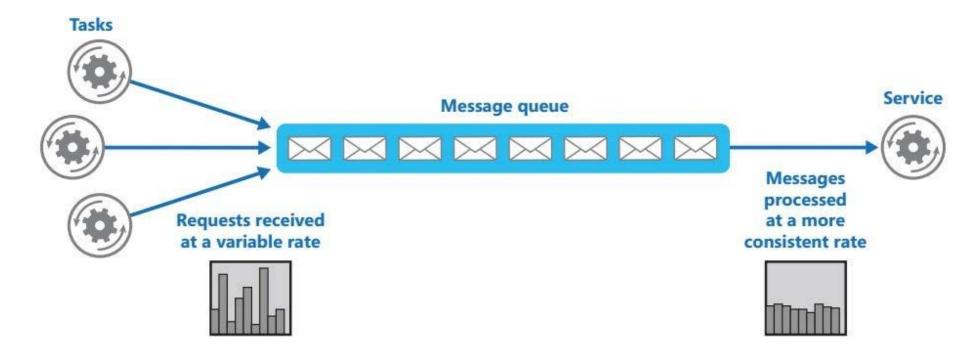
#### Competing Consumers Pattern (Cont.)

- 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

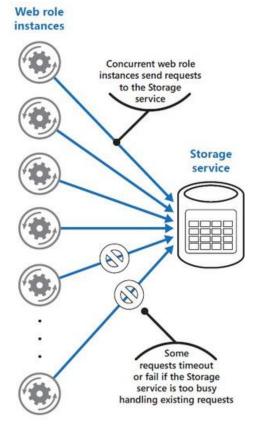
#### Queue-Based Load Leveling Pattern

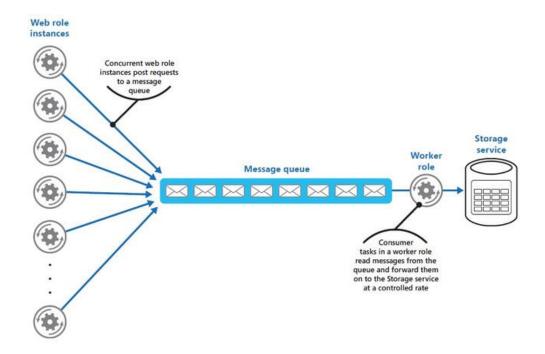


 To smooth intermittent heavy loads that may otherwise cause the service to fail or the task to time out

