



# Is Storage the Root Cause of Your Performance Woes ... or Not?

**Andy Yun**

He/Him

Field Solution Architect

Pure Storage



# Solving Real World SQL Server Problems

## *Learning Pathway*

### **Wednesday**

- Unlocking the Power of WhoIsActive – *Jeff Iannucci*
- Is Storage the Root Cause of Your Performance Woes... or Not?  
– *Andy Yun*

### **Thursday**

- Mastering Dynamic SQL – *Deborah Melkin*
- Making the Most of Query Store in the Real World – *Jeff Iannucci*

### **Friday**

- Conquering the Monster Proc – How to Combat Legacy Code  
– *Deborah Melkin*





# Andy Yun

*Field Solution Architect*

- SQL Server, T-SQL & DB Development



Director-at-Large

[sqlbek@gmail.com](mailto:sqlbek@gmail.com) – [sqlbek.bsky.social](https://sqlbek.bsky.social)

<https://sqlbek.wordpress.com/>

<https://www.github.com/sqlbek/>

# Got 99 Problems... Is Performance One?

- ◎ User complaints
- ◎ Monitoring alerts

**SQL Server has 99,999  
occurrence(s) of I/O requests  
taking longer than 15 seconds  
to complete...**

***“Check the Storage!  
I bet that it’s being slow!”***

## Where To Start?

© Lifed

© Diag  
Serv

© Look

### Intermediate Level

#### **Prerequisites:**

Introductory/basic knowledge of storage, infrastructure, and virtualization.

Fast moving “survey” session.

Will see some advanced topics too.

*“Basics” will be glossed over.*

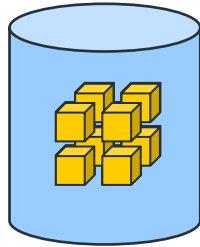
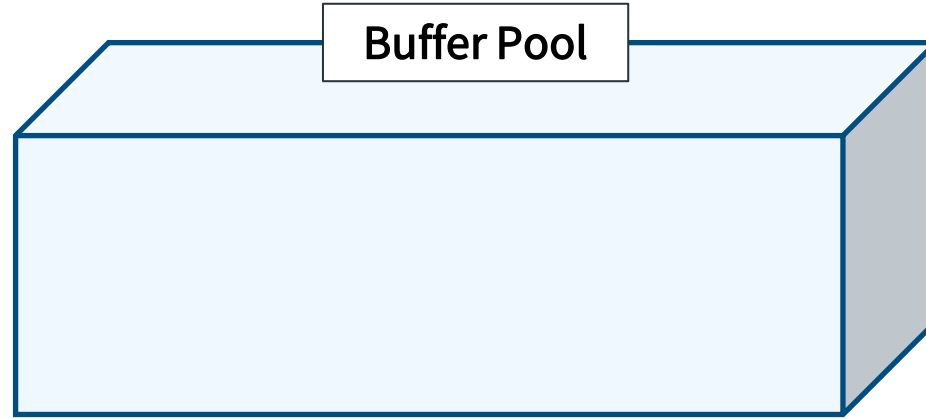
SQL

A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. The nodes are represented by small circles, some of which are solid grey and others are hollow with a grey outline. The lines connecting them are thin and grey, creating a dense, organic structure that tapers off towards the right.

# Lifecycle of a Read & Write

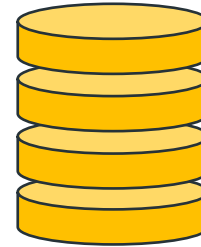
A decorative network diagram in the bottom-right corner, similar to the one in the top-left. It shows a cluster of interconnected nodes and lines, with some nodes being solid grey and others hollow with a grey outline. The lines are thin and grey, forming a complex, web-like pattern that tapers off towards the left.

