

z/VM CPU Pooling and ILMT

Bill Bitner – bitnerb@us.ibm.com

z/VM Development Client Focus & Care

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Agenda

- Software pricing methodologies
- Brief review of z/VM scheduling options
- Overview of CPU Pooling on z/VM V6.3
- Update to IBM License Metric Tool (ILMT) 9.0.1
- Software Pricing with CPU Pooling
- Use case examples
- CPU Pooling with IBM z13 and SMT

z Systems software pricing methodologies offer:

- Price-to-value
- Flexibility to run software where it is most efficient
- Capability to predict software charges
- Help with cost of new applications
- Flexibility to pay for software based on workload requirements



Pricing metrics for z/VM IPLA products:

- z/VM V5 and V6 and certain z/VM related products have pricing based on the number of engines.
 - **Engine-based Value Unit** pricing allows for a lower cost of incremental growth with additional engine-based licenses purchased.
- Most IBM middleware for Linux is also priced based on the number of engines.
 - The number of engines is converted into **Processor Value Units** (PVUs) under the Passport Advantage[®] terms and conditions.
- z/VM 6.3 (with APAR) allows **CPU pooling**.
 - **ILMT enhancements** enable using ILMT with pooling.



Limiting Single Guests

- Existing **LIMITHARD** option of **SET SHARE** command bounds guest processor resource consumption
 - **SET SHARE *userid* RELATIVE 2000 ABSOLUTE 40% LIMITHARD**
 - **RELATIVE 2000** defines entitlement: guest is allotted 20 times as much processor resource as the default (RELATIVE 100) user.
 - **ABSOLUTE 40% LIMITHARD** sets the cap: guest cannot consume more than 40% of the processor resource on the z/VM system (e.g. 2 IFLs in a 5-IFL VM partition)
- Applies to processor resource of type where the guest is dispatched
- Scheduler divides this limit evenly among virtual CPUs in a virtual MP
 - Omits stopped vCPUs (e.g., via *cpuplugd*)

Limiting Single Guests

- **SET SHARE LIMITHARD** can be used to
 - Prevent “runaway” virtual machines
 - Limit consumption by less important virtual machines (e.g. test)
 - Help to ensure department budgets are not exceeded
 - Control resources available to contracting clients (service bureau)

- Some drawbacks:
 - Change in number of logical processors (Capacity on Demand, VARY PROCESSOR ON/OFF) affects actual limit imposed
 - Imposed at the individual guest level. Limiting a set of guests may require over-limiting of the individuals.
 - Not recognized as a means of limiting capacity for IBM sub-capacity software license purposes

Environment Information Interface

- New interface allows guest to capture execution environment
 - Processor configuration and capacity information
 - Various Levels: Machine, logical partition, hypervisor, virtual machine
- New unprivileged instruction Store Hypervisor Information (STHYI)
- Includes support for CPU Pooling
- Exploited by ILMT 9.0.1 for sub-capacity pricing of Linux on System z middleware
- Support details:
 - z/VM 6.3 with APAR VM65419 (included in RSU 1501)



CPU Pooling with z/VM V6.3



- Create a pool of processor resources available for a group of virtual machines in a z/VM system
- Allows capping of processor utilization for a set of guests to better balance resource utilization
- Allows Live Guest Relocation (LGR) as long as both definitions are compatible
 - Pools are defined and managed independently on each SSI member system
- Available with z/VM V6.3 and APAR VM65418 (in RSU 1501)

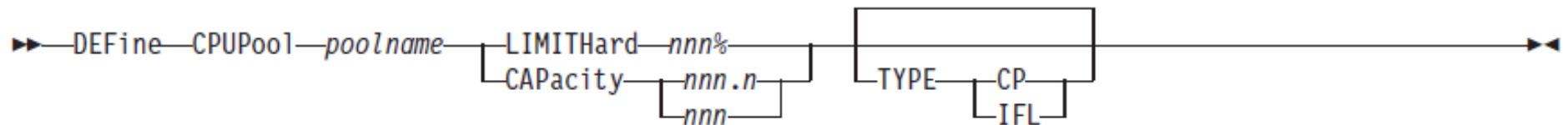
Flexible configuration of pools



- Define named CPU pools with associated capacity
 - Number of CPUs of particular type (CP, IFL)
 - Percentage of CPUs of particular type
- Associate guests with CPU pools
- Limit aggregate guest consumption to pool capacity
 - Coexists with individual guest LIMITHARD setting; both limits enforced
 - Otherwise, resource allotted to group members on demand (“first come, first served”)
- Allows overcommit – no restriction on number of pools or aggregate capacity
- New Environment Information Interface obtains pool capacity information
 - Eliminates manual configuration of data collection

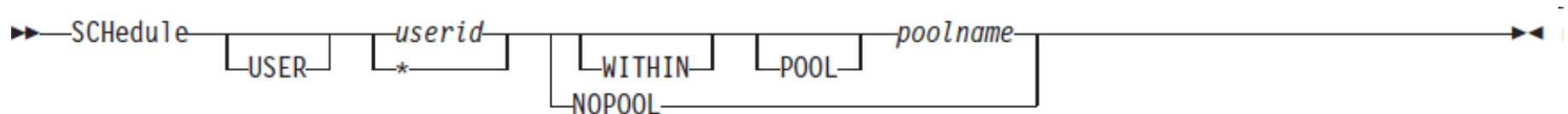
Defining CPU Pools

- Use the **DEFINE CPUPOOL** command to define named pools
 - Define for a particular **TYPE** of core (**CP** or **IFL**)
 - Default is the primary core type (IFL in an IFL-only partition, otherwise CP)
 - **CAPACITY** - number of CPUs' worth of processing power
 - Limit recognized for sub-capacity licensing purposes
 - Can overcommit (i.e. Sum of CPUPOOL CPUs > Logical processors)
 - **LIMITHARD** - % of system CPU resources of that type
 - Same enforcement mechanism as SET SHARE LIMITHARD
 - Does not qualify for sub-capacity licensing



Enrolling virtual machines in a pool

- Assign a guest to or remove it from a CPU pool with the **SCHEDULE** command
 - Specified CPU pool must be already defined
 - Type of CPU in specified CPU pool must match the guest's primary CPU type
 - CPU affinity must be on for the guest
 - If guest is already assigned to a CPU pool it is removed from that pool and added to the specified pool



