

# IBM FlashSystem V9000 AE3 and AC3 Performance

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Storage





## Introduction

This IBM® Redpaper™ publication provides information about the best practices and performance capabilities when implementing a storage solution using IBM FlashSystem® V9000 9846-AC3 with IBM FlashSystem V9000 9846-AE3 storage enclosures. The results that are achieved and demonstrated are specific to the used configuration. However, they can be used as reference points for other configurations. There was no intention to demonstrate the best or the worst results, or minimal latency, or maximum throughput. We tried to stay closer to the configurations and workloads used by IBM clients and provide reference points for them.

The latest release of IBM FlashSystem V9000, at the time of writing, introduced major design improvements that resulted in improved capabilities for performance. Some major improvements are performing inline hardware compression within the enclosures, and more flexible configuration options for pools and managed disks.

This release marks a departure from the previous 'fully-integrated' model. Benefits of loose integration include the following:

- ▶ Increased flexibility around upgrades
- ▶ Full control over distribution of FlashSystem capacity
- ▶ EasyTier is more flexible without tight integration
  - Support of in-band managed AE2 enclosures with virtualization of AE3 enclosures and direct attach of SAS 92F enclosures allow a single solution for all tiers.
- ▶ Option to configure different encryption keys for each AE3 separately
- ▶ Support for in-band management of AE2 enclosures and simultaneous virtualization

Because IBM FlashSystem V9000 is a successful combination of two IBM technologies, IBM Spectrum™ Virtualize and IBM FlashSystems, then the overall review of the improvements can be divided into two parts:

- ▶ Performance improvements in IBM Spectrum Virtualize™ design
- ▶ Performance improvements in IBM FlashSystem design

# Performance improvements in IBM Spectrum Virtualize design

The following are the improvements within IBM Spectrum Virtualize design.

## Increased memory support

Spectrum Virtualize will now take full advantage of system memory, rather than just the first 64 GB. A fixed 12 GB is set aside for write cache. The rest is used for operating system code, read cache, and compression workspace. IBM supports up to 256 GB for FlashSystem V9000 models.

## Improved Multi-threading

On two-socket nodes, IBM previously dedicated specific cores to perform I/O operations<sup>1</sup>, and others for Real-time Compression. With v8.1, the team implemented a more sophisticated multi-socket, multi-core, multi-threaded approach. Internal tests have shown improved performance by approximately 36 - 50 percent on IBM FlashSystem V9000 AC2 and AC3 models.

## Hot Spare Node

Higher availability is provided by automatically swapping a spare node into the cluster if the cluster detects a failing node. Following the N-port ID Virtualization (NPV) features introduced in a previous release, this new feature is available for SVC and FlashSystem V9000.

Spare nodes can also be extremely helpful with code updates and node refreshes. Update the code load on a spare node, and use this to roll forward the other nodes. In this manner, you are never in 'single node' mode. Therefore, there are no performance or high availability impacts during code upgrades.

You can have up to four spare nodes per FlashSystem V9000 cluster. These spares are "site-aware" to support Enhanced Stretched Cluster and HyperSwap® configurations.

This feature requires Fibre Channel switches, so it will not work if you are using direct-attached SAS, iSCSI, or FC point-to-point connections.

# Performance improvements in IBM FlashSystem design

The following are the improvements within IBM FlashSystem design.

## New Flash module design

The new Flash modules have these improvements:

- ▶ Highly parallelized design
- ▶ Updated Field Programmable Gate Arrays (FPGAs) for better hardware error handling
- ▶ 3D TLC 8DP (3 Tb) design

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<sup>1</sup> For the purposes of this paper we use "I/O" notation instead of full "Input-Output Operation" notation.

- ▶ Adding read ahead cache, enabling read latency on highly compressed pages
- ▶ Four-plane programming to lower the overall power during write operations
- ▶ Flash Controller maintains RAID 5 VSR support

## Capacity configurations

The following capacity configurations are available:

- ▶ Small capacity

Only one of the two memory interfaces is populated, one node, no daughter card. The single node will have 12 NAND. This configuration assumes that the FRAM is 16 GiB DDP. This configuration provides a usable capacity of around 3.6 TBu before compression, with a maximum effective capacity of 10.9 TBe.

- ▶ Medium capacity

Both memory channels are populated, both cards are installed in a module, but only 14 NAND on each node is populated. This configuration assumes that the FRAM is 32 GiB DDP, and provides a usable capacity of 8.6 TBu before compression, with a maximum effective capacity of 21.9 TBe.

- ▶ Large capacity

Both memory channels are populated, both cards are installed in a module, and all 28 NAND for each node is populated. This configuration assumes that the FRAM is 32 GiB DDP, and provides a usable capacity of 18.0 TBu before compression, with a maximum effective capacity of 21.9 TBe.

## Inline, hardware compression

The inline, hardware compression has these characteristics:

- ▶ The FlashSystem data compression/decompression algorithm is a Modified Dynamic GZIP algorithm.

Combines LZ1 with a form of Pseudo Dynamic Huffman implemented completely in hardware, which requires no processor intervention. This technology originated with IBM System z, and has been adapted to fit into a flash controller.

- ▶ Compression and decompression are performed on individual logical pages.

These processes are performed as the first step in the inbound data path, before any logical-to-physical mapping occurs, and so there is less data to transfer in the backend.

- ▶ Decompression is performed as the last step in the outbound data path immediately before returning the requested data.

No Store and forward. Real-time decompress is performed if compressed data is checked against original data before committing a compressed write.

- ▶ Data protection through error correction code (ECC) is implemented on top of compressed data.

Allows garbage collection and other background data transactions to operate on compressed data.

- ▶ Compression and decompression are completely transparent above the Flash module except for management of space.

- ▶ Performance scales linearly with number of instantiations.

For the complete list of improvements and all the hardware specifications of IBM FlashSystem 900 AE3, see *IBM FlashSystem 900 Model AE3 Product Guide*. REDP-5467.

## System information

This paper demonstrates the capabilities of a typical reference configuration that will be widely used by clients. This example is not a minimum or maximum configuration that demonstrates minimal latency or the highest bandwidth or throughput numbers. The intention here is to show the real capabilities of the system to have reference points when doing system sizing or assessing your current system's performance.

## Software levels

The following section provides the characteristics of IBM FlashSystem V9000 AC3 code Version 8.1.0.1 (build 137.5.1711031518000).

## System configuration

The system has the following configuration:

- ▶ 1 x IBM FlashSystem V9000 AC3 I/O Group:
  - Cache Memory: 256 GB
  - Fibre Channel ports: 16 Gbps x 64 ports
- ▶ 2 x IBM FlashSystem V9000 AE3 enclosures:
  - 8 x 8.5 TB, Medium Capacity Flash Modules
  - 16 x 16 Gbps Fibre Channel ports
  - 4 x Interface Adapters

Total usable physical capacity is 100 TB.

## Compression

With the introduction of compression capabilities at the enclosure level, we used thick (fully allocated) Vdisks configured and mapped to the hosts in our example system. Flash enclosures were preconditioned with sequential writes before the actual tests started to be compliant with the environment typical clients have. There were two test runs: With 2:1 compressible data and with non-compressible data, and the compression ratio showed 1:1. Flash enclosures were preconditioned accordingly, and the physical space usage was always 90%.

Pay attention to the physical space usage when comparing these results with others. This parameter is very important for Flash storage because it involves the Garbage Collection processes and relies on overprovisioning capabilities.