# A Physical Read



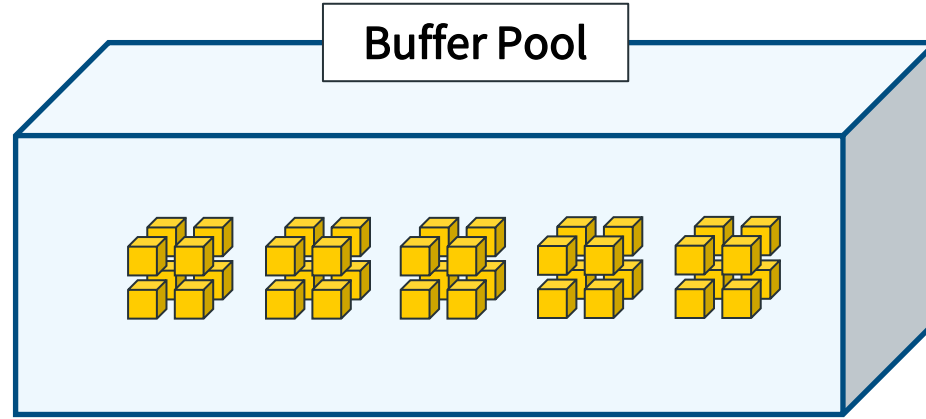
Data File

SELECT  
UPDATE  
DELETE  
INSERT

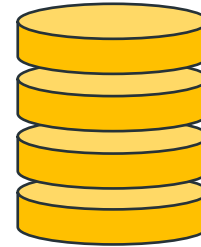


Transaction Log

# A Logical Read



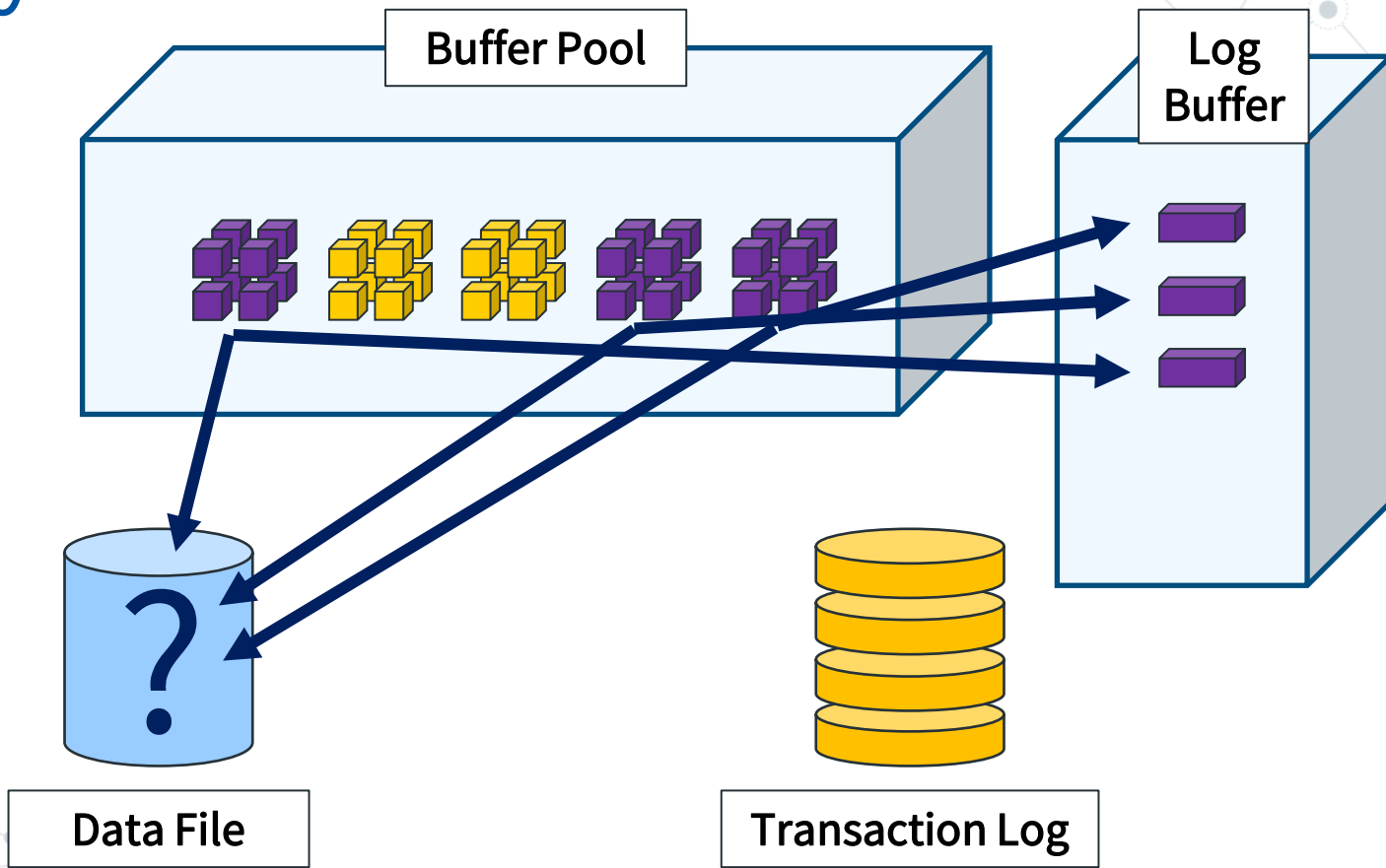
