



| IBM System z – WAVV 2009

z/VSE Performance Update

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z/VSE V4.1 and V4.2 Hardware support

§ z/VSE V4.1 and V4.2 runs on the following machines

- IBM System z10 BC or z10 EC
- IBM System z9 BC or z9 EC (formerly z9-109)
- IBM zSeries: z800, z900, z990, z890
- z/VM V5.2 (or later) is a prerequisite for running z/VSE V4 under VM.

§ z/VSE 3.1 and VSE/ESA 2.7 runs on the following machines

- IBM System z10 BC or z10 EC
- IBM System z9 BC or z9 EC (z9-109)
- IBM zSeries: z800, z900, z990, z890
- 9672 Parallel Enterprise Server (G5/G6)
- Multiprice 3000 (7060)
- equivalent emulators (Flex-ES)

Supported VSE Releases

VSE Release	Available	End of Marketing	End of Service
z/VSE 4.2	10/17/2008		
z/VSE 4.1	03/16/2007	10/17/2008	04/30/2010
z/VSE 3.1	03/04/2005	05/31/2008	07/31/2009
VSE/ESA 2.7	03/14/2003	09/30/2005	02/28/2007 (out of service)
VSE/ESA 2.6	12/14/2001	03/14/2003	03/31/2006 (out of service)
VSE/ESA 2.5	09/29/2000	12/14/2001	12/31/2003 (out of service)
VSE/ESA 2.4	06/25/1999	09/29/2000	06/30/2002 (out of service)
VSE/ESA 2.3	07/12/1997	06/30/2000	12/31/2001 (out of service)

