Avoiding Performance SRs

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Agenda

- Premise
- Overview of RMF and the Spreadsheet Reporter
  - As a means of visualizing z/OS performance problems
- CPU and WLM Concerns
- I/O and DASD Subsystem
- MEMU2 – Real and Virtual Storage Analysis
- Class 3 Suspense Time
- Resources
Premise

- Holistic approach → top down = RMF → SMF → Traces/Dumps
  - If SWAT team or L2 performance team is involved this is where we start
  - Get the big picture then drive to root cause
  - Often problems are fleeting and require an understanding of the entire environment
- If there is a perceived DB2 subsystem, or data sharing group performance issue
  - Rule out Sysplex/ CF/ CEC/ LPAR constraints first
- If there is a workload or period of the day suffering
  - WLM/ CPU constraint / DB2 internals
- If there is a single job, or group of transactions suffering
  - Object contention
  - Access path or DB2 component
  - Storage subsystem
RMF Spreadsheet Reporter

- ... A tool to create, post-process and analyze RMF (Resource Measurement Facility) reports in the form of Excel Spreadsheets: a graph is worth a 1,000 words, especially if it has Red in it

- SMF (System Management Facility) records you need: reports can be run from tool, or MVS then pulled down and post-processed
  - 70-1: % CPU, zIIP busy, weightings, number of MSU’s consumed, WLM capping, physical and logical busy
  - 70-2: crypto HW busy
  - 71: paging activity
  - 72-3: workload activity
  - 73: channel path activity
  - 74-1: device activity
  - 74-4: coupling facility
  - 74-5: cache activity
  - 74-8: disc systems
  - 75: page data sets
  - 78-2: virtual storage
  - 78-3: I/O Queueing

No Charge!
RMF Reports - CPU

- LPAR Trend report
  - REPORTS(CPU)
- Can see stacked picture of single LPAR (GP/zIIP/IFL)
  - This is useful to get an idea of the CEC utilization across processors
- Look at CEC’s CPU trend over the time period with GP and specialty engines
  - You can superimpose the max CPU % the LPAR will achieve based on weightings
  - Also see entire CEC saturation
RMF Reports - CPU

- LPAR Trend report
  - REPORTS(CPU)
- Can see relative weights between LPARs to determine if one is exceeding its share
  - i.e. who will be punished when a CPU constraint occurs
RMF Reports - WLM

- WLM activity report
  
  \[
  \text{SYSTEMS} \left( \text{WLMGL(POLICY, WGROUP, SCLASS, SPER, RCLASS, RCPER, SYSNAME(SWCN))} \right)
  \]

- Look at all service classes during a certain interval or 1 class over the course of several intervals
  - Yellow missed its goal, Red is a PI of >2

- See reason for delays across all service classes in an interval
  - I/O, CPU, zIIP

- Looking at raw report is tedious, could be hundreds of MBs of data
RMF Reports - WLM

- Look for potential zIIP offload that landed on a GP
  - AAPL% IIPCP
    - Red line
  - See what % (not normalized) of a processor the workload consumed

- Response times can be seen and charted as well
  - Actual average execution time
Overview Records

- This will show all the workloads and the CPU Utilization that contributed to it during the intervals, and the records are small enough you can run the report for days at a time
  - It can show you when certain workloads collide and who is driving the CPU % through the roof
  - By using RMF Spreadsheet reporter you can generate the Overview Records
- Then create and run the Overview Report from your desktop
Reports – WLM service definition formatter

- FTP down your WLM policy in .txt format
- Import the WLM policy into a spreadsheet to analyze and filter
- Overview of total classes, periods, resource groups**
  - Resource group capping results in unpredictable response times
  - ROT is 30-40 service class periods running at once
- Policy itself can be filtered
  - So why do we have 9 Imp 1 Velocity 60 service classes?
  - This is redundant work for WLM to monitor and manage these identical classes
- Easy to search through rules to determine what work is in what service class
RMF Reports - DASD

