

PowerVM Processors

Gareth Coates

gaz@uk.ibm.com
IBM Power Systems
Advanced Technology Support, EMEA







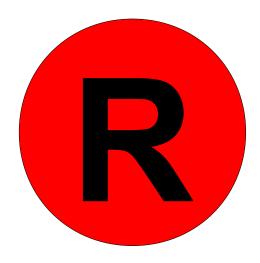




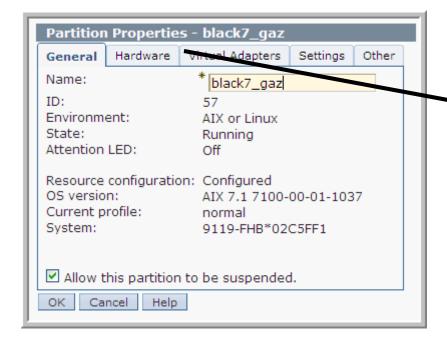


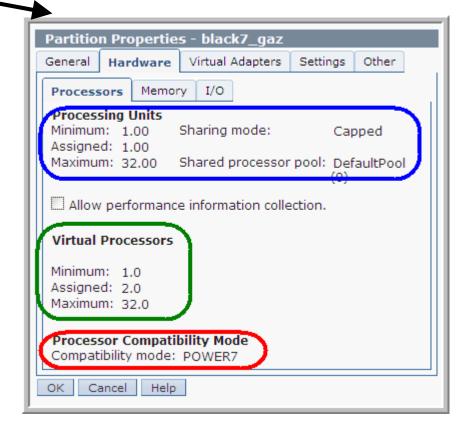
Message to presenter

Remember to start recording

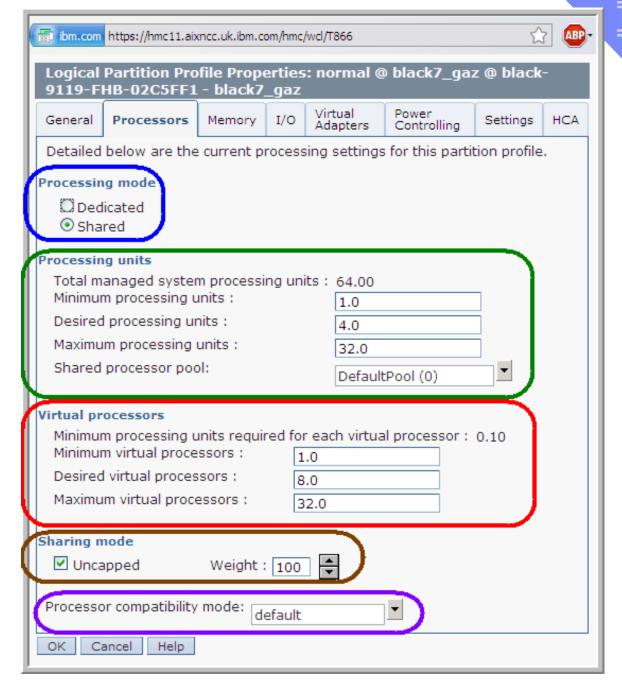


Properties of the VM or LPAR





Properties of the profile



Processor

- During Virtual Machine Start up
 - Minimum If less than this available = do not start
 - Desired What you really would like
 - Maximum Ignored
- Hopefully, you get Desired but might get less
- Minimum used to stop VM starting with so little CPU time that is would cause problems
- Once running what you got is called Entitlement
 - = how much CPU the LPAR is entitled to use.