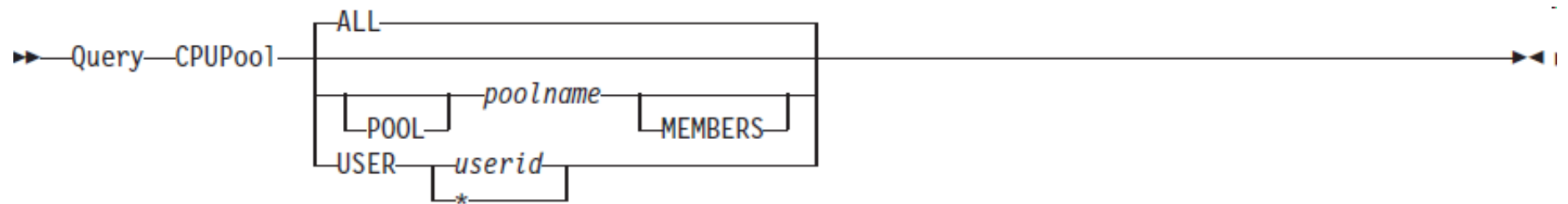
Changing CPU allocation to a pool

- Limits can be changed with the **SET CPUPOOL** command

```
▶▶ Set CPUPool poolname LIMITHard nnn%
    CAPacity nnn.n
           nnn
```

Displaying CPU Pool information

- Use **QUERY CPUPOOL** to see information about the pools defined on your system



Displaying CPU Pool information

- Display all pool definitions:

```
query cpupool all
```

CPU pool	Limit	Type	Members
LINUXP2	8.0 CPUs	IFL	0
CPPOOL10	12 %	CP	8
LINUXP3	30 %	IFL	20
LINUXP1	2.5 CPUs	IFL	6

- Display one pool definition and member names:

```
query cpupool linuxp1 members
```

CPU pool	Limit	Type	Members
LINUXP1	2.5 CPUs	IFL	6

The following users are members of CPU pool LINUXP1:

```
D70LIN12 D79LIN03 D79ADM D79LIN10 D79LIN07  
D79LIN04
```

- Display user's pool name:

```
query cpupool user d79adm
```

```
User D79ADM is in CPU pool LINUXP1
```

DELETE CPUPOOL

- Use **DELETE CPUPOOL** to delete a pool definition
- Pool must be empty.
 - Use SCHEDULE ... NOPOOL first to remove each member.

▶▶ ~~DELe~~te ~~CPUPool~~ *poolname* ◀◀

Automating CPU Pool Management

- Complication:
 - At VM IPL, no pools are defined. (Not remembered from prior IPL.)
 - Can't add users to the pool until the pool is defined.

- One solution:
 1. COMMAND statements in directory definition of OPERATOR or AUTOLOG1 to define CPU pools


```

USER OPERATOR . . .
      .
      .
      .
COMMAND DEFINE CPUPOOL WEBSPH CAPACITY 5 TYPE IFL
COMMAND DEFINE CPUPOOL DB2 CAPACITY 3 TYPE IFL
COMMAND DEFINE CPUPOOL QADEPT LIMITHARD 10% TYPE CP
          
```

...Or include 'CP DEFINE ...' commands in AUTOLOG1's PROFILE EXEC.
 2. COMMAND statements in virtual machine definitions to place them into pools as they log on


```

USER WASPROD1 . . .
      .
      .
      .
COMMAND SCHEDULE * WITHIN POOL WEBSPH
          
```

Single System Image considerations

- CPU pools are defined and managed independently on each member of an SSI cluster

- A guest in a CPU pool can relocate to another system if a CPU pool with the same name and type is defined on the target system
 - Need not have the same limits

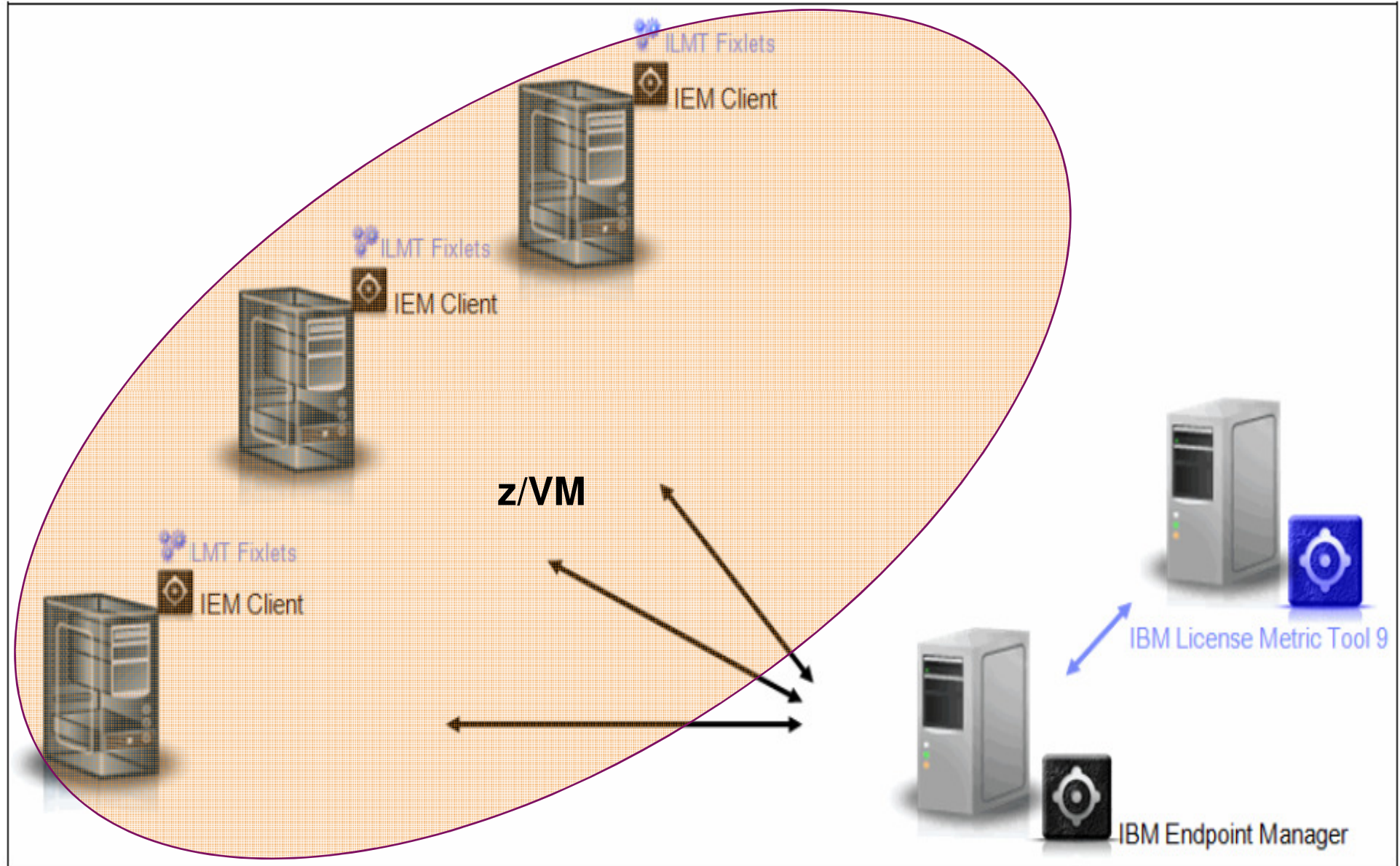
- Administrator is responsible for adjusting pool limits if needed
 - May affect software license requirements

