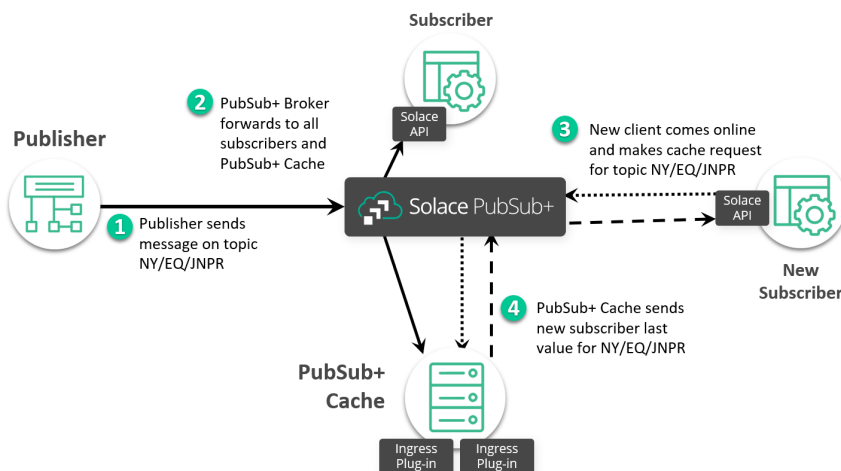


Scalable and flexible last value cache solution that PubSub+ users can count on

Solace PubSub+ Cache is an in-memory last value message cache for non-persistent messaging. It lets applications request the latest messages for a topic when they come online or subscribe to a new topic. Common use cases for last value caching include market data distribution in capital markets and odds distribution in the gaming space.

PubSub+ Cache integrates seamlessly with PubSub+ brokers and supports all Solace messaging APIs so you can request recent messages for a topic using the Solace messaging APIs for Java, Java RTO, C, .NET or JavaScript.



Key Capabilities

Speed and scalability: Each instance of PubSub+ Cache can cache 1,952,000 million messages per second, and send up to 465,000 messages/second to clients requesting cached messages, depending on how many messages it is currently receiving and caching.

It uses a multi-threaded architecture so you can take advantage of multi-core servers, and can be configured in clusters that load balance requests for fast, fault tolerant performance.

Messages/Second Being Cached	Max Response Rate (Messages/Second)
0	465,000
200,000	360,000
500,000	300,000
1,000,000	250,000

Note: All tests performed using 100 byte messages, cache depth = 1, 1 spinning worker-thread
Test Host: 6 Core Intel(R) Core(TM) i7-3930K CPU @3.20GHz, 16 GB memory

- **Global caching:** Enterprises can deploy PubSub+ Cache instances in locations throughout the world. Applications can request messages on any topic they're authorized to receive messages on, regardless of where those messages are being published from or cached.
- **Plug-ins to Implement Business Logic:** PubSub+ Cache can work with messaging plug-ins to examine, process and apply custom business rules to messages before they're cached.
- **New topic advertisements:** When an instance of PubSub+ Cache becomes aware of and starts caching a new topic, it can publish an "advertisement" that notifies subscribers and monitoring applications about the topic's availability.

Scalable

- Multi-threaded architecture supports your growing data volumes
- Add more clusters for even higher performance

Resilient

- Group multiple instances into a cluster to provide load balancing and fault tolerance

Flexible

- Use your Solace API of choice
- Add custom plug-ins to support incremental updates
- Global caching for geographically distributed deployments
- Can cache multiple messages per topic

System Requirements

- Linux x86 64 bit server; 2 cores minimum
- 4 cores recommended for high performance use cases without plug-in
- 5-6 cores recommended for high performance use cases with plug-in