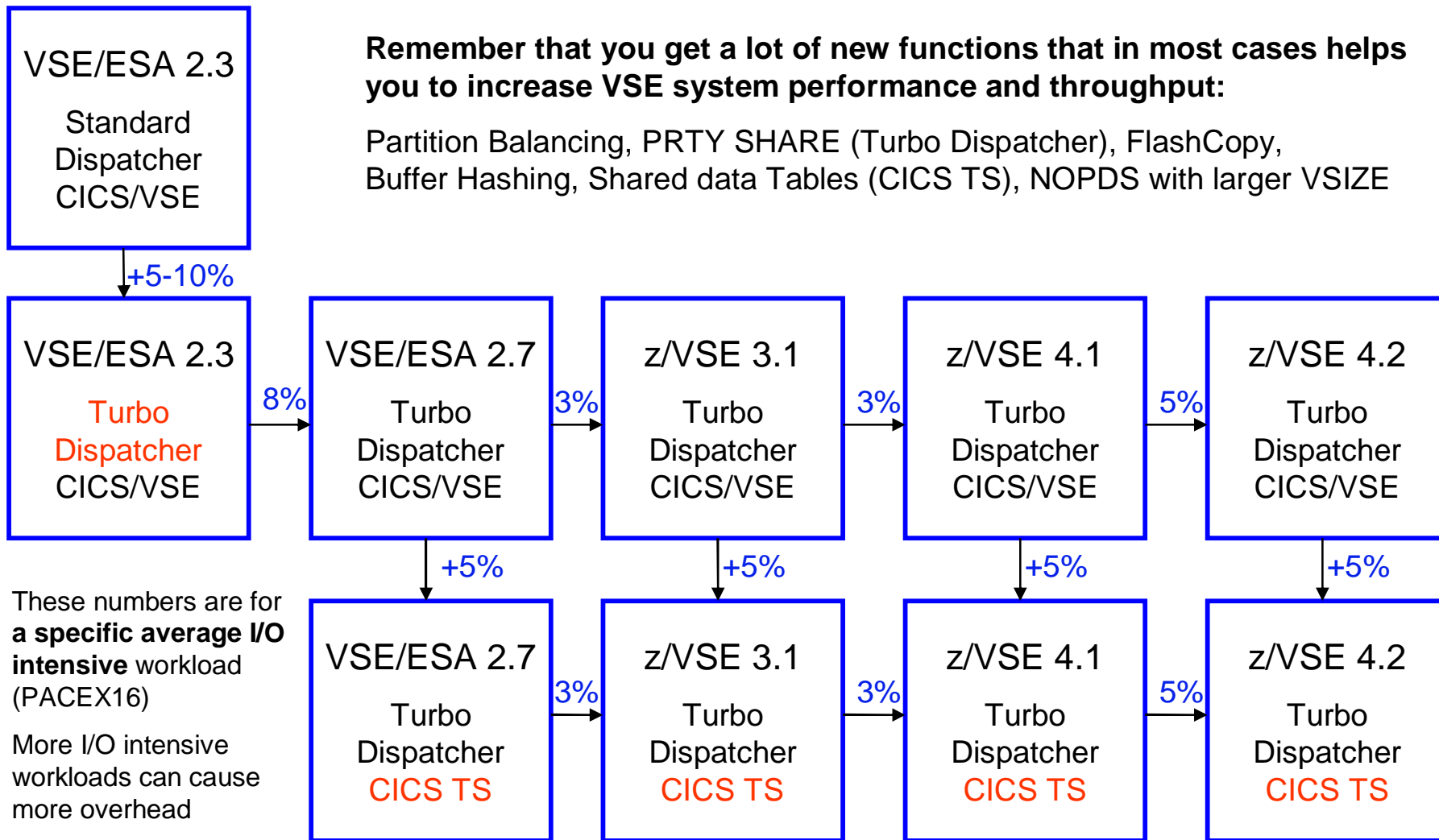
Running z/VSE V4 under z/VM

§ z/VM V5.2 (or later) is a prerequisite for running z/VSE V4.1 or V4.2 under z/VM

- If you IPL z/VSE V4.1 or V4.2 in a guest system of z/VM version 4 or z/VM 5.1, you may experience severe performance problems
- Because of that the following message is issued during IPL:
 - 0J86I WARNING: VM RELEASE NOT SUPPORTED BY VSE 4.1
– Z/VM 5.2 OR LATER REQUIRED
- If you receive this message, you must urgently upgrade your VM system to z/VM 5.2 or a later release.

§ Note: It is not required to run z/VSE under z/VM, you can also run z/VSE in an LPAR

Overhead Deltas for VSE Releases



z/VSE V4.2 Performance Considerations

§ More tasks

- z/VSE V4.2 now supports up to 512 tasks

§ PAV Performance Considerations

- PAV = Parallel Access Volumes

§ CPU Balancing

- Automatically start and stops CPUs according to the current workload

z/VSE V4.2 – More tasks

§ z/VSE 4.2 supports up to 512 concurrent tasks

- the previous limit was 255 concurrent tasks).
- Additional task IDs will be in the range X'0100' to X'0200'.
- A QUERY SYSTEM command has been provided to display information on the current task usage

§ Please note:

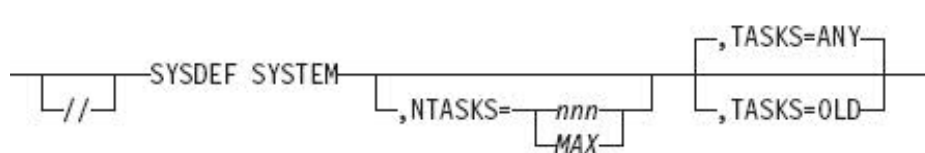
- The maximum **number of tasks per partition remains 32**.
- The default maximum remains 255. If you wish to increase the maximum number of tasks, you must use the SYSDEF command to increase it to any number up to 512.

§ Benefits:

- The workload resulting from CICS and batch programs can now be more efficiently distributed
- Previously, some customers might have been reluctant to perform migration from CICS/VSE to the CICS Transaction Server for VSE/ESA because of its more intensive usage of VSE tasks (compared to CICS/VSE). This inhibitor has now been removed.
- Using more tasks have **no measurable performance impact** (neither negative nor positive)

z/VSE V4.2 – More tasks

- § The **SYSDEF SYSTEM** command is used to activate the new tasks support system-wide.



§ **NTASKS=nnn|MAX**

- nnn specifies the total number of tasks (old and new) that can be allocated to the system and application programs. This is possible only during BG ASI processing. The value of nnn can be between 255 and 512.