Track License Requirements with IBM License Metric Tool



- IBM License Metric Tool (ILMT) is a no-charge tool used to determine PVU licensing requirements
- New Linux interface will be exploited by ILMT to assess software license conformance
 - Invokes z/VM Environment Information Interface
- Ability to track CPU pools available in ILMT 9.0.1 available August 12, 2014
 - Improvements also made to reduce CPU overhead incurred with ILMT
- Using ILMT you are only charged for the CPU pool capacity assigned to Passport Advantage PVU-based software

ILMT Architecture Overview



Software Licensing Key Learning Points

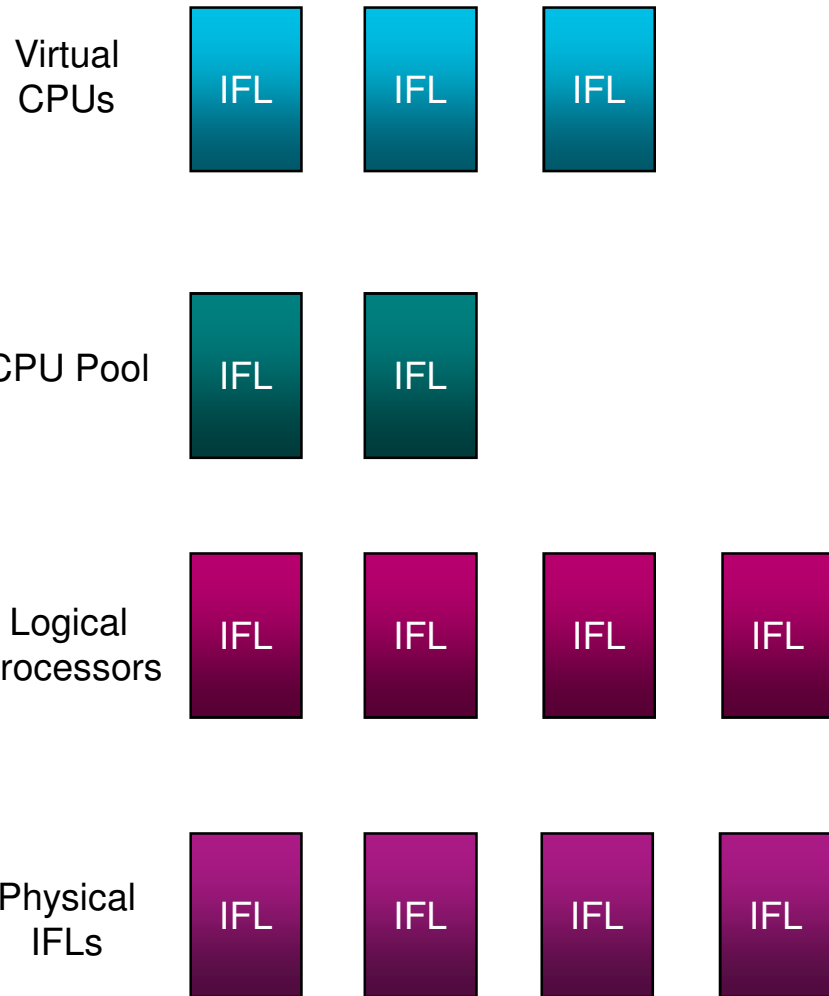
- IBM's two Software Categories are z Systems software and Distributed software and the entitlements are not interchangeable
- Value Units (VUs) are used to license z Systems IPLA software and Processor Value Units (PVUs) are used to license Distributed Passport Advantage software
- Distributed Sub-Capacity Terms require customers to keep track of the maximum processor capacity available to a program:
 - IBM License Metric Tool calculates this
 - Customers run the tool and retain the reports
- When running z/VM virtual machines and/or LPARs a customer is required to license for only the real hardware resources actually available to each program, not all the virtual resources
- PVUs are based on the processor family, for example
 - IFL on z114 might be 100 PVUs while IFL on zEC12 could be 120 PVUs
 - See IBM pricing expert for details
- On the z13, licensing granularity is one core's worth of processing power
 - No thread-based licensing

Current Linux Guest Software Pricing

Pricing rule for products in Linux guests: The lower of the sum of the virtual engines available to guests running a product or the engine capacity of the z/VM LPAR from which the guests obtain their resources.



Linux Guest Software Pricing With CPU Pooling



Pricing rule for products in Linux guests: The lowest of the sum of the virtual engines available to guests running a product, the engine capacity of the CPU pool to which the guests are assigned, or the engine capacity of the z/VM LPAR from which the guests obtain their resources.

Maximum consumption: 2 IFLs

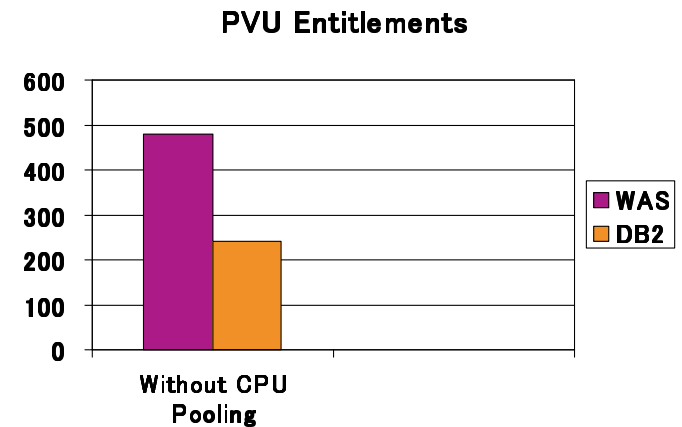
Use cases for CPU Pooling



- Department budgeting
 - Assign each department's guests to CPU pool with contracted capacity
- Grow workloads without affecting the budget
 - Add New Workload
 - Add Capacity
 - Combine LPARs
 - Handle fractional workload requirements
- Prevent resource over-consumption
 - Limit aggressive workloads

