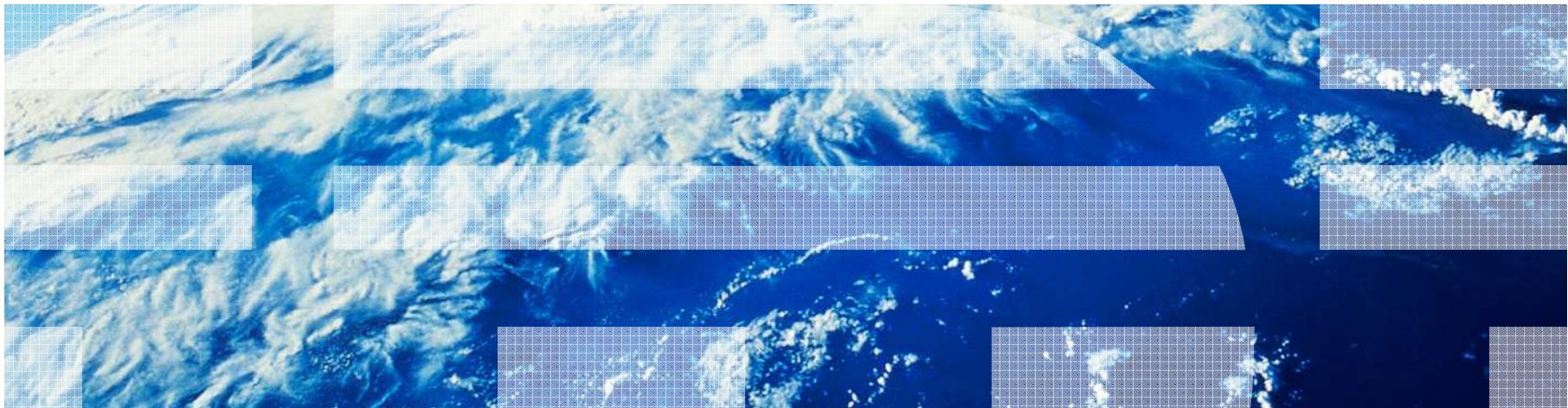


## Session zVM03

# Conquering Performance Gotchas for z/VM Mode LPARs (Mixed Engines)

Bill Bitner



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## Agenda

- **Some general z/VM Scheduling and Dispatching Discussion**
- **Some general z/OS Guest Tuning Discussion**
- **Background on Specialty Engine support in z/VM**
- **Configuring of Specialty Engines**
- **Measuring Specialty Engines**
- **Tuning of Specialty Engines**
- **Miscellaneous z/OS Tuning**

## z/VM Scheduling & Dispatching at the High Level

- **Objectives of the z/VM Scheduler**

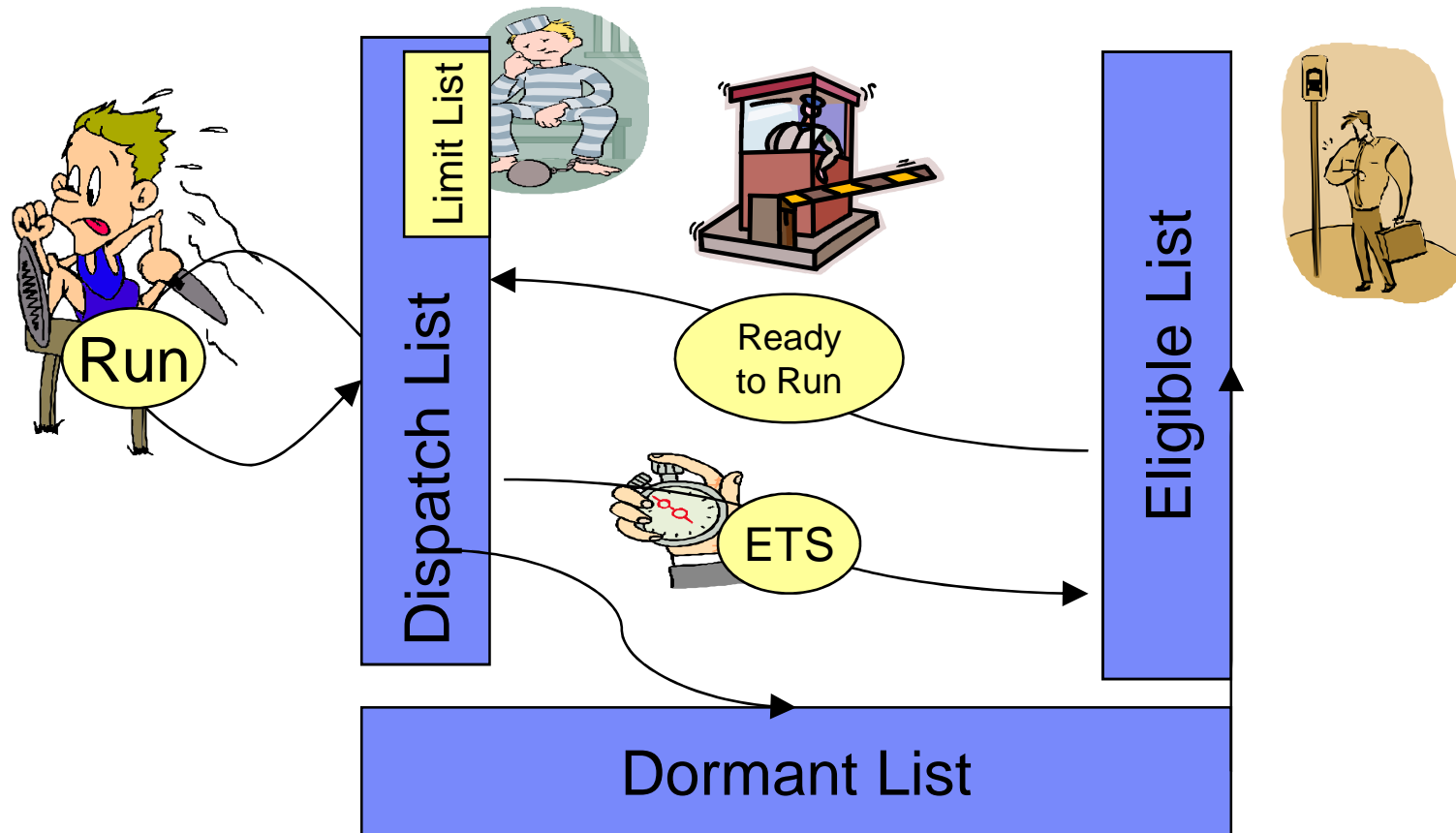
- Protect the system from over committing resources to where the system thrashes
- Prioritize access to system resources

- **Objectives of the z/VM Dispatcher**

- Effectively run virtual processors based on their priorities

# The Main Loops

- Each virtual processor is in one of the following lists:
  - Dispatch List – (D-List, in Q) users ready or near-ready to run
  - Eligible List – (E-list) Delayed here when cannot “fit” in D-List
  - Dormant List – users that are idle (from view of the scheduler)



## Three Main Controls to Entering Dispatch List

```
cp q srm
IABIAS : INTENSITY=90%; DURATION=2
LDUBUF : Q1=100% Q2=75% Q3=60%
STORBUF: Q1=300% Q2=250% Q3=200%
DSPBUF : Q1=32767 Q2=32767 Q3=32767
DISPATCHING MINOR TIMESLICE = 5 MS
MAXWSS : LIMIT=9999%
..... : PAGES=999999
XSTORE : 0%
Ready;
```

LDUBUF: protects from thrashing DASD Paging

STORBUF: protects from general thrashing of real memory

DSPBUF: Absolute number allowed in dispatch list for each scheduling class

## Comments on SRM Value for z/OS Systems

- **Defaults were determined based on traditional workload with mix of interactive CMS and Guest work.**
  - Defaults changed in z/VM 6.2 to be more appropriate for z/OS & Linux
- **Potential benefit from changing SRM values.**
  - If having problems, investigate STORBUF first
  - Second, look at LDUBUF
  - Keep your hands off DSPBUF unless you really know what you are doing.
  - Avoid temptation to increase/change several values at once
- **Increasing DSPSPLICE was considered clever at one time. The overhead from dispatching these days probably isn't worth the downside of increasing it. Leave it alone.**



# Set Share Syntax

```

.-TYPE--ALL-----
>>--Set--SHARE--userid--+-----+----->
    '-TYPE--.-ALL--.-'
        | -CP--- |
        | -ZIIP- |
        | -ZAAP- |
        | -IFL-- |
        '-ICF--'

>--.-INITial-----.-><
    |                 .-NOLimit---. |
    | -.-ABSolute--nnn%--.-.-+-----+-----.- |
    | '-RELative--nnnnn-' | | -LIMITSoft- | |
    |                 | '-LIMITHard-' | |
    |                 |                 .-LIMITSoft-. | |
    |                 | -.------.-mmm%--+-----+-- |
    |                 | '-ABSolute-'         '-LIMITHard-' | |
    |                 |                 .-LIMITSoft-. | |
    |                 | '-.------.-mmmmmm--+-----+-' |
    |                 | '-RELative-'         '-LIMITHard-' |
    | '-.-NOLimit---.------'
    | -LIMITSoft- |
    | '-LIMITHard-'

```



## Set Share Options

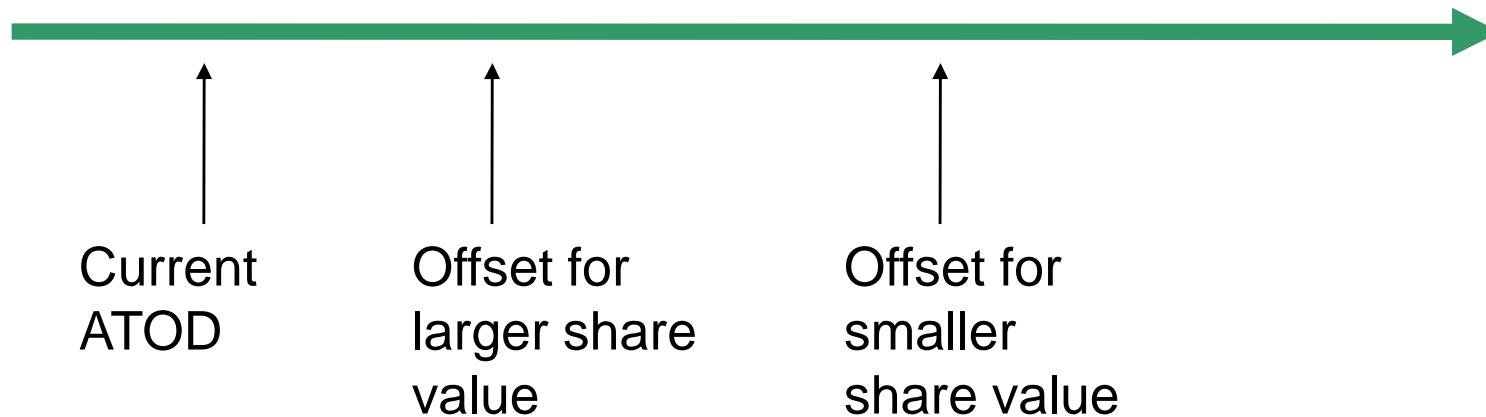
- **vCPU Type: CP, IFL, ZAAP, ZIIP, ICF**
- **Target Minimum**
- **Target Maximum (Limit Share)**
- **For Min/Max:**
  - Absolute: Percent of System. Sum Normalized to 99%
  - Relative: 1 to 10,000
    - Relative to other virtual machines in dispatch list
    - Normalized to 100% - Sum of Absolutes

