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z/OS 1.9: Large Page Support

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Agenda

- Large Page Performance Considerations
- Overview of z/OS Large Page Implementation
 - *IEASYSxx Changes*
 - *IARV64 Changes*
 - *RMF Changes*

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Large Page Performance Considerations

- **Large Page support is a special purpose performance improvement feature**
 - *Not recommended for general use*
 - *Large page usage provides performance value to a select set of applications, primarily long running, memory access intensive applications*
- **Some applications can be severely degraded by the use of large pages**
 - *Short lived processes with small working sets are usually not good candidates for large pages*
- **The system will not "rush" to build a 1MB page**
 - *When the large pages are requested it may take awhile for the request to be satisfied*

Enable Large Pages via IEASYSxx

- New keyword in IEASYSxx called **LFArea** specifies the amount of real storage to be used for Large Pages
 - **LFArea=(xx% / xxxxxxM / xxxxxxG)**
 - **xx%** - Percentage of online storage at IPL to be used for Large Pages
 - **xxxxxxM or xxxxxxG** – Amount of online storage at IPL to be used for Large Pages

z/OS Large Page Support Overview

- The z/OS Large Page size is 1 Megabyte
- ***Both 4K and 1MB page sizes are supported***
- If the system is constrained for 4K pages, free 1MB pages will be used to back 4K page requests
- Pages can later be coalesced into 1MB pages
- 1MB Large Pages will NOT be reconfigurable

z/OS Large Page Support Overview

- Large Pages are backed by 256 contiguous 4K real storage frames
- Large Page support is available only for 64-Bit Virtual Private storage
- The request to use 1MB pages is expressed as an attribute of the memory object
 - *Memory Object Pages are backed at allocation time*
 - The entire “usable” virtual address range of a memory object backed by large pages will be backed when the virtual memory object is obtained
 - Guard Areas will not be backed
 - *Memory Object is implicitly fixed at allocation time*

z/OS Large Page Paging Support

- Large Pages will be NOT be pageable
 - *Large Pages will be treated as fixed pages and will not be paged out to AUX*
 - *Primary reason is because certain control structures used for paging to Aux are not created for large pages*
 - *Other reasons include:*
 - The great delay in paging in a 1MB page
 - The expense of constructing 1MB of contiguous real storage from 256 4K frames when required

z/OS Large Page Support Overview

- The following IARV64 requests will operate on Large Pages

GETSTOR	Creates a 64-Bit private memory object that can be backed by Large Pages
DETACH	Frees a memory object that can be backed by Large Pages
CHANGEGUARD	Changes the amount of guard area within the specified memory object
LIST	<i>Provides information about memory objects</i>

- IARV64 has a new keyword called PAGEFRAMESIZE=
 - **4K (default)**
 - **1M (Requests 1MB pages)**
 - **MAX (Requests the largest page size supported)**
- All APIs enhanced for Large Page support will require the requestor to be authorized

Large Page Support Overview...

- The following example shows how a memory object that is to be backed by Large Pages is created:

```
IARV64 REQUEST=GETSTOR +
SEGMENTS=THREE_SEG,
ORIGIN=VIRTT64_ADDR,
PAGEFRAMESIZE=1MEG,
GUARDLOC=LOW,
GUARDSIZE=ONE_SEG,
SVCDUMP RGN=NO,
COND=YES
```

IARV64 GETSTOR Request Operation

2097 Processor	z/OS Release	Issue IARV64 GETSTOR with Pageframesize=
Yes	z/OS 1.9 with OA20902 applied	Request will be accepted
Yes	Pre z/OS 1.9 or z/OS 1.9 without OA20902	Request will be rejected
No	z/OS 1.9 with OA20902 applied	Request will be rejected when pageframesize=1M Request will be backed with 4K pages when pageframesize=MAX
No	Pre z/OS 1.9 or z/OS 1.9 without OA20902	Request will be rejected

RMF Enhancements for z10 Processor – OA12774

- **Postprocessor Paging Activity Report**
 - *Frame and Slot count section extended with a new section on memory object usage*
 - Minimum, maximum and average numbers of 1 MB frames backed in real storage
 - Number of large memory objects allocated in the system
- **RMF Monitor III Central Storage Summary**
 - *STORR (Storage Resource Delays) and STORS (Storage Delay Summary) reports displays the total number of large memory objects allocated in the system and the number of 1 MB frames backed in real storage*
 - *STORF (Storage Frames) report displays the number of 1 MB frames per address space backed in real storage*