## Logical configuration

We followed the best practices and approach described in *Introducing and Implementing IBM FlashSystem V9000*, SG24-8273.

## Managed disk configuration

All the capacity of each Flash enclosure was equally divided among 16 LUNs created. Using 8 or more LUNs allows you to use the multi-threading capabilities of IBM FlashSystem V9000 across one or more pools.

A FlashSystem V9000 with an AE2 enclosure provides a single MDisk from each AE2 enclosure. A FlashSystem V9000 with an AE3 enclosure can have multiple MDisks presented from each AE3 enclosure, improving overall performance as well as the support of Easy Tier and non-Easy Tier workloads within the same enclosure.

## Storage pool configuration

Two storage pools were used: One for the managed disks presented from each Flash enclosure. From our viewpoint, this was the best case to be certain that we were loading both enclosures equally. That is not required for a typical client configuration, but might be the case in configurations that use Volume Mirroring or HyperSwap capabilities.

## Volume configuration

With a single volume, SVC can generally return 100% of the performance capabilities of the storage pool from which it is created. However, to make full use of all of the FlashSystem V9000 ports, internal cores, and of course both nodes, you should create a minimum of eight volumes per node. This amount aligns volumes with cores, and ensures that all cores on both nodes are fully used, assuming that the host multipathing software accepts the Asymmetrical Logical Unit Access (ALUA) reported by SVC volumes.

IBM FlashSystem V9000 is a true active-active system. That is, I/O can be sent to either node within an I/O group that presents a volume. To allow load-balancing, IBM FlashSystem V9000 does report an ALUA preference so each volume is assigned preferred ownership to a node, which allows better cache hit and destage performance.

In our example, all pools had an equal number of volumes created and mapped to the hosts so each host had an equal number of volumes from each pool. Total number of volumes used in the test was 96.

For the multipathing driver configuration we followed these instructions:

[https://www.ibm.com/support/knowledgecenter/en/STKMQV\\_8.1.0/com.ibm.storage.vflash.system9000.8.1.0.doc/svc\\_linconfigovrw\\_21vuu3.html](https://www.ibm.com/support/knowledgecenter/en/STKMQV_8.1.0/com.ibm.storage.vflash.system9000.8.1.0.doc/svc_linconfigovrw_21vuu3.html)

## Cache settings

Read-Write caching was always turned on. Previous recommendations mentioned that write caching can be switched off to eliminate the effects of internode communication latencies and write data mirroring latencies. Recent improvements to the cache technology of IBM FlashSystem V9000 made significant progress and allow minimal latency to be achieved with cache turned on. Also, a typical client environment has cache switched on, and that is always the case when Copy Services, Real-time Compression, or Thin-Provisioning is used.

# Summary of performance results

This section provides a summary of our results.

## Peak performance measurements

Peak performance measurements are recorded for maximum throughput (I/O Rate) and maximum bandwidth (Gbps). For maximum throughput, the 4 KB I/O size is used. For maximum bandwidth, the 256 KB I/O size is used. Table 1 shows the results that we achieved.

Table 1 Maximum results for an IBM FlashSystem V9000 AC3 building block for 4 KB workloads

	Reads		Writes	
	IOPS	Gbps	IOPS	Gbps
Random cache hits	2.1M	36	303K	9
Sequential cache hits	2.1M	36	603K	8.8
Random cache miss	1.4M	13.4	230K	6.8
Sequential cache miss	1.9M	13.4	600K	6.8

Maximum results show the controller and system software code capabilities of the system as well as CPU processing power.

## Importance of workloads with 4 KB I/O size

There are many discussions that workloads based on 4 KB I/O size have no relation to the real world because very few applications operate using 4 KB I/O transfer sizes, so there is no reason to show results based on 4 KB I/Os because these results will never be achieved in real environments.

That is definitely a valid statement. However, these types of workloads are intended to demonstrate the maximum capabilities of the system, especially for Flash memory based storage. The following are the reasons for that:

- ▶ 4 KB I/O size is a native size of allocation of a memory page and Flash media allocation page. Therefore, there should be no non-aligned writes happening or severe write amplification. Therefore, we can expect that a single write at the host results in a single write at the media, so we can get the maximum throughput from the system.
- ▶ 4 KB I/O size is a common reference value to compare different storage systems from the perspective of CPU power, internal I/O processing power, and the power of the system architecture. That comparison is possible because this I/O size cannot cause massive queuing internally and allows us to use all the external bandwidth.
- ▶ Expected system throughput can be easily evaluated for 4K workloads if the internal bandwidth of the system is known. Therefore, if the system is not close to the expected throughput with 4K workloads, there is no reason to expect any better results from it when working with other types of the workloads.

## Detailed response curves

The response time curve (latency curve) is important when doing system sizing or evaluating the performance of the existing system. It allows you to quickly assess where the system currently is and how close it is to its limits. Note that the response time curves presented in this paper do not reflect the *maximum* capabilities of the system. The purpose of these charts is to give an idea of what a 'building block' can do for your workload. We gathered the most common workload types and profiles and set some goals for the system to achieve. Those goals were different for each block of the workload profiles.

For example, you cannot expect the same number of I/O operations per second from the same system when the I/O size is 4 KB and 128 KB. Following this testing, we set the realistic goals for a system.

Test workloads were divided into two groups: Small I/O size workloads (8 KB - 32 KB) and large I/O size workloads (64 KB - 128 KB).

**Important:** The response time curve chart should be treated in the following manner: where the chart line starts to curve and goes up rapidly, the system has reached its maximum utilization capability. That threshold means that the system cannot deliver more throughput or bandwidth regardless of number of requests sent. Above the point that the curve starts to go upwards, the latency can be anything. Below that point, latency can be predicted, but not above it. The same approach should be used when doing system sizing: The system should stay below its maximum utilization.

In the following section, we present the results.

### Small I/O size workloads with compression ratio 1:1

This section describes the results of small I/O size workloads. Results are presented for 8 KB, 16 KB, and 32 KB I/O sizes.

Figure 1 shows an 8 KB I/O size workload that was run with a 1:1 compression ratio.

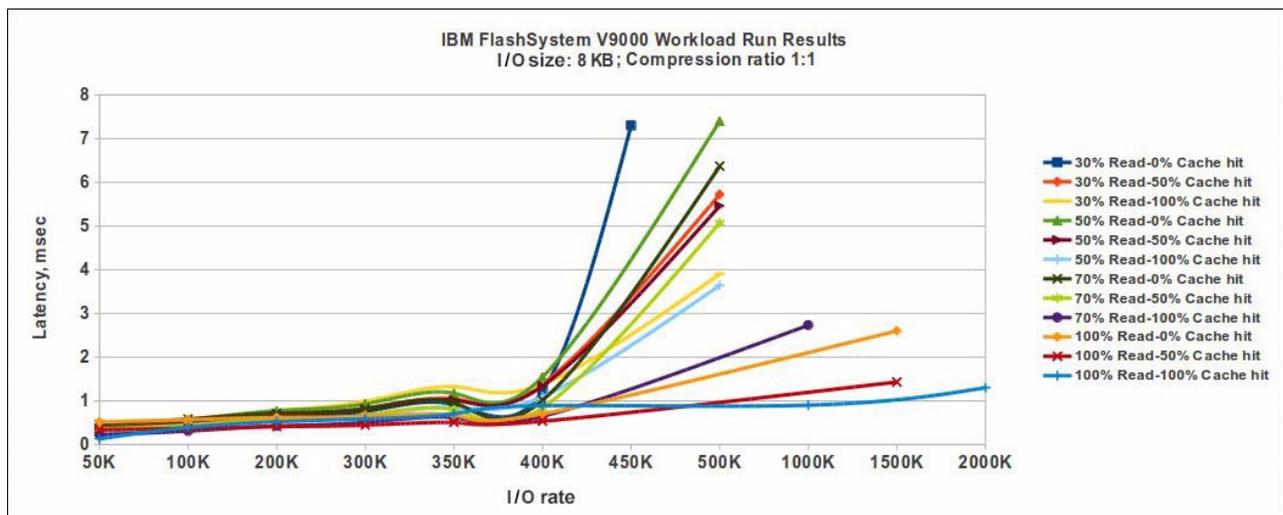


Figure 1 8 KB workload run results with 1:1 compression ratio<sup>2</sup>

<sup>2</sup> A closer look at the chart shows that before going way up, the latency goes down slightly. That is not an observed effect. This dip is a result of line smoothing in the software that was used to create the chart.

