V95

z/VM Guest Performance

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Overview

- General management of resources
- Processor
- I/O
- Storage and paging
- Linux® guidelines
- Networking
- The cost of VM

What Do You Mean by "Performance"?

- **ETR** (External Throughput Rate): work per wall clock second
- **ITR** (Internal Throughput Rate): work per CPU second
- **CPU utilization:** how busy processor is; tied to ITR
- **Response time**: how long jobs take; reciprocal of ETR
- **Consistency:** is today's behavior like yesterday's?
- How many phone calls you get

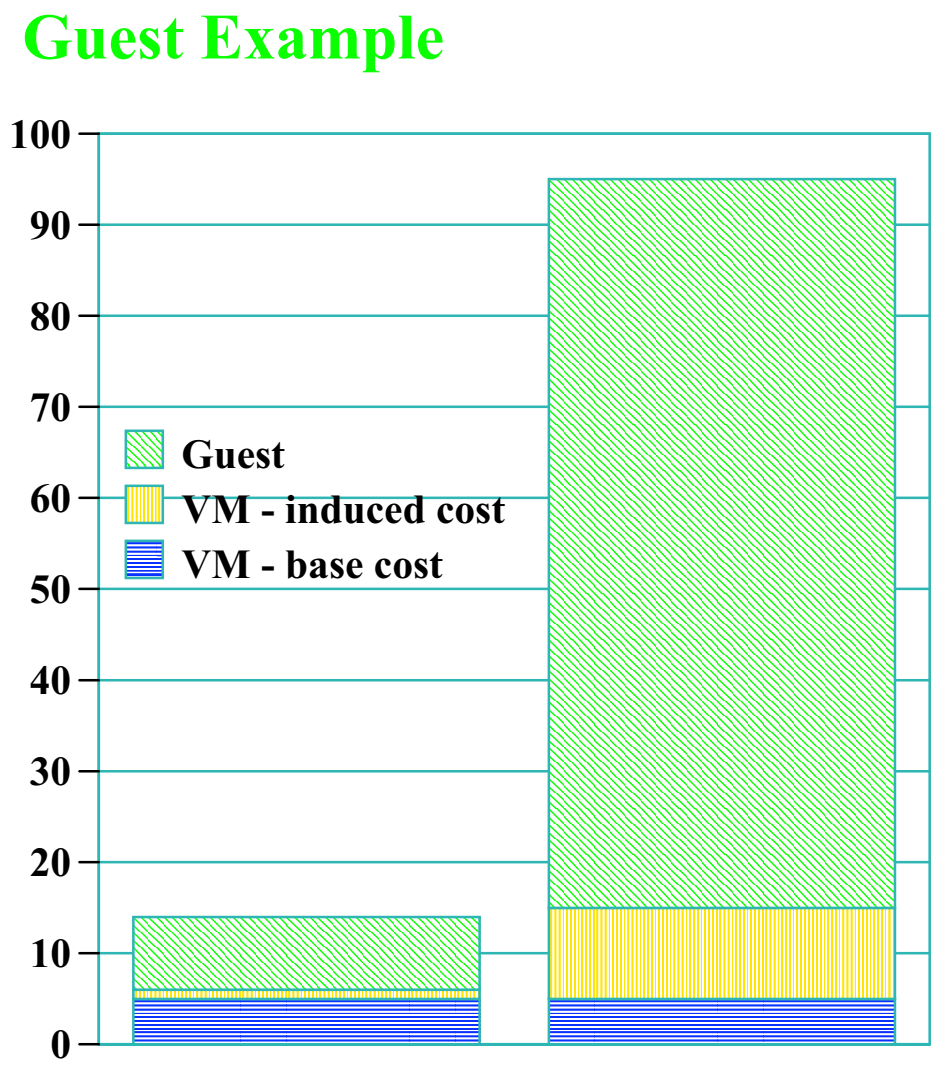
Processor

Processor Resources

- Configuration
  - Virtual 1- to 64-way, defined in user directory or via CP command
  - A real processor can be dedicated to a virtual machine
- Control and Limits
  - "Share" setting
  - Absolute or relative
  - Target minimum and maximum values
  - Maximum values (limit shares) either hard or soft
  - Virtual machine share is divided among its virtual processors
- Rules of thumb
  - For each guest, $N_v <= N_l$
  - Define only as many virtual processors as the workload needs
    - Share dilution; Diag x'44' overhead
  - Do not mix shared and dedicated processors

Processor Usage by VM

- Base costs and background work
  - Scheduling
  - Dispatching
  - Accounting
  - Monitor
- Costs proportional to guest requests or requirements of VM
  - Paging
  - Virtualizing I/O



