Service Bus Usage Scenarios, Limits & Pricing



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Overview



Service Bus Usage Scenarios

- Global Azure Racing Game
- Asynchronous website content update

Demo: Global Azure Racing Game

Service Bus Limits

Service Bus Tiers & Pricing

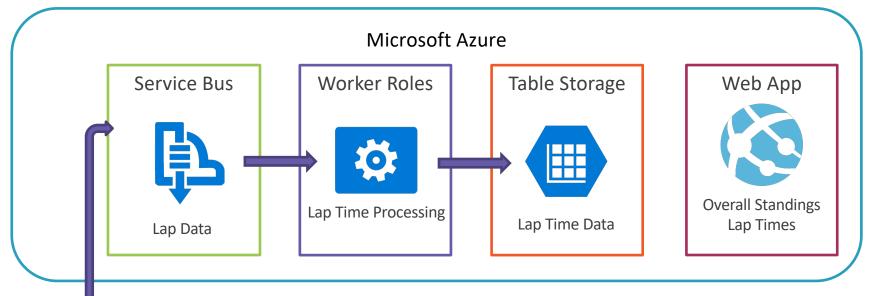


Global Azure Racing Game

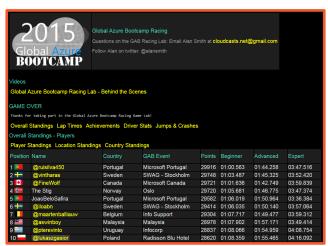


- Used as a Global Lab for the Global Azure Bootcamp events
- Microsoft XNA Racing Game integrated with Azure Services
- Azure Service Bus used for
 - Lap time data
 - Driver telemetry data
 - Push notification service

