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- Software System Architectures (NSWI130)
- Scalability
 minuccurs="book" type="BookType"
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ability of system to handle tasks as the system grows





ability of system to handle tasks as the system grows





- ability of system to handle tasks as the system grows
- system growth = increasing number/volume of
 - users
 - requests per time period
 - data
 - required features



ability of system to handle tasks as the system grows





- ability of system to handle tasks as the system grows in size
- ability of system to keep its quality attributes as the system grows in size



- ability of system to handle tasks as the system grows in size
- ability of system to keep its quality attributes as the system grows in size
- ability of system to keep its performance as the system grows in size





- ability of system to handle tasks as the system grows in size
- ability of system to keep its quality attributes as the system grows in size
- ability of system to keep its performance as the system grows in size
- ability of system to keep its availability and performance as the system grows in size

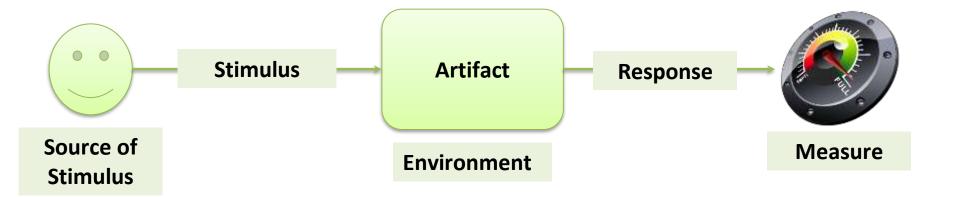


- ability of system to handle tasks as the system grows in size
- ability of system to keep its quality attributes as the system grows in size
- ability of system to keep its performance as the system grows in size
- ability of system to keep its availability and performance as the system grows in size
- ability of system to keep its availability, performance and modifiability as the system grows in size



Generic definition	handle tasks
Idealistic definition	keep its quality attributes
Practical definition	keep its availability and performance
Even more practical definition	keep its availability, performance and modifiability





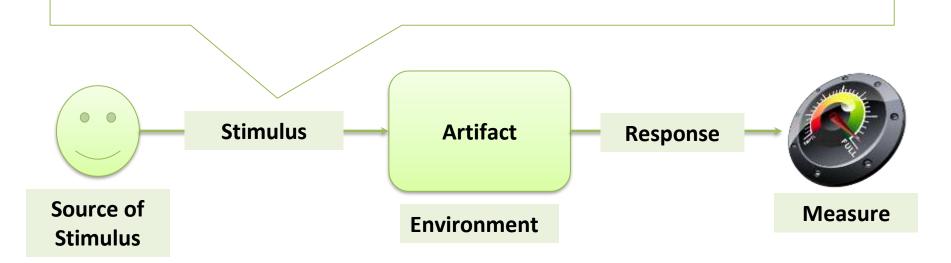


what needs to scale (system or its part) **Stimulus Artifact** Response Source of Measure **Environment Stimulus**



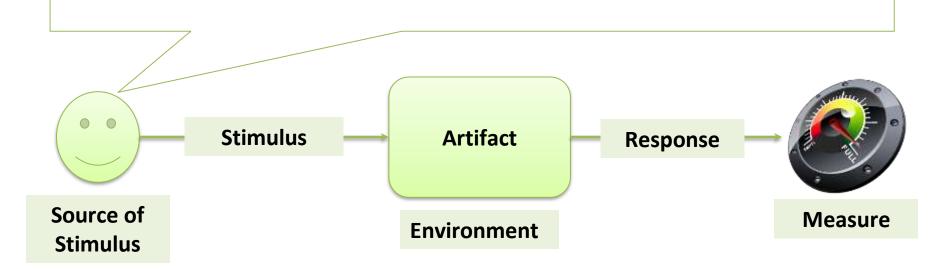


 what grows (number of users or requests, amount of data, required features)



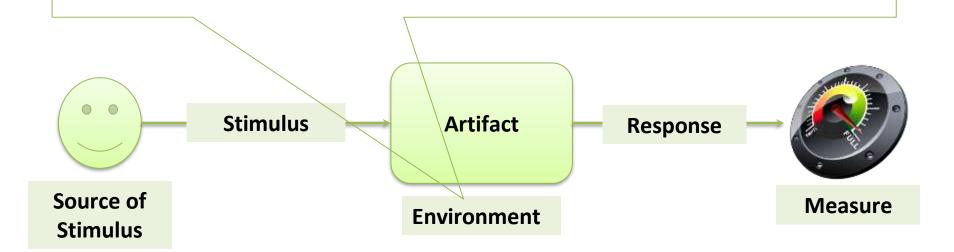


 who or what is the source of growth (users base, domain complexity, functional requirements, business environment)





 when the scaling needs to be done (runtime, build time, initiation time, design time ...)