Processor

- Virtual Machine + Dynamic Online Changes
 - Minimum Entitlement can't go lower than this
 - Desired Ignored
 - Maximum Entitlement can't go higher than this
- Sanity checks so operators can't do too much damage!!
- Often a "pain in the #&\$%" as you can't change it while running

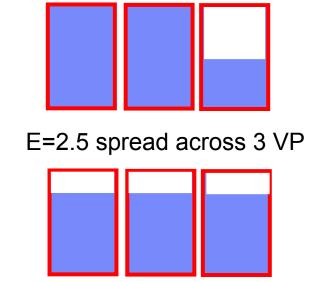


Processor Pool

- Used to sub divide all the CPUs
 - ROT: less than 8 CPUs not used much use Default Pool
- Why?
 - License control only pay for pool's CPU for software
 - 4 CPUs for VIOS
 - 30 CPU for 4 DB2 VMs only pay for 30 licenses
 - 30 CPU for 2 Oracle VMs
 only pay for 30 licenses
 - 64 CPU for 16 WAS VMs
 only pay for 64 licenses
 - Prioritise CPUs for important production VMs
 - 48 CPUs for production
 - 8 CPUs for dev/test

Virtual Processor

- A major confusion to many
 - Physical, logical and now virtual CPUs!!
- If it was called "spreading factor" it would help
 - The Entitlement CPU cycles are spread across the VP









Virtual Processor

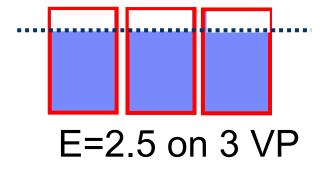
- VP must be same or higher than Entitlement
 - Entitlement=2.5 CPU
 - Obviously can't run on just 2 CPUs
 - So VP must be 3 or more

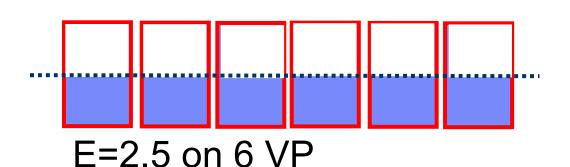
- Must have 0.1 of a CPU or more for every VP
 - Mandatory and good for efficiency
- Have a physical CPU for every VP in the pool/box
 - More is dumb!

To cap or not to cap

Capped

- The VM can't use more than Entitlement, unused cycles go in the pool for other VM's or are wasted
- Can be used for SW license control



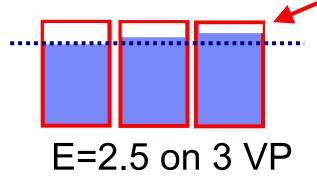


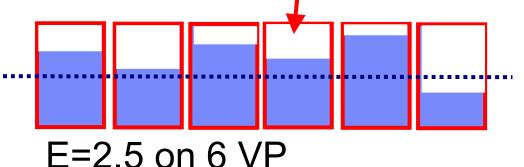
Cap or uncap

- Capped
 - The VM can't use more than Entitlement, unused cycles go in the pool for other VM's or are wasted
 - Can be used for SW license control

UnCapped

- This VM competes for spare pool CPU cycles and can get more work done
- Entitlement = 2.5
- VP=3 up to 3 CPU
- VP=6 up to 6 CPU







Weight factor

- 0 to 255 $(0 \equiv capped)$
 - but you can tweak it dynamically
 - Toggling Capped/Uncapped requires a VM restart
- How much of the "spare" can each VM get?
 - The weights of all VM's who have had their entitlement are compared and unused resource is shared accordingly

Let's do the arithmetic



Weight factor

AdditionalCapacityShare =
$$\frac{UCk \times \frac{WPn}{rP}}{\sum We}$$



Where:

AdditionalCapacityShare

Share of unused processing capacity to be allocated to a particular partition (in *processor units* x 100)

UCk Unused processor capacity available in their Shared-Processor Pool for the dispatch

window (in processor units)

