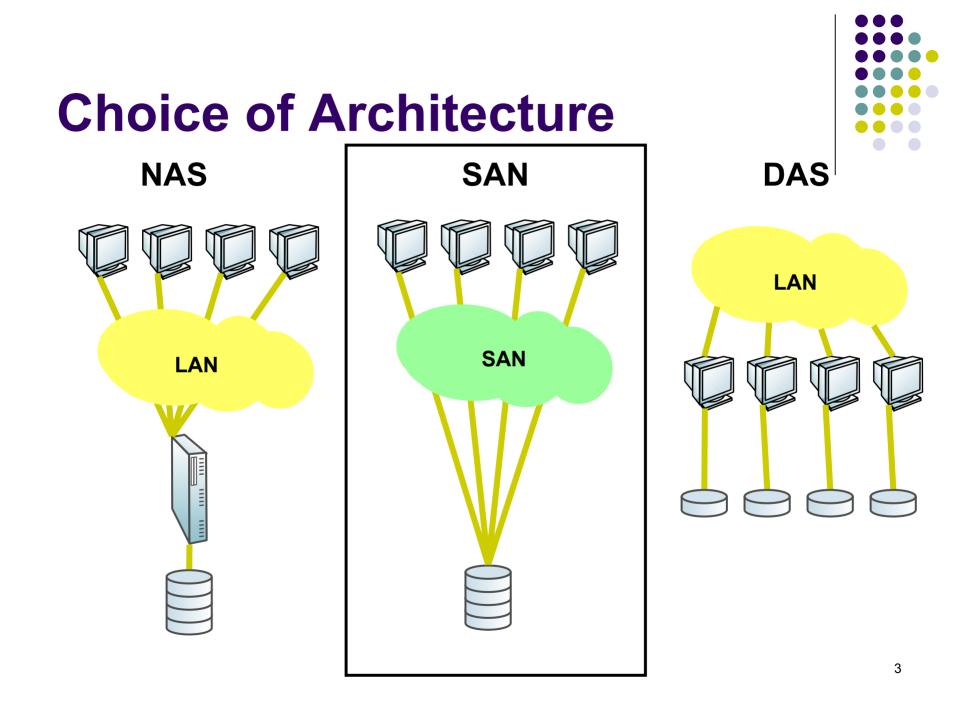
# **Storage Area Network**

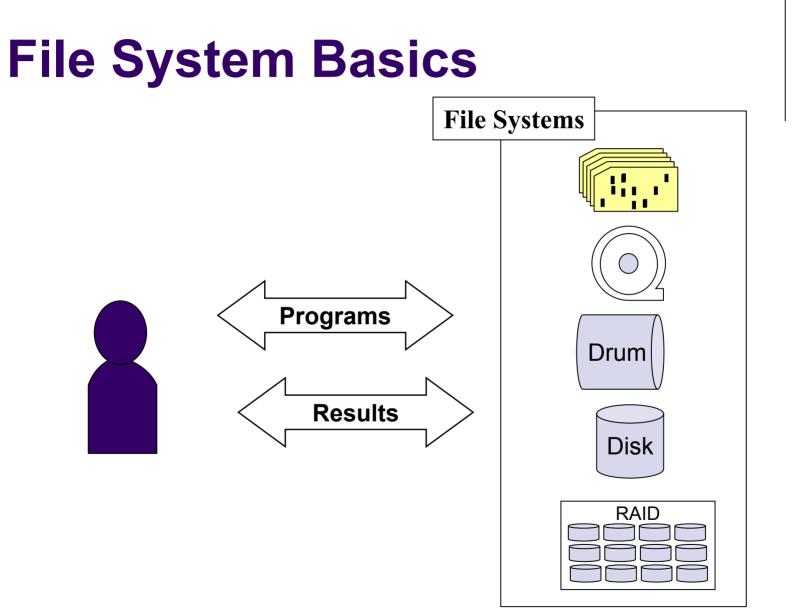
File System Tutorial

### Agenda

- Inside a Traditional File System
- Requirements
- SAN Review
- Inside a SAN File System
- Implementing a SAN File System
- The Future