## Deadline Scheduling – Prioritizing Work

- Each virtual processor has a priority computed as a 'deadline' for when a unit of work should be completed.
- This 'deadline' is a time value on an artificial TOD often referred to as ATOD
- The 'deadline' is computed based on several factors, but the most significant is the normalized Share value
- Therefore the share setting is a big knob
- Virtual processors get ordered for dispatching based on their deadlines
- Note: with VM64721 and SET SRM LIMITHARD CONSUMPTION or z/VM 6.2, limit shares are controlled via a consumption scheduler instead of a deadline scheduler

## ATOD and Deadline

### ATOD



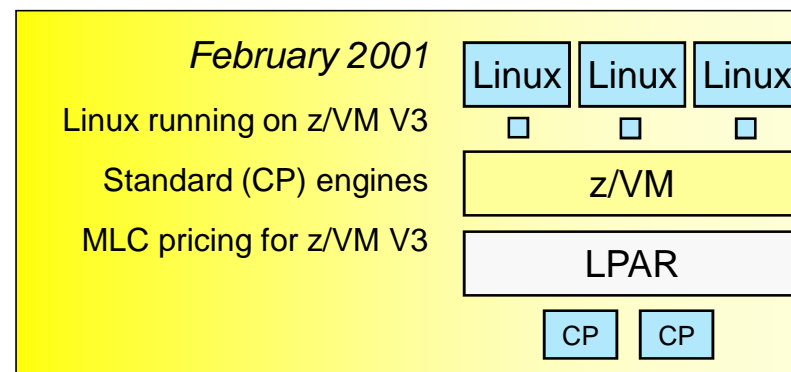
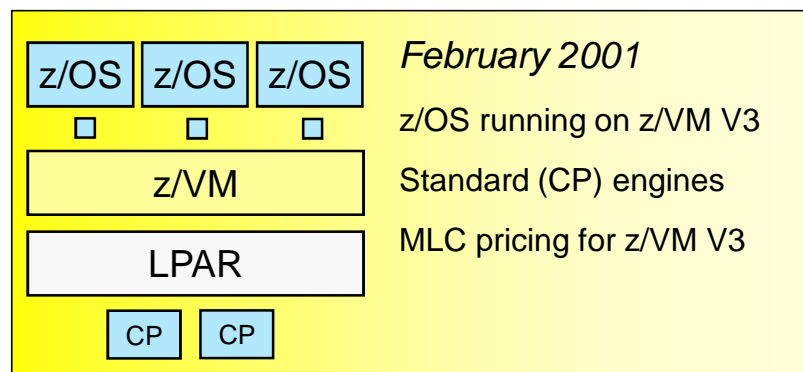
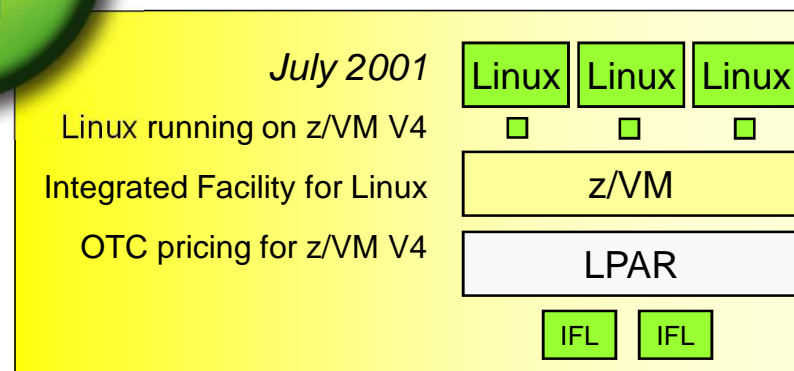
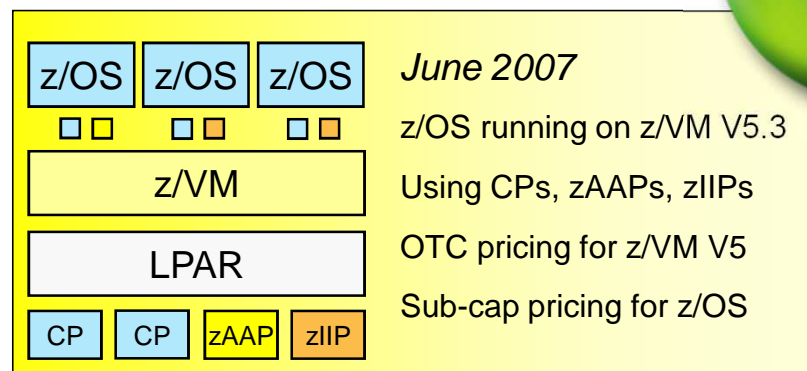
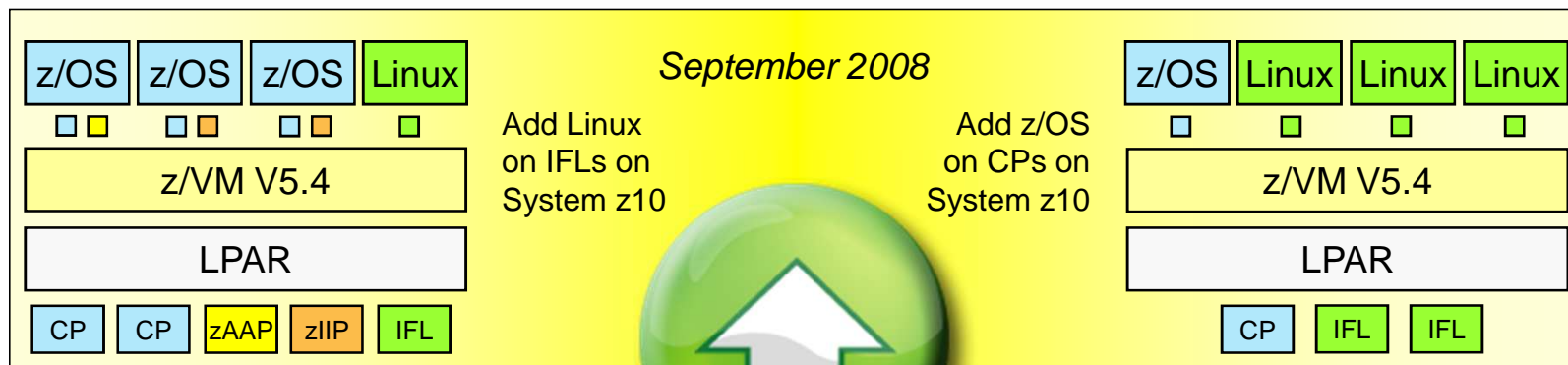
Simplified offset formula used to set deadline 'offset' from current ATOD:

$$\text{OFFSET} = \frac{\text{Minor\_TimeSlice} + \text{Previous\_TimeSlice Overrun}}{\text{Normalized\_Share} \times \text{Number\_PUs}}$$

## A Word About QUICKDSP

- **Quick Dispatch (SET QUICKDSP) for a virtual machine allows it to pass from eligible list to dispatch list without going through the system resource checks.**
- **Does NOT turn off the scheduler completely.**
- **Should be set on for:**
  - Mission Critical Virtual Machines
  - Virtual Machines that are extensions of Operating System (e.g. RACF, TCP/IP)
  - A virtual machine you have access to for tuning and problem determination.

## z/VM and Specialty Engine Support



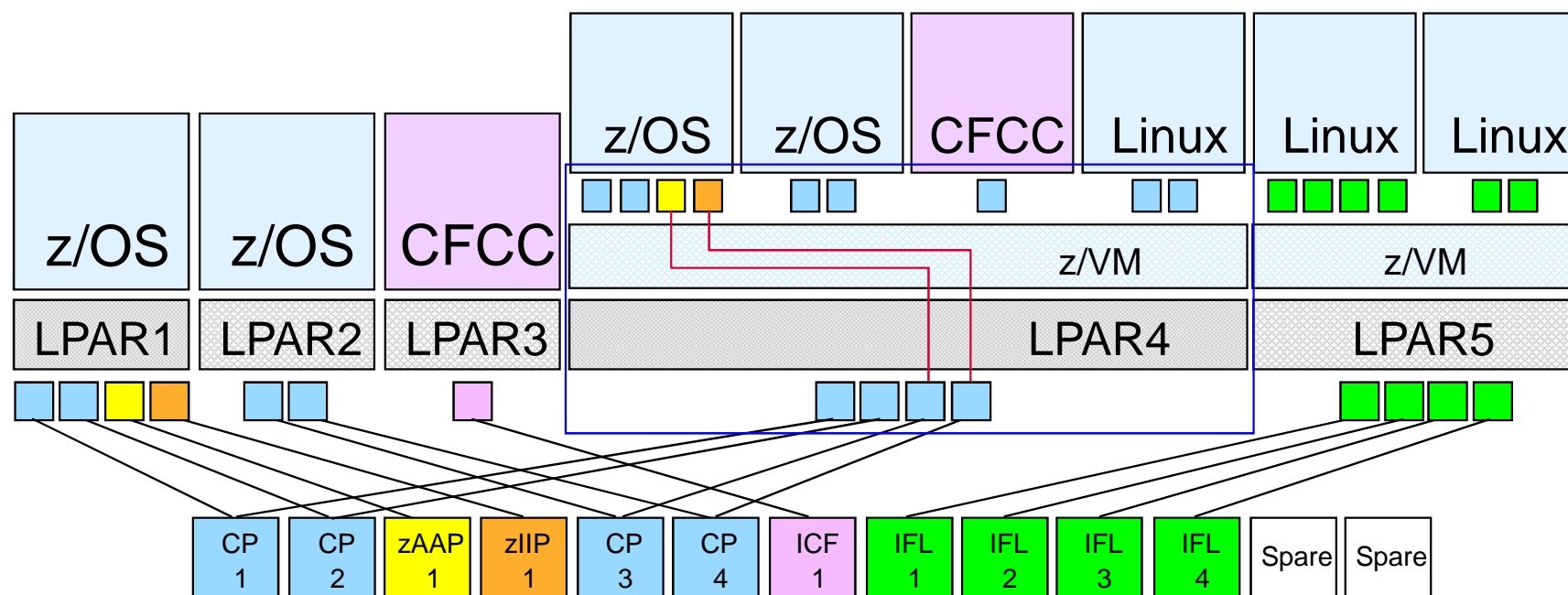
## z/VM Support for Specialty Processors

- **z/VM V5.3 introduced support for zAAP and zIIP specialty processors**
  - System z Application Assist Processors (zAAPs) – provide an economical Java execution environment for z/OS and z/OS.e
  - System z9 Integrated Information Processors (zIIPs) – designed to help improve resource optimization and lower the cost for eligible z/OS and z/OS.e workloads by offloading software system overhead from standard Central Processors (CPs); this includes certain DB2 processing
- **z/VM support is provided for z/OS guest exploitation**
  - Offers additional hardware support for z/OS-on-z/VM development and test support
- **Two levels of z/VM support:**
  - *Simulation support*
    - z/VM dispatches virtual zAAPs and zIIPs on real CP engines
    - Only possible if the underlying hardware is capable of supporting the real engine type
    - Does not require activation of real specialty engine(s) within the mainframe server
  - *Virtualization support*
    - z/VM dispatches virtual zAAPs and zIIPs on corresponding real specialty engines
- **Consistent with z/OS, there are no z/VM license fees associated with real zAAP or zIIP processors**

