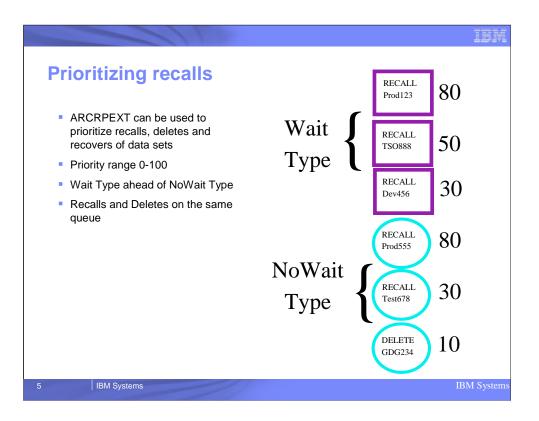




This presentation is a loose collection of hints and tips collected through the years as well as highlights of certain functions that installations should consider taking advantage of.

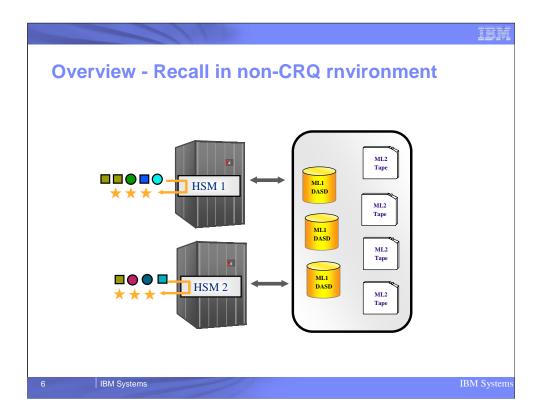
To make it easier to follow, the presentation was broken down into the topics described in the agenda



The ARCRPEXT, introduced via APAR OW07248 on Release 120, allows customers to assign relative priorities to each incoming recall, delete and recover request.

APAR OW29730 enhanced this support by allowing nonwait requests to also be prioritized. All wait type requests, however, are processed above nonwait type requests, regardless of assigned priority.

Priorities range from 1 (lowest) to 100 (highest) with 50 as default for any request not explicitly assigned by this exit.

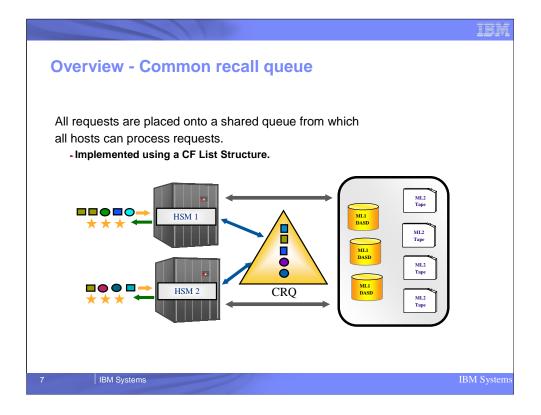


This slide shows how non-CRQ recall works. It highlights the fact the recall workload is not shared among the hosts even though tape and disk connection is shared.

Even if one host is overloaded and one lightly loaded there is no sharing

If one host mounts a tape for recall, the other host must wait for that tape if there are recall requests for data sets residing on the tape.

This can also create a situation called "recall tape takeaway" where a tape is taken away from one host because a higher priority recall request for a data set on that tape has been issued by another host.

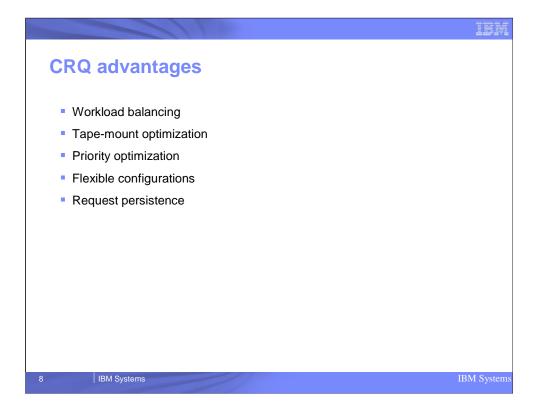


CRQ is implemented using coupling facility list structures

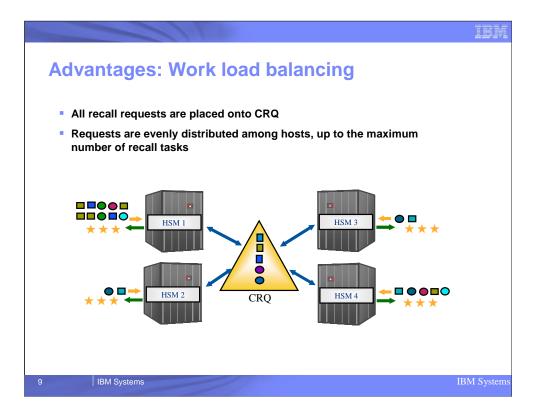
These list structures can be shared among multiple hosts in an HSMPlex