Data File



Transaction Log

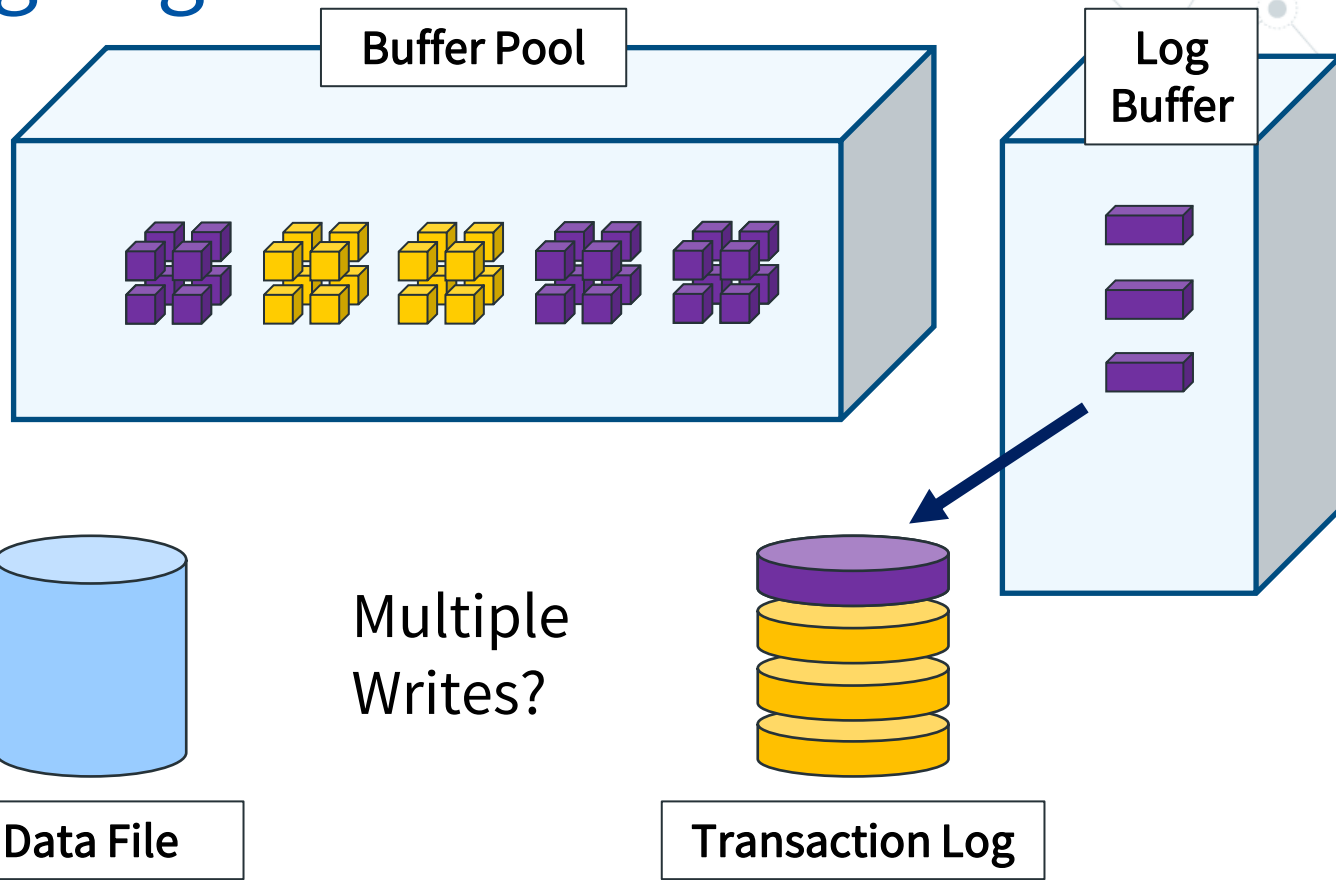


# Modify Data

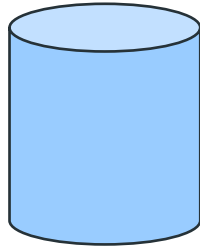
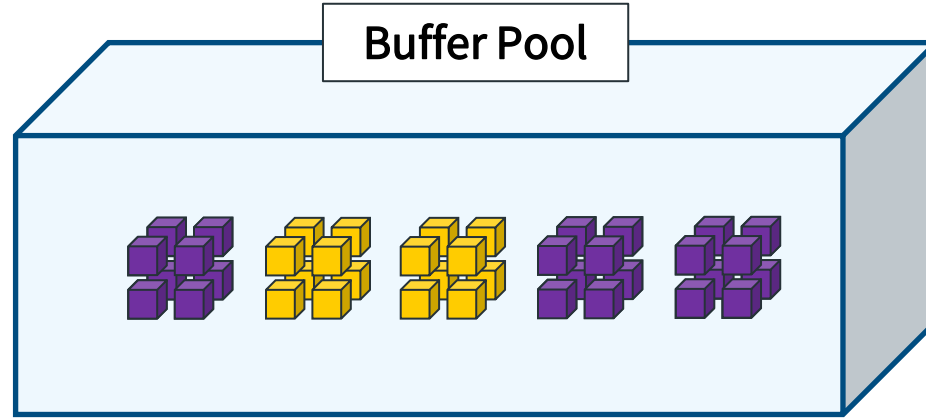


