TPC EXPRESS BENCHMARK ™ HCI (TPCx‑HCI)

Specification

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Transaction Processing Performance Council (TPC)

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Document Revision History

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| --- | --- | --- |
| Date | Version | Description |
| September 2017 | 1.0.0 | Initial TPCx‑HCI standard |
| December 2017 | 1.1.0 | Nominal throughput is based on Active Customers; disclose Active Customers in the Executive Summary  Delete references to VGenValidate  Delete references to Customer Patitioning |
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| June 2018 | 1.1.2 | No changes to the specification. Kit changed in response to bug fixes for FogBugz cases 2456, 2457, 2480, and 2522 |
|  | | |

Typographic Conventions

The following typographic conventions are used in this specification:

|  |  |
| --- | --- |
| Convention | Description |
| Bold | Bold type is used to highlight terms that are defined in this document |
| Italics | Italics type is used to highlight a variable that indicates some quantity whose value can be assigned in one place and referenced in many other places. |
| UPPERCASE | Uppercase letters indicate database schema object names such as table and column names. In addition, most acronyms are in uppercase. |
|  | |

Diagram Color-Coding Conventions

|  |  |
| --- | --- |
| Concept | |
| Customer | Light Green with down diagonal hashing |
| Broker | Pale Blue with up diagonal hashing |
| Market | Rose with horizontal hashing |
| Implementation | |
| TPC Provided Code | *Turquoise Italics* |
| Sponsor Provided Code | Lavender Underline |
| Commercially Available Product | Light Yellow |
|  | |

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1. Preamble

Introduction

TPC Express Benchmark HCI (TPCx‑HCI) is an On-Line Transaction Processing (OLTP) workload utilizing the latest technology for providing multiple concurrent operating and application environments running on a platform.  The workload is a mixture of read-only and update intensive transactions distributed across multiple computing environments simulating the activities found in a conglomeration of complex OLTP application environments.  The database schema, data population, transactions, and implementation rules have been designed to be broadly representative of modern OLTP systems running in complex virtualized environments.  The benchmark exercises a breadth of system components associated with such environments, which are characterized by:

* The simultaneous execution of multiple transaction types that span a breadth of complexity;
* Moderate system and application execution time;
* Multiple concurrently executing and isolated operating environments;
* Heterogeneous resource requirements across operating environments;
* Dynamic workload requirements across operating environments;
* Flexible resource allocation;
* A balanced mixture of disk input/output and processor usage;
* Transaction integrity ([ACID](#acid) properties);
* A mixture of uniform and non-uniform data access through primary and secondary keys;
* A mixture of heterogeneous and homogenous database and application environments;
* Multiple databases with many tables with a wide variety of sizes, attributes, and relationships with realistic content;
* Contention on data access and update;
* Stringent Quality of Service requirements.

The TPCx‑HCI operations are modeled as follows:

* The operating environments and their databases are continuously available 24 hours a day, 7 days a week, for data processing from multiple Sessions with full access to the data in all tables, except possibly during infrequent maintenance Sessions.
* Consolidation of multiple database and application environments utilizing virtual operating environments to fully utilize system capabilities while limiting operating costs.
* Hyper-Converged Infrastructure systems that integrate compute, storage, networking, and virtualization resources
* Due to the worldwide nature of the application modeled by the TPCx‑HCI benchmark, any of the transactions may be executed against its database at any time.

The TPCx-V Benchmark

Although the same Benchmark Kit may be used for both TPCx‑HCI and TPCx-V benchmarks, the results of the TPCx‑HCI and TPCx-V benchmarks may not be compared against each other.

Goal of the TPCx‑HCI benchmark

The TPCx‑HCI benchmark simulates the OLTP workload of a brokerage firm. The focus of the benchmark is the central database that executes transactions related to the firm’s customer accounts. In keeping with the goal of measuring the performance characteristics of the database system, the benchmark does not attempt to measure the complex flow of data between multiple application systems that would exist in a real environment.

The mixture and variety of transactions being executed on the benchmark system is designed to capture the characteristic components of a complex system. Different transaction types are defined to simulate the interactions of the firm with its customers as well as its business partners. Different transaction types have varying run-time requirements.

The benchmark defines:

* Two types of transactions to simulate Consumer-to-Business as well as Business-to-Business activities
* Several transactions for each transaction type
* Different execution profiles for each transaction type
* A specific run-time mix for all defined transactions

For example, the database will simultaneously execute transactions generated by systems that interact with customers along with transactions that are generated by systems that interact with financial markets as well as administrative systems.

The benchmark system will interact with a set of [Driver](#driver) systems that simulate the various sources of transactions without requiring the benchmark to implement the complex environment.

The [Performance Metric](#performance_metric) [reported](#reported) by TPCx‑HCI is a "business throughput” measure of the number of completed Trade-Result transactions processed per second (see Clause 5.7.1). Multiple [Transactions](#transaction) are used to simulate the business activity of processing a trade, and each [Transaction](#transaction) is subject to a [Response Time](#response_time) constraint. The [Performance Metric](#performance_metric) for the TPCx‑HCI benchmark is expressed in transactions-per-second-HCI ([tpsHCI](#performance_metric)). To be compliant with the TPCx‑HCI standard, all references to [tpsHCI](#performance_metric) [Results](#results) must include the [tpsHCI](#performance_metric) rate, the associated [price-per-tpsHCI](#price_performance_metric) and the [Availability Date](#availability_date) of the [Priced Configuration](#priced_configuration) (See Clause 5.7.3 for more details).

Although this specification defines the implementation in terms of a relational data model, the database may be implemented using any commercially available [Database Management System (DBMS)](#database_mgmt_system), [Database Server](#db_server), file system, or other data repository that provides a functionally equivalent implementation. The terms "table", "row", and "column" are used in this document only as examples of logical data structures.

TPCx‑HCI uses terminology and metrics that are similar to other benchmarks, originated by the TPC and others. Such similarity in terminology does not imply that TPCx‑HCI [Results](#results) are comparable to other benchmarks. The only benchmark Results comparable to TPCx‑HCI are other TPCx‑HCI [Results](#results) that conform to a comparable version of the TPCx‑HCI specification.

Restrictions and Limitations

Despite the fact that this benchmark offers a rich environment that represents many OLTP applications, this benchmark does not reflect the entire range of OLTP requirements. In addition, the extent to which a customer can achieve the [Results](#results) [reported](#reported) by a vendor is highly dependent on how closely TPCx‑HCI approximates the customer application. The relative performance of systems derived from this benchmark does not necessarily hold for other workloads or environments. Extrapolations to any other environment are not recommended.

Benchmark [Results](#results) are highly dependent upon workload, specific application requirements, and systems design and implementation. Relative system performance will vary because of these and other factors. Therefore, TPCx‑HCI should not be used as a substitute for specific customer application benchmarking when critical capacity planning and/or product evaluation decisions are contemplated.

Benchmark [Sponsors](#sponsor) are permitted various possible implementation designs, insofar as they adhere to the model described and pictorially illustrated in this specification. A [Full Disclosure Report (FDR)](#full_disclosure_report) of the implementation details, as specified in Clause 8 , must be made available along with the [reported](#reported) [Results](#results).

Comment: While separated from the main text for readability, comments are a part of the standard and must be enforced.

General Implementation Guidelines

The purpose of TPC benchmarks is to provide relevant, objective performance data to industry users. To achieve that purpose, TPC benchmark specifications require that benchmark tests be implemented with systems, products, technologies and pricing that:

* Are generally available to users.
* Are relevant to the market segment that the individual TPC benchmark models or represents (e.g., TPCx‑HCI models and represents high-volume, complex OLTP database environments).
* A significant number of users in the market segment the benchmark models or represents would plausibly implement.

The use of new systems, products, technologies (hardware or software) and pricing is encouraged so long as they meet the requirements above. Specifically prohibited are benchmark systems, products, technologies, pricing (hereafter referred to as "implementations") whose primary purpose is performance optimization of TPC benchmark [Results](#results) without any corresponding applicability to real-world applications and environments. In other words all "benchmark specials” implementations that improve benchmark [Results](#results) but not real-world performance or pricing, are prohibited.

The following characteristics should be used as a guide to judge whether a particular implementation is a benchmark special. It is not required that each point below be met, but that the cumulative weight of the evidence be considered to identify an unacceptable implementation. Absolute certainty or certainty beyond a reasonable doubt is not required to make a judgment on this complex issue. The question that must be answered is this: based on the available evidence, does the clear preponderance (the greater share or weight) of evidence indicate that this implementation is a benchmark special?

The following characteristics should be used to judge whether a particular implementation is a benchmark special:

* Is the implementation generally available, documented, and supported?
* Does the implementation have significant restrictions on its use or applicability that limits its use beyond TPC benchmarks?
* Is the implementation or part of the implementation poorly integrated into the larger product?

Does the implementation take special advantage of the limited nature of TPC benchmarks (e.g., transaction [Profile](#profile), [Transaction Mix](#transaction_mix), transaction concurrency and/or contention, transaction isolation) in a manner that would not be generally applicable to the environment the benchmark represents?

* Is the use of the implementation discouraged by the vendor? (This includes failing to promote the implementation in a manner similar to other products and technologies.)
* Does the implementation require uncommon sophistication on the part of the end-user, programmer, or system administrator?
* Is the pricing unusual or non-customary for the vendor, or unusual or non-customary to normal business practices? See the effective version of the TPC Pricing Specification for additional information.
* Is the implementation being used (including beta) or purchased by end-users in the market area the benchmark represents? How many? Multiple sites? If the implementation is not currently being used by end-users, is there any evidence to indicate that it will be used by a significant number of users?

General Measurement Guidelines

TPC benchmark [Results](#results) are expected to be accurate representations of system performance. Therefore, there are certain guidelines, which are expected to be followed when measuring those [Results](#results). The approach or methodology is explicitly outlined in or described in the specification.

* The approach is an accepted engineering practice or standard.
* The approach does not enhance the [Results](#results).
* Equipment used in measuring [Results](#results) is calibrated according to established quality standards.
* Fidelity and candor is maintained in reporting any anomalies in the [Results](#results), even if not specified in the benchmark requirements.

The use of new methodologies and approaches is encouraged so long as they meet the requirements above.

TPCx‑HCI Kit and Licensing

The TPCx‑HCI kit is available from the TPC. User must sign-up and agree to the TPCx‑HCI User Licensing Agreement (ULA) to download the kit. Re-distribution of the kit is prohibited. All related work (such as collaterals, papers, derivatives) must acknowledge the TPC and include the TPCx‑HCI copyright. The TPCx‑HCI Benchmark includes: TPCx‑HCI Specification document (this document), TPCx‑HCI Users Guide documentation, and the TPCx‑HCI Benchmark Kit, which consists of Java and C++ code to execute the benchmark load, and various scripts to set up the benchmark environment. The Test Sponsor is required to run the TPC-provided kit as per Section 12 of TPC policies, which describes the requirements for Express Benchmarks. See Clause 1.5 for details.

1. Benchmark Overview

Definitions

GENERAL \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

tpsHCI

tpsHCI (Transactions Per Second; HCI) is the primary performance metric for TPCx‑HCI.

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ACID

ACID stands for the transactional properties of Atomicity, Consistency, Isolation and Durability.

Active Customers

Active Customers means the number of customers (with corresponding rows in the associatedTPCx‑HCItables) that are accessed during the Test Run. Active Customers may be a subset of [Configured Customers](#configured_customers) that were loaded at database generation**.**

Add

The word “Add” indicates that a number of rows are added to the TPCx‑HCI table specified by the [Database Footprint](#database_footprint_part2). TPCx‑HCI Table row(s) can only be added in a [Frame](#frame) where the word “Add” is specified.

Application

The term Application or Application Program refers to code that is not part of the commercially available components of the [SUT](#SUT), but used specifically to implement the [Transactions](#transaction) (see Clause 3.3) of this benchmark. For example, stored procedures, triggers, and referential integrity constraints are considered part of the Application Program when used to implement any portion of the [Transactions](#transaction), but are not considered part of the Application Program when solely used to enforce integrity rules (see Clause 10.4) or transparency requirements (see Clause 10.5) independently of any [Transaction](#transaction).

Application Recovery

Application Recovery is the process of recovering the business application after a [Single Point of Failure](file:///C:\Users\Reza\Documents\Dropbox\Reza's%20Documents\TPC\TPC-E\TPCE-v1.10.0.doc#single_point_of_failure) and reaching a point where the business meets certain operational criteria.

Application Recovery Time

Application Recovery Time is the elapsed time between the start of [Application Recovery](file:///C:\Users\Reza\Documents\Dropbox\Reza's%20Documents\TPC\TPC-E\TPCE-v1.10.0.doc#application_recovery) and the end of [Application Recovery](file:///C:\Users\Reza\Documents\Dropbox\Reza's%20Documents\TPC\TPC-E\TPCE-v1.10.0.doc#application_recovery) (see Clause 6.5.5.5).

Arbitrary Transaction

An Arbitrary Transaction is a [Database Transaction](#database_transaction) that executes arbitrary operations against the database at a minimum isolation level of L0 (see Clause 6.4.1.3).

Attestation Letter

If an independent, TPC-Certified Auditor has audited the Result, the TPC-Certified, independent [Auditor](#auditor)’s opinion regarding the compliance of a [Result](#results) must be consigned in an Attestation Letter delivered directly to the [Sponsor](#sponsor).

Audit Tools

A set of Java applications included in the Benchmark Kit that are run by the Test Sponsor to produce reports that facilitate the independent audit process.

Auditor

The term Auditor is used as a generic term in this specification, referring to either an independent, [TPC-Certified Auditor](#certified_auditor). or a Pre-Publication Board, either of whom can review and certify a Result for publication.

Availability Date

The date when all products necessary to achieve the stated performance will be available (stated as a single date on the [Executive Summary Statement](#executive_summary_statement)). This is known as the Availability Date.

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BALANCE\_T

BALANCE\_T is defined as [SENUM(12,2)](#senum) and is used for holding aggregate account and transaction related values such as account balances, total commissions, etc.

Benchmark Kit

The TPCx‑HCI Benchmark Kit is an Express benchmarking kit that conforms to the TPC policies, which describe the requirements for Express Benchmarks. The Benchmark Kit is a complete application that builds the schema, populates the database, runs the transactions, records complete run time data, post-processes the logged records to generate performance results, and validates the results against this specification. Test Sponsors are required to use the TPCx‑HCI Benchmark Kit for reporting TPCx‑HCI results.

Although the same Benchmark Kit may be used for both TPCx‑HCI and TPCx-V benchmarks, the results of the TPCx‑HCI and TPCx-V benchmarks may not be compared against each other.

BLOB(n)

BLOB(n) is a data type capable of holding a variable length binary object of n bytes.

BLOB\_REF

BLOB\_REF is a data type capable of referencing a [BLOB(n)](#lob) object that is stored outside the table on the [SUT](#SUT).

BOOLEAN

BOOLEAN is a data type capable of holding at least two distinct values that represent FALSE and TRUE.

Brokerage Initiated

Brokerage Initiated [Transactions](#transaction) simulate broker interactions with the system and are initiated by the [Customer Emulator](#customer_emulator) component of the benchmark [Driver](#driver).

Broker Tables

Broker Tables include 9 tables that contain information about the brokerage firm and broker related data.

Business Day

Business Day is a period of eight hours of transaction processing activity.

Business Recovery

Business Recovery is the process of recovering from a [Single Point of Failure](file:///C:\Users\Reza\Documents\Dropbox\Reza's%20Documents\TPC\TPC-E\TPCE-v1.10.0.doc#single_point_of_failure) and reaching a point where the business meets certain operational criteria.

Business Recovery Time

Business Recovery Time is the elapsed period of time between start of [Business Recovery](file:///C:\Users\Reza\Documents\Dropbox\Reza's%20Documents\TPC\TPC-E\TPCE-v1.10.0.doc#business_recovery) and end of [Business Recovery](file:///C:\Users\Reza\Documents\Dropbox\Reza's%20Documents\TPC\TPC-E\TPCE-v1.10.0.doc#business_recovery) (see Clause 6.5.5.9).

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Catastrophic

Catastrophic is a type of failure where processing is interrupted without any foreknowledge given to the [SUT](file:///C:\Users\Reza\Documents\Dropbox\Reza's%20Documents\TPC\TPC-E\TPCE-v1.10.0.doc#SUT). Subsequent to this interruption, only in the failed database instance are all contexts for all active applications lost and all memory cleared.

CE

See [Customer Emulator](#customer_emulator).

CHAR(n)

CHAR(n) means a character string that can hold up to n single-byte characters. Strings may be padded with spaces to the maximum length. CHAR(n) must be implemented using a [Native Data Type](#native_data_type).

Cluster

A TPCx‑HCI Cluster consists of at least 2 Nodes, each running a single instance of the VMMS. The HCI software provides one or more storage abstractions that are distributed across the Nodes and uniformly accessible from all the Nodes in the Cluster,  **such that any running database can be migrated “live” to any host without a “Data Copy”. In other word, it is expected that all the nodes in a** TPCx‑HCI Cluster **present what is commonly known as “Shared Storage”.**

All physical storage must be locally attached to the individual Nodes, and no external SAN (Storage Area Network) or NAS (Network Attached Storage) nor any other physical means of providing external shared storage among the Nodes of the Cluster may be used in the SUT. Regardless of the number of Nodes (n) in a TPCx‑HCI Cluster, every storage abstraction must provide redundancy to meet the TPCx‑HCI Data Accessibility test. A TPCx‑HCI Cluster of n Nodes must be capable of demonstrating uninterrupted Data Accessibility of all storage abstractions and Durability of all committed transactions on (n-1) Nodes in the event of unmanaged loss of power to any single Node.

Commit / Committed

Commit is a control operation that:

* Is initiated by a unit of work (a [Transaction](#transaction))
* Is implemented by the [DBMS](#dbms)
* Signifies that the unit of work has completed successfully and all tentatively modified data are to persist (until modified by some other operation or unit of work)

Upon successful completion of this control operation both the [Transaction](#transaction) and the data are said to be [Committed](#committed_transaction).

Configured Customers

Configured Customers means the number of customers (with corresponding rows in the associated TPCx‑HCI tables) configured at database generation.

Customer Emulator

One key piece of a compliant TPCx‑HCI [Driver](#driver) is the Customer Emulator ([CE](#CE)). The [CE](#CE) is responsible for emulating customers, requesting a service of the brokerage house, providing the necessary input for the requested service, etc. Therefore, the [CE](#CE) is responsible for the following.

* Deciding which [Customer Initiated](#customer_initiated) or [Brokerage Initiated](#broker_initiated) [Transaction](#transaction) to perform next (Broker-Volume, Customer-Position, Market-Watch, Security-Detail, Trade-Lookup, Trade-Order, Trade-Update and Trade-Status).
* Generating compliant data to be used as inputs for the selected [Transaction](#transaction).
* Sending the Transaction request and associated input data to the [SUT](#SUT).
* Receiving the Transaction response and associated output data from the [SUT](#SUT).
* Measuring the [Transaction's](#transaction) [Response Time](#response_time).

Comment: The [CE](#CE) may optionally perform additional operations as well, such as statistical accounting, data logging, etc.

Customer Initiated

Customer Initiated [Transactions](#transaction) simulate customer interactions with the system and are initiated by the [Customer Emulator](#customer_emulator) component of the benchmark [Driver](#driver).

Customer Tables

Customer Tables include 9 tables that contain information about the customers of the brokerage firm.

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Data Accessibility

Date Accessibility is the ability to maintain database operations with full data access after the permanent irrecoverable failure of any single [Durable Medium](#durable_medium) containing database tables, recovery log data, or [Database Metadata](#database_metadata), or the loss of a Node in an HCI Cluster.

Data-Maintenance Generator

Another key piece of a compliant TPCx‑HCI [Driver](#driver) is the single instance of the Data-Maintenance Generator ([DM](#dm)). The [DM](#dm) is responsible for:

* Generating compliant data to be used as inputs for the Data-Maintenance [Transaction](#transaction)
* Sending the [Transaction](#transaction)’s request and associated input data to the [SUT](#SUT)
* Receiving the [Transaction](#transaction)’s response and associated output data from the [SUT](#SUT) and measuring the [Transaction](#transaction)’s [Response Time](#response_time).

Database Footprint

The Database Footprint of a [Transaction](#transaction) is the set of required database interactions to be executed by that [Transaction](#transaction).

Database Interface

Database Interface is a commercially available product used by the [Frame Implementation](#frame_implementation) to communicate with the [Database Server](#db_server). It is possible that the [Database Interface](#db_interface) may communicate with the [Database Server](#db_server) over a [Network](#network), but this is not a requirement.

Database Logic

Database Logic is TPC provided [Frame implementation](#frame_implementation) logic (e.g. stored SQL procedure).

Database Management System

A Database Management System ([DBMS](#dbms)) is a collection of programs that enable you to store, modify, and extract information from a database. There are many different types of DBMSs, ranging from small systems that run on personal computers to huge systems that run on mainframes. From a technical standpoint, DBMSs can differ widely. The terms relational, network, flat, and hierarchical all refer to the way a [DBMS](#dbms) organizes information internally. The internal organization can affect how quickly and flexibly you can extract information. Requests for information from a database are made in the form of a query, which is a stylized question. The set of rules for constructing queries is known as a query language. The information from a database can be presented in a variety of formats. Most DBMSs include a report writer program that enables you to output data in the form of a report.

Database Metadata

Database Metadata is information managed by the [DBMS](#dbms) and stored in the database to define, manage and use the database objects, e.g. tables, views, synonyms, value ranges, indexes, users, etc.

Database Recovery

Database Recovery is the process of recovering the database from a [Single Point of Failure](#single_point_of_failure) system failure.

Database Recovery Time

Database Recovery Time is the duration from the start of [Database Recovery](#database_recovery) to the point when database files complete recovery.

Database Server

A Database Server is a commercially available product(s). [TPC](#sponsor) provided logic may run in the context of the Database Server (e.g. a stored SQL procedure). An example of a Database Server is:

* commercially available [DBMS](#dbms) running on a
* commercially available [Operating System](#operating_system) running on a
* commercially available hardware system utilizing
* commercially available storage

Database Session

To work with a database instance, to make queries or to manage the database instance, you have to open a Database Session. This can happen as follows: The user logs on to the database with a user name and password, thus opening a Database Session. Later, the Database Session is terminated explicitly by the user or closed implicitly when the timeout value is exceeded. A database tool implicitly opens a Database Session and then closes it again.

Database Transaction

A Database Transaction is an [ACID](#acid) unit of work.

Data Growth

Data Growth is the space needed in the [DBMS](#dbms) data files to accommodate the increase in the [Growing Tables](#growing_tables) resulting from executing the [Transaction Mix](#transaction_mix) at the [Reported Throughput](#throughput_rating) during the period of required [Sustainable](#sustainable) performance.

Data Growth = Data-Space-per-Trade-Result \* [tpsHCI](#performance_metric) \* [Business Day](#business_cycle) duration in seconds

DATE

DATE represents the data type of date with a granularity of a day and must be able to support the range of January 1, 1800 to December 31, 2199, inclusive. DATE must be implemented using a [Native Data Type](#native_data_type).

Comment: A time component is not required but may be implemented.

DATETIME

DATETIME represents the data type for a date value that includes a time component. The date component must meet all requirements of the [DATE](#date) data type. The time component must be capable of representing the range of time values from 00:00:00 to 23:59:59. Fractional seconds may be implemented, but are not required. DATETIME must be implemented using a [Native Data Type](#native_data_type).

DBMS

See [Database Management System](#database_mgmt_system)

Digit

Digit means decimal digit.

Dimension Tables

Dimension Tables include 4 dimension tables that contain common information such as addresses and zip codes.

DM

See [Data-Maintenance Generator](#data_maintenance).

Driver

To measure the performance of the OLTP system, a simple [Driver](#driver) generates [Transactions](#transaction) and their inputs, submits them to the [System Under Test](#system_under_test), and measures the rate of completed [Transactions](#transaction) being returned. To simplify the benchmark and focus on the core transactional performance, all application functions related to user interface and display functions have been excluded from the benchmark. The System Under Test is focused on portraying the components found on the server side of a transaction monitor or application server.

Durability

See [Durable](#durable).

Durable / Durability

In general, state that persists across failures is said to be Durable and an implementation that ensures state persists across failures is said to provide Durability. In the context of the benchmark, Durability is more tightly defined as the [SUT](#SUT)’s ability to ensure all [Committed](#commit) data persist across any [Single Point of Failure](#single_point_of_failure).

Durable Medium

Durable Medium is a data storage medium that is inherently non-volatile such as a magnetic disk or tape. Durable Media is the plural of Durable Medium.

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Elasticity Phase

Elasticity Phase is any one of the ten 12-minute load variation periods defined in Clause 5.2.

ENUM

ENUM(m[,n]) or [SENUM(m[,n])](#senum) means an exact numeric value (unsigned or signed, respectively). ENUM and [SENUM](#senum) are identical to [NUM](#num_m) and [SNUM](#snum), respectively, except that they must be implemented using a [Native Data Type](#native_data_type) that provides exact representation of at least n [Digits](#digit) of precision after the decimal place.

Executive Summary Statement

The term Executive Summary Statement refers to the Adobe Acrobat PDF file in the ExecutiveSummaryStatement folder in the [FDR](#fdr). The contents of the Executive Summary Statement are defined in Clause 9.

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FDR

The FDR is a zip file of a directory structure containing the following:

* A [Report](#report) in Adobe Acrobat PDF format,
* An [Executive Summary Statement](#executive_summary_statement) in Adobe Acrobat PDF format,
* The [Supporting Files](#supporting_files) consisting of various source files, scripts, and listing files. Requirements for the FDR file directory structure are described below.

Comment: The purpose of the FDR is to document how a benchmark [Result](#results) was implemented and executed in sufficient detail so that the Result can be reproduced given the appropriate hardware and software products.

FIN\_AGG\_T

FIN\_AGG\_T is defined as SENUM(15,2) and is used for holding aggregated financial data such as revenue figures, valuations, and asset values.

Fixed Space

Fixed Space is any other space used to store static information and indices. It includes all database storage space allocated to the test database that does not qualify as either Free Space or Growing Space.

Fixed Tables

Fixed Tables are tables that always have the same number of rows regardless of the database size and transaction throughput. For example, TRADE\_TYPE has five rows.

Foreign Key

A Foreign Key (FK) is a column or combination of columns used to establish and enforce a link between the data in two tables. A link is created between two tables by adding the column or columns that hold one table's Primary Key values to the other table. This column becomes a Foreign Key in the second table.

Frame

A Frame is the TPC-provided Transaction logic, which is invoked as a unit of execution by the VGenTxnHarness. The database interactions of a Transaction are all initiated from within its Frames.

Frame Implementation

Frame Implementation is TPC provided functionality that accepts inputs from, and provides outputs to, VGenTxnHarness through a TPC Defined Interface. The Frame Implementation and all down-stream functional components are responsible for providing the appropriate functionality outlined in the Transaction Profiles (Clause 3.3).

Free Space

Free Space is any space allocated to the test database and available for future use. It includes all database storage space not already used to store a database entity (e.g., a row, an index, Database Metadata) or not already used as formatting overhead by the DBMS.

Full Disclosure Report (FDR)

See FDR.

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Group

Each Tile has four Groups, with Groups 1, 2, 3, and 4 contributing an average of 10%, 20%, 30%, and 40% of the total throughput of the Tile, respectively. Each Group consists of one Tier A Virtual Machine and two transaction-specific Tier B Virtual Machines.

Growing Space

Growing Space is any space used to store initially-loaded rows from the Growing Tables and their associated User-Defined Objects. It also includes all database storage space that is added to the test database as a result of inserting a new row in the Growing Tables, such as row data, index data and other overheads such as index overhead, page overhead, block overhead, and table overhead.

Growing Tables

Growing Tables each have an initial cardinality that has a defined relationship to the cardinality of the CUSTOMER table. However, the cardinality increases with new growth during the benchmark run at a rate that is proportional to transaction throughput rates.

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Hyper-Converged Infrastructure

For the purposes of this specification, Hyper-Converged Infrastructure (HCI) is a software-defined IT infrastructure that integrates virtualized compute, storage, storage networking, and data networking resources into a single architecture by means of a hypervisor and VMMS. The SUT must be a **Hyper-converged infrastructure** system that uses commercially available hardware and software. The platform must support:

* A distributed storage system presenting virtualized storage abstractions that can be used by all Virtual Machine in the Cluster and are that is uniformly visible from all the Nodes
* Virtual Machine migration between Nodes
* Scaling to at least 4 nodes regardless of how many Nodes are in the tested configuration

The Test Sponsor is required to provide publically available documentation to support the above. Every Node must run at least one Virtual Machine that runs the benchmark workload.

Comment: An HCI Cluster is different from a simple aggregation of Nodes into a Cluster in that the resources of an HCI Cluster, in particular storage, are shared and uniformly accessible from all the Nodes in the infrastructure.

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IDENT\_T

IDENT\_T is defined as NUM(11) and is used to hold non-trade identifiers.

Initial Database Size

Initial Database Size is any space allocated to the test database that is used to store the initial population, [Database Metadata](#database_metadata), [User-Defined Objects](#user_defined_object), and any space used as formatting overhead by the [DBMS](#dbms). Initial Database Size is measured after the database is initially loaded with the data generated by VGenLoader.

Initial Trade Days

The Initial Trade Days (ITD) is the number of Business Days used to populate the database. This population is made of trade data that would be generated by the SUT when running at the Nominal Throughput for the specified number of Business Days. The number of Initial Trade Days is 125.

ITD

See Initial Trade Days.

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Load Unit

The size of the CUSTOMER table can be increased in increments of 1000 customers. A set of 1000 customers is known as a Load Unit.

Log Growth

Log Growth is the space needed in the DBMS log files to accommodate the Undo/Redo Log resulting from executing the Transaction Mix at the Reported Throughput during the period of required Sustainable performance.

Log Growth = Log-Space-per-Trade-Result \* tpsHCI \* Business Day duration in seconds

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Market Exchange Emulator

A key piece of a compliant TPCx‑HCI Driver is the Market Exchange Emulator (MEE). The MEE is responsible for emulating the stock exchanges: providing services to the brokerage house, performing requested trades, providing market activity updates, etc. Therefore, the MEE is responsible for the following:

* Receiving trade requests and their associated data from the SUT.
* Initiating Trade-Result Transactions, sending the associated data to the SUT and measuring the Transaction’s Response Time.
* Initiating Market-Feed Transactions, sending the associated data to the SUT and measuring the Transaction’s Response Time.

Comment: The MEE may optionally perform additional operations as well; such as statistical accounting, data logging, etc.

Market Tables

Market Tables include 11 tables that contain information about companies, markets, exchanges, and industry sectors.

Market Triggered

Market Triggered Transactions simulate the behavior of the market and are triggered by the Market Exchange Emulator component of the benchmark Driver.

May

The word “may” in the specification means that an item is truly optional.

Measured Configuration

See [System Under Test](#SUT).

Measured Throughput

The Measured Throughput is computed as the total number of Valid Trade-Result Transactions within the Measurement Interval divided by the duration of the Measurement Interval in seconds.

Measurement Interval

Measurement Interval is the period of time during Steady State chosen by the Test Sponsor to compute the Reported Throughput.

MEE

See Market Exchange Emulator

Modify

The word “Modify” indicates that the content of a TPCx‑HCI table column is modified within the Frame. The content of the table column can only be changed in a Frame where the word “Modify” is specified. When the original content of the table column must also be referenced or returned before it is modified, a “Reference” or a “Return” access method is also specified.

Must

The word “must” or the terms “required”, “requires”, “requirement” or “shall” in the specification, means that compliance is mandatory.

Must not

The phrase “must not” or the term “shall not” in the specification, means that this is an absolute prohibition of the specification.

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Native Data Type

A Native Data Type is a built-in data type of the DBMS whose documented purpose is to store data of a particular type described in the specification. For example, DATETIME must be implemented with a built-in data type of the DBMS designed to store date-time information.

Network

A Network is defined as Sponsor-provided functionality that must support communication through an industry standard communications protocol using a physical or (in the case of TPCx‑HCI) a virtual means. One outstanding feature of the Connector⬄Network⬄Connector communication is that it follows the relevant standards and must imply more than just an application package. It must be possible to have concurrent use of the means by other applications. Physical transport of the data is required and the underlying means of this transport must be capable of operating over arbitrary globally geographic distances.

TPC/IP over a physical or virtual local area network is an example of an acceptable Network implementation.

Node

A Node is a single physical computing system with a single local memory address space that runs a single instance of the VMMS.

Nominal Throughput

Nominal Throughput is defined to be 2.00 Transactions-Per-Second-HCI for every 1000 customer rows in the Active Customers.

Non-catastrophic

The term Non-catastrophic as applied to a single failure is one where processing is not interrupted, but throughput may be degraded and the SUT may no longer be in a durable state until the SUT has recovered from the failure.

NUM(m[,n])

NUM(m[,n]) means an unsigned numeric value with at least m total Digits, of which n Digits are to the right (after) the decimal point. The data type must be able to hold all possible values that can be expressed as NUM(m[,n]). Omitting n, as in NUM(m), indicates the same as NUM(m,0). NUM must be implemented using a Native Data Type.

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On-Line

A storage device is considered On-Line if it is capable of providing an access time to data, for random read or update, of one second or less by the [**Operating System**](#operating_system).

Comment: Examples of On-Line storage may include magnetic disks, optical disks, solid-state storage, virtual disk, or any combination of these, provided that the above mentioned access criteria is met.

Operating System/OS

The term Operating System refers to a commercially available program that, after being initially loaded into the computer by a boot program, manages all the other programs in a computer, or in a VM. The Operating System provides a software platform on top of which all other programs run. Without the Operating System and the core services that it provides no other programs can run and the computer would be non-functional. Other programs make use of the Operating System by making requests for services through a defined application program interface (API). All major computer platforms require an Operating System. The functions and services supplied by an Operating System include but are not limited to the following:

* Manages a dedicated set of processor and memory resources.
* Maintains and manages a file system.
* Loads applications into memory.
* Ensures that the resources allocated to one application are not used by another application in an unauthorized manner.
* Determines which applications should run in what order, and how much time should be allowed to run the application before giving another application a turn to use the systems resources.
* Manages the sharing of internal memory among multiple applications.
* Handles input and output to and from attached hardware devices such as hard disks, network interface cards etc.

Some examples of Operating Systems are listed below:

* Windows
* Unixes (Solaris, AIX)
* Linux
* MS-DOS
* Mac OS
* VMS
* Netware

P \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Part Number

See the definition of Part Number in the TPC Pricing Specification.

Performance Metric

The TPCx‑HCI Reported Throughput is expressed in tpsHCI.

Pre-Publication Board

The Pre-Publication Board, which is comprised of TPC-V subcommittee members, is a peer review committee that can certify a TPCx-V Result for publication.

Priced Configuration

Priced Configuration comprises the components to be priced defined in the benchmark specification, including all hardware, software and maintenance.

Price/Performance Metric

The TPCx‑HCI Total Price divided by the Reported Throughput is Total Price/tpsHCI. This is also known as the Price/Performance Metric..

Primary Key

A Primary Key is a single column or combination of columns that uniquely identifies a row. None of the columns that are part of the Primary Key may be nullable. A table must have no more than one Primary Key.

Profile

A Profile is the characteristics of a Transaction, as defined by the Pseudo-code and summarized by the Database Footprint.

Pseudo-code

Pseudo-code is a description of an algorithm that uses the structural conventions of programming languages, but omits language-specific syntax.

Q \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

R \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Ramp-down

Ramp-down is the period of time from the end of Steady State to the end of the Test Run.

Ramp-up

Ramp-up is the period of time from the start of the Test Run to the start of Steady State. To ensure that the Measurement Interval begins after Steady State has been achieved, Ramp-up is required to be at least 12 minutes, equal to the length of a TPCx‑HCI Phase.

Redundancy Level One

Redundancy Level One (Durable Media Redundancy) guarantees access to the data on Durable Media when a single Durable Media failure occurs.

Redundancy Level Two

Redundancy Level Two (Durable Media Controller Redundancy) includes Redundancy Level One and guarantees access to the data on Durable Media when a single failure occurs in the storage controller used to satisfy the redundancy level or in the communication media between the storage controller and the Durable Media.

Redundancy Level Three

Redundancy Level Three (Full Redundancy) includes Redundancy Level Two and guarantees access to the data on Durable Media when a single failure occurs within the Durable Media system, including the failure of a single Node of the Cluster, or failure of communications between Nodes of the Cluster.

A TPCx‑HCI system must satisfy the requirements for Redundancy Level Three.

Reference

The word “Reference” indicates that the TPCx‑HCI table column is identified in the database and the content is accessed within the Frame without passing the content of the table column to the VGenTxnHarness.

Referential Integrity

Referential Integrity preserves the relationship of data between tables, by restricting actions performed on [Primary Keys](#primary_key) and Foreign Keys in a table.

Remove

The word “Remove” indicates that a number of rows are removed from the TPCx‑HCI table specified by the Database Footprint. Table row(s) can only be removed in a Frame where the word “Remove” is specified. The number of rows that are removed is specified in the second column of the Database Footprint with either “# row” for a fixed number of rows or “row(s)” for an unspecified number of rows.

Report

The term Report refers to the Adobe Acrobat PDF file in the Report folder in the FDR. The contents of the Report are defined in Clause 9.

Reported

The term Reported refers to an item that is part of the FDR.

Reported Throughput

The Performance Metric reported by TPCx‑HCI is the Reported Throughput. The name of the metric used for the Reported Throughput of the SUT is tpsHCI. The value of this metric is based on the Measured Throughput and is bound by the limits defined in Clause 5.7.1.2.

Response Time

The Response Time (RT) is defined by:

RTn = eTn - sTn

where:

sTn and eTn are measured at the Driver;

sTn = time measured before the first byte of input data of the Transaction is sent by the Driver to the SUT; and

eTn = time measured after the last byte of output data from the Transaction is received by the Driver from the SUT.

Comment: The resolution of the time stamps used for measuring Response Time must be at least 0.01 seconds.

Results

TPCx‑HCI Results are the Performance Metric, Price/Performance Metric.

Return

The word “Return” indicates that the TPCx‑HCI table column is referenced and that its content is retrieved from the database and passed to the VGenTxnHarness. The table column must be referenced in the same Frame where the word “Return” is specified. The content of the table column can only be passed to subsequent Frames via the input and output parameters specified in the Frame parameters.

Rollback

The word “Rollback” indicates that the specified Frame contains a control operation that rolls back the Database Transaction. The explicit rolling back of a Database Transaction can only occur in a Frame where the word “Rollback” is specified.

RT

See Response Time.

S \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

S\_COUNT\_T

S\_COUNT\_T is defined as NUM(12) and is used for holding the aggregate count of shares used in many tables.

S\_PRICE\_T

S\_PRICE\_T is defined as ENUM(8,2) and is used for holding the value of a share price.

S\_QTY\_T

S\_QTY\_T is defined as SNUM(6) and is used for holding the quantity of shares per individual trade.

Scale Factor

The Scale Factor is the number of required customer rows per single Transactions-Per-Second-HCI. The Scale Factor for Nominal Throughput is 500.

Scaling Tables

Scaling Tables each have a defined cardinality that has a constant relationship to the cardinality of the CUSTOMER table. Transactions may update rows from these tables, but the table sizes remain constant.

SENUM

ENUM(m[,n]) or SENUM(m[,n]) means an exact numeric value (unsigned or signed, respectively). ENUM and SENUM are identical to NUM and SNUM, respectively, except that they must be implemented using a Native Data Type that provides exact representation of at least n Digits of precision after the decimal place.

Session

See Database Session.

SF

See Scale Factor.

Should

The word “should” or the adjective “recommended”, mean that there might exist valid reasons in particular circumstances to ignore a particular item, but the full implication must be understood and weighed before choosing a different course.

Should not

The phrase “should not”, or the phrase “not recommended”, means that there might exist valid reasons in particular circumstances when the particular behavior is acceptable or even useful, but the full implications should be understood and the case carefully weighed before implementing any behavior described with this label.

SNUM

SNUM(m[,n]) is identical to NUM(m[,n]) except that it can represent both positive and negative values. SNUM must be implemented using a Native Data Type.

Comment: A SNUM data type may be used (at the Sponsor’s discretion) anywhere a NUM data type is specified.

Sponsor

See Test Sponsor.

Start

The word “Start” indicates that the specified Frame contains a control operation that starts a Database Transaction. The start of a Database Transaction can only occur in a Frame where the word “Start” is specified.

Steady State

Steady State is the period of time from the end of the Ramp-up to the start of the Ramp-down.

Substitution

Substitution is defined as a deliberate act to replace components of the Priced Configuration by the Test Sponsor as a result of failing the availability requirements of the TPC Pricing Specification or when the Part Number for a component changes.

Supporting Files

Supporting Files refers to the contents of the SupportingFiles folder in the FDR. The contents of this folder, consisting of various source files, scripts, and listing files, are defined in Clause 9.

Sustainable

Performance over a given period of time (computed as the average throughput over that time) is considered Sustainable if it shows no significant variations.

SUT

See System Under Test.

System Under Test

System Under Test (SUT) is the total collection of all hardware and software components in all Tiles, to include their Tier A and Tier B Virtual Machines.

T \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Test Run

A Test Run is the entire period of time during which Drivers submit and the SUT completes Transactions other than Trade-Cleanup.

Test Run Graph

A graph of the one-minute average tpsHCI versus elapsed wall clock time measured in minutes must be reported for the entire [Test Run](#test_run). The x-axis represents the elapsed time from the [Test Run](#test_run) start. The y-axis represents the one-minute average throughput in tpsHCI(computed as the total number of Trade-Result Transactions that complete within each one-minute interval divided by 60). A plot interval size of 1 minute must be used. The [Ramp-up](#ramp_up), [Steady State](#steady_state), [Measurement Interval](#measurement_interval), and [Ramp-down](#ramp_down) must be identified on the graph. The Test Run Graph must be reported in the [Report](#report).

Test Sponsor

The Test Sponsor is the company officially submitting the Result with the FDR and will be charged the filing fee. Although multiple companies may sponsor a Result together, for the purposes of the TPC’s processes the Test Sponsor must be a single company. A Test Sponsor need not be a TPC member. The Test Sponsor is responsible for maintaining the FDR with any necessary updates or corrections. The Test Sponsor is also the name used to identify the Result.

Tier A

Tier A consists of all hardware and software needed to implement the down-stream Connector, VGenTxnHarness, Frame Implementation and Database Interface functional components. The VM that implements Tier A is referred to as VM1.

Tier B

Tier B consists of all hardware and software needed to implement the Database Server functional components, encapsulated within two transaction-specific Virtual Machines, contained within the same Group. This includes data storage media sufficient to satisfy the initial database population requirements of Clause 2.4.1 and the Business Day growth requirements of Clause 5.6.6.4 and Clause 5.6.6.5. Tier B is implemented in two VMs: VM2 receives the two Decision Support-type queries, and VM3 receives the 7 remaining OLTP transactions.

Tile

Tile is the unit of replication of TPCx‑HCI configuration and load distribution. Each Tile consists of 4 Groups. A valid TPCx‑HCI configuration has 1 or more Tiles per Node, with all Tiles contributing identical proportions of the total load. The number of Tiles and the number of Load Units configured in the initial populations of the databases in each Group are dependent on the Nominal Throughput, and are determined by a formula defined in Clause 4.3.4.

TPC-Certified Auditor

The term TPC-Certified Auditor is used to indicate that the TPC has reviewed the qualification of the Auditor and has certified his/her ability to verify that benchmark Results are in compliance with this specification. (Additional details regarding the Auditor certification process and the audit process can be found in Section 9 of the TPC Policy document.)

TPCx‑HCI

TPCx‑HCI is the short name for the TPC Express Benchmark HCI.

TPC Defined Interface

A TPC Defined Interface is a C++ class member that is designed to exchange data (and transfer execution control) between various components of the TPC provided Benchmark Kit.

TRADE\_T

TRADE\_T is defined as NUM(15) and is used to hold trade identifiers.

Transaction(s)

The TPCx‑HCI Transactions are at the heart of the workload. The core of each Transaction runs on the Database Server, but the logic of the Transaction interacts with several components of the benchmark environment.

A Transaction is composed of Harness-code and of the invocation of one or more Frames. The Trade-Cleanup Transaction is an exception. Sponsors may but do not have to run the Trade-Cleanup Transaction from VGenTxnHarness.

Transaction Mix

The Transaction Mix is composed of all Customer Initiated, Brokerage Initiated and Market Triggered Transactions.

Tunable Parameters

Tunable Parameters are parameters, switches or flags that can be changed to modify the behavior of the product. Tunable Parameters apply to both hardware and software and are not limited to those parameters intended for use by customers.

U \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

U\*x

U\*x is used in this specification to refer to various UNIX and Linux flavors (e.g. UNIX, Linux, AIX, Solaris).

Undo/Redo Log

The Undo/Redo Log records all changes made in data files. The Undo/Redo Log makes it possible to replay all the actions executed by the Database Management System. If something happens to one of the data files, a backed up data file can be restored and the Undo/Redo Log that was written since the backup can be played and applied which brings the data file to the state it had before it became unavailable.

User-Defined Object

Any object defined in the database is considered a User-Defined Object, except for the following:

* a TPCx‑HCI Table (see clause 2.2.3)
* a required Primary Key (see clause 2.2.3.1)
* a required Foreign Key (see clause 2.2.3.2)
* a required constraint (see clause 2.2.3.3)
* Database Metadata

V \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Valid Transaction

The term Valid Transaction refers to any Transaction for which input data has been sent in full by the Driver, whose processing has been successfully completed on the SUT and whose correct output data has been received in full by the Driver.

VALUE\_T

VALUE\_T is defined as SENUM(10,2) and is used for holding non-aggregated transaction and security related values such as cost, dividend, etc.

VGen

VGen is a TPC provided software environment that is used in the TPC provided Benchmark Kit implementation of the TPCx‑HCI benchmark. The software environment is logically divided into three packages: [VGenProjectFiles](#egen_project_files), [VGenInputFiles](#egen_input_files), and [VGenSourceFiles](#egen_source_files). The software packages provide functionality to use: [VGenLoader](#egen_loader) to generate the data used to populate the database, [VGenDriver](#egen_driver) to generate transactional data and [VGenTxnHarness](#egen_txn_harness) to control frame invocation.

VGenDriver

VGenDriver comprises the following parts:

[VGenDriverCE](#egen_driver_ce) provides the core functionality necessary to implement a [Customer Emulator](#customer_emulator).

[VGenDriverMEE](#egen_driver_mee) provides the core functionality necessary to implement a [Market Exchange Emulator](#market_exchange_emulator).

[VGenDriverDM](#egen_driver_dm) provides the core functionality necessary to implement the [Data-Maintenance Generator](#data_maintenance).

VGenDriver provides core transactional functionality (e.g. [Transaction Mix](#transaction_mix) and input generation) necessary to implement a [Driver](#driver).

VGenDriverCE

VGenDriverCE is any and/or all instantiations of the CCE class (see [VGenSourceFiles](#egen_source_files) CE.h and CE.cpp).

VGenDriverDM

VGenDriverDM is the single instantiation of the CDM class (see VGenSourceFiles DM.h and DM.cpp).

VGenDriverMEE

VGenDriverMEE is any and/or all instantiations of the CMEE class (see VGenSourceFiles MEE.h and MEE.cpp).

VGenInputFiles

VGenInputFiles is a set of TPC provided text files containing rows of tab-separated data, which are used by various [VGen](#egen) packages as “raw” material for data generation.

VGenLoader

VGenLoader is a binary executable, generated by using the methods described in [VGenProjectFiles](#egen_project_files) with source code from VGenSourceFiles, including any extensions by a [Test Sponsor](#test_sponsor) (see Clause 10.7.6.4). When executed, VGenLoader uses [VGenInputFiles](#egen_input_files) to produce a set of data that represents the initial state of the TPCx‑HCI database.

VGenLogger

VGenLogger logs the initial configuration and any re-configuration of [VGenDriver](#egen_driver) and [VGenLoader](#egen_loader), and compares current configuration with the TPCx‑HCI prescribed defaults.

VGenProjectFiles

VGenProjectFiles is a set of TPC provided files used to facilitate building the [VGen](#egen) packages in a [Test Sponsor's](#test_sponsor) environments.

VGenSourceFiles

VGenSourceFiles is the collection of TPC provided C++ source and header files.

VGenTables

VGenSourceFiles contain class definitions that provide abstractions of the TPCx‑HCI tables. These table classes are known collectively as [VGenTables](#egen_tables) and they encapsulate the functionality needed to generate the data for each of the TPCx‑HCI tables.

VGenTxnHarness

VGenTxnHarness defines a set of interfaces that are used to control the execution of, and communication of inputs and outputs, of [Transactions](#transaction) and [Frames](#frame).

Virtual Machine (VM)

A Virtual Machine (VM) is a self-contained operating environment, managed by the VMMS, and that behaves as if it were a separate computer (as defined in Clause 10.1.1.3). TPCx‑HCI requires that there shall be three VMs per Group: one Tier A VM and two transactional specific Tier B VMs.

Virtual Machine Management Software (VMMS)

Commonly referred to as a Hypervisor, Virtual Machine Management Software (VMMS) is a commercially available framework or methodology of dividing the resources of a system into multiple computing environments. Each of these computing environments allows a completely isolated software stack including an operating system to run in complete isolation from anything else running on the system. The VMMS allows for the creation of multiple computing environments on the same system.

A VMMS cannot be implemented by the static partitioning of a system at boot time or by any static partitioning that may take place through operator intervention. A VMMS cannot act as the **Operating System** that manages the **Application**(s) running inside a VM.

All I/O devices must be virtualized by the VMMS or by the I/O controller managing the I/O devices. The same I/O virtualization technology must work with a large number of VMs (number of VMs greater than number of controllers).

A Virtualization Environment consists of one physical Node managed by one **VMMS**. In a valid implementation of the multi-Node TPCx‑HCI benchmark, all database data must reside on storage abstractions which are distributed across all Nodes and uniformly accessible from all Nodes.

VM1

A Virtual Machine (VM) that implement the Tier A functionality of a Group.

VM2

A Virtual Machine (VM) that is a component of the Tier B of a Group, and executes the two Decision Support queries.

VM3

A Virtual Machine (VM) that is a component of the Tier B of a Group, and executes the 7 OLTP transactions.

W \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

X \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Y \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Z \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Business and Application Environment

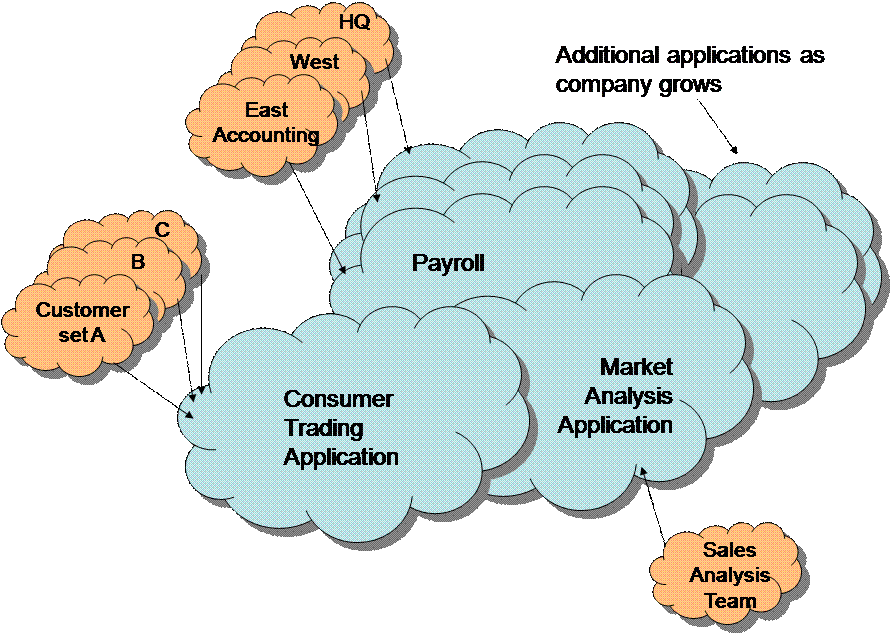
TPC Express Benchmark HCI is composed of a set of transactional operations designed to exercise system functionalities in a manner representative of complex OLTP application environments. These transactional operations have been given a life-like context to help users relate intuitively to the components of the benchmark.

A typical business requires multiple applications to manage a variety of operations. Often these applications have been located on separate systems. With advances in virtualization technologies and in the strength of computing resources, it is now possible to co-locate these applications on the same system.

While it may be possible to install and use multiple applications in a single system image, there can be advantages to maintaining the applications in distinct virtual machines (VMs):

* Duplicate applications may require separation of data to serve multiple regions or customer sets;
* Dissimilar applications may have some duplicate naming challenges where separation is desirable;
* It may be desirable to restrict the user group of one application from accessing data used by another application;
* There may be accounting reasons for identifying the amount of computing resources required by each application;
* There may be a desire to isolate maintenance operations of each application, so as not to disrupt service on other applications;
* There may be a need to separate the application interface to end users from the interface to the database, as is found in many 3-tiered application environments.

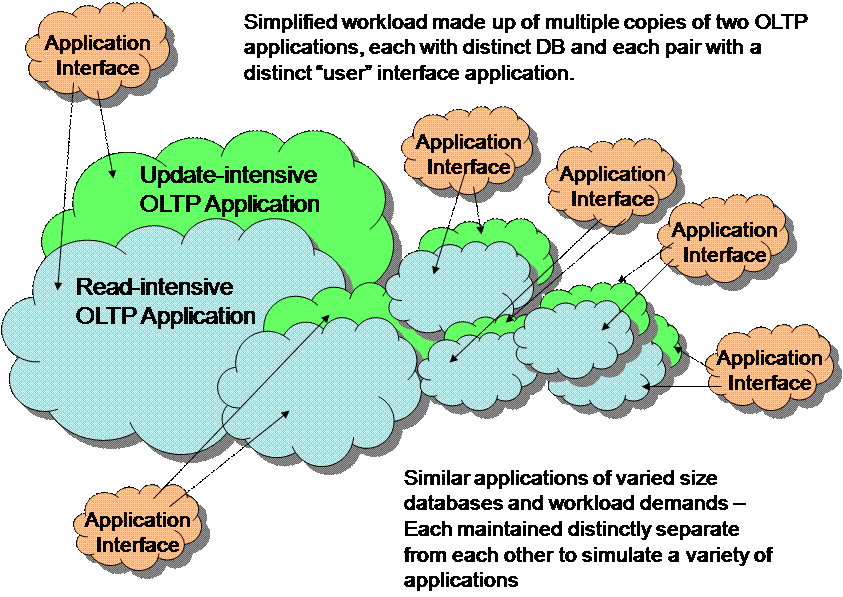
In short, depending on the size of the business and the size of the system used, the business model of TPCx‑HCI may be viewed as a “Cloud in a Box”, with a wide variety of applications, including both database tiers and application-management tiers all residing on logically distinct VMs within a single computer system. The following diagram illustrates the potential complexity of the business model portrayed in the benchmark.



Business Model: Data Center in a Box

However, the complexities of the modeled environment do not lend itself well for a measureable, repeatable performance benchmark. Consequently, the TPCx‑HCI benchmark application is a simplified view of this complex environment – retaining most of the key features of the business model, while enhancing the ability to provide meaningful and comparable benchmark results.

The following diagram represents this simplified view:



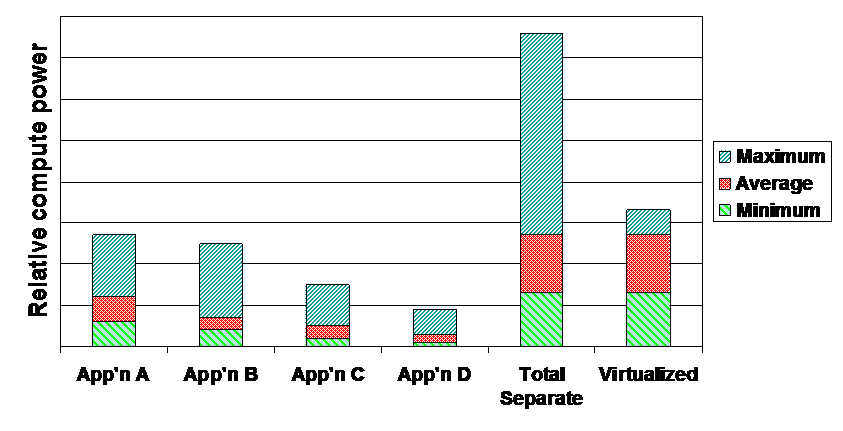
Simplified VM Components

The benchmark has been reduced to simplified form of the virtualized environment. Each group of Application Interface, Update-Intensive and Read-Intensive VMs is a distinct “Group”. A Tile comprises four Groups, with 1 or more identical Tiles per configuration. The total load on the system determines the size of each Tile and the number of Tiles. Tiles are logically distinct from each other from an application perspective, although the benchmark driver may coordinate the amount of work being required of each Tile.

**Note**: To provide a meaningful application environment with database components and transactions that are relevant and understandable, the application environment defined for the TPC-E benchmark is employed. TPC-E is altered to provide the desired read-intensive and update-intensive environments, shown above. While TPC-E uses a business model of a brokerage house with transactions driven from multiple sources, the deployment of the adjusted application in TPCx‑HCI is intended to represent a wide variety of OLTP-based applications that could be employed in a virtualized computing environment.

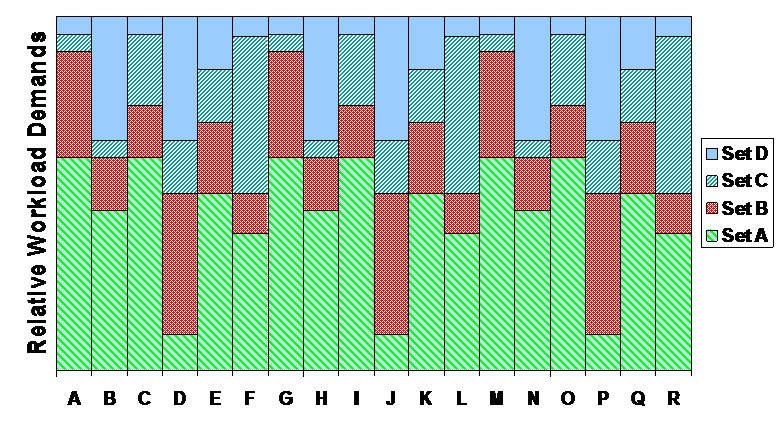
There is one other critical aspect to the business model for a virtualized environment. This is the concept of workload dynamics. Performance benchmarks are typically measured in “steady state”, where the flow of work requests is adjusted to meet the capabilities of the system. For a single application, this can provide a satisfactory answer, but not for a virtualized environment.

The following diagram illustrates the existence of workload dynamics in the business model for TPCx‑HCI. Each application may vary between the minimum and maximum requirements, depending on such things as time zone, time of day, time of year or introduction of a new product. To accommodate each of the four applications represented on separate systems, the total compute power required is represented by the “Total Separate” bar. However, in the chosen business model, the peak workload demands for each application are not simultaneous. One workload may be at a peak when another is at a valley, allowing computer resources to be shifted from the low-use application to the high-use one for some period of time, and shifting the resources to another high-demand application at a subsequent point. This allows the total configured capacity to be more like the bar marked “Virtualized.”



Demands by workload

In the environment modeled by the benchmark, the dynamic nature of each workload could be dictated by a wide variety of influences that result in an unpredictable shifting of resources and an equally unpredictable amount of overall system output. As with the complexity of the modeled application environment, this level of workload dynamics is not easily repeated to deliver comparable measurements. Since the primary requirement of the virtualized environment for this situation is the ability to dynamically allocate resources to the VMs that are in high demand, it is sufficient to define a workflow time line that shifts workload demands among the VMs in a predictable manner, as illustrated, below. 0 is for demonstration purposes. Clause 5.2 specifies the actual number and properties of the Elasticity Phases.



##### Elasticity Phases

TPCx‑HCI models the activity of brokerage firm that must manage customer accounts, execute customer trade orders, and be responsible for the interactions of customers with financial markets. TPCx‑HCI does not attempt to be a model of how to build an actual application. The following diagram illustrates the transaction flow of the business model portrayed in the benchmark:



Business Model Transaction Flow

The purpose of a benchmark is to reduce the diversity of operations found in a production application, while retaining the application's essential performance characteristics so that the workload can be representative of a production system. A large number of functions have to be performed to manage a production brokerage system. Many of these functions are not of primary interest for performance analysis, since they are proportionally small in terms of system resource utilization or in terms of frequency of execution. Although these functions are vital for a production system, they merely create excessive diversity in the context of a standard benchmark and have been omitted in TPCx‑HCI.

The Company portrayed by the benchmark is a brokerage firm with customers who generate transactions related to trades, account inquiries, and market research. The brokerage firm in turn interacts with financial markets to execute orders on behalf of the customers and updates relevant account information.

The number of customers defined for the brokerage firm can be varied to represent the workloads of different size businesses.

The TPCx‑HCI benchmark is composed of a set of transactions that are executed against three sets of database tables that represent market data, customer data, and broker data. A fourth set of tables contains generic dimension data such as zip codes. The following diagram illustrates the key components of the environment:



Application Components

The benchmark has been reduced to simplified form of the application environment. To measure the performance of the OLTP system, a simple Driver generates Transactions and their inputs, submits them to the System Under Test, and measures the rate of completed Transactions being returned. To simplify the benchmark and focus on the core transactional performance, all application functions related to user interface and display functions have been excluded from the benchmark. The System Under Test is focused on portraying the components found on the server side of a transaction monitor or application server.

Transaction Summary

Broker-Volume

The Broker-Volume Transaction is designed to emulate a brokerage house’s “up-to-the-minute” internal business processing. An example of a Broker-Volume Transaction would be a manager generating a report on the current performance potential of various brokers.