Figure 2 shows a 16 KB I/O size workload that was run with a 1:1 compression ratio.

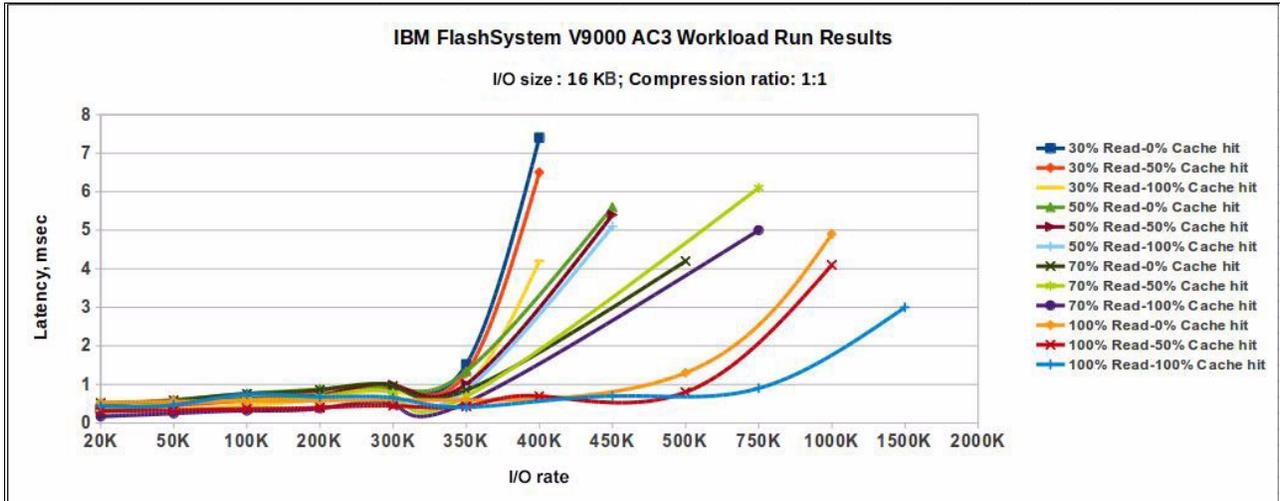


Figure 2 16 KB workload run with 1:1 compression

Figure 3 shows a 32 KB I/O size workload that was run with a 1:1 compression ratio.

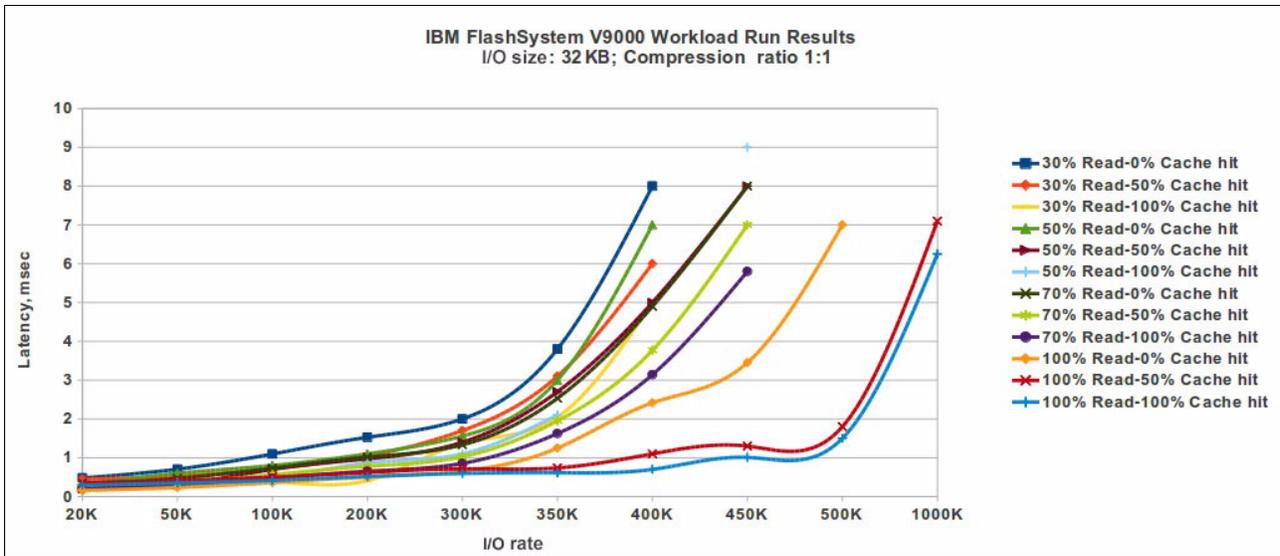


Figure 3 32 KB workload run with 1:1 compression

It is interesting to notice that the workload runs smoothly, and it has no peaks or drops during the run.

### Small I/O size workloads with compression ratio 2:1

This section continues with results of small I/O size workloads, but with a compression ratio of 2:1. Results are presented for 8 KB, 16 KB, and 32 KB I/O sizes.

Figure 4 shows an 8 KB I/O size workload that was run with a 2:1 compression ratio.

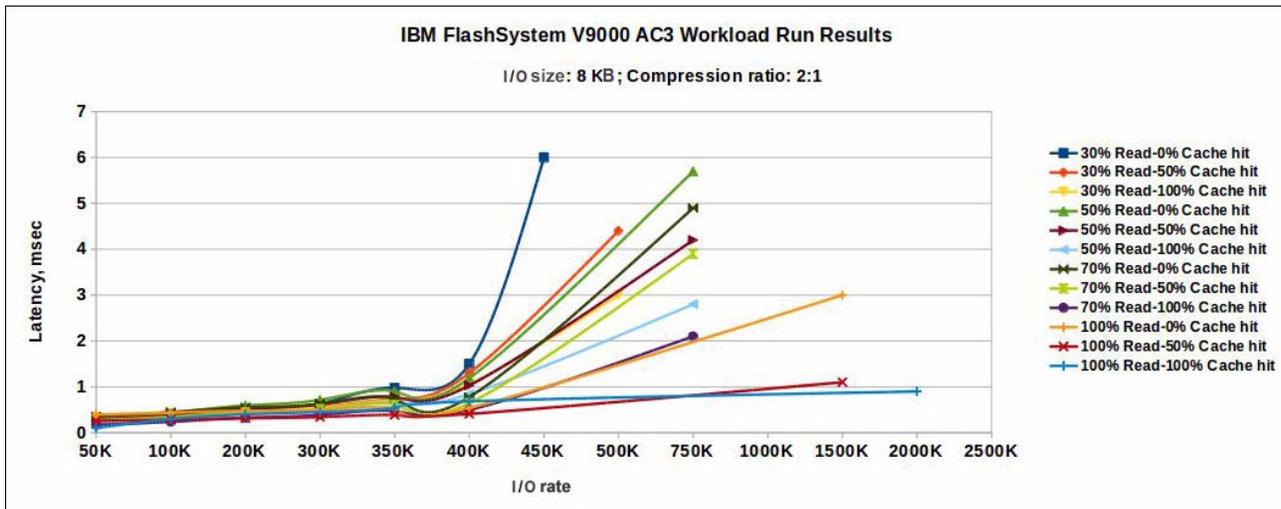


Figure 4 8K compression ratio 2:1 workload run results

Figure 5 shows a 16 KB I/O size workload with a 2:1 compression ratio.