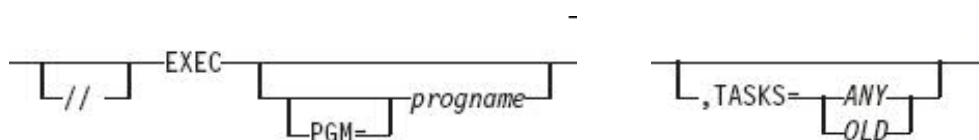
§ **TASKS=ANY|OLD**

- This is the system-wide default mode for subtask attaching, it can be run at any time after IPL:
 - If TASKS=ANY is specified, new or old tasks can be attached as subtasks. However, primarily new tasks will be attached.
 - OLD specifies that only old tasks will be attached as subtasks.

§ Use **QUERY SYSTEM** to display what has been specified with **SYSDEF SYSTEM**

z/VSE V4.2 – More tasks

§ The **TASKS** specification in the **SYSDEF SYSTEM** command **can be overwritten** with the **TASKS** parameter in the **JCL EXEC** statement:



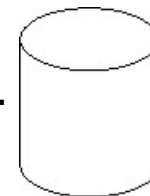
- When the SYSDEF SYSTEM command is used with TASKS=OLD, application programs which want to make use of the new tasks, must be started with parameter TASKS=ANY in the EXEC statement.
- When the SYSDEF SYSTEM command is used with TASKS=ANY, but an application program needs to be restricted to old tasks, the parameter TASKS=OLD has to be specified in the EXEC statement.

z/VSE V4.2 – Parallel Access Volumes (PAV)

§ **Parallel Access Volume (PAV) is an optional licensed feature on the IBM System Storage DS6000/DS8000 series**

§ **Parallel access volumes:**

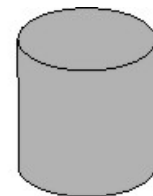
- Are managed by creating **multiple addresses (aliases)** for a single **logical device**.
- Allow your z/VSE system to **access volumes in parallel**.
- Enable **more than one I/O operation** to be processed for a single logical device.
- Depending upon workload, might represent a significant performance improvement by the storage unit over traditional I/O processing.
- Can significantly **reduce device queue delays** to busy devices (all I/O operations are normally processed from a single queue).
- Allow your system to access a single volume from a single z/VSE host with **multiple concurrent requests**.



Base



Alias X



Alias Y

z/VSE V4.2 – Parallel Access Volumes (PAV)

- § **To gain a performance benefit from PAV, it is required that:**
 - the workload can **utilize multiple paths** (sub channels) to the same volume
 - A single job that **starts an I/O and waits** until its completion before it starts another I/O **does not benefit** from PAV by itself
 - However, **running multiple such jobs concurrently** in multiple partitions can utilize parallel access to the same volume.
- § **Besides the simple ‘Start I/O and wait’ behavior, more sophisticated programs (like CICS) may be capable to **start multiple I/Os and wait for its completion asynchronously****
 - This behavior also is eligible for benefiting from PAV, if the I/Os are for the same volume
- § **Jobs that use multiple subtasks that perform I/O operations may benefit from PAV**
- § **Running **multiple jobs concurrently** in separate partitions and access the same volume are also good candidates for PAV**

z/VSE V4.2 – Parallel Access Volumes (PAV)

§ Candidates for PAV volumes

- In general, all volumes that contain files, catalogs of data in general that are **used from multiple jobs** can benefit from PAV
 - Without PAV, I/Os might get queued and therefore delayed in case of parallel access to the same volume
 - PAV allows parallel access to these files from different jobs without disturbing each other.
- VSAM Catalogs
- Shared VSAM Clusters
- VSE Libraries

§ Besides volumes that contain files that are shared between multiple jobs, also volumes that contain **heavily used system files** can benefit from PAV

- Although there might not be any parallel access to those system files as such, there may be **parallel access to other files residing on the same volume**
 - Without PAV, I/Os might get queued and therefore delayed in case of parallel access to the same volume
 - PAV allows parallel access to these volumes without being disturbed by access to the system files.
- POWER Spool files
- Workfiles
- Log files

z/VSE V4.2 – Parallel Access Volumes (PAV)

§ Besides the general PAV setup, **no changes** in application programs or JCL are required