- DASD Activity Report
  - REPORTS DEVICE (DASD))
- Gives you overview of top 5 Logical Control Units
  - See what volumes are on there, and what DB2 data is on those volumes
- Device Summary Top 10 Shows top 10 volumes based on criteria you specify and you can manipulate graphs
RMF Reports - CF

- CF activity report
  - SYSRPTS(CF)
- Look at CF/storage utilization over entire day
- See comparison of sync vs. async across intervals
- Look for delays due to sub-channels being unavailable
- Look for directory reclaims
- Look at all metrics for all structures during a single interval
RMF Summary Report

- **RMF Summary**
  - Look at CPU Busy (remember this is usually a 15 minute interval though)
  - DASD response taking into account the rate, a very low rate could show increased response time due to missing cache, etc.
  - Demand paging
    - **Now-a-days we don’t want to see paging at all as storage gets cheaper and the price paid by the online applications in response time not proportional to the ‘paging rate’**
    - **z/OS measured the CPU cost of a sync I/O at 20-70us**

<table>
<thead>
<tr>
<th>CPU BUSY</th>
<th>DASD RESPRATE</th>
<th>TAPE RATE</th>
<th>JOB MAX</th>
<th>JOB AVE</th>
<th>TSO MAX</th>
<th>TSO AVE</th>
<th>STC MAX</th>
<th>STC AVE</th>
<th>ASCH MAX</th>
<th>ASCH AVE</th>
<th>OMVS MAX</th>
<th>OMVS AVE</th>
<th>SWAP RATE</th>
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<td>58.3</td>
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<td>55.5</td>
<td>1.8</td>
<td>1589</td>
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<td>5</td>
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</tr>
</tbody>
</table>

TOTAL LENGTH OF INTERVALS 04.59.44

INTERVAL: 09/25/2012-16.59.00

CYCLE: 1.000 SECONDS
CPU constraints (1)

- These 2 LPARs LP11 and LP15 are consuming every MIP on the box, borrowing back and forth
  - This was meant to be a load test, and you can see where the test LPAR (Green) ran out of steam as the production LPAR took the CPU cycles
- In internal benchmarks maximum throughput is achieved between 92-94% - determining root cause almost impossible at 100%, no consistency
CPU Constraints (2)

- LP11 and LP15 saturate the **2 out of 2 CPs** during the day, trading off resources while at the same time Portal is driving **2.5 out of 5 IFLs**
  - The GCPs on the previous slide is already fully utilized, and the Portal workload here has 50% of its capacity left, so it appears DB2 is the bottleneck
  - So it is the CPU capacity...as well as
WLM

- ROT: DB2 threads should not end up in a service class which uses WLM resource group capping
  - Resource group capping will ensure that this workload does not get over ‘x’ Service Units a second, and this includes all the DB2 subsystems in the plex,
  - Blocked workload support cannot help these capped transactions, so if there is a serious CPU constraint all DDF work could be starved, and could be suspended while holding important DB2 locks/latches

- In general we suggest avoiding resource group capping in favor of lowering the priority of the work

- The CAP delay is the % of delays due to resource group capping

<table>
<thead>
<tr>
<th>SYSTEM</th>
<th>RESPONSE TIME</th>
<th>EX</th>
<th>PERF</th>
<th>AVG</th>
<th>EXEC USING</th>
<th>EXEC DELAYS %</th>
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</thead>
<tbody>
<tr>
<td>*ALL</td>
<td>000.00.00.027</td>
<td>15.4</td>
<td>0.0</td>
<td>10.6</td>
<td>4.9 N/A 1.0 0.4</td>
<td>35 22 11 1.3 0.1 0.1</td>
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<tr>
<td>1E10</td>
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<td>0.0</td>
<td>4.0</td>
<td>9.3 N/A 2.6 0.1</td>
<td>35 17 15 3.4 0.0 0.0</td>
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<tr>
<td>2D11</td>
<td>000.00.00.169</td>
<td>7.6</td>
<td>0.0</td>
<td>6.6</td>
<td>2.2 N/A N/A 0.7</td>
<td>34 25 9.0 0.0 0.2 0.1</td>
</tr>
</tbody>
</table>
Response time goals... too loose

