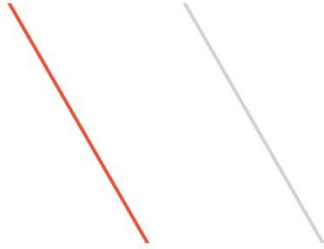


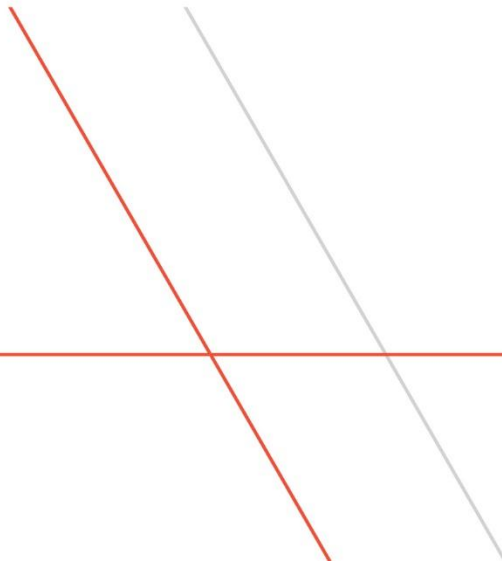
IBM z Systems



# Performance Topics

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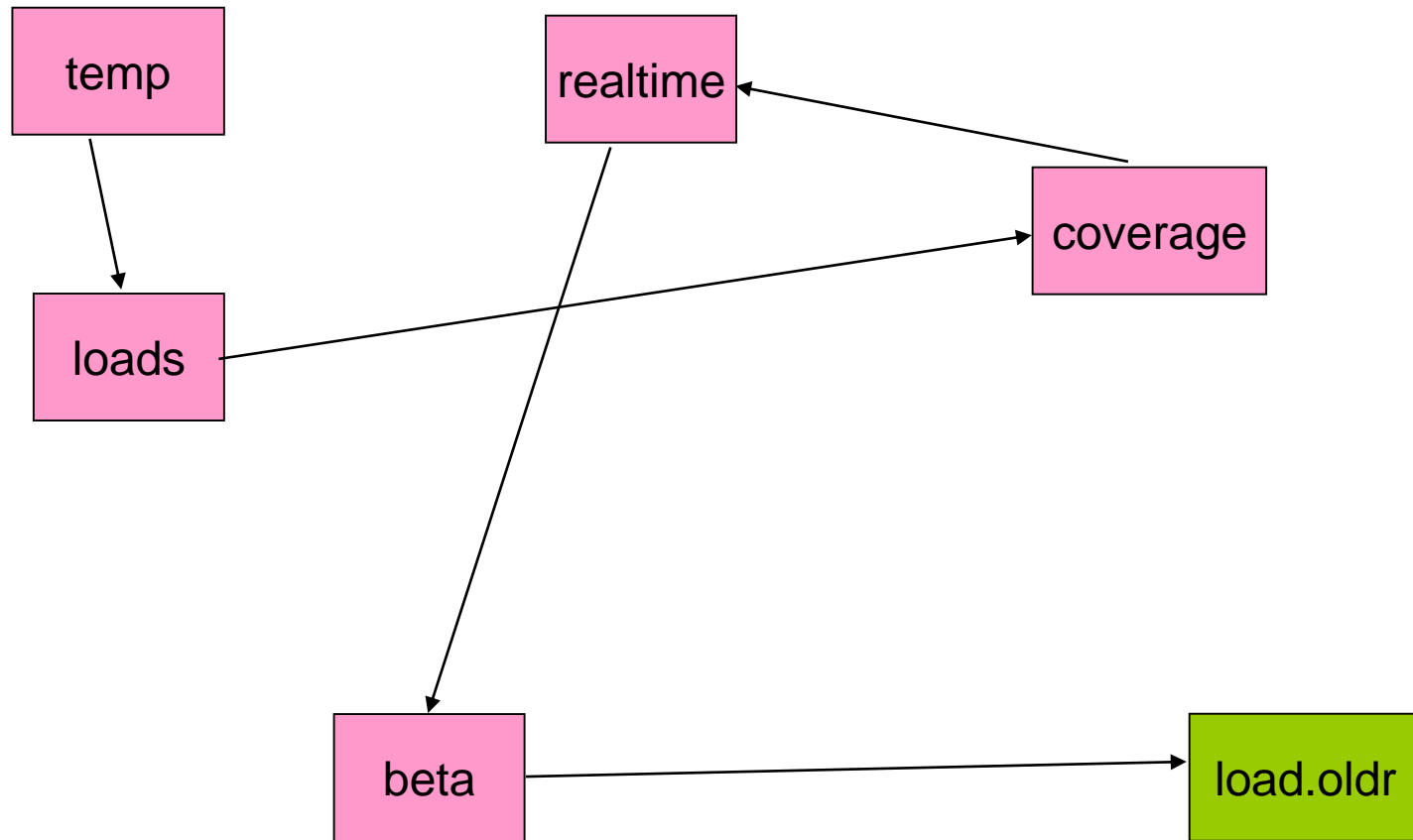
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# Logical record cache(LRC)