Customer-Position

The Customer-Position Transaction is designed to emulate the process of retrieving the customer’s profile and summarizing their overall standing based on current market values for all assets. This is representative of the work performed when a customer asks the question “What am I worth today?”

Market-Feed

The Market-Feed Transaction is designed to emulate the process of tracking the current market activity. This is representative of the brokerage house processing the “ticker-tape” from the market exchange.

Market-Watch

The Market-Watch Transaction is designed to emulate the process of monitoring the overall performance of the market by allowing a customer to track the current daily trend (up or down) of a collection of securities. The collection of securities being monitored may be based upon a customer’s current holdings, a customer’s watch list of prospective securities, or a particular industry.

Security-Detail

The Security-Detail Transaction is designed to emulate the process of accessing detailed information on a particular security. This is representative of a customer doing research on a security prior to making a decision about whether or not to execute a trade.

Trade-Lookup

The Trade-Lookup Transaction is designed to emulate information retrieval by either a customer or a broker to satisfy their questions regarding a set of trades. The various sets of trades are chosen such that the work is representative of:

* performing general market analysis
* reviewing trades for a period of time prior to the most recent account statement
* analyzing past performance of a particular security
* analyzing the history of a particular customer holding

Trade-Order

The Trade Order Transaction is designed to emulate the process of buying or selling a security by a Customer, Broker, or authorized third-party. If the person executing the trade order is not the account owner, the Transaction will verify that the person has the appropriate authorization to perform the trade order. The Transaction allows the person trading to execute buys at the current market price, sells at the current market price, or limit buys and sells at a requested price. The Transaction also provides an estimate of the financial impact of the proposed trade by providing profit/loss data, tax implications, and anticipated commission fees. This allows the trader to evaluate the desirability of the proposed security trade before either submitting or canceling the trade.

Trade-Result

The Trade-Result Transaction is designed to emulate the process of completing a stock market trade. This is representative of a brokerage house receiving from the market exchange the final confirmation and price for the trade. The customer’s holdings are updated to reflect that the trade has completed. Estimates generated when the trade was ordered for the broker commission and other similar quantities are replaced with the actual numbers and historical information about the trade is recorded for later reference.

Trade-Status

The Trade-Status Transaction is designed to emulate the process of providing an update on the status of a particular set of trades. It is representative of a customer reviewing a summary of the recent trading activity for one of their accounts.

Trade-Update

The Trade-Update Transaction is designed to emulate the process of making minor corrections or updates to a set of trades. This is analogous to a customer or broker reviewing a set of trades, and discovering that some minor editorial corrections are required. The various sets of trades are chosen such that the work is representative of:

* reviewing general market trends
* reviewing trades for a period of time prior to the most recent account statement
* reviewing past performance of a particular security

Data-Maintenance

The Data-Maintenance Transaction is designed to emulate the periodic modifications to data that is mainly static and used for reference. This is analogous to updating data that seldom changes.

Trade-Cleanup

The Trade-Cleanup Transaction is used to cancel any pending or submitted trades from the database.

Model Description

Entity Relationships

Trading in TPCx‑HCI is done by Accounts. Accounts belong to Customers. Customers are serviced by Brokers. Accounts trade Securities that are issued by Companies.

The total set of Securities that can be traded is 6,850 and the total set of Companies is 5,000. For each Company, there is one common share, plus 0-4 preferred shares.

All Companies belong to one of the 102 Industries. Each Industry belongs to one of the 12 market Sectors.

Each Account picks its average of ten Securities to trade from across the entire range of Securities.

Securities to be traded can be identified by the security symbol or by the company name and security issue.

Differences between Customer Tiers

The basic scaling unit of a TPCx‑HCI database is a set of 1,000 Customers. 20% of each 1,000 Customers belong to Tier 1, 60% to Tier 2, and 20% to Tier 3. Tier 2 Customers trade twice as often as Tier 1 Customers. Tier 3 Customers trade three times as often as Tier 1 Customers. In general, customer trading is non-uniform by tier within each set of 1,000 Customers.

Tier 1 Customers have 1 to 4 Accounts (average 2.5). Tier 2 Customers have 2 to 8 Accounts (average 5.0). Tier 3 Customers have 5 to 10 Accounts (average 7.5). Overall, there is an average of five Accounts per Customer.

The minimum and maximum number of Securities that are traded by each Account varies by Customer Tier and by the number of Accounts for each Customer. The average number of Securities traded per Account is ten (so the average number of Securities traded per Customer is fifty). For each Account, the same set of Securities is traded for both the initial database population and for any Test Run.

Trade Types

Trade requests come in two basic flavors: Buy (50%) and Sell (50%). Those are further broken down into Trade Types, depending on whether the request was a Market Order (60%) or a Limit Order (40%).

For Market Orders, the two trade types are Market-Buy (30%) and Market-Sell (30%). For Limit Orders, the three trade types are Limit-Buy (20%), Limit-Sell (10%) and Stop-Loss (10%).

Market-Buy and Market-Sell are trade requests to buy and sell immediately at the current market price, whatever price that may be. Limit-Buy is a request to buy only when the market price is at or below the specified limit price. Limit-Sell is a request to sell only when the market price is at or above the specified limit price. Stop-Loss is a request to sell only when (or if) the market price drops to or below the specified limit price.

If the specified limit price has not been reached when the Limit Order is requested, it is considered an Out-of-the-Money request and remains “Pending” until the specified limit price is reached. Reaching the limit price is guaranteed to occur within 6 minutes based on VGenDriverMEE implementation details. The act of noticing that a “Pending” limit request has reached or exceeded its specified limit price and submitting it to the market exchange to be traded is known as triggering of the pending limit order.

Effects of Trading on Holdings

For a given account and security, holdings will be either all long (positive quantities) or all short (negative quantities).

Long positions represent shares of the security that were bought (purchased and paid for) by the customer for the account. The customer owns the shares of the security and may sell them at a later time (hopefully, for a higher price).

Short positions represent shares of the security that were borrowed from the broker (or Brokerage) and were sold by the customer for the account. In the short sale case, the customer has received the funds from that sell, but still has to cover the sell by later purchasing an equal number of shares (hopefully at a lower price) from the market and returning those shares to the broker.

Before VGenLoader runs, there are no trades and no positions in any security for any account. VGenLoader simulates running the benchmark for 125 Business Days of initial trading, so that the initial database will be ready for benchmark execution.

If the first trade for a security in an account is a buy, a long position will be established (positive quantity in HOLDING row). Subsequent buys in the same account for the same security will add holding rows with positive quantities. Subsequent sells will reduce holding quantities or delete holding rows to satisfy the sell trade. All holdings may be eliminated, in which case the position becomes empty. If the sell quantity still is not satisfied, the position changes from long to short (see below).

If the first trade for a security in an account is a sell, a short position will be established (negative quantity in HOLDING row). Subsequent sells in the same account for the same security will add holding rows with negative quantities. Subsequent buys will reduce holding quantities (toward zero) or delete holding rows to satisfy the buy trade. All holdings may be eliminated, in which case the position becomes empty. If the buy quantity still is not satisfied, the position changes from short to long.

TPCx‑HCI Benchmark Kit

Kit Contents

The TPCx‑HCI kit contains the following components:

* The TPCx‑HCI User’s Guide
* Java and C++ code to implement the driver, the database access code in Tier A, an Executive Summary Statement producer, and auditing tools
* DML (stored procedures) to implement the body of transactions
* DDL (including shell scripts) to create the schema and populate the database
* Various bash scripts, which invoke the above application programs to run a test, produce the Executive Summary Statement, validate the results, and perform basic tasks outlines in Clause 9 . The scripts also collect statistics to assist the Test Sponsor in tuning the configuration.

DBMS

PostgreSQL version 9.3 is the database used by the TPCx‑HCI Benchmark Kit. The Test Sponsor may choose to use newer, released versions of PostgreSQL when they become available.

Kit Usage

To submit a compliant TPCx‑HCI benchmark result, the Test Sponsor is required to use the TPCx‑HCI kit as provided, except for modifications explicitly listed in 1.5.5 and 1.5.6.

The kit must be used as outlined in the TPCx‑HCI User’s Guide.

The output of the TPCx‑HCI kit is called the run report, which includes the following

1. Executive Summary
2. Validation and audit files
3. Supporting files

If there is a conflict between the TPCx‑HCI specification and the TPC provided code, the TPC provided code prevails.

Configuration Files

The TPCx‑HCI Benchmark Kit reads the VM network (NetBIOS) names, port numbers, database sizes, Measurement Interval Length, etc. from the configuration file vcfg.properties. The file testbed.properties has the SUT information used in producing the Executive Summary Statement at the completion of a Test Run.

The contents of vcfg.properties and testbed.properties that are included in the Benchmark Kit are generic, and need to be changed by the Test Sponsor to conform to the actual System Under Test. The kit includes a bash script, activate\_load\_balancing.sh, which must issue the vendor-specific calls to activate the Cluster load balancing functionality during rampup. These three files are the only parts of the Benchmark Kit that the Test Sponsor is permitted to modify.

The runtime.properties file is a configuration file produced by the benchmark that reports the configuration actually used during a benchmark run, whereas the vcfg.properties and testbed.properties files are input files that are used to configure a benchmark run or create a report.

Addressing Errors in the TPCx‑HCI Benchmark Kit

If a Test Sponsor must correct an error in the TPCx‑HCI Benchmark Kit in order to publish a Result, the following steps must be performed:

1. The error must be reported to the TPC, following the method described in clause 1.5.7, no later than the time when the Result is submitted.
2. The error and the modification used to correct the error must be reported in the FDR, as described in clause 8.4.4.1.
3. The modification used to correct the error must be reviewed by a TPC-Certified Auditor or the Pre-Publication Board.

Furthermore, the modification and any consequences of the modification may be used as the basis for a non-compliance challenge.

Process for Reporting Issues with the TPCx‑HCI Benchmark Kit

The TPCx‑HCI Benchmark Kit has been tested on a variety of platforms. None-the-less, it is impossible to guarantee that the TPCx‑HCI Benchmark Kit is functionally correct in all aspects or will run correctly on all platforms. It is the Test Sponsor's responsibility to ensure the TPCx‑HCI Benchmark Kit runs correctly in their environment(s).

Portability Issues

If a Sponsor believes there is a portability issue with the TPCx‑HCI Benchmark Kit, the Sponsor must:

* Document the exact nature of the portability issue.
* Document the exact nature of the proposed fix.
* Contact the TPC Administrator with the above specified documentation (hard or soft copy is acceptable) and clearly state that this is a TPCx‑HCI Benchmark Kit portability issue. The Sponsor must provide return contact information (e.g. Name, Address, Phone number, Email).

The TPC will provide an initial response to the Sponsor within 7 days of receiving notification of the portability issue. This does not guarantee resolution of the issue within 7 days.

If the TPC approves the request, the Sponsor will be contacted with detailed instructions on how to proceed. Possible methods of resolution include:

* The TPC releasing an updated specification and the TPCx‑HCI Benchmark Kit update
* The TPC issuing a formal waiver documenting the allowed changes to the TPCx‑HCI Benchmark Kit. In the event a waiver is issued and used by the Sponsor, certain documentation policies apply (see Clause 8.4.4.1).

If the TPC does not approve the request, the TPC will provide an explanation to the Sponsor of why the request was not approved. The TPC may also provide an alternative solution that would be deemed acceptable by the TPC.

Other Issues

For any other issues with the TPCx‑HCI Benchmark Kit, the Sponsor must:

1. Document the exact nature of the issue.
2. Document the exact nature of the proposed fix.
3. Contact the TPC Administrator with the above specified documentation (hard or soft copy is acceptable) and clearly state that this is a TPCx‑HCI Benchmark Kit issue not related to portability. The Sponsor must provide return contact information (e.g. Name, Address, Phone number, Email).

Submitting TPCx‑HCI Benchmark Kit Enhancement Suggestions

As a result of using the TPCx‑HCI Benchmark Kit, Test Sponsors may have suggestions for enhancements. To submit a suggestion the Sponsor must:

1. Document the exact nature of the proposed enhancement
2. Document any proposed implementation for the enhancement
3. Contact the TPC Administrator with the above specified documentation (hard or soft copy is acceptable) and clearly state that this is a TPCx‑HCI Benchmark Kit enhancement suggestion. The Sponsor must provide return contact information (e.g. Name, Address, Phone number, Email).

The TPC does not guarantee acceptance of any submitted suggestion. However, all constructive suggestions will be reviewed by the TPC, and a response will be provided to the Test Sponsor.

Future Kit Releases

If a Test Sponsor would like a future release of the TPCx‑HCI Benchmark Kit to include new scripts or changes to existing script, then the Test Sponsor can donate the scripts or script code changes to the TPC, and work with the TPC to incorporate them in the next release.

If a Test Sponsor would like to see changes made to the Java or C++ code of the kit, then the changes should be provided to the TPC for potential inclusion in the next release of the TPCx‑HCI Benchmark Kit.

**Comment**: It is the intention of the TPC to encourage contribution of code that fixes bugs or allows the benchmark to run in new environments, and the Council will strive to release such changes with an accelerated release schedule. Java and C++ code changes that alter the characteristics of the kit will need to go through a rigorous testing and prototyping phase before approval by the Council.

Common kit with TPCx-V

The two benchmarks TPCx‑HC and TPCx-V share the same Benchmark Kit. Although the same Benchmark Kit may be used for both TPCx‑HCI and TPCx-V benchmarks, the results of the TPCx‑HCI and TPCx-V benchmarks may not be compared against each other.

1. Database Design, Scaling & Population

Introduction

The TPCx‑HCI database is defined to consist of 33 separate and individual tables. Each VM in a Group shall contain all of these tables even though some tables may not be referenced by the transactions that are executed on that VM. The tables shall be scaled according to the contribution of that Group to the overall throughput as defined in Clause 2.6. Each VM has a schema independent of other VMs. The database schema is organized into four sets of tables:

* Customer Tables include 9 tables that contain information about the customers of the brokerage firm.
* Broker Tables include 9 tables that contain information about the brokerage firm and broker related data.
* Market Tables include 11 tables that contain information about companies, markets, exchanges, and industry sectors.
* Dimension Tables include 4 dimension tables that contain common information such as addresses and zip codes.

The relationship between the tables and the requirements governing their use are outlined in the remaining sections of Clause 2.

Definitions

A Primary Key is a single column or combination of columns that uniquely identifies a row. None of the columns that are part of the Primary Key may be nullable. A table must have no more than one Primary Key.

A Foreign Key (FK) is a column or combination of columns used to establish and enforce a link between the data in two tables. A link is created between two tables by adding the column or columns that hold one table's Primary Key values to the other table. This column becomes a Foreign Key in the second table.

TPCx‑HCI Database Schema and Table Definitions

Details of the TPCx‑HCI database schema, the data type requirements, the required structure of each individual table, the entity relationship between tables and the individual column restrictions are defined in this clause.

Data Type Definitions

A Native Data Type is a built-in data type of the DBMS whose documented purpose is to store data of a particular type described in the specification. For example, DATETIME must be implemented with a built-in data type of the DBMS designed to store date-time information.

CHAR(n) means a character string that can hold up to n single-byte characters. Strings may be padded with spaces to the maximum length. CHAR(n) must be implemented using a Native Data Type.

NUM(m[,n]) means an unsigned numeric value with at least m total Digits, of which n Digits are to the right (after) the decimal point. The data type must be able to hold all possible values that can be expressed as NUM(m[,n]). Omitting n, as in NUM(m), indicates the same as NUM(m,0). NUM must be implemented using a Native Data Type.

SNUM(m[,n]) is identical to NUM(m[,n]) except that it can represent both positive and negative values. SNUM must be implemented using a Native Data Type.

Comment: A SNUM data type may be used (at the Sponsor’s discretion) anywhere a NUM data type is specified.

ENUM(m[,n]) or SENUM(m[,n]) means an exact numeric value (unsigned or signed, respectively). ENUM and SENUM are identical to NUM and SNUM, respectively, except that they must be implemented using a Native Data Type that provides exact representation of at least n Digits of precision after the decimal place.

Comment: A numeric data type provides either exact or approximate representation of numeric values. For example, INTEGER and DECIMAL are exact numeric data types and REAL and FLOAT are approximate numeric data types (based on ANSI SQL definitions).

BOOLEAN is a data type capable of holding at least two distinct values that represent FALSE and TRUE.

Comment: The convention in this document, as well as the implementation of VGen, is that the value zero (0) denotes FALSE and the value one (1) denotes TRUE.

DATE represents the data type of date with a granularity of a day and must be able to support the range of January 1, 1800 to December 31, 2199, inclusive. DATE must be implemented using a Native Data Type.

Comment: A time component is not required but may be implemented.

DATETIME represents the data type for a date value that includes a time component. The date component must meet all requirements of the DATE data type. The time component must be capable of representing the range of time values from 00:00:00 to 23:59:59. Fractional seconds may be implemented, but are not required. DATETIME must be implemented using a Native Data Type.

BLOB(n) is a data type capable of holding a variable length binary object of n bytes.

BLOB\_REF is a data type capable of referencing a BLOB(n) object that is stored outside the table on the SUT.

Meta-type Definitions

The following meta-types are defined for ease of notation. These meta-types may be implemented using the underlying data type on which each is defined. There is no requirement to implement the meta-types as user-defined types in the DBMS. A meta-type may be implemented using a user-defined type in the DBMS as long as the user-defined type incorporates a Native Data Type where required and inherits the properties of that Native Data Type.

IDENT\_T is defined as NUM(11) and is used to hold non-trade identifiers.

TRADE\_T is defined as NUM(15) and is used to hold trade identifiers.

Trade identifiers have the following characteristics:

* They must be unique.
* They may be sparse.
* At load time they are generated by VGenLoader.
* At run time they are generated by Sponsor provided code.
* The VGenLoader code will not associate trade identifiers with Date/time or customer identifier or account identifiers. No assumptions may be made about trade identifier sequencing.

FIN\_AGG\_T is defined as SENUM(15,2) and is used for holding aggregated financial data such as revenue figures, valuations, and asset values.

S\_PRICE\_T is defined as ENUM(8,2) and is used for holding the value of a share price.

S\_COUNT\_T is defined as NUM(12) and is used for holding the aggregate count of shares used in many tables.

S\_QTY\_T is defined as SNUM(6) and is used for holding the quantity of shares per individual trade.

BALANCE\_T is defined as SENUM(12,2) and is used for holding aggregate account and transaction related values such as account balances, total commissions, etc.

VALUE\_T is defined as SENUM(10,2) and is used for holding non-aggregated transaction and security related values such as cost, dividend, etc.

General Schema Items

The following table lists the category, prefix and the name for all TPCx‑HCI required tables in the benchmark.

| Category | Table Name | Table Prefix | Definition |
| --- | --- | --- | --- |
| CUSTOMER | ACCOUNT\_PERMISSION | AP\_ | Clause 2.2.4.1 |
| CUSTOMER | C\_ | Clause 2.2.4.2 |
| CUSTOMER\_ACCOUNT | CA\_ | Clause 2.2.4.3 |
| CUSTOMER\_TAXRATE | CX\_ | Clause 2.2.4.4 |
| HOLDING | H\_ | Clause 2.2.4.5 |
| HOLDING\_HISTORY | HH\_ | Clause 2.2.4.6 |
| HOLDING\_SUMMARY | HS\_ | Clause 2.2.4.7 |
| WATCH\_ITEM | WI\_ | Clause 2.2.4.8 |
| WATCH\_LIST | WL\_ | Clause 2.2.4.9 |
| BROKER | BROKER | B\_ | Clause 2.2.5.1 |
| CASH\_TRANSACTION | CT\_ | Clause 2.2.5.2 |
| CHARGE | CH\_ | Clause 2.2.5.3 |
| COMMISSION\_RATE | CR\_ | Clause 2.2.5.4 |
| SETTLEMENT | SE\_ | Clause 2.2.5.5 |
| TRADE | T\_ | Clause 2.2.5.6 |
| TRADE\_HISTORY | TH\_ | Clause 2.2.5.7 |
| TRADE\_REQUEST | TR\_ | Clause 2.2.5.8 |
| TRADE\_TYPE | TT\_ | Clause 2.2.5.9 |
| MARKET | COMPANY | CO\_ | Clause 2.2.6.1 |
| COMPANY\_COMPETITOR | CP\_ | Clause 2.2.6.2 |
| DAILY\_MARKET | DM\_ | Clause 2.2.6.3 |
| EXCHANGE | EX\_ | Clause 2.2.6.4 |
| FINANCIAL | FI\_ | Clause 2.2.6.5 |
| INDUSTRY | IN\_ | Clause 2.2.6.6 |
| LAST\_TRADE | LT\_ | Clause 2.2.6.7 |
| NEWS\_ITEM | NI\_ | Clause 2.2.6.8 |
| NEWS\_XREF | NX\_ | Clause 2.2.6.9 |
| SECTOR | SC\_ | Clause 2.2.6.10 |
| SECURITY | S\_ | Clause 2.2.6.11 |
| DIMENSION | ADDRESS | AD\_ | Clause 2.2.7.1 |
| STATUS\_TYPE | ST\_ | Clause 2.2.7.2 |
| TAXRATE | TX\_ | Clause 2.2.7.3 |
| ZIP\_CODE | ZC\_ | Clause 2.2.7.4 |
|  | | | |

The Primary Key references defined in this section must be maintained by the database during a Test Run. The Primary Keys are marked with PK or PK+ in the Relations field for each table definition. PK indicates that the column is the table’s Primary Key while PK+ indicates that the column is part of a composite (multi-column) Primary Key.

The Foreign Key references defined in this section must be maintained by the database during a Test Run. The Foreign Keys are marked with FK () or FK+ () in the Relations field for each table definition. FK () indicates a single-column Foreign Key while FK+ () indicates that the column is part of a composite (multi-column) Foreign Key. The table prefix enclosed in the parenthesis indicates the target table for the Foreign Key reference.

The constraints defined in this section must be enforced by the database during a Test Run. The constraints are listed in the Constraints column for each table definition.

Comment: Unless a Not Null constraint is present, a column must allow Null.

For each TPCx‑HCI required table, the columns can be implemented in any order, using any physical representation available from the tested system that satisfies the schema data type requirements.

Customer Tables

These groups of tables contain information about customer related data.

ACCOUNT\_PERMISSION

This table contains information about the access the customer or an individual other than the customer has to a given customer account. Customer accounts may have trades executed on them by more than one person.

Table Prefix: AP\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| AP\_CA\_ID | IDENT\_T | Not Null | PK+  FK (CA\_) | Customer account identifier. |
| AP\_ACL | CHAR(4) | Not Null |  | Access Control List defining the permissions the person has on the customer account. |
| AP\_TAX\_ID | CHAR(20) | Not Null | PK+ | Tax identifier of the person with access to the customer account. |
| AP\_L\_NAME | CHAR(25) | Not Null |  | Last name of the person with access to the customer account. |
| AP\_F\_NAME | CHAR(20) | Not Null |  | First name of the person with access to the customer account. |
|  | | | | |

CUSTOMER

This table contains information about the customers of the brokerage firm.

Table Prefix: C\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| C\_ID | IDENT\_T | Not Null | PK | Customer identifier, used internally to link customer information. |
| C\_TAX\_ID | CHAR(20) | Not Null |  | Customer’s tax identifier, used externally on communication to the customer. Is alphanumeric. |
| C\_ST\_ID | CHAR(4) | Not Null | FK (ST\_) | Customer status type identifier. Identifies if this customer is active or not. |
| C\_L\_NAME | CHAR(25) | Not Null |  | Primary Customer's last name. |
| C\_F\_NAME | CHAR(20) | Not Null |  | Primary Customer's first name. |
| C\_M\_NAME | CHAR(1) |  |  | Primary Customer's middle name initial |
| C\_GNDR | CHAR(1) |  |  | Gender of the primary customer. Valid values ‘M’ for male or ‘F’ for Female. |
| ­C\_TIER | NUM(1) | Not Null  in 1,2,3 |  | Customer tier: tier 1 accounts are charged highest fees, tier 2 accounts are charged medium fees, and tier 3 accounts have the lowest fees. |
| C\_DOB | DATE | Not Null |  | Customer’s date of birth. |
| C\_AD\_ID | IDENT\_T | Not Null | FK (AD\_) | Address identifier of the customer's address. |
| C\_CTRY\_1 | CHAR(3) |  |  | Country code for Customer's phone 1. |
| C\_AREA\_1 | CHAR(3) |  |  | Area code for customer’s phone 1. |
| C\_LOCAL\_1 | CHAR(10) |  |  | Local number for customer’s phone 1. |
| C\_EXT\_1 | CHAR(5) |  |  | Extension number for Customer’s phone 1. |
| C\_CTRY\_2 | CHAR(3) |  |  | Country code for Customer's phone 2. |
| C\_AREA\_2 | CHAR(3) |  |  | Area code for Customer’s phone 2. |
| C\_LOCAL\_2 | CHAR(10) |  |  | Local number for Customer’s phone 2. |
| C\_EXT\_2 | CHAR(5) |  |  | Extension number for Customer’s phone 2. |
| C\_CTRY\_3 | CHAR(3) |  |  | Country code for Customer's phone 3. |
| C\_AREA\_3 | CHAR(3) |  |  | Area code for Customer’s phone 3. |
| C\_LOCAL\_3 | CHAR(10) |  |  | Local number for Customer’s phone 3. |
| C\_EXT\_3 | CHAR(5) |  |  | Extension number for Customer’s phone 3. |
| C\_EMAIL\_1 | CHAR(50) |  |  | Customer's e-mail address 1. |
| C\_EMAIL\_2 | CHAR(50) |  |  | Customer's e-mail address 2. |
|  | | | | |

CUSTOMER\_ACCOUNT

The CUSTOMER\_ACCOUNT table contains account information related to accounts of each customer.

Table Prefix: CA\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| CA\_ID | IDENT\_T | Not Null | PK | Customer account identifier. |
| CA\_B\_ID | IDENT\_T | Not Null | FK (B\_) | Broker identifier of the broker who manages this customer account. |
| CA\_C\_ID | IDENT\_T | Not Null | FK (C\_) | Customer identifier of the customer who owns this account. |
| CA\_NAME | CHAR(50) |  |  | Name of customer account. Example, "Trish Hogan 401(k)". |
| CA\_TAX\_ST | NUM(1) | Not Null  in 0,1,2 |  | Tax status of this account: 0 means this account is not taxable, 1 means this account is taxable and tax must be withheld, 2 means this account is taxable and tax does not have to be withheld. |
| CA\_BAL | BALANCE\_T | Not Null |  | Account’s cash balance. |
|  | | | | |

CUSTOMER\_TAXRATE

The table contains two references per customer into the TAXRATE table. One reference is for state/province tax; the other one is for national tax. The TAXRATE table contains the actual tax rates.

Table Prefix: CX\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| CX\_TX\_ID | CHAR(4) | Not Null | PK+  FK (TX\_) | Tax rate identifier. |
| CX\_C\_ID | IDENT\_T | Not Null | PK+  FK (C\_) | Customer identifier of a customer that must pay this tax rate. |
|  | | | | |

HOLDING

The table contains information about the customer account’s security holdings.

Table Prefix: H\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| H\_T\_ID | TRADE\_T | Not Null | PK  FK (T\_) | Trade Identifier of the trade. |
| H\_CA\_ID | IDENT\_T | Not Null | FK+ (HS\_) | Customer account identifier. |
| H\_S\_SYMB | CHAR(15) | Not Null | FK+ (HS\_) | Symbol for the security held. |
| H\_DTS | DATETIME | Not Null |  | Date this security was purchased or sold. |
| H\_PRICE | S\_PRICE\_T | Not Null  > 0 |  | Unit purchase price of this security. |
| H\_QTY | S\_QTY\_T | Not Null |  | Quantity of this security held. |
|  | | | | |

HOLDING\_HISTORY

The table contains information about holding positions that were inserted, updated or deleted and which trades made each change.

Table Prefix: HH\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| HH\_H\_T\_ID | TRADE\_T | Not Null | PK+  FK (T\_) | Trade Identifier of the trade that originally created the holding row. This is a Foreign Key to the TRADE table rather than the HOLDING table because the HOLDING row could be deleted. |
| HH\_T\_ID | TRADE\_T | Not Null | PK+  FK (T\_) | Trade Identifier of the current trade (the one that last inserted, updated or deleted the holding identified by HH\_H\_T\_ID). |
| HH\_ BEFORE\_QTY | S\_QTY\_T | Not Null |  | Quantity of this security held before the modifying trade. On initial insertion, HH\_BEFORE\_QTY is 0. |
| HH\_ AFTER\_QTY | S\_QTY\_T | Not Null |  | Quantity of this security held after the modifying trade. If the HOLDING row gets deleted by the modifying trade, then HH\_AFTER\_QTY is 0. |
|  | | | | |

HOLDING\_SUMMARY

The table contains aggregate information about the customer account’s security holdings.

Table Prefix: HS\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| HS\_CA\_ID | IDENT\_T | Not Null | PK+  FK (CA\_) | Customer account identifier. |
| HS\_S\_SYMB | CHAR(15) | Not Null | PK+  FK (S\_) | Symbol for the security held. |
| HS\_ QTY | S\_QTY\_T | Not Null |  | Total quantity of this security held. |
|  | | | | |

Comment: HOLDING\_SUMMARY may be implemented as a view on HOLDING, in which case the HOLDING Foreign Key references to HOLDING\_SUMMARY are automatically met. However, the HOLDING\_SUMMARY Foreign Key references to CA\_ and S\_ must then be adopted and met by HOLDING.

WATCH\_ITEM

The table contains list of securities to watch for a watch list.

Table Prefix: WI\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| WI\_WL\_ID | IDENT\_T | Not Null | PK+  FK (WL\_) | Watch list identifier. |
| WI\_S\_SYMB | CHAR(15) | Not Null | PK+  FK (S\_) | Symbol of the security to watch. |
|  | | | | |

WATCH\_LIST

The table contains information about the customer who created this watch list.

Table Prefix: WL\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| WL\_ID | IDENT\_T | Not Null | PK | Watch list identifier. |
| WL\_C\_ID | IDENT\_T | Not Null | FK (C\_) | Identifier of customer who created this watch list. |
|  | | | | |

Broker Tables

This group of tables contains data related to the brokerage firm and brokers.

BROKER

The table contains information about brokers.

Table Prefix: B\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| B\_ID | IDENT\_T | Not Null | PK | Broker identifier. |
| B\_ST\_ID | CHAR(4) | Not Null | FK (ST\_) | Broker status type identifier; identifies if this broker is active or not. |
| B\_NAME | CHAR(49) | Not Null |  | Broker's name. |
| B\_NUM\_TRADES | NUM(9) | Not Null |  | Number of trades this broker has executed so far. |
| B\_COMM\_TOTAL | BALANCE\_T | Not Null |  | Amount of commission this broker has earned so far. |
|  | | | | |

CASH\_TRANSACTION

The table contains information about cash transactions.

Table Prefix: CT\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| CT\_T\_ID | TRADE\_T | Not Null | PK  FK (T\_) | Trade identifier. |
| CT\_DTS | DATETIME | Not Null |  | Date and time stamp of when the transaction took place. |
| CT\_AMT | VALUE\_T | Not Null |  | Amount of the cash transaction. |
| CT\_NAME | CHAR(100) |  |  | Transaction name, or description: e.g. “Buy Keebler Cookies”, “Cash from sale of DuPont stock”. |
|  | | | | |

CHARGE

The table contains information about charges for placing a trade request. Charges are based on the customer’s tier and the trade type.

Table Prefix: CH\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| CH\_TT\_ID | CHAR(3) | Not Null | PK+  FK (TT\_) | Trade type identifier. |
| CH\_C\_TIER | NUM(1) | Not Null  in 1,2,3 | PK+ | Customer’s tier. |
| CH\_CHRG | VALUE\_T | Not Null >= 0 |  | Charge for placing a trade request. |
|  | | | | |

COMMISSION\_RATE

The commission rate depends on several factors: the tier the customer is in, the type of trade, the quantity of securities traded, and the exchange that executes the trade.

Table Prefix: CR\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| CR\_C\_TIER | NUM(1) | Not Null  in 1,2,3 | PK+ | Customer’s tier. Valid values 1, 2 or 3. |
| CR\_TT\_ID | CHAR(3) | Not Null | PK+  FK (TT\_) | Trade Type identifier. Identifies the type of trade. |
| CR\_EX\_ID | CHAR(6) | Not Null | PK+  FK (EX\_) | Exchange identifier. Identifies the exchange the trade is against. |
| CR\_FROM\_QTY | S\_QTY\_T | Not Null  >= 0 | PK+ | Lower bound of quantity being traded to match this commission rate. |
| CR\_TO\_QTY | S\_QTY\_T | Not Null  > CR\_FROM\_QTY |  | Upper bound of quantity being traded to match this commission rate. |
| CR\_RATE | NUM(5,2) | Not Null  >= 0 |  | Commission rate. Ranges from 0.00 to 100.00. Example: 10% is 10.00. |
|  | | | | |

SETTLEMENT

The table contains information about how trades are settled: specifically whether the settlement is on margin or in cash and when the settlement is due.

Table Prefix: SE\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| SE\_T\_ID | TRADE\_T | Not Null | PK  FK (T\_) | Trade identifier. |
| SE\_CASH\_TYPE | CHAR(40) | Not Null |  | Type of cash settlement involved: possible values “Margin”, “Cash Account”. |
| SE\_CASH\_DUE\_DATE | DATE | Not Null |  | Date by which customer or brokerage must receive the cash; date of trade plus two days. |
| SE\_AMT | VALUE\_T | Not Null |  | Cash amount of settlement. |
|  | | | | |

TRADE

The table contains information about trades.

Table Prefix: T\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| T\_ID | TRADE\_T | Not Null | PK | Trade identifier. |
| T\_DTS | DATETIME | Not Null |  | Date and time of trade. |
| T\_ST\_ID | CHAR(4) | Not Null | FK (ST\_) | Status type identifier; identifies the status of this trade. |
| T\_TT\_ID | CHAR(3) | Not Null | FK (TT\_) | Trade type identifier; identifies the type of his trade. |
| T\_IS\_CASH | BOOLEAN | Not Null  in 0, 1 |  | Is this trade a cash (1) or margin (0) trade? |
| T\_S\_SYMB | CHAR(15) | Not Null | FK (S\_) | Security symbol of the security that was traded. |
| T\_QTY | S\_QTY\_T | Not Null  >0 |  | Quantity of securities traded. |
| T\_BID\_PRICE | S\_PRICE\_T | Not Null  > 0 |  | The requested unit price. |
| T\_CA\_ID | IDENT\_T | Not Null | FK (CA\_) | Customer account identifier. |
| T\_EXEC\_NAME | CHAR(49) | Not Null |  | Name of the person executing the trade. |
| T\_TRADE\_PRICE | S\_PRICE\_T |  |  | Unit price at which the security was traded. |
| T\_CHRG | VALUE\_T | Not Null  >= 0 |  | Fee charged for placing this trade request. |
| T\_COMM | VALUE\_T | Not Null  >= 0 |  | Commission earned on this trade; may be zero. |
| T\_TAX | VALUE\_T | Not Null  >= 0 |  | Amount of tax due on this trade; can be zero. Whether the tax is withheld from the settlement amount depends on the customer account tax status. |
| T\_LIFO | BOOLEAN | Not Null  in 0, 1 |  | If this trade is closing an existing position, is it executed against the newest-to-oldest account holdings of this security (1=LIFO) or against the oldest-to-newest account holdings (0=FIFO). |
|  | | | | |

TRADE\_HISTORY

The table contains the history of each trade transaction through the various states.

Table Prefix: TH\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| TH\_T\_ID | TRADE\_T | Not Null | PK+  FK (T\_) | Trade identifier. This value will be used for the corresponding T\_ID in the TRADE and SE\_T\_ID in the SETTLEMENT table if this trade request results in a trade. |
| TH\_DTS | DATETIME | Not Null |  | Timestamp of when the trade history was updated. |
| TH\_ST\_ID | CHAR(4) | Not Null | PK+  FK (ST\_) | Status type identifier. |
|  | | | | |

TRADE\_REQUEST

The table contains information about pending limit trades that are waiting for a certain security price before the trades are submitted to the market.

Table Prefix: TR\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| TR\_T\_ID | TRADE\_T | Not Null | PK  FK (T\_) | Trade request identifier. This value will be used for processing the pending limit order when it is subsequently triggered. |
| TR\_TT\_ID | CHAR(3) | Not Null | FK (TT\_) | Trade request type identifier; identifies the type of trade. |
| TR\_S\_SYMB | CHAR(15) | Not Null | FK (S\_) | Security symbol of the security the customer wants to trade. |
| TR\_QTY | S\_QTY\_T | Not Null  > 0 |  | Quantity of security the customer had requested to trade. |
| TR\_BID\_PRICE | S\_PRICE\_T | Not Null  > 0 |  | Price the customer wants per unit of security that they want to trade. Value of zero implies the customer wants to trade now at the market price |
| TR\_B\_ID | IDENT\_T | Not Null | FK (B\_) | Identifies the broker handling the trade. |
|  | | | | |

TRADE\_TYPE

The table contains a list of valid trade types.

Table Prefix: TT\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| TT\_ID | CHAR(3) | Not Null | PK | Trade type identifier: Values are: “TMB”, “TMS”, “TSL”, “TLS”, and “TLB”. |
| TT\_NAME | CHAR(12) | Not Null |  | Trade type name. Examples “Limit Buy", "Limit Sell", "Market Buy", "Market Sell", “Stop Loss”. |
| TT\_IS\_SELL | BOOLEAN | Not Null  in 0, 1 |  | 1 if this is a “Sell” type transaction. 0 if this is a “Buy” type transaction. |
| TT\_IS\_MRKT | BOOLEAN | Not Null  in 0, 1 |  | 1 if this is a market transaction that is submitted to the market exchange emulator immediately. 0 if this is a limit transaction. |
|  | | | | |

The contents of the TRADE\_TYPE table are shown below for readability, since the TT\_ID values are used elsewhere in the specification.

| TT\_ID | TT\_NAME | TT\_IS\_SELL | TT\_IS\_MRKT |
| --- | --- | --- | --- |
| TLB | Limit-Buy | 0 | 0 |
| TLS | Limit-Sell | 1 | 0 |
| TMB | Market-Buy | 0 | 1 |
| TMS | Market-Sell | 1 | 1 |
| TSL | Stop-Loss | 1 | 0 |

Market Tables

This group of tables contains information related to the exchanges, companies, and securities that create the Market.

COMPANY

The table contains information about all companies with publicly traded securities.

Table Prefix: CO\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| CO\_ID | IDENT\_T | Not Null | PK | Company identifier. |
| CO\_ST\_ID | CHAR(4) | Not Null | FK (ST\_) | Company status type identifier. Identifies if this company is active or not. |
| CO\_NAME | CHAR(60) | Not Null |  | Company name. |
| CO\_IN\_ID | CHAR(2) | Not Null | FK (IN\_) | Industry identifier of the industry the company is in. |
| CO\_SP\_RATE | CHAR(4) | Not Null |  | Company's credit rating from Standard & Poor. |
| CO\_CEO | CHAR(46) | Not Null |  | Name of Company's Chief Executive Officer. |
| CO\_AD\_ID | IDENT\_T | Not Null | FK (AD\_) | Address identifier. |
| CO\_DESC | CHAR(150) | Not Null |  | Company description. |
| CO\_OPEN\_DATE | DATE | Not Null |  | Date the company was founded. |
|  | | | | |

COMPANY\_COMPETITOR

This table contains information for the competitors of a given company and the industry in which the company competes.

Table Prefix: CP\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| CP\_CO\_ID | IDENT\_T | Not Null | PK+  FK (CO\_) | Company identifier. |
| CP\_COMP\_CO\_ID | IDENT\_T | Not Null | PK+  FK (CO\_) | Company identifier of the competitor company for the specified industry. |
| CP\_IN\_ID | CHAR(2) | Not Null | PK+  FK (IN\_) | Industry identifier of the industry in which the CP\_CO\_ID company considers that the CP\_COMP\_CO\_ID company competes with it. This may not be either company’s primary industry. |
|  | | | | |

DAILY\_MARKET

The table contains daily market statistics for each security, using the closing market data from the last completed trading day. VGenLoader will load this table with data for each security for the period starting 3 January 2000 and ending 31 December 2004.

Table Prefix: DM\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| DM\_DATE | DATE | Not Null | PK+ | Date of last completed trading day. |
| DM\_S\_SYMB | CHAR(15) | Not Null | PK+  FK (S\_) | Security symbol of this security. |
| DM\_CLOSE | S\_PRICE\_T | Not Null |  | Closing price for this security. |
| DM\_HIGH | S\_PRICE\_T | Not Null |  | Day's High price for this security. |
| DM\_LOW | S\_PRICE\_T | Not Null |  | Day's Low price for this security. |
| DM\_VOL | S\_COUNT\_T | Not Null |  | Day's volume for this security. |
|  | | | | |

EXCHANGE

The table contains information about financial exchanges.

Table Prefix: EX\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| EX\_ID | CHAR(6) | Not Null | PK | Exchange identifier. Values are, "NYSE", "NASDAQ", "AMEX", ”PCX”. |
| EX\_NAME | CHAR(100) | Not Null |  | Exchange name. |
| EX\_NUM\_SYMB | NUM(6) | Not Null |  | Number of securities traded on this exchange. |
| EX\_OPEN | NUM(4) | Not Null |  | Exchange Daily start time expressed in GMT. |
| EX\_CLOSE | NUM(4) | Not Null |  | Exchange Daily stop time, expressed in GMT. |
| EX\_DESC | CHAR(150) |  |  | Description of the exchange. |
| EX\_AD\_ID | IDENT\_T | Not Null | FK (AD\_) | Mailing address of exchange. |
|  | | | | |

FINANCIAL

The table contains information about a company's quarterly financial reports. VGenLoader will load this table with financial information for each company for the Quarters starting 1 January 2000 and ending with the quarter that starts 1 October 2004.

Table Prefix: FI\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| FI\_CO\_ID | IDENT\_T | Not Null | PK+  FK (CO\_) | Company identifier. |
| FI\_YEAR | NUM(4) | Not Null | PK+ | Year of the quarter end. |
| FI\_QTR | NUM(1) | Not Null  in 1,2,3,4 | PK+ | Quarter number that the financial information is for: valid values 1, 2, 3, 4. |
| FI\_QTR\_START\_DATE | DATE | Not Null |  | Start date of quarter. |
| FI\_REVENUE | FIN\_AGG\_T | Not Null |  | Reported revenue for the quarter. |
| FI\_NET\_EARN | FIN\_AGG\_T | Not Null |  | Net earnings reported for the quarter. |
| FI\_BASIC\_EPS | VALUE\_T | Not Null |  | Basic earnings per share reported for the quarter. |
| FI\_DILUT\_EPS | VALUE\_T | Not Null |  | Diluted earnings per share reported for the quarter. |
| FI\_MARGIN | VALUE\_T | Not Null |  | Profit divided by revenues for the quarter. |
| FI\_INVENTORY | FIN\_AGG\_T | Not Null |  | Value of inventory on hand at the end of the quarter. |
| FI\_ASSETS | FIN\_AGG\_T | Not Null |  | Value of total assets at the end of the quarter. |
| FI\_LIABILITY | FIN\_AGG\_T | Not Null |  | Value of total liabilities at the end of the quarter. |
| FI\_OUT\_BASIC | S\_COUNT\_T | Not Null |  | Average number of common shares outstanding (basic). |
| FI\_OUT\_DILUT | S\_COUNT\_T | Not Null |  | Average number of common shares outstanding (diluted). |
|  | | | | |

INDUSTRY

The table contains information about industries. Used to categorize which industries a company is in.

Table Prefix: IN\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| IN\_ID | CHAR(2) | Not Null | PK | Industry identifier. |
| IN\_NAME | CHAR(50) | Not Null |  | Industry name. Examples: "Air Travel", "Air Cargo", "Software", "Consumer Banking", "Merchant Banking", etc. |
| IN\_SC\_ID | CHAR(2) | Not Null | FK (SC\_) | Sector identifier of the sector the industry is in. |
|  | | | | |

LAST\_TRADE

The table contains one row for each security with the latest trade price and volume for each security.

Table Prefix: LT\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| LT\_S\_SYMB | CHAR(15) | Not Null | PK  FK (S\_) | Security symbol. |
| LT\_DTS | DATETIME | Not Null |  | Date and timestamp of when this row was last updated. |
| LT\_PRICE | S\_PRICE\_T | Not Null |  | Latest trade price for this security. |
| LT\_OPEN\_PRICE | S\_PRICE\_T | Not Null |  | Price the security opened at today. |
| LT\_VOL | S\_COUNT\_T | Not Null |  | Volume of trading on the market for this security so far today. Value initialized to 0. |
|  | | | | |

NEWS\_ITEM

The table contains information about news items of interest.

Table Prefix: NI\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| NI\_ID | IDENT\_T | Not Null | PK | News item identifier. |
| NI\_HEADLINE | CHAR(80) | Not Null |  | News item headline. |
| NI\_SUMMARY | CHAR(255) | Not Null |  | News item summary. |
| NI\_ITEM | BLOB(100000) or BLOB\_REF | Not Null |  | Large object containing the news item or links to the story. |
| NI\_DTS | DATETIME | Not Null |  | Date and time the news item was published. |
| NI\_SOURCE | CHAR(30) | Not Null |  | Source of the news item. |
| NI\_AUTHOR | CHAR(30) |  |  | Author of the news item. May be null if the news item came off a wire service. |
|  | | | | |

NEWS\_XREF

The table contains a cross-reference of news items to companies that are mentioned in the news item.

Table Prefix: NX\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| NX\_NI\_ID | IDENT\_T | Not Null | PK+  FK (NI\_) | News item identifier. |
| NX\_CO\_ID | IDENT\_T | Not Null | PK+  FK (CO\_) | Company identifier of the company (or one of the companies) mentioned in the news item. |
|  | | | | |

SECTOR

The table contains information about market sectors.

Table Prefix: SC\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| SC\_ID | CHAR(2) | Not Null | PK | Sector identifier. |
| SC\_NAME | CHAR(30) | Not Null |  | Sector name. Examples: “Energy”, “Materials”, “Industrials”, “Health Care, etc. |
|  | | | | |

SECURITY

This table contains information about each security traded on any of the exchanges.

Table Prefix: S\_

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Column Name | Data Type | Constraints | Relations | Description |
| S\_SYMB | CHAR(15) | Not Null | PK | Security symbol used to identify the security on "ticker". |
| S\_ISSUE | CHAR(6) | Not Null |  | Security issue type. Example: "COMMON", "PERF\_A", "PERF\_B", etc. |
| S\_ST\_ID | CHAR(4) | Not Null | FK (ST\_) | Security status type identifier. Identifies if this security is active or not. |
| S\_NAME | CHAR(70) | Not Null |  | Security name. |
| S\_EX\_ID | CHAR(6) | Not Null | FK (EX\_) | Exchange identifier of the exchange the security is traded on. |
| S\_CO\_ID | IDENT\_T | Not Null | FK (CO\_) | Company identifier of the company this security is issued by. |
| S\_NUM\_OUT | S\_COUNT\_T | Not Null |  | Number of shares outstanding for this security. |
| S\_START\_DATE | DATE | Not Null |  | Date security first started trading. |
| S\_EXCH\_DATE | DATE | Not Null |  | Date security first started trading on this exchange. |
| S\_PE | VALUE\_T | Not Null |  | Current share price to earnings per share ratio. |
| S\_52WK\_HIGH | S\_PRICE\_T | Not Null |  | Security share price 52-week high. |
| S\_52WK\_HIGH\_DATE | DATE | Not Null |  | Date of security share price 52-week high. |
| S\_52WK\_LOW | S\_PRICE\_T | Not Null |  | Security share price 52-week low. |
| S\_52WK\_LOW\_DATE | DATE | Not Null |  | Date of security share price 52-week low. |
| S\_DIVIDEND | VALUE\_T | Not Null |  | Annual Dividend per share amount. May be zero, is not allowed to be negative. |
| S\_YIELD | NUM(5,2) | Not Null |  | Dividend to share price ratio. Value is in percent. Example 10.00 is 10% |
|  | | | | |

Dimension Tables

This group of tables includes 4 dimension tables that contain common information such as addresses and zip codes.

ADDRESS

This table contains address information.

Table Prefix: AD\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| AD\_ID | IDENT\_T | Not Null | PK | Address identifier. |
| AD\_LINE1 | CHAR(80) |  |  | Address Line 1. |
| AD\_LINE2 | CHAR(80) |  |  | Address Line 2. |
| AD\_ZC\_CODE | CHAR(12) | Not Null | FK (ZC\_) | Zip or postal code. |
| AD\_CTRY | CHAR(80) |  |  | Country. |
|  | | | | |

STATUS\_TYPE

This table contains all status values for several different status usages. Multiple tables reference this table to obtain their status values.

Table Prefix: ST\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| ST\_ID | CHAR(4) | Not Null | PK | Status type identifier. |
| ST\_NAME | CHAR(10) | Not Null |  | Status value. Examples: "Active", "Completed", "Pending", “Canceled” and "Submitted”. |
|  | | | | |

The contents of the STATUS\_TYPE table are shown below for readability, since the ST\_ID values are used elsewhere in the specification.

| ST\_ID | ST\_NAME |
| --- | --- |
| ACTV | Active |
| CMPT | Completed |
| CNCL | Canceled |
| PNDG | Pending |
| SBMT | Submitted |

TAXRATE

The table contains information about tax rates.

Table Prefix: TX\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| TX\_ID | CHAR(4) | Not Null | PK | Tax rate identifier. Format - two letters followed by one digit. Examples: ‘US1’, ‘CA1’. |
| TX\_NAME | CHAR(50) | Not Null |  | Tax rate name. |
| TX\_RATE | NUM(6,5) | Not Null  >= 0 |  | Tax rate, between 0.00000 and 1.00000, inclusive. |
|  | | | | |

ZIP\_CODE

The table contains zip and postal codes, towns, and divisions that go with them.

Table Prefix: ZC\_

| Column Name | Data Type | Constraints | Relations | Description |
| --- | --- | --- | --- | --- |
| ZC\_CODE | CHAR(12) | Not Null | PK | Postal code. |
| ZC\_TOWN | CHAR(80) | Not Null |  | Town. |
| ZC\_DIV | CHAR(80) | Not Null |  | State or province or county. |
|  | | | | |

Implementation Rules

The Data Definition Language (DDL) statements contained in the TPCx‑HCI Benchmark Kit create the schema to conform to this specification. After creating disk space to hold the data, the Test Sponsor must run the VDb/pgsql/scripts/linux/setup.sh shell script, which creates and populates the schema on the provided disk space. This section describes what rules are followed by the DDL that implements the schema. The only changes allowed to the implementation rules are those defined in Clauses 1.5.6 and 1.5.7.

For full details of the Implementation Rules, see Appendix 10.1.

TPCx‑HCI Database Size and Table Cardinality

The transaction load generated to service customer accounts and to interact with financial markets drives the throughput of the TPCx‑HCI benchmark. To increase the throughput, more customers and their associated data must be configured. The cardinality of the CUSTOMER table is the basis of the TPCx‑HCI database size and scaling. CUSTOMER table cardinality is determined based on the transaction throughput metric requirements defined in Clause 5.6.7.

Configured Customers means the number of customers (with corresponding rows in the associated TPCx‑HCI tables) configured at database generation.

Active Customers means the number of customers (with corresponding rows in the associatedTPCx‑HCItables) that are accessed during the Test Run. Active Customers may be a subset of Configured Customers that were loaded at database generation**.**

The TPCx‑HCI benchmark has three types of sizing requirements for its tables:

* Fixed Tables are tables that always have the same number of rows regardless of the database size and transaction throughput. For example, TRADE\_TYPE has five rows.
* Scaling Tables each have a defined cardinality that has a constant relationship to the cardinality of the CUSTOMER table. Transactions may update rows from these tables, but the table sizes remain constant.
* Growing Tables each have an initial cardinality that has a defined relationship to the cardinality of the CUSTOMER table. However, the cardinality increases with new growth during the benchmark run at a rate that is proportional to transaction throughput rates.

Comment: The HOLDING and HOLDING\_SUMMARY tables are considered Growing Tables. Rows are added to and deleted from the HOLDING and HOLDING\_SUMMARY tables during the benchmark execution, but the average size of the tables continues to grow at an insignificant rate during Steady State. The TRADE\_REQUEST table is also considered a Growing Table because it is initially empty and at runtime grows to an average size that is a fixed relationship to the transaction throughput rates and not to the cardinality of the CUSTOMER table.

Initial Database Size Requirements

The test database must be initially populated using data generated by VGenLoader. By definition, the TPC provided VGenLoader produces the correct number of rows for each table. The test database must be built including the initial database population and User-Defined Objects present immediately prior to the first Test Run.

The initial database population is based on the number of customers. The benchmark Sponsor selects the CUSTOMER table cardinality, based on the desired transaction throughput. Clause 5.6.8.4 defines the Nominal Throughput for a given number of rows in the CUSTOMER table. The minimum number of rows for the CUSTOMER table in each database is 5000. The size of the CUSTOMER table can be increased in increments of 1000 customers. A set of 1000 customers is known as a Load Unit.

The overall Load Unit count, based on Clause 5.6.8.4, shall be proportioned among the Groups and Tiles as specified in Clause 4.3.4.2. Each of VM2 and VM3 in a Group must be initially populated with the same number of Load Units. The initial database populations of all Group 1 databases in all Tiles are required to be equal. The number of Load Units in the initial database population in a database in Groups 2, 3, and 4 must be 2, 3, and 4 times the number of Load Units in a Group 1 database, respectively. The minimum aggregate number of Load Units is (50 X *Tile count*) with *Tile count* calculated from formulas in Clause 4.3.4.1. Since the size of the CUSTOMER table in a Group 1 database may be increased only in increments of 1,000 customers, the aggregate number of Load Units may only be increased in increments of (10 X *Tile count*) Load Units.

The Growing Tables are populated with an initial set of rows sufficient to enable all benchmark Transactions to run.

The Scale Factor is the number of required customer rows per single Transactions-Per-Second-HCI. The Scale Factor for Nominal Throughput is 500.

The Initial Trade Days (ITD) is the number of Business Days used to populate the database. This population is made of trade data that would be generated by the SUT when running at the Nominal Throughput for the specified number of Business Days. The number of Initial Trade Days is 125.

The number of Load Units configured in each database must be equal to the number of Load Units actually accessed during the Test Run.

The following variables are used as an aid in defining TPCx‑HCI table cardinalities:

|  |  |  |
| --- | --- | --- |
| Variable | Table | Description |
| customers | CUSTOMER | Number of rows in the CUSTOMER table. |
| accounts | CUSTOMER\_ACCOUNT | Number of rows in the CUSTOMER\_ACCOUNT table. Equal to 5 \* customers. |
| trades | TRADE | Number of trade rows in the TRADE table. The trades number is equal to 7200 \* customers (125 days of initial population at SF = 500). |
| settled | SETTLEMENT | Number of settled trade rows in the SETTLEMENT table. The settled number is equal to trades. |
| companies | COMPANY | Number of rows in the COMPANY table. There are a fixed 5,000 companies. |
| securities | SECURITY | Number of rows in the SECURITY table. There are a fixed 6,850 securities. |
|  | | |

The following rules are used by VGenLoader to calculate the cardinalities of the Scaling Tables and Growing Tables. The VGen package uses random number generators to set the number of rows for relationships such as securities per account and, as a result, the cardinality of some TPCx‑HCI tables can only be approximated.

|  |  |  |
| --- | --- | --- |
| Table | Variable Used | Rule |
| ACCOUNT\_PERMISSION | accounts | 60% have just the customer as the executor  38% have the customer and 1 other executor 2% have the customer and 2 other executors Avg. is ~1.42 \* accounts |
| ADDRESS | customers | companies(5,000) + EXCHANGE(4) + customers |
| BROKER | customers | 0.01 \* customers (or 1 broker per 100 customers) |
| CASH\_TRANSACTION | settled | ~0.92 \* settled (84% of buys and 100% of sells are cash) |
| COMPANY | companies | 1 \* companies |
| COMPANY\_COMPETITOR | companies | 3 \* companies |
| CUSTOMER\_ACCOUNT | customers | 5 \* customers |
| CUSTOMER\_TAXRATE | customers | 2 \* customers |
| DAILY\_MARKET | securities | securities \* 1,305 (5 years of 5-day work weeks with two leap years) |
| FINANCIAL | companies | companies \* 20 quarters (5 years) |
| HOLDING | settled | ~0.07955 \* settled (assumes ITD = 125 and SF = 500) |
| HOLDING\_HISTORY | settled | ~1.3331 \* settled (assumes ITD = 125 and SF = 500) |
| HOLDING\_SUMMARY | accounts | ~ 9.9234 \* accounts (assumes ITD = 125 and SF = 500) |
| LAST\_TRADE | securities | 1 \* securities |
| NEWS\_ITEM | companies | 2 \* companies |
| NEWS\_XREF | companies | 2 \* companies |
| SECURITY | customers | 1 \* Securities |
| SETTLEMENT | settled | 1 \* settled |
| TRADE | customers | 7200 \* customers = ((ITD \* 8 \* 3600) / SF) \* customers |
| TRADE\_HISTORY | settled | ~((2 rows per market trade) \* 0.6)   +  ((3 rows per limit trade) \* 0.4) Average is (2.4 \* settled) |
| TRADE\_REQUEST |  | 0 |
| WATCH\_LIST | customers | Each customer has one watch list (1 \* customers) |
| WATCH\_ITEM | customers | Average=100 items per watch list \* customers |
|  | | |

The following list contains the cardinality of Fixed Tables.

|  |  |  |
| --- | --- | --- |
| Fixed Tables | Cardinality | Cardinality Formula |
| CHARGE | 15 | 5 trade types \* 3 customer tiers |
| COMMISSION\_RATE | 240 | 4 rates \* 4 exchanges \* 5 trade types \* 3 customer tiers |
| COMPANY | 5,000 | 5,000 companies |
| COMPANY\_COMPETITOR | 15,000 | 3 \* companies |
| DAILY\_MARKET | 8,939,250 | 1,305 days (5 years) \* securities |
| EXCHANGE | 4 | 4 exchanges |
| FINANCIAL | 100,000 | companies \* 20 |
| INDUSTRY | 102 | 102 industries |
| LAST\_TRADE | 6,850 | securities \* 1 |
| NEWS\_ITEM | 10,000 | companies \* 2 |
| NEWS\_REF | 10,000 | companies \* 2 |
| SECTOR | 12 | 12 sectors |
| SECURITY | 6,850 | securities \* 1 |
| STATUS\_TYPE | 5 | 5 status types |
| TAXRATE | 320 | 320 tax rates |
| TRADE\_TYPE | 5 | 5 trade types |
| ZIP\_CODE | 14,741 | 14,741 zip codes |
|  | | |

The following list contains the cardinality of the Scaling Tables for the minimum of 5,000 customers

|  |  |  |
| --- | --- | --- |
| Scaling Tables | Cardinality | Cardinality Formula |
| CUSTOMER | 5,000 | Scaled based on transaction rate |
| CUSTOMER\_TAXRATE | 10,000 | customers \* 2 |
| CUSTOMER\_ACCOUNT | 25,000 | accounts = (5 \* customers) |
| ACCOUNT\_PERMISSION | ~35,500 | accounts \* (Average of ~1.42 permissions per account) |
| ADDRESS | 10,004 | companies (5,000) + EXCHANGE (4) + customers |
| BROKER | 50 | customers \* 0.01 |
| WATCH\_LIST | 5,000 | customers \* 1 |
| WATCH\_ITEM | ~ 500,000 | customers \* (Average of ~100 securities per watch list) |
|  | | |

The following list shows the initial cardinality of the Growing Tables for the minimum of 5,000 customers, ITD-125, and SF=500.

|  |  |  |
| --- | --- | --- |
| Growing Tables | Cardinality | Cardinality Formula |
| CASH\_TRANSACTION | ~33,120,000 | ~0.92 \* settled (84% of buys & 100% of sells are cash) |
| HOLDING | ~2,844,000 | ~0.07955 \* settled (assumes ITD = 125 and SF = 500) |
| HOLDING\_HISTORY | ~47,916,000 | ~1.3331 \* settled (assumes ITD = 125 and SF = 500) |
| HOLDING\_SUMMARY | ~248,900 | ~9.9234 \* accounts |
| SETTLEMENT | 36,000,000 | 1 \* settled |
| TRADE | 36,000,000 | ((ITD \* 8hr/day \* 3600sec/hr \* customers) /SF) |
| TRADE\_HISTORY | ~86,400,000 | ~(2.4 \* trades) |
| TRADE\_REQUEST | 0 | 0 |
|  | | |

Test Run Database Size Requirements

The following list shows the increase in rows per second for the Growing Tables (except for TRADE\_REQUEST) during a Test Run. The rate of growth may decline after running for a large number of days.

|  |  |
| --- | --- |
| Table Name | Cardinality Formula |
| CASH\_TRANSACTION | ~0.92 \* (customers/SF) |
| HOLDING | ~0.040 \* (customers/SF) |
| HOLDING\_HISTORY | ~1.344 \* (customers/SF) |
| SETTLEMENT | 1 \* (customers/SF) |
| TRADE | 1 \* (customers/SF) |
| TRADE\_HISTORY | ~2.4 \* (customers/SF) |
|  | |

The TRADE\_REQUEST table is empty at the start of a Test Run and does grow at first during runtime, but it soon reaches a cardinality that is dependent on recent performance and not on the length of the Test Run. The approximate cardinality of TRADE\_REQUEST during the Steady State portion of a Test Run can be estimated as ~24 rows \* Measured Throughput (see Clause 5.6.8.1). Considerable variation in this cardinality is possible both while running and at the end of a Test Run.