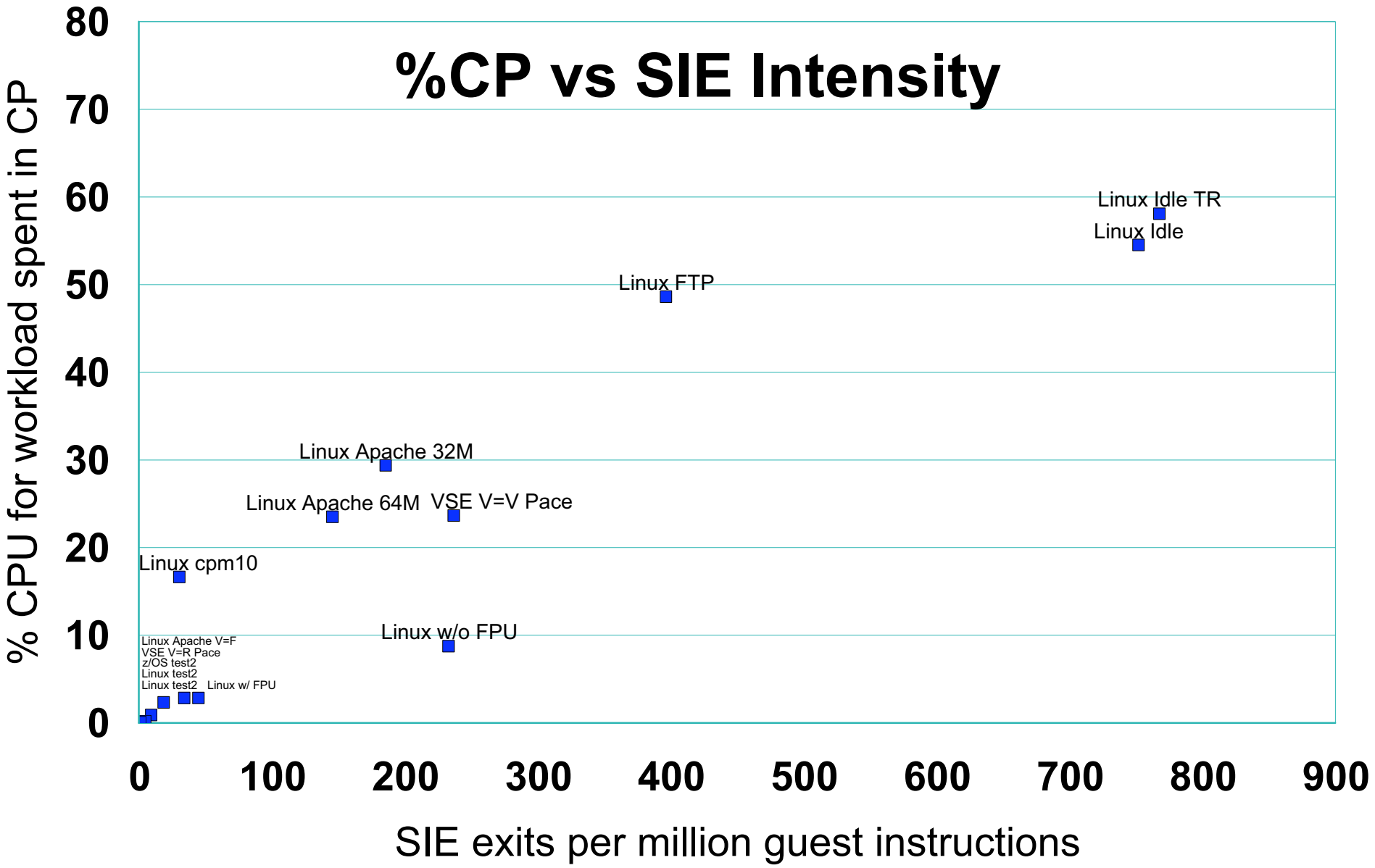
Processor: SIE Exits

- SIE = Start Interpretive Execution
- Used by z/VM™ to run a guest
- Exits from SIE indicate work for VM
  - I/O processing
  - Page fault resolution
  - Instruction simulation
  - Minor time slice expires
  - Loaded wait state
- Each reason for exiting SIE has a different cost (CPU time spent in CP)
- Rate of SIE executions available from most performance monitor products (for example, Performance Toolkit FCX239 report)

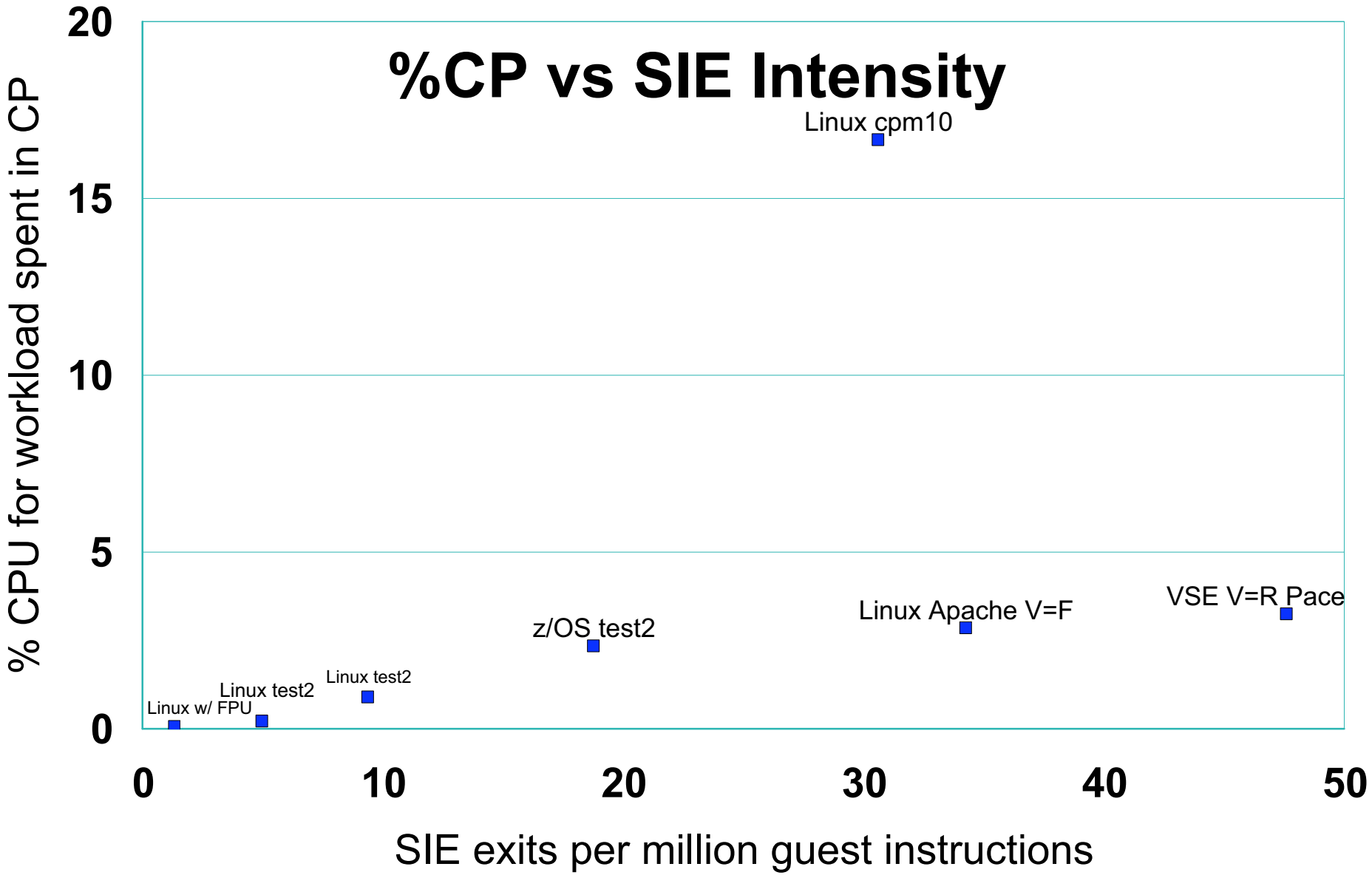
Avoiding Exits from SIE

- Guest data-in-memory techniques avoid guest I/O. Examples:
  - Linux XIP file system
  - CMS programs in segments
  - Shared File System directories in data spaces
- QDIO assists - we've done lots of work here
  - QDIO Assist Part 1 (aka Adapter Interrupt Passthrough (AIP))
    - SIGA assist -- Diag X'98' guest remains in SIE when doing QDIO operations
    - AI assist -- running guest remains in SIE for QDIO interrupt delivery
  - QDIO part 2 (aka QEBSM)
    - Guest SIGA does not require a SIE exit
  - IBM recognizes the pressure for more of these kinds of assists
- Avoid paging:
  - Reserved pages for important guests
  - Sufficient storage for the workload
- Minor time slice: SET SRM DSPSLICE (pros and cons)
- Dedicated processor gets 500 msec minor slice and wait state assist
- Get SIE rate from Performance Toolkit (e.g., FCX239 report)