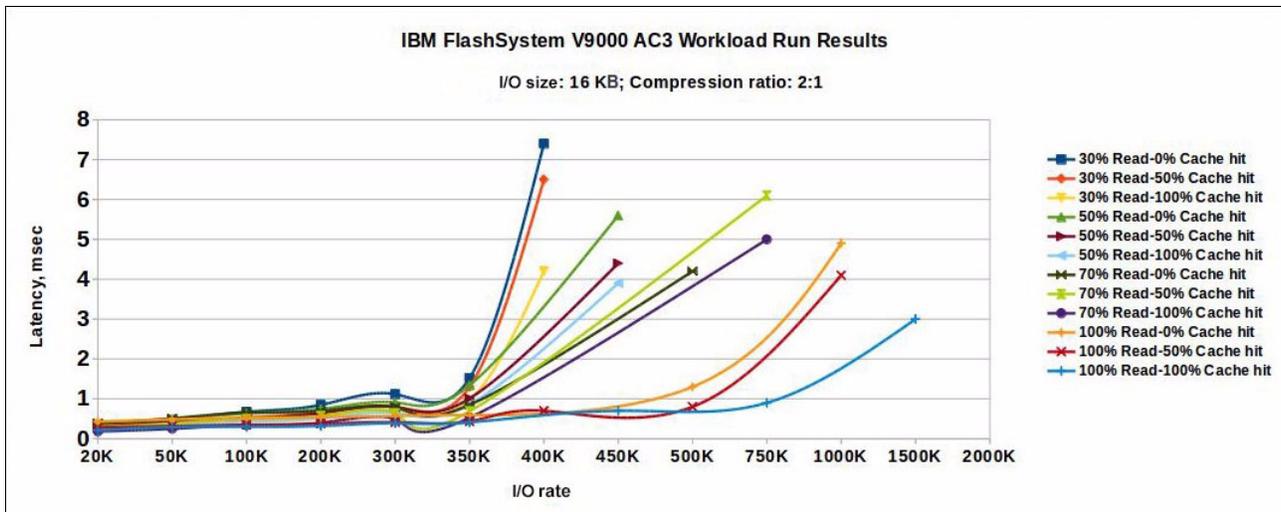


Figure 5 16 KB, compression ratio 2:1 workload run results

Figure 6 shows a 32 KB I/O size workload with a 2:1 compression ratio.

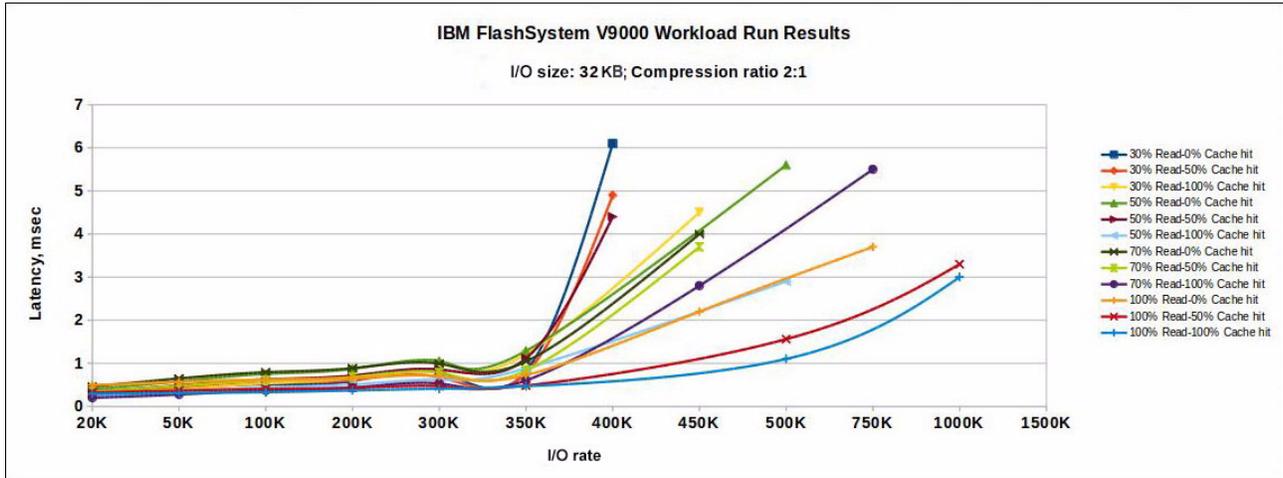


Figure 6 32 KB, compression ratio 2:1 workload run results

## Large I/O size workloads

The best practice is to have large I/O size workloads with a minimum compression ratio of 2:1 where backend AE enclosures show the best performance capabilities and that allows us to have real capacity savings benefits<sup>3</sup>. We followed this best practice and provide results for a 2:1 compression ratio only.

The results presented are for workloads with I/O sizes of 64 KB and 128 KB.

Figure 7 shows a 64 K I/O size workload with a 2:1 compression ratio.

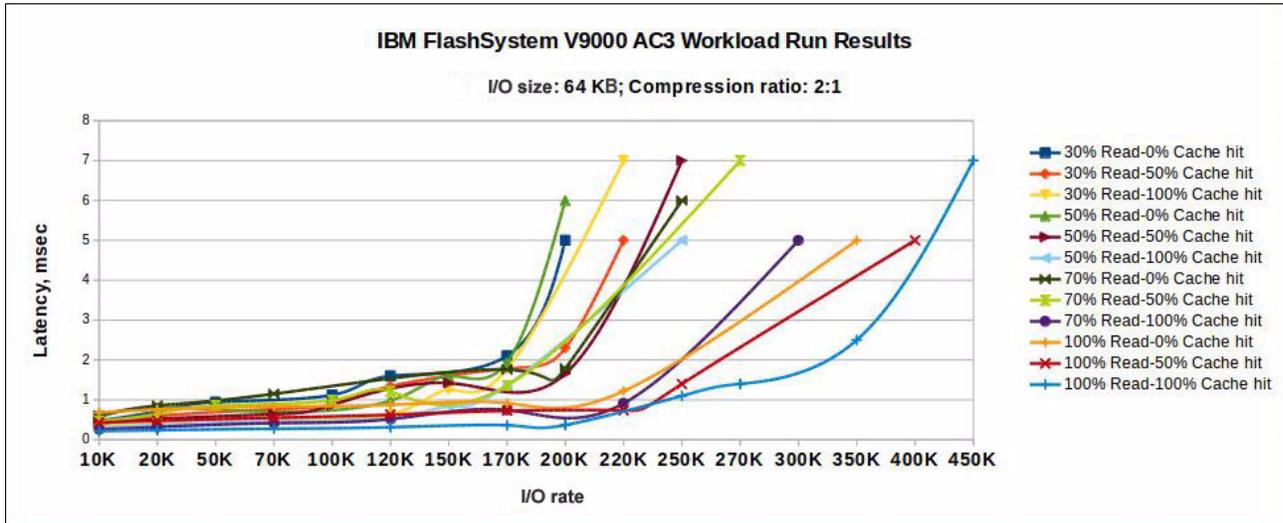


Figure 7 64 KB, compression ratio 2:1 workload run results

<sup>3</sup> For more information, see *Implementing IBM FlashSystem 900 Model AE3*, SG24-8414.