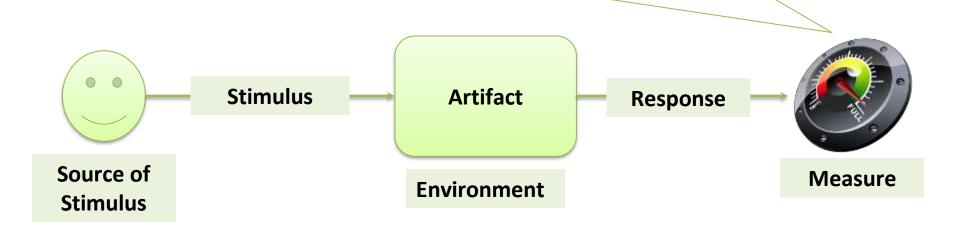




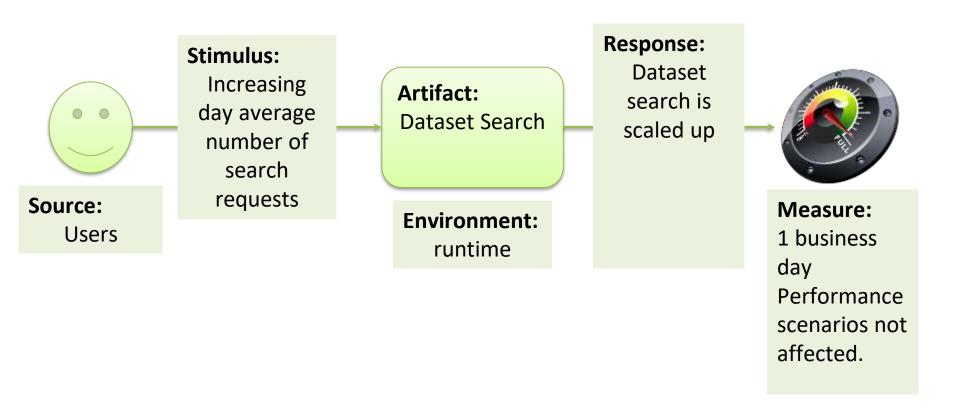
artifact is scaled **Stimulus Artifact** Response **Source of** Measure **Environment Stimulus**



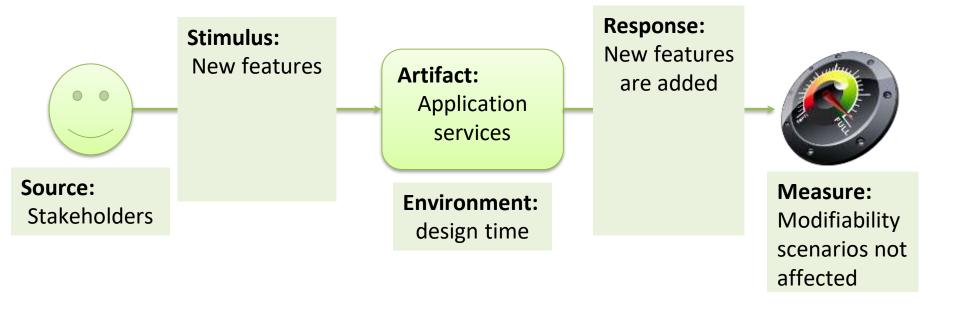
- certain quality scenarios not affected
- cost in time or money to scale the artifact