VM Overhead Cloud Chart



VM Overhead Cloud Chart



Processor: Virtual MP

- Define additional processors dynamically
  - Directory include MACHINE ESA 2
  - CP DEFINE CPU vcpu_addr
- Or put everything in the directory
  - CPU 00 NODEDICATE
  - CPU 01 NODEDICATE
- Detaching a virtual processor resets virtual machine
- Usually, not more virtual processors than real ones
- Do not define virtual processors unnecessarily
  - Dilutes share
  - Produces excessive Diag x'44' overhead

Processor: Virtual MP

- CP commands of interest
  - QUERY VIRTUAL CPUS
  - CPU vcpu_addr cmd_line
  - DEDICATE and UNDEDICATE
- Share setting is for virtual machine, divided among all virtual processors
- Mixing dedicated and shared processors is not recommended
- Dedicated processor appears 100% busy on various VM performance reports

I/O

I/O Resources

- Configuration
  - Dedicated devices (tape drives, DASD, network devices)
  - Subdivided devices (minidisks)
  - Virtualized devices (minidisks, crypto)
  - Simulated devices (guest LAN, virtual CTCs, VDISKs)
  - Define or attach dynamically
- Control and Limits
  - Indirect control through "share" setting
  - Real devices can be throttled at device level
  - Priority can be set for virtual machine
    - CP uses to affect queue placement for DASD devices
    - HW uses to affect priority in channel usage
  - Minidisk Cache fair share limits can be turned off for virtual machine

I/O Considerations

- Dedicated I/O is not eligible for Minidisk Cache (MDC)
- MDC read performance is as good as VDISK performance
- Both VDISKs and MDC require sufficient storage
- Watch for excessive below-2-GB page movement (z/VM 5.2 fixes this!)
  - ">2GB>" column in Performance Toolkit's UPAGE report
  - >1 engine's worth of CP time
  - High %IO wait values in Performance Toolkit's user states report
  - High <2G page residency counts
- SCSI vs. ECKD
  - SCSI: higher I/O rates, higher CPU cost per I/O
  - ECKD: a little slower, but a lot cheaper in CPU/tx

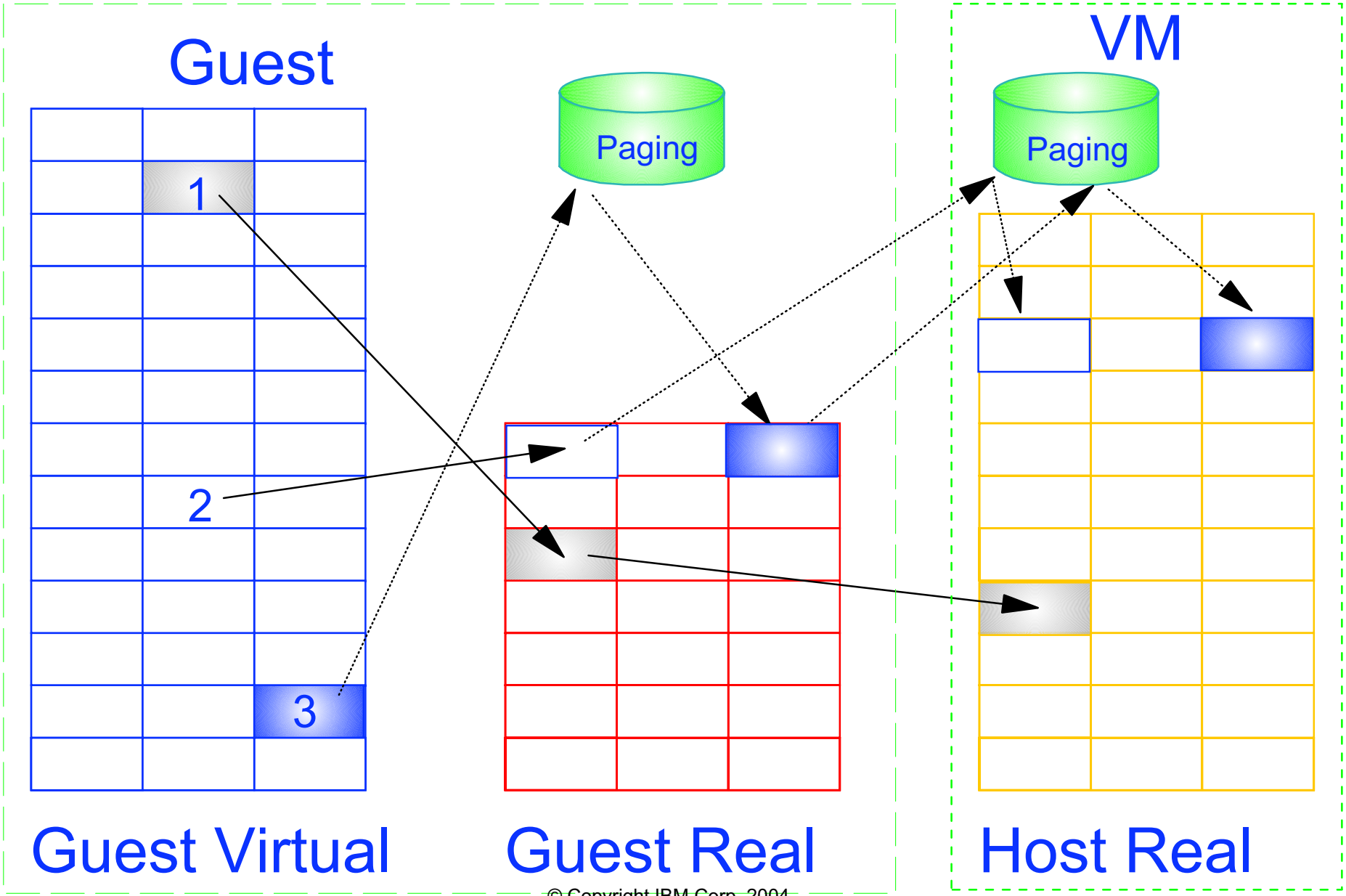
Memory

Storage Resources

- Configuration
  - Defined in user directory or via CP command
  - Can define storage with gaps (useful for testing)
  - Can attach expanded storage to virtual machine

- Control and Limits
  - Scheduler helps control overcommitting storage and paging resources
  - Virtual machines that do not "fit" criteria are placed in eligible list
  - Virtual machine can be made exempt from eligible list via QUICKDSP
  - Can "reserve" or "lock" pages for important guests
    - Reserve a number of pages to influence storage management page steal algorithms (recommended approach)
    - Lock specific pages (less flexible, requires clairvoyance)