## z/VM Specialty Processor Support Example

### *Simulating Specialty Engines in Virtual Machines*

- Allows users to discover the operational aspects of using zAAPs and zIIPs in a z/OS environment without having to purchase real specialty processors
- May help users assess specialty-processor eligible workloads in a z/OS environment
- Provides a function test environment for z/OS workloads that use specialty processors
- Consumes CP processor capacity to host virtual zAAP and zIIP processor cycles

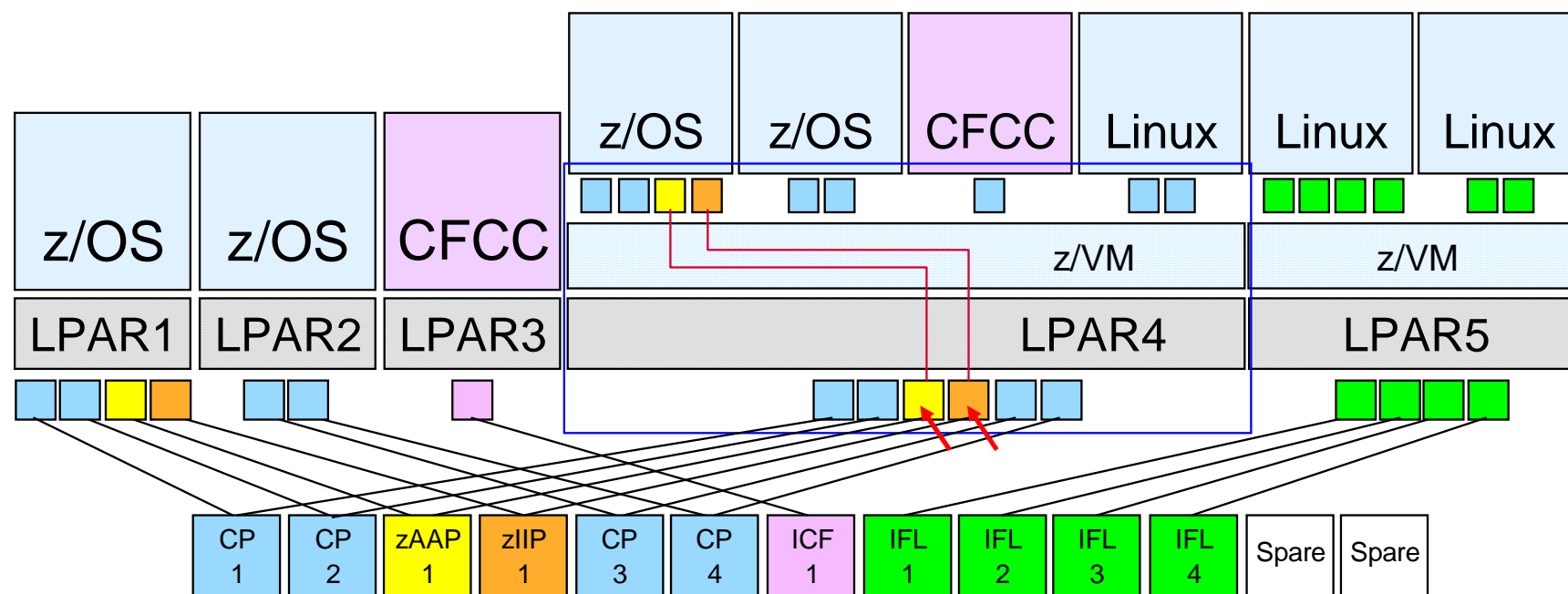




## z/VM Specialty Processor Support Example

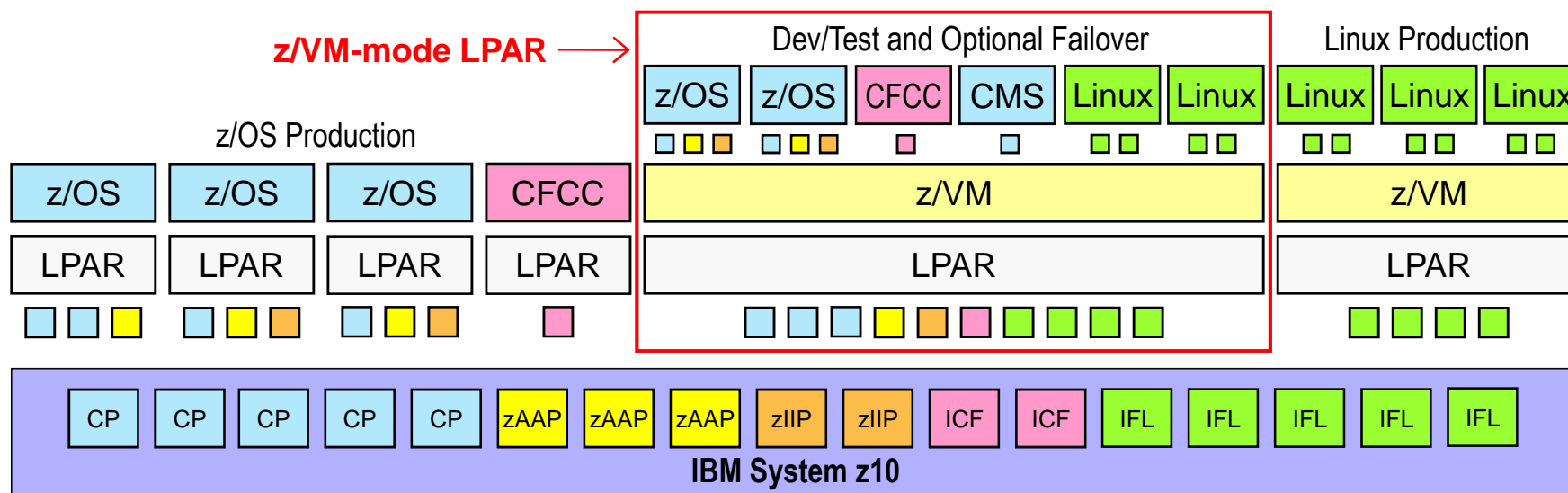
### *Using Real Specialty Engines in Virtual Machines*

- Allows users to test and verify z/OS specialty processor support on the real hardware
- Users can maximize real specialty processor utilization by sharing processors among production and test LPARs
- Consumes specialty processor capacity to host virtual zAAP and zIIP processor cycles



## z/VM-Mode LPAR Support for IBM zEnterprise Servers

- **New LPAR type for IBM System z10: *z/VM-mode***
  - Allows z/VM V5.4 users to configure all CPU types in a z10 LPAR
- **Offers added flexibility for hosting mainframe workloads**
  - Add *IFLs* to an existing standard-engine z/VM LPAR to host Linux workloads
  - Add *CPs* to an existing IFL z/VM LPAR to host z/OS, z/VSE, or traditional CMS workloads
  - Add *zAAPs* and *zIIPs* to host eligible z/OS specialty-engine processing
  - Test integrated Linux and z/OS solutions in the same LPAR
- **No change to software licensing**
  - Software continues to be licensed according to CPU type



## Some Additional Background

- **CPU Affinity**

- Setting to control whether virtualized Specialty Engines must be dispatched on real processors of that type
- ON means virtual type must equal real type
- Suppressed: you have asked for ON, but we don't have processors of that type to use

- **Processor Type Pools**

- Scheduling is done within a pool for CPUAFFINITY ON
- Capacity Planning of each type
- ATOD, ATOD2, etc. for each Processor Type Pool

- **Primary vs. Secondary Processor**

- Primary: CP or IFL
- Secondary: zAAP, zIIP, and sometimes IFL (secondary to CPs)

- **Different Speed Processors**

- Specialty engines are full-speed on all System z Servers , while some general purpose run at a fractional speed.

- **The z/VM Scheduler is a deadline scheduler, not a consumption scheduler**

## Considerations for z/VM-mode LPARs

- **Merging IFL only and CP only partitions in a z/VM-mode partition requires planning**
  - First step, make virtual machines on IFL LPAR have virtual IFLs
  - For duplicated work (RACF, TCP/IP, etc.), need to determine which to use or in some cases which to duplicate
  - Remember that in some environments, the IFLs may be faster than the CPs.
  - Determine any changes you want to make to the charge back model.

## Configuration

- **See z/VM Running Guest Operating Systems book for more details**
  - CP Planning & Admin book is thin on this topic
- **To define virtual specialty engines use CP command:**
  - CP DEFINE CPU 01 TYPE ZIIP
  - For directory, can use COMMAND statement with above
  - Directory CPU statement cannot take TYPE option
- **Set virtual configuration mode of virtual machine via:**
  - CP SET VCONFIG MODE VM
  - CP SET VCONFIG MODE LINUX, etc.
- **z/OS must have all virtual CPUs defined prior to IPLing guest**

## Default VCONFIG Settings

*Table 1. Virtual Configuration (VCONFIG) Defaults at Logon*

Logical Partition Mode	Primary Real CPU Type	VCONFIG MODE Default	Notes
ESA/390	CP	ESA390	except for CFVM
Linux only	CP or IFL	Linux	except for CFVM
z/VM	CP	ESA390	except for CFVM
all	CP or ICF	CF	CFVM

### **CP QUERY PROCESSORS EXPANDED**

PROCESSOR 00 MASTER CP  
PROCESSOR 01 ALTERNATE CP  
PROCESSOR 02 ALTERNATE CP  
PROCESSOR 03 ALTERNATE CP  
PARTITION MODE ESA/390

Coupling Facility Virtual Machine are somewhat of an exception.  
These must have **OPTION CFVM** in directory.

## Output from INDICATE USER EXPanded

```
CPU 00: Ctime=0 00:00:53  Vtime=0 00:00:00  Ttime=0 00:00:00
      Rdr=0  Prt=0  Pch=0  IO=332
      Type=CP  CPUAffinity=ON
      VtimePrimary=0 00:00:00  TtimePrimary=0 00:00:00
      VtimeSecondary=0 00:00:00  TtimeSecondary=0 00:00:00
CPU 01: Ctime=0 00:00:30  Vtime=0 00:00:00  Ttime=0 00:00:00
      Rdr=0  Prt=0  Pch=0  IO=0
      Type=ZAAP  CPUAffinity=SUPP
      VtimePrimary=0 00:00:00  TtimePrimary=0 00:00:00
      VtimeSecondary=0 00:00:00  TtimeSecondary=0 00:00:00
CPU 02: Ctime=0 00:00:20  Vtime=0 00:00:00  Ttime=0 00:00:00
      Rdr=0  Prt=0  Pch=0  IO=0
      Type=ZIIP  CPUAffinity=SUPP
      VtimePrimary=0 00:00:00  TtimePrimary=0 00:00:00
      VtimeSecondary=0 00:00:00  TtimeSecondary=0 00:00:00
```

