



Cisco Tidal Enterprise Scheduler 6.2 Performance Tuning Guide

May 20, 2014

Optimizing TES Performance

The purpose of this document is to help you troubleshoot performance issues with Tidal Enterprise Scheduler. Optimization and tuning is an exact science which is why it is critical to be able to recognize which parts of the system are being stressed (monitoring) and then knowing what parameters should be adjusted to reduce that stress (tuning).

TES 6.2 Hardware Requirements

Configuration Definition

	Jobs Definition	DB Size
Small Configuration	1 – 3000	< 4 GB
Medium Configuration	3,000 – 20,000	< 16 GB
Large Configuration	20,000 and less than 100 K	> 32GB

Master Configuration

Master Configuration	Memory	CPU Cores
Small	8GB	4
Medium	16GB	8
Large	24GB	16

**Note**

For each adapter instance use the following guidelines for RAM allocation:
 1 GB of extra RAM for Small and Medium configurations
 2GB of extra RAM for Large configuration

Client Manager Configuration

Client Manager Configuration	Memory	CPU Cores
Small	12 GB	8
Medium	24 GB	16
Large	32 GB	24

Master and Client Manager DB Configuration

Minimum size required by Master and Client Manager Databases:

- MS SQL Server: 128 MB Data, 32 MB Log
- Oracle: 400 MB Data, 300 MB Index, 200 MB Temp

As the number of jobs or logs increases, DBA should tune the DB accordingly

Java Client Configuration

Java Client	Memory	CPU Cores
Small	4 GB	4
Medium	8 GB	4
Large	12 GB	8

Transporter Configuration

Transporter	Memory	CPU Cores
Small	8GB	4
Medium	12GB	8
Large	16GB	12

**Note**

All Memory, CPU, and Disk requirements are for TES related components only, and does not take into account any additional OS/application requirements.

Performance Matrix

The tables below help you link common catalysts that impact performance with the areas that need to be monitored/tuned to get better performance.

Table 1-1 Client Manager and DSP Performance Matrix

Catalyst	CPU	Memory	JMS	Cache Read	Cache Write	Cache Tuning	Cache Sync
Users	X	X	X	X		X	
Schedule Activity	X	X	X		X		
Schedule Compile	X	X	X		X		
Cache Sync	X	X	X		X		X

For example, in the table above, if you are experiencing performance problems with large schedules, the items you should tune or monitor would be the CPU, the memory, your JMS, and the Cache Write.

Table 1-2 Master Performance Matrix

Catalyst	CPU	Memory	JMS	DB Connections	Message Threads
Client Managers	X	X	X	X	X
Adapter Connections	X	X			X
Agents	X	X			X
Schedule Activity	X	X	X	X	X
Schedule Compile	X	X	X	X	
Definitions		X		X	
Logs and History				X	
Cache Sync	X	X	X	X	X

Monitoring with JConsole

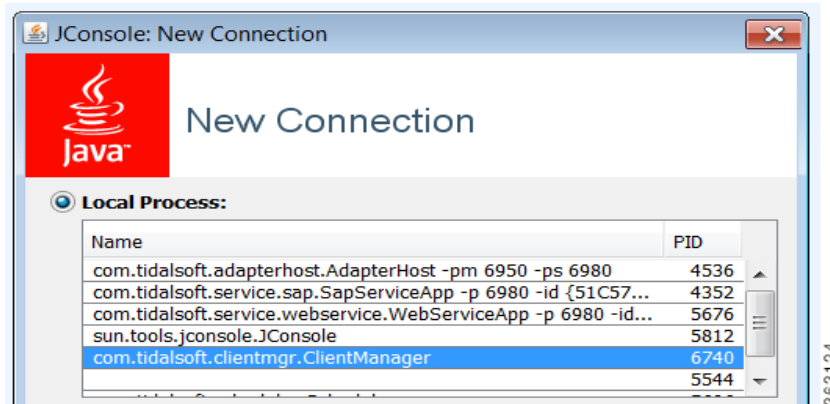
JConsole is a diagnostic tool that comes with the standard JDK. It allows you to connect directly to a running JVM and monitor many performance metrics, including memory/CPU usage. JConsole can also be used to access diagnostic modules exposed by each individual application called MBeans. Both the Master and Client Manager expose MBeans.

Connecting JConsole

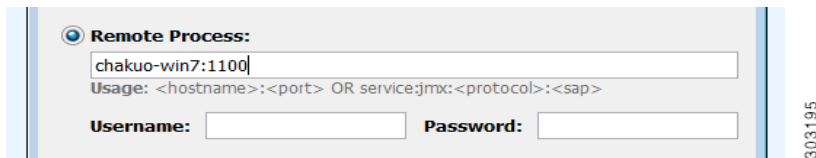
Before connecting JConsole to either the Client Manager or Master, make sure the following property is set in `clientmgr.props` or `master.props`.

JmxOn=Y

If you are running JConsole on the same machine as the JVM you are connecting to, the JVM will be listed in JConsole.



If you are connecting JConsole to a JVM running on a remote machine, type in the remote JVM's machine host name and port (the default CM port is 1100).

**Note**

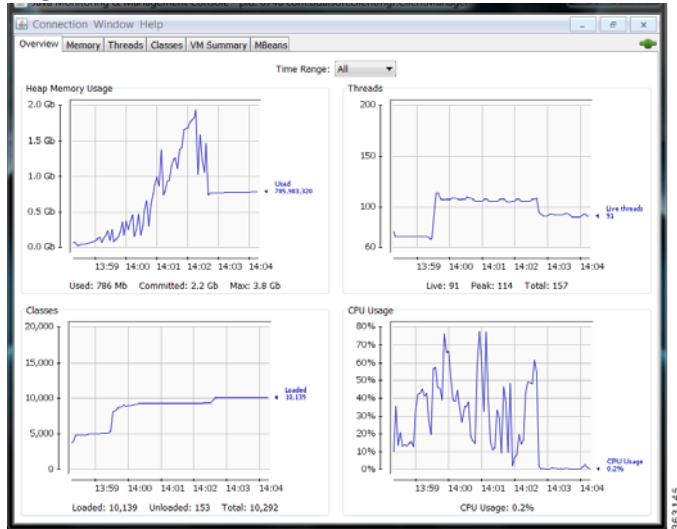
You can change the default port for the JVM by setting the following property in clientmgr.props or master.props.

JmxRmiPort=1200

Viewing a System Overview

The Overview tab of JConsole provides an overview of JVM's memory, threads, and CPU usage. To view a system overview of the vital stats for the JVM, select the **Overview** tab of the console.

Figure 1-1 Viewing Vital Stats for JVM



Viewing Memory Usage

To view memory usage, select the **Memory** tab of the console.

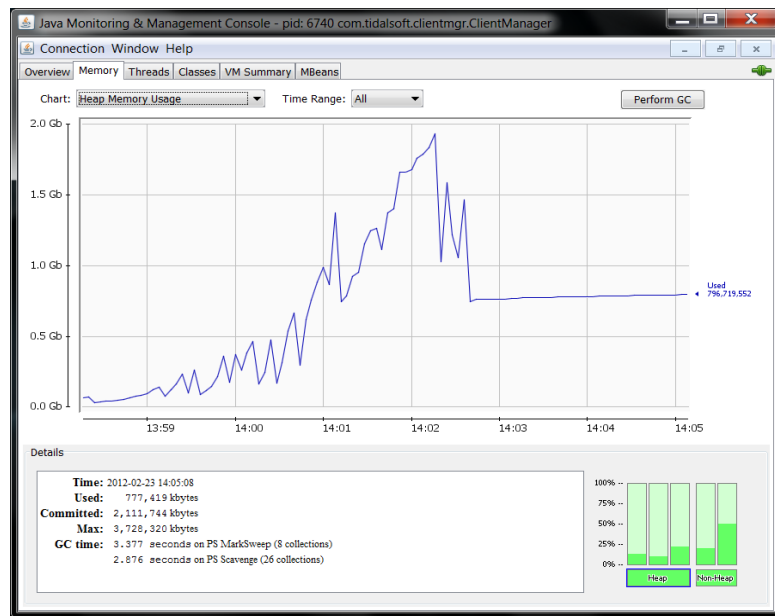
The memory tab provides more detailed information about JVM's memory use, allowing you to determine if the JVM has sufficient memory for the application that is running.