Figure 8 shows a 128 KB I/O size workload with a 2:1 compression ratio.

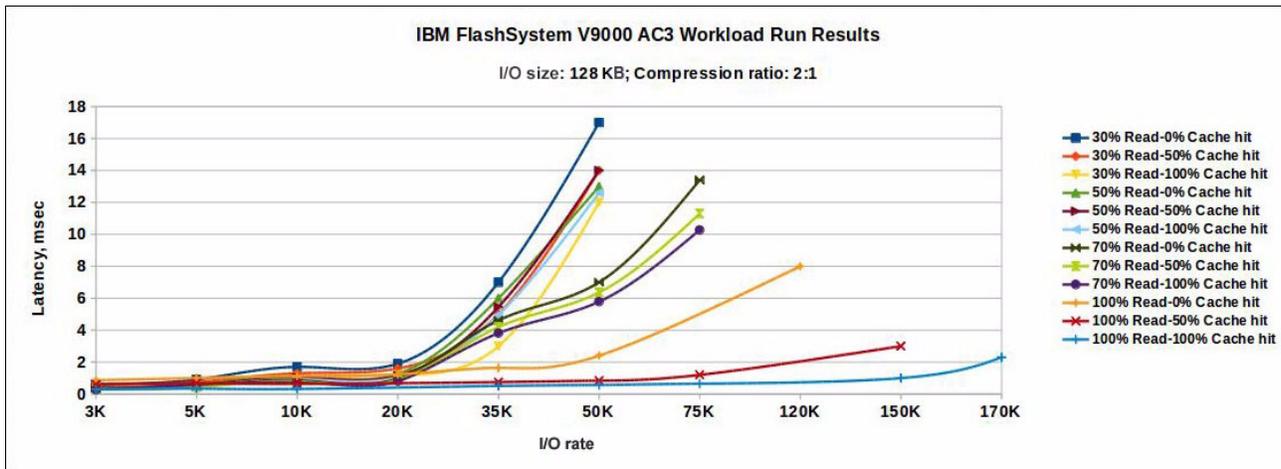


Figure 8 128 KB, compression ratio 2:1 workload run results

We also see stable, and smooth, results for large I/O sizes as we did for small I/O sizes.

## IBM i workloads

IBM i® has unique workload patterns and specifics that should be taken into account. For the purposes of this paper, we divided the possible System i workloads into two groups: Transaction workloads and batch workloads.

These are the specifications of these workloads:

- ▶ Transaction workload:
  - 50% reads
  - 12 KB read blocksize
  - 12 KB write blocksize
  - 15% read sequential
  - 15% write sequential
- ▶ Batch workload:
  - 50% reads
  - 80 KB read blocksize
  - 30 KB write blocksize
  - 20% read sequential
  - 70% write sequential

The data always had a 2:1 compression ratio.

You can see the results of the workload runs in Figure 9 showing the transaction workload run.

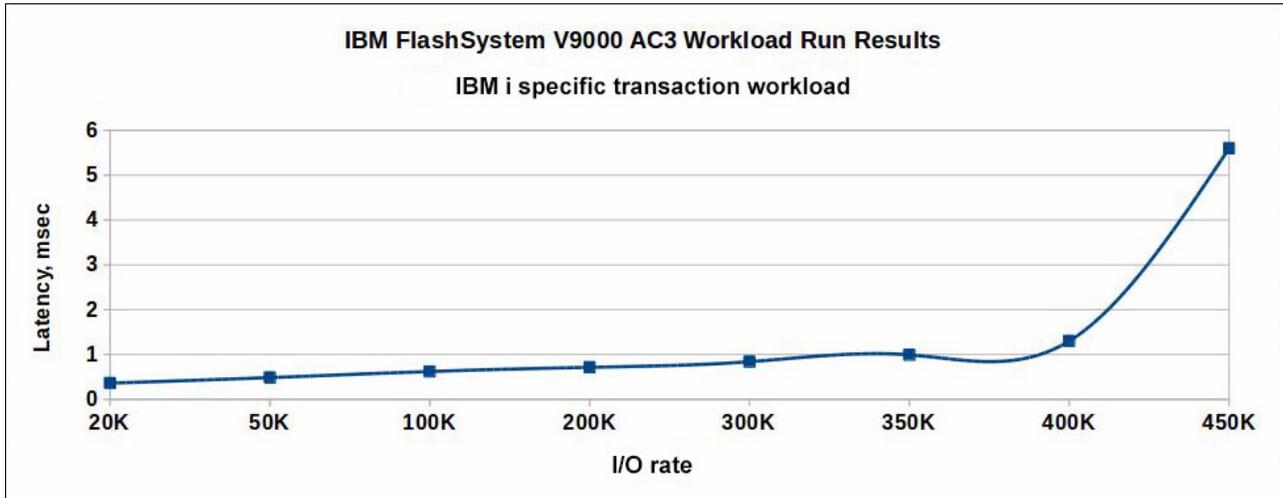


Figure 9 IBM i transaction workload

You can see in Figure 9 that most of the I/O rate was satisfied with under 1 msec of latency.

Figure 10 shows the batch workload run.

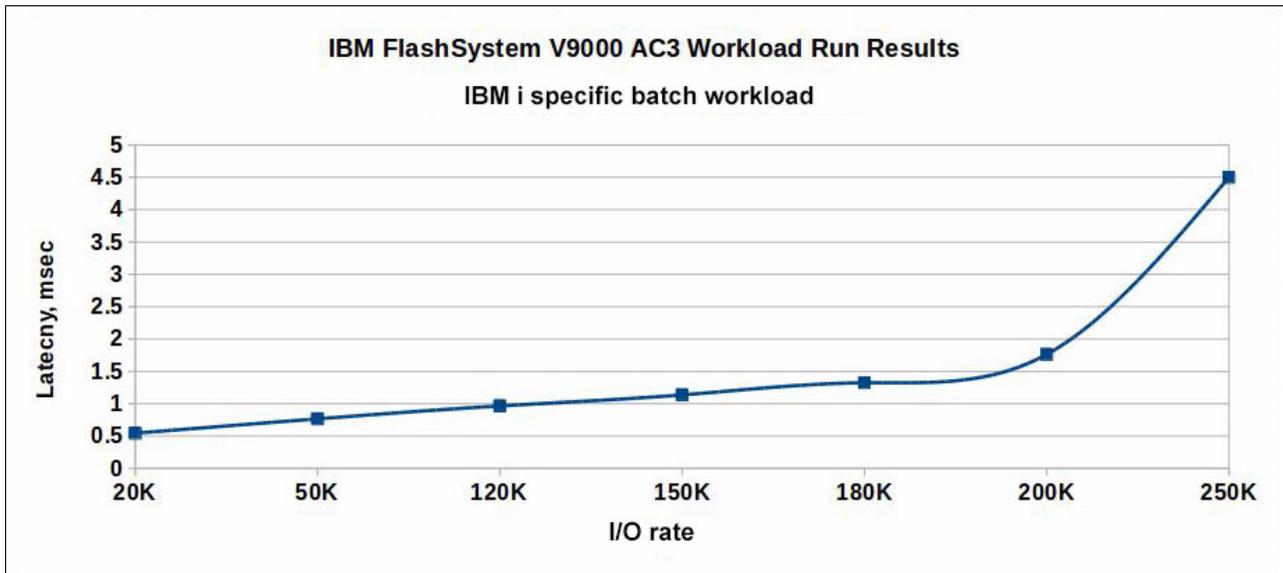


Figure 10 IBM i Batch workload

The batch workload added more pressure to the system, which was expected. However, more than 50% of the workload was satisfied with under 1 msec of latency.