Add New Workload Without CPU Pooling

- 4 WAS production guests
 - Requires 4-engine WAS entitlement
- Add 2 DB2 production guests
 - Requires 2-engine DB2 entitlement

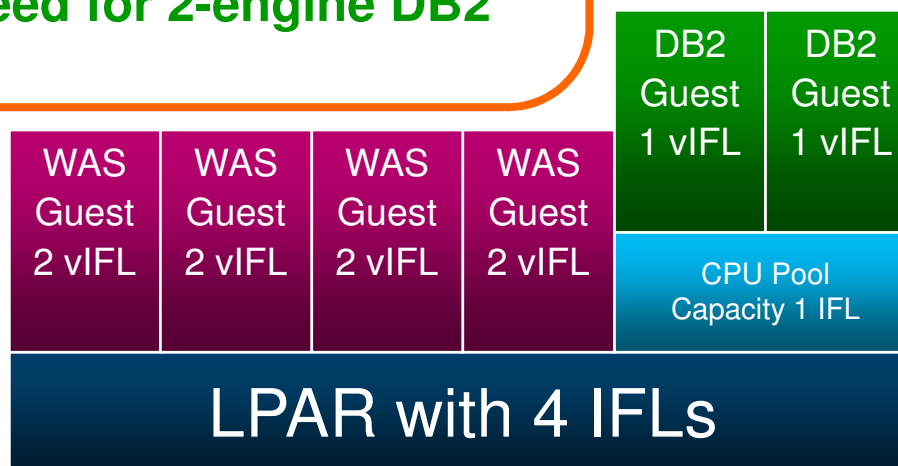
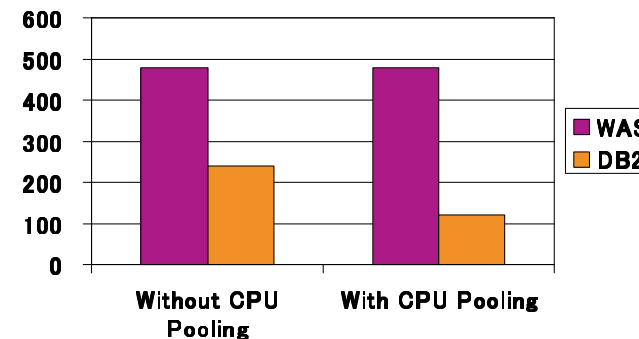


Note: All PVU Entitlement examples based on zEC12 (120 PVU per IFL) – will look proportionally the same on zBC12 (100 PVU per IFL)

Add New Workload With CPU Pooling

- 4 WAS production guests
 - Requires 4-engine WAS entitlement
- Create a 1-IFL pool
- Put the 2 DB2 production guests in pool
 - Requires 1-engine DB2 entitlement (avoiding the need for 2-engine DB2 entitlement)

PVU Entitlements

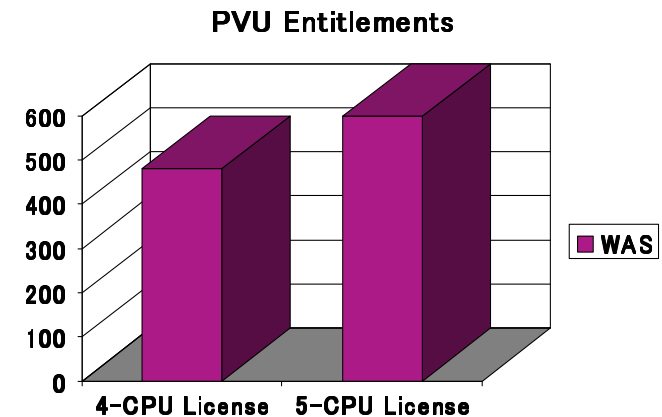


- Allows new workloads to be added cost effectively
- Encourages additional workload consolidation after initial success

Note: All PVU Entitlement examples based on zEC12 (120 PVU per IFL) – will look proportionally the same on zBC12 (100 PVU per IFL)

Add Capacity Without CPU Pooling

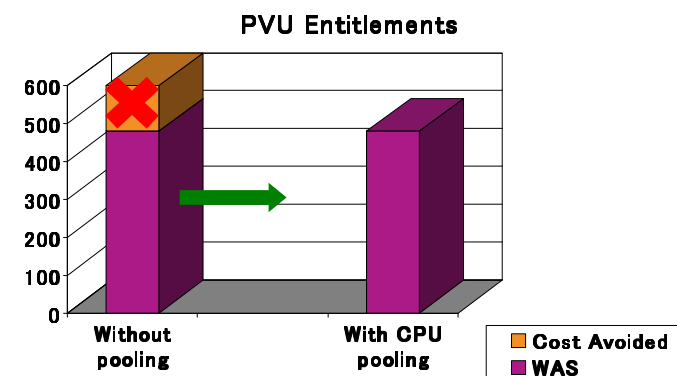
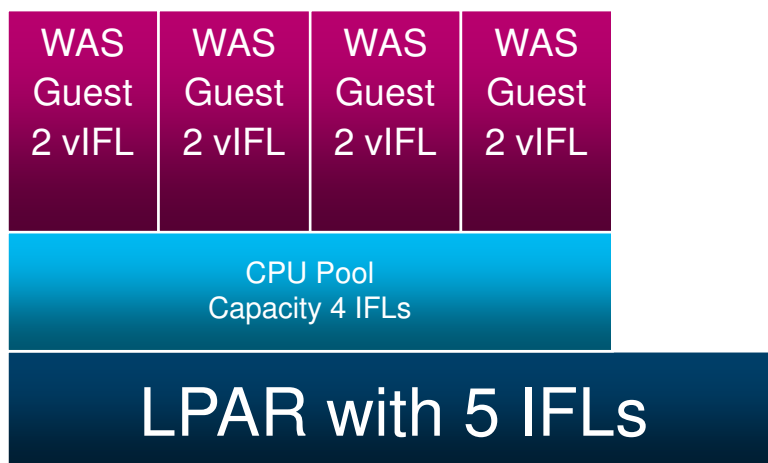
- 4 WAS production guests
 - Requires 4-engine WAS entitlement
- Add another IFL to the LPAR
 - Requires increase to 5-engine WAS entitlement



Note: All PVU Entitlement examples based on zEC12 (120 PVU per IFL) – will look proportionally the same on zBC12 (100 PVU per IFL)

Add Capacity With CPU Pooling

- LPAR with 4 IFLs
- Set up CPU Pooling for 4 IFLs
 - 4 WAS production guests require 4-engine WAS entitlement
- Add another IFL to the LPAR
- Avoids an incremental WAS entitlement license – allows capacity to be added without increasing software license charges
- Encourages adding capacity for other workloads (e.g., open source applications)