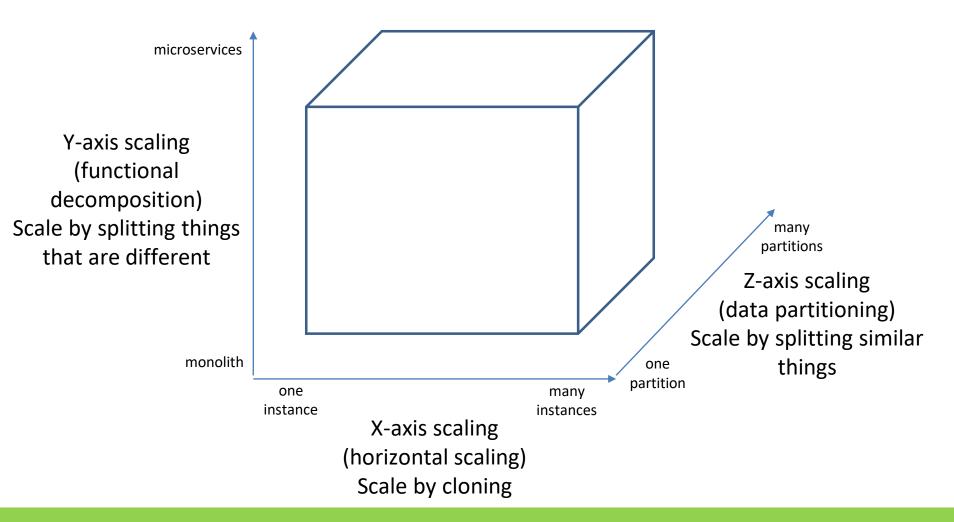








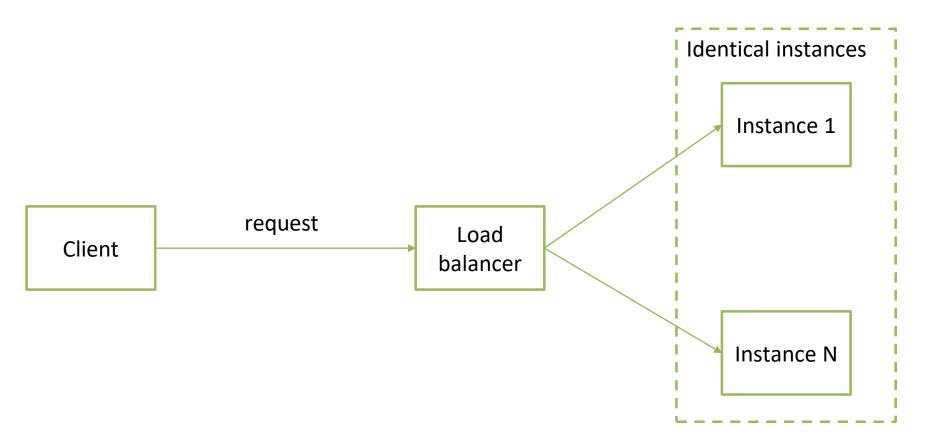
Scalability Tactics – Scalability Cube





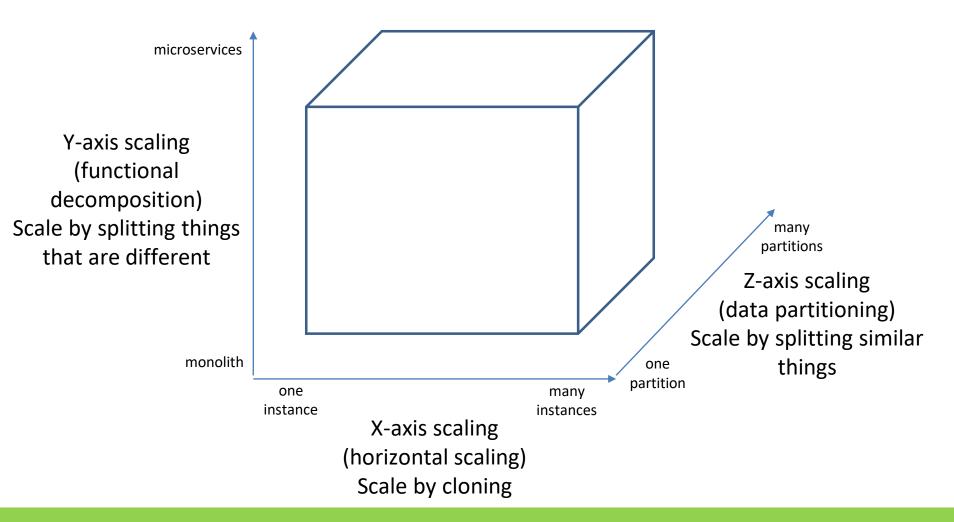


Scalability Cube X-axis





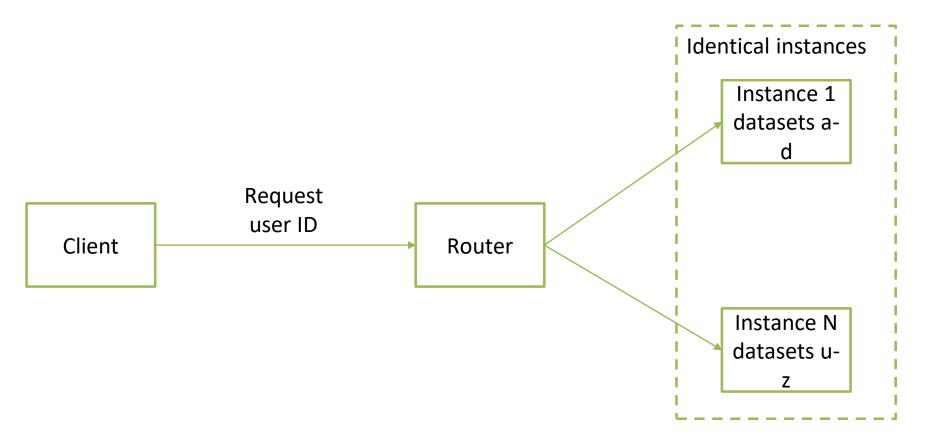