- Not persistent – Files must go to DASD
- Assume single CEC
- Example that captures essence of the effect
  - From TPF File System
  - Directories
    - /temp/loads/coverage/realtime/beta/load.older
  - really only interested in 'load.older'
- If put in VFA
  - access all 6 each time to get to 'load.older'

# File System Directory Access



/temp/loads/coverage/realtime/beta/load.oldr

# LRC - Loosely Coupled

- Working assumptions
- Number CECs = 8
- Total record access cost =  $2 \times 1 = 2$ 
  - Accesses to get record = 2 (index + data)
  - Let DASD cost = 1
- LRC read = .5
  - rough estimate
  - just the data and in memory
- Castout cost = 3.5
  - rough estimate
  - one CEC only, others minimal cost, dup W

# Calculating LRC gains

- Assume  $R/W = 10$ 
  - So cycle is RRRRRRRRRR then W then invalidate all occupied CECs
  - Key number is  $(R/W)/(\# \text{ CECs}) = 10/8 = 1.25$
- Let  $E(O) =$  expected number of occupied CECs
- $P(\text{CEC not occupied}) = \exp(-1.25) = .287$ 
  - Not obvious - accept for now
- $E(O) = 8 \times P(\text{occupied}) = 8 (1-.287) = 5.7$
- Without LRC – cost per cycle
  - $2 \times 10 + 2 = 22$
- With LRC – cost per cycle
  - Miss + LRC hits + castout
  - $5.7(2) + (10-5.7)(.5) + 3.5 = 17.1$

# Similar calculations with R/W = 5

- Without LRC – cost per cycle
  - $2 \times 5 + 2 = 12$
- With LRC – cost per cycle
  - Miss + LRC hits + castout
  - $3.72(2) + (5-3.72)(.5) + 3.5 = 11.6$
- So rough parity now

# Executive summary - LRC

- LRC can be beneficial with modest R/W ratios
- We used 2 = total record access cost (index+data)
  - Better results if this increases
    - e.g. the 6 in file system just discussed



# High utilization and low priority work

- Generally shutdown caused by insufficient Tape or DASD/CU power
  - IOBs, ECBs queue
- Interesting case of CPU at .999 busy and bouncing in and out of ECB caused shutdown
- Small % of msgs were huge consumers of MIPS
  - These were put on Defer list
- As CPU utilization increased less time was available for Defer processing
- Defer ECBs totaled over 500 pushing system into shutdown

