



# **System Performance Challenges at NSDL**



# AGENDA

- Overview of Depository Systems
- Performance challenges
- Techniques Deployed

# Depository System



Facilitate securities holding and transaction in electronic book entry form

Key Legislative and regulatory requirement

- Service only through Participants
- Depository to maintain client level data
- Daily Reconciliation

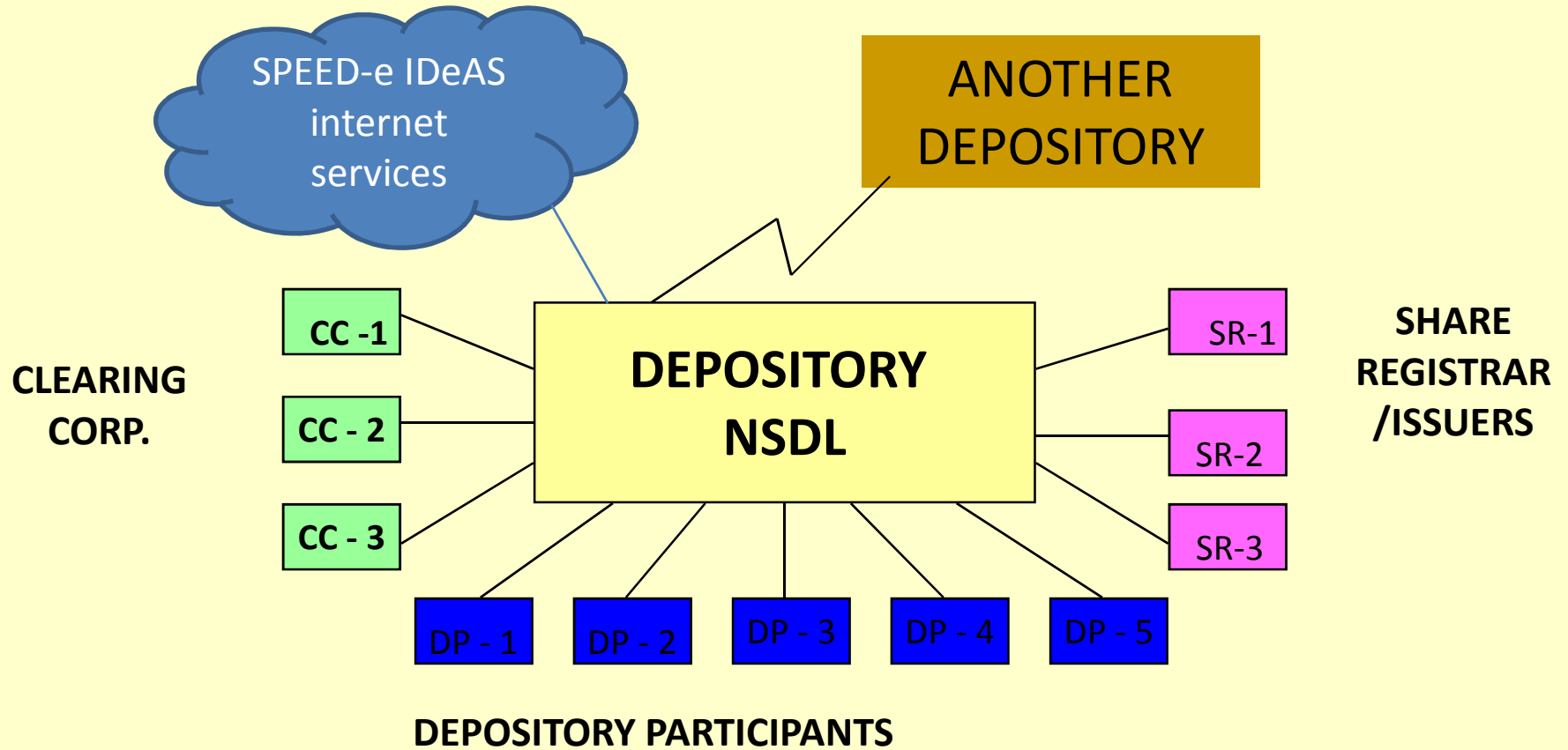


# Key Requirements and Decisions

- Quick Launch
- Adapt operational TCS SEGA system
  - Mainframe CICS DB2
  - Proprietary COMS with SWIFT messaging
- BPs - Windows SQL server systems
- Internet based inquiry and transaction submission system for end users



