

In the past few releases, DB2 for z/OS has steadily increased its exploitation of zIIP speciality processors. In addition to providing significant potential for mainframe cost reduction, zIIP offload can have a positive (or negative) impact on DB2 query performance. This presentation will review DB2 zIIP usage by release, and provide the attendee with some practical guidance on zIIP capacity planning and usage monitoring.













Field SMF70NRM gives us a number which we can divide by 256 and see how much faster the specialty engines are than the CPs



Also allows next technology refresh (e.g. $z196 \Rightarrow zEC12$) to provide less total MSUs and therefore a reduction in some ISV software – e.g. SAS is footprint licence.



HiperDispatch is a workload dispatching feature found in the newest IBM mainframe models (the System z10 and IBM zEnterprise System processors) running recent releases of z/OS. HiperDispatch was introduced in February, 2008.

One of the engineering challenges with large SMP server designs is to maintain near-linear scalability as the number of CPUs increases. Performance and throughput do not double when doubling the number of processors. There are many overhead factors, including contention for cache and main memory access. These overhead factors become increasingly difficult to mitigate as the number of CPUs increases. The design goal for delivering maximum performance is to minimize those overhead factors. Each new mainframe model supports a higher maximum number of CPUs (up to 64 main processors in a single System z10 mainframe for example), so this engineering challenge becomes ever more important.

HiperDispatch helps address the problem through a combination of hardware features, z/OS dispatching, and the z/OS Workload Manager. In z/OS there may be tasks waiting for processing attention, such as transaction programs. Each task often requires access to memory. In a large SMP design such as System z, some CPUs are physically "closer" with faster access to cache memory that might hold supporting data for particular tasks. HiperDispatch exploits this fact and steers tasks to the CPUs most likely to have the fastest access to relevant data already in cache. If that particular CPU is busy, HiperDispatch will, at first, wait for it to

finish its other task, even if another less favorable CPU is idle. However, there are limitations to how patient HiperDispatch will be, as governed by Workload Manager goals. If z/OS Workload Manager senses that there's a risk the pending task will miss its service level (responding within a certain number of milliseconds to a user request for example), Workload Manager and HiperDispatch will send the task over to an idle CPU for processing, even if that CPU must fetch data from slower main memory.













Prefetch and Deferred Write processing : 100% (c. 70% of DBM1 SRB time)





























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