

S H A R E

Technology • Connections • Results

Linux for System z performance update

Session number 2590

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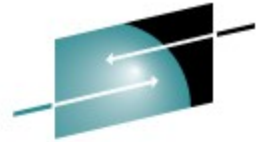
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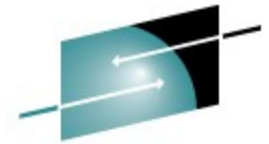
Agenda



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- **System z hardware**
- Hardware improvements
 - Processor
 - Networking
 - Disk / Tape
 - Cryptography
- Software improvements
 - Compiler
 - Java
 - WebSEAL
 - Tivoli Storage Manager
- Distribution improvements
 - Red Hat
 - Novell SUSE

Our hardware for measurements



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2084-B16 (z990)

0.83ns (1.2 GHz)
2 Books, 16 CPUs
2 * 32 MB L2
Cache
80 GB
FICON-Express2



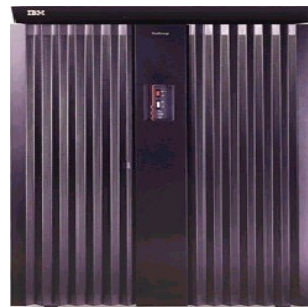
2094-S18 (z9-109)

0.58ns (1.7GHz)
2 Books, 18 CPUs
2*40 MB L2 Cache
128 GB
FICON-Express4

HiperSockets
OSA-Express2 (10)GbE

2105-800 (Shark)

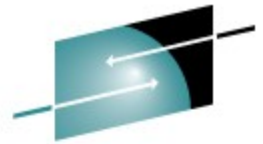
32 GB Cache
1 GB NVS
128 * 72 GB disks
15.000 RPM
FCP (2 Gbps)
FICON (2 Gbps)



2107-922 (DS8000)

256 GB Cache
8 GB NVS
256 * 72 GB disks
15.000 RPM
FCP (4 Gbps)
FICON (4 Gbps)

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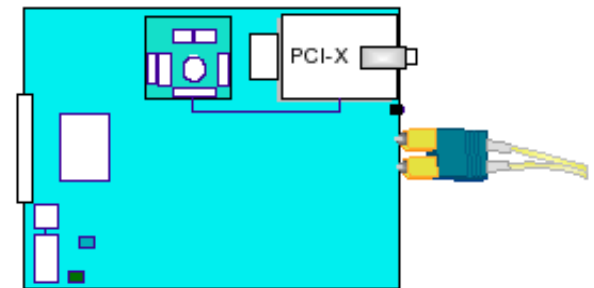
- System z hardware
- **Hardware improvements**
 - **Processor**
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OSA-Express2

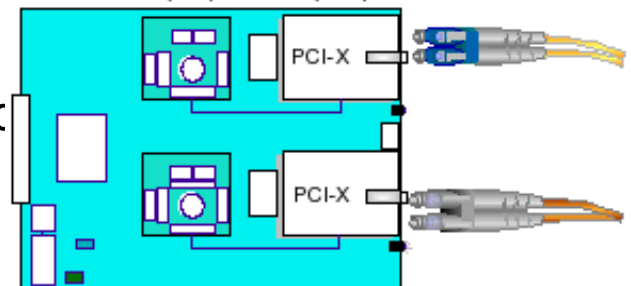
- Newest member – 10 Gb Ethernet LR (long reach)
 - One port per feature
- New – Gb Ethernet features
 - Gigabit Ethernet LX (long wavelength)
 - Gigabit Ethernet SX (short wavelength)
- Support offered by both 10 GbE and 1 GbE
 - Layer 2 support
 - Up to 1920 TCP/IP stacks for improved virtualization
 - Large send for CPU efficiency



10 Gigabit Ethernet Feature
3368



Gigabit Ethernet Features
3364 (LX), 3365 (SX)

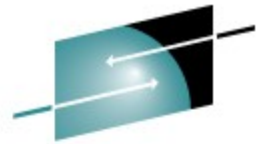


Networking benchmark

- AWM
- Several workload models
 - transactional workload
 - streaming workload
 - mixed workload
- Measured with GbE (QDIO), Hipersockets, and virtual connections in z/VM
- Throughput and cost (CPU) measurements

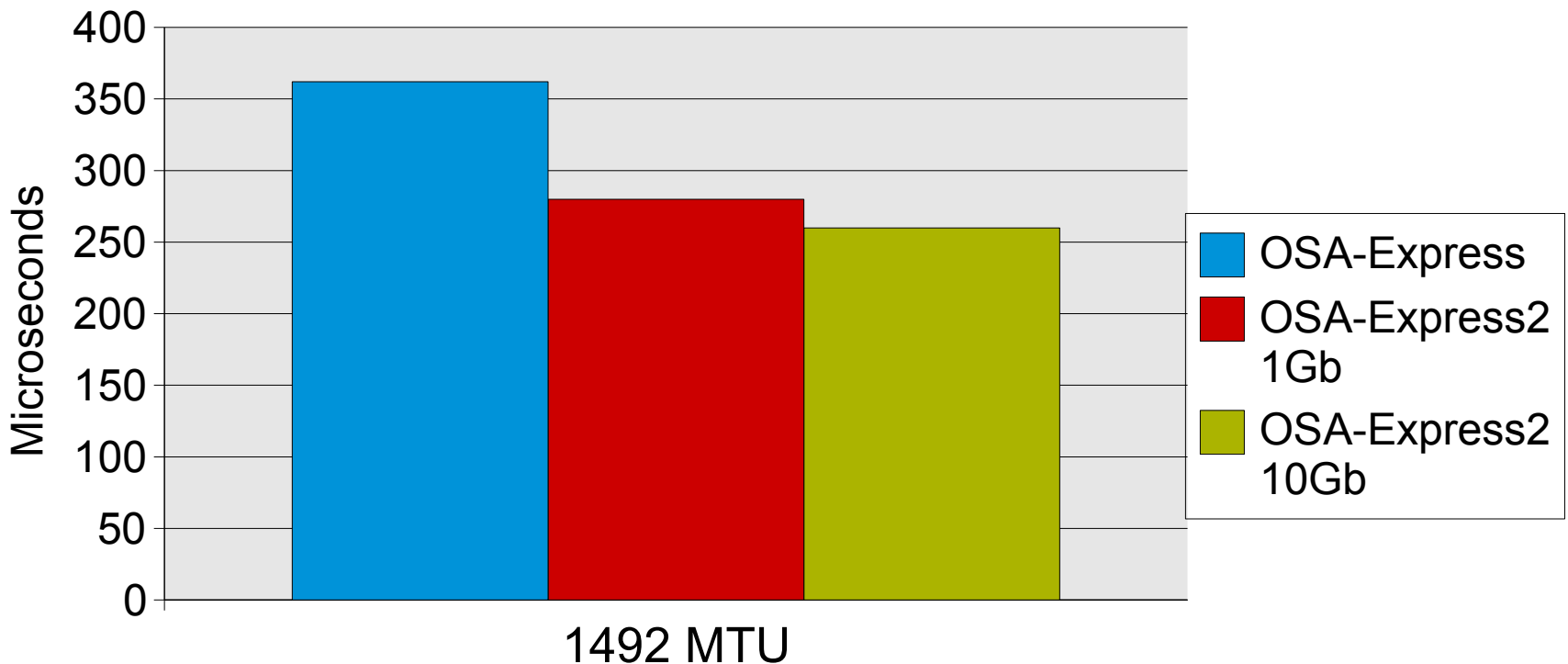


Response times



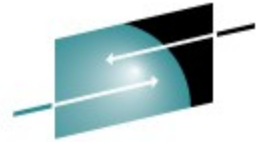
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Single-Session 1B/1B RR Round-Trip Time 2 OSAs, 2 TCP/IP stacks



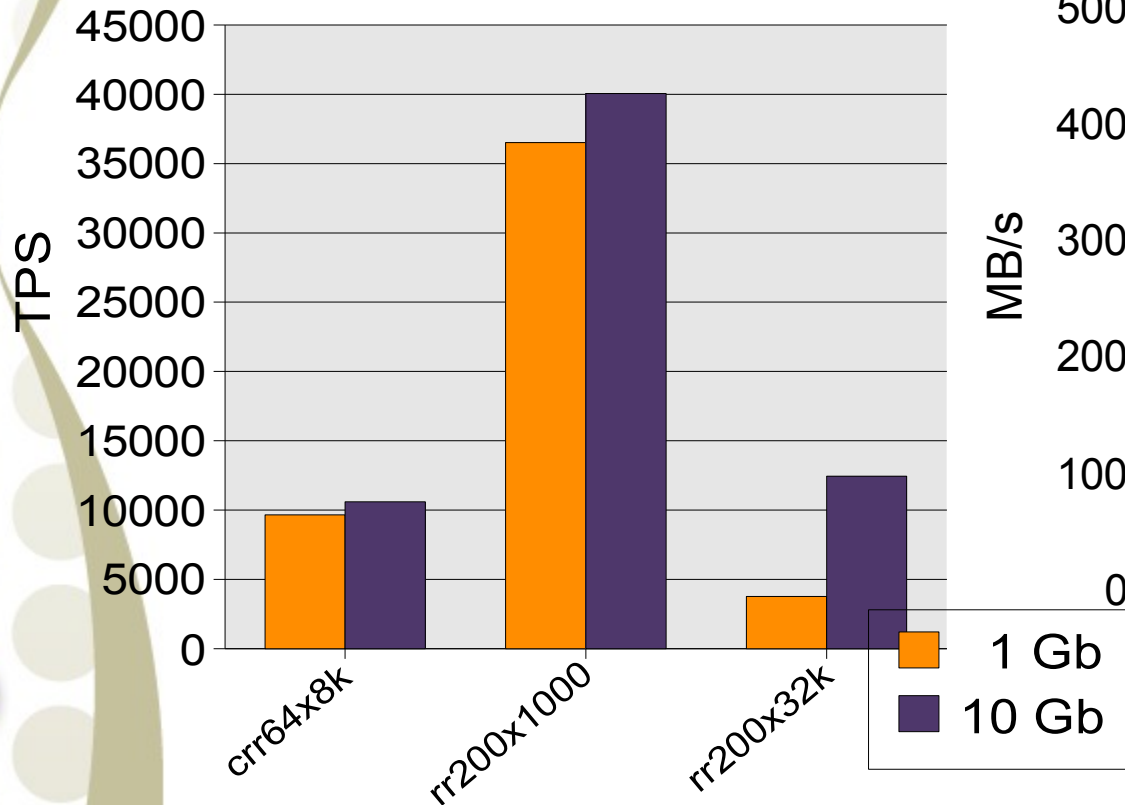
- More than 20% improvement with OSA-Express2

