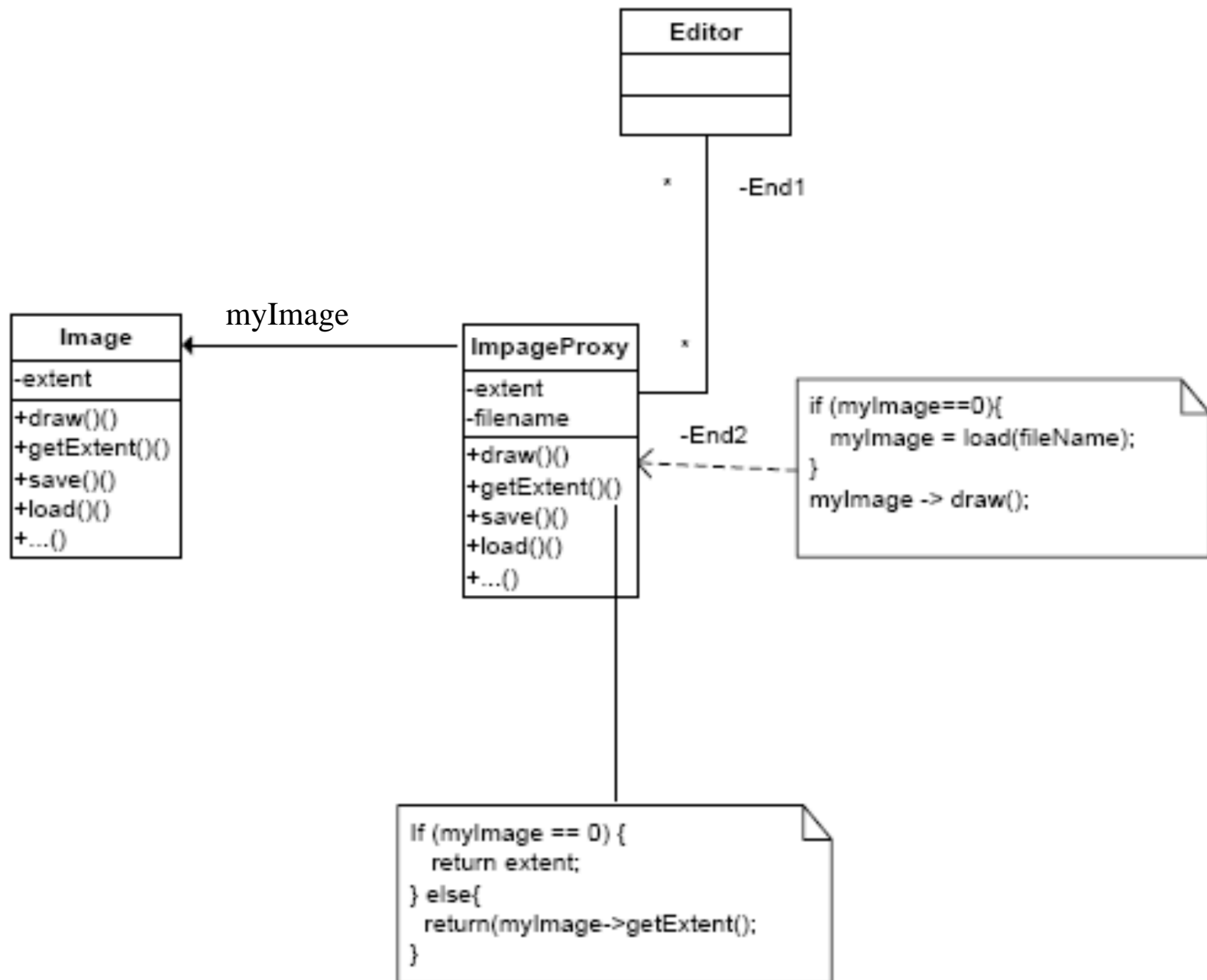


Fast Path

- Concerned with improving response time by reducing the amount of processing required for dominant workloads
 - Example: menus in automated telephone system
- Problem: *dominant workload*
- Solution:
 - Create an express “train” that stops only at the most important stations along the route
 - Identify the data most frequently used together
 - Implemented by Proxy patterns
 - Based mainly on the *centering principle*



Fast Path (Con't)

- Benefits:
 - Reduces the response time for dominant workload functions by reducing the amount of processing required for the most frequent uses of the software
 - Reduces the overall load on the system by avoiding some resource consumption
- Consequences:
 - It is not enough to recognize the need for the Fast Path you must also ensure that it is likely to be used
 - Usage patterns change over time
 - Use the instrumenting principle to monitor usage patterns, and adapt your system to changing patterns

First Things First

- Focus on the important processing tasks to ensure that, if everything cannot be completed within the time available, then the least important tasks will be the ones omitted
- Problem:
 - Temporary overload may cause input data to be lost or response times to be unacceptably slow
 - Example: online-trading
- Solution:
 - Assign priorities to tasks and execute them so that the most important activities receive preference
 - Example: transaction of billions of dollars
 - Use the *Centering Principle* to focus attention on the most important work

First Things First (Con't)

- Benefits
 - Focuses on the most important tasks and ensures that they complete
 - Maximizes the quality of service of the system and improves scalability
- Consequences
 - Only appropriate if the overload is temporary
 - If the overload is not temporary, reduce the amount of processing required by other means or upgrade the processing environment