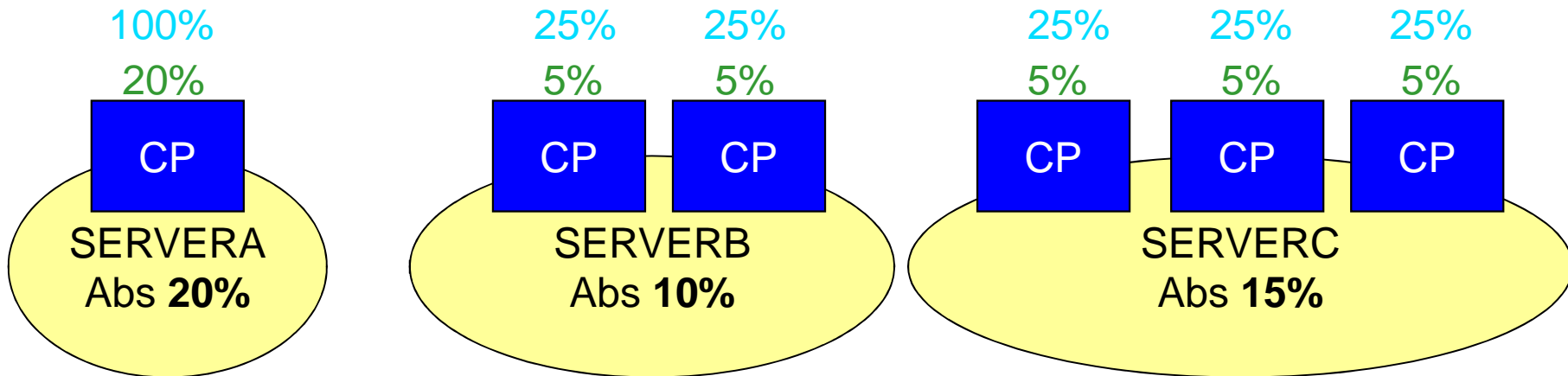


## Specialty Engines and Share Settings

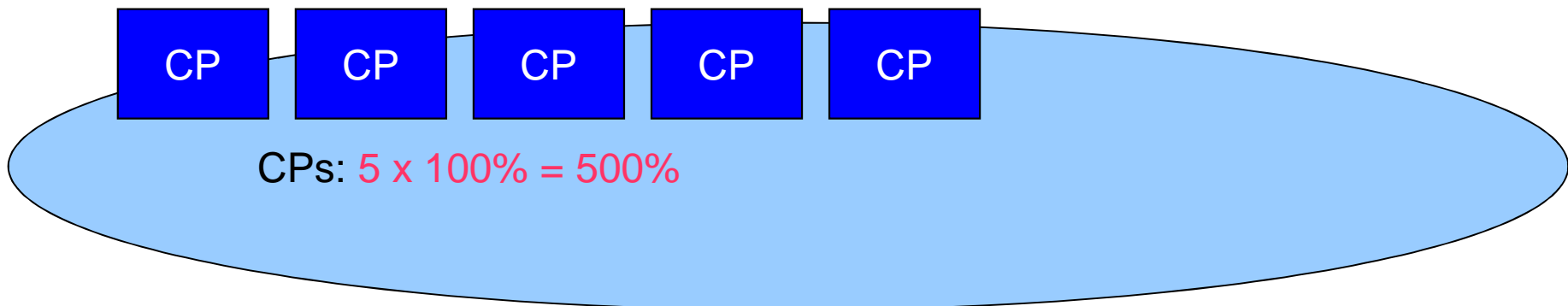
- **The Share setting for a virtual machine applies to each pool of the processor types**
  - CP, IFL, zIIP, zAAP, etc.
- **z/VM 5.4.0 added support to set a separate share setting for each processor type pool**
  - Default is TYPE ALL and results in one setting for all types
- **Normalized to the sum of shares of virtual machines in dispatch list for each pool of the processor types**
- **Absolute (and normalized) is percentage of resources of a given processor type.**

NN% = (IPW) In Perfect World percentage of real processor

NN% = split of share per virtual processor

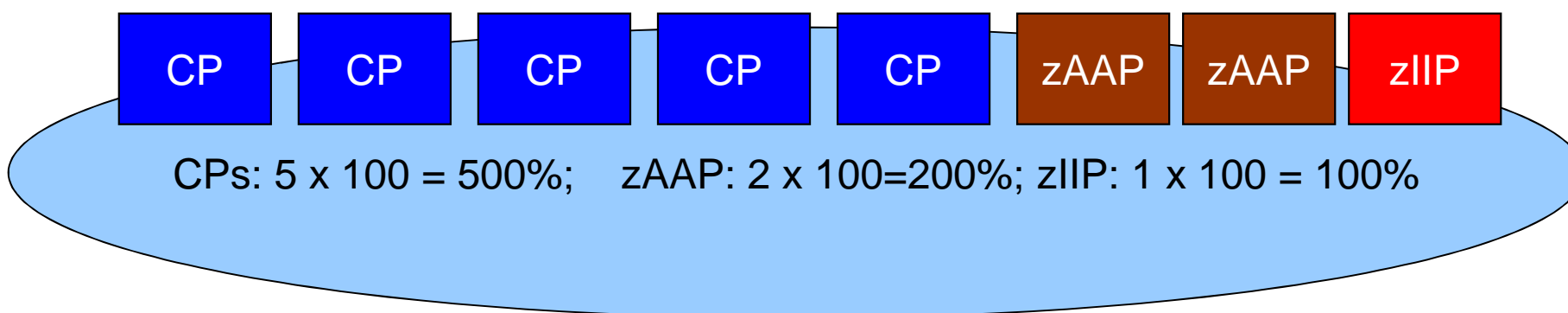
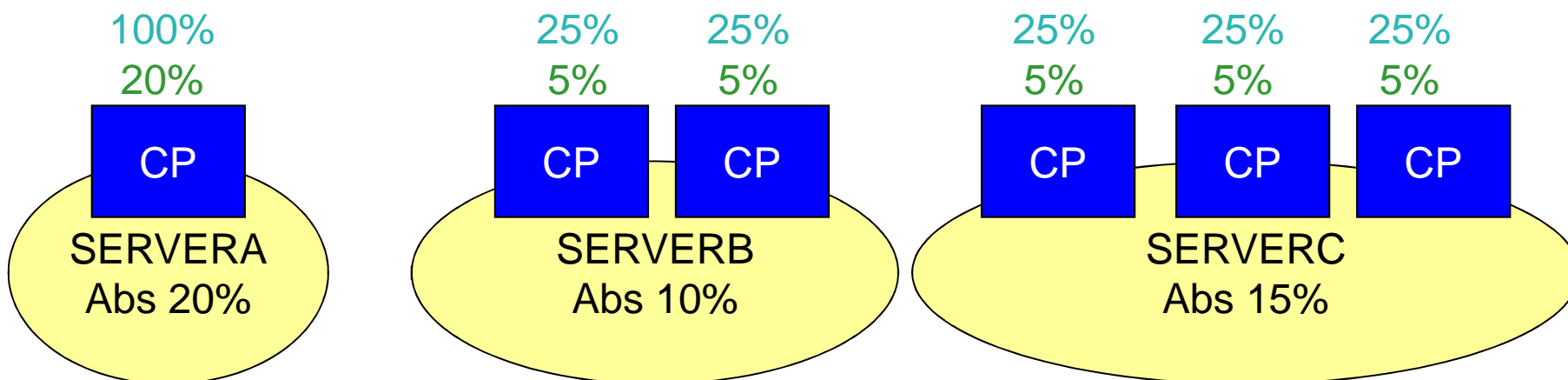


$$(20\% + 10\% + 15\%) \times 500\% = 225\% = 100\% + 25\% + 25\% + 25\% + 25\% + 25\%$$



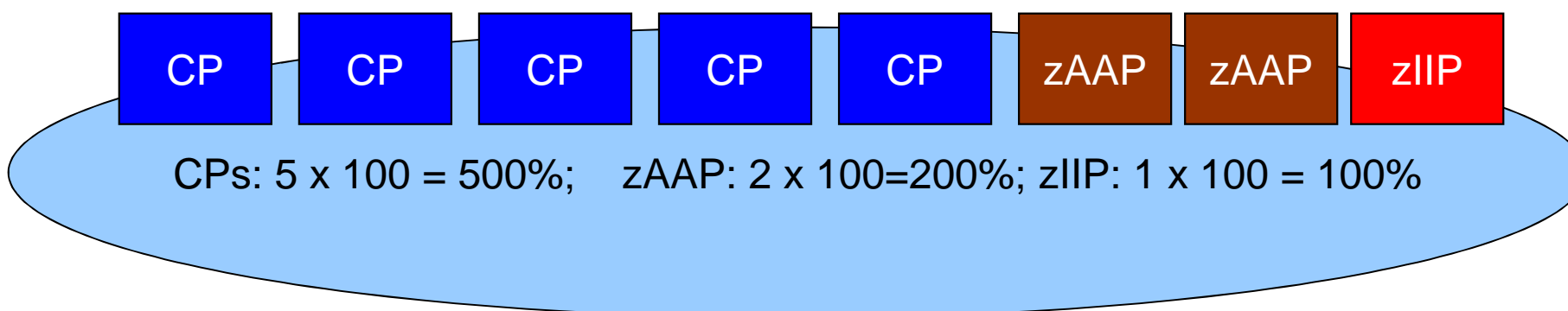
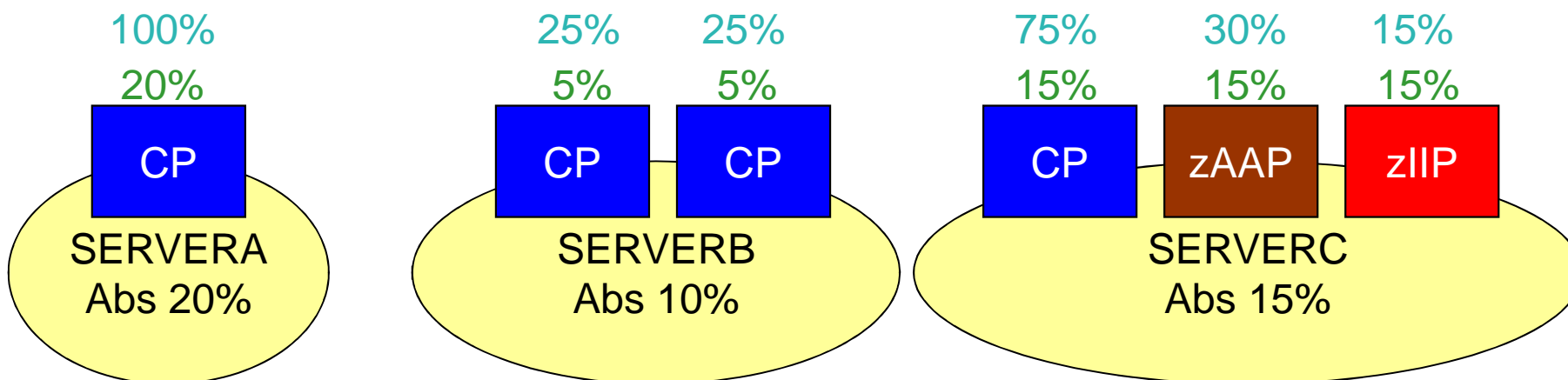
NN% = IPW percentage of real processor

