Oracle9*i*™ Application Server

Oracle HTTP Server powered by Apache Performance Guide

Release 1.0.2 for Sun SPARC Solaris

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Oracle 9*i* Application Server Oracle HTTP Server powered by Apache Performance Guide, Release 1.0.2

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Preface

Audience

This guide is written for Oracle 9*i* Application Server developers and system administrators who are responsible for configuring and tuning the Oracle HTTP Server powered by Apache.

Assumptions

There are many sources of information on configuring and tuning web servers, Apache in particular. This guide refers to those sources when expedient, and, where practical, quantifies the performance gains resulting from configuration actions found in those sources. Any recommendations not validated by our in-house testing are cited as such, with attribution to the original source.

All of our in-house tests were run on a dedicated 100 Mbps network, in order to achieve repeatable test results. Your results will vary based on network configuration and contention characteristics. *Sun Performance and Tuning: Java and the Internet* by Adrian Cockroft and Richard Petit provides a good discussion of the impact of different network configurations on performance.

Conventions

This manual uses the following typographical conventions:

Convention	Example	Explanation
bold	**tnsnames.ora** **runInstaller** **www.oracle.com**	Identifies file names, utilities, processes, and URLs
italics	*file1*	Identifies a variable in text; replace this place holder with a specific value or string.
angle brackets	`<filename>`	Identifies a variable in code; replace this place holder with a specific value or string.
courier	`./httpd -d .`	Text or a command to be entered exactly as it appears. Also used for functions.
square brackets	`[-c string]`	Identifies an optional item.
	`[on|off]`	Identifies a choice of optional items, each separated by a vertical bar (|), any one option can be specified.
braces	`{yes|no}`	Identifies a choice of mandatory items, each separated by a vertical bar (|).
ellipses	n,...	Indicates that the preceding item can be repeated any number of times.

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The term, **oracle**, refers to an executable or account by that name.

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1

Performance Overview

This chapter discusses performance and tuning concepts, and briefly describes Oracle 9*i* Application Server architecture.

Contents

Performance Terms

Following are performance terms used in this book:

concurrency The ability to handle multiple requests simultaneously. Threads and processes are examples of concurrency mechanisms.

latency The time that one system component spends waiting for another component in order to complete the entire task. Latency can be defined as wasted time. In networking discussions, latency is defined as the travel time of a packet from source to destination.

response time The time between the submission of a request and the completion of the response.

scalability The ability of a system to provide throughput in proportion to, and limited only by, available hardware resources.

A scalable system is one that can handle increasing numbers of requests without adversely affecting response time and throughput.

service time The time between the initiation and completion of the response to a request.

think time The time the user is not engaged in actual use of the processor.

throughput The number of requests processed per unit of time.

wait time The time between the submission of the request and initiation of the response.

What is Performance Tuning?

Performance must be built in. You must anticipate performance requirements during application analysis and design, and balance the costs and benefits of optimal performance (see "Setting Performance Targets" on page 1-7). This section introduces some fundamental concepts:

- Response Time
- System Throughput

- Wait Time
- Critical Resources
- Effects of Excessive Demand
- Adjustments to Relieve Problems

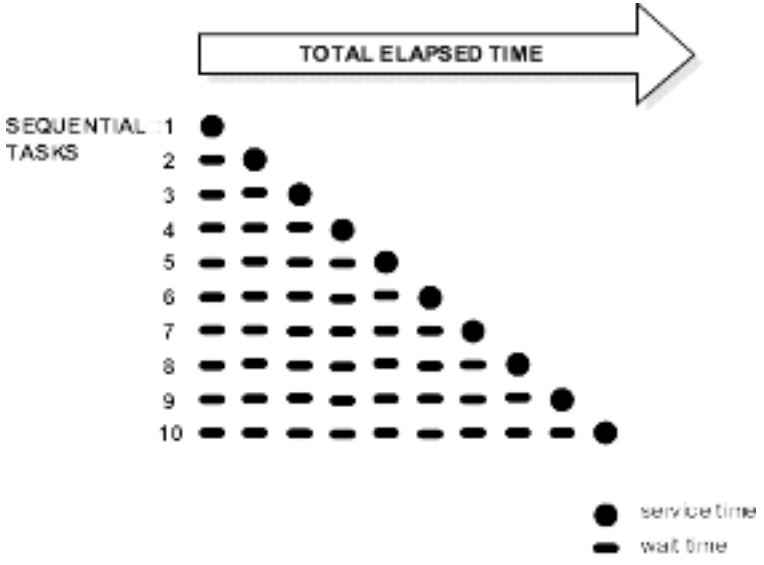
Response Time

Because response time equals service time plus wait time, you can increase performance in this area by:

- Reducing wait time
- Reducing service time

Figure 1–1 illustrates ten independent tasks competing for a single resource.

Figure 1–1 Sequential processing of independent tasks



In this example, only task 1 runs without waiting. Task 2 must wait until task 1 has completed; task 3 must wait until tasks 1 and 2 have completed, and so on. (Although the figure shows the independent tasks as the same size, the size of the tasks will vary.)

In parallel processing with multiple resources, more resources are available to the tasks. Each independent task executes immediately using its own resource: no wait time is involved.

System Throughput

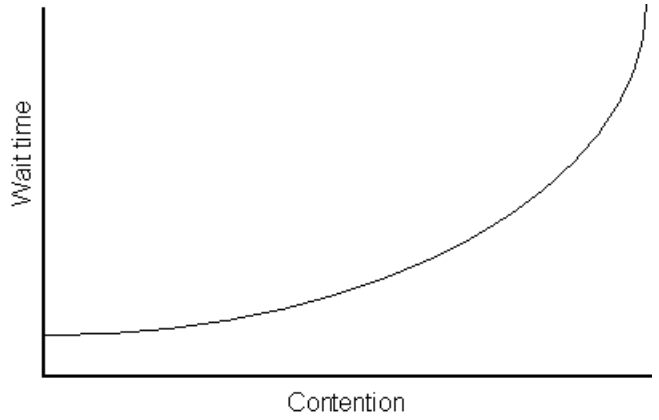
System throughput is the amount of work accomplished in a given amount of time. You can increase throughput by:

- Reducing service time
- Reducing overall response time by increasing the amount of scarce resources available. For example, if the system is CPU bound, and you can add more CPUs.

Wait Time

While the service time for a task may stay the same, wait time will lengthen with increased contention. If many users are waiting for a service that takes one second, the tenth user must wait 9 seconds. Figure 1–2 shows the relationship between wait time and resource contention.

Figure 1–2 Wait time rising with increased contention for a resource



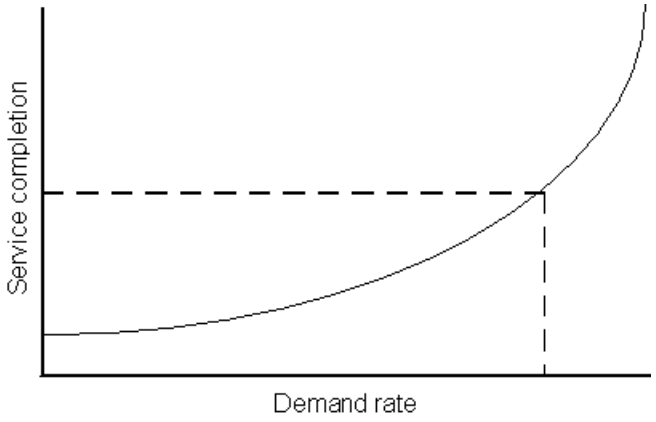
Critical Resources

Resources such as CPU, memory, I/O capacity, and network bandwidth are key to reducing service time. Adding resources increases throughput and reduces response time. Performance depends on these factors:

- How many resources are available?
- How many clients need the resource?
- How long must they wait for the resource?
- How long do they hold the resource?

Figure 1–3 shows that as the number of units requested rises, the time to service completion rises.

Figure 1–3 Time to service completion vs. demand rate



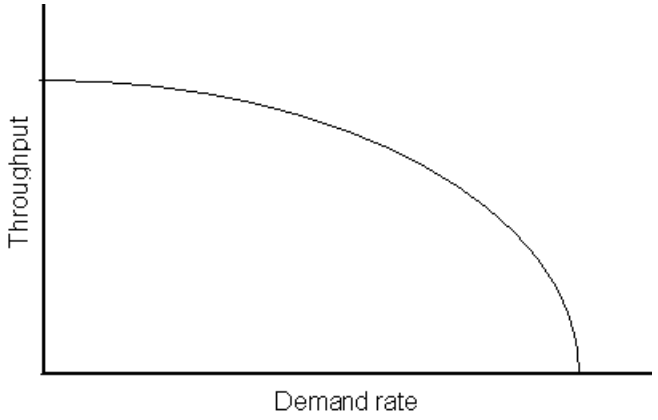
To manage this situation, you have two options:

- Limit demand rate to maintain acceptable response times
- Add resources

Effects of Excessive Demand

Excessive demand increases response time and reduces throughput, as shown in Figure 1–4. If there is any possibility of the demand rate exceeding the achievable throughput, a demand limiter (such as MaxClients in the Oracle HTTP Server and security.maxConnections in JServ) is essential. Look at the possible demands that may be placed on the system and design the application or configure the system with these constraints in mind.