The test database must be built to sustain the Reported Throughput during a Business Day. This means that test database must have a Business Day’s worth of additional space for data, index and log online. This excludes performing on the database any operation that does not occur during the Measurement Interval.

1. Transactions

Introduction

The core of each TPCx‑HCI Transaction runs on the Database Server, but the logic of the Transaction interacts with several components of the benchmark environment. This section defines all aspects of the Transactions, including side effects on other components of the benchmark environment.

Definitions

A Transaction is composed of VGenTxnHarness and of the invocation of one or more Frames. The Trade-Cleanup Transaction is an exception. Sponsors may but do not have to run the Trade-Cleanup Transaction from VGenTxnHarness.

The VGenTxnHarness is the TPC provided transaction logic, which the Sponsor is not allowed to alter. The VGenTxnHarness is implemented in a manner that precludes the consolidation of multiple Frames within a Transaction.

A Frame is the TPC-provided Transaction logic, which is invoked as a unit of execution by the VGenTxnHarness. The database interactions of a Transaction are all initiated from within its Frames.

**DBMS**

**Frame N**

**Frame 1**

***EGenTxnHarness***

*TPC*

*-*

*E Logic*

*TPC*

*-*

*E Logic*

*TPC*

*-*

*E Logic*

*Frame Call*

*Frame Return*

*Frame Call*

*Frame Return*

*TPC*

*-*

*E Logic*

**Input from Driver**

**Output to Driver**

**Legend**

***TPC Provided***

**Sponsor Provided**

**Commercial Product**

**DBMS**

**Frame N**

**Frame 1**

***VGenTxnHarness***

*TPC*

*-*

*E Logic*

*TPC*

*-*

*E Logic*

*TPC*

*-*

*E Logic*

*Frame Call*

*Frame Return*

*Frame Call*

*Frame Return*

*TPC*

*-*

*E Logic*

**Input from Driver**

**Output to Driver**

**DBMS**

**Frame N**

**Frame 1**

***VGenTxnHarness***

TPCx‑HCI *Logic*

TPCx‑HCI *Logic*

TPCx‑HCI *Logic*

*Frame Call*

*Frame Return*

*Frame Call*

*Frame Return*

TPCx‑HCILogic

**Input from Driver**

**Output to Driver**

**Legend**

***TPC Provided***

**Sponsor Provided**

**Commercial Product**

**Legend**

**Legend**

***TPC Provided***

**Commercial Product**

***TPC Provided***

**Commercial Product**

TPCx‑HCI Transactions

Frames Interfacing with the Harness and the Database

A Database Transaction is an ACID unit of work.

Database Footprint Definition

This Clause describes the format used to specify the Database Footprint of each Transaction in this benchmark.

The Database Footprint of a Transaction is the set of required database interactions to be executed by that Transaction.

Each Database Footprint is presented in a tabular format where the columns specify the following:

* The first column denotes either one of the database tables defined in Clause 2.2 or the words “Transaction Control” that denotes the entire Transaction. The last row defines the overall Transaction.
* The second column denotes one of the following:
  + A specific column name of a database table as defined in Clause 2.2.
  + The string “# rows” that specifies the exact number of rows containing all columns of a database table. For example, “2 rows” indicates two complete rows of a database table.
  + The string “Row(s)” that specifies a variable number of rows containing all columns of a database table.
* The remaining columns correspond with each of the Frames of the Transaction and contain the database interactions or Transaction control operations required to be executed in that Frame.

The following table is an example of the Database Footprint of a Transaction.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Example Database Footprint | | | | |
| Table | Column | Frame | | |
| 1 | 2\* | 3\* |
| CUSTOMER\_ACCOUNT | CA\_BAL | Reference |  |  |
| CA\_C\_ID | Return |  |  |
| CA\_TAX\_ST | Return |  |  |
| HOLDING | H\_PRICE |  | Return |  |
| H\_QTY |  | Modify |  |
| Row(s) |  | Remove \* |  |
| 1 row |  | Add \* |  |
| TRADE\_HISTORY | 1 row |  |  | Add |
| Transaction Control | | Start | Rollback \* | Commit |
|  | | | | |

* For the last row of the Database Footprint where the words “Transaction Control” appears, each column corresponds to one of the transaction Frames. The content of the columns denote which Transaction control operations occur in that Frame. The possible Transaction control operations are as follows:
  + The word “Start” indicates that the specified Frame contains a control operation that starts a Database Transaction. The start of a Database Transaction can only occur in a Frame where the word “Start” is specified.
  + The word “Rollback” indicates that the specified Frame contains a control operation that rolls back the Database Transaction. The explicit rolling back of a Database Transaction can only occur in a Frame where the word “Rollback” is specified.

The word “Commit” indicates that the specified Frame contains a control operation that commits a Database Transaction. Commit is a control operation that:

* Is initiated by a unit of work (a Transaction)
* Is implemented by the DBMS
* Signifies that the unit of work has completed successfully and all tentatively modified data are to persist (until modified by some other operation or unit of work)
  + Upon successful completion of this control operation both the Transaction and the data are said to be Committed. The explicit committing of a Database Transaction can only occur in a Frame where the word “Commit” is specified.

Comment: Multiple Transaction control operations may occur within the same Frame. For example, a Transaction that consists of a single Frame would have both “Start” and “Commit” in its Database Footprint column corresponding with Frame 1.

* For remaining rows of the Database Footprint the column corresponding to each Frame contains the access method required for the table column listed in that row. The possible access methods are as follows:
  + The word “Reference” indicates that the TPCx‑HCI table column is identified in the database and the content is accessed within the Frame without passing the content of the table column to the VGenTxnHarness.
  + The word “Return” indicates that the TPCx‑HCI table column is referenced and that its content is retrieved from the database and passed to the VGenTxnHarness. The table column must be referenced in the same Frame where the word “Return” is specified. The content of the table column can only be passed to subsequent Frames via the input and output parameters specified in the Frame parameters.
  + The word “Modify” indicates that the content of a TPCx‑HCI table column is modified within the Frame. The content of the table column can only be changed in a Frame where the word “Modify” is specified. When the original content of the table column must also be referenced or returned before it is modified, a “Reference” or a “Return” access method is also specified.
  + The word “Add” indicates that a number of rows are added to the TPCx‑HCI table specified by the Database Footprint. TPCx‑HCI Table row(s) can only be added in a Frame where the word “Add” is specified. The number of rows that are added is specified in the second column of the Database Footprint with either “# row” for a fixed number of rows or “row(s)” for an unspecified number of rows.
  + The word “Remove” indicates that a number of rows are removed from the TPCx‑HCI table specified by the Database Footprint. Table row(s) can only be removed in a Frame where the word “Remove” is specified. The number of rows that are removed is specified in the second column of the Database Footprint with either “# row” for a fixed number of rows or “row(s)” for an unspecified number of rows.

Comment 1: An asterisk following any item in the column of a given Frame denotes that the transaction control, the database interactions, or the execution of the entire Frame is conditional. The VGenTxnHarness defines under which conditions the Frame will be executed.

Comment 2: In the example Database Footprint above, the Database Transaction is started in Frame 1. If Frame 2 is executed the Database Transaction may be rolled back. If Frame 3 is executed the Database Transaction must be Committed. For the table CUSTOMER\_ACCOUNT, the table column CA\_BAL is referenced and the table columns CA\_C\_ID and CA\_TAX\_ST are returned in Frame 1. For the HOLDING table, the column H\_PRICE is returned and H\_QTY is modified if Frame 2 is executed. Additionally, if Frame 2 is executed, a number of rows are conditionally removed from the HOLDING table and 1 row is conditionally added to the HOLDING table. For the TRADE\_HISTORY table, a row is added if Frame 3 is executed.

Comment 3: The programming semantics used to implement the required access methods for a given table column is not restricted from performing operations typically associated with a different access method, as long as the implementation of the Frame is functionally equivalent to the specified Pseudo-code. For example, “select for update” and “select with UPDLOCK” are compliant implementations of a Reference access method.

Transaction Implementation Rules

Frame Implementation

The implementation of a Frame is not allowed to assume any prior knowledge of VGen’s data generation methods or values for data elements defined in the database schema for the benchmark, except for the VGen constants listed in the table below.

Comment 1: The intent of this clause is to prevent the Frames from using constant values, or other means, to circumvent database references to static or infrequently changing data elements. In general, using any private knowledge specific to the benchmark, but which is not explicitly furnished to the Transaction or the Frame, via Transaction inputs or Transaction Pseudo-code, is prohibited.

The following table shows VGen constants used as limits when generating the number of values for Transaction inputs or when accepting Transaction outputs. These constant limits are provided in the specification for explicit usage in the corresponding Clause 3.3 Frame Implementations.

|  |  |  |  |
| --- | --- | --- | --- |
| Description | Constant | Value | VGen Filename |
| Broker-Volume | | | |
| Minimum number of input broker names | min\_broker\_list\_len | 20 | TxnHarnessStructs.h |
| Maximum number of input broker names | max\_broker\_list\_len | 40 | TxnHarnessStructs.h |
| Customer-Position | | | |
| Maximum customer accounts per customer | max\_acct\_len | 10 | TxnHarnessStructs.h |
| Maximum number of TRADE\_HISTORY rows to return | max\_hist\_len | 30 | TxnHarnessStructs.h |
| Market-Feed | | | |
| Maximum number of items on the ticker | max\_feed\_len | 25 | TxnHarnessStructs.h |
| Security-Detail | | | |
| Minimum number of DAILY\_MARKET rows to return | min\_day\_len | 5 | TxnHarnessStructs.h |
| Maximum number of DAILY\_MARKET rows to return | max\_day\_len | 20 | TxnHarnessStructs.h |
| Maximum number of FINANCIAL rows to return | max\_fin\_len | 20 | TxnHarnessStructs.h |
| Maximum number of NEWS\_ITEM rows to return | max\_news\_len | 2 | TxnHarnessStructs.h |
| Maximum number of COMPANY\_COMPETITOR rows to return | max\_comp\_len | 3 | TxnHarnessStructs.h |
| Trade-Lookup | | | |
| Maximum number of TRADE rows to return for Transaction | TradeLookupMaxRows | 20 | MiscConsts.h |
| Maximum number of TRADE rows to return for Frame 1 | TradeLookupFrame1MaxRows | 20 | MiscConsts.h |
| Maximum number of TRADE rows to return for Frame 2 | TradeLookupFrame2MaxRows | 20 | MiscConsts.h |
| Maximum number of TRADE rows to return for Frame 3 | TradeLookupFrame3MaxRows | 20 | MiscConsts.h |
| Maximum number of TRADE \_HISTORY rows to return | TradeLookupMaxTradeHistoryRowsReturned | 3 | MiscConsts.h |
| Trade-Status | | | |
| Maximum number of trade status rows to return | max\_trade\_status\_len | 50 | TxnHarnessStructs.h |
| Trade-Update | | | |
| Maximum number of TRADE rows to return for Transaction | TradeUpdateMaxRows | 20 | MiscConsts.h |
| Maximum number of TRADE rows to return for Frame 1 | TradeUpdateFrame1MaxRows | 20 | MiscConsts.h |
| Maximum number of TRADE rows to return for Frame 2 | TradeUpdateFrame2MaxRows | 20 | MiscConsts.h |
| Maximum number of TRADE rows to return for Frame 3 | TradeUpdateFrame3MaxRows | 20 | MiscConsts.h |
| Maximum number of TRADE \_HISTORY rows to return | TradeUpdateMaxTradeHistoryRowsReturned | 3 | MiscConsts.h |
|  |  |  |  |

All data exchanges between Frames must be done by the VGenTxnHarness through its use of input and output parameters passed in and out of the Frames.

Comment 1: The intent of this clause is to prevent the Frames from using global variables, or other means, for storing and retrieving information across multiple invocations of the same or different Frames in order to avoid work intended to be done during each individual invocation.

Comment 2: The Test Sponsor may augment each Frame with code to unpack the input parameters received from the VGenTxnHarness and to pack the output parameters returned to the VGenTxnHarness.

The Frame Implementation must perform each database interaction specified in the Transaction’s Database Footprint, using the specified access method.

The Frame Implementation must access any column that is marked as Reference. It is also free to access other columns that are not marked as Reference. For the other database interactions, the Frame Implementation must perform all the required operations and/or return all the specified column values.

The implementation of each Frame must be functionally equivalent to the Pseudo-code provided for that Frame in Clause 3.3. Functional equivalence is satisfied when:

* For a given set of inputs the implementation produces the same outputs and causes the same change in database state as the Pseudo-code. A change in database state is a change to a TPCx‑HCI Table or TPCx‑HCI Table column, resulting from any Modify, Add or Remove access method defined by the Transaction’s Database Footprint.
* All access methods in the Database Footprint are performed.
* No additional Add/Modify/Remove access methods against any TPCx‑HCI Table are performed.

Comment: Additional Reference access methods against any TPCx‑HCI Table may be performed. Additional access methods against any User-Defined Object may be performed.

The minimum decimal precision for any computation performed as part of the Frame must be the maximum decimal precision of all the individual items in that calculation.

Each Frame and Transaction has a status output parameter used to indicate the execution status of the Frame or Transaction. A status value of 0 indicates success. A negative status value indicates an error that would invalidate a Test Run. A positive non-zero integer value for status indicates a warning. Warnings mean that an unexpected result was generated and the Test Sponsor and Auditor should investigate the unexpected result. The unexpected result may be due to a rare but legal condition or it may be because of an incorrect implementation or run-time problem. If the latter is the cause of the warning, it must be treated as an error that invalidates the Test Run.  
  
The following table shows the positive warning numbers and where they may happen in VGen.

|  |  |  |  |
| --- | --- | --- | --- |
| Transaction | Frame | Warning Status | Reason for Warning |
| Trade-Lookup | 2 | +621 | num\_found == 0 |
| Trade-Lookup | 3 | +631 | num\_found == 0 |
| Trade-Lookup | 4 | +641 | num\_trades\_found == 0 |
| Trade-Update | 2 | +1021 | num\_updated == 0 |
| Trade-Update | 3 | +1031 | num\_found == 0 |

If a transaction processing monitor (hereinafter referred to as TM) is used it must be commercially available software which provides the following features/functionality:

Operation - The TM must allow for:

* request/service prioritization
* multiplexing/de multiplexing of requests/services
* automatic load balancing
* reception, queuing, and execution of multiple requests/services concurrently

Security - The TM must allow for:

* the ability to validate and authorize execution of each service at the time the service is requested.
* the restriction of administrative functions to authorized users.

Administration/Maintenance - The TM must have the predefined capability to perform centralized, non programmatic (i.e., must be implemented in the standard product and not require programming) and dynamic configuration management of TM resources including hardware, network, services (single or group), queue management prioritization rules, etc.

Recovery - The TM must have the capability to:

* post error codes to an application
* detect and terminate long-running transactions based on predefined time-out intervals

Application Transparency - The message context(s) that exist between the client and server application programs must be managed solely by the TM. The client and server application programs must not have any knowledge of the message context or the underlying communication mechanisms that support that context.

Comment 1: The following are examples of implementations that are non-compliant with the Application Transparency requirement.

1. Client and server application programs use the same identifier (e.g., handle or pointer) to maintain the message context for multiple transactions.
2. Change and/or recompilation of the client and/or server application programs is required when the number of queues or equivalent data structures used by the TM to maintain the message context between the client and server application programs is changed by TM administration.

Comment 2: The intent of this clause is to encourage the use of general purpose, commercially available transaction monitors, and to exclude special purpose software developed for benchmarking or other limited use. It is recognized that implementations of features and functionality described above vary across vendors' architectures. Such differences do not preclude compliance with the requirements of this clause.

The Transactions

The TPCx‑HCI benchmark consists of eleven Transactions, and one cleanup Transaction. To generate a reasonably balanced workload that resembles real production environments, the Transactions have to cover a wide variety of system functions. Nine of the Transactions follow a specific mix to generate the desired workload while keeping the benchmark environment simple, repeatable and easy to execute. Two additional Transactions are not part of the Transaction Mix, but are executed at fixed intervals. The tenth Transaction, called “Market-Feed”, simulates a market ticker feed of recent stock trades. The eleventh Transaction, called “Data-Maintenance”, simulates administrative updates to tables that are not otherwise modified by the Transactions in the mix.

An additional cleanup Transaction, called “Trade-Cleanup”, is provided to clean up pending and submitted trades that may exist from an earlier run.

One of the key performance characteristics of database systems is the ratio of reads and writes generated by the workload. To emulate such a ratio, TPCx‑HCI has defined Transactions with read-only characteristics as well as Transactions with read-write characteristics. In addition, the Transactions apply varying loads on the processor.

The variety of processor, IO, and execution frequency requirements for the Transactions allows the benchmark to emulate a real environment with heavy processor utilization while maintaining a reasonable IO load in a simple benchmark configuration.

The Transactions can be grouped into three categories:

* Customer Initiated Transactions simulate customer interactions with the system and are initiated by the Customer Emulator component of the benchmark Driver.
* Brokerage Initiated Transactions simulate broker interactions with the system and are initiated by the Customer Emulator component of the benchmark Driver.
* Market Triggered Transactions simulate the behavior of the market and are triggered by the Market Exchange Emulator component of the benchmark Driver.

Nine Transactions are in the mix, and in addition, the benchmark defines two time triggered Transactions, the Market-Feed Transaction and the Data-Maintenance Transaction, which are initiated at fixed time intervals as defined in Clause 5.3.3. Also defined is a Trade-Cleanup transaction (see clause 5.3.4), which may not be executed within a Test Run, but must be executed once before a Test Run if the database is not in its initially populated state (i.e., if any prior runs have been performed on the database).

The following summary table lists the basic characteristics of the transactions. See Clause 10.6 for full implementation details of the transactions, including pseudo-code

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Transaction | Weight | Access | Category | Frames | Definition |
| Broker-Volume | Mid to Heavy | Read-only | Brokerage Initiated | 1 | Clause 10.6.1 |
| Customer-Position | Mid to Heavy | Read-only | Customer Initiated | 3 | Clause 10.6.2.1 |
| Market-Feed | Light | Read-write | Market Time Triggered | 1 | Clause 10.6.3 |
| Market-Watch | Medium | Read-only | Customer Initiated | 1 | Clause 10.6.4 |
| Security-Detail | Medium | Read-only | Customer Initiated | 1 | Clause 10.6.5 |
| Trade-Lookup | Medium | Read-only | Brokerage Initiated for Frames 1 & 3  Customer Initiated for Frames 2 & 4 | 4 | Clause 10.6.6 |
| Trade-Order | Heavy | Read-write | Customer Initiated | 6 | Clause 10.6.7 |
| Trade-Result | Heavy | Read-write | Market Triggered | 7 | Clause 10.6.8 |
| Trade-Status | Light | Read-only | Customer Initiated | 1 | Clause 10.6.9 |
| Trade-Update | Medium | Read-write | Brokerage Initiated for Frames 1& 3  Customer Initiated for Frame 2 | 3 | Clause 10.6.10 |
| Data-Maintenance | Light | Read-write | Brokerage Time Triggered | 1 | Clause 10.6.11 |
| Trade-Cleanup | Medium | Read-write | Run once before Test Run | 1 | Clause 10.6.12 |
|  | | | | | |

1. Description of SUT, Driver, and Network

Overview

TPCx‑HCI is a distillation of an abstraction of multiple virtualized “real-world” OLTP environment. In order to understand what TPCx‑HCI tests and, as a consequence, what TPCx‑HCI does not test, it is necessary to understand the base “real-world” environment, the abstraction of that base environment , and the distillation of that abstraction. For a complete description of the SUT, Driver, and Network, see Clause 10.1

Example Test Configuration Implementations

The following figure shows the physical and virtual components that could be assembled to implement a Node in a hypothetical test configuration. In this simple example, the Node is depicted with only 1 Tile.



**Driver**

**System Under Test**

**Tier A & B**

**Tile 1, Group 1**

**Tier**

**A**

**VM s for demonstration purposesnd properties of the elasticity periods.1**

TPCx‑HCI

**VM2**

TPCx‑HCI

**VM3**

Data

Data

**TL  
RU  
DM**

**TO**

**TR**

**MF**

**TS**

**MW**

**SD**

**BV**

**CP**

**DM**

**Tile 1, Group 2**

**Tier**

**A**

**VM1**

TPCx‑HCI

**VM2**

TPCx‑HCI

**VM3**

Data

Data

**TO**

**TR**

**MF**

**TS**

**MW**

**SD**

**BV**

**CP**

**DM**

**Tier**

**A**

**VM1**

TPCx‑HCI

**VM2**

TPCx‑HCI

**VM3**

Data

Data

**TO**

**TR**

**MF**

**TS**

**MW**

**SD**

**BV**

**CP**

**DM**

**Tile 1, Group 4**

**Tier**

**A**

**VM1**

TPCx‑HCI

**VM2**

TPCx‑HCI

**VM3**

Data

Data

**TO**

**TR**

**MF**

**TS**

**MW**

**SD**

**BV**

**CP**

**DM**

**Tile 1, Group 3**

**TL  
RU  
DM**

**TL  
RU  
DM**

**TL  
RU  
DM**

Figure 4.a - Sample Component of Physical Test Configuration

Further Requirements for SUT and Driver Implementations

Disclosure of Network Configuration

The Test Sponsor shall describe completely the Network configurations of both the tested services and the proposed real (target) services that are being represented.

Synchronization of Time

All of the systems used for the Driver and SUT must have system clocks that are synchronized to within a tolerance of 10 seconds across all systems. The synchronization must be verified once before and once after the Test Run.

This clause covers the constraints and regulations governing the use of Benchmark Kit. For detailed information on Benchmark Kit, what features and functionality it provides and how a Test Sponsor is to use those features and functionality see Clause 10 .

SUT Implementation Limits on Operator Intervention

Systems must be able to run normal operations for at least a Business Day without requiring any operator intervention to sustain the Reported Throughput.

Comment: Operator intervention is defined as any activity that requires an operator or an individual to perform a function to enable the SUT to continue processing Transactions.

Valid Configurations

A TPCx‑HCI configuration is made up of several identical Tiles, with each Tile having 4 Groups. A Tile in a valid configuration will have Groups 1, 2, 3, and 4 contributing an average of 10%, 20%, 30%, and 40% of the total throughput of the Tile, respectively.

A valid TPCx‑HCI configuration must have at least 2 Nodes. If there are less than 4 Nodes in the Measured Configuration, the Test Sponsor must provide publically available documentation that verifies cluster sizes of at least 4 Nodes are supported by all the software and hardware components used in the Measured Configuration.

Calculation of the number of Tiles

* + - * 1. Deriving the per-Node Tile count from the overall LU count

The number of Tiles in a valid TPCx‑HCI configuration is calculated on a per-Node basis. Starting from the definition in Clause 2.4.1.5 which requires 1 LU per each 2 tpsHCI, the target tpsHCI is used to calculate the overall number of Load Units for the Cluster. The overall LU count is then divided by the number of Nodes. That per-Node LU count is used to index into the table below, and look up a Tile count, which is then multiplied by the number of Nodes, and further incremented by a factor of 1.10 (to avoid the trivial case of the Tile count being an integral multiplier of the Node count) rounded up to arrive at the overall valid Tile count for the Measured Configuration.

So, for example, if the target tpsHCI is 30,000 and there are 6 Nodes in the Measured Configuration, the per-Node LU value to use in the table is 15,000/6=2,500 LUs, which corresponds to either 4 or 5 Tiles. The Test Sponsor can use either ceiling(6 X 4 X 1.1) = 27 or ceiling(6 X 5 X 1.1) = 33 Tiles. If the target tpsHCI is 2,000 with 4 Nodes, the 1,000/4=250 LUs value selects 1 Tile, which then gives us ceiling(4 X 1 X 1.1)=5 Tiles for the Cluster.

* + - * 1. Deriving the per-Node Tile count from the overall LU count

The Tile counts for various Load Unit ranges are listed in the table below, and depicted in Figure 4.f.

**Comment**: The ranges are overlapping. So when a sponsor chooses the number of Load Units based on the corresponding Nominal Throughput, the table gives the sponsor either two choices for the number of Tiles (for example, at 500 LUs), or a single choice (for example, at 2,000 LUs).

|  |  |  |  |
| --- | --- | --- | --- |
| Aggregate LU range | | Number of Tiles | Aggregate LU increment size |
| From | To |
| 50 | 1,000 | 1 | 10 |
| 800 | 1,400 | 2 | 20 |
| 1,110 | 1,980 | 3 | 30 |
| 1,600 | 2,800 | 4 | 40 |
| 2,250 | 4,000 | 5 | 50 |
| 3,180 | 5,640 | 6 | 60 |
| 4,480 | 7,980 | 7 | 70 |
| 6,400 | 11,280 | 8 | 80 |
| 9,000 | 15,930 | 9 | 90 |
| 12,800 | 22,600 | 10 | 100 |
| 18,040 | 31,900 | 11 | 110 |
| 25,560 | 45,240 | 12 | 120 |
| 36,140 | 63,960 | 13 | 130 |
| 51,100 | 90,440 | 14 | 140 |
| 72,300 | 127,950 | 15 | 150 |



Figure 4.b – Valid number of Tiles versus aggregate LUs

The formulas below were used in the calculation of the values in the table above. The mix and max LU counts in each range are adjusted to be integral multiples of the valid LU increment count for the range.

* A configuration with 1 Tile may be used for per-Node Load Unit counts between 50 and 1000.
* The minimum LU count in a range is 80% of the max LU count of the previous range
* The Maximum LU count in a range is the max LU count of the previous range multiplied by SQRT(2).
* The Tile count for the range is calculated from the max LU count of the range as:  
  FLOOR((LOG(max\_LU\_count/1000,SQRT(2))),1)+1

Calculation of the number of Load Units in each Group

The overall number of Load Units is determined by Clause 5.6.8.4. The number of Load Units in each Group 1 in a configuration with *n* Tiles equals (overall number of Load Units / *n* ) \* 10%. The number of Load Units in each Group 2-4 is similarly calculated by substituting 20%, 30%, and 40%, respectively, in the formula above.

All Groups must be populated in accordance with the requirements in Clauses 2.4.1.2 and 2.4.1.3. Clause 2.4.1.3 specifies the minimum number of Load Units and the minimum Load Unit increment value.

1. Execution Rules & Metrics

Introduction

This clause defines the execution rules and the methods for calculating the benchmark metric.

Definition of Terms

The term Reported refers to an item that is part of the FDR (see Clause 8 for detailed requirements).

The term Valid Transaction refers to any Transaction for which input data has been sent in full by the Driver, whose processing has been successfully completed on the SUT and whose correct output data has been received in full by the Driver.

Comment 1: Transaction errors are not allowed during the Test Run. A Transaction that never completes is considered an error.

Comment 2: A Trade-Order Transaction that requires a rollback that runs successfully and produces the correct output is considered a Valid Transaction.

Comment 3: A Transaction that aborts and is retried by the SUT and ultimately completes successfully and produces the correct output is considered a Valid Transaction. A Transaction may not be retried by the Driver.

Dynamic Workload Variation

One of the unique features of TPCx‑HCI is that the load of each Group rises or falls at every Phase change of the Measurement Interval. This is intended to represent the elastic nature of workloads present in virtual systems and the resource allocation policies required to handle such elasticity. The overall load presented to the System Under Test, as well as the total load presented to each Tile, remains constant throughout the Measurement Interval, but the contribution from each Group within a Tile varies by as much as a factor of 7X between two *consecutive* Elasticity Phases (the rise of the contribution of Group 1 from 5% to 35% in Elasticity Phase 7, followed by the dropping back to 5% in Elasticity Phase 8). In each Phase, all Group 1s of all Tiles vary to the same degree; and the same applies to Groups 2-4. The table and chart below show how much each Group contributes to the overall throughput of a Tile in each 12-minute Elasticity Phase.

The difference between the highest and lowest percentage of load presented to a Group across all 10 Elasticity Phases can be as much as 16X (the 80% of Elasticity Phase 4 of Group 4 to the 5% of Elasticity Phase 9 of that Group).

The Max-to-Min load variation for Group 1 is from 35% to 5%.

The Max-to-Min load variation for Group 2 is from 65% to 5%.

The Max-to-Min load variation for Group 3 is from 70% to 5%.

The Max-to-Min load variation for Group 4 is from 80% to 5%.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Elasticity** **Phase** | **Group 1** | **Group 2** | **Group 3** | **Group 4** |
| 1 | 10% | 20% | 30% | 40% |
| 2 | 5% | 10% | 25% | 60% |
| 3 | 10% | 5% | 20% | 65% |
| 4 | 5% | 10% | 5% | 80% |
| 5 | 10% | 5% | 30% | 55% |
| 6 | 5% | 35% | 20% | 40% |
| 7 | 35% | 25% | 15% | 25% |
| 8 | 5% | 65% | 20% | 10% |
| 9 | 10% | 15% | 70% | 5% |
| 10 | 5% | 10% | 65% | 20% |
| Average | 10% | 20% | 30% | 40% |

Figure 5.a - Dynamic load variation

Transaction Mix

The TPCx‑HCI workload is made up of a number of Transactions executing against multiple databases following a specified Transaction Mix. During the Test Run, the CCE code controls the generation of Brokerage Initiated and Customer Initiated Transaction types via a card deck methodology designed to satisfy the specified mix (see CETxnMixGenerator.cpp). The Market Triggered Transactions are not generated by the CE but arise from asynchronous actions in the MEE.

Since deviations from the specified mix are still possible, it is the Test Sponsor's responsibility to make sure that the following criteria were indeed met for the Measurement Interval in order for the Measurement Interval to be valid. For the purposes of verifying that these criteria are met any and all Valid Transactions whose sTn and eTn are both within the Measurement Interval are to be counted.

Mix Requirements

The following table shows the target mix percentages for the two Tier B Virtual Machines of each Group. The Test Sponsor must show that the actual percentage obtained for each Transaction type over the entire Measurement Interval is within the specified Required Range.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| VM in Group | Transaction | Target Pct | Required Range | Comment |
| VM2 | Trade-Lookup | 9% | 8.955%-9.045% |  |
| VM2 | Trade-Update | 1% | 0.995%-1.005% |  |
| VM3 | Broker-Volume | 3.9% | 3.881%-3.920% |  |
| VM3 | Customer-Position | 15% | 14.910%-15.090% |  |
| VM3 | Market-Watch | 17% | 16.905%-17.095% |  |
| VM3 | Security-Detail | 16% | 15.905%-16.095% |  |
| VM3 | Trade-Order | 10.1% | 10.049% – 10.151% | ~1% of Trade Orders rollback (see Clause 5.4.1, rollback is 1 out of each 101 Trade Orders.). 99% of 10.1% is the 10% for Trade Result. |
| VM3 | Trade-Result | 10% | 9.950% - 10.050% | There is one Trade-Result per Trade-Order completed by the MEE, but ~1% of Trade-Order Transactions rollback at time of initial processing. |
| VM3 | Trade-Status | 18% | 17.900%-18.100% |  |
|  | Total | 100% |  |  |

Comment 1: The number of completed Trade-Results is one per non-rolled-back Trade-Order. However, pending limit orders are delayed until their trigger price is reached. Therefore mix percentages may vary over short periods of time.

Comment 2: Only the first MEE instance issues Market-Feed Transactions, which shall be at the rate of 2 per second for each VM3 database.

Required Precision for Mix Percentage Reporting

The Transaction Mix percentages must be reported to the thousandths (xx.yyy). See the Required Range column in the table in Clause 5.3.1.

Computing the mix frequencies actually obtained during the Measurement Interval must be done with at least four decimal places and must be rounded to the nearest three decimal places when reported. For example, 7.2344 must be reported as 7.234 and 7.2345 must be reported as 7.235

Data-Maintenance

For each of the two Tier B Virtual Machines in each Group, a single Data-Maintenance Transaction must be invoked every sixty seconds. The Data-Maintenance transaction submitted to each VM conforms to the table cardinalities of the database in that VM. The actual interval between the executions of two consecutive Transactions must be no less than 58 seconds and no more than 62 seconds. Each Data-Maintenance Transaction must successfully complete in 55 seconds or less.

Trade-Cleanup

The special Trade-Cleanup Transaction is not part of the Transaction Mix. There are no Response Time criteria for the Trade-Cleanup Transaction, except that the Transaction must be invoked and finish before any other type of Transaction can be executed.

Transaction Parameters

Each Transaction type has variable inputs. Some of the Transactions have specified percentages (see DriverParamSettings.h) for the possible values of these inputs. During the Test Run, the VGenDriver code controls the generation of the values for theses inputs using a random number generator in a manner designed to satisfy the specified percentage (see CETxnInputGenerator.cpp). However since deviations from the specified percentage are still possible, it is the Test Sponsor's responsibility to make sure that the following criteria were indeed met for the Measurement Interval in order for the Measurement Interval to be valid. For the purposes of verifying that these criteria are met, inputs for any and all Valid Transactions, whose sTn and eTn are both within the Measurement Interval, are to be counted.

Input Value Mix Requirements

The following table shows the target input value percentages. The Test Sponsor must show that the actual percentage obtained for each input type over the entire Measurement Interval is within the specified Required Range.

| Input Parameter | Value | Target Pct | Required Range |
| --- | --- | --- | --- |
| Customer-Position | | | |
| by\_tax\_id | 1 | 50% | 48% to 52% |
| get\_history | 1 | 50% | 48% to 52% |
| Market-Watch | | | |
| Securities chosen by | Watch list | 60% | 57% to 63% |
| Account ID | 35% | 33% to 37% |
| Industry | 5% | 4.5% to 5.5% |
| Security-Detail | | | |
| access\_lob | 1 | 1% | 0.9% to 1.1% |
| Trade-Lookup | | | |
| frame\_to\_execute | 1 | 40% | 38%-42% |
| 2 | 30% | 28.5% to 31.5% |
| 3 | 20% | 19%-21% |
| 4 | 10% | 9.5% to 10.5% |
| Trade-Order | | | |
| Transactions requested by a third party |  | 10% | 9.5% to 10.5% |
| Security chosen by company name and issue |  | 40% | 38% to 42% |
| type\_is\_margin | 1 | 8% | 7.5% to 8.5% |
| roll\_it\_back | 1 | ~1% | 0.94% to 1.04% (\*) |
| is\_lifo | 1 | 35% | 33% to 37% |
| trade\_qty | 100 | 25% | 24% to 26% |
| 200 | 25% | 24% to 26% |
| 400 | 25% | 24% to 26% |
| 800 | 25% | 24% to 26% |
| trade\_type | TMB | 30% | 29.7% to 30.3% |
| TMS | 30% | 29.7% to 30.3% |
| TLB | 20% | 19.8% to 20.2% |
| TLS | 10% | 9.9% to 10.1% |
| TSL | 10% | 9.9% to 10.1% |
| Trade-Update | | | |
| frame\_to\_execute | 1 | 45% | 43%-47% |
| 2 | 33% | 31% to 35% |
| 3 | 22% | 20%-24% |
|  |  |  |  |

(\*) Comment: The ratio of rolled-back trades to completed trades is 1/100 or 1%, so the ratio of rolled-back trades to all trades is 1/101 or only ~1%. The actual expected percentage is closer to 0.99%, which is why the range of acceptable values is 0.94% to 1.04% (not 0.95% to 1.05%), since this range is centered on the expected 0.99% value.

Response Time

Response Time

The Response Time (RT) is defined by:

RTn = eTn - sTn

where:

sTn and eTn are measured at the Driver;

sTn = time measured before the first byte of input data of the Transaction is sent by the Driver to the SUT; and

eTn = time measured after the last byte of output data from the Transaction is received by the Driver from the SUT.

Comment: The resolution of the time stamps used for measuring Response Time must be at least 0.01 seconds.

During the Measurement Interval, at least 90% of each Transaction type must have a Response Time less than or equal to the constraint specified in the table below.

|  |  |
| --- | --- |
| Transaction | 90% Response Time Constraint |
| Broker-Volume | 3 sec. |
| Customer-Position | 3 sec. |
| Market-Feed | 2 sec. |
| Market-Watch | 3 sec. |
| Security-Detail | 3 sec. |
| Trade-Lookup | 3 sec. |
| Trade-Order | 2 sec. |
| Trade-Result | 2 sec. |
| Trade-Status | 1 sec. |
| Trade-Update | 3 sec. |
|  | |

The following diagram illustrates where Response Times are measured for each type of Transaction. Time stamps are taken on the Driver.

**System Under Test (SUT)**

**Driver**

**Brokerage**

**House**

**Market**

**Exchange**

**Emulator**

**Customer**

**Emulator**

**TO**

**TR**

**MF**

**sT**

**eT**

**TO**

**sT**

**eT**

**Orders**

**TR**

**ACK**

**eT**

**Ticker**

**MF**

**ACK**

**eT**

**Ticker**

**sT**

**sT**

**Trade**

**Confirmation**

**CP**

**MW**

**TS**

**TU**

**TL**

**SD**

**Limit**

**Orders**

**BV**

**CP**

**SD**

**TS**

**TU**

**TL**

**BV**

**MW**

**Data**

**Maintenance**

**DM**

**DM**

**sT**

**eT**

Limit

Order

Market

Order



Asynch

. Send

To Market

Interface

Triggered

Limit Orders

**Process**

Figure 5.b - Measuring Response Time

Over the Measurement Interval, the average Response Time for each type of Transaction that is part of the Transaction Mix must not be longer than the 90th percentile Response Time for that Transaction.

The Data-Maintenance Transaction does not have average and 90th percentile Response Time requirements. Instead, each Data-Maintenance Transaction must successfully complete in 55 seconds or less.

There are no Response Time criteria for the Trade-Cleanup Transaction. It must complete successfully before a Test Run can start and before any other type of Transaction can be executed.

Test Run

Definition of Terms

The term Test Run refers to the entire period of time during which Drivers submit and the SUT completes Transactions other than Trade-Cleanup. A Test Run is subdivided into the three consecutive and non-overlapping time periods of Ramp-up, Steady State and Ramp-down.

The term Ramp-up refers to is the period of time from the start of the Test Run to the start of Steady State.

The term Steady State refers to the period of time from the end of the Ramp-up to the start of the Ramp-down.

The term Ramp-down refers to the period of time from the end of Steady State to the end of the Test Run.

The term Measurement Interval refers to the period of time during Steady State chosen by the Test Sponsor to compute the Reported Throughput.

The term Business Day refers to a period of eight hours of transaction processing activity.

Performance over a given period of time (computed as the average throughput over that time) is considered Sustainable if it shows no significant variations as defined in Clause 5.6.3.

Database Content

Prior to the first Test Run, the initial database for each VM must satisfy Clause 2.4.1. Prior to any Test Run, the database must satisfy Clause 10.4 and Clause 2.4.2.

Comment: Clause 2.4.2 defines cardinality changes as Transactions are executed against the database. If no Transactions have been executed, then initial cardinalities of Clause 2.4.1 apply.

At the start of a Test Run each database must not contain any pending or submitted trades. This must be accomplished either by using a database in its initially populated state or by executing the Trade-Cleanup Transaction prior to the start of the Test Run.

The only changes (unless otherwise directed by an Auditor) that can be made to the content of the TPCx‑HCI database tables between the initial population and a valid Test Run must be performed by the running of Valid Transactions, as defined in this specification.

Sustainable Performance

During Steady State the throughput of the SUT must be Sustainable for the remainder of a Business Day started at the beginning of the Steady State.

Some aspects of the benchmark implementation can result in rather insignificant but frequent variations in throughput when computed over somewhat shorter periods of time. To meet the Sustainable throughput requirement, the cumulative effect of these variations over one Business Day must not exceed 2% of the Reported Throughput.

Comment: This requirement is met when the aggregate throughput computed over any period of one hour, sliding over the Steady State by increments of twelve minutes, varies from the Reported Throughput by no more than 2%.

Some aspects of the benchmark implementation can result in rather significant but sporadic variations in throughput when computed over some much shorter periods of time. To meet the Sustainable throughput requirement, the cumulative effect of these variations over one Business Day must not exceed 20% of the Reported Throughput.

Comment: This requirement is met when the aggregate throughput level computed over any period of twelve minutes, sliding over the Steady State by increments of one minute, varies from the Reported Throughput by no more than 20%.

Any resources or components required by the SUT to meet the Sustainable performance requirements must be configured at all time during the Test Run.

Comment 1: An example of a non-compliant configuration would be one where the database log file is assigned to a heterogeneous device starting with a high performance drive and overflowing on a slower drive, achieving better performance during the first few hours of Steady State than during the remainder of the Business Day.

Comment 2: An example of a compliant implementation would be one where the database log file is assigned to a homogeneous device large enough to hold the log over a complete checkpoint cycle and configured to be reused over each subsequent checkpoint cycles, achieving a Sustainable throughput during Steady State and for the remainder of the Business Day.

Steady State

All work or events that must be performed at regular intervals by the SUT during Steady State must occur in full at least once between the start of Steady State and the start of the Measurement Interval. (For example see Clauses 5.6.5.2 and 5.3.3).

The duration of Steady State is set by the Sponsor and must be sufficient to:

* Include a compliant Measurement Interval,
* Provide sufficient evidence, at the discretion of the Auditor, that the Sustainable performance requirement is met,

Measurement Interval

The Measurement Interval must be an integer multiple of two hours and must occur entirely during Steady State. The start of the **Measurement Interval** has to coincide with the start of an **Elasticity Phase**. The Measurement Interval may start at the beginning of any of the ten **Elasticity Phases**.  
  
Comment 1: The ten **Elasticity Phases** (see Clause 5.2) take two hours for one complete cycle, so the Measurement Interval must cover one or more full repetitions of these workload variations.  
  
Comment 2: The Start of a Measurement Interval can be at the beginning of any arbitrary **Elasticity Phase** within the Dynamic Workload Variations that meets all of the other requirements. For example, the Measurement Interval may begin at the start of **Elasticity Phase** number 7 and end after 10 Phases at the conclusion of subsequent **Elasticity Phase** number 6.  
  
Comment 3: It is required that the Measurement Interval contains exactly an integer multiple of 10 **Elasticity Phases** in the (cyclical) order defined in Clause 5.2. Determining that Start may be done during execution or after the end of the Test Run (e.g., when post-processing Driver log files).

The Test Run must start with all the VMs on all-but-one Nodes, and one Node not running any VMs. During the Ramp-up period, the Benchmark Kit invokes a balance.sh script to allow the HCI management software to balance the load on the Nodes by possibly migrating some VMs. The Test Sponsor may insert instllation-specific commands in the balance.sh script.

During the Measurement Interval, the database contents (excluding the transaction log) stored on Durable Media cannot be more than 12 minutes older than any Committed state of the database.

Comment: This may mean that Database Management Systems implementing traditional checkpoint algorithms may need to perform checkpoints twice as frequently (i.e. every 6 minutes) in order to guarantee that the 12-minute requirement is met.

For the purposes of calculating reported Transaction statistics, all Transactions and only those Transactions whose sTn and eTn are within the Measurement Interval are used.

A transaction is considered to have taken place in an **Elasticity Phase** if its end time eTn is within that Elasticity Phase, regardless of when the transaction started as long as both sTn and eTn are within the Measurement Interval.

All threads of execution that perform CE Transactions during the Measurement Interval must:

* Perform at least one Transaction prior to the start of the Measurement Interval
* Perform at least one Transaction after the end of the Measurement Interval

Creating, starting, stopping, or deleting threads of execution that perform CE Transactions is not permitted during the Measurement Interval.

Database Growth

The resources or components configured on the SUT to support executing the Transaction Mix at the Reported Throughput during the period of required Sustainable performance (see Clause 5.6.3) must allow for the resulting increase in the size of the DBMS data files (referred to as Data Growth) and the DBMS log files (referred to as Log Growth).

Initial Database Size is any space allocated to the test database that is used to store the initial population, Database Metadata, User-Defined Objects, and any space used as formatting overhead by the DBMS. Initial Database Size is measured after the database is initially loaded with the data generated by VGenLoader.

The total storage space in the DBMS data files can be decomposed into the following:

* Free Space, which includes any space allocated to the test database and available for future use. It includes all database storage space not already used to store a database entity (e.g., a row, an index, Database Metadata) or not already used as formatting overhead by the DBMS.
* Growing Space, which includes any space used to store initially-loaded rows from the Growing Tables and their associated User-Defined Objects. It also includes all database storage space that is added to the test database as a result of inserting a new row in the Growing Tables, such as row data, index data and other overheads such as index overhead, page overhead, block overhead, and table overhead.
* Fixed Space, which includes any other space used to store static information and indices. It includes all database storage space allocated to the test database that does not qualify as either Free Space or Growing Space.

Comment: While cardinality does not change for non-Growing Tables, it is possible that some Fixed Space storage could increase for other reasons. If the computed increase for the Business Day for any such object would be greater than the 5% cardinality increase already imposed on non-Growing Table objects by Clause 10.3.9, then the larger computed storage increase must be used instead of the 5% increase.

The Data Growth must be computed based on the Test Run as follows:

* The measured Growing Space before the Test Run is recorded.
* The Test Run is executed in full.
* The measured Growing Space after the Test Run is recorded.
* The Data-Space-per-Trade-Result is computed as the total increase in Growing Space over the Test Run divided by the total number of Trade-Result Transactions completed during the Test Run.
* The Data Growth is computed by multiplying the Data-Space-per-Trade-Result by the Reported Throughput and by the duration of the required Sustainable performance:
  + Data Growth = Data-Space-per-Trade-Result \* tpsHCI \* Business Day duration in seconds

The Log Growth must be computed based on the Test Run as follows:

* The space used in the database log file before the Test Run is recorded.
* The Test Run is executed in full.
* The space used in the database log file after the Test Run is recorded.
* The total increase in the used for database log space is divided by the number of Trade-Result Transactions completed during the Test Run, giving the Log-Space-per-Trade-Result.
* The Log-Space-per-Trade-Result is multiplied by the Reported Throughput and by the duration of the required Sustainable performance to compute the Log Growth as follows:
  + Log Growth = Log-Space-per-Trade-Result \* tpsHCI \* Business Day duration in seconds

Continuous Operation Requirement

Within the [Measured Configuration](#measured_configuration), there must be sufficient [On-Line](#on_line) storage to support:

* The [Initial Database Size](#initial_database_size).
* An additional [Business Day](#business_cycle)’s [Data Growth](#data_growth) and [Log Growth](#log_growth_formula) at the [reported](#reported) [tpsHCI](#throughput_rating). The methods to calculate the [Data Growth](#data_growth) and the [Log Growth](#log_growth_formula) are described in Clauses 6.6.6.4 and 5.6.6.5.

Comment: The requirement to support a [Business Day](#business_cycle) of recovery log data can be met with storage on any Durable Media if all data required for recovery from failures listed in Clause 6.5 are [On-Line](#on_line) and meet the [Sustainable](#sustainable) performance requirements of Clause 5.6.3.

Performance & Database Size

The Measured Throughput is computed as the total number of Valid Trade-Result Transactions within the Measurement Interval divided by the duration of the Measurement Interval in seconds. It is bound by the limits defined in Clause 6.7.8.5.

The Measured Throughput must be measured, rather than interpolated or extrapolated.

To keep throughput proportional to database size, each Measured Throughput must be within a certain range of performance based on the database size.

Nominal Throughput is defined to be 2.00 Transactions-Per-Second-HCI for every 1000 customer rows in the Active Customers.

Another way of expressing the Nominal Throughput is by using a Scale Factor, which is defined as: The Scale Factor is the number of required customer rows per single Transactions-Per-Second-HCI. The Scale Factor for Nominal Throughput is 500.

The number of Load Units configured per Group must be equal to the number of Load Units actually accessed per Group during the Test Run.

Required Reporting

Reported Throughput

The Performance Metric reported by TPCx‑HCI is the Reported Throughput. The name ofthe metric usedfor the Reported Throughput of the SUT is tpsHCI. The **value** of this metric is based on the Measured Throughput and is bound by the limits defined in Clause 5.7.1.2.

The **Measured Throughput** must be between 80% and 102% of the **Nominal Throughput**.  If **Measured Throughput** exceeds the **Nominal Throughput**, but not by more than 2%, the measurement may be used, but the **Reported Throughput** must be set to the **Nominal Throughput**.  Otherwise, the **Reported Throughput** equals the **Measured Throughput**.  If the **Measured Throughput** is not within these bounds, then the measurement is invalid and may not be reported.

The Measured Throughput of each Group should be individually calculated and reported. If there are N Tiles, as per Clause 4.3.4.1, the contribution of each Group to the aggregate Measured Throughput should be between 98% and 102% of (Measured Throughput \* (***Group*** *%)* )/N, with *Group* *%* set to 10%, 20%, 30%, and 40% for Group 1, 2, 3, and 4, respectively.

The Reported Throughput must be rounded down to the nearest two decimal places. For example, suppose 105.748 tpsHCI is measured during a Measurement Interval. Then the Reported Throughput is 105.74 tpsHCI rather than 105.75 or some interpolated value between 105.748 and 117.572.

Test Run Graph

A graph of the one-minute average tpsHCI versus elapsed wall clock time measured in minutes must be reported for the entire Test Run. The x-axis represents the elapsed time from the Test Run start. The y-axis represents the one-minute average throughput in tpsHCI(computed as the total number of Trade-Result Transactions that complete within each one-minute interval divided by 60). A plot interval size of 1 minute must be used. The Ramp-up, Steady State, Measurement Interval, and Ramp-down must be identified on the graph. The Test Run Graph must be reported in the Report.



Figure 5c - Example of the Measured Throughput versus Elapsed Time Graph

Primary Metrics

To be compliant with the TPCx‑HCI standard and the TPC’s Fair Use Policies and Guidelines, all public references to TPCx‑HCI Results for a configuration must include the following components which will be known as the Primary Metrics.

* The TPCx‑HCI Reported Throughput is expressed in tpsHCI.
* The TPCx‑HCI Total Price divided by the Reported Throughput is Total Price/tpsHCI. This is also known as the Price/Performance Metric.. (See Clause 7 ).
* The date when all products necessary to achieve the stated performance will be available (stated as a single date on the Executive Summary Statement). This is known as the Availability Date (See Clause 8.2.1.1).

1. Transaction and System Properties (ACID)

ACID Properties

The ACID (Atomicity, Consistency, Isolation, and Durability) properties of transaction processing systems must be supported by the System Under Test during the running of this benchmark.

It is the intent of this section to define the ACID properties informally and to specify a series of tests that must be performed to demonstrate that these properties are met.

No finite series of tests can prove that the ACID properties are fully supported. Passing the specified tests is a necessary, but not sufficient, condition of meeting the ACID requirements. However, for fairness of reporting, only the tests specified here are required and must appear in the Report for this benchmark.

Comment: These tests are intended to demonstrate that the ACID principles are supported by the SUT and enabled during the performance Test Run. They are not intended to be an exhaustive quality assurance test.

The configuration needed to insure full ACID properties must be enabled during the Test Run. This applies to both the database (including TPCx‑HCI tables and User-Defined Objects) and the Database Session(s) used to execute the ACID tests and the Test Run.

Comment 1: The term “configuration” includes all database properties and characteristics that can be externally defined; this includes but is not limited to configuration and initialization files, environmental settings, SQL commands and stored procedures, loadable modules and plug-ins. For example, if the SUT relies on Undo/Redo Logs, then logging must be enabled for all Transactions, including those that do not include rollback in the Transaction Profile.

Although the ACID tests do not exercise all Transaction types of this workload, the ACID properties must be satisfied for all Transactions.

Both databases in the Tier B VMs of each Group of each Tile must meet the ACID property requirements.

Test Sponsors reporting TPC Results may perform ACID tests on any one system for which Results have been submitted, provided that they use the same software executables (e.g. Operating System, database manager, transaction programs). For example, this clause would be applicable when Results are reported for multiple systems in a product line. All FDRs must identify the systems that were used to verify ACID requirements and full details of the ACID tests conducted and results obtained.

The TPCx‑HCI Express Benchmark Kit performs the Atomicity, Consistency, and Isolation tests required by this Specification, and reports the results in the Report. The details of these tests are described in Clauses 6.2, 6.3, and 6.4. The Atomicity, Consistency, and Isolation tests are on all databases configured on the SUT. Only one VM is tested for Durability, as described in Clause 6.5.

Atomicity Requirements

Atomicity Property Definition

The System Under Test must guarantee that Database Transactions are atomic; the system will either perform all individual operations on the data, or will ensure that no partially completed operations leave any effects on the data.

Atomicity Tests

Perform a market Trade-Order Transaction with the *roll\_it\_back* flag set to 0. Verify that the appropriate rows have been inserted in the TRADE and TRADE\_HISTORY tables.

Perform a market Trade-Order Transaction with the *roll\_it\_back* flag set to 1. Verify that no rows associated with the rolled back Trade-Order have been added to the TRADE and TRADE\_HISTORY tables.

Consistency Requirements

Consistency Property Definition

Consistency is the property of the Application that requires any execution of a Database Transaction to take the database from one consistent state to another.

A TPCx‑HCI database when first populated by VGenLoader must meet these consistency conditions.

If data is replicated, as permitted under Clause 10.3.4, each copy must meet the consistency conditions defined in Clause 6.3.2.

Consistency Conditions

Three consistency conditions are defined in the following clauses. Explicit demonstration that the conditions are satisfied is required for all three conditions.

Consistency condition 1

Entries in the BROKER and TRADE tables must satisfy the relationship:

B\_NUM\_TRADES = count(\*)

For each broker defined by:

(B\_ID = CA\_B\_ID) and (CA\_ID = T\_CA\_ID) and (T\_ST\_ID = ’CMPT’).

Consistency condition 2

Entries in the BROKER and TRADE tables must satisfy the relationship:

B\_COMM\_TOTAL = sum(T\_COMM)

For each broker defined by:

(B\_ID = CA\_B\_ID) and (CA\_ID = T\_CA\_ID) and (T\_ST\_ID = ’CMPT’).

Consistency condition 3

Entries in the HOLDING\_SUMMARY and HOLDING tables must satisfy the relationship:

HS\_QTY = sum(H\_QTY)

For each holding summary defined by:

(HS\_CA\_ID = H\_CA\_ID) and (HS\_S\_SYMB = H\_S\_SYMB).

Consistency Tests

The three consistency conditions must be tested after initial database population and after any Business Recovery tests.

Isolation Requirements

Isolation Property Definition

Given a Transaction T1 and a concurrently executing Transaction T2, the following phenomena (P0 to P3) are defined as they occur in T1.

* P0 (“Dirty Write”) - Transaction T2 modifies (or inserts) data element R. Then, before T2 performs a COMMIT, Transaction T1 starts and is able to modify (or delete) data element R and is subsequently able to perform a COMMIT.

Comment: T2 may execute additional database operations based on the state it left data element R in, potentially compromising the consistency of the data.

* P1 (“Dirty Read”) - Transaction T2 modifies (or inserts) data element R. Then, before T2 performs a COMMIT, Transaction T1 starts, reads data element R and is able to obtain the state of the data element as changed by T2. Subsequently, T2 is able to perform a ROLLBACK.

Comment: T1 may execute additional database operations based on a state of data element R that has been rolled back and is considered to have never existed, potentially compromising the consistency of the data.

* P2 (“Non-repeatable Read”) - Transaction T1 reads data element R. Then, before T1 performs a COMMIT, Transaction T2 starts, modifies (or deletes) data element R and performs a COMMIT. Subsequently, T1 repeats the read of data element R and is able to obtain the state of the data element as changed by T2.

Comment: Prior to discovering the modified (or deleted) state of data element R, T1 may have executed additional database operations based on a state of data element R that is considered to be no longer correct, potentially compromising the consistency of the data.

* P3 (“Phantom Read”) - Transaction T1 reads a set of data elements that satisfy some <search condition>. Then, before T1 performs a COMMIT, Transaction T2 starts and inserts (or deletes) one or more data elements that satisfy the <search condition> used by T1. Subsequently, T1 repeats the initial read with the same <search condition> and is able to obtain a different set of data elements than the initial set.

Comment: Prior to discovering the larger (or smaller), set of data elements, T1 may have executed additional database operations based on a set of data elements that is considered to no longer match the <search condition>, potentially compromising the consistency of the data.

The isolation property of a Transaction is the level to which it is isolated from the actions of other concurrently executing Transactions. The table below, arranged from least (L0) to most (L3) restrictive, defines four isolation levels based on which phenomena must not occur.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | Phenomena | | | |
|  |  | P0 | P1 | P2 | P3 |
| Isolation Level | L0 | Must not occur | Is possible | Is possible | Is possible |
| L1 | Must not occur | Must not occur | Is possible | Is possible |
| L2 | Must not occur | Must not occur | Must not occur | Is possible |
| L3 | Must not occur | Must not occur | Must not occur | Must not occur |
|  |  |  |  |  |  |

During the Test Run, each TPCx‑HCI Transaction must provide a level of isolation from Arbitrary Transactions that is at least as restrictive as the level defined in the table below:

|  |  |
| --- | --- |
| TPCx‑HCI Transaction | Isolation Level |
|  | L3 |
| Trade-Result  Market-Feed Trade-Order Trade-Update | L2 |
| Broker-Volume Customer-Position Data-Maintenance Market-Watch Security-Detail Trade-Lookup Trade-Status | L1 |
|  | |

During the Test Run the SUT must allow concurrent execution of Arbitrary Transactions.

During the Test Run, the data read by each TPCx‑HCI Transaction must be no older than the most recently Committed data at the time the Transaction started.

Systems that implement Transaction isolation using a locking and/or versioning scheme must demonstrate compliance with the isolation requirements by executing the tests described in Clause 6.4.2.

Systems that implement Transaction isolation using techniques other than a locking and/or versioning scheme may require different techniques to demonstrate compliance with the isolation requirements. It is the responsibility of the Test Sponsor, in collaboration with the Auditor, to define those techniques, to implement them, to execute them as a demonstration of compliance with the isolation requirements and to provide sufficient details in the FDR to support the assertion that the isolation requirements were met.

Isolation Tests

The following isolation tests are designed to verify that the configuration and implementation of the System Under Test provides the Transactions with the required isolation levels defined in Clause 6.4.1.3.

P2 Test in Read-Write

This test demonstrates that a read-write Trade-Result Transaction is protected against the Non-repeatable Read phenomenon P2 when executing concurrently with another read-write Trade-Result Transaction. The second Trade-Result Transaction (Session S4 below) plays the role of an Arbitrary Transaction that is updating a row in the HOLDING\_SUMMARY table which has been read by the first Trade-Result Transaction (Session S3 below).

For the purpose of this test, the two Trade-Result Transactions must be instrumented to record *hs\_qty* after returning from Frame 1. In addition, the Trade-Result Transaction executed by S3 must be able to repeat the execution of Frame 1 and to be able to pause before starting the execution of Frame 2.

Using four Sessions, S1 to S4, the following steps are executed in order:

1. From S1, select an *acct\_id*. Using an ad hoc read-only transaction, find a *symbol* that has a corresponding row in the HOLDING\_SUMMARY table for the selected *acct\_id*, record the HS\_QTY for that holding and perform a commit.
2. From S1, request and successfully complete a Trade-Order for the *acct\_id* and *symbol* selected in step 1. Record the *trade\_id* assigned to this new trade.
3. From S2, request and successfully complete another Trade-Order for the *acct\_id* and *symbol* used in step 2. Record the *trade\_id* assigned to this new trade.
4. From S3, request a Trade-Result for the *trade\_id* from step 2 and pause between Frame 1 and Frame 2. Record *hs\_qty* and verify that it is equal to HS\_QTY from step 1.
5. From S4, request a Trade-Result for the *trade\_id* from step 3. Verify that it completes Frame 1 and starts execution of Frame 2. Record *hs\_qty* and verify that it is equal to HS\_QTY from step 1.

Case A, if S4 stalls in Frame 2, then rolls back, while S3 completes:

6A. From S3, repeat the execution of Frame 1 and pause again between Frame 1 and Frame 2. Record *hs\_qty* and verify that it is equal to HS\_QTY from step 1.

7A. Resume execution of S3 by invoking Frame 2. Verify the successful completion of the remaining Frames.

8A. Verify that S4 rolled back.

Case B, if S4 completes (perhaps after stall) and S3 rolls back:

6B. Verify that S4 completes the execution of Frame 2 and the remaining Frames.

7B. Verify that S3 rolled back.

Case C, if S4 stalls in Frame 1 (Invalid):

6C. If this case occurs, the test is invalid. To properly test protection against the Non-repeatable Read phenomenon P2, Session S4 must get to the point in Trade-Result Frame 2 where a row is updated in HOLDING\_SUMMARY. The Trade-Result Transaction used for S4 may need to be modified to prevent it blocking in Frame 1. For example, it may be executed at the lower isolation level of an Arbitrary Transaction.

Comment: This test is successful if either Case A or B is followed. It fails if Case C occurs. Other valid possibilities may exist (e.g., both S3 and S4 could fail), but if both S3 and S4 record the same *hs\_qty* value from execution of Frame 1, then at most one of these Sessions may complete normally and commit the Transaction. The intent of this test is to demonstrate that in all circumstances when S3 repeats the read on the HOLDING\_SUMMARY table for the selected *acct\_id* and *symbol*, the row found and value is the same as in Step 1.

P1 Test in Read-Write

This test demonstrates that a read-write Trade-Result Transaction is protected against the dirty-read phenomenon P1 when executing concurrently with another read-write Trade-Result Transaction. For the purpose of this test the Trade-Result Transaction must be instrumented to record se\_amount after returning from Frame 5 and to be able to pause in Frame 6 just prior to committing.

