

# Drilling Through The Stack



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THE BEST-RUN BUSINESSES RUN SAP™



## **Where I come from**

Layered stacks

Violating layers for fun and profit

The mother of all stacks: Future Internet

- 12+ million users
- 121,000 installations
- 75,000 customers
- 140 countries
- 26 industry-specific business solutions
- 1 Software stack

# The kinds of problems we handle



## Business Intelligence

> Analytics over > ~50 TB data in memory with BIA

## Human Capital Management

Payroll calculations for 500,000 employees in 3 hours

## Consumer Products

1.4 million sales order line items per day

## Portal

300,000 users

## Banking

40 million customers – up to 8 million transactions an hour

## Utilities

25 million business partners – 85 million service and sales orders per year



## Supply Chain Management

4.5M characteristic combinations & 512 GB - 1TB memory in live cache

## Enterprise Resource Planning

A customer with 5 users on a laptop

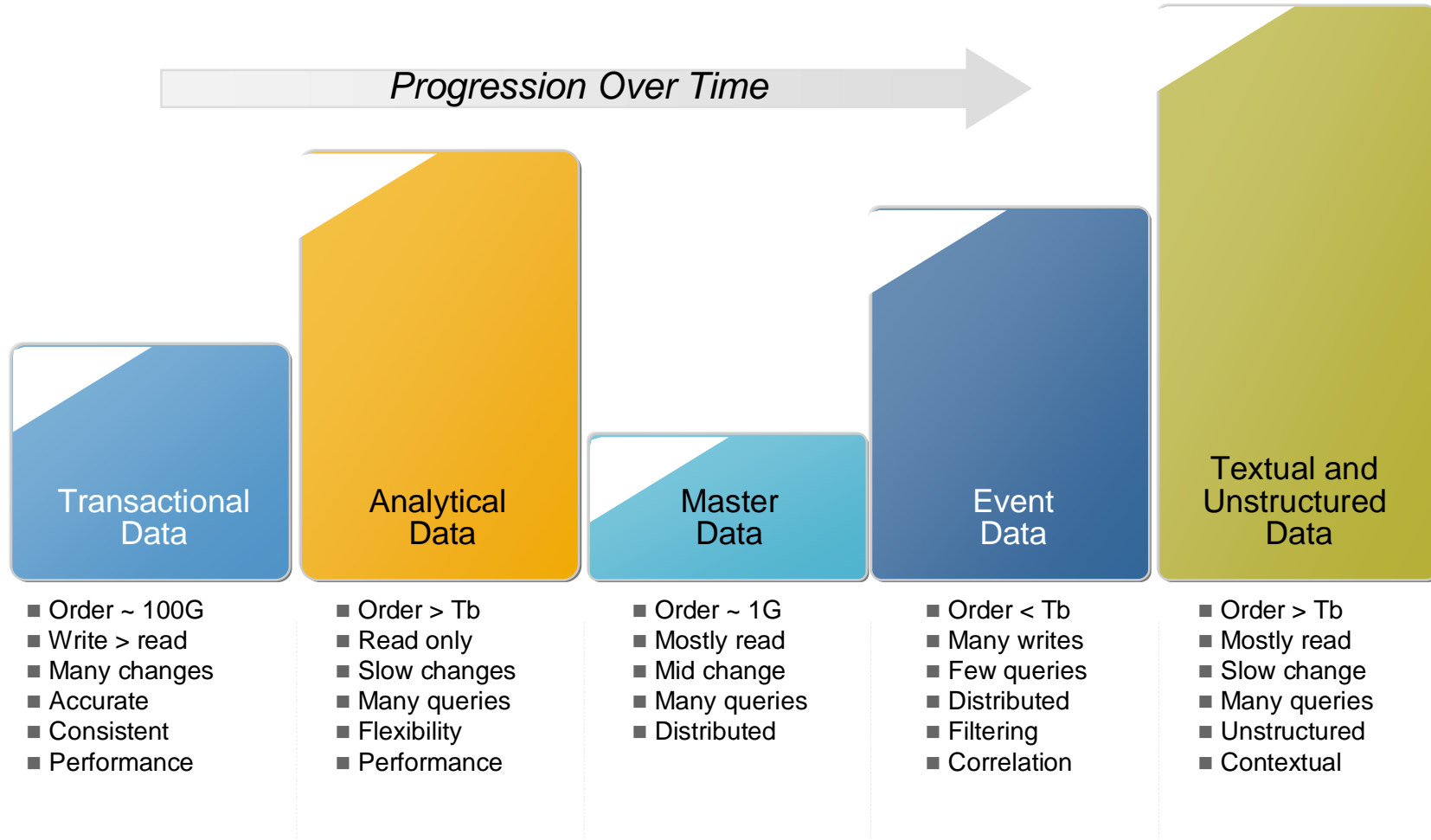
## Engineering & Construction

5,000 concurrent active users

# Lots of data...One size doesn't fit all



Different types of data impose different requirements & different optimizations





Where I come from

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# Example: Single machine stack