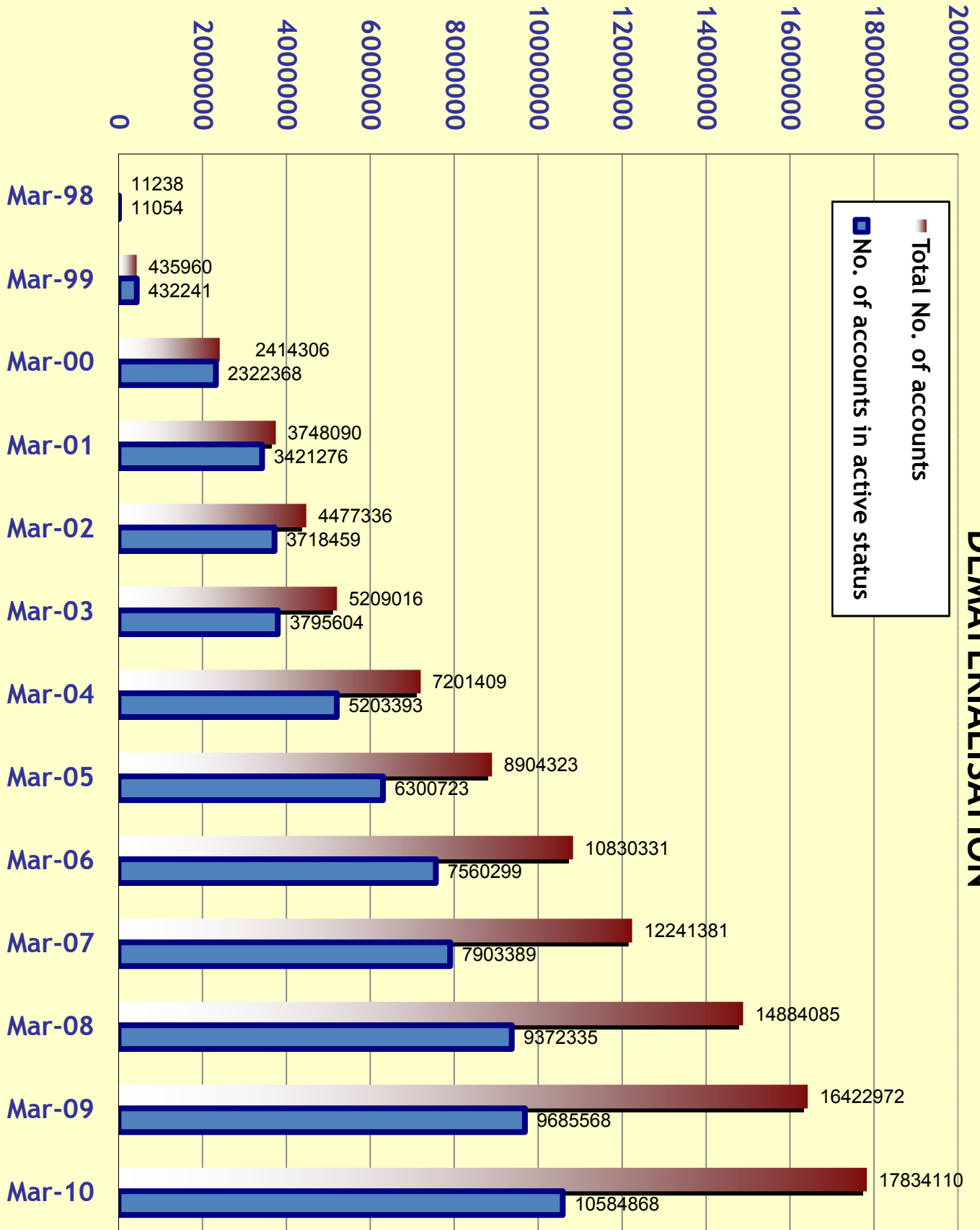
# Depository Set-Up



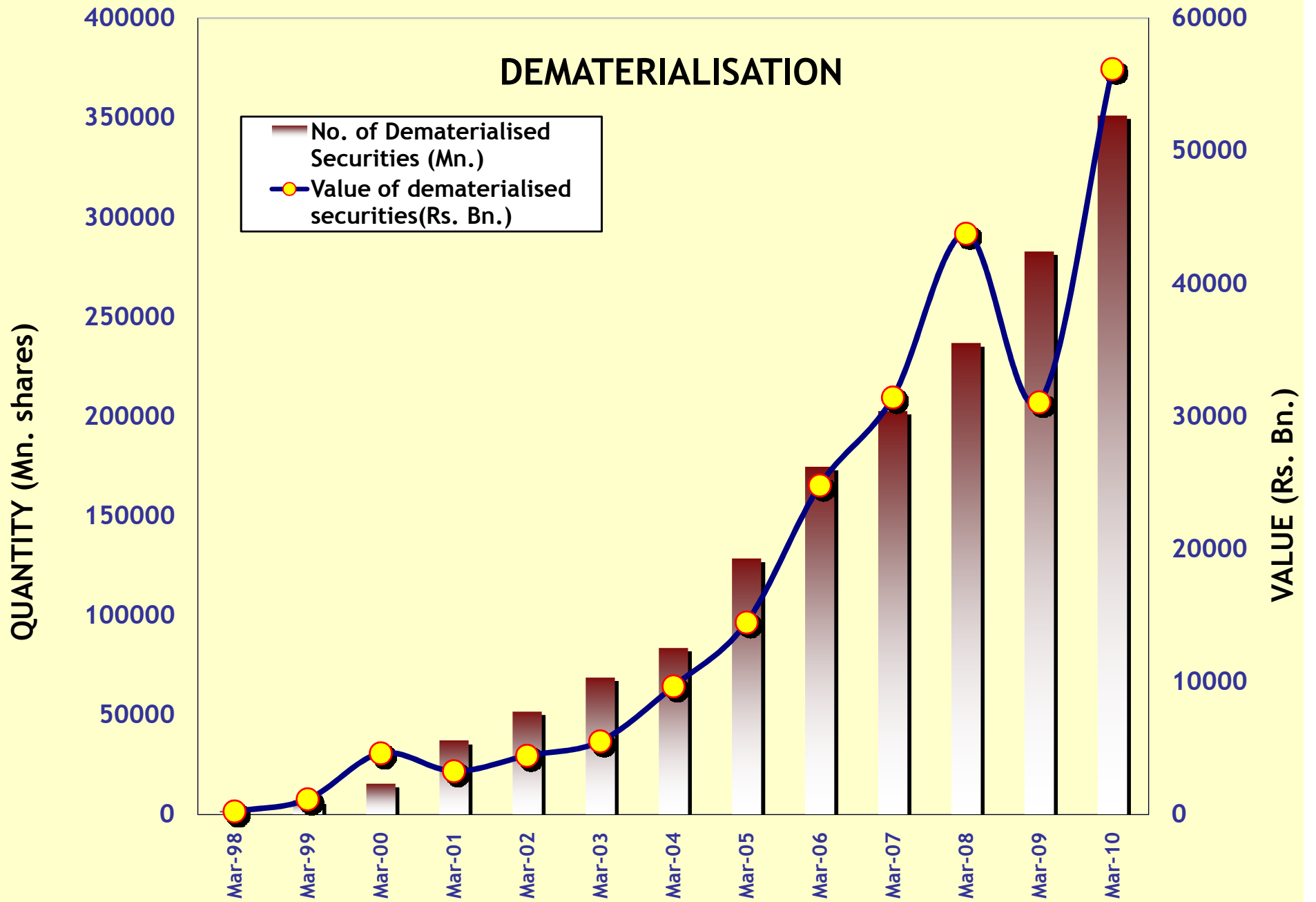
**STAR NETWORK**

**SWIFT MESSAGING CONVENTION**

# DEMATERIALIZATION



# DEMATERIALIZATION





# Performance Challenges

- Transaction concentration
- Inability of CICS to exploit multi CPU
- Disproportionate usage of MF for COMS
- Batch settlement in on-line window
- ADHOC query load in on-line window
- Managing EOD window with growth
- Information latency in IDeAs



# Measures adopted OLTP system



- Multi threading and range partitioning
- Increase commit frequency
- Housekeeping, archival of data
- Daily transactions table
- Separate reporting database
- Re-engineer application
  - Reduce redundant bookings/ledger entries
  - Multi channel messaging for IDeAS
- Multi region CICS to separate COMS and APP
- Extend CICS Multi Region for APP through MQ



# Measures Adopted for COMS

- Message blocking
- Lookup table based compression
- File upload/download for batches
- Offline distribution of signature information
- Offload COMS to UNIX Front end systems
- Dedicated Receiver /transmitter for select DPs

# Measures adopted for EOD window



- Incremental external reconciliation
- Parallel processing and drive CPU to 100%
- High commit frequency with re-start logic.
- Use Flash copy for full backup



# Redevelopment of Application

- 13 year old system based on SEGA code base
- Not Architected for linear scalability
- Lock-in to Mainframe platform
- Settlement risk for DP if local system is down
- Unit level messaging protocol