These two test runs give a clear idea of what a single building block can do in IBM i environments.

## Results overview

The results included in this paper can be used for sizing and evaluation purposes.

For sizing purposes you can follow this approach:

- ▶ Find the workload profile that suits your workload best.
- ▶ Set the expected throughput/bandwidth value for the workload and find the estimated latency with that value.
- ▶ Set the expected latency value for the workload and find the throughput/bandwidth value that can be achieved.
- ▶ Keep in mind that the results presented were for the single building block. Estimate the required number of building blocks.

For a performance evaluation of the existing system, follow this approach:

- ▶ Find the workload profile that suits your workload the best.
- ▶ Find the existing latency, throughput, or bandwidth value.
- ▶ Get the current estimated level of utilization for your system.
- ▶ Keep in mind that the results presented were for the single building block. Normalize your workload to match a single block workload when doing your evaluation.

## Deeper look at the results

The most popular question for IBM FlashSystems is “What I/O rate can we get with a latency of under 1 millisecond?” We can look at our results to answer this question.

### Workloads with small I/O size

The results presented demonstrate that the system showed stability, and was able to achieve 80-90% of utilization while delivering less than a millisecond of latency, especially for workloads that benefit from cache memory. However, even workloads that are not so cache-friendly can keep system utilization up to 60-70% and stay under 1 millisecond of latency.

Figure 11 shows a 16 KB workload run and has a zone of 1 msec of latency highlighted. As you can see, it is about 90% utilization of the system.

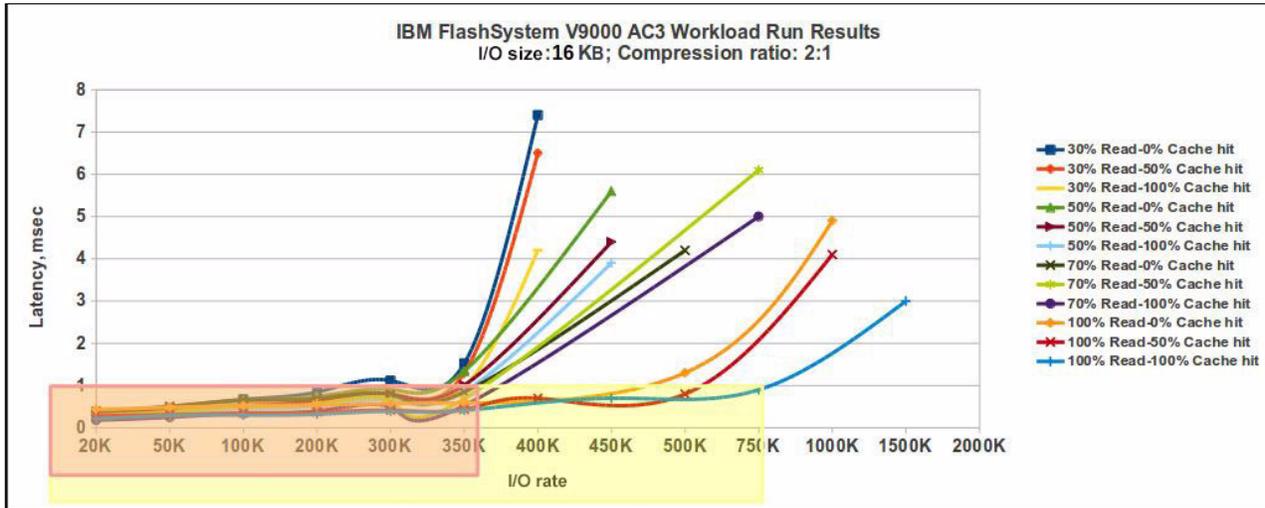


Figure 11 Highlighted areas of latency of 1 msec and below for 16 KB workload, compression ratio 2:1

### Workloads with large I/O size

As indicated in “Detailed response curves” on page 7, small I/O operations are very latency sensitive, whereas larger I/O operations are throughput-oriented, and latency increases naturally with the longer data transfer. Therefore, if the indicator for small I/O size workloads is 1 millisecond, for large I/O size workloads such an indicator should be 3 milliseconds.

We can find that, depending on the cache hit ratio, the system is capable of keeping below 3 milliseconds even with 100% utilization.

Figure 12 shows system stability with a workload of 64 KB I/O size.

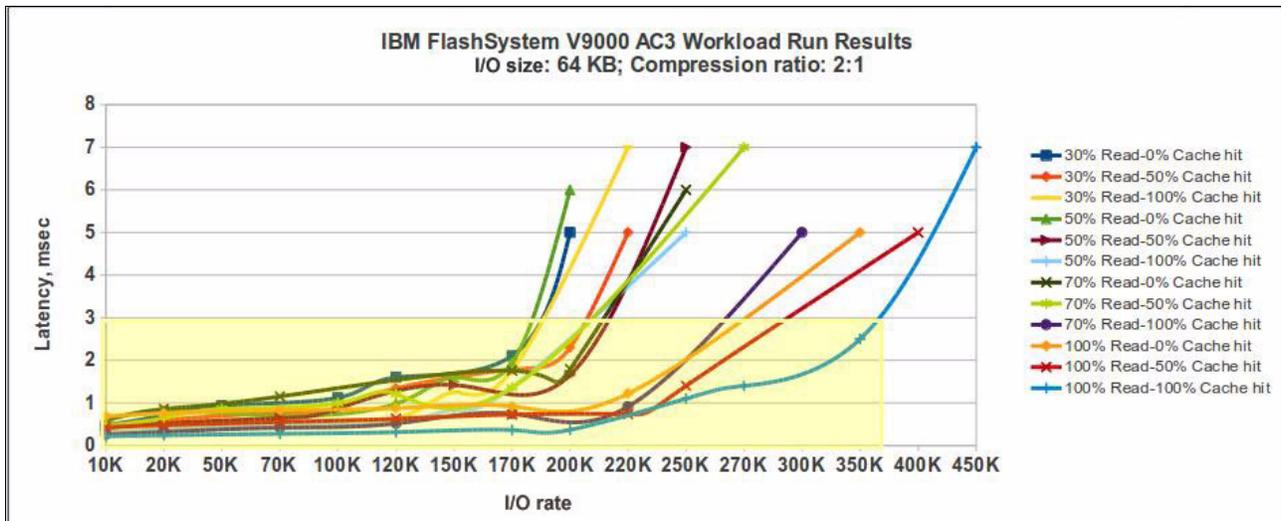


Figure 12 Highlighted areas of latency of 3 msec and below for 64 KB workload, compression ratio 2:1

## Comparing the compression ratios

The existing best practices suggest that the system benefits from workloads that have a 2:1 compression ratio and above, and our test runs confirmed that. Compression ratios below that value can lead to overutilization of system components and lower the expected results of I/O rate or bandwidth. Good compression ratios allowed us to have less loaded backend enclosures in IBM FlashSystem V9000 AC2, and allowed us to have less write amplification at the backend enclosures in IBM FlashSystem V9000 AC3.