Note: All PVU Entitlement examples based on zEC12 (120 PVU per IFL) – will look proportionally the same on zBC12 (100 PVU per IFL)

Combine LPARs Without CPU Pooling

- LPAR with 4 IFLs and 4 WAS production guests
 - Requires 4-engine WAS entitlement
- LPAR with 1 IFL and 2 DB2 production guests
 - Requires 1-engine DB2 entitlement

WAS Guest 2 vIFL	WAS Guest 2 vIFL	WAS Guest 2 vIFL	WAS Guest 2 vIFL
------------------------	------------------------	------------------------	------------------------

LPAR with 4 IFLs

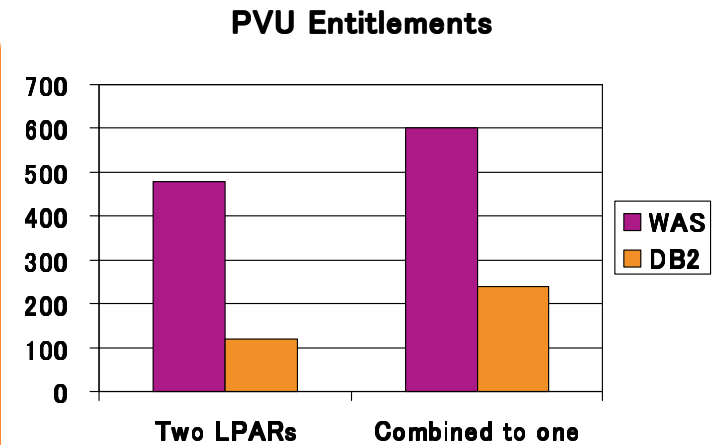
DB2 Guest 1 vIFL	DB2 Guest 1 vIFL
------------------------	------------------------

1 IFL

Note: All PVU Entitlement examples based on zEC12 (120 PVU per IFL) – will look proportionally the same on zBC12 (100 PVU per IFL)

Combine LPARs Without CPU Pooling

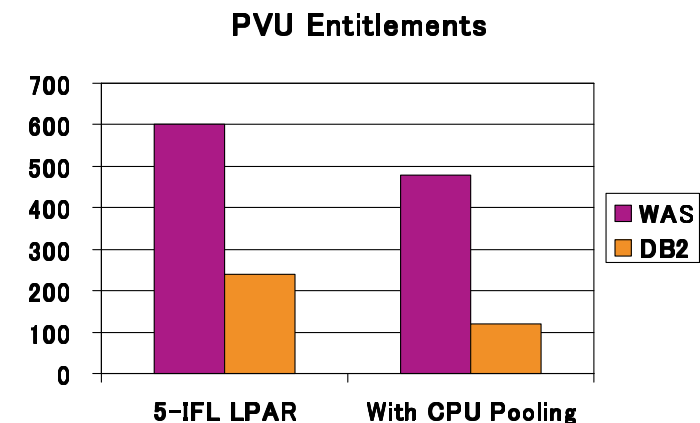
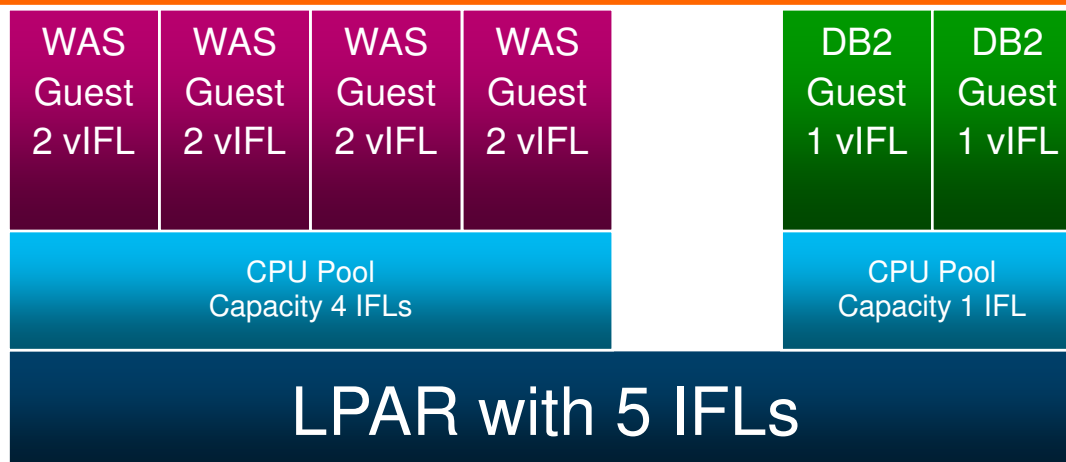
- LPAR with 4 IFLs and 4 WAS production guests
 - Requires 4-engine WAS entitlement
- LPAR with 1 IFL and 2 DB2 production guests
 - Requires 1-engine DB2 entitlement
- LPARs merge to one LPAR with 5 IFLs
 - Requires increase to 5-engine WAS entitlement
 - Requires increase to 2-engine DB2 entitlement



Note: All PVU Entitlement examples based on zEC12 (120 PVU per IFL) – will look proportionally the same on zBC12 (100 PVU per IFL)

Combine LPARs With CPU Pooling

- LPAR with 5 IFLs
- Create 2 Pools – one with 4-IFLs and one with 1-IFL
- Place the four WAS guests in the 4-IFL pool and the two DB2 guests in the 1-IFL pool
 - Requires 4-engine WAS entitlement
 - Requires 1-engine DB2 entitlement