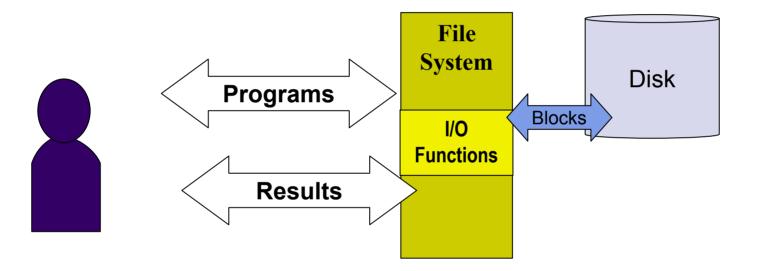








#### **Core Functionality**



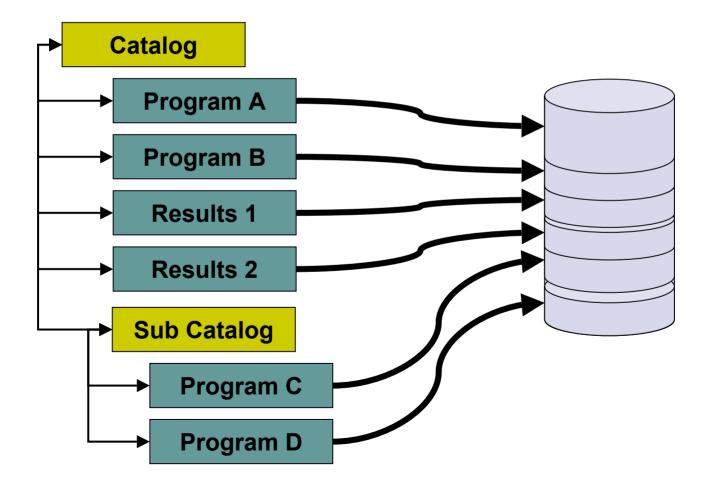


5



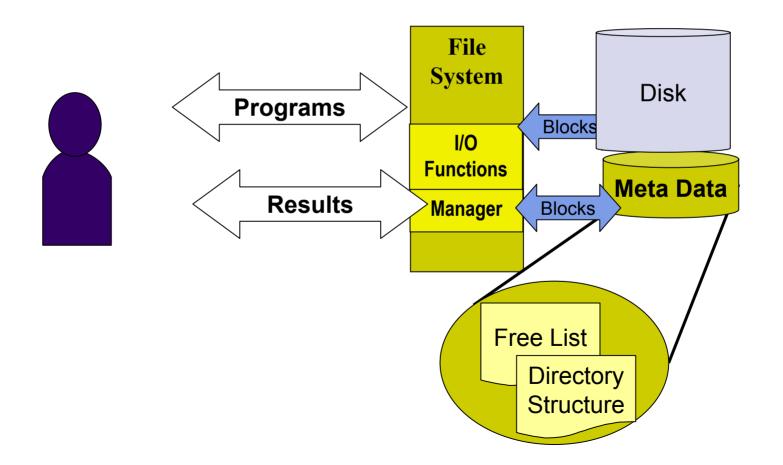
## **Storing Many Things**

#### **Directory Structure**

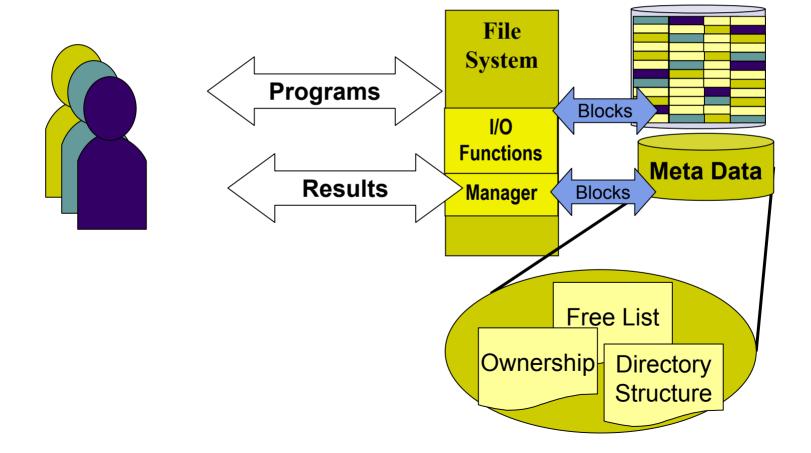




#### Meta Data



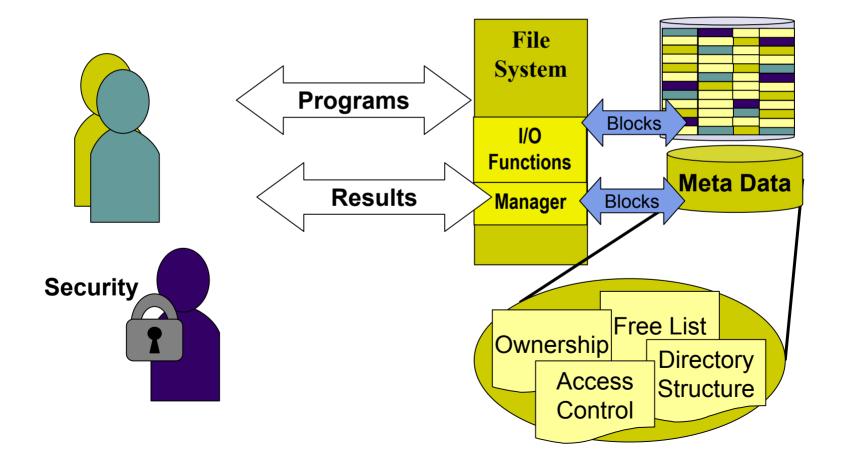
#### **Multiple Simultaneous Users**



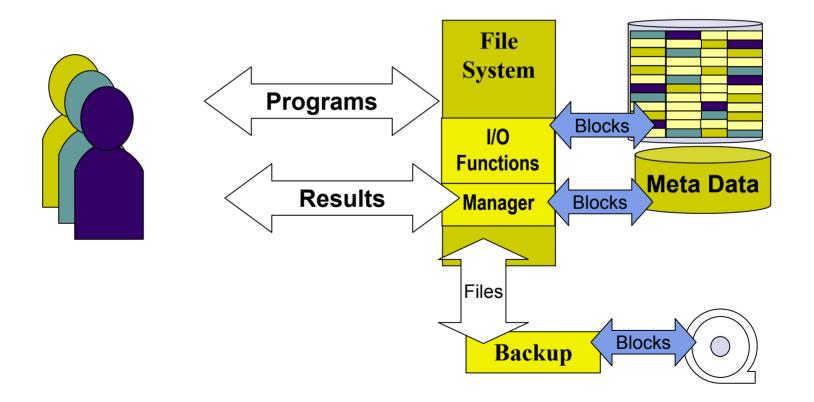




#### **Access Control**

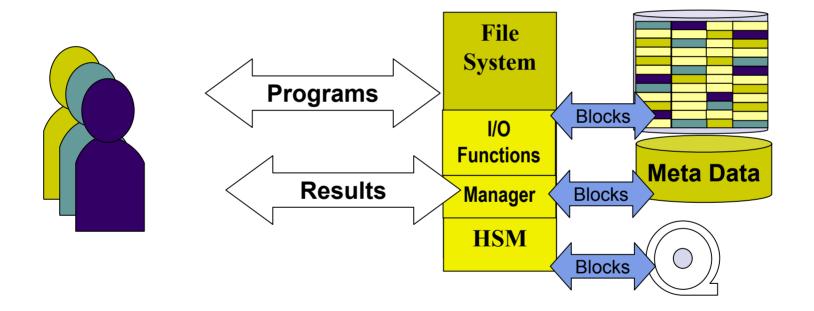


#### **Data Protection**

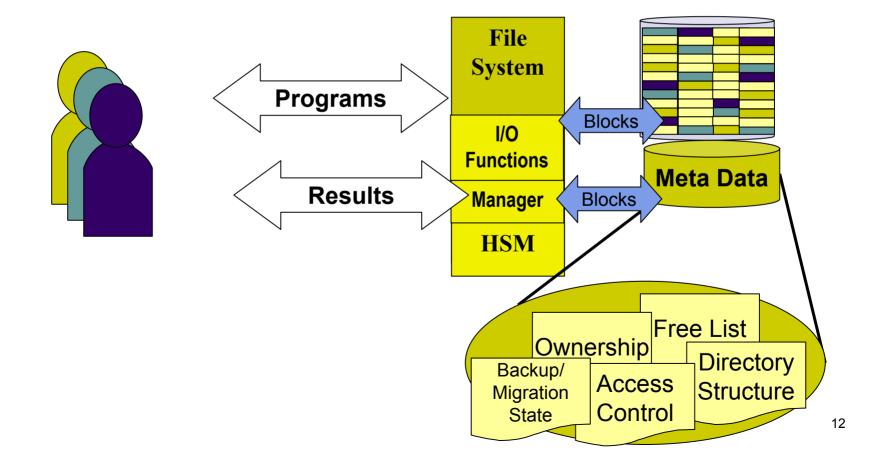




#### **Storage Management**



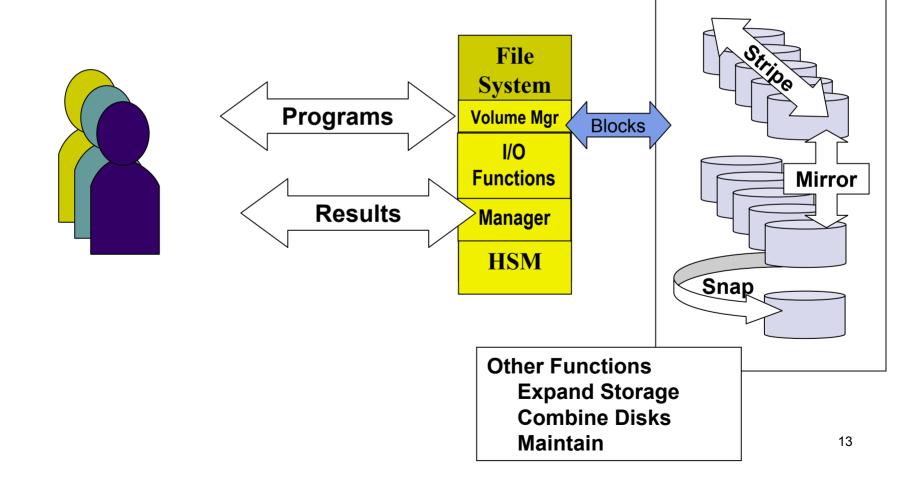