**Application**

**App Server**

**Libraries**

**Operating System**

**Processor/Memory**

**File System or  
Database**

**Storage Controller**

**Block level storage**

Good engineering practice

Hides complexity

Allows interchangeability

Allows for virtualization



## Some concerns span layers

- Non-functional properties

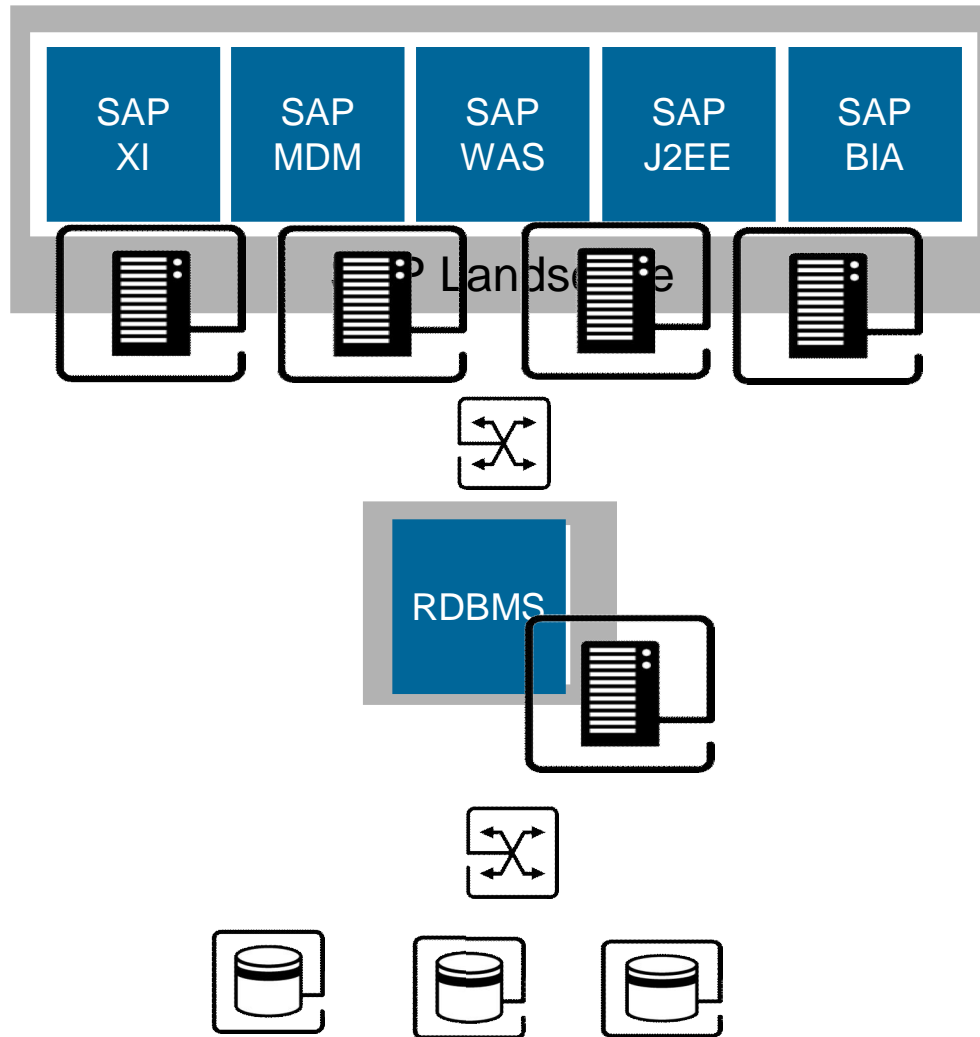
## Layer contracts can become obsolete over time