Using three Sessions, S1 to S3, the following steps are executed in order:

1. From S1, request a Customer-Position for a selected *cust\_id*, complete the Transaction and record the set of resulting *acct\_id[]* and *cash\_ball[]*.
2. From S1, request and successfully complete a Trade-Order from an *acct\_id* selected from the set recorded in step 1, for a given *symbol* and with a *type\_is\_margin* set to 0. Record the *trade\_id* assigned to this new trade.
3. From S1, request and successfully complete another Trade-Order for the same *acct\_id* but a different *symbol* than that used in step 2, and with a *type\_is\_margin* set to 0. Record the *trade\_id* assigned to this new trade.
4. From S2, request a Trade-Result for the *trade\_id* from step 2. Before invoking Frame 6, record *se\_amount*, then invoke Frame 6 and pause before committing.
5. From S3, request a Trade-Result for the *trade\_id* from step 3. The Transaction may pause or fail or be temporarily blocked from fully executing. If it reaches the start of Frame 6, record *se\_amount*, then invoke Frame 6. If it reaches the end of Frame 6, pause before committing.
6. From S2, proceed with committing and successfully completing the Transaction. Record the resulting *acct\_bal*.
7. From S3, depending on how the Transaction behaved at the end of step 5:

If it reached the pause in Frame 6, allow it to proceed and verify that it Committed and completed successfully.

If it was blocked before the end of Frame 5, verify that it was released, completed Frame 5, recorded *se\_amount*, executed Frame 6, Committed and completed successfully.

If it failed and was forced to rollback, repeat the Trade-Result request with the same *trade\_id* input parameter. Verify that the Trade-Result executes in full, records *se\_amount* at the start of Frame 6, commits at the end of Frame 6 and completes successfully.

1. From S3, record the resulting *acct\_bal* and verify that it is equal to *cash\_bal[]* from step 1 (for the *acct\_id* chosen in step 2) plus the sum of the *se\_amount* outputs for the two Trade-Results.

P1 Test in Read-Only

This test demonstrates that the read-only Customer-Position Transaction is protected against the dirty-read phenomenon P1 when executing concurrently with the read-write Trade-Result Transaction. For the purpose of this test the Trade-Result Transaction must be instrumented to be able to pause in Frame 6 just prior to committing.

Using four Sessions, S1 to S4, the following steps are executed in order:

1. From S1, request a Customer-Position for a selected *cust\_id*, complete the Transaction and record the set of resulting *acct\_id[]* and *cash\_bal[]*.
2. From S1, request and successfully complete a Trade-Order where the associated *acct\_id* input matches one of the *acct\_id[]* recorded in step 1 and *type\_is\_margin* is 0. Record the *trade\_id* assigned to this new trade.
3. From S2, request a Trade-Result for the *trade\_id* from step 2 and then pause in Frame 6 before committing.
4. From S3, request a Customer-Position for the *cust\_id* selected in step 1. The Transaction may complete or fail or be temporarily blocked from fully executing.
5. From S2, proceed with committing and successfully completing the Trade-Result Transaction. Record the resulting *acct\_bal*.
6. From S3, depending on how the Customer-Position Transaction behaved at the end of step 4:

If it completed, record the set of resulting *acct\_id[]* and *cash\_bal[]* and verify that the *cash\_bal* for the *acct\_id* used in step 2 is unchanged from step 1.

If it was blocked, verify that it has now completed, record the set of resulting *acct\_id[]* and *cash\_bal[]* and verify that the *cash\_bal* for the *acct\_id* used in step 2 matches the *acct\_bal* from step 5.

If it failed, proceed to the next step.

1. From S4, request a Customer-Position for the *cust\_id* selected in step 1, complete the Transaction, record the set of resulting *acct\_id[]* and *cash\_bal[]* and verify that the *cash\_bal* for the *acct\_id* used in step 2 has changed from step 1 and reflects the amount of the trade completed in step 5 (by matching *acct\_bal* from step 5).

Durability Requirements

No system provides complete data protection under all possible types and/or combinations of failures. However, data protection against any Single Point of Failure is commonly expected. Therefore, the intent of this clause is to ensure that the [SUT](#SUT) has no unrecoverable Single Points of Failure. The required data protection is satisfied by the [SUT](#SUT) persisting certain data across certain types of failures.

This clause provides details on:

* Which data must persist
* Which types of failures must be protected against
* Which steps to follow for the testing/demonstration
* Which results must be disclosed

Comment: The limited nature of the tests described in this clause must not be interpreted to allow other unrecoverable Single Points of Failure.

Definition of Commit

The concept of “commit” has to do with delineating the successful completion of an atomic unit of work. The following definition will be leveraged to focus the scope of which data must be persisted by the [SUT](#SUT).

Commit is a control operation that:

* Is initiated by a unit of work (a Transaction)
* Is implemented by the DBMS
* Signifies that the unit of work has completed successfully and all tentatively modified data are to persist (until modified by some other operation or unit of work)

Upon successful completion of this control operation both the Transaction and the data are said to be Committed.

Definition of Single Point(s) of Failure

This clause lists various types of failures that can occur within the [SUT](#SUT). This list will be leveraged to focus the scope of failures the [SUT](#SUT) must protect against.

Any single item covered here is defined to be a Single Point of Failure; when two or more items are being discussed, the term Single Points of Failure is used.

At present only one type of Single Point of Failure is defined in Clause 6.5.2.1.

Loss of Processing

This failure covers an instantaneous interruption in processing [Commit](#commit) control operations to a Virtual Machine in a Group (e.g. system crash / system hang) that requires the Virtual Machine to be started from the file system image of the Virtual Machine. This implies an immediate abnormal system shutdown where the run-time state and the memory contents of the VM are lost, but the virtual disk contents are intact although possibly in an unknown state. A recovery requires starting the Virtual Machine, rebooting the VM operating system, recovering the file systems in the VM, and, if necessary, restoring the DBMS from a backup and roll forward from the [Undo/Redo Log](#undo_redo_log).

Definition of Durable / Durability

The [SUT](#SUT) must provide Durability as defined in this clause.

In general, state that persists across failures is said to be Durable and an implementation that ensures state persists across failures is said to provide Durability. In the context of the benchmark, Durability is more tightly defined as the SUT’s ability to ensure all Committed data persist across any Single Point of Failure.

Durability Testing Rules and Guidelines

The intent of this clause is to cover specific rules and special-case guidelines.

Durability Throughput Requirements

All [Durability](#durability) tests must meet the following requirements:

* Be performed with the same number of [Configured Customers](#configured_customers), Active Customers, and [Driver](#driver) load used for the [Measurement Interval](#measurement_interval).
* Be in [Steady State](#steady_state).
* Satisfy the [Response Time](#response_time) constraints in Clause 5.5.1.2.
* Satisfy the [Transaction Mix](#transaction_mix) requirements listed in Clause 5.3.1.
* Be at or above 95% of the [Reported Throughput](#throughput_rating) with no errors.
* Match all [Driver](#driver) and [SUT](#SUT) configuration settings used during the [Measurement Interval](#measurement_interval).

Roll-forward recovery from an archive database copy (e.g., a copy taken prior to the run) using Undo/Redo Log data is not acceptable as the recovery mechanism in the case of failures listed in Clause 6.5.2.1. Note that “checkpoints”, “control points”, “consistency points”, etc. of the database taken during a run are not considered to be archives.

Instantaneous Failures

[Single Points of Failure](#single_point_of_failure) must be induced instantaneously without any foreknowledge given to the [SUT](#SUT).

Comment: Reactive actions initiated within the SUT as a result of an Instantaneous Failure are not considered foreknowledge.

Simulated Failures

A [Single Point of Failure](#single_point_of_failure) may be simulated if the effects on the SUT are identical to those of the actual occurrence of the [Single Point of Failure](#single_point_of_failure). In particular, the loss of processing (e.g., Clause 6.5.2.1) may be simulated using a VMMS command that instantaneously shuts down the VM.

Multiple Identical Single Points of Failure

If the [SUT](#SUT) contains multiple identical [Single Points of Failure](#single_point_of_failure) as defined in Clause 6.5.2 that perform identical benchmark functions, successful demonstration of [Durability](#durability) for one instance is sufficient; there is no requirement to repeat the demonstration for all the other instances unless directed to do so by the [Auditor](#auditor).

**Example – Loss of Processing**: In configurations where more than one instance of an [Operating System](#operating_system) performs an identical benchmark function, [Durability](#durability) for the failure in Clause 6.5.2.1 must be completed on at least one such instance.

Definition of Recovery Terms

Database Recovery

Database Recovery is the process of recovering the database from a Single Point of Failure system failure.

Database Recovery – Start Time

The start of [Database Recovery](#database_recovery) is the time at which database files are first accessed by a process that has knowledge of the contents of the files and has the intent to recover the database or issue [Transactions](#transaction) against the database.

Comment: Access to files by [Operating System](#operating_system) processes that check for integrity of file systems or volumes to repair damaged data structures does not constitute the start of [Database Recovery](#database_recovery).

Database Recovery – End Time

The end of [Database Recovery](#database_recovery) is the time at which database files have been recovered.

Comment: The database will usually report this time in its log files.

Database Recovery Time

Database Recovery Time is the duration from the start of Database Recovery to the point when database files complete recovery.

Application Recovery

Application Recovery is the process of recovering the business application after a Single Point of Failure and reaching a point where the business meets certain operational criteria.

Application Recovery – Start Time

The start of [Application Recovery](#application_recovery) is the time when the first [Transaction](#transaction) is submitted after the start of [Database Recovery](#database_recovery).

Application Recovery – End Time

The end of [Application Recovery](#application_recovery) is the first time, T, after the start of [Application Recovery](#application_recovery) at which the following conditions are met:

* The one-minute average tpsHCI (i.e. average tpsHCI over the interval from T to T + 1 minute) is greater than or equal to 95% of [Reported Throughput](#throughput_rating)
* The 20-minute average tpsHCI (i.e. average tpsHCI over the interval from T to T + 20 minutes) is greater than or equal to 95% of [Reported Throughput](#throughput_rating).

Comment: When considering the 20-minute interval, the average tpsHCI for the first minute must be at or above 95% of [Reported Throughput](#throughput_rating) (as required by the first bullet above). However, some number of the subsequent 19 one-minute average tpsHCI values may drop below 95% of [Reported Throughput](#throughput_rating). This is acceptable as long as the overall 20-minute average tpsHCI is not less than 95% of [Reported Throughput](#throughput_rating) (as required by the second bullet above).

Application Recovery Time

Application Recovery Time is the elapsed time between the start of Application Recovery and the end of Application Recovery (see Clause 6.5.5.5).

Business Recovery

Business Recovery is the process of recovering from a Single Point of Failure and reaching a point where the business meets certain operational criteria.

Business Recovery Time

Business Recovery Time is the elapsed period of time between start of Business Recovery and end of Business Recovery (see Clause 6.5.5.9).

Comment: [Single Points of Failure](#single_point_of_failure) can be very disruptive to business processing, therefore it is imperative for businesses to recover from these failures as quickly as possible. There are many database configuration parameters and practices that directly affect the performance of the [DBMS](#dbms) and its recovery time from a [Single Point of Failure](#single_point_of_failure). However, while it is recognized that boot times for systems vary greatly, boot parameters have little to no effect on the performance of the [DBMS](#dbms). For this reason, server boot times are not included as part of the [Business Recovery Time](#business_recovery_time).

Durability Test Procedure for Single Points of Failures

1. Determine the current number of completed trades in the database by running:

*select count(\*) as count1 from SETTLEMENT.*

1. Start [Test Run](#test_run) 1 by submitting [Transactions](#transaction) and ramp up to the [Durability Throughput Requirements](#durability_throughput_requirements) (as defined in Clause 6.5.4.1) and satisfy those requirements for at least 20 minutes.
2. Induce the [Single Points of Failure](#single_point_of_failure) failure, from Clause 6.5.2 to a VM3 Virtual Machine
3. If appropriate for the test configuration, stop submitting [Transactions](#transaction).
4. If necessary, restart the [SUT](#SUT) (may necessitate a full reboot).
5. Note the time when [Database Recovery](#database_recovery) starts (see Clause 6.5.5.2), either automatically or manually by an operator.
6. When [Database Recovery](#database_recovery) ends, note the time. This may occur during the following steps (see Clause 6.5.5.3).
7. Start [Test Run](#test_run) 2 or continue [Test Run](#test_run) 1 submitting [Transactions](#transaction) and note this time as the start of [Application Recovery](#application_recovery) (see Clause 6.5.5.6). Ramp up to 95% of [Reported Throughput](#throughput_rating).

**Comment**: If there is a time gap between the end of [Database Recovery](#database_recovery) and the start of [Application Recovery](#application_recovery) and if [Drivers](#driver) and [Transactions](#transaction) need to be started again (not just continued), then the Trade-Cleanup [Transaction](#transaction) may be executed during this time gap.

1. Note the end of [Application Recovery](#application_recovery) as defined in Clause 6.5.5.7.
2. Terminate the [Driver](#driver) gracefully.
3. Verify that no errors were reported by the [Driver](#driver) during steps 7 through 10. The intent is to ensure that an end-user would not see any adverse effects (aside from availability of the application and potentially reduced performance) due to the [SUT](#SUT) failure and subsequent [Business Recovery](#business_recovery).
4. Retrieve the new number of completed trades in the database by running:

*select count(\*) as count2 from SETTLEMENT*

1. Compare the number of completed Trade-Result [Transactions](#transaction) on the [Driver](#driver) to (count2 – count1). Verify that (count2 - count1) is greater or equal to the aggregate number of successful Trade-Result [Transaction](#transaction) records in the [Driver](#driver) log file for the runs performed in step 2 and step 8. If there is an inequality, the SETTLEMENT table must contain additional records and the difference must be less than or equal to the maximum number of [Transactions](#transaction) which can be simultaneously in-flight from the [Driver](#driver) to the [SUT](#SUT). This number is specific to the implementation of the [Driver](#driver) and configuration settings at the time of the crash.

**Comment:** This difference must be due only to [Transactions](#transaction) which were [Committed](#commit) on the [System Under Test](#system_under_test), but for which the output data was not returned to the [Driver](#driver) before the failure.

1. Verify consistency conditions as specified in Clause 6.3.3.
2. Calculate [Business Recovery Time](#business_recovery_time) as the sum of [Application Recovery Time](#application_recovery_time) and [Database Recovery Time](#database_recovery_time), if those times do not overlap. If [Application Recovery](#application_recovery) begins before [Database Recovery](#database_recovery) is complete, [Business Recovery Time](#business_recovery_time) is the time elapsed between the beginning of [Database Recovery](#database_recovery) and the end of [Application Recovery](#application_recovery).

Required Reporting for Durability

Business Recovery Time

The [Business Recovery Time](#business_recovery_time) must be reported on the [Executive Summary Statement](#executive_summary_statement) and in the [Report](#report). All the [Business Recovery Time](#business_recovery_time)s for each test requiring [Business Recovery](#business_recovery) must be [reported](#reported) in the [Report](#report).

Business Recovery Time Graph

A graph of the one-minute average tpsHCI versus elapsed time must be [reported](#reported) in the [Report](#report) for the run portions of the [Business Recovery](#business_recovery) tests, prepared in accordance with the following conventions:

* The x-axis represents the maximum of the elapsed times for the two runs described in Clause 6.5.6 steps 2 and 8
* The y-axis represents the throughput in tpsHCI (computed as the total number of Trade-Result [Transactions](#transaction) that complete within each one-minute interval divided by 60)
* A plot interval size of 1 minute must be used
* The y-axis data for both runs is to be overlaid on a single graph, with the end times of each run clearly marked
* For graphing purposes, time 0 is defined as follows:
* For the run outlined in 6.5.6 step 2, time 0 is defined as the point in time where the first Transaction is issued to the database
* For the run outlined in 6.5.6 step 8, time 0 is defined as the point in time where [Database Recovery](#database_recovery) begins
* For graphing purposes, the end of the run is defined as follows:
* For the run outlined in 6.5.6 step 2, the end of the run is the time at which the failure is induced (see 6.5.6 step 3)
* For the run outlined in 6.5.6 step 8, the end of the run is the time at which the [Application Recovery](#application_recovery) has ended successfully (see 6.5.6 step 8)
* For the run outlined in 6.5.6 step 8, if any time elapses between the end of [Database Recovery](#database_recovery) and the start of [Application Recovery](#application_recovery), this time should be ignored and the two periods should be presented adjacent on the graph.
* A horizontal line at 95% of the [Reported Throughput](#throughput_rating) must also be plotted across the graph

Data Accessibility Requirements

The [System Under Test](#system_under_test) must be configured to satisfy the requirements for Data Accessibility detailed in this clause. Date Accessibility is the ability to maintain database operations with full data access after the permanent irrecoverable failure of any single Durable Medium containing database tables, recovery log data, or Database Metadata, or the loss of a Node in an HCI Cluster. In a valid TPCx‑HCI Cluster implementation, Data Accessibility tests are conducted by causing a Node failure via unmanaged loss of power to a single Node of the SUT Cluster. This failure must be an unmanaged, unanticipated loss of power, not a graceful shutdown. The failures of Clause 6.6.3 test the ability of the [SUT](#SUT) to maintain access to the data. The specific set of single failures addressed in Clause 6.6.3 is defined sufficiently significant to justify demonstration of Data Accessibility across such failures. However, the limited nature of the tests listed must not be interpreted to allow other unrecoverable single points of failure.

Definition of Terms

Date Accessibility is the ability to maintain database operations with full data access after the permanent irrecoverable failure of any single Durable Medium containing database tables, recovery log data, or Database Metadata, or the loss of a Node in an HCI Cluster.

Durable Medium is a data storage medium that is inherently non-volatile such as a magnetic disk or tape. Durable Media is the plural of Durable Medium.

Data Accessibility Throughput Requirements

All Data Accessibility tests must meet the following requirements:

* Be performed with the same number of Configured Customers and Driver load used for the Measurement Interval. The same vcfg.properties file used in the Benchmark Kit for the performance Test Run must be used for the Data Accessibility tests.
* Be in Steady State
* Satisfy the Response Time constraints in Clause 5.5.1.2.
* Satisfy the Transaction Mix requirements listed in Clause 5.3.1.
* Since the Test Sponsor is required to power down one of the Nodes in the Cluster, the expected throughput of the Data Accessibility tests needs to be adjusted to running with fewer hardware resources. Given a Node count of N used in the Measured Configuration, the throughput of the Data Accessibility test must be at or above ((N-1)/N) \* 90% of the Reported Throughput with no errors before the power loss failure is induced.
* Match all Driver and SUT configuration settings used during the Measurement Interval

Failure of Durable Media

The failures detailed in this clause affect the access of data from Durable Media. The following requirements are also known as the Data Accessibility requirements.

The SUT must maintain database access to data on Durable Media during and after a permanent and irrecoverable failure of a single [Durable Medium](#durable_medium) containing database tables, recovery log data, or [Database Metadata](#database_metadata), or the loss of a Node in an HCI Cluster. The Test Sponsor must also restore the Durable Medium environment to its pre-failure condition, while maintaining database access to the data on Durable Media.

Durable Media are inherently non-volatile and are typically magnetic disks using replication (RAID-1 mirroring) or other form of protection (RAID-5, et.al.) to guarantee access to the data during a Durable Medium failure. Volatile media such as memory can also be used if the volatile media can ensure the transfer of data automatically, before any data is lost, to an inherently non-volatile medium after the failure of external power independently of reapplication of external power.

Comment 1: A configured and priced Uninterruptible Power Supply (UPS) is not considered external power.

Comment 2: Memory can be considered a Durable Medium if it can preserve data long enough to satisfy the requirements stated above, for example, if it is accompanied by an Uninterruptible Power Supply, and the contents of memory can be transferred to an inherently non-volatile medium during the failure. Note that no distinction is made between main memory and memory performing similar permanent or temporary data storage in other parts of the system (e.g., disk controller caches). If main memory is used as a Durable Medium, then it must be considered as a potential single point of failure. A sample mechanism to survive single Durable Medium failure is mirrored Durable Media. If memory is the Durable Medium and mirroring is the mechanism used to ensure Durability, then the mirrored memories must be independently powered.

The Data Accessibility tests (aka. Non-catastrophic failures) must meet the Data Accessibility Throughput Requirements of Clause 6.6.2.

Redundancy Levels

The redundancy levels refer to the level of guarantee for data access given a single failure among the data storage components. The SUT must implement one of the following Redundancy Levels:

* Redundancy Level One (Durable Media Redundancy) guarantees access to the data on Durable Media when a single Durable Media failure occurs.

Comment: The intent of this redundancy level is to test the ability of the Durable Media environment to survive the failure of a single Durable Medium and continue processing requests from the Operating System and/or DBMS.

Example: The Sponsor has implemented RAID-1 (mirroring) on the disks within an enclosure. The Sponsor must maintain access to the data on the remaining disks despite the induced failure of a single disk.

* Redundancy Level Two (Durable Media Controller Redundancy) includes Redundancy Level One and guarantees access to the data on Durable Media when a single failure occurs in the storage controller used to satisfy the redundancy level or in the communication media between the storage controller and the Durable Media.

Comment: The intent of this redundancy level is to test the ability of the implementation to survive the failure of a storage controller responsible for implementing Redundancy Level One.

Example: If Redundancy Level One is satisfied by implementing RAID-5 protection within a disk enclosure, then Redundancy Level Two would be tested by failing the hardware used to implement the RAID-5 protection.

If the controller implementing the RAID-5 is contained within the disk enclosure (or similar externally attached device), then the Sponsor must demonstrate they can still access the data stored within the enclosure.

If the controller implementing the RAID-5 is separate from the enclosure containing the disks, and the controller is not being used as a Durable Medium (e.g. mirrored write caches), then it is sufficient to fail the communications between the controller and the enclosure.

Redundancy Level Three (Full Redundancy) includes Redundancy Level Two and guarantees access to the data on Durable Media when a single failure occurs within the Durable Media system, including the failure of a single Node of the Cluster, or failure of communications between Nodes of the Cluster.

* A TPCx‑HCI system must satisfy the requirements for Redundancy Level Three.

Comment 1: The Durable Media system includes all components necessary to meet the durability requirements defined above. This does not include the Tier B system or the system bus, but does include the adapter on the system bus and any and all components “downstream” from the adapter.

Comment 2: The intent of this clause is to test the ability of the Tier B system to withstand component failures and continue processing of the Transactions.

Comment: The components being tested by this clause are those that are considered to be Field Replaceable Units (FRUs). It is not the intent of the clause to require Sponsors to test the durability of a backplane inside a Durable Media enclosure or similar non-replaceable components. However, testing the failover properties of storage controllers, including mirrored caches on a controller, and the corresponding software, is within the intent of this clause.

Test Procedure for Data Accessibility

1. Determine the current number of completed trades in the database by running:  
   select count(\*) as count1 from SETTLEMENT
2. Start submitting Transactions and ramp up to the Data Accessibility Throughput Requirements (as defined in Clause 6.6.2) and satisfy those requirements for at least 2 Phases.   
   Comment: Once the Data Accessibility Throughput Requirements are met

* no Driver configuration changes are permitted until the conclusion of step 5
* no SUT configuration changes are permitted except those needed to satisfy steps 3 and 4

1. During Phase 2 and before the start of Phase 3, induce a complete loss of power for one of the Nodes in the Cluster.

Comment: It is expected that the TPCx‑HCI Node that will be lost may not run any of the benchmark load. Hence the reduced Driver load for this test.

1. After the Node has been down for at least 24 minutes, power the Node back up during Phase 4, and begin the necessary recovery process.
2. Continue running the Driver to complete at least one full cycles of 10 Phases.
3. Terminate the run gracefully from the Driver.
4. Retrieve the new number of completed trades in the database by running:  
   select count(\*) as count2 from SETTLEMENT
5. Compare the number of executed Trade-Result Transactions on the Driver to   
   (count2 – count1). Verify that (count2 - count1) is equal to the number of successful Trade-Result Transaction records in the Driver log file.
6. Allow recovery process to complete as needed.

Requirement for Combinations of Durable Media Technologies

At least one of each combination of durable media technology, bus type, and redundancy level, (e.g. SSD/RAID-10, SATA/RAID-5, FC/RAID-5) must be tested independently as specified in clause 6.6.3.5.

Required Reporting for Data Accessibility

Redundancy Level

The Test Sponsor must report the Redundancy Level and describe the test(s) used to demonstrate compliance in the Report. A list of all combinations of [Durable Media](#durable_medium) technologies tested in Clause 6.6.3.5 must be reported in the [Report](#report)

Data Accessibility Time Graph

A graph of the Trade-Results per second averaged over one-minute versus elapsed time must be reported in the Report for the run portions of the Data Accessibility tests, prepared in accordance with the following conventions:

* The x-axis represents the elapsed time for the runs described in Clause 6.6.3.5, steps 2 through 6
* The y-axis represents the throughput in tpsHCI **(**computed as the total number of Trade-Result [Transactions](#transaction) that complete within each one-minute interval divided by 60**)**
* A plot interval size of 1 minute must be used
* Given a **Node** count of N used in the **Measured Configuration**, a horizontal line at ((N-1)/N) \* 90% of the [Reported Throughput](#throughput_rating) must also be plotted across the graph

Comment: The intent is to show how throughput is affected during recovery.

Recovery Time

The time to complete the recovery from the loss of a Node must be reported in the Executive Summary.

Comment: The intent is to record and report the length of time needed to restore resilience after the loss of a Node.

1. Pricing

Rules for pricing the Priced Configuration and associated software and maintenance are included in the TPC Pricing Specification, located at [*www.tpc.org*](http://www.tpc.org/).

The following requirements are intended to supplement the TPC Pricing Specification:

General

The pricing methodology used for pricing the Priced Configuration is the “Default Three-Year Pricing Methodology”, as defined in the current revision of the TPC Pricing specification.

The pricing model used for pricing the Priced Configuration is the “Default Pricing Model”, as defined in the current revision of the TPC Pricing specification.

The components to be priced are defined by the Priced Configuration (see Clause 7.2)

The functional requirements of the Priced Configuration are defined in terms of the Measured Configuration (see Clause 10.1.2)

The allowable substitutions are defined in Clause 7.5 (Component Substitution).

Priced Configuration

The system to be priced is the aggregation of the [SUT](#SUT) and any additional component that would be required to achieve the reported performance level. Calculation of the priced system consists of:

* Price of the [SUT](#SUT) as tested and as defined in Clause 10.1.2.
* Price of any additional storage and associated infrastructure required by the [On-Line](#on_line) Storage Requirement in Clause 7.3.
* Price of additional products that are required for the operation, administration or maintenance of the priced system.
* Price of additional products required for Application development.

Comment: Any component, for example a Network Interface Card (NIC), must be included in the price of the [SUT](#SUT) if it draws resources for its own operation from the [SUT](#SUT). This includes, but is not limited to, power and cooling resources. In addition, if the component performs any function defined in the TPCx‑HCI specification it must be priced regardless of where is draws its resources.

On-line Storage Requirement

A storage device is considered On-Line if it is capable of providing an access time to data, for random read or update, of one second or less by the Operating System.

Comment: Examples of On-Line storage may include magnetic disks, optical disks, solid-state storage, virtual disk, or any combination of these, provided that the above mentioned access criteria is met.

[On-Line](#on_line) storage must be priced for sufficient space to store and maintain the data and [User-Defined Objects](#user_defined_object) generated during a period of one [Business Day](#business_cycle) at the [Reported Throughput](#throughput_rating).

The first [Business Day](#business_cycle) of storage must satisfy the requirements of the Clause 6.6.7 Continuous Operations Requirement.

Archive Operation Requirement

TPCx‑HCI has no requirements for pricing additional archive storage.

Back-up Storage Requirements

TPCx‑HCI has no requirements for on-line back-up data capabilities in the Priced Configuration.

TPCx‑HCI Specific Pricing Requirements

Additional Operational Components

Additional products that might be included on a customer installed configuration, such as operator consoles and magnetic tape drives, are also to be included in the priced system if explicitly required for the operation, administration, or maintenance, of the priced system.

Copies of the software, on appropriate media, and a software load device, if required for initial load or maintenance updates, must be included.

Clause 6.6.3.2The price of all components, including cables, used to interconnect components of the SUT must be included.

Additional Software

All software licenses must be priced for a number of users at least equal to one user for each tpsHCI of Nominal Throughput. Any usage pricing for this number of users must be based on the pricing policy of the company supplying the priced component.

The price must include the software licenses necessary to create, compile, link, and execute this benchmark Application as well as all run-time licenses required to execute on host system(s), client system(s) and connected workstation(s) if used.

In the event the Application Program is developed on a system other than the SUT, the price of that system and any compilers and other software used must also be included as part of the priced system.

Component Substitution

Substitution is defined as a deliberate act to replace components of the Priced Configuration by the Test Sponsor as a result of failing the availability requirements of the TPC Pricing Specification or when the Part Number for a component changes.

Comment: Corrections or "fixes" to components of the Priced Configuration are often required during the life of products. These changes are not considered Substitutions so long as the Part Number of the priced component does not change. Suppliers of hardware and software may update the components of the Priced Configuration, but these updates must not impact the Reported Throughput. The following are not considered Substitutions:

* software patches to resolve a security vulnerability
* silicon revision to correct errors
* new supplier of functionally equivalent components (i.e. memory chips, disk drives, ...)

Some hardware components of the Priced Configuration may be substituted after the Test Sponsor has demonstrated to the Auditor's satisfaction that the substituting components do not negatively impact the Reported Throughput. All Substitutions must be reported in the Report and noted in the Auditor's Attestation Letter if a TPC-Certified Auditor has audited the Result. The following hardware components may be substituted:

* Durable Medium
* Durable Medium Enclosure
* Network interface card
* Router
* Bridge
* Repeater

Required Reporting

Two metrics will be reported with regard to pricing. The first is the total 3-year pricing as described in the effective version of the TPC Pricing specification. The second is the total 3-year pricing divided by the Reported Throughput (tpsHCI), as defined in Clause 5.7.1.

The pricing metric, defined in Clause 7.1.1, must be fully reported in the basic monetary unit of the local currency unit rounded up and the Price/Performance Metric must be reported to a minimum precision of three significant Digits rounded up. Neither metric may be interpolated or extrapolated. For example, if the Total Price is $ 5,734,417.89 USD and the Reported Throughput is 105 tpsHCI, then the price is $ 5,734,418 USD and the price/performance is $ 54,700 USD per tpsHCI (5,734,418/105).

1. Full Disclosure Report

Full Disclosure Report Requirements

A Full Disclosure Report (FDR) is required. This section specifies the requirements for the FDR.

The FDR is a zip file of a directory structure containing the following:

* A Report in Adobe Acrobat PDF format,
* An Executive Summary Statement in Adobe Acrobat PDF format,
* The Supporting Files consisting of various source files, scripts, and listing files. Requirements for the FDR file directory structure are described below.

Comment: The purpose of the FDR is to document how a benchmark Result was implemented and executed in sufficient detail so that the Result can be reproduced given the appropriate hardware and software products.

General Items

The order and titles of sections in the Report and Supporting Files must correspond with the order and titles of sections from the TPCx‑HCI Standard Specification (i.e., this document). The intent is to make it as easy as possible for readers to compare and contrast material in different Reports.

The FDR must follow all reporting rules specified in the effective version of the TPC Pricing Specification, located at *www.tpc.org*. For clarity and readability the TPC Pricing Specification requirements may be repeated in the TPCx‑HCI Specification.

The directory structure of the FDR has three folders:

* ExecutiveSummaryStatement - contains the Executive Summary Statement
* Report - contains the Report,
* SupportingFiles - contains the Supporting Files.

The reporting requirements of Clause 8 require descriptions, scripts and step-by-step GUI instructions that are necessary to reproduce the benchmark Result. The Test Sponsor can only provide descriptions, scripts and GUI instructions for the measured SUT as no knowledge is available at the time of publication of future changes in hardware or software. To meet the Clause 8.1 reproducibility requirement, the Test Sponsor must provide upon request any and all updated descriptions, scripts and step-by-step GUI instructions required to reproduce the benchmark Result.

**Executive Summary Statement**

The TPC Executive Summary Statement must be included near the beginning of the Report. An example of the Executive Summary Statement is presented in Appendix A. The Executive Summary Statement generated by the Benchmark Kit must be used.

First Page of the Executive Summary Statement

The first page of the Executive Summary Statement must include the following:

* Sponsor’s name
* Measured server’s name
* TPCx‑HCI Specification version number under which the benchmark is published
* TPC-Pricing Specification version number under which the benchmark is published
* Report date and/or Revision Date
* Reported Throughput in tpsHCI (see Clause 5.7.1)
* Price/Performance Metric (see TPC Pricing Specification)
* Availability Date (see TPC Pricing Specification)
* Total System Cost (see TPC Pricing Specification)
* Database server’s Operating System name and version
* Database Manager name and version
* The number of Nodes in the HCI Cluster
* Number of Processors/Cores/Threads that were enabled for the benchmark (see TPC Policies located at [*www.tpc.org*)](http://www.tpc.org)), summed over all the Nodes in the Cluster. For a TPCx‑HCI disclosure, this is the sum of the Processors/Cores/Threads for all the Nodes.
* Memory in GB, summed over all the Nodes in the Cluster
* A diagram (see Clause 8.3.1.2) describing the components of the Priced Configuration (see TPC Pricing Specification)
* Initial Database Size in GB
* Redundancy Level and Redundancy Level implementation details
* Priced number of Durable Media (disks) for the database

Additional Pages of Executive Summary Statement

The Price Spreadsheet must be included in the Executive Summary Statement as specified by the TPC Pricing Specification.

Price Spreadsheet Categories:

The major categories for division of the price spreadsheet are:

* Server Hardware
* Server Storage
* Server Software
* Client Hardware
* Client Software
* Infrastructure (networking, UPS, consoles, other components that do not fit into the above categories)

State whether a Pre-Publication Board or a TPC-Certified Audor, whose name of the Auditor who certified the result must be included after the Price Spreadsheet , has audited and approved the Result.

The numerical quantities listed below must be included in the Executive Summary Statement after the Price Spreadsheet:

* Reported Throughput in tpsHCI (see Clause 5.7.1)
* Configured Customers and Active Customers (see Clause 2.4)
* Measurement Interval in hh:mm:ss (hours, minutes, seconds) (see Clause 5.6.1.5),
* Ramp-up time in hh:mm:ss (see Clause 5.6.1.2),
* Business Recovery Time in hh:mm:ss (see Clause6.5.7.1),
* The number of Transactions in the Transaction Mix completed within the Measurement Interval, (report the total, and the number per Transaction type) (see Clause 5.3.1)
* The number of each Transaction type (including Data-Maintenance) completed within the Measurement Interval
* Percentage of Transaction Mix for each Transaction type completed within the Measurement Interval (see Clause 5.3.1).
* Ninetieth percentile, minimum, maximum and average Response Times must be reported for all Transactions of the Transaction Mix completed within the Measurement Interval (see Clause 5.5.1).
* Maximum, minimum and average Response Times must be reported for Data-Maintenance.
* The time to complete the recovery from the loss of a **Node** in the Data Accessibility test.

**Report Disclosure Requirements**

Report Introduction

A statement identifying the benchmark Sponsor(s) and other participating companies must be reported in the Report.

Diagrams of both Measured and Priced Configurations must be reported in the Report, accompanied by a description of the differences. This includes, but is not limited to:

* Number and type of processors, number of cores and number of threads.
* Size of allocated memory, and any specific mapping/partitioning of memory unique to the test.
* Number and type of disk units (and controllers, if applicable).
* Number of channels or bus connections to disk units, including their protocol type.
* Number of LAN (e.g. Ethernet) connections, including routers, workstations, etc., that were physically used in the test or incorporated into the pricing structure.
* Type and the run-time execution location of software components (e.g. VMMS , DBMS, client, processes, transaction monitors, software drivers, etc.).

Comment: Detailed diagrams for system configurations and architectures can widely vary, and it is impossible to provide exact guidelines suitable for all implementations. The intent here is to describe the system components and connections in sufficient detail to allow independent reconstruction of the measurement environment.

The following sample diagram illustrates a server benchmark (Measured) Configuration using a 32-processor server. The server uses 3 SCSI Controllers each attached to four 72GB 15Krpm drives. Gigabit Ethernet is used to link the Driver machine to the middle-tier machines, and the middle-tier machines to the server. Note that this diagram does not depict or imply any optimal configuration for the TPCx‑HCI benchmark measurement.

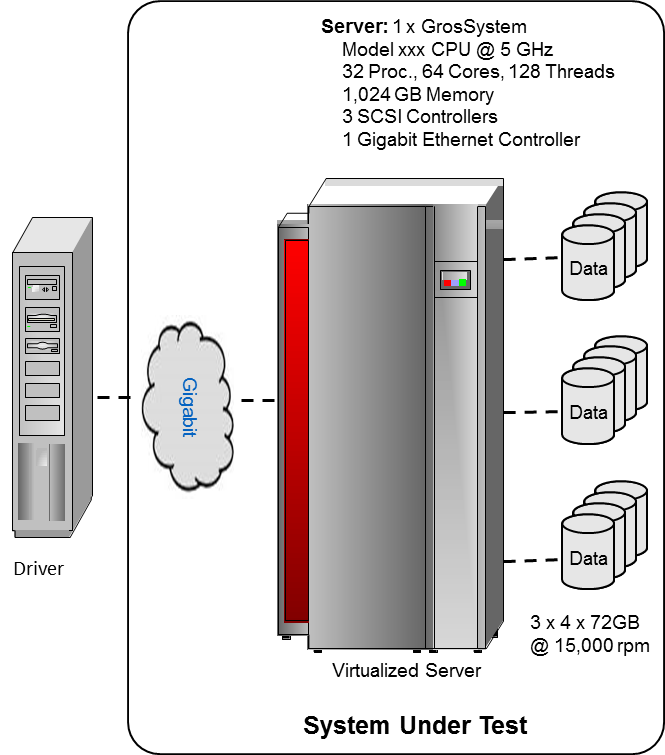


Figure 8a - Example of Measured Benchmark Configuration

A description of the steps taken to configure all of the hardware must be reported in the Report. Any and all configuration scripts or step-by-step GUI instructions are reported in the Supporting Files (see Clause 8.4.1.1). The description, scripts and GUI instructions must be sufficient such that a reader knowledgeable of computer systems and the TPCx‑HCI specification could recreate the hardware environment. This includes, but is not limited to:

* A description of any firmware updates or patches to the hardware.
* A description of any GUI configuration used to configure the system hardware.
* A description of exactly how the hardware is combined to create the complete system. For example, if the SUT description lists a base chassis with 1 processor, a processor update package of 3 processors, a NIC controller and 3 disk controllers, a description of where and how the processors, NIC and disk controllers are placed within the base chassis must be reported in the Report.
* A description of how the hardware components are connected. The description can assume the reader is knowledgeable of computer systems and the TPCx‑HCI specification. For example, only a description that Controller 1 in slot A is connected to Disk Tower 5 is required. The reader is assumed to be knowledgeable enough to determine what type of cable is required based upon the component descriptions and how to plug the cable into the components.

A description of the steps taken to configure all software must be reported in the Report. Any and all configuration scripts or step-by-step GUI instructions are reported in the Supporting Files (see Clause 8.4.1.2). The description, scripts and GUI instructions must be sufficient such that a reader knowledgeable of computer systems and the TPCx‑HCI specification could recreate the software environment. This includes, but is not limited to:

* A description of any updates or patches to the software.
* A description of any changes to the software.
* A description of any GUI configurations used to configure the software.

Comment: The TPCx‑HCI benchmark fully supports the Licensed Compute Services pricing model introduced in version 2.0 of the TPC Pricing Specification, as long as the configuration and parameters settings of the underlying VMMS are disclosed in full detail to allow a reader knowledgeable of computer systems and the TPCx‑HCI specification to recreate the software environment.

Clause 2 Database Design, Scaling & Population Related Items

A description of the steps taken to create the database for the Reported Throughput must be reported in the Report. No changes may be made to the database schema as created by the DDL and DML in the TPCx‑HCI Benchmark Kit. The output of the setup.sh script must be captured and included in the supporting files. The distribution of tables, partitions and logs across all media must be explicitly depicted for the Measured and Priced Configurations.

Comment: The intent is to provide sufficient detail to allow independent reconstruction of the test database.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Disk # | Controller # | Slot # | Drives Enclosure model RAID level | Partition/file system | Size | Use |
| 1 | 1 | 3 | 2 X 36.4GB EEENNN Enclosure RAID 10 | / | 20.00GB | Root file system |
| 2 | 2 | 4 | 6 X 36.4GB EEENNN Enclosure RAID 10 | /pg\_xlog | 60.00GB | DB Log |
| 3 | 2 | 4 | 14 X 74.8GB EEENNN Enclosure RAID 10 | /dbstore | 400.00GB | DB data tablespace |
| 4 | 3 | 5 | 8 X 74.8GB EEENNN Enclosure RAID 10 | /dbstore/tpcv-index | 200.00GB | DB index tablespace |
|  |  |  |  |  |  |  |

The methodology used to load the database must be reported in the Report.

Clause 3 Transaction Related Items

Clause 3 SUT, Driver, and Network Related Items

The Network configurations of both the Measured and Priced Configurations must be described and reported in the Report. This includes the mandatory Network between the Driver and Tier A (see Clause 10.1.2.2) and any optional Database Server interface networks (see Clause 10.1.1.3.15 ).

Benchmark Kit Related Items

The version of Benchmark Kit used in the benchmark must be reported in the Report (see Clause 10.7.3.1).

A statement that the required TPC-provided Benchmark Kit was used in the benchmark must be reported in the Report.

If the Test Sponsor modified the Benchmark Kit, a statement that Benchmark Kit has been modified must be reported in the Report. All formal waivers from the TPC documenting the allowed changes to Benchmark Kit must also be reported in the Report (see Clause 1.5.)

If the Test Sponsor extended VGenLoader (as described in Appendix 10.7.9.6), the use of the extended VGenLoader and the audit of the extension code by an Auditor must be reported in the Report (see Clause 10.7.6.4).

Clause 5 Performance Metrics and Response Time Related Items

The number of VGenDriverMEE and VGenDriverCE instances used in the benchmark must be reported in the Report (see Clause 10.2.3).

The Measured Throughput must be reported in the Report (see Clause 5.7.1.2).

The Measured Throughput of each Group must be reported, and be within 2% of its expected contribution to the aggregate Measured Throughput (see Clause 5.7.1.3).

A Test Run Graph of throughput versus elapsed wall clock time must be reported in the Report for the Trade-Result Transaction (see Clause 5.7.2).

The method used to determine that the SUT had reached a Steady State prior to commencing the Measurement Interval must be reported in the Report.

A description of how the work normally performed during a Test Run, actually occurred during the Measurement Interval must be reported in the Report (for example checkpointing, writing Undo/Redo Log records, etc.).

The recorded averages over the Measurement Interval for each of the Transaction input parameters specified by clause 5.4.1 must be reported in the Report.

Clause 6 Transaction and System Properties Related Items

The results of the ACID tests must be reported in the Report along with a description of how the ACID requirements were met, and how the ACID tests were run.

The Test Sponsor must report in the Report the Redundancy Level (see Clause 6.6.4.1) and describe the Data Accessibility test(s) used to demonstrate compliance. A list of all combinations of [Durable Media](#durable_medium) technologies tested in Clause 6.6.3.5 must be reported in the [Report](#report).

A Data Accessibility Graph for each run demonstrating a Redundancy Level must be reported in the Report (see Clause 6.6.4.2).

The Test Sponsor must describe in the Report the test(s) used to demonstrate Business Recovery.

The Business Recovery Time Graph (see Clause 6.5.7.2) must be reported in the Report for all Business Recovery tests.

Clause 7 Pricing Related Items

Details of the 1 Business Day Space computations along with proof that the database is configured to sustain a Business Day of growth (see Clause 5.6.6.1) must be reported in the Report.

The Auditor’s Attestation Letter or the Pre-Publication Board’s report, which indicates compliance, must be included in the Report.

**Supporting Files Index Table**

An index for all files required by Clause 8.4 Supporting Files must be provided in the Report. The Supporting Files index is presented in a tabular format where the columns specify the following:

* The first column denotes the clause in the TPC Specification
* The second column provides a short description of the file contents
* The third column contains the path name for the file starting at the SupportingFiles directory.

If there are no Supporting Files provided then the description column must indicate that there is no supporting file and the path name column must be left blank.

Comment: This may be the common case for Clause 8.4.4 where Benchmark Kit modifications are required in the Supporting Files.

The following table is an example of the Supporting Files Index Table that must be reported in the Report.

|  |  |  |
| --- | --- | --- |
| Clause | Description | Pathname |
| Introduction | Database Tunable Parameters | SupportingFiles/Introduction/DBtune.txt |
| OS Tunable Parameters | SupportingFiles/Introduction/OStune.txt |
|  |  |  |
|  |  |
|  |  |
| Clause 2 | SupportingFiles/Clause2/setup.out | |
| Clause 3 | There are no files required to be included for Clause 3. | |
|  |  |  |
| Clause 6 | ACID Scripts | SupportingFiles/Clause5/runACID.sh |
| Output of ACID tests | SupportingFiles/Clause6/ACID.out |
| Clause 7 | 1 Business Day Space Calculations | SupportingFiles/Clause7/space.xls |
| Clause 10 | No Benchmark Kit modifications |  |
| No VGenLoader extensions |  |
| VGenDriver Configuration | SupportingFiles/Clause10/DriverConfig.txt |
| VGenLoader Parameters | SupportingFiles/Clause10/LoaderParams.txt |
| CCE 1 VGenLogger Output | SupportingFiles/ Clause10/CCE1.out |
| CCE 2 VGenLogger Output | SupportingFiles/ Clause10/CCE2.out |
| CMEE VGenLogger Output | SupportingFiles/ Clause10/CMEE.out |
| Clause 10.6 | Broker-Volume Frames | SupportingFiles/Clause3/BrokerVolume.txt |
| Trade-Order Frames | SupportingFiles/Clause3/TradeOrder.txt |
| Trade-Result Frames | SupportingFiles/Clause3/TradeResult.txt |
|  |  |  |

Supporting Files

The Supporting Files contain human readable and machine executable (i.e., able to be performed by the appropriate program without modification) scripts that are required to recreate the benchmark Result. If there is a choice of using a GUI or a script, then the machine executable script must be provided in the Supporting Files. If no corresponding script is available for a GUI, then the Supporting Files must contain a detailed step-by-step description of how to manipulate the GUI.

The directory structure under SupportingFiles must follow the clause numbering from the TPCx‑HCI Standard Specification (i.e., this document). The directory name is specified by the 8.4 third level Clauses immediately preceding the fourth level Supporting Files reporting requirements. If there is more than one instance of one type of file, subfolders may be used for each instance

File names should be chosen to indicate to the casual reader what is contained within the file. For example, if the requirement is to provide the scripts for all table definition statements and all other statements used to set-up the database, file names of 1, 2, 3, 4 or 5 are unacceptable. File names that include the text “tables”, “index” or “frames” should be used to convey to the reader what is being created by the script.

SupportingFiles/Introduction Directory

All scripts required to configure the hardware must be reported in the Supporting Files.

All scripts required to configure the software must be reported in the Supporting Files. This includes any Tunable Parameters and options which have been changed from the defaults in commercially available products, including but not limited to:

* Database tuning options.
* Recovery/commit options.
* Consistency/locking options.
* Operating System and application configuration parameters.
* Compilation and linkage options and run-time optimizations used to create/install applications, OS, and/or databases.
* Parameters, switches or flags that can be changed to modify the behavior of the product.

Comment: This requirement can be satisfied by providing a full list of all parameters and options.

SupportingFiles**/**Clause2 Directory

Outputs of the setup.sh script on all VMs of all Groups of all Tiles must be reported in the Supporting Files.

SupportingFiles/Clause3 Directory

No requirements

SupportingFiles/Clause4 Directory

If the Test Sponsor modified Benchmark Kit, the changes must be reported in the Supporting Files.

If the Test Sponsor extended VGenLoader (as described in Appendix 10.7.9.6), the extension code must be reported in the Supporting Files.

The VGenLoader parameters used must be reported in the Supporting Files.

The VGenLogger output for each CCE object, CMEE object and CDM object must be reported in the Supporting Files (see Clause 10.7.7.1).

SupportingFiles/Clause5 Directory

SupportingFiles/Clause6 Directory

The output of the ACID tests must be reported in the Supporting Files.

SupportingFiles/Clause7 Directory

A spreadsheet detailing the 1 Business Day Space calculations must be reported in the Supporting Files.

1. Audit

General Rules

Prior to its publication, a TPCx‑HCI Result must be reviewed by either a TPC-Certified, independent Auditor or a Pre-Publication peer review board. Throughout this specification, the term “Auditor” applies to either the TPC-Certified, independent Auditor, or the TPCx‑HCI Pre-Publication Board, except where the term TPC-Certified independent Auditor is explicitly used

Comment 1: The term TPC-Certified is used to indicate that the TPC has reviewed the qualification of the Auditor and has certified his/her ability to verify that benchmark Results are in compliance with this specification. (Additional details regarding the Auditor certification process and the audit process can be found in the TPC Policy document.)

Comment 2: The Auditor must be independent from the Sponsor in that the outcome of the benchmark carries no financial benefit to the Auditor, other than fees earned as a compensation for performing the audit. More specifically:

* The Auditor is not allowed to have supplied any performance consulting for the benchmark under audit.

The Auditor and the Pre-Publication board are not allowed to be financially related to the Sponsor or to any one of the suppliers of a measured/priced component (e.g., the Auditor or Pre-Publication board members cannot be an employee of an entity affiliated with or owned wholly or in part by the Sponsor or by the supplier of a benchmarked component, and the Auditor cannot own a significant share of stocks from the Sponsor or from the supplier of any benchmarked component, etc.)

The Pre-Publication board shall have 3 members, appointed by the subcommittee for a 6-month term. The board will elect a chair, who will handle the communications of the board, including generating the board’s approval report. The procedures of the Pre-Publication board are determined by the TPC policies document.

All audit requirements specified in the version of the TPC Pricing Specification, located at www.tpc.org must be followed. For clarity and readability the TPC Pricing Specification requirements may be repeated in the TPCx‑HCI Specification.

A generic audit checklist is provided as part of this specification. The Auditor may choose to provide the Sponsor with additional details on the TPCx‑HCI audit process.

The generic audit checklist specifies the TPCx‑HCI requirements that should be checked to ensure a TPCx‑HCI Result is compliant with the TPCx‑HCI Specification. The TPCx‑HCI requirements may also be required to be reported in the FDR. Not only should the TPCx‑HCI requirement be checked for accuracy but also the Auditor must ensure that the FDR accurately reflects the audited Result. For example, if the audit checklist indicates to “verify that a Business Recovery Time Graph is generated as specified”, the graph must be verified to be accurate and verified to be the same graph that is reported in the FDR as specified by Clause 8.3.7.5.

If an independent, TPC-Certified Auditor has audited the Result, the TPC-Certified, independent Auditor’s opinion regarding the compliance of a Result must be consigned in an Attestation Letter delivered directly to the Sponsor. To document that a Result has been audited, the Attestation Letter must be included in the Report and made readily available to the public. Upon request, and after approval from the Sponsor, a detailed audit report may be produced by the TPC-Certified, independent Auditor.

The scope of the audit is limited to the functions defined in this specification. The ability to perform arbitrary functions against the SUT (e.g., executing Transactions unrelated to those defined in Clause 3.3, generating input data unrelated to those produced by the CE and the MEE, creating data structures unrelated to those necessary to implement Clause 2, etc.) is outside of the scope of the audit.

A Sponsor can demonstrate compliance of a new Result produced without running any performance test by referring to the Attestation Letter of another Result, if the following conditions are all met:

* The referenced Result has already been published by the same or by another Sponsor.
* The new Result must have the same hardware and software architecture and configuration as the referenced Result. The only exceptions allowed are for elements not involved in the processing logic of the SUT (e.g., number of peripheral slots, power supply, cabinetry, fans, etc.)
* The Sponsor of the already published Result gives written approval for its use as referenced by the Sponsor of the new Result.
* The TPC-Certified, independent Auditor or the Pre-Publication board verifies that there are no significant functional differences between the priced components used for both Results (i.e., differences are limited to labeling, packaging and pricing.)
* The TPC-Certified, independent Auditor or the Pre-Publication board reviews the FDR of the new Result for compliance. The new Attestation Letter of the Auditor or the report of the Pre-Publication board must be included in the Report of the new Result.

Comment 1: The intent of this clause is to allow publication of benchmarks for systems with different packaging and model numbers that are considered to be identical using the same benchmark run. For example, a rack mountable system and a freestanding system with identical electronics can use the same Test Run for publication, with, appropriate changes in pricing.

Comment 2: Although it should be apparent to a careful reader that the FDR for the two Results are based on the same set of performance tests, the FDR for the new Result is not required to explicitly state that it is based on the performance tests of another published Result.

Comment 3: When more than one Result is published based on the same set of performance tests, only one of the Results from this group can occupy a numbered slot in each of the benchmark Result “Top Ten” lists published by the TPC. The Sponsors of this group of Results must all agree on which Result from the group will occupy the single slot. In case of disagreement among the Sponsors, the decision will be made by the Sponsor of the earliest publication from the group.

Self-validation, Self-audit, and the role of the Auditor

Some of the requirement in this Clause, e.g. Clause 9.4, can be satisfied by verifying that the Test Sponsor has used the mandatory, TPC-supplied TPCx‑HCI Benchmark Kit without any modifications.

The TPCx‑HCI Benchmark Kit includes Audit Tools that perform many of the mechanical database audit tasks that are typically performed by an Auditor. The Benchmark Kit also automatically validates many of the numerical quantities that need to be checked after a Test Run, e.g., the Transaction Mix, Transaction input value mix requirements, Transaction Response Times, distribution of load among Tiles and Groups, etc.

It is expected that the numerical validation reports and the output of Audit Tools will greatly facilitate the work of an Auditor, and result in a faster, simpler, less costly audit process. Nonetheless, the tools are meant to assist the Auditor and simplify the audit process, not replace the need for an independent audit. The opinion of the Auditor, not the outputs of numerical validation or Audit Tools, ultimately determines whether a TPCx‑HCI Result is compliant with the TPCx‑HCI Specification.

Numerical validation by the Benchmark Kit

At the conclusion of a Test Run, the Benchmark Kit produces a number of files that contain various, detailed results from the run. The file audit\_check.log file contains the results of checking of the following numerical quantities:

* Input Value Mix percentages (see Clause 5.4.1)
* The Transaction Mix (see Clause 5.3)
* Response Time requirements (see Clause 5.5) for each Transaction type in each Phase in each Group in each Tile.
* The reported Trade-Result throughput in each Phase in each Group in each Tile.

The benchmark kit tests every one of these conditions, and produces a PASSED or FAILED outcome to be used by the auditor in validating the Test Run. It is expected that a valid run will not have any FAILED results.

Audit Tools

At the conclusion of a Test Run, the Test Sponsor must use the xVAudit application of the Benchmark Kit to run the supplied database audit tests. These tests provide much of the data that the Auditor needs for verifying the requirements laid out in Clauses 9.3, 9.4, 9.7, and 9.8. Below is the list of xVAudit commands, and their primary use cases.

* The commands xVAudit.Atomicity.AtomicityAudit, xVAudit.Consistency.ConsistencyAudit, xVAudit.Isolation.Iso1Audit, xVAudit.Isolation.Iso2Audit, xVAudit.Isolation.Iso3Audit, and xVAudit.Isolation.Iso4Audit test the Atomicity, Consistency, and Isolation properties of the databases.
* The command xVAudit.Cardinality.TestBedCardinalityAudit audit TPCx‑HCI table cardinalities at all the Tiles in the SUT.
* The command xVAudit.Schema.DatabaseStructureAudit produces a dump of the database schemas for verifying the requirements of Clause 9.3.1
* The command xVAudit.StoredProcs.StoredProcAudit produces a dump of the stored procedures for verifying the requirements of Clause 9.4.
* The commands xVAudit.Tables.DuplicatePrimaryKeyAudit, xVAudit.RI.RIAudit, and xVAudit.Tables.RangeMaxValueAudit are used to verify the requirements of Clause 9.3.1.7.

Auditing the Database

The Auditor must verify that the implementation of the measured database meets the TPCx‑HCI Specification requirements. The Auditor may require the review of any and all source code and associated scripts or programs used to create and populate the database. The Auditor can require additional database verification not specified in the TPCx‑HCI Specification to ensure the validity of the database.

Schema Related Items

Verify that the data types used to implement the columns of the TPCx‑HCI required tables meet the requirements from Clause 2.2.1.

Verify that the data Meta-types used to implement the columns of the TPCx‑HCI required tables meet the requirements of Clause 2.2.2.

Verify that the 9 tables in the Customer set have all of the required properties (see Clause 2.2.4).

Verify that the 9 tables in the Broker set have all of the required properties (see Clause 2.2.5).

Verify that the 11 tables in the Market set have all of the required properties (see Clause 2.2.6).

Verify that the 4 tables in the Dimension set have all of the required properties (see Clause 2.2.7).

Verify that all Primary Keys, all Foreign Keys, and all check constraints specified are maintained by the database (see Clause 2.2.3).

Verify that Primary Keys are not a direct representation of the physical disk addresses of the row (see Clause 10.3.8).

Verify that the implementation of the database satisfies the integrity rules (see Clause 10.4).

Comment: A check for the condition in clause 10.4.2 is not required, but the requirement still exists.

Verify that the implementation of the database satisfies the data access transparency requirements (see Clause 10.5).

Population Related Items

Verify that the version of VGenLoader used is compliant with the current version of the TPCx‑HCI specification (see Clause 10.7.6.1).

Verify that none of the VGenLogger output contains “NO”. A “NO” indicates that the associated VGenDriver or VGenLoader configuration parameter is not compliant with the current TPCx‑HCI Specification (see Clause 10.7.2.7).

Verify that the database is populated using data generated by VGenLoader (see Clause 2.4.1.1).

Verify that the database is populated with an integral number of Load Units (see Clause 2.4.1.2).

Verify that the number of **Load Units** in each VM is compliant with the requirements in Clauses 2.4.1.2, 2.4.1.3, and 4.3.4.2.

Verify that the initial database population consists of a number of Business Days equal to ITD (see Clause 2.4.1.6).

Verify that the cardinality of the TPCx‑HCI required tables in the initially populated database meets the requirements of Clause 2.4.1.

Verify that each non-Growing Table can grow by a number of rows equal to at least 5% of the table cardinality (see Clause 10.3.9).

Auditing the Transactions

The Auditor must verify that the implementation of the Transactions meets the TPCx‑HCI Specification requirements. The Auditor may require the review of any and all source code and associated scripts or programs for the Transactions. The Auditor can require additional Transaction verification not specified in the TPCx‑HCI Specification to ensure the validity of the Transactions.

Verify that the implementation of each Transaction specified in Clause 3.3 is compliant with its respective input parameters, output parameters, Database Footprint and Frame Implementation requirements. More specifically verify that the stored procedures and the Frame Implementation in the TPCx‑HCI Benchmark Kit have not been modified.

Auditing the SUT, Driver and Networks

The Auditor must verify that the implementation of the test environment meets the TPCx‑HCI Specification requirements. The Auditor may require the review of any and all source code implementing the various components involved and associated scripts or programs. The Auditor can require additional verification not specified in the TPCx‑HCI Specification to ensure the validity of the test environment.

Verify the presence and use of a Network to communicate between the Driver and Tier A (see Clause 10.1.3.1.6).

Verify that the restrictions on operator interventions are met (see Clause 4.3.3).

Auditing Benchmark **Kit**

Verify that the version of Benchmark Kit used is compliant with the version of the TPCx‑HCI specification used for publication (see Clause 10.7.3).

* Verify that the VGenSourceFiles used have not been modified (see Clause 10.7.5).
* If the Test Sponsor modified Benchmark Kit in response to a formal waiver issued by the TPC, verify that the changes fall under the scope of the waiver (see Clause 1.5.7).
* If the Test Sponsor modified Benchmark Kit outside of an existing TPC waiver, review the changes to verify that it was done for the exclusive purpose of correcting a newly discovered error in Benchmark Kit (see Clause 1.5.6).

Auditing the Execution Rules and Metrics

The Auditor must verify that all TPCx‑HCI execution rules have been followed by the Test Sponsor. The Auditor may require the review of any and all output of the benchmark environment. The Auditor can require additional verification not specified in the TPCx‑HCI Specification to ensure the validity of the Benchmark Execution Rules and the resulting Reported Throughput.

Pre-run Configuration Items

Verify that the contents of the database meet the requirements of Clause 5.6.2.1 and Clause 5.6.2.3.

Verify that the Trade-Cleanup Transaction was executed prior to the start of the Test Run or that the database was in its initially populated state (e.g., verify that the final TRADE count minus the number of Trade-Orders completed by the Driver during the Test Run is equal to the initial TRADE count) (see Clause 5.6.2.2).

Verify that no executions of the Trade-Cleanup Transaction occur during the Test Run (see Clause 5.6.1.1).

Verify that the system clocks are synchronized as required by Clause 4.3.2.

Runtime Configuration Items

Verify that, for specific global inputs, each instance of the CE, DM and the MEE is using the same values as those used by the VGenLoader instances during the initial database population (see Clause 10.7.7.4). This requirement applies to the following global inputs:

* The contents of each flat\_in file.
* The value for Scale Factor (SF).
* The number of Initial Trade Days.
* The number of Configured Customers andActive Customers.

Verify that none of the VGenLogger output contains “NO”. A “NO” indicates that the associated VGenDriver or VGenLoader configuration parameter is not compliant with the current TPCx‑HCI Specification (see Clause 10.7.2.7).

Runtime Data Generation Items

Verify that the reported Transaction Mix over the Measurement Interval only counts Valid Transactions (see Clause5.3).

Verify that the reported Transaction Mix over the Measurement Interval excludes the Data-Maintenance Transactions (see Clause 5.3.1).

Verify that the specified mix of Transactions over the Measurement Interval meets the requirements (see Clause 5.3.1).

Verify that the reported Transaction Mix over the Measurement Interval is computed and reported with the required precision and rounding (see Clause 5.3.2).

