

## Arvados - Story #5624

**[API] [Workbench] [Performance] Use object caching to improvement performance (such as memcache).**

04/01/2015 06:58 PM - Radhika Chippada

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assigned To:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Performance	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Arvados Future Sprints		
<b>Description</b>			
Use a "memcached" like architecture to cache objects retrieved / created / updated to reduce the amount of data transmitted between API server and Workbench to improve performance and reduce latency.			

### History

**#1 - 04/01/2015 07:00 PM - Radhika Chippada**

- Description updated

**#2 - 05/15/2015 02:04 PM - Radhika Chippada**

- Subject changed from [API] [Workbench] Use object caching to improvement performance. to [API] [Workbench] [Performance] Use object caching to improvement performance (such as memcache).

- Category set to Performance

Currently, when testing in development, you can look at the workbench console log and notice that the same object(s) are requested from API repeatedly. We can reduce the API <-> Workbench traffic considerably by using a shared caching solution.

[http://guides.rubyonrails.org/caching\\_with\\_rails.html#activesupport-cache-memcachestore](http://guides.rubyonrails.org/caching_with_rails.html#activesupport-cache-memcachestore)