

# Pattern and Solution Repositories

University of Stuttgart  
Universitätsstr. 38  
70569 Stuttgart  
Germany

Johanna Barzen, Christoph Fehling,  
Michael Falkenthal, Frank Leymann  
Institute of Architecture of Application Systems  
[Barzen@iaas.uni-stuttgart.de](mailto:Barzen@iaas.uni-stuttgart.de)

Phone +49-711-685 88 487  
Fax +49-711-685 88 472



# Agenda

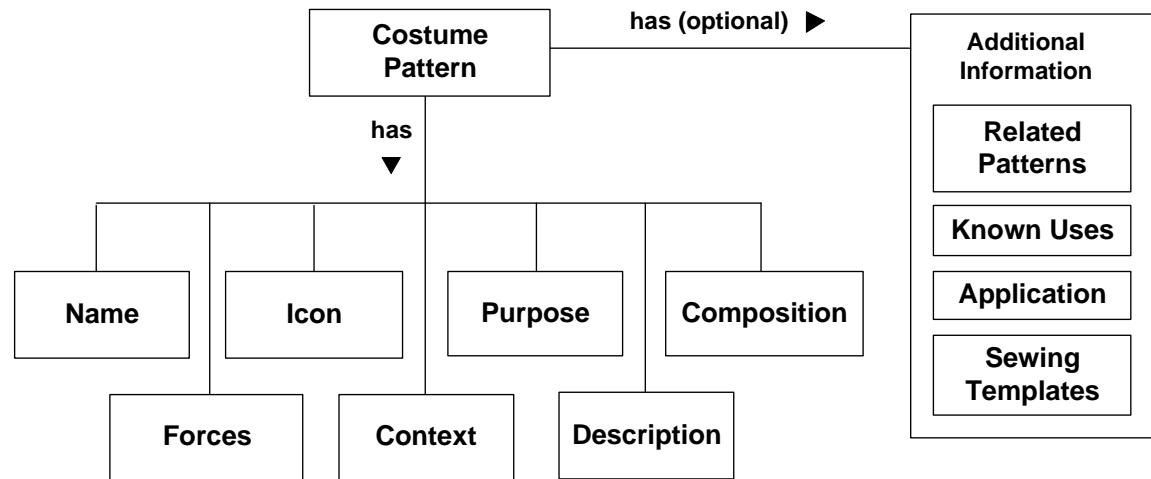
- Defining Patterns
- Approaching a Patterns Repository
- Patter Repository: PatternPedia
- Solution Repository: MUSE
- Summary

# Defining Patterns



# Defining patterns

- A pattern is a proven solution to a re-occurring problem
- A pattern is a concept that aims to capture the best solution in an abstract way to make this knowledge reusable
- A pattern language is a set of patterns conforming to a particular pattern format as well as cross-references between these patterns

