

# The Million Point PI System PI Server 3.4

Jon Peterson

Rulik Perla

Denis Vacher

## Agenda

- The
- New
- PI
- Server
- Version
- 3.4
- Performance, Reliability, Scalability

## What to expect from PI 3.4?

- Faster Data Archive
  - Up to ten times the input rates
  - Concurrency & better caching on data retrieval
- Increased Reliability
  - Better handling of overloads or failures
- Higher Point Count
  - Less memory usage allows for larger systems
  - Up to 2 million points
- Already in Beta
  - Our automated tests provide for shorter release cycle

# Architectural Changes

- Multi-threading of the PI3 Subsystems
  - Removes concurrency bottlenecks
  - Makes full use of multi-processor machines
- Shared memory event queue
  - More robust, much faster, even more transparent
- Data archive improvements
  - Better use of memory resources improves performance and control
  - Disk record insertion/deletion

#### **DEMO** 3.3 vs. 3.4

- Identical 150K point systems on identical hardware
- Concurrent Archive Access

## **Multi-Threading**

- Concurrency
  - Multiple archive queries/calculations
  - More concurrent users
  - System availability during archive shifts and backups
- Scalability
  - Better use of multi-processor machines
- Thread Management Tools
  - Add/remove threads, change priorities

# Shared Memory Event Queue

- Much higher data throughput
- Data persistency on disk
- Minimal use of system resources
  - Same number of I/Os during normal operation and system overloads
- Maximum size of 128GB
  - (in the initial version, ~5 billion events)

#### Archive Cache Enhancements

- Reduced Memory Requirements
  - Support for variable-size cache records
  - Read-only record pool for faster data retrieval
- Physical Disk Write Control
  - By time similar to previous versions – but much more precise
  - By number of events
- Memory Usage Control
  - Automatic and configurable adjustments and safeguards

#### Other Archive Goodies

- Out-of-order Data Processing
  - No more cascades! unless you want them
- Actual Record Deletion
- Archive Offline Markers
  - No more interpolation between unregistered archives
- 64-bit Archive File Access
  - Larger file (up to 2TB)
  - Unlimited number of archive files

# Archive Monitoring and Control

- Activity Grid
  - Per point or per user real-time analysis
- Archive and Event Queue Statistics
- Configurable Parameters
  - Cache management
  - Shift management
  - Offline markers and record insertion

# Base Subsystem

- Flexible In-memory Databases
- Multi-threading
  - Faster user validation
  - Concurrent tag searches
- Not Involved in Archive File Initialization
- Faster Startup
  - Faster and more reliable backups

#### Other Enhancements

- Batch and Module Database
  - Performance enhancements
  - Auditing
- Increased Console Security
  - Plconfig optional login
- Summary Data Retrieval from COM Connectors
- Full Binary Compatibility with PI 3.3

# **Tuning**

- No Need to do it!
  - Almost always you can leave the defaults <sup>©</sup>
- Many Analysis Tools
  - Command-line utilities
  - IT Monitor
  - PI System Management Tools

#### Limitations

- Exceeding the 2GB Virtual Memory Limit
- Physical Memory Usage
- Large Systems Considerations
  - Point DB loading
  - Bulk point creation/editing
  - Archive data rates
- Applies to Very Large Systems
  - Optional boot with /3GB user space
- 64-bit OS Eliminates These Limitations

#### PI Server 3.5 Features

- Point Class Editing
- Backup Subsystem
  - On-line backup, Microsoft VSS support
- Custom Indexing
- Future Data Support
- Further Integration with NT security
- Windows 64-bit support

Most of these already in development!

# Live System

- 1.5 Million Points and growing...
- Windows 2000 Advanced Server
- Dual 1GHz Server with 4GB RAM (hardware valued at a mere \$3,000)
- 25-100k Events/sec into the PI Archive

#### PI 3.4: Million Points and More

- Concurrent Access
- 2 Million Points
- 100K Events/second
- Increased Reliability

Beta Now. Target Release July 2003

#### **Questions?**

#### "The PI Server is your RtPM backbone"

