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Makes performance analysis and queueing theory concepts simple to understand and available to anyone with a background in high school algebra Presents the practical application of these concepts in the context of modern, distributed, computer system designs Packed with helpful examples that are based on the author's experience analyzing the performance of large-scale systems over the past 20 years.

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To solve performance problems in modern computing infrastructures, often comprising thousands of servers running hundreds of applications, spanning multiple tiers, you need tools that go beyond mere reporting. You need tools that enable performance analysis of application workflow across the entire enterprise. That's what PDQ (Pretty Damn Quick) provides. PDQ is an open-source performance analyzer based on the paradigm of queues. Queues are ubiquitous in every computing environment as buffers, and since any application architecture can be represented as a circuit of queueing delays, PDQ is a natural fit for analyzing system performance. Building on the success of the first edition, this considerably expanded second edition now comprises four parts. Part I contains the foundational concepts, as well as a new first chapter that explains the central role of queues in successful performance analysis. Part II provides the basics of queueing theory in a highly intelligible style for the non-mathematician; little more than high-school algebra being required. Part III presents many practical examples of how PDQ can be applied. The PDQ manual has been relegated to an appendix in Part IV, along with solutions to the exercises contained in each chapter. Throughout, the Perl code listings have been newly formatted to improve readability. The PDQ code and updates to the PDQ manual are available from the author's web site at www.perfdynamics.com

Sets out the fundamental techniques used in analyzing and understanding the performance of computer systems.

Table of contents

Engineering mechanics is one of the fundamental branches of science that is important in the education of professional engineers of any major. Most of the basic engineering courses, such as mechanics of materials, fluid and gas mechanics, machine design, mechatronics, acoustics, vibrations, etc. are based on engineering mechanics courses. In order to absorb the materials of engineering mechanics, it is not enough to consume just theoretical laws and theorems—a student also must develop an ability to solve practical problems. Therefore, it is necessary to solve many problems independently. This book is a part of a four-book series designed to supplement the engineering mechanics courses. This series instructs and applies the principles required to solve practical engineering problems in the following branches of mechanics: statics, kinematics, dynamics, and advanced kinetics. Each book contains between 6 and 8 topics on its specific branch and each topic features 30 problems to be assigned as homework, tests, and/or midterm/final exams with the consent of the instructor. A solution of one similar sample problem from each topic is provided. This first book contains seven topics of statics, the branch of mechanics concerned with the analysis of forces acting on construction systems without an acceleration (a state of the static equilibrium). The book targets the undergraduate students of the sophomore/junior level majoring in science and engineering.

Part I: An Overview of Performance Evaluation · Common Mistakes and How to Avoid Them · Selection of Techniques and Metrics · MEASUREMENT TECHNIQUES AND TOOLS · Types of Workloads · Workload Characterization Techniques · Monitors · Ratio GamesPart II: Probability Theory and Statistics · Summarizing Measured Data · Simple Linear Regression Models · Other Regression ModelsPart III: Experimental Design and Analysis · One-Factor Experiments · Two-Factor Full Factorial Design without Replications · Two-Factor Full Factorial Design with ReplicationsPart IV: Simulation · Analysis of Simulation Results · Testing Random-Number Generators · Commonly Used DistributionsPart V: Queuing Models · Analysis of a Single Queue · Operational Laws · Convolution Algorithm

"Large-scale enterprise, cloud, and virtualized computing systems have introduced serious performance challenges. Now, internationally renowned performance expert Brendan Gregg has brought together proven methodologies, tools, and metrics for analyzing and tuning even the most complex environments. Systems Performance: Enterprise and the Cloud focuses on Linux ® and Unix ® performance, while illuminating performance issues that are relevant to all operating systems. You'll gain deep insight into how systems work and perform, and learn methodologies for analyzing and improving

system and application performance. Gregg presents examples from bare-metal systems and virtualized cloud tenants running Linux-based Ubuntu ® , Fedora ® , CentOS, and the illumos-based Joyent ® SmartOSTM and OmniTI OmniOS ® . He systematically covers modern systems performance, including the "traditional" analysis of CPUs, memory, disks, and networks, and new areas including cloud computing and dynamic tracing. This book also helps you identify and fix the "unknown unknowns" of complex performance: bottlenecks that emerge from elements and interactions you were not aware of. The text concludes with a detailed case study, showing how a real cloud customer issue was analyzed from start to finish."--Back cover.

A book for experts and practitioners, emphasizing the intuition and reasoning behind definitions and derivations related to evaluating computer systems performance.

The end of dramatic exponential growth in single-processor performance marks the end of the dominance of the single microprocessor in computing. The era of sequential computing must give way to a new era in which parallelism is at the forefront. Although important scientific and engineering challenges lie ahead, this is an opportune time for innovation in programming systems and computing architectures. We have already begun to see diversity in computer designs to optimize for such considerations as power and throughput. The next generation of discoveries is likely to require advances at both the hardware and software levels of computing systems. There is no guarantee that we can make parallel computing as common and easy to use as yesterday's sequential single-processor computer systems, but unless we aggressively pursue efforts suggested by the recommendations in this book, it will be "game over" for growth in computing performance. If parallel programming and related software efforts fail to become widespread, the development of exciting new applications that drive the computer industry will stall; if such innovation stalls, many other parts of the economy will follow suit. The Future of Computing Performance describes the factors that have led to the future limitations on growth for single processors that are based on complementary metal oxide semiconductor (CMOS) technology. It explores challenges inherent in parallel computing and architecture, including ever-increasing power consumption and the escalated requirements for heat dissipation. The book delineates a research, practice, and education agenda to help overcome these challenges. The Future of Computing Performance will guide researchers, manufacturers, and information technology professionals in the right direction for sustainable growth in computer performance, so that we may all enjoy the next level of benefits to society.

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