

## Tuning Batch Jobs (Case Study)



## New Journal Performance Redbook

- We conducted journal performance studies
- The results are documented in a resulting Redbook:
  - Striving for Optimal Journal Performance
  - Order number
    - ► SG24-6286-00.
  - Web Site:
    - http://www.redbooks.ibm.com

## Published: May of 2002







- Hardware selection/configuration choices
- Journal tuning
- Application tuning { Make 'em Journal Friendly }

## The Objects







## The Journal environment





# **Hardware & Configurations**



# Sizing the IOA write cache (Does it matter ?)

#### How much IOA write cache do I need ?



## **IOA Write cache performance benefit**



Conclusion:

Supplying sufficient IOA write cache is probably the **most influential hardware decision** you can make in order to reduce journal overhead. It's more important than RAID vs. Mirroring, more important than User ASP vs. Sys ASP, more important than number of disk arms, more important than 7.2k RPM vs. 10k RPM disk drive speed.



## Rule of thumb:



Get your hands on the maximum amount of IOA write cache you can afford.

26 Meg is often adequate, 4 Meg generally is not.

## At rates approaching 1 Million Jrn Entries/Minute: You need even more ! (The 757 Meg IOA helps !)

If you perform <u>lots</u> of journaling, avoid configuring the maximum (15) allowable drives per IOA (because journal can swamp the write cache). Limit yourself to 4 disks per IOA if you've got only 4 Meg and 10 disks per IOA if you've got 26 Meg. Summary of Configuration Choices



- Spread User ASP disks over <u>multiple</u> IOPs
  - The extra write cache helps
- Install faster disk arms (10K RPM)
  - Tends to reduce elapsed batch time by upwards of 30%
- Install larger IOP write cache (Model 2748 or newer)
- Add sufficient disk arms to the Journal ASP (up to 15)
  Don't just focus on disk capacity, think about <u>bandwidth</u> and parallelism
- Specify \*MaxOpt1 to get the broadest arm usage

#### Notes:





# Mirroring vs. RAID Which is most Journal friendly ?

## Are Mirrored drives still the best performance choice ?



### Writes Required for Mirror vs. RAID



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## Use of write cache -- Extra Mirrored writes



#### Notes:

Although former in-house tests on machines with limited quantities of write cache had demonstrated that mirrored disk drives can absorb heavy write-intensive journal traffic faster than RAID5 protected disk drives, the presence of the newest IOPs with 26 Meg (or more) of write cache has reversed that distinction.

Yes, I'd still prefer mirrored disk drives if you can afford them, but if that's not practical at least strive for use of IOPs with large quantities of write cache associated with the disk drives housing your journal receivers.

From a journal perspective the speed of your disk drives (10k RPM) and the size of your write cache may be the most important hardware choices you can make if you're striving for optimal performance.

## The dreaded arm sweep









## Mirroring impact on elapsed time to Journal



Conclusion: Extra overhead and CPU pathlength to write <u>second</u> copy of each main memory page frame on behalf of mirrored User ASP vs. RAID-5 User ASP slowed this batch job by **53%**. **RAID-5** puts less pressure on the write cache (slows batch by only **30%**). Clearly this is an environment in which use of Jrn Caching ought to be used to further reduce journal overhead.

# What About Auxiliary Storage Pools?



- Likely to improve performance when journaling
  - Provided you configure enough disk arms (1 is rarely enough !)
  - Place your journal receiver in a user ASP
    - CRTJRNRCV JRNRCV(RECV0001) ASP(2)
- Try to avoid placing multiple "active" receivers in the same user ASP
  - (Unless you've got LOTS of disk arms in this ASP)



#### Notes:

Auxiliary Storage Pools (ASPs) represent an excellent opportunity to give the journal receiver a set of **private** disk arms for his sole use.