Note

For a normal running JVM, you should see memory use increase and decrease in the short term. However, if you see that memory use is increasing in the long term, it may indicate a memory that will eventually result in an out-of-memory termination.

Figure 1-2 Viewing Memory Usage

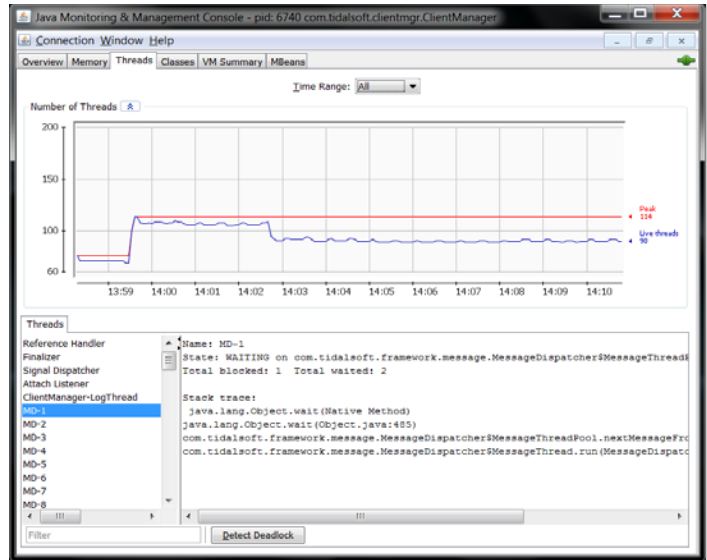


Viewing Active Threads

To view active threads and potential deadlocks, select the **Threads** tab of the console.

This screen provides stack traces for every thread in the JVM. A stack trace shows exactly what a thread is doing at the time of the trace. This screen allows you to automatically detect thread deadlocks.

Figure 1-3 Viewing active threads

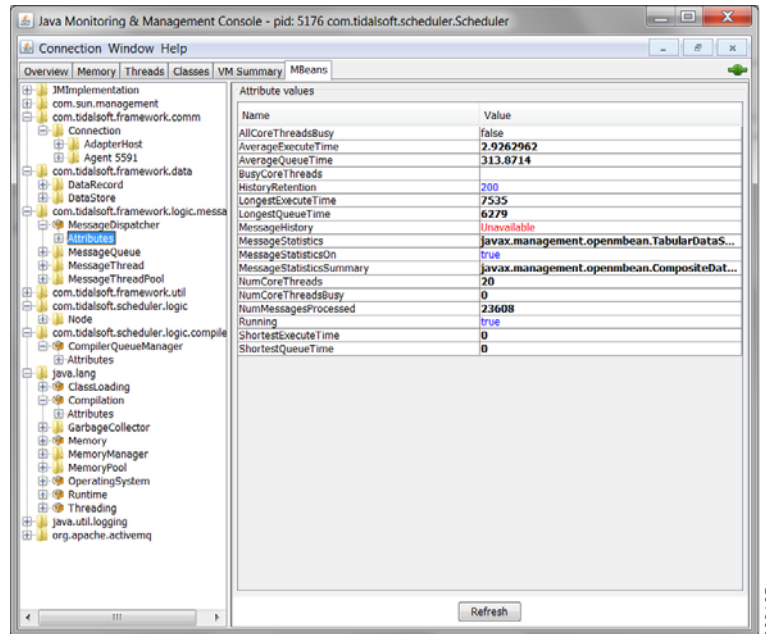


Monitoring Scheduling Activity

Viewing MBeans

For viewing custom monitoring modules (MBeans), select the MBeans tab of the console.

Figure 1-5 Viewing MBeans



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Viewing Connected Users

For viewing connected users, click the **Connections** tab on the Master Status pane.

Figure 1-6 Viewing connected users

The screenshot shows the Tidal Web Client interface in Mozilla Firefox. The main content area is titled 'Master Status - version W.X.Y.Z' and has tabs for 'Overview', 'Queue', 'Connections', and 'Messages'. The 'Connections' tab is active, showing a table of connected users. Below this is a section for 'Unavailable Connections' with a table listing machines that are not currently connected.

Connected Users			
User	- Connected	Computer	Session ID
Cluo	09/22/2010 11:35:41	127.0.0.1	5ee5a39ml

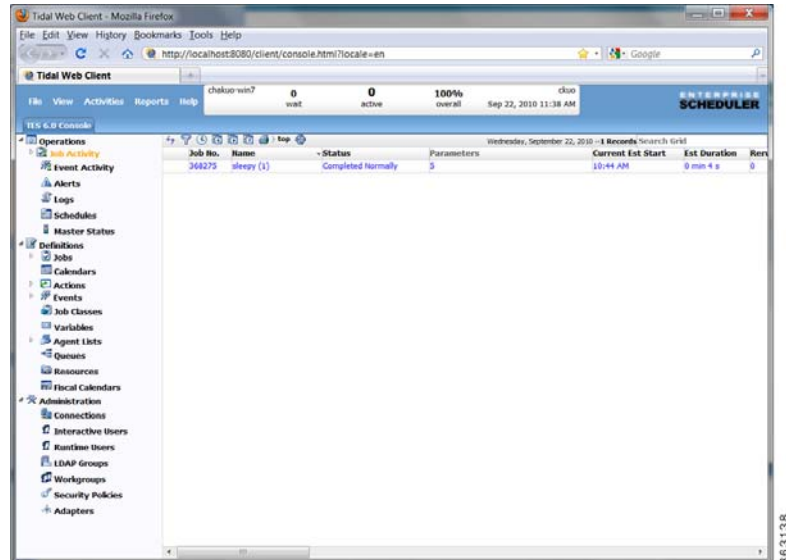
Unavailable Connections			
Name	- Machine	Type	Platform
cluo-laptop[Windows]	cluo-laptop	Agent	Windows
hou-gpauto-02v1[Windows]	hou-gpauto-02v1	Agent	Windows
psk02[OS-400]	10.10.40.212	Adapter	OS-400
psk02[OS-400]	psk02	Agent	OS-400
psk3e03[CAF]	psk3e03/300/Adapter	ServiceAdapter	

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Viewing Job Activity

For viewing current job activity, select **Operations > Job Activity** from the Navigation tree to view the Job Activity pane.

Figure 1-7 Viewing Job Activity



Viewing Master Status

For viewing an overview of the master status, select **Operations > Master Status** from the Navigation tree to view the Master Status pane, and then click **Overview**.

Figure 1-8 Viewing the Master Status

The screenshot shows the Tidal Web Client interface in a Mozilla Firefox browser window. The address bar displays `http://localhost:8080/client/console.html?locale=en`. The top navigation bar includes 'File', 'View', 'Activities', 'Reports', and 'Help'. The main content area is titled 'Master Status - version W3.Y.Z' and 'Plugin[production] - version W3.Y.Z'. It features a sub-navigation bar with 'Overview', 'Queue', 'Connections', and 'Messages'. The 'Overview' tab is active, showing a table of job activity.