- PAV is enabled in z/VSE via the SYSDEF SYSTEM command:

```
  //SYSDEF SYSTEM,PAV=START  
  //STOP
```

- Define the PAV base devices to z/VSE via ADD statement
- You must **NOT** define your PAV-alias volumes to z/VSE!
 - An ADD statement for an alias device will be ignored

§ z/VM support for PAV (since z/VM 5.2)

- Dedicated PAV devices
- PAV Mindisks.
- For more information see here:
<http://www.vm.ibm.com/storman/pav/pav2.html>

z/VSE V4.2 – CPU Balancing

§ Using **CPU Balancing** can reduce the multiprocessing overhead

- When CPU Balancing is active, the Turbo Dispatcher only selects CPUs that are required for the current workload
- CPU Balancing might also reduce the overhead or performance-degradation for I/O-intensive workloads that are running in one partition only (the remaining partitions are idle) when multiple CPUs are active

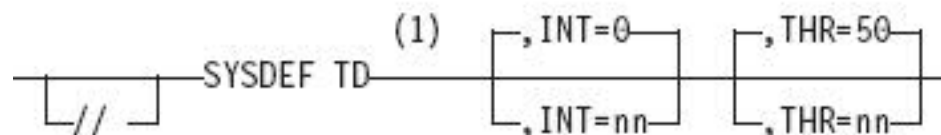
§ With **CPU Balancing** active, Turbo Dispatcher inspects the CPU utilization periodically

- When the the utilization falls below a certain threshold, CPUs are dynamically stopped
- When the the utilization increases over the threshold, CPUs are dynamically started

§ This results in only as many CPUs being active that are utilized by the current workload

z/VSE V4.2 – CPU Balancing

§ CPU Balancing is activated using the **SYSDEF TD** command



§ **INT=nn** - nn defines the interval in seconds, after which the CPUs utilization is to be inspected.

- When **0** is specified, CPU balancing will be deactivated
- The default value is **0**.
- The value must be in the range of: **nn=0..99**

§ **THR=nn** - nn defines the threshold value in percent

- An additional CPU is activated, when the CPU utilization is larger than nn
- The default value is **50**
- The value must be in the range of: **nn=10..99**

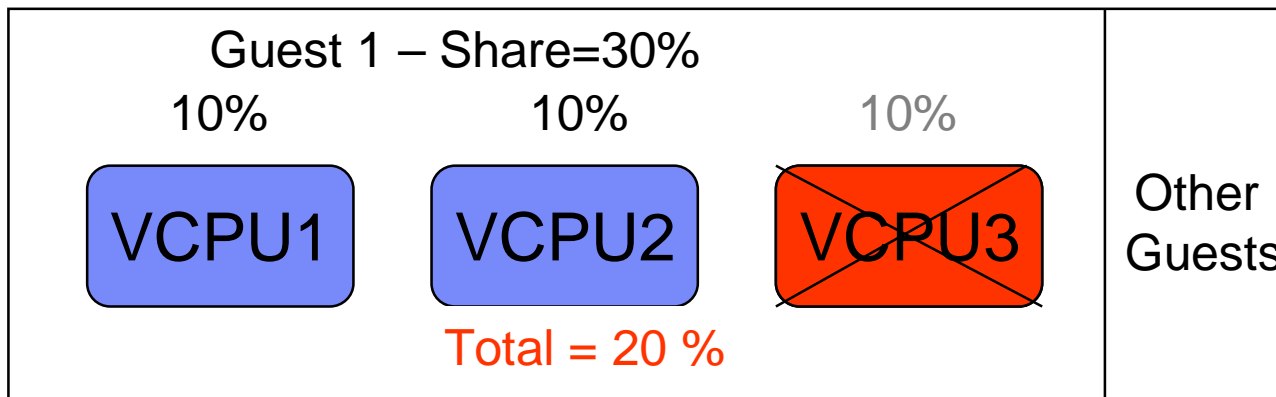
§ You can use the **QUERY TD** command to obtain information about the current status of CPU balancing

z/VM 5.4 Considerations

- § **z/VM V5.4 removes one of the consequences of stopped virtual processors for virtual processor prioritization**
- § **Prior to z/VM V5.4, a guest's CPU share was distributed equally among its virtual processors**
 - by dividing its share value by the number of non-dedicated virtual processors in the configuration
 - **regardless of whether the virtual processors were in a stopped or started state**
- § **z/VM V5.4 performs share redistribution whenever a virtual processor is started or stopped**
 - and **no longer includes stopped virtual processors** in the calculation of how much share to distribute to each virtual processor
- § **The share redistribution also continues to occur in z/VM V5.4, as in previous releases**
 - at the time a SET SHARE command is issued
 - or when the number of defined virtual processors is altered.

