## Transaction Performance VS. <br> Moore's Law

Meikel Poess, Oracle Corporation
Raghunath Nambiar, Cisco Systems, Inc.

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## Agenda

- Motivation
- TPC-C Benchmark
- Moore's Law vs. Transaction Performance
- Moore's Law vs. Cost for Transaction Performance
- Conclusion


## TPC-C Benchmark

- Approved in 1992 as successor ofTPC-B
- Yardstick for comparing transaction processing performance
- Complete system performance
- Over 750 results
- All major server vendors
- All major and database platforms
- Variety of architectures


## TPC-C Benchmark Configuration

- Complex configurations
- 3-tier architecture
- Powerful database server as back-end

$3 \times$ IBM Power 780 Server



## Moore's Law




## TPC-C Metric [tpmC]

- TPC-C primary performance metric:Transactions per minute [tpmC]
- TPC-C price performance metric is: System Cost +3 year maintenance divided by transactions per minute [ $\$ / \mathrm{tpmC}$ ]
- System size range widely
- Single, one processor server with few disks to large clusters with thousands of disks
- Consequently performance varies from hundreds to millions of tpmC
- Normalized performance metric $\mathrm{NtpmC}=\mathrm{tpmC}$ divided by the number of processors (sockets)
Average NtpmC per Year

Average NtpmC per Year

| $\stackrel{\square}{8}$ | 8 | 8 |
| :---: | :---: | :---: |

## Transaction performance vs. Moore's Law, Milestones, 1993 to 2010



## NTpmC for Years 1993 to 2010



## TPC-C Price-Performance Trend



## Conclusion

- TPC-C performance improvements over 18 years are remarkably similar to Moore's Law
- TPC-C price-performance also follows Moore's Law
- Topics of debate
$\rightarrow$ Can TPC-C performance be attributed solely to processor improvements?
$\rightarrow$ Do we need TPC-C benchmarks if performance can be predicted so easily?


## Conclusion Cont’

- No, because TPC-C systems:
- Complete systems that involve many components (Server, Storage, Network, Software)
- The increase in processor speed causes challenges:

1. Performance of other component needs to be increased
2. Components whose performance lagged behind need to be replicated
3. Software has to deal with more concurrency

## Conclusion Cont’

1. Performance of other components need to be increased, e.g.

- System BUS
- Memory (Capacity and performance)
- IO Subsystem (Controllers, Arrays, Disk Drives, Drivers and Firmware)

2. Components whose performance lagged behind need to be replicated, e.g.

- Disk drives: disk per processor increased from 12 to over 100

3. Software (OS,DBMS) has to deal with more concurrency, e.g.

- Multiple Cores
- Large user counts
- Semaphore contention
- Locking