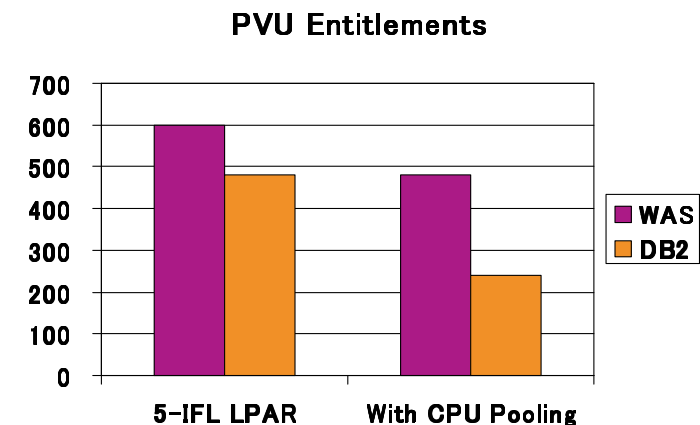
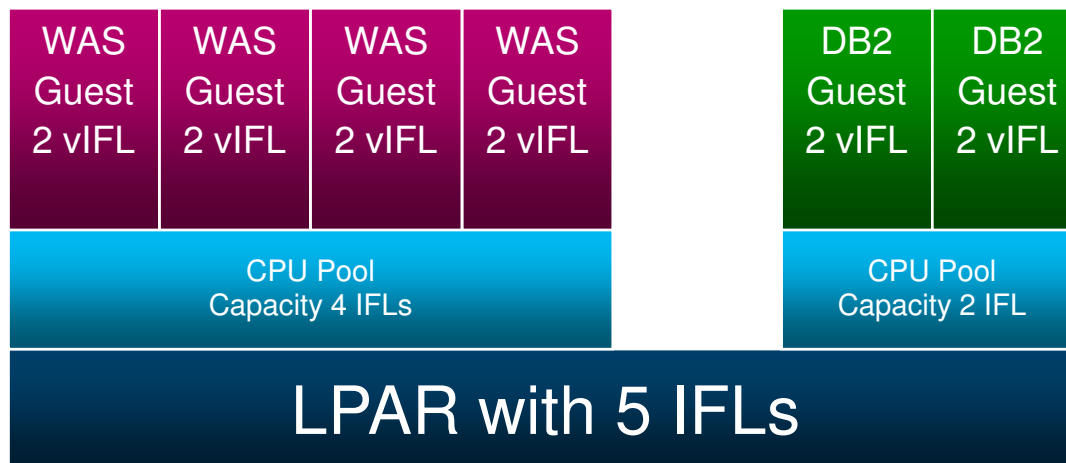


- Avoids increase in software license requirements (and costs)
- Reduces z/VM system management and maintenance workload
- Consolidates resources (memory, paging, network) for greater efficiency

Note: All PVU Entitlement examples based on zEC12 (120 PVU per IFL) – will look proportionally the same on zBC12 (100 PVU per IFL)

CPU Pools that Overcommit

- LPAR with 5 IFLs
- Create 2 Pools – one with 4-IFLs and one with 2-IFLs
- Place the four WAS guests in the 4-IFL pool and the two DB2 guests in the 2-IFL pool
 - Requires 4-engine WAS entitlement
 - Requires 2-engine DB2 entitlement

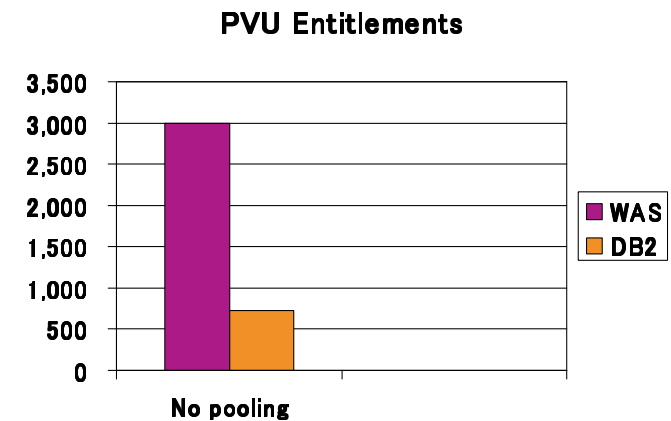


- Avoids increase in software license requirements (and costs)
- Reduces z/VM system management and maintenance workload

Note: All PVU Entitlement examples based on zEC12 (120 PVU per IFL) – will look proportionally the same on zBC12 (100 PVU per IFL)

Large system with virtual machines that require fractional IFL capacity

- LPAR with 25 IFLs
- 2 DB2 production guests
 - Requires 6-engine DB2 entitlement
- 3 WAS production guests and 12 small WAS test guests
 - Requires 25-engine WAS entitlement

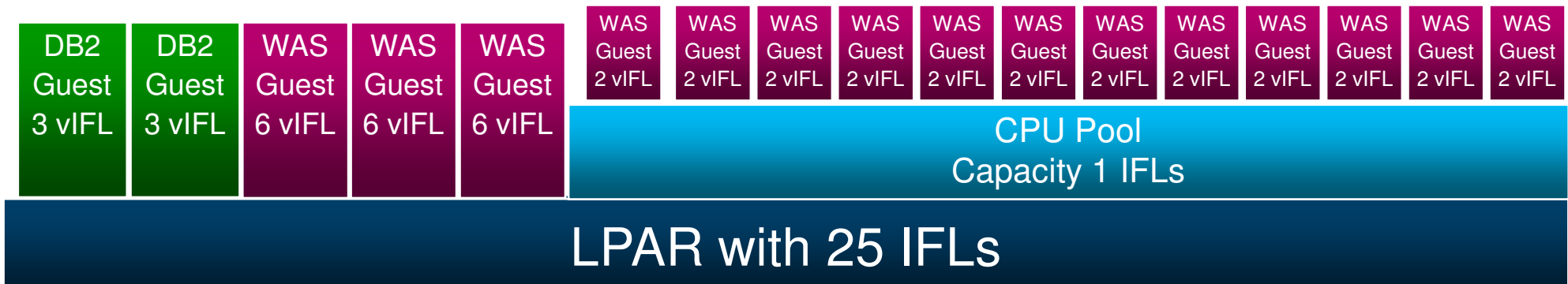
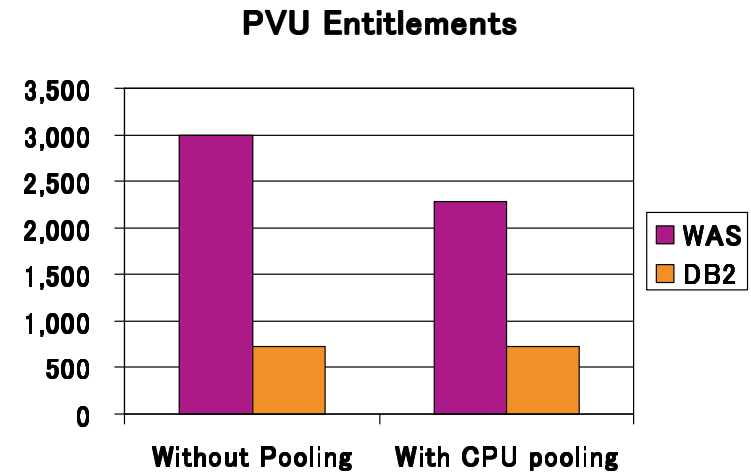


LPAR with 25 IFLs

Note: All PVU Entitlement examples based on zEC12 (120 PVU per IFL) – will look proportionally the same on zBC12 (100 PVU per IFL)