Given enough disk arms in such a pool, your journal receiver will spread itself across the arms and achieve efficiency by writing to multiple disk arms in **parallel**. The more arms the higher the bandwidth available to the journal receiver and hence the higher the disk traffic he can service without slowing you down.

If you give him too few disks arms, however (and one arm is rarely enough) the use of User ASPs can be counterproductive. I prefer to see at least three disk arms in each User ASP.

# How Many Disk Arms Are Enough?



- One arm per User ASP is rarely enough for best performance
- Formerly
  - Used up to 10 primary (fastest) arms per receiver
  - Plus 5 additional arms if RcvSizOpt (\*RmvIntEnt)
- A round robin algorithm is employed
- You can increase this maximum to 100 arms
  - Provided you specify CHGJRN ... RcvSizOpt(\*MaxOpt1)



# **Journal tuning parameters**

Journal Receiver thresholds



Capacity = \*MaxOpt1

## • How often should I change receivers ?

Consider use of a threshold

## - CRTJRNRCV ... THRESHOLD(1800000) { Means 1.8 Gig }

- Note: Threshold is in units of Kilobytes
- Higher your threshold:
  - More disk arms we use
  - More bandwidth you achieve

 If your applications produce a Gig or more of journal traffic per hour you'll probably want to step up to a \*MAXOPT1 setting for your journal.



#### Notes:

You get to select <u>both</u> the maximum journal receiver size and a corresponding threshold value which alerts you when the receiver is approaching its maximum size. Make these choices wisely!

You can elect to move away from the traditional 2 Gig maximum journal receiver size and can step up, instead, to the new 1 TB receiver size. Be sure to remember to similarly increase your threshold to a comparable value if you want to shoot for some total journal receiver capacity greater than 2 Gig.

By increasing both the threshold and capacity you're decreasing the frequency with which journal receivers need to be swapped -and hence reducing the instances of any performance spike associated with the Flush which accompanies such a swap.

## **Increased Journal Capacity**



- Larger receiver capacity
  - Default 2 Gig receiver capacity can be increased to 1 TB
  - Requires \*maxopt1 option on CHGJRN or CRTJRN
  - 2 Billion Sequence Numbers climbs to nearly 10 billion
  - May want to select larger journal receiver threshold when you create the receiver
    - To employ a threshold larger than 2 Gig you must also request a larger max jrn size
  - Example:
    - CRTJRNRCV JrnRcv(MyLib/Rcv2) Threshold(70000000) {70 Gig}
    - CRTJRN Jrn(MyLib/Jrn2) JrnRcv(MyLib/Rcv2) RcvSizOpt(\*MaxOpt1) { Rqsts 1 TB max }

The larger capacity (1TB) journal receiver size is designated by specifying RcvSizOpt(\*MaxOpt1) on your CHGJRN command. You can step up to \*MaxOpt2 (which not only gives you the full 1 TB size limit but also allows individual journal entries to be wider when necessary -- a need you may face if you elect to store large BLOBs in your database files or SQL tables). Besides the 1 TB capacity, both \*MaxOpt1 and \*MaxOpt2 bump the maximum number of journal sequence numbers allowed by nearly 5-fold.



# **Minimizing Qty of Jrn Data**

## Minimized-Data Journal entry content



## **Journaling Minimal Data**

Journal **Minimal Data** is an option affecting how much space updated Database records/rows consume in your journal receivers.

With Journal Minimal Data enabled <u>only</u> the essential changed bytes are written to the journal (not the whole record image).

