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Real Storage Manager's – Functional Evolution for Scalability and Performance

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Session Objectives

▪ Things you will learn:

- ▶ This presentation will review the major RSM/SRM functions and how they have evolved over the last few years to provide for greater scalability. In particular it will cover changes made to:
 - ▶ Page Replacement and UIC
 - ▶ Physical Swap Processing
 - ▶ Pageable Storage Processing
 - ▶ Changes to RMF reports and RMF SMF records
- ▶ Understand RSM changes made in z/OS 1.8 and what the migration issues are
- ▶ What is being done in the performance area with Large Real Memory in z/OS 1.8
- ▶ How to find related publications

Overview

- z/OS 1.7 supports up to 128G of central storage that can be configured to a single z/OS image.
- As processing power increases, demand for processor memory also increases. Currently the maximum storage supported by the hardware is as follows:
 - z990 - up to 256G of central storage
 - z9 - up to 512G of central storage
 - Next Generation – something larger than 512G
- The Greater than 128G Central Storage Support in z/OS 1.8 allows the operating system to support up to 4 terabytes of central storage.
 - The implementation is transparent to problem state applications and authorized programs.
 - Greater workload scalability within a single z/OS system

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Page Replacement – pre z/OS 1.8

- Page replacement LRU algorithm
 - Implemented by keeping an Unreferenced Interval Count (UIC)
 - Available Frame Queue (AVQ) Low/Okay thresholds
- UIC update process runs periodically to update the UIC of each in-use frame
- Stealing starts when we go below AVQ Low and continues until AVQ Okay is reached
- Stealing happens on an address space basis
 - Oldest frames are stolen first

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Currently page replacement in z/OS is done by a Least Recently Used algorithm, which keeps an Unreferenced Interval Count to signify the age of unreferenced frames. The process of selecting which pages to displace from central storage and paging them out to auxiliary storage is called page stealing/page replacement. Page replacement is accomplished by paging out to AUX the oldest frames (those with the highest UIC) owned by an address space.

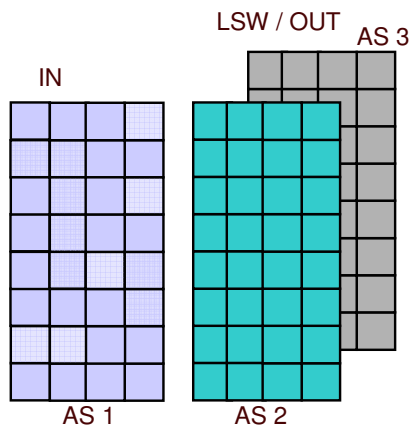
The UIC update process runs periodically to update the UIC of each in use pageable frame owned by an address space.

The Real Storage Manager maintains a *free list* of page frames that are available to satisfy page faults. In RSM terms, this free list is often referred to as the Available Frame Queue (AFQ). Page frames are returned to the AFQ when storage is freed explicitly, or implicitly when a program ends. In most environments since the amount of virtual memory that is in use at any given instant may be larger than real memory, the system itself must replenish the AFQ. The AFQ replenishment is driven by the AVQ LOW and AVQ OKAY thresholds managed by the System Resources Manager. When the number of frames on the AFQ falls below AVQ LOW, SRM calls RSM to replenish the AFQ by removing some of the current page data from real memory. The system stops replenishing the AFQ when the AVQ OKAY threshold is reached. Stealing happens on an address space basis and the oldest frames from each address space are stolen first.

Page Replacement and MCCAFCFH values

- Frame Management/Frame Replenishment
 - MCCAFCFH=(avqlow value, avqokay value)
 - Specifies the initial low and the OK threshold values for central storage
 - Default MCCAFCFH=(400,600) without APAR OA14409
 - Defaults for MCCAFCFH with APAR OA14409
 - avqlow – is the maximum of 400 and .2% of pageable storage
 - avqokay - is the maximum of 600 and .4% of pageable storage
 - SRM raises/lowers the AVQ LOW/OKAY thresholds by sampling low frame events in a measurement interval
 - Threshold values will never fall below the values specified in MCCAFCFH.
 - RSM signals SRM about availability of frames via SYSEVENTs
 - Suspendable callers are suspended when the number of available frames reaches 1/4 of the AVQ LOW threshold

UIC Calculation in pre z/OS 1.8



- The UIC Update process is scheduled to run every 10 seconds
- This process analyzes every pageable frame from each address space on the Swapped-IN queue
- The analyzed frames are counted and are distributed into buckets depending on their age.
- The oldest frame in an address space represents the address space High UIC
- The highest address space UIC represents the Highest System UIC (MCVSTCRI)

In a pre z/OS 1.8 system the Highest System UIC gets calculated every 10 seconds. The System High UIC represents the oldest frame of all Swapped-IN address spaces. Every frame in use by each address space on the Swapped-IN queue needs to be processed in order to keep its UIC current.

While stealing happens on a demand basis, UIC update still needs to run. This process consumes a considerable amount of CPU time while holding address space locks, even in environments where the system is not paging at all. While UIC update is running for a particular address space, RSM can not perform any other functions for that address space (such as service page faults) due to the fact the UIC is holding the necessary locks.