Introduces concept of CRQplex HSMs connected via a single CRQ CRQplex cannot span HSMplex

Can have CRQ and non-CRQ in a single HSMplex



This slide lists the major advantages of CRQ. Each is highlighted in a follow-on slide

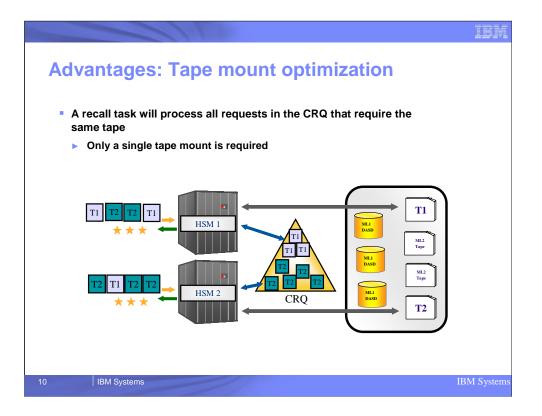


In a CRQplex the workload is balanced between hosts participating in the CRQ

Each host can set its own tasking level for recall. Up to 15 tasks per HSM

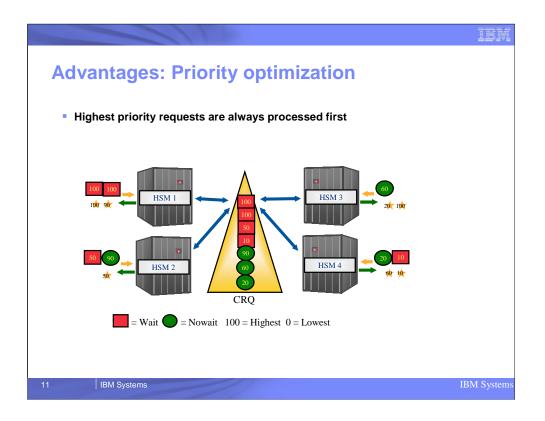
Recall requests will be shared up to the tasking levels on each host

HSMs will operate in a round-robin fashion selecting recall requests from the CRQ until all recall requests are exhausted or the particular instance of HSM has reached its recall task limit



This slide shows that once a tape is mounted to a particular HSM host in the CRQplex, that HSM host will process all recall requests on the CRQ for that host.

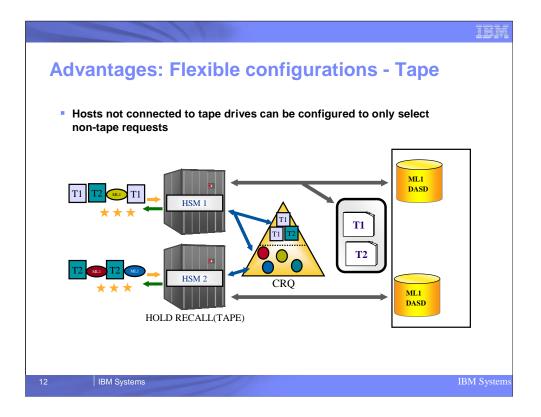
Once all recall requests for data sets on that tape are exhausted, the tape will remain mounted for a period of time and if no more requests appear for that tape, then the tape will be demounted



One advantage of CRQ is priority optimization

Highest priority requests are processed CRQplex wide because all hosts have access to the CRQ structures and will select the highest priority request available on the queue.

