Learn from a master how to overcome performance bottlenecks and response time delays typical of large distributed systems. Chris is one of the industrys most important thinkers on database design - I would strongly recommend this book to readers trying to get past the buzzwords and focus on what really makes a difference in achieving high-performance distributed systems. - David Stodder, Editor-in-Chief, Database Programming & Design Performance is not simply a matter of tuning the code or the computing environment - it starts with designing performance into the application from the outset, and spans all phases of the system life cycle. Drawing on his 25 years of experience, Chris Loosley explains the principles of software performance engineering and applies them to all facets of distributed systems architecture and design. Along the way, he summarizes his conclusions in over 250 useful, easily referenced guidelines. And he covers all the key topics, with chapters on Middleware, Architecture, Design, Tools, Databases, Replication, Warehousing, and Transaction Monitors. Loosleys conclusions about the architecture and design of enterprise systems challenge many current middleware trends. Applying the performance principles, Loosley explains why the key to creating truly scalable distributed systems is to decompose complex business applications into multitransaction workflows, and to use asynchronous data replication, parallel processing, and batching techniques.

I Wandered Lonely As a Cloud [Epic Audio Collection], Height of Danger (Hardy Boys Casefiles #56), Progressing Through Grief: Guided Exercises to Understand Your Emotions and Recover from Loss, A Mothers Secret, Taylor-made Tales: The Pirates Plot, The Bandit King: Lampiao of Brazil, World Encyclopedia of Fruit,

High-Performance Client/Server: A Guide to Building and Managing Robust Distributed Systems. Chris Loosley and Frank DouglasJohn Wiley & SonsISBN. An implementation of a high performance client-server system. Abstract: Presents a client-server computing model which is established on an Ethernet-based. I would strongly recommend this book to readers trying to get past the buzzwords and focus on what really makes a difference in achieving high-performance.

Recently, it has emerged as a buzzword as used in the phrase client/server computing. A client is typically a workstation which communicates through the.

NASA Goddard Conference on Mass Storage Systems and Technologies. Page 1. Client/Server Data Serving for High Performance Computing. Chris Wood.

Server for up to clients, but the latter scales up a lot better for higher number of clients. 1 Introduction. Until recently, high throughput database processing.

Abstract. Summary: We have developed a platform independent, flexible and scalable Java environment for high-performance large-scale gene expression data. We describe an original client-server approach to behavioral research control and the Whisker system, a specific implementation of this design. The server.