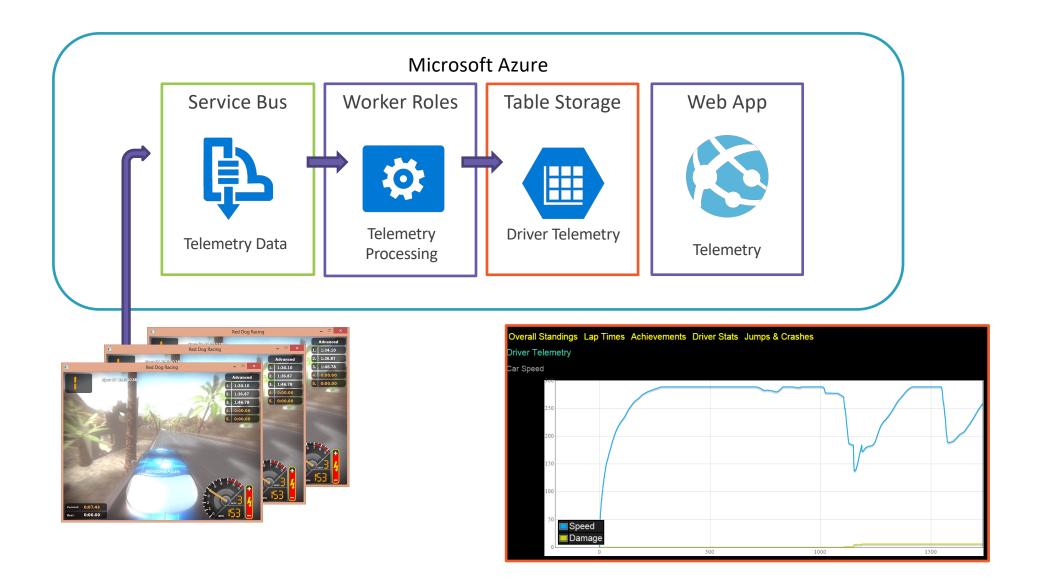
Lap Time Data



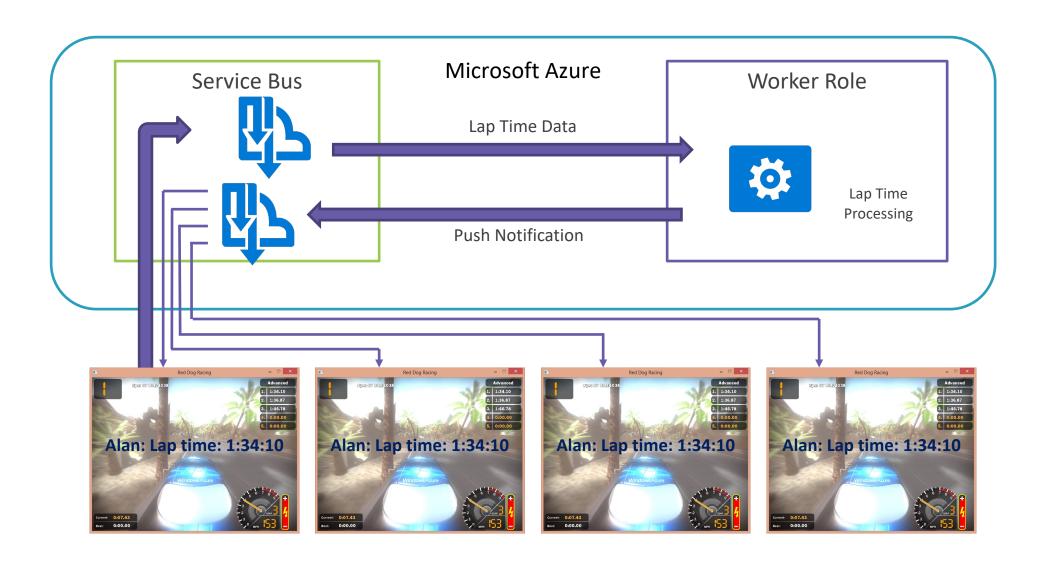




Telemetry Data



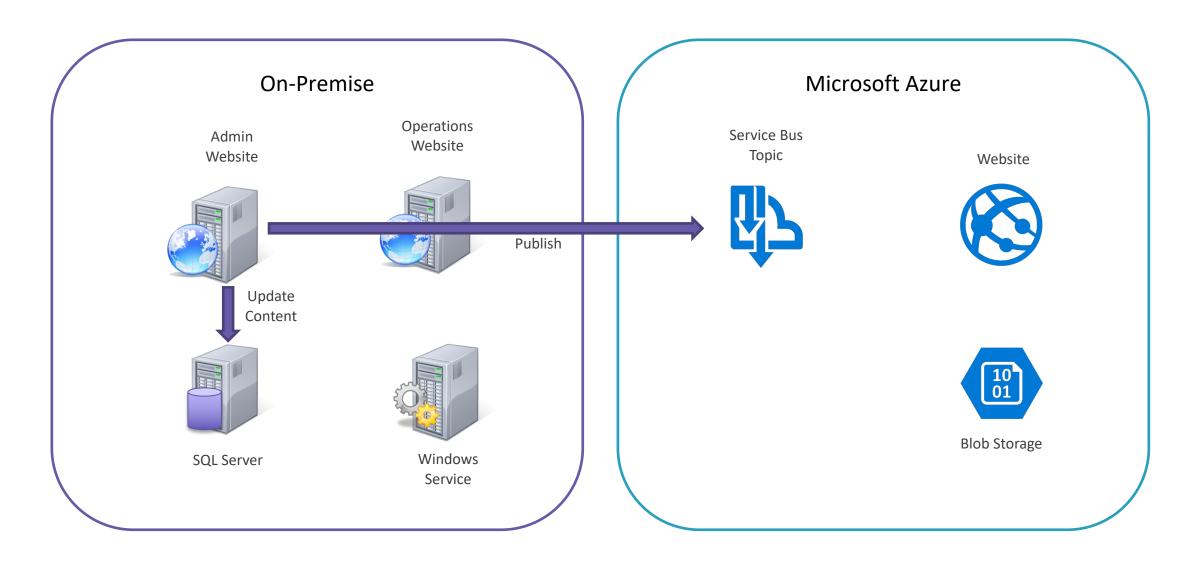
Push Notifications



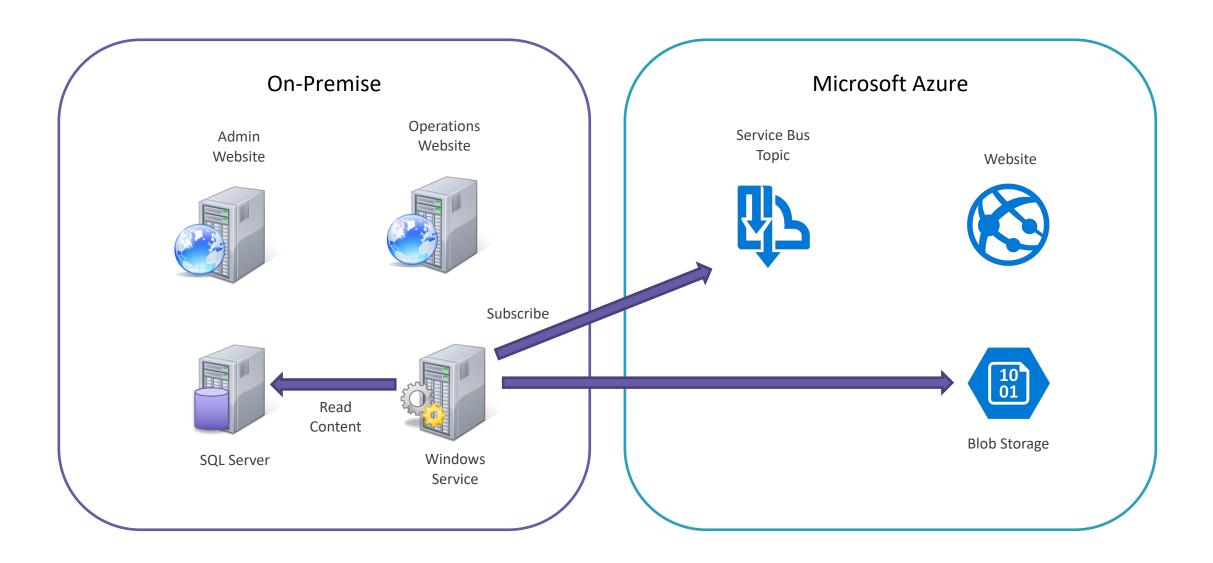
Web Site Read Model Implementation

- Customer solution using Azure Service Bus
- Azure hosted website
 - Up to 250,000 concurrent users
 - Content stored as JSON in Azure blob storage
- On-premise SQL database and management website
- Content needs to be updated asynchronously for hundreds of thousands of users

