

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 ASPTM is owned by TNO-ESI. To teach this course a license from TNO-ESI is required. This material is preliminary course material.

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

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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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- Created, no changelog yet