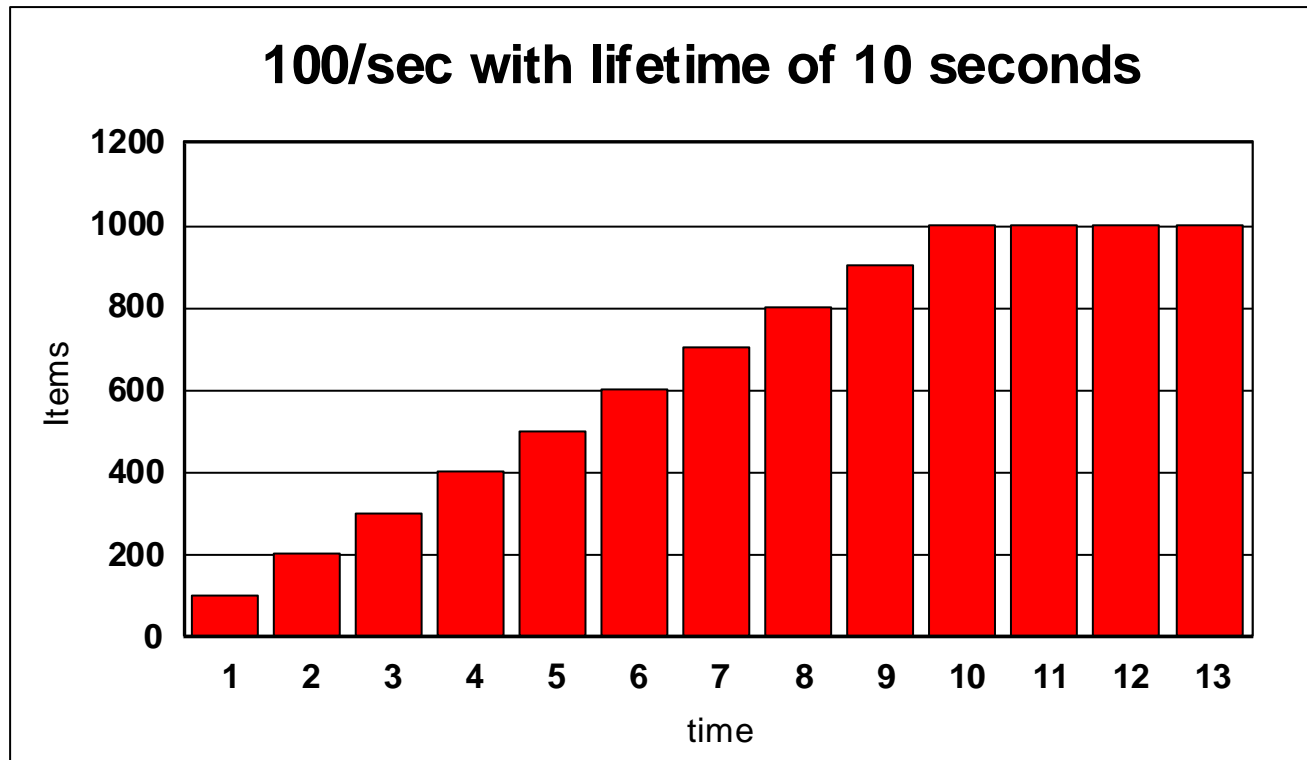
# High utilization and low priority work

- So when in shutdown processing largely Defer work
  - Said another way - transactional work is waiting outside the system while the CPU sits at .999 busy
- TPF basically won't shutdown because of CPU utilization driven by interactive work
  - CPU at  $\sim .99$  the queue will be 20 or so per CP
  - In this case 3W MP so noise level increment
- Clearly there will be a huge queue OUTSIDE of TPF

# Executive summary – high utilization

- Solutions to CPU overload problem
  - Adjustable MIPS
    - - e.g. 507 -> 607
    - no TPF IPL
  - Potentially shed some work
    - via Lodic and depart