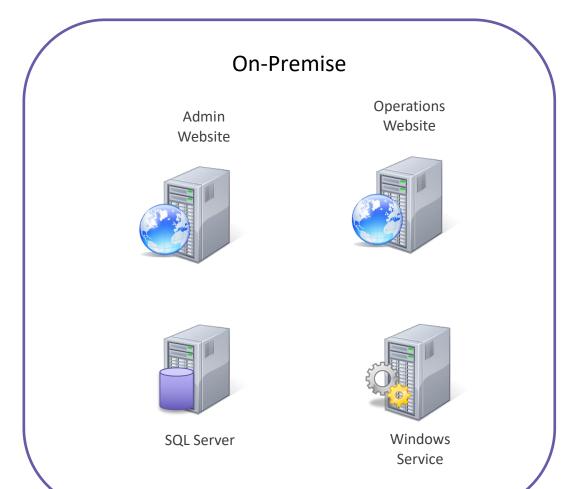
Web Site Read Model Content Update

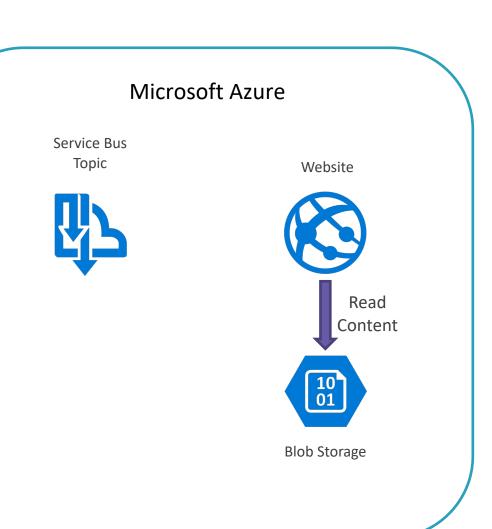


Web Site Read Model Content Publication

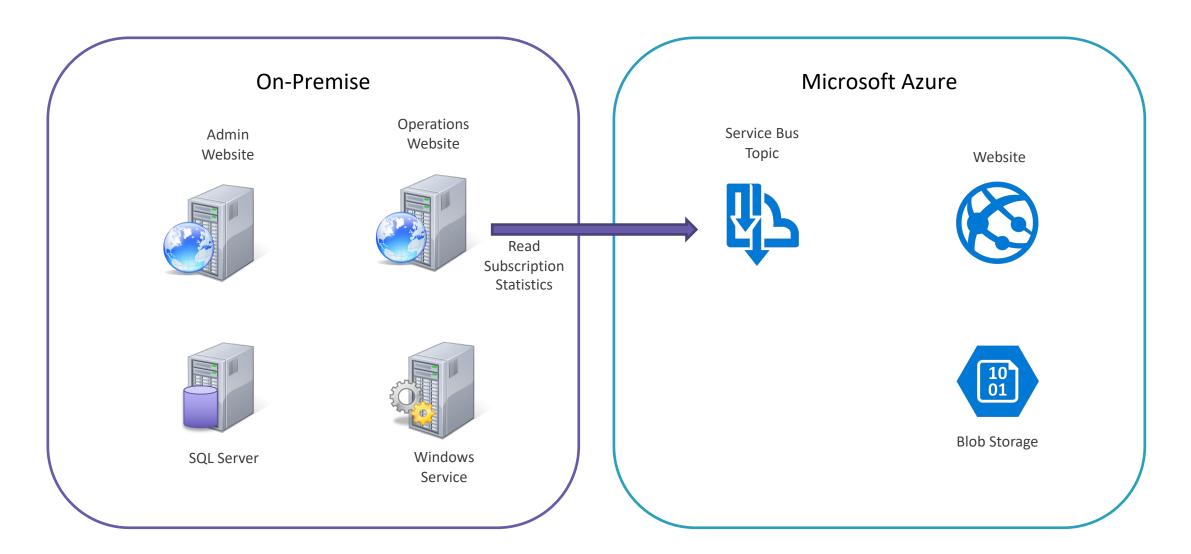


Web Site Read Model Browsing





Web Site Read Model Monitoring



Demo

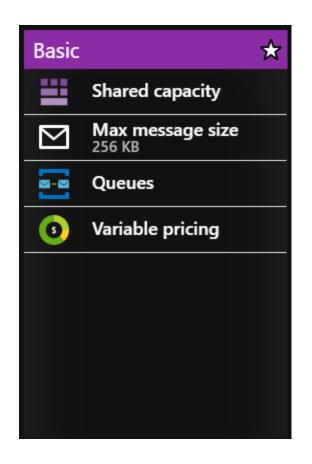


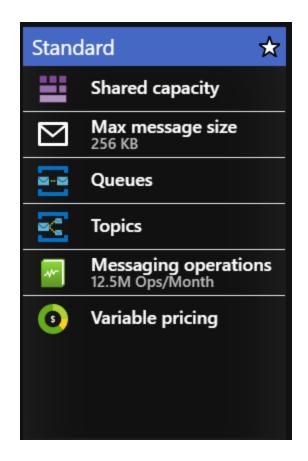
Global Azure Racing Game

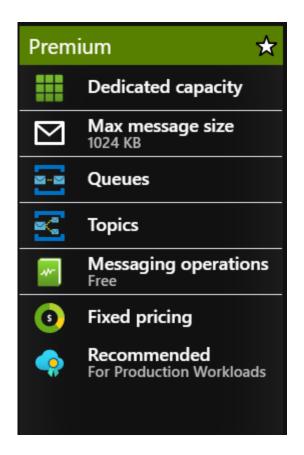
 Use of Azure Service Bus for transmitting and processing lap time data