OSA-Express2, 1Gb / 10Gb, MTU 8992

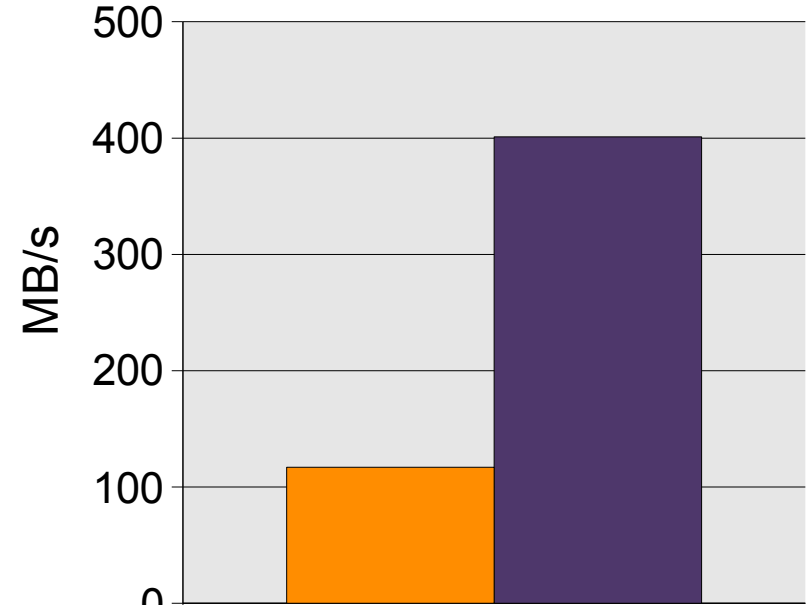


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Transactional



20 MB Streaming

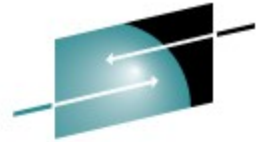


- Advantage for 10 Gb over 1 Gb is increasing with data size
- Improvements up to 3.4x

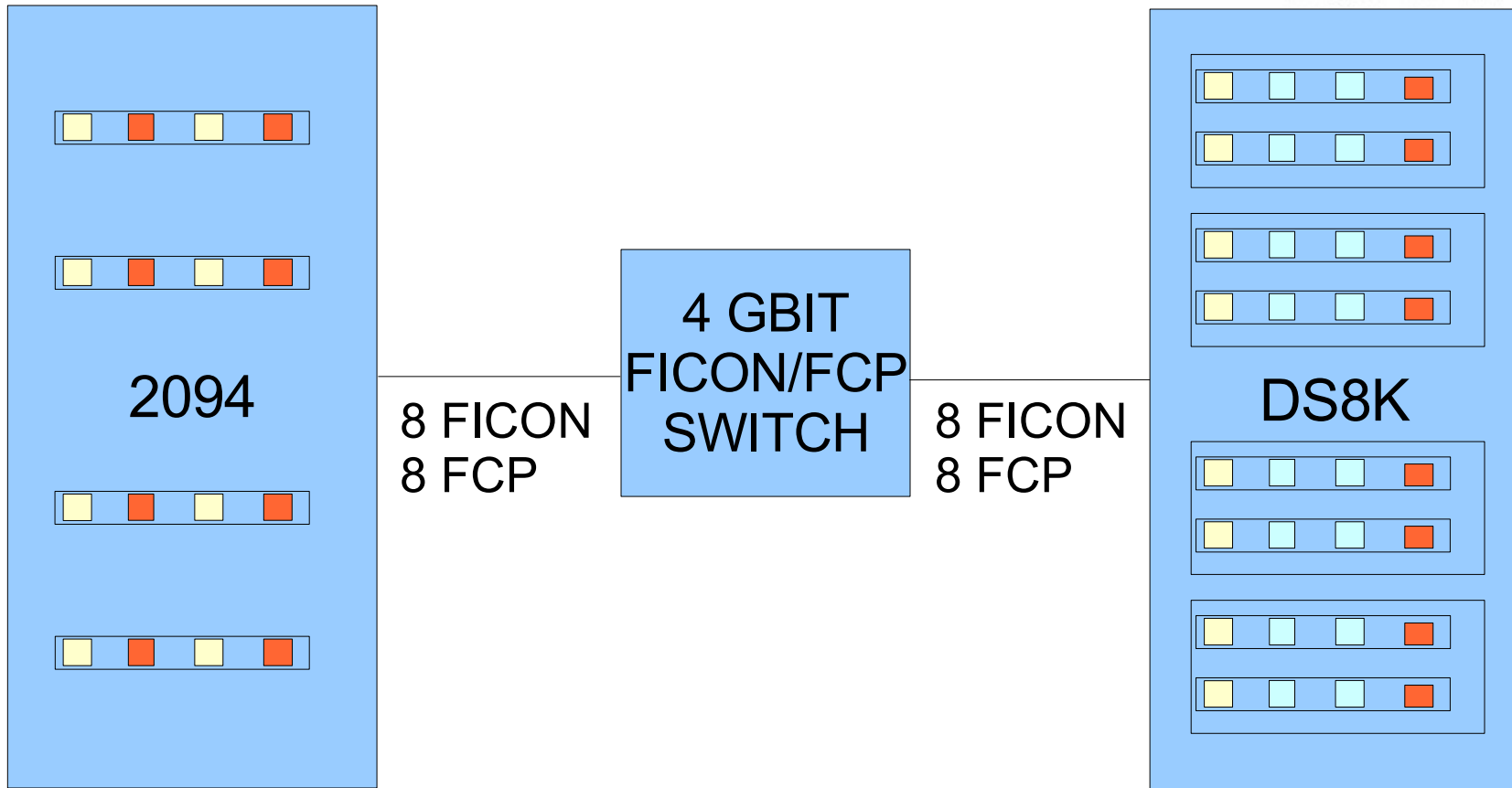
Disk I/O benchmark

- IOzone
- Threaded file system benchmark used to measure synchronous I/O
- Sequential/random write, rewrite, read of a large enough file (700MB = almost 3x of memory size)
- Main memory was restricted to 256MB
- 1, 2, 4, 8, 16, 32, 64 threads, each operating on its private disk or using a Logical Volume
- Used on FICON and SCSI disks

Configuration for 4Gbps disk I/O measurements

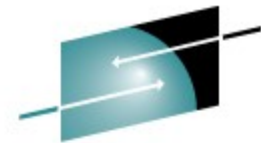


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- 4 Gbit FICON Port
- 4 Gbit FCP Port