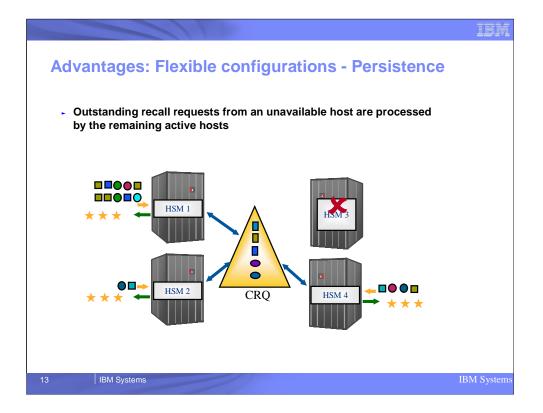
This is generally true except for recall requests from tape. In this case if a tape is mounted then the recall requests will be processing in FIFO order



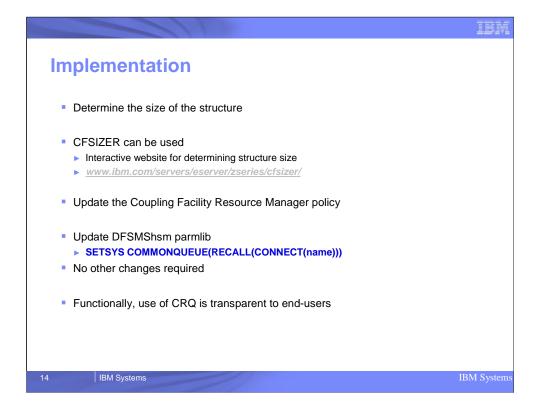
You may have a case where one HSM in a CRQplex does not have access to drives.

In this case you can issue a HOLD RECALL(TAPE) to tell HSM not to select recall requests for data sets on tape.

Tape recall requests on the HELD HSM can then be handled by other HSMs that are connected to the CRQ and tape drives



If for any reason an HSM host participating in a CRQplex becomes unavailable, recall requests originating from that host can be processed by the other hosts connected to the CRQ.



This slide depicts how easy it is to implement CRQ

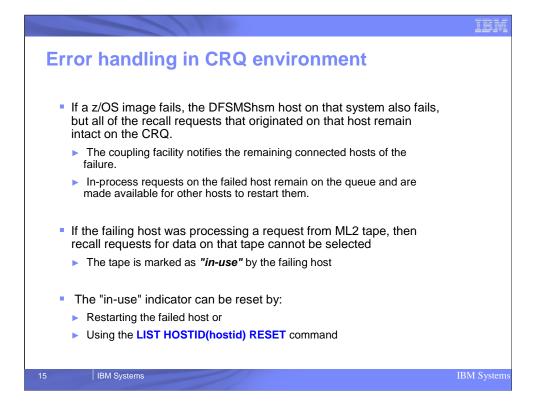
If an installation requires help determining the size of a structure they can look in the DFSMShsm I&C Guide or use an interactive tool called the CFSIZER

The size of the CRQ structure is dependent on the highest number of projected concurrent recall requests that are expected to be on the queue at any one time

Installations then need to define the CRQ structure to the coupling facility resource manager

Once the structure is defined to the CFRM, it can be defined to HSM via the SETSYS COMMONQUEUE command

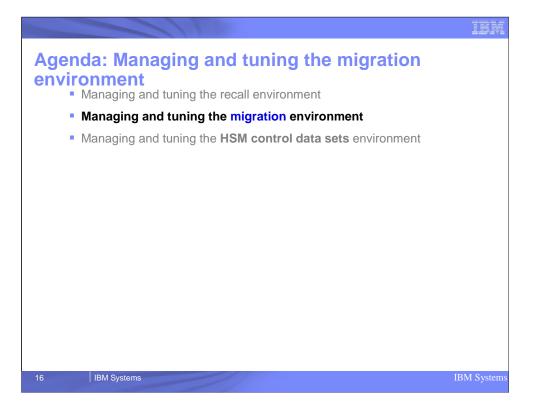
End-users should see no external changes. Just better performance of their recall requests

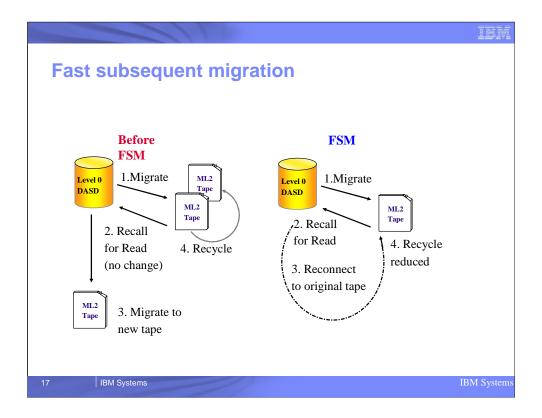


The slide explains a situation that can occur if an HSM host in the CRQplex is processing a tape recall request fails.