Scalability Tactics – Scalability Cube





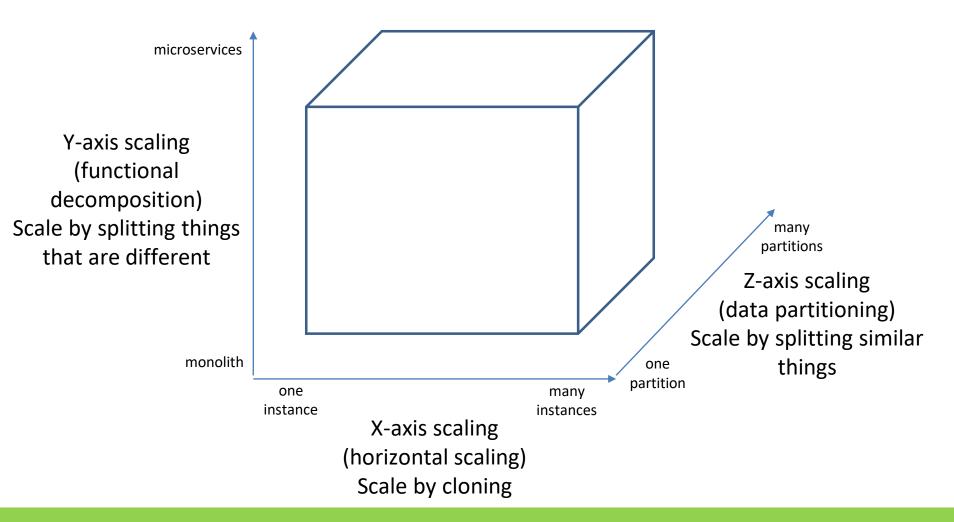


Scalability Cube Z-axis





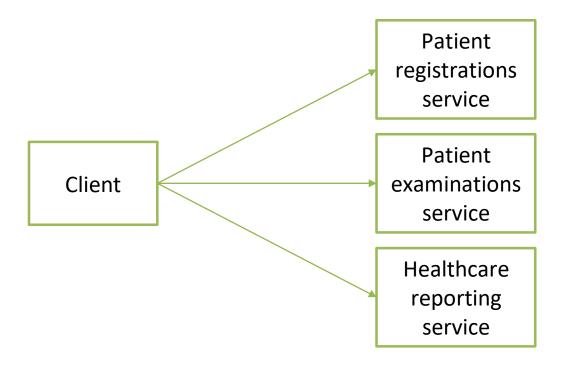
Scalability Tactics – Scalability Cube







Scalability Cube Y-axis





Scalability Cube X,Y, Z-axis