Align fractional capacity virtual machines to small CPU pools

- LPAR with 25-IFLs
- Set up a 1-IFL pool
- 2 DB2 production guests
 - Requires 6-engine DB2 entitlement
- 3 WAS production guests and 1-IFL pool with 12 small WAS test guests
 - Requires 19-engine WAS entitlement



Note: All PVU Entitlement examples based on zEC12 (120 PVU per IFL) – will look proportionally the same on zBC12 (100 PVU per IFL)

Contain workloads that take too many resources

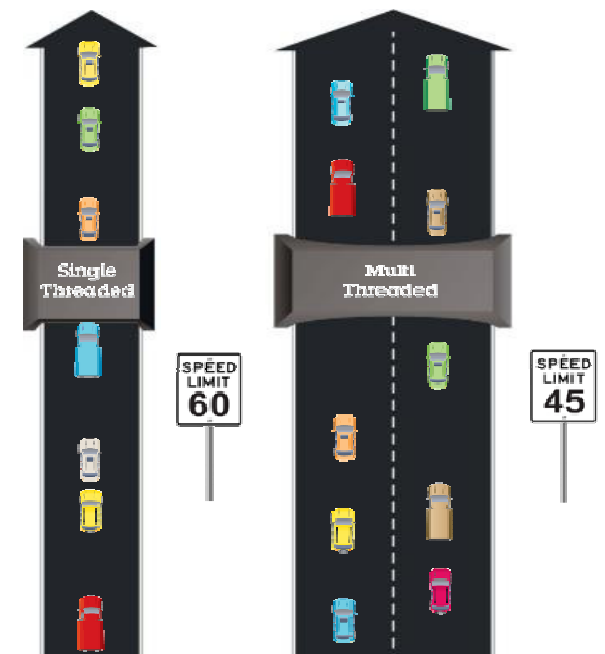
- LPAR with 18-IFLs
- 2 DB2 production guests and 3 WAS production guests are sharing the 18-IFLs
- Month-end processing or nightly backup uses any available capacity – could take from production guests
- Set up a 1 IFL CPU pool for running these tasks



Note: All PVU Entitlement examples based on zEC12 (120 PVU per IFL) – will look proportionally the same on zBC12 (100 PVU per IFL)

Simultaneous Multithreading (SMT)

- Objective is to improve capacity, not performance.
- Allows z/VM to dispatch work on up to two threads of a z13 IFL
- VM65586 for z/VM 6.3 **only**
 - PTFs available March 13, 2015
- At least z13 millicode bundle 11
- Transparent to virtual machine
 - Guest does not need to be SMT aware
 - SMT is not virtualized to the guest
- z13 SMT support limited to IFLs and zIIPs
 - z/VM support is only for IFLs
- SMT is disabled by default
 - Requires a System Configuration setting and re-IPL
 - When enabled, applies to the entire z/VM partition
- Potential to increase the overall capacity of the system
 - Workload dependent



Which approach is designed for the higher volume of traffic? Which road is faster?

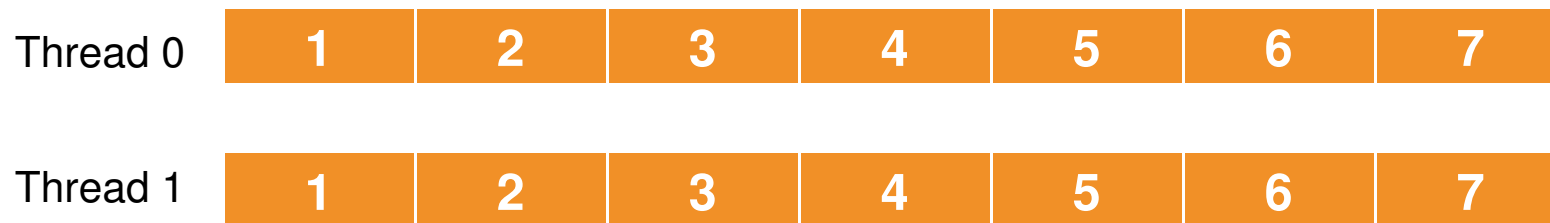
** Illustrative numbers only*

Additional Work Capacity

IFL (SMT disabled) – Instruction Execution Rate: 10

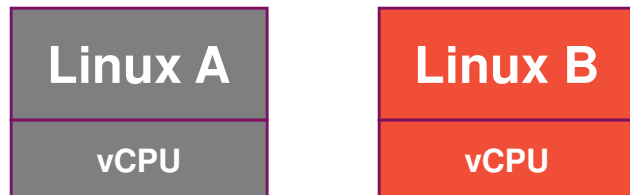


IFL (SMT enabled) – Instruction Execution Rate: 7



- **Numbers are just for illustrative purposes**
- **Without SMT, 10 / second**
- **With SMT, 7 / second but two threads yields capacity of 14 / second**

Interleaving Virtual CPUs of Guests

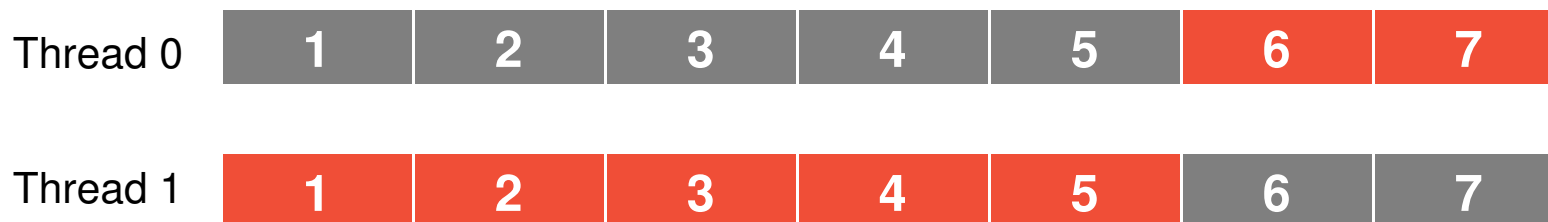


- In single core, we time slice access with each guest getting 5 ops completed.
- With SMT, each guest gets 7 ops completed for total of 14

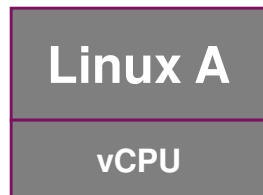
IFL (SMT disabled) – Instruction Execution Rate: 10



