#### Avoiding Performance Issues with Extended Events



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## What This Module Covers



The most important items to think about, as they relate to performance, when creating an event session



# Performance must still be considered with Extended Events



#### Performance Considerations

Specific events are *still* expensive

Write your predicates carefully

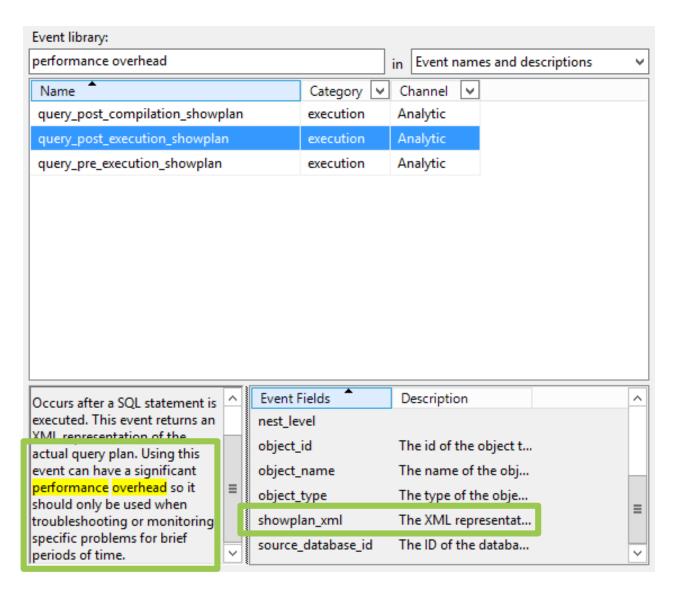
Adding actions adds overhead

Even with a lot of memory on a server, you need to set limits



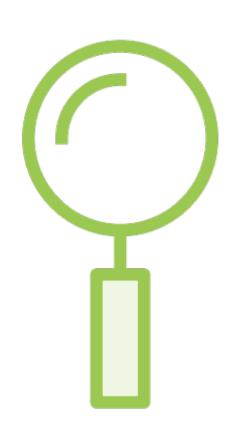
#### Expensive Events







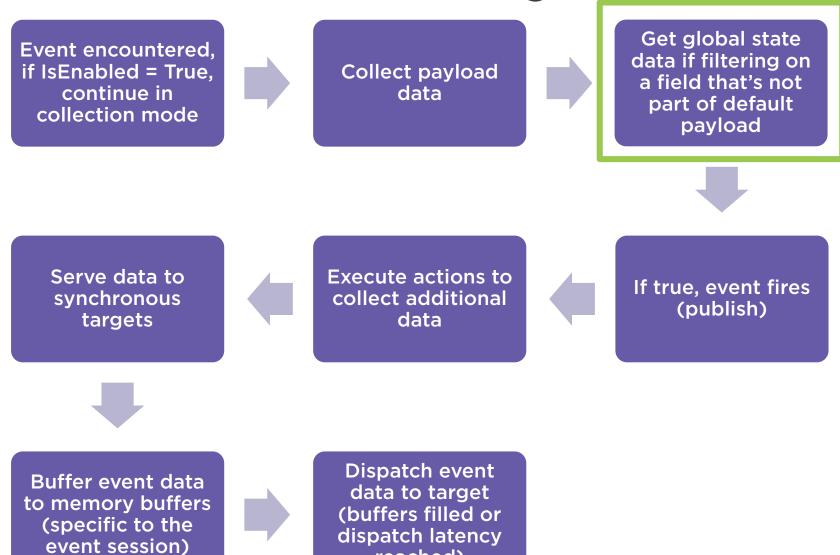
#### Create Good Predicates



If you filter on an element that is not part of the default payload, the Engine has to first collect that information *before* it can perform predicate evaluation

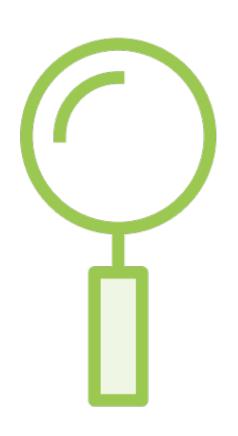


#### Remember the Big Picture



reached)