Paging Considerations



Paging Considerations

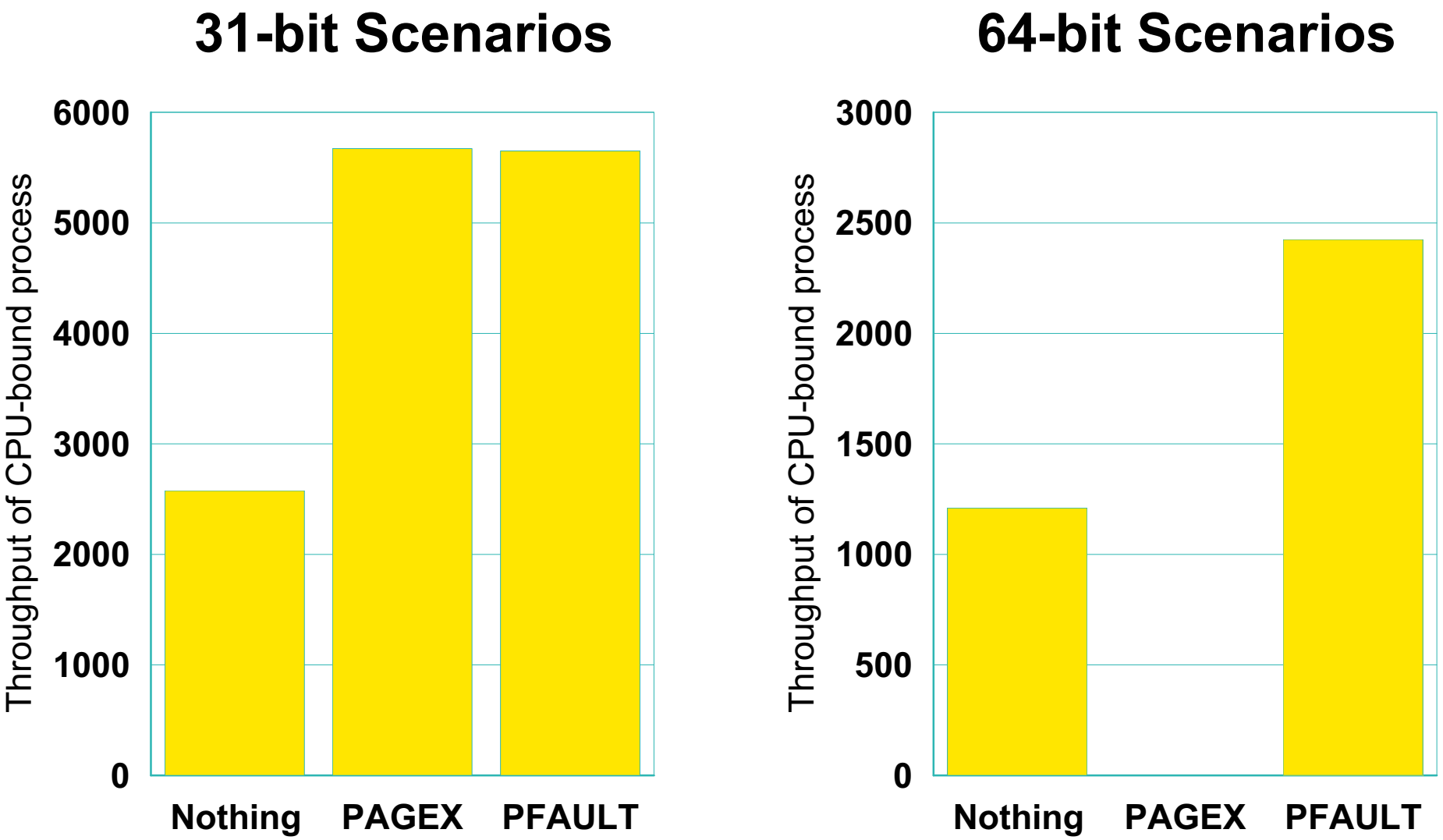
- Guest paging:
  - For DAT-on guests the potential exists for "double paging"
    - Guest virtual not in guest real: guest handles a fault
    - Guest real not in host real: host handles a fault
  - Right-sizing guest storage reduces guest paging (aka swapping)
    - Maybe you need to run 64-bit Linux
    - However, oversizing Linux guests has negative effects
  - Use PAGEX and Asynchronous Page Fault where appropriate

- Host paging:
  - Configure z/VM's paging resources appropriately
    - Plenty of paging space (no more than 50% full)
    - Plenty of paging extents (not just one big paging pack)
    - Don't mix paging extents with other extent types
    - Spread load across chpids and DASD subsystems
  - VM uses expanded storage for high speed paging device
    - Define 25% of partition's storage as expanded, up to 2 GB
    - Paging hierarchy helps reduce the cost of wrong page-out choices
    - See http://www.vm.ibm.com/perf/tips/storconf.html for help

Asynchronous Page Fault Facility

- Ordinarily, page faults serialize the virtual machine. This can be a throughput and response time problem for guest systems.
- Enhancements designed for Linux
- z/VM 4.2.0 and Linux 2.4 required (old hat nowadays)
- PFAULT macro
  - Accepts 64-bit inputs
  - Provides 64-bit PSW masks
- Diagnose x'258'
- Older PAGEX interface limited to 31-bit

Page Fault Measurements



VM Data-in-Memory Techniques

- VM Virtual Disk in Storage (VDISK)
  - Volatile FBA minidisk
  - Private or shareable
  - Can be used for the Linux swap file (be careful if system is storage-constrained)
- Minidisk cache
  - Undedicated 3380, 3390, 9345, RAMAC®, and IBM ESS boxes
  - SSCH and Diagnose I/O
  - Read-once data generally does not benefit
  - NOMDCFS lets servers overconsume MDC
  - Define some central storage for MDC

Contention for Memory below 2 GB (z/VM 5.1)

- z/VM lets a guest use 64-bit, but itself still uses 31-bit (mostly)
  - Guest pages have to be pulled below the 2 GB bar for CP to manipulate them
- Permanent structures below the bar:
  - V=R/F areas (pre-z/VM-5)
  - CP nucleus
  - Frame table
  - CP control blocks (RDEVs, etc.)
  - Segment tables
  - Data structures for dedicated QDIO (FCP) devices
  - Locked guest pages
- Temporary structures below the bar
  - Guest pages containing channel programs or I/O buffers
  - Guest pages associated with Guest LAN or VSWITCH
  - Page management blocks (VDISK ones are permanent)
  - Others
- Result: memory below 2 GB is precious

Am I Experiencing Below-2-GB Contention?