This can lead to:

- Reduction in the size of journal receivers
- Reduction in the frequency for journal housekeeping (i.e. swapping receivers).
- Reduced comm line traffic in a remote replication environment utilizing Rmt Jrn support since minimized journal entries consume less bandwidth enroute to the remote machine

Customer experience with Journal Minimal Data



CHGJRN ... MINENTDTA(\*FILE)

## **ERP Environment**

	Ordinary	Jrn_Min	Difference
Size Jrn Ent	637 bytes	411 bytes	35%less
Disk writes	55/sec	36/sec	34%less
Write width	16k/write	12k	25%less
CPU busy	61.5%	60.6%	1.5%less



# **Beat SMAPP to the punch**
## Explicitly journal your large Access paths (STRJRNAP)



# Throttling the SMAPP Overhead



- How does SMAPP affect performance?
  - SLIC provides background SMAPP jobs
    - Some evaluate the eligibility of Access Paths for protection
    - Some re-tune the protection
    - Some start and stop implicit journaling for the selected access paths
    - Some sweep changed pages from memory
    - All consume CPU cycles
  - SMAPP becomes even more aggressive
    - ► 150 -> 120 -> 90 -> 70
    - You may want to tone it down on your target/back-up system (EDTRCYAP)
- What can you do about it?
  - Explicitly journal large, frequently modified access paths
    - Moves disk traffic from system ASP disk arms to user ASP disk arms
    - Cuts down on the costs of reevaluation decisions in the background
  - CHGJRN RCVSIZOPT (\*RMVINTENT)
    - Overlaps access path journal disk writes with PF journal disk writes
    - Reduces amount of communication line traffic for Remote Journal

SMAPP (System Managed Access Path protection) is always running in the background trying to identify and protect (i.e. implicitly journal) your largest access paths so that your abnormal IPL time doesn't go through the roof. That's a darn good thing.

But... it takes some CPU cycles to keep making this decision on your behalf. If you know with certainty which particular access paths are both huge and important to your business, you can reduce some of this background performance penalty by making the decision for us instead of forcing the operating system to make the decision day after day after day each time you open or close a file.

Net: Employ STRJRNAP to identify the specific access paths which you know you'll want access to quickly if the machine were to crash. By doing so, we'll burn fewer cycles trying to make that decision in the background on your behalf.



# Putting a fork in the road

### **Overlapped Writes With \*RMVINTENT**



The RcvSizOpt(\*RmvIntEnt) option on the CHGJRN command is a winner. Use it.

It gives the operating system permission to put a fork in the road and write your application-generated journal entries on behalf of database changes to one set of disk arms while writing the system-generated hidden journal entries (useful only to IPL processing) to a separate set of disk drives.

When SMAPP is enabled, this means your PF journal images go to one set of disk arms, and your AP journal images go to another -- but don't worry, IPL knows how to find and use both.

This physical separation of journal entries is generally a wise choice. The one instance in which you'd be better off letting them commingle to the same set of disk arms is when you have only one disk arm configured in your User ASP. If you've got only one disk arm, ignore this option. If you've got three or more disk arms in the User ASP and lots of large access paths, it's probably a winner.



# **Customizing the Chaff**

# Customizing what we collect

Change Journal (CHGJRN)						
Type choices, press Enter.						
Journal JRN1 Library JRNLIB Journal receiver:	Name Name, *LIBL, *CURLIB					
Journal receiver > <u>*GEN</u> Library	Name, *SAME, *GEN _ Name, *LIBL, *CURLIB *SAME, *NONE, *RMVINTENT					
+ for more values Minimize entry specific data *SAME Journal caching *SAME	*SAME, *NONE, *FILE, *DTAARA *SAME, *NO, *YES					
Fixed length data > *JOB *USR > *PGM > *CVCCEO	*JOBUSRPGM, *JOB, *USR					
+ for more values > <u>*THD</u> Text 'description' <u>*SAME</u>						
F3=Exit F4=Prompt F5=Refresh F12=Cancel	More F13=How to use this display					

# CHGJRN command with new FIXLENDTA parm

# CHGJRN . . . FIXLENDTA(\*RMTADR)



# All options displayed for FIXLENDTA Parameter

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# ★ Advise us to collect only what you truly need, no more and no less

# Summary



# Which Journaling Parameters Can Help?

# • CHGJRN . . .

- Use of **MINENTDTA** 
  - Reduces quantity of bytes written to the journal receiver (only changed bytes written)
  - Reduced size of Jrn Receiver 35% in one shop
- RcvSizOpt (\*RmvIntEnt)
  - Routes hidden/implicit internal journal entries to a separate set of disk arms
  - Recycles disk space
- RcvSizOpt (\*MinFixLen)
  - Reduces quantity of bytes written and CPU consumed per journal entry
  - Saved 5% time and space in one shop

These are tuning choices you face regarding your journal itself.