Figure 1–4 Increased Demand/Reduced Throughput



Adjustments to Relieve Problems

Performance problems can be relieved by making adjustments in the following areas:

unit consumption	Reducing the resource (CPU, memory) consumption of each request can improve performance. This might be achieved by pooling and caching.
functional demand	Rescheduling or redistributing the work will relieve some problems.
capacity	Increasing or reallocating resources (e.g., CPUs) relieves some problems.

Setting Performance Targets

Whether you are designing or maintaining a system, you should set specific performance goals so that you know how and what to optimize. If you alter parameters without a specific goal in mind, you can waste time tuning your system without significant gain.

An example of a specific performance goal is an order entry response time under three seconds. If the application does not meet that goal, identify the cause (for example, I/O contention), and take corrective action. During development, test the application to determine if it meets the designed performance goals.

Tuning usually involves a series of trade-offs. Once you have determined the bottlenecks, you may have to modify performance in some other areas to achieve the desired results. For example, if I/O is a problem, you may need to purchase more memory or more disks. If a purchase is not possible, you may have to limit the concurrency of the system to achieve the desired performance. However, if you have clearly defined goals for performance, the decision on what to trade for higher performance is simpler because you have identified the most important areas.

Setting User Expectations

Application developers, database administrators, and system administrators must be careful to set appropriate performance expectations for users. When the system carries out a particularly complicated operation, response time may be slower than when it is performing a simple operation. Users should be made aware of which operations might take longer.

Evaluating Performance

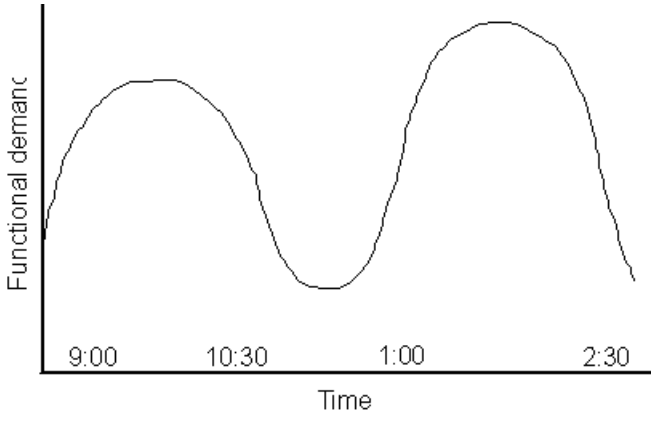
With clearly defined performance goals, you can readily determine when performance tuning has been successful. Success depends on the functional objectives you have established with the user community, your ability to measure whether or not the criteria are being met, and your ability to take corrective action to overcome any exceptions.

Ongoing performance monitoring enables you to maintain a well tuned system. Keeping a history of the application's performance over time enables you to make useful comparisons. With data about actual resource consumption for a range of loads, you can conduct objective scalability studies and from these predict the resource requirements for anticipated load volumes.

Performance Methodology

Achieving optimal effectiveness in your system requires planning, monitoring, and periodic adjustment. The first step in performance tuning is to determine the goals you need to achieve and to design effective usage of available technology into your applications. After implementing your system, it is necessary to periodically monitor and adjust your system For example, you might want to ensure that 90% of the users experience response times no greater than 5 seconds and the maximum response time for all users is 20 seconds. Usually, it's not that simple. Your application may include a variety of operations with differing characteristics and acceptable response times. You will need to set measurable goals for each of these.

Figure 1–5 Adjusting Capacity and Functional Demand



You will also need to determine variances in the load. For example, users might access the system heavily between 9:00am and 10:00am and then again between 1:00pm and 2:00pm. If your peak load occurs on a regular basis, for example, daily or weekly, the conventional wisdom is to configure and tune systems to meet your peak load requirements. The lucky users who access the application in off-time will typically achieve better response times than your peak-time users. If your peak load is infrequent, you may be willing to tolerate higher response times at peak loads for the cost savings of smaller hardware configurations.

Factors in Improving Performance

Performance spans several areas:

- Application design: Designing applications that efficiently utilize hardware resources and handle increasing numbers of users effectively.
- Sizing and configuration: Determining the type of hardware needed to support your performance goals. See Chapter 3, "Sizing and Configuration".
- Parameter tuning: Setting configurable parameters to achieve the best performance for your application. See Chapter 5, "Optimizing Apache JServ" and Chapter 4, "Optimizing HTTP Server Performance".
- Performance monitoring: Determining what hardware resources are being used by your application and what response time your users are experiencing. See Chapter 2, "Monitoring Your Web Server".
- Troubleshooting: Diagnosing why an application is using excessive hardware resources, or why the response time exceeds the desired limit.

Architecture

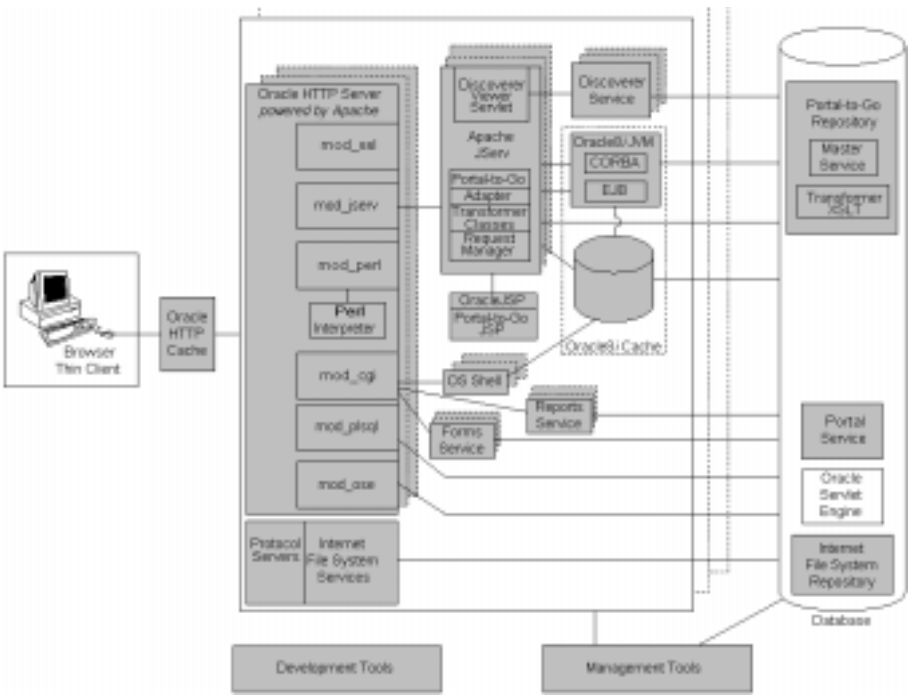
Figure 1–6 shows the architecture of Oracle 9*i* Application Server.

This guide addresses the performance and configuration of these components:

- Oracle HTTP Server powered by Apache
- Apache JServ
- OracleJSP

See the Oracle 9*i* Application Server *Overview Guide* for a list of publications that describe other components.

Figure 1–6 Oracle 9i Application Server architecture



2

Monitoring Your Web Server

This chapter describes utilities and processes you can use to gather information from your system. This information helps you to determine the best use of your resources.

Contents

Monitoring Processor Use

To determine process utilization, you should gather CPU statistics. You should also monitor system scalability by adding users and increasing the system workload. Use utilities such as **sar** (System Activity Reporter) and **mpstat** to monitor process use.

Using the sar Utility

You can use **sar** to sample cumulative activity counters in the operating system at specified intervals.

Report CPU Utilization

To determine process use, use the following **sar** command:

```
$ sar -u 5 5
```

This command samples CPU usage five times, in five second intervals, as shown below:

```
$ sar -u 5 5
SunOS dummy-sun 5.5.1 Generic_103640-03 sun4u    03/02/99

15:30:25    %usr     %sys     %wio     %idle
15:30:30      49       36        0        14
15:30:35      52       41        0         7
15:30:40      46       45        0         8
15:30:45      46       44        0        10
15:30:50      50       41        0         9

Average       46       41        0         9
```

The statistics above show that the CPU was only 9% idle for the given time interval. If your performance criteria specify that CPU usage must be below a certain percentage, you can use **sar** to sample usage at a chosen interval during peak load times.