Disk I/O performance with 4Gbps links - FICON

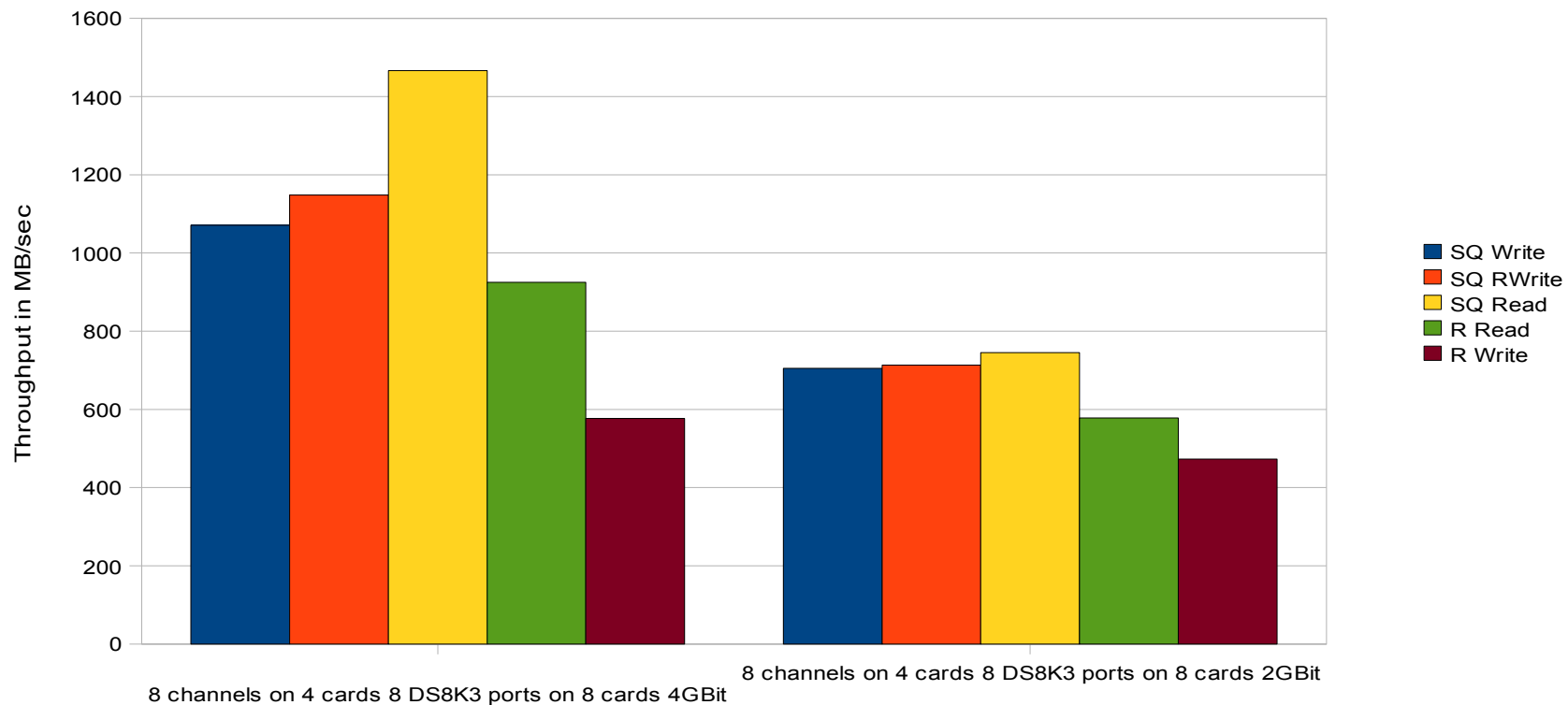


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- Strong throughput increase (average 1.6x)
- The best increase is with sequential read at 2x

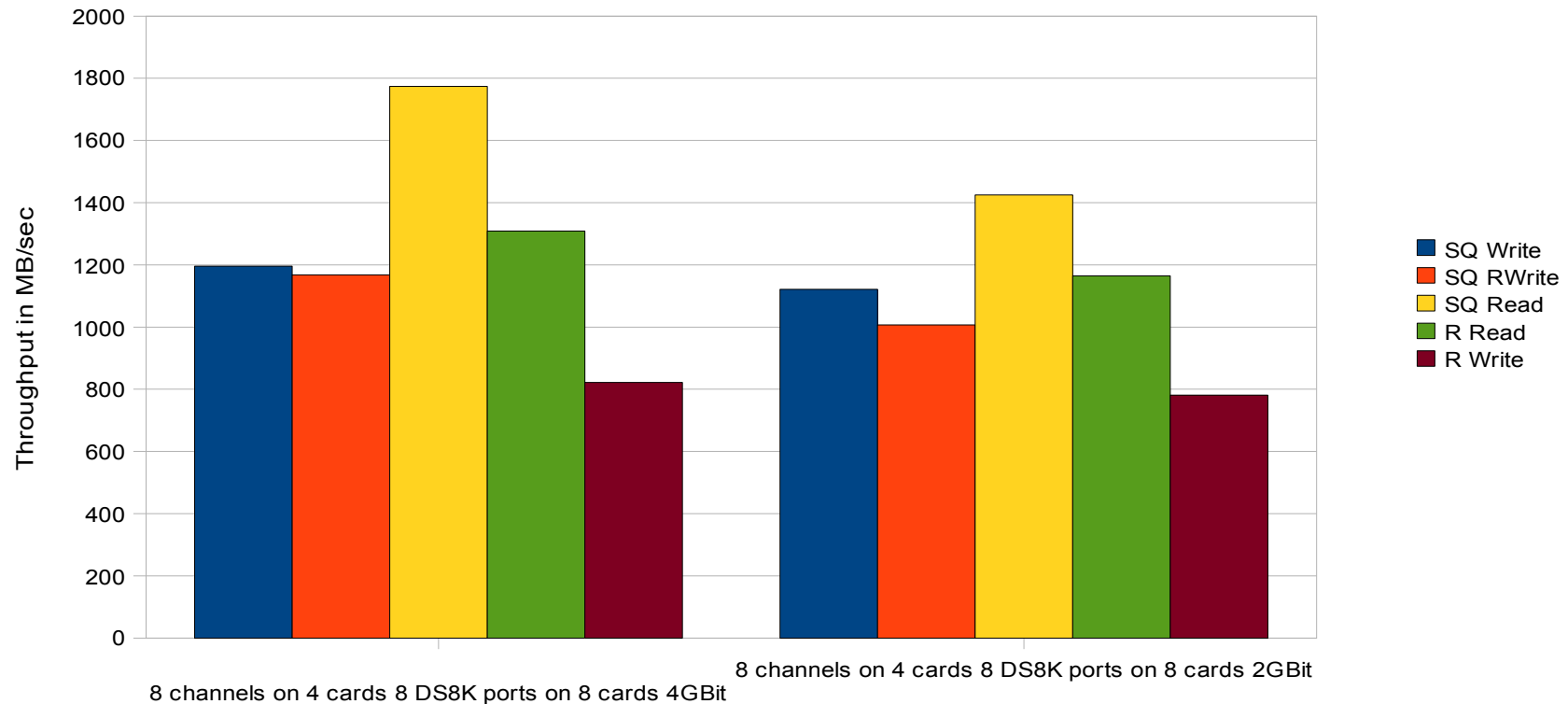
Compare FICON 4 GBit - 2 GBit



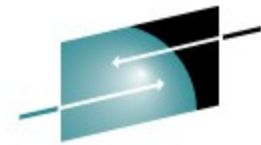
Disk I/O performance with 4Gbps links - FCP

- Moderate throughput increase
- Best improvement with sequential read at 1.25x

Compare FCP 4 GBit - 2 GBit



Disk I/O performance with 4Gbps links – FICON versus FCP

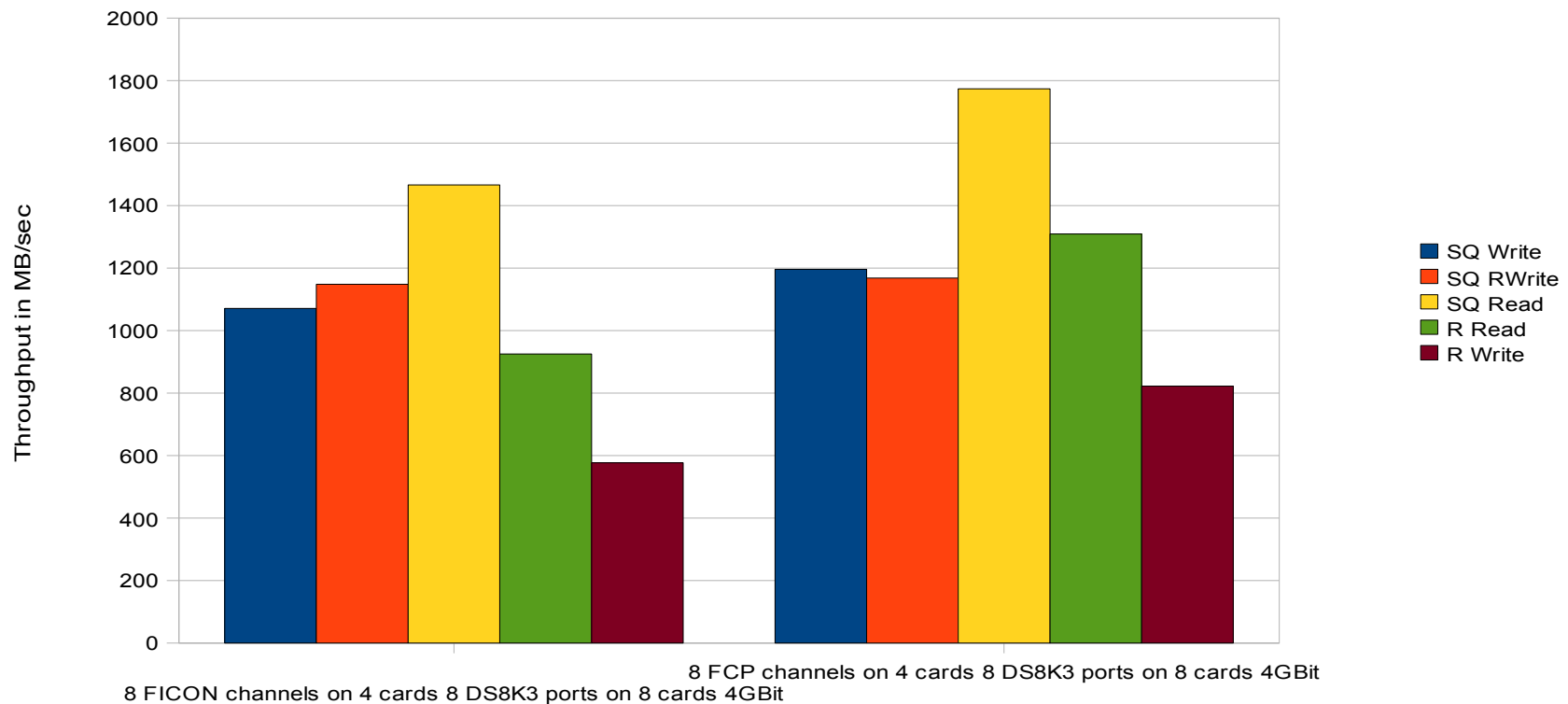


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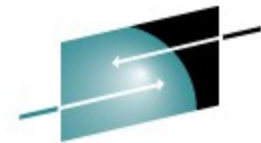
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- Throughput for sequential write is similar
- FCP throughput for random I/O is 40% higher

