

Comparing cloud messaging options

Requirement	Simple queuing	Eventing and PubSub	Big data streaming	Enterprise messaging
Product	Queue storage	Event Grid	Event Hubs	Service Bus
Supported advantages	<ul style="list-style-type: none"> • Communication within an app • Individual message • Queue semantics / polling buffer • Simple and easy to use • Pay as you go 	<ul style="list-style-type: none"> • Communication between apps / orgs • Individual message • Push semantics • Filtering and routing • Pay as you go • Fan out 	<ul style="list-style-type: none"> • Many messages in a Stream (think in MBs) • Ease of use and operation • Low cost • Fan in • Strict ordering • Works with other tools 	<ul style="list-style-type: none"> • Instantaneous consistency • Strict ordering • Java Messaging Service • Non-repudiation and security • Geo-replication and availability • Rich features (such as deduplication and scheduling)
Weaknesses	<ul style="list-style-type: none"> • Ordering of messaging • Instantaneous consistency 	<ul style="list-style-type: none"> • Ordering of messaging • Instantaneous consistency 	<ul style="list-style-type: none"> • Server-side cursor • Only once 	<ul style="list-style-type: none"> • Cost • Simplicity
Type	Serverless	Serverless	Big data	Enterprise

Messaging Limits

	Storage Queue	Service Bus Queue
Queue Size	500 TB	1 GB / 80 GB
Message Size	64 kb	256 kb / 1 MB
Concurrent queues	Unlimited	10,000
Concurrent clients	Unlimited	100 concurrent connections

Event Limits

	Event Hub	Event Grid
Message size	256 KB	256 KB
Expiration	1 Hour	24 Hours
Scalability	Millions of devices, billions of messages	10.000.000 events per second per region
Latency	Near real-time	Near real-time