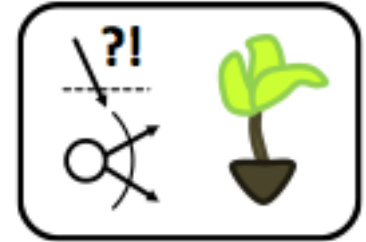


# Research on Patterns at IAAS

Cloud Computing  
Patterns



Green IT  
Patterns



IAAS

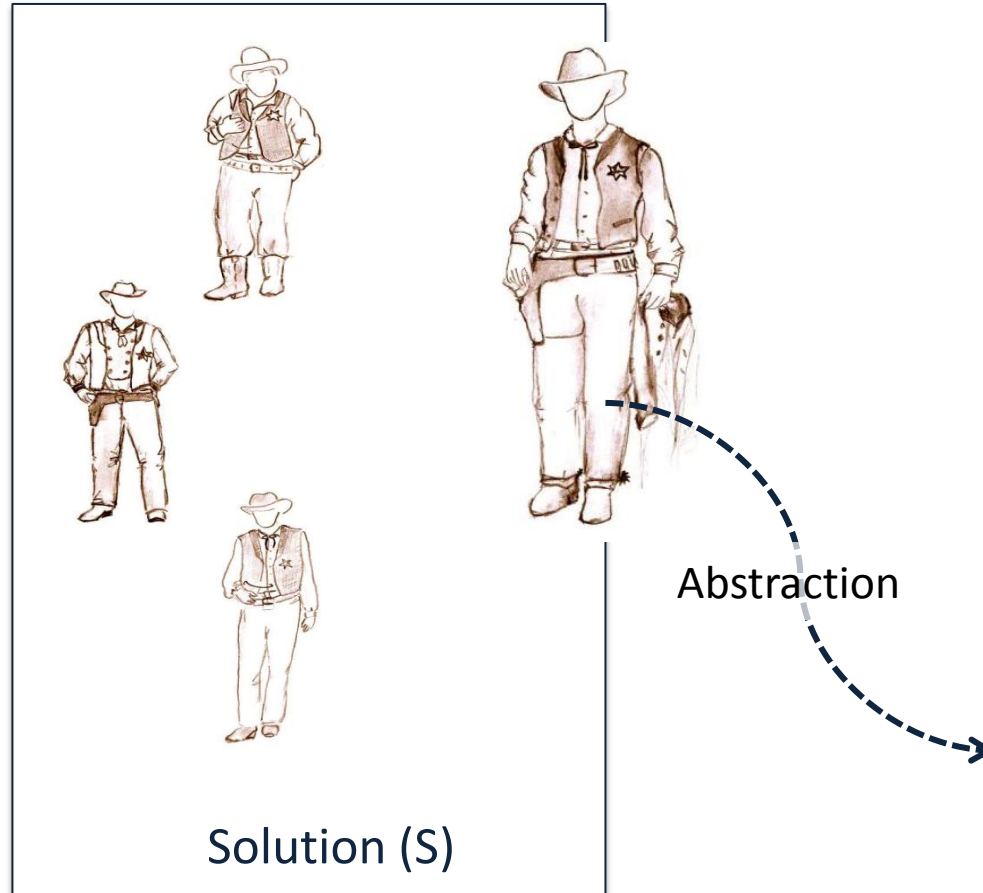
Data Migration  
Patterns



Costume  
Patterns

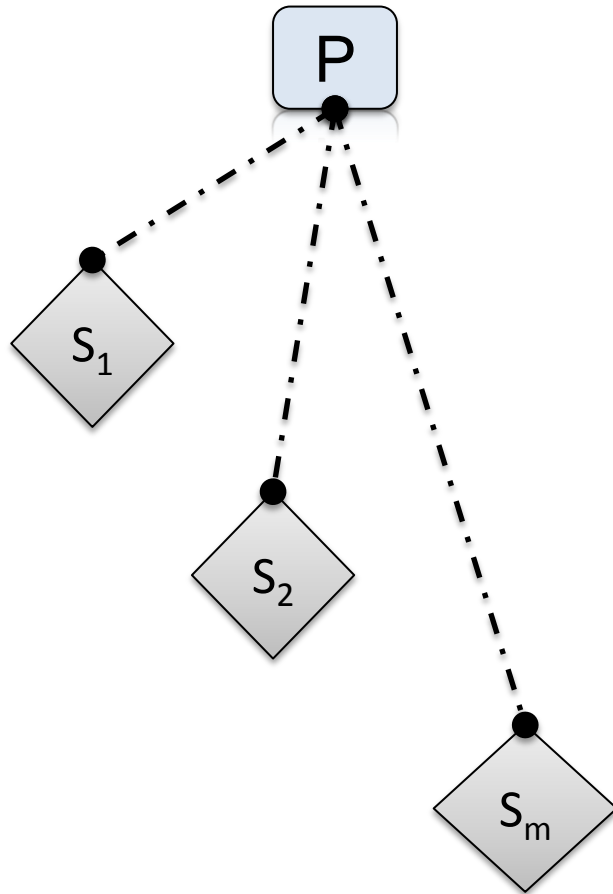


# Pattern Language – Patterns Abstraction



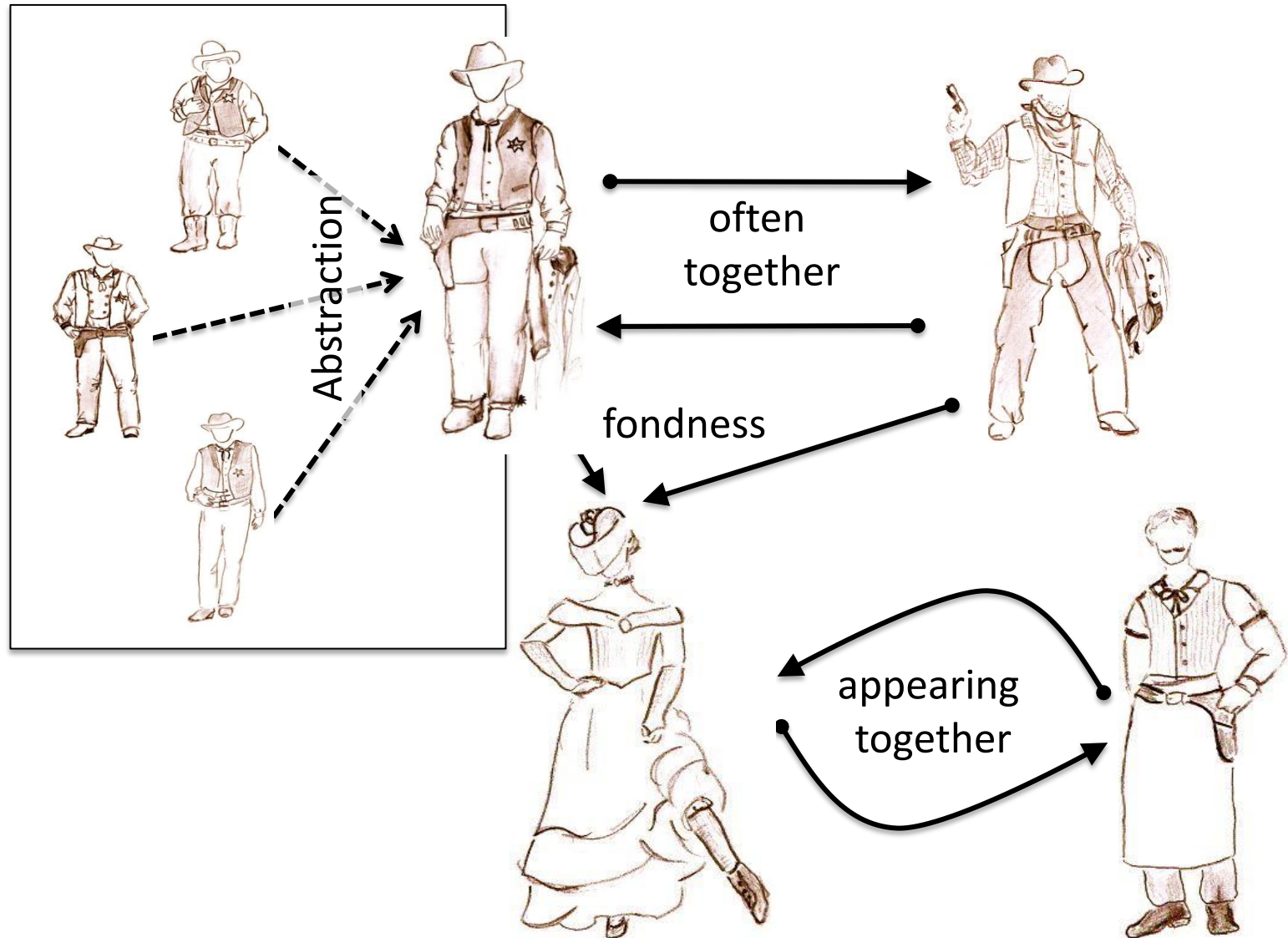
Pattern (P)

# Patterns and Solutions



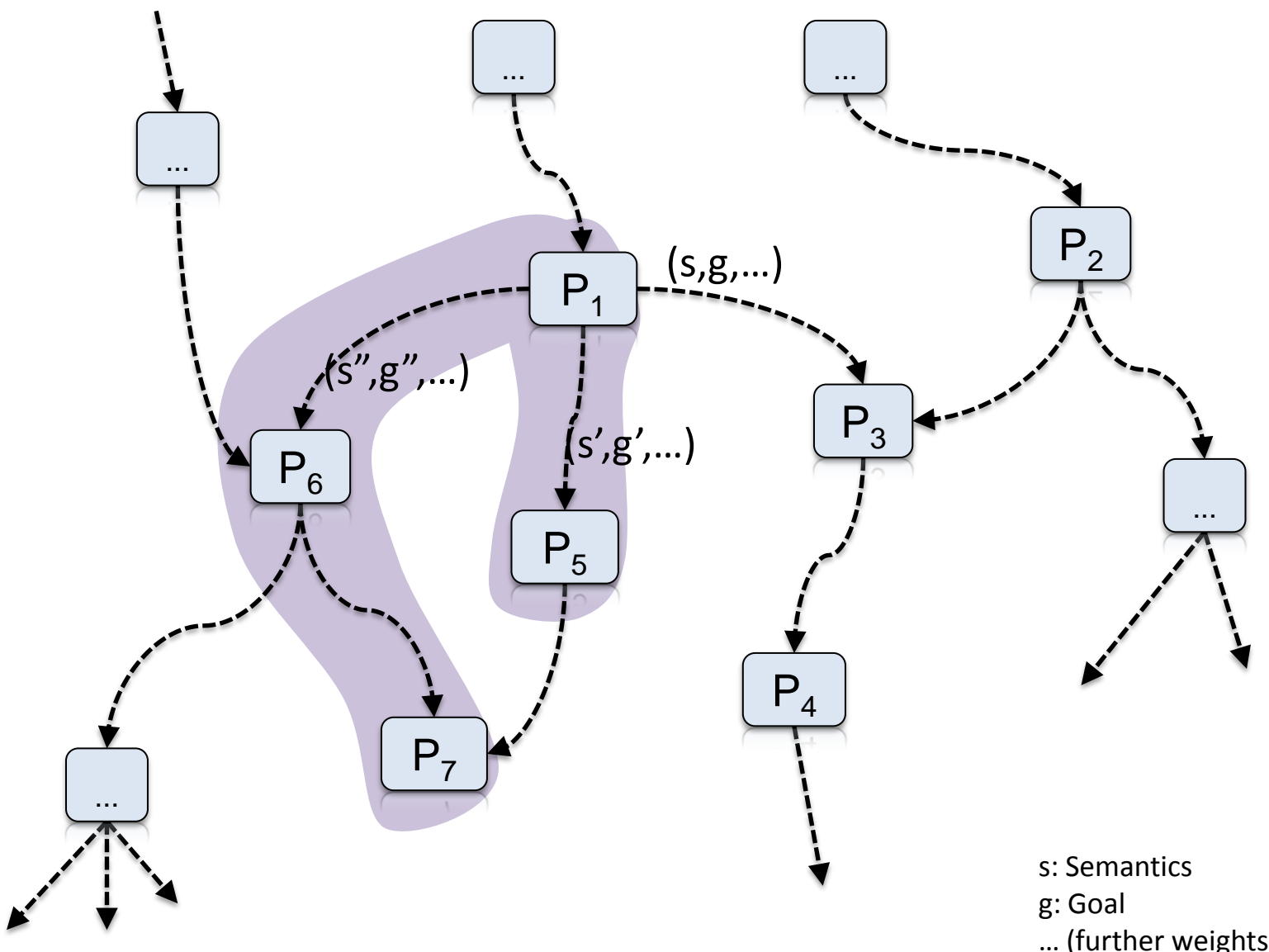
- A pattern {P} provides the „advice“ how to solve a recurring problem
  - abstract solution (i.e. a high-level description of how to solve the problem in principle)
  - independent of any concrete environment
  - a realization requires implementation effort
- Patterns are connected to concrete solutions {S<sub>i</sub>}
  - these solutions S<sub>i</sub> are concrete
  - tell exactly how to implement the abstract solution S<sup>A</sup> in a concrete environment