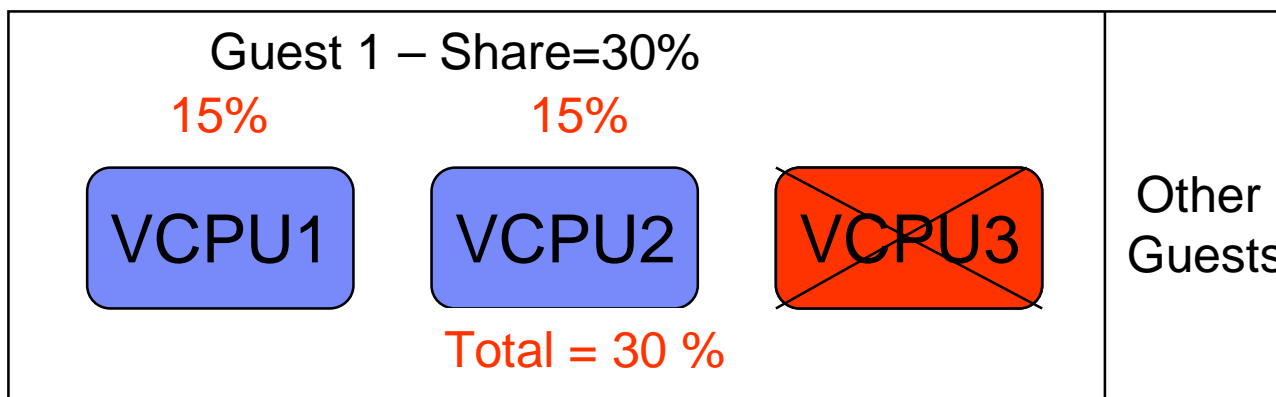
z/VM 5.4 Considerations

<= z/VM 5.3



A guest's CPU share is distributed equally among its virtual processors by dividing its share value by the number of processors, regardless of whether the virtual processors were in a stopped or started state.

z/VM 5.4



z/VM V5.4 performs share redistribution whenever a virtual processor is started or stopped and **no longer includes stopped virtual processors** in the calculation of how much share to distribute to each virtual processor.

Sizing a system for z/VSE

§ Sizing a system for z/VSE is different from sizing a system for z/OS

- Although z/VSE supports multiprocessing, z/VSE does not scale as good as z/OS does
 - Do not use more than 3 active processors per z/VSE LPAR or z/VM Guest

§ In general, a faster single CPU is better than multiple smaller CPUs

- One partition can only exploit the power of one CPU
 - The largest partition (e.g. CICS) must fit into one single CPU
- Dependent on nonparallel share (NPS) value

§ Additional CPUs can be useful when multiple LPARs or z/VM Guests are used

- Define only up to 3 CPUs per LPAR or z/VM Guest, even if more than 3 CPUs are available on the CEC

§ Do not use MIPS tables for capacity planning purposes

- Use zPCR Tool (see page 24) instead with the CB-L workload

Sizing a system for z/VSE

**The fastest
uni-processor
is (almost always *)
the best processor**

(*) from a single VSE-image point o view

IBM Processor Capacity Reference for zSeries (zPCR)

§ **The zPCR tool was released for customer use on October 25, 2005**

- <http://www.ibm.com/support/techdocs/atsmastr.nsf/WebIndex/PRS1381>
- ‘As is’, no official support, e-mail to zpcr@us.ibm.com

§ **PC-based productivity tool under Windows**

§ **It is designed to provide capacity planning insight for IBM System z9/z10 and eServer zSeries processors running various workload environments**