WPn Uncapped weight of the particular uncapped micro-partition

rP The number of runnable (eligible) micro-partitions for this dispatch window

∑We Sum of the uncapped weights of all runnable uncapped micro-partitions



Weight factor

Consider 3 VMs

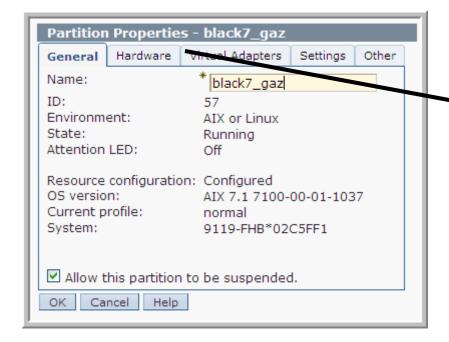


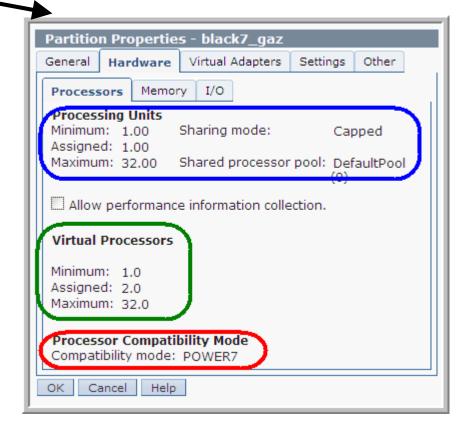
8 physical CPUs Installed and activated	CE	VP	WEIGHT
PROD	6.0	8	255
TEST	1.0	8	1
DEV	1.0	8	1

- If PROD is idle, DEV and TEST can use all of the 8 CPUs between them and have equal shares
- If PROD becomes busy, it will take its CE up to 6.0 and if eg: TEST is idle and DEV is busy, it will get nearly all of TEST's entitlement, DEV getting very little.

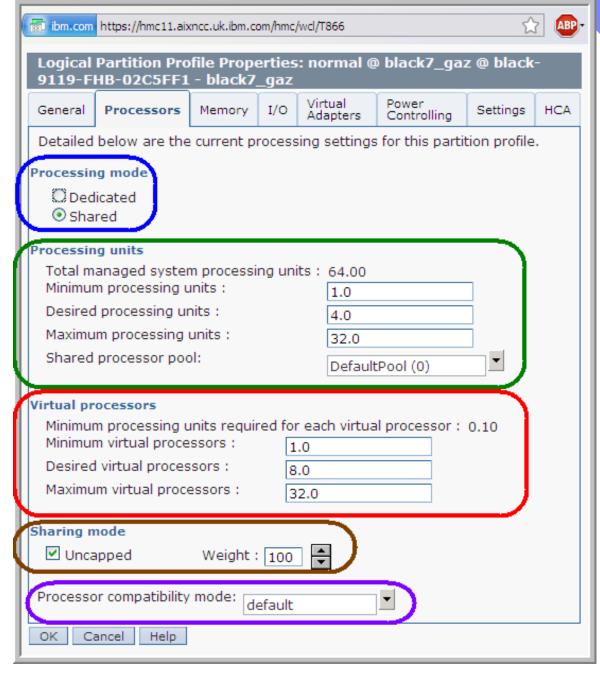


Properties of the VM or LPAR





Properties of the profile



What can be changed Dynamically

- Lots of things to make your life easy
- Capacity Entitlement
 - +/- 0.01 between MIN and MAX
- Virtual Processors
 - integers between MIN and MAX
- Uncapped Weight
 - integers between 0 and 255
- Memory
 - LMBs between MIN and MAX

LMB=Logical Memory Block

The granularity that the hardware uses for allocating memory.

Between 16 and 256MB.