- Virtualization
- Shift of responsibilities

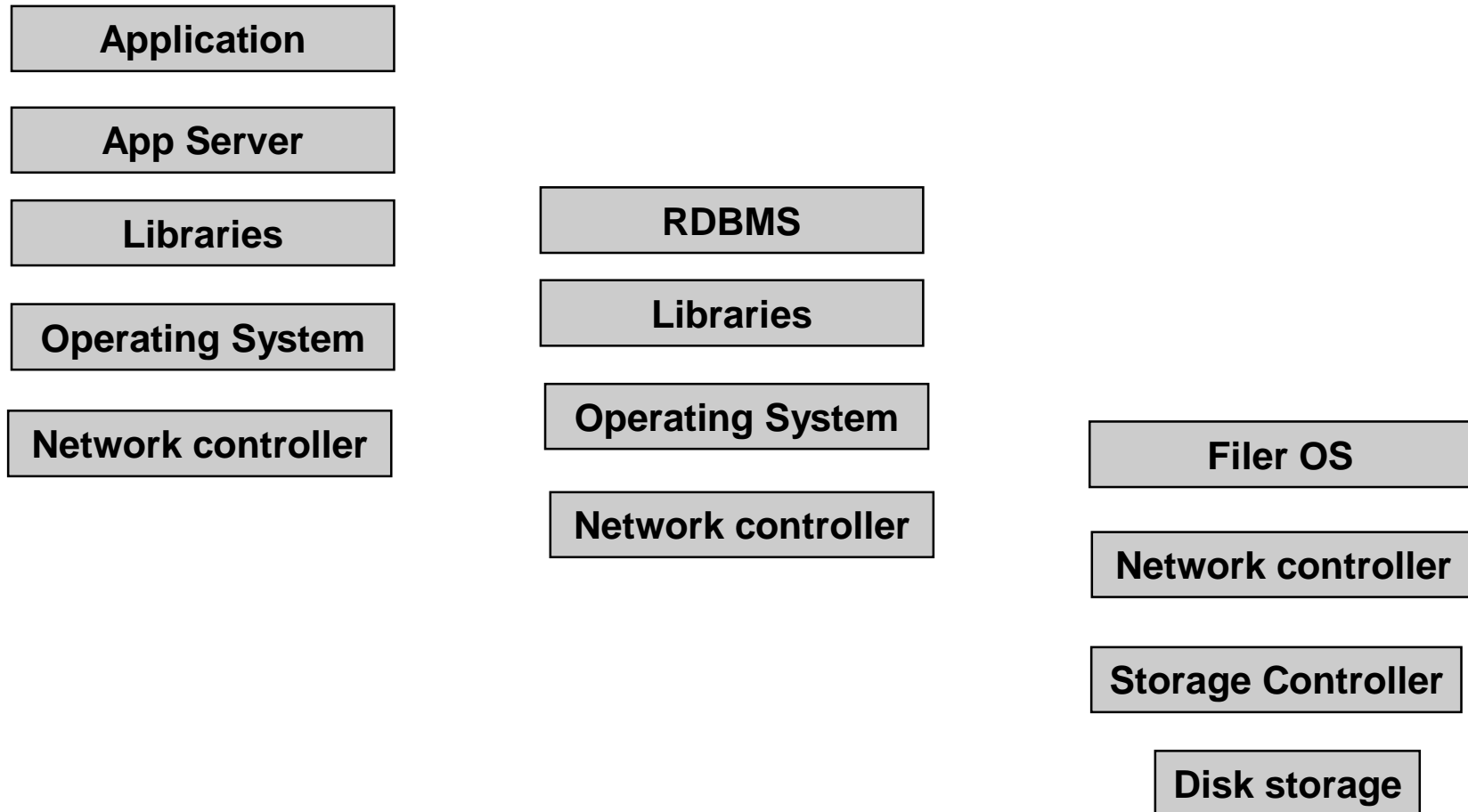
## Layering can hide important things

- Error handling
- Optimization opportunities

# Digression: SAP Landscape in 30 seconds



# „Machine“ Stack, more realistically





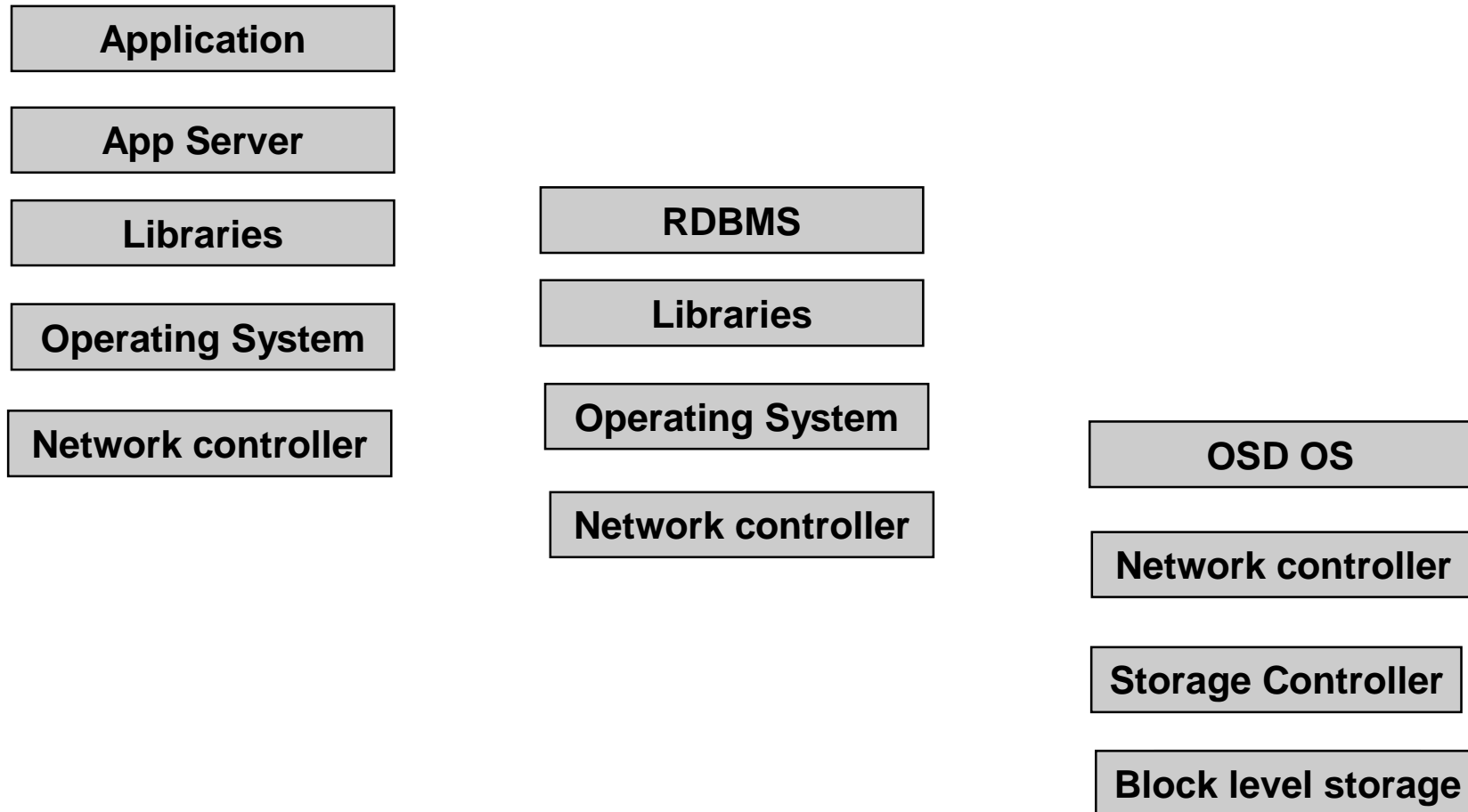
Where I come from

Layered stacks

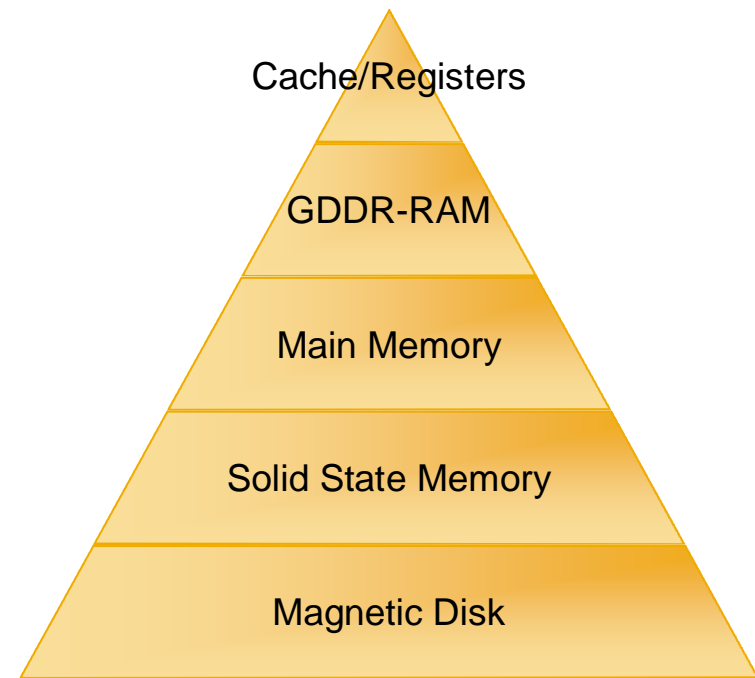
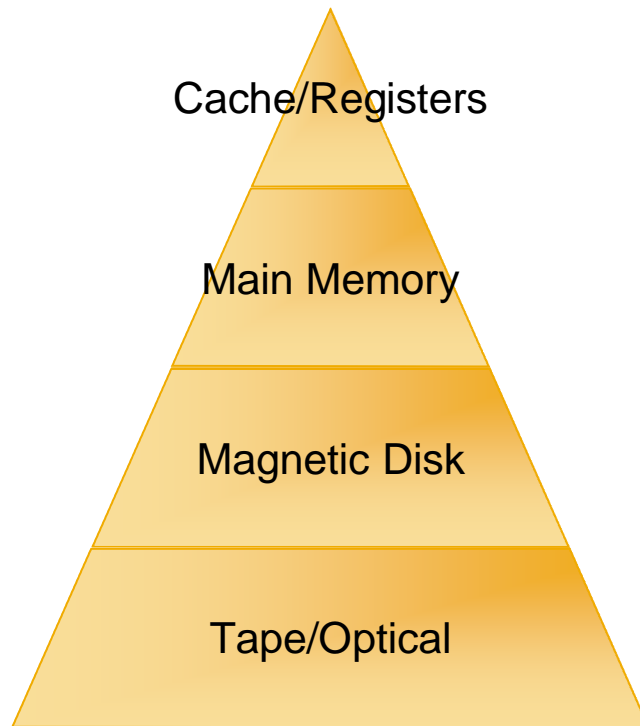
**Violating layers for fun and profit**