§ **Capacity results are based on IBM's LSPR data supporting all IBM System z9/z10 and eServer zSeries processors**

- Large System Performance Reference:
<http://www.ibm.com/servers/eserver/zseries/lspr/>

§ **For VSE use z/VSE workloads Batch, Online or Mixed**

VSE CPU Monitor Tool

- § Intended to help customers to **measure the CPU utilization** of their VSE system **over a period of time**.
- § When you plan for a processor upgrade it is very important to know the **CPU utilization of your VSE system over a day or a week**.
 - Helps you to estimate the size of the new processor.
- § The **VSE CPU Monitor Tool** is not intended to replace any existing monitoring product provided by partners.
- § It provides only very **basic monitoring** capabilities on **an overall VSE system level**.
- § **No details about CPU usage of certain applications are provided**
- § **Download**
 - <http://www.ibm.com/servers/eserver/zseries/zvse/downloads/tools.html>
 - 'As is', no official support, e-mail to zvse@de.ibm.com

VSE CPU Monitor Tool

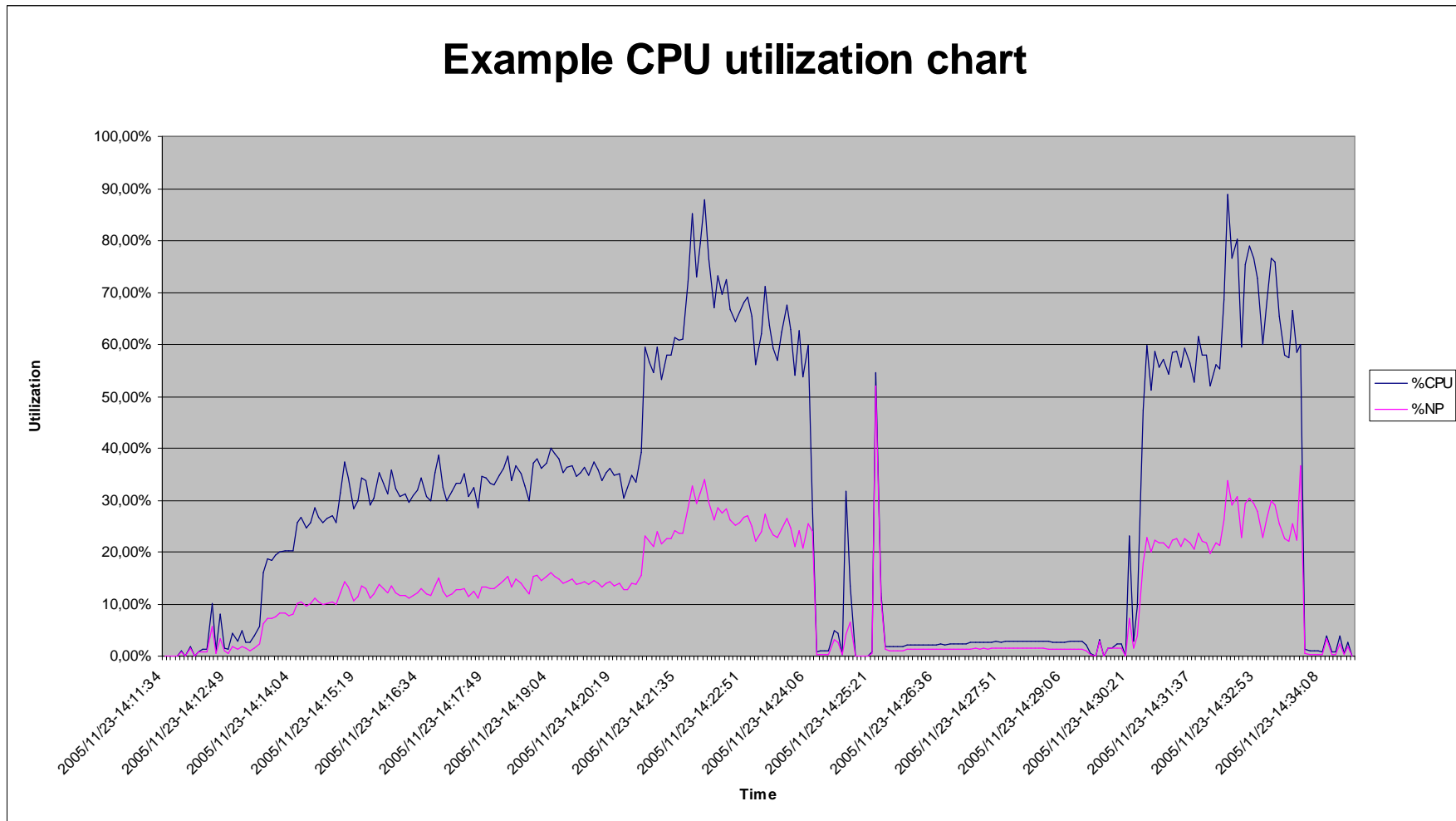
- § CPUMON **periodically** issues a TDSERV FUNC=TDINFO macro to get performance relevant data.
- § The data provided by the macro is the same as command **QUERY TD** shows.
- § The data from each measurement interval is printed to SYSLST in a comma separated format.
- § Later on this data can be imported into a spreadsheet (EXCEL)
- § CPUMON runs in a VSE partition (dynamic or static).
- § CPUMON is started using:

```
// EXEC DTRIATTN,PARM='SYSDEF TD,RESETCNT`  
/*  
// EXEC CPUMON,PARM='nn`   nn = interval in seconds  
/*
```