Verify that the CE Driver generated input data with a random variability that stays within the specified ranges (see Clause 5.4.1).

Verify that the number of Load Units configured for the database is equal to the number of Load Units actually accessed during the Test Run (see Clauses 2.4.1.7 and 5.6.8.6).

Response Time Items

Verify that the Transaction Response Times meet the requirements of Clause 5.5.1.2.

Verify for each type of Transaction that its average Response Times does not exceed its 90th percentile Response Time (see Clause 0).

Throughput Items

Verify that each Measured Throughput is between 80% and 102% of the corresponding Nominal Throughput (see Clause 5.7.1.2).

Verify that the Reported Throughput is not greater than the Nominal Throughput (see Clause 5.7.1).

Data-Maintenance Items

Verify that one, and only one, Data-Maintenance Transaction generator is used during the Test Run (see Clause 10.7.7.7.2 ).

Verify that during the Measurement Interval the Data-Maintenance Transaction is invoked every 60 seconds and completes within no more than 55 seconds (see Clause 5.3.3).

Verify that the Data-Maintenance Transaction modified the rows specified in Clause 10.6.11.

Steady State Items

Verify that the Ramp-up period is at least 12 minutes.

Verify that the Steady State meets the requirements of Sustainable performance as specified by Clause 5.6.3.

Verify that all events performed at regular intervals during Steady State are present before and during the Measurement Interval as required (see Clause 5.6.4.1) and that the duration of Steady State meets all the requirements listed in Clause 5.6.4.2.

Verify that the Measurement Interval meets all the requirements of Clause 5.6.5.

Space Calculation Items

Verify that the Data Growth is computed as specified and that sufficient space to accommodate it is available on-line (see Clause 5.6.6).

Auditing the ACID Tests

The Auditor must verify that the implementation of the ACID tests sufficiently demonstrates compliance with the TPCx‑HCI ACID requirements. The Auditor may require the review the source code implementing these tests and any associated scripts or programs. The Auditor can require additional verification not specified in the TPCx‑HCI Specification to ensure the validity of the ACID tests.

Atomicity Items

Verify that the atomicity test is implemented as specified in Clause 6.2.2.

Verify that the atomicity test correctly demonstrates the atomicity property (see Clause 6.2.1).

Consistency Items

Verify that the consistency tests are implemented as specified in Clause 6.3.3.

Verify that the consistency conditions are successfully demonstrated by the tests (see Clause 6.3.2)

Isolation Items

Verify that the isolation tests are implemented as specified in Clause 6.4.2.

Verify that the isolation tests correctly demonstrate the isolation requirements (see Clause 6.4.1.3).

Data Accessibility Items

Verify that the Durability tests for Data Accessibility are implemented as specified (see Clause 6.6.3.5).

Verify that the Redundancy Level chosen by the Sponsor is successfully demonstrated by the Data Accessibility test (see Clause 6.6.3.5).

Verify that the Redundancy Level chosen by the Sponsor is correctly reported in the Report (see Clause 6.6.3.4).

Verify that a Data Accessibility Graph is generated as specified in Clause 6.6.4.2.

Verify that all components of [Durable Media](#durable_medium) technologies tested in Clause 6.6.3.5 are correctly reported in the [Report](#report)

Verify that resiliency is reestablished after the loss and reappearance of a Node, and the time to regain resiliency is correctly reported.

Verify that **Data Accessibility** test was running at or above ((N-1)/N) \* 90% of the **Reported Throughput** with no errors before the power loss failure was induced.

Business Recovery Items

Verify that the Durability tests for Business Recovery are implemented as specified (see Clause 6.5.7).

Verify that recovery from each required single failure scenario is successfully demonstrated by one or more Business Recovery tests (see Clause 6.5.7).

Verify that the Business Recovery Time correctly measures the time between the start of Business Recovery and the end of Business Recovery (see Clause 6.5.5.10).

Verify that a Business Recovery Graph is generated as specified in Clause 6.5.7.2.

Auditing the Pricing

Rules for auditing Pricing information are specified in the effective version of the TPC Pricing Specification, located at [www.tpc.org](http://www.tpc.org).

Verify that the greater of the 1 Business Day Space or the data storage configured during the measurement is included in the Priced Configuration (see Clause 7.3).

Verify that additional operational components or additional software that might be customary on a customer installed configuration or might be necessary to build and run the Application are included (see Clause 7.4.1 and Clause 7.4.2).

Verify that all component Substitutions are compliant with the TPC Pricing Specification and with the TPCx‑HCI specific restrictions (see Clause 7.5).

Auditing the FDR

For the Audit requirements specified in Clauses 9.6 through 9.9, the Auditor must ensure that if required by Clause 8 , the items, requirements or values are correctly reported in the FDR.

For those items, requirements or values that are reported in the FDR and not required to be audited, the Auditor need only ensure that they are in the FDR and appear to be reasonable. For example, the Auditor cannot be held responsible for accuracy of the Availability Date but can ensure that it is reported in the FDR and does not fall outside the 6-month availability window starting from the publication date.

Verify that table partitioning, if used, meets the requirements from Clause 10.3.3.

Verify that the reported Transaction Mix over the Measurement Interval is computed and reported with the required precision and rounding (see Clause 5.3.2).

Verify that the Reported Test Run Graph meets the requirements (see Clause 5.7.2).

Verify that the Executive Summary Statement is accurate and complies with the reporting requirements as specified in Clause 8.2.

For those items that are required by Clause 8.3 to be reported in the Report and are also required by Clauses 9.6 through 9.9 to be verified by the Auditor, verify that the items are accurately reported in the Report. For those items that are required to be reported by Clause 8.3 but are not required to be verified by the Auditor, ensure that the items are reported in the Report and appear to be reasonable.

Verify that the Supporting Files specified by Clause 8.4 exist and appear to be reasonable.

Verify that the following sections of the FDR are accurate:

* Verify that the diagram illustrating the Measured Configuration is accurate (see Clause 8.3.1.2)
* Verify that the diagram illustrating the Priced Configuration is accurate (see Clause 8.3.1.2)
* Verify that the textual descriptions required by Clause 8.3.2 are accurate.
* Verify that any Benchmark Kit changes made by the Sponsor comply with the requirements listed in Clause 1.5, and are reported in detail in the FDR (see Clause 8.3.5.3).

A complete review of the Report by the Auditor, beyond the sections listed above, can be requested by the Sponsor, but is not required.

1. TPCx‑HCI Benchmark Kit design document

Description of SUT, Driver, and Network

Overview

TPCx‑HCI is a distillation of an abstraction of multiple virtualized “real-world” OLTP environment. In order to understand what TPCx‑HCI tests and, as a consequence, what TPCx‑HCI does not test, it is necessary to understand the base “real-world” environment (Clause 10.1.1.1 Description of Real-World OLTP Environment), the abstraction of that base environment (Clause 10.1.1.2 Functional Component Abstraction of the Real-World OLTP Environment) and the distillation of that abstraction (Clause 10.1.1.3 Distillation of Functional Components into the TPCx‑HCI Environment).

Description of the Real-World OLTP Environment

The figure below shows the “real-world” environment upon which TPCx‑HCI is based. Users connect to the brokerage house over a network using a myriad of possible interface devices (e.g. PCs or handheld units). The brokerage house is also able to connect via a network to external businesses (e.g. the stock market exchanges).



Figure 10.a - Diagram of the Real-World OLTP Environment

Functional Component Abstraction of the Real-World OLTP Environment

From the diagram of the real-world OLTP environment, the following diagram of the key functional components can be abstracted.



Figure 10.b - Abstraction of the Functional Components in an OLTP Environment

A user makes use of some device to connect, via the network, to the business’s presentation services. As is typical in a Customer-to-Business environment, the presentation layer provides a way for the user to navigate the available services, select the desired operation, enter data and read results. A practical example of this would be a customer using a home PC to connect to a web site to conduct business.

The brokerage house would likewise connect via a network to an external business, such as the market exchange. As is typical of a Business-to-Business environment, presentation services are not needed. Rather, data can be exchanged directly without the need for a human-readable format.

Regardless of how the data arrives at the brokerage house, it ultimately will pass through transaction management functions where connection multiplexing/de-multiplexing occurs; routing may also occur here as well as other possible functions. The transaction management layer ensures the data will be delivered to the right business logic code that can perform the requested task.

A critical step in the business logic occurs when the data is handed off to some function or method implementation for database processing. This method implementation will include Database Interface code for packaging up the appropriate data and sending it to the database application logic (e.g. stored SQL procedure) running in the context of the DBMS. The database application logic will then use DBMS services to perform the necessary tasks, and the results will ultimately be returned “up-stream” as appropriate.

Distillation of Functional Components into the TPCx‑HCI Environment

By design, TPCx‑HCI virtualized business model is database-centric. Therefore, even though Presentation Services are an important part of a complete Customer-to-Business solution, they have been distilled out of the TPCx‑HCI workload. As a practical matter, Presentation Services often scale out such that a Test Sponsor will configure (replicate) enough servers to run the Presentation Services so they are not a limiting factor for the benchmark. So, to focus on what is being evaluated and to facilitate ease of benchmarking, Presentation Services are not a functional component in the test configuration.

In the context of the diagram of the functional components of the target system model, the role of the Customer is that of a decision maker and data provider (i.e., deciding what transaction to do and supplying the necessary inputs for that transaction). However, the absence of Presentation Services in TPCx‑HCI leads to some simplifications in the test configuration emulation of the User. The decision making and data input generation characteristics of the User are still essential, but characteristics of the User like typing rates and think times are not necessary.

The role of the User Interface Device (UID) is to accept inputs from the User and send those inputs to the Presentation Services, and accept outputs from the Presentation Services and display those outputs to the User. However, TPCx‑HCI does not define or require display layouts (since there are no Presentation Services). Consequently there is no requirement to transmit transaction input and output data in a display format. For example, there is no need to send and receive fully formed HTML pages via HTTP; transaction inputs and outputs may be communicated in a binary format (i.e. by sending C++ data structures over a socket).

Based on these items and the diagram of the functional components of the target system model, a diagram for the functional components of the test configuration can be derived. Note that the implementation of these functional components implies a combination of hardware and software.



**Network Between**

**Tier A and Tier B VMs**

**Commercial Product**

***TPC Provided***

TPC Defined

Interface

**Legend**

***VGenDriverCE***

**Driving and Reporting**



**Mandatory Network**

**Between Driver and Tier**

**A VMs**

**VGenDriver Connector**

***VGenDriverCE***

***VGenDriverMEE***

***VGenDriverDM***

**…CE**

**…MEE**

**…DM**

**CE…**

**MEE…**

**DM…**

**Virtual Machine Management Software**

**Sponsor**

**Provided**

**VGenDriver**

**Commercial**

**Product**

**Sponsor**

**Provided**

**Frame Implementation**

**VGenTxnHarness Connector**

TPCx‑HCI ***Logic and Frame Calls***

**Database Interface**

**Tier**

**A VM1**

**VGenTxnHarness**

**Sponsor**

**Provided**

**Sponsor**

**Provided**

**Commercial**

**Product**

**Database Logic**

**Tier**

**B VM2**

**DBMS**

**Database Logic**

**Tier**

**B VM3**

**DBMS**

Figure 10.c - Functional Components of the Test Configuration

* + - * 1. Driving & Reporting – The TPC provided Benchmark Kit includes functionality to set up, administer and execute a Test Run, collect data and generate summary reports. The TPC provided kit invokes VGenDriver to generate input parameter for transactions according to this specification. The Benchmark Kit also performs validation of the generated results.
        2. CE – TPC provided functionality to set up, administer and execute the Customer Emulator. The TPC written kit invokes VGenDriverCE.
        3. MEE – TPC provided functionality to set up, administer and execute the Market-Exchange Emulator. The TPC written kit invokes VGenDriverMEE.
        4. DM – TPC provided functionality to set up, administer and execute the Data-Maintenance Transaction once a minute. The TPC written kit invokes VGenDriverDM. The Benchmark Kit also provides functionality to call the Trade-Cleanup Transaction once prior to the start of the run (see description of VGenDriverDM below).
        5. A TPC Defined Interface is a C++ class member that is designed to exchange data (and transfer execution control) between various components of the TPC provided Benchmark Kit. The table in appendix A.14 lists the TPC Defined Interfaces and the associated C++ classes and member functions.
        6. VGenDriver – TPC provided C++ source code that implements essential functionality during a Test Run. The use of VGenDriver is mandatory. The following are parts of VGenDriver.
* VGenDriverCE – Customer Emulator that provides the required Transaction Mix and user input data generation
* VGenDriverMEE – Market Exchange Emulator that provides the stock market functionality and data generation
* VGenDriverDM – Data-maintenance functionalities that generates data for and invokes the Data-Maintenance Transaction. Also, supplies an interface that can be used by the Benchmark Kit to invoke the Trade-Cleanup Transaction.
  + - * 1. VGenDriver Connector – TPC provided functionality that complies with a TPC Defined Interface. The VGenDriver Connector is invoked from inside VGenDriver through the interface. The VGenDriver Connector is responsible for sending the VGenDriver generated data to, and receiving the corresponding resultant data back from, the VGenTxnHarness Connector via the Network. An example of the hardware and software needed to implement the Connector is:
* TPC provided code
* An Operating System that provides a socket API and the underlying functionality
* The hardware system the Operating System runs on and the network interface card necessary to connect to the Network (the network cable coming out of the NIC to connect it to the Network would not be considered part of the Connector but rather part of the Network).
  + - * 1. A Network is defined as Sponsor-provided functionality that must support communication through an industry standard communications protocol using a physical or (in the case of TPCx‑HCI) a virtual means. One outstanding feature of the Connector⬄Network⬄Connector communication is that it follows the relevant standards and must imply more than just an application package. It must be possible to have concurrent use of the means by other applications. Physical transport of the data is required and the underlying means of this transport must be capable of operating over arbitrary globally geographic distances.
        2. TPC/IP over a physical or virtual local area network is an example of an acceptable Network implementation.
        3. Virtual Machine Management Software (VMMS) – Commonly referred to as a Hypervisor, a commercially available framework or methodology of dividing the resources of a system into multiple computing environments. Each of these computing environments allows a completely isolated software stack including an operating system to run in complete isolation from anything else running on the system. The VMMS allows for the creation of multiple computing environments on the same system.

Comment: The term VMMS is not meant to include the static partitioning of a system that occurs at boot time or any dynamic partitioning that may take place through operator intervention.

* + - * 1. Virtual Machine (VM) – A self-contained operating environment, managed by the VMMS, that behaves as if it were a separate computer.
        2. VGenTxnHarness Connector – TPC provided functionality responsible for receiving the data sent from, and sending the appropriate resultant data back to, the VGenDriver Connector via the Network. The VGenTxnHarness Connector provides the data to, and accepts the resultant data from, VGenTxnHarness by invoking a TPC Defined Interface. The VGenDriver Connector example implementation above applies here as well.
        3. VGenTxnHarness – TPC provided C++ source code that implements essential functionality during a Test Run. VGenTxnHarness invokes the TPC’s implementations of the Transaction Frames, providing the necessary inputs and accepting the necessary outputs through a TPC Defined Interface. The use of VGenTxnHarness is mandatory.
        4. Frame Implementation is TPC provided functionality that accepts inputs from, and provides outputs to, VGenTxnHarness through a TPC Defined Interface. The Frame Implementation and all down-stream functional components are responsible for providing the appropriate functionality outlined in the Transaction Profiles (Clause 3.3).
        5. Database Interface is a commercially available product used by the Frame Implementation to communicate with the Database Server. It is possible that the Database Interface may communicate with the Database Server over a Network, but this is not a requirement.
        6. A Database Server is a commercially available product(s). TPC provided logic may run in the context of the Database Server (e.g. a stored SQL procedure). An example of a Database Server is:
* commercially available DBMS running on a
* commercially available Operating System running on a
* commercially available hardware system utilizing
* commercially available storage
  + - * 1. Database Logic is TPC provided Frame implementation logic (e.g. stored SQL procedure)

Comment: VGenDriver Connector and VGenTxnHarness Connector implementations are allowed to perform modifications to the format of the data provided to them if and only if: such modifications are done to support differing characteristics of the underlying transport mechanisms. For example, transporting the data from a big-endian machine to a little-endian machine or from an ASCII environment to an EBCDIC environment will require changes in the data format.

Driver & System Under Test (SUT) Definitions

The diagram of the functional components of the Test System can be leveraged to provide pictorial definitions of the Driver, SUT, Tier A and Tier B.

**Commercial Product**

***TPC Provided***

TPC Defined

Interface

**Legend**

***VGenDriverCE***

**Driving and Reporting**



**Mandatory Network**

**Between Driver and Tier A VMs**

**VGenDriver Connector**

***VGenDriverCE***

***VGenDriverMEE***

***VGenDriverDM***

**…CE**

**…MEE**

**…DM**

**CE…**

**MEE…**

**DM…**

**Virtual Machine Management Software**

**Database Logic**

**DBMS**

**Tier B VM2**

**Database Logic**

**DBMS**

**Tier B VM3**

*-*

**Frame Implementation**

**VGenTxnHarness Connector**

*-*

***TPCX-HCI Logic and Frame Calls***

**Database Interface**

**Tier A VM1**

**Group 1**

**Group 2**

**Group 3**

**Group 4**

**Driver**

**System Under Test  
(SUT)**

**Database Logic**

**DBMS**

**Tier B VM2**

**Database Logic**

**DBMS**

**Tier B VM3**

**Database Logic**

**DBMS**

**Tier B VM2**

**Database Logic**

**DBMS**

**Tier B VM3**

**Database Logic**

**DBMS**

**Tier B VM2**

**Database Logic**

**DBMS**

**Tier B VM3**

*-*

**Frame Implementation**

**VGenTxnHarness Connector**

*-*

***TPCX-HCI Logic and Frame Calls***

**Database Interface**

**Tier A VM1**

*-*

**Frame Implementation**

**VGenTxnHarness Connector**

*-*

***TPCX-HCI Logic and Frame Calls***

**Database Interface**

**Tier A VM1**

*-*

**Frame Implementation**

**VGenTxnHarness Connector**

*-*

***TPCX-HCI Logic and Frame Calls***

**Database Interface**

**Tier A VM1**

Figure 10.d - Defined Components of the Test Configuration

The clauses below define some terms used in this specification. A TPCx‑HCI configuration has a single instance of some components, e.g. the driver, and multiple of others, e.g., Tier B.

The Driver – is defined to be all hardware and software needed to implement the Driving & Reporting, VGenDriver and up-stream Connector functional components.

The use of a Network (as defined in Clause 10.1.1.3) between the Driver and Tier A is mandatory.

The use of commercially available Virtual Machine Management Software (VMMS) product (as defined in Clause 10.1.1.3) is mandatory.

Virtual Machine (VM) is defined as: A Virtual Machine (VM) is a self-contained operating environment, managed by the VMMS, and that behaves as if it were a separate computer (as defined in Clause 10.1.1.3). TPCx‑HCI requires that there shall be three VMs per Group: one Tier A VM and two transactional specific Tier B VMs.

Tier A is defined as: Tier A consists of all hardware and software needed to implement the down-stream Connector, VGenTxnHarness, Frame Implementation and Database Interface functional components.

Tier B is defined as: Tier B consists of all hardware and software needed to implement the Database Server functional components, encapsulated within two transaction-specific Virtual Machines, contained within the same Group. This includes data storage media sufficient to satisfy the initial database population requirements of Clause 2.4.1 and the Business Day growth requirements of Clause 5.6.6.4 and Clause 5.6.6.5.

Tile is defined as: Tile is the unit of replication of TPCx‑HCI configuration and load distribution. Each Tile consists of 4 Groups. A valid TPCx‑HCI configuration has 1 or more Tiles per Node, with all Tiles contributing identical proportions of the total load. The number of Tiles and the number of Load Units configured in the initial populations of the databases in each Group are dependent on the Nominal Throughput, and are determined by a formula defined in Clause 4.3.4.

Group is defined as: Each Tile has four Groups, with Groups 1, 2, 3, and 4 contributing an average of 10%, 20%, 30%, and 40% of the total throughput of the Tile, respectively. Each Group consists of one Tier A Virtual Machine and two transaction-specific Tier B Virtual Machines.

System Under Test is defined as: System Under Test (SUT) is the total collection of all hardware and software components in all Tiles, to include their Tier A and Tier B Virtual Machines.

Measured Configuration - See System Under Test.

Further Requirements for SUT and Driver Implementations

Restrictions on the Driver

The purpose of this section is to limit the knowledge (or use of the knowledge by the Driver) of the SUT, the contents of the databases and the transactions.

* + - * 1. During the Test Run the TPC provided code to implement the Driver must not:
* make decisions based upon the contents of the databases (including VGenInputFiles)
* provide information to the SUT or any of the VMs that results in a performance advantage
  + - * 1. The no-peeking-in-the-packet rule: Data predicated routing (based on the content of the packet) in VGenDriver Connector or VGenTxnHarness Connector is not allowed. Data predicated routing (based on the Transaction type of the packet only) in VGenTxnHarness Connector is allowed for Transaction routing of Trade-Lookup and Trade-Update to VM2 and all other Transactions to VM3. No other packet data access usage is allowed in VGenTxnHarness Connector.
        2. The TPC provided code executed between VGenDriver (i.e. the following APIs: CESUTInterface, MEESUTInterface, DMSUTInterface) and the mandatory Network may not make any decision related to routing, timing, reordering or pacing of that Transaction or any other Transaction based on that Transaction’s type or input values.

Comment: These restrictions include direct knowledge (e.g., obtained by peeking in the packet) or implied knowledge (e.g., obtained by card counting, message size, etc.).

* + - * 1. Any TPC provided code that sends a market request from the SUT to the Driver (i.e. SendToMarketInterface) may not make any decisions related to routing, timing, reordering, or pacing of that request or any other request based on that request’s input values.

Comment: These restrictions include direct knowledge or implied knowledge.

* + - * 1. The TPCx‑HCI model allows the Frame Implementation within Tier A to select VM2 or VM3 as the destination of a transaction based on the transaction types described in Clause 5.3.1. Otherwise, if routing is done within a Frame Implementation, a transaction monitor must perform the routing (see Clause 3.2.1.9). The Sponsor’s implementation of *SendToMarketFromFrame* interface is not governed by this clause but the implementation still must conform to Clause 10.1.3.1.5

Driver Implementation Architectures

The driver architecture has an impact on understanding and interpreting the benchmark execution rules. Therefore, this section provides an overview of key architectural modules. These models are examples only and do not represent an exhaustive list. For simplicity, the focus will be on the CE, but the same principles apply to the MEE as well.

The Simple CE

In its simplest form, the CE has:

* A single thread of execution
* A single instance of the CCE class (i.e. a VGenDriverCE of size 1)
* A single blocking Network connection to the SUT

During the Test Run, the CE cycles through a process of calling from Sponsor provided code into VGenDriverCE code to generate the next Transaction type and the necessary input data, calling from the VGenDriverCE code into Sponsor provided code to record the Transaction’s start time, send the input data to the SUT, wait for the Transaction to execute, receive in the output data from the SUT, record the Transaction’s end time, and then finally return from the Sponsor code back through the VGenDriverCE code back to the initial Sponsor code. The following diagram captures this pictorially.

**CESutInterface**

**/**

**VGenDriver Connector**

*TxnType*

()

–

Record Start Time

sT

n

–

Send data to SUT

–

Wait for Response

–

Receive data from SUT

–

Record End Time

eT

n

**VGenDriverCE**

*DoTxn()*

–

*Generate Txn Type*

–

*Generate Txn Inputs*

–

*CESUTInterface::TxnType*

**Customer Emulator**

–

DoTxn

()

**CESutInterface/**

**VGenDriver Connector**

*TxnType()*

–

Record Start Time

sT

n

–

Send data to SUT

–

Wait for Response

–

Receive data from SUT

–

Record End Time

eT

n

**VGenDriverCE**

*DoTxn()*

–

*Generate Txn Type*

–

*Generate Txn Inputs*

–

*CESUTInterface::TxnType*

**Customer Emulator**

–

DoTxn()

**Commercial Product**

***TPC Provided***

TPC Defined

Interface

**Legend**

Figure 10.e - The Simple CE

The Replicated CE

There are limits to the amount of throughput the Simple CE can generate. So replication of the Simple CE is permitted. This allows multiple copies of the Simple CE to generate the necessary Nominal Throughput for any size database. Since there will be multiple instances of the CCE class, this is equivalent to a VGenDriverCE of size N (where N is the number of CCE instances).

The mandatory use of VGenDriverCE’s auto-RNG seeding (see Clause 10.7.7.2) means that these will not be exactly identical copies of the Simple CE. Each copy will start off at a different point in the RNG stream. The following diagram shows the Replicated CE.

**Commercial Product**

***TPC Provided***

TPC Defined

Interface

**Legend**

VGenDriverCE

**CESutInterface**

**/**

**VGenDriver Connector**

*TxnType*

()

–

Record Start Time

sT

n

–

Send data to SUT

–

Wait for Response

–

Receive data from SUT

–

Record End Time

eT

n

**VGenDriverCE**

DoTxn()

–

Generate Txn Type

–

Generate Txn Inputs

–

CESUTInterface::

*TxnType*

**Customer Emulator**

–

DoTxn

()

**CESutInterface**

**/**

**VGenDriver Connector**

*TxnType*

()

–

Record Start Time

sT

n

–

Send data to SUT

–

Wait for Response

–

Receive data from SUT

–

Record End Time

eT

n

**VGenDriverCE**

DoTxn()

–

Generate Txn Type

–

Generate Txn Inputs

–

CESUTInterface::

*TxnType*

**Customer Emulator**

–

DoTxn

()

**CESutInterface**

**/**

**VGenDriver Connector**

*TxnType*

()

–

Record Start Time

sT

n

–

Send data to SUT

–

Wait for Response

–

Receive data from SUT

–

Record End Time

eT

n

**VGenDriverCE**

DoTxn()

–

Generate Txn Type

–

Generate Txn Inputs

–

CESUTInterface::

*TxnType*

**Customer Emulator**

–

DoTxn

()

**CESutInterface**

**/**

**VGenDriver Connector**

*TxnType*

()

–

Record Start Time

sT

n

–

Send data to SUT

–

Wait for Response

–

Receive data from SUT

–

Record End Time

eT

n

**VGenDriverCE**

DoTxn()

–

Generate Txn Type

–

Generate Txn Inputs

–

CESUTInterface::

*TxnType*

**Customer Emulator**

–

DoTxn

()

**CESutInterface**

**/**

**VGenDriver Connector**

*TxnType*

()

–

Record Start Time

sT

n

–

Send data to SUT

–

Wait for Response

–

Receive data from SUT

–

Record End Time

eT

n

**VGenDriverCE**

*DoTxn()*

–

*Generate Txn Type*

–

*Generate Txn Inputs*

–

*CESUTInterface::TxnType*

**Customer Emulator**

–

DoTxn

()

**/**

*TxnType*

()

–

Record Start Time

sT

n

–

Send data to SUT

–

Wait for Response

–

Receive data from SUT

–

Record End Time

eT

n

*DoTxn()*

–

*Generate Txn Type*

–

*Generate Txn Inputs*

–

*CESUTInterface::TxnType*

**Customer Emulator**

–

DoTxn

()

**VGenDriverCE**

**VGenDriver Connector**

**CESutInterface**

Figure 10.f The Replicated CE

Driver Reporting Requirements

The TPCx‑HCI Express Benchmark Kit reports the number of VGenDriverMEE and VGenDriverCE instances used in the benchmark in the Report.

Implementation Rules

The physical clustering of records within the database is allowed.

All TPCx‑HCI required tables must have the properly scaled number of rows as defined by the database population requirements in Clause 2.4.

Table Partitioning

Horizontal partitioning of tables is allowed. Groups of rows from a table may be assigned to different files, disks, or areas. If implemented, the details of such partitioning must be reported in the Report.

Vertical partitioning of tables is allowed. Groups of columns of one table may be assigned to files, disks, or areas different from those storing the other columns of that table. If implemented, the details of such partitioning must be reported in the Report (see Clause 10.5 for limitations).

Assignment of data to different files, disks, or areas, not based on knowledge of the logical structure of the data (e.g., knowledge of row or column boundaries), is not considered partitioning. For example, distribution or striping over multiple disks of a physical file which stores one or more logical tables is not considered partitioning as long as this distribution is done by the hardware or software without knowledge of the logical structure stored in the physical file.

Replication is allowed for all tables. All copies of TPCx‑HCI tables that are replicated must meet all requirements for atomicity, consistency, and isolation as defined in Clauses 6.2, 6.3 and 6.4. If implemented, the details of such replication must be reported in the Report.

Comment: Only one copy of a replicated TPCx‑HCI table needs to meet the Durability requirements defined in Clause 6.5.

Columns may be added and/or duplicated from one TPCx‑HCI table to another as long as these changes do not improve performance.

Each TPCx‑HCI column, as described by the table definitions in Clause 2.2, must be logically discrete and independently accessible by the DBMS. For example, ADDRESS.AD\_LINE1 and ADDRESS.AD\_LINE2 are not allowed to be implemented as two sub-parts of a single column ADDRESS.AD\_LINE.

Each TPCx‑HCI column, as described by the table definitions in Clause 2.2, must be accessible by the DBMS as a single column. For example, NEWS\_ITEMS.NI\_ITEM is not allowed to be implemented as two separate columns NEWS\_ITEMS.NI\_ITEM1 and NEWS\_ITEMS.NI\_ITEM2.

The Primary Key of each table must not directly represent the physical disk addresses of the row or any offsets thereof. The Application is not allowed to reference rows using relative addressing since they are simply offsets from the beginning of the storage space. This does not preclude hashing schemes or other file organizations that have provisions for adding, deleting, and modifying records in the ordinary course of processing.

Comment 1: It is the intent of this clause that the Application Program (see Clause 1.2) executing the transaction, or submitting the transaction request, not use physical identifiers, but logical identifiers for all accesses, and contain no user written code which translates or aids in the translation of a logical key to the location within the table of the associated row or rows. For example, it is not legitimate for the Application to build a "translation table" of logical-to-physical addresses and use it to enhance performance.

Comment 2: Internal record or row identifiers, for example, Tuple IDs or cursors, may be used under the following condition. For each transaction executed, initial access to any row must be via the column(s) specified in the transaction Profile and no other columns. Initial access includes insertion, deletion, retrieval, and update of any row.

While inserts and deletes are not performed on all tables, the system must not be configured to take special advantage of this fact during the test. Although inserts are inherently limited by the storage space available on the configured system, there must be no restriction on inserting in any of the non-Growing Tables a minimum number of rows equal to 5% of the table cardinality.

Comment: It is required that the space for the additional 5% table cardinality (and corresponding growth in associated User-Defined Objects, such as indices) be configured for the Test Run and priced (as Fixed Space per Clause 5.6.6.2) accordingly. For systems where space is configured and dynamically allocated at a later time, this space must be considered as allocated and included as Fixed Space when priced.

The implementation of the BLOB object must satisfy the following properties:

* Changes to the data in the object must be under the same transactional control as the changes to the objects of any other type.
* Recovery after Catastrophic failure must be capable of restoring all objects, including BLOBs, to the same point in time.
* The object, and any associated references to it, must be treated as a unit with respect to atomicity.

Comment: The implementation of BLOB in the NEWS\_ITEM table may be implemented either by specific inclusion of the BLOB in the table or by use of a reference to a BLOB object stored elsewhere on the System Under Test.

User-Defined Objects

Any object defined in the database is considered a User-Defined Object, except for the following:

* a TPCx‑HCI Table (see clause 2.2.3)
* a required Primary Key (see clause 2.2.3.1)
* a required Foreign Key (see clause 2.2.3.2)
* a required constraint (see clause 2.2.3.3)
* Database Metadata

There are no restrictions on User-Defined Objects, provided that:

* all Transaction and Frame implementation rules from clause 3.2 are met
* all ACID requirements in clause 7 are met

Integrity Rules

In any Committed state, the Primary Key values must be unique within each table. For example, in the case of a horizontally partitioned table, Primary Key values of rows across all partitions must be unique.

In any Committed state, no ill-formed rows may exist in the database. An ill-formed row occurs when the value of any column cannot be determined. For example, in the case of a vertically partitioned table, a row must exist in all the partitions.

Referential Integrity (RI) must be enforced by the database for all Foreign Key (FK) and Primary Key (PK) relations defined between TPCx‑HCI tables.

Comment: Referential Integrity preserves the relationship of data between tables, by restricting actions performed on Primary Keys and Foreign Keys in a table. Referential Integrity prevents removing rows containing Primary Keys that are referenced by Foreign Keys in other tables in the database without also removing the rows with corresponding/referencing Foreign Keys. Referential Integrity also prevents adding rows containing Foreign Keys that refer to Primary Keys whose rows are not already present in the database. Referential Integrity does not allow modifications to Primary Key columns of rows that are referenced by Foreign Keys in other tables in the database without also modifying the corresponding/referencing Foreign Keys to be equal to the new Primary Key.

Data Access Transparency Requirements

Data Access Transparency is the property of the system that removes from the Application Program any knowledge of the location and access mechanisms of partitioned data. An implementation that uses vertical and/or horizontal partitioning must meet the requirements for transparent data access described here.

No finite series of tests can prove that the system supports complete data access transparency. The requirements below describe the minimum capabilities needed to establish that the system provides transparent data access.

Comment: The intent of this clause is to require that access to physically and/or logically partitioned data be provided directly and transparently by services implemented by commercially available layers below the Application Program such as the data/file manager (DBMS), the Operating System, the hardware, or any combination of these.

Each of the tables described in Clause 2.2 (and any additional tables used in the implementation of the Transactions) must be identifiable by names that have no relationship to the partitioning of tables. All data manipulation operations in the Application Program (see Clause 1.2) must use only these names.

The system must prevent any data manipulation operation performed using the names described in Clause 10.5.1 that would result in a violation of the integrity rules (see Clause 10.4). For example: the system must prevent a non-TPCx‑HCI application from committing the insertion of a row in a vertically partitioned table unless all partitions of that row have been inserted.

Using the names which satisfy Clause 10.5.1, any arbitrary non-TPCx‑HCI application must be able to manipulate any set of rows or columns:

* Identifiable by any arbitrary condition supported by the underlying DBMS
* Using the names described in Clause 10.5.1 and using the same data manipulation semantics and syntax for all tables.

For example, the semantics and syntax used to update an arbitrary set of rows in any one table must also be usable when updating another arbitrary set of rows in any other table.

Comment: The intent is that the TPCx‑HCI Application Program uses general-purpose mechanisms to manipulate data in the database.

The Transactions

The Broker-Volume Transaction

The Broker-Volume Transaction is designed to emulate a brokerage house’s “up-to-the-minute” internal business processing. An example of a Broker-Volume Transaction would be a manager generating a report on the current performance potential of various brokers.

Broker-Volume is invoked by VGenDriverCE. It consists of a single Frame. The Transaction searches the pending limit orders to find orders that are associated with a given list of brokers responsible for stocks of a given sector. The value of each order is calculated based upon bid price and quantity of shares and added to the running total volume for the appropriate broker. The list of brokers with their associated total volume sorted in descending volume order is returned.

Broker-Volume Transaction Parameters

The inputs to the Broker-Volume Transaction are generated by the VGenDriverCE code in CETxnInputGenerator.cpp and the data structures defined in TxnHarnessStructs.h must be used to communicate the input and output parameters.

|  |  |
| --- | --- |
| Broker-Volume Interfaces | Module/Data Structure |
| CE Input generation | GenerateBrokerVolumeInput() |
| Transaction Input/Output Structure | TBrokerVolumeTxnInput TBrokerVolumeTxnOutput |
| Frame 1 Input/Output Structure | TBrokerVolumeTxnInput TBrokerVolumeFrame1Output |
|  | |

Broker-Volume Transaction Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| broker\_list[ ] | IN | A list of twenty to forty distinct broker name strings as defined by B\_NAME in BROKER table. Names are randomly selected from the broker range, with uniform distribution. The list size is determined by the first null input name in the broker\_list array. |
| sector\_name | IN | A randomly selected sector name string as defined in SC\_NAME in SECTOR table using uniform distribution. |
| list\_len | OUT | Number of items in the list being returned. |
| status | OUT | Code indicating the execution status for this transaction. |
| volume[ ] | OUT | A list of numbers, sorted in descending order, representing the sum of all trade request values (TR\_QTY \* TR\_BID\_PRICE) in the TRADE\_REQUEST table for stocks in a given sector grouped by broker names provided by broker\_list. The list size is determined by list\_len parameter. |
|  | | |

Broker-Volume Transaction Database Footprint

This Transaction is read-only and makes no changes to the database. The Broker-Volume Database Footprint is as follows:

|  |  |  |
| --- | --- | --- |
| Broker-Volume Database Footprint | | |
| Table | Column | Frame |
| 1 |
| BROKER | B\_NAME | Return |
| TRADE\_REQUEST | TR\_BID\_PRICE | Reference |
| TR\_QTY | Reference |
| Transaction Control | | Start Commit |
|  |  |  |

Broker Volume Transaction Frame 1 of 1

The database access methods used in Frame 1 are all Returns.

The VGenTxnHarness controls the execution of Frame 1 as follows:

{

invoke (Broker-Volume\_Frame-1)

if (list\_len < 0) or (list\_len > max\_broker\_list\_len) then

{

status = -111

}

}

Broker-Volume Frame 1 of 1 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| broker\_list[ ] | IN | A list of twenty to forty distinct broker name strings as defined by B\_NAME in BROKER table. Names are randomly selected from the broker range, with, uniform distribution. The list size is determined by the first null input name in the broker\_list array. |
| sector\_name | IN | A randomly selected sector name string as defined in SC\_NAME in SECTOR table using uniform distribution. |
| broker\_name[ ] | OUT | A list of broker name strings sorted in descending order of the “volume” associated with the broker. The list size is determined by list\_len parameter. |
| list\_len | OUT | Number of items in the list being returned. |
| status | OUT | Code indicating the execution status for this Frame. |
| volume[ ] | OUT | A list of numbers, sorted in descending order, representing the sum of all trade request values (TR\_QTY \* TR\_BID\_PRICE) in the TRADE\_REQUEST table for stocks in a given sector grouped by broker names provided by broker\_list. The list size is determined by list\_len parameter. |
|  | | |

| Broker-Volume\_Frame-1 Pseudo-code: Broker Volume |
| --- |
| {  start transaction  // Should return 0 to 40 rows  select  broker\_name[] = B\_NAME,  volume[] = sum(TR\_QTY \* TR\_BID\_PRICE)  from  TRADE\_REQUEST,  SECTOR,  INDUSTRY  COMPANY,  BROKER,  SECURITY  where  TR\_B\_ID = B\_ID and  TR\_S\_SYMB = S\_SYMB and  S\_CO\_ID = CO\_ID and  CO\_IN\_ID = IN\_ID and  SC\_ID = IN\_SC\_ID and  B\_NAME in (broker\_list) and  SC\_NAME = sector\_name  group by  B\_NAME  order by  2 DESC  // row\_count will frequently be zero near the start of a Test Run when  // TRADE\_REQUEST table is mostly empty.  list\_len = row\_count  commit transaction  } |

The Customer-Position Transaction

The Customer-Position Transaction is designed to emulate the process of retrieving the customer’s profile and summarizing their overall standing based on current market values for all assets. This is representative of the work performed when a customer asks the question “What am I worth today?”

Customer-Position is invoked by VGenDriverCE. It consists of three Frames, (Frame 2 and 3 are mutually exclusive). The customer is specified either by a customer ID or a customer tax ID. If the customer ID passed into the Transaction is 0, then the customer tax ID is used to look up the customer ID. Detailed information about the customer’s profile is retrieved. In addition, for each of the customer’s accounts, the cash balance of the account and the total current market value of all holdings in the account are returned.

If a history of trading activity has been requested, information is retrieved on the ten most recent trades for a randomly chosen account among the customer’s accounts.

Customer-Position Transaction Parameters

The inputs to the Customer Position Transaction are generated by the VGenDriverCE code in CETxnInputGenerator.cpp and the data structures defined in TxnHarnessStructs.h must be used to communicate the input and output parameters.

|  |  |
| --- | --- |
| Customer-Position Interfaces | Module/Data Structure |
| CE Input generation | GenerateCustomerPositionInput() |
| Transaction Input/Output Structure | TCustomerPositionTxnInput TCustomerPositionTxnOutput |
| Frame 1 Input/Output Structure | TCustomerPositionFrame1Input TCustomerPositionFrame1Output |
| Frame 2 Input/Output Structure | TCustomerPositionFrame2Input TCustomerPositionFrame2Output |
| Frame 3 Input/Output Structure | TCustomerPositionFrame3Output |
|  | |

Customer-Position Transaction Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id\_idx | IN | Index to one of the customer’s accounts. This indexed account will be used in frame 2 if get\_history is TRUE. |
| cust\_id | IN | Customer id or 0, selected by the driver. |
| get\_history | IN | Selected by the driver to be 1 if Frame 2 is to be invoked or 0 if not. |
| tax\_id | IN | Customer tax id or empty string selected by the driver. |
| acct\_id[max\_acct\_len] | OUT | Array of customer account IDs. |
| acct\_len | OUT | Number of customer accounts (max\_acct\_len (10) or less) |
| asset\_total[max\_acct\_len] | OUT | Array of asset totals for each customer account. |
| c\_ad\_id | OUT | Customer address identifier. |
| c\_area\_1 | OUT | Area code for customer’s first phone number. |
| c\_area\_2 | OUT | Area code for customer’s second phone number. |
| c\_area\_3 | OUT | Area code for customer’s third phone number. |
| c\_ctry\_1 | OUT | Country code for customer’s first phone number. |
| c\_ctry\_2 | OUT | Country code for customer’s second phone number. |
| c\_ctry\_3 | OUT | Country code for customer’s third phone number. |
| c\_dob | OUT | Customer date of birth. |
| c\_email\_1 | OUT | Customer’s first email address. |
| c\_email\_2 | OUT | Customer’s second email address. |
| c\_ext\_1 | OUT | Customer’s extension for the first phone number. |
| c\_ext\_2 | OUT | Customer’s extension for the second phone number. |
| c\_ext\_3 | OUT | Customer’s extension for the third phone number. |
| c\_f\_name | OUT | Customer first name. |
| c\_gndr | OUT | Customer gender. |
| c\_l\_name | OUT | Customer last name. |
| c\_local\_1 | OUT | Customer’s first phone number. |
| c\_local\_2 | OUT | Customer’s second phone number. |
| c\_local\_3 | OUT | Customer’s third phone number. |
| c\_m\_name | OUT | Customer middle name. |
| c\_st\_id | OUT | Customer Status id. |
| c\_tier | OUT | Customer tier. |
| cash\_bal[max\_acct\_len] | OUT | Array of cash balances for each customer account. |
| hist\_dts[max\_hist\_len] | OUT | Date for each transaction date from the transaction history |
| hist\_len | OUT | Number of records from the transaction history |
| qty[max\_hist\_len] | OUT | Number of shares involved in each event from history |
| status | OUT | Code indicating the execution status for this transaction. |
| symbol[max\_hist\_len] | OUT | Security involved in each event from history. |
| trade\_id[max\_hist\_len] | OUT | Trade ID for each event from history. |
| trade\_status[max\_hist\_len] | OUT | Trade Status for each event from history. |
|  | | |

Customer-Position Transaction Database Footprint

The Customer-Position Database Footprint is as follows:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Customer-Position Database Footprint | | | | | |
| Table Name | Column | | Frame | | |
| 1 | 2\* | 3\* |
| CUSTOMER | C\_AD\_ID | | Return |  |  |
| C\_AREA\_1 | | Return |  |  |
| C\_AREA\_2 | | Return |  |  |
| C\_AREA\_3 | | Return |  |  |
| C\_CTRY\_1 | | Return |  |  |
| C\_CTRY\_2 | | Return |  |  |
| C\_CTRY\_3 | | Return |  |  |
| C\_DOB | | Return |  |  |
| C\_EMAIL\_1 | | Return |  |  |
| C\_EMAIL\_2 | | Return |  |  |
| C\_EXT\_1 | | Return |  |  |
| C\_EXT\_2 | | Return |  |  |
| C\_EXT\_3 | | Return |  |  |
| C\_F\_NAME | | Return |  |  |
| C\_GNDR | | Return |  |  |
| C\_L\_NAME | | Return |  |  |
| C\_LOCAL\_1 | | Return |  |  |
| C\_LOCAL\_2 | | Return |  |  |
| C\_LOCAL\_3 | | Return |  |  |
| C\_M\_NAME | | Return |  |  |
| C\_ST\_ID | | Return |  |  |
| C\_TIER | | Return |  |  |
| CUSTOMER\_ACCOUNT | CA\_BAL | | Return |  |  |
| CA\_ID | | Return |  |  |
| HOLDING\_SUMMARY | HS\_QTY | | Reference |  |  |
| LAST\_TRADE | LT\_PRICE | | Reference |  |  |
| STATUS\_TYPE | ST\_NAME | |  | Return |  |
| TRADE\_HISTORY | TH\_DTS | |  | Return |  |
| TRADE | T\_ID | |  | Return |  |
| T\_QTY | |  | Return |  |
| T\_S\_SYMB | |  | Return |  |
| Transaction Control | | | Start | Commit | Commit |
|  | |  |  |  |  |

Customer-Position Transaction Frame 1 of 3

If the cust\_id input parameter is set to 0, the Frame must use the tax\_id input parameter to search the CUSTOMER table and find the ID of the customer. The Frame retrieves the detailed customer information and finds the cash balance for each of the customer’s accounts as well as the total value of the holdings in each account. In addition to the detailed customer information, the Frame returns a list of accounts and their associated cash balance and asset value sorted by asset value.

The database access methods used in Frame 1 are Reference and Return.

The VGenTxnHarness controls the execution of Frame 1 as follows:

{

invoke (Customer-Position\_Frame-1)

if (acct\_len < 1) or (acct\_len > max\_acct\_len) then

{

status = -211

)

}

Customer-Position Frame 1 of 3 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| cust\_id | IN/OUT | Customer id or 0, selected by the driver. When cust\_id is not 0, the rules for determining the range of available customer identifiers are described in clause **Error! Reference source not found.**. |
| tax\_id | IN | Customer tax id or empty string selected by the driver. When tax\_id is not the empty string, the rules for determining the range of available customer tax identifiers are described in clause **Error! Reference source not found.**. |
| acct\_id[max\_acct\_len] | OUT | Array of customer account IDs. |
| acct\_len | OUT | Number of customer accounts (max\_acct\_len (10) or less). |
| asset\_total[max\_acct\_len] | OUT | Array of asset totals for each customer account. |
| c\_ad\_id | OUT | Customer address identifier. |
| c\_area\_1 | OUT | Area code for customer’s first phone number. |
| c\_area\_2 | OUT | Area code for customer’s second phone number. |
| c\_area\_3 | OUT | Area code for customer’s third phone number. |
| c\_ctry\_1 | OUT | Country code for customer’s first phone number. |
| c\_ctry\_2 | OUT | Country code for customer’s second phone number. |
| c\_ctry\_3 | OUT | Country code for customer’s third phone number. |
| c\_dob | OUT | Customer date of birth. |
| c\_email\_1 | OUT | Customer’s first email address. |
| c\_email\_2 | OUT | Customer’s second email address. |
| c\_ext\_1 | OUT | Customer’s extension for the first phone number. |
| c\_ext\_2 | OUT | Customer’s extension for the second phone number. |
| c\_ext\_3 | OUT | Customer’s extension for the third phone number. |
| c\_f\_name | OUT | Customer first name. |
| c\_gndr | OUT | Customer gender. |
| c\_l\_name | OUT | Customer last name. |
| c\_local\_1 | OUT | Customer’s first phone number. |
| c\_local\_2 | OUT | Customer’s second phone number. |
| c\_local\_3 | OUT | Customer’s third phone number. |
| c\_m\_name | OUT | Customer middle name. |
| c\_st\_id | OUT | Customer Status id. |
| c\_tier | OUT | Customer tier. |
| cash\_bal[max\_acct\_len] | OUT | Array of cash balances for each customer account. |
| status | OUT | Code indicating the execution status for this Frame. |
|  | | |

| Customer-Position\_Frame-1 Pseudo-code: Get the customer's total assets |
| --- |
| {  start transaction  if (cust\_id == null\_cust\_id) then {  select  cust\_id = C\_ID  from  CUSTOMER  where  C\_TAX\_ID = tax\_id  }  select  c\_st\_id = C\_ST\_ID,  c\_l\_name = C\_L\_NAME,  c\_f\_name = C\_F\_NAME,  c\_m\_name = C\_M\_NAME,  c\_gndr = C\_GNDR,  c\_tier = C\_TIER,  c\_dob = C\_DOB,  c\_ad\_id = C\_AD\_ID,  c\_ctry\_1 = C\_CTRY\_1,  c\_area\_1 = C\_AREA\_1,  c\_local\_1 = C\_LOCAL\_1,  c\_ext\_1 = C\_EXT\_1,  c\_ctry\_2 = C\_CTRY\_2,  c\_area\_2 = C\_AREA\_2,  c\_local\_2 = C\_LOCAL\_2,  c\_ext\_2 = C\_EXT\_2,  c\_ctry\_3 = C\_CTRY\_3,  c\_area\_3 = C\_AREA\_3,  c\_local\_3 = C\_LOCAL\_3,  c\_ext\_3 = C\_EXT\_3,  c\_email\_1 = C\_EMAIL\_1,  c\_email\_2 = C\_EMAIL\_2  from  CUSTOMER  where  C\_ID = cust\_id  // Should return 1 to max\_acct\_len (10).  select first max\_acct\_len rows  acct\_id[] = CA\_ID,  cash\_bal[] = CA\_BAL,  assets\_total[] = ifnull((sum(HS\_QTY \* LT\_PRICE)),0)  from  CUSTOMER\_ACCOUNT left outer join  HOLDING\_SUMMARY on HS\_CA\_ID = CA\_ID,  LAST\_TRADE  where  CA\_C\_ID = cust\_id and  LT\_S\_SYMB = HS\_S\_SYMB  group by  CA\_ID, CA\_BAL  order by  3 asc  acct\_len = row\_count  } |

Customer-Position Transaction Frame 2 of 3

This Frame is only executed if the Transaction parameter get\_history value is set to TRUE. Using the customer account ID the Frame must search the TRADE and TRADE\_HISTORY tables to find up to 30 history rows that correspond with the 10 most recent trades executed by the customer account. For each event the Frame must return the T\_ID, T\_S\_SYMB, T\_QTY, TH\_DTS, and ST\_NAME for all events in a descending order of date found in TH\_DTS. This Frame completes the work and commits the Transaction

The database access methods used in Frame 2 are all Returns.

The VGenTxnHarness controls the execution of Frame 2 as follows:

{

if (get\_history == 1) then

{

frame2.acct\_id = frame1.acct\_id[acct\_id\_idx]

invoke (Customer-Position\_Frame-2)

if (hist\_len < 10) or (hist\_len > max\_hist\_len) then

{

status = -221

}

exit

}

}

Customer-Position Frame 2 of 3 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | Customer account identifier |
| hist\_dts[max\_hist\_len] | OUT | Date for each transaction date from the transaction history |
| hist\_len | OUT | Number of records from the transaction history, at most max\_hist\_len which is 30. |
| qty[max\_hist\_len] | OUT | Number of shares involved in each event from history |
| status | OUT | Code indicating the execution status for this Frame. |
| symbol[max\_hist\_len] | OUT | Security involved in each event from history. |
| trade\_id[max\_hist\_len] | OUT | Trade ID for each event from history. |
| trade\_status[max\_hist\_len] | OUT | Trade Status for each event from history. |
|  | | |

| Customer-Position\_Frame-2 Pseudo-code: Get the customer's trade history |
| --- |
| {  // Should return 10 to 30 rows.  select first 30 rows  trade\_id[] = T\_ID,  symbol[] = T\_S\_SYMB,  qty[] = T\_QTY,  trade\_status[] = ST\_NAME,  hist\_dts[] = TH\_DTS  from  (select first 10 rows  T\_ID as ID  from  TRADE  where  T\_CA\_ID = acct\_id  order by T\_DTS desc) as T,  TRADE,  TRADE\_HISTORY,  STATUS\_TYPE  where  T\_ID = ID and  TH\_T\_ID = T\_ID and  ST\_ID = TH\_ST\_ID  order by  TH\_DTS desc  hist\_len = row\_count  commit transaction  } |

Customer-Position Transaction Frame 3 of 3

This Frame is only executed if get\_history Transaction input parameter is set to FALSE. The Frame simply Commits the Transaction started in Frame 1 and returns the status.

There are no database access methods used in Frame 3. This Frame is only using Transaction control operations.

The VGenTxnHarness controls the execution of Frame 3 as follows:

{

if (get\_history != 1)

{

invoke (Customer-Position\_Frame-3)

}

}

Customer-Position Frame 3 of 3 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| status | OUT | Frame Status. |
|  | | |

| Customer-Position\_Frame-3: End database transaction |
| --- |
| {  commit transaction  } |

The Market-Feed Transaction

The Market-Feed Transaction is designed to emulate the process of tracking the current market activity. This is representative of the brokerage house processing the “ticker-tape” from the market exchange.

Market-Feed is invoked by VGenDriverMEE. It consists of a single Frame. The Transaction receives the latest trade activity information (symbol, price, quantity, etc.) from the market exchange. As a result of processing the ticker feed, the prices for securities will increase or decrease. These changes in price may trigger pending limit orders.

Each Market-Feed ticker consists of 20 entries (max\_feed\_len constant in TxnHarnessStructs.h). These entries are generated by the MEE to simulate the reporting of trades from other brokerage houses. The Market-Feed Transaction is allowed to process any number of ticker elements (from one to all) per Database Transaction.

Market-Feed Transaction Parameters

The inputs to the Market-Feed Transaction are generated by the VGenDriverMEE code in MEE.cpp. The data structures defined in TxnHarnessStructs.h must be used to communicate the input and output parameters.

|  |  |
| --- | --- |
| Market-Feed Interfaces | Module/Data Structure |
| MEE Input generation | CMEESUTInterface::MarketFeed() |
| Transaction Input/Output Structure | TMarketFeedTxnInput TMarketFeedTxnOutput |
| Frame 1 Input/Output Structure | TMarketFeedFrame1Input TMarketFeedFrame1Output |
|  | |

Market-Feed Transaction Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| price\_quote[ ] | IN | A list of numeric prices the Market Exchange Emulator generated for each entry on the ticker list. Each security’s price fluctuates between a low and high price, the fluctuation has a predefined frequency. |
| symbol[ ] | IN | A list of strings containing the Security Symbol for each security on the ticker. The security symbol string follows the definition of LT\_S\_SYMB in the LAST\_TRADE table. The ticker was generated by the Market Exchange Emulator. |
| trade\_qty[ ] | IN | A list of numbers representing the number of shares of a security that were traded for this ticker entry. The trade\_qty is the same as the trade\_qty requested in the Trade Request. |
| status | OUT | Code indicating the execution status for this transaction. |
|  | | |

Market-Feed Transaction Database Footprint

The Market-Feed Database Footprint is as follows:

|  |  |  |
| --- | --- | --- |
| Market-Feed Database Footprint | | |
| Table Name | Column | Frame |
| 1 |
| LAST\_TRADE | LT\_DTS | Modify |
| LT\_PRICE | Modify |
| LT\_VOL | Reference Modify |
|  |  |  |
|  |  |
|  |  |  |
|  |  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| Transaction Control | | Start Commit |
|  |  |  |

Market-Feed Transaction Frame 1 of 1

Using the entries in the ticker list, the Frame is responsible for:

* modifying the rows in the LAST\_TRADE table with the new prices, the new daily volumes and the new last trade dates
* identifying any pending limit orders that should be triggered by these ticker prices, processing them, and submitting them to the MEE

The database access methods used in Frame 1 are Modify and Reference.

The VGenTxnHarness controls the execution of Frame 1 as follows:

{

invoke (Market-Feed\_Frame-1)

}

Market-Feed Frame 1 of 1 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| price\_quote[ ] | IN | A list of numeric prices the Market Exchange Emulator generated for each entry on the ticker list. Each security’s price fluctuates between a low and high price, the fluctuation has a predefined frequency. |
| symbol[ ] | IN | A list of strings containing the Security Symbol for each security on the ticker. The security symbol string follows the definition of LT\_S\_SYMB in the LAST\_TRADE table. The ticker was generated by the Market Exchange Emulator. |
| trade\_qty[ ] | IN | A list of numbers representing the number of shares of a security that were traded for this ticker entry. The trade\_qty is the same as the trade\_qty requested in the Trade Request. |
| status | OUT | Code indicating the execution status for this Frame. |
|  | | |

| Market-Feed\_Frame-1 Pseudo-code: Record the stock price and update the volume and datetime for securities contained in the ticker feed. |
| --- |
| {  declare now\_dts DATETIME  declare rows\_updated int  get\_current\_dts(now\_dts)  rows\_updated = 0  start transaction  update  LAST\_TRADE  set  LT\_PRICE = price\_quote[],  LT\_VOL = LT\_VOL + trade\_qty[],  LT\_DTS = now\_dts  where  LT\_S\_SYMB = symbol[i]  rows\_updated = row\_count  commit transaction  if (rows\_updated != max\_feed\_len) then  {  status = -311  }  } |

The Market-Watch Transaction

The Market-Watch Transaction is designed to emulate the process of monitoring the overall performance of the market by allowing a customer to track the current daily trend (up or down) of a collection of securities. The collection of securities being monitored may be based upon a customer’s current holdings, a customer’s watch list of prospective securities, or a particular industry.

Market-Watch is invoked by VGenDriverCE. It consists of a single Frame. This Transaction calculates the percentage change in value of the market capitalization of a collection of securities at a chosen day’s closing prices compared to the current market prices. The chosen day is non-uniformly selected from the 1305 days of market data that was loaded during initial population of the database. The calculation is done by looking at the chosen day’s closing price for each security in the list and multiplying that by the number of outstanding shares for that security. This product is added to a running total for the chosen day’s closing market capitalization. In addition, the current price for each security in the list is multiplied by the number of outstanding shares for that security. This product is added to a running sum for the current market capitalization. The difference between the total market capitalization for the chosen day's closing and the current total, expressed as a percentage, is returned.

The Transaction supports this market watch calculation on a group of securities chosen based on the following list of criteria:

* Prospective-Watch - The collection of securities is chosen using all the securities in a customer’s watch list. The rules for determining the range of available customers, and thereby watch lists, are described in clause **Error! Reference source not found.**.
* Industry-Watch - The collection of securities is chosen using all the securities in an industry belonging to companies within a specified range. The industry name is chosen at random from the possible industry names using a uniform distribution.
* Portfolio-Watch - The collection of securities is chosen using all the securities that are held in a customer’s account. The rules for determining the range of available customers are described in clause 10.6.1.1. The customer account identifier is chosen at random from all the possible accounts for that customer using a uniform distribution.

Market-Watch Transaction Parameters

The inputs to the Market-Watch Transaction are generated by the VGenDriverCE code in CETxnInputGenerator.cpp. The data structures defined in TxnHarnessStructs.h must be used to communicate the input and output parameters.

|  |  |
| --- | --- |
| Market-Watch Interfaces | Module/Data Structure |
| CE Input generation | GenerateMarketWatchInput() |
| Transaction Input/Output Structure | TMarketWatchTxnInput TMarketWatchTxnOutput |
| Frame 1 Input/Output Structure | TMarketWatchFrame1Input TMarketWatchFrame1Output |
|  | |

Market-Watch Transaction Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | A single customer is chosen non-uniformly by customer tier, from the range of available customers. The rules for determining the range of available customers are described in clause **Error! Reference source not found.**. A single customer account id, as defined by CA\_ID in CUSTOMER\_ACCOUNT, is chosen at random, uniformly, from the range of customer account ids for the chosen customer. This input will be used 35% of the time. The securities collection will be all the securities held this customer account. The other 65% of the time when this input is not being used its value will be 0. |
| cust\_id | IN | A number randomly selected from the possible customer identifiers as defined by C\_ID in CUSTOMER table using a non-uniform by customer tier distribution. (The rules for determining the range of possible customer identifiers are described in clause **Error! Reference source not found.**.) This input will be used 60% of the time. The securities collection will be all the securities in this customer’s watch list. The other 40% of the time when this input is not being used its value will be 0. |
| ending\_co\_id | IN | Company identifier of the last company in the range of 5,000 companies to be searched for companies in IN\_NAME industry. The value will be starting\_co\_id + 4,999. This input will only be used when industry\_name is used which is 5% of the time. The other 95% of the time when this input is not being used its value will be zero. |
| industry\_name | IN | A randomly selected industry name string as defined in IN\_NAME in INDUSTRY table using uniform distribution. This input will be used 5% of the time. The securities collection will be all the securities of companies in this industry. The other 95% of the time when this input is not being used its value will be an empty string. |
| start\_date | IN | A date non-uniformly selected from the 1305 days in the DAILY\_MARKET table. The closing price of securities on this date is used in the market capitalization calculations. |
| starting\_co\_id | IN | A number randomly selected from the range of possible company identifiers minus 4,999. Company identifier of the first company in the range of 5,000 companies to be searched for companies in IN\_NAME industry. This input will only be used when industry\_name is used which is 5% of the time. The other 95% of the time when this input is not being used its value will be zero. |
| pct\_change | OUT | Numeric value calculated during the transaction by finding the percentage change from chosen day’s close of business capitalization for the collection of securities and the current capitalization for the collection of securities. |
| status | OUT | Code indicating the execution status for this transaction. |
|  | | |

Market-Watch Transaction Database Footprint

The Market-Watch Database Footprint is as follows:

|  |  |  |
| --- | --- | --- |
| Market-Watch Database Footprint | | |
| Table | Column | Frame |
| 1 |
| COMPANY | CO\_ID | Reference\* |
| CO\_IN\_ID | Reference\* |
| DAILY\_MARKET | DM\_CLOSE | Reference |
| HOLDING\_SUMMARY | HS\_S\_SYMB | Reference\* |
| INDUSTRY | IN\_ID | Reference\* |
| IN\_NAME | Reference\* |
| LAST\_TRADE | LT\_PRICE | Reference |
| SECURITY | S\_CO\_ID | Reference\* |
| S\_NUM\_OUT | Reference |
| S\_SYMB | Reference\* |
| WATCH\_ITEM | WI\_S\_SYMB | Reference\* |
| WATCH\_LIST | WL\_C\_ID | Reference\* |
| WL\_ID | Reference\* |
| Transaction Control | | Start Commit |
|  |  |  |

Market-Watch Transaction Frame 1 of 1

The database access methods used in Frame 1 are all References.