# Pattern Language – Patterns and their cross-references





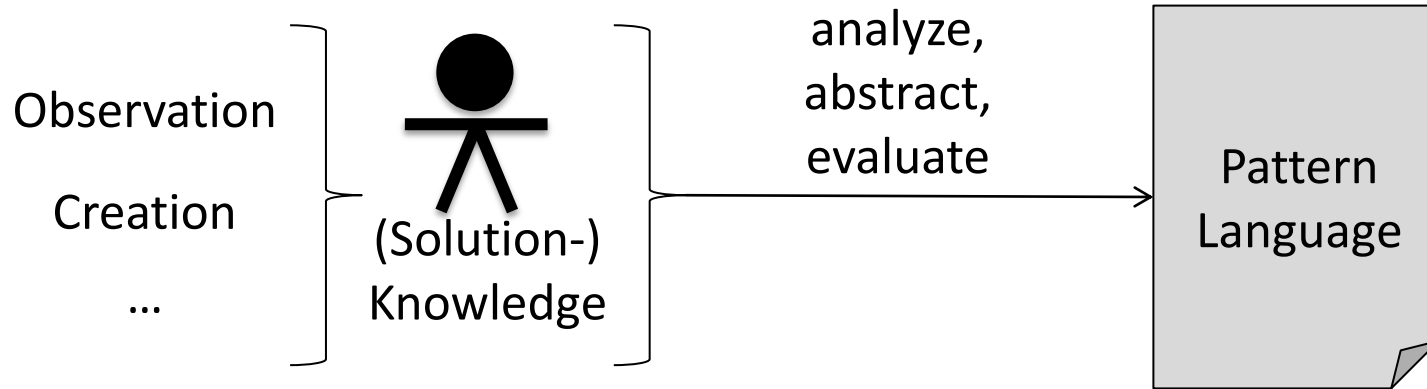
# Solution Paths



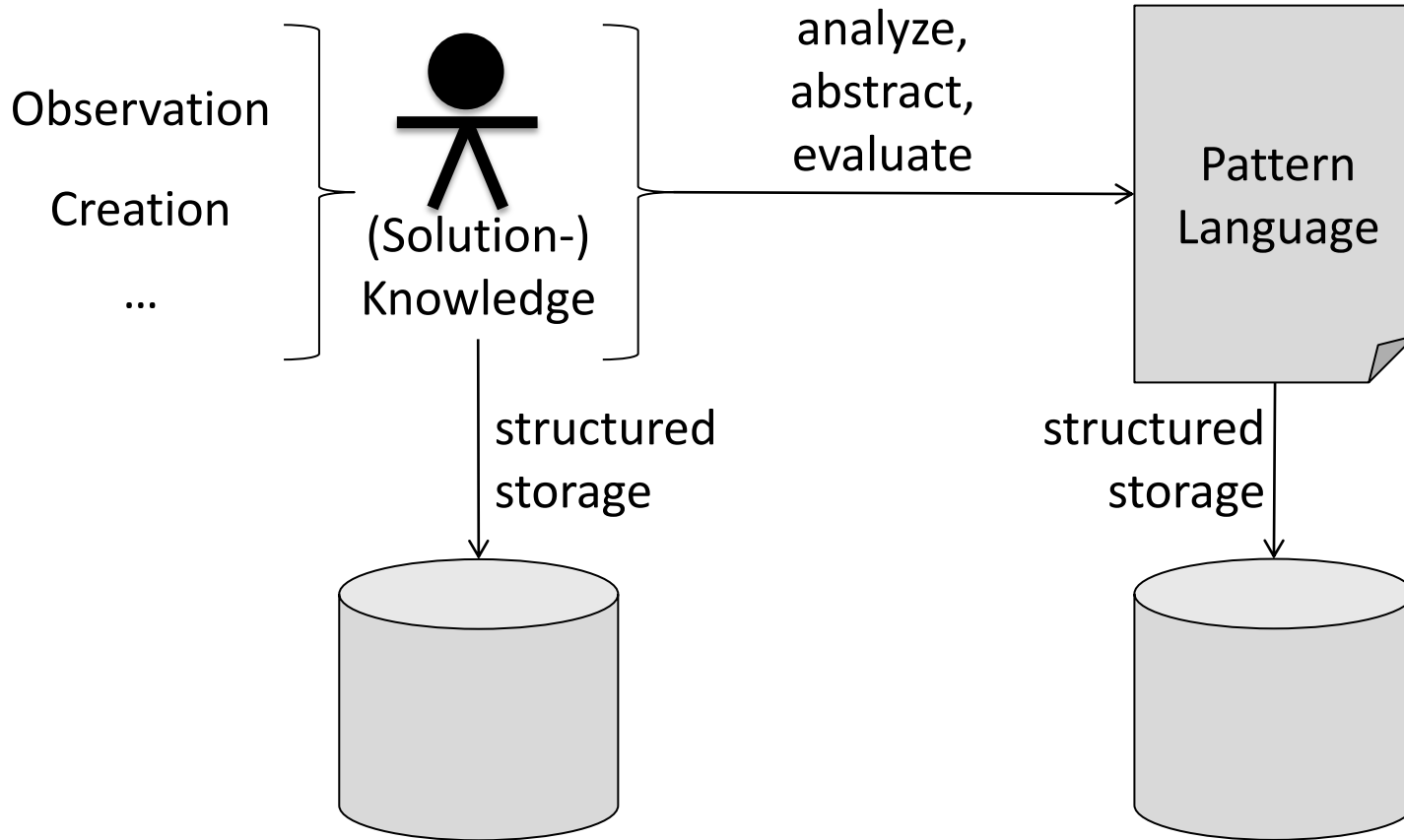
# Approaching a Patterns Repository



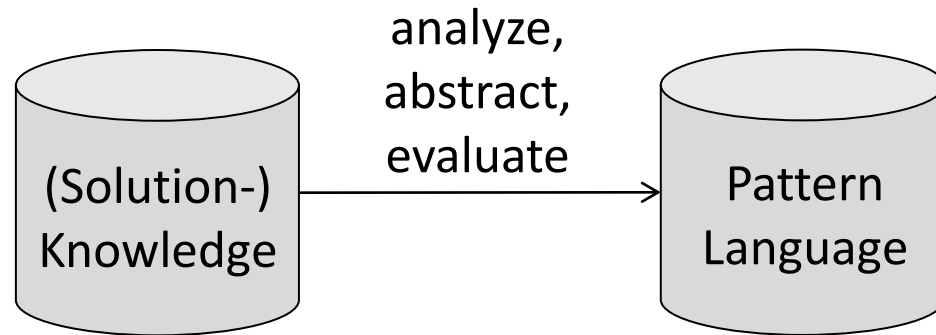
# Development of Pattern Languages: Today



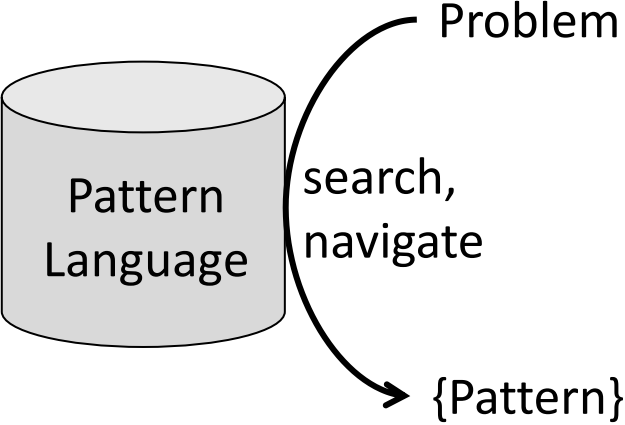
# Knowledge and Pattern Languages: Use of Repositories