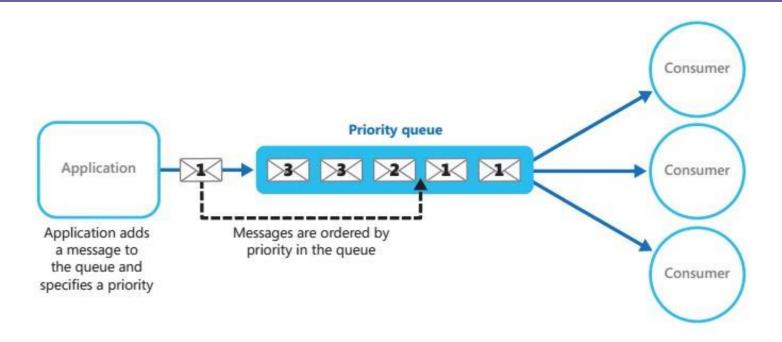
#### Queue-Based Load Leveling

#### Pattern



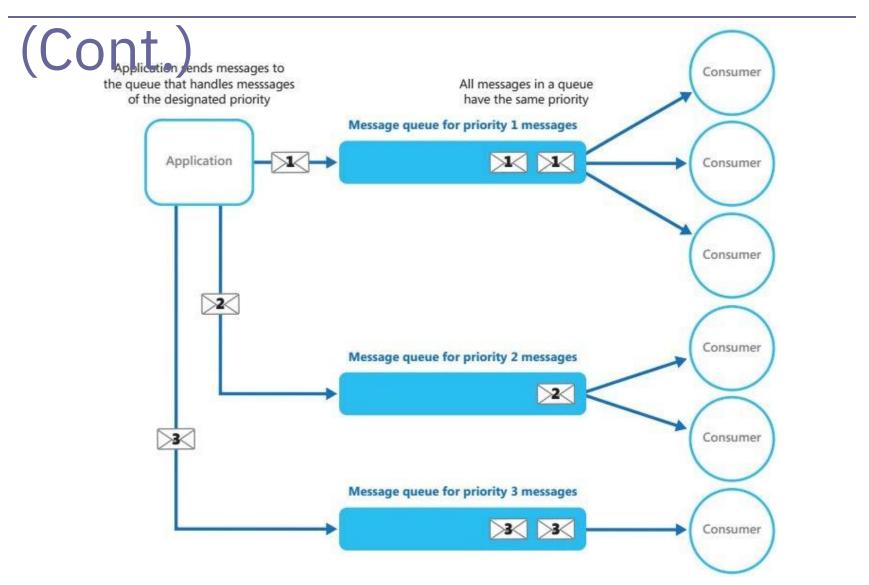


# Priority Queue Pattern



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

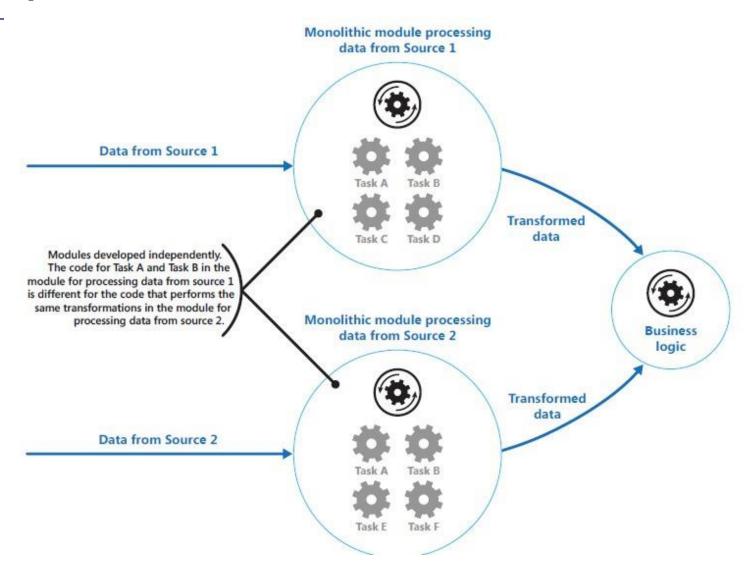
# Priority Queue Pattern



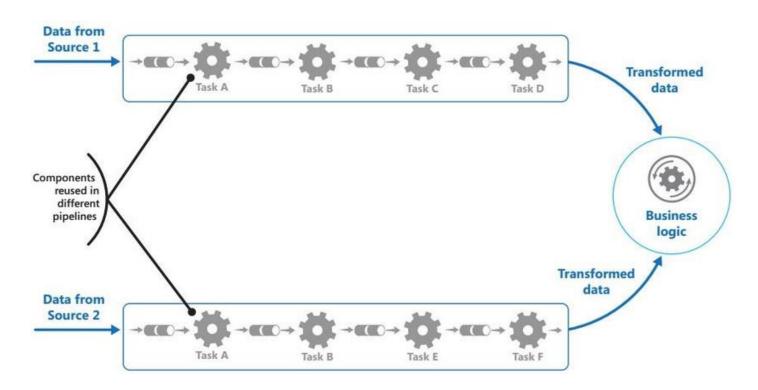
# Priority Queue Pattern (Cont.)

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

# Pipes & Filters Pattern

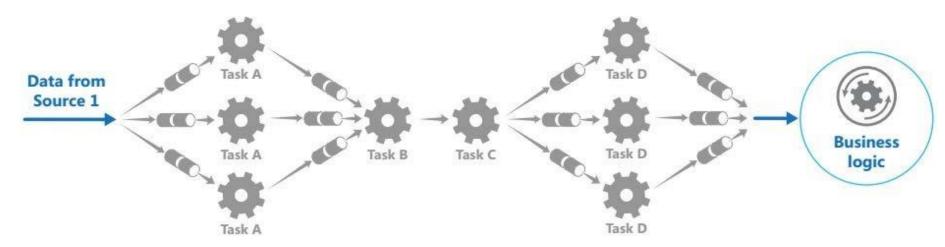


# Pipes & Filters Pattern (Cont.)



 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