### **Space Management**



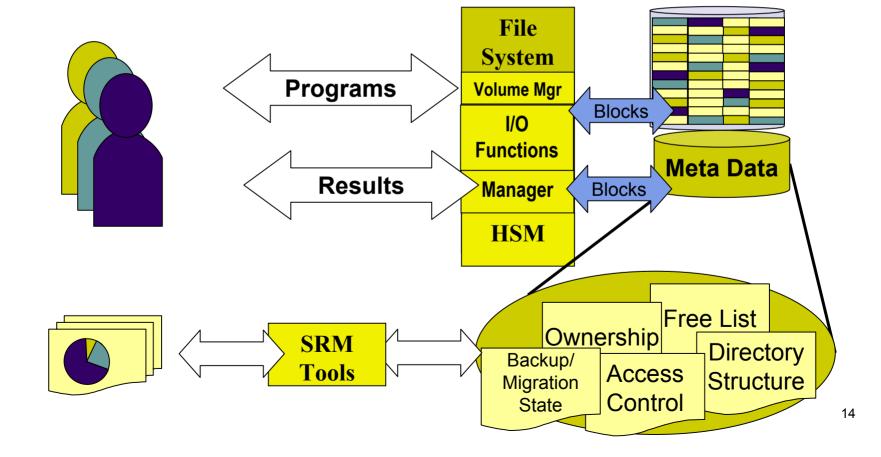


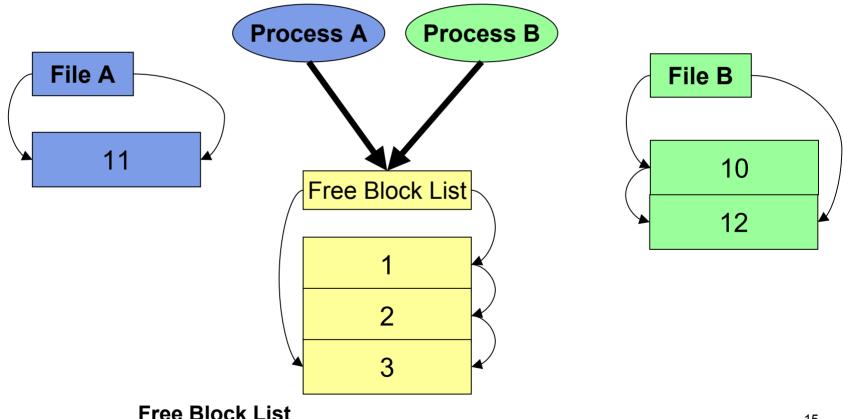


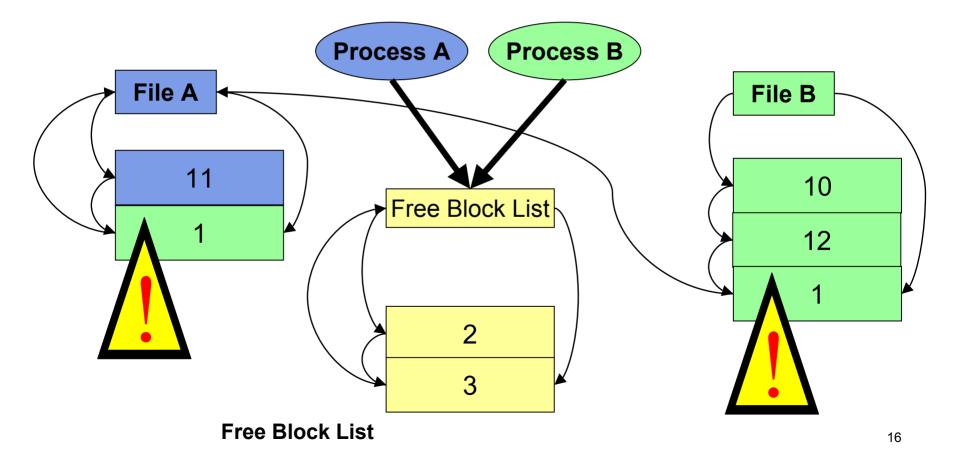
#### **Disk Volume Management**



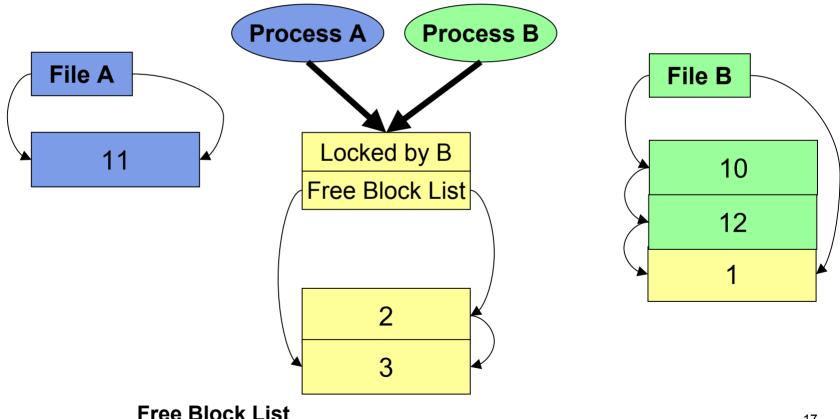
#### **Storage Resource Management**

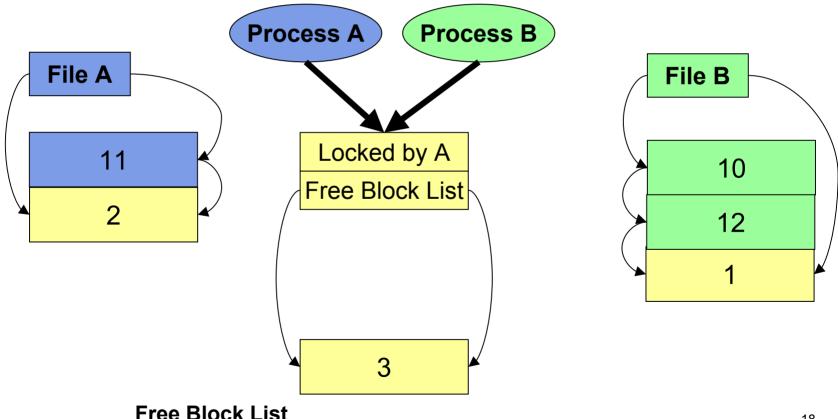


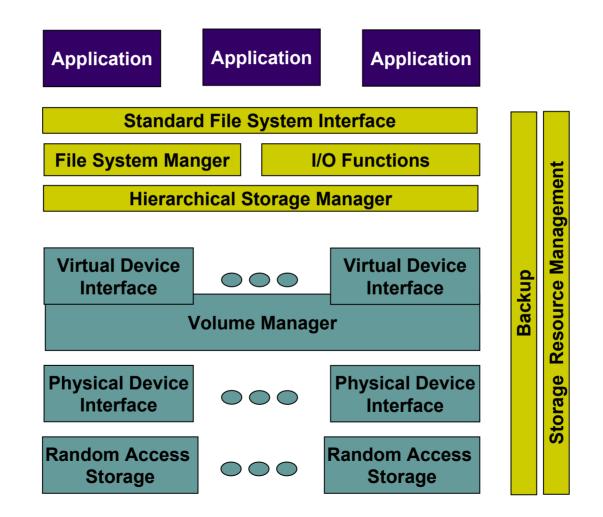






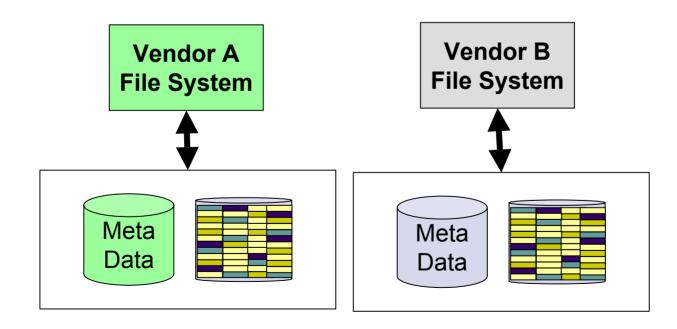








#### No Standard On Disk Format

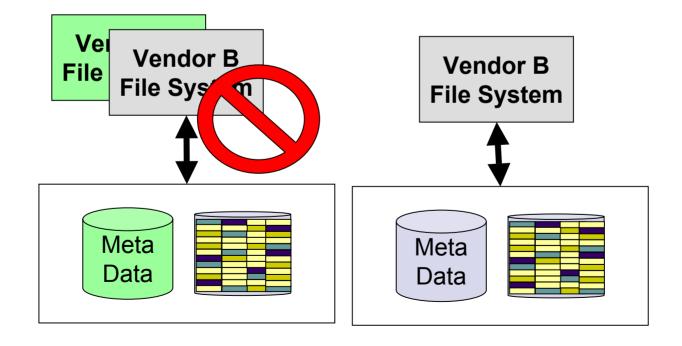


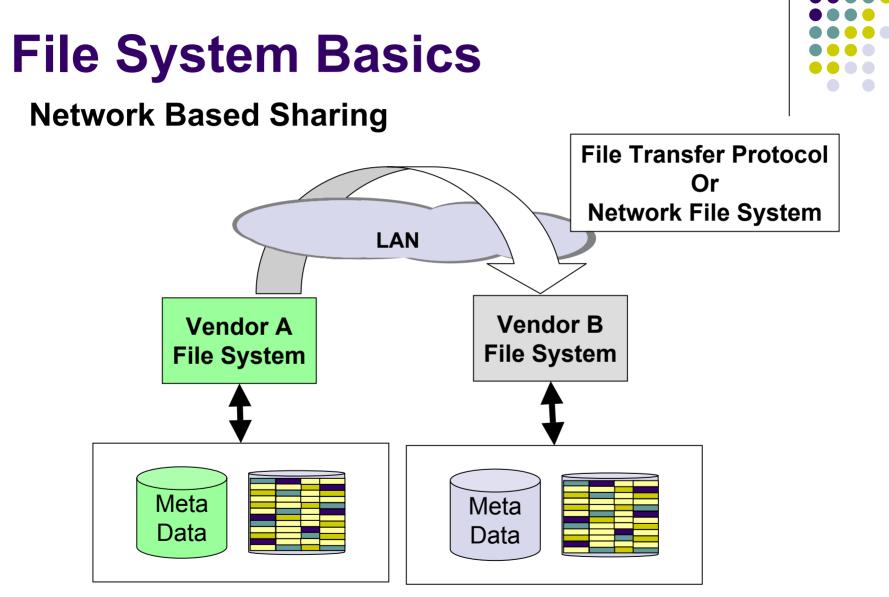


#### No Standard On Disk Format



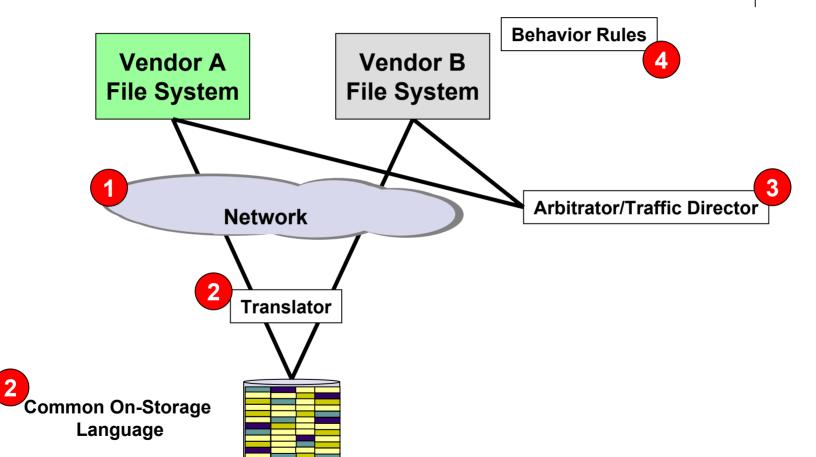
Cannot Simply Replace Vendor A With Vendor B