# Flushing Log Buffer

Transaction  
Commit  
Buffer @  
60KB  
(plus others)

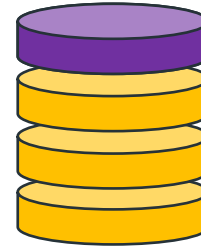


# Writing to the Data File... Finally



Data File

Checkpoint  
Lazy write  
Eager write



Transaction Log

# Remember

SQL Server uses  
Write Ahead Logging

Data changes are  
**NOT IMMEDIATELY**  
written to the data file



A decorative background featuring a network diagram with nodes and connecting lines, primarily located in the top-left and bottom-right corners.

# **Diagnosing Storage Performance Within SQL Server**

# Sub-Agenda

- ◎ Storage Terminology Refresher
- ◎ Workload Composition
- ◎ Digging in When “Storage is Slow...?”

# Storage Terminology Refresher

## ◎ Latency

- How fast to read or write
- Ex: X milliseconds (ms)

## ◎ Throughput

- How much volume of data over time
- Ex: X megabytes per second

## ◎ IOPs

- How many I/O operations over time
- Ex: X IOPS per second

# IOPs Alone Are Meaningless

- ◎ We're moving 10,000 IOPs per second!!!
- ◎ What is the size of I/O?
  - 4 KB I/O = 39 MB /sec
  - 10 MB I/O = 97 GB / sec
- ◎ SQL Server I/O sizes vary on operation

Operation	I/O Block Size
Transaction Log Write	512 bytes -> 60 KB
Checkpoint/ Lazy Writer	8 KB -> 1 MB
Read-Ahead Scans	128 KB -> 512 KB
Bulk Loads	256 KB
Backup/Restore (default)	1 MB (MAXTRANSFERSIZE)



# What Is Your Workload Composition?

- ◎ Read-Heavy
  - OLAP or Reporting
  - What about OLTP?
- ◎ Write-Heavy
  - ETL loading
- ◎ TempDB-Heavy
  - Effectively BOTH

# Read Heavy Workload

- ◎ Is your data is already in the buffer pool?
- ◎ If you keep thrashing to disk, give your SQL Server more RAM
- ◎ Your queries are reading too much – tune them!

Lets Dive Into SQL Server I/O To  
Improve T-SQL Performance

<https://www.youtube.com/watch?v=fDd4lw6DfqU>

# Write Heavy Workload

- ◎ Writing is “two-phased”
  - Log buffer written immediately
  - Data pages written later
- ◎ How are you doing your DML?
  - Single record at a time?
  - Everything at once?
  - In chunks?

# Before Digging In

Why are do you consider it  
slow in the first place?

- ◎ Query Duration
- ◎ Number of Queries
- ◎ Application Duration

**Do you have  
a baseline?**



# Common Ways to Find Evidence

- ◎ Perfmon Counters
- ◎ DMV Information
- ◎ SQL Server Waits

**Unlocking the Power  
of WholsActive**

*Jeff Iannucci*

# Perfmon Counters

## ◎ Latency

- Avg. Disk sec/Read & Avg. Disk sec/Write

## ◎ Average I/O Size

- Avg. Disk Bytes/Read & Avg. Disk Bytes/Write

## ◎ IOPs

- Disk Reads/sec & Disk Writes/sec

# I/O “Related” Perfmon Counters

- ◎ Page Life Expectancy...?
- ◎ Checkpoint pages/sec  
vs  
Log Bytes Flushed/sec

# sys.dm\_io\_virtual\_file\_stats

- ◎ Number of X's and Total Y's
  - Calculate averages
  - Derive Latency, Throughput, IOPs
- ◎ Data is cumulative
  - Reset on SQL Server service start



# Common I/O “Related” Wait Types

- ◎ IO\_COMPLETION / ASYNC\_IO\_COMPLETION
- ◎ PAGEIOLATCH\_XX
- ◎ BACKUPIO
- ◎ ASYNC\_NETWORK\_IO... ?