General Information		Poll Activity	
Description	Value	Time	Activity
Start Time	09/22/2010 11:43:43	09/22/2010 10:43:43	chakuo-win7[23199] connected.
Last Poll	09/22/2010 11:43:43	09/22/2010 10:43:43	chakuo-win7[23199] connected.
Production Date	09/22/2010	09/21/2010 15:35:29	chakuo-win7[23199] connected.
Scheduled Jobs	1	09/21/2010 15:35:29	chakuo-win7[23199] connected.
Adhoc Jobs	0	09/21/2010 11:42:12	chakuo-win7[23199] connected.
Jobs Carried Forward	0	09/21/2010 11:42:12	chakuo-win7[23199] connected.
Carried Forwards To Go	0	09/20/2010 12:02:44	chakuo-win7[23199] connected.
Reruns	0	09/20/2010 12:02:44	chakuo-win7[23199] connected.
Total Jobs	1	09/22/2010 10:43:45	Compile 25% complete.
Jobs Done	1	09/22/2010 10:43:45	Compile 50% complete.
Jobs To Go	0	09/22/2010 10:43:46	Compile 75% complete.
Jobs Cancelled	0	09/22/2010 10:43:46	Compile complete.
		09/22/2010 10:43:45	Compiling full day schedule.
		09/22/2010 10:43:56	Job sleepy[23125] completed status [Completed Normally].
		09/21/2010 11:42:24	Job sleepy[23125] completed status [Completed Normally].
		09/20/2010 12:02:58	Job sleepy[23125] completed status [Completed Normally].
		09/20/2010 12:02:49	Launching job sleepy[368273].
		09/21/2010 11:42:18	Launching job sleepy[368274].
		09/22/2010 10:43:48	Launching job sleepy[368275].

3.6.31.2.6

Viewing Queue Activity

For viewing queue activity, choose **Operations > Master Status** from the Navigation tree to view the Master Status pane, and then click **Queue**.

Figure 1-9 Viewing Queue Activity

Master Status - version W.X.Y.Z		Prod(production) - version W.X.Y.Z						
Queue	Connections	Messages	Priority	Limit	Active	Waiting	Enabled	Modified
Long Scheduled Jobs	50	102	0	0	0	0	Yes	08/13/2010 11:11
Long Unscheduled Jobs	50	100	0	0	0	0	Yes	08/13/2010 11:11
Scheduled	50	100	0	0	0	0	Yes	08/13/2010 11:11
Short Scheduled Jobs	50	101	0	0	0	0	Yes	08/13/2010 11:11
Short Unscheduled Jobs	50	100	0	0	0	0	Yes	08/13/2010 11:11
System Queue	0	10	0	0	0	0	Yes	08/13/2010 7:11
Unscheduled	50	99	0	0	0	0	Yes	08/13/2010 11:11

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Viewing Event Activity

To view event activity, choose **Operations > Event Activity** from the Navigation tree to view the Event Activity pane.

Figure 1-10 Viewing Event Activity

The screenshot shows the Tidal Web Client interface in Mozilla Firefox. The browser address bar displays `http://localhost:8080/client/console.html?locale=en`. The top status bar shows the user 'ckuo', a 'wait' status with '0' count, an 'active' status with '0' count, and a '100% overall' status. The date and time are 'Sep 22, 2010 11:41 AM'. The navigation tree on the left is expanded to 'Operations > Event Activity'. The main pane displays a table of event records with 24 records shown.

Type	Name	Trigger	Status	Count	Agent	Owner	Pubk
Job	BUG20824	Job completed	Active	0		ckuo	Yes
Job	BUG18681	Job active	Active	0		ckuo	Yes
Job	alert when done	Job completed normally	Active	0		ckuo	Yes
Job	job event 2	Agent for job inactive	Active	0		ckuo	Yes
Job	event_job_completed_normally	Job completed normally	Active	0		ckuo	Yes
Job	job event 1	Agent for job inactive	Active	0		ckuo	Yes
System	compile finished event	Compile finished	Active	1		ckuo	Yes
System	system event 1	Agent has entered a planned outage period	Active	0		ckuo	Yes
SAP	sap event 2	800[foobar]@sap3e02 with (All) statuses	Active	0	sap3e02	ckuo	Yes
Oracle DB	oracle11g:table_created	Table created@SYSTEM	Active	0		ckuo	Yes
SAP	Copy of sapevent 1	800[eventparams]@backgroundserver with	Active	0	sap3e02	ckuo	Yes
Oracle DB	oracle:index_deleted	Index deleted@TIDAL	Active	0	pal-lab103-ge	ckuo	Yes
SAP	sapevent 1	800[eventparams]@backgroundserver with	Active	0	sap3e02	ckuo	Yes
Oracle DB	qaserv06:table_created	Table created@TIDAL	Active	0	qaserv06	ckuo	Yes
Oracle DB	oracle:table_deleted	Table deleted@TIDAL	Active	0	pal-lab103-ge	ckuo	Yes
Oracle DB	oracle:table_modified	Table modified@TIDAL	Active	0	pal-lab103-ge	ckuo	Yes
MSSQL	mssql:table_created	Row(s) added to table@	Active	0		ckuo	Yes
Oracle DB	oracle:table_created	Table created@TIDAL	Active	0	pal-lab103-ge	ckuo	Yes
Email	email1	Drbox (ckuo@SJC-MAIL-00.tidalsoft.local)	Active	0	SJC-MAIL-00.tidalsoft.ckuo	ckuo	Yes
Oracle DB	oracle:index_created	Index created@TIDAL	Active	0	pal-lab103-ge	ckuo	Yes
Oracle DB	oracle:row_modified	Row(s) modified in table@TIDAL	Active	0	pal-lab103-ge	ckuo	Yes
Oracle DB	oracle:row_added	Row(s) added to table@TIDAL	Active	0	pal-lab103-ge	ckuo	Yes
Oracle DB	oracle:index_modified	Index modified@TIDAL	Active	0	pal-lab103-ge	ckuo	Yes
Oracle DB	oracle:row_deleted	Row(s) deleted from table@TIDAL	Active	0	pal-lab103-ge	ckuo	Yes

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Monitoring the Overall Message System

For monitoring the overall message system, click the MBeans tab on the Java console, and then select Attributes from the tree to view the attribute values.

Figure 1-11 Monitoring the overall message system

The screenshot shows the Java Monitoring & Management Console window. The left pane displays a tree view of MBeans, with 'MessageDispatcher' selected under the 'MessageQueue' category. The right pane displays the 'Attribute values' table for the selected MBean.

Name	Value
ABCThreadsBusy	False
AverageExecuteTime	2,922856
AverageQueueTime	313,5785
BusyCoreThreads	
HistoryRetention	200
LongestExecuteTime	7535
LongestQueueTime	6279
MessageHistory	Unavailable
MessageStatistics	javax.management.openmbean.TabularDataS...
MessageStatisticsOn	true
MessageStatisticsSummary	javax.management.openmbean.CompositeDat...
NumCoreThreads	20
NumCoreThreadsBusy	0
NumMessagesProcessed	23696
Running	true
ShortestExecuteTime	0
ShortestQueueTime	0

Monitoring a Message Queue

For monitoring a message queue, click the MBeans tab on the Java console, and then choose **MessageQueue > Attributes** from the tree to view the attribute values associated with the message queues.