The **sar** command (-u option) provides the following statistics:

Table 2–1 CPU statistics, as reported by the sar utility

CPU Statistics	Description
`%usr`	percentage of time in which the processor is running in user mode
`%sys`	percentage of processes running in system time
`%wio`	percentage the processor spends waiting on I/O requests
`%idle`	percentage that the processor is idle

Using the mpstat Utility

The **mpstat** utility is similar to **sar** in that its first argument is the polling interval time in seconds. The second argument to **mpstat** is the number of iterations.

The **mpstat** command:

```
$ mpstat 1 3
```

reports three processor statistics in one second intervals. For example:

```
$ mpstat 1 3
CPU minf mjf xcal  intr ithr  csw icsw migr smtx  srw syscl  usr sys  wt idl
  0    1   0    0   268   64  148   11    0    0    0    33    3   5   0  92
  0    5   0    0   250   49  157   13    0    1    0   357    2   0   0  98
  0    0   0    0   247   47  134    8    0    0    0   326    0   0   0 100
```

The **mpstat** utility reports the statistics per processor, as shown in Table 2–2.

Table 2–2 CPU statistics, as reported by the mpstat utility

Statistic	Description
`CPU`	processor ID
`minf`	number of minor faults
`mjf`	number of major faults
`xcal`	number of inter-processor cross calls
`Intr`	number of interrupts
`ithr`	number of interrupts as threads

Table 2–2 CPU statistics, as reported by the mpstat utility

Statistic	Description
csw	number of context switches
icsw	number of involuntary context switches
migr	number of thread migrations to another processor
smtx	number of spins for a mutex lock, which means the lock was not obtained on the first attempt
srw	number of spins on reader-writer lock, which means the lock was not obtained on the first attempt
syscl	number of system calls
usr	percentage of time the processor spent in user mode
sys	percentage that the processor spent in system time
wt	percentage that the processor spent in wait time (waiting on an event)
idl	percentage that the processor spent in idle time

Monitoring Network Traffic

You can use network monitoring tools, such as snoop on Solaris or Network Monotor on Windows NT, to verify the status of a request as it is being transmitted across the network.

Using the snoop Utility

Following are examples of how you can use the **snoop** utility to examine network packets. Using **snoop** in conjunction with **netstat** provides a good picture of network activity.

Command	Result
`snoop`	Captures and displays all packets as they are received.
`snoop Athena`	Captures and displays all incoming and outgoing packets from host Athena.
`snoop -o Gods Athena Zeus`	Captures all incoming and outgoing packets between hosts Athena and Zeus, and saves them to a file named **Gods**.

You can use different command options to view packets captured in a file. For example, the command below displays the contents of the **Gods** file with timestamps relative to the first packet displayed.

```
prompt>snoop -i Gods -t r | more
```

Below is an example of using **snoop** to diagnose a suspected problem related to the FIN_WAIT_2 state:

```
prompt>snoop -i Gods | grep FIN
```

The first column of the output contains the packet numbers; you can get detailed information about a packet by typing:

```
prompt>snoop -i Gods -v -p<packet number>
```

A good reference source for the snoop utility is *Solaris Performance Administration: Performance Measurement, Fine Tuning, and Capacity Planning for Releases 2.5.1 and 2.6* by H. Frank Cervone.

Monitoring the Web Server

Monitoring is essential to performance tuning. The Oracle HTTP Server provides server side status information, including current server statistics, via the **mod_status** module. To obtain these server status reports, you must configure the web server as described below.

Using the mod_status Utility

To enable monitoring, edit the httpd.conf file to replace *your_domain.com* with the hostname of the server you want to monitor.

```
<Location /server-status>
     SetHandler server-status
     Order deny, allow
     Deny from all
     Allow from your_domain.com
</Location>
```

Ensure that the `ExtendedStatus` directive is set to `On`, so that the maximum amount of information is displayed.

When you allow access from all domains, instead of just *your_domain.com*, you can monitor the server from machines outside of your domain, but be aware of the security implications of this: your server status is accessible from any site. It is probably best to specify the domain(s) from which you want to monitor your system.

With monitoring enabled, you can view current statistics from **http://***hostname:port***/server-status**. These statistics help you to gain insight on how busy your system is.

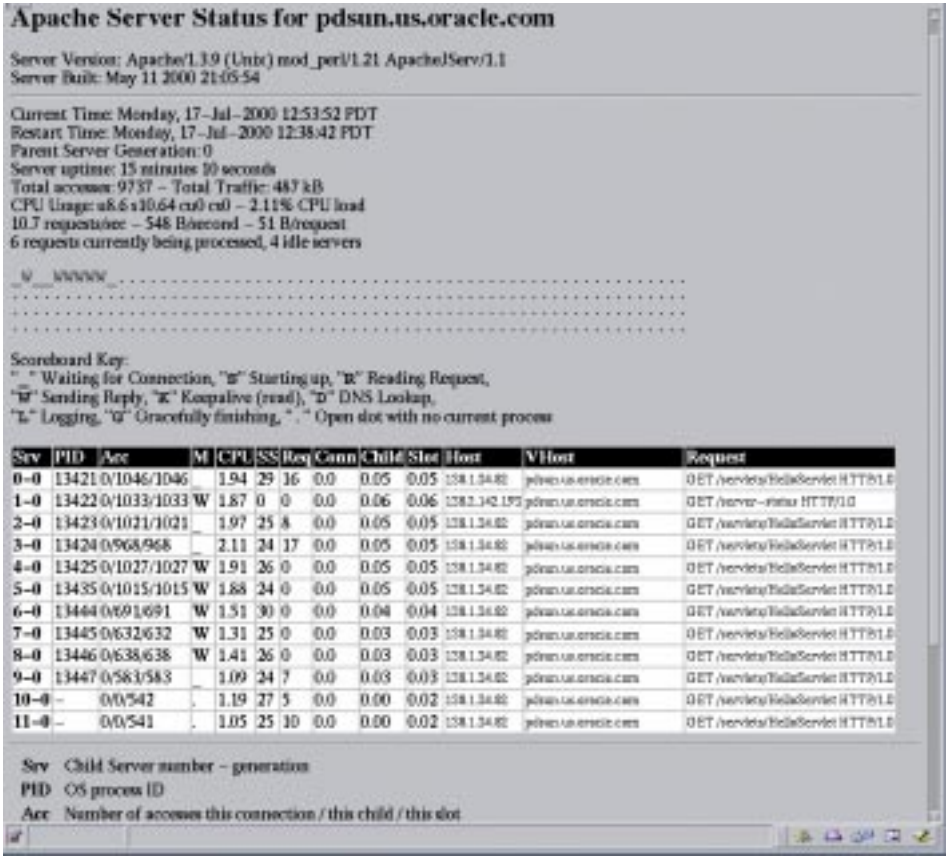
The display includes:

- Hostname for which status is displayed
- Server version
- Date server was built
- Current time, restart time, uptime
- Number of requests currently being processed
- Number of httpd processes serving requests
- Number of idle httpd processes

- Current server state (e.g., waiting for connection, reading request, sending reply, etc.

Figure 2–1 is a screen capture of a server status page with `ExtendedStatus` turned on.

Figure 2–1 Server status page



Interpreting Server Status Information

The display (with `ExtendedStatus` enabled) shows that 6 requests are being processed and four servers are idle. You can determine what stage of processing

each server is in from the value in the M (Mode column). In Figure 2–1, 6 servers are sending replies and 4 servers are waiting for connections.

If your system has poor response times, or you suspect that httpd processes have stopped responding, look at the Req (request) column. It shows the number of milliseconds required to process the most recent request. Check to see if this number is greater than the time expected to service the request. If, after a request has been completed, there is a W in the M (mode) column for the process, the process is probably not responding.

Another situation that is important to monitor is that of the system being CPU bound, where CPU utilization is around 90%. The server status page displays CPU usage and the number of processes spawned. If the system is approaching the httpd process limit (the `MaxClients` directive's setting in **httpd.conf**), performance is poor, and the processes are all always busy, you may need to change your `MaxClients` setting. See "MaxClients" on page 4-6.

Customizing the Server Status display

Figure 2–1 is a snapshot of a server for a moment in time. You can get updated server statistics at any interval you choose by including the refresh parameter in the server-status URL:

http://servername:port/server-status?refresh=x

where x is an integer representing the number of seconds after which the data is refreshed. For example, specify `refresh=3` to update statistics every 3 seconds.

You may also find it useful to have the statistics displayed in a machine-readable format, for processing in a data analysis or spreadsheet program. To do this, add `auto` to the end of the URL, as shown below:

http://servername:port/server-status?auto

Figure 2–2 Server statistics display

Logging Server Statistics to a File

The Apache Group provides a Perl script, **logstatus.pl**, to automate server monitoring. It is included in the **$ORACLE_HOME/Apache/Apache/bin/** directory.