The mother of all stacks: Future Internet

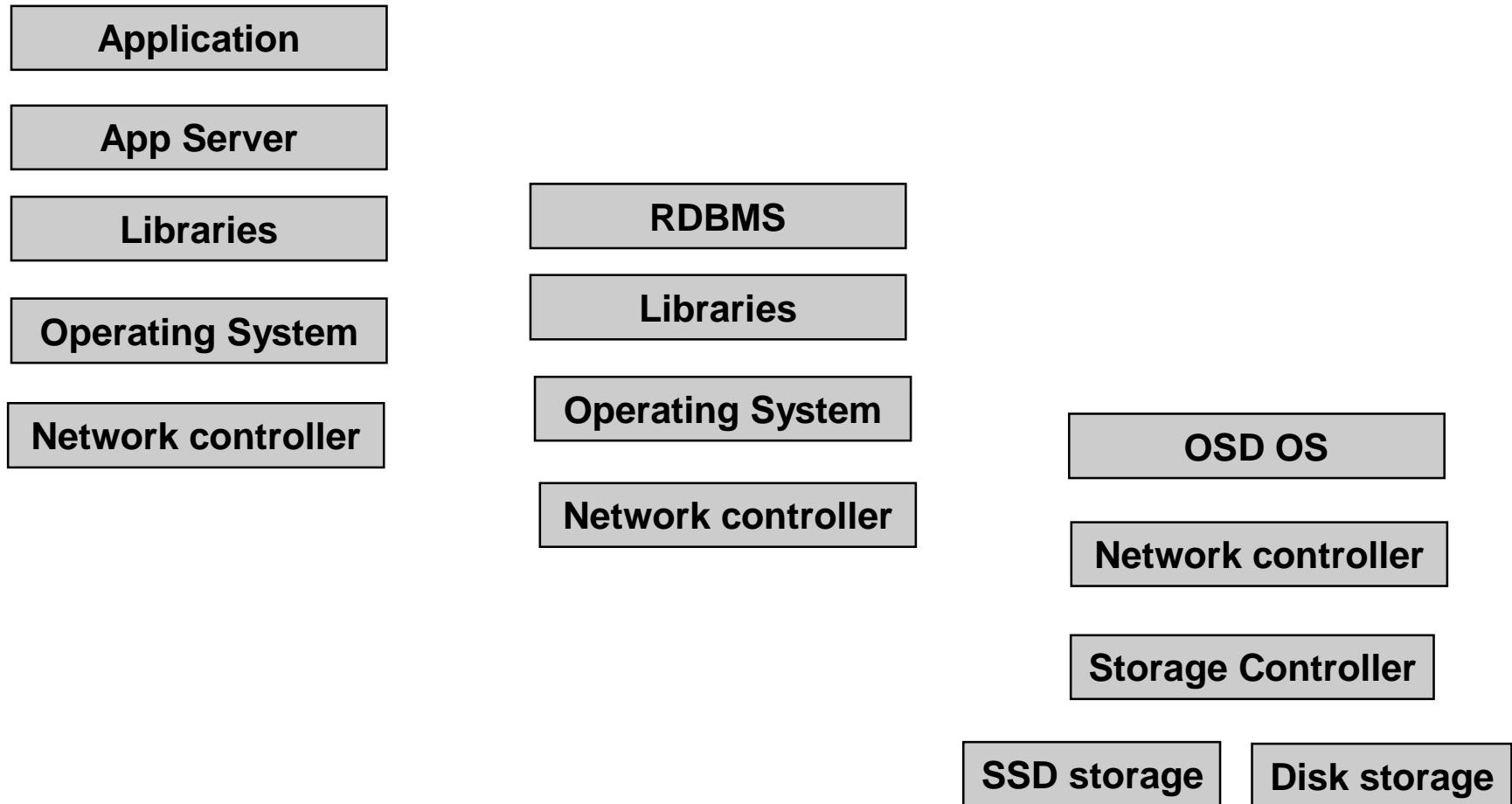
# Playing With The Stack



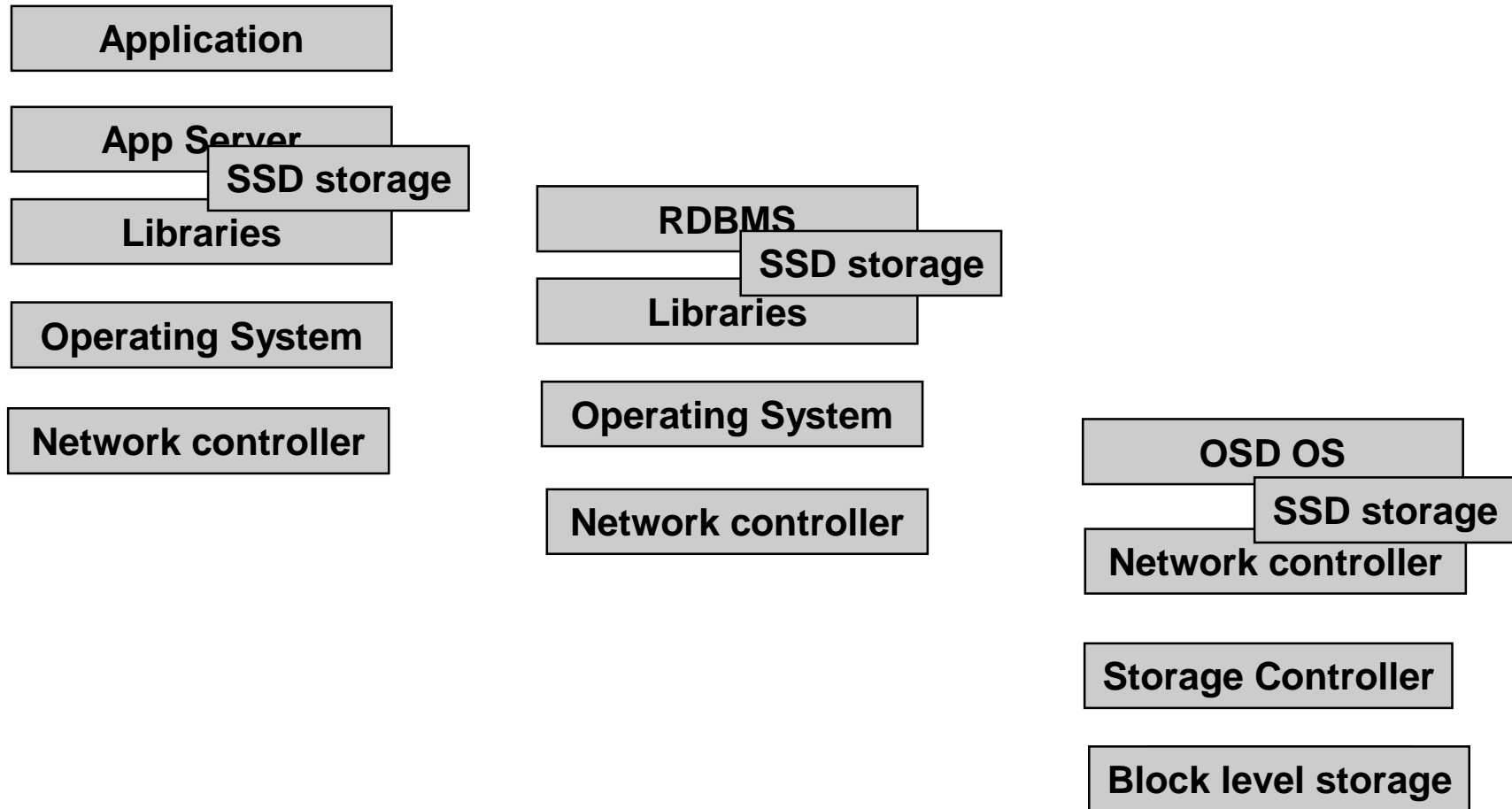
# Introducing New Hardware



# The „common“ but stupid layering

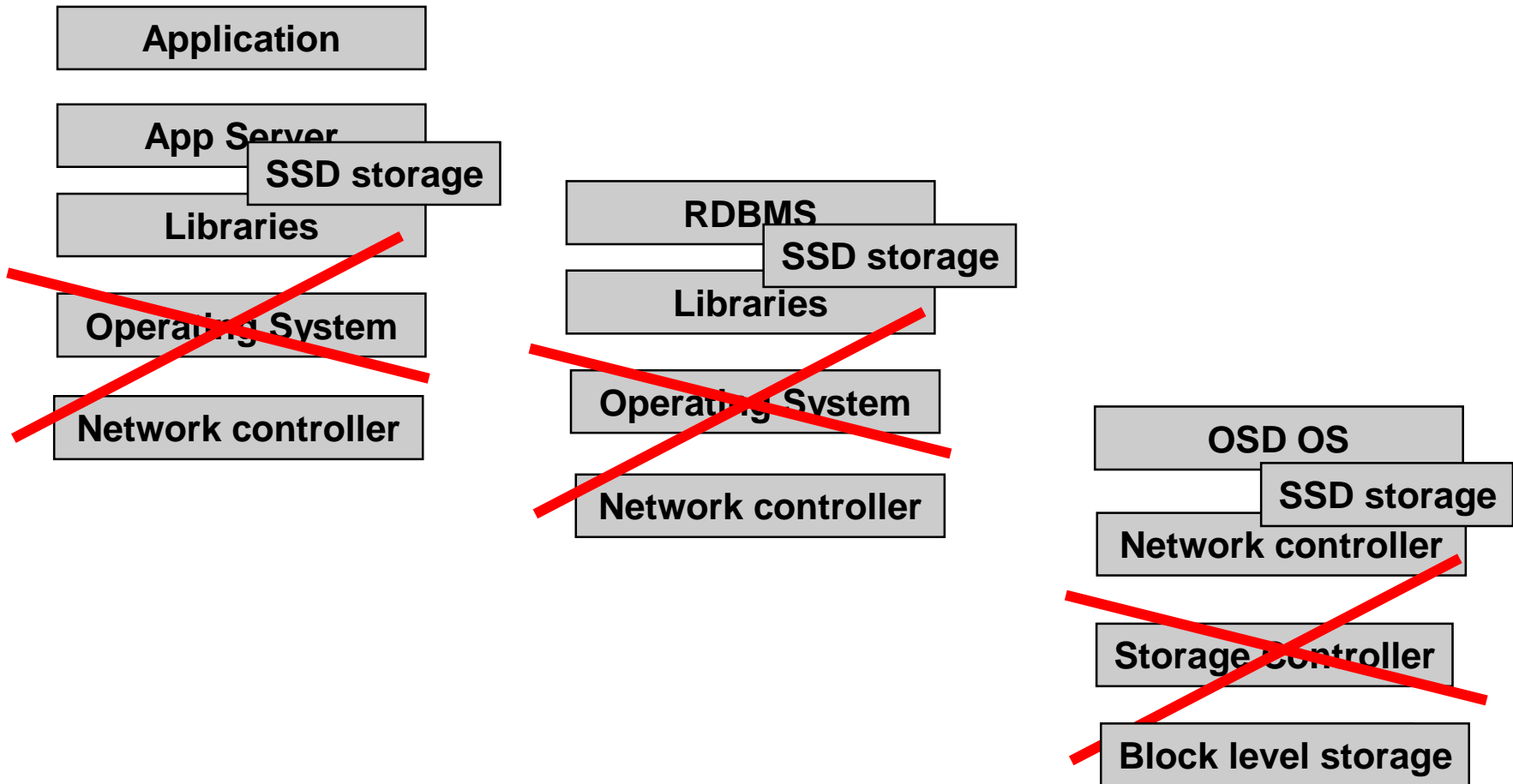


# The „interesting“ shift of layers





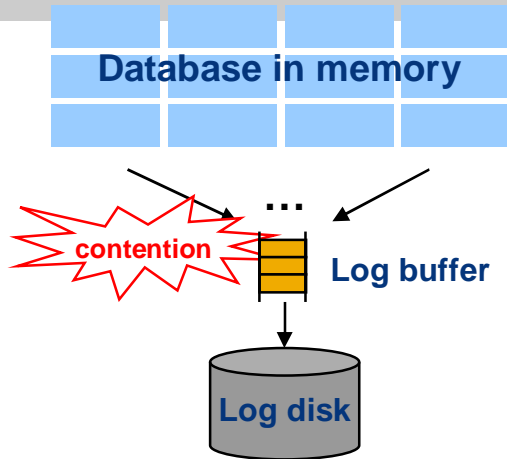
