

The Best I/O is no I/O (also to save CPU time)

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White paper

Every Performance Analyst knows that I/O is crucial for applications performance. The obvious reason is the difference in speed between the hardware resources: CPU cycles are measured in nanoseconds or less, memory access in microseconds or less, I/Os are still measured in milliseconds.

It is also common sense the fact that issuing an I/O implies some CPU consumption. What is not so clear is: how much CPU is required for an I/O to complete ?

This paper will describe the results of a real life experience at a customer site. Starting from an “out of the range” value of the EPV IOC index, an error has been discovered in the system parameters. By correcting the error a big amount of I/O and a significant amount of CPU has been saved.