Compare FICON to FCP - 4 GBit



Disk I/O performance with 4Gbps links – FICON versus FCP / direct I/O

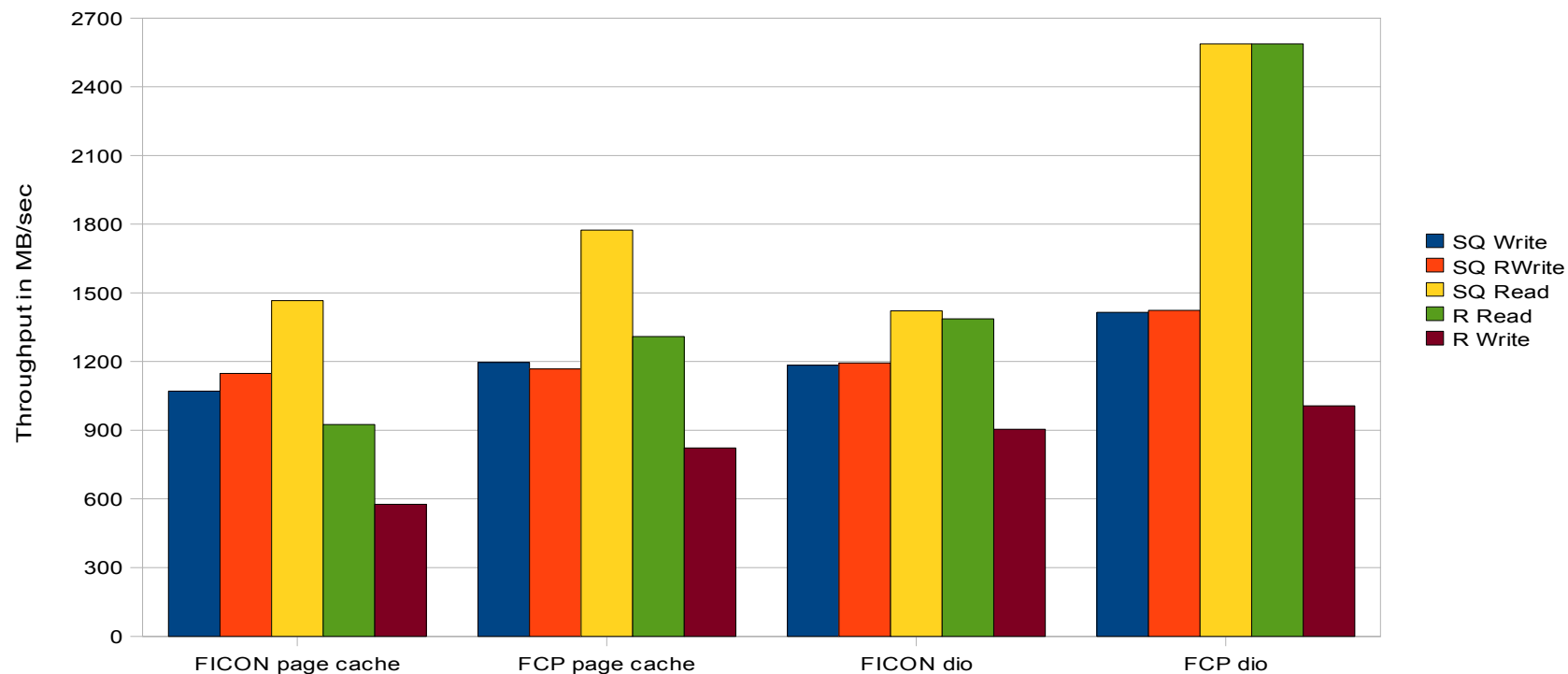


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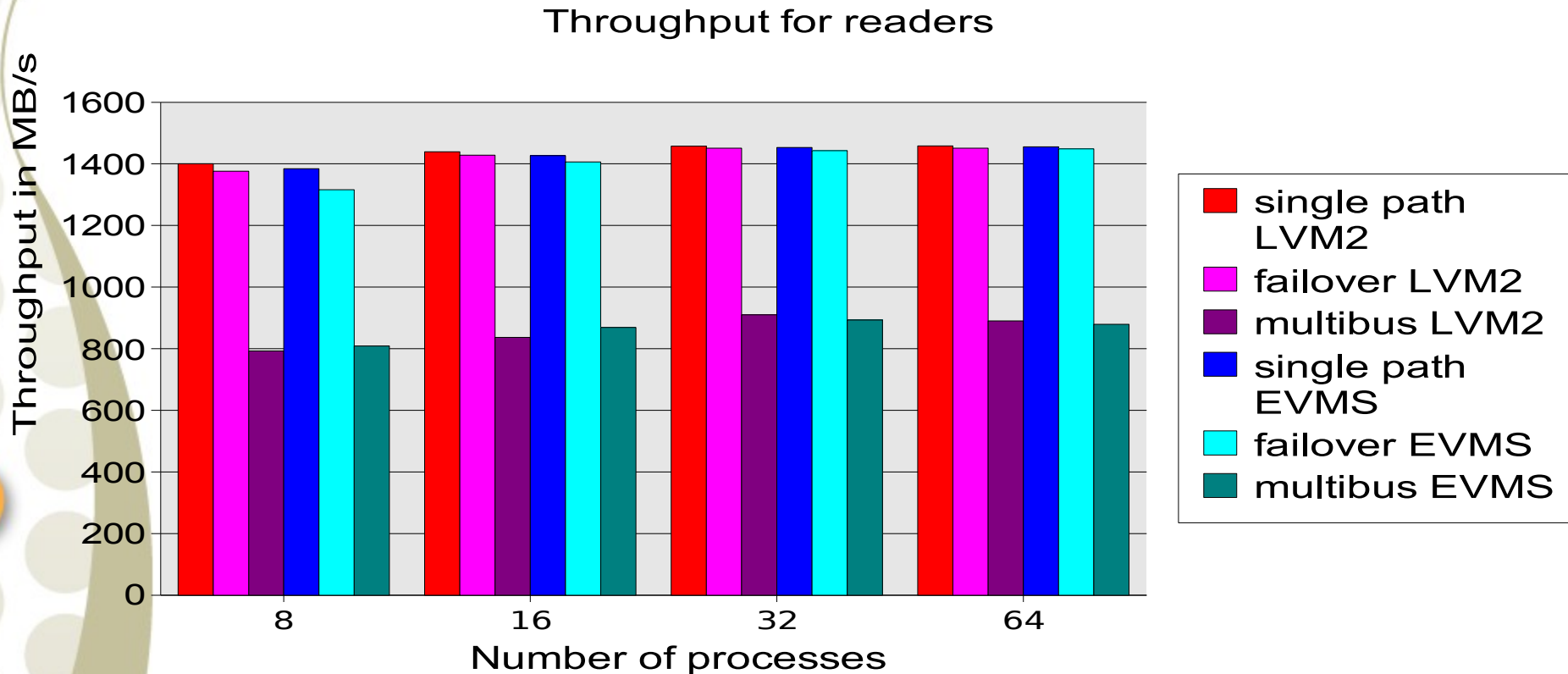
- Bypassing the Linux page cache improves throughput for FCP up to 2x, for FICON up to 1.6x.
- Read operations are much faster on FCP

Compare FICON to FCP - 4 GBit



FCP/SCSI single path versus multipath

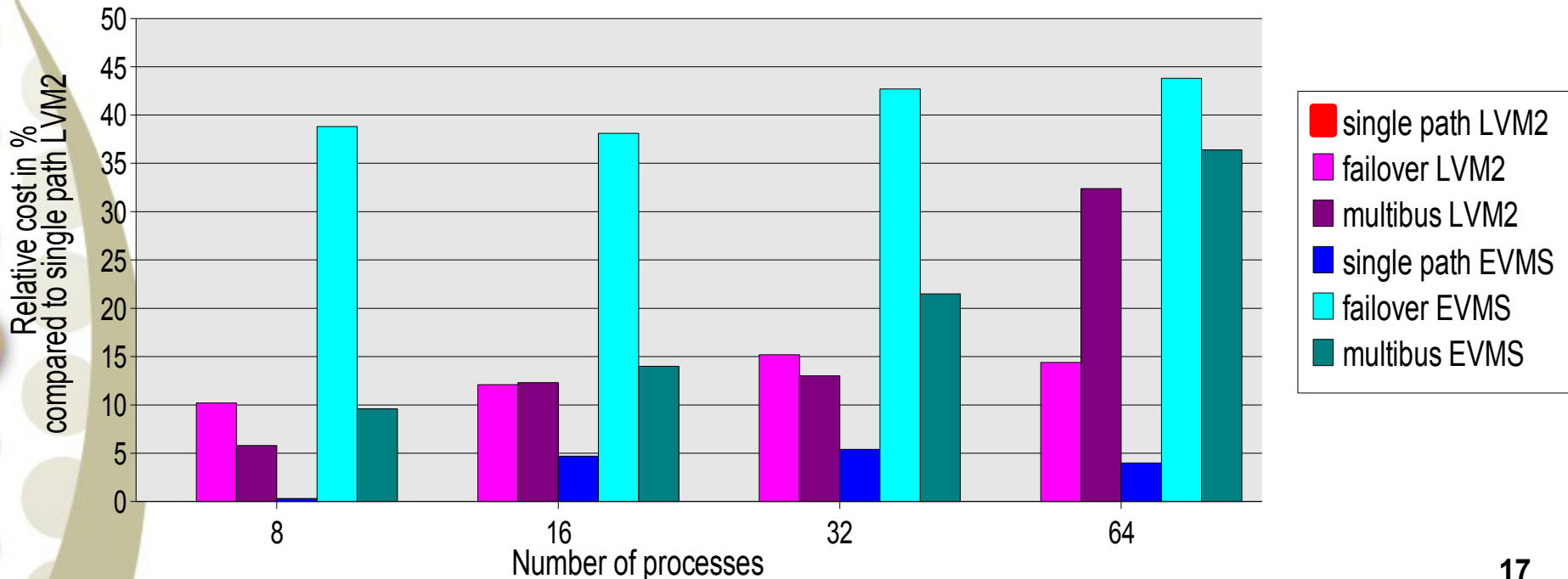
- Use failover instead of multibus



FCP/SCSI single path versus multipath (2)