The script is designed to be run by **cron** (or an equivalent daemon that executes commands at intervals). To use the script, you must modify the following configuration variables:

Table 2–3 Log status script variables

Variable	Value
`$wherelog`	The pathname of the log file location, for example: **/private/admin/logs/** The script creates a file name, such as: 20010945.
`$port`	Port number of the server to monitor. The default is 80.
`$server`	The server host name. The default is localhost.
`$request`	The server status request with the auto parameter as entered in the browser, for example: **http://***servername:port***/server-status?auto**

Enabling server status is very useful if an httpd process is not responding, and you need to identify that process. Operating system utilities such as **ps**, **top**, or **pmap** do not identify which process is not responding.

For more information on **mod_status**, see:

http://www.oreillynet.com/pub/a/apache/2000/04/21/wrangler.html

http://www.apache.org/docs/mod/mod_status.html

Monitoring JServ Processes

After you start the Oracle Internet Application Server, you can check to ensure that all JServ processes have started normally.

1. Remove the comments in the JServ status handler section of the **jserv.conf** file to enable monitoring and specify the host(s) that can access JServ status (the default is localhost). Be aware of security implications when selecting the hosts that will be allowed to access status information on your system.

   ```
   <Location /jserv/>
        SetHandler jserv-status
        order deny, allow
        deny from all
        allow from oracle.com
   </Location>
   ```

2. Type the following into your browser:

   http://*hostname:port***/jserv/**

   The port must be the port on which the web server listens (found in the **httpd.conf** file). Always include the trailing slash (/) in this URL. A "not found" error occurs if you omit the trailing slash.

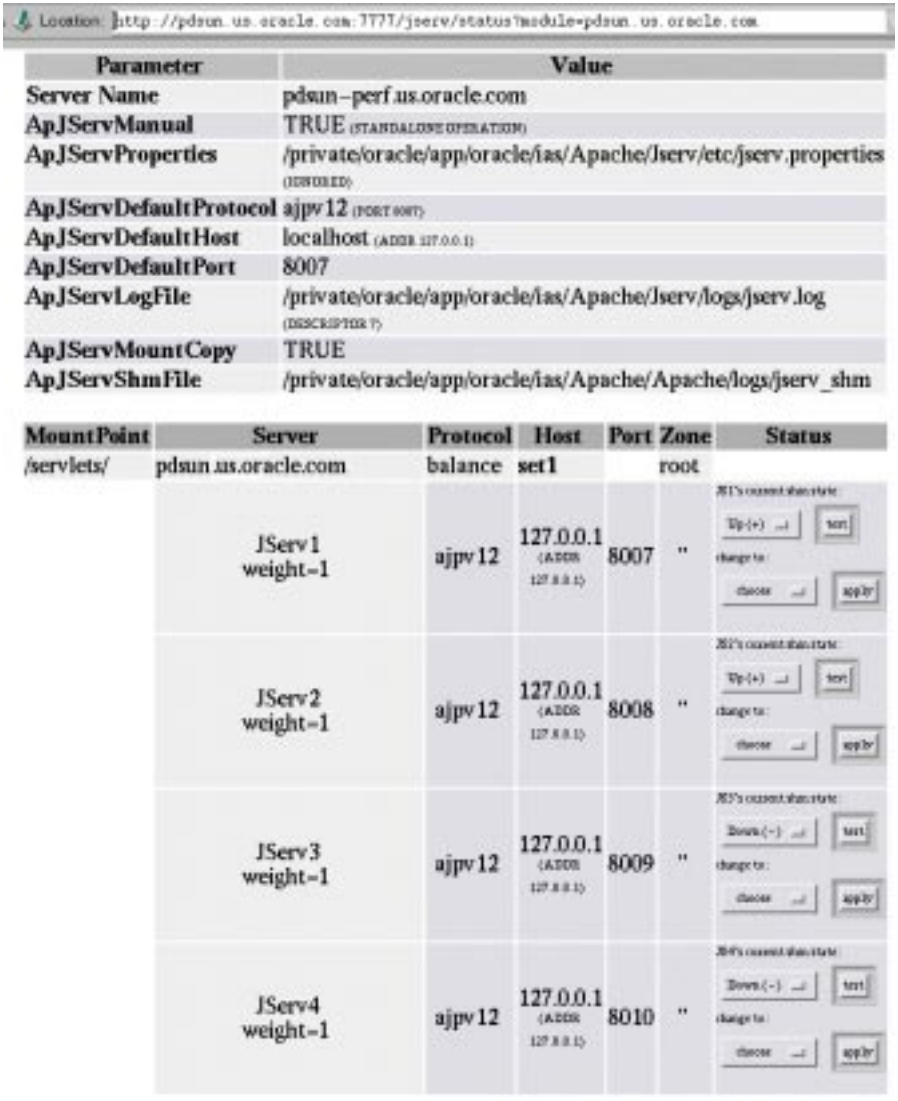
   A Configured Hosts column displays links to hosts.

3. Click the host to monitor.

   The JServ status information for the host displays as shown in Figure 2–3.

Note: The JServ status monitor shows all of the JServ processes that are configured in the **jserv.conf** file, but not all of these may have been started. For example, Figure 2–3 shows four processes, but only two have a Status of Up (indicating that the process is able to service requests).

Figure 2–3 JServ status display



The Status column shows the current shared memory (shm) state of each process.

Note: The Status column is populated only for processes that are started in manual mode. It is not populated for a single process started in automatic mode.

The symbols that appear in parentheses after the word Up or Down have the following meanings:

Symbol	Meaning
+	The process is running.
-	The process is stopped.
X	The process was terminated in a harsh shutdown.
/	The process was terminated in a graceful shutdown (existing requests were handled before the process was terminated).

3

Sizing and Configuration

This chapter provides guidelines for sizing and configuration which can help you meet performance goals. It also discusses performance factors, such as memory consumption, I/O issues, and network and software constraints.

Contents

Sizing your Hardware and Resources

In addition to the minimum installation recommendations, your hardware resources need to be adequate for the requirements of your specific applications. To avoid hardware-related performance bottlenecks, each hardware component should operate at no more than 80% of capacity. See "Using the sar Utility" on page 2-2 for information on measuring CPU utilization.

Processor and memory resources in particular should be allocated generously, for the maximum user load expected.

Understanding Concurrent Users and User Population

The amount of hardware resources required varies based on the application. A common mistake is to use resource estimates that do not incorporate user think time and network latencies. In sizing applications, you must have some idea of the

relationship between the number of potential users and the number of concurrent users. This is determined by the think time and the average response time for your application.

To determine memory requirements, you also need to consider the number of concurrent executing users (not the total user population) times the cost per user.

Note: The MaxClients setting in your **httpd.conf** file limits the number of concurrently executing users. See "MaxClients" on page 4-6 for information on the MaxClients directive.

Table 3–1 provides an example of the impact of think time and service time on the concurrency and resulting performance of a system.

Table 3–1 Concurrent executing users

User population[1]	Think time (sec)[2]	Service time (sec)[3]	Range of concurrent users[4]	Average response Time (sec)[5]	Requests per second (throughput)[6]	CPU utilization (%)[7]
100	0	0.3	100	5.2	19	99
100	1	0.3	65-100	4.2	19	99
100	10	0.3	0-32	0.9	9	48
100	10	0.6	0-53	2.9	8	80

1 User population - total users.

2 Think time - the time the user is not engaged in actual use of the processor (the time between requests).

3 Service time (seconds) - elapsed time to complete the operation measured for a single user.

4 Range of concurrent users - the number of users measured on the server, taken in snapshots from the **server-status** display (requests currently being processed). See "Using the mod_status Utility" on page 3-4 for information on **server-status**.

5 Average response time - response time measured at the client under load.

6 Requests per second (throughput) - number of requests processed.

7 CPU utilization - average total CPU utilization as a percentage.

Determining CPU Requirements

For most applications, the majority of the CPU utilization is spent in processing the application's code. The CPU requirement of any application depends on its complexity and workload, as shown in Table 3–2.

You will need to monitor the CPU requirements of applications throughout the development cycle. See Chapter 2, "Monitoring Your Web Server" for information on how to do this.

Table 3–2 Application CPU requirements on a 336 MHz SPARC processor

Application	CPU requirement (per request)
Static page, 20K	5 ms
Simple servlet, JDK 1.2	20 ms
Simple servlet, JDK 1.1.8	40 ms

Table 3–2 Application CPU requirements on a 336 MHz SPARC processor

Application	CPU requirement (per request)
Medium application	100-200 ms
Complex application	400-600 ms

Secure Sockets Layer Impact on CPU Requirements

Secure Sockets Layer (SSL) is a protocol used for transmitting documents securely over the Internet. URLs for Web pages that require an SSL connection begin with **https** instead of **http**.

Establishing an SSL connection is costly in terms of response time and CPU utilization. For example, a request with a response time of 0.5 seconds without SSL generated a response time of 1.7 seconds with SSL (measured on an internal 100 Mbps network). Most of the performance cost in using SSL is in establishing the connection (approximately 125 ms of CPU time per connection on a 336 Mhz processor).

