



## **DB2 and Memory Exploitation - Part 2**

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### **1 Introduction**

For many years z/OS and DB2 system programmers have been fighting for memory: the first to defend the limited amount of memory available on the system, the latter to try to enlarge the DB2 pools in order to improve performance.

Thanks to the technological evolution this fight should make no sense anymore. A huge amount of memory is now available to the z/OS systems and subsystems and, with the z13 machines, the memory price has also become three times cheaper than the previous machine generation.

However old habits are very difficult to change so it's still pretty common to see DB2 subsystems suffering for lack of storage even if a lot of memory is available, and unused, in the z/OS system.

It's important to be aware that DB2 memory exploitation can provide:

- better application performance;
- reduced I/O activity;
- reduced CPU consumptions.

In this paper we will discuss the available measurement which can be used to understand if DBD, Skeleton pools, Global Dynamic Statement Cache and Buffer Pools performance can be improved by exploiting the available memory.