- Use LVM2 instead of EVMS
- Costs for multipathing are about 10%

Relative CPU cost per transferred KB
sequential read



Disk I/O considerations

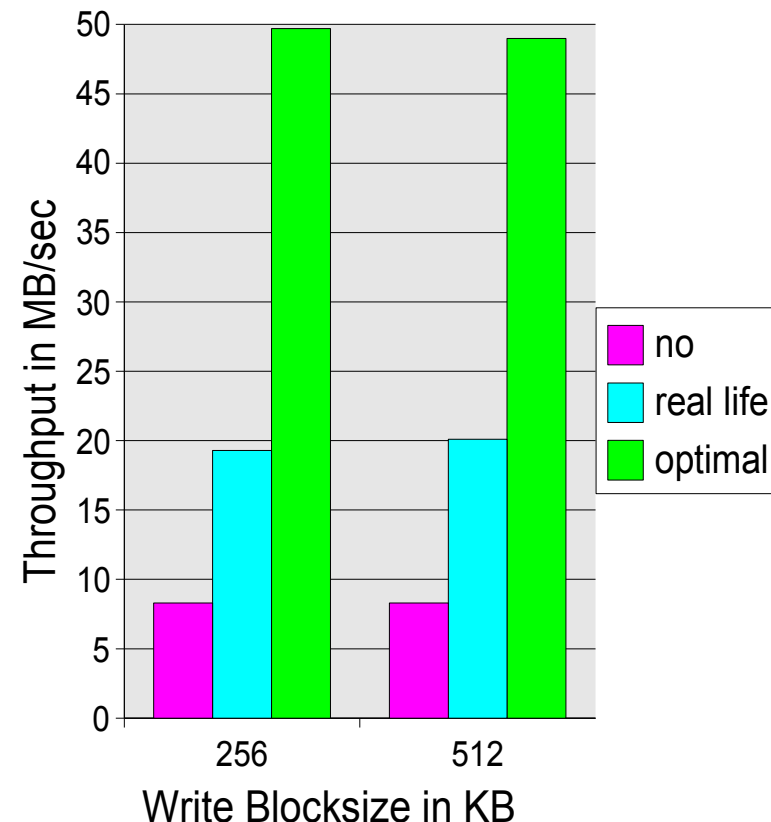


- Higher throughput rates with the new storage server generation require also higher CPU utilization
- This applies also to FCP/SCSI I/O when there is a throughput win versus FICON/ECKD I/O
- Take care that any specific path assignments for FCP/SCSI disks are still valid after re-IPL.
- http://www.ibm.com/developerworks/linux/linux390/perf/tuning_how_dasd_multipath.html

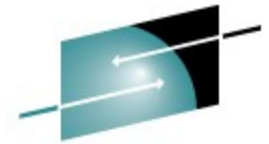
SCSI tape performance

- Measurements on IBM 3590 with optimal compression, compression of real life data (Linux source code), without compression
- Tests were done with dd, 1 FCP channel to the tape.
- Select a large blocksize for the tape, e.g. 256 KB

Throughput with compression variations

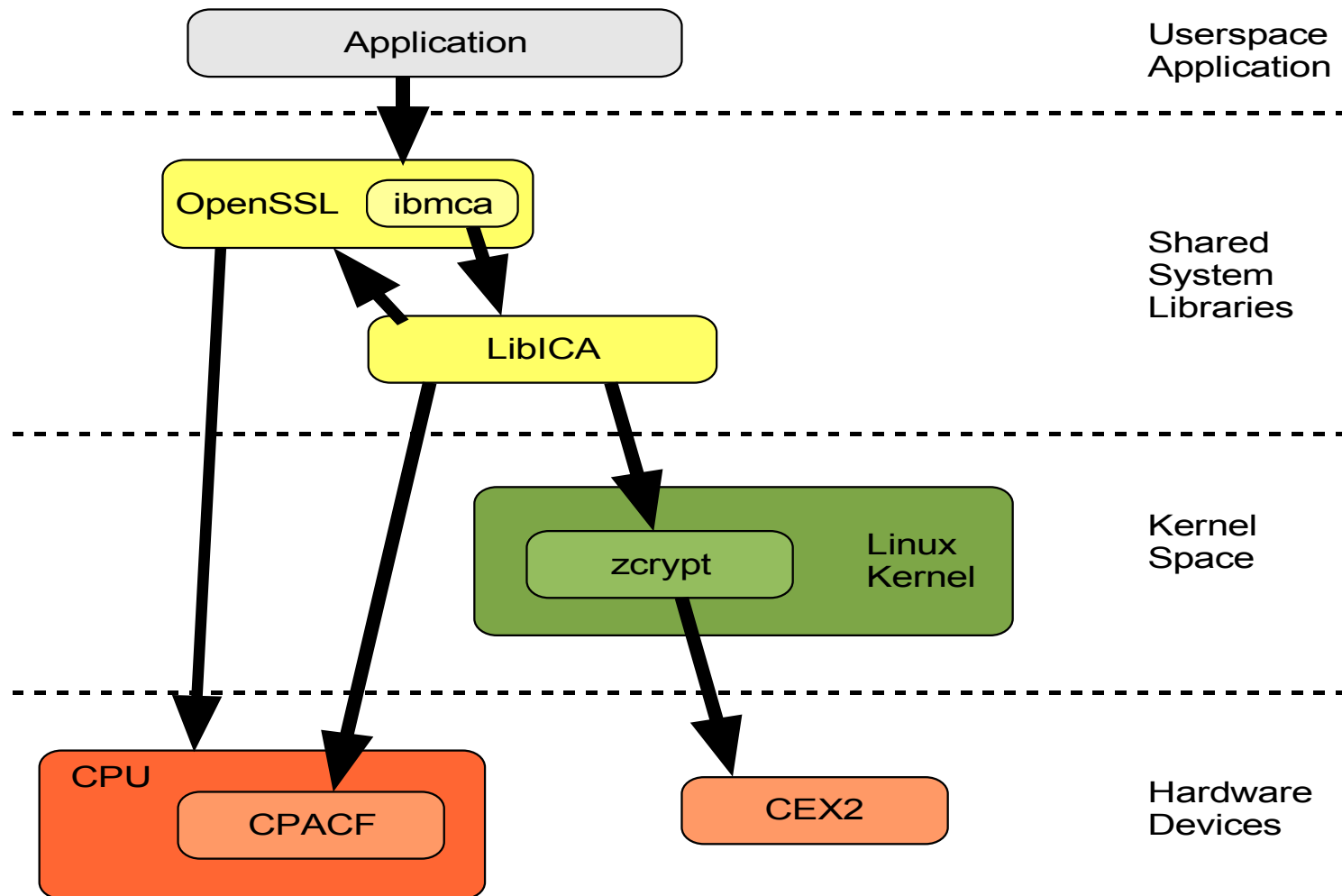


Linux software SSL stack



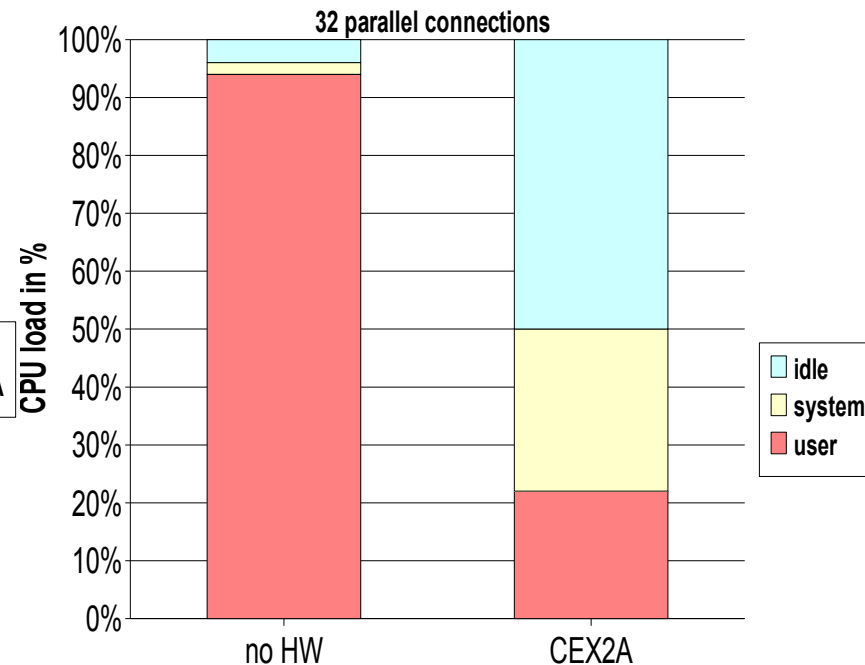
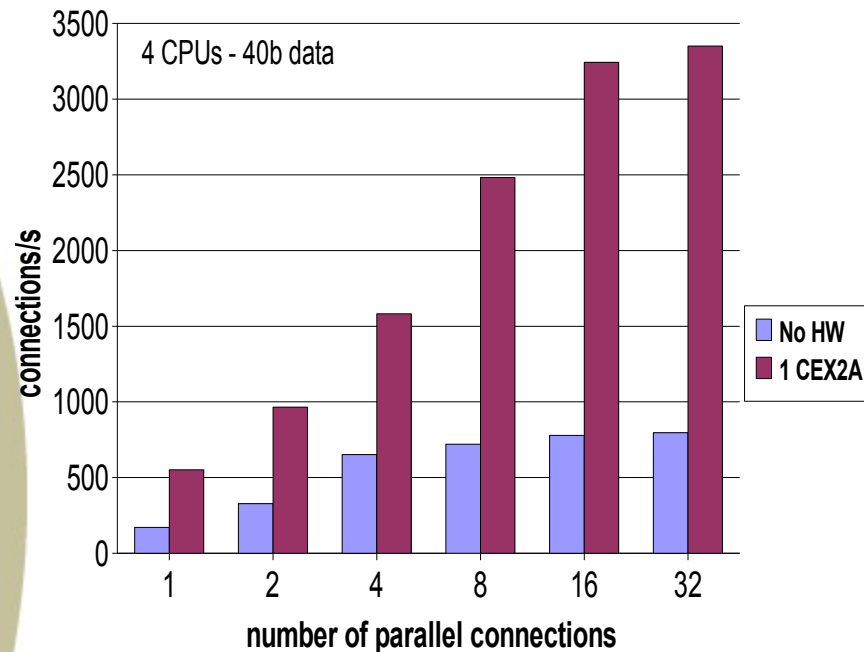
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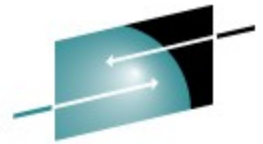