- Page pull-downs per second per guest (PerfKit FCX113 >2GB>)
- Size of available list (PerfKit FCX143 Avail)
- Pass 2 and emergency scan rates (PerfKit FCX102)
- >1 engine's worth of system time (PerfKit FCX225)
- Elevated %IO wait in PerfKit user states report

Reducing Below-2-GB Contention

- Minimize use of dedicated OSA, FCP, and HiperSockets devices
  - ►Use a Linux or z/VM TCP/IP router, or use VSWITCH (z/VM 4.4 or later)
  - ►If you must dedicate an OSA, consider tuning QDIO buffers down
- Minimize size and number of VDISKs
- Minimize size of Linux guests (fewer pages = fewer I/O buffers)
- Run the Linux "fixed I/O buffer" patch (SLES 9 SP1 and RHEL 4)
- Use MDC
- Run multiple LPARs instead of one giant LPAR
- Tune applications (for example, Oracle direct I/O patch)
- **Migrate to z/VM 5.2.0**
- See www.vm.ibm.com/perf/tips/2gstorag.html for details

Linux Guests

Linux Guest Guidelines

- **Why does my idle Linux consume processor resources?**
  - Timer pops (z/VM 4.4.0 scheduler lock relief helps with this)
  - Easy to turn off timer pops in SLES 8 or later
- **Is the number and size of guests important?**
  - Yes! It is virtual storage, but it isn't magic. It has to reside somewhere when Linux guest is running.
- **How big should my Linux guest be?**
  - Not bigger than you need
  - compare /proc/dasd/statistics to VM monitor data
- **Where should Linux swap?**
  - Multiple choices: XPRAM, minidisk, dedicated disk, T-disk, VDISK, DCSS
  - Be careful when using VDISK in storage-constrained environments
- **Should I set QUICKDSP ON for my Linux guest?**
  - Production vs. test vs. development machines
- **How many virtual processors should I define?**
  - Not more than there are in the partition, and the right number for the workload
- See the following URL for other information: www.vm.ibm.com/perf/tips/linuxper.html
- See APAR VM63282 for better dispatch list management (applies mostly to storage-constrained environments)

Swapping Configuration

- The trade-off
  - Defining virtual machine too large may cause excess memory to be used inefficiently for file and buffer cache.
  - Defining virtual machine too small may cause swapping which is expensive in processor time and impacts response time.

- Configure so that swap rate is zero or very low.
  - Maybe you need to be using a 64-bit Linux

- Virtual disk in storage (VDISK) can be used to mitigate cost of swapping.
  - Pros:
    - Very easy from administration view
    - Virtual disk blocks not created unless referenced
    - Performance
  - Cons:
    - DAT structures required below 2 GB and are not pageable
    - Steal algorithms tend not to take VDISK pages
    - Disk blocks reside below 2 GB prior to z/VM 4.4.0
    - Linux workloads tend to be storage-constrained anyway
  - See www.vm.ibm.com/perf/tips/lxswpvdk.html for guidance

- Do not define virtual disks in storage larger than necessary

Networking

Networking Choices

- Lots of variations for connecting:
  - Guests to other guests
  - Guests to another LPAR
  - Guests to external network
- Continued improvement in both Linux and VM stacks
  - z/VM 4.4.0 TCP/IP and VSWITCH are notable
- Workload-dependent
  - MTU impact
  - Below-2-GB storage impact (z/VM 5.1 or earlier)
  - Performance may improve as load increases
    - Data rate and number of connections

Guest to Guest

- Guest LAN
  - Simulated HiperSockets
  - Slightly lower pathlength than simulated GbE
  - Use with the virtual switch (z/VM 4.4.0 or later)
  - No persistent locking of guest pages
  - No architected limits on number of LANs
- HiperSockets
  - Requires locking real memory below 2 GB (z/VM 5.1 or earlier)
  - Configuration limitations
    - Numbers of HiperSockets chpids and IP addresses
  - Better performance for large data transfers

Guest to Another LPAR

- HiperSockets
  - Best solution
  - Pay attention to MFS (MTU)
- Shared OSA GbE
  - Additional overhead and latency even when shared card

