



# 1Z0-054<sup>Q&As</sup>

Oracle Database 11g: Performance Tuning

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### QUESTION 1

You work as a consultant DBA for various clients. A performance issue in one of the online transaction processing (OLTP) systems is reported to you and you received the Automatic Workload Repository (AWR) report generated in the database. The main sections of the AWR report are shown in the Exhibits. View the Exhibit named DBTIME and note % DB Time.

#### Top 5 Timed Foreground Events

Event	Waits	Time(s)	Avg wait (ms)	% DB time	Wait Class
DB CPU		108		94.00	
db file sequential read	310,309	5	0	4.02	User I/O
latch: shared pool	1,227	0	0	0.41	Concurrency
db file parallel read	186	0	1	0.16	User I/O
control file sequential read	3,935	0	0	0.05	System I/O



View the Exhibit named TIMEMODEL and note what has contributed to % DB Time.

#### Time Model Statistics

- Total time in database user-calls (DB Time): 114.8s
- Statistics including the word "background" measure background process time, and so do not contribute to the DB time statistic
- Ordered by % of DB time desc. Statistic name

Statistic Name	Time (s)	% of DB Time
sql execute elapsed time	111.41	97.02
DB CPU	107.95	94.00
parse time elapsed	85.03	74.05
hard parse elapsed time	73.55	64.05
PL/SQL execution elapsed time	5.83	5.08
PL/SQL compilation elapsed time	2.20	1.92
hard parse (sharing criteria) elapsed time	0.46	0.40
connection management call elapsed time	0.34	0.38
hard parse (bind mismatch) elapsed time	0.27	0.24
sequence load elapsed time	0.06	0.05
repeated bind elapsed time	0.02	0.01
DB time	114.83	
background elapsed time	2.90	
background cpu time	0.95	



View the Exhibit named EFFICIENCY and examine the various percentages shown.



### Instance Efficiency Percentages (Target 100%)

Buffer Nowait %:	100.00	Redo NoWait %:	100.00
Buffer Hit %:	74.43	In-memory Sort %:	100.00
Library Hit %:	88.42	Soft Parse %:	34.91
Execute to Parse %:	3.01	Latch Hit %:	99.95
Parse CPU to Parse Elapsed %:	0.01	% Non-Parse CPU:	34.91

Identify the option that has the correct answers for the questions given below:

1) Which factor indicates the main problem?

2) What is the main problem?

3) What solution would you recommend?

A. 1) The Exhibit DBTIME shows that the DB CPU event consumed very high % DB Time. 2) The CPU is very slow. 3) Increase the number of processors.

B. 1) hard parse elapsed time has the majority time in parse time elapsed, which is shown in the TIMEMODEL Exhibit. 2) This is due to inadequate Database Buffer Cache. 3) Increase the size of database buffer cache.

C. 1) sql execute elapsed time and parse time elapsed are consuming very high % DB Time in the TIMEMODEL Exhibit. 2) There are too many soft parses. 3) Investigate the HOLD\_CURSOR parameter setting in the application and set it appropriately.

D. 1) % Non-Parse CPU is low and Soft Parse % is also low in the EFFICIENCY Exhibit. This shows that very few statements are found in the cache. 2) There are too many hard parses. 3) Investigate the CURSOR\_SHARING parameter setting and set it appropriately.

Correct Answer: D

### QUESTION 2

You work as a DBA and have the responsibility of managing a large online transaction processing (OLTP) system. You used three queries to check the database performance as shown in the Exhibit. View the Exhibit and analyze the output.



```
SQL> SELECT (1-((phy.value-phyd.value) / (cur.value + con.value))) * 100
2  "Cache Hit ratio"
3  FROM v$sysstat cur, v$sysstat con, v$sysstat phy, v$sysstat phyd
4  WHERE cur.name = 'db block gets'
5  AND con.name = 'consistent gets'
6  AND phy.name = 'physical reads'
7  AND phyd.name = 'physical reads direct':
```

Cache Hit Ratio

-----  
99.43

```
SQL> SELECT event, total_waits, total_timeouts, time_waited, average_wait
2  FROM v$system_event
3  WHERE event='buffer busy waits';
```

EVENT	TOTAL WAITS	TOTAL TIMEOUTS	TIME WAITED	AVERAGE WAIT
buffer busy waits	36526	1557	549703	15.04872974

```
SQL> SELECT * FROM v$waitstat WHERE class='data block';
```

CLASS	COUNT	TIME
data block	1961113	1870278



What conclusion can you draw from this?

- A. There are many physical I/Os happening.
- B. There are many full table scans happening.
- C. The data blocks are aging out of the buffer cache very fast.
- D. There are many cursors trying to access the same data blocks.
- E. The DBWn processes are not freeing sufficient buffers to meet the demand.

Correct Answer: D

### QUESTION 3

As a DBA, you notice that the response time of your database has degraded. Which two pieces of tuning-related information can you examine in the alert log to identify possible causes? (Choose two.)