Compression provides benefits for small I/O size and large I/O size workloads. Small I/O size workloads do not see any significant increase in latency with compression and have capacity savings benefits at the same time. As I/O size gets larger, we can see that at the same I/O rate value that latency drops for workloads with compressible I/O patterns. For more information, see Figure 3 on page 8 and Figure 6 on page 10.

For the same I/O rate point (350K), latency for the compressible workload is about 1 msec, when for the non-compressible workload latency is 1.5 - 4 msec depending on the workload specification, which confirms existing best practices.

## Solution configuration and sizing guidelines

The introduction of a new design of IBM FlashSystem V9000 and the introduction of compression capabilities at the enclosure level has changed the way that solution sizing should be performed.

The previous design had the following major points for sizing:

- ▶ One AC node was the one compression engine for sizing purposes.
- ▶ One I/O Group was the one compression domain for sizing purposes.
- ▶ Compression limits were the main factor for solution sizings. forcing us to have 2 AC x 1 AE (two AC nodes x 1 AE node) as a single building block. That configuration allowed vertical scaling of the solution only. If more compression power was required, more building blocks had to be purchased. If more capacity was required, again, more building blocks had to be purchased because the more capacity used might overload existing compression capabilities.

The new IBM FlashSystem V9000 design includes these major points for solution sizing:

- ▶ Compression engines are now moved to Flash Modules, and a single Flash Module becomes a single compression engine for sizing purposes. If more compression power is needed, more modules can be used.
- ▶ Flash enclosure becomes a single compression domain and should be sized accordingly<sup>4</sup>.
- ▶ Horizontal and vertical scaling of a solution is now possible. More AE enclosures can be added to a single I/O group without risking overloading compression in AC nodes.
- ▶ There is no specifically defined 'building block' concept. However, still generally follow a 2 AC x 1 AE or 2 AC x 2 AE approach when sizing a solution.

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<sup>4</sup> Sizing guidelines of IBM FlashSystem 900 AE3 model are out of the intended scope of this paper. IBM employees can use the following guide for reference: <http://w3.ibm.com/support/techdocs/atsmastr.nsf/WebIndex/PRS5377>

An overall scaling approach for IBM FlashSystem V9000 is presented in Figure 13.

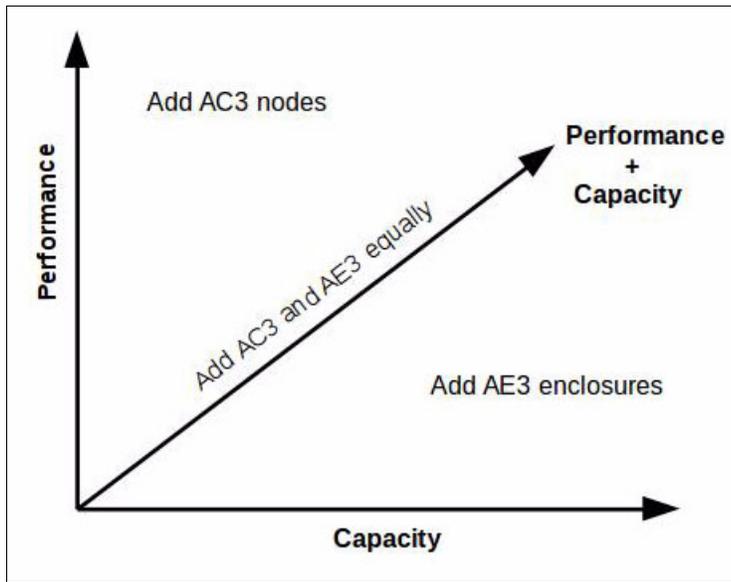


Figure 13 IBM FlashSystem V9000 scaling approach

## Solution sizing workflow

The solution sizing workflow follows the existing best practices for IBM FlashSystem V9000 with the difference that a compression utilization evaluation should be done for Flash modules instead of Real-time Compression cards in AC nodes. See Figure 14 for reference.

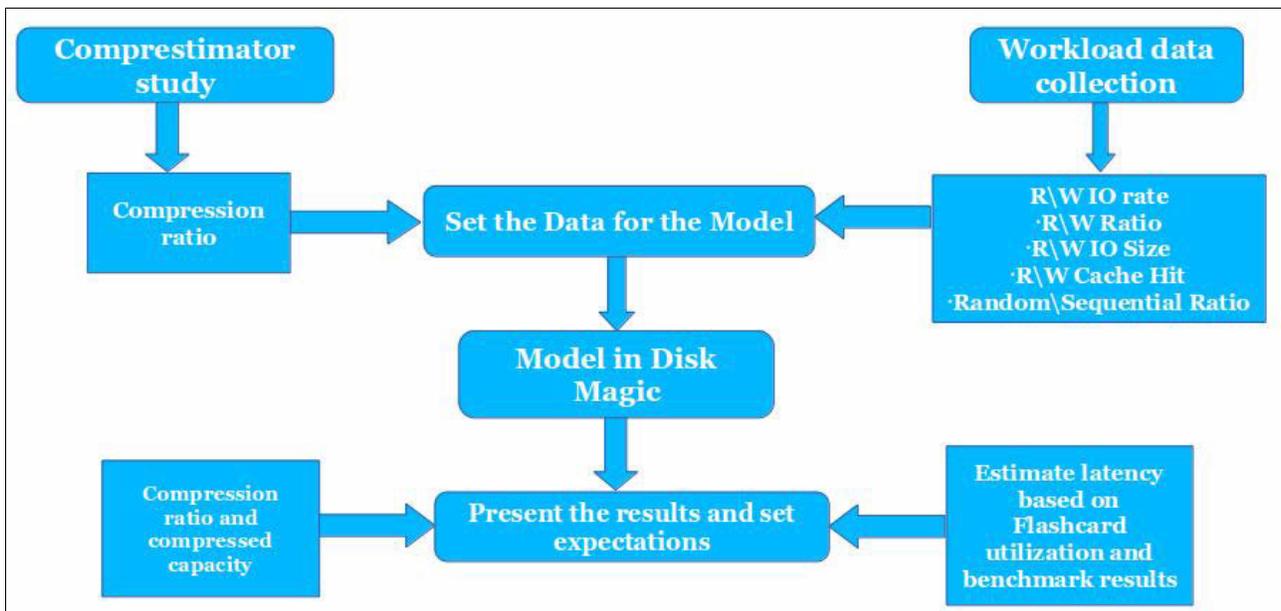


Figure 14 IBM FlashSystem V9000 sizing workflow chart

**Important:** Remember to keep component utilization below 50% when doing system sizing to ensure minimal latency and have minimal effect on the performance of the system when component failure or maintenance actions occur.

A detailed approach to sizing using Disk Magic can be found in “System sizing and modeling in Disk Magic” on page 17.