- We do not want the goals to be too loose: if >90% of transactions complete in less than ½ of their goal, the goal should be adjusted tighter, to avoid violent swings in response time under CPU constraint
  - The goal here is 10 seconds for a Portal application that must render its page in 3 seconds, and the transactions are finishing in 4 milliseconds
- The WLM goals should align with the business goals/ SLAs
  - Make the goal around 20 milliseconds so the service level can be maintained

<table>
<thead>
<tr>
<th>GOAL: RESPONSE TIME 000.00.10.000 AVG</th>
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<tbody>
<tr>
<td>RESPONSE TIME</td>
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<tr>
<td>SYSTEM</td>
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<tr>
<td>FALL</td>
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<tr>
<td>1E10</td>
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<tr>
<td>2D11</td>
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<table>
<thead>
<tr>
<th>RESPONSE TIME DISTRIBUTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>HH.MM.SS.TTT</td>
</tr>
<tr>
<td>&lt; 00.00.05.000</td>
</tr>
<tr>
<td>&lt;= 00.00.06.000</td>
</tr>
<tr>
<td>&lt;= 00.00.07.000</td>
</tr>
<tr>
<td>&lt;= 00.00.08.000</td>
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<td>&lt;= 00.00.09.000</td>
</tr>
<tr>
<td>&lt;= 00.00.10.000</td>
</tr>
</tbody>
</table>
Response time goals... too stringent

- The goals need to be reasonable, i.e. attainable by the workload
  - WLM cannot shorten the response time to something lower than the CPU time needed for the transaction to complete
  - With a performance index of 5 all day long this workload could be skip clocked (ignored) if there were CPU constraints
WLM Buckets

- Look at the response time buckets in WLM activity report to gauge reality
- No amount of CPU could bring these transactions back in line with the others
  - The goal is 95%, but only 90% complete in time, so take these outlying trans and break them out into another service class, or adjust the goal to 90%
Response time goals vs. velocity goals

- For transactions and most business processes a Response time goal is much more effective/predictable during times of CPU constraint than velocity goals.

- When determining a good response time goal you need to trend it out:
  - Determine where the business goal is in relevance to what it is achieving.
  - z/OS 1.13 includes average response time info even for velocity goals.
  - In this example the average response time is about 7 milliseconds.
zIIP Shortages

- What if I have lots of not accounted for time?
  - OMPE accounting report (parallel tasks on zIIP)
  - RMF Spreadsheet Reporter response delay report
    - Part of WLM activity trend report
  - SYS1.PARMLIB (IEAOPTxx) setting
    - IIPHONORPRIORITY = NO (not recommended)
      - Meaning all zIIP eligible work will queue waiting for a zIIP
        - Normally ‘Needs Help’ algorithm re-dispatches work to a GCP
        - Parallel tasks are 80% zIIP eligible, so PARAMDEG should influence the number of zIIPs you have
  - Important in v10 and v11, and if you have zAAP on zIIP – no zAAP on z13
    - V10 includes prefetch, deferred writes,
    - V11 includes GBP writes, castout/notify, log prefetch/write
- Discretionary work always waits on the zIIP

### Data Table

<table>
<thead>
<tr>
<th>Class 2 Time Distribution</th>
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<tbody>
<tr>
<td>CPU</td>
</tr>
<tr>
<td>SECPU</td>
</tr>
<tr>
<td>NOTACC</td>
</tr>
<tr>
<td>SUSP</td>
</tr>
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</table>