# WRITELOG Wait Type

- ◎ Duration of Log Flush operation
- ◎ Synchronous Availability Group?
  - HADR\_SYNC\_COMMIT can “hide” WRITELOG

# General Things to Keep in Mind

- ◎ Average I/O size matters
  - Larger I/O ops will take longer
- ◎ Typically:
  - OLTP = smaller I/O sizes w. lower latency
  - OLAP = higher I/O sizes w. higher latency
- ◎ Transaction Log needs very low write latency

A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. The nodes are represented by small circles, some of which are solid grey and others are hollow with a grey outline. The lines connecting them are thin and grey, creating a dense, organic structure that tapers off towards the right.

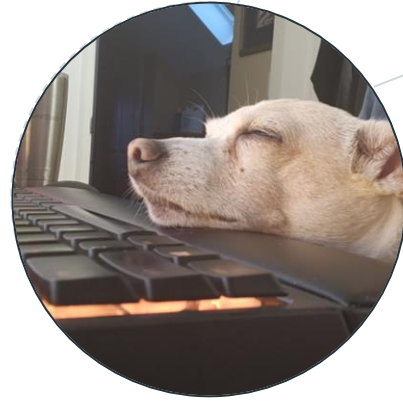
**Demo**

A decorative network diagram in the bottom-right corner, similar to the one in the top-left. It consists of a cluster of nodes (solid grey circles and hollow circles with grey outlines) connected by thin grey lines, forming a complex, interconnected web that tapers off towards the left.

# Frankly...

Your T-SQL code is  
probably doing  
too much I/O.

Tune your code.



Lets Dive Into SQL Server  
I/O To Improve  
T-SQL Performance

<https://www.youtube.com/watch?v=fDd4lw6DfqU>

A decorative background featuring a network diagram with nodes and connecting lines, primarily located in the top-left and bottom-right corners. The nodes are represented by circles of varying sizes, some with concentric rings, and the lines are thin and light gray.

# Looking Beyond the SQL Server Layer



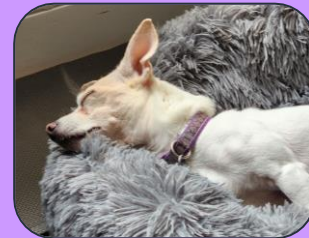
You checked the storage yet?



It's fine – we moved your lousy code to the wicked-fast “orange” storage array, remember?



Now leave me alone, it's time for my contractually scheduled nap ...



Wait, whut? Contractually scheduled... nap?!