Employing \*MinFixLen is a useful way to reduce both CPU consumption and disk space by weeding out the pure auditing information which otherwise accompanies each and every journal entry. If your auditors don't need it, why collect it ?

MINENTDTA can be an excellent choice if you have applications which update only a few fields in each record. (Why make the journal capture the WHOLE record image if only a few fields change ?)



# Aggressive Journal Cache PRPQ (OS/400 option in V5R2)





## The Journal environment - - Caching at three levels



This is the "big picture". It summarizes much of what we'll talk about, from your opportunity and responsibility to tune the use of the ODP buffer all the way down to the selection of the proper write cache size in the IOPs.

Spreading your disk arms within a User ASP across sufficient IOPs so as to maximize use of write cache is an important configuration choice you can make. My rule-of-thumb is that disk write intensive operations like journaling perform best when old-style IOPs (those housing 4 Meg of write cache or less) service no more than 5 disk arms. The newer vintage IOPs (those with 26 Meg or more of write cache) can easily handle up to 10 disk arms apiece. Above 15 arms gets dicey since high volume journal environments may eventually

get starved for sufficient write cache.

Net: Your hardware configuration does matter!

### Impact of the Jrn Caching



# **DB Updates during Batch**

While there are lots of software things you can tinker with in an effort to reduce journal performance overhead, this one is head and shoulders above the rest.

If you've got the Journal Caching option installed, use it. If you don't, get your hands on a copy.

It single-handedly can do in minutes what some folks struggle weeks or months to accomplish when attempting to coax good performance out of their journaling environment.

If you get nothing else from this talk, make yourself a mental note to search out and investigate this option.

# **Journal Bundling**



The SLIC layer of the journal microcode support gathers together journal entries provided by simultaneously operating jobs into a single main memory buffer.

The resulting set of journal entries are treated as a single string and are known as a bundle. This bundle is sent from main memory to the write cache of the IOA and ultimately to the disk surface in unison in a single disk rotation.

Such bundling behavior occurs naturally across jobs as the rate of journal entry creation speeds up. It can be further enhanced by installing and enabling the Journal Caching. With Journal Caching present, not only does such bundling behavior occur across jobs but also within a single batch job such that multiple separately updated SQL rows are bundled into a single journal string.

Such bundling brings about improved journal performance.

## **Journal Caching**



# The new aggressive optimal caching behavior is initiated by enabling JrnCache(\*Yes).

You need to enable this caching behavior individually for <u>each</u> journal you want to speed up.

The performance advantage stems from the fact that the caching option manages a set of main memory buffers, one for each disk arm across which your journal receiver is spread. Each buffer can be up to 128k in size, they come and go as needed, dynamically.



- Primarily aimed at reducing journal overhead for long-running batch jobs which <u>don't</u> already employ commitment control
  - Increases main memory caching efficiency and effectiveness
  - Journal entries linger in main memory buffer until optimal size is achieved (128K)
  - Corresponding database records also linger in main memory
- Buffers only Database "Adds", "Updates", "Deletes"
- The first commit, or close operation flushes the buffer

Performance Benefits of Journal Caching



(Batch Job Without Benefit of Commitment Control

- 5 Million DB operations (10% Adds, 90% Updates)
- 9 Million resulting Journal entries

(captured both before and after images)

	Elapsed Time	
Original Batch run, no Journaling	1118 Sec	Base Run
Ordinary Journaling enabled	9773 Sec	
With commitment control	1593 Sec	
Using the new Journal cache option	1433 Sec	

May also help target machine keep-up if files are journaled on the target side



For V5R2: The former Journal Caching PRPQ grows up !