Service Bus Tiers & Pricing

Service Bus Tiers







Limitations

| Description | Standard | Premium |
|---|-----------|-------------------------|
| Maximum number of namespaces per subscription | 100 | 100 |
| Maximum number of queues and topics per namespace | 10,000 | 1,000 per MU, 4,000 max |
| Maximum message size | 256 KB | 1024 KB |
| Maximum message header size | 64 KB | 64 KB |
| Maximum Queue or Topic Size | 5 / 80 GB | 5 / 80 GB |
| Maximum number of subscriptions on a topic | 2000 | 2000 |

Scalability Targets

| Description | Limitation |
|--------------------|----------------------------------|
| Message throughput | 2000 message operations / second |

Usage Quotas (Not Used)

| Description | Limitation |
|--------------------|---------------------|
| Message throughput | 5 billion per month |
| Relay hours | 2 million per month |

40KB 1

64KB 64KB 64KB 64KB

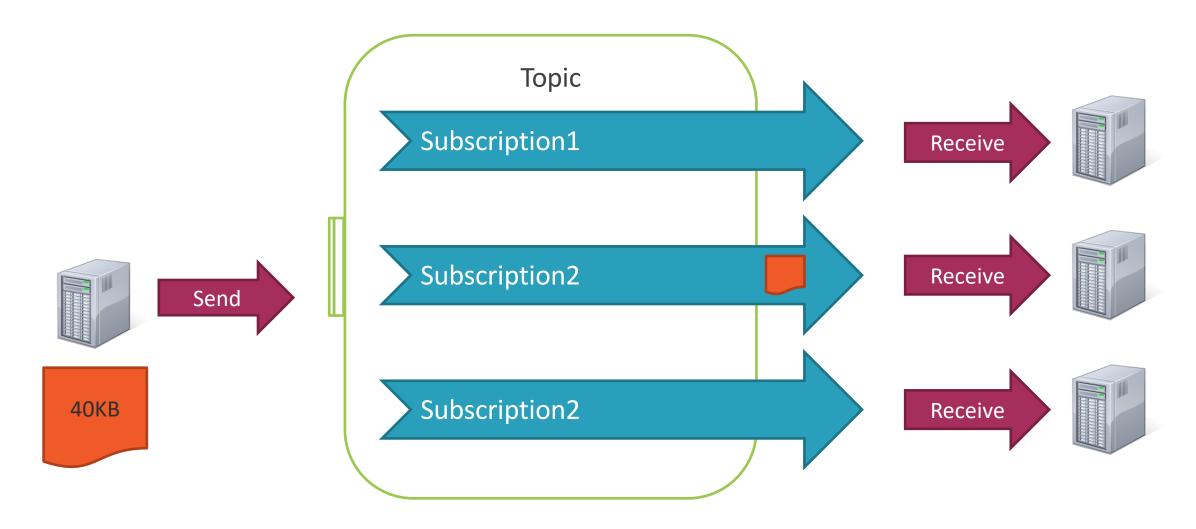
40KB 1

120KB

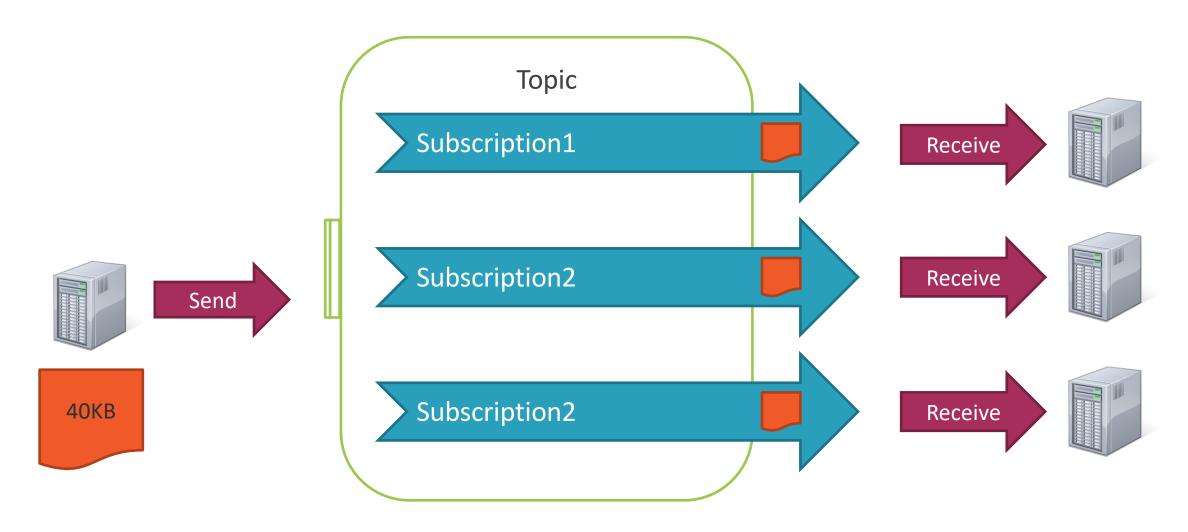
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64KB 64KB 64KB