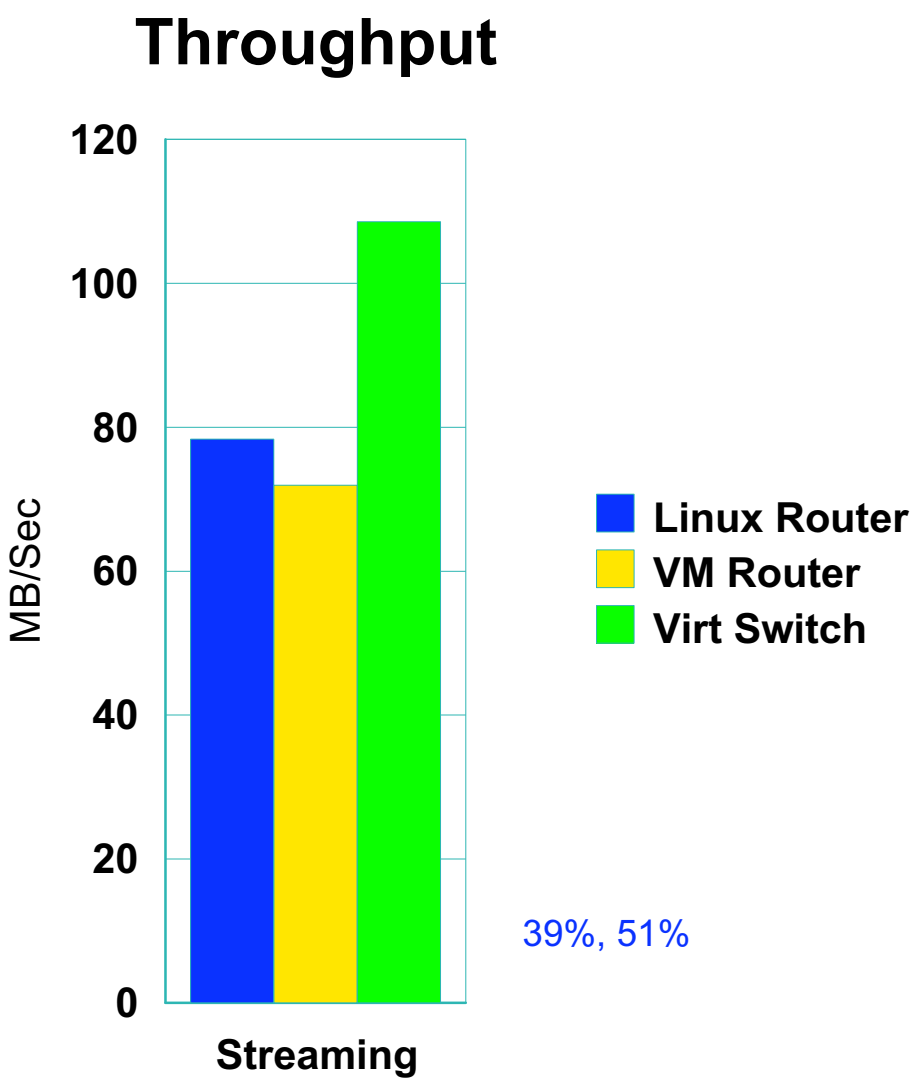
Guests to External Network

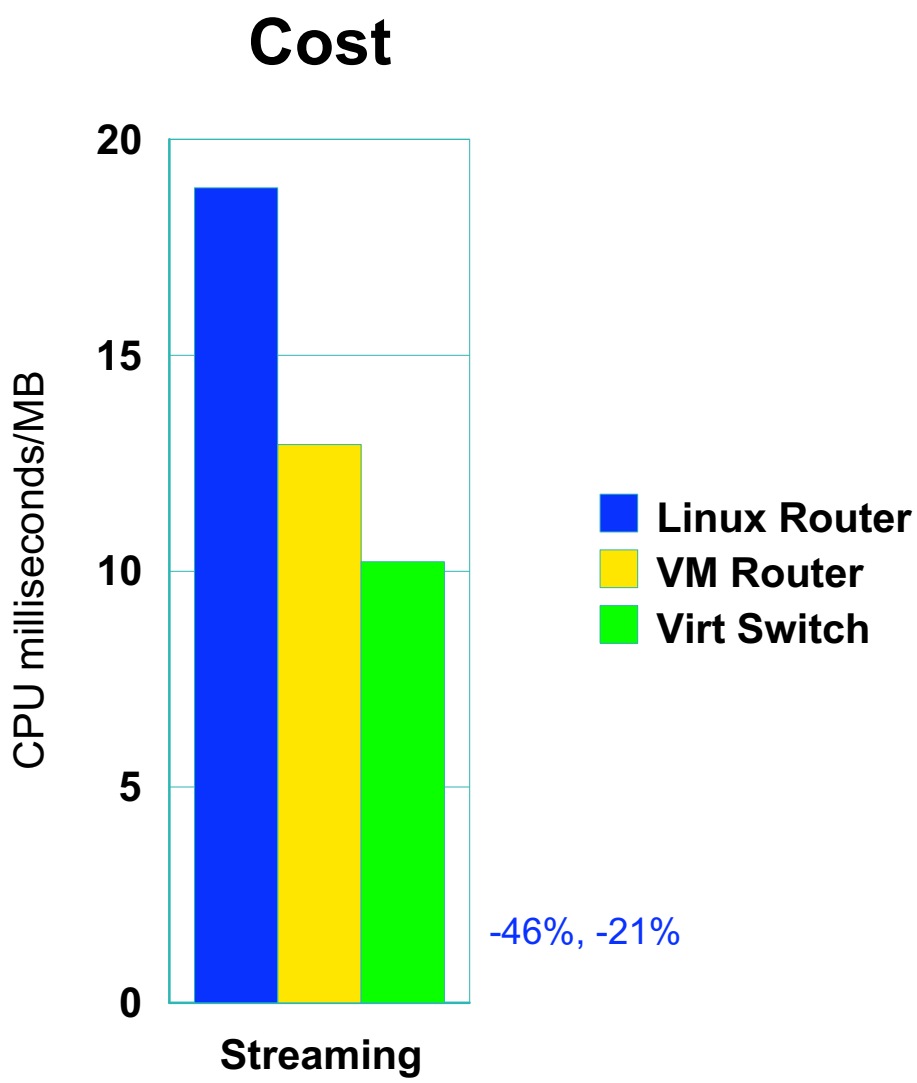
- Guests direct connect to OSA
  - Lowest pathlength, especially with z/VM 4.4.0 and hardware that supports Queued I/O Assist
  - Requires locking real memory below 2 GB
- Virtual switch
  - Requires z/VM 4.4.0 or higher
  - Very good performance characteristics
- Virtual machine router
  - Extra pathlength for moving and processing data

Virtual Switch - New in z/VM 4.4.0

- Layer 3 (IP packet) switch
  - Switches IP packets between QDIO guest LAN and OSA Express physical network
  - Eliminates need for IP (layer 3) router
  - Switching function performed entirely by CP
  - z/VM TCP/IP stack used for setup and control functions
- Layer 2 support in z/VM 5.1.0
  - With the PTF for APAR VM63538 and PQ98202
- Reduces processor resource requirements for some environments

Virtual Switch - Streaming (MTU 8992)