NN% = split of share per virtual processor



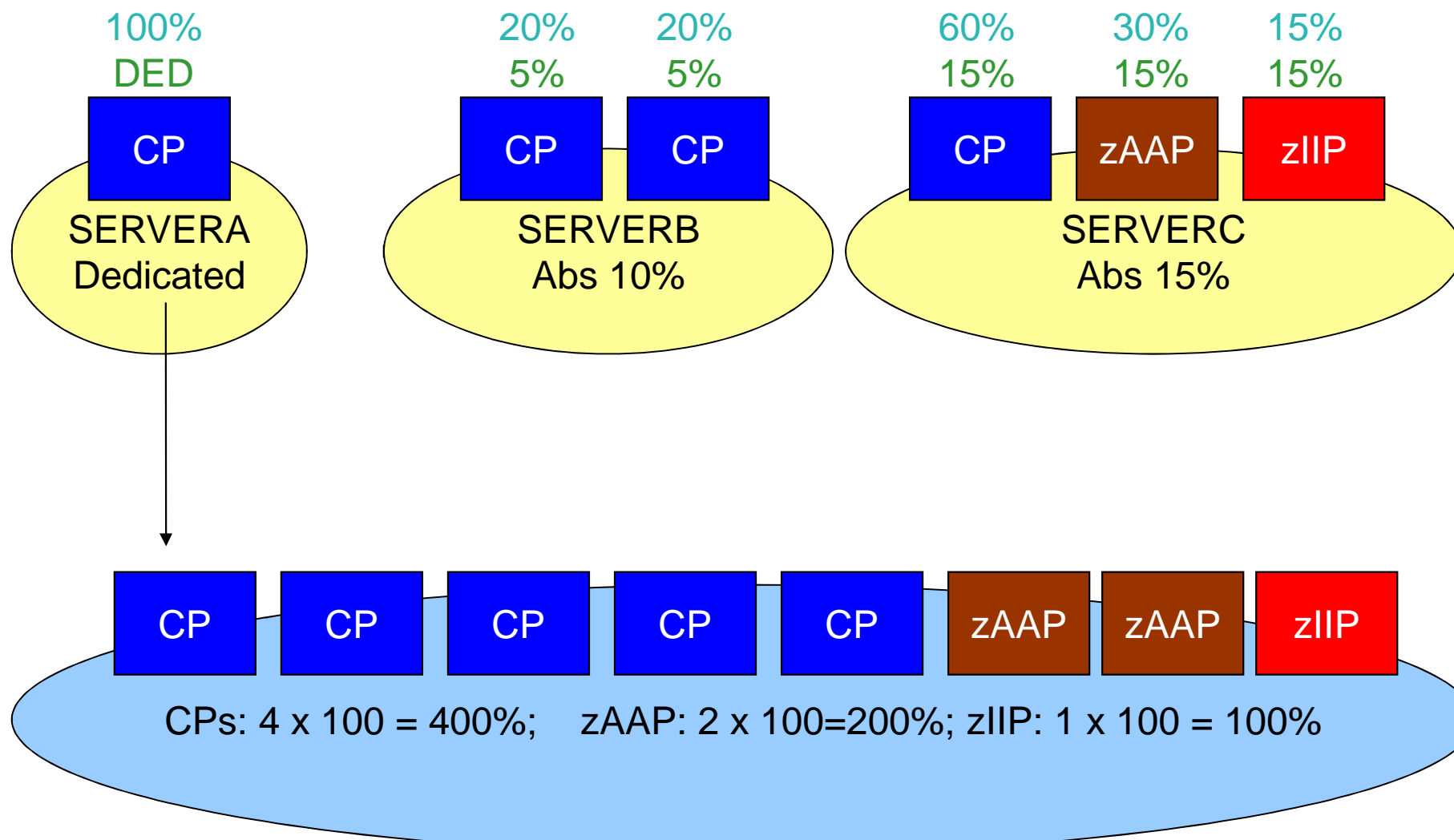
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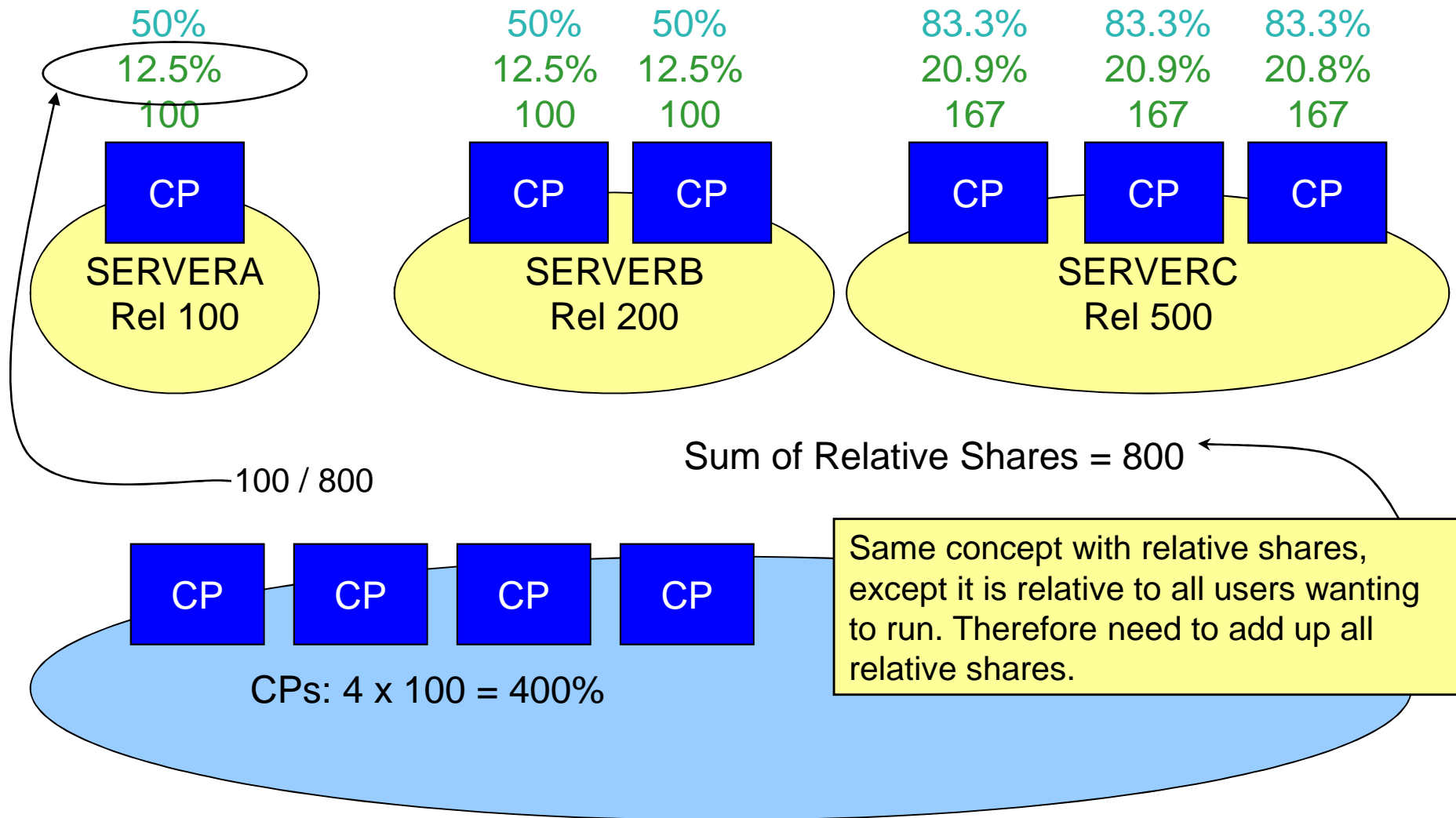
NN% = IPW percentage of real processor

NN% = split of share per virtual processor

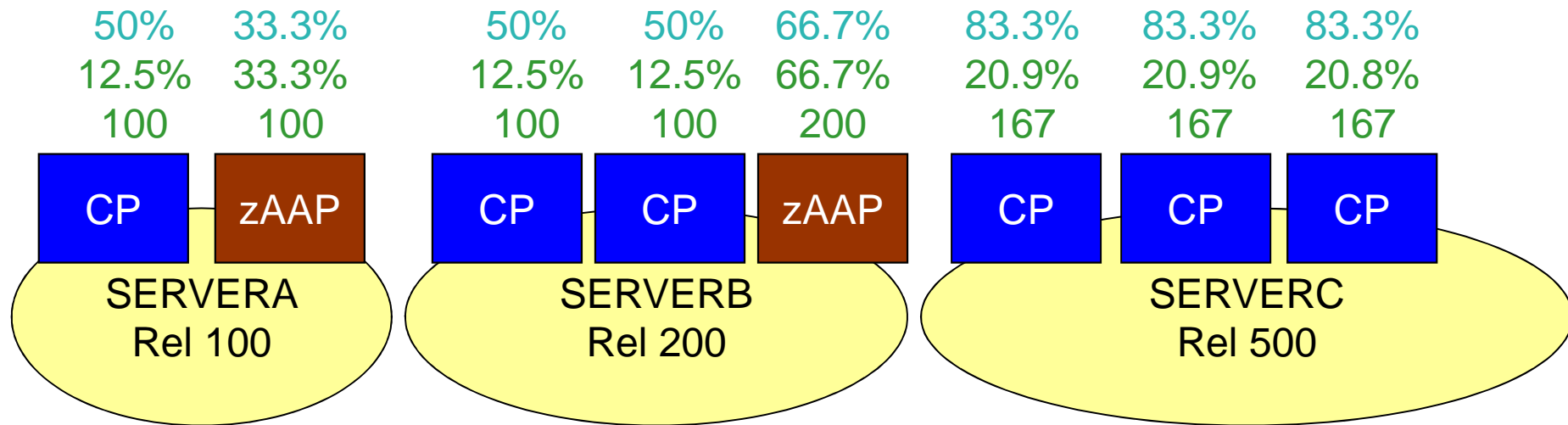


The dedicated processor changes what gets split up by shares.

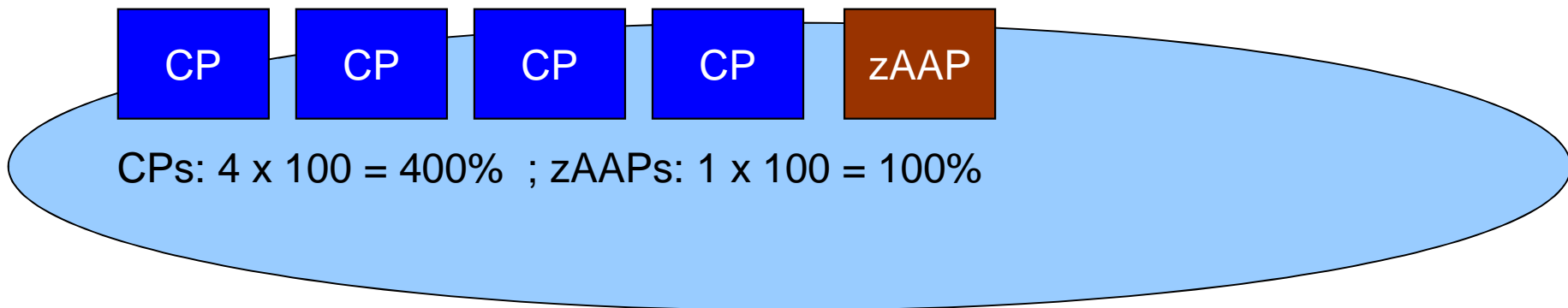
NN% = IPW percentage of real processor  
 NN% = split of share per virtual processor  
 NN = relative split of share per virtual processor



NN% = IPW percentage of real processor  
 NN% = split of share per virtual processor  
 NN = relative split of share per virtual processor