CPU delay at about 33%, and the zIIP delay is at 34%.
zIIPs and Prefetch

- What happens if Prefetch Engines are starved of zIIP?
  - Other Read I/O events and time per event will increase
  - PREF. DISABLED – NO READ ENG could increase

- Customers have seen batch programs miss their window
  - solution is to add zIIP capacity
- Even if prefetch is not used, DB2 may try to schedule it, and app still sees delays with BP hit and no I/Os
  - Increased elapsed time

<table>
<thead>
<tr>
<th>CLASS 3 SUSPENSIONS</th>
<th>AVERAGE TIME</th>
<th>AV.EVENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOCK/LATCH(DB2+IRLM)</td>
<td>0.060293</td>
<td>48.65</td>
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<tr>
<td>IRLM LOCK+LATCH</td>
<td>0.000465</td>
<td>0.10</td>
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<tr>
<td>DB2 LATCH</td>
<td>0.059829</td>
<td>48.54</td>
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<td>SYNCHRON. I/O</td>
<td>28.298614</td>
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<tr>
<td>DATABASE I/O</td>
<td>28.298426</td>
<td>69720.92</td>
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<tr>
<td>LOG WRITE I/O</td>
<td>0.000188</td>
<td>0.25</td>
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<tr>
<td>OTHER READ I/O</td>
<td>5.036911</td>
<td>4802.06</td>
</tr>
<tr>
<td>OTHER WRITE I/O</td>
<td>0.000000</td>
<td>0.00</td>
</tr>
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</table>

<table>
<thead>
<tr>
<th>READ OPERATIONS</th>
<th>QUANTITY</th>
<th>/SECOND</th>
<th>/THREAD</th>
<th>/COMMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEQUENTIAL PREFETCH READS</td>
<td>4472.3K</td>
<td>311.88</td>
<td>12.35</td>
<td>0.55</td>
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<tr>
<td>LIST PREFETCH REQUESTS</td>
<td>1874.3K</td>
<td>130.70</td>
<td>5.18</td>
<td>0.23</td>
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<tr>
<td>LIST PREFETCH READS</td>
<td>745.1K</td>
<td>51.96</td>
<td>2.06</td>
<td>0.09</td>
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<tr>
<td>DYNAMIC PREFETCH REQUESTED</td>
<td>119.0M</td>
<td>8301.34</td>
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<tr>
<td>DYNAMIC PREFETCH READS</td>
<td>16325.1K</td>
<td>1138.43</td>
<td>45.09</td>
<td>2.02</td>
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<tr>
<td>PREF.DISABLED-NO BUFFER</td>
<td>285.00</td>
<td>0.02</td>
<td>0.00</td>
<td>0.00</td>
</tr>
<tr>
<td>PREF.DISABLED-NO READ ENG</td>
<td>656.00</td>
<td>0.05</td>
<td>0.00</td>
<td>0.00</td>
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<tr>
<td>PAGE-INS REQUIRED FOR READ</td>
<td>811.9K</td>
<td>56.62</td>
<td>2.24</td>
<td>0.10</td>
</tr>
</tbody>
</table>
DASD response time

- Sometimes you need the entire picture when going after response time issues
  - After migration to DB2 10 customer’s applications were experiencing ‘good’ and ‘bad’ days
  - Some access path regressions—but was this related?

- Here are two top 5 logical control unit report from the same time each day
  - Activity rate is quite close (same work going on)
  - Where does the increase in response time come from? – DISC (disconnect time)
  - Synchronous remote copy (Metro Mirror) where the target cannot keep up, and asynchronous copy with write pacing (XRC) can cause high DISC time
DB2 and Storage