Figure 1-12 Monitoring a message queue

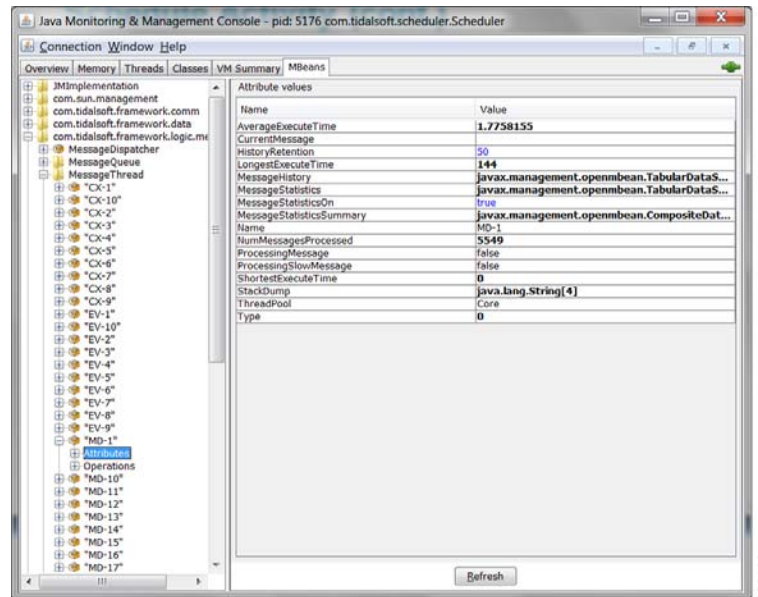
The screenshot shows the Java Monitoring & Management Console window. The 'MBeans' tab is selected, and the tree view on the left shows the path: **MessageQueue > Attributes**. The right pane displays the following attribute values:

Name	Value
AverageQueueTime	217.07425
Description	Queue for normal messages processing.
HighPriority	false
HistoryRetention	50
LastProcessedTime	Wed Sep 22 11:49:42 PDT 2010
LongestQueueTime	1812
MessageBurstSize	150
MessageCount	0
MessageHistory	javax.management.openbean.TabularDataS...
MessageStatistics	javax.management.openbean.TabularDataS...
MessageStatisticsOn	true
MessageStatisticsSummary	javax.management.openbean.CompositeDat...
Messages	javax.management.openbean.TabularDataS...
NumMessagesPosted	19
NumMessagesProcessed	23329
Priority	10
ShortestQueueTime	0
ThreadPool	Core

Monitoring a Message Thread

For monitoring a message thread, click the MBeans tab on the Java console, and then choose **MessageThread** > **threadname** > **Attributes** from the tree to view the attribute values associated with the message thread.

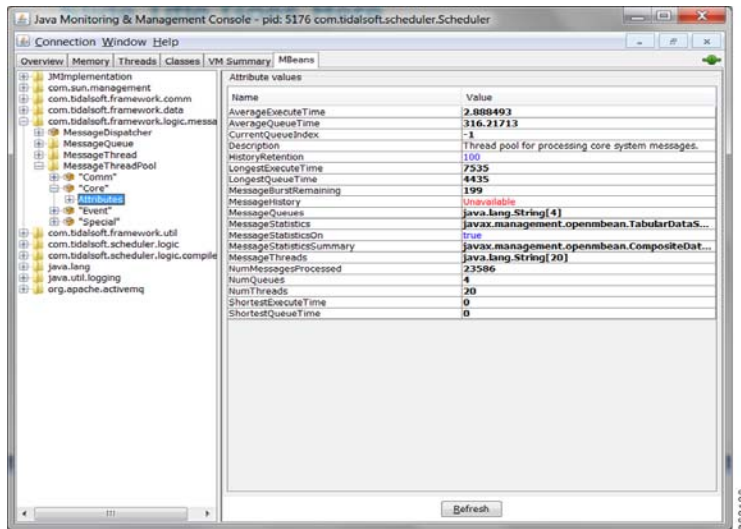
Figure 1-13 Monitoring a Message Thread



Monitoring a Message Thread Pool

For monitoring a message thread pool, click the MBeans tab on the Java console, and then choose **MessageThreadPool > poolname > Attributes** from the tree to view the attribute values associated with the message thread pool.

Figure 1-14 Monitoring a Message Thread Pool



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Monitoring Schedule Compiling

Master Status-Compile Status

For monitoring the master compile status, choose **Operations > Master Status** from the Navigation tree to view the Master Status pane, and then click **Overview**. You can view the compile percentage in the Poll Activity pane as displayed below.

Figure 1-15 Viewing the Master compile status

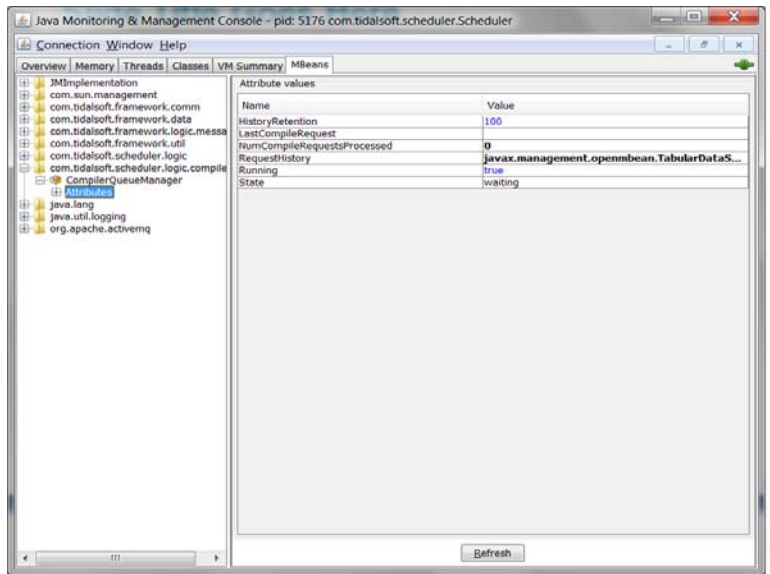
The screenshot shows the Tidal Web Client interface. The main content area is titled "Master Status - version W.X.Y.Z" and "Polling [production] - version W.X.Y.Z". It has tabs for "Overview", "Queries", "Connections", and "Messages". The "Overview" tab is selected, showing a table of Master Status information.

Description	Value	Time	Activity
Start Time	09/22/2010 1	09/22/2010 10:43:43	chhalu-wm[2339] connected.
Last Poll	09/22/2010 1	09/22/2010 10:43:43	chhalu-wm[2339] connected.
Production Date	09/22/2010	09/21/2010 15:35:29	chhalu-wm[2339] connected.
Scheduled Jobs	1	09/21/2010 15:35:29	chhalu-wm[2339] connected.
Adhoc Jobs	0	09/21/2010 11:42:12	chhalu-wm[2339] connected.
Jobs Carried Forward	0	09/21/2010 11:42:12	chhalu-wm[2339] connected.
Carried Forwards To Go	0	09/20/2010 12:02:44	chhalu-wm[2339] connected.
Returns	0	09/20/2010 12:02:44	chhalu-wm[2339] connected.
Total Jobs	1	09/22/2010 10:43:45	Compile 95% complete.
Jobs Done	1	09/22/2010 10:43:45	Compile 50% complete.
Jobs To Go	0	09/22/2010 10:43:45	Compile 75% complete.
Jobs Cancelled	0	09/22/2010 10:43:45	Compile complete.
		09/22/2010 10:43:45	Compiling full day schedule.
		09/22/2010 10:43:56	Job sleepy[23125] completed status [Completed Normally].
		09/23/2010 11:42:24	Job sleepy[23125] completed status [Completed Normally].
		09/20/2010 12:02:58	Job sleepy[23125] completed status [Completed Normally].
		09/20/2010 12:02:49	Launching job sleepy[348277].
		09/21/2010 11:42:18	Launching job sleepy[348274].
		09/22/2010 10:43:48	Launching job sleepy[348275].

Monitoring the Queue Manager Compiler

For monitoring the queue manager compiler, select the MBeans tab on the Java console, and then select **CompilerQueueManager > Attributes** from the tree to view the attribute values associated with the queue manager compiler.