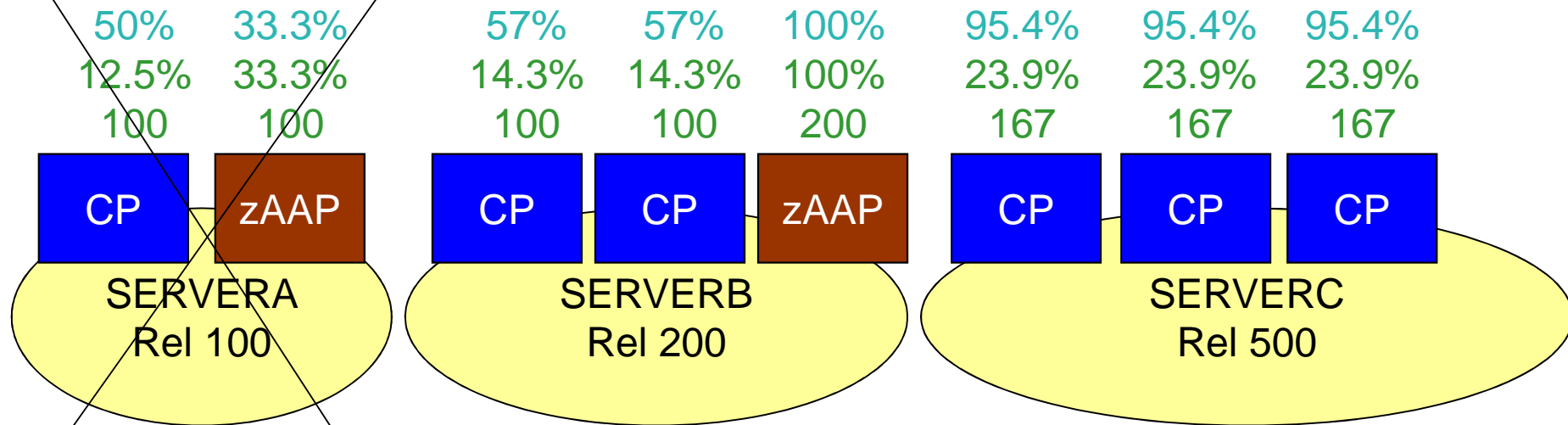


Sum of CP Relative Shares = 800  
 Sum of zAAP Relative Shares = 300

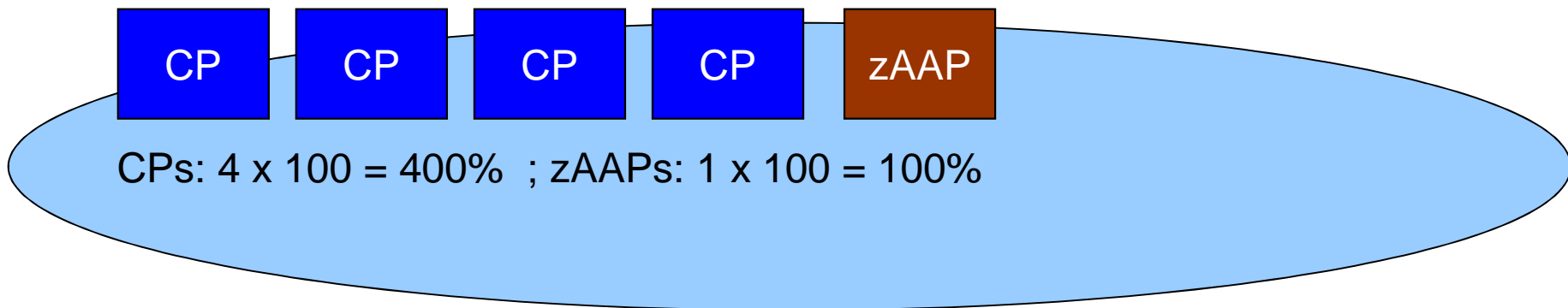




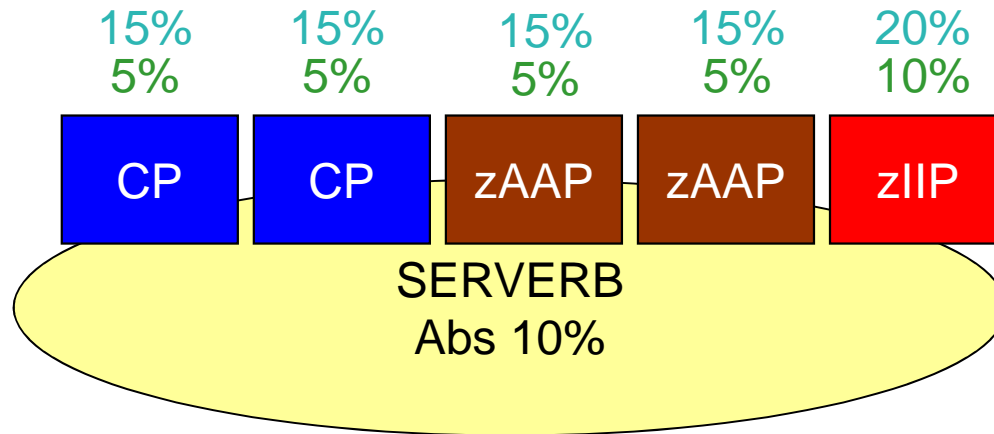
NN% = IPW percentage of real processor  
 NN% = split of share per virtual processor  
 NN = relative split of share per virtual processor



Sum of CP Relative Shares = 700  
 Sum of zAAP Relative Shares = 200

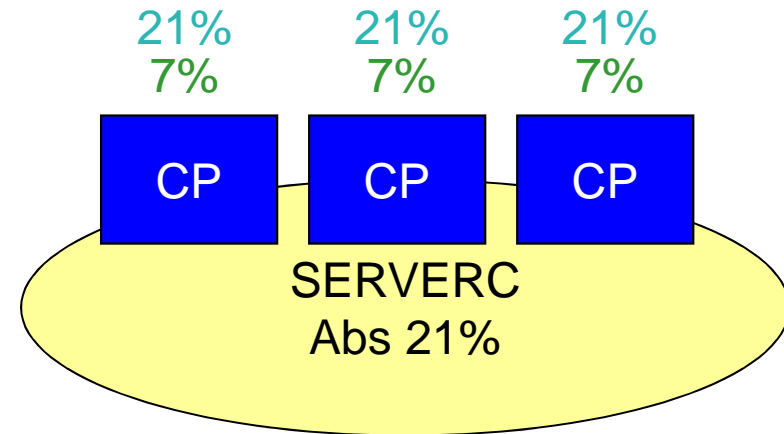


NN% = IPW percentage of real processor  
 NN% = split of share per virtual processor

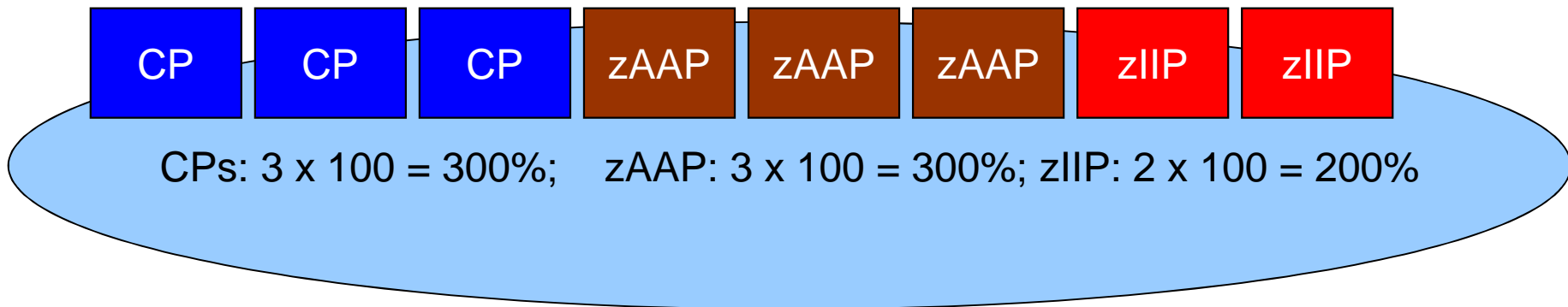


Total Processor for SERVERB  
 is  $15+15+15+15+20 = 80\%$

## Tricky Scenario

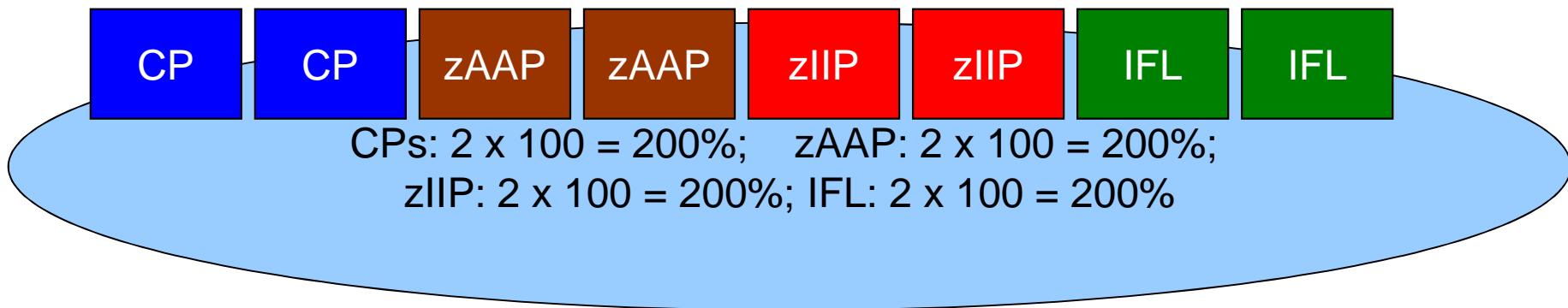
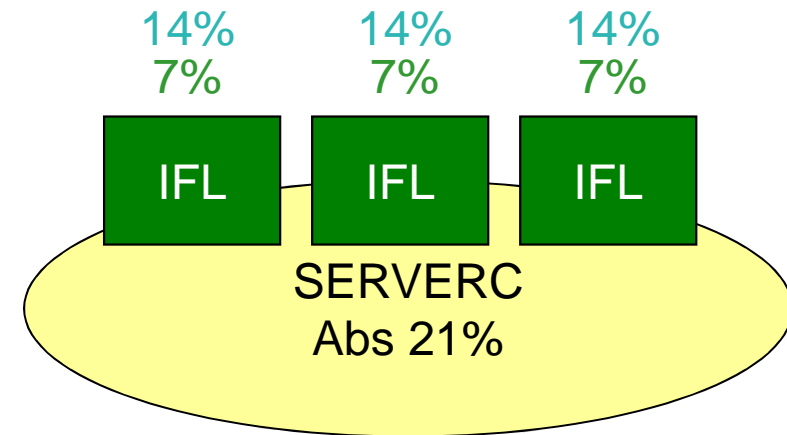
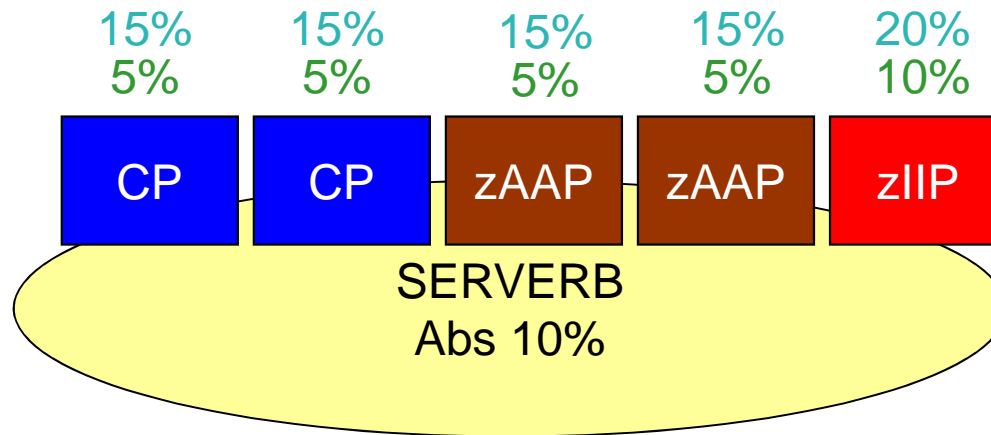