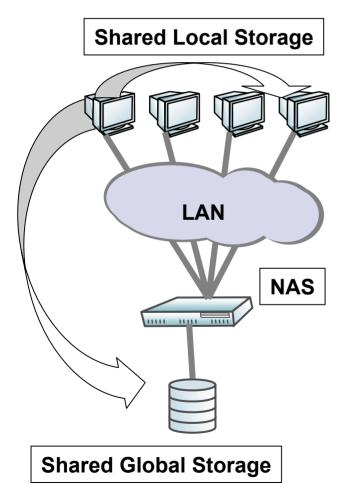


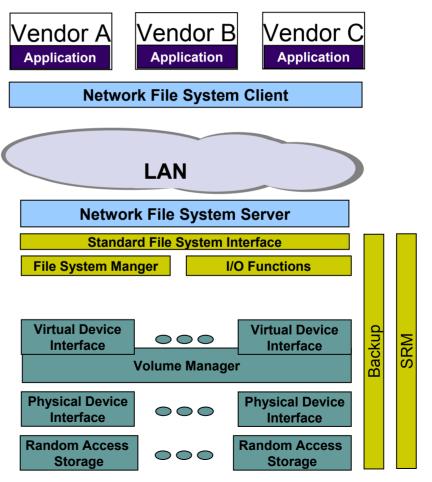
### **File Sharing**





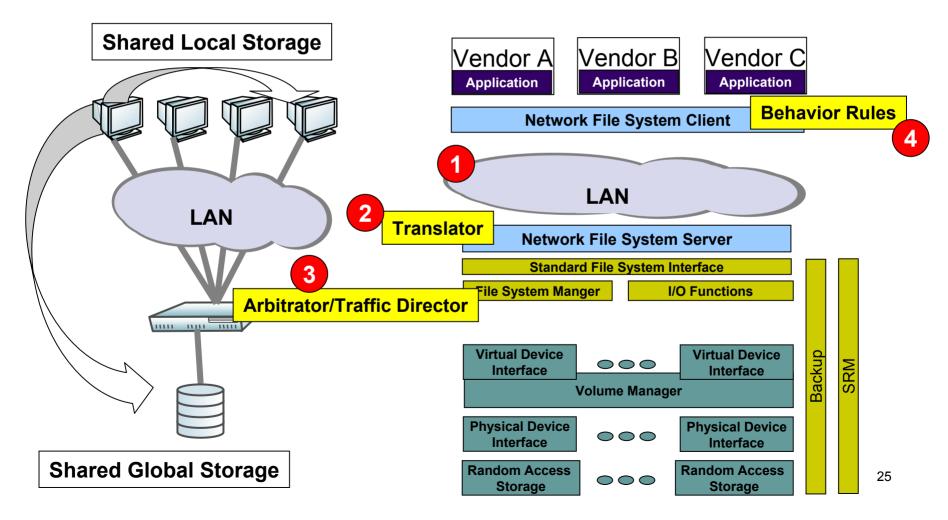
#### **Network File Systems**





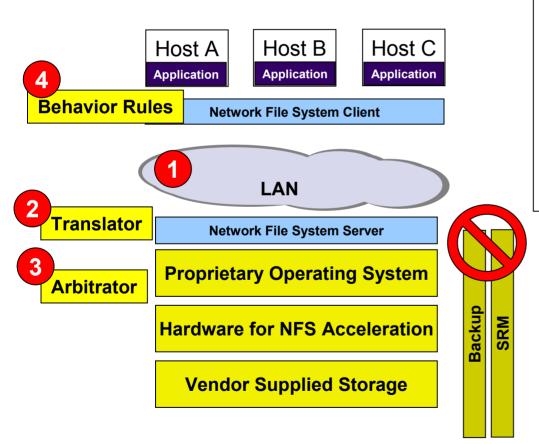


#### **Network File Systems**





### **Network Attached Storage (NAS)**



**Proprietary System** 

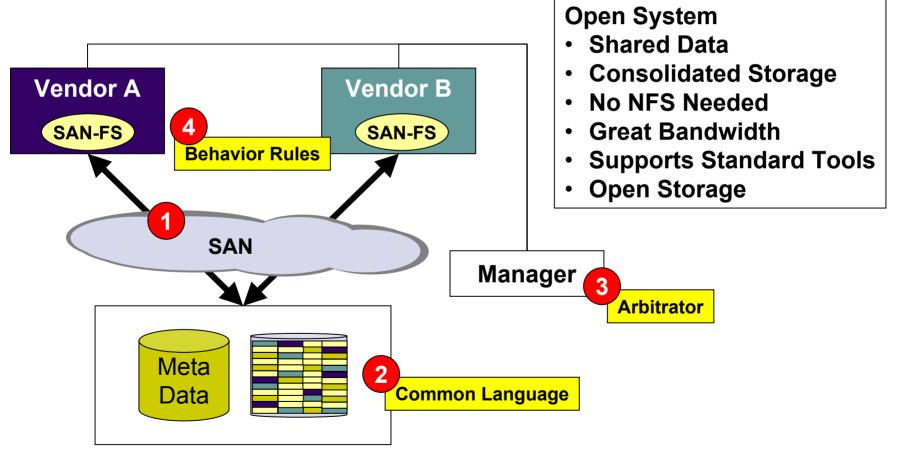
- Shared Data
- Consolidated Storage
- Great NFS Performance
- Moderate Bandwidth
- No Support for Standard Tools
- Vendor Provided Storage

### **SAN Review**

- Driving Need
  - Improved Availability
    - Continuous operation drives need for redundancy
  - Higher Performance
    - Faster Processors, Larger Data
  - Improved Scalability
    - As business grows so must the system
  - Easier Management
    - Manage more with less



#### **A New Architecture**

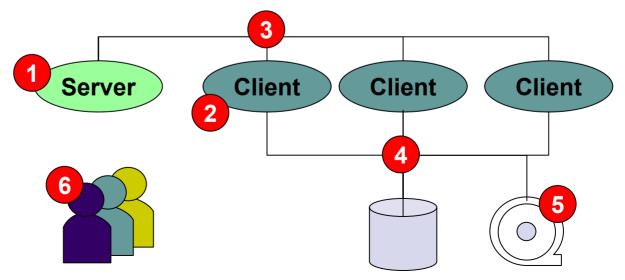






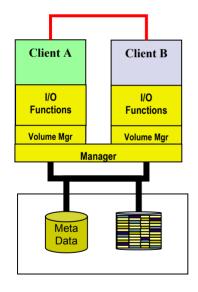
#### **Key Technologies**

- 1. Server Architecture
- 2. Client Architecture
- 3. Control Path
- 4. Data Path & Storage
- 5. Data Management/Protection
- 6. User/Security Management

