Sync performance

Last updated by | Keith Elmore | Apr 5, 2021 at 7:57 AM PDT

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Data Sync Performance -

Data Sync uses insert, update, and delete triggers to track changes. It creates side tables in the user database. These activities have an impact on your database workload, so assess your service tier and upgrade if needed.

When you have the data on both sides (hub\member), the initial sync will do row-by-row comparison to do sync.

The fastest way right now is: you do not have any data in source, for initial sync, it will do bulk-insert for the dest.

when we add a new table to the current sync and re-provision, will it do initial sync again for this table. For best performance, you want to put the hub and member db in same region

Initial sync:

It depends whether there are conflicts in the batch. If there is at least one conflict in the batch, it will do row-by-row

Otherwise, it will use bulk insert

In the worst case, it takes one minute to resolve 100 conflicts.

In the best case, it takes 1~2 sec to resolve 100 conflicts.

If you think it has been taking too long time, you can start an empty database with new sync group to sync at the same time

you can ask customer to check the tracking table on hub and member on the sync'ed table to find out if there is a lot of changes after init sync?

select count(*) from _dss_tracking.

from the activities happened on the hub

I saw it's doing selectchange/updatemetadata, normally this indicates the sync at least is doing row-row apply not bulkupdate.

AdHocQueryToBack [10/10/2017 4:33 PM] Qiang Wang:

once you open it, enter the server name\choose the db (hub), enter the following query

```
;with cte
as
(
SELECT
    local_tcp_port,session_id,connect_time,net_transport ,num_reads ,num_writes,client_net_address ,
(select text from sys.dm_exec_sql_text(most_recent_sql_handle)) as Query
FROM sys.dm_exec_connections
)
select * from cte
where query like '%datasync%'
order by connect_time desc
```

endInstance.xts

Classification

Root cause Tree - DataSync/Service Issue/Uncoded

How good have you found this content?