Total Processor for SERVERC  
 is  $21+21+21 = 63\%$



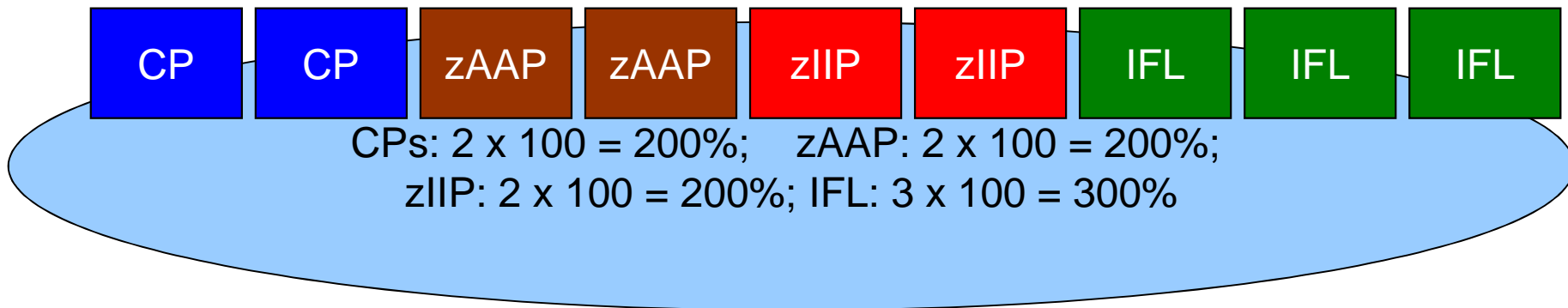
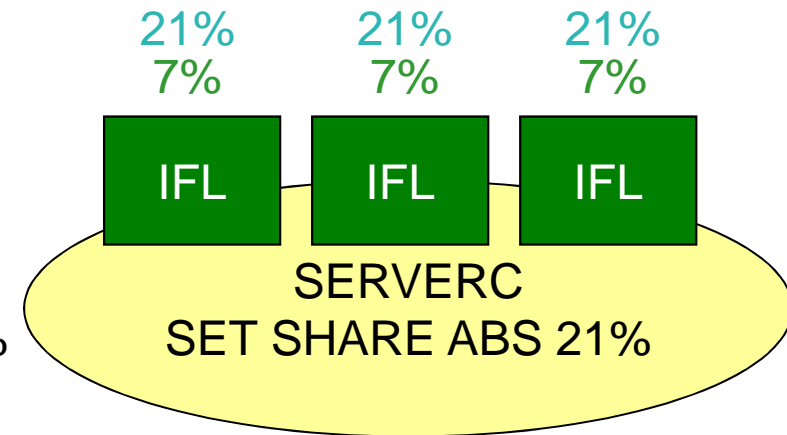
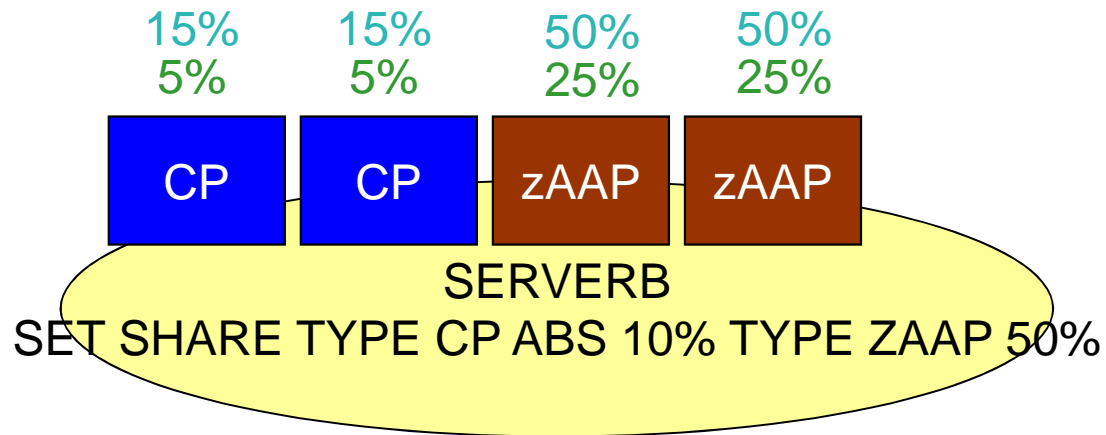
NN% = IPW percentage of real processor  
 NN% = split of share per virtual processor

## z/VM-Mode LPAR



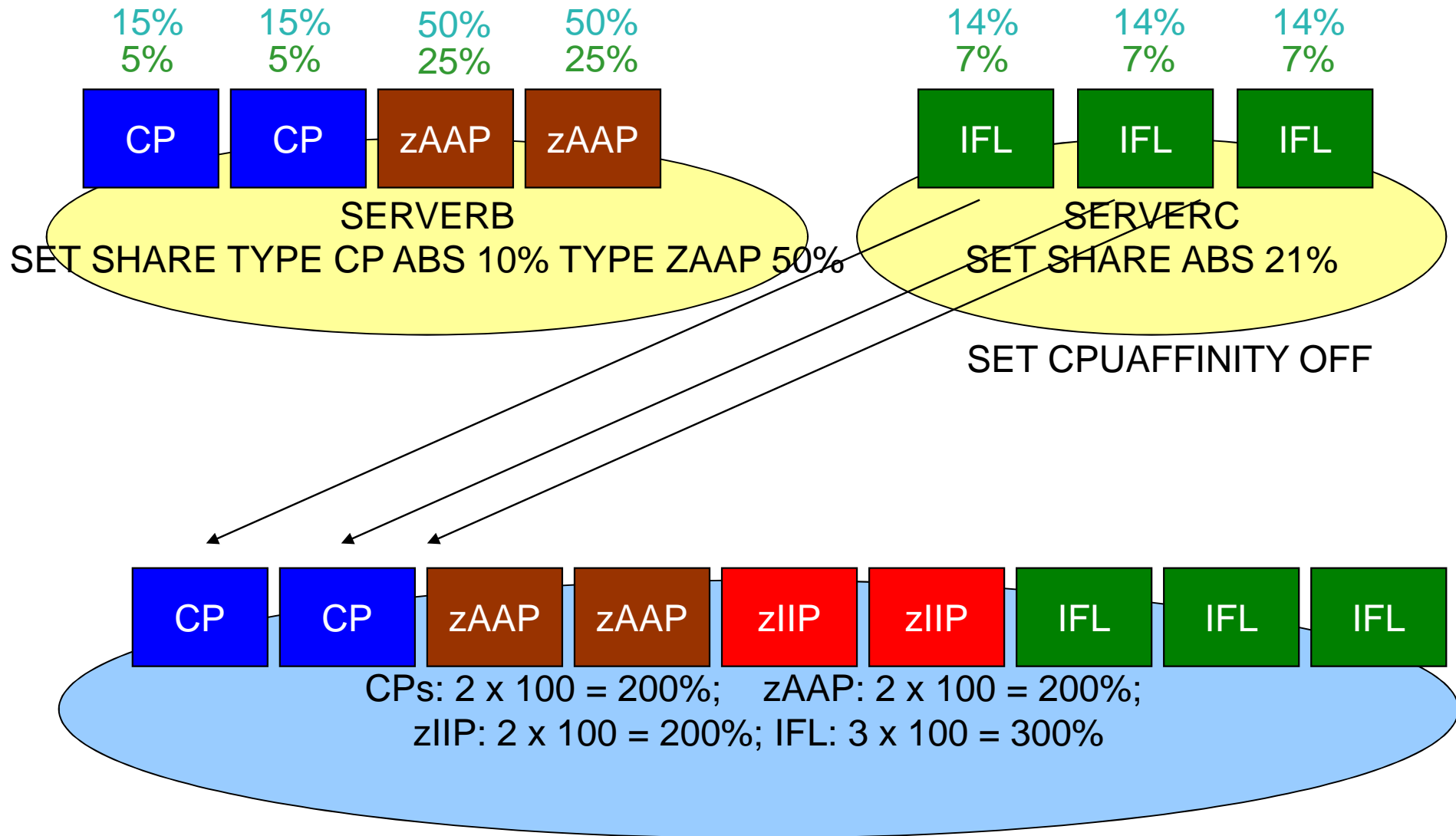
NN% = IPW percentage of real processor  
 NN% = split of share per virtual processor

## z/VM-Mode LPAR



NN% = IPW percentage of real processor  
 NN% = split of share per virtual processor