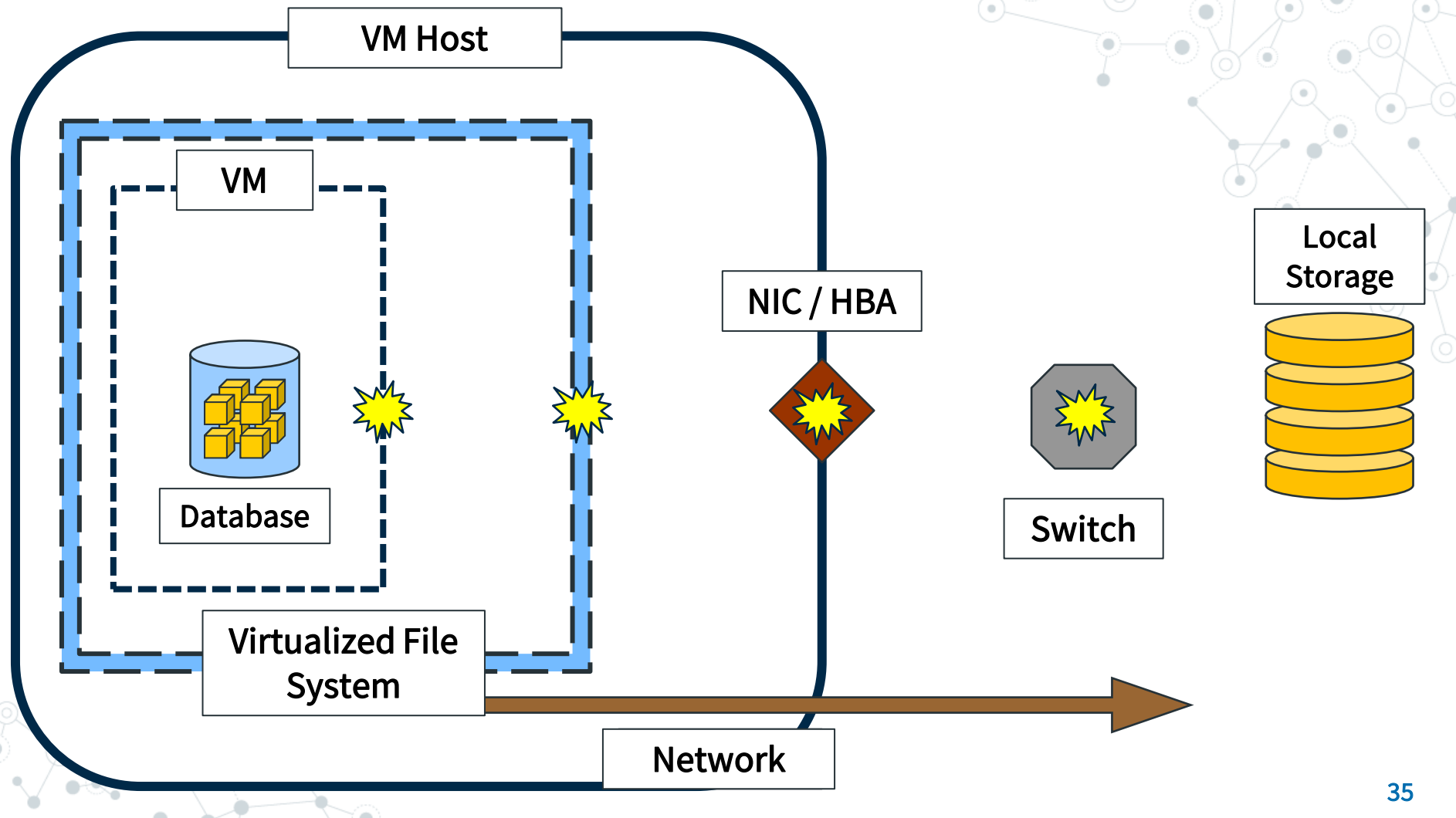
# Visibility

What can SQL Server and  
the Operating System see?

What is beyond the  
Operating System?







# What is the Path of Your I/O?

- ◎ Operating System
- ◎ Virtualization Layer...?
- ◎ Physical Hardware
- ◎ Storage Interconnect

# Operating System

- ◎ Power Plan
- ◎ Filter Driver
- ◎ Other applications?

# Virtualization Layer

- ◎ Power Plan
- ◎ VMFS Datastore
- ◎ Non-storage bottleneck
  - Co-Stop & Ready Time
- ◎ Are you following SQL Server on VMware Best Practices?

# Physical Hardware

- ◎ Server Model
  - PCIe bus
- ◎ Host Bus Adapter
  - HBA Drivers
- ◎ Network Interface Card
  - iSCSI

# Storage Interconnect

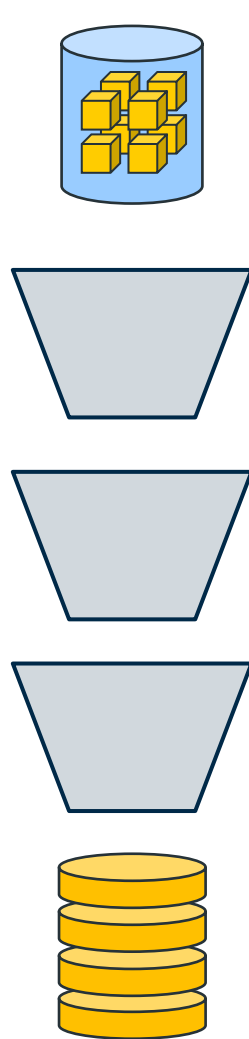
- ◎ iSCSI
  - MPIO & Routing
- ◎ FibreChannel
  - Zoning
- ◎ Network Attached
  - NFS or SMB?

# Queue Depth

- ◎ A “funnel” to control volume of I/O
  - Queues help to not overwhelm lousy legacy storage
- ◎ But what if you have modern, cutting-edge FAST storage?
  - Do default values defined “long ago” still make sense?

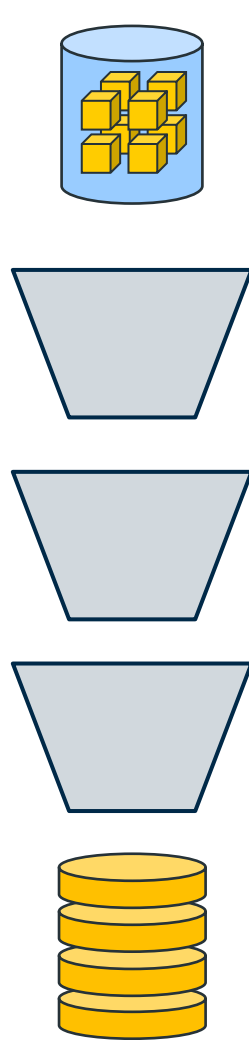
*(\*cough\* cost threshold for parallelism \*cough\*)*