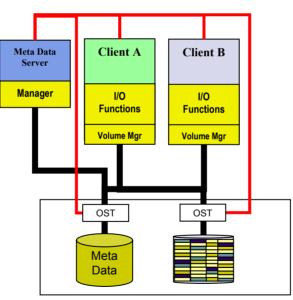




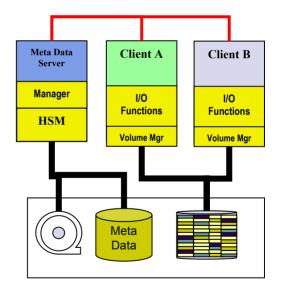
### **SANFS Software Architectures**



**Distributed Manager** 

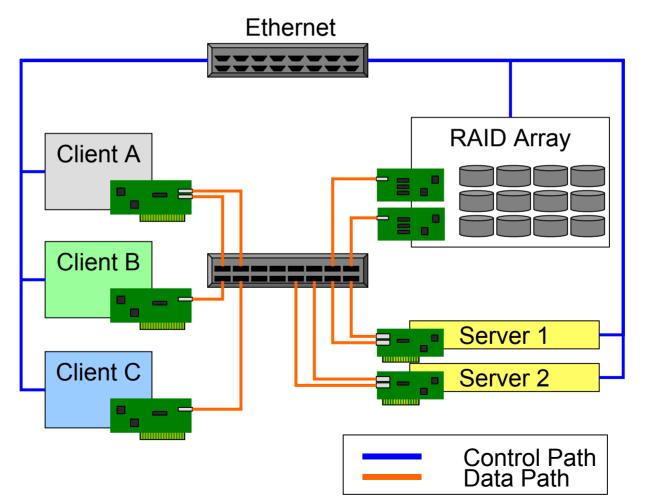


#### **Object Storage**



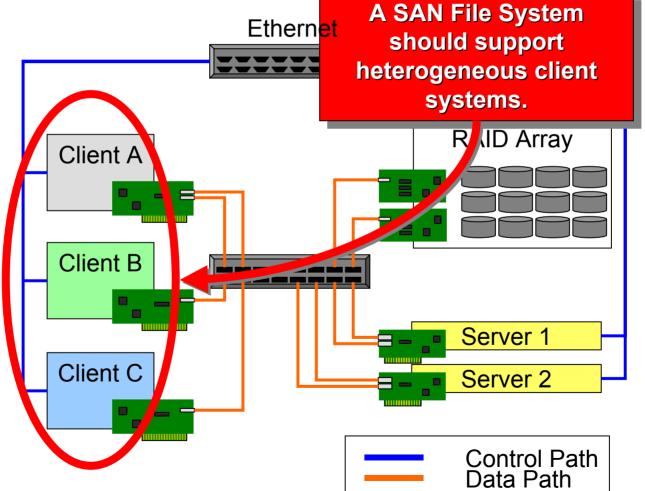
#### **Central Manager**

#### **Hardware Overview**





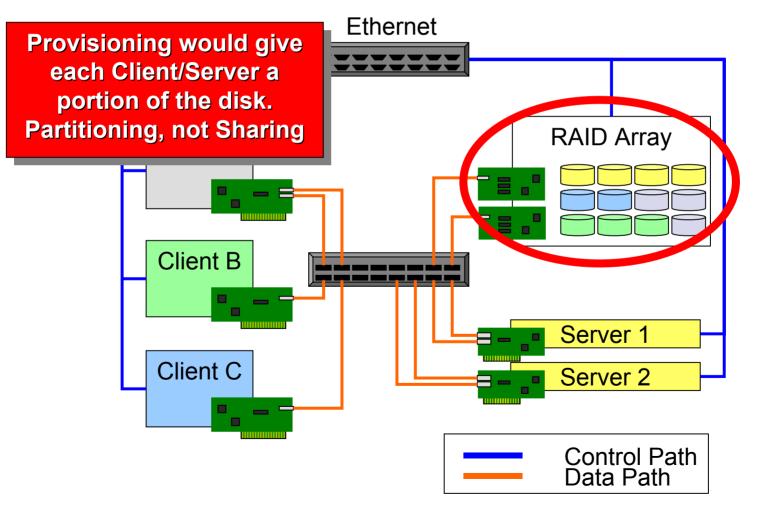
#### **Hardware Overview**



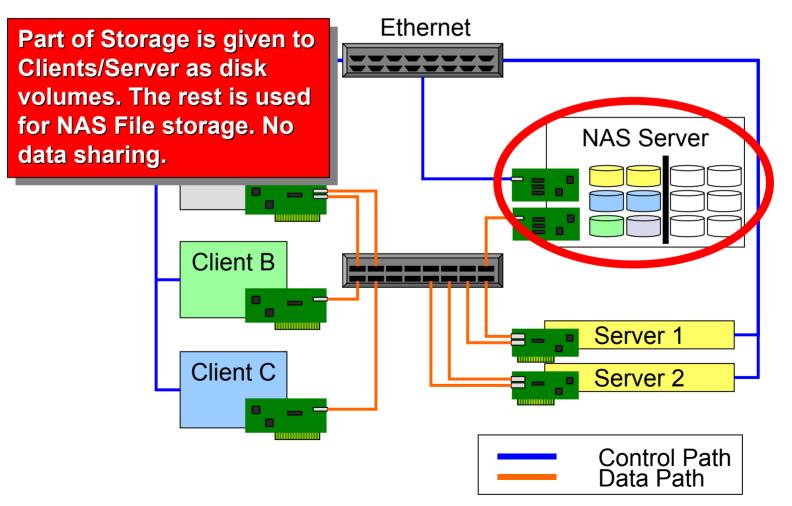




#### Provisioning

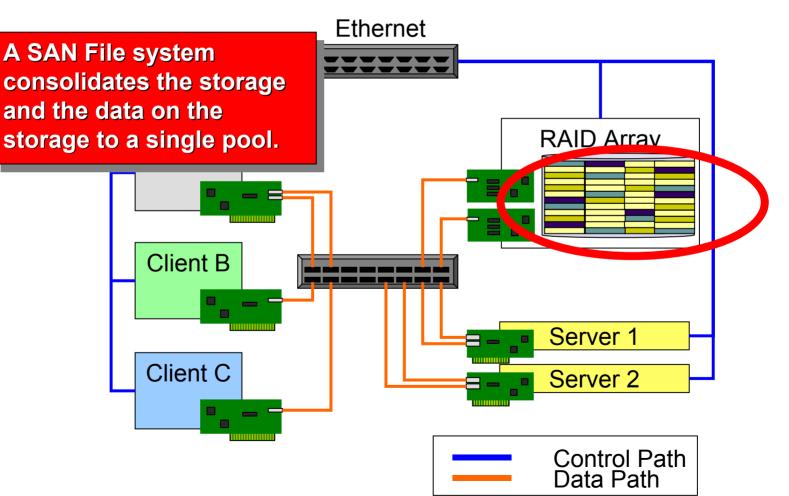


#### **Combined NAS and Provisioning**

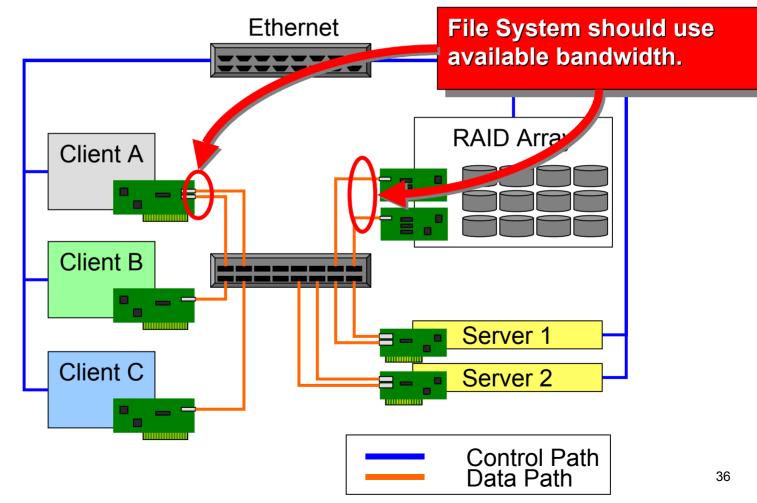




#### **Hardware Overview**



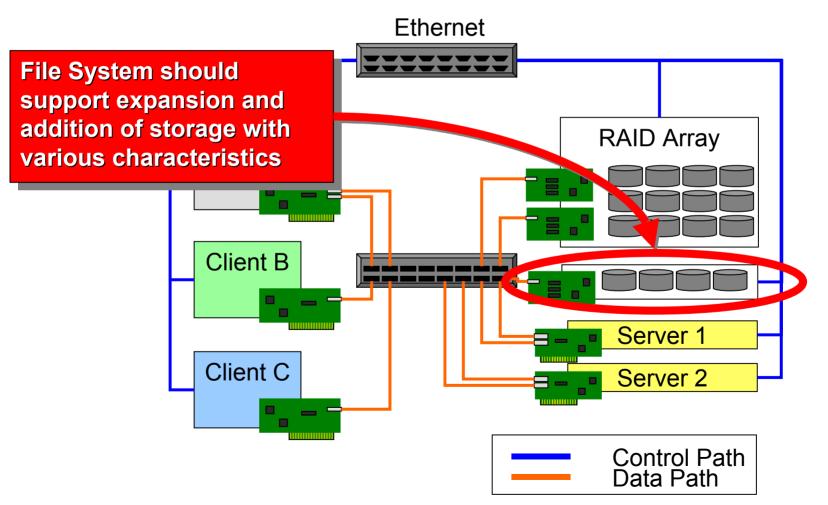
#### **Bandwidth Aggregation / Port Fail over**





### **SAN File Systems**

#### **Expansion and Heterogeneous Storage**







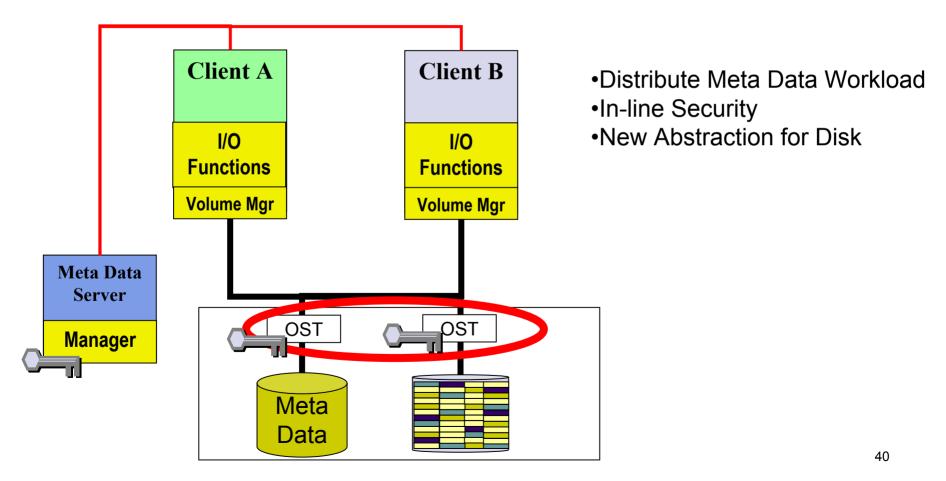
- Meta Data Server Locking
  - Allocating Disk Blocks
  - Updating Meta Data
    - Last Access, Size, Owner, Access Control
  - Token Management
  - Creating/Deleting Files/Directories



