

Note: Outline is draft and subject to change.

# Mainframe Fundamentals Overview

### Hardware

# Brief overview of names and speeds/feeds

- Processors naming nomenclature
- Disk Subsystems major vendors, GiB vs. GB
- Tape Subsystems VTS discussion
- Coupling Facilities What is a sysplex, Internal vs. External
- Channel Types FICON, CF Links, zHyperLink
- Additional features
  - o zEDC
  - FlashExpress
  - o CryptoCards

### **CPU Types**

- GCP
- zIIP
- zAAP
- IFL
- ICF
- SAP
- IFP

## Processor Effective Performance

- Processor cache discussion
- Multi-drawer and multi-book issues
- Capacity Measures: % Busy, MIPS, MSUs, APPL %
- More/slower vs. Fewer/faster
- SMT Introduction



### Software

# z/OS Workloads Intro – what work runs here and how

- TSO
- CICS
- DB2
- IMS
- JES / Batch
- MQ
- WAS
- USS

### **Software Pricing**

- Review software types
- MLC & R4HA
- Software pricing drives workload performance and capacity

# Sharing

## PR/SM

- LPARs
- Weights separate by processor type
- · Logical vs. Physicals
- HiperDispatch
- Capping

### Sysplex

- Basic vs. Parallel sysplex
- XCF
- Coupling Facilities: internal vs. external
- CF Link types
- Structure Types
- CF Exploiters

# **Understanding Measurements**

# **Recording Measurements**

- Counts vs. Samples vs. Interval Measurement
- RMF & SMF intervals, what is a good interval
  - o 15 minute vs. 2 second Averages
- High Frequency Measurements
  - o SMF 98 & SMF 99 records
- Resource vs. Workload measurements



#### **CPU** Measurements

• MIPS vs. MSUs vs. Percentages

## **CPU** Decomposition

- CEC Busy -> LPAR Busy -> Workload CPU time
- Capture ratio

# Service Units

- SU/Sec
- CPU to SUs
- Service Coefficients

# zIIP/zAAP Normalization

- Normalization factor
- zIIP/zAAP on GCP
- Generosity factor

### CPU Time Breakdown

- SMF30 measurements
- SMF72 measurements

# Logical Measurements

- MVS Busy
- Workload %
- How these numbers compare to physical numbers

# Response Time

- Average response time / tran
- Response time distributions
- Internal time vs. network time
- Internal transactions vs. external/business transactions

# Memory

- Frame sizes and impact on CPU TLBs
- Available storage average and minimum
- Paging

# Storage Class Memory

- Use Cases
- Measurements



# Simultaneous Multi-Threading

- What is SMT?
- Understanding SMT Measurements
- Should you enable SMT?

## Crypto

- CPACF vs. Crypto Cards
- Crypto Card functions
- Crypto Card Measurements

#### zEDC

- Use cases
- Measurements

# **Understanding Performance Limitations**

# Indications of Latent Demand

- Delay Counts (vs. percentages)
- Work Unit Counts
- Utilization

### Capping

- LPAR Capping of all types
- Resource groups

### Queueing

- Priorities
- Critical Path Analysis

# Managing Performance with WLM

# WLM in One Page

• Introduces WLM concepts

# WLM Pain Points and Concerns

- Active Service Class Periods
- Velocity Goal Evaluation
- WLM Managed Initiators
- Performance Indexes



# 1/0

# History and emulation

- z/OS Storage Architecture
- Controllers vs disks
- 3990, 2105, 2107
- Why everything is a 3390-9
- EAV

# Logical constructs

- CKD vs FB
- Cylinders, tracks, blocks, records
- Access methods
- Extended Format vs Extended Architecture

#### Hardware

- Mainframe I/O subsystem
- FICON Directors
- Controllers
  - Adaptors and ports
  - o Cache, disks, and SSD
  - o All flash
- Anatomy of a disk drive

# I/O measurements

- Queueing theory
- RMF, GTF, Monitors
- SSCH vs Locate Record
- Response time and subcomponents
- RAID

# The life of a mainframe I/O

- Application to return
- Flavors of I/O
  - o Read/Write
  - o Random/Sequential
- Channel programs, IDAW, MIDAW, zHPF, zHyperlink
- ESCON, FICON, Open Exchanges



# PAV and Multiple Allegiance

- Flavors of concurrency
- Define Extent

# Data replication

- Why?
- RTO and RPO
- Sync vs Async
- Flavors: XRC, PPRC...

# The "Big Three"

- IBM, HDS, EMC
- Commonalities and comparisons

### Performance

- Cache
- Channels vs HA ports
- Tiering
- All Flash
- SSD
- Striping (logical vs physical)
- Compression
- Defrags
- Blocksize and Buffers
- Balance

# I/O Performance Triage

• What do you investigate first?