- What is an acceptable paging rate? \( \rightarrow 0 \) for DB2 storage
- REAL storage is a one time charge which will save CPU cycles, which you pay for on a monthly basis
  - z/OS measured the CPU cost of a sync I/O to be 20us \( \rightarrow 70 \)us
- Even if you want to wait until V11 to tune your buffer pools with the simulation capabilities you can save CPU today by avoiding paging
- Impact customers have seen from being short on REAL storage
  - Transaction times begin to climb, customers see sub-second trans take 10’s of seconds (buffer pool hit might require a page-in from AUX)
  - # of concurrent threads in DB2 begin to climb, CTHREAD/MAXDBAT might be hit
  - SYSPROG and DBA perception is of a system slowdown
    - If SVCDUMP occurs (SDUMP,Q) workload may become non-dispatchable until dump finishes
DB2 and Storage

- In the graphic we can see DB2 storage goes out from REAL to AUX when the real available drops to ‘0’ on the LPAR

- Worst case in this example to get those pages back in:
  - 700 MB – sync I/O time ~3ms = 0.003*179,200 = 537 seconds
  - If those pages were taken out of our buffer pools then we need to spend the I/Os to get the pages back in central storage

- MAXSPACE suggestion 16GB… could not be supported here
DB2 and Storage

- So who caused me to get paged out??
  - If you run a WLM activity report and look at the Storage Trend graph in the reporter you can see the actual frames used by a service or report class
  - The Page In Rates would also be high for that report class as data is brought in
Real storage and Sort products

- By default DFSORT and other sort products usually take as much storage as they can get, to help performance… but what about everyone else?
- DFSORT parameters affecting storage use (II13495) → means to protect DB2
  - These can be dynamically changed for workloads using ICEPRMxx member
    - EXPMAX=% of storage for memory object and hyperspace sorting, somewhat depends on EXPOLD and EXPRES → how much can you spare
    - EXPOLD = % of storage allowed to be pushed to AUX → 0
    - EXPRES= % of storage to preserve, maybe in case of DUMPSPACE/ MAXSPACE → 16GB min in V10
    - For DB2SORT the PAGEMON parameter limits use of central storage

This shows EXPMAX = 25GB, effectively capping what DFSORT can consume.
Sort: 256GB LPAR ~114GB page fixed

- DB2 has over 1GB in AUX - paging of 15 / second
- EXPMAX = 20% so it can use ~50GB max
  - Using 45GB which is actually 31% of the available
- Look at EXPOLD → 0 and lowering EXPMAX to stop DFSORT from stealing old storage and pushing us out to AUX
- Messages: if ignored you can end up with -904’s for dynamic statement cache statements
  - Ensure you do not end up with >70% of the LPAR page fixed (IRA400E)
  - IRA200E if shortage of AUX, and IRA260E if you have SCM
- DASD AUX and SCM used to be combined
XCF Critical Paging – avoid page faults during HyperSwap

- CRITICALPAGING is a z/OS function designed to help avoid situations where a page needed for HyperSwap is paged out to AUX to a device that has been suspended.

- The downside of this is a massive amount of page fixed storage to include the following:
  - 31-bit common storage (both above and below 16M)
  - Address spaces that are defined as critical for paging
  - All data spaces associated with those address spaces that are critical for paging (unless CRITICALPAGING=NO was specified on the DSPSERV CREATE)
  - Pageable link pack area (PLPA)
  - Shared pages
  - All HVCOMMON objects
  - All HVSHARED objects
    - In DB2 the 64-bit SHARED houses thread working storage, statement cache, SKCT/SKPT

- Apply z/OS APAR OA44913
  - Allows z/OS to reclaim DB2 64-bit SHARED KEEPREAL=YES frames
What is in REAL now?

- 2 different customer’s REAL storage usage in DB2, proportionally similar for address space usage.
What is in AUX now?

- With CRITICALPAGING = YES HVSHARE becomes non-pageable so that leaves buffer pools and PRIVATE storage to be sacrificed.