Crypto Express2 - SSL handshakes

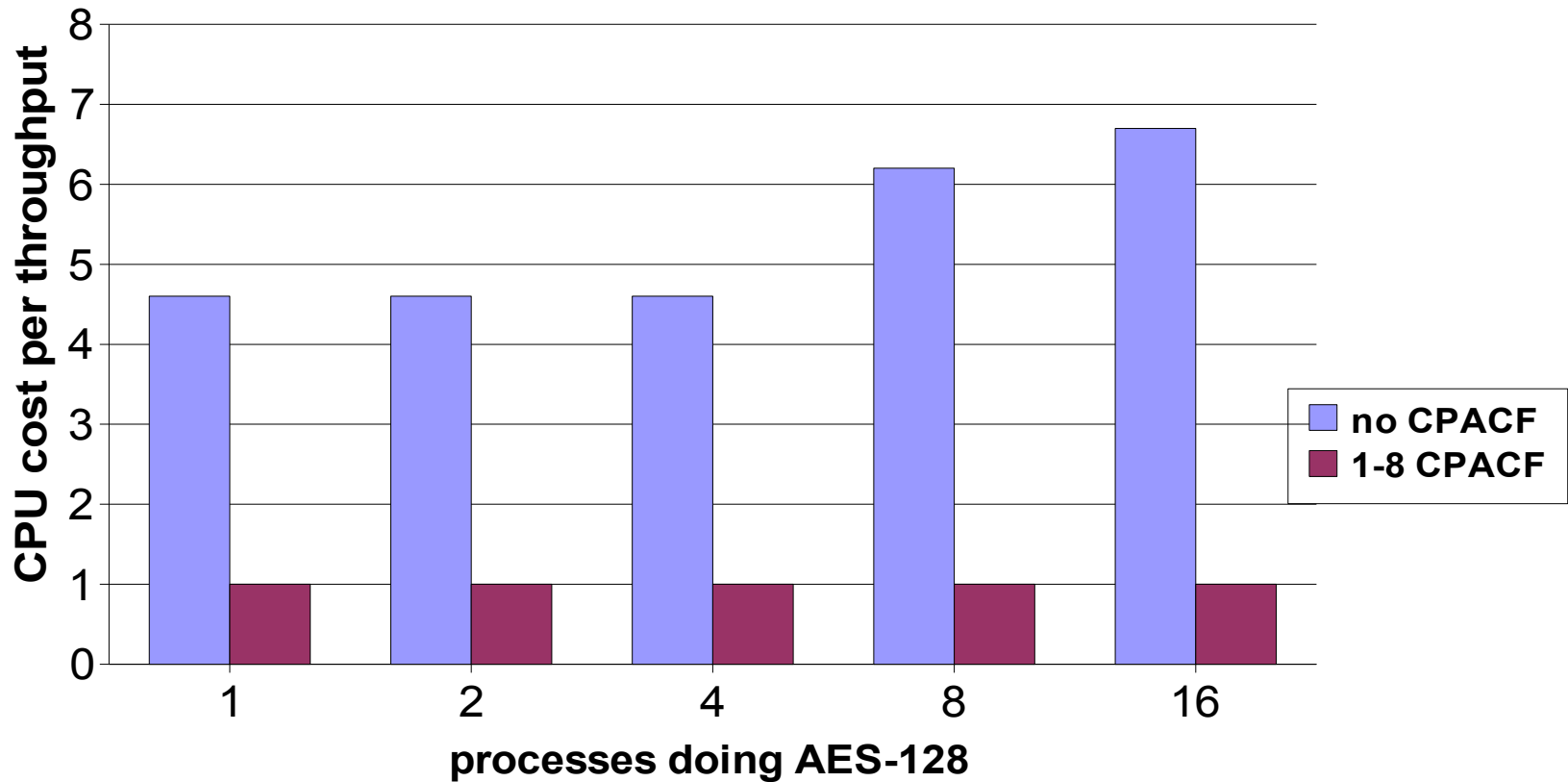
- The number of handshakes is up to 4x higher with HW support
- In the 32 connections case we save about 50% of the CPU resources



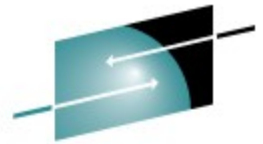
System z9 CPACF feature



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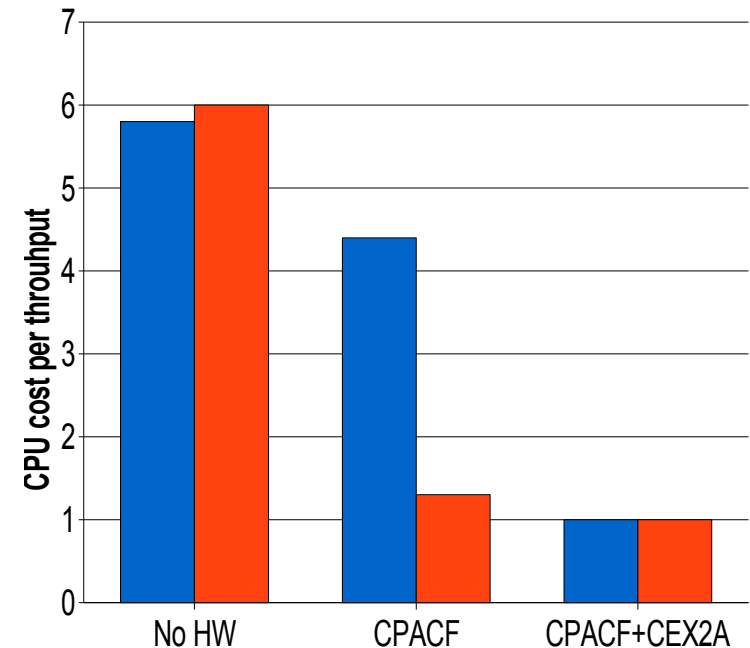
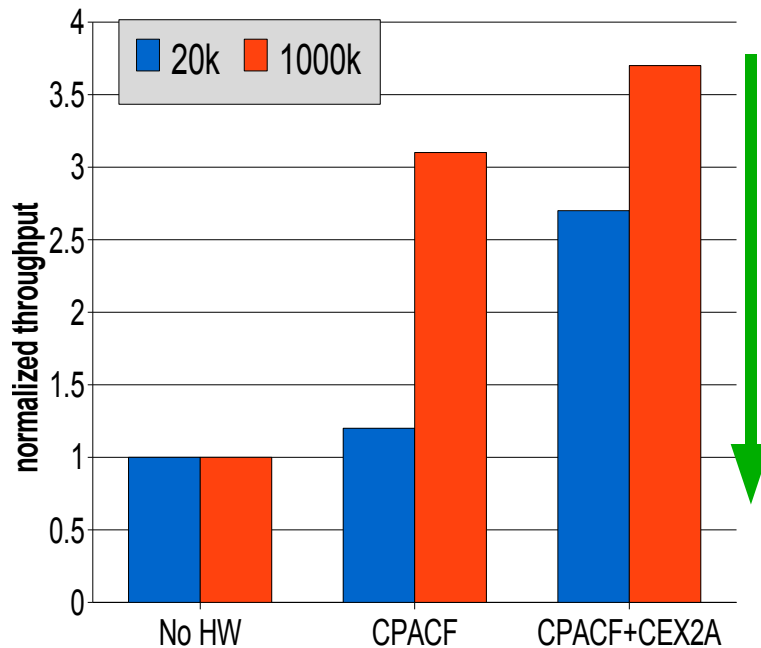


Crypto Express2 – CPACF and CEX2

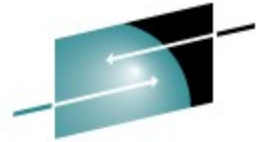


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- The use of both hardware features show leads to 3.5x more throughput
- Using software encryption costs about 6x more CPU