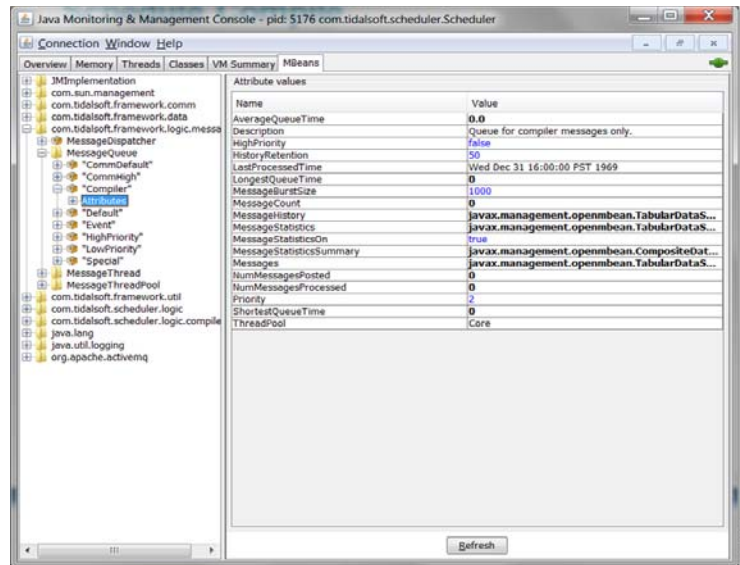
Figure 1-16 Monitoring the queue manager compiler



Monitoring the Message Queue Compiler

For monitoring the queue message compiler, select the MBeans tab on the Java console, and then choose **MessageQueue > Attributes** from the tree to view the attribute values associated with the queue message compiler.

Figure 1-17 Monitoring the message queue compiler

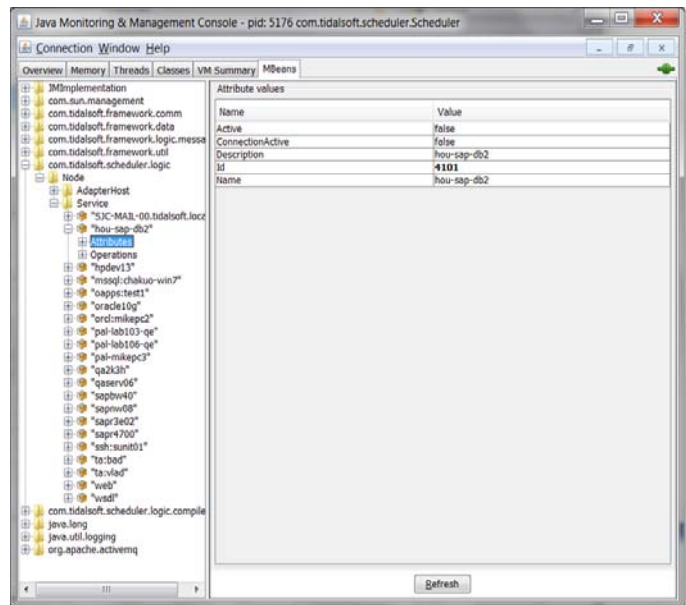


Name	Value
AverageQueueTime	0.0
Description	Queue for compiler messages only.
HighPriority	false
HistoryRetention	50
LastProcessedTime	Wed Dec 31 16:00:00 PST 1969
LongestQueueTime	0
MessageBurstSize	1000
MessageCount	0
MessageHistory	javax.management.openmbean.TabularDataS...
MessageStatistics	javax.management.openmbean.TabularDataS...
MessageStatisticsOn	true
MessageStatisticsSummary	javax.management.openmbean.CompositeDat...
Messages	javax.management.openmbean.TabularDataS...
NumMessagesPosted	0
NumMessagesProcessed	0
Priority	2
ShortestQueueTime	0
ThreadPool	Care

Monitoring Adapter Connections via JConsole

For monitoring the adapter connections, select the **MBeans** tab on the Java console, and then choose **Node > Service > Attributes** from the tree to view the attribute values associated with the adapter connection.

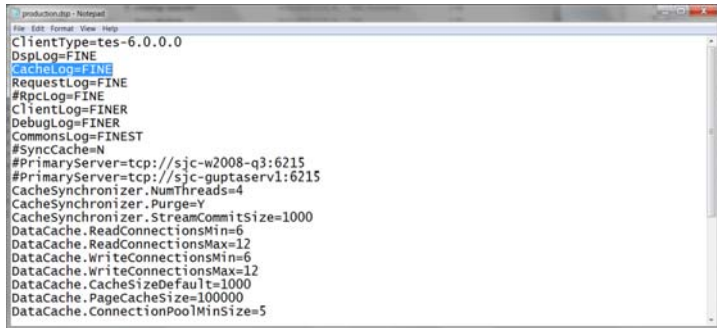
Figure 1-19 Viewing adapter connections via JConsole



Monitoring the Cache Sync

To monitor the Cache sync, open *DSP.props* and set the cache logging level to FINE as displayed below.

Figure 1-20 Monitoring the Cache sync



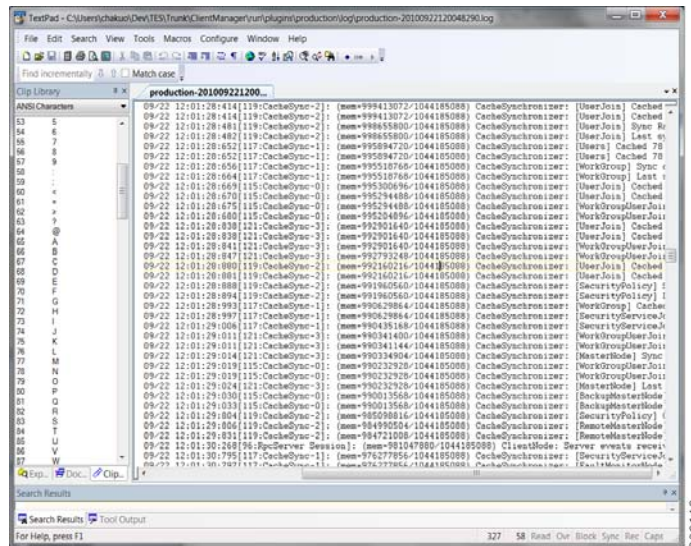
```

production\app - Notepad
File Edit Format View Help
ClientType=tes-6.0.0.0
DspLog=FINE
CacheLog=FINE
RequestLog=FINE
#RpcLog=FINE
ClientLog=FINER
DebugLog=FINER
CommonsLog=FINEST
#SyncCache=N
#PrimaryServer=tcp://sjc-w2008-q3:6215
#PrimaryServer=tcp://sjc-guptaserv1:6215
CacheSynchronizer.NumThreads=4
CacheSynchronizer.Purge=Y
CacheSynchronizer.StreamCommitSize=1000
DataCache.ReadConnectionsMin=6
DataCache.ReadConnectionsMax=12
DataCache.WriteConnectionsMin=6
DataCache.WriteConnectionsMax=12
DataCache.CacheSizeDefault=1000
DataCache.PageCacheSize=100000
DataCache.ConnectionPoolMinSize=5
  
```

Viewing the Cache Sync Logging

To view the Cache sync logging, open the log file located in the *Log* folder.