- § The tool can be stopped by entering the following command:

```
MSG xx,DATA=EXIT           xx = partition id
```

VSE CPU Monitor Tool



Performance Tips

- § **A partition can only exploit 1 CPU at a time**
 - 2 CPUs do not have any benefit for a single CICS partition
 - Use as many partitions as required for selected n-way
- § **Use/define only as many CPUs as really needed**
 - additional CPUs create more overhead, but no benefit
- § **Partitions setup**
 - Set up more batch and/or (independent) CICS partitions
 - Split CICS production partitions into multiple partitions (AOR, TOR, FOR)
- § **Try to exploit Turbo Dispatcher functions**
 - Priority settings
 - Partition balancing
 - Partition balancing groups

Performance Tips (2)

- § **1 CPU** must be able to handle **all non-parallel workload**
- § **Non-parallel code limits the n-Way exploitation**
 - QUERY TD: $NP/TOT = NPS$ (non parallel share)
 - Measure NPS before migration
 - **max CPUs = 0.8 - 0.9 / NPS**

NPS	#CPUs	NPS	#CPUs
0.20	4.0-4.5 (4)	0.45	1.8-2.0 (2)
0.25	3.2-3.6 (3)	0.50	1.6-1.8 (2)
0.30	2.7-3.0 (3)	0.55	1.5-1.6 (2)
0.35	2.3-2.6 (2)	0.60	1.3-1.5 (1)
0.40	2.0-2.2 (2)	0.65	1.2-1.4 (1)

Performance Tips (3)

- § **Non-parallel code limits the maximum MP exploitation**
- § **System code (Key 0) increases non-parallel share**
 - Vendor code can have significant impact
- § **Overhead increases when NP code limits throughput**
- § **Data In Memory (DIM) reduces non-parallel code**
 - less system calls (I/Os)
 - may increase throughput
 - CICS Shared Data Tables
 - Large/many VSAM Buffers (with buffer hashing)
 - Virtual Disks
- § **Change VSE/POWER startup to WORKUNIT=PA**
- § **Switch tracing/DEBUG off for production**

Documentation

§ z/VSE homepage:

- <http://www.ibm.com/servers/eserver/zseries/zvse/>

§ VSE Performance:

- <http://www.ibm.com/servers/eserver/zseries/zvse/documentation/performance.html>

§ z/VM homepage:

- <http://www.ibm.com/vm>

§ z/VM Performance:

- <http://www.vm.ibm.com/perf/>

§ z/VM Preferred Guest Migration Considerations

- <http://www.vm.ibm.com/perf/tips/z890.html>

§ IBM System z Software Pricing

- <http://www.ibm.com/servers/eserver/zseries/swprice/>

§ IBM's MSU ratings for IBM System z

- <http://www.ibm.com/servers/eserver/zseries/library/swpriceinfo/hardware.html>