The high connection cost is incurred for the first connection in a client's SSL session, because the HTTP Server can cache the SSL session information, reducing the overhead for subsequent connections. For more information, see "SSL Session Caching" on page 4-7.

Determining Memory Requirements

This section discusses memory requirements for the following components:

- Memory for Non-HTTP Server Software and Operating System
- HTTP Server Memory Requirements
- JServ Memory Requirements
- Determining Java Heap Size
- Servlet and OracleJSP pages Memory Requirements
- Number of JServ Processes

Memory for Non-HTTP Server Software and Operating System

In an idle system with memory resources freely available, your operating system statistics may indicate that the resident memory usage is close to the virtual size. As users place more load on the system, the operating system reclaims unneeded memory from these processes, and the amount of resident memory they consume decreases. If you are monitoring your own system, take snapshots of processes at varying usage levels.

Refer to your operating system hardware and software documentation for more information on measuring and tuning operating system memory usage. You can monitor memory usage and processor statistics with standard operating system tools. See Chapter 2, "Monitoring Your Web Server" for more information.

Sun recommends reserving 15% of the overall real memory on the system for the kernel and other system overhead.

For a discussion on memory usage in Solaris, see the white paper entitled “The Solaris Memory System: Sizing, Tools and Architecture” at:

http://www.sun.com/sun-on-net/performance/vmsizing.pdf

HTTP Server Memory Requirements

In a series of tests of listener memory usage, each HTTP listener used (at startup) approximately 400K of resident memory. This size increased by 500-600K per process when the listener was active. When it was dormant, the operating system reduced the listener’s memory usage back to the startup size.

Using standard operating system tools, you can examine resident memory sizes. If you look at a listener process, you will see that it is larger than the figure above because the displayed size includes shared memory.

JServ Memory Requirements

A JServ process using JDK 1.2 requires 12-15 MB at startup. Using JDK 1.1.8, it requires 10 MB.

Determining Java Heap Size

For JDK 1.1.8, the default maximum heap size is 16MB. For JDK 1.2, it is 24MB.

To maximize performance, set the maximum heap size to accommodate application requirements. To determine how much Java heap you need, include calls in your program to the `Runtime.getRuntime().totalMemory()` and

`Runtime.getRuntime().freeMemory` methods in the `java.lang` package. Subtract free memory from total memory; the difference is the amount of heap that the application consumed.

Suppose you determine that you need 128MB of heap. To change the heap size, you would set the maximum Java heap size in the **jserv.properties** file for automatic mode:

```
wrapper.bin.parameters=-mx128m
```

In manual mode, if more than one JServ process is running, the heap size must be set on the command line for each JServ process.

When a JServ process exceeds its maximum heap size, the process terminates. In automatic mode, a new process is started, but performance is degraded significantly. In manual mode, a terminated process will not be restarted, so ensure that the heap size is sufficient.

Note: The process size reported by utilities such as **top** or **ps** will be larger than the maximum heap size, because private memory is added to the maximum heap size.

Servlet and OracleJSP pages Memory Requirements

OracleJSP pages (Oracle's implementation of Sun's JavaServer Pages) and servlets require different amounts of memory, depending on the version of the JDK used. The chart below compares memory requirements for a simple servlet and an Oracle JSP page under load with 10-30 active threads. The servlet did not use sessions. The OracleJSP page had sessions on (the default).

Table 3–3 Servlet and OracleJSP pages memory

Component	JDK 1.1.8	JDK 1.2
Servlet	10MB	24MB
OracleJSP page	10MB	32MB

The amount of memory needed depends on whether sessions are used; a session consumes about 0.5KB. For maximum performance, if sessions are not being used, turn them off in the OracleJSP application as follows:

```
<%@ page session="false" %>
<html><body>
HelloWorld
</body></html>
```

As a starting point, figure that each active user consumes at least 150K to 200K for Java applications, plus the size of the server processes. For Java applications, the base process is approximately 12-15 MB.

An application's memory needs also depend on its size, the amount of data cached, and other factors.

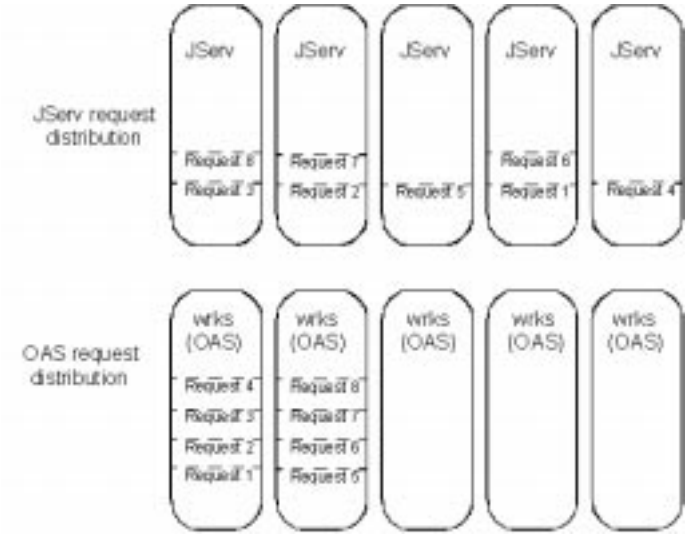
See the *OracleJSP Developer's Guide and Reference* in the Oracle 9*i* Application Server documentation library for more information on OracleJSP pages.

Number of JServ Processes

Oracle recommends about 2 JServ processes per CPU as a starting point. The default thread setting (`security.maxConnections=50`) in the JServ configuration file is also a good starting point. (See "Load Balancing" on page 5-4 for instructions on changing parameters in the configuration files.)

If your application code performs a lot of synchronization, or creates many new Java objects, then you should consider increasing the number of JServ processes, while limiting the number of threads per process to between 10 and 20. In this way you avoid increased queuing and processing required for object synchronization in the JVM. This is because the httpd process (mod_jserv) sends incoming requests to the JServ processes in a distributed fashion. See "Load Balancing" on page 5-4 for details on how the requests are distributed among the available JServ engines. (Readers familiar with the Oracle Application Server will recall that requests are sent to a servlet engine until its thread limit is reached, and subsequent requests are sent to the next servlet engine.)

Figure 3–1 Request distribution



4

Optimizing HTTP Server Performance

This chapter provides information on improving the Oracle HTTP Server's performance, including tuning TCP parameters, the effects of changing the `MaxClients` parameter, SSL caching, and logging.

Contents

TCP Tuning

Correctly tuned TCP parameters can improve performance dramatically. This section contains recommendations for TCP tuning and a brief explanation of each parameter. A comprehensive discussion of TCP tuning can be found in *Sun Performance and Tuning: Java and the Internet* by Adrian Cockcroft and Richard Pettit, Sun Microsystems Press, 1998.

The table below contains recommended TCP parameter settings.

Table 4–1 Recommended TCP parameter settings

Parameter	Setting	Comments
tcp_conn_hash_size	32768	See "Increasing TCP Connection Table Access Speed" on page 4-3.
tcp_close_wait_interval	60000	Parameter name in Solaris 2.6. See "Specifying Retention time for Connection Table entries" on page 4-3.
tcp_time_wait_interval	60000	Parameter name in Solaris 2.7. See "Specifying Retention time for Connection Table entries" on page 4-3.
tcp_conn_req_max_q	1024	See "Increasing the Handshake Queue Length" on page 4-4.
tcp_conn_req_max_q0	1024	See "Increasing the Handshake Queue Length" on page 4-4.
tcp_slow_start_initial	2	See "Changing the Data Transmission Rate" on page 4-5.
tcp_xmit_hiwat	32768	See "Changing the Data Transfer Window Size" on page 4-5.
tcp_recv_hiwat	32768	See "Changing the Data Transfer Window Size" on page 4-5.

Setting TCP parameters

To set the connection table hash parameter, you must add the following line to your /etc/system file, and then restart the system:

```
set tcp:tcp_conn_hash_size=32768
```

A sample script, **tcpset.sh**, that changes TCP parameters to the settings recommended here, is included in the **$ORACLE_HOME/Apache/Apache/bin/** directory.

If your system is restarted after you run the script, the default settings will be restored and you will have to run the script again. To make the settings permanent, enter them in your system startup file.

Increasing TCP Connection Table Access Speed

If you have a large user population, you should increase the hash size for the TCP connection table. The hash size is the number of hash buckets used to store the connection data. If the buckets are very full, it takes more time to find a connection. Increasing the hash size will reduce the connection lookup time, but increases memory consumption.

Suppose your system performs 100 connections per second. If you set `tcp_close_wait_interval` to 60000, then there will be about 6000 entries in your TCP connection table at any time. Increasing your hash size to 2048 or 4096 will improve performance significantly.