# Eliminating layers



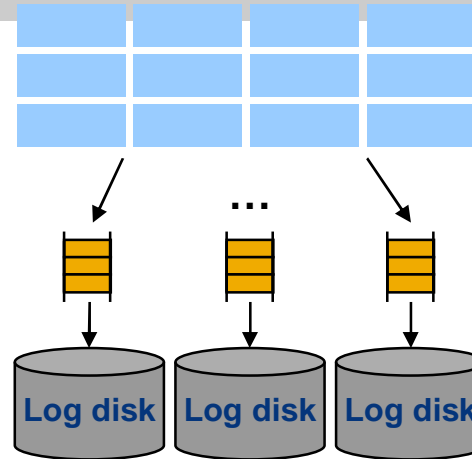
# Transactions and Parallelism



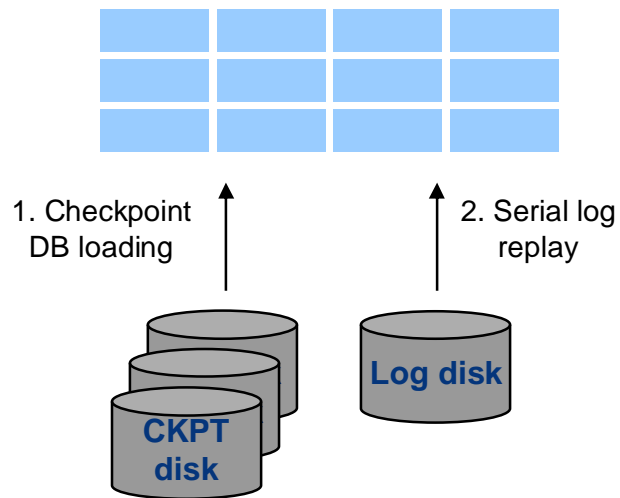
**Single-volume logging**



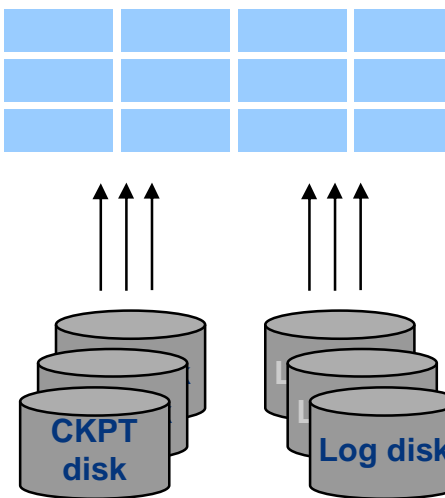
**Parallel logging**



**Serial restart**



**Parallel restart**

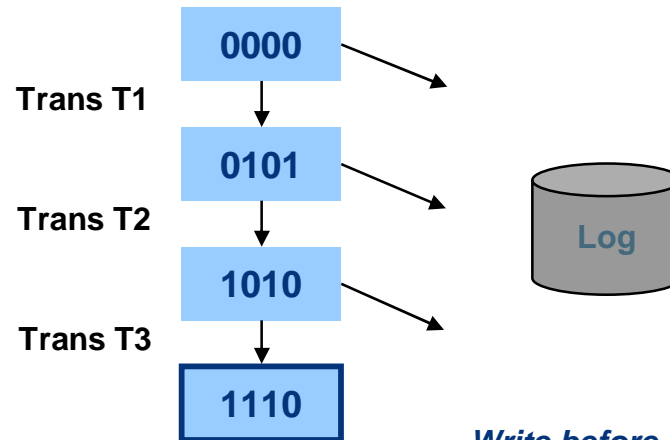