# Little's Theorem

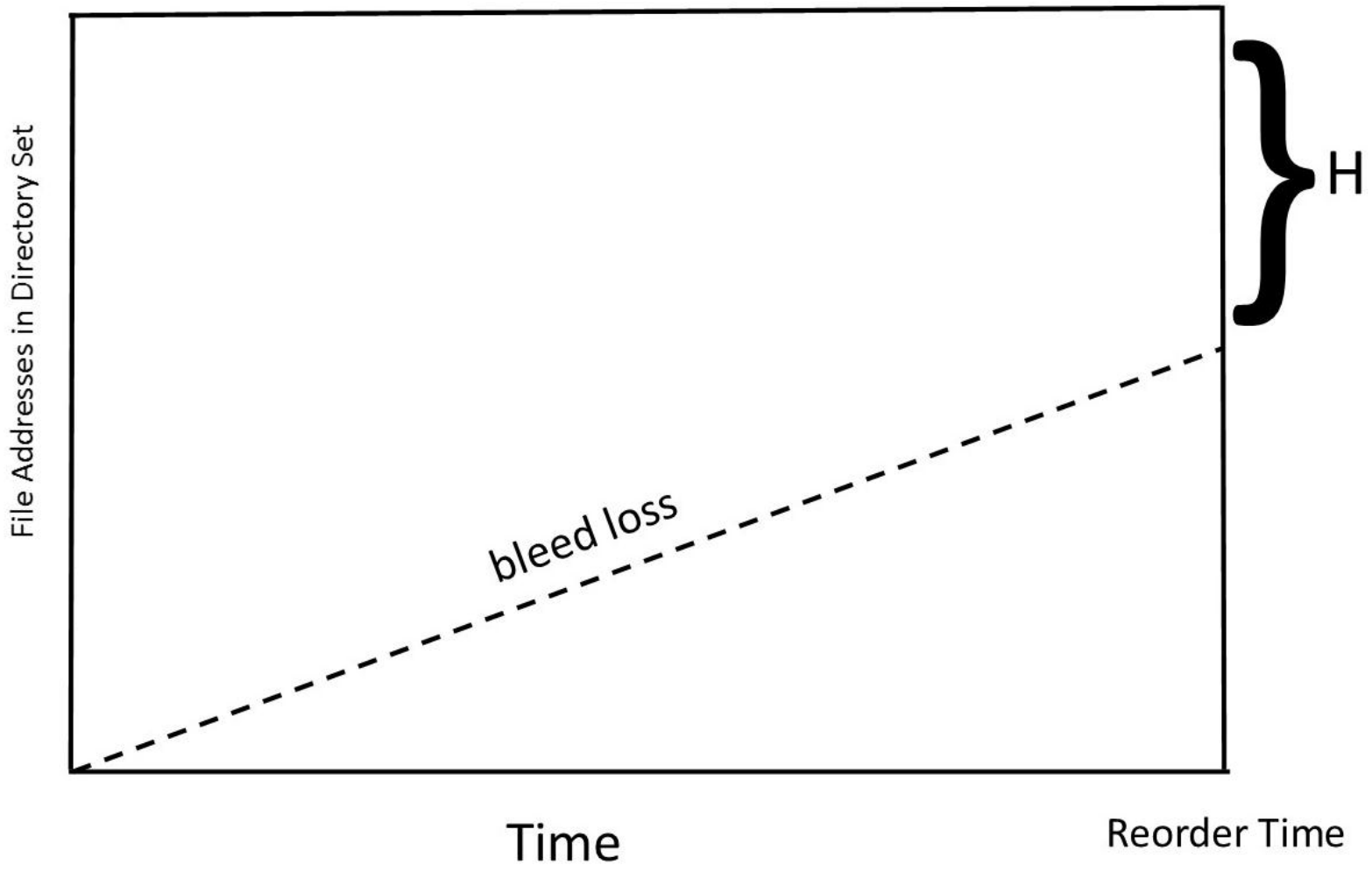


# ST Pools – example description

- Terms
  - Reorder is go thru 1 directory set
  - Recycle is thru all 20 directory sets
- 80 directories =>  $80 \times 8000 = 640\text{K}$  file addresses
  - Assume reorder at 100% full – or  $.9 N = 640\text{K}$
- 15 minute reorder time
- Get rate = 6000 /sec
- Bleed % = 5%
  - Thus bleed rate =  $.05(6000) = 300/\text{sec}$
- First pass time through all 80 directories
  - $640\text{K} / 6\text{K} = 107$  seconds

# ST Pools

- Bleed rate consumption after 15 minutes
  - $300/\text{sec} \times 900 \text{ sec} = 270\text{K}$
- Since we reorder after 15 minutes there must be a resident set H such that
  - $640\text{K} = H + 270\text{K}$
  - so  $H = 370\text{K}$
- By Little's Theorem
  - $W = 370\text{K}/6000(.95) = 65 \text{ seconds}$
  - ST pool average lifetime