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Iparstat –i dedicated

lparstat -i Node Name : mantova Partition Name : purple3-hpc Partition Number : 13___ : Dedicated-SMT-4 Type Mode : Capped Entitled Capacity : 17.00 : 32781 Partition Group-ID Shared Pool ID Online Virtual CPUs Maximum Virtual CPUs : 32 : 1 Minimum Virtual CPUs Online Memory : 32768 MB Maximum Memory : 131072 MB Minimum Memory : 2048 MB Variable Capacity Weight Minimum Capacity : 1.00 Maximum Capacity : 32.00 Capacity Increment : 1.00 Maximum Physical CPUs in system : 64 Active Physical CPUs in system : 32 Active CPUs in Pool Shared Physical CPUs in system Maximum Capacity of Pool
Entitled Capacity of Pool Unallocated Capacity Physical CPU Percentage : 100.00% Unallocated Weight Memory Mode : Dedicated Total I/O Memory Entitlement Variable Memory Capacity Weight Memory Pool ID Physical Memory in the Pool Hypervisor Page Size Unallocated Variable Memory Capacity Weight: -Unallocated I/O Memory entitlement Memory Group ID of LPAR Desired Virtual CPUs : 17 Desired Memory : 32768 MB Desired Variable Capacity Weight Desired Capacity : 17.00 Target Memory Expansion Factor : -Target Memory Expansion Size Power Saving Mode : Disabled

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Iparstat –i shared

# iparstat -i		
Node Name	:	mantova
		purple3-hpc
Partition Number	:_	13
Type	:	Shared-SMT-
Mode	:	Uncapped
		6.00
Partition Group-ID	:	32781
Shared Pool ID	:	0
Online Virtual CPUs	/	8
Maximum Virtual CPUs	:	30
Minimum Virtual CPUs		2
	:	32768 MB
		131072 MB
<u>-</u>		2048 MB
	:	128
		2.00
± ±		24.00
		0.01
.		64
		32
		32
		32
		3200
		1763
		0.00
		75.00%
		0
		Dedicated
	:	-
Variable Memory Capacity Weight	:	_
Memory Pool ID	:	_
Physical Memory in the Pool	:	_
Hypervisor Page Size	:	_
Unallocated Variable Memory Capacity Weight	:	_
Unallocated I/O Memory entitlement	:	_
Memory Group ID of LPAR	:	_
Desired Virtual CPUs	:	8
Desired Memory	:	32768 MB
	6	128
	:	6.00
Target Memory Expansion Factor	:	_
Target Memory Expansion Size	:	_
Power Saving Mode	:	Disabled
- 2		

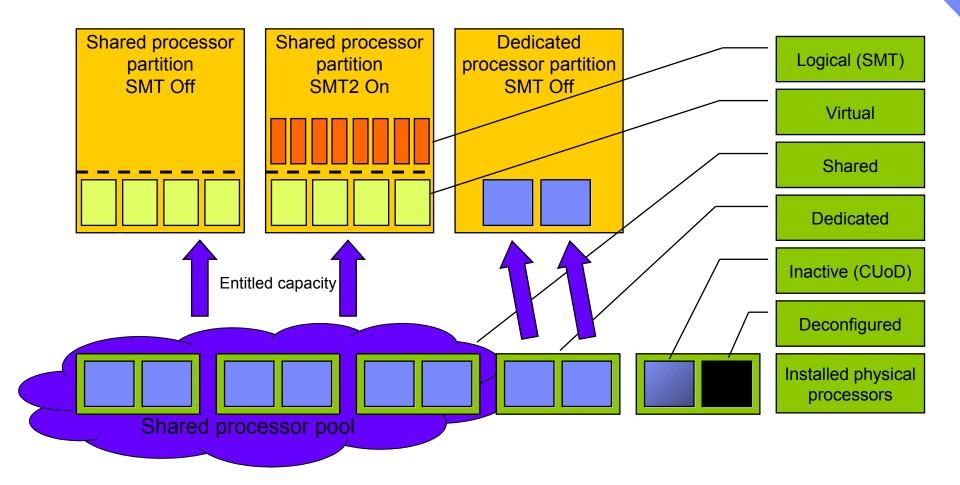


SMT & Logical CPUs

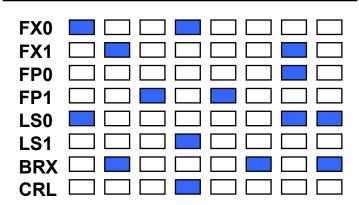
- Simultaneous Multi-Threading
- The ability to run more than one thread
 - on the same core
 - at the same time
 - really, the same time, ie: in the same clock cycle!