- Locking Techniques
  - In a Single Server
    - Hardware Test/Set Semaphores
  - In a Cluster
    - Central Lock Manager
    - Multiple Lock Managers
    - Distributed Lock Manager



#### **Object Storage**



- Object Storage Devices
  - Like a file system in a disk
    - Simple Flat Name Space
    - Object Relative Addressing
    - Extended SCSI Command Set
  - Object\_ID is key
    - Meta Data Manager Creates Object\_ID
    - OSD allocates space on write

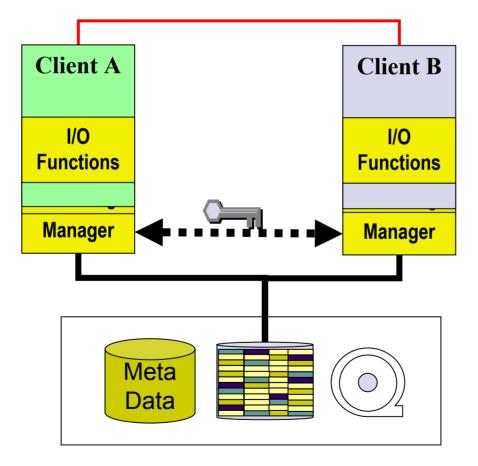
#### Inside a SAN File Server



- Object Servers versus Block Access
  - One Possible Advantage is Locking
  - Allocation of disk blocks is handled by OST
    - Reduces Communication to Manager
  - Multiple OSTs allows for Less Waiting for Locks
- Ultimately, this is a Technology Issue
  - Need a Low Latency "Lock" method
  - In the Disk or a special appliance?

