

# Db2 for i Very Large Database (VLDB) Architecture Review and Consulting Workshop

## Overview

This facilitated workshop will consist of understanding the business and technical requirements for successfully implementing and maintaining a very large database (VLDB) environment with IBM i and Db2 for i. It will include a discussion and consultation on database design scenarios that meet your data growth requirements.

## Target Audience

- IT Personnel with database knowledge & responsibility; system administrators

## Why Use This Service?

- Are you reaching the maximum size limits for a table in your Db2 for i databases? – Would you like to ensure you are positioned to meet future data growth requirements?

## Benefits

- Access to expert consultants that can guide you on the options and considerations for VLDB implementations – Enhanced understanding of the pros and cons of Db2 for i data partitioning solutions. – Education on best practices to minimize outage time when migrating data to the VLDB solution.

## Service Provided

- Requirements review and solution ideation through a series of facilitated discussion with business leaders and technical leaders.
- Review of current state, current requirements and future requirements.
- Discussion of current application & data access architecture and future application & data access plans.
- Discussion of data growth and retention expectations
- Education on possible technologies, methods and strategies for future state.
- Discussion about the best solutions and formulation of implementation steps.

## Deliverables

- Detailed report summarizing discussions and finding – including high-level project plan detailing next steps for VLDB implementation

## Contacts

- Contact us at [ibmsls@us.ibm.com](mailto:ibmsls@us.ibm.com) or your local Expert Labs team
- Principal Technology Expert Labs Consultant: Kent Milligan [kmill@us.ibm.com](mailto:kmill@us.ibm.com)
- For more information about this and other Db2 for i services, see <http://ibm.biz/Db2iExpertLabs>