- Impact becomes broader
   It's not just for DB any more
- Becomes a priced feature of the Operating System
   Appears on CHGJRN command CHGJRN JRN(MYLIB/MYJRN) JRNCACHE(\*YES)



Notice that it's the high volume database operations such as ADD, UPDATE, and DELETE of records/rows which get buffered in the cache.

Both the database records themselves and the matching journal entries emitted on their behalf linger in main memory longer -- until the cache is full or until something ensues which requires us to flush the buffer to disk (closing the file initiates such a flush, so does issuing a commit verb).

The longer they linger, the more the buffer fills and thus the fewer total disk writes on behalf of journal entries ensues -- and that's the primary reason the performance improves so dramatically.

When is it probably OK to let such changes linger longer in main memory ? Ans: Probably during the execution of a batch job.

## **Performance Benefits of Journal Caching**

#### (For Target Machine's Keep-up Mode)

	Keep up rate on Target machine
W/o Caching	600,000 transactions/Hr
With Caching on target	2,400,000 transactions/Hr



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While Journal caching is an effective tool in many scenarios on a production machine, the same journal caching behavior can also be mighty helpful in most instances on a <u>target</u> machine in an HA 24x7 environment.

If you employ HA Vendor software and would like to help the HA BP "apply/replay" jobs keep up on the target machine when you've got a journal intensive batch job running on the source machine, consider installing the Journal Caching on the target side as well.

# Journal Overhead guidelines/trends

	Normal Experience					
		/				
batch runs made on an 840						
	extra time	extra cpu	cpu/JOE (us)	cpu/bundle (us)	extra writes	
No Journaling	100%	100%			100%	
Journaling with defaults	133%	102%	9.27	22.78	367%	
user asp, RAID 5 10k rpm	130%	104%	15.06	37.08	367%	
user asp, RAID 5 7200 rpm	133%	104%	14.76	36.75	364%	
disk level mirroring	154%	108%	29.96	74.38	648%	
*MAXOPT2	130%	104%	15.06	37.02	371%	
*AFTER and omit *OPNCLO	131%	103%	17.26	29.09	371%	
omit *OPNCLO	130%	103%	10.97	23.51	364%	
RMVINTENT	133%	104%	15.36	37.70	366%	
MINENTDTA	130%	104%	14.41	35.37	369%	
*MINFIXLEN	133%	105%	17.61	43.17	369%	
all options	128%	103%	22.30	30.65	366%	
w/PRPQ	100%	99%			83%	
w/PRPQ all options	96%	100%			80%	
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Opportunity



# Appendix: Summary of additional goodies found in the Redbook

Also see:

Jrn Performance articles Jan & Feb issues: <u>iSeries News</u>



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## **Summary of Best Performance Practices**

- 1. Chose wisely between mirrored or RAID protected disk drives
- 2. Configure up to 15 arms per user ASP
  - **The more arms the better** for journal intensive environments
  - Increases max bandwidth the journal receiver can support
- 3. Use modern/fast disk arms and an IOP with wider write cache
  - Model 2748 has 26 Meg vs. 4 Meg for older models
- 4. Spread User ASP across multiple IOPs
  - Helps reduce risk of IOP write cache overflow
  - Unless you have model 2748 IOPs or newer, configure no more than 5 busy Journal arms per IOP