On a system servicing 300 connections per second, changing the hash size from the default of 256 to a number close to the number of connection table entries decreases the average round trip time by three to four seconds. The maximum hash size is 262144. Ensure that you increase memory as needed.

To set the `tcp_conn_hash_size`, add the line shown below to your **/etc/system** file. The parameter will take effect when the system is restarted.

```
set tcp:tcp_conn_hash_size=32768
```

Specifying Retention time for Connection Table entries

The TCP connection table maintains data associated with connections. The server maintains a TCP connection table entry for some time after a connection is closed, so that it can identify and properly dispose of any leftover incoming packets from the client.

Access speed to this table impacts performance; the access speed depends on the number of entries in the table, and on its hash size. The number of entries in the table depends on the rate of incoming requests, and the lifetime of each connection.

You can control the length of time that TCP connection table entries are maintained with the `tcp_close_wait_interval` parameter (renamed `tcp_time_wait_interval` on Solaris 2.7). This parameter is commonly set to 60,000 ms. Use the following command to set it (note the difference in parameter name for Solaris 2.6 and 2.7).

In Solaris 2.6:

```
prompt>/usr/sbin/ndd -set /dev/tcp tcp_close_wait_interval 60000
```

In Solaris 2.7:

```
prompt>/usr/sbin/ndd -set /dev/tcp tcp_time_wait_interval 60000
```

Note: If your user population is widely dispersed (with respect to Internet topology), you may want to set this parameter to a higher value. You can improve access time to the TCP connection table with the `tcp_conn_hash_size` parameter.

Increasing the Handshake Queue Length

During the TCP connection handshake, the server, after receiving a request (SYN) from a client, sends a reply, and waits to hear back from the client. The client responds to the server's message and the handshake is complete. Upon receiving the first request from the client, the server makes an entry in the listen queue. After the client responds to the server's message, it is moved to the queue for messages with completed handshakes. The second queue makes it possible for the server to continue servicing requests for which the handshake has been completed.

The maximum length of the queue for incomplete handshakes is governed by `tcp_conn_req_max_q0`, which by default is 1024. The maximum length of the queue for requests with completed handshakes is defined by `tcp_conn_req_max_q` (default is 128).

On most web servers, the defaults will be sufficient, but if you have more than 1024 concurrent users, these settings may be too low. In that case, connections will be dropped in the handshake state because the queues are full. You can determine whether this is a problem on your system by inspecting the values for `tcpListenDrop`, `tcpListenDropQ0`, and `tcpHalfOpenDrop` with `netstat -s`. If either of the first two values are nonzero, you should increase the maximums.

The defaults are probably sufficient, but Oracle recommends that you increase the value of tcp_conn_req_max_q to 1024. You can set these parameters with:

```
prompt>/usr/sbin/ndd -set /dev/tcp tcp_conn_req_max_q 1024
prompt>/usr/sbin/ndd -set /dev/tcp tcp_conn_req_max_q0 1024
```

Changing the Data Transmission Rate

Typically, all packets in a data transfer are sent at once. TCP implements a slow starting data transfer to prevent overloading a busy segment of the Internet. With slow start, one packet is sent, an acknowledgment is received, then two packets are sent. The number sent to the server continues to be doubled after each acknowledgment, until the TCP transfer window limits are reached.

Some versions of Microsoft Windows (including NT 4.0 and 95) do not acknowledge receipt of a single packet when a connection is initiated, but if two packets are received, an acknowledgment is sent immediately. Because Solaris sends only one packet when initiating a connection (per the TCP standard), this can increase the connection startup time. This is especially apparent on fast local networks, where the latency is expected to be low.

You can configure Solaris to start with two packets when initiating a data transfer:

```
prompt>/usr/sbin/ndd -set /dev/tcp tcp_slow_start_initial 2
```

Changing the Data Transfer Window Size

The size of the TCP transfer windows for sending and receiving data determine how much data can be sent without waiting for an acknowledgment. The default window size is 8192 bytes. Unless your system is memory constrained, these windows should be increased to the maximum size of 32768. This can speed up large data transfers significantly. Use these commands to enlarge the window:

```
prompt>/usr/sbin/ndd -set /dev/tcp tcp_xmit_hiwat 32768

prompt>/usr/sbin/ndd -set /dev/tcp tcp_recv_hiwat 32768
```

Because the client typically receives the bulk of the data, it would help to enlarge the TCP receive windows on end users' systems.

MaxClients

The `MaxClients` directive limits the number of clients that can simultaneously connect to your web server, and thus the number of httpd processes. You can configure this parameter in the **httpd.conf** file up to a maximum of 1024 in Oracle 9*i* Application Server v. 1.0.2 (in the previous version, the maximum was 256). The default is 150, which should be adequate for most uses. If the `MaxClients` setting is too low, and the limit is reached, clients will be unable to connect.

Our tests of static page requests (average size 20K) on a 2 processor, 168 MHz Sun UltraSparc on a 100 Mbps network showed that:

- The default `MaxClients` setting of 150 was sufficient to saturate the network.
- Approximately 60 httpd processes were required to support 300 users (no think time).

On the system described above, and on 4 and 6-processor, 336 MHz systems, there was no significant performance improvement in increasing the `MaxClients` setting from 150 to 256, based on static page and servlet tests with up to 1000 users.

Increasing `MaxClients` when system resources are saturated does not improve performance. When there are no httpd processes available, connection requests are queued in the TCP/IP system until a process becomes available, and eventually clients terminate connections.

Note: If you are using persistent connections, you may require more concurrent httpd server processes. See "httpd Process Availability" on page 4-10 for a discussion of the relationship between persistent connections and the number of server processes.

For dynamic requests, if the system is heavily loaded, it might be better to allow the requests to queue in the network (thereby keeping the load on the system manageable). The question for the system administrator is whether a timeout error and retry is better than a long response time. In this case, the `MaxClients` setting could be reduced, to act as a throttle on the number of concurrent requests on the server.

SSL Session Caching

The Oracle HTTP server caches a client's SSL session information by default. With session caching, only the first connection to the server incurs high latency. For example, in a simple test to connect and disconnect to an SSL-enabled server, the elapsed time for 5 connections was 11.4 seconds without SSL session caching. With SSL session caching enabled, the elapsed time for 5 round trips was 1.9 seconds.

The `SSLSessionCacheTimeout` directive in **httpd.conf** determines how long the server keeps a session alive (the default is 300 seconds). The session information is kept in a file. You can specify where to keep the session information using the `SSLSessionCache` directive; the default location is the **$ORACLE_HOME/Apache/Apache/logs/** directory. The file can be used by multiple Oracle HTTP Server processes.

The duration of an SSL session is unrelated to the use of HTTP persistent connections.

Impact of Logging

This section discusses types of logging, log levels, and the performance implications for using them.

Access Logging

For static page requests, access logging of the default fields results in a 2-3% performance cost.

HostNameLookups

By default, the `HostNameLookups` directive is set to off. The server writes the IP addresses of incoming requests to the log files. When `HostNameLookups` is set to on, the server queries the DNS system on the Internet to find the host name associated with the IP addresses of each request, then writes the host names to the log.

Performance degraded by about 3% (best case) in Oracle in-house tests with `HostNameLookups` set to on. Depending on the server load and the network connectivity to your DNS server, the performance cost of the DNS lookup could be high. Unless you really need to have host names in your logs in real time, it is best to log IP addresses. You can resolve IP addresses to host names off-line, with the **logresolve** utility (found in the $**ORACLE_HOME/Apache/Apache/bin/** directory).

For more information, see Dale Gaudet's *Apache Performance Notes* at:

http://www.apache.org/docs/misc/perf-tuning.html

Error logging

The server notes unusual activity in an error log. The `ErrorLog` and `LogLevel` directives identify the log file and the level of detail of the messages recorded. The default level is `warn`. There was no difference in static page performance on a loaded system between the `warn`, `info`, and `debug` levels.

For more information on the LogLevel directive, see:

http://www.apache.org/docs/mod/core.html#loglevel

HTTP/1.1

The Oracle HTTP server can use HTTP / 1.1. Netscape Navigator 4.0 still uses HTTP / 1.0, with some 1.1 features, such as persistent connections. Internet Explorer uses HTTP / 1.1. The performance benefit of persistent connections comes from reducing the overhead of repeatedly establishing and tearing down connections (one per request). A persistent connection accepts multiple requests from a user.

For a small static page request, the connection latency can equal or exceed the response latency (the time to fulfill the request after the connection is established), so using persistent connections can result in major performance gains.

For more information about performance and the HTTP / 1.1 protocol, see:

http://www.w3.org/Protocols/HTTP/Performance/Pipeline.html

Persistent Connections

If your users' browsers support persistent connections (the default behavior of HTTP / 1.1), you can support them on the server using the `KeepAlive` directives in Apache. (Some browsers that do not support all HTTP / 1.1 features do support persistent connections; for example, recent versions of Netscape.)