#### Create Good Predicates



If you filter on an element that is not part of the default payload, the Engine has to first collect that information *before* it can perform predicate evaluation

The first false evaluation of a logical block in a predicate prevents further evaluation



```
(is_system = 0) AND

((duration > 30000 AND wait_type = 10)

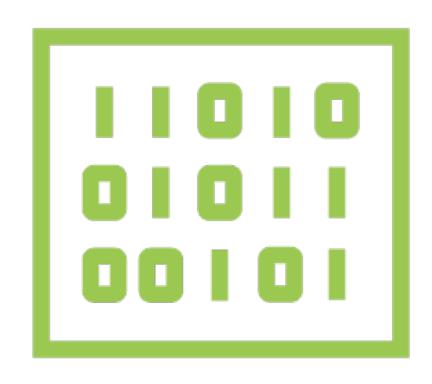
OR

(duration > 5000 AND (wait_type = 99 OR wait_type < 30))

)
```

```
(is_system = 0) AND
    ((duration > 30000 AND wait_type = 10)
    OR
    (duration > 5000 AND (wait_type = 99 OR wait_type < 30))
(is_system = 0) AND
    ((duration > 5000 AND (wait_type = 99 OR wait_type < 30))
    OR
    (duration BCCC AND wait_type = 10)
```

#### Overhead with Actions



Actions execute synchronously on the firing thread

Actions can cause side effects to occur when an event fires

Large actions (e.g. sql\_text, sql\_context) may require additional consideration for event sizing



#### Set Limits

Туре	Description					
ring_buffer	✓ Asynchrono	Asynchronous ring buffer target.				
Click here to add a t	arget					
					Add	Remove
					Add	Remove
Properties:					Add	Remove
	keep (0 means unlimited	d):	1000 ^		Add	Remove
Number of events to					Add	Remove
Number of events to	keep (0 means unlimited mory size (0 means unlin		1000 🗘		Add	Remov
Maximum buffer me	mory size (0 means unlin				Add	Remove
Number of events to  Maximum buffer me  Keep a specified	mory size (0 means unlin	nited): 0 MB			Add	Remove



#### Demo



**Ignoring the Warnings** 



#### What This Module Covered



### Considerations related to performance when creating an event session, including:

- Event selection
- Predicate construction
- Use of actions
- Ring\_buffer target configuration



#### What You're Going to Grumble About



You cannot integrate PerfMon data with Extended Events data

With the histogram target you can only bucket on one field at a time

Distributed Replay requires .trc files

It's just not the same as Trace/Profiler



#### My Favorite Things About XE



You can create multiple sessions and start and stop them as needed

You have search capability in the list of events

Track causality

Write to multiple targets

You can now work with data in the UI



### Where to Go Next?



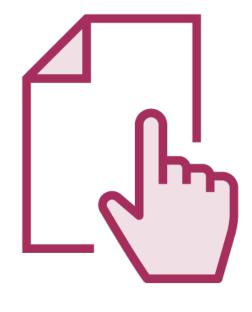


#### You Have Lots of Options!









Two Pluralsight courses by Jonathan Kehayias

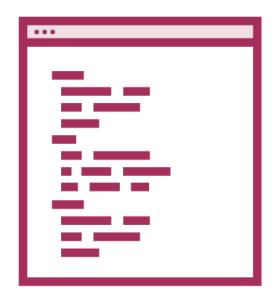
My blog, my
Extended
Events
"Stairway" on
SQL Server
Central,
Jonathan's blog

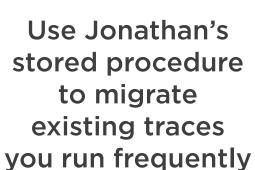
Take scripts from this course and try Extended Events

Next time you have an issue, spend 15 minutes trying Extended Events first!



#### Course Summary



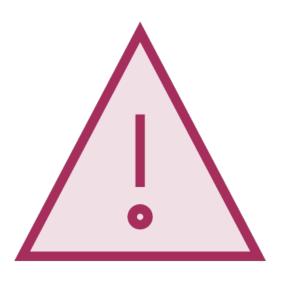




Take advantage of the UI for initial session creation, and for analysis



exist for a variety of troubleshooting options



Performance is still a consideration, be thoughtful when creating sessions