# Textbook Transactions

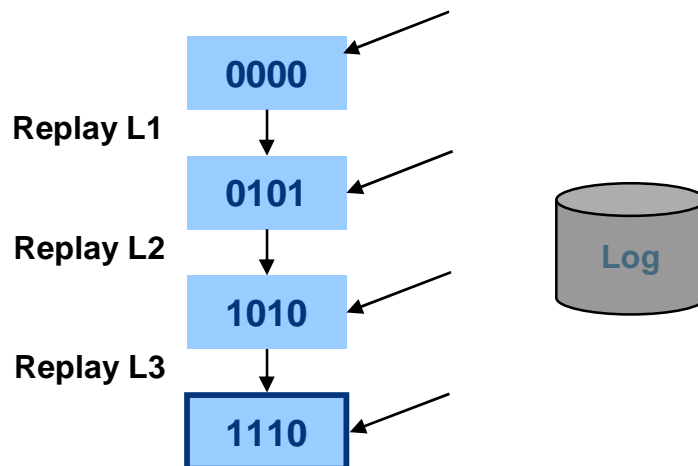


## Image of a record

### Transactional log generation



*Write before-update image and after-update image ordered into log*



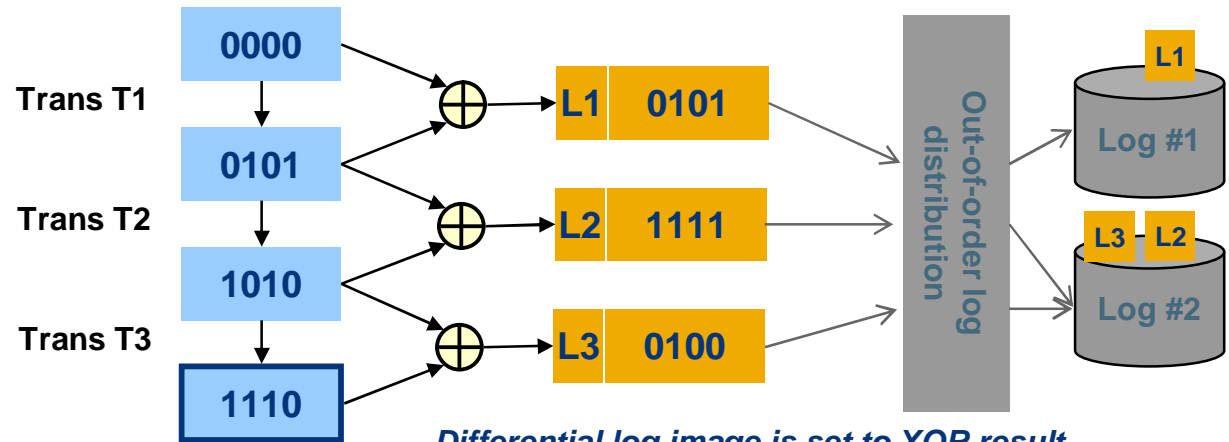