Shorter Response Times

Persistent connections can improve total response time for a web interaction that involves multiple HTTP requests, because the delay of setting up a connection only happens once.

Consider the total time required, without persistent connections, for a client to retrieve a web page with three images from the server.

Activity	Seconds
Establish connection	1
Produce and send the text portion of the page	5
Establish connection	1
Transfer first image file	2
Establish connection	1
Transfer second image file	2
Establish connection	1
Transfer third image file	2
Total	15

With persistent connections, the response time for the same request is reduced:

Activity	Seconds
Establish connection	1
Produce and send the text portion of the page	5
Transfer first image file	2
Transfer second image file	2
Transfer third image file	2
Total	12

This is a 20% reduction in service time. When the system is under load, the benefit of reducing connection time with persistent connections is even greater, due to the corresponding reduction of the TCP queue.

Reduction in Server Workload

Another benefit of persistent connections is reduction of the work load on the server. Because the server need not repeat the work to set up the connection with a client, it is free to perform other work. For a very inexpensive servlet (Hello World), the CPU ms per request was reduced by approximately 10% when the same client made 4 requests per connection. (The impact would be far less significant for a realistic servlet application that does more work.)

httpd Process Availability

There are some serious drawbacks to using persistent connections with Apache. In particular, because httpd processes are single threaded, one client can keep a process tied up for a significant period of time (the amount of time depends on your `KeepAlive` settings). If you have a large user population, and you set your `KeepAlive` limits too high, clients could be turned away because of insufficient httpd deamons.

The default settings for the `KeepAlive` directives are:

```
KeepAlive on
MaxKeepAliveRequests 100
KeepAliveTimeOut 15
```

These settings allow enough requests per connection and time between requests to reap the benefits of the persistent connections, while minimizing the drawbacks. You should consider the size and behavior of your own user population in setting these values on your system. For example, if you have a large user population and the users make small infrequent requests, you may want to reduce the above settings, or even set `KeepAlive` to off. If you have a small population of users that return to your site frequently, you may want to increase the settings.

FIN_WAIT_2

There is a known problem with some browsers which will leave the server with a TCP connection in the FIN_WAIT_2 state. If too many connections are left in this state, the system will run out of the memory allocated for storing TCP connections, and stop.

The problem is that when a connection becomes idle, and the server closes it because the keep alive time limit has expired, the client host may not perform the TCP protocol steps required to complete the closure of the connection. The host, having sent the close request, is left with the connection in the FIN_WAIT_2 state taking up memory until it gets the appropriate packets back from the client, or until an internal flush occurs. If a connection is left in the FIN_WAIT_2 state, the httpd process with which the connection is associated is freed to service other requests as indicated, so this problem won't tie up web server processes.

On Solaris, the parameter `tcp_fin_wait_2_flush_interval` dictates the frequency with which these connections will be cleaned up. In general, the default setting is sufficient, and should not be modified unless the system is failing. For more information on FIN_WAIT_2, see:

http://apache.put.poznan.pl/misc/fin_wait_2.html

Note: The FIN_WAIT_2 state can also occur due to a system bug unrelated to use of `KeepAlive`. The bug is fixed by the Solaris cluster patch 105181-20.

Apache Versions

The difference between Apache versions 1.3.9 and 1.3.12 was primarily corrected bugs. With static page and servlet performance measurements, there was no performance difference measured between the versions.

5

Optimizing Apache JServ

This chapter describes the JServ architecture, and discusses ways you can improve its performance. It also includes performance information on OracleJSP pages (the Oracle implementation of Sun Microsystems' JavaServer Pages 1.1.)

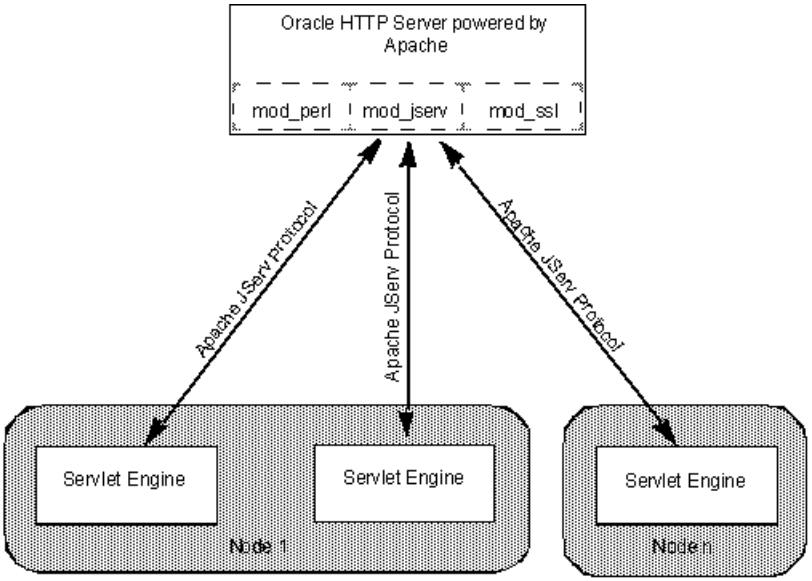
Contents

JServ Overview

Apache JServ is made up of an Apache module called **mod_jserv**, which runs in the httpd process, and a servlet engine, which runs in a Java process. **mod_jserv**, which is implemented in C, functions as a dispatcher, routing each servlet request to a JServ process for execution.

The servlet engine runs in its own JVM and is solely responsible for parsing the request and generating a response. As Figure 5–1 shows, multiple JServs can service requests. The HTTP server process and the JServ process communicate using the Apache JServ Protocol 1.2.

Figure 5–1 Apache JServ components



Optimizing Servlet Performance

This section discusses strategies for optimizing JServ performance: loading servlets when starting the JVM, and load balancing.

The terms “repository” and “zone” are used in this discussion. Servlets, repositories, and zones are analogous to files, directories and virtual hosts. A servlet is a single unit, a repository is a collection of servlets, and a zone is a collection of repositories.

Loading Servlet Classes

Apache JServ allows you to load servlet classes when the JVM is started. To do this, put the servlets to load in the `servlets.startup` directive in the servlet zone properties file. When the servlet is loaded, its `init()` method is called. All other servlets (those not listed in `servlets.startup`) are loaded and initialized on first request.

Using this facility increases the start-up time for your JServ process, but improves first-request latency for servlets.

Pre-Loading with JSPs

If you are using a JSP as the servlet (your code does not extend `HttpServlet`), you will be unable to use this pre-load option, but you could pre-load the JSP runner by including the `oracle.jsp.jspServlet` in `servlets.startup`.

If the first-request latency for your initialization routines is really a performance issue, you can achieve some of the results described above by creating a dummy servlet to call your one-time initialization routines in its `init()` method. You must add the name of the dummy servlet to `servlets.startup`.

Automatic Class Reloading

If `autoreload.classes` is set to true for a zone (the default), then each time one of that zone’s servlets is requested, every class that has been loaded from a repository in that zone is checked to see if it has been modified. If one of the classes has changed, then all previously loaded classes from the zone’s repositories are unloaded, which means that as the classes are needed, they will be loaded from their class files again.

This is a useful development feature, because you can install new versions or drop in new class files without restarting the server. For optimal performance in production environments, however, you should set both automatic class reloading

parameters to false, since there is a performance cost in checking the repositories on every execution of a servlet. Change these parameters in the zone properties file:

```
autoreload.classes=false
autoreload.file=false
```

Load Balancing

It is often beneficial to spread the servlet application load among multiple JServ processes, especially when the application is run on a multiprocessor or if the servlets and HTTP server are run on separate nodes. Running multiple Apache JServ processes generally results in higher throughput and shorter response time, even on a single-processor host. (See Chapter 3, "Sizing and Configuration" for specific recommendations.)

This section explains how to balance incoming requests between two JServ processes running on the same host as the HTTP server. Examples from the **jserv.properties** files are included with the procedures; substitute your own port numbers and directory locations where needed.

If you use load balancing, you must start and stop processes manually, because JServ cannot automatically start and stop more than one JServ process. (Sample scripts for starting and stopping the JServ processes and the Oracle HTTP Server are included in the **$ORACLE_HOME/Apache/Apache/bin/ directory**.) This means that if a process terminates for any reason, JServ will not restart it. To prevent processes from terminating due to memory shortage, ensure that you have a sufficient maximum heap size set for your JServ processes. See "Determining Java Heap Size" on page 3-5.

Configuring the JServ processes

Each JServ process in your load balancing scheme must be configured to listen on its own port and to log to its own file. If you have a **jserv.properties** file containing the parameters needed to run your application, you can duplicate it to create a properties file for each JServ process.

