

## Shared Memory Communications over RDMA (SMC-R) Performance update: SMC-R over distance

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## **SMC-R and RoCE performance at distance**

- Initial statement of support for SMC-R and RoCE Express
  - 300 meters maximum distance from RoCE Express port to 10GbE switch port using OM3 fiber cable
    - 600 meters maximum when sharing the same switch across 2 RoCE Express features
    - Distance can be extended across multiple cascaded switches
    - All initial performance benchmarks focused on short distances (i.e. same site)
- Updated testing for RoCE and SMC-R over long distances
  - IBM System z<sup>™</sup> Qualified Wavelength Division Multiplexer (WDM) products for Multi-site Sysplex and GDPS ® solutions qualification testing updated to include RoCE and SMC-R. Two vendors already certified their DWDM solution for SMC-R and RoCE Express:
    - 1. Fibernet DUSAC 4800 Release 2.2b on two client cards, the FTX-n and the FTX-10C (both cards are single port transponders). The qualification letter for this release can be found at the following link:

https://www-304.ibm.com/servers/resourcelink/lib03020.nsf/pages/FibernetSL?OpenDocument&pathID=

 Cisco 15454 Release 9.6.0.5 - on the 10 x 10G client card (15454-M-10x10G-LC) in 5:5 transponder mode. The qualification letter for this release can be found at the following link:

https://www-304.ibm.com/servers/resourcelink/lib03020.nsf/pages/ciscoSystemsInc?OpenDocument&pathID=

But how does SMC-R and RoCE perform at distance?

## Internal IBM testing with SMC-R and RoCE at distance

- Performance benchmarks performed using the IBM Application Workload Modeler (AWM) tool
- Micro-benchmarks: Tests included AWM in client and server mode on separate z/OS LPARs generating TCP socket traffic
  - No business logic in AWM (simply sends/receives data)
  - Does exercise full TCP/IP API and protocol stack layers
- Environment: 2 z/OS LPARs on zEC12 with 2 dedicated CPUs each with following connectivity
  - OSA Express 5S (For TCP/IP benchmarks)
  - RoCE Express (For SMC-R benchmarks)
- NOTE: Based on internal IBM benchmarks using a modeled socket workload in a controlled laboratory environment using micro benchmarks. Your results may vary based on your configuration, workloads and environment.

# Internal IBM testing with SMC-R and RoCE at distance - Configurations



#### SMC-R RoCE performance at distance - Request/Response Pattern (small data) Request/Response -1KB/1KB



Notes: .

RR10(1K/1K): 10 persistent TCP connections simulating request/response data pattern, client sends 1KB request, server responds with 1KB Substantial response time (i.e. latency) improvements at 10KM, benefits drop off at 100km \_

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#### **SMC-R RoCE performance at distance – Request/Response Pattern**

Request/Response -32KB/32KB

SMC-R vs. TCP/IP



Large Send Disabled) 2) SMC-R vs TCP/IP optimal configuration optimal

TCP/IP configuration (MTU=8000, Large Send Enabled)

- Notes:
  - RR10(32K/32K): 10 persistent TCP connections simulating request/response data pattern, client sends 32KB request, server responds with 32KB. CPU benefits of SMC-R for streaming connections unaffected by distance (and in several cases better at longer distances)

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Significant response time improvement \_

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#### SMC-R RoCE performance at distance – Streaming/Bulk Data (1 session)



Notes: .

- STR1: Single TCP connection simulating streaming data pattern, client sends 1 byte, server responds with 20MB of data. CPU benefits of SMC-R for streaming connections unaffected by distance (and in several cases better at longer distances) Significant throughput improvements at distance (improving overall response time significantly)
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#### SMC-R RoCE performance at distance – Streaming/Bulk Data (3 sessions)



. Notes:

- STR3: Three concurrent TCP connections simulating streaming data pattern, client sends 1 byte, server responds with 20MB of data. *CPU benefits of SMC-R for streaming connections unaffected by distance (and in several cases better at longer distances)* \_
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  - Significant throughput improvements at distance \_

## Summary of performance benchmarks of SMC-R at distance

- Micro-benchmarks performed at 10km (native ethernet) and 100km (with DWDM) distances
  - At 10km
    - Request/Response workloads (1K/1K payloads): up to 47% lower latency and up to 88% higher throughput than TCP/IP
    - Request/Response workloads (32K/32K payloads): up to 60% lower latency and up to 150% higher throughput than TCP/IP
    - Streaming workloads (20M in one direction): Up to 60% improvement in latency and up to 150% throughput improvement vs TCP/IP
  - At 100km
    - Request/Response workloads (1K/1K payloads): up to 9% lower latency and up to 9% higher throughput than TCP/IP
    - Request/Response workloads (32K/32K payloads): up to 25% lower latency and up to 35% higher throughput than TCP/IP
    - Streaming workloads (20M in one direction): Over 80% improvement in latency and 394% throughput improvement vs TCP/IP (single connection)
  - CPU benefits of SMC-R for larger payloads consistent across all distances
- **NOTE:** Based on internal IBM benchmarks using a modeled socket workload in a controlled laboratory environment using micro benchmarks. Your results may vary based on your configuration, workloads and environment.

### Summary of performance benchmarks of SMC-R at distance (cont)

- Performance summary
  - Technology viable even at 100km distances with DWDM
  - At 10km: Retain significant latency reduction and increased throughput
  - At 100km: Large savings in latency and significant throughput benefits for larger payloads, modest savings in latency for smaller payloads
  - CPU benefits of SMC-R for larger payloads consistent across all distances
- Use cases for SMC-R at distance
  - TCP Workloads deployed on Parallel Sysplex spanning sites
  - Software based replication (i.e. TCP based) across sites (Disaster Recovery)
    - e.g. InfoSphere Data Replication suite for z/OS
  - File transfers across z/OS systems in different site
    - FTP, Connect:Direct, SFTP, etc.
  - Opportunity: Lower CPU cost for sending/receiving data while boosting throughput and lowering latency