**Recovery by log replay**

# Eliminate Ordering Constraint



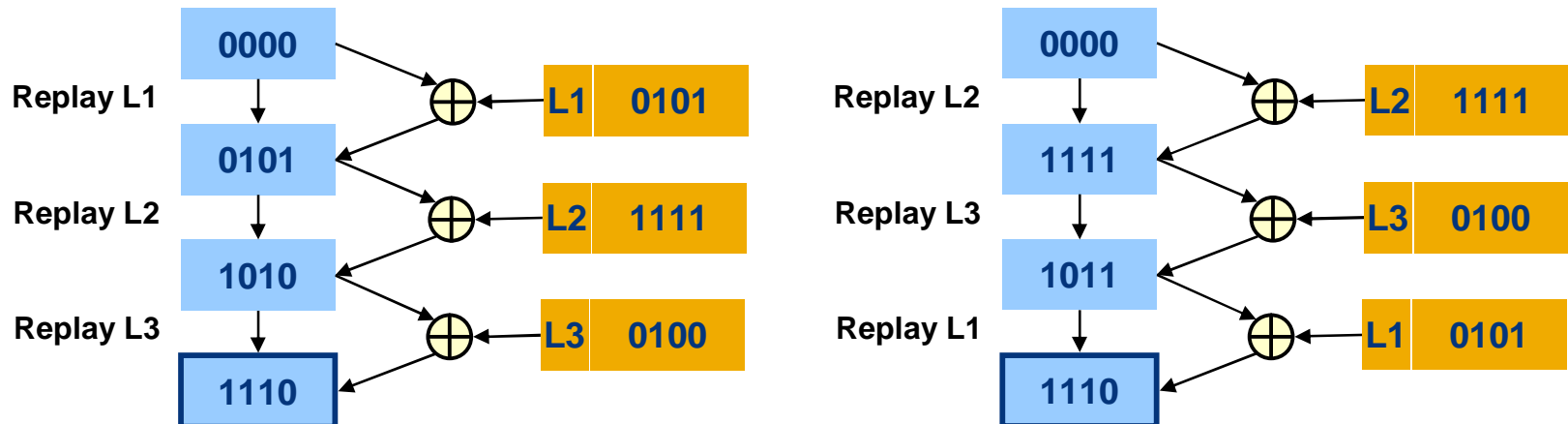
Image of a record

Differential log generation



*Differential log image is set to XOR result between before-update image and after-update image*

Out-of-order log replay

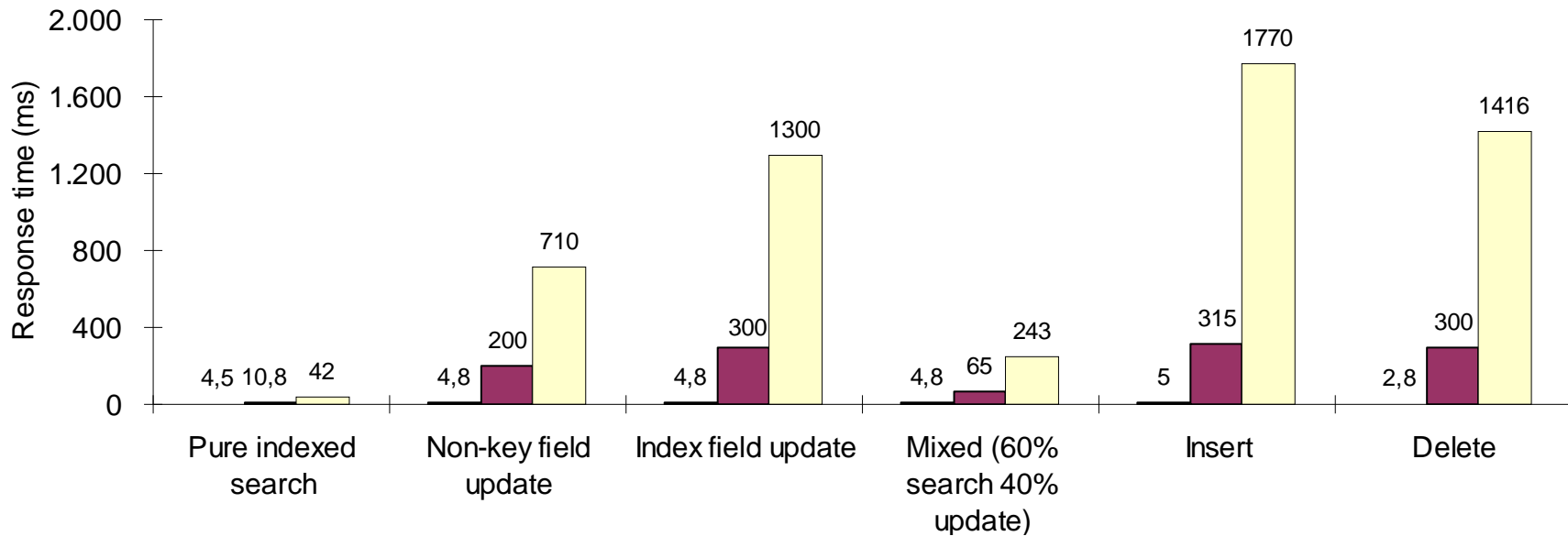
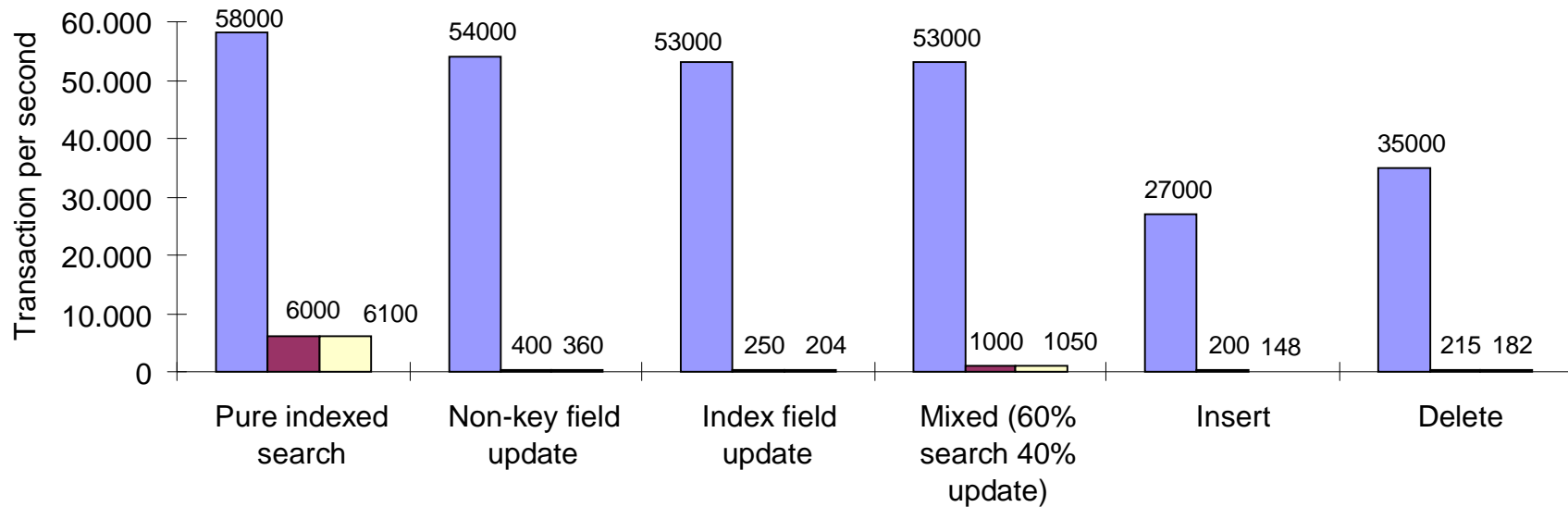