Processor terminology

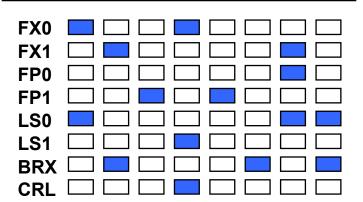


Single thread Out of Order

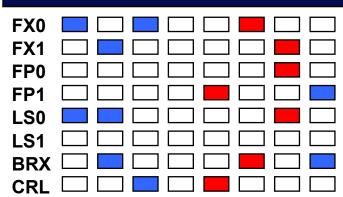




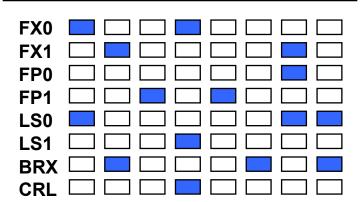
Single thread Out of Order



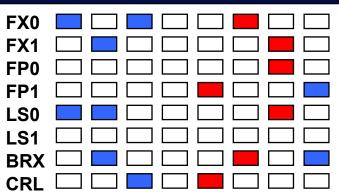
S80 HW Multi-thread



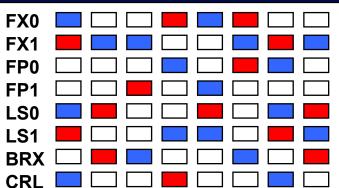
Single thread Out of Order



S80 HW Multi-thread

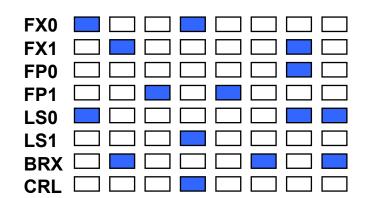


POWER5 2 Way SMT

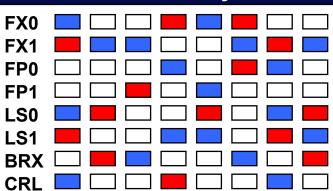




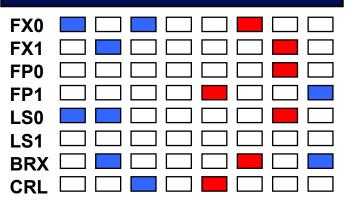
Single thread Out of Order



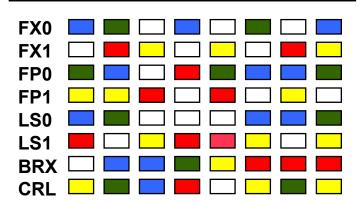
POWER5 2 Way SMT



S80 HW Multi-thread



POWER7 4 Way SMT



No Thread Executing
Thread 0 Executing
Thread 1 Executing

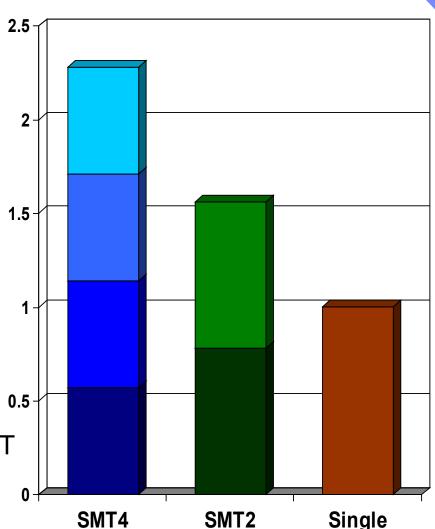
Thread 2 Executing Thread 3 Executing

SMT & Logical CPUs

- Historically, applications have used homogeneous systems
- In reality, different pieces of code have different needs of performance
- POWER7 offers different SMT modes to provide varying level of throughput and thread performance

SMT Modes are dynamically changeable and may be set by partition.

 OS may also dynamically change SMT levels based on thread availability





Demonstration