# Queue Depth





# Queue Depth



# Queue Depth - Check

- ◎ Virtual Disk Controllers
- ◎ Host Bus Adapters (and drivers)
- ◎ Storage Device/LUN
  - There may be other queues to in your stack

# Monitoring Tools

- ◎ Remember the limits of Perfmon & DMVs
- ◎ 3<sup>rd</sup> Party Monitoring Tool
  - Worth the investment!!!
  - Monitoring SQL Server Without Breaking the Bank  
- Gianluca Sartori
- ◎ Often only report on a single layer

**Pure1**

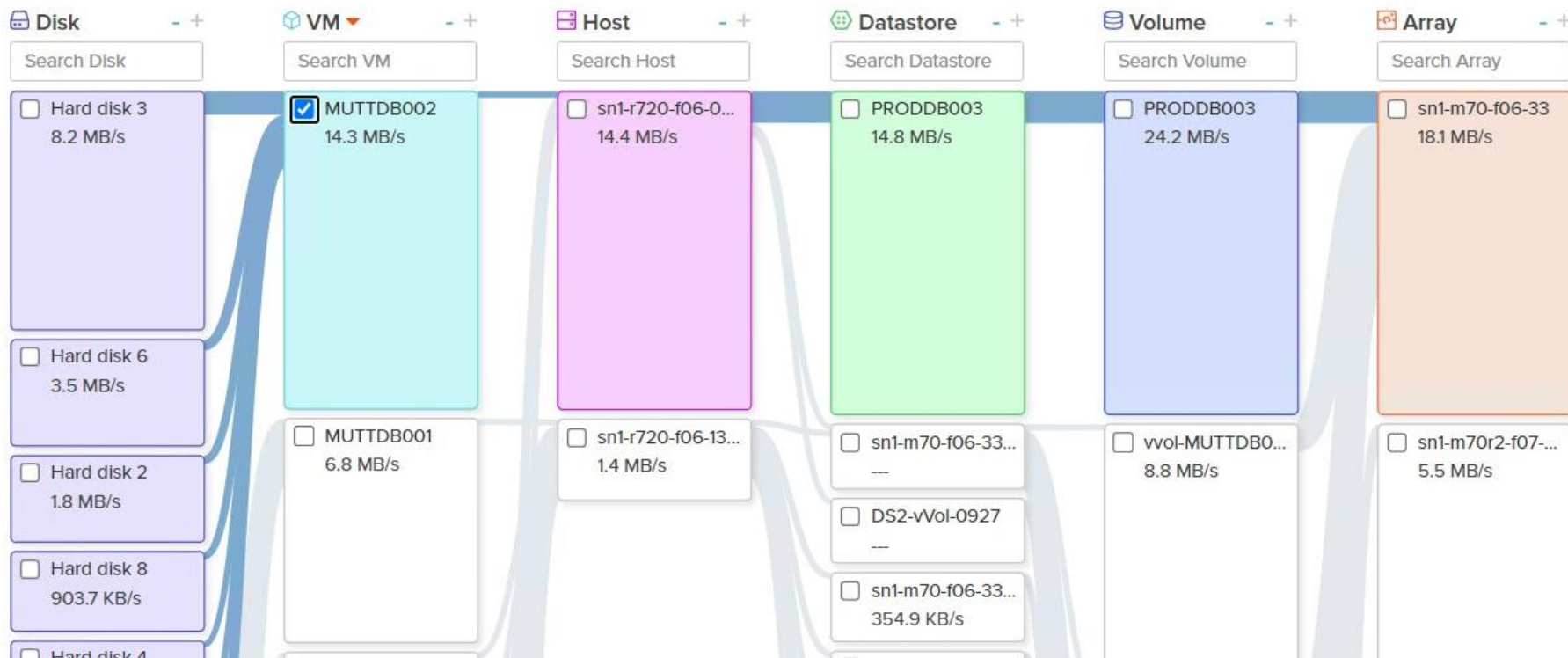
**VM Topology**

vc02.fsa.lab
Datacenter
cluster-prod

☒ Show Historical
 Clear
-
+
●

Avg
Max
Read Bandwidth
Last 3 hours
<
>

Generate Report



☐ Hard disk 7  
 11 MB/s  
 14.3 MB/s

☐ FISERV002  
 14.3 MB/s

☐ 14.4 MB/s

☐ 14.8 MB/s

☐ 24.2 MB/s

☐ 18.1 MB/s

SUM

A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. The nodes are represented by small circles, some of which are larger and have concentric circles, suggesting different levels or types of connectivity. The lines are thin and gray, creating a mesh-like structure.

