


TCSS 562: SOFTWARE ENGINEERING FOR CLOUD COMPUTING

Tutorial #4, Midterm Review

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OBJECTIVES

- Tutorial #3
- Tutorial #4
- Topics for Midterm
- Practice Midterm
- Midterm Wednesday 5/9

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FEEDBACK 5/2

- **When should we choose serverless computing?**
 - When high availability is needed
 - Ability to BURST to support spikes in load
 - Service demand is limited throughout the month:
400,000 GB/sec = 4.63 days

- **Poor use cases for serverless computing**
 - 24/7 real time stream processing
 - Batch-oriented compute-bound workloads
 - Machine learning over large training datasets

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FEEDBACK - 2

- **For a database, what are some performance attributes?
(Database-as-a-Service)**
 - Average query execution time
 - Consider a variety of queries
 - Queries with join(s)
 - Queries over large datasets with filters
 - Data throughput for queries
 - For a queries that produce large result sets, what is the data transfer rate from the server to client
 - Transactions per second
 - How many concurrent queries can the database produce for multiple clients
 - Average transaction time
 - Multi-query transactions that include combination of reads and writes

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TUTORIAL #4

- Tutorial #4 Presentation:
- http://faculty.washington.edu/wlloyd/courses/tcss562/TCS562_s2018_tutorial_4.pdf

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MIDTERM REVIEW


- Midterm review guide:
- http://faculty.washington.edu/wlloyd/courses/tcss562/tcss562_s2018_midterm_review.pdf

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<h1>PRACTICE MIDTERM</h1>		
<ul style="list-style-type: none">■ In class, 7 questions		
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<h1>QUESTIONS</h1> 	
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