The VGenTxnHarness controls the execution of Frame 1 as follows:

{

if (acct\_id != 0) or (cust\_id != 0) or (industry\_name != “”) then

{

invoke (Market-Watch\_Frame-1)

}

else

{

status = -411

}

}

Market-Watch Frame 1 of 1 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | A single customer is chosen non-uniformly by customer tier, from the range of available customers. The rules for determining the range of available customers are described in clause **Error! Reference source not found.**. A single customer account id, as defined by CA\_ID in CUSTOMER\_ACCOUNT, is chosen at random, uniformly, from the range of customer account ids for the chosen customer. This input will be used 35% of the time. The securities collection will be all the securities held this customer account. The other 65% of the time when this input is not being used its value will be 0. |
| cust\_id | IN | A number randomly selected from the possible customer identifiers as defined by C\_ID in CUSTOMER table using a non-uniform by customer tier distribution. (The rules for determining the range of possible customer identifiers are described in clause **Error! Reference source not found.**.) This input will be used 60% of the time. The securities collection will be all the securities in this customer’s watch list. The other 40% of the time when this input is not being used its value will be 0. |
| ending\_co\_id | IN | Company identifier of the last company in the range of 5,000 companies to be searched for companies in IN\_NAME industry. The value will be starting\_co\_id + 4,999. This input will only be used when industry\_name is used which is 5% of the time. The other 95% of the time when this input is not being used its value will be zero. |
| industry\_name | IN | A randomly selected industry name string as defined in IN\_NAME in INDUSTRY table using uniform distribution. This input will be used 5% of the time. The securities collection will be all the securities of companies in this industry. The other 95% of the time when this input is not being used its value will be an empty string. |
| start\_date | IN | A date non-uniformly selected from the 1305 days in the DAILY\_MARKET table. The closing price of securities on this date is used in the market capitalization calculations. |
| starting\_co\_id | IN | A number randomly selected from the range of possible company identifiers minus 4,999. Company identifier of the first company in the range of 5,000 companies to be searched for companies in IN\_NAME industry. This input will only be used when industry\_name is used which is 5% of the time. The other 95% of the time when this input is not being used its value will be zero. |
| pct\_change | OUT | Numeric value calculated during the transaction by finding the percentage change from chosen day’s close of business capitalization for the collection of securities and the current capitalization for the collection of securities. |
| status | OUT | Code indicating the execution status of this Frame. |
|  | | |

| Market-Watch\_Frame-1 Pseudo-code: Build list of securities and compute percentage |
| --- |
| {  start transaction  if (cust\_id != 0) then {  declare stock\_list cursor for  select  WI\_S\_SYMB  from  WATCH\_ITEM,  WATCH\_LIST  where  WI\_WL\_ID = WL\_ID and  WL\_C\_ID = cust\_id  } else if (industry\_name != "") then {  declare stock\_list cursor for  select  S\_SYMB  from  INDUSTRY,  COMPANY,  SECURITY  where  IN\_NAME = industry\_name and  CO\_IN\_ID = IN\_ID and  CO\_ID between (starting\_co\_id and ending\_co\_id) and  S\_CO\_ID = CO\_ID  } else if (acct\_id != 0) then {  declare stock\_list cursor for  select  HS\_S\_SYMB  from  HOLDING\_SUMMARY  where  HS\_CA\_ID = acct\_id  }  old\_mkt\_cap = 0.0  new\_mkt\_cap = 0.0  pct\_change = 0.0  open stock\_list  do until (stock\_list.end\_of\_cursor) {  fetch from  stock\_list cursor  into  symbol  select  new\_price = LT\_PRICE  from  LAST\_TRADE  where  LT\_S\_SYMB = symbol  select  s\_num\_out = S\_NUM\_OUT  from  SECURITY  where  S\_SYMB = symbol  // Closing price for this security on the chosen day.  select  old\_price = DM\_CLOSE  from  DAILY\_MARKET  where  DM\_S\_SYMB = symbol and  DM\_DATE = start\_date  old\_mkt\_cap += s\_num\_out \* old\_price  new\_mkt\_cap += s\_num\_out \* new\_price  }  if (old\_mkt\_cap != 0) then  {  // value of 0.00 for pct\_change is valid  pct\_change = 100 \* (new\_mkt\_cap / old\_mkt\_cap - 1)  }  else  {  // no rows found, this can happen rarely when an account has no holdings  pct\_change = 0.0  }  close stock\_list  commit transaction  } |

The Security-Detail Transaction

The Security-Detail Transaction is designed to emulate the process of accessing detailed information on a particular security. This is representative of a customer doing research on a security prior to making a decision about whether or not to execute a trade.

Security-Detail is invoked by VGenDriverCE. It consists of a single Frame. For a given security, the Transaction will return detailed security and company information, a list of the company’s competitors, current and historical financial data, and recent news items about the company.

Security-Detail Transaction Parameters

The inputs to the Security-Detail Transaction are generated by the VGenDriverCE code in CETxnInputGenerator.cpp and the data structures defined in TxnHarnessStructs.h must be used to communicate the input and output parameters.

|  |  |
| --- | --- |
| Security-Detail Interfaces | Module/Data Structure |
| CE Input generation | GenerateSecurityDetailInput() |
| Transaction Input/Output Structure | TSecurityDetailTxnInput TSecurityDetailTxnOutput |
| Frame 1 Input/Output Structure | TSecurityDetailFrame1Input TSecurityDetailFrame1Output |
|  | |

Security-Detail Transaction Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| access\_lob\_flag | IN | If 1, access the complete news articles for the company. If 0, access just the news headlines and summaries. |
| max\_rows\_to\_return | IN | An integer value, randomly selected between 5 and 20 with a uniform distribution. This value determines how many rows must be returned from the DAILY\_MARKET table for this security. |
| start\_day | IN | A date randomly selected from a uniform distribution of dates between 3 January 2000 and max\_rows\_to\_return days before 1 January 2005. The DAILY\_MARKET table contains data for the period 3 January 2000 to 31 December 2004. The transaction will return max\_rows\_to\_return worth of rows from the DAILY\_MARKET table for this security beginning with the row for start\_day. |
| symbol | IN | Security symbol, randomly selected from a uniform distribution. |
| last\_vol | OUT | Volume of last trade |
| news\_len | OUT | Number of news items returned in news array. |
| status | OUT | Code indicating the execution status for this transaction. |
|  | | |

Security-Detail Transaction Database Footprint

The Security-Detail Database Footprint is as follows:

|  |  |  |
| --- | --- | --- |
| Security-Detail Database Footprint | | |
| Table | Column | Frame |
| 1 |
| ADDRESS | AD\_CTRY | Return |
| AD\_LINE1 | Return |
| AD\_LINE2 | Return |
| AD\_ZC\_CODE | Return |
| COMPANY | CO\_CEO | Return |
| CO\_DESC | Return |
| CO\_NAME | Return |
| CO\_OPEN\_DATE | Return |
| CO\_SP\_RATE | Return |
| CO\_ST\_ID | Return |
| COMPANY\_COMPETITOR | CP\_CO\_ID | Reference |
| CP\_COMP\_CO\_ID | Reference |
| CP\_IN\_ID | Reference |
| DAILY\_MARKET | DM\_CLOSE | Return |
| DM\_DATE | Return |
| DM\_HIGH | Return |
| DM\_LOW | Return |
| DM\_VOL | Return |
| EXCHANGE | EX\_CLOSE | Return |
| EX\_DESC | Return |
| EX\_NAME | Return |
| EX\_NUM\_SYMB | Return |
| EX\_OPEN | Return |
| FINANCIAL | FI\_ASSETS | Return |
| FI\_BASIC\_EPS | Return |
| FI\_DILUT\_EPS | Return |
| FI\_INVENTORY | Return |
| FI\_LIABILITY | Return |
| FI\_MARGIN | Return |
| FI\_NET\_EARN | Return |
| FI\_OUT\_BASIC | Return |
| FI\_OUT\_DILUT | Return |
| FI\_QTR | Return |
| FI\_QTR\_START\_DATE | Return |
| FI\_REVENUE | Return |
| FI\_YEAR | Return |
| INDUSTRY | IN\_NAME | Return |
| LAST\_TRADE | LT\_OPEN\_PRICE | Return |
| LT\_PRICE | Return |
| LT\_VOL | Return |
| NEWS\_ITEM | NI\_AUTHOR | Return |
| NI\_DTS | Return |
| NI\_HEADLINE | Return\* |
| NI\_ITEM | Return\* |
| NI\_SOURCE | Return |
| NI\_SUMMARY | Return\* |
| NEWS\_XREF | NX\_CO\_ID | Reference |
| NX\_NI\_ID | Reference |
| SECURITY | S\_52\_WK\_HIGH | Return |
| S\_52\_WK\_HIGH\_DATE | Return |
| S\_52\_WK\_LOW | Return |
| S\_52\_WK\_LOW\_DATE | Return |
| S\_DIVIDEND | Return |
| S\_NAME | Return |
| S\_NUM\_OUT | Return |
| S\_PE | Return |
| S\_START\_DATE | Return |
| S\_YIELD | Return |
| ZIP\_CODE | ZC\_DIV | Return |
| ZC\_TOWN | Return |
| Transaction Control | | Start Commit |
|  | |  |

Security Detail Transaction Frame 1 of 1

The database access methods used in Frame 1 are Returns and References.

The VGenTxnHarness controls the execution of Frame 1 as follows:

{

invoke (Security-Detail\_Frame-1)

if (day\_len < min\_day\_len) or (day\_len > max\_day\_len) then

{

status = -511

}

else if (fin\_len != max\_fin\_len) then

{

status = -512

}

else if (news\_len != max\_news\_len) then

{

status = -513

}

}

Security-Detail Frame 1 of 1 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| access\_lob\_flag | IN | If 1, access the complete news articles for the company. If 0, access just the news headlines and summaries. |
| max\_rows\_to\_return | IN | An integer value, randomly selected between 5 (iSecurityDetailMinRows) and 20 (iSecurityDetailMaxRows) with a uniform distribution. This value determines how many rows must be returned from the DAILY\_MARKET table for this security. |
| start\_day | IN | A date randomly selected from a uniform distribution of dates between 3 January 2000 and max\_rows\_to\_return before 31 December 2004. The DAILY\_MARKET table contains data for the period 3 January 2000 to 31 December 2004. The transaction will return max\_rows\_to\_return worth of rows from the DAILY\_MARKET table for this security beginning with the row for start\_day. |
| symbol | IN | Security symbol, randomly selected from a uniform distribution. |
| 52\_wk\_high | OUT | Number showing 52 week high value for the security. |
| 52\_wk\_high\_date | OUT | Date showing when the 52\_wk\_high happened. |
| 52\_wk\_low | OUT | Number showing 52 week low value for the security. |
| 52\_wk\_low\_date | OUT | Date showing when 52\_wk\_low happened. |
| ceo\_name | OUT | CEO name, based on a list of distinct first and last names. |
| co\_ad\_ctry | OUT | Company country, USA or Canada |
| co\_ad\_div | OUT | Company county or state or province |
| co\_ad\_line1 | OUT | Line 1 from a real company address |
| co\_ad\_line2 | OUT | Line 2 from a real company address |
| co\_ad\_town | OUT | Company town |
| co\_ad\_zip | OUT | Company ZIP or postal code. Contains partly realistic US or Canadian ZIP codes |
| co\_desc | OUT | Short description of the company. Readable English text. |
| co\_name | OUT | Company name |
| co\_st\_id | OUT | Contains the value ‘ST1’ |
| cp\_co\_name[max\_comp\_len] | OUT | Array of strings containing the company names of competitors for this securities’ company. VGen loads the COMPANY\_COMPETITOR table with 3 competitors for each company, so max\_comp\_len is 3. |
| cp\_in\_name[max\_comp\_len] | OUT | Array of strings containing the name of the industries in which competitors compete with this securities’ company. VGen loads the COMPANY\_COMPETITOR table with 3 competitors for each company, so max\_comp\_len is 3. |
| day[max\_day\_len] | OUT | Array of numbers containing daily data. max\_day\_len is a constant set to 20. |
| day\_len | OUT | Elements in the Day array |
| divid | OUT | Number containing security dividend |
| ex\_ad\_ctry | OUT | Exchange country |
| ex\_ad\_div | OUT | Exchange county or town or province |
| ex\_ad\_line1 | OUT | Line 1 from real exchange address |
| ex\_ad\_line2 | OUT | Line 2 from real exchange address |
| ex\_ad\_town | OUT | Exchange town |
| ex\_ad\_zip | OUT | Exchange ZIP code |
| ex\_close | OUT | Time the exchange closes, 2 possible values. |
| ex\_date | OUT | Date listed on exchange. Not earlier than Start\_date |
| ex\_desc | OUT | Description of the exchange |
| ex\_name | OUT | Name of the exchange. 4 values |
| ex\_num\_symb | OUT | Number of securities traded |
| ex\_open | OUT | Time the exchange opens |
| fin[max\_fin\_len] | OUT | Array of numbers with financial data. max\_fin\_len (20) is a constant set in the VGen code. |
| fin\_len | OUT | Length of the array |
| last\_open | OUT | Price of security at last exchange open |
| last\_price | OUT | Price for security |
| last\_vol | OUT | Volume of last trade |
| news[max\_news\_len] | OUT | Array of news items about the security’s company. max\_new\_len (2) is a constant set in the VGen code. |
| news\_len | OUT | Number of news items returned in news array. |
| num\_out | OUT | Number of outstanding shares. Valid range is 4,000,000 to 9,500,000,000. |
| open\_date | OUT | Date the company opened. Valid range is 01/01/1800 to build date |
| pe\_ratio | OUT | Price/earning ratio. A random value between 1.00 and 120.00 |
| s\_name | OUT | Security name, 6850 distinct values |
| sp\_rate | OUT | Standards & Poor rating for the company, one of 39 values. |
| start\_date | OUT | Date of trade started. Range id between 01/01/1900 and build date. |
| status | OUT | Code indicating the execution status for this Frame. |
| yield | OUT | Number containing yield for the security |
|  | | |

| Security-Detail\_Frame-1 Pseudo-code: Get all details about the security |
| --- |
| {  Declare co\_id IDENT\_T  start transaction  select  s\_name = S\_NAME,  co\_id = CO\_ID,  co\_name = CO\_NAME,  sp\_rate = CO\_SP\_RATE  ceo\_name = CO\_CEO,  co\_desc = CO\_DESC,  open\_date = CO\_OPEN\_DATE,  co\_st\_id = CO\_ST\_ID,  co\_ad\_line1 = CA.AD\_LINE1,  co\_ad\_line2 = CA.AD\_LINE2,  co\_ad\_town = ZCA.ZC\_TOWN,  co\_ad\_div = ZCA.ZC\_DIV,  co\_ad\_zip = CA.AD\_ZC\_CODE,  co\_ad\_ctry = CA.AD\_CTRY,  num\_out = S\_NUM\_OUT,  start\_date = S\_START\_DATE,  exch\_date = S\_EXCH\_DATE,  pe\_ratio = S\_PE,  52\_wk\_high = S\_52WK\_HIGH,  52\_wk\_high\_date = S\_52WK\_HIGH\_DATE,  52\_wk\_low = S\_52WK\_LOW,  52\_wk\_low\_date = S\_52WK\_LOW\_DATE,  divid = S\_DIVIDEND,  yield = S\_YIELD,  ex\_ad\_div = ZEA.ZC\_DIV,  ex\_ad\_ctry = EA.AD\_CTRY  ex\_ad\_line1 = EA.AD\_LINE1,  ex\_ad\_line2 = EA.AD\_LINE2,  ex\_ad\_town = ZEA.ZC\_TOWN,  ex\_ad\_zip = EA.AD\_ZC\_CODE,  ex\_close = EX\_CLOSE,  ex\_desc = EX\_DESC,  ex\_name = EX\_NAME,  ex\_num\_symb = EX\_NUM\_SYMB,  ex\_open = EX\_OPEN  from  SECURITY,  COMPANY,  ADDRESS CA,  ADDRESS EA,  ZIP\_CODE ZCA,  ZIP\_CODE ZEA,  EXCHANGE  where  S\_SYMB = symbol and  CO\_ID = S\_CO\_ID and  CA.AD\_ID = CO\_AD\_ID and  EA.AD\_ID = EX\_AD\_ID and  EX\_ID = S\_EX\_ID and  ca.ad\_zc\_code = zca.zc\_code and  ea.ad\_zc\_code =zea.zc\_code  // Should return max\_comp\_len (3) rows  select first max\_comp\_len rows  cp\_co\_name[] = CO\_NAME,  cp\_in\_name[] = IN\_NAME  from  COMPANY\_COMPETITOR, COMPANY, INDUSTRY  where  CP\_CO\_ID = co\_id and  CO\_ID = CP\_COMP\_CO\_ID and  IN\_ID = CP\_IN\_ID  // Should return max\_fin\_len (20) rows  select first max\_fin\_len rows  fin[].year = FI\_YEAR,  fin[].qtr = FI\_QTR,  fin[].strart\_date = FI\_QTR\_START\_DATE,  fin[].rev = FI\_REVENUE,  fin[].net\_earn = FI\_NET\_EARN,  fin[].basic\_eps = FI\_BASIC\_EPS,  fin[].dilut\_eps = FI\_DILUT\_EPS,  fin[].margin = FI\_MARGIN,  fin[].invent = FI\_INVENTORY,  fin[].assets = FI\_ASSETS,  fin[].liab = FI\_LIABILITY,  fin[].out\_basic = FI\_OUT\_BASIC,  fin[].out\_dilut = FI\_OUT\_DILUT  from  FINANCIAL  where  FI\_CO\_ID = co\_id  order by  FI\_YEAR asc,  FI\_QTR  fin\_len = row\_count  // Should return max\_rows\_to\_return rows  // max\_rows\_to\_return is between 5 and 20  select first max\_rows\_to\_return rows  day[].date = DM\_DATE,  day[].close = DM\_CLOSE,  day[].high = DM\_HIGH,  day[].low = DM\_LOW,  day[].vol = DM\_VOL  from  DAILY\_MARKET  where  DM\_S\_SYMB = symbol and  DM\_DATE >= start\_day  order by  DM\_DATE asc  day\_len = row\_count  select  last\_price = LT\_PRICE,  last\_open = LT\_OPEN\_PRICE,  last\_vol = LT\_VOL  from  LAST\_TRADE  where  LT\_S\_SYMB = symbol  // Should return max\_news\_len (2) rows  if (access\_lob\_flag)  select first max\_news\_len rows  news[].item = NI\_ITEM,  news[].dts = NI\_DTS,  news[].src = NI\_SOURCE,  news[].auth = NI\_AUTHOR,  news[].headline = “”,  news[].summary = “”  from  NEWS\_XREF,  NEWS\_ITEM  where  NI\_ID = NX\_NI\_ID and  NX\_CO\_ID = co\_id  else  select first max\_news\_len rows  news[].item = “”,  news[].dts = NI\_DTS,  news[].src = NI\_SOURCE,  news[].auth = NI\_AUTHOR,  news[].headline = NI\_HEADLINE,  news[].summary = NI\_SUMMARY  from  NEWS\_XREF,  NEWS\_ITEM  where  NI\_ID = NX\_NI\_ID and  NX\_CO\_ID = co\_id  news\_len = row\_count  commit transaction  } |

The Trade-Lookup Transaction

The Trade-Lookup Transaction is designed to emulate information retrieval by either a customer or a broker to satisfy their questions regarding a set of trades. The various sets of trades are chosen such that the work is representative of:

* performing general market analysis
* reviewing trades for a period of time prior to the most recent account statement
* analyzing past performance of a particular security
* analyzing the history of a particular customer holding

Trade-Lookup is invoked by VGenDriverCE. It consists of four mutually exclusive Frames. Each Frame employs a different technique for looking up historical trade data.

Frame 1 accepts a list of trade IDs. Information for each of the trades in the list is returned.

Frame 2 accepts a customer account ID, a start timestamp, end timestamp and a number of trades (N) as inputs. It returns information for the first N trades for the specified customer account between the start and end timestamps (inclusive).

Frame 3 accepts a security symbol, a start timestamp, end timestamp and a number of trades (N) as inputs. It returns information for the first N trades for the given security between the start and end timestamps (inclusive).

Frame 4 accepts a customer account ID and a timestamp as inputs. The first trade for this customer account at or after the specified timestamp is identified. Then a maximum of 20 historical holding changes for this trade ID are returned. The historical holding changes report on changes made by this trade to holdings created by prior trades, and report on changes made by subsequent trades to any holding created by this trade.

Trade-Lookup Transaction Parameters

The inputs to the Trade-Lookup Transaction are generated by the VGenDriverCE code in CETxnInputGenerator.cpp. The data structures defined in TxnHarnessStructs.h must be used to communicate the input and output parameters.

|  |  |
| --- | --- |
| Trade-Lookup Interfaces | Module/Data Structure |
| CE Input generation | GenerateTradeLookupInput() |
| Transaction Input/Output Structure | TTradeLookupTxnInput TTradeLookupTxnOutput |
| Frame 1 Input/Output Structure | TTradeLookupFrame1Input TTradeLookupFrame1Output |
| Frame 2 Input/Output Structure | TTradeLookupFrame2Input TTradeLookupFrame2Output |
| Frame 3 Input/Output Structure | TTradeLookupFrame3Input TTradeLookupFrame3Output |
| Frame 4 Input/Output Structure | TTradeLookupFrame4Input TTradeLookupFrame4Output |
|  | |

Trade-Lookup Transaction Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | Customer account ID. Used when frame\_to\_execute is 2 or 4, otherwise set to 0. |
| end\_trade\_dts | IN | For Frames 1 and 4, this parameter is ignored, so it is set to an empty date.  Used in Frame 2 as the end point in time for identifying a particular trade. Used in Frame 3 as the end point in time for identifying trades for a particular symbol. |
| frame\_to\_execute | IN | Identifies which of the mutually exclusive frames to execute. |
| max\_acct\_id | IN | Used in Frame 3 to identify the maximum customer account ID, otherwise set to 0. |
| max\_trades | IN | Used in Frames 1, 2 and 3 for the number of trades to find otherwise set to 0. The default value for max\_trades for each frame is set in the TTradeLookupSettings structure in DriverParameterSettings.h |
| start\_trade\_dts | IN | For Frame 1, this parameter is ignored, so it is set to an empty date.  Used in Frame 2 as the point in time for identifying a particular trade. Non-uniform over pre-populated interval. Used in Frame 3 as the point in time for identifying trades for a particular symbol. Uniform over pre-populated interval. Used in Frame 4 as the point in time for identifying a particular trade. Uniform over pre-populated interval. |
| symbol | IN | Used in Frame 3 as the security symbol for which to find trades. Uniformly chosen over all securities. For the other frames symbol is set to the empty string. |
| trade\_id[ ] | IN | Array of non-uniform randomly chosen trade IDs used by Frame 1 to identify a set of particular trades. For the other frames array elements are set to 0. For Frame 1, max\_trades indicates how many elements are to be used in the array. |
| frame\_executed | OUT | Confirmation of which frame was executed. |
| is\_cash[ ] | OUT | Indicates whether the trades used in Frame 1, 2 or 3 were cash transactions. |
| is\_market[ ] | OUT | Indicates whether the trades used in Frame 1 were market order trades. |
| num\_found | OUT | Number of trade rows found for frames 1, 2, 3, or number of holding history rows found for frame 4. |
| status | OUT | Code indicating the execution status for this transaction. |
| trade\_list[ ] | OUT | List of trade IDs found in Frames 2 and 3. |
|  | | |

Trade-Lookup Transaction Database Footprint

The Trade-Lookup Database Footprint is as follows:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Trade-Lookup Database Footprint | | | | | |
| Table | Column | Frame | | | |
| 1\* | 2\* | 3\* | 4\* |
| CASH\_TRANSACTION | CT\_AMT | Return\* | Return\* | Return\* |  |
| CT\_DTS | Return\* | Return\* | Return\* |  |
| CT\_NAME | Return\* | Return\* | Return\* |  |
| HOLDING\_HISTORY | Row(s) |  |  |  | Return\* |
| SETTLEMENT | SE\_AMT | Return | Return | Return |  |
| SE\_CASH\_DUE\_DATE | Return | Return | Return |  |
| SE\_CASH\_TYPE | Return | Return | Return |  |
| TRADE | T\_BID\_PRICE | Return | Return |  |  |
| T\_CA\_ID |  |  | Return |  |
| T\_DTS |  | Reference | Return | Reference |
| T\_EXEC\_NAME | Return | Return | Return |  |
| T\_ID |  | Return | Return | Return |
| T\_IS\_CASH | Return | Return | Return |  |
| T\_QTY |  |  | Return |  |
| T\_S\_SYMB |  |  | Reference |  |
| T\_TRADE\_PRICE | Return | Return | Return |  |
| T\_TT\_ID |  |  | Return |  |
| TRADE\_HISTORY | TH\_DTS | Return | Return | Return |  |
| TH\_ST\_ID | Return | Return | Return |  |
| TRADE\_TYPE | TT\_IS\_MRKT | Return |  |  |  |
| Transaction Control | Start Commit | Start Commit | Start Commit | Start Commit | Start Commit |
|  | |  |  |  |  |

Trade-Lookup Transaction Frame 1 of 4

The first Frame is responsible for retrieving information about the specified array of trade IDs.

The VGenTxnHarness controls the execution of Frame 1 as follows:

{

if( frame\_to\_execute == 1 )

{

invoke (Trade-Lookup\_Frame-1)

if (num\_found != max\_trades) then

{

status = -611

}

frame\_executed = 1

}

[...]

Trade-Lookup Frame 1 of 4 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| max\_trades | IN | Number of valid array elements in trade\_id[ ]. The default value (20) is set in TTradeLookupSettings.MaxRowsFrame1 in DriverParameterSettings.h. |
| trade\_id[ ] | IN | The array of trade IDs picked non-uniformly over the set of pre-populated trades. |
| bid\_price[ ] | OUT | The requested unit price. |
| cash\_transaction\_amount[ ] | OUT | Amount of the cash transaction. |
| cash\_transaction\_dts[ ] | OUT | Date and time stamp of when the transaction took place. |
| cash\_transaction\_name[ ] | OUT | Description of the cash transaction. |
| exec\_name[ ] | OUT | Name of the person who executed the trade. |
| is\_cash[ ] | OUT | Flag that is non-zero for a cash trade, zero for a margin trade. |
| is\_market[ ] | OUT | Flag that is non-zero for a market trade, zero for a limit trade. |
| num\_found | OUT | Number of trade rows returned; should be the same as max\_trades. |
| settlement\_amount[ ] | OUT | Cash amount of settlement. |
| settlement\_cash\_due\_date[ ] | OUT | Date by which customer or brokerage must receive the cash. |
| settlement\_cash\_type[ ] | OUT | Type of cash settlement involved: cash or margin. |
| status | OUT | Code indicating the execution status for this frame. |
| trade\_history\_dts[ ][3] | OUT | Array of timestamps of when the trade history was updated. |
| trade\_history\_status\_id[ ][3] | OUT | Array of status type identifiers. |
| trade\_price[ ] | OUT | Unit price at which the security was traded. |
|  | | |

| Trade-Lookup\_Frame-1 Pseudo-code: Get trade information for each trade ID in the trade\_id array |
| --- |
| {  declare i int  start transaction  num\_found = 0  for (i = 0; i++; i < max\_trades) do {  // Get trade information  // Should only return one row for each trade  select  bid\_price[i] = T\_BID\_PRICE,  exec\_name[i] = T\_EXEC\_NAME,  is\_cash[i] = T\_IS\_CASH,  is\_market[i] = TT\_IS\_MRKT,  trade\_price[i] = T\_TRADE\_PRICE  from  TRADE,  TRADE\_TYPE  where  T\_ID = trade\_id[i] and  T\_TT\_ID = TT\_ID  num\_found = num\_found + row\_count  // Get settlement information  // Should only return one row for each trade  select  settlement\_amount[i] = SE\_AMT,  settlement\_cash\_due\_date[i] = SE\_CASH\_DUE\_DATE,  settlement\_cash\_type[i] = SE\_CASH\_TYPE  from  SETTLEMENT  where  SE\_T\_ID = trade\_id[i]  // get cash information if this is a cash transaction  // Should only return one row for each trade that was a cash transaction  if (is\_cash[i]) then {  select  cash\_transaction\_amount[i] = CT\_AMT,  cash\_transaction\_dts[i] = CT\_DTS,  cash\_transaction\_name[i] = CT\_NAME  from  CASH\_TRANSACTION  where  CT\_T\_ID = trade\_id[i]  }  // read trade\_history for the trades  // Should return 2 to 3 rows per trade  select first 3 rows  trade\_history\_dts[i][] = TH\_DTS,  trade\_history\_status\_id[i][] = TH\_ST\_ID  from  TRADE\_HISTORY  where  TH\_T\_ID = trade\_id[i]  order by  TH\_DTS  } // end for loop  commit transaction  } |

Trade-Lookup Transaction Frame 2 of 4

The second Frame returns information for the first N trades executed for the specified customer account between a specified start time and end time. If the specified start time is too close to the specified end time, then it is possible that fewer than N trades may be returned.

The VGenTxnHarness controls the execution of Frame 2 as follows:

[...]

else if( frame\_to\_execute == 2 )

{

invoke (Trade-Lookup\_Frame-2)

if (num\_found < 0) or (num\_found > max\_trades) then

{

status = -621

}

else if (num\_found == 0) then

{

// Can happen rarely in large databases when an account has no trades

// in the last 4 days

status = +621

}

frame\_executed = 2

}

[...]

Trade-Lookup Frame 2 of 4 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | A single customer is chosen non-uniformly by customer tier, from the range of available customers. The rules for determining the range of available customers are described in clause **Error! Reference source not found.**. A single customer account id, as defined by CA\_ID in CUSTOMER\_ACCOUNT, is chosen at random, uniformly, from the range of customer account ids for the chosen customer. |
| end\_trade\_dts | IN | Point in time at which to stop searching for N trades. |
| max\_trades | IN | Maximum number of trades to return. The default value (20) is set in TTradeLookupSettings.MaxRowsFrame2 in DriverParameterSettings.h. |
| start\_trade\_dts | IN | Point in time from which to search for N trades. |
| bid\_price[ ] | OUT | The requested unit price. |
| cash\_transaction\_amount[ ] | OUT | Amount of the cash transaction. |
| cash\_transaction\_dts[ ] | OUT | Date and time stamp of when the transaction took place. |
| cash\_transaction\_name[ ] | OUT | Description of the cash transaction. |
| exec\_name[ ] | OUT | Name of the person who executed the trade. |
| is\_cash[ ] | OUT | Flag that is non-zero for a cash trade, zero for a margin trade. |
| num\_found | OUT | Number of trade rows returned (may be less than max\_trades). |
| settlement\_amount[ ] | OUT | Cash amount of settlement. |
| settlement\_cash\_due\_date[ ] | OUT | Date by which customer or brokerage must receive the cash. |
| settlement\_cash\_type[ ] | OUT | Type of cash settlement involved: cash or margin. |
| status | OUT | Code indicating the execution status for this frame. |
| trade\_history\_dts[ ][3] | OUT | Array of timestamps of when the trade history was updated. |
| trade\_history\_status\_id[ ][3] | OUT | Array of status type identifiers. |
| trade\_list[ ] | OUT | Trade ID actually used for retrieving data. |
| trade\_price[ ] | OUT | Unit price at which the security was traded. |
|  | | |

| Trade-Lookup\_Frame-2 Pseudo-code : Get trade information for the first N trades of a given customer account from a given point in time. |
| --- |
| {  declare i int  start transaction  // Get trade information  // Should return between 0 and max\_trades rows  select first max\_trades rows  bid\_price[] = T\_BID\_PRICE,  exec\_name[] = T\_EXEC\_NAME,  is\_cash[] = T\_IS\_CASH,  trade\_list[] = T\_ID,  trade\_price[] = T\_TRADE\_PRICE  from  TRADE  where  T\_CA\_ID = acct\_id and  T\_DTS >= start\_trade\_dts and  T\_DTS <= end\_trade\_dts  order by  T\_DTS asc  num\_found = row\_count  // Get extra information for each trade in the trade list.  for (i = 0; i < num\_found; i++) {  // Get settlement information  // Should return only one row for each trade  select  settlement\_amount[i] = SE\_AMT,  settlement\_cash\_due\_date[i] = SE\_CASH\_DUE\_DATE,  settlement\_cash\_type[i] = SE\_CASH\_TYPE  from  SETTLEMENT  where  SE\_T\_ID = trade\_list[i]  // get cash information if this is a cash transaction  // Should return only one row for each trade that was a cash transaction  if (is\_cash[i]) then {  select  cash\_transaction\_amount[i] = CT\_AMT,  cash\_transaction\_dts[i] = CT\_DTS  cash\_transaction\_name[i] = CT\_NAME  from  CASH\_TRANSACTION  where  CT\_T\_ID = trade\_list[i]  }  // read trade\_history for the trades  // Should return 2 to 3 rows per trade  select first 3 rows  trade\_history\_dts[i][] = TH\_DTS,  trade\_history\_status\_id[i][] = TH\_ST\_ID  from  TRADE\_HISTORY  where  TH\_T\_ID = trade\_list[i]  order by  TH\_DTS  } // end for loop  commit transaction  } |

Trade-Lookup Transaction Frame 3 of 4

The third Frame returns information for the first N trades for a given security between a specified start time and end time. If the specified start time is too close to the specified end time, then it is possible that fewer than N trades may be returned.

The VGenTxnHarness controls the execution of Frame 3 as follows:

[...]

else if( frame\_to\_execute == 3 )

{

invoke (Trade-Lookup\_Frame-3)

if (num\_found < 0) or (num\_found > max\_trades) then

{

status = -631

}

else if (num\_found == 0) then

{

// Can happen rarely in large databases

status = +631

}

frame\_executed = 3

}

}

Trade-Lookup Frame 3 of 4 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| end\_trade\_dts | IN | Point in time at which to end the search. |
| max\_acct\_id | IN | Maximum customer account ID. |
| max\_trades | IN | Maximum number of trades to find. The default value (20) is set in TTradeLookupSettings.MaxRowsFrame3 in DriverParameterSettings.h. |
| start\_trade\_dts | IN | Point in time from which to start search. |
| symbol | IN | Security for which to find trades. |
| acct\_id[ ] | OUT | Array of accounts for which the trades were done. |
| cash\_transaction\_amount[ ] | OUT | Amount of the cash transaction. |
| cash\_transaction\_dts[ ] | OUT | Date and time stamp of when the transaction took place. |
| cash\_transaction\_name[ ] | OUT | Description of the cash transaction. |
| exec\_name[ ] | OUT | Array of name of the person who executed each of the trades. |
| is\_cash[ ] | OUT | Flag that is non-zero for a cash trade, zero for a margin trade. |
| num\_found | OUT | Number of TRADE rows returned. |
| price[ ] | OUT | Array of the price that was paid in each trade. |
| quantity[ ] | OUT | Array of the quantity of security bought in each trade. |
| settlement\_amount[ ] | OUT | Cash amount of settlement. |
| settlement\_cash\_due\_date[ ] | OUT | Date by which the customer or brokerage must receive the cash. |
| settlement\_cash\_type[ ] | OUT | Type of cash settlement involved: cash or margin. |
| status | OUT | Code indicating the execution status for this frame. |
| trade\_dts[ ] | OUT | Array of the timestamps for when the trade was requested. |
| trade\_history\_dts[ ][3] | OUT | Array of timestamps of when the trade history was updated. |
| trade\_history\_status\_id[ ][3] | OUT | Array of status type identifiers. |
| trade\_list[ ] | OUT | Array of T\_IDs found. |
| trade\_type[ ] | OUT | Array of the trade type for each trade. |
|  | | |

| Trade-Lookup\_Frame-3 Pseudo-code: Get a list of N trades executed for a certain security starting from a given point in time. |
| --- |
| {  declare i int  start transaction  // Should return between 0 and max\_trades rows.  select first max\_trades rows  acct\_id[] = T\_CA\_ID,  exec\_name[] = T\_EXEC\_NAME,  is\_cash[] = T\_IS\_CASH,  price[] = T\_TRADE\_PRICE,  quantity[] = T\_QTY,  trade\_dts[] = T\_DTS,  trade\_list[] = T\_ID,  trade\_type[] = T\_TT\_ID  from  TRADE  where  T\_S\_SYMB = symbol and  T\_DTS >= start\_trade\_dts and  T\_DTS <= end\_trade\_dts  // The max\_acct\_id “where” clause is a hook used for engineering purposes  // only and is not required for benchmark publication purposes.  // T\_CA\_ID <= max\_acct\_id  order by  T\_DTS asc  num\_found = row\_count  // Get extra information for each trade in the trade list.  for (i = 0; i < num\_found; i++) {  // Get settlement information  // Should return only one row for each trade  select  settlement\_amount[i] = SE\_AMT,  settlement\_cash\_due\_date[i] = SE\_CASH\_DUE\_DATE,  settlement\_cash\_type[i] = SE\_CASH\_TYPE  from  SETTLEMENT  where  SE\_T\_ID = trade\_list[i]  // get cash information if this is a cash transaction  // Should return only one row for each trade that was a cash transaction  if (is\_cash[i]) then {  select  cash\_transaction\_amount[i] = CT\_AMT,  cash\_transaction\_dts[i] = CT\_DTS  cash\_transaction\_name[i] = CT\_NAME  from  CASH\_TRANSACTION  where  CT\_T\_ID = trade\_list[i]  }  // read trade\_history for the trades  // Should return 2 to 3 rows per trade  select first 3 rows  trade\_history\_dts[i][] = TH\_DTS,  trade\_history\_status\_id[i][] = TH\_ST\_ID  from  TRADE\_HISTORY  where  TH\_T\_ID = trade\_list[i]  order by  TH\_DTS asc  } // end for loop  commit transaction  } |

Trade-Lookup Transaction Frame 4 of 4

The fourth Frame identifies the first trade for the specified customer account on or after the specified time. Up to the first 20 rows in the HOLDING\_HISTORY with a matching trade ID are then returned. If the specified time is too close to the end of the historical trade data, it is possible that no matching trade may be found for the specified customer account.

The VGenTxnHarness controls the execution of Frame 4 as follows:

[...]

else if( frame\_to\_execute == 4 )

{

invoke (Trade-Lookup\_Frame-4)

if (num\_trades\_found <> 1) then

{

status = -641

}

if (num\_found == 0) then

{

status = +643

}

if (num\_found < 0) or (num\_found > 20) then

{

status = -642

}

frame\_executed = 4

}

[...]

Trade-Lookup Frame 4 of 4 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | A single customer is chosen non-uniformly by customer tier, from the range of available customers. The rules for determining the range of available customers are described in clause **Error! Reference source not found.**. A single customer account id, as defined by CA\_ID in CUSTOMER\_ACCOUNT, is chosen at random, uniformly, from the range of customer account ids for the chosen customer. |
| start\_trade\_dts | IN | Point in time from which to search for a trade. |
| holding\_history\_id[20] | OUT | Array of trade identifiers of the trades that originally created each of the returned holding rows. |
| holding\_history\_trade\_id[20] | OUT | Array of trade identifiers of the trades that modified each of the returned holding rows. |
| num\_found | OUT | Number of HOLDING\_HISTORY rows returned (may be zero). |
| num\_trades\_found | OUT | Number of TRADE rows found. |
| quantity\_after[20] | OUT | Array of quantities of the security that was held after the holding was modified. |
| quantity\_before[20] | OUT | Array of quantities of the security that was held before the holding was modified. |
| status | OUT | Code indicating the execution status for this frame. |
| trade\_id | OUT | ID of first trade found for customer account at or after the specified time. This is the ID that is used for the look up in HOLDING\_HISTORY. |
|  | | |

| Trade-Lookup\_Frame-4 Pseudo-code: Return HOLDING\_HISTORY information for a particular trade ID. |
| --- |
| {  start transaction  select first 1 row  trade\_id = T\_ID  from  TRADE  where  T\_CA\_ID = acct\_id and  T\_DTS >= start\_trade\_dts  order by  T\_DTS asc  if (row\_count == 0) then  {  status = +641  }  // The trade\_id is used in the subquery to find the original trade\_id  // (HH\_H\_T\_ID), which then is used to list all the entries.  // Should return 0 to (capped) 20 rows.  select first 20 rows  holding\_history\_id[] = HH\_H\_T\_ID,  holding\_history\_trade\_id[] = HH\_T\_ID,  quantity\_before[] = HH\_BEFORE\_QTY,  quantity\_after[] = HH\_AFTER\_QTY  from  HOLDING\_HISTORY  where  HH\_H\_T\_ID in  (select  HH\_H\_T\_ID  from  HOLDING\_HISTORY  where  HH\_T\_ID = trade\_id)  num\_found = row\_count  commit transaction  } |
|  |

The Trade-Order Transaction

The Trade Order Transaction is designed to emulate the process of buying or selling a security by a Customer, Broker, or authorized third-party. If the person executing the trade order is not the account owner, the Transaction will verify that the person has the appropriate authorization to perform the trade order. The Transaction allows the person trading to execute buys at the current market price, sells at the current market price, or limit buys and sells at a requested price. The Transaction also provides an estimate of the financial impact of the proposed trade by providing profit/loss data, tax implications, and anticipated commission fees. This allows the trader to evaluate the desirability of the proposed security trade before either submitting or canceling the trade.

The Trade-Order Transaction is invoked by VGenDriverCE. It consists of six Frames. The Transaction starts by using the account ID passed into the Transaction to obtain information on the customer, the customer’s account, and the broker for the account.

Next, the Transaction conditionally validates that the person executing the trade is authorized to perform such actions on the specified account. If the executor is not authorized, then the Transaction rolls back. However, during the benchmark execution, the CE will always generate authorized executors.

The next step is to estimate the overall financial implications of executing the trade. For limit-orders, the requested price is used in the estimation; for market orders, the requested price is set to the current market value of the security and that value is used in the estimation. Estimation includes assessing any effects the requested trade would have on existing holdings (e.g. the sale of existing long positions, or the cover of existing short positions). If a profit would be realized as a result of this trade, the capital gains taxes are calculated. Administrative fees and the broker’s commission for handling the trade are calculated. If the trade is being submitted on margin, the customer’s total assets for the account are assessed. All the above information is used for recording the order.

After all the above processing has completed, a small percentage of the Trade-Order Transactions are selected to emulate either the canceling the order or an error condition by rolling back all modifications. All other Trade-Order Transactions are Committed. After a successfully Committed market order, the VGenTxnHarness sends the order for the trade to the appropriate MEE.

Trade-Order Transaction Parameters

The inputs to the Trade-Order Transaction are generated by the VGenDriverCE code in CETxnInputGenerator.cpp. The data structures defined in TxnHarnessStructs.h must be used to communicate the input and output parameters.

|  |  |
| --- | --- |
| Trade-Order Interfaces | Module/Data Structure |
| CE Input generation | GenerateTradeOrderInput() |
| Transaction Input/Output Structure | TTradeOrderTxnInput TTradeOrderTxnOutput |
| Frame 1 Input/Output Structure | TTradeOrderFrame1Input TTradeOrderFrame1Output |
| Frame 2 Input/Output Structure | TTradeOrderFrame2Input TTradeOrderFrame2Output |
| Frame 3 Input/Output Structure | TTradeOrderFrame3Input TTradeOrderFrame3Output |
| Frame 4 Input/Output Structure | TTradeOrderFrame4Input TTradeOrderFrame4Output |
| Frame 5 Input/Output Structure | TTradeOrderFrame5Output |
| Frame 6 Input/Output Structure | TTradeOrderFrame6Output |
|  | |

Trade-Order Transaction Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | A single customer is chosen non-uniformly by customer tier, from the range of available customers. The rules for determining the range of available customers are described in clause **Error! Reference source not found.**. A single customer account id, as defined by CA\_ID in CUSTOMER\_ACCOUNT, is chosen at random, uniformly, from the range of customer account ids for the chosen customer. |
| co\_name | IN | The security being traded in this transaction can be specified in one of two ways. Either by specifying the security’s symbol, or by specifying the company name and the issue. If the symbol is used to specify the security, then the company name and the issue are an empty string (i.e. “”). Otherwise the company name and the issue are both specified and the symbol is an empty string (i.e. “”). For more information, see Clause 5.4.1. |
| exec\_f\_name | IN | First name of the person executing the trade. Note that the person executing this trade, may not be the registered owner of the account. If this is the case, the executor’s permission to execute trades for this account will be verified in Frame 2. For more information, see Clause 5.4.1. |
| exec\_l\_name | IN | Last name of the person executing the trade. Note that the person executing this trade, may not be the registered owner of the account. If this is the case, the executor’s permission to execute trades for this account will be verified in Frame 2. For more information, see Clause 5.4.1. |
| exec\_tax\_id | IN | Tax identifier for the person executing the trade. Note that the person executing this trade, may not be the registered owner of the account. If this is the case, the executor’s permission to execute trades for this account will be verified in Frame 2. For more information, see Clause 5.4.1. |
| is\_lifo | IN | If this flag is set to 1 then this trade will process against existing holdings from newest to oldest (LIFO order). If this flag is set to 0, then this trade will process against existing holdings from oldest to newest (FIFO order). |
| issue | IN | The security being traded in this transaction can be specified in one of two ways. Either by specifying the security’s symbol, or by specifying the company name and the issue. If the symbol is used to specify the security, then the company name and the issue are an empty string (i.e. “”). Otherwise the company name and the issue are both specified and the symbol is an empty string (i.e. “”). For more information, see Clause 5.4.1. |
| requested\_price | IN | For a limit order, this is the requested price for triggering the trade. For a market order, the input value is undefined and this variable is set to the current market price for the given security inside Frame 3. |
| roll\_it\_back | IN | If this flag is 1 then an intentional rollback (Frame 5) is executed. If 0, then a commit (Frame 6) is executed. See Clause 5.4.1 for details on the percentage of trades that will be intentionally rolled back. |
| st\_pending\_id | IN | Identifier for the “Pending” order status – passed in for ease of benchmarking. |
| st\_submitted\_id | IN | Identifier for the “Submitted” order status – passed in for ease of benchmarking. |
| symbol | IN | The security being traded in this transaction can be specified in one of two ways. Either by specifying the security’s symbol, or by specifying the company name and the issue. If the symbol is used to specify the security, then the company name and the issue are an empty string (i.e. “”). Otherwise the company name and the issue are both specified and the symbol is an empty string (i.e. “”). For more information, see Clause 5.4.1. |
| trade\_qty | IN | The number of shares to be traded for this order. |
| trade\_type\_id | IN | Identifier indicating the type of trade - passed in for each of benchmarking. For more information on the different types of trades generated, see Clause 5.4.1. |
| type\_is\_margin | IN | If this flag is set to 1, then the order will be done on margin. If the flag is set to 0, then this trade will be done with cash. |
| buy\_value | OUT | The total dollar amount for the securities bought for a matching sell order. If trade is a buy or sell of new securities then buy\_value is zero. |
| sell\_value | OUT | The total dollar value of the securities sold for a matching buy order. If trade is buy or sell of new securities then sell\_value is zero. |
| status | OUT | Code indicating the execution status for this transaction. |
| tax\_amount | OUT | The estimated amount of tax that will be incurred as a result of this order. If no profit is realized, then tax\_amount is zero. |
| trade\_id | OUT | Unique trade identifier generated by the SUT for this order. |
|  | | |

Trade-Order Transaction Database Footprint

This Transaction includes a mixture of Add, Reference, and Return access methods. The Trade-Order Database Footprint is as follows:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Trade-Order Database Footprint | | | | | | | |
| Table | Column | Frame | | | | | |
| 1 | 2\* | 3 | 4 | 5\* | 6\* |
| ACCOUNT\_PERMISSION | AP\_ACL |  | Return |  |  |  |  |
| AP\_CA\_ID |  | Reference |  |  |  |  |
| AP\_F\_NAME |  | Reference |  |  |  |  |
| AP\_L\_NAME |  | Reference |  |  |  |  |
| AP\_TAX\_ID |  | Reference |  |  |  |  |
| BROKER | B\_NAME | Return |  |  |  |  |  |
| CHARGE | CH\_CHRG |  |  | Return |  |  |  |
| COMMISSION\_RATE | CR\_RATE |  |  | Return |  |  |  |
| COMPANY | CO\_ID |  |  | Reference\* |  |  |  |
| CO\_NAME |  |  | Return\* |  |  |  |
| CUSTOMER | C\_F\_NAME | Return |  |  |  |  |  |
| C\_L\_NAME | Return |  |  |  |  |  |
| C\_TIER | Return |  |  |  |  |  |
| C\_TAX\_ID | Return |  |  |  |  |  |
| CUSTOMER\_ACCOUNT | CA\_BAL |  |  | Reference\* |  |  |  |
| CA\_B\_ID | Return |  |  |  |  |  |
| CA\_C\_ID | Return |  |  |  |  |  |
| CA\_NAME | Return |  |  |  |  |  |
| CA\_TAX\_ST | Return |  |  |  |  |  |
| CUSTOMER\_TAXRATE | CX\_TX\_ID |  |  | Reference\* |  |  |  |
| HOLDING | H\_PRICE |  |  | Reference |  |  |  |
| H\_QTY |  |  | Reference |  |  |  |
| HOLDING\_SUMMARY | HS\_QTY |  |  | Reference |  |  |  |
| LAST\_TRADE | LT\_PRICE |  |  | Return |  |  |  |
| SECURITY | S\_CO\_ID |  |  | Reference\* |  |  |  |
| S\_EX\_ID |  |  | Reference |  |  |  |
| S\_NAME |  |  | Return |  |  |  |
| S\_SYMB |  |  | Return\* |  |  |  |
| TAXRATE | TX\_RATE |  |  | Reference\* |  |  |  |
| TRADE | 1 Row |  |  |  | Add |  |  |
| TRADE\_HISTORY | 1 Row |  |  |  | Add |  |  |
| TRADE\_REQUEST | 1 Row |  |  |  | Add\* |  |  |
| TRADE\_TYPE | TT\_IS\_MRKT |  |  | Return |  |  |  |
| TT\_IS\_SELL |  |  | Return |  |  |  |
| Transaction Control | | Start | Rollback\* |  |  | Rollback | Commit |
|  | | | | | | | |

Trade-Order Transaction Frame 1 of 6

The first Frame is responsible for retrieving information about the customer, customer account, and its broker.

The VGenTxnHarness controls the execution of Frame 1 as follows:

{

invoke (Trade-Order\_Frame-1)

if (num\_found <> 1) then

{

status = -711

}

}

Trade-Order Frame 1 of 6 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | Identifier of the customer account involved in the transaction. |
| acct\_name | OUT | Name of the account specified by acct\_id. |
| broker\_id | OUT | Identifier of the broker associated with the specified acct\_id. |
| broker\_name | OUT | Name of the broker associated with the specified acct\_id. |
| cust\_f\_name | OUT | First name of the customer who owns the specified account. This output string must not contain trailing white space. |
| cust\_id | OUT | Unique identifier of the customer who owns the specified account. |
| cust\_l\_name | OUT | Last name of the customer who owns the specified account. This output string must not contain trailing white space. |
| cust\_tier | OUT | The brokerage house service level tier this customer belongs to. |
| num\_found | OUT | Number of CUSTOMER\_ACCOUNT rows found. |
| status | OUT | Code indicating the execution status for this frame. |
| tax\_id | OUT | Tax identifier for the customer who owns the specified account. This output string must not contain trailing white space. |
| tax\_status | OUT | Tax status of the customer who owns the specified account. |
|  | | |

| Trade-Order\_Frame-1 Pseudo-code: Get customer, customer account, and broker information |
| --- |
| {  start transation  // Get account, customer, and broker information  select  acct\_name = CA\_NAME,  broker\_id = CA\_B\_ID,  cust\_id = CA\_C\_ID,  tax\_status = CA\_TAX\_ST  from  CUSTOMER\_ACCOUNT  where  CA\_ID = acct\_id  if (row\_count == 0) then  {  status = -711  }  select  cust\_f\_name = C\_F\_NAME,  cust\_l\_name = C\_L\_NAME,  cust\_tier = C\_TIER,  tax\_id = C\_TAX\_ID  from  CUSTOMER  where  C\_ID = cust\_id  select  broker\_name = B\_NAME  from  BROKER  where  B\_ID = broker\_id  } |

Trade-Order Transaction Frame 2 of 6

The second Frame is conditionally executed when the Transaction executor’s first name, last name, and tax id do not match the customer first name, customer last name, and customer tax id returned in Frame 1. Frame 2 is responsible for validating the executor’s permission to order trades for the specified customer account.

The database access methods used in Frame 2 are all References.

{

if (exec\_l\_name != cust\_l\_name or

exec\_f\_name != cust\_f\_name or

exec\_tax\_id != tax\_id) then

{

invoke (Trade-Order\_Frame-2)

if (ap\_acl[0] == ‘\0’) then

{

status = -721;

}

}

}

Trade-Order Frame 2 of 6 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | Identifier of the customer account involved in the transaction. |
| exec\_f\_name | IN | First name of the person executing the trade. |
| exec\_l\_name | IN | Last name of the person executing the trade. |
| exec\_tax\_id | IN | Tax identifier for the person executing the trade. |
| ap\_acl | OUT | Account permission access control list string for this executor on this customer account. If a NULL string is returned, then the executor of this transaction does not have permission to execute trades for the specified account. |
| status | OUT | Code indicating the execution status for this frame. |
|  | | |

| Trade-Order\_Frame-2 Pseudo-code : Check executor's permission |
| --- |
| {  select  ap\_acl = AP\_ACL  from  ACCOUNT\_PERMISSION  where  AP\_CA\_ID = acct\_id and  AP\_F\_NAME = exec\_f\_name and  AP\_L\_NAME = exec\_l\_name and  AP\_TAX\_ID = exec\_tax\_id  if (ap\_acl is NULL) then  {  rollback  status = -721  }  } |

Trade-Order Transaction Frame 3 of 6

The third Frame is responsible for estimating the overall impact of executing the requested trade. Profit and loss estimates are calculated and capital gains taxes are estimated based on any profits. Administrative fees and commission rates are obtained. If this is a margin trade, the customer’s assets needed to cover the cost of the trade are calculated using current market values.

The database access methods used in Frame 3 are References and Returns.

The VGenTxnHarness controls the execution of Frame 3 as follows:

{

invoke (Trade-Order\_Frame-3)

if ((sell\_value > buy\_value) and

((tax\_status == 1) or (tax\_status == 2)) and

(tax\_amount == 0.00)) then

{

status = -731

}

else if (comm\_rate <= 0.0000) then

{

status = -732

}

else if (charge\_amount <= 0.00) then

{

status = -733

}

}

Trade-Order Frame 3 of 6 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | Identifier of the customer account involved in the transaction. |
| cust\_id | IN | Unique identifier of the customer who owns the specified account. |
| cust\_tier | IN | The brokerage house service level tier this customer belongs to. |
| is\_lifo | IN | If this flag is set to 1 then this trade will process against existing holdings from newest to oldest (LIFO order). If this flag is set to 0, then this trade will process against existing holdings from oldest to newest (FIFO order). |
| issue | IN | Specifies the particular issue of security for the given company. This value is an empty string (i.e. “”) if the security is specified by symbol. |
| st\_pending\_id | IN | Identifier for the “Pending” order status – passed in for ease of benchmarking. |
| st\_submitted\_id | IN | Identifier for the “Submitted” order status – passed in for ease of benchmarking. |
| tax\_status | IN | Tax status of the customer who owns the specified account. |
| trade\_qty | IN | The number of shares to be traded for this order. |
| trade\_type\_id | IN | Identifier indicating the type of trade - passed in for ease of benchmarking. |
| type\_is\_margin | IN | If this flag is set to 1, then the order will be done on margin. If the flag is set to 0, then this trade will be done with cash. |
| co\_name | IN-OUT | Name of the company for the security being traded. Otherwise, if the trade is being done based on symbol, then co\_name is an empty string (i.e. “”) and will be set appropriately inside the frame. This output string must not contain trailing white space. |
| requested\_price | IN-OUT | For a limit order, this is the requested price for triggering the trade. For a market order, the input value is undefined and this variable must be set to the current market price for the given security. |
| symbol | IN-OUT | The stock symbol for the security being traded. Otherwise, if the trade is being done based on co\_name and issue, then symbol is an empty string (i.e. “”) and will be set appropriately inside the frame. This output string must not contain trailing white space. |
| buy\_value | OUT | The total dollar amount for the securities bought for a matching sell order. If trade is a buy or sell of new securities then buy\_value is zero. |
| charge\_amount | OUT | The fee charged by the brokerage house for processing this trade. |
| comm\_rate | OUT | The broker’s commission rate for processing this trade. |
| cust\_assets | OUT | If this trade is being done on margin, this will be set to the sum of the cash balance and the current market value of all holdings in the specified account. |
| market\_price | OUT | The current market trading price of the security. |
| s\_name | OUT | The full name of the security. This output string must not contain trailing white space. |
| sell\_value | OUT | The total dollar value of the securities sold for a matching buy order. If trade is buy or sell of new securities then sell\_value is zero. |
| status | OUT | Code indicating the execution status for this frame. |
| status\_id | OUT | Identifier indicating the status of this order (either pending or submitted). This output string must not contain trailing white space. |
| tax\_amount | OUT | The estimated amount of tax that will be incurred as a result of this order. If no profit is realized, then tax\_amount is zero. |
| type\_is\_market | OUT | Flag set to 1 for market orders and to 0 for limit orders. |
| type\_is\_sell | OUT | Flag set to 1 for sell orders and to 0 for buy orders. |
|  | | |

| Trade-Order\_Frame-3 Pseudo-code: Estimate overall effects of the trade |
| --- |
| {  Declare co\_id IDENT\_T  Declare exch\_id CHAR(6)  // Get information on the security  if (symbol == “”) then {  select  co\_id = CO\_ID  from  COMPANY  where  CO\_NAME = co\_name  select  exch\_id = S\_EX\_ID,  s\_name = S\_NAME,  symbol = S\_SYMB  from  SECURITY  where  S\_CO\_ID = co\_id and  S\_ISSUE = issue  } else {  select  co\_id = S\_CO\_ID,  exch\_id = S\_EX\_ID,  s\_name = S\_NAME  from  SECURITY  where  S\_SYMB = symbol  select  co\_name = CO\_NAME  from  COMPANY  where  CO\_ID = co\_id  }  // Get current pricing information for the security  select  market\_price = LT\_PRICE  from  LAST\_TRADE  where  LT\_S\_SYMB = symbol  // Set trade characteristics based on the type of trade.  select  type\_is\_market = TT\_IS\_MRKT,  type\_is\_sell = TT\_IS\_SELL  from  TRADE\_TYPE  where  TT\_ID = trade\_type\_id  // If this is a limit-order, then the requested\_price was passed in to the frame,  // but if this a market-order, then the requested\_price needs to be set to the  // current market price.  if( type\_is\_market ) then {  requested\_price = market\_price  }  // Local frame variables used when estimating impact of this trade on  // any current holdings of the same security.  Declare hold\_price S\_PRICE\_T  Declare hold\_qty S\_QTY\_T  Declare needed\_qty S\_QTY\_T  Declare hs\_qty S\_QTY\_T  // Initialize variables  buy\_value = 0.0  sell\_value = 0.0  needed\_qty = trade\_qty  select  hs\_qty = HS\_QTY  from  HOLDING\_SUMMARY  where  HS\_CA\_ID = acct\_id and  HS\_S\_SYMB = symbol  if (hs\_qty is NULL) then // No prior holdings exist – no rows returned  hs\_qty = 0  if (type\_is\_sell) then {  // This is a sell transaction, so estimate the impact to any currently held  // long postions in the security.  //  if (hs\_qty > 0) then {  if (is\_lifo) then {  // Estimates will be based on closing most recently acquired holdings  // Could return 0, 1 or many rows  declare hold\_list cursor for  select  H\_QTY,  H\_PRICE  from  HOLDING  where  H\_CA\_ID = acct\_id and  H\_S\_SYMB = symbol  order by  H\_DTS desc  } else {  // Estimates will be based on closing oldest holdings  // Could return 0, 1 or many rows  declare hold\_list cursor for  select  H\_QTY,  H\_PRICE  from  HOLDING  where  H\_CA\_ID = acct\_id and  H\_S\_SYMB = symbol  order by  H\_DTS asc  }    // Estimate, based on the requested price, any profit that may be realized  // by selling current holdings for this security. The customer may have  // multiple holdings at different prices for this security (representing  // multiple purchases different times).  open hold\_list  do until (needed\_qty = 0 or end\_of\_hold\_list) {  fetch from  hold\_list  into  hold\_qty,  hold\_price  if (hold\_qty > needed\_qty) then {  // Only a portion of this holding would be sold as a result of the  // trade.  buy\_value += needed\_qty \* hold\_price  sell\_value += needed\_qty \* requested\_price  needed\_qty = 0  } else {  // All of this holding would be sold as a result of this trade.  buy\_value += hold\_qty \* hold\_price  sell\_value += hold\_qty \* requested\_price  needed\_qty = needed\_qty - hold\_qty  }  }  close hold\_list  }  // NOTE: If needed\_qty is still greater than 0 at this point, then the  // customer would be liquidating all current holdings for this security, and  // then creating a new short position for the remaining balance of  // this transaction.  } else {    // This is a buy transaction, so estimate the impact to any currently held  // short positions in the security. These are represented as negative H\_QTY  // holdings. Short postions will be covered before opening a long postion in  // this security.  if (hs\_qty < 0) then { // Existing short position to buy  if (is\_lifo) then {  // Estimates will be based on closing most recently acquired holdings  // Could return 0, 1 or many rows  declare hold\_list cursor for  select  H\_QTY,  H\_PRICE  from  HOLDING  where  H\_CA\_ID = acct\_id and  H\_S\_SYMB = symbol  order by  H\_DTS desc  } else {  // Estimates will be based on closing oldest holdings  // Could return 0, 1 or many rows  declare hold\_list cursor for  select  H\_QTY,  H\_PRICE  from  HOLDING  where  H\_CA\_ID = acct\_id and  H\_S\_SYMB = symbol  order by  H\_DTS asc  }    // Estimate, based on the requested price, any profit that may be realized  // by covering short postions currently held for this security. The customer  // may have multiple holdings at different prices for this security  // (representing multiple purchases at different times).  open hold\_list  do until (needed\_qty = 0 or end\_of\_hold\_list) {  fetch from  hold\_list  into  hold\_qty,  hold\_price  if (hold\_qty + needed\_qty < 0) then {  // Only a portion of this holding would be covered (bought back) as  // a result of this trade.  sell\_value += needed\_qty \* hold\_price  buy\_value += needed\_qty \* requested\_price  needed\_qty = 0  } else {  // All of this holding would be covered (bought back) as  // a result of this trade.  // NOTE: Local variable hold\_qty is made positive for easy  // calculations  hold\_qty = -hold\_qty  sell\_value += hold\_qty \* hold\_price  buy\_value += hold\_qty \* requested\_price  needed\_qty = needed\_qty - hold\_qty  }  }  close hold\_list  }  // NOTE: If needed\_qty is still greater than 0 at this point, then the  // customer would cover all current short positions (if any) for this security,  // and then open a new long position for the remaining balance  // of this transaction.  }    // Estimate any capital gains tax that would be incurred as a result of this  // transaction.  tax\_amount = 0.0  if ((sell\_value > buy\_value) and  ((tax\_status == 1) or (tax\_status == 2)) then {  //  // Customers may be subject to more than one tax at different rates.  // Therefore, get the sum of the tax rates that apply to the customer  // and estimate the overall amount of tax that would result from this order.  //  Declare tax\_rates S\_PRICE\_T  select  tax\_rates = sum(TX\_RATE)  from  TAXRATE  where  TX\_ID in (  select  CX\_TX\_ID  from  CUSTOMER\_TAXRATE  where  CX\_C\_ID = cust\_id)  tax\_amount = (sell\_value – buy\_value) \* tax\_rates  }  // Get administrative fees (e.g. trading charge, commision rate)  select  comm\_rate = CR\_RATE  from  COMMISSION\_RATE  where  CR\_C\_TIER = cust\_tier and  CR\_TT\_ID = trade\_type\_id and  CR\_EX\_ID = exch\_id and  CR\_FROM\_QTY <= trade\_qty and  CR\_TO\_QTY >= trade\_qty  select  charge\_amount = CH\_CHRG  from  CHARGE  where  CH\_C\_TIER = cust\_tier and  CH\_TT\_ID = trade\_type\_id  // Compute assets on margin trades  Declare acct\_bal BALANCE\_T  Declare hold\_assets S\_PRICE\_T  cust\_assets = 0.0  if (type\_is\_margin) then {  select  acct\_bal = CA\_BAL  from  CUSTOMER\_ACCOUNT  where  CA\_ID = acct\_id  // Should return 0 or 1 row  select  hold\_assets = sum(HS\_QTY \* LT\_PRICE)  from  HOLDING\_SUMMARY,  LAST\_TRADE  where  HS\_CA\_ID = acct\_id and  LT\_S\_SYMB = HS\_S\_SYMB  if (hold\_assets is NULL) /\* account currently has no holdings \*/  cust\_assets = acct\_bal  else  cust\_assets = hold\_assets + acct\_bal  }  // Set the status for this trade  if (type\_is\_market then {  status\_id = st\_submitted\_id  } else {  status\_id = st\_pending\_id  }  } |

Trade-Order Transaction Frame 4 of 6

The fourth Frame is responsible for creating an audit trail record of the order and assigning a unique trade ID to it.

