Proposal – Cloud Computing As2

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| Thomas Peters – 10810251 | Neeta Vijaya Kumar - n11262109 |

Project: Online Image editor

Our proposal is an online image editor. We intend to make it computationally intensive by providing layer support, effects and drawing on the image. In this scenario the data supplied is from the user, image alterations are visually first client side and then compiled server side for the result generating our load. This could be done completely server side and served to the user however, I am weary about the speed repercussions of performing an unknown number of these image alterations in high volume in short intervals which is why it would be more appropriate to do it on a per finalized case.

Due to the intensity and limitations of the application and course, Scaling will most likely be done the way provided from Assessable Prac 2 effectively making it Horizontal scaling of VM’s. Due to this a per server Redis instance will most likely be employed as a short-term cache for supplying any user presented images on the current server which will also act as a local representation of the images for compiling and modifying. Unfortunately, this means the images would need to be compressed either for upload to the application or for storage in cache/on disk to reduce memory footprint. Additionally, an S3 bucket will act as a long-term storage of transformed images. Unfortunately, due to the mandatory stateless nature of the application it can’t be served as a reference to the user’s operation (by this I mean the actual project of the user, like photoshop files storing the layers, their sequence and so on) so instead it serves as a library of finalized images, which essentially allows for editing continuation (the user edits their transformed image without) or repeat image requests.