- A. frequency of log switches
- B. frequency of block corruption errors

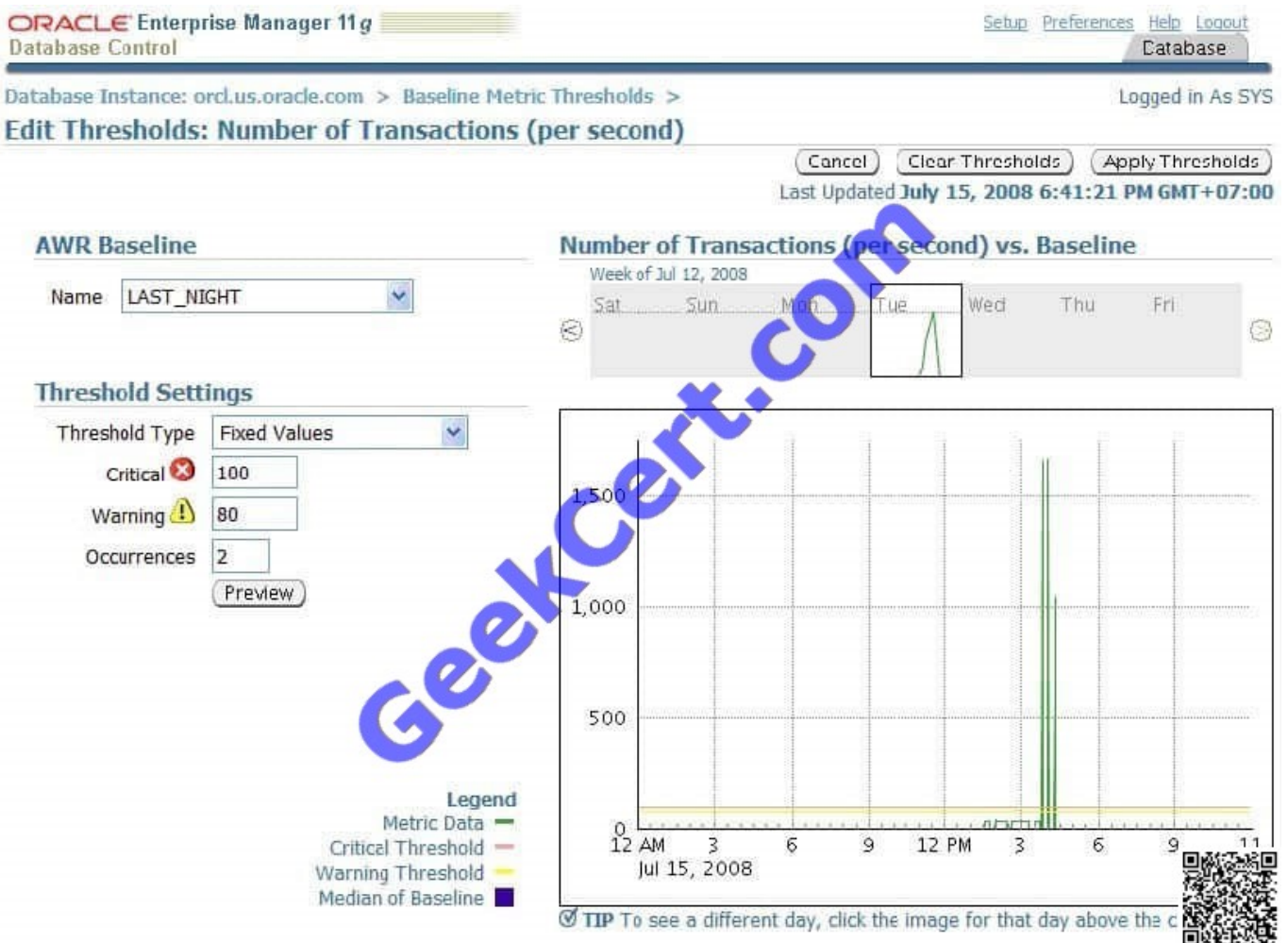


- C. concurrent parsing and buffer cache latch contention
- D. the amount of CPU time spent on database user-level calls

Correct Answer: AB

**QUESTION 4**

View the Exhibit. Which statement is true about applying the threshold setting in the Exhibit.



- A. The threshold does not depend on any baseline.
- B. The threshold is decided by comparing the warning and threshold values with the LAST\_NIGHT baseline.
- C. The threshold is decided by comparing the warning and threshold values with the SYSTEM\_MOVING\_WINDOW baseline.
- D. The threshold is decided by comparing the warning and critical values with the baseline set on the performance page.



Correct Answer: A

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### QUESTION 5

You are a DBA in ABC Corp. You are working on an online transaction processing (OLTP) system. The applications running on the database use connection

pooling to connect to the database to perform transactions.

The company wants to upgrade the CPU and the memory for machine on which the production database is running. To test the realistic workload on the new

machine with increased CPU and memory, you identified the peak workload time for the database and captured the workload on the production system.

You set up the test machine with the upgraded CPU and memory, and performed the following operations for replay:

- 1) You preprocessed the captured workload.
- 2) You restored the replay database to match the capture database at the start of the workload capture.
- 3) You resolved all external references.
- 4) You set up replay clients.

You have the following replay considerations:

- 1) minimal data divergence to be ensured
- 2) all sessions to connect immediately.
- 3) user waits between issuing calls to be kept to a minimum What replay options would you choose to accomplish the replay?

A. SYNCHRONIZATION = TRUE, THINK\_TIME\_SCALE = 0, CONNECT\_TIME\_SCALE = 0 and THINK\_TIME\_AUTO\_CORRECT = TRUE

B. SYNCHRONIZATION = TRUE, THINK\_TIME\_SCALE = 0, CONNECT\_TIME\_SCALE = 100 and THINK\_TIME\_AUTO\_CORRECT = TRUE

C. SYNCHRONIZATION = TRUE, THINK\_TIME\_SCALE = 100, CONNECT\_TIME\_SCALE = 0 and THINK\_TIME\_AUTO\_CORRECT = FALSE

D. SYNCHRONIZATION = TRUE, THINK\_TIME\_SCALE = 100, CONNECT\_TIME\_SCALE = 100 and THINK\_TIME\_AUTO\_CORRECT = TRUE

Correct Answer: A

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