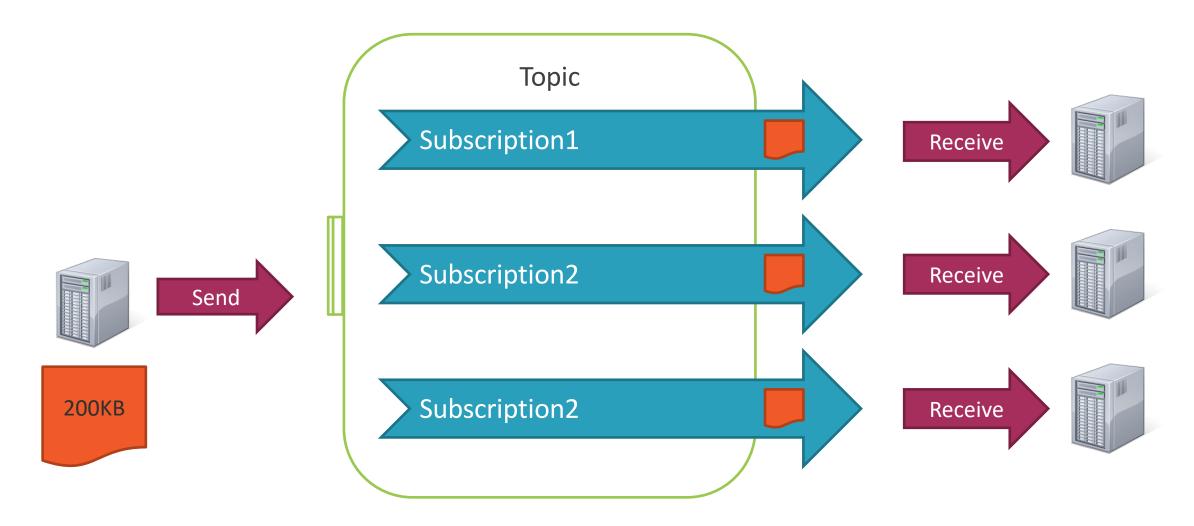
40KB 120KB 200KB **64KB 64KB 64KB 64KB**



1 Message Operation



3 Message Operations



12 Message Operation

Global Azure Racing Game Pricing

| Service | Cost |
|---|--------|
| Data transfer out (GB) | \$4.44 |
| Storage transactions (in 10,000s) | \$0.03 |
| Compute hours | \$2.95 |
| Standard read-access geo redundant | \$0.01 |
| Basic small app service hours | \$2.81 |
| Connections - standard messaging | \$0.05 |
| Operations (in 1,000,000s) - standard messaging | \$0.37 |

Global Azure Racing Game Pricing

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| Description | Cost |
|---|---------|
| Total billing for Azure services consumed in 24 hours | \$10.66 |
| Total cost for Azure Service Bus usage | \$0.42 |

Summary



Azure Service Bus is use in a wide range of production scenarios

Standard pricing tier is inexpensive

Basic pricing tier should not be used

Standard pricing tier is used for most scenarios

Premium pricing should be used when performance guarantee is critical

Be aware of quotas and limitations

Consider Event Hub for very high throughput scenarios