The database access methods used in Frame 4 are all Adds.

{

// Estimate the total commision amount for this trade.

comm\_amount = (comm\_rate / 100) \* trade\_qty \* requested\_price

exec\_name = exec\_f\_name + " " + exec\_l\_name

is\_cash = !(type\_is\_margin)

invoke (Trade-Order\_Frame-4)

{

Trade-Order Frame 4 of 6 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | Identifier of the customer account involved in the transaction. |
| broker\_id | IN | Identifier of the broker associated with the customer account involved in the transaction. |
| charge\_amount | IN | The fee charged by the brokerage house for processing this trade. |
| comm\_amount | IN | The broker’s commission for processing this trade. |
| exec\_name | IN | First and last name of the person executing this trade. |
| is\_cash | IN | If this flag is set to 1, then this trade will be done with cash. If this flag is set to 0, then this trade will be done on margin. |
| is\_lifo | IN | If this flag is set to 1 then this trade will process against existing holdings from newest to oldest (LIFO order). If this flag is set to 0, then this trade will process against existing holdings from oldest to newest (FIFO order). |
| requested\_price | IN | For a limit trade, this is the requested price for triggering action. For a market order, this has been set by the harness code to the current market price for the given security. |
| status\_id | IN | Identifier indicating the status of this order (either pending or submitted). |
| symbol | IN | The stock symbol for the security being traded. |
| trade\_qty | IN | The number of shares to be traded for this order. |
| trade\_type\_id | IN | Identifier indicating the type of trade to be executed. |
| type\_is\_market | IN | Flag set to 1 for market orders and to 0 for limit orders. |
| status | OUT | Code indicating the execution status for this frame. |
| trade\_id | OUT | Unique trade identifier generated by the SUT for this order. |
|  | | |

| Trade-Order\_Frame-4 Pseudo-code: Record the trade request by making all related updates |
| --- |
| {  // Get the timestamp and unique trade ID for this trade.  Declare now\_dts DATETIME  get\_current\_dts ( now\_dts )  get\_new\_trade\_id ( trade\_id )  // Record trade information in TRADE table.  insert into  TRADE (  T\_ID, T\_DTS, T\_ST\_ID, T\_TT\_ID, T\_IS\_CASH,  T\_S\_SYMB, T\_QTY, T\_BID\_PRICE, T\_CA\_ID, T\_EXEC\_NAME,  T\_TRADE\_PRICE, T\_CHRG, T\_COMM, T\_TAX, T\_LIFO  )  values (  trade\_id, // T\_ID  now\_dts, // T\_DTS  status\_id, // T\_ST\_ID  trade\_type\_id, // T\_TT\_ID  is\_cash, // T\_IS\_CASH  symbol, // T\_S\_SYMB  trade\_qty, // T\_QTY  requested\_price, // T\_BID\_PRICE  acct\_id, // T\_CA\_ID  exec\_name, // T\_EXEC\_NAME  NULL, // T\_TRADE\_PRICE  charge\_amount, // T\_CHRG  comm\_amount // T\_COMM  0, // T\_TAX  is\_lifo // T\_LIFO  )  // Record pending trade information in TRADE\_REQUEST table if this trade is a  // limit trade  if (!type\_is\_market) {  insert into  TRADE\_REQUEST (  TR\_T\_ID, TR\_TT\_ID, TR\_S\_SYMB,  TR\_QTY, TR\_BID\_PRICE, TR\_B\_ID  )  values (  trade\_id, // TR\_T-ID  trade\_type\_id, // TR\_TT\_ID  symbol, // TR\_S\_SYMB  trade\_qty, // TR\_QTY  requested\_price, // TR\_BID\_PRICE  broker\_id // TR\_B\_ID  )  }  // Record trade information in TRADE\_HISTORY table.  insert into  TRADE\_HISTORY (  TH\_T\_ID, TH\_DTS, TH\_ST\_ID  )  values (  trade\_id, // TH\_T\_ID  now\_dts, // TH\_DTS  status\_id // TH\_ST\_ID  )  } |
|  |

Trade-Order Transaction Frame 5 of 6

The fifth Frame is conditionally executed when the parameter roll\_it\_back is set to 1. This Frame is responsible for intentionally rolling back all database updates from this Transaction, occasionally exercising the rollback functionality.

There are no database access methods used in Frame 5. This Frame is only using Transaction control operations.

The VGenTxnHarness controls the execution of Frame 5 as follows:

{

if (roll\_it\_back) then {

invoke (Trade-Order\_Frame-5)

exit // Rest of transaction and SendToMarket are skipped

}

{

Trade-Order Frame 5 of 6 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| status | OUT | Code indicating the execution status for this frame. |
|  | | |

| Trade-Order\_Frame-5 Pseudo-code: Rollback database transaction |
| --- |
| {  // Intentional rollback of transaction caused by driver (CE).  rollback transaction  } |

Trade-Order Transaction Frame 6 of 6

The sixth Frame is conditionally executed when parameter roll\_it\_back is set to 0. This Frame is responsible for committing all database updates from this Transaction.

There are no database access methods used in Frame 6. This Frame is only using Transaction control operations.

The VGenTxnHarness controls the execution of Frame 6 as follows:

{

invoke (Trade-Order\_Frame-6)

if (type\_is\_market) then {

eAction = eMEEProcessOrder

}

else {

eAction = eMEESetLimitOrderTrigger

}

// Send the trade to the Market Exchange Emulator (MEE)

SendToMarketFromHarness (

requested\_price,

symbol,

trade\_id,

trade\_qty,

trade\_type\_id,

eAction

)

}

Trade-Order Frame 6 of 6 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| status | OUT | Code indicating the execution status for this frame. |
|  | | |

| Trade-Order Frame 6 Pseudo-code: Commit database transaction |
| --- |
| {  commit transaction  } |

The Trade-Result Transaction

The Trade-Result Transaction is designed to emulate the process of completing a stock market trade. This is representative of a brokerage house receiving from the market exchange the final confirmation and price for the trade. The customer’s holdings are updated to reflect that the trade has completed. Estimates generated when the trade was ordered for the broker commission and other similar quantities are replaced with the actual numbers and historical information about the trade is recorded for later reference.

Trade-Result is invoked by VGenDriverMEE. It consists of seven Frames. The Transaction starts by using the trade ID passed into the Transaction to obtain information about the trade. The information gathered includes the account ID of the customer account, which is used to lookup additional account information.

Next the customer’s holdings are updated to reflect the completion of the trade. The particular work done depends on the type of trade (buy or sell), the number of shares involved and the customer’s current position (long or short) with respect to the security. When selling shares, current holdings are liquidated to cover the sale. If the customer does not have enough shares to cover the sale, any currently held shares are liquidated and a short position is taken for the balance of shares. If the customer already has a short position and more shares are sold, then the short position is simply extended. An analogous situation exists when purchasing shares. Any shares bought will first be used to cover any existing short position. After that, any shares bought will be used to create or extend a long position.

If, when reconciling the trade with the customer’s current holdings, any shares are sold for a profit and the profit is taxable, the amount of tax due on the profit is calculated.

Next the broker’s commission is calculated and then all information with respect to the trade is recorded.

Finally, settlement records are entered for the trade and if the trade is not on margin, the customer’s account balance is update accordingly.

The seventh frame is independent of the prior six and is a separate database transaction. It is invoked only when the separate transaction “trigger\_id” input parameter is non-zero. When that condition occurs, the seventh frame performs the actions required to submit the previously pending limit order that has now reached its trigger (bid or ask) price.

Trade-Result Transaction Parameters

The inputs to the Trade-Result Transaction are generated by the VGenDriverMEE code in MEE.cpp. The data structures defined in TxnHarnessStructs.h must be used to communicate the input and output parameters.

|  |  |
| --- | --- |
| Trade-Result Interfaces | Module/Data Structure |
| MEE Input generation | CMEESUTInterface::TradeResult() |
| Transaction Input/Output Structure | TTradeResultTxnInput TTradeResultTxnOutput |
| Frame 1 Input/Output Structure | TTradeResultFrame1Input TTradeResultFrame1Output |
| Frame 2 Input/Output Structure | TTradeResultFrame2Input TTradeResultFrame2Output |
| Frame 3 Input/Output Structure | TTradeResultFrame3Input TTradeResultFrame3Output |
| Frame 4 Input/Output Structure | TTradeResultFrame4Input TTradeResultFrame4Output |
| Frame 5 Input/Output Structure | TTradeResultFrame5Input TTradeResultFrame5Output |
| Frame 6 Input/Output Structure | TTradeResultFrame6Input TTradeResultFrame6Output |
| Frame 7 Input/Output Structure | TTradeResultFrame7Input TTradeResultFrame7Output |
|  | |

Trade-Result Transaction Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| trade\_id | IN | The Trade ID for the trade to be settled. Trade ID is the primary key of the TRADE table. |
| trade\_price | IN | The price of the trade. |
| trigger\_id | IN | The Trade ID for the pending trade that has triggered and needs to be to be submitted to the MEE. Trade ID is the primary key of the TRADE table. |
| acct\_bal | OUT | Customer account’s cash balance after the trade was completed. |
| acct\_id | OUT | Customer account ID of the customer account involved in Trade-Result transaction. |
| load\_unit | OUT | Load Unit number for the customer account involved in the Trade-Result transaction. |
| status | OUT | Code indicating the execution status for this transaction. |
|  | | |

Trade-Result Transaction Database Footprint

This Transaction includes a mixture of Reference, Return, Modify, Remove and Add operations. The Trade-Result Database Footprint is as follows:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Trade-Result Database Footprint | | | | | | | | |
| Table | Column | Frame | | | | | | |
| 1 | 2 | 3\* | 4 | 5 | 6 | 7 |
| BROKER | B\_COMM\_TOTAL |  |  |  |  | Reference Modify |  |  |
| B\_NUM\_TRADES |  |  |  |  | Reference Modify |  |  |
| CASH\_TRANSACTION | 1 row |  |  |  |  |  | Add \* |  |
| COMMISSION\_RATE | CR\_RATE |  |  |  | Return |  |  |  |
| CUSTOMER | C\_TIER |  |  |  | Reference |  |  |  |
| CUSTOMER\_ACCOUNT | CA\_BAL |  |  |  |  |  | Return Reference\* Modify\* |  |
| CA\_B\_ID |  | Return |  |  |  |  |  |
| CA\_C\_ID |  | Return |  |  |  |  |  |
| CA\_TAX\_ST |  | Return |  |  |  |  |  |
| CUSTOMER\_TAXRATE | CX\_TX\_ID |  |  | Reference |  |  |  |  |
| HOLDING | H\_PRICE |  | Reference |  |  |  |  |  |
| H\_QTY |  | Reference Modify\* |  |  |  |  |  |
| row(s) |  | Remove\* |  |  |  |  |  |
| 1 row |  | Add\* |  |  |  |  |  |
| HOLDING\_SUMMARY | HS\_QTY | Reference | Modify\* |  |  |  |  |  |
| 1 row |  | Remove\* |  |  |  |  |  |
| 1 row |  | Add\* |  |  |  |  |  |
| HOLDING\_HISTORY | Row(s) |  | Add |  |  |  |  |  |
| SECURITY | S\_EX\_ID |  |  |  | Reference |  |  |  |
| S\_NAME |  |  |  | Reference |  |  |  |
| SETTLEMENT | 1 row |  |  |  |  |  | Add |  |
| TAX\_RATE | TX\_RATE |  |  | Reference |  |  |  |  |
| TRADE | T\_CA\_ID | Return |  |  |  |  |  |  |
| T\_CHRG | Return |  |  |  |  |  |  |
| T\_COMM |  |  |  |  | Modify |  |  |
| T\_DTS |  |  |  |  | Modify |  | Modify\* |
| T\_IS\_CASH | Return |  |  |  |  |  |  |
| T\_LIFO | Return |  |  |  |  |  |  |
| T\_QTY | Return |  |  |  |  |  |  |
| T\_S\_SYMB | Return |  |  |  |  |  |  |
| T\_ST\_ID |  |  |  |  | Modify |  | Modify\* |
| T\_TAX |  |  | Modify |  |  |  |  |
| T\_TRADE\_PRICE |  |  |  |  | Modify |  |  |
| T\_TT\_ID | Return |  |  |  |  |  |  |
| TRADE\_HISTORY | 1 row |  |  |  |  | Add |  | Add \* |
| TRADE\_REQUEST | TR\_BID\_PRICE |  |  |  |  |  |  | Return\* |
| TR\_QTY |  |  |  |  |  |  | Return\* |
| TR\_T\_ID |  |  |  |  |  |  | Return\* |
| TR\_TT\_ID |  |  |  |  |  |  | Return\* |
| Row(s) |  |  |  |  |  |  | Remove\* |
| TRADE\_TYPE | TT\_IS\_MRKT | Return |  |  |  |  |  |  |
| TT\_IS\_SELL | Return |  |  |  |  |  |  |
| TT\_NAME | Return |  |  |  |  |  |  |
| Transaction Control | | Start |  |  |  |  | Commit | Start, Commit |
|  |  |  |  |  |  |  |  |  |

Trade-Result Transaction Frame 1 of 7

The first Frame is responsible for retrieving information about the customer and its trade.

The database access methods used in Frame 1 are all Returns.

The VGenTxnHarness controls the execution of Frame 1 as follows:

{

invoke (Trade-Result\_Frame-1)

if (num\_found <> 1) then

{

status = -811

}

}

Trade-Result Frame 1 of 7 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| trade\_id | IN | The trade ID for the trade to be settled passed to the transaction by the Market- Exchange-Emulator. |
| acct\_id | OUT | Customer account ID of the customer account involved in Trade-Result transaction. |
| charge | OUT | Fee charged for placing this trade request. |
| hs\_qty | OUT | Current quantity of shares of the security being traded, that the customer holds in their account. |
| is\_lifo | OUT | If this flag is set to 1, then this trade will process against existing holdings from newest to oldest (LIFO order). If this flag is set to 0, then this trade will process against existing holdings from oldest to newest (FIFO order). |
| num\_found | OUT | Number of TRADE rows found. |
| status | OUT | Code indicating the execution status for this frame. |
| symbol | OUT | Seven character identifier of security that is being traded. This output string must not contain trailing white space. |
| trade\_is\_cash | OUT | Boolean indicating trade is for cash (1) or on margin (0). |
| trade\_qty | OUT | Quantity of securities traded |
| type\_id | OUT | Trade type identifier, (T\_TT\_ID). This output string must not contain trailing white space. |
| type\_is\_market | OUT | Boolean indicating trade type is a market trade (1) or limit trade (0). |
| type\_is\_sell | OUT | Boolean indicating if this is a sell trade (1) or a buy trade (0). |
| type\_name | OUT | Trade type name |
|  | | |

| Trade-Result\_Frame-1 Pseudo-code: Get info on the trade and the customer's account |
| --- |
| {  start transaction  select  acct\_id = T\_CA\_ID,  type\_id = T\_TT\_ID,  symbol = T\_S\_SYMB,  trade\_qty = T\_QTY,  charge = T\_CHRG,  is\_lifo = T\_LIFO,  trade\_is\_cash = T\_IS\_CASH  from  TRADE  where  T\_ID = trade\_id  num\_found = row\_count  select  type\_name = TT\_NAME,  type\_is\_sell = TT\_IS\_SELL,  type\_is\_market = TT\_IS\_MRKT  from  TRADE\_TYPE  where  TT\_ID = type\_id  select  hs\_qty = HS\_QTY  from  HOLDING\_SUMMARY  where  HS\_CA\_ID = acct\_id and  HS\_S\_SYMB = symbol  if (hs\_qty is NULL) then // no prior holdings exist  hs\_qty = 0  } |

Trade-Result Transaction Frame 2 of 7

The second Frame is responsible for modifying the customer's holdings to reflect the result of a buy or a sell trade.

The database access methods used in Frame 2 are a mixture of References, Modifies, Removes and Adds.

The VGenTxnHarness controls the execution of Frame 2 as follows:

{

invoke (Trade-Result\_Frame-2)

}

Trade-Result Frame 2 of 7 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | Customer account ID of the customer account involved in the Trade-Result transaction obtained in Frame 1 |
| hs\_qty | IN | Current quantity of shares of the security being traded, that the customer holds in their account. |
| is\_lifo | IN | If this flag is set to 1, then this trade will process against existing holdings from newest to oldest (LIFO order). If this flag is set to 0, then this trade will process against holdings from oldest to newest (FIFO order). |
| symbol | IN | Seven character security identifier obtained in Frame 1 |
| trade\_id | IN | The trade ID for the trade to be settled passed to the transaction by the Market- Exchange-Emulator. Used for insert(s) into the HOLDING and HOLDING\_HISTORY tables. |
| trade\_price | IN | The price of the trade passed to the Trade-Result Transaction by the Market Exchange Emulator. |
| trade\_qty | IN | Quantity of securities traded obtained form Frame 1 |
| type\_is\_sell | IN | Boolean obtained in Frame 1 indicating if this is a sell trade (1) or a buy trade (0). |
| broker\_id | OUT | ID of the broker who executed the trade. |
| buy\_value | OUT | The total dollar amount for the securities bought for a matching sell order. If trade is a buy or sell of new securities then buy\_value is zero. |
| cust\_id | OUT | Customer ID of the customer who owns the customer account involved in the trade. |
| sell\_value | OUT | The total dollar value of the securities sold for a matching buy order. If trade is buy or sell of new securities then sell\_value is zero. |
| status | OUT | Code indicating the execution status for this frame. |
| tax\_status | OUT | Customer account tax status |
| trade\_dts | OUT | Date and time of trade result generated by the SUT. |
|  | | |

| Trade-Result\_Frame-2 Pseudo-code: Update the customer's holdings for buy or sell |
| --- |
| {  // Local Frame Variables  Declare hold\_id IDENT\_T  Declare hold\_price S\_PRICE\_T  Declare hold\_qty S\_QTY\_T  Declare needed\_qty S\_QTY\_T  get\_current\_dts ( trade\_dts )  // Initialize variables  buy\_value = 0.0  sell\_value = 0.0  needed\_qty = trade\_qty  select  broker\_id = CA\_B\_ID,  cust\_id = CA\_C\_ID,  tax\_status = CA\_TAX\_ST  from  CUSTOMER\_ACCOUNT  where  CA\_ID = acct\_id  // Determine if sell or buy order  if (type\_is\_sell) then {  if (hs\_qty == 0) then // no prior holdings exist, but one will be inserted  insert into  HOLDING\_SUMMARY (  HS\_CA\_ID,  HS\_S\_SYMB,  HS\_QTY  )  values (  acct\_id,  symbol,  -trade\_qty  )  else  if (hs\_qty != trade\_qty) then  update  HOLDING\_SUMMARY  set  HS\_QTY = hs\_qty – trade\_qty  where  HS\_CA\_ID = acct\_id and  HS\_S\_SYMB = symbol  // Sell Trade:    // First look for existing holdings, H\_QTY > 0  if (hs\_qty > 0) {  if (is\_lifo) then {  // Could return 0, 1 or many rows  declare hold\_list cursor for  select  H\_T\_ID,  H\_QTY,  H\_PRICE  from  HOLDING  where  H\_CA\_ID = acct\_id and  H\_S\_SYMB = symbol  order by  H\_DTS desc  } else {  // Could return 0, 1 or many rows  declare hold\_list cursor for  select  H\_T\_ID,  H\_QTY,  H\_PRICE  from  HOLDING  where  H\_CA\_ID = acct\_id and  H\_S\_SYMB = symbol  order by  H\_DTS asc  }  // Liquidate existing holdings. Note that more than  // 1 HOLDING record can be deleted here since customer  // may have the same security with differing prices.  open hold\_list  do until (needed\_qty = 0 or end\_of\_hold\_list) {  fetch from  hold\_list  into  hold\_id,  hold\_qty,  hold\_price  if (hold\_qty > needed\_qty) then {  //Selling some of the holdings  insert into  HOLDING\_HISTORY (  HH\_H\_T\_ID,  HH\_T\_ID,  HH\_BEFORE\_QTY,  HH\_AFTER\_QTY  )  values (  hold\_id, // H\_T\_ID of original trade  trade\_id, // T\_ID current trade  hold\_qty, // H\_QTY now  hold\_qty - needed\_qty // H\_QTY after update  )  update  HOLDING  set  H\_QTY = hold\_qty - needed\_qty  where  current of hold\_list  buy\_value += needed\_qty \* hold\_price  sell\_value += needed\_qty \* trade\_price  needed\_qty = 0  } else {  // Selling all holdings  insert into  HOLDING\_HISTORY (  HH\_H\_T\_ID,  HH\_T\_ID,  HH\_BEFORE\_QTY,  HH\_AFTER\_QTY  )  values (  hold\_id, // H\_T\_ID original trade  trade\_id, // T\_ID current trade  hold\_qty, // H\_QTY now  0 // H\_QTY after delete  )  delete from  HOLDING  where  current of hold\_list  buy\_value += hold\_qty \* hold\_price  sell\_value += hold\_qty \* trade\_price  needed\_qty = needed\_qty - hold\_qty  }  }  close hold\_list  }  // Sell Short:  // If needed\_qty > 0 then customer has sold all existing  // holdings and customer is selling short. A new HOLDING  // record will be created with H\_QTY set to the negative  // number of needed shares.  if (needed\_qty > 0) then {  insert into  HOLDING\_HISTORY (  HH\_H\_T\_ID,  HH\_T\_ID,  HH\_BEFORE\_QTY,  HH\_AFTER\_QTY  )  values (  trade\_id, // T\_ID current is original trade  trade\_id, // T\_ID current trade  0, // H\_QTY before  (-1) \* needed\_qty // H\_QTY after insert  )  insert into  HOLDING (  H\_T\_ID,  H\_CA\_ID,  H\_S\_SYMB,  H\_DTS,  H\_PRICE,  H\_QTY  )  values (  trade\_id, // H\_T\_ID  acct\_id, // H\_CA\_ID  symbol, // H\_S\_SYMB  trade\_dts, // H\_DTS  trade\_price, // H\_PRICE  (-1) \* needed\_qty //\* H\_QTY  )  else  if (hs\_qty = trade\_qty) then  delete from  HOLDING\_SUMMARY  where  HS\_CA\_ID = acct\_id and  HS\_S\_SYMB = symbol  }  } else { // The trade is a BUY  if (hs\_qty == 0) then // no prior holdings exist, but one will be inserted  insert into  HOLDING\_SUMMARY (  HS\_CA\_ID,  HS\_S\_SYMB,  HS\_QTY  )  values (  acct\_id,  symbol,  trade\_qty  )  else // hs\_qty != 0  if (-hs\_qty != trade\_qty) then  update  HOLDING\_SUMMARY  set  HS\_QTY = hs\_qty + trade\_qty  where  HS\_CA\_ID = acct\_id and  HS\_S\_SYMB = symbol  // Short Cover:  // First look for existing negative holdings, H\_QTY < 0,  // which indicates a previous short sell. The buy trade  // will cover the short sell.  if (hs\_qty < 0) then {  if (is\_lifo) then {  // Could return 0, 1 or many rows  declare hold\_list cursor for  select  H\_T\_ID,  H\_QTY,  H\_PRICE  from  HOLDING  where  H\_CA\_ID = acct\_id and  H\_S\_SYMB = symbol  order by  H\_DTS desc  } else {  // Could return 0, 1 or many rows  declare hold\_list cursor for  select  H\_T\_ID,  H\_QTY,  H\_PRICE  from  HOLDING  where  H\_CA\_ID = acct\_id and  H\_S\_SYMB = symbol  order by  H\_DTS asc  }  // Buy back securities to cover a short position.  open hold\_list  do until (needed\_qty = 0 or end\_of\_hold\_list) {  fetch from  hold\_list  into  hold\_id,  hold\_qty,  hold\_price  if (hold\_qty + needed\_qty < 0) then {  // Buying back some of the Short Sell  insert into  HOLDING\_HISTORY (  HH\_H\_T\_ID,  HH\_T\_ID,  HH\_BEFORE\_QTY,  HH\_AFTER\_QTY  )  values (  hold\_id, // H\_T\_ID original trade  trade\_id, // T\_ID current trade  hold\_qty, // H\_QTY now  hold\_qty + needed\_qty // H\_QTY after update  )  update  HOLDING  set  H\_QTY = hold\_qty + needed\_qty  where  current of hold\_list  sell\_value += needed\_qty \* hold\_price  buy\_value += needed\_qty \* trade\_price  needed\_qty = 0  } else {  // Buying back all of the Short Sell  insert into  HOLDING\_HISTORY (  HH\_H\_T\_ID,  HH\_T\_ID,  HH\_BEFORE\_QTY,  HH\_AFTER\_QTY  )  values (  hold\_id, // H\_T\_ID original trade  trade\_id, // T\_ID current trade  hold\_qty, // H\_QTY now  0 // H\_QTY after delete  )  delete from  HOLDING  where  current of hold\_list  // Make hold\_qty positive for easy calculations  hold\_qty = -hold\_qty  sell\_value += hold\_qty \* hold\_price  buy\_value += hold\_qty \* trade\_price  needed\_qty = needed\_qty - hold\_qty  }  }  close hold\_list  }  // Buy Trade:  // If needed\_qty > 0, then the customer has covered all  // previous Short Sells and the customer is buying new  // holdings. A new HOLDING record will be created with  // H\_QTY set to the number of needed shares.  if (needed\_qty > 0) then {  insert into  HOLDING\_HISTORY (  HH\_H\_T\_ID,  HH\_T\_ID,  HH\_BEFORE\_QTY,  HH\_AFTER\_QTY  )  values (  trade\_id, // T\_ID current is original trade  trade\_id, //\* T\_ID current trade  0, // H\_QTY before  needed\_qty // H\_QTY after insert  )  insert into  HOLDING (  H\_T\_ID,  H\_CA\_ID,  H\_S\_SYMB,  H\_DTS,  H\_PRICE,  H\_QTY  )  values (  trade\_id // H\_T\_ID  acct\_id, // H\_CA\_ID  symbol, // H\_S\_SYMB  trade\_dts, // H\_DTS  trade\_price, // H\_PRICE  needed\_qty // H\_QTY  )  }  else  if (-hs\_qty = trade\_qty) then  delete from  HOLDING\_SUMMARY  where  HS\_CA\_ID = acct\_id and  HS\_S\_SYMB = symbol  }  } |

Trade-Result Transaction Frame 3 of 7

The third Frame is responsible for computing the amount of tax due by the customer as a result of the trade. Frame 3 is only executed if the customer is liquidating existing holdings, and the liquidation has resulted in a gain, and the customer's tax status is either 1 or 2. The amount of tax due is recorded in the TRADE table.

Comment: The parameter tax\_amount is used by the VGenTxnHarness to compute the value of the parameter se\_amount just before Frame 6. Thus, the parameter tax\_amount is initialized to zero and is passed in and out of Frame 3.

The database access methods used in Frame 3 are a mixture of References and Modifies.

The VGenTxnHarness controls the execution of Frame 3 as follows:

{

tax\_amount = 0.00

if ((tax\_status == 1 or tax\_status == 2)

and (sell\_value > buy\_value)) then

{

invoke (Trade-Result\_Frame-3)

if (tax\_amount <= 0.00) then

{

status = -831

}

}

}

Trade-Result Frame 3 of 7 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| buy\_value | IN | The total dollar amount for the securities bought for a matching sell order. |
| cust\_id | IN | Customer ID of the customer involved in the Trade-Result transaction, which was obtained in Frame 1. |
| sell\_value | IN | The total dollar value of the securities sold for a matching buy order. |
| trade\_id | IN | The Trade ID for the trade to be settled passed to the transaction by the Market- Exchange-Emulator. |
| status | OUT | Code indicating the execution status for this frame. |
| tax\_amount | OUT | Tax\_amount is initialized to 0.0 by the VGen code and modified by Frame 3. |
|  | | |

| Trade-Result\_Frame-3 Pseudo-code: Compute and record the tax liability |
| --- |
| {  // Local Frame variables  Declare tax\_rates S\_PRICE\_T  select  tax\_rates = sum(TX\_RATE)  from  TAXRATE  where  TX\_ID in ( select  CX\_TX\_ID  from  CUSTOMER\_TAXRATE  where  CX\_C\_ID = cust\_id)  tax\_amount = (sell\_value – buy\_value) \* tax\_rates  update  TRADE  set  T\_TAX = tax\_amount  where  T\_ID = trade\_id  } |

Trade-Result Transaction Frame 4 of 7

The fourth Frame is responsible for computing the commission for the broker who executed the trade.

The database access methods used in Frame 4 are all References.

The VGenTxnHarness controls the execution of Frame 4 as follows:

{

invoke (Trade-Result\_Frame-4)

if (comm\_rate <= 0.00) then

{

status = -841

}

}

Trade-Result Frame 4 of 7 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| cust\_id | IN | Customer ID of the customer involved in the Trade-Result transaction, which was obtained in Frame 1. |
| symbol | IN | Seven character security identifier, which was obtained in Frame 1 |
| trade\_qty | IN | Quantity of securities traded, which was obtained in Frame 1 |
| type\_id | IN | Trade type identifier, which was obtained in Frame 1 |
| comm\_rate | OUT | The broker commission rate. Ranges from 0.00 to 100.00. |
| s\_name | OUT | Name of security traded |
| status | OUT | Code indicating the execution status for this frame. |
|  | | |

| Trade-Result\_Frame-4 Pseudo-code: Compute and record the broker's commission |
| --- |
| {  select  s\_ex\_id = S\_EX\_ID,  s\_name = S\_NAME  from  SECURITY  where  S\_SYMB = symbol  select  c\_tier = C\_TIER  from  CUSTOMER  where  C\_ID = cust\_id  // Only want 1 commission rate row  select first 1 row  comm\_rate = CR\_RATE  from  COMMISSION\_RATE  where  CR\_C\_TIER = c\_tier and  CR\_TT\_ID = type\_id and  CR\_EX\_ID = s\_ex\_id and  CR\_FROM\_QTY <= trade\_qty and  CR\_TO\_QTY >= trade\_qty  } |

Trade-Result Transaction Frame 5 of 7

The fifth Frame is responsible for recording the result of the trade and the broker's commission.

The database access methods used in Frame 5 are a mixture of Modifies, Adds and Removes.

The VGenTxnHarness controls the execution of Frame 5 as follows:

{

comm\_amount = (comm\_rate / 100) \* (trade\_qty \* trade\_price)

invoke (Trade-Result\_Frame-5)

}

Trade-Result Frame 5 of 7 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| broker\_id | IN | Broker ID, which was obtained in Frame 1. |
| comm\_amount | IN | The broker commission amount, computed by the VGen code |
| st\_completed\_id | IN | The index ID value into STATUS\_TYPE for “Completed” status. |
| trade\_dts | IN | Trade date and time provided by the output of Frame 2. |
| trade\_id | IN | The Trade ID for the trade to be settled passed to the transaction by the Market Exchange Emulator. |
| trade\_price | IN | Trade price provided by the Market Exchange Emulator. |
| status | OUT | Code indicating the execution status for this frame. |
|  | | |

| Trade-Result\_Frame-5 Pseudo-code: Record the trade result and the broker's commission |
| --- |
| {  update  TRADE  set  T\_COMM = comm\_amount,  T\_DTS = trade\_dts,  T\_ST\_ID = st\_completed\_id,  T\_TRADE\_PRICE = trade\_price  where  T\_ID = trade\_id  insert into  TRADE\_HISTORY (  TH\_T\_ID,  TH\_DTS,  TH\_ST\_ID  )  values (  trade\_id,  trade\_dts,  st\_completed\_id  )  update  BROKER  set  B\_COMM\_TOTAL = B\_COMM\_TOTAL + comm\_amount,  B\_NUM\_TRADES = B\_NUM\_TRADES + 1  where  B\_ID = broker\_id  } |

Trade-Result Transaction Frame 6 of 7

The sixth Frame is responsible for settling the trade.

The database access methods used in Frame 6 are a mixture Adds and Modifies.

The VGenTxnHarness controls the execution of Frame 6 as follows:

{

due\_date = (trade\_date + 2 days)

if (type\_is\_sell) then

{

se\_amount = (trade\_qty \* trade\_price) – charge – comm\_amount

} else {

se\_amount = -((trade\_qty \* trade\_price) + charge + comm\_amount)

}

if (tax\_status == 1) then

{

se\_amount = se\_amount – tax\_amount

}

invoke (Trade-Result\_Frame-6)

}

Trade-Result Frame 6 of 7 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | Customer account ID of the customer involved in the Trade-Result transaction, which was obtained in Frame 1. |
| due\_date | IN | Date and time when trade is due to be settled. |
| s\_name | IN | Name of security traded, which was obtained in Frame 4 |
| se\_amount | IN | The trade settlement amount. |
| trade\_dts | IN | Date and time of trade result generated by the SUT, and output in Frame 2. |
| trade\_id | IN | The trade ID for the trade to be settled, passed to the transaction by the Market Exchange Emulator. |
| trade\_is\_cash | IN | Boolean obtained in Frame 1 indicating trade is for cash (1) or on margin (0). |
| trade\_qty | IN | Quantity of securities traded, which was obtained from Frame 1 |
| type\_name | IN | Trade type name, which was obtained in Frame 1. |
| acct\_bal | OUT | Customer account’s cash balance (needed for one of the isolation tests) |
| status | OUT | Code indicating the execution status for this frame. |
|  | | |

| Trade-Result\_Frame-6 Pseudo-code: Settle the trade |
| --- |
| {  // Local Frame Variables  Declare cash\_type char(40)  if (trade\_is\_cash) then  cash\_type = “Cash Account”  else  cash\_type = “Margin”  insert into  SETTLEMENT (  SE\_T\_ID,  SE\_CASH\_TYPE,  SE\_CASH\_DUE\_DATE,  SE\_AMT  )  values (  trade\_id,  cash\_type,  due\_date,  se\_amount  )  if (trade\_is\_cash) then {  update  CUSTOMER\_ACCOUNT  set  CA\_BAL = CA\_BAL + se\_amount  where  CA\_ID = acct\_id  insert into  CASH\_TRANSACTION (  CT\_DTS,  CT\_T\_ID,  CT\_AMT,  CT\_NAME  )  values (  trade\_dts,  trade\_id,  se\_amount,  type\_name + " " + trade\_qty + " shares of " + s\_name  )  }  select  acct\_bal = CA\_BAL  from  CUSTOMER\_ACCOUNT  where  CA\_ID = acct\_id  commit transaction  } |

Trade-Result Transaction Frame 7 of 7

The seventh Frame is responsible for submitting a pending limit order that has been triggered. It is therefore independent of the prior six frames and performs as a separate database transaction.

The database access methods used in Frame 7 are a mixture Add, Modify, Remove and Return.

The VGenTxnHarness controls the execution of Frame 7 as follows:

{

if (trigger\_id != 0) then

{

invoke (Trade-Result\_Frame-7)

eAction = eMEEProcessOrder

// Send the trade to the Market Exchange Emulator (MEE)

SendToMarketFromHarness (

bid\_price,

symbol,

trade\_id,

trade\_qty,

trade\_type\_id,

eAction

}

}

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| status\_submitted | IN | The string ID value for the STATUS\_TYPE Submitted status. |
| trigger\_id | IN | The Trade ID for the pending trade that has triggered and needs to be to be submitted to the MEE. Trade ID is the primary key of the TRADE table. |
| bid\_price | OUT | Requested bid/ask price for triggered limit trade. |
| num\_found | OUT | Number of TRADE rows found to trigger. |
| status | OUT | Code indicating the execution status for this frame. |
| symbol | OUT | Security symbol for triggered limit trade. |
| trade\_id | OUT | Trade ID of triggered limit trade. |
| trade\_qty | OUT | Requested share quantity. |
| trade\_type\_id | OUT | Trade type of triggered limit trade. |
|  | | |

| Trade-Result\_Frame-7 Pseudo-code: Submit the triggered limit trade |
| --- |
| {  declare now\_dts DATETIME  start transaction  get\_current\_dts(now\_dts)  select TR\_T\_ID,  TR\_BID\_PRICE,  TR\_S\_SYMB,  TR\_TT\_ID,  TR\_QTY  from  TRADE\_REQUEST  where  TR\_T\_ID = trigger\_id  num\_found = row\_count  delete TRADE\_REQUEST  where TR\_T\_ID = trigger\_id  update TRADE  set T\_DTS = now\_dts,  T\_ST\_ID = status\_submitted  where T\_ID = trigger\_id  insert TRADE\_HISTORY (TH\_T\_ID, TH\_DTS, TH\_ST\_ID)  values (trigger\_id, now\_dts, status\_submitted)  commit transaction |

The Trade-Status Transaction

The Trade-Status Transaction is designed to emulate the process of providing an update on the status of a particular set of trades. It is representative of a customer reviewing a summary of the recent trading activity for one of their accounts.

Trade-Status is invoked by VGenDriverCE. It consists of a single Frame. For the given account ID, Trade-Status returns the trade ID and status of the 50 most recent trades.

Trade-Status Transaction Parameters

The inputs to the Trade-Status Transaction are generated by the VGenDriverCE code in CETxnInputGenerator.cpp and the data structures defined in TxnHarnessStructs.h must be used to communicate the input and output parameters.

|  |  |
| --- | --- |
| Trade-Status Interfaces | Module/Data Structure |
| CE Input generation | GenerateTradeStatusInput() |
| Transaction Input/Output Structure | TTradeStatusTxnInput TTradeStatusTxnOutput |
| Frame 1 Input/Output Structure | TTradeStatusFrame1Input TTradeStatusFrame1Output |
|  | |

Trade-Status Transaction Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | A single customer is chosen non-uniformly by customer tier, from the range of available customers. The rules for determining the range of available customers are described in clause **Error! Reference source not found.**. A single customer account id, as defined by CA\_ID in CUSTOMER\_ACCOUNT, is chosen at random, uniformly, from the range of customer account ids for the chosen customer. |
| status | OUT | Code indicating the execution status for this transaction. |
| status\_name[] | OUT | A list of character strings, each character string as defined by ST\_NAME in STATUS\_TYPE, representing the current status of a trade. |
| trade\_id[] | OUT | A list of numbers, each number as defined by T\_ID in TRADE, assigned by the brokerage or exchange to identify the specific trade being requested. |
|  | | |

Trade-Status Transaction Database Footprint

The Trade-Status Database Footprint is as follows:

|  |  |  |
| --- | --- | --- |
| Trade-Status Database Footprint | | |
| Table | Column | Frame |
| 1 |
| BROKER | B\_NAME | Return |
| CUSTOMER | C\_F\_NAME | Return |
| C\_L\_NAME | Return |
| EXCHANGE | EX\_NAME | Return |
| SECURITY | S\_NAME | Return |
| STATUS\_TYPE | ST\_NAME | Return |
| TRADE | T\_CHRG | Return |
| T\_DTS | Return |
| T\_EXEC\_NAME | Return |
| T\_ID | Return |
| T\_QTY | Return |
| T\_S\_SYMB | Return |
| TRADE\_TYPE | TT\_NAME | Return |
| Transaction Control | | Start Commit |
|  |  |  |

Trade-Status Transaction Frame 1 of 1

The database access methods used in Frame 1 are all Returns.

The VGenTxnHarness controls the execution of Frame 1 as follows:

{

invoke (Trade-Status\_Frame-1)

if (num\_found <> max\_trade\_status\_len) then

{

status = -911

}

}

Trade-Status Frame 1 of 1 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | A single customer is chosen non-uniformly by customer tier, from the range of available customers. The rules for determining the range of available customers are described in clause **Error! Reference source not found.**. A single customer account id, as defined by CA\_ID in CUSTOMER\_ACCOUNT, is chosen at random, uniformly, from the range of customer account ids for the chosen customer. |
| broker\_name | OUT | A character string, as defined by B\_NAME in BROKER, representing the name of the broker who executes transactions on behalf of the customer |
| charge[ ] | OUT | A list of numbers, each number as defined by T\_CHRG in TRADE, representing the cost of executing the trade as charged by the broker. |
| cust\_f\_name | OUT | A character string, as defined by C\_F\_NAME in CUSTOMER, representing the first name of the customer who owns the account (acct\_id). |
| cust\_l\_name | OUT | A character string, as defined by C\_L\_NAME in CUSTOMER, representing the last name of the customer who owns the account (acct\_id). |
| ex\_name[ ] | OUT | A list of character strings, each character string as defined by EX\_NAME in EXCHANGE, representing the name of the security exchange where the security is traded. |
| exec\_name[ ] | OUT | A list of character strings, each character string as defined by T\_EXEC\_NAME in TRADE, representing the name of the person who initiated the trade on behalf of the customer (c\_f\_name, c\_l\_name). |
| num\_found | OUT | Number of TRADE rows found. |
| s\_name[ ] | OUT | A list of character strings, each character string as defined by S\_NAME in SECURITY, representing the name of the security as listed with the exchange. |
| status | OUT | Code indicating the execution status for this frame. |
| status\_name[ ] | OUT | A list of character strings, each character string as defined by ST\_NAME in STATUS\_TYPE, representing the current status of the trade. |
| symbol [ ] | OUT | A list of character strings, each character string as defined by S\_SYMB in SECURITY, representing the specific security, as listed with the exchange, being traded in the trade. |
| trade\_dts[ ] | OUT | A list of dates and times, each data and time as defined by T\_DTS in TRADE, at which the Trade-Request was processed by the broker. |
| trade\_id[ ] | OUT | A list of numbers, each number as defined by T\_ID in TRADE, assigned by the brokerage or exchange to identify the specific trade being requested. |
| trade\_qty[ ] | OUT | A list of numbers, each number as defined by T\_QTY in TRADE, representing the quantity of the security being traded in the Trade-Request. |
| type\_name[ ] | OUT | A list of character strings, each character string as defined by TT\_NAME in TRADE\_TYPE, representing the type of trade being executed on behalf of the customer. |
|  | | |

| Trade-Status\_Frame-1 Pseudo-code: Retrieve information on the 50 most recent trades |
| --- |
| {  start transaction  // Only want 50 rows, the 50 most recent trades for this customer account  select first 50 row  trade\_id[] = T\_ID,  trade\_dts[] = T\_DTS,  status\_name[] = ST\_NAME,  type\_name[] = TT\_NAME,  symbol[] = T\_S\_SYMB,  trade\_qty[] = T\_QTY,  exec\_name[] = T\_EXEC\_NAME,  charge[] = T\_CHRG,  s\_name[] = S\_NAME,  ex\_name[] = EX\_NAME  from  TRADE,  STATUS\_TYPE,  TRADE\_TYPE,  SECURITY,  EXCHANGE  where  T\_CA\_ID = acct\_id and  ST\_ID = T\_ST\_ID and  TT\_ID = T\_TT\_ID and  S\_SYMB = T\_S\_SYMB and  EX\_ID = S\_EX\_ID  order by  T\_DTS desc  num\_found = row\_count  select  cust\_l\_name = C\_L\_NAME,  cust\_f\_name = C\_F\_NAME,  broker\_name = B\_NAME  from  CUSTOMER\_ACCOUNT,  CUSTOMER,  BROKER  where  CA\_ID = acct\_id and  C\_ID = CA\_C\_ID and  B\_ID = CA\_B\_ID  commit transaction  } |

The Trade-Update Transaction

The Trade-Update Transaction is designed to emulate the process of making minor corrections or updates to a set of trades. This is analogous to a customer or broker reviewing a set of trades, and discovering that some minor editorial corrections are required. The various sets of trades are chosen such that the work is representative of:

* reviewing general market trends
* reviewing trades for a period of time prior to the most recent account statement
* reviewing past performance of a particular security

Trade-Update is invoked by VGenDriverCE. It consists of three mutually exclusive Frames. Each Frame employs a different technique for looking up historical trade data. Minor corrections are made to the retrieved data.

Frame 1 accepts a list of trade IDs. Information for each of the trades in the list is returned. The executor’s name for each trade is modified.

Frame 2 accepts a customer account ID, a start timestamp, end timestamp and a number of trades (N) as inputs. The Frame returns information for the first N trades for the specified customer account between the start and end timestamps (inclusive). The settlement cash type for each trade is modified.

Frame 3 accepts a security symbol, a start timestamp, end timestamp and a number of trades (N) as inputs. The Frame returns information for the first N trades for the given security between the start and end timestamps (inclusive). For cash trades the description of the Transaction is modified.

Trade-Update Transaction Parameters

The inputs to the Trade-Update Transaction are generated by the VGenDriverCE code in CETxnInputGenerator.cpp. The data structures defined in TxnHarnessStructs.h must be used to communicate the input and output parameters.

|  |  |
| --- | --- |
| Trade-Update Interfaces | Module/Data Structure |
| CE Input generation | GenerateTradeUpdateInput() |
| Transaction Input/Output Structure | TTradeUpdateTxnInput TTradeUpdateTxnOutput |
| Frame 1 Input/Output Structure | TTradeUpdateFrame1Input TTradeUpdateFrame1Output |
| Frame 2 Input/Output Structure | TTradeUpdateFrame2Input TTradeUpdateFrame2Output |
| Frame 3 Input/Output Structure | TTradeUpdateFrame3Input TTradeUpdateFrame3Output |
|  | |

Trade-Update Transaction Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | Customer account ID. Used when frame\_to\_execute is 2, otherwise set to 0. |
| end\_trade\_dts | IN | Used in Frame 2 as the end point in time for identifying a particular trade for an account. Used in Frame 3 as the end point in time for identifying trades for a particular symbol.  For Frame 1, this parameter is ignored, so it is set to an empty date. |
| frame\_to\_execute | IN | Identifies which of the mutually exclusive frames to execute. |
| max\_acct\_id | IN | Maximum account identifier, used in Frame 3, otherwise set to 0. |
| max\_trades | IN | Maximum number of trades to find. The default value (20) is defined in the TTradeUpdateSettings structure in DriverParameterSettings.h. |
| max\_updates | IN | Maximum number of trades to be modified. The default value (20) is defined in the TTradeUpdateSetting structure in DriverParameterSettings.h. |
| start\_trade\_dts | IN | Used in Frame 2 as the point in time for identifying a particular trade for an account. Non-uniform over pre-populated interval. Used in Frame 3 as the point in time for identifying trades for a particular symbol. Uniform over pre-populated interval. For Frame 1, this parameter is ignored, so it is set to an empty date. |
| symbol | IN | Used in Frame 3 as the security symbol for which to find trades. Uniformly chosen over all securities. For the other frames, symbol is set to the empty string. |
| trade\_id[ ] | IN | Array of non-uniform randomly chosen trade IDs used by Frame 1 to identify a set of particular trades. For the other frames, array elements are set to 0. For Frame 1, max\_trades indicates how many elements are to be used in the array. |
| frame\_executed | OUT | Confirmation of which frame was executed. |
| is\_cash[ ] | OUT | Indicates whether the trades were cash transactions. |
| is\_market[ ] | OUT | Indicates whether the trades used in Frame 1 were market order trades. |
| num\_found | OUT | Number of trade rows found for frames 1, 2 and 3. |
| num\_updated | OUT | Number of trade rows modified for frames 1, 2 and 3. |
| status | OUT | Code indicating the execution status for this transaction. |
| trade\_list[ ] | OUT | List of trade IDs found in Frames 2 and 3. |
|  | | |

Trade-Update Transaction Database Footprint

The Trade-Update Database Footprint is as follows:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Trade-Update Database Footprint | | | | |
| Table | Column | Frame | | |
| 1\* | 2\* | 3\* |
| CASH\_TRANSACTION | CT\_AMT | Return\* | Return\* | Return\* |
| CT\_DTS | Return\* | Return\* | Return\* |
| CT\_NAME | Return\* | Return\* | Modify\* Return\* |
| SECURITY | S\_NAME |  |  | Return |
| SETTLEMENT | SE\_AMT | Return | Return | Return |
| SE\_CASH\_DUE\_DATE | Return | Return | Return |
| SE\_CASH\_TYPE | Return | Modify Return | Return |
| TRADE | T\_BID\_PRICE | Return | Return |  |
| T\_CA\_ID |  |  | Return |
| T\_DTS |  | Reference | Reference |
| T\_EXEC\_NAME | Modify Return | Return | Return |
| T\_ID |  | Return | Return |
| T\_IS\_CASH | Return | Return | Return |
| T\_QTY |  |  | Return |
| T\_S\_SYMB |  |  | Reference |
| T\_TRADE\_PRICE | Return | Return | Return |
| T\_TT\_ID |  |  | Return |
| TRADE\_HISTORY | TH\_DTS | Return | Return | Return |
| TH\_ST\_ID | Return | Return | Return |
| TRADE\_TYPE | TT\_IS\_MRKT | Return |  |  |
| TT\_NAME |  |  | Return |
| Transaction Control | | Start Commit | Start Commit | Start Commit |
|  |  |  |  |  |

Trade-Update Transaction Frame 1 of 3

The first Frame is responsible for retrieving information about the specified array of trade IDs and modifying some data from the TRADE table.

The VGenTxnHarness controls the execution of Frame 1 as follows:

{

if( frame\_to\_execute == 1 )

{

invoke (Trade-Update\_Frame-1)

if (num\_found != max\_trades) then

{

status = -1011

}

if (num\_updated != max\_updates) then

{

status = -1012

}

frame\_executed = 1

}

[...]

Trade-Update Frame 1 of 3 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| max\_trades | IN | Number of valid array elements in trade\_id[ ]. The default value (20) is set in TTradeUpdateSettings.MaxRowsFrame1 in DriverParameterSettings.h. |
| max\_updates | IN | Maximum number of TRADE rows to modify. The default value (20) is set in TTradeUpdateSettings.MaxRowsToUpdateFrame1 in DriverParameterSettings.h. Must be <= max\_trades. |
| trade\_id[ ] | IN | The array of trade IDs picked non-uniformly over the set of pre-populated trades. |
| bid\_price[ ] | OUT | The requested unit price. |
| cash\_transaction\_amount[ ] | OUT | Amount of the cash transaction. |
| cash\_transaction\_dts[ ] | OUT | Date and time stamp of when the transaction took place. |
| cash\_transaction\_name[ ] | OUT | Description of the cash transaction. |
| exec\_name[ ] | OUT | Name of the person who executed the trade. |
| is\_cash[ ] | OUT | Flag that is non-zero for a cash trade, zero for a margin trade. |
| is\_market[ ] | OUT | Flag that is non-zero for a market trade, zero for a limit trade. |
| num\_found | OUT | Number of TRADE rows returned; should be the same as max\_trades. |
| num\_updated | OUT | Number of TRADE rows that were modified; should be the same as max\_updates. |
| settlement\_amount[ ] | OUT | Cash amount of settlement. |
| settlement\_cash\_due\_date[ ] | OUT | Date by which customer or brokerage must receive the cash. |
| settlement\_cash\_type[ ] | OUT | Type of cash settlement involved: cash or margin. |
| status | OUT | Code indicating the execution status for this frame. |
| trade\_history\_dts[ ][3] | OUT | Array of timestamps of when the trade history was updated. |
| trade\_history\_status\_id[ ][3] | OUT | Array of status type identifiers. |
| trade\_price[ ] | OUT | Unit price at which the security was traded. |
|  | | |

| Trade-Update\_Frame-1 Pseudo-code: Get trade information for each trade ID in the trade\_id array and modify some of the TRADE rows. |
| --- |
| {  declare i int  declare ex\_name char(49)  start transaction  num\_found = 0  num\_updated = 0  for (i = 0; i++; i < max\_trades) do {  // Get trade information  if (num\_updated < max\_updates) then {  // Modify the TRADE row for this trade.  select  ex\_name = T\_EXEC\_NAME  from  TRADE  where  T\_ID = trade\_id[i]  num\_found = num\_found + row\_count  if (ex\_name like “% X %”) then  select ex\_name = REPLACE (ex\_name, “ X “, “ “)  else  select ex\_name = REPLACE (ex\_name, “ “, “ X “)  update  TRADE  set  T\_EXEC\_NAME = ex\_name  where  T\_ID = trade\_id[i]  num\_updated = num\_updated + row\_count  }  // Will only return one row for each trade  select  bid\_price[i] = T\_BID\_PRICE,  exec\_name[i] = T\_EXEC\_NAME,  is\_cash[i] = T\_IS\_CASH,  is\_market[i] = TT\_IS\_MRKT,  trade\_price[i] = T\_TRADE\_PRICE  from  TRADE,  TRADE\_TYPE  where  T\_ID = trade\_id[i] and  T\_TT\_ID = TT\_ID  // Get settlement information  // Will only return one row for each trade  select  settlement\_amount[i] = SE\_AMT,  settlement\_cash\_due\_date[i] = SE\_CASH\_DUE\_DATE,  settlement\_cash\_type[i] = SE\_CASH\_TYPE  from  SETTLEMENT  where  SE\_T\_ID = trade\_id[i]  // get cash information if this is a cash transaction  // Will only return one row for each trade that was a cash transaction  if (is\_cash[i]) then {  select  cash\_transaction\_amount[i] = CT\_AMT,  cash\_transaction\_dts[i] = CT\_DTS,  cash\_transaction\_name[i] = CT\_NAME  from  CASH\_TRANSACTION  where  CT\_T\_ID = trade\_id[i]  }  // read trade\_history for the trades  // Will return 2 or 3 rows per trade  select first 3 rows  trade\_history\_dts[i][] = TH\_DTS,  trade\_history\_status\_id[i][] = TH\_ST\_ID  from  TRADE\_HISTORY  where  TH\_T\_ID = trade\_id[i]  order by  TH\_DTS  } // end for loop  commit transaction  } |

Trade-Update Transaction Frame 2 of 3

The second Frame returns information for the first N trades executed for the specified customer account between a specified start time and end time and modifies the SETTLEMENT row for each trade returned. If the specified start time is too close to the specified end time, then it is possible that fewer than N trades may be returned and SETTLEMENT rows modified.

The VGenTxnHarness controls the execution of Frame 2 as follows:

[...]

else if( frame\_to\_execute == 2 )

{

invoke (Trade-Update\_Frame-2)

if (num\_updated != num\_found) then

{

status = -1021

}

if (num\_updated < 0) then

{

status = -1022

}

if (num\_found > max\_trades) then

{

status = -1022

}

if (num\_updated == 0) then

{

status = +1021

}

frame\_executed = 2

}

[...]

Trade-Update Frame 2 of 3 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | A single customer is chosen non-uniformly by customer tier, from the range of available customers. The rules for determining the range of available customers are described in clause **Error! Reference source not found.**. A single customer account id, as defined by CA\_ID in CUSTOMER\_ACCOUNT, is chosen at random, uniformly, from the range of customer account ids for the chosen customer. |
| end\_trade\_dts | IN | Point in time at which to stop the search for N trades. |
| max\_trades | IN | Maximum number of trades to return. The default value (20) is set in TTradeUpdateSettings.MaxRowsFrame2 in DriverParameterSettings.h. |
| max\_updates | IN | Maximum number of SETTLEMENT rows to modify. The default value (20) is set in TTradeUpdateSettings.MaxRowsToUpdateFrame2 in DriverParameterSettings.h. |
| start\_trade\_dts | IN | Point in time from which to search for N trades. |
| bid\_price[ ] | OUT | The requested unit price. |
| cash\_transaction\_amount[ ] | OUT | Amount of the cash transaction. |
| cash\_transaction\_dts[ ] | OUT | Date and time stamp of when the transaction took place. |
| cash\_transaction\_name[ ] | OUT | Description of the cash transaction. |
| exec\_name[ ] | OUT | Name of the person who executed the trade. |
| is\_cash[ ] | OUT | Flag that is non-zero for a cash trade, zero for a margin trade. |
| num\_found | OUT | Number of trade rows returned. |
| num\_updated | OUT | Number of SETTLEMENT rows that were modified. |
| settlement\_amount[ ] | OUT | Cash amount of settlement. |
| settlement\_cash\_due\_date[ ] | OUT | Date by which customer or brokerage must receive the cash. |
| settlement\_cash\_type[ ] | OUT | Type of cash settlement involved: cash or margin. |
| status | OUT | Code indicating the execution status for this frame. |
| trade history[ ][3] | OUT | Array of timestamps of when the trade history was updated. |
| trade\_history\_status\_id[ ][3] | OUT | Array of status type identifiers. |
| trade\_list[ ] | OUT | Trade ID actually used for retrieving data. |
| trade\_price[ ] | OUT | Unit price at which the security was traded. |
|  | | |

| Trade-Update\_Frame-2 Pseudo-code : Get trade information for the first N trades of a given customer account from a given point in time and modify some of the SETTLEMENT rows. |
| --- |
| {  declare i int  declare cash\_type char(40)  start transaction  // Get trade information  // Will return between 0 and max\_trades rows  select first max\_trades rows  bid\_price[] = T\_BID\_PRICE,  exec\_name[] = T\_EXEC\_NAME,  is\_cash[] = T\_IS\_CASH,  trade\_list[] = T\_ID,  trade\_price[] = T\_TRADE\_PRICE  from  TRADE  where  T\_CA\_ID = acct\_id and  T\_DTS >= start\_trade\_dts and  T\_DTS <= end\_trade\_dts  order by  T\_DTS asc  num\_found = row\_count  num\_updated = 0  // Get extra information for each trade in the trade list.  for (i = 0; i < num\_found; i++) {  if (num\_updated < max\_updates) then {  // Modify the SETTLEMENT row for this trade.  select  cash\_type = SE\_CASH\_TYPE  from  SETTLEMENT  where  SE\_T\_ID = trade\_list[i]  if (is\_cash[i]) then {  if (cash\_type == “Cash Account”) then  cash\_type = “Cash”  else  cash\_type = “Cash Account”  }  else  if (cash\_type == “Margin Account”) then  cash\_type = “Margin”  else  cash\_type = “Margin Account”  }  update  SETTLEMENT  set  SE\_CASH\_TYPE = cash\_type  where  SE\_T\_ID = trade\_list[i]  num\_updated = num\_updated + row\_count  }  // Get settlement information  // Will return only one row for each trade  select  settlement\_amount[i] = SE\_AMT,  settlement\_cash\_due\_date[i] = SE\_CASH\_DUE\_DATE,  settlement\_cash\_type[i] = SE\_CASH\_TYPE  from  SETTLEMENT  where  SE\_T\_ID = trade\_list[i]  // get cash information if this is a cash transaction  // Should return only one row for each trade that was a cash transaction  if (is\_cash[i]) then {  select  cash\_transaction\_amount[i] = CT\_AMT,  cash\_transaction\_dts[i] = CT\_DTS  cash\_transaction\_name[i] = CT\_NAME  from  CASH\_TRANSACTION  where  CT\_T\_ID = trade\_list[i]  }  // read trade\_history for the trades  // Will return 2 or 3 rows per trade  select first 3 rows  trade\_history\_dts[i][] = TH\_DTS,  trade\_history\_status\_id[i][] = TH\_ST\_ID  from  TRADE\_HISTORY  where  TH\_T\_ID = trade\_list[i]  order by  TH\_DTS  } // end for loop  commit transaction  } |

Trade-Update Transaction Frame 3 of 3

The third Frame returns information for the first N trades for a given security between a specified start time and end time and modifies the related CASH\_TRANSACTION row for each trade returned. If the specified start time is too close to the specified end time, then it is possible that fewer than N trades may be returned and CASH\_TRANSACTION rows modified.