- Lack of Branch Connectivity & STP

**Re-development by TCS under IIT (B) Guidance**



# Key Requirements

- Linear incremental N fold scalability
- Portability across platforms and databases
- 1 hour EOD window
- Reduce Pay-in (batch settlement) time
- Zero latency for IDeAS SOT/SOH
- Direct Instructions submission by DP

# Key Design Strategies



- Increase in memory processing (object cache)
- Common validation for batch of transactions
- Pass full transaction data through MQ
- Use of non persistent queues with rebuild
- Separate tables for processed and pre-processed transactions



# Key design strategies(cont' d)

- Performance oriented database design
  - Store different types of positions for account in single row as columns
  - To be processed transactions in temp table with multiple indices
- Advance processing to reduce point load for settlement
- On-line reconciliation

# Key design strategies(cont'd)



- Offload reporting to separate database
- NSDL hosted eDPM for instruction submission
- Local DPM for reporting
- STP enablement
- SOT/SOH from main database for IDeAs
- 100% JAVA code , JMS based interface for messaging  
Hibernate ORM for DB independent code



# Achievement



- **Target**
  - Current System : 3 lacs instructions /hour
  - Current Requirement : 5 lacs instructions /hour
  - 10<sup>th</sup> year volume : 40 lacs instructions/hour
- **Achievement**
  - zOS DB2 14.50 lacs/hr
  - Aix - Oracle 24.09 lacs/hr
  - HP - Oracle 12.51 lacs/hr
- **Very significant reduction in MIPS requirement.**



Thank You