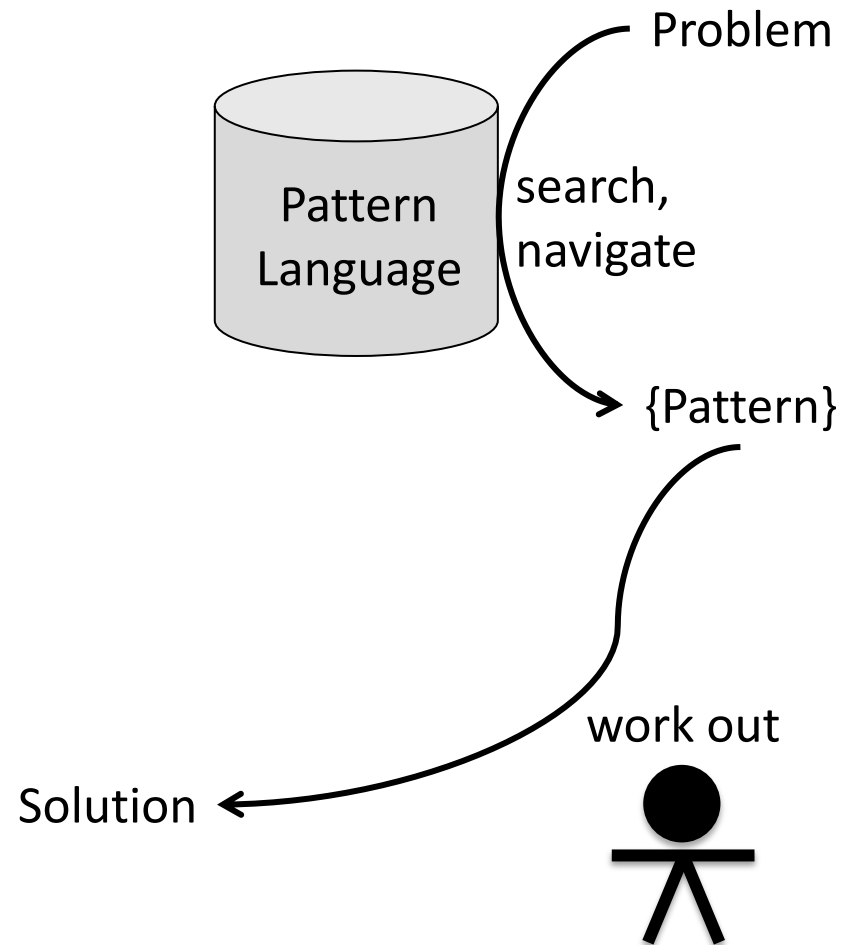
# Deriving Patterns from Stored Knowledge