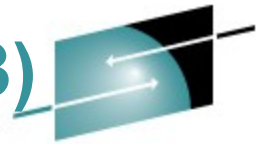
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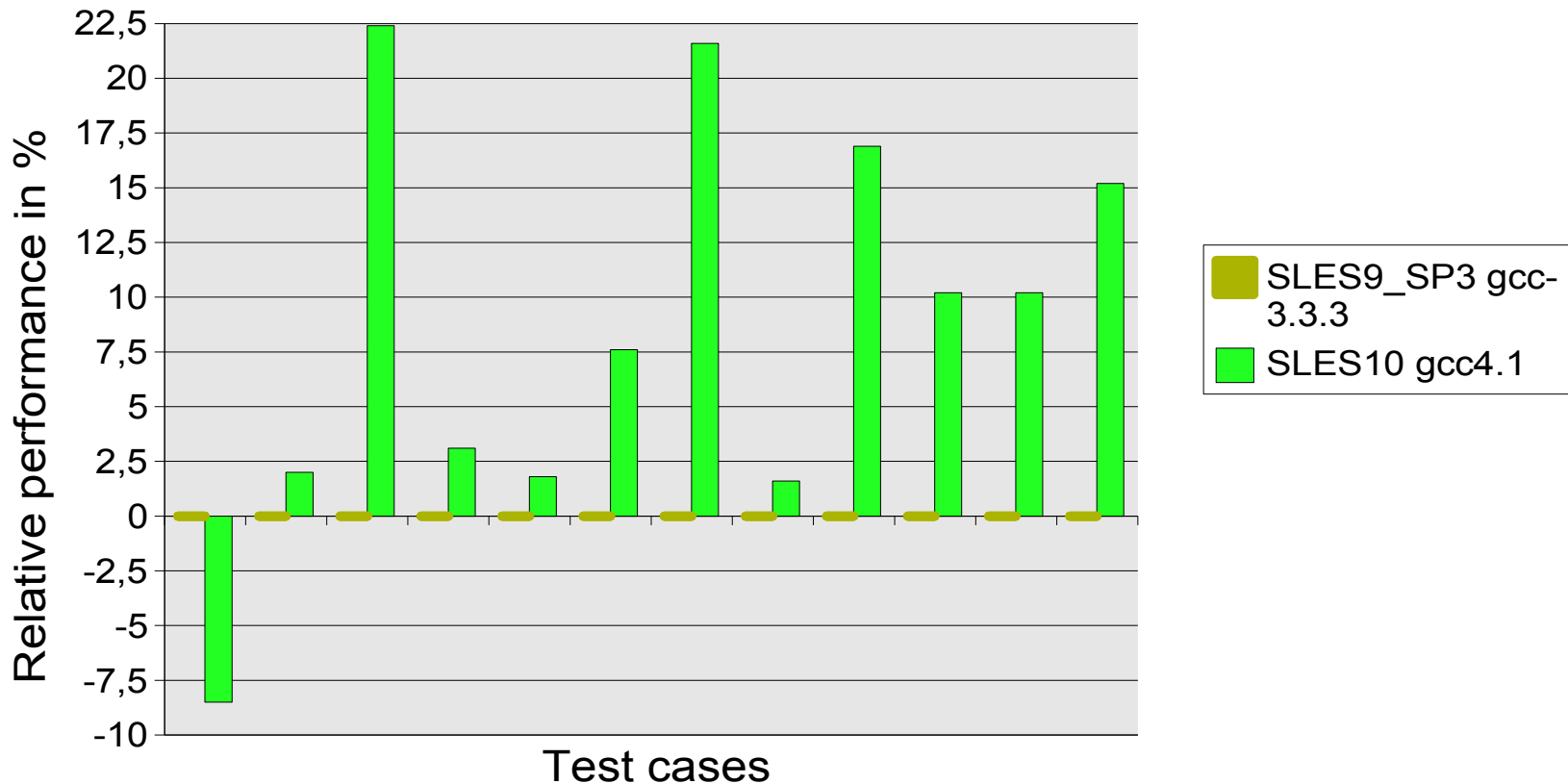
gcc 64bit compiler – SLES9 (gcc-3.3.3) versus SLES10 (gcc-4.1.0)



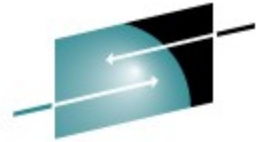
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- gcc 4.1 supports -mtune=z9-109 and -march=z9-109

Integer workloads



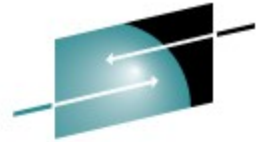
Compiler - why isn't 64-bit for free?



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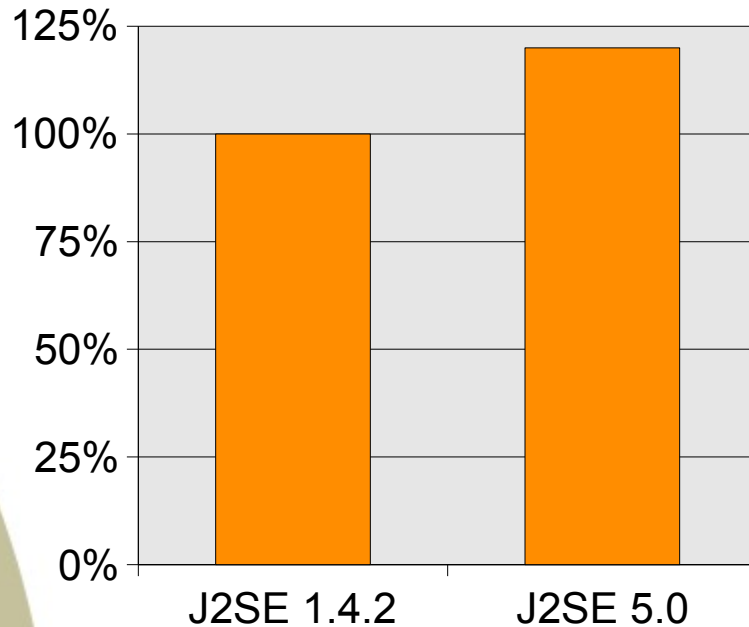
- Hardware effects
 - Primarily D-cache "pressure"
 - z/Architecture supports both 31-bit and 64-bit addressability
 - Data cache is fixed size for machine
 - 64-bit pointers "twice" as large as 31-bit pointers
 - Also impacts I-cache performance
 - 64-bit instructions tend to be 6-byte instead of 2 or 4
- Software effects
 - some 31-bit instructions have no 64-bit equivalent
 - must be implemented with series of 64-bit opcodes
 - = additional pathlength for same function
 - increased cost for entry/exit linkage
 - registers are twice as wide

Java Results 64-bit

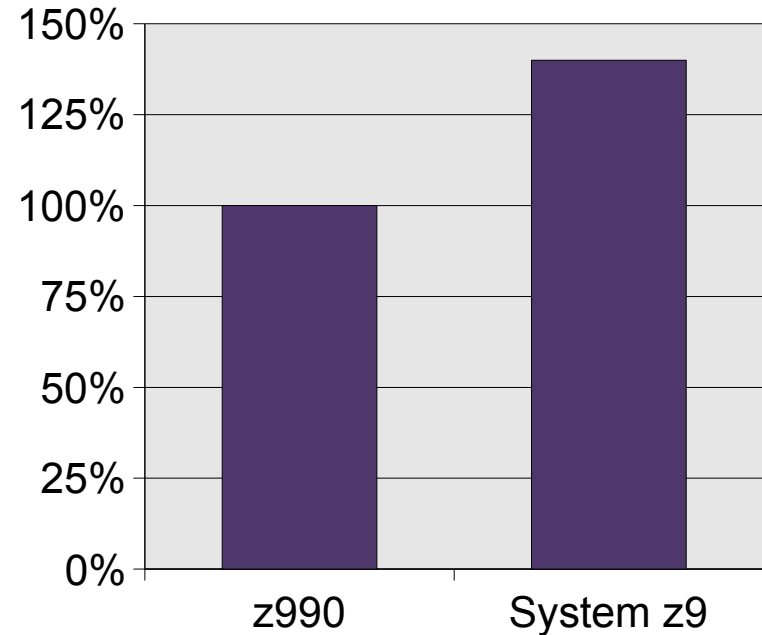


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Java version on z990



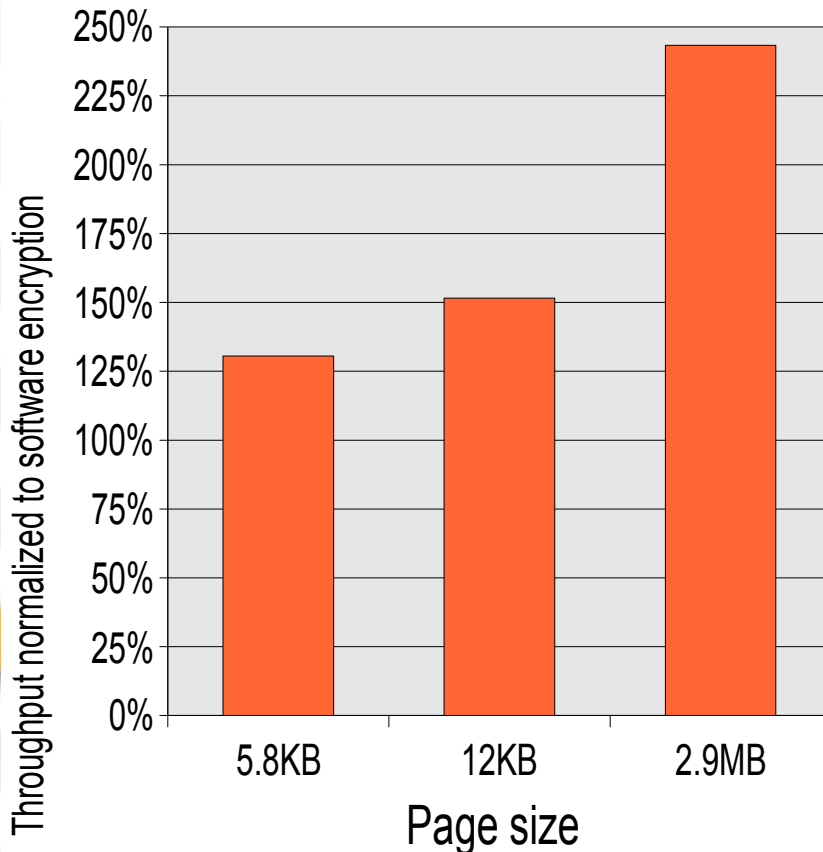
Machines with J2SE 1.4.2



- Improvements through Java (JVM and JIT)
- Improvements through new hardware
- 64-bit Java is production ready