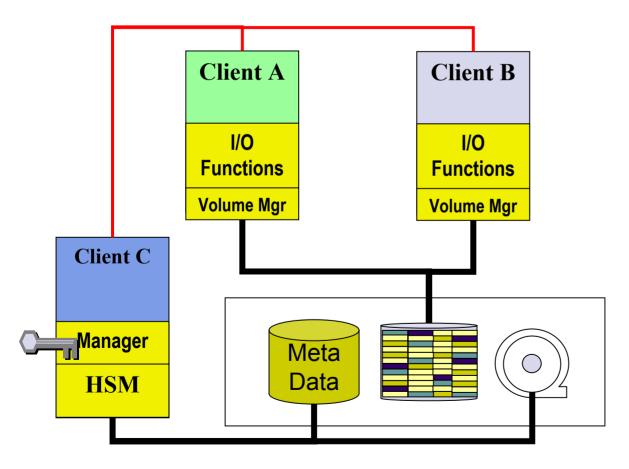


#### **Distributed Meta Data Server**



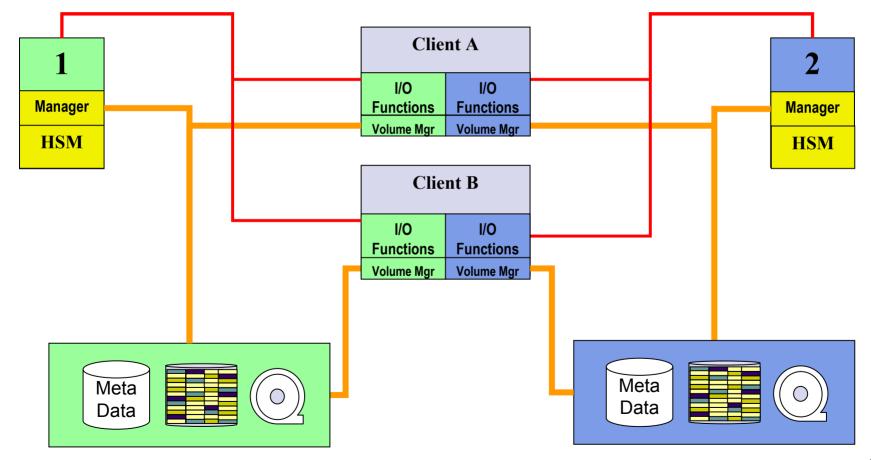


#### **Central Meta Data Server**

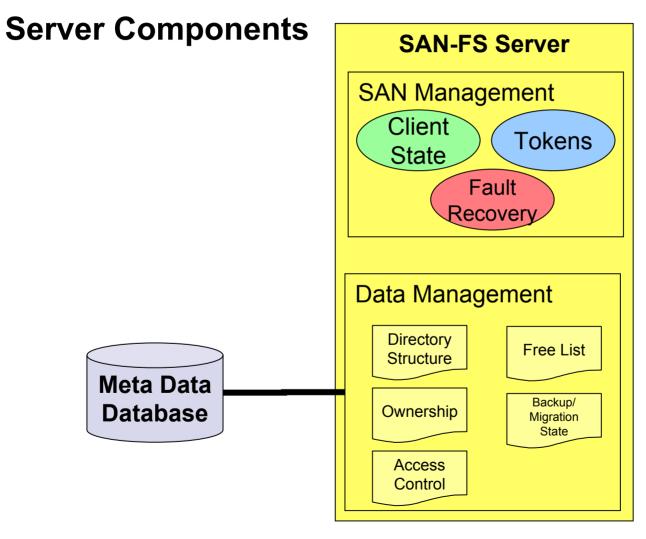




#### **Multiple File Systems**

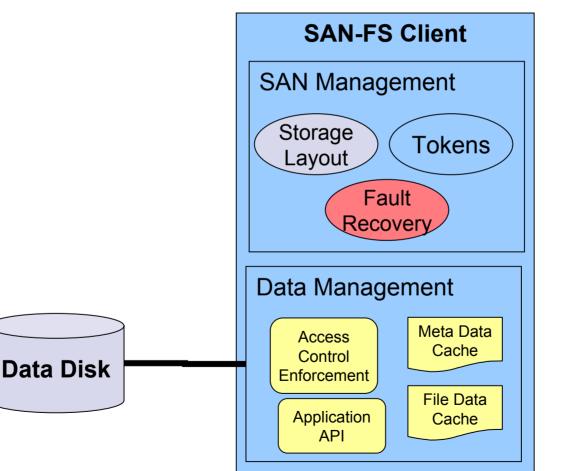






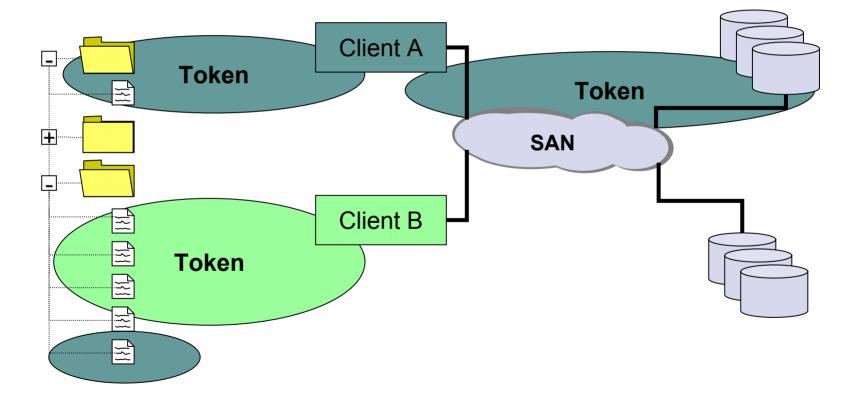


#### **Client Components**



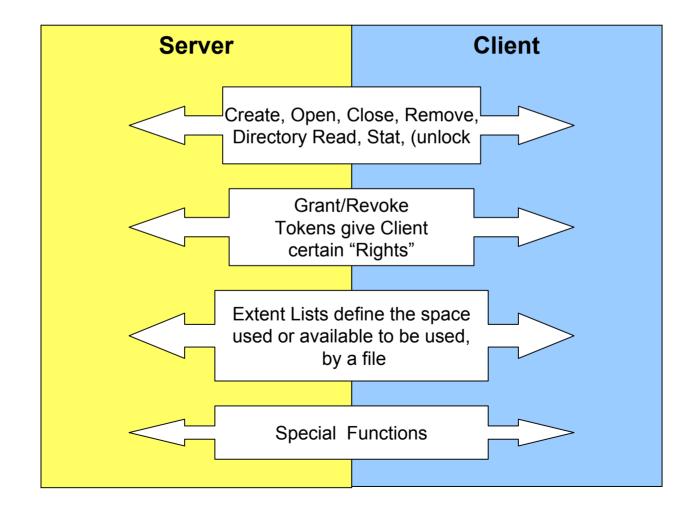


#### Tokens



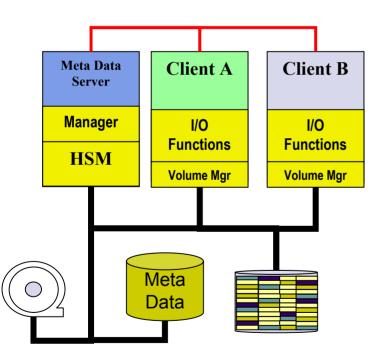


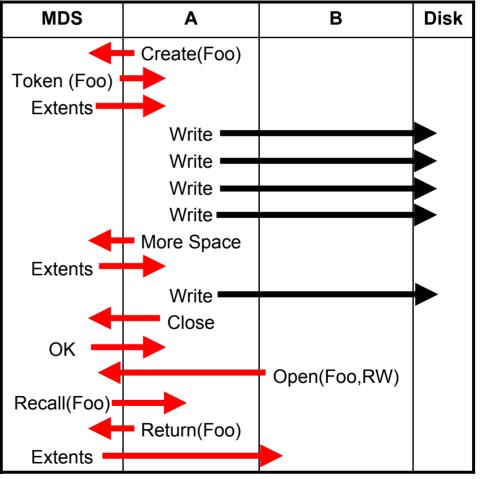
#### **Client Server Interaction**





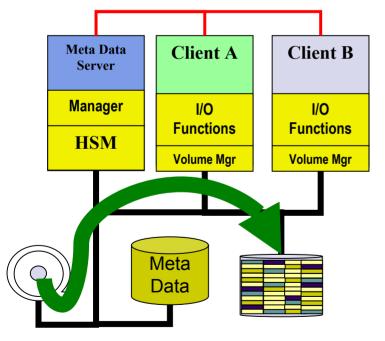
#### **Sample Operation**

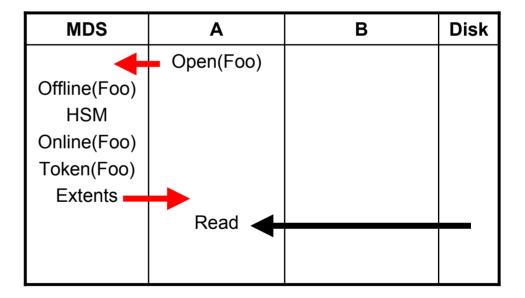






#### **HSM Operation**







- Scalability Concerns
  - Large Number of Clients in a Single File System
  - Central Locking Versus Distributed
- Similar Problems with NAS
- Does the SAN Allow New Alternatives?

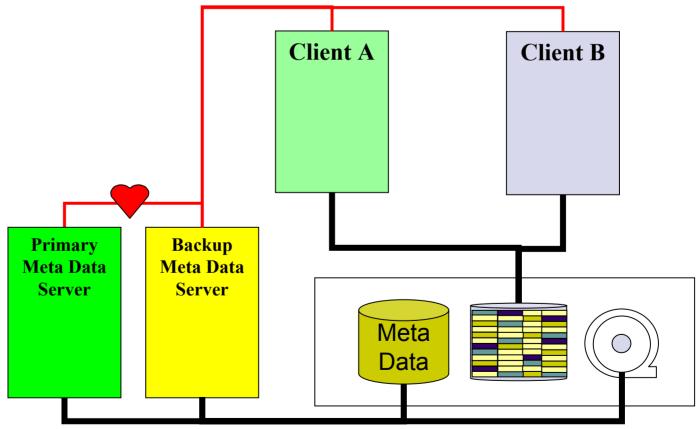


# Base RequirementsReliability

- Transparent to Applications
- Secure Files
- Manage Space
- Share Files
- Performance
- Protection of Data
- Storage Management
- Administration



**Non-Stop Operation** 



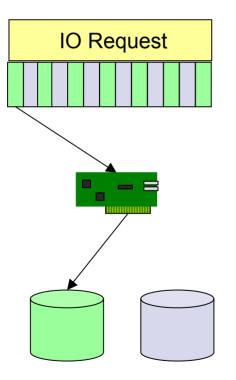
#### Performance

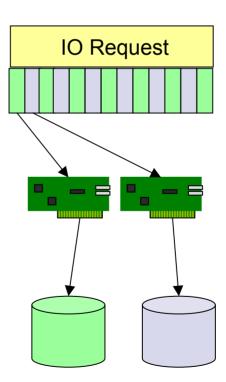
- Deliver Majority of Bandwidth
- Low Latency Access
  - Meta Data
  - Storage
- Multi-threaded for Multi-Processor
- Millions of Files





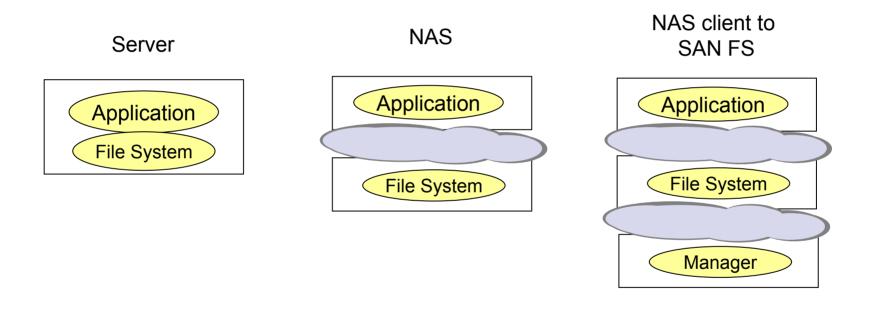
#### **Bandwidth Aggregation**







#### Meta Data Latency

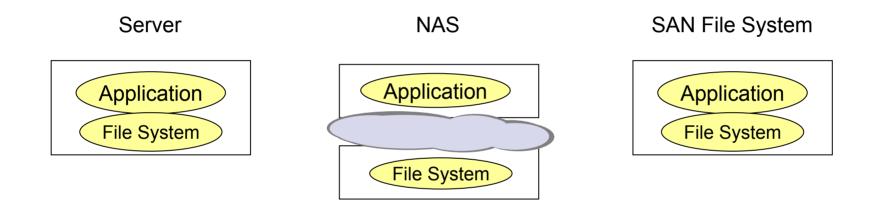


Application and File System on Same machine Network between application and File system

SAN Clients must contact SANFS Manager for meta data



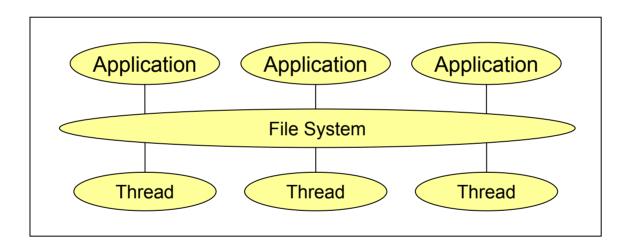
#### Inside a SAN File System I/O Latency



Application and File System on Same machine Network between application and File system I/O path is Identical to local File system