Figure 1-21 Viewing the Cache sync logging



```

TestPad - C:\Users\chaksal\Dev\TES\Trunk\ClientManager\run\plugins\production\log\production-20100922120048390.log
File Edit Search View Tools Macros Configure Window Help
Find incrementally Match case
Clip Library
ANSI Characters
09/22 12:01:28:1414:119:CacheSync-2: (mem=998413072/1044185088) CacheSynchronizer: [UserJoin] Checked
09/22 12:01:28:1481:119:CacheSync-2: (mem=998658000/1044185088) CacheSynchronizer: [UserJoin] Sync R
09/22 12:01:28:1482:119:CacheSync-2: (mem=998658000/1044185088) CacheSynchronizer: [UserJoin] Last e
09/22 12:01:28:1652:117:CacheSync-1: (mem=995894720/1044185088) CacheSynchronizer: [Users] Checked 78
09/22 12:01:28:1652:117:CacheSync-1: (mem=995894720/1044185088) CacheSynchronizer: [Users] Checked 78
09/22 12:01:28:1656:117:CacheSync-1: (mem=995510768/1044185088) CacheSynchronizer: [WorkGroup] Sync
09/22 12:01:28:1664:117:CacheSync-1: (mem=995510768/1044185088) CacheSynchronizer: [WorkGroup] Last
09/22 12:01:28:1669:115:CacheSync-0: (mem=995300696/1044185088) CacheSynchronizer: [UserJoin] Checked
09/22 12:01:28:1670:115:CacheSync-0: (mem=995294488/1044185088) CacheSynchronizer: [UserJoin] Checked
09/22 12:01:28:1675:115:CacheSync-0: (mem=995294488/1044185088) CacheSynchronizer: [WorkGroupUserJoin]
09/22 12:01:28:1680:115:CacheSync-0: (mem=995294488/1044185088) CacheSynchronizer: [WorkGroupUserJoin]
09/22 12:01:28:1830:121:CacheSync-3: (mem=992901640/1044185088) CacheSynchronizer: [UserJoin] Checked
09/22 12:01:28:1838:121:CacheSync-3: (mem=992901640/1044185088) CacheSynchronizer: [UserJoin] Checked
09/22 12:01:28:1841:121:CacheSync-3: (mem=992901640/1044185088) CacheSynchronizer: [WorkGroupUserJoin]
09/22 12:01:28:1847:121:CacheSync-3: (mem=992793248/1044185088) CacheSynchronizer: [WorkGroupUserJoin]
09/22 12:01:28:1880:119:CacheSync-2: (mem=992160216/1044185088) CacheSynchronizer: [UserJoin] Checked
09/22 12:01:28:1881:119:CacheSync-2: (mem=992160216/1044185088) CacheSynchronizer: [UserJoin] Checked
09/22 12:01:28:1888:119:CacheSync-2: (mem=991960560/1044185088) CacheSynchronizer: [SecurityPolicy] I
09/22 12:01:28:1894:119:CacheSync-2: (mem=991960560/1044185088) CacheSynchronizer: [SecurityPolicy] I
09/22 12:01:28:1993:117:CacheSync-1: (mem=990429864/1044185088) CacheSynchronizer: [WorkGroup] Checke
09/22 12:01:28:1997:117:CacheSync-1: (mem=990429864/1044185088) CacheSynchronizer: [SecurityService]
09/22 12:01:29:008:117:CacheSync-1: (mem=990435184/1044185088) CacheSynchronizer: [SecurityService]
09/22 12:01:29:1011:121:CacheSync-3: (mem=990341400/1044185088) CacheSynchronizer: [WorkGroupUserJoin]
09/22 12:01:29:1011:121:CacheSync-3: (mem=990341444/1044185088) CacheSynchronizer: [WorkGroupUserJoin]
09/22 12:01:29:1014:121:CacheSync-3: (mem=990318404/1044185088) CacheSynchronizer: [MasterNode] Sync
09/22 12:01:29:1019:115:CacheSync-0: (mem=990232928/1044185088) CacheSynchronizer: [WorkGroupUserJoin]
09/22 12:01:29:1019:115:CacheSync-0: (mem=990232928/1044185088) CacheSynchronizer: [WorkGroupUserJoin]
09/22 12:01:29:1024:121:CacheSync-3: (mem=990232928/1044185088) CacheSynchronizer: [MasterNode] Last
09/22 12:01:29:1030:115:CacheSync-0: (mem=990013568/1044185088) CacheSynchronizer: [BackupMasterNode]
09/22 12:01:29:1033:115:CacheSync-0: (mem=990013568/1044185088) CacheSynchronizer: [BackupMasterNode]
09/22 12:01:29:1044:119:CacheSync-2: (mem=985298816/1044185088) CacheSynchronizer: [SecurityPolicy] (
09/22 12:01:29:1066:119:CacheSync-2: (mem=984990504/1044185088) CacheSynchronizer: [RemoteMasterNode]
09/22 12:01:29:1311:119:CacheSync-2: (mem=984721008/1044185088) CacheSynchronizer: [RemoteMasterNode]
09/22 12:01:30:2488:796:RpcServer.Session: (mem=981047880/1044185088) ClientNode: Server events receiv
09/22 12:01:30:1995:117:CacheSync-1: (mem=976777856/1044185088) CacheSynchronizer: [SecurityService]
09/22 12:01:30:1997:117:CacheSync-1: (mem=976777856/1044185088) CacheSynchronizer: [SecurityService]
  
```


Viewing the Client Manager Output Log

To view the Client Manager output, open the *clientmgr.out* log file located in the *Log* folder.

Figure 1-22 Viewing the Client Manager Output

```

clientmgr.out - Notepad
File Edit Format View Help
Java version: 1.6.0_16
Java Virtual Machine version: 14.2-b01
Start Time : 09/22/10 12:00:45:035
-----
Maximum number of log files = 50
Added a LogFile called 'RegularFile'
Retrieved a LogFile called 'RegularFile'
09/22 12:00:45: (mem=996194680/1058865152) No configuration node for
data store: <datastore>
Retrieved a LogFile called 'RegularFile'
2010-09-22 12:00:46.250::INFO: Logging to STDERR via
org.mortbay.log.StdErrLog
-- Loading DSP: plugins\production\tes-6.0.0.0.jar
Maximum number of log files = 50
Added a LogFile called 'production'
Retrieved a LogFile called 'production'
ClientNode: Primary Server = [tcp://localhost:6215]
ClientNode: Backup Server = [null]
Retrieved a LogFile called 'production'
Retrieved a LogFile called 'production'
2010-09-22 12:01:24.131::INFO: jetty-6.1.10
2010-09-22 12:01:25.207::INFO: started
SelectChannelConnector@0.0.0.0:8080
Retrieved a LogFile called 'RegularFile'
Primary objects synchronized in 59 seconds.
Adapters initialized: 12 seconds.
Client initialized.
  
```

Configuration and Tuning

This section will walk you through how to tune the application (either Master or Client Manager) to get better performance.

Memory

These parameters tune the amount of memory the application has to use to get work done. If an application does not have enough memory to work with, it could have very poor performance or in the worst case get out of memory errors and fail.

The following parameters apply to all Java applications:

- -Xmn = size of young generation (1/4 size of heap)
- -Xmx = max heap size
- -Xms = initial heap size (guarantees JVM has that much memory)
- -Xss = thread stack size (increase if getting stack overflow exceptions)
- JVMARGS=-Xmn1024m -Xms28672m -Xmx28672m

CPU

The system CPU is not readily tunable from our application or the JVM itself, however, know that the CPU is an important resource that directly impacts performance. If a system does not have enough CPUs or CPU power, applications can run very slowly across the board. Upgrade your system to more CPUs or faster CPUs if the system monitor consistently shows the CPU meter very high.

JMS

Both the Master and Client Manager rely on the Java Message Service (JMS) for internal and cross communication with each other. You can think of JMS as the communication link between the Master and Client Manager. That is why JMS can greatly impact performance, especially if there is a lot of data moving back and forth between the Master and Client Manager., such as the primary and secondary cache synchronization.

JMS sessions process all messages such as during the use of one worker thread per session. The following threads are affected:

- `MinSessionPoolSize` – minimum number of ActiveMQ sessions kept pooled. Having sessions available to handle requests reduces the cost of allocating sessions on demand.
- `MaxSessionPoolSize` – maximum number of ActiveMQ sessions kept pooled.