- Buffer pools are not paged out in customer #1’s environment, but they are in #2 causing more I/Os (this won’t show up in hit ratio!)
More on AUX storage

- When 50% of your AUX storage is in use ENF 55 message sent out and all DB2s on that LPAR will enter hard discard mode (to free off 64-bit storage) causing CPU burn

- At 70% of AUX used z/OS will mark address spaces which cannot be swapped in real as non-dispatchable
  - Customers see applications starved of CPU
  - -904 for Dynamic Statement Cache
  - IRA200E, IRA206I, IRA260E

- Do not over size PGFIX(YES) buffer pools or LFAREA
  - Page fixed storage is a last resort to be stolen
    - Never PGFIX > 70% of storage on LPAR
    - IRA400E (80% of real is fixed)
  - Decomposition and coalescing of 1MB frames in LFAREA to 4k, and back again wastes CPU cycles
    - **Specify INCLUDE1MAFC on LFAREA specification (A42510)**
  - Without APAR PI12512, you need a minimum of 6,656 (26MB) buffers before 1MB frames would be used
Buffer Pool sizing considerations

- Starting in DB2 10 the root pages of the indexes are ‘fixed’ in the buffer pool
  - How many indexes/parts do you have in your index buffer pool?

- This would affect DWQT threshold
  - (ex.) 10,000 buffers, DWQT of 30%
    - With 1,000 indexes you have basically made the DWQT threshold 20%
    - Watch for DWQT being hit multiple times per second and LC23 being elevated
      - Customer saw DWQT threshold being hit 80 times a second and LC23 at 40,000 a second
      - Application response times were significantly impacted due to being I/O bound, elapsed times increased 2-3x
Synch I/O

- DB2 10 added a mechanism to avoid local buffer pool scans when objects go from GBP dependent to non-GBP dependent
  - This saves DBM1 SRB time, and application elapsed time
  - But depending on the amount of pseudo closes you have it can increase synch I/O for some applications that bounce in and out of GBP dependency

<table>
<thead>
<tr>
<th>GROUP BP7</th>
<th>AVERAGE</th>
<th>TOTAL</th>
<th>GROUP BP12</th>
<th>AVERAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>GBP-DEPEND GETPAGES</td>
<td>343.4K</td>
<td>16481954</td>
<td>GBP-DEPEND GETPAGES</td>
<td>102.9K</td>
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<tr>
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<td>READ(XI)-DATA RETUR</td>
<td>36.23</td>
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<tr>
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<td>120</td>
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<td>READ(NF)-DATA RETUR</td>
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<td>READ(NF)-DATA RETUR</td>
<td>10.52</td>
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<td>READ(NF)-NO DATA RT</td>
<td>12379.02</td>
<td>594193</td>
<td>READ(NF)-NO DATA RT</td>
<td>1227.54</td>
</tr>
</tbody>
</table>

**DB2 9**

- XI No Data RT means the page was cross invalidated in the local pool, but was not found in the GBP

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<th>TOTAL</th>
<th>GROUP BP12</th>
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</tr>
</thead>
<tbody>
<tr>
<td>GBP-DEPEND GETPAGES</td>
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<td>READ(NF)-NO DATA RT</td>
<td>3086.73</td>
</tr>
</tbody>
</table>
The default in DB2 10 is PCLOSEN=5, PCLOSET=10

- The customer saw a 20% increase in Synch I/O after migration
- They had moved from PCLOSET=30 → PCLOSET=10 so every 10 minutes objects without inter R/W interest would pseudo close
- When the objects moved out of GBP dependency the local buffers would be cross invalidated

- Next execution of the application would require entire index be read back in

<table>
<thead>
<tr>
<th>OPEN/CLOSE ACTIVITY</th>
<th>QUANTITY</th>
<th>/SECOND</th>
<th>/THREAD</th>
<th>/COMMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>DSETS CONVERTED R/W -&gt; R/O</td>
<td>9010.00</td>
<td>0.67</td>
<td>0.03</td>
<td>0.00</td>
</tr>
<tr>
<td>DSETS CONVERTED R/W -&gt; R/O</td>
<td>24721.00</td>
<td>1.72</td>
<td>0.07</td>
<td>0.00</td>
</tr>
</tbody>
</table>