## Conclusion

This paper has described common IBM FlashSystem V9000 AE3 configuration behavior under the most common workloads. We assumed that configuration to be the most commonly encountered in client environments, as are the set of workloads selected. Our testing showed the following results:

- ▶ The system demonstrated the expected stability under workloads of large and small I/Os. There were no I/O drops or pauses related to the internal I/O processing or cache destages.
- ▶ The major outcome found was that the configuration selected as the major building block could satisfy most of the requirements in most environments across the market.
- ▶ The new design allowed us to have better results with cache friendly workloads and, at the same time, improved results with non-cache friendly workloads. Even when utilization of the backend enclosures was close to the upper limits, the cache allowed us to improve latency results.
- ▶ Compression proved to be a serious contributor to the improvement of the results. It was demonstrated that with the same I/O rate, workloads with a compression ratio of 2:1 had lower latency than the ones that had a compression ratio of 1:1.
- ▶ The new design of IBM FlashSystem V9000 AC3 allowed us to have better results with the same workloads compared to the AC2 model.

The best results in performance can be achieved with proper planning and sizing of the solution. Major methods of sizing and planning were reviewed in this paper. For more information about best practices, see the following publications:

- ▶ *Implementing the IBM System Storage SAN Volume Controller with IBM Spectrum Virtualize V8.1*, SG24-7933
- ▶ *Implementing the IBM Storwize V7000 with IBM Spectrum Virtualize V8.1*, SG24-7938
- ▶ *Implementing IBM FlashSystem 900 Model AE3*, SG24-8414

## System sizing and modeling in Disk Magic

Figure 14 on page 16 shows that it is important to use the IBM Disk Magic tool to properly size a solution.

Use the following workflow as a reference:

- ▶ Start the Storage Virtualization Wizard.
- ▶ Use **IBM FlashSystem 900-AE3** as a storage system. Set the capacity and ports settings (port speed and number of ports).
- ▶ Input your workload specification and used capacity.
- ▶ Do not enable compression at the SVC 2145-SV1 level.
- ▶ Set the compression ratio for IBM FlashSystem 900-AE3 systems in the Open Workload tab, as shown in Figure 15.

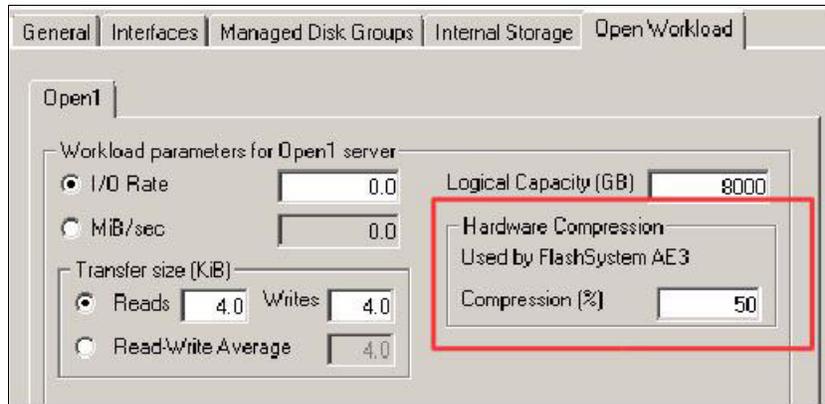


Figure 15 Adjusting compression settings for AE3 enclosure

- ▶ Create the DiskMagic base.
- ▶ Adjust workload settings and solve for your workload.

## Assessing the results

To be successful, the model should show no components utilized at more than 60%. That configuration ensures the expected minimal latency. If you have any component utilized more than 60%, then the latency is completely unpredictable when in production use.

That does not mean that latency will always be high. That means that there could be unexpected peaks in latency, and average latency values can be far from the lowest possible<sup>5</sup>.

See the following examples:

- ▶ Figure 16 shows high utilization of some components in the cluster, so this model cannot ensure the lowest latency.

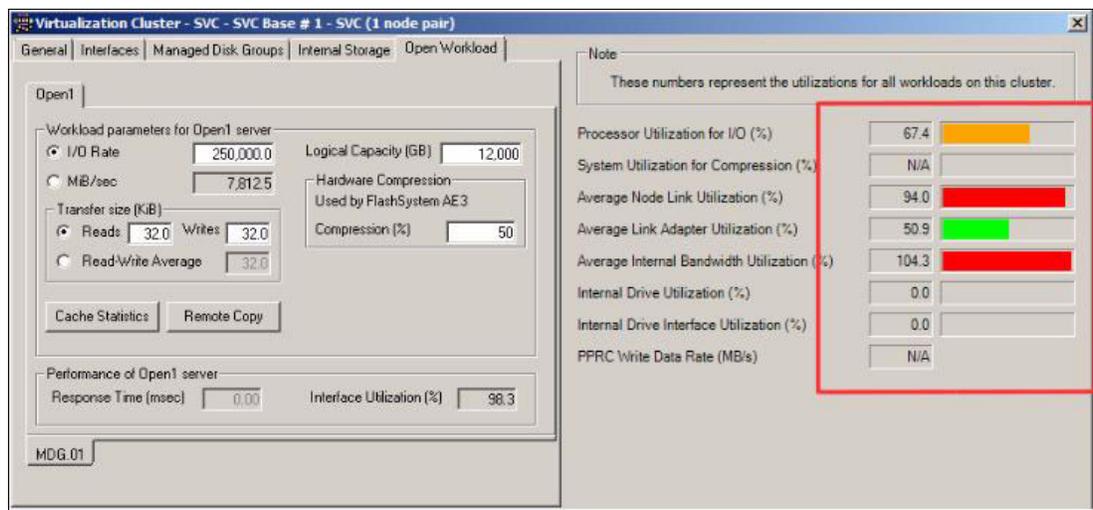


Figure 16 IBM FlashSystem V9000 Cluster components high utilization

<sup>5</sup> The component utilization discovered in a model is more important for sizing than the latency. Although latency is an indicator of the current state, component utilization shows you the current state and perspective. That is to say, you see how much more workload the system can handle. Also, staying below 50% of component utilization predicts the lowest latency possible for a workload,

- ▶ Figure 17 shows component utilization for IBM FlashSystem 900-AE3. There are some components utilized higher than expected. The results of this modeling should be reevaluated or system settings should be adjusted.

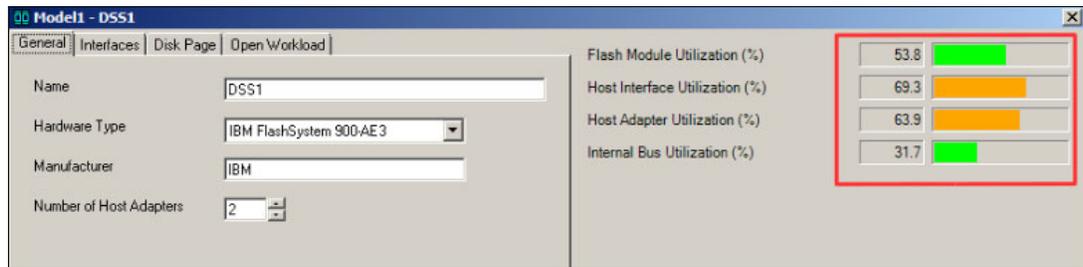


Figure 17 IBM FlashSystem 900-AE3 component utilization

Keeping component utilization below 50% or 60% is proven to be the most successful way of modeling IBM FlashSystem V9000 solutions.

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REDP-5480-00

ISBN 0738456640

Printed in U.S.A.

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