In this situation the tape is marked "in-use" by the failing host and other hosts are not able to mount this tape for new recall requests from that tape.

To alleviate this situation, installations should issue the LIST HOSTID(hostid) RESET command with the hostid of the failing host to reset the "inuse" indicator and allow other HSM hosts to be able to select this tape



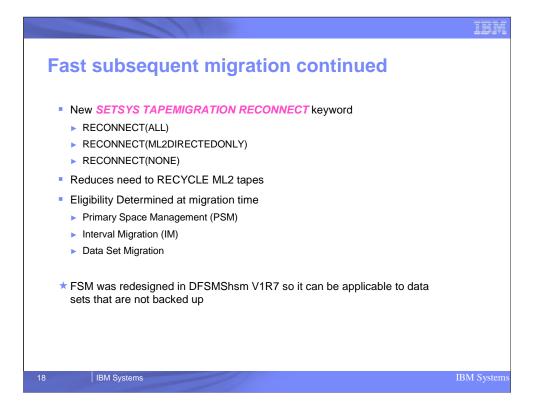


This slide shows HSM migration processing before and after the implementation of Fast Subsequent Migration (FSM).

FSM was implemented in DFSMS R10

Prior to FSM if a data set was migrated to ML2 tape, recalled for a browse request (data set not updated), when the data set became eligible for migration a new migration copy is created on ML1 disk or ML2 tape even though a valid copy still existed on the original ML2 tape

With FSM if the data set is recalled for browse only and a valid copy still exists on ML2 tape when that data set again is eligible for migration, that data set is reconnected to the tape from which it was recalled rather than a new migration copy being created on ML1 disk or ML2 tape.



This slide shows the DFSMShsm commands needed to indicate whether or not FSM is to be used. This is controlled via keywords on the SETSYS TAPEMIGRATION RECONNECT command

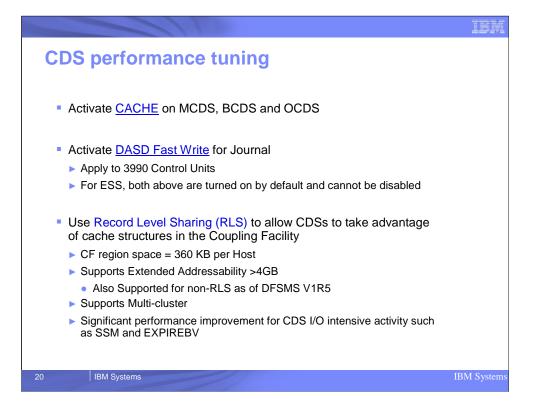
ALL - indicates to reconnect when the data set becomes eligible for either ML1 or ML2 migration.

ML2DIRECTEDONLY - indicates to reconnect only when the data set becomes eligible to be migrated to ML2 tape, either by direct migration to ML2 tape or if the data set is first migrated to ML1 disk and then to ML2 tape

NONE - indicates to not use FSM and always create a new migration copy on ML1 disk or ML2 tape

Use of FSM can reduce the need for recycle since the data on the tape is being reused and is not marked invalid





In order to get the best CDS I/O performance on a particular disk control unit, installations should turn on CACHE and DASD fast write

With newer disk subsystems CACHE and DASD Fast Write are always enabled

Installations should strongly consider the use of VSAM Record Level Sharing or RLS.

RLS allows sharing of a VSAM KSDS at the record level rather than at the data set level, thus reducing contention for the data set by DFSMShsm functions and address spaces

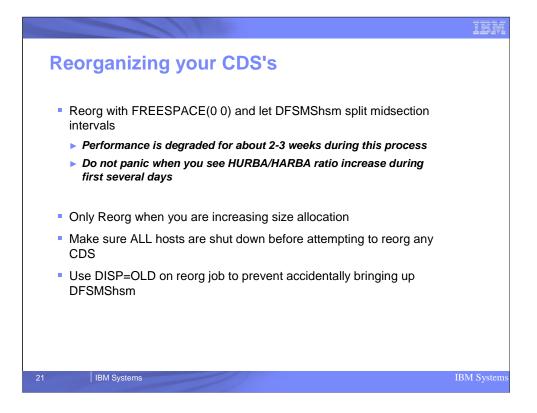
RLS has shown to provide significant performance improvement for any CDS activity that is heavily I/O intensive such as Secondary Space Management and EXPIREBV processing