- **ROT:** R/W → R/O = 10-15 a minute
- The solution in this situation was to set PCLOSEN=32767 to disable it, and PCLOSET=45 minutes so that the object did not through pseudo close until the application ran again (every 30 minutes)
**Log Write I/O**

- Log Write I/O time is Class 3 time resulting from the application waiting for DB2 to synchronously write log records to disc
  - Prior to V11 the culprit was often index page splits from heavy inserts
- For GBP dependent objects if update creates an overflow records result is a forced write (synchronous) of Log records and overflow page to GBP
  - Occurs after applying PM82279
- This can significantly impact Log Write I/O class 3 suspense time if most of the rows increase in size and do not fit on the same page anymore

```
SYNCHRON. I/O    8:03.402141   173.7K
DATABASE I/O     5.350565    4705.31
LOG WRITE I/O    7:58.051575   169.0K
WRITE AND REGISTER  169.0K   2197415
WRITE & REGISTER MULT  55.77      725
CHANGED PAGES WRITTEN  169.5K   2203021
```

- Here we see log write delay for every occurrence of a page being written to the GBP (application elapsed time went from <1 minute to > 8 minutes)
The solution is to ensure there is enough room on the page for updated rows

- Overflow records cause more getpages, increase elapsed time, degraded prefetch
- PCTFREE (V10) and PCTFREE x% FOR UPDATE n% (v11)
- Maybe even a larger page size (4k → 8k?)

How do I know I am creating overflow records?

- The near and far indirect references are tracked in the real time stats tables (REORGNEARINDREF)
- Monitor the counts here before and after the application runs
- Determine the percentage of rows overflowing and increase the free space on the pages by that amount

```sql
SELECT name,partition,(DEC(REORGNEARINDREF)+DEC(REORGFARINDREF)) /DEC(TOTALROWS) AS OVERFLOW
FROM SYSIBM.SYSTABLESPACESTATS
WHERE TOTALROWS>0 and dbname = 'TEST15' and name= 'GLWSEMP'
WITH UR;
```
With Sync Receive and IDTHTOIN

- Customer was seeing batch jobs (utilities) timing out and missing their SLAs
  - Saw timeouts and had to manually cancel threads to let batch break in..
  - So did you see IDTHTOIN pop in the log, what about in the previous release?
    - 00D3003B in the log for threads that hit IDTHTOIN

- (DB2 11) - Now when idle thread timeout is hit DDF must issue TCPIP.DROP command to kill the socket associated with the thread

- If threads are remaining in the system longer than on DB2 10, and the idle threads are not being canceled (causing timeouts or contention with other processes), then MVS.VARY.TCPIP.DROP OPERCMDS missing
  - Get DSNL512I -111 RC = 77E800DC (EACCES/JRSAFNotAuthorized)

- Process is described in setting up DDF and UNIX system services section of the installation guide
  - [Link to IBM Knowledge Center](http://www-01.ibm.com/support/knowledgecenter/SSEPEK_11.0.0/com.ibm.db2z11.doc.inst/src/tpc/db2z_enableddf4uss.dita?lang=en)

- PI06325 – message DSNL512I is enhanced to show socket=EZBNMIF4_DROPCON to alert you that service failed
  - [Link to IBM Knowledge Center](http://www-01.ibm.com/support/docview.wss?uid=swg1PI06325)
References

- Techdoc for V10 and V11 MEMU2 with spreadsheet
  - http://www-03.ibm.com/support/techdocs/atsmastr.nsf/WebIndex/PRS5279

- Subsystem and Transaction Monitoring and Tuning with DB2 11 for z/OS SG24-8182

- RMF spreadsheet reporting tool
  - Link to download
  - InfoCenter link
  - Redbook using RMF and the spreadsheet reporter
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