Note If more sessions are needed to process messages, the system will still allocate them. This setting only limits the number of sessions allowed to be pooled.

- `MaxConcurrentMessage` – maximum number of ActiveMQ messages allowed to be processed concurrently. This setting is important for increasing throughput and utilizing all the cores on a system when there are many messages waiting in the ActiveMQ queues.

The following Message Brokers handle all JMS traffic:

- `MessageBroker.MemoryLimit` – how much memory (in MB) to allocate to ActiveMQ for storing in-flight messages. If queues become full, ActiveMQ will page messages to disk, which is more expensive than keeping them in memory.
- `MessageBroker.TempLimit` – how much memory (in MB) to allocate to ActiveMQ for storing temporary messages. If queues become full, ActiveMQ will page messages to disk, which is more expensive than keeping them in memory.
- `MessageBroker.StoreLimit` – how much disk space (in MB) to allocate to ActiveMQ for storing in-flight messages when memory is full.

The following *master.props* properties are what you would tune for DSP to Master message traffic for *all* DSP connections:

- `MinSessionPoolSize` (5)
- `MaxSessionPoolSize` (10)
- `MaxConcurrentMessages` (10)

The following *master.props* properties are what you would tune for DSP to Master message traffic *per* DSP connections:

- `ClientConnection.MinSessionPoolSize` (2)
- `ClientConnection.MaxSessionPoolSize` (5)
- `ClientConnection.MaxConcurrentMessages` (5)

The following *master.props* properties are what you would tune for Remote Master to Master message traffic per Remote Master:

- `RemoteMasterClient.MinSessionPoolSize` (2)
- `RemoteMasterClient.MaxSessionPoolSize` (5)
- `RemoteMasterClient.MaxConcurrentMessages` (5)

The following *master.props* properties are what you would tune for Master to Remote Master message traffic per Remote Master:

- RemoteMasterServer.MinSessionPoolSize (2)
- RemoteMasterServer.MaxSessionPoolSize (5)
- RemoteMasterServer.MaxConcurrentMessages (5)

The following *tes-6.0.dsp* properties are what you would tune for Master to DSP message traffic:

- ClientNode.MinSessionPoolSize (5)
- ClientNode.MaxSessionPoolSize (10)
- ClientNode.MaxConcurrentMessages (10)

The following *tes-6.2.dsp* properties are what you would tune for Fault Monitor to DSP message traffic:

- FTNode.MinSessionPoolSize (2)
 - FTNode.MaxSessionPoolSize (5)
 - FTNode.MaxConcurrentMessages (5)
- The following *tes-6.2.dsp* properties are what you would tune for Cache Read connections shared among all threads:
- DataCache.ReadConnectionsMin (2) – minimum number of JDBC connections kept pooled to read from the data cache. Having connections always available to handle read requests reduces the cost of allocating connections on demand.
 - DataCache.ReadConnectionsMax (4) – maximum number of JDBC connections allowed to be allocated concurrently to read from the data cache. If this number is exceeded, read requests will be queued and blocked. Recommend increasing to handle more concurrent users.

The following *tes-6.2.dsp* properties are what you would tune for Cache Write connections shared among all threads:

- DataCache.WriteConnectionsMin (4) – minimum number of JDBC connections kept pooled to write to the data cache. Having connections always available to handle write requests reduces the cost of allocating connections on demand.
- DataCache.WriteConnectionsMax (8) – maximum number of JDBC connections allowed to be allocated concurrently to write to the data cache. If this number is exceeded, write request will be queued and blocked. Recommend increasing to handle more data update activity between the Master and DSP.

The following *tes-6.2.dsp* properties are what you would tune for Cache Tuning tradeoff between performance and memory/disk usage:

- DataCache.PageCacheSize (50000) – number of pages (of size DataCache.PageSize) in memory allocated to the data cache. The in-memory data cache allows for the fastest possible read/write access. Thus, for very large data caches, it is recommended that the data cache be given as much memory as possible.
- DataCache.PageSize (4096) – size (in bytes) of each page in the data cache. The data cache stores records in page-size chunks. Larger pages may improve read/write access when the data cache needs to fetch records from disk, with the added cost of a larger data cache in-memory and on disk. Another factor to keep in mind is the OS disk block size. Usually, it is recommended to keep the data cache page size the same as the OS disk block size.
- DataCache.CacheSizeDefault (1000) – number of objects each table in the data cache is allowed to keep in memory. More objects equals faster read/write access from and to the data cache.

The following *tes-6.2.dsp* properties are what you would tune for Cache Syncing, which affects the data sync between the master database and Client Manager (DSP) cache.

- `CacheSynchronizer.Purge (N) – Y` to purge leftover deleted records during sync. Leftover records may exist in the cache if the Master deletes the records from its database when the Client Manager is not connected.
- `CacheSynchronizer.NumThreads (4)` – number of concurrent threads spawned to sync the cache. More threads increase throughput, but use more CPU and memory. Recommend to set at or below number of physical cores on machine.
- `CacheSynchronizer.StreamCommitSize (1000)` – number of records committed to the cache in a batch. Larger batches improve throughput, but use more memory.

The following `master.props` properties are what you would tune for the connections used to read/write to the master database:

- Shared between normal master operation PLUS cache sync (both can be high I/O).
- Each CM can configure X number of sync threads = Master needs X number of DB connections.
- `DatabaseConnections (20)`

Master Messaging

Master messaging impacts only the Master, but it has a big impact on the performance of the Master and thus indirectly the Client Manager as well. The Master is designed to be a heavily multi-threaded application. By tuning the messaging parameters, the Master is better able to utilize the threading capabilities of the system.

All work in the Master is performed by the following message threads:

- **Message Queues**
Before a message is sent to an object, it is first posted to one of the application's message queues. Each queue or set of queues is allocated for a specific type of message. For example, the default queues are for general messages, the compiler queue is for compile messages, and the communication queues are for communication messages. Each queue has a priority that determines how often its messages get processed. Higher priority queues have their messages processed more frequently than lower priority ones.
- **Message Threads**
Message threads are the workhorse of the application. They are responsible for pulling messages out of queues and then executing them. Depending on the application configuration, there may be anywhere from a dozen to a hundred threads running inside the application. Generally speaking, more threads equal better performance, since each CPU can execute a thread at the same time as another CPU. So, technically, a dual core system can process twice as many messages as a single core system. However, in reality, because each thread eats up a bit of memory and CPU, performance is expected to degrade when there are too many threads for the system to handle.
- **Message Thread Pools**
A message thread pool groups together a set of messages threads with a set of message queues. The intent is to force threads from a pool to only process messages for queues from the same pool. This guarantees if threads in one pool are busy, messages in another pool will still get processed by free threads in that pool.

To configure the Master messaging:

- `MessageThreads` = general workhorse threads
- `SpecialMessageThreads` = adapter-related threads
- `EventMessageThreads` = event-related threads

- CommThreads = communication threads

**Note**

As a best practice, retain no more than 20 M message log records for better performance.

Transporter Performance

Transporter Job Read Options

Configurations have been made available to provide improved performance for unfiltered job reads. Multiple options are available for flexibility. Configuring these options may require tuning based on the customer environment. For tuning purpose, it would best to run TP in debug mode with an open console so that you can view how the reads are performing.

To run TP in debug mode, include **XPORTER_DEBUG=YES** in the Transporter.props file and run the **transporter.cmd** script located in bin.

The REST call job.getList has been replaced with the following options:

Parameters Configured via Transporter.props

Only one of the following parameters should be set to true at a time:

- READJOBS_PAGINATED
- READJOBS_ALL
- READJOBS_BATCHES

The READ_BATCHES parameter applies to READJOBS_PAGINATED or READJOBS_BATCHES.