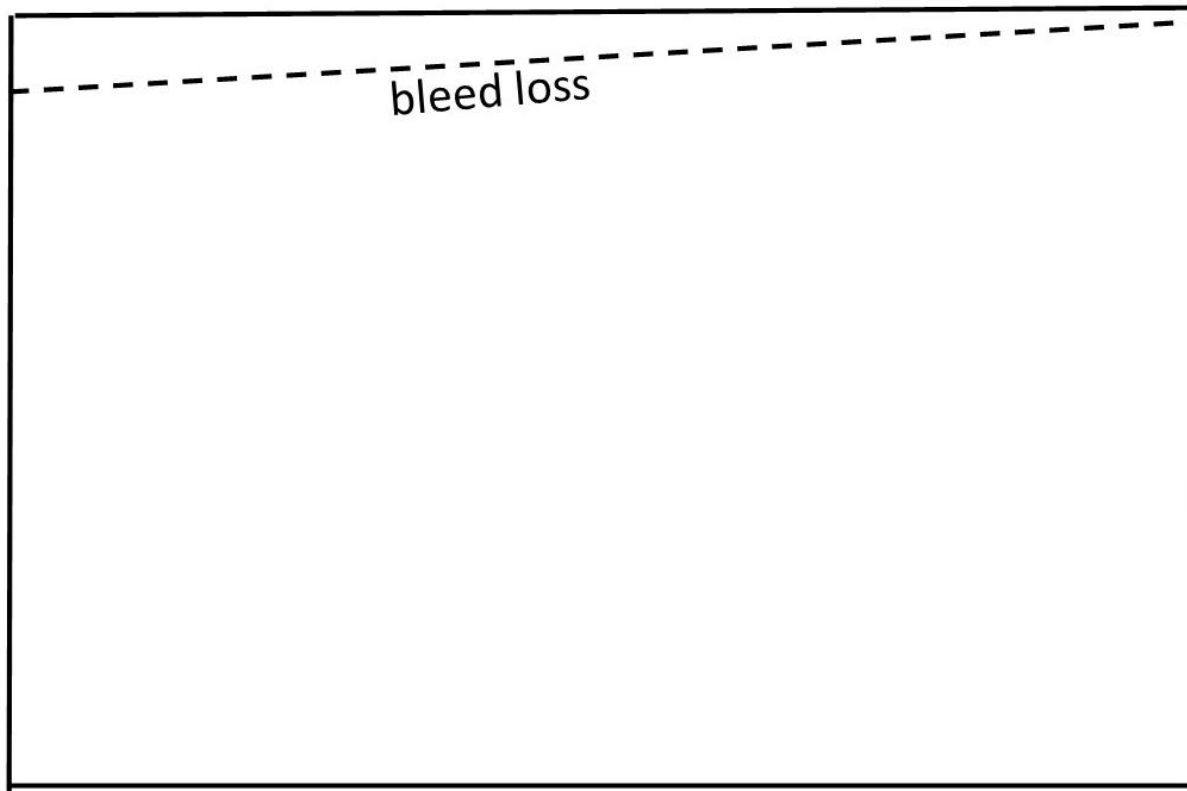
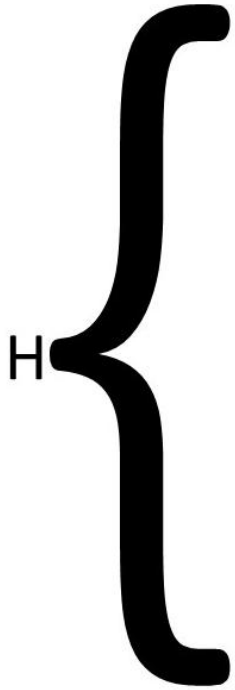


# What happens if Get rate changes

- Increase get rate by 30% and keep characteristics of bleed and wait time
  - $6000 \times 1.3 = 7800/\text{sec}$
- $H = .95 \times 7800/\text{sec} \times 65 \text{ sec} = 482\text{K}$
- Bleed rate =  $300/\text{sec} \times 1.3 = 390/\text{sec}$
- Reorder time =  $(640\text{K} - 482\text{K}) / 390 = 405 \text{ sec}(6.75 \text{ min})$
- So new rate = 1.3 but reorder time divided by 2.22
  - $15 / 2.22 = 6.75$
- if pool reorder time was pure bleed( $H=0$ )
  - $15/1.3 = 11.5 \text{ minutes}$
- Small increments and observe reorder time you are fine



File Addresses in Directory Set



bleed loss

Time

Reorder Time

# Executive summary –ST pools

- You are fine if
  - Small increments of ST rate
  - observe reorder time
- Largest concern is with sudden ST rate increase
  - Proper planning will resolve this

# Fundamental Limits on Single CPU Speed

*“In terms of size [of transistor] you can see that we're approaching the size of atoms which is a fundamental barrier, ....”*

Gordon Moore, April 2005\*

## **Modest increases in single-thread engine performance**

Smaller increase than zEC12 / z196

Growth rate continues to decline, but **no** decrease in single-thread performance

## **Faster growth of SMP (n-Way) needed to sustain box growth**

Hardware innovations to enable consistent performance on large SMP

Focus on constraint relief across software stack

# TPF customers well positioned for large MPs

- Worked with several customer's performance data
  - Observed very small MIPS loss per CP in the 6 to 12 CP range
- Minimal 'hot' cache lines bouncing around
  - TPF scheduler very efficient at dispatching work
  - ECB Heap and private area(381,1K,4K) tend to stay on one CP for their lifetime
- CPUMF is very useful to catch any issues as we grow to 30W and beyond
- ITRRs go up to 30W for z13

# Predicting TPF performance after application changes

- Before see results on production system
- Possible future topic and want your input
- Use of owners
- At least at next TUG
- If sufficient interest then another webinar
- Don't need to implement all at once
- Guess
  - Top 30 applications consume 50% of MIPS
- How to verify our predictions
- Is this the right stuff to focus on?

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