

# Performance Patterns, Pitfalls, and Approach

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## Abstract

Performance Design is based on the application on many performance oriented patterns. Patterns are a way are to consolidate experience: what solution fits to what problem in what situation? Pitfalls are also a way to consolidate experience: what are common design mistakes?

The complete course ASP<sup>TM</sup> is owned by Embedded Systems Institute. To teach this course a license from Embedded Systems Institute is required. This material is preliminary course material. The final material and course information can be found at: [www.esi.nl/cursus](http://www.esi.nl/cursus).

All Gaudí documents are available at:  
<http://www.gaudisite.nl/>

# 1 Acknowledgements

The diagrams are a joined effort of Roland Mathijssen and Gerrit Muller. A lot of the material is based on material from the EXARCH course created by Ton Kostelijk and Gerrit Muller.

## References

- [1] Gerrit Muller. The system architecture homepage. <http://www.gaudisite.nl/index.html>, 1999.

## History

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- relayout and reorder

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