1. Create a properties file for each JServ process.

   ```
   prompt>cp jserv.properties jserv1.properties
   prompt>cp jserv.properties jserv2.properties
   ```

2. Edit **jserv1.properties** as follows:

   ```
   port=8001
   log.file=/usr/local/jserv/logs/jserv1.log
   ```

3. Edit **jserv2.properties** as follows:

```
port=8002
log.file=/usr/local/jserv/logs/jserv2.log
```

> **Note:** If your HTTP server will be running on a different host than the JServ processes, you must also add the IP address of the host running the HTTP server to the `security.allowedAddresses` parameter in each **jserv.properties** file.

If JServ is included in your CLASSPATH, you can start the JServ processes with these commands:

```
java JServ jserv1.properties
java JServ jserv2.properties
```

To start and stop the processes and the web server, it is convenient to use scripts. Samples are included in the **$ORACLE_HOME/Apache/Apache/bin/** directory (**startJServ. sh** and **stopJServ.sh**).

Modifying jserv.conf to distribute the load

1. Set the flag to start processes manually.

```
ApJServManual on
```

2. Indicate where the servlet request is to be sent.

   a. Locate the ApJServMount directive.

```
ApJServMount /servlets /root
```

   If the user requests **http://***your.server.com***/servlets/testServlet**, the ApJServMount directive above will execute testServlet in the zone called /root.

   b. Change the zone identifier from **`/root`** to **`balance://set/root`** and then add the directives needed to describe the processes sharing the load:

```
ApJServMount /servlets balance://JServ_set/root
ApJServBalance JServ_set JServ1
ApJServBalance JServ_set JServ2 2
ApJServHost JServ1 ajpv12://127.0.0.1:8001
```

```
ApJServHost JServ2 ajpv12://127.0.0.1:8002
ApJServRoute JS1 JServ1
ApJServRoute JS2 JServ2
ApJServShmFile /usr/local/apache/logs/jserv_shm
```

* The `ApJServMount` directive, with `/servlets balance://set/root`, now balances requests for servlets in **/servlets** between JServ1 and JServ2.
* The `ApJServBalance` directive identifies JServ1 and JServ2 as the processes that share the load. The '2' following JServ2 is a weight value. It specifies that twice as many requests will be sent to JServ2 as would be otherwise, i.e., that JServ2 will get about 2/3 of all incoming requests. See "Distribution of JServ Requests" below for details.
* The `ApJServHost` directive identifies the host and port on which the processes are listening.
* The `ApJServRoute` directive associates JServ processes with sessions. JServ uses this information to keep all of a session's requests together in one process. The JServ session mechanism sends the process route information back to the user (generally in a cookie). You need only modify it if your application uses sessions.
* The `ApJServShmFile` directive specifies a shared memory file that the httpd processes may use to track the state of the JServ processes.

Distribution of JServ Requests

mod_jserv selects the JServ engine to handle a request using the process outlined below:

1. An httpd process is started.
2. **mod_jserv** creates a list of available JServs, with extra entries for JServs with a weight value greater than 1 (for example, JServ2 in our example above, as specified by `ApJServBalance set JServ2 2`).
3. An httpd daemon receives a servlet request and hands it to **mod_jserv**.
4. **mod_jserv** selects the JServ engine that will handle the request.
   a. **mod_jserv** checks to see if the request is part of a current session. If so, it uses the `ApJServRoute` directives to find the JServ that handled the other requests for that session.

b. If the request is not part of a session, **mod_jserv** selects an engine based on the process ID of the httpd process and the number of entries in the list of available JServs, as follows:

JServ_id to handle the request = httpd_pid % number of JServs in the list

This method distributes requests across the available JServ engines fairly evenly.

Using Single Thread Model Servlets

Oracle recommends that you write your servlets to implement the SingleThreadModel (STM) interface. An application that was modified to implement the STM interface demonstrated a 25% improvement in response time, probably due to a decrease in synchronization bottlenecks.

It is also much easier to manage database connections with STM servlets. The database connection can be set up in the `init()` method of the servlet, and closed in the `destroy()` method. When executing the servlet's `doGet()` or `service()` method, you need not be concerned with obtaining a database connection. Alternatively, you can use JDBC connection caching.

There are three parameters in the **zone.properties** file that impact the performance of STM servlets in particular. These govern:

- The minimum number of servlet object instances that will be generated and available after the servlet class is loaded
- The maximum number that can be generated
- The number that should be generated if the available instances are insufficient

Because it is very costly to generate instances while the system is running, Oracle recommends that you set your minimum to equal your maximum value. The optimum value depends somewhat on how many connections your database server can handle. This should be split among the JServ processes, as follows:

Total DB connections / Number of JServ processes = Number of STM servlet instances per process

See Chapter 3, "Sizing and Configuration" for suggestions on determining the right number of JServ processes for your application, and "Load Balancing" on page 5-4 for the steps to configure them. Suppose you've determined that you want 10 servlet instances per process. Then, in the properties file for your zone, set:

```
singleThreadModelServlet.initialCapacity = 10
singleThreadModelServlet.incrementCapacity = 0
singleThreadModelServlet.maximumCapacity = 10
```

Warning: The value for `singleThreadModelServlet.maximumCapacity` in the zone properties file must be at least as large as the value for security.maxConnections in the jserv.properties file. If it is not, and the number of requests sent to the JServ process exceeds the maximum capacity, requests will fail.

What is OracleJSP?

OracleJSP 1.1.0.0 is Oracle's implementation of the Sun Microsystems JavaServer Pages 1.1 specification. Some of the additional features it includes are custom JavaBeans for accessing Oracle databases, SQL support, and extended data types. See the *Oracle Internet Application Server 8i Overview Guide* in the Oracle Internet Application Server 8*i* documentation library for detailed descriptions of the features.

OracleJSP Page Performance Tuning

This section explains how you can improve OracleJSP pages' performance.

Impact of Session Management

In general, sessions add performance overhead; they consume about 0.5 KB of resident memory. You must turn off sessions if you do not want a new session to be created with each request. By default, sessions are enabled in OracleJSPs, so if they are not being used, turn them off by including the following line at the top of the page:

```
<%@ page session="false" %>
```

If you are going to use sessions, ensure that you explicitly close them. If you don't, they will linger until they time out (the default value for session timeout is 30 minutes). To close a session manually, use the `session.invalidate()` method.

See the *OracleJSP Developer's Guide and Reference* in the Oracle Internet Application Server 8*i* documentation library for more information on configuring OracleJSP pages.

Developer Mode

Another parameter that has a significant effect on performance is developer mode. It is a useful feature for debugging during development, but it degrades performance. The default value is true, so you will need to set it to false in the **jserv.properties** file as follows:

```
servlet.oracle.jsp.JspServlet.initArgs=developer_mode=false
```

With developer mode set to true, OracleJSP and the servlet engine examines every request to determine whether to reload or retranslate the page or application. With developer mode off, only the first request is examined.

In a test using JDK 1.2 with 50 users, 128 MB heap, and the default TCP settings, the performance gains with developer mode off were 14% in throughput, and 28% in average response time.

Buffering

If an OracleJSP page is not using any features that do not require resetting the buffer (such as error pages, contextType settings, forwards, etc.), disabling the JSP page buffer will improve performance. This is because memory will not be used in creating the buffer, and the output can go directly to the browser. Use this page directive to disable buffering:

```
<%@ page buffer="none" %>
```

The default size of an OracleJSP page buffer is 8 KB.

Enhancing OracleJSP Performance

The *Oracle JavaServer Pages Developer's Guide and Reference* provide detailed information about Oracle JSP pages, implementation guidelines, configuration issues, and performance tips, listed below:

Caching database connections

Since creating database connections is very expensive, it is more performant to use a cache of connections. The OracleJSP application can then get a connection from the pool of database connections and return it when it is finished.

Update statement batching

The JDBC driver accumulates a number of execution requests (the batch value) and passes them to the database to be processed at the same time. You can configure the batch value to control how frequently processing occurs.

JDBC statement caching

Cache executable statements that are repeatedly used, to avoid re-parsing, statement object recreation, and recalculation of parameter size definitions.

Pre-fetching rows

During a query, pre-fetch multiple rows into the client to reduce round trips between the database and the server.

Caching rowsets from the database

Cache small sets of data that are accessed frequently and do not change often. This is not as beneficial for large data sets, since they consume more memory.

Using static includes

To invoke static includes, use the page directive:

```
<%@ include file="/jsp/filename.jsp" %>
```

Static include creates a copy of the file in the JSP, thereby affecting its page size. This is useful in avoiding trips to the request dispatcher (unlike dynamic includes, which must go through the request dispatcher each time). However, file sizes should be small to avoid exceeding the 64K limit of the service method of the generated page implementation class.

Dynamic include

To invoke dynamic includes, use the page directive

```
<jsp:include page="/jsp/filename.jsp" flush="true" />
```

This directive is analogous to a function call, and therefore does not increase the page size of the JSP. However, a dynamic include increases the processing overhead since it must go through the request dispatcher. Dynamic includes are useful for including other pages without increasing page size.

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