- 5. Issue OVRDBF for batch (helps adds, not updates)
  - SEQONLY (\*YES)
  - Use a separate ODP (view) to perform the adds
  - Specify NBRRCDS - use large enough value
    - Make buffer size approach 128K
- 6. If your batch job performs update operations (not pure adds)
  - Issue commit verb every 1,000 batch updates (or 128k bytes)
  - Alternatively, surround batch job with single commit cycle
  - or... employ Batch Journal Caching PRPQ
- 7. Keep PF open for update in a secondary job
  - Especially if your job often opens/closes same file repeatedly
- 8. Don't journal nonessential files
- 9. Suppress open/close journal entries
  - STRJRNPF . . . OMTJRNE(\*OPNCLO)

- 10. Employ CHGJRN . . . RcvSizOpt(\*RmvIntEnt)
  And add extra disk arms to the user ASP
- 11. Employ CHGJRN . . . RcvSizOpt(\*MinFixLen)
  Practical only if you don't need the extra information
- 12. Employ CHGJRN . . . MNGRCV(\*SYSTEM)
   Speeds up subsequent CHGJRN operations
- 13. Place no more than one active journal receiver per user ASP
- 14. Split long running batch job into parallel streams
- 15. Use SETOBJACC on both source and Target machines
  Keeps modest sized keyed logical files resident
- 16. Don't save a journal receiver while still attached and filling
  (Use the save/restore omit support: OMITOBJ parameter)

17. Capitalize on SMP feature to speed up Access Path maintenance

### Use job-specific scoping via CHGQRYA

- Most effective for batch jobs adding records to a physical file covered by dozens of access paths
- Yields parallel index maintenance for blocked "Adds"
- Speeds up "Adds" by servicing Access Path page faults in parallel
- Some customers have seen up to a 30% performance improvement
- Only helps in concert with SEQONLY(\*YES)
  - CHGQRYA ... DEGREE(\*OPTIMIZE)
  - CHGQRYA ... DEGREE(\*MAX)

## 18. Consider increase of SMAPP recovery value on Target machine

- In a High Availability environment
  - Keep it high until role swap ensues
  - Helps reduce overhead incurred by the apply jobs

- 19. Start explicit journaling (STRJRNAP) on your largest access paths
  - Especially if you've not been journaling the underlying PF
  - If you don't journal it, SMAPP will
  - Gives you control over placement of the journal receiver employed for SMAPP entries
  - Reduces disk arm contention and arm skew in the system ASP
  - Reduces CPU overhead by background SMAPP "Tuning" tasks
- 20. Set Journal Receiver threshold appropriately
- 21. Pre-allocate space via CHGPF ALLOCATE(\*YES)
  - Reduces idle time and seize conflicts
  - Useful if your batch job creates/populates a new file
- 22. Reduce contention within popular Keyed-logicals
  - CHGLF ACCPTHSIZ(\*MAX1TB) instead of \*MAX4GB
  - Especially if your added key values have high locality of reference
# (Continuation) of Best Performance Practices

- 23. Employ extra-wide Stream IO for the files you read
  - CHGQRYA DEGREE(\*IO) or DEGREE(\*MAX)
  - Then either:
    - A) Read via OPNQRYF
    - B) Override to employ an SQL view

### • 24. CALL QDBENCWT '1'

- and then IPL to enable "holey" blocked adds
  - Reduces contention among concurrent batch jobs performing SEQONLY blocked "Adds" to the same PF
  - Helpful if you've broken up batch job into multiple threads
  - Also requires REUSEDLT(\*YES) on CHGPF
- 25. Order and install PRPQ 5799-BJC (Aggressive Batch Journal Caching)
  - Speeds up batch jobs performing update operations
  - Is less helpful if you employ commitment control

#### • 26. Always allocate space for VarChar columns

Without allocated space, Journal caching is less effective

# (Continuation) of Best Performance Practices

- 27. If you run purge programs to toss outdated records from your database files and empty out any of the history or work files, use the native CLRPFM rather than the SQL equivalent: Delete \*
  - CLRPFM emits only <u>one</u> journal entry and is quick
  - DELETE \* emits a separate journal entry for <u>each</u> row discarded

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