# Bonus Demo

Deep dive into SQL Server Internals  
with Process Monitor & fn\_dblog()

A decorative network diagram in the bottom-right corner, similar to the one in the top-left. It shows a cluster of nodes connected by lines, with some nodes being more prominent than others. The overall style is clean and technical.

A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. The nodes are represented by small circles, some of which are larger and have concentric circles, suggesting a hierarchical or multi-layered structure. The lines are thin and gray, connecting the nodes in a non-linear fashion.

# Conclusion

A decorative network diagram in the bottom-right corner, similar to the one in the top-left. It shows a cluster of nodes connected by lines, with some nodes being larger and having concentric circles, indicating a similar hierarchical or multi-layered structure. The lines are thin and gray.

# Summary

- ◎ How Reads & Writes work in SQL Server
- ◎ Perspectives from SQL Server
- ◎ Perspectives beyond SQL Server

# Remember

Don't need to know the entire hardware stack.

Do remember there are many elements in the stack needing investigation.



*“Please just tune  
your \$#! code  
already”*



# Learn More: Resources

How to examine IO subsystem latencies from within SQL Server: Paul Randal

<https://www.sqlskills.com/blogs/paul/how-to-examine-io-subsystem-latencies-from-within-sql-server/>

Capturing IO latencies for a period of time: Paul Randal

<https://www.sqlskills.com/blogs/paul/capturing-io-latencies-period-time/>

Measuring SQL Server File Latency: Anthony Nocentino

<https://www.nocentino.com/posts/2021-10-06-sql-server-file-latency/>

Outside the Big SAN Box: Identifying Storage and SAN Latency in SQL Server: Kendra Little

<https://littlekendra.com/2016/06/16/outside-the-big-san-box-analyzing-storage-and-san-latency-in-sql-server-dear-sql-dba/>

What Virtual Filestats Do, and Do Not, Tell You About I/O Latency: Erin Stellato

<https://sqlperformance.com/2013/10/t-sql-queries/io-latency>

<https://github.com/sqlbek>

# Learn More: Resources

Troubleshoot slow SQL Server performance caused by I/O issues: Microsoft CSS

<https://learn.microsoft.com/en-us/troubleshoot/sql/database-engine/performance/troubleshoot-sql-io-performance>

VMware Storage Queue Tuning: David Klee

<https://www.youtube.com/watch?v=jZrQarIMWTI>

Understanding log buffer flushes: Itzik Ben-Gan

<https://sqlperformance.com/2018/11/sql-performance/understanding-log-buffer-flushes>

Top 5 Misleading SQL Server Performance Counters: Kendra Little

<https://littlekendra.com/2017/06/05/top-5-misleading-sql-server-performance-counters/>

Sequential Throughput Speeds and Feeds: Glenn Berry

<https://sqlperformance.com/2014/12/io-subsystem/sequential-throughput-speeds-and-feeds>

<https://github.com/sqlbek>

# Learn More: Resources

It's not you, it's me (I/O troubleshooting): Monica Rathbun

<https://sqlperformance.com/2017/04/sql-performance/its-not-you-its-me>

Knee-Jerk PerfMon Counters : Page Life Expectancy: Paul Randal

<https://sqlperformance.com/2014/10/sql-performance/knee-jerk-page-life-expectancy>

Knee-Jerk Wait Statistics: PAGEIOLATCH\_SH: Paul Randal

<https://sqlperformance.com/2014/06/io-subsystem/knee-jerk-waits-pageiolatch-sh>

Monitoring SQL Server Without Breaking the Bank: Gianluca Sartori

<https://www.youtube.com/watch?v=VRo3FziwXVA>

Lets Dive Into SQL Server I/O To Improve T-SQL Performance: Andy Yun

<https://www.youtube.com/watch?v=fDd4lw6DfqU>

<https://github.com/sqlbek>

# Session evaluation

Your feedback is important to us



**Evaluate this session at:**

[www.PASSDataCommunitySummit.com/evaluation](http://www.PASSDataCommunitySummit.com/evaluation)



# Thank you

<https://github.com/sqlbek>

**Andy Yun**

<https://sqlbek.wordpress.com> | <https://github.com/sqlbek>

[sqlbek@gmail.com](mailto:sqlbek@gmail.com) | [ayun@purestorage.com](mailto:ayun@purestorage.com)

Special thanks to all the people who made and released these  
awesome resources for free:  
Presentation template by [SlidesCarnival](#)  
CC0 images sourced from [Unsplash](#), [pixabay.com](#),  
[wannapiik.com](#) & [pexels.com](#)