IFL (SMT enabled) – Instruction Execution Rate: 7



Potential Need to Increase Virtual CPUs

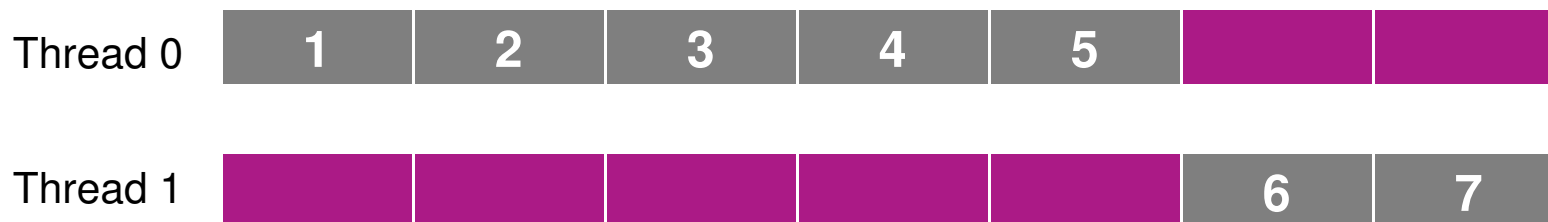


- Lets look at a single guest that hits maximum of its virtual resources
- In single core, it can execute 10 ops, but only 7 with SMT as there is only one virtual CPU to dispatch.

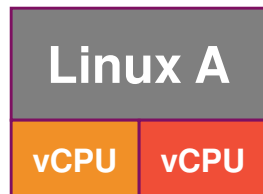
IFL (SMT disabled) – Instruction Execution Rate: 10



IFL (SMT enabled) – Instruction Execution Rate: 7



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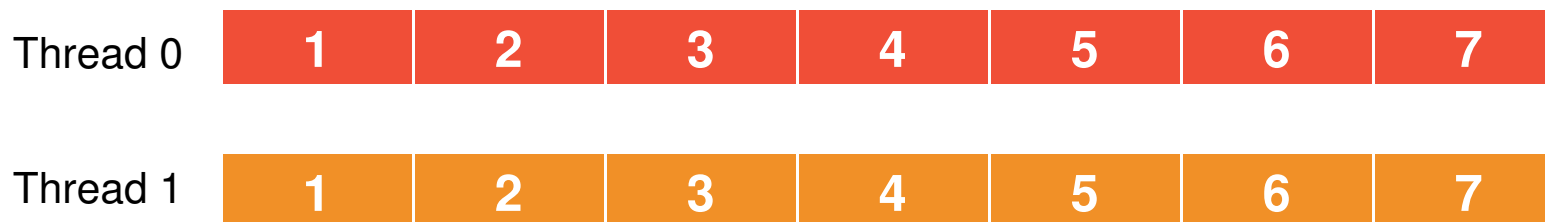


- Taking that guest and giving it a second virtual CPU allows additional work to be completed (if guest can exploit multiple virtual CPUs)

IFL (SMT disabled) – Instruction Execution Rate: 10

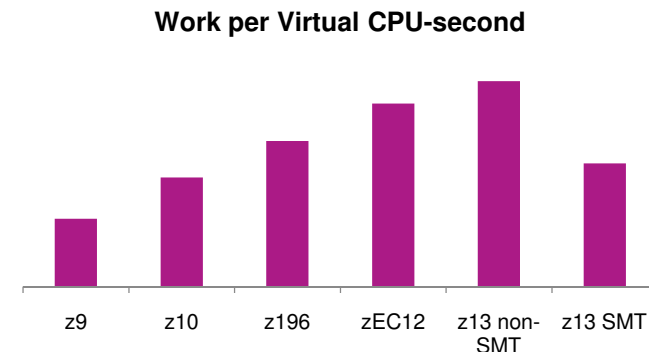


IFL (SMT enabled) – Instruction Execution Rate: 7



SMT - CPU Pooling Implications

- With SMT enabled
 - **CAPACITY** limit for CPU pools is defined as processing power of a number of IFL cores but limit enforcement is based on thread utilization (raw time)
 - In some cases, guests in a CPU pool will not be able to complete the same amount of work as before SMT with the same capacity limit
 - Capacity limits for CPU pools might need to be increased
 - More problematic when trying to match experience from zEC12 processor than older, slower processors



Prorated Core Time (Available September 2015)

- Prorated core time will divide the time a core is dispatched proportionally among the threads dispatched in that interval
 - Full time charged while a vCPU runs alongside an idle thread
 - Half time charged while a vCPU is dispatched beside another active thread
- Therefore:
 - CPU pool capacity consumed as if by cores
 - Suitable for core-based software licensing
- When SMT is enabled, prorated core time will be calculated for users who are
 - In a CPU pool limited by the **CAPACITY** or **LIMITHARD** option
 - Limited by the **SET SHARE LIMITHARD** command
(currently raw time is used; raw time will continue to be used when SMT is disabled)
- Only CAPACITY-based CPU pools meet requirements for sub-capacity pricing
- **QUERY CPUPOOL** will report capacity in terms of cores' worth of processing power instead of CPUs'
- Prorated core time will be reported in monitor records and the new Type F accounting record.
- APAR VM65680 is available now.

Summary

- CPU Pooling offers greater control over resource allocation
 - By workload
 - By department
 - By software product

- With ILMT 9.0.1, can limit software license costs, particularly where multiple software products are run in the same z/VM system
 - Enables organic growth of individual workloads
 - Avoids paying for capacity not used for a software product
 - Broadens options for workload consolidation, lowering overhead and administrative costs

- New implications for capacity and licensing with IBM z13 and Simultaneous Multithreading
 - Use Prorated Core Time enhancement

More information

- IBM z Systems Software Pricing
 - <http://www-03.ibm.com/systems/z/resources/swprice/subcap/linux.html>
- Processor Value Unit (PVU) Licensing for Distributed Software
 - http://www-01.ibm.com/software/passportadvantage/pvu_licensing_for_customers.html
- Passport Advantage Sub-Capacity FAQ:
 - <http://www.ibm.com/software/passportadvantage/subcapfaqov.html>
- Virtualization Capacity License Counting Rules
 - http://www.ibm.com/software/passportadvantage/Counting_Software_licenses_using_specific_virtualization_technologies.html
- ILMT 9.0.1 Blog on August Update with new CPU pooling support
 - <http://ibm.biz/cpupoolilmt>
- IBM Redpaper – Simplify Software Audits and Cut Costs by Using the IBM License Metric Tool (September 2014)
 - <http://www.redbooks.ibm.com/abstracts/redp5107.html?Open>
- ILMT Youtube page
 - <https://www.youtube.com/user/IBMLicenseMetricTool>

Thanks!

**Bill Bitner
IBM
z/VM Development Lab
Endicott, NY
bitnerb@us.ibm.com**