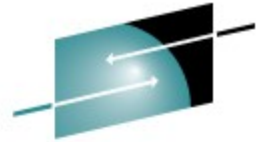
Crypto performance – WebSEAL SSL access

Improvement by hardware crypto support



- The connection from the client to the WebSEAL server runs encrypted using SSL (AES-128)
- Scaling the size of the requested page
- uses mostly CPACF
- Improvement up to factor 2.4 for hardware encryption versus software encryption

Special study with Tivoli Storage Manager



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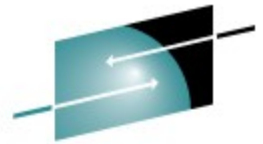
Tivoli software

- ECKD versus SCSI
- Configured and measured on our system together with TSM performance specialist
- Entry statement from TSM, based on their tests in 2005 for backing up 70 GB data:
 - *“execution time with SCSI is 25% shorter than with ECKD”*
 - *“average CPU consumption with SCSI is 67% more than with ECKD”*
- Common exit statement from after the tests:
 - *“execution time with SCSI is 50% shorter than with ECKD”*
 - *“costs were almost equal (more CPU resources need to be provided for SCSI)”*

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Comparison SLES10 / RHEL5



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measurement portfolio SLES10 GA versus RHEL5 GA	LPAR ₆₄	LPAR ₃₁ (emu)	z/VM ₆₄	z/VM ₃₁ (emu)
Scaling	blue	grey	grey	grey
Mixed I/O ECKD	red	grey	blue	grey
Mixed I/O SCSI	red	grey	red	grey
Kernel	blue	grey	green	green
Compiler INT	blue	grey	grey	grey
Compiler FP	red	grey	grey	grey
Seq. I/O ECKD	green	grey	green	grey
Seq. I/O SCSI	green	grey	green	grey
Rnd I/O ECKD	blue	grey	blue	grey
Rnd I/O SCSI	blue	grey	blue	grey
Network 1000Base-T QDIO	blue	grey	red	grey
Network 1GbE QDIO	blue	grey	red	grey
Network 10GbE QDIO	blue	grey	red	grey
Network HiperSockets	blue	grey	grey	grey
Java	blue	blue	grey	grey

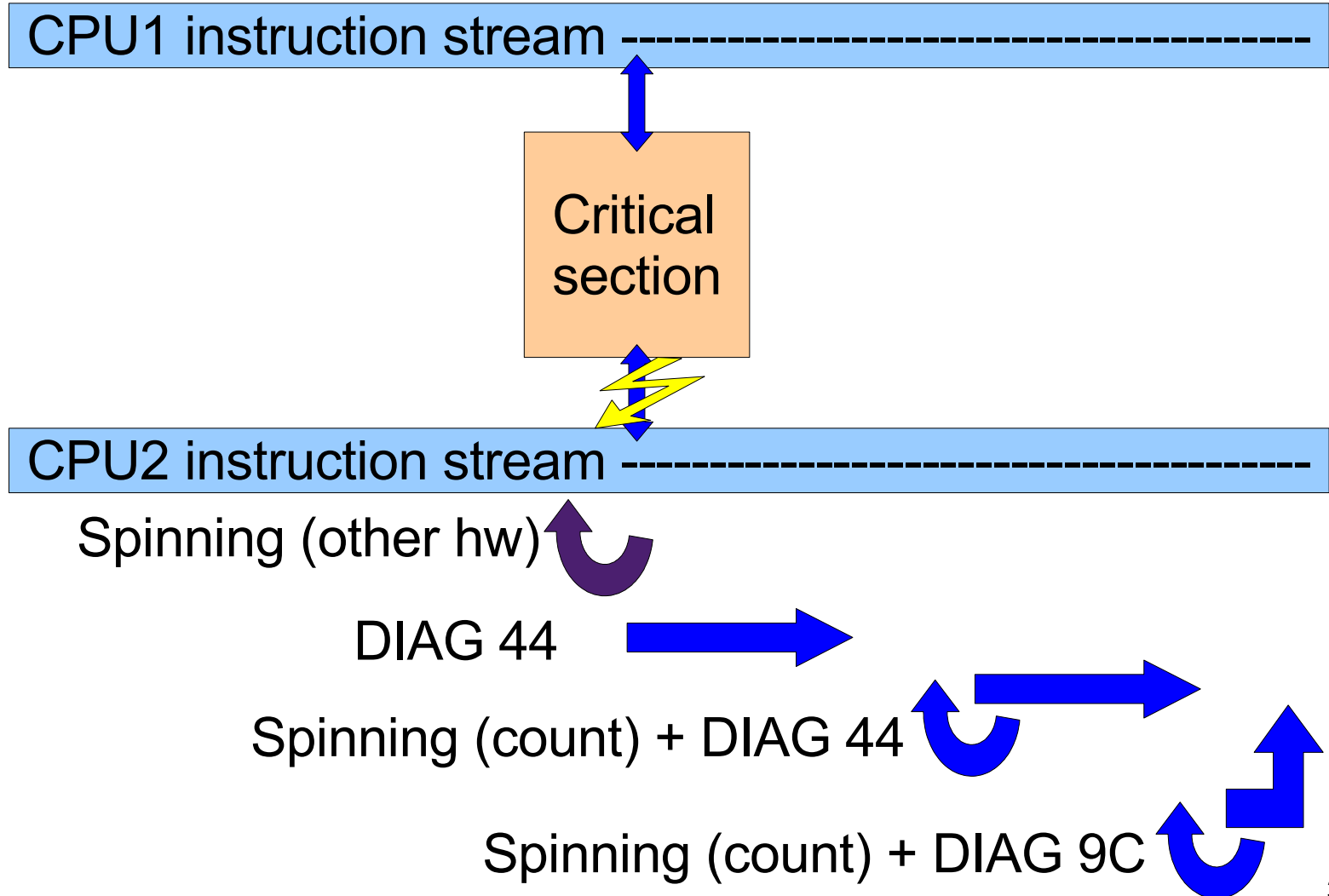
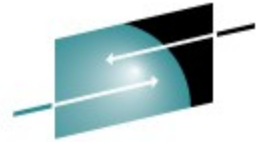
Legend n/a better equal worse

SLES9 improved resource usage



- The Linux kernel uses spin locks to wait for exclusive use of kernel resources
- On System z it is not desirable to use processors for active waiting
- The old solution was to issue a DIAG 44 to the LPAR hypervisor or to z/VM to give the CPU back instead of looping on the lock, to allow other more useful work to be done.
- 2 new features:
 - spin_retry counter in Linux to avoid excessive use of diagnose instructions
 - use of DIAG 9C to pass information along with the instruction, who should get the processor

Avoiding spin locks on System z



SLES10 virtual CPU time accounting



- The standard Linux implementation is based on a heuristic model with a 10 ms timer interrupt
 - The complete time slice is accounted to the interrupted context
- On systems with virtual CPUs this approach is too inaccurate
- The new implementation is based on the System z virtual timer
 - CPU times get now accounted whenever the execution context changes
 - A new category of Linux wait state is showing, how often the Linux system is waiting for CPU (current sysstat version required)
 - The feature is enabled by default in SLES10 and RHEL5

Linux command 'top' – the snapshot tool



- Adds new field “CPU steal time”
 - Is time Linux wanted to run, but the hipervisor was not able to schedule CPU
 - Is included in SLES10 and RHEL5

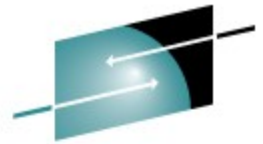
```
top - 09:50:20 up 11 min, 3 users, load average: 8.94, 7.17, 3.82
Tasks: 78 total, 8 running, 70 sleeping, 0 stopped, 0 zombie
Cpu0 : 38.7%us, 4.2%sy, 0.0%ni, 0.0%id, 2.4%wa, 1.8%hi, 0.0%si, 53.0%st
Cpu1 : 38.5%us, 0.6%sy, 0.0%ni, 5.1%id, 1.3%wa, 1.9%hi, 0.0%si, 52.6%st
Cpu2 : 54.0%us, 0.6%sy, 0.0%ni, 0.6%id, 4.9%wa, 1.2%hi, 0.0%si, 38.7%st
Cpu3 : 49.1%us, 0.6%sy, 0.0%ni, 1.2%id, 0.0%wa, 0.0%hi, 0.0%si, 49.1%st
Cpu4 : 35.9%us, 1.2%sy, 0.0%ni, 15.0%id, 0.6%wa, 1.8%hi, 0.0%si, 45.5%st
Cpu5 : 43.0%us, 2.1%sy, 0.7%ni, 0.0%id, 4.2%wa, 1.4%hi, 0.0%si, 48.6%st
Mem: 251832k total, 155448k used, 96384k free, 1212k buffers
Swap: 524248k total, 17716k used, 506532k free, 18096k cached
```

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<http://www.ibm.com/developerworks/linux/linux390/perf/index.html>
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Questions



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