RLS requires cache structures in the Coupling Facility and requires approximately 360 KB per host sharing the CDSs

RLS also supports Extended Addressability

Extended Addressability for the CDSs was extended to non-RLS in DFSMShsm V1R5

EA allows each cluster to be larger than 4GB



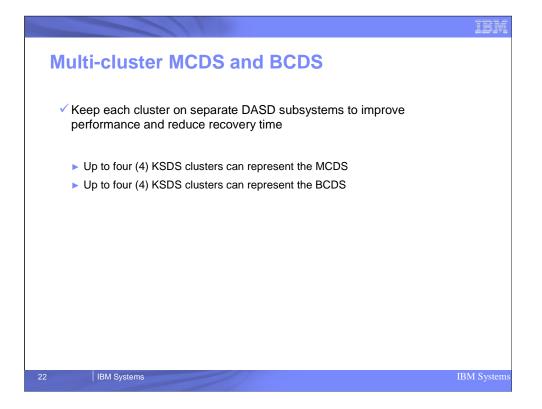
Many customers reorg their CDSs on a regular basis thinking that by doing so, they make the most efficient use of their CDSs

IBM recommends that installations only reorg their CDSs when they are increasing the size of a CDS or changing attributes of a CDS

Studies have shown that when CDSs are REORGed, VSAM performs a large number of CI/CA splits to create space required for inserts. It can take as many as 2 weeks for the CDSs to reach a steady state after a REORG.

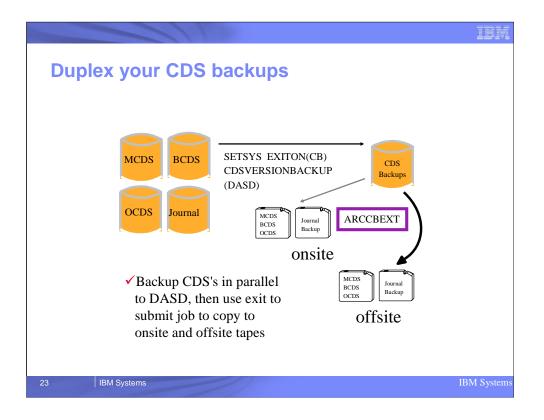
IBM also recommends that installations define their CDSs with FREESPACE(0) so VSAM can figure out where space is needed and perform the necessary CI/CA splits when doing inserts

. This will create space where needed and eliminate the need for the extra space that would be required if the CDSs were defined with FREESPACE(50 50) To make sure an instance of DFSMShsm is not started while a REORG of the CDSs is occurring, installations should specify DISP=OLD in their REORG jobs One of the most common ways customers break a CDS is by bringing up DFSMShsm on one system while reorging a CDS on another system



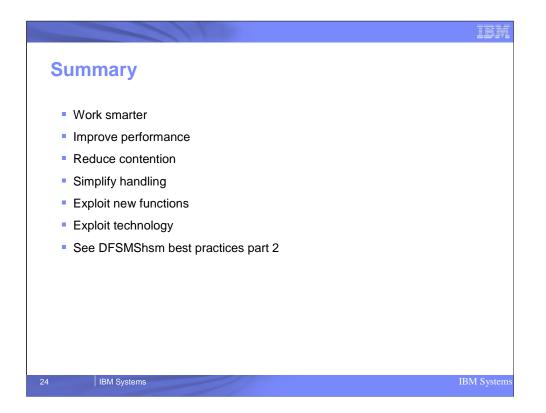
An individual MCDS or BCDS can be defined to up to 4 different clusters. Splitting the MCDS and BCDS in 4 different clusters allows for more concurrent I/O.

Also having 4 smaller clusters rather than 1 monolithic cluster allows the clusters to be backed up in parallel to disk, thus reducing the backup time.



Because CDSs backup copies are so vital to ensuring DFSMShsm data availability it is suggested that installations keep multiple backup copies of each version of their CDS backup.

The fastest way to accomplish this is to first backup the CDS to disk and then use the ARCCBEXT to schedule a DSS dump job to dump multiple copies of the disk backup to tape



This presentation covered a number of hints and tips to help you get the most out of your DFSMShsm environment

Please take time to read some of the DFSMShsm publications such as the DFSMShsm Storage Admin Ref and Storage Admin Guide so that you can get more detailed information on how to use DFSMShsm

If you are new to DFSMShsm, the DFSMShsm Primer Redbook (SG24-5272-01) provides an excellent overview of the functionality of DFSMShsm