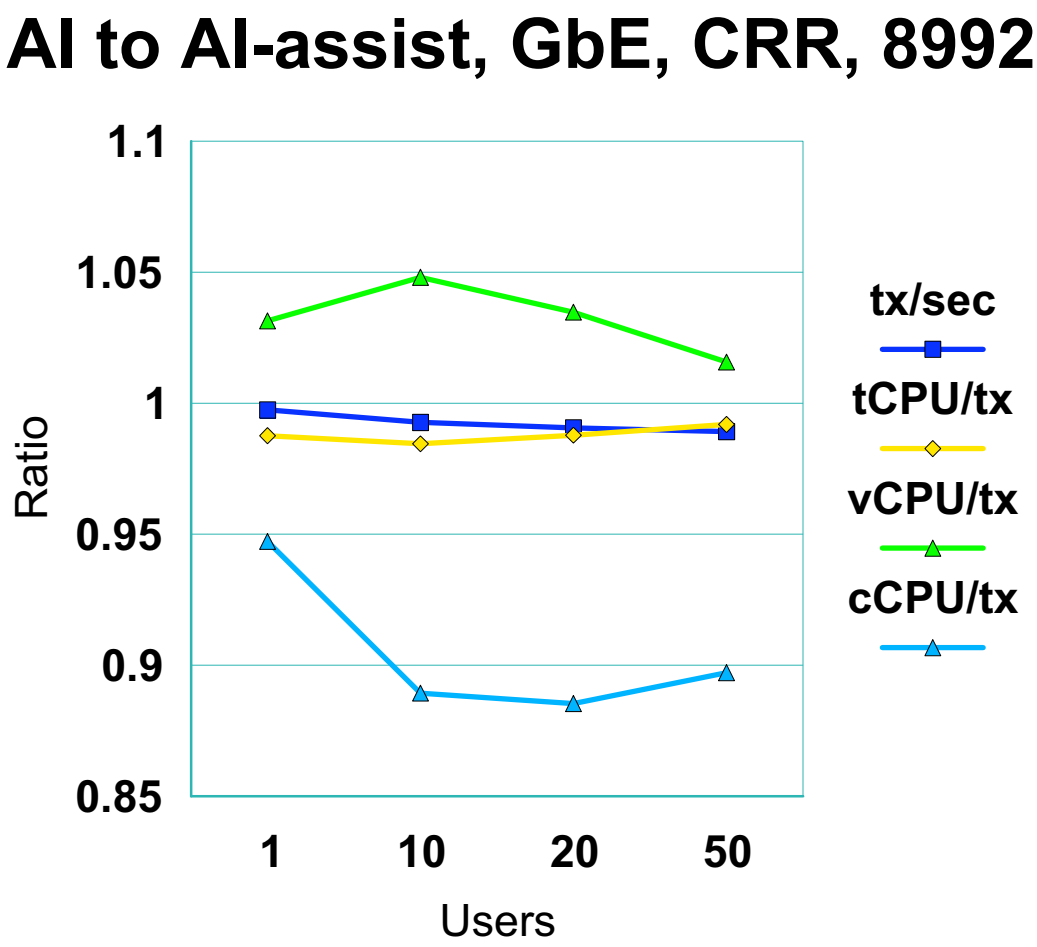
Queued I/O Assists

- QDIO devices (FCP, OSA Express, HiperSockets) induce overhead due to high interruption rates
  - ►z/VM Control Program has to mediate between hardware interruptions and guests
  - ►As interruption rates go up, this overhead increases
- QDIO Assist Part 1 (z/VM 4.4.0, z990 or z890 or z9) helps somewhat
  - ►Lets hardware present QDIO interrupts to guest, if guest happens to be in SIE
  - ►If target guest is idling, hardware rearranges CP control blocks and delivers "thin" signal
  - ►Works for HiperSockets, QDIO, and FCP
- QDIO Assist Part 2 (z/VM 5.2.0, z990 or z890 or z9) helps even more
  - ►Guest stays in SIE when it issues SIGA
  - ►Almost all of the Control Program mediation is now gone
- Changes in z/VM and Linux to take advantage of these assists
  - ►QUERY/SET QIOASSIST
- See www.vm.ibm.com/perf/aip.html and .../qebsm.html for more information.
- There are commands to disable these assists if needed (problem determination)
- You will want VM63685

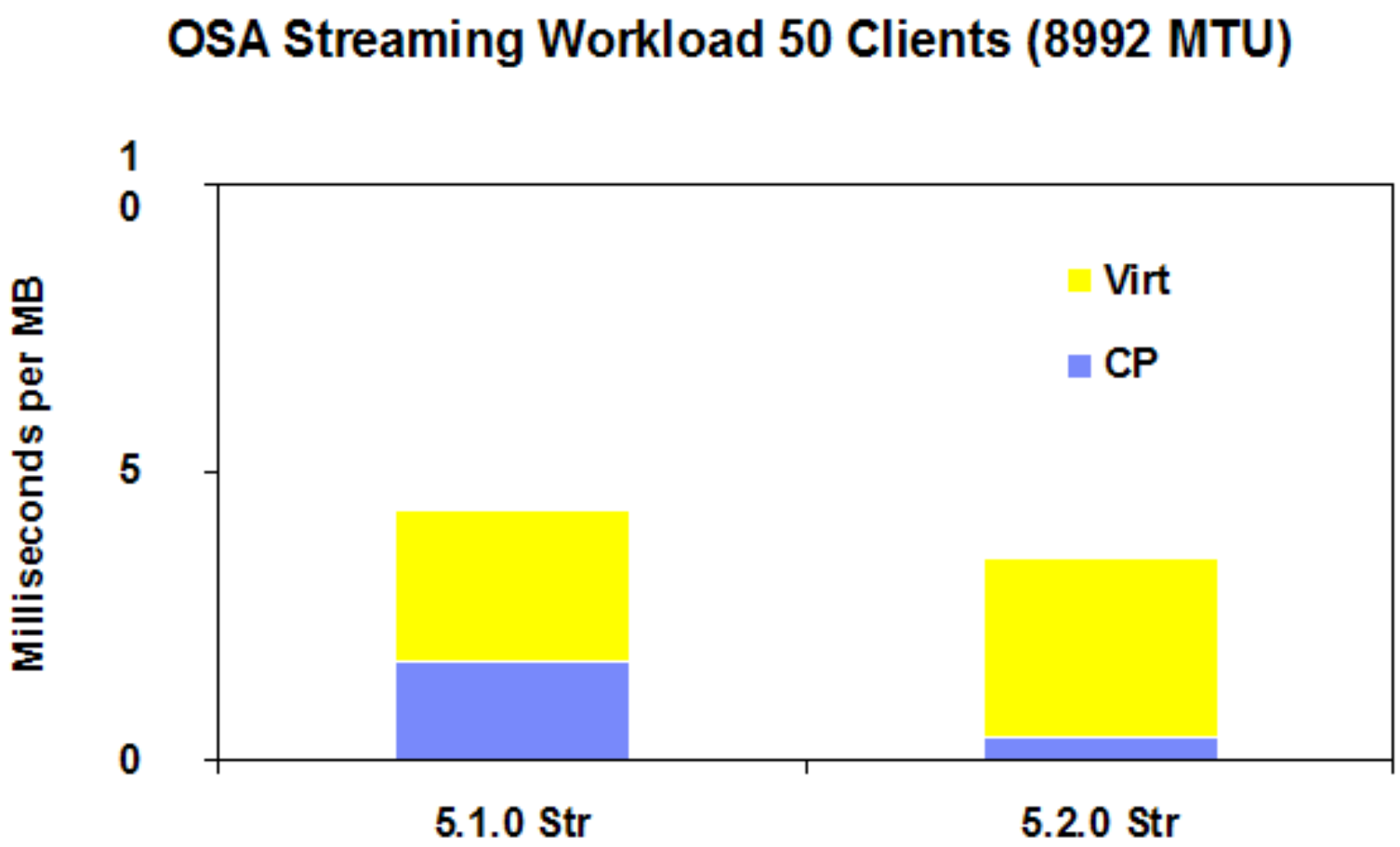
Al to Al-Assist, Linux, GbE

Generally, we see this:

- Tx/sec flat
- Small rise in virtual/tx
- Good drop in CP/tx



Effect of QDIO Assist Part 2

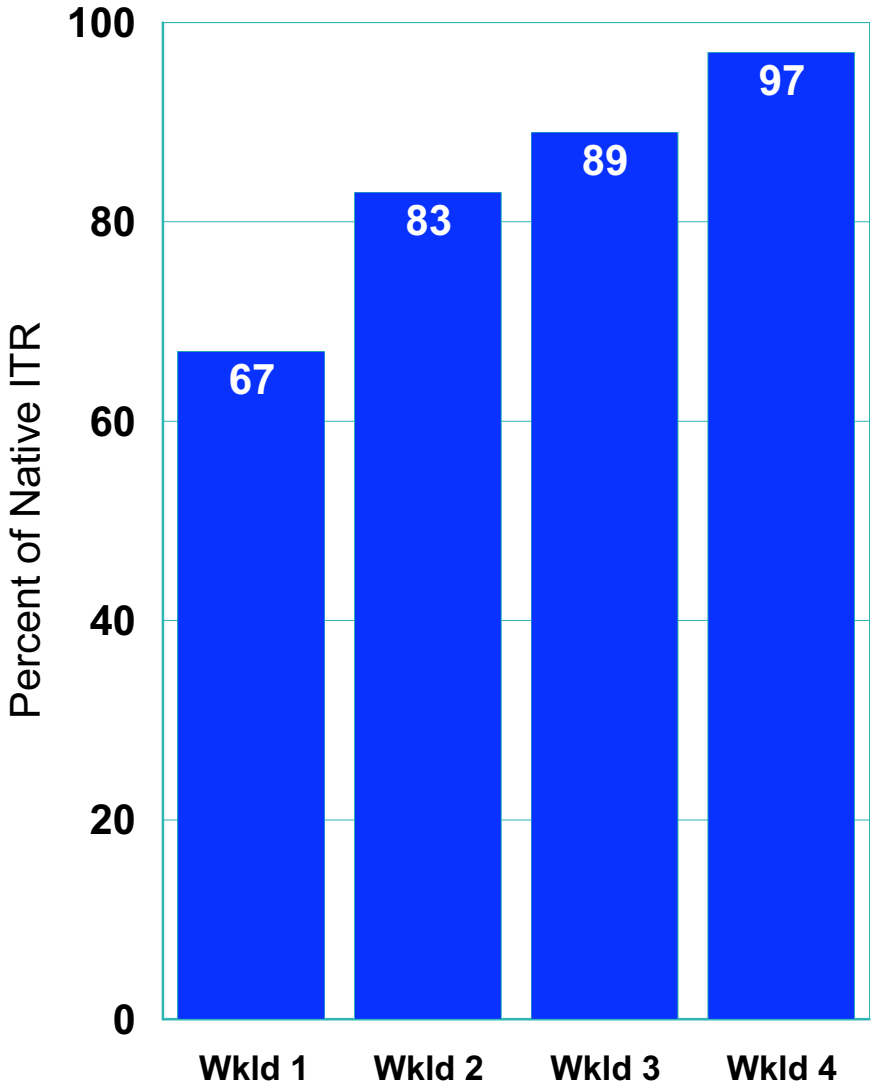


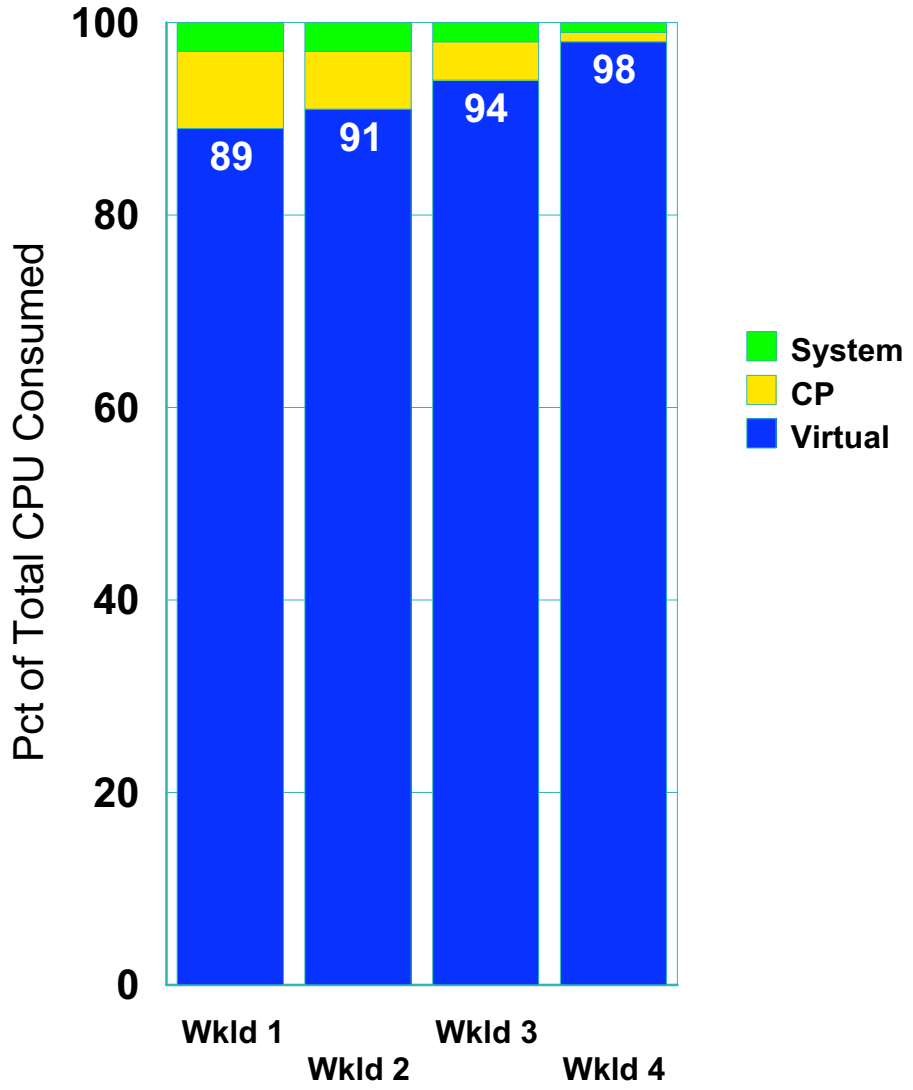
The Cost of VM

Two Views of VM Costs

- Direct comparison measuring VM guest compared to Linux in an LPAR
  - Usually assessed using ITR (Internal Throughput Rate... tx/CPU-sec)
  - Often described as "percent of native ITR"
  - Arguably meaningless (management or configuration considerations)
  - **Good news:** z/VM 5.2 helps a lot on this front
- How much processor time is consumed by VM code
  - Measured through products reducing VM monitor data
  - Three components
    - Virtual (aka emulation): time spent in guest code
    - CP: time spent in VM code directly in support of a particular guest
    - System: time spent for general VM system management, not connected directly to any guest
  - "Overhead" sometimes equated to time spent in CP or in CP+System
- Other views do exist:
  - Price to leverage unused resources and manage more effectively
  - Response time impacts
  - Throughput impacts

Two Views of VM Costs
Single VM Guest vs. LPAR





VM Costs - Summary

- "It depends"
  - Range is much greater than shown in example
  - Consult the IBM and vendor resources for sizing
  - Depends on SIE interaction intensity (SIEs per million guest instructions)
  - Depends on HW and SW configuration
- Be sure you know what is meant by "overhead" or "cost"
- Differences between the two views include:
  - Fraction-spent-in-VM does not capture loss of MIPS due to sharing processor cache, different instruction mix, etc.
  - Percent-of-native-ITR does not capture value of VM

Summary

Summary

- Stay in SIE. Every exit means the guest is not running.
- Many features to be exploited
- The answer is, "It depends. With Linux, it depends even more."
- Optimum configuration will depend on:
  - What you mean by the term "performance"
  - What you mean by the term "good"
  - What resources you have available
- See VM web site for additional information:
    - www.vm.ibm.com
    - www.vm.ibm.com/perf/
    - www.vm.ibm.com/perf/tips/

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