If none of these parameters is set, the default configuration for read is (READ_BATCHES=500, READJOBS_BATCHES=true)

The READ_BATCHES parameter is used when reading paginated or batched reads.

The READJOBS_PAGINATED parameter determines whether to read jobs in pages.

The READJOBS_BATCHES parameter determines whether to read jobs in batches.

The READJOBS_ALL parameter determines whether to read all, given the min and max job ID.

READJOBS_PAGINATED

READJOBS_PAGINATED configures the client manager to return job data in pages, with the batches based on the READ_BATCHES value.

For example, READ_BATCHES=1000 and READJOBS_PAGINATED=true, tells the Client Manager to return job data in batches of 1000. This approach reduces the overhead on the Client Manager as data is sent in smaller batches. Increasing the READ_BATCHES value will reduce the number of requests sent to the Client Manager since the jobs are returned in larger batches.



Note

This approach may have less benefit given many jobs (i.e. 50K or more). The batching is done at the Client Manager level.

READJOBS_BATCHES

READJOBS_BATCHES reads jobs based on a given range of job IDs, where the range is specified via READ_BATCHES.

For example, if you have 50,000 job records whose job IDs start at 1 and ends at 50000, and you have set READ_BATCHES=1000 and READJOBS_BATCHES=true, requests will be sent to the Client Manager to query job records in ranges, until no more records are returned, as follows.

```
jobid >=1          and jobid <=1001
```

```
jobid >=1002 and jobid <= 2002  
jobid >=2003 and jobid <= 3003  
...
```

If all the job IDs are sequential and start at 1, then each batch request will result in roughly 1000 records. However, if there are large gaps in the job IDs, due to mass job deletes for example, the request may return fewer results depending on where the job record ID falls in that range. While executing the read and running Transporter in the debug mode, if you find that very few or 0 records are returned given a `READ_BATCHES` configuration, then increasing this value will be necessary to reduce the number of requests that return 0 or few results.

**Note**

This approach appears to be more beneficial when there are many job records (50K or more).

READJOBS_ALL

`READJOBS_ALL` reads all jobs based on the first and last job ID. The result is that all jobs will be read in a single request. This approach is different from the `job.getList` call in that while both return all jobs, this request adds a query condition to the request, which seems to produce better performance. However, because all records are returned in a single request, the Client Manager will need to process all the records to send to Transporter.

**Note**

If there are many job records, the overhead on the Client Manager may be too high.

General Best Practices

Consider the following best practices while using the Transporter:

- Use server-side filter to read specific jobs.
- Run only one instance of transporter at a time in a machine.
- Have less number of top level groups.
- Transport during off peak hours or when client manager usage is significantly less.

Size-Based Guidelines for Tuning Your Environments

Small, medium, and large configurations require parameters to be tuned differently. Set the parameters as indicated in this section.

Small Configuration

tes-6.0.0.0.dsp

```
CacheSynchronizer.NumThreads=2  
DataCache.ReadConnectionsMin=5  
DataCache.ReadConnectionsMax=10  
DataCache.WriteConnectionsMin=5  
DataCache.WriteConnectionsMax=10
```

```
DataCache.PageCacheSize=16384
DataCache.ConnectionPoolMinSize=5
DataCache.ConnectionPoolMaxSize=10
DataCache.StatementCacheSize=750
ClientNode.MinSessionPoolSize=5
ClientNode.MaxSessionPoolSize=10
ClientNode.MaxConcurrentMessages=10
```

clientmgr.props

```
JVMARGS=-Xms2048m -Xmx8192m -XX:PermSize=1024m -XX:MaxPermSize=1024m
ClientSession.MinSessionPoolSize=5
ClientSession.MaxSessionPoolSize=10
ClientSession.MaxConcurrentMessages=10
DataSource.MinSessionPoolSize=5
DataSource.MaxSessionPoolSize=10
DataSource.MaxConcurrentMessages=10
```

master.props

```
MessageBroker.MemoryLimit=2048
MessageBroker.StoreLimit=32768
MinSessionPoolSize=250
MaxSessionPoolSize=2500
MaxConcurrentMessages=1
ClientConnection.MinSessionPoolSize=10
ClientConnection.MaxSessionPoolSize=50
ClientConnection.MaxConcurrentMessages=1
```

transporter.cmd

```
JVM Args: -Xms1024m -Xmx4096m
```

transporter.props

```
READJOBS_PAGINATED=true
READJOBS_BATCHES=false
READJOBS_ALL=false
READ_BATCHES=10000
XPORTER_DEBUG=YES
```


Medium Configuration

tes-6.0.0.0.dsp

CacheSynchronizer.NumThreads=4
DataCache.ReadConnectionsMin=10
DataCache.ReadConnectionsMax=20
DataCache.WriteConnectionsMin=10
DataCache.WriteConnectionsMax=20
DataCache.PageCacheSize=131072
DataCache.ConnectionPoolMinSize=10
DataCache.ConnectionPoolMaxSize=20
DataCache.StatementCacheSize=1500
ClientNode.MinSessionPoolSize=10
ClientNode.MaxSessionPoolSize=20
ClientNode.MaxConcurrentMessages=10

clientmgr.props

JVMARGS=-Xms4096m -Xmx20480m -XX:PermSize=2048m -XX:MaxPermSize=2048m
ClientSession.MinSessionPoolSize=10
ClientSession.MaxSessionPoolSize=20
ClientSession.MaxConcurrentMessages=10
DataSource.MinSessionPoolSize=10
DataSource.MaxSessionPoolSize=20
DataSource.MaxConcurrentMessages=10

master.props

MessageBroker.MemoryLimit=512
MessageBroker.StoreLimit=65536
MinSessionPoolSize=500
MaxSessionPoolSize=5000
MaxConcurrentMessages=1
ClientConnection.MinSessionPoolSize=10
ClientConnection.MaxSessionPoolSize=100
ClientConnection.MaxConcurrentMessages=1

transporter.cmd

JVM Args: -Xms3072m -Xmx10240m

transporter.props

READJOBS_PAGINATED=true

```

READJOBS_BATCHES=false
READJOBS_ALL=false
READ_BATCHES=10000
XPORTER_DEBUG=YES

```

Large Configuration

tes-6.0.0.0.dsp

```

CacheSynchronizer.NumThreads=8
DataCache.ReadConnectionsMin=50
DataCache.ReadConnectionsMax=100
DataCache.WriteConnectionsMin=50
DataCache.WriteConnectionsMax=100
DataCache.PageCacheSize=1048576
DataCache.ConnectionPoolMinSize=20
DataCache.ConnectionPoolMaxSize=40
DataCache.StatementCacheSize=7500
ClientNode.MinSessionPoolSize=50
ClientNode.MaxSessionPoolSize=100
ClientNode.MaxConcurrentMessages=10

```

clientmgr.props

```

JVMARGS=-Xms6144m -Xmx24576m -XX:PermSize=3072m -XX:MaxPermSize=3072m
ClientSession.MinSessionPoolSize=50
ClientSession.MaxSessionPoolSize=100
ClientSession.MaxConcurrentMessages=10
DataSource.MinSessionPoolSize=50
DataSource.MaxSessionPoolSize=100
DataSource.MaxConcurrentMessages=10

```

master.props

```

MessageBroker.MemoryLimit=1024
MessageBroker.StoreLimit=65536
MinSessionPoolSize=1000
MaxSessionPoolSize=10000
MaxConcurrentMessages=1
ClientConnection.MinSessionPoolSize=10
ClientConnection.MaxSessionPoolSize=100
ClientConnection.MaxConcurrentMessages=1

```

transporter.cmd**JVM Args:** -Xms4096m -Xmx16384m**transporter.props**

READJOBS_PAGINATED=true

READJOBS_BATCHES=false

READJOBS_ALL=false

READ_BATCHES=10000

XPORTER_DEBUG=YES