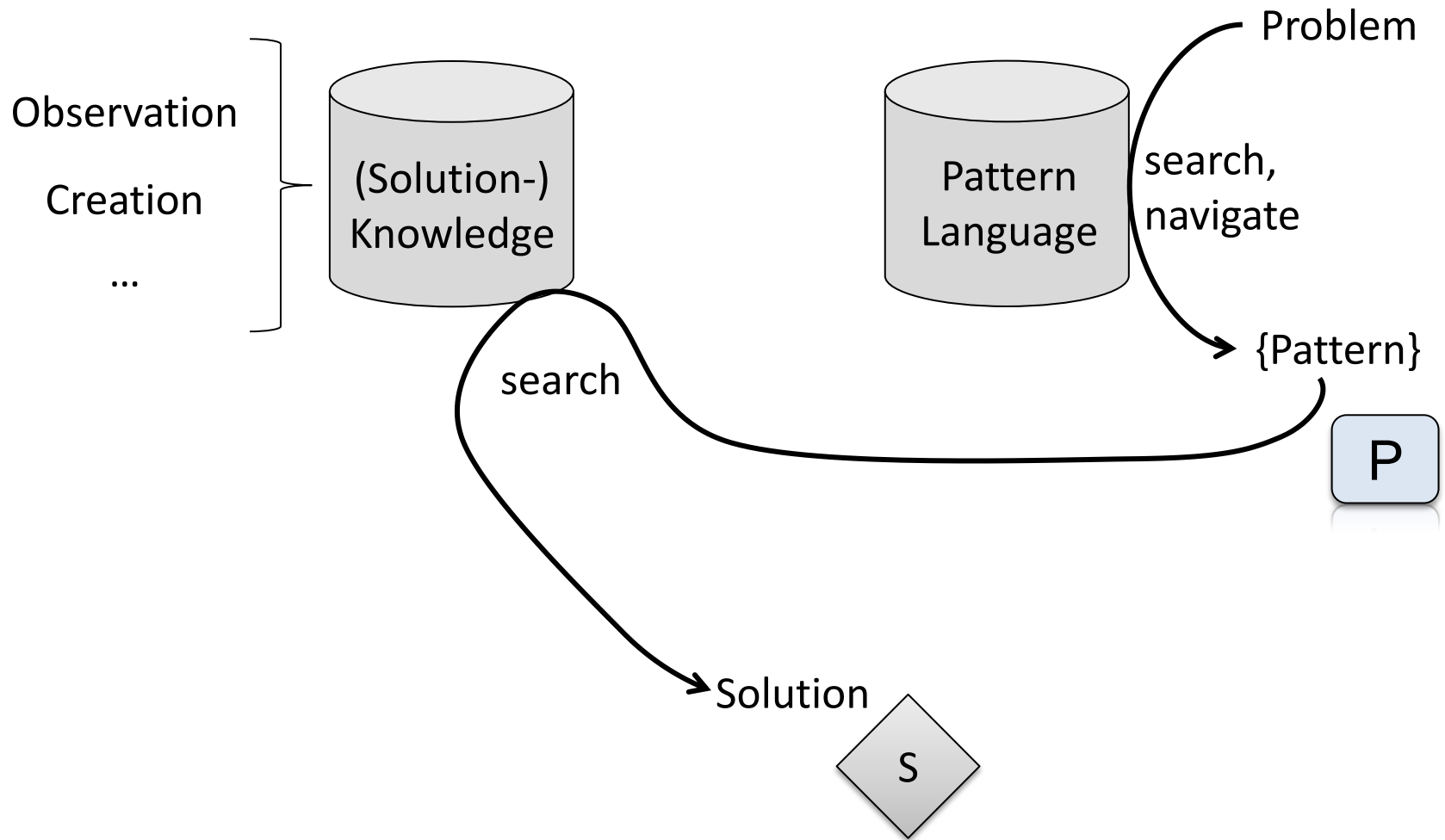
# Using Stored Patterns



# From Patterns to Solutions: A Creative Act



# Final Goal

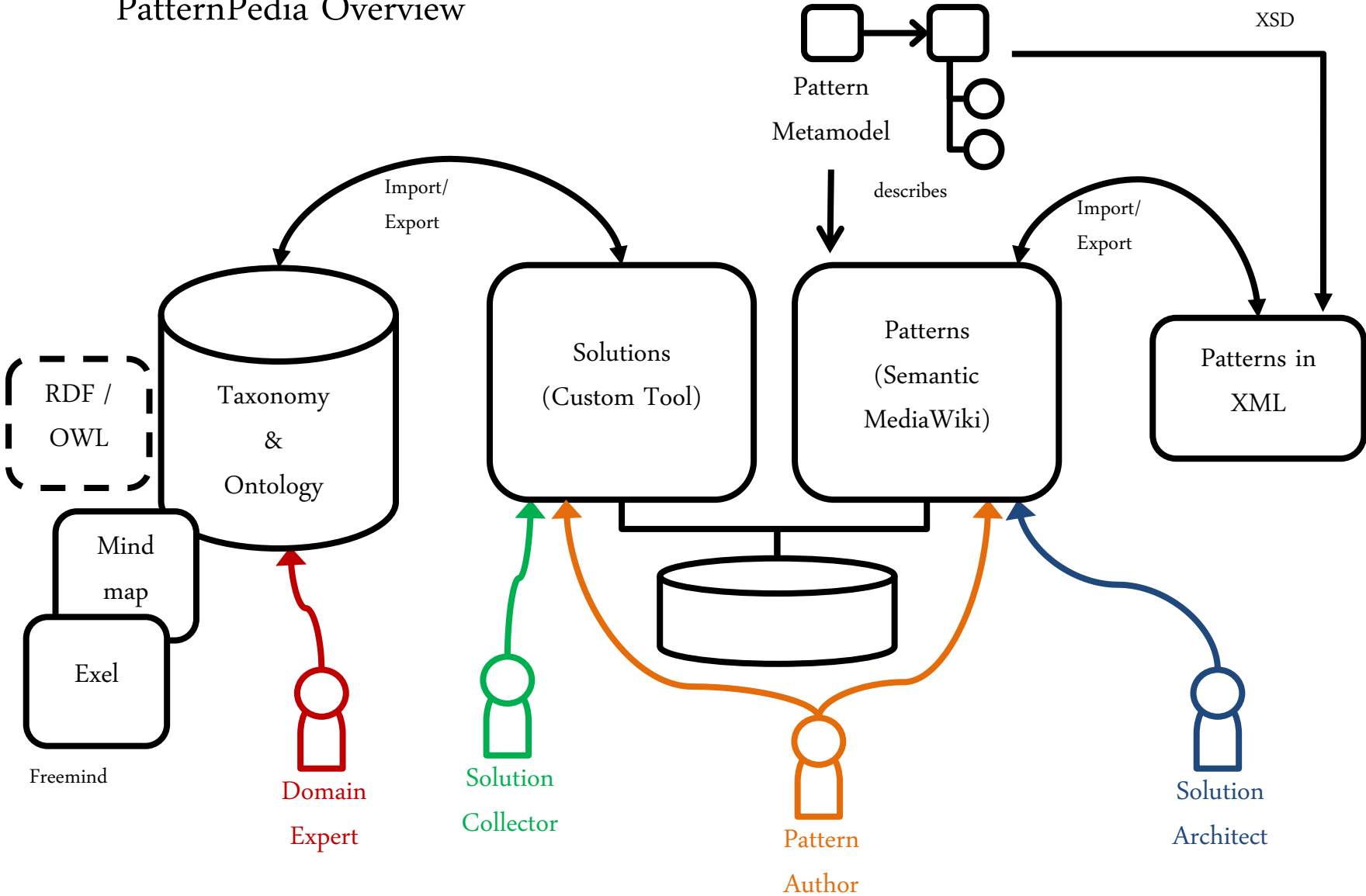




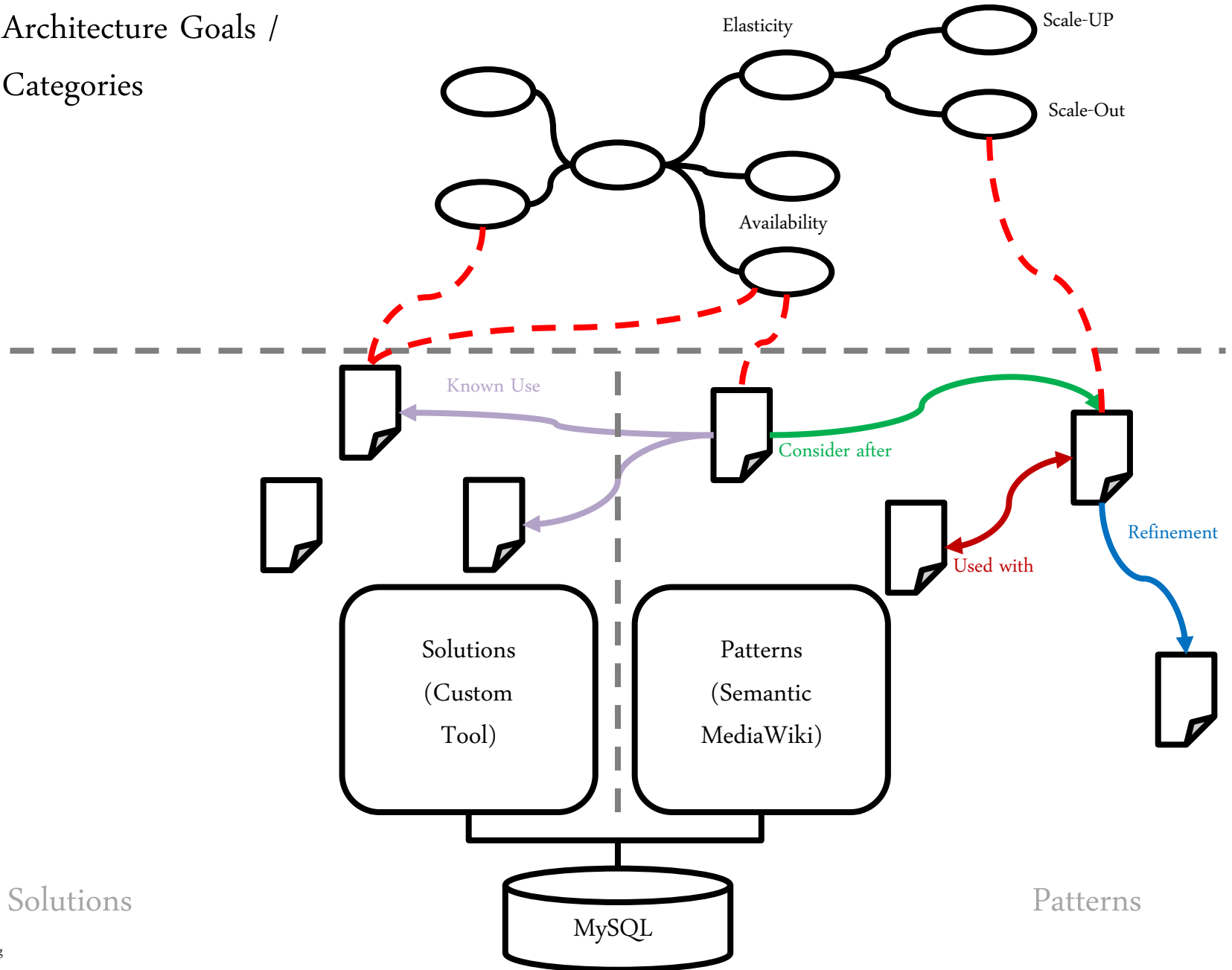
# Pattern Repository: PatternPedia



# PatternPedia Overview



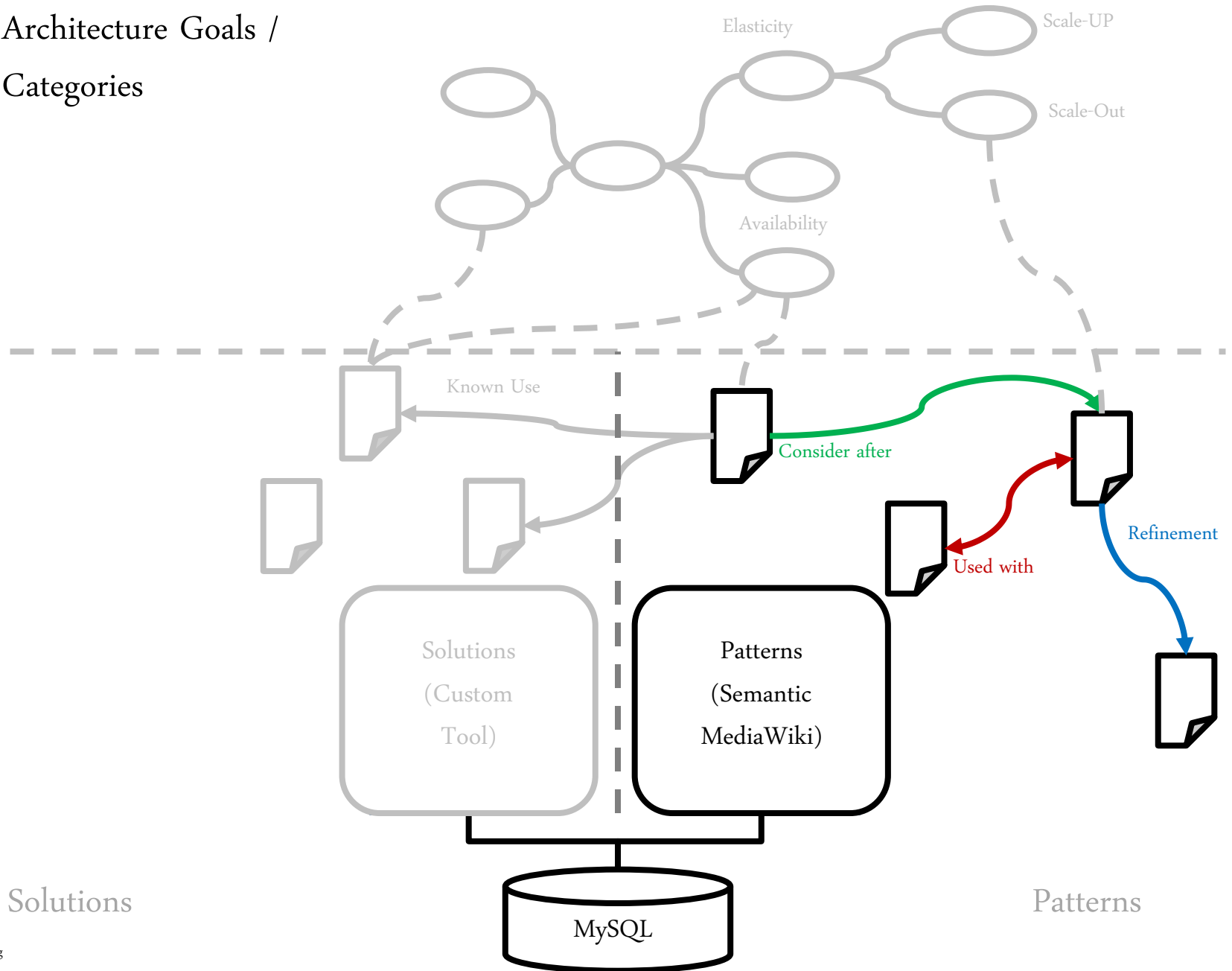
# Architecture Goals / Categories



Solutions

Patterns

# Architecture Goals / Categories



# PatternPedia: <http://www.cloudcomputingpatterns.org>

Tooling is based  
on MediaWiki  
(used for  
Wikipedia)  
+  
Semantic  
Extensions

The screenshot shows the website [www.cloudcomputingpatterns.org](http://www.cloudcomputingpatterns.org). The page has a navigation bar with a home icon, a "Log in" button, and a search box. On the left, there are two main navigation menus:

- Cloud Computing Fundamentals**
  - Application Workloads
    - Static Workload
    - Periodic Workload
    - Once-in-a-lifetime Workload
    - Unpredictable Workload
    - Continuously Changing Workload
  - Cloud Service Models
    - Infrastructure as a Service (IaaS)
    - Platform as a Service (PaaS)
    - Software as a Service (SaaS)
  - Cloud Deployment Models
    - Public Cloud
    - Private Cloud
    - Community Cloud
    - Hybrid Cloud
- Cloud Offerings**
  - Cloud Environments
    - Elastic Infrastructure
    - Elastic Platform
    - Node-based Availability
    - Environment-based Availability
  - Processing Offerings
    - Hypervisor
    - Execution Environment
    - Map Reduce
  - Storage Offerings
    - Block Storage
    - Blob Storage
    - Relational Database
    - Key-Value Storage
    - Strict Consistency
    - Eventual Consistency
  - Communication Offerings
    - Virtual Networking
    - Message-oriented Middleware
    - Exactly-once Delivery
    - At-least-once Delivery
    - Transaction-based Delivery
    - Timeout-based Delivery

The main content area is titled "Cloud Computing Patterns" and contains a paragraph: "Patterns are a widely used concept in computer science to describe good solutions to reoccurring problems in an abstract form. Such conceptual solutions can then be applied in concrete use cases regardless of used technologies, such as software, middleware, or programming languages. We employ patterns to describe cloud service models and cloud deployment types in an abstract form to categorize the offerings of cloud providers. Furthermore, we give reoccurring cloud application architectural patterns on how to design, build, and manage applications that use these cloud offerings. The abstraction of these patterns make them applicable to challenges faced by developers regardless of the actual technologies and cloud services that they are using. The patterns are contained in the following book and presented on this website in a summarized form."