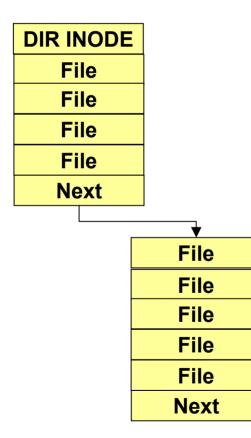
#### Multi-threaded

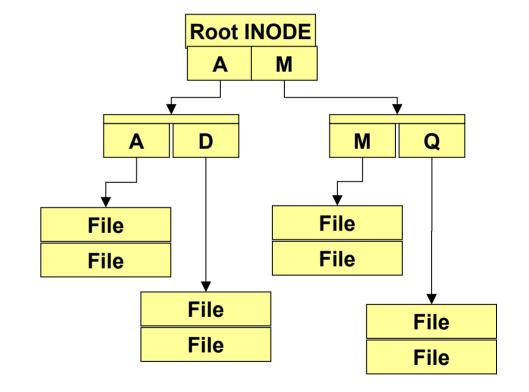


On a 3 CPU system all three I/O request Will run at that same time



#### **Millions of Files**





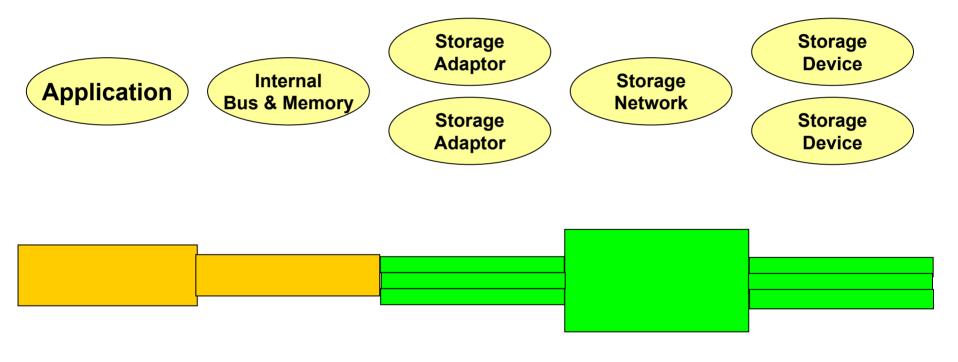
#### **B+ Tree Structure**

**Old Structure** 

#### Bandwidth

#### **End-to-End Balance**



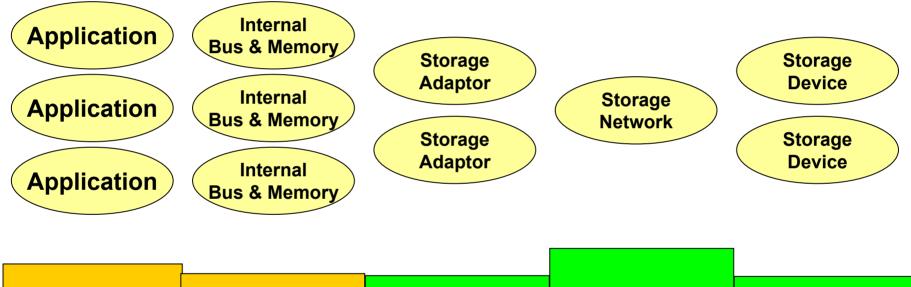


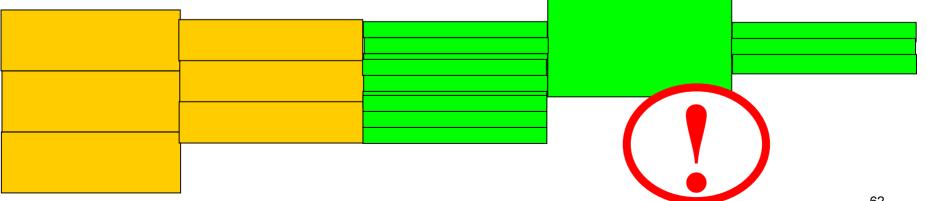
#### Fixed

#### Configurable

#### **Bandwidth**

#### **End-to-End Balance, Multiple Clients**









### **Operations per Second**

- Achieved through caching
  - Channels limited to xxK OPS
  - Avoid Disk Access during transaction
- Read Ops are easier
  - Last Access Time
- Write Ops require more
  - Must guarantee that write will complete
  - Battery backup
  - Non-Volatile RAM

# **Operations per Second**



- Multi-headed NAS Servers
  - More heads for Network and I/O Bandwidth
  - Introduces cache coherency issue (SAN-FS??)
  - More heads = more op/s
- NAS-FS Gateways
  - NAS head for a SAN File System
  - Challenges on the OP/s Side
  - Need SAN bandwidth and NAS OP/s
  - True SAN/NAS Convergence



### **Steered Performance**

- Applications request a specific QoS
  - Application Needs 80 MB/s
  - System Throttles other I/O
- Applications request specific storage type
  - This file should be placed on storage of this type
- Applications give hints
  - What they need next for storage
  - How they will read a file
  - How files are associated

### **Storage Management**

- Logical Volume Management
  - LUN Management
  - Heterogeneous Storage
  - Snapshots
  - Mirrors
- Hierarchical Storage Manager
  - Space Management
- Load Balancing
- Fault Tolerance



#### **Data Management**

- Relocation
- Migration
- Backup
- Replication



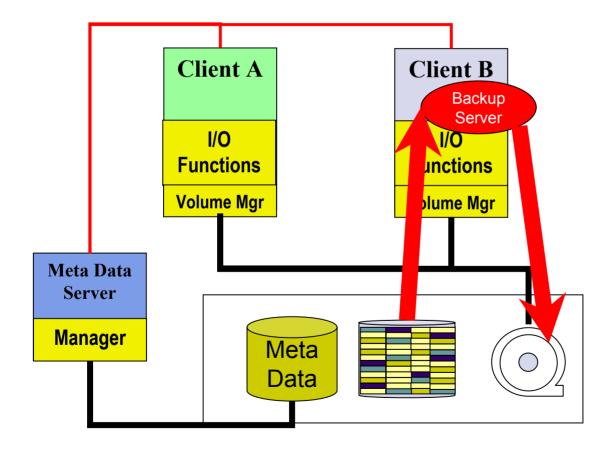
#### **Protect Data**

- Backup
  - Standard Backup Tools Should Work
- Business Continuance Support
  - Snap Shot Support
  - Synch and Pause
- Replication
  - Directory and File Level
  - Local and Remote
  - Synchronous and Asynchronous



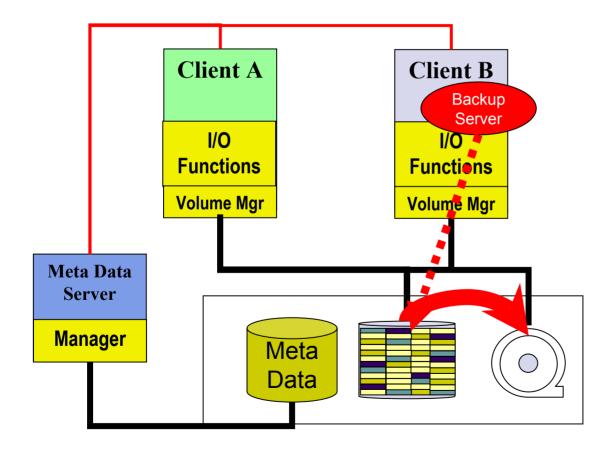


#### **Backup Runs on SAN-FS Client**



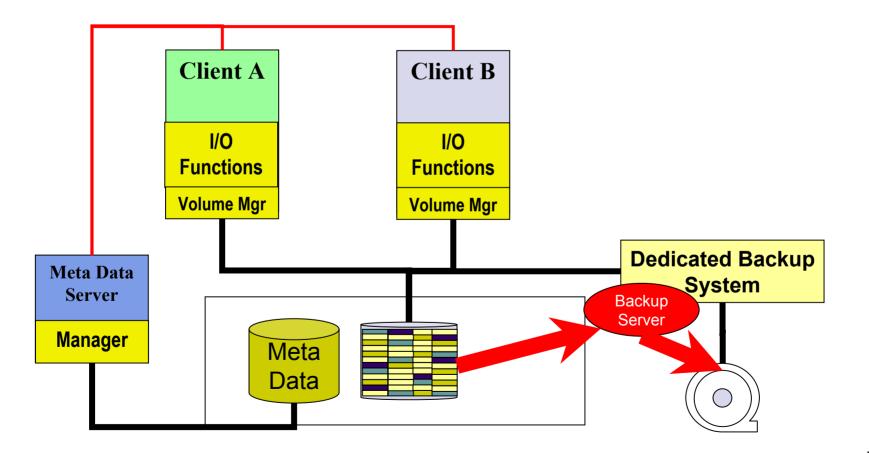


Backup Using 3<sup>RD</sup> Party Copy





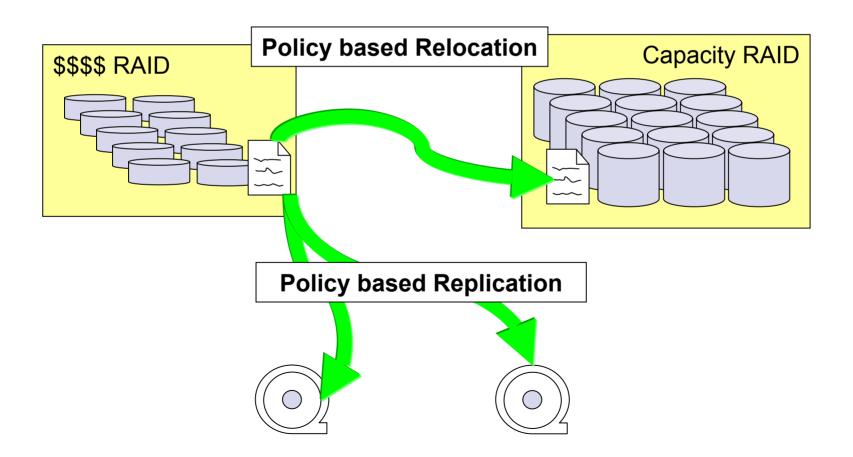
**Backup Runs on Dedicated System** 





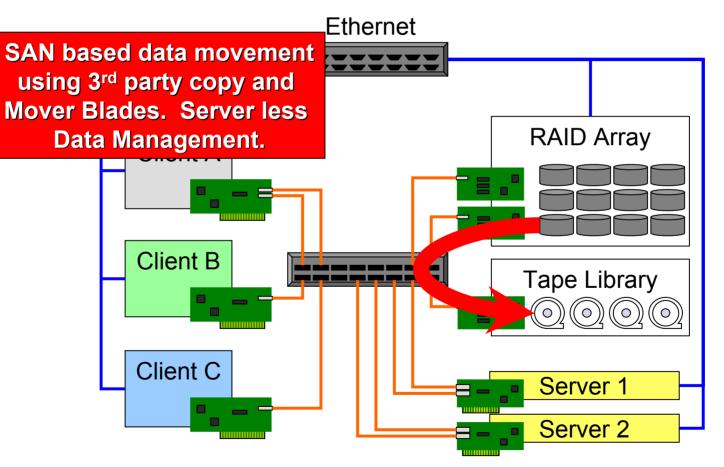
### **Relocation/Replication**

#### Single Name Space



## **SAN File Systems**

#### **Replication/Migration**