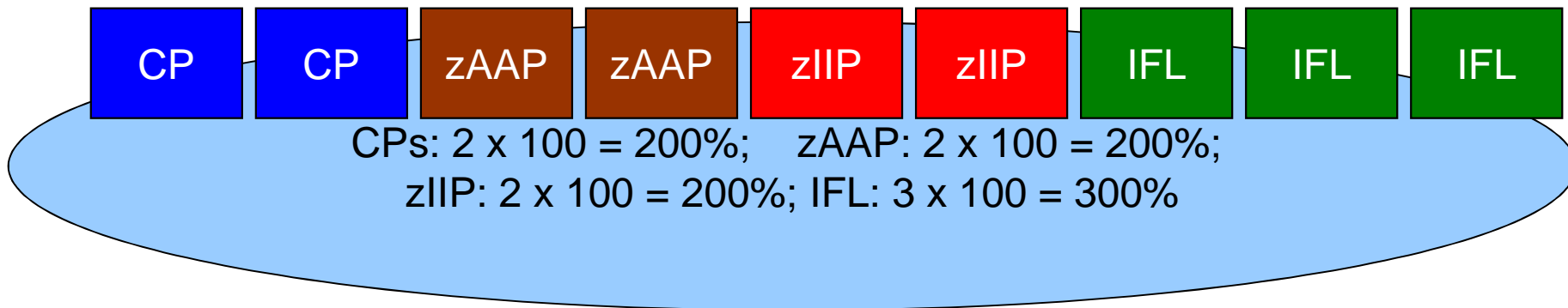
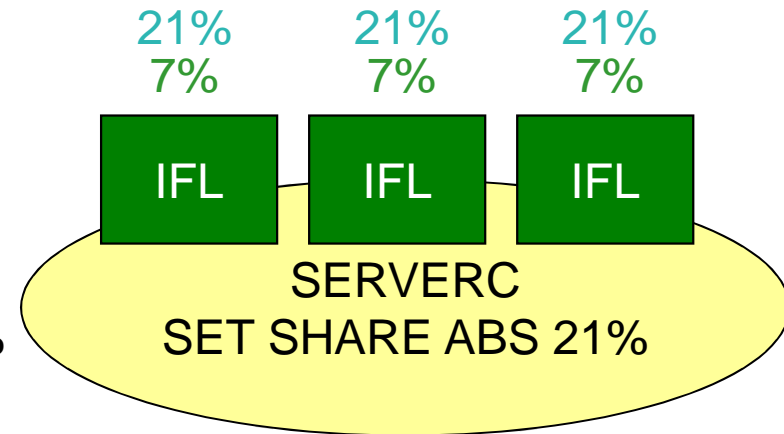
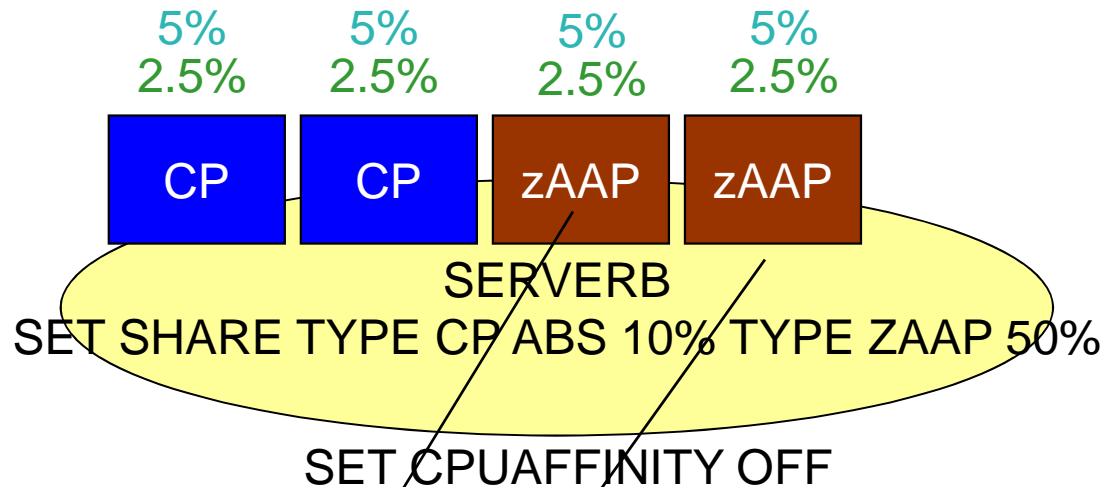
## z/VM-Mode LPAR



NN% = IPW percentage of real processor

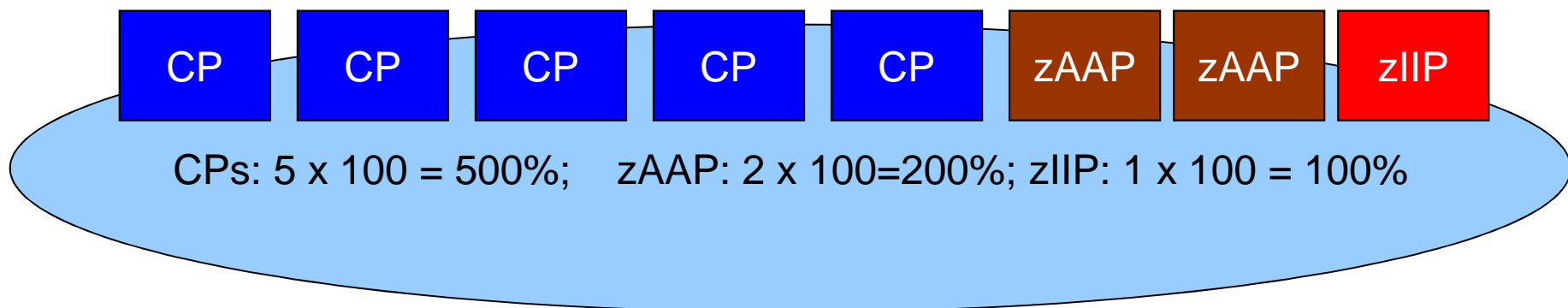
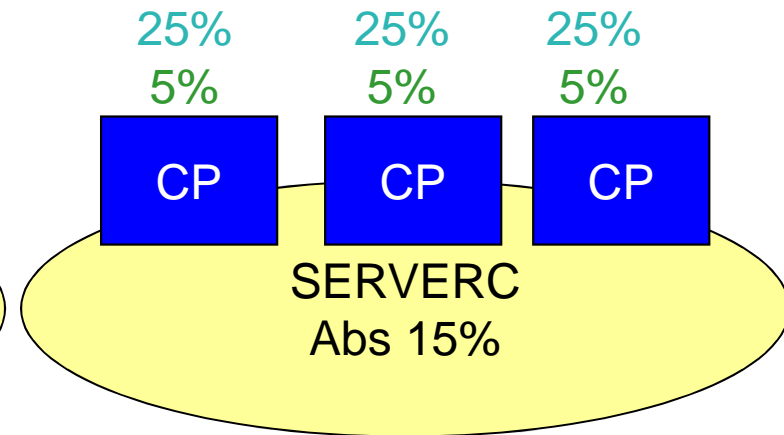
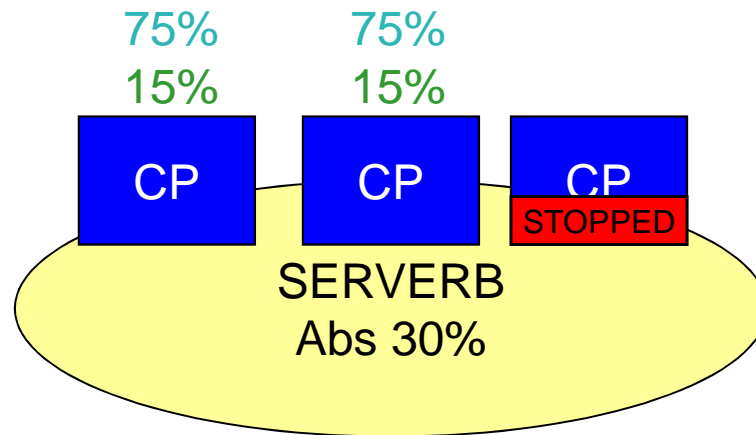
NN% = split of share per virtual processor

## z/VM-Mode LPAR



NN% = IPW percentage of real processor  
NN% = split of share per virtual processor

## Share Redistribution





# FCX126 LPAR – updated

FCX126 Run 2007/06/20 09:55:12

LPAR

Logical Partition Activity

---

Partition Nr.	Upid	#Proc	Weight	Wait-C	Cap	%Load	CPU	%Busy	%Ovhd	%Susp	%VMld	%Logld	Type
VMT1	4	04	5	20	NO	NO	51.5	0	99.9	.0	.1	99.9	99.9 CP
				20		NO		1	99.9	.0	.1	99.8	99.9 CP
				20		NO		2	99.9	.1	.1	99.8	99.9 CP
				80		NO		3	.0	.0	.4	.0	.0 ZAAP
				80		NO		4	9.3	.2	.3	9.0	9.0 ZIIP

## Summary of physical processors:

Type	Number	Weight	Dedicated	%LPBUSY	%LPOVHD	%NCOVHD	%BUSY
CP	3	100	0	299	1	0	300
ZAAP	1	100	0	0	0	0	0
IFL	1	200	0	151	4	2	157
ZIIP	1	100	0	9	0	0	9

# FCX202 LPARLOG

FCX202 Run 2007/06/20 09:55:12

LPARLOG

Logical Partition Activity Log

---

Interval <Partition->									<- Load per Log. Processor -->					
End Time	Name	Nr.	Upid	#Proc	Weight	Wait-C	Cap	%Load	%Busy	%Ovhd	%Susp	%VMld	%Logld	Type
>>Mean>>	VMT1	4	04	5	80	NO	NO	...	61.8	.1	.2	61.7	61.7	MIX
>>Mean>>	Total	..	..	6	100	..	..	.1	30.9	.0	...	...	...	..

## FCX180 SYSCONF

FCX180 Run 2007/06/20 09:53:49

SYSCONF

System Configuration

Initial Status on 2007/03/07 at 21:30, Processor 2096-X03

Real Proc: Cap 2224, Total 7, Conf 3, Stby 0, Resvd 4

Sec. Proc: Cap 1760, Total 3, Conf 3, Stby 0, Resvd 2

- With new Specialty Engine support, your z/VM system may include processors that are different speeds.
- Smaller “Cap” number indicates faster Processor.

# FCX144 PROCLOG – updated

FCX144 Run 2007/06/20 09:53:49

PROCLOG

Processor Activity, by Time

```

<----- Percent Busy -----> <--- Rates per Sec. --->

C
Interval P                      Inst
End Time U Type Total  User  Syst  Emul  Vect  Siml  DIAG  SIGP  SSCH
>>Mean>> 0 CP      99.8  99.5   .3  97.9  .... 125.0 12.6   . 7  71.6
>>Mean>> 1 CP      99.8  99.5   .2  98.0  .... 120.9  4.5   . 8  58.4
>>Mean>> 2 CP      99.8  99.5   .3  98.0  .... 123.4  3.2   . 7  59.5
>>Mean>> 3 ZAAP    96.0  96.0   .1  95.8  ....  1.1   .0  36.6  1.4
>>Mean>> 4 ZIIP     8.8   8.4   .4   8.1  ....  1.0   .0 289.9  7.5

>>Mean>> . CP      99.7  99.5   .2  98.0  .... 123.0  6.7   . 7  63.1
>>Mean>> . ZAAP    96.0  96.0   .1  95.8  ....  1.1   .0  36.6  1.4
>>Mean>> . ZIIP     8.8   8.4   .4   8.1  ....  1.0   .0 289.9  7.5

```

## Virtual Sysplex Environments

- **Key is tuning effectively for the virtual coupling machines**
  - QUICKDSP ON
  - Sufficiently High Share setting
  - Using real ICFs in z/VM-mode LPARs in z/VM 5.4.0 where appropriate
- **Beware of scenarios with both a large number of systems in a virtual sysplex and the systems join and leave the sysplex frequently.**
  - High CP CPU overhead as the z/OS systems that are not changing state issue large number of messages while the coupling machine is busy making updates for the system that is leaving/joining.
  - Privileged Operations count will be very high (>10,000s/second)

## Miscellaneous Tuning Thoughts

- **Disable IRD for z/OS virtual machines**
- **PAV Usage & Trade-offs**
  - Dedicating volumes to z/OS guests and letting them use PAV can be the best performance
  - More flexibility in sharing volumes and using PAV volumes through the minidisk support
  - Analysis of where the I/Os are queued up may require looking at both z/VM data and z/OS data
- **HiperDispatch**
  - Does not apply in z/VM guests
- **In z/VM Mode LPAR, z/VM IPLs and uses CPs for initialization**
  - Be careful of short-changing yourself on CPs.

## Summary

- **Specialty Engines enhance z/VM's virtualization capabilities**
- **A few things to keep in mind...**
  - Share for virtual machine applies to each processor type pool
  - There are scenarios where processors can be different speeds
  - Looking at averages takes on new meaning
  - CPU Affinity Setting is important
- **Monitor and Accounting records updated to provide needed information**
- **For more on scheduling, see z/VM Scheduler Overview**
  - <http://www.vm.ibm.com/devpages/bitner/presents/zvmsched.pdf>
- **For more on Specialty Engine Performance, see Performance Report**
  - <http://www.vm.ibm.com/perf/reports/zvm/html/530se.html>

## Contact Information

### Contact Info:

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