Below the text is a book cover for "Cloud Computing Patterns: Fundamentals to Design, Build, and Manage Cloud Applications" by Christoph Fehling, Frank Leymann, Ralph Retter, Walter Schupeck, and Peter Arbitter, published by Springer. A quote from the back cover is provided: "From the back cover: This book provides CIOs, software architects, project managers, developers, and cloud strategy initiatives with a set of architectural patterns that offer nuggets of advice on how to achieve common cloud computing-related goals. The cloud computing patterns capture knowledge and experience in an abstract format that is independent of concrete vendor products. Readers are provided with a toolbox to structure cloud computing strategies and design cloud application architectures. By using this book cloud-native applications can be implemented and best suited cloud vendors and tooling for individual usage scenarios can be selected. The cloud computing patterns offer a unique blend of academic knowledge and practical experience due to the mix of authors. Academic knowledge is brought in by Christoph Fehling and Professor Dr. Frank Leymann who work on cloud research at the University of Stuttgart. Practical experience in building cloud applications, selecting cloud vendors, and designing enterprise architecture as a cloud customer is brought in by Dr. Ralph Retter who works as an IT architect at T-Systems, Walter Schupeck, who works as a Technology Manager in the field of Enterprise Architecture at Daimler AG, and Peter Arbitter, the former head of T-Systems' cloud architecture and IT portfolio team and now working for Microsoft."

Below the book cover, there is a link: "Access the full information at [Springer.com](http://Springer.com), download a [sample chapter](#), or read the book on [SpringerLink](#)."

The bottom section is titled "Cloud Computing Fundamentals" and features a grid of 12 icons representing different cloud concepts:

- Static Workload (graph with a horizontal line)
- Periodic Workload (graph with a sine wave)
- Once-in-a-lifetime Workload (graph with a single peak)
- Unpredictable Workload (graph with a jagged line)
- Continuously Changing Workload (graph with a curve that rises and then falls)
- Infrastructure as a Service (IaaS) (server rack icon)
- Platform as a Service (PaaS) (server rack icon with a gear)
- Software as a Service (SaaS) (server rack icon with a mouse cursor)
- Public Cloud (group of people icon)
- Private Cloud (server rack icon with a lock)
- Community Cloud (server rack icon with a network diagram)
- Hybrid Cloud (server rack icon with a cloud and a server rack)