*Regardless of the log replay order, the same consistent record image is recovered*

# Results: new DBMS vs traditional DBMS



4 Processor 700 Mhz Xeon, 4 log disks



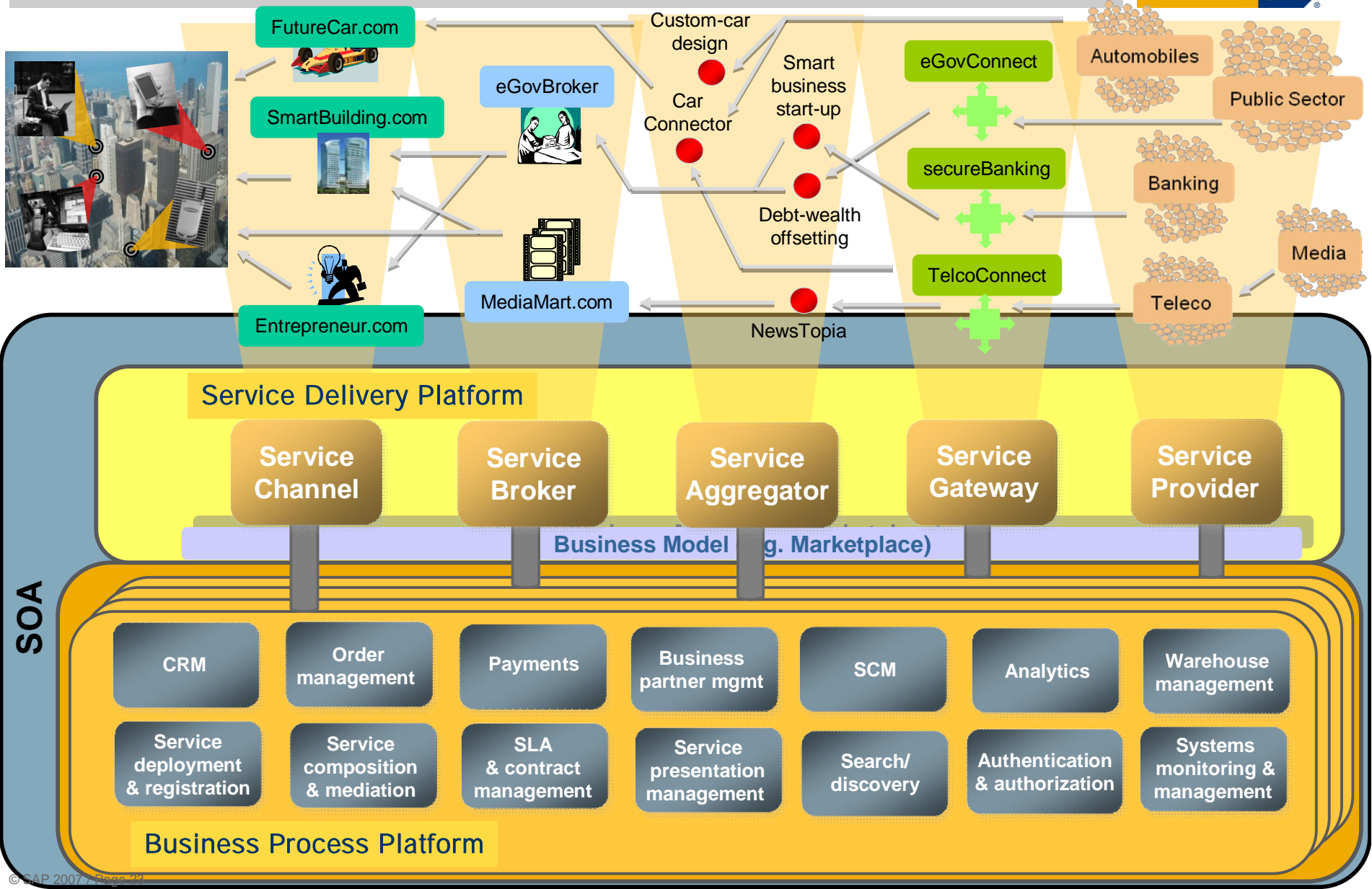
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# Future Internet: Service Webs



# Chasing nonfunctional properties through the stacks