.

The VGenTxnHarness controls the execution of Frame 3 as follows:

[...]

else if( frame\_to\_execute == 3 )

{

invoke (Trade-Update\_Frame-3)

if (num\_found == 0) then

{

status = +1031

}

if (num\_found > max\_trades) then

{

status = +1032

}

frame\_executed = 3

}

}

Trade-Update Frame 3 of 3 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| end\_trade\_dts | IN | Point in time at which to stop search. |
| max\_acct\_id | IN | Maximum customer account identifier. |
| max\_trades | IN | Number of trades to find. The default value (20) is set in TTradeUpdateSettings.MaxRowsFrame3 in DriverParameterSettings.h. |
| max\_updates | IN | Number of CASH\_TRANSACTION rows to modify. The default value (20) is set in TTradeUpdateSettings.MaxRowsToUpdateFrame3 in DriverParameterSettings.h. |
| start\_trade\_dts | IN | Point in time from which to start search. |
| symbol | IN | Security for which to find trades. |
| acct\_id[ ] | OUT | Array of accounts for which the trades were done. |
| cash\_transaction\_amount[ ] | OUT | Amount of the cash transaction. |
| cash\_transaction\_dts[ ] | OUT | Date and time stamp of when the transaction took place. |
| cash\_transaction\_name[ ] | OUT | Description of the cash transaction. |
| exec\_name[ ] | OUT | Array of name of the person who executed each of the trades. |
| is\_cash[ ] | OUT | Flag that is non-zero for a cash trade, zero for a margin trade. |
| num\_found | OUT | Number of TRADE rows returned. |
| num\_updated | OUT | Number of CASH\_TRANSACTION rows modified. |
| price[ ] | OUT | Array of the price that was paid in each trade. |
| quantity[ ] | OUT | Array of the quantity of security bought in each trade. |
| s\_name[ ] | OUT | Name of the security traded. |
| settlement\_amount[ ] | OUT | Cash amount of settlement. |
| settlement\_cash\_due\_date[ ] | OUT | Date by which the customer or brokerage must receive the cash. |
| settlement\_cash\_type[ ] | OUT | Type of cash settlement involved: cash or margin. |
| status | OUT | Code indicating the execution status for this frame. |
| trade\_dts[ ] | OUT | Array of the timestamps for when the trade was requested. |
| trade\_history\_dts[ ][3] | OUT | Array of timestamps of when the trade history was updated. |
| trade\_history\_status\_id[ ][3] | OUT | Array of status type identifiers. |
| trade\_list[ ] | OUT | Array of T\_IDs found. |
| type\_name[ ] | OUT | Array of the trade type name for each trade. |
| trade\_type[ ] | OUT | Array of the trade type for each trade. |
|  | | |

| Trade-Update\_Frame-3 Pseudo-code: Get a list of N trades executed for a certain security starting from a given point in time and modify some of the CASH\_TRANSACTION rows. |
| --- |
| {  declare i int  declare ct\_name char(100)  start transaction  // Will return between 0 and max\_trades rows.  select first max\_trades rows  acct\_id[] = T\_CA\_ID,  exec\_name[] = T\_EXEC\_NAME,  is\_cash[] = T\_IS\_CASH,  price[] = T\_TRADE\_PRICE,  quantity[] = T\_QTY,  s\_name[] = S\_NAME,  trade\_dts[] = T\_DTS,  trade\_list[] = T\_ID,  trade\_type[] = T\_TT\_ID,  type\_name[] = TT\_NAME  from  TRADE,  TRADE\_TYPE,  SECURITY  where  T\_S\_SYMB = symbol and  T\_DTS >= start\_trade\_dts and  T\_DTS <= end\_trade\_dts and  TT\_ID = T\_TT\_ID and  S\_SYMB = T\_S\_SYMB  // The max\_acct\_id “where” clause is a hook used for engineering purposes  // only and is not required for benchmark publication purposes.  // and  //T\_CA\_ID <= max\_acct\_id  order by  T\_DTS asc  num\_found = row\_count  num\_updated = 0  // Get extra information for each trade in the trade list.  for (i = 0; i < num\_found; i++) {  // Get settlement information  // Will return only one row for each trade  select  settlement\_amount[i] = SE\_AMT,  settlement\_cash\_due\_date[i] = SE\_CASH\_DUE\_DATE,  settlement\_cash\_type[i] = SE\_CASH\_TYPE  from  SETTLEMENT  where  SE\_T\_ID = trade\_list[i]  // get cash information if this is a cash transaction  // Will return only one row for each trade that was a cash transaction  if (is\_cash[i]) then {  if (num\_updated < max\_updates) then {  // Modify the CASH\_TRANSACTION row for this trade.  select  ct\_name = CT\_NAME  from  CASH\_TRANSACTION  where  CT\_T\_ID = trade\_list[i]  if (ct\_name like “% shares of %”) then  ct\_name = type\_name[i] + “ “ + quantity[i] + “ Shares of “ + s\_name[i]  else  ct\_name = type\_name[i] + “ “ + quantity[i] + “ shares of “ + s\_name[i]  update  CASH\_TRANSACTION  set  CT\_NAME = ct\_name  where  CT\_T\_ID = trade\_list[i]  num\_updated = num\_updated + row\_count  }  select  cash\_transaction\_amount[i] = CT\_AMT,  cash\_transaction\_dts[i] = CT\_DTS  cash\_transaction\_name[i] = CT\_NAME  from  CASH\_TRANSACTION  where  CT\_T\_ID = trade\_list[i]  }  // read trade\_history for the trades  // Will return 2 or 3 rows per trade  select first 3 rows  trade\_history\_dts[i][] = TH\_DTS,  trade\_history\_status\_id[i][] = TH\_ST\_ID  from  TRADE\_HISTORY  where  TH\_T\_ID = trade\_list[i]  order by  TH\_DTS asc  } // end for loop  commit transaction  } |

The Data-Maintenance Transaction

The Data-Maintenance Transaction is designed to emulate the periodic modifications to data that is mainly static and used for reference. This is analogous to updating

Data-Maintenance is invoked by VGenDriverDM. It consists of one Frame. This Transaction runs once per minute. It simulates periodic modifications to data tables that are mainly used for reference by the other Transactions. The Driver provides as input the name of the table to be modified by the Transaction.

Each time this Transaction is run the Driver alters the next table in the list. This means that each table in the list will only get altered once every twelve minutes.

The following is the list of table names that can be passed as arguments to this Transaction:

* ACCOUNT\_PERMISSION
* ADDRESS
* COMPANY
* CUSTOMER
* CUSTOMER\_TAXRATE
* DAILY\_MARKET
* EXCHANGE
* FINANCIAL
* NEWS\_ITEM
* SECURITY
* TAXRATE
* WATCH\_ITEM

The Data-Maintenance Transaction consists of a single Frame.

The intent of the Transaction is to alter data tables that would not otherwise be written to by the benchmark. The VGenTxnHarness will pick the next table in the list to alter, each time this Transaction is run.

Below is a description of what kind of alteration is done to each table when that table is selected:

1. ACCOUNT\_PERMISSION - The VGenTxnHarness will pass a customer account identifier to the Data-Maintenance Transaction. Each customer account will have at least one row in the ACCOUNT\_PERMISSION table. The first ACCOUNT\_PERMISSION row for the customer will be found (The Sponsor may decide which row is first). That row in the ACCOUNT\_PERMISSION table will have an Access Control List (AP\_ACL). That access control list will be updated to 1111 if it is not already 1111. If the access control list is already 1111, the access control list will be updated to 0011.
2. ADDRESS – 67% of the time VGenTxnHarness will pass a customer identifier to the Data-Maintenance Transaction. The other 33% of the time VGenTxnHarness will pass a company identifier to the Data-Maintenance Transaction. That customer’s or company’s ADDRESS will be modified. The AD\_LINE2 will be set to “Apt. 10C” or to “Apt. 22” if it was already “Apt. 10C”.
3. COMPANY – The VGenTxnHarness will pass a company identifier to the Data-Maintenance Transaction. That company’s Standard and Poor credit rating will be updated to “ABA” or to “AAA” if it was already “ABA”.
4. CUSTOMER – The VGenTxnHarness will pass a customer identifier to the Data-Maintenance Transaction. The ISP part of that customer’s second email address (C\_EMAIL\_2) will be updated to “@mindspring.com” or to “@earthlink.com” if it was already “@mindspring.com”.
5. CUSTOMER\_TAXRATE – The VGenTxnHarness will pass a customer identifier to the Data-Maintenance Transaction. The country tax rate will be modified cyclically to the next rate in the set {“US1”, “US2”, “US3”, “US4”, “US5”} or in the set {“CN1”, “CN2”, “CN3”, “CN4”}, depending on the customer’s country.
6. DAILY\_MARKET – The VGenTxnHarness will pass a security symbol, a day of the month, and a random number (positive or negative) to the Data-Maintenance Transaction. All rows in DAILY\_MARKET with matching symbol and day of the month will be updated by adding the random number to DM\_VOL.
7. EXCHANGE – The VGenTxnHarness will not pass any additional information to the Data-Maintenance Transaction. There are only four rows in the EXCHANGE table. Every row will have its EX\_DESC updated. If EX\_DESC does not already end with “LAST UPDATED “ and a date and time, that string will be appended to EX\_DESC. Otherwise the date and time at the end of EX\_DESC will be updated to the current date and time.
8. FINANCIAL – The VGenTxnHarness will pass a company identifier to the Data-Maintenance Transaction. That company’s FI\_QTR\_START\_DATEs will be updated to the second of the month or to the first of the month if the dates were already the second of the month.
9. NEWS\_ITEM – The VGenTxnHarness will pass a company identifier to the Data-Maintenance Transaction. The NI\_DTS for that company’s news items will be updated by one day.
10. SECURITY – The VGenTxnHarness will pass in a security symbol. That security’s S\_EXCH\_DATE will be incremented by one day.
11. TAXRATE – The EGenTxnHarness will pass in tax rate identifier to the Data-Maintenance Transaction. That tax rate’s TX\_NAME will be updated so that a substring will be toggled between “Tax” and “tax”.
12. WATCH\_ITEM – The EGenTxnHarness will pass in a customer identifier to the Data-Maintenance Transaction. The middle security in the customer’s WATCH\_ITEM list will be selected. It will be modified to be the next symbol in the SECURITY table that is not already in the customer’s WATCH\_ITEM list.

Transaction Parameters

The inputs to the Data-Maintenance Transaction are generated by the VGenDriverDM in DM.cpp. The data structures defined in TxnHarnessStructs.h must be used to communicate the input and output parameters.

|  |  |
| --- | --- |
| Data-Maintenance Interfaces | Module/Data Structure |
| Input generation | GenerateDataMaintenanceInput() |
| Transaction Input/Output Structure | TDataMaintenanceTxnInput TDataMaintenanceTxnOutput |
| Frame 1 Input/Output Structure | TDataMaintenanceFrame1Input TDataMaintenanceFrame1Output |
|  | |

Data-Maintenance Transaction Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | A single customer is chosen non-uniformly by customer tier, from the range of available customers. A single customer account id, as defined by CA\_ID in CUSTOMER\_ACCOUNT, is chosen at random, uniformly, from the range of customer account ids for the chosen customer. This input is used when table\_name is “ACCOUNT\_PERMISSION”, otherwise it is set to 0. |
| c\_id | IN | A number randomly selected from the possible customer identifiers as defined by C\_ID in CUSTOMER table using a uniform distribution. This input is always used when table\_name is “CUSTOMER”, or “CUSTOMER\_TAXRATE”. This input (instead of co\_id) is used 67% of the time when table\_name is “ADDRESS”. Otherwise this input is set to 0. |
| co\_id | IN | A number randomly selected from the possible company identifiers as defined by CO\_ID in COMPANY table using a uniform distribution. This input is always used when table\_name is “COMPANY”, “FINANCIAL” or “NEWS\_ITEM”. This input (instead of c\_id) is used 33% of the time when table\_name is “ADDRESS”. Otherwise this input is set to 0. |
| day\_of\_month | IN | A number randomly selected from 1 to 31 with a uniform distribution. This input is only used when table\_name is “DAILY\_MARKET”, otherwise it is set to 0. When table\_name is “DAILY\_MARKET” all the rows with this day of the Month in DM\_DATE are modified. |
| symbol | IN | A string containing a Security Symbol. The security symbol string follows the definition of S\_SYMB in the SECURITY table. This input is only used when table\_name is “DAILY\_MARKET”, or “SECURITY”, otherwise it is set to empty string. |
| table\_name | IN | A string containing the name of the table to be altered. Valid values are “ACCOUNT\_PERMISSION”, “ADDRESS”, “COMPANY”, “CUSTOMER”, “CUSTOMER\_TAXRATE”, “DAILY\_MARKET”, “EXCHANGE”, “FINANCIAL”, “NEWS\_ITEM”, “SECURITY”. This input is always used. |
|  |  |  |
| vol\_incr | IN | A randomly selected positive or negative number. This number is only used when the table\_name is “DAILY\_MARKET”, otherwise vol\_incr is set to 0 and ignored. When table\_name is “DAILY\_MARKET” this number is added to DM\_VOL. |
| status | OUT | Code indicating the execution status of this transaction. |
|  | | |

Data-Maintenance Transaction Database Footprint

This Transaction includes a mix of Reference, Modify, Remove and Add operations. The Transaction implementation would potentially require access to the following database tables and columns.

|  |  |  |
| --- | --- | --- |
| Data-Maintenance Database Footprint | | |
| Table Name | Column | Frame |
| 1 |
| ACCOUNT\_PERMISSION | AP\_ACL | Reference \* Modify \* |
| AP\_CA\_ID | Reference \* |
| Count(\*) | Reference \* |
| ADDRESS | AD\_ID | Reference \* |
| AD\_LINE2 | Reference \* Modify (1 row)\* |
| COMPANY | CO\_AD\_ID | Reference\* |
| CO\_ID | Reference \* |
| CO\_SP\_RATE | Reference \* Modify (1 row)\* |
| CUSTOMER | C\_AD\_ID | Reference \* |
| C\_EMAIL\_2 | Reference \* Modify (1 row)\* |
| C\_ID | Reference \* |
| CUSTOMER\_TAXRATE | CX\_C\_ID | Reference \* |
| CX\_TX\_ID | Reference\*  Modify (1 row)\* |
| DAILY\_MARKET | DM\_DATE | Reference \* |
| DM\_S\_SYMB | Reference \* |
| DM\_VOL | Reference \* Modify \* |
| EXCHANGE | EX\_DESC | Reference \* Modify \* |
| Count(\*) | Reference \* |
| FINANCIAL | FI\_CO\_ID | Reference \* |
| FI\_QTR\_START\_DATE | Reference \* Modify \* |
| Count(\*) | Reference \* |
| SECURITY | S\_EXCH\_DATE | Modify \* |
| S\_SYMB | Reference \* |
| NEWS\_ITEM | NI\_DTS | Modify \* |
| NI\_ID | Reference \* |
| TAXRATE | TX\_ID | Reference \* |
| TX\_NAME | Reference \* Modify \* |
| WATCH\_ITEM | WI\_S\_SYMB | Reference \*  Modify \* |
| WI\_WL\_ID | Reference \* |
| Transaction Control | | Start Commit |
|  |  |  |

Data-Maintenance Transaction Frame 1 of 1

The VGenTxnHarness controls the execution of Frame 1 as follows:

{

invoke (Data-Maintenance\_Frame-1)

}

Data-Maintenance Frame 1 of 1 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| acct\_id | IN | A single customer is chosen non-uniformly by customer tier, from the range of available customers. A single customer account id, as defined by CA\_ID in CUSTOMER\_ACCOUNT, is chosen at random, uniformly, from the range of customer account ids for the chosen customer. This input is used when table\_name is “ACCOUNT\_PERMISSION”, otherwise it is set to 0. |
| c\_id | IN | A number randomly selected from the possible customer identifiers as defined by C\_ID in CUSTOMER table using a uniform distribution. This input is always used when table\_name is “CUSTOMER”, or “CUSTOMER\_TAXRATE”. This input (instead of co\_id) is used 67% of the time when table\_name is “ADDRESS”. Otherwise this input is set to 0. |
| co\_id | IN | A number randomly selected from the possible company identifiers as defined by CO\_ID in COMPANY table using a uniform distribution. This input is always used when table\_name is “COMPANY”, “FINANCIAL” or “NEWS\_ITEM”. This input (instead of c\_id) is used 33% of the time when table\_name is “ADDRESS”. Otherwise this input is set 0. |
| day\_of\_month | IN | A number randomly selected from 1 to 31 with a uniform distribution. This input is only used when table\_name is “DAILY\_MARKET”, otherwise it is set to 0. When table\_name is “DAILY\_MARKET” all the rows with this day of the Month in DM\_DATE are modified. |
| symbol | IN | A string containing a Security Symbol. The security symbol string follows the definition of S\_SYMB in the SECURITY table. This input is only used when table\_name is “DAILY\_MARKET”, or “SECURITY”, otherwise it is set to empty string. |
| table\_name | IN | A string containing the name of the table to be altered. Valid values are “ACCOUNT\_PERMISSION”, “ADDRESS”, “COMPANY”, “CUSTOMER”, “CUSTOMER\_TAXRATE”, “DAILY\_MARKET”, “EXCHANGE”, “FINANCIAL”, “SECURITY”. This input is always used. |
|  |  |  |
| vol\_incr | IN | A randomly selected positive or negative number. This number is only used when the table\_name is “DAILY\_MARKET”, otherwise vol\_incr is set to 0 and ignored. When table\_name is “DAILY\_MARKET” this number is added to DM\_VOL. |
| status | OUT | Code indicating the execution status of this Frame. |
|  | | |

| Data-Maintenance Frame 1 Pseudo-code: Update a table |
| --- |
| /\* Check which table is to be updated. \*/  if (strcmp(table\_name, “ACCOUNT\_PERMISSION”)==0) {  //ACCOUNT\_PERMISSION  //Update the AP\_ACL to “1111” or “0011” in rows for a  //customer account of c\_id.  acl = NULL  select first 1 row  acl = AP\_ACL  from  ACCOUNT\_PERMISSION  where  AP\_CA\_ID = acct\_id  order by  AP\_ACL DESC  if (acl != “1111”) then {  update  ACCOUNT\_PERMISSION  set  AP\_ACL=”1111”  where  AP\_CA\_ID = acct\_id and  AP\_ACL = acl  } else { /\*ACL is “1111” change it to “0011” \*/  update  ACCOUNT\_PERMISSION  set  AP\_ACL = ”0011”  where  AP\_CA\_ID = acct\_id and  AP\_ACL = acl  }  } else if (strcmp(table\_name,”ADDRESS”)==0) {  // ADDRESS  // Change AD\_LINE2 in the ADDRESS table for  // the CUSTOMER with C\_ID of c\_id or the COMPANY with CO\_ID of co\_id.  line2 = NULL  ad\_id = 0  // Customer ID provided  if (c\_id != 0) {  select  line2 = AD\_LINE2,  ad\_id = AD\_ID  from  ADDRESS, CUSTOMER  where  AD\_ID = C\_AD\_ID and  C\_ID = c\_id  }  // Company ID provided  else {  select  line2 = AD\_LINE2,  ad\_id = AD\_ID  from  ADDRESS, COMPANY  where  AD\_ID = CO\_AD\_ID and  CO\_ID = co\_id  }  if (strcmp(line2, “Apt. 10C”) != 0) {  update  ADDRESS  set  AD\_LINE2 = “Apt. 10C”  where  AD\_ID = ad\_id  } else {  update  ADDRESS  set  AD\_LINE2 = “Apt. 22”  where  AD\_ID = ad\_id  }  } else if (strcmp(table\_name,”COMPANY”)==0) {  // COMPANY  // Update a row in the COMPANY table identified  // by co\_id, set the company’s Standard and Poor  // credit rating to “ABA” or to “AAA”.  sprate = NULL  select  sprate = CO\_SP\_RATE  from  COMPANY  where  CO\_ID = co\_id  if (strcmp(sprate, “ABA”) != 0) {  update  COMPANY  set  CO\_SP\_RATE = “ABA”  where  CO\_ID = co\_id  } else {  update  COMPANY  set  CO\_SP\_RATE = “AAA”  where  CO\_ID = co\_id  }  } else if (strcmp(table\_name, “CUSTOMER”) == 0) {  // CUSTOMER  // Update the second email address of a CUSTOMER  // identified by c\_id. Set the ISP part of the customer’s  // second email address to “@mindspring.com”  // or “@earthlink.com”.  email2 = NULL  len = 0  lenMindspring = strlen(“@mindspring.com)  select  email2 = C\_EMAIL\_2  from  CUSTOMER  where  C\_ID = c\_id  len = strlen(email2)  if ( ((len – lenMindspring) > 0) and  (strcmp(substr(email2,len-lenMindspring,  lenMindspring),”@mindspring.com”) == 0) ) {  update  CUSTOMER  set  C\_EMAIL\_2 = substring(C\_EMAIL\_2, 1,  charindex(“@”,C\_EMAIL\_2) ) + ‘earthlink.com’  where  C\_ID = c\_id  } else { /\* set to @mindspring.com \*/  update  CUSTOMER  set  C\_EMAIL\_2 = substring(C\_EMAIL\_2, 1,  charindex(“@”,C\_EMAIL\_2) ) + ‘mindspring.com’  where  C\_ID = c\_id  }  } else if (strcmp(table\_name, “CUSTOMER\_TAXRATE”) == 0) {  // CUSTOMER\_TAXRATE  // Find the customer’s current country tax rate code.  // Calculate cyclically the next tax rate code for the customer’s country.  // Update to the new country tax rate code.  declare old\_tax\_rate char(3),  new\_tax\_rate char(3),  tax\_num int  select  old\_tax\_rate = CX\_TX\_ID  from  CUSTOMER\_TAXRATE  where  CX\_C\_ID = c\_id and  (CX\_TX\_ID like “US%” or CX\_TX\_ID like “CN%”)  if (left(old\_tax\_rate,2) = “US”) {  if (old\_tax\_rate = “US5”) {  new\_tax\_rate = “US1”  }  else { // Change string US<n> to US<n+1> for n=1, 2, 3, 4  tax\_num = CODE(right(old\_tax\_rate,1)) – CODE(“0”) + 1  new\_tax\_rate = “US” + CHAR(tax\_num + CODE(“0”))  }  else {  if (old\_tax\_rate = “CN4”) {  new\_tax\_rate = “CN1”  }  else { // Change string CN<n> to CN<n+1> for n=1, 2, 3  tax\_num = CODE(right(old\_tax\_rate,1)) – CODE(“0”) + 1  new\_tax\_rate = “CN” + CHAR(tax\_num + CODE(“0”))  }  }  update  CUSTOMER\_TAXRATE  set  CX\_TX\_ID = new\_tax\_rate  where  CX\_C\_ID = c\_id and  CX\_TX\_ID = old\_tax\_rate  } else if (strcmp(table\_name, “DAILY\_MARKET”) == 0) {  // DAILY\_MARKET  // A security symbol, a day in the month and a  // random positive or negative number are passed into  // the Data-Maintenance function, when table\_name  // is DAILY\_MARKET. The DM\_VOL column in the DAILY\_MARKET  // table will be updated by adding the random positive or  // negative number.  // The rows to be updated are those for the security  // whose symbol was passed in, and for that day in the  // month that was passed in.  update  DAILY\_MARKET  set  DM\_VOL = DM\_VOL + vol\_incr  where  DM\_S\_SYMB = symbol  and substring ((convert(char(8),DM\_DATE,3),1,2) = day\_of\_month  } else if (strcmp(table\_name, “EXCHANGE”) == 0) {  // EXCHANGE  // Other than the table\_name, no additional  // parameters are used when the table\_name is EXCHANGE.  // There are only four rows in the EXCHANGE table. Every  // row will have its EX\_DESC updated. If EX\_DESC does not  // already end with “LAST UPDATED “ and a date and time,  // that string will be appended to EX\_DESC. Otherwise the  // date and time at the end of EX\_DESC will be updated  // to the current date and time.  rowcount = 0  select  rowcount = count(\*)  from  EXCHANGE  where  EX\_DESC like “%LAST UPDATED%”  if (rowcount == 0) {  update  EXCHANGE  set  EX\_DESC = EX\_DESC + “ LAST UPDATED “ + getdatetime()  } else {  update  EXCHANGE  set  EX\_DESC = substring(EX\_DESC,1,  len(EX\_DESC)-len(getdatetime())) + getdatetime()  }  } else if (strcmp(table\_name,”FINANCIAL”) == 0) {  // FINANCIAL  // Update the FINANCIAL table for a company identified by  // co\_id. That company’s FI\_QTR\_START\_DATEs will be  // updated to the second of the month or to the first of  // the month if the dates were already the second of the  // month.  rowcount = 0  select  rowcount = count(\*)  from  FINANCIAL  where  FI\_CO\_ID = co\_id and  substring(convert(char(8),  FI\_QTR\_START\_DATE,2),7,2) = “01”  if (rowcount > 0) {  update  FINANCIAL  set  FI\_QTR\_START\_DATE = FI\_QTR\_START\_DATE + 1 day  where  FI\_CO\_ID = co\_id  } else {  update  FINANCIAL  set  FI\_QTR\_START\_DATE = FI\_QTR\_START\_DATE – 1 day  where  FI\_CO\_ID = co\_id  }  } else if (strcmp(table\_name, “NEWS\_ITEM”) == 0) {  // NEWS\_ITEM  // Update the news items for a specified company.  // Change the NI\_DTS by 1 day.  update  NEWS\_ITEM  set  NI\_DTS = NI\_DTS + 1day  where  NI\_ID = (  select  NX\_NI\_ID  from  NEWS\_XREF  where  NX\_CO\_ID = @co\_id)  } else if (strcmp(table\_name,”SECURITY”) == 0) {  // SECURITY  // Update a security identified symbol, increment  // S\_EXCH\_DATE by 1 day.  update  SECURITY  set  S\_EXCH\_DATE = S\_EXCH\_DATE + 1day  where  S\_SYMB = symbol  }  commit transaction  } |

The Trade-Cleanup Transaction

The Trade-Cleanup Transaction is used to cancel any pending or submitted trades from the database. The Sponsor may use VGenTxnHarness to call Trade-Cleanup or may invoke the Transaction by other means.

Trade-Cleanup is used to bring the database to a known state before the start of a Test Run.

The Trade-Cleanup Transaction consists of a single Frame. The Trade-Cleanup Transaction may be implemented using more than one Database Transaction.

Trade-Cleanup Transaction Parameters

The inputs to the Trade-Cleanup Transaction are supplied by the Sponsor. The data structures defined in TxnHarnessStructs.h must be used to communicate the input and output parameters.

|  |  |
| --- | --- |
| Trade-Cleanup Interfaces | Module/Data Structure |
| Transaction Input/Output Structure | TTradesCleanupTxnInput TTradesCleanupTxnOutput |
| Frame 1 Input/Output Structure | TTradesCleanupFrame1Input TTradesCleanupFrame1Output |
|  | |

Trade-Cleanup Transaction Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| st\_canceled\_id | IN | Identifier for the “Canceled” trade order status – passed in for ease of benchmarking. |
| st\_pending\_id | IN | Identifier for the “Pending” trade order status – passed in for ease of benchmarking. |
| st\_submitted\_id | IN | Identifier for the “Submitted” trade order status – passed in for ease of benchmarking. |
| trade\_id | IN | The trade identifier to be used as the start for handling outstanding submitted and/or pending limit trades. |
| status | OUT | Code indicating the execution status for this transaction. |
|  | | |

Trade-Cleanup Transaction Database Footprint

The Trade-Cleanup Database Footprint is as follows:

|  |  |  |
| --- | --- | --- |
| Trade-Cleanup Database Footprint | | |
| Table | Column | Frame |
| 1 |
| TRADE | T\_DTS | Modify |
|  | T\_ID | Reference |
|  | T\_ST\_ID | Modify |
| TRADE\_HISTORY | Row(s) | Add |
| TRADE\_REQUEST | Row(s) | Remove |
| TR\_T\_ID | Reference |
| Transaction Control | | Start Commit |
|  |  |  |

Trade-Cleanup Transaction Frame 1 of 1

The database access methods used in Frame 1 are a mixture of References, Modifies, Removes and Adds.

If VGenTxnHarness is used to invoke the Frame, it controls the execution of Frame 1 as follows:

{

invoke (Trade-Cleanup\_Frame-1)

}

Trade-Cleanup Frame 1 of 1 Parameters:

|  |  |  |
| --- | --- | --- |
| Parameter | Direction | Description |
| st\_canceled\_id | IN | Identifier for the “Canceled” trade order status – passed in for ease of benchmarking. |
| st\_pending\_id | IN | Identifier for the “Pending” trade order status – passed in for ease of benchmarking. |
| st\_submitted\_id | IN | Identifier for the “Submitted” trade order status – passed in for ease of benchmarking. |
| trade\_id | IN | The trade identifier to be used as the start for handling outstanding submitted and/or pending limit trades. |
| status | OUT | Code indicating the execution status for this frame. |
|  | | |

| Trade-Cleanup\_Frame-1 Pseudo-code: cancel pending and submitted trades |
| --- |
| {  start transaction  Declare t\_id TRADE\_T  Declare tr\_t\_id TRADE\_T  Declare now\_dts DATETIME  /\* Find pending trades from TRADE\_REQUEST \*/  declare pending\_list for  select  TR\_T\_ID  from  TRADE\_REQUEST  order by  TR\_T\_ID  open pending\_list  /\* Insert a submitted followed by canceled record into TRADE\_HISTORY, mark the trade canceled and delete the pending trade \*/  do until (end\_of\_pending\_list) {  fetch from  pending\_list  into  tr\_t\_id  get\_current\_dts ( now\_dts )  insert into  TRADE\_HISTORY (  TH\_T\_ID, TH\_DTS, TH\_ST\_ID  )  values (  tr\_t\_id, // TH\_T\_ID  now\_dts, // TH\_DTS  st\_submitted\_id // TH\_ST\_ID  )  update  TRADE  set  T\_ST\_ID = st\_canceled\_id,  T\_DTS = now\_dts  where  T\_ID = tr\_t\_id  insert into  TRADE\_HISTORY (  TH\_T\_ID, TH\_DTS, TH\_ST\_ID  )  values (  tr\_t\_id, // TH\_T\_ID  now\_dts, // TH\_DTS  st\_canceled\_id // TH\_ST\_ID  )    } //end of pending\_list  /\* Remove all pending trades \*/  delete  from  TRADE\_REQUEST  /\* Find submitted trades, change the status to canceled and insert a canceled record into TRADE\_HISTORY\*/  declare submit\_list for  select  T\_ID  from  TRADE  where  T\_ID >= trade\_id and  T\_ST\_ID = st\_submitted\_id  open submit\_list  do until (end\_of\_submit\_list) {  fetch from  submit\_list  into  t\_id  get\_current\_dts ( now\_dts )  /\* Mark the trade as canceled, and record the time \*/  update  TRADE  set  T\_ST\_ID = st\_canceled\_id  T\_DTS = now\_dts  where  T\_ID = t\_id  insert into  TRADE\_HISTORY (  TH\_T\_ID, TH\_DTS, TH\_ST\_ID  )  values (  t\_id, // TH\_T\_ID  now\_dts, // TH\_DTS  st\_canceled\_id // TH\_ST\_ID  )  } //end of submit\_list  commit transaction  } |

VGen

Overview

VGen is one of the modules of the Benchmark Kit, and is a TPC provided software package designed to facilitate the implementation of TPCx‑HCI. VGen provides:

* consistent data generation independent of the underlying environment
* Transaction generation and Frame flow control management
* project build and makefile templates

This clause covers the constraints and regulations governing the use of VGen. For detailed information on VGen, what features and functionality it provides and how the TPCx‑HCI Benchmark Kit uses those features and functionality see Clause 10 .

VGen Terms

VGen is a TPC provided software environment that is used in the TPC provided Benchmark Kit implementation of the TPCx‑HCI benchmark. The software environment is logically divided into three packages: VGenProjectFiles, VGenInputFiles, and VGenSourceFiles. The software packages provide functionality to use: VGenLoader to generate the data used to populate the database, VGenDriver to generate transactional data and VGenTxnHarness to control frame invocation.

VGenProjectFiles is a set of TPC provided files used to facilitate building the VGen packages in a Test Sponsor's environments.

VGenInputFiles is a set of TPC provided text files containing rows of tab-separated data, which are used by various VGen packages as “raw” material for data generation.

VGenSourceFiles is the collection of TPC provided C++ source and header files.

VGenLoader is a binary executable, generated by using the methods described in VGenProjectFiles with source code from VGenSourceFiles, including any extensions by a Test Sponsor (see Clause 10.7.6.4). When executed, VGenLoader uses VGenInputFiles to produce a set of data that represents the initial state of the TPCx‑HCI database.

VGenDriver comprises the following parts:

VGenDriverCE provides the core functionality necessary to implement a Customer Emulator.

VGenDriverMEE provides the core functionality necessary to implement a Market Exchange Emulator.

VGenDriverDM provides the core functionality necessary to implement the Data-Maintenance Generator.

VGenDriver provides core transactional functionality (e.g. Transaction Mix and input generation) necessary to implement a Driver. VGenTxnHarness defines a set of interfaces that are used to control the execution of, and communication of inputs and outputs, of Transactions and Frames.

VGenLogger logs the initial configuration and any re-configuration of VGenDriver and VGenLoader, and compares current configuration with the TPCx‑HCI prescribed defaults.

Compliant VGen Versions

The TPC Policies Clause 5.3.1 requires that the version of the specification and VGen must match. The VGen version can be determined by calling the GetVGenVersion function provided in VGen/src/VGenVersion.cpp file.

VGen is intended to produce correct data. The TPCx‑HCI Benchmark Kit ensures that the random distribution of all data values, inputs and Transaction Mix frequencies produced by VGen is compliant with all constraints documented in the specification (e.g. Transaction Mix, execution rules, population constraints, etc.).

Any existing errors in a compliant version of VGen, as provided by the TPC, are deemed to be in compliance with the specification. Therefore, any such errors may not serve as the basis for a compliance challenge.

VGen is written in ISO C/C++ based on the following standards:

* ISO/IEC 9899:1999 Programming Language C
* ISO/IEC 14882:2003 Programming Language C++

Failure of a C/C++ compiler to properly compile VGen because of the compiler’s non-conformance with the above standards does not constitute a bug or error in VGen.

VGenInputFiles

Modification of VGenInputFiles provided by the TPC is not permitted.

VGenSourceFiles

Modification of VGenSourceFiles provided by the TPC is not allowed, except as permitted by clause 10.7.3.

VGenLoader

The data for a compliant TPCx‑HCI database must be generated by VGenLoader. The version of VGenLoader used must be compliant with the version of the specification the Result is being published under, as listed in clause 10.7.3.

It is presumed that VGenLoader produces the correct number of rows for each TPCx‑HCI table. However due to the random nature of the data generated by VGenLoader, the data may not be compliant with Clause 2 of this specification. In that event the test database is considered invalid.

If VGenLoader generates an empty string, an empty string should be loaded in the database.

VGenDriver

All VGenLogger output must be reported in the Supporting Files. If any VGenLogger output contains “NO”, indicating the correct default values were not used, the benchmark Result is not compliant.

Sponsors must use a constructor for each object class (CCE, CMEE, or CDM) that does not have RNGSEED parameter(s).

Sponsors must ensure that the values provided for the UniqueID parameters to the constructors for each object group (CCE, CMEE or CDM) are unique within each object group.

The Transaction inputs are generated by the VGenDriverCE, VGenDriverMEE and VGenDriverDM classes. Each CE, MEE and DM instance must be instantiated using consistent values for some global inputs, and must use the same values used by all VGenLoader instances during the initial data generation.

The contents of VGenInputFiles used by all VGenLoader instances (when building the database) and by all CE, MEE and DM instances (when running against the database) must be the VGenInputFiles for the version of TPCx‑HCI that is used in the benchmark publication.

VGenDriverCE

* + - * 1. A compliant CE implementation must use VGenDriverCE.

VGenDriverMEE

* + - * 1. A compliant MEE implementation must use VGenDriverMEE.

VGenDriverDM

* + - * 1. A compliant Data-Maintenance Generator must use VGenDriverDM.
        2. One, and only one, instance of the Data-Maintenance Generator is required and allowed during a Test Run.

VGenTxnHarness

A compliant TPCx‑HCI implementation must use VGenTxnHarness.

VGen User’s Guide

Overview

VGen is a TPC provided software package. It is designed to facilitate the implementation of TPCx‑HCI. This appendix provides information on how a Test Sponsor is to use the features and functionality of VGen. The definitions, descriptions, constraints and regulations governing the use of VGen are captured in Clause 1.5.

Comment: Some of the following sections assume the reader has a good understanding of object-oriented design and programming techniques using ANSI C++.

VGen Directory

* + - * 1. VGen is distributed in a single directory hierarchy. The following diagram shows the overall VGen directory hierarchy.

Figure A.a - Hierarchy of VGen Directory

* bin – default target directory for executable binary files
* flat\_in - contains flat input files
* flat\_out - default target directory for flat file output
* inc – contains header files
* inc/win – Windows specific header files
* lib – default target directory for library files
* obj – default target directory for object files
* prj – contains project files
* src – contains source files
* src/win – Windows specific source files

VGenProjectFiles

* + - * 1. VGenProjectFiles are located in the VGen/prj directory. These files can be used to facilitate building VGen components in various environments.
* Windows

A set of Visual Studio 2003 files are provided. VGen.sln is the top level solution file and brings in all of the necessary .prj files.

* U\*x

A make file (makefile) is provided to facilitate building the VGen components using a make utility. The makefile is known to work with GNU make, but other flavors of make may require some editing of the makefile.

VGenInputFiles

* + - * 1. VGenInputFiles are located in the VGen/flat\_in directory. These files are text files containing rows of tab-separated data. The files are used by VGenLoader to create the data to populate the database and by VGenDriver components to generate valid input for Transactions. The generated data is based on knowing the contents of the input files (“raw” material) and the overall scaling factors (Scale Factor, Configured Customers, Initial Trade Days).

VGenSourceFiles

* + - * 1. VGenSourceFiles are located in VGen/inc, VGen/src and their associated sub-directories.
        2. VGenSourceFiles contain TPC-provided ANSI C++ code to be used in a compliant TPCx‑HCI implementation. Functionality is provided to facilitate:
* population of a TPCx‑HCI compliant database
* implementation of a TPCx‑HCI compliant environment

This functionality is described in subsequent sections.

VGenLoader

* + - * 1. The task of populating a compliant TPCx‑HCI database can be broken into two parts:
* generating compliant data records
* loading the records into the database

Comment: The Sponsor is responsible for coming up with scripts to create the database and tables and to apply the required constraints.

* + - * 1. Data generation is a DBMS-neutral task, whereas database population is obviously very DBMS-specific. Therefore, VGenLoader is architected honoring this separation as follows. VGenSourceFiles contain class definitions that provide abstractions of the TPCx‑HCI tables. These table classes are known collectively as VGenTables and they encapsulate the functionality needed to generate the data for each of the TPCx‑HCI tables. Many of the classes in VGenTables are dependent on VGenInputFiles for “raw material” used in data record generation. VGenLoader therefore makes VGenInputFiles available to VGenTables, and uses VGenTables to generate TPCx‑HCI compliant data records.
        2. In order to support the DBMS-specific nature of loading the generated data, VGenLoader makes use of a virtual base class CBaseLoader to “load” the data. This provides a controlled interface from the DBMS-neutral data generation portion of VGenLoader to the DBMS-specific data loading portion of VGenLoader. DBMS-specific code is encapsulated in subclasses that inherit from and provide an implementation of the virtual CBaseLoader class. (**Note:** CBaseLoader is actually a template, where the one template parameter is the row type corresponding to the particular TPCx‑HCI table being loaded.) VGenLoader provides two alternative implementations of CBaseLoader.
        3. The loader functionality provided by VGenLoader doesn’t actually load a database directly, but rather produces output flat files. One text file is produced for each TPCx‑HCI table. These files contain rows of data values, where the data values are separated by “|”. To use this functionality, define the compile-time variable COMPILE\_FLAT\_FILE\_LOAD when building VGenLoader and use the “-l FLAT” switch when running VGenLoader.

This mode of loader functionality is designed to work with bulk-loader tools which populate a database with the contents of a set of flat files. Due to variations in the expected format of certain data types, it is possible to configure VGenLoader via compile-time variables to change the format of certain data types in the output flat files. The data types, compile-time variables and possible values are listed in the following table:

|  |  |  |
| --- | --- | --- |
| Data Type | Compile-Time #define | Possible Values |
| DATETIME | DATETIME\_FORMAT | See CDateTime::ToStr() in src/DateTime.cpp |
| DATE | DATE\_FORMAT | See CDateTime::ToStr() in src/DateTime.cpp |
| TIME | TIME\_FORMAT | See CDateTime::ToStr() in src/DateTime.cpp |
| BOOLEAN | BOOLEAN\_TRUE | Any string constant representing a TRUE Boolean value. String constants must be quoted. |
| BOOLEAN | BOOLEAN\_FALSE | Any string constant representing a FALSE Boolean value. String constants must be quoted. |
|  | | |

* + - * 1. A full listing of VGenLoader switches can be seen by building VGenLoader using VGenProjectFiles and then running VGenLoader with the “-?” switch.

VGenDriver

* + - * 1. A TPCx‑HCI Test Sponsor is responsible for implementing a compliant TPCx‑HCI Driver (Clause 4 ). The TPC provides VGenDriver to facilitate implementation of a compliant Driver and to standardize certain key platform-independent parts of the Driver.
        2. VGenDriver comprises the following three parts.
* VGenDriverCE is any and/or all instantiations of the CCE class (see VGenSourceFiles CE.h and CE.cpp).VGenDriverMEE is any and/or all instantiations of the CMEE class (see VGenSourceFiles MEE.h and MEE.cpp).
* VGenDriverDM is the single instantiation of the CDM class (see VGenSourceFiles DM.h and DM.cpp).
  + - * 1. VGenDriver, like VGenLoader, makes use of VGenInputFiles and VGenTables in data generation. This provides data generation coherency between database population time and Test Run time.
        2. The Sponsor is responsible for providing a suitable implementation of the Trade-Cleanup Transaction (see Clause 10.6.12). Trade-Cleanup may be implemented as a separate, standalone procedure or as part of VGenDriverDM.

VGenLogger

* + - * 1. VGenLogger is used by VGenDriver and VGenLoader to log their configuration and any re-configuration. Although not strictly required, the Test Sponsor is expected to override/provide a SendToLoggerImpl implementation for recording VGenLogger’s output. For details see VGen/inc/VGenLogger.h.

Implementing a CE using VGenDriverCE

* + - * 1. Sending data to and receiving data from the SUT is very platform-specific functionality. Its implementation depends on the underlying communication protocol and hardware used. Likewise, measuring the Transaction’s Response Time is also platform-specific – depending on what timing mechanisms are provided by the underlying software and hardware.

However, the Transaction Mix (deciding which Transaction to perform next) and generating the Transaction input data is very platform-neutral. Therefore, VGenDriverCE encapsulates this functionality and provides a standardized implementation for it across all TPCx‑HCI implementations.

Implementing a MEE using VGenDriverMEE

* + - * 1. Sending data to and receiving data from the SUT is very platform-specific functionality. Its implementation depends on the underlying communication protocol and hardware used. Likewise, measuring the Transaction’s Response Time is also platform-specific – depending on what timing mechanisms are provided by the underlying software and hardware.

However, emulating the internal stock exchange functionality, and generating the Transaction input data for Trade-Result and Market-Feed is very platform-neutral. Therefore, VGenDriverMEE encapsulates this functionality and provides a standardized implementation for it across all TPCx‑HCI implementations.

Comment: A proper MEE implementation must to able to adjust to changing rates of trade requests and be able to turn-around trade requests into new Trade-Result Transactions in a timely fashion. Similarly, a proper MEE implementation must be able to adjust to changing rates of Trade-Results and must initiate Market-Feed Transactions in a timely fashion.

Implementing a Data-Maintenance Generator using VGenDriverDM

* + - * 1. Sending data to and receiving data from the SUT is very platform-specific functionality. Its implementation depends on the underlying communication protocol and hardware used. Likewise, measuring the Data-Maintenance Transaction’s Response Time is also platform-specific – depending on what timing mechanisms are provided by the underlying software and hardware.

However, generating the Transaction input data for the Data-Maintenance Transaction is very platform-neutral. Therefore, VGenDriverDM encapsulates this functionality and provides a standardized implementation for it across all TPCx‑HCI implementations.

VGenTxnHarness

VGenTxnHarness comprises any and/or all instantiations of:

* CBrokerVolume class excluding the Sponsor provided implementation of CBrokerVolumeDBInterface (see VGenSourceFile TxnHarnessBrokerVolume.h)
* CCustomerPosition class excluding the Sponsor provided implementation of CCustomerPositionDBInterface (see VGenSourceFile TxnHarnessCustomerPosition.h)
* CDataMaintenance class excluding the Sponsor provided implementation of CDataMaintenanceDBInterface (see VGenSourceFile TxnHarnessDataMaintenance.h)
* CMarketFeed class excluding the Sponsor provided implementation of CMarketFeedDBInterface (see VGenSourceFile TxnHarnessMarketFeed.h)
* CMarketWatch class excluding the Sponsor provided implementation of CMarketWatchDBInterface (see VGenSourceFile TxnHarnessMarketWatch.h)
* CSecurityDetail class excluding the Sponsor provided implementation of CSecurityDetailDBInterface (see VGenSourceFile TxnHarnessSecurityDetail.h)
* CTradeCleanup class excluding the Sponsor provided implementation of CTradeCleanupDBInterface (see VGenSourceFile TxnHarnessTradeCleanup.h)
* CTradeLookup class excluding the Sponsor provided implementation of CTradeLookupDBInterface (see VGenSourceFile TxnHarnessTradeLookup.h)
* CTradeOrder class excluding the Sponsor provided implementation of CTradeOrderDBInterface (see VGenSourceFile TxnHarnessTradeOrder.h)
* CTradeResult class excluding the Sponsor provided implementation of CTradeResultDBInterface (see VGenSourceFile TxnHarnessTradeResult.h)
* CTradeStatus class excluding the Sponsor provided implementation of CTradeStatusDBInterface (see VGenSourceFile TxnHarnessTradeStatus.h)
* CTradeUpdate class excluding the Sponsor provided implementation of CTradeUpdateDBInterface (see VGenSourceFile TxnHarnessTradeUpdate.h)

Functional Implementation

The following diagram gives a high level overview of a sample implementation of the TPCx‑HCI environment. A number of details have been omitted for clarity.



Figure A.b - High Level Overview of a Sample Implementation

In the diagram above,

* dotted “lines” with arrows between TPC Provided objects represent input parameters
* dotted “lines” without arrows between TPC Provided objects represent input files from VGenInputFiles
* Solid “lines” with arrows are calls

1. The Test Sponsor is responsible for implementing a Customer Emulator per Clauses 10.7.7.5 and 10.7.9.8.
   1. CInputFiles is a class provided as part of VGen used for loading into memory the VGenInputFiles used by other classes in VGen. The Test Sponsor is responsible for instantiating a CInputFile object correctly and passing a pointer to it into the CCE constructor. See VGen/inc/InputFlatFilesStructure.h.
   2. TParameterSettings is a TPC provided structure that can be used to alter the behavior of VGenDriver. Use of this structure for a compliant run is not required; it is provided to facilitate prototyping and engineering work. See VGen/inc/DriverParamSettings.h.
   3. CCESUTInterface is a TPC provided pure virtual class that defines an interface used by the CCE class. It is the Sponsor’s responsibility to subclass CCESUTInterface and provide the necessary implementation. This implementation is responsible for sending a Transaction request to the SUT, measuring the Transaction’s Response Time and logging all necessary data, including the Tile and the Group of the transaction. A pointer to the Sponsor’s implementation of the CCESUTInterface must be passed into the CCE constructor. See VGen/inc/CESUTInterface.h.
   4. CCE is a TPC provided class that must be used when implementing a Customer Emulator. It is the Sponsor’s responsibility to provide pointers to a CInputFile object and CCESUTInterface object when constructing the CCE object. The process of running a test is effectively looping around a call to CCE::DoTxn(). When DoTxn() is called, the CCE object will determine which Transaction to perform, generate the necessary input data for the Transaction and pass that data to the Sponsor’s implementation of CCESUTInterface for execution. See VGen/inc/CE.h.
2. The Test Sponsor is responsible for implementing a Market Exchange Emulator per Clauses 10.7.7.6 and 10.7.9.10.
   1. CSecurityFile is a class provided as part of VGen used for loading VGen/flat\_in/SecurityFile.txt into memory. The Test Sponsor is responsible for instantiating a CSecurityFile object and passing a pointer to it into the CMEE constructor. See VGen/inc/SecurityFile.h.
   2. CMEESUTInterface is a TPC provided pure virtual class that defines an interface used by the CMEE class. It is the Sponsor’s responsibility to subclass CMEESUTInterface and provide the necessary implementation. This implementation is responsible for sending a Transaction request to the SUT, measuring the Transaction’s Response Time and logging all necessary data, including the Tile and the Group of the transaction. A pointer to the Sponsor’s implementation of the CMEESUTInterface must be passed into the CMEE constructor. See VGen/inc/MEESUTInterface.h.
   3. CMEE is a TPC provided class that must be used when implementing a Market Exchange Emulator. It is the Sponsor’s responsibility to provide pointers to a CSecurityFile object and CMEESUTInterface object when constructing the CMEE object. During a Test Run, the Sponsor’s Market Exchange Emulator is responsible for accepting requests from the Sponsor’s SendToMarket implementation running on the SUT and passing these requests to the CMEE object via SubmitTradeRequest(). In addition, the Sponsor’s Market Exchange Emulator is responsible for keeping a timer and calling CMEE::GenerateTradeResult() as necessary. See VGen/inc/MEE.h.
3. The Test Sponsor is responsible for implementing functionality on the SUT to accept Transaction request over a network connection from the **Sponsor’s** CCESUTInterface and CMEESUTInterface implementations. Note that the diagram depicts individual network connections for each **Transaction** type but the **Sponsor** is free to implement a single connection capable of handling any/all types of **Transactions**. Upon receiving a **Transaction** request from the **Driver**, the **Sponsor’s** code is responsible for calling DoTxn() on the appropriate **VGenTxnHarness** object (3a). After returning from the call to DoTxn() the **Sponsor’s** code is responsible for sending the **Transaction’s** output back to the **Driver.** See VGen/inc/TxnHarnessBrokerVolume.h – TxnHarnessTradeUpdate.h.

The Sponsor is responsible for providing implementations for the following classes used by VGenTxnHarness.

* CBrokerVolumeDBInterface
* CCustomerPositionDBInterface
* CMarketFeedDBInterface
* CMarketWatchDBInterface
* CSecurityDetailDBInterface
* CTradeLookupDBInterface
* CTradeOrderDBInterface
* CTradeResultDBInterface
* CTradeStatusDBInterface
* CTradeUpdateDBInterface
* These classes are responsible for implementing the Frames invoked by VGenTxnHarness.

1. CSendToMarketInterface is a TPC provided class that includes a pure virtual member function SendToMarket(). The Sponsor is responsible for subclassing CSendToMarketInterface and providing an implementation for SendToMarket(). This implementation is responsible for sending trade requests to the Sponsor’s MEE implementation running on the Driver. A pointer to the Sponsor’s implementation of CSendToMarketInterface must be passed into the constructor for the VGenTxnHarness objects CTradeOrder and CMarketFeed.

TPC Defined Interfaces

|  |  |  |
| --- | --- | --- |
| Connector | Attachment Point | Interface (Class::Method) |
| VGenDriver | Driving and Reporting | CCE::DoTxn()  CMEE::SubmitTradeRequest()  CDM::DoTxn()  CDM::DoCleanupTxn() |
| VGenDriver | VGenDriver Connector | CCESUTInterface::BrokerVolume()  CCESUTInterface::CustomerPosition()  CMEESUTInterface::MarketFeed()  CCESUTInterface::MarketeWatch()  CCESUTInterface::SecurityDetail()  CCESUTInterface::TradeLookup()  CCESUTInterface::TradeOrder()  CMEESUTInterface::TradeResult()  CCESUTInterface::TradeStatus()  CCESUTInterface::TradeUpdate()  CDMSUTInterface::DataMaintenance()  CDMSUTInterface::TradeCleanup() |
| VGenTxnHarness | VGenTxnHarness Connector | CBrokerVolume::DoTxn()  CCustomerPosition::DoTxn()  CMarketFeed::DoTxn()  CMarketWatch::DoTxn()  CSecurityDetail::DoTxn()  CTradeLookup::DoTxn()  CTradeOrder::DoTxn()  CTradeResult::DoTxn()  CTradeStatus::DoTxn()  CTradeUpdate::DoTxn()  CDataMaintenance::DoTxn()  CTradeCleanup::DoTxn() |
| VGenTxnHarness | Frame Implementation | CBrokerVolumeDBInterface::DoBrokerVolumeFrame1()  CCustomerPositionDBInterface::DoCustomerPositionFrame1/2/3()  CMarketFeedDBInterface ::DoMarketFeedFrame1()  CMarketWatchDBInterface::DoMarketWatchFrame1/2/3()  CSecurityDetailDBInterface::DoSecurityDetailFrame1()  CTradeLookupDBInterface::DoTradeLookupFrame1/2/3/4()  CTradeOrderDBInterface::DoTradeOrderFrame1/2/3/4/5/6()  CTradeResultDBInterface::DoTradeResultFrame1/2/3/4/5/6()  CTradeStatusDBInterface::DoTradeStatusFrame1  CTradeUpdateDBInterface::DoTradeUpdateFrame1/2/3/4()  CTradeResultDBInterface::DoTradeResultFrame1/2/3/4/5/6()  CDataMaintenanceDBInterface::DoDataMaintenanceFrame1()  CTradeCleanupDBInterface::DoTradeCleanupFrame1() |
|  | | |

1. Executive Summary Statement
   1. Sample Executive Summary Statement

|  |  |  |  |
| --- | --- | --- | --- |
|  | **ABC Hyperia XP100 Virtuosa Nirvana 10.1** | | TPCx-HCI 1.0 |
| TPC Pricing 0.0.0 |
| Report Date:  Nov 29, 2017 |
| **Availability Date** | **TPCx-HCI Throughput** | **Price/Performance** | **Total System Cost** |
| Dec 32, 2099 | 655.35 tpsHCI | 0 USD/tpsHCI | $0 USD |

|  |  |  |  |
| --- | --- | --- | --- |
| **System Under Test Configuration Overview** | | | |
| Virtualization Software | Guest VM OS | Processor Description | Memory Size |
| Virtuosa Nirvana 10.1 | Nirvana OS-V 1.0 | XYZ HyperFast 2121 3.99GHz, 64MB L3 2/64/64 (proc/core/thr) | 512 GB |

|  |  |
| --- | --- |
| Server Model: ABC Hyperia XP100   * 2x XYZ HyperFast 2121 Processor 3.99GHz (2/64/64) * 16x 32GB DDR3 1866 MHz DIMMs * 4x ABC Storage Array P123/4GB, one per DB VM * 2x 128GB SFF SAS 15K dual-port HDD (boot) * 2x 10Gb Ethernet (onboard) | Clients   * 4x ABC WS123 Workstation * 2x XYZ KindaFast 1010 Processor 1.99GHz (2/16/16) * 2x 8GB PC3-8500 DIMMs * 2x 128GB SFF SAS 15K HDD * 2x 1Gb Ethernet (onboard) |
|  | |
| Storage:   * 4x ABC D9000 Disk Enclosure (one per DB VM) * 32x ABC 512GB SFF SLC SATA 2.5-inch SSD, 8 per enclosure * Priced: 24x 512GB 15K SFF HDD | Network:   * ABC LinkUp E9000 24-port 1/10 Network Switch * 8x 1Gb ports used, 2x 10Gb ports used |

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| --- | --- | --- | --- |
|  | **ABC Hyperia XP100 Virtuosa Nirvana 10.1** | TPCx-HCI | 1.0 |
| TPC-Pricing | 0.0.0 |
| Report Date | Nov 29, 2017 |
| Availability Date | Dec 32, 2099 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Description** | **Part Number** | **Vend** | **Unit Price** | **Qty.** | **Extended Price** | **3-Yr Maint Price** |
| **Server Hardware** |  |  |  |  |  |  |
|  |  |  | **Subtotal** | |  |  |
| **Server Software** |  |  |  |  |  |  |
|  |  |  | **Subtotal** | |  |  |
| **Storage** |  |  |  |  |  |  |
|  |  |  | **Subtotal** | |  |  |
| **Client Hardware** |  |  |  |  |  |  |
|  |  |  | **Subtotal** | |  |  |
| **Client Software** |  |  |  |  |  |  |
|  |  |  | **Subtotal** | |  |  |
| **Infrastructure** |  |  |  |  |  |  |
|  |  |  | **Subtotal** | |  |  |
| **Discounts** |  |  |  |  |  |  |
|  |  |  | **Subtotal** | |  |  |
|  |  |  |  |  |  |  |
| **Vendor Legend:**  **Notes:** 1: Prices and descriptions included couldn't be more random | | **Total Price** | | | **$0** | **$0** |
| **Total Discounts** | | | **$0** | **$0** |
| **Grand Total** | | | **$0** | **$0** |
| **3-yr Total Cost of Ownership** | | | | **$0** |
| **tpsHCI** | | | | **655.35** |
| **$ USD/tpsHCI** | | | | **$0** |

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| --- | --- | --- |
|  | **ABC Hyperia XP100 Virtuosa Nirvana 10.1** | TPCx-HCI 1.0 |
| TPC Pricing 0.0.0 |
| Report Date:  Nov 29, 2017 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Guest VM Details** | | | | | |
| **Database Manager** | **Memory (GB - Total)** | **vCPUs (Total)** | **DB Initial Size** | **Customers Configured** | **Customers Active** |
| DEF MoreSQL 1.0 | 128 GB | 12 | 555,345,678,901 | 125,000 | 125,000 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Transaction Response Times (in seconds)** | | | | |
| **Transaction Type** | **Min** | **Avg** | **90th%** | **Max** |
| Trade-Order | 0.003 | 0.025 | 0.048 | 0.440 |
| Trade-Result | 0.004 | 0.037 | 0.072 | 0.477 |
| Trade-Lookup | 0.001 | 0.105 | 0.206 | 0.758 |
| Trade-Update | 0.012 | 0.135 | 0.255 | 0.701 |
| Trade-Status | 0.001 | 0.012 | 0.023 | 0.400 |
| Customer-Position | 0.002 | 0.017 | 0.033 | 0.383 |
| Broker-Volume | 0.002 | 0.012 | 0.022 | 0.391 |
| Security-Detail | 0.003 | 0.025 | 0.048 | 0.423 |
| Market-Feed | 0.002 | 0.009 | 0.016 | 0.107 |
| Market-Watch | 0.000 | 0.012 | 0.024 | 0.440 |
| Data-Maintenance | 0.003 | 0.020 | 0.046 | 0.125 |

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| --- | --- | --- |
| **Transaction Mix** | | |
| **Transaction Type** | **Transaction Count** | **Mix Percentage** |
| Trade-Order | 405,742 | 10.030 |
| Trade-Result | 393,212 | 9.720 |
| Trade-Lookup | 365,118 | 9.026 |
| Trade-Update | 40,552 | 1.002 |
| Trade-Status | 730,283 | 18.053 |
| Customer-Position | 608,569 | 15.044 |
| Broker-Volume | 158,299 | 3.913 |
| Security-Detail | 648,920 | 16.042 |
| Market-Feed | 4,800 | 0.119 |
| Market-Watch | 689,743 | 17.051 |
| Data-Maintenance | 80 | N/A |

|  |  |
| --- | --- |
| **Total Transactions** | 4,045,238 |
| **Measurement Interval** | 00:10:00 |
| **Business Recovery Time** | 12:34:56 |
| **Data Accessibility Test Resilience Recovery Time** | 12:34:56 |
| **Redundancy Level Details** | All storage was configured with redundancy level 1 |
| **Auditor** |  |