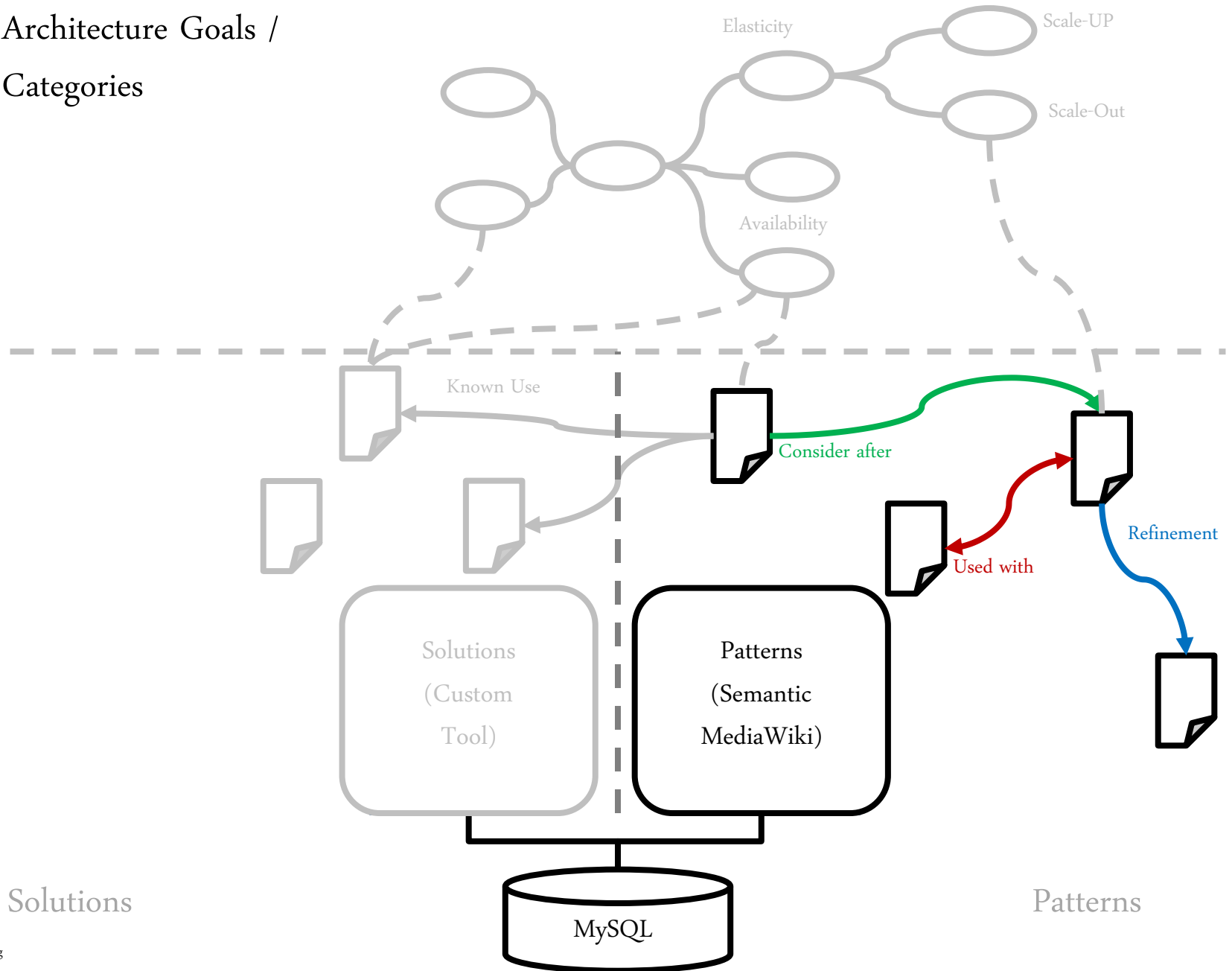
# PatternPedia: Pattern Format

The screenshot shows the PatternPedia website for the 'Static Workload' pattern. The page layout includes a search bar at the top right, a navigation menu on the left, and a main content area. The main content area is divided into several sections: a title 'Static Workload', a description 'IT resources with an equal utilization over time experience Static workload.', a 'Context' section, a 'Solution' section, and a 'References' section. The 'Context' section states: 'Static Workloads are characterized by a more-or-less flat utilization profile over time within certain boundaries.' The 'Solution' section states: 'An application experiencing Static Workload is less likely to benefit from an elastic cloud that offers a pay-per-use billing, because the number of required resources is constant.' Below the 'Solution' section are two graphs: 'Static Scaling' and 'Elastic Scaling'. Both graphs plot 'Workload, IT resources' on the y-axis against 'Time' on the x-axis. A dashed line represents 'Predicted Workload', a solid line represents 'Experienced Workload', and a horizontal line represents 'IT Resources'. In the 'Static Scaling' graph, the experienced workload is a flat line that stays below the IT resources line. In the 'Elastic Scaling' graph, the experienced workload is a flat line that stays below the IT resources line, but the IT resources line is a step function that increases when the workload increases and decreases when it decreases.

Pattern Format is enforced

Semantic Links are summarized in Info Boxes

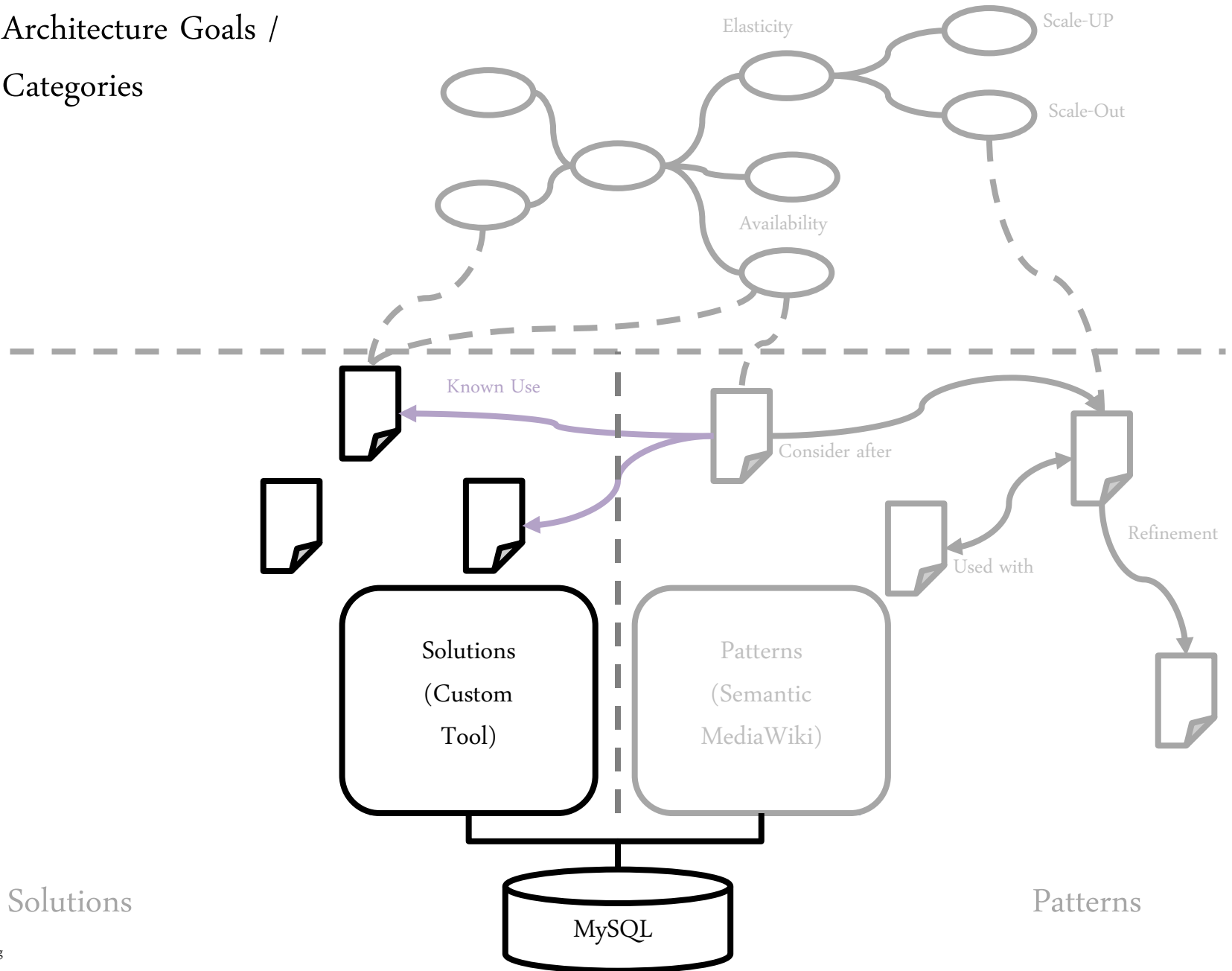
# Architecture Goals / Categories



Solutions

Patterns

# Architecture Goals / Categories



Solutions

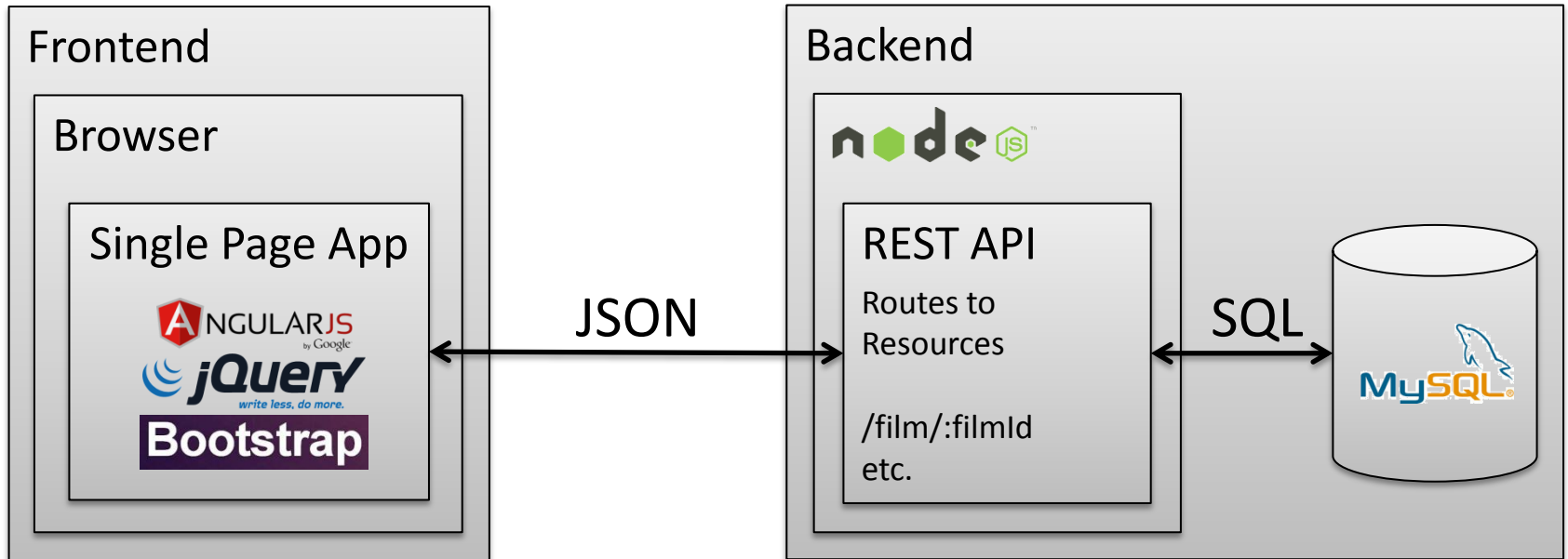
Patterns



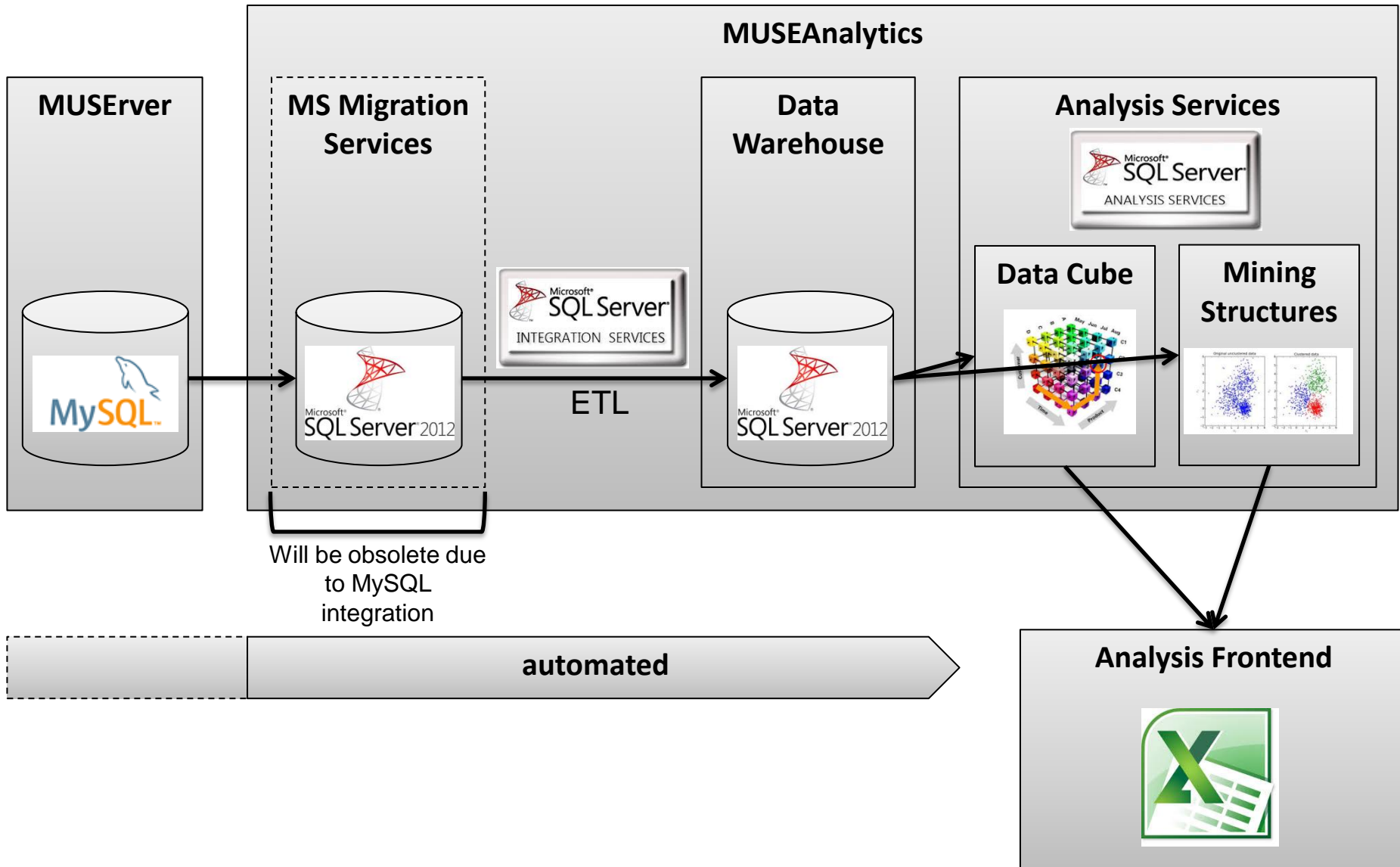
# Solution Repository: MUSE-Tool



# Solution Architecture



# MUSE – Queries



# Summary



# Summary

- Methodology:
  - New method on how to capture patterns by also storing concrete solutions
- Content:
  - By storing the concrete solutions a pattern gets verifiable (pattern provenance)
  - Opens the possibility to use analysis tools on the stored solutions to find patterns
- Practical work:
  - Improve working with patterns by supporting search of patterns and navigation through pattern languages
  - Improve the application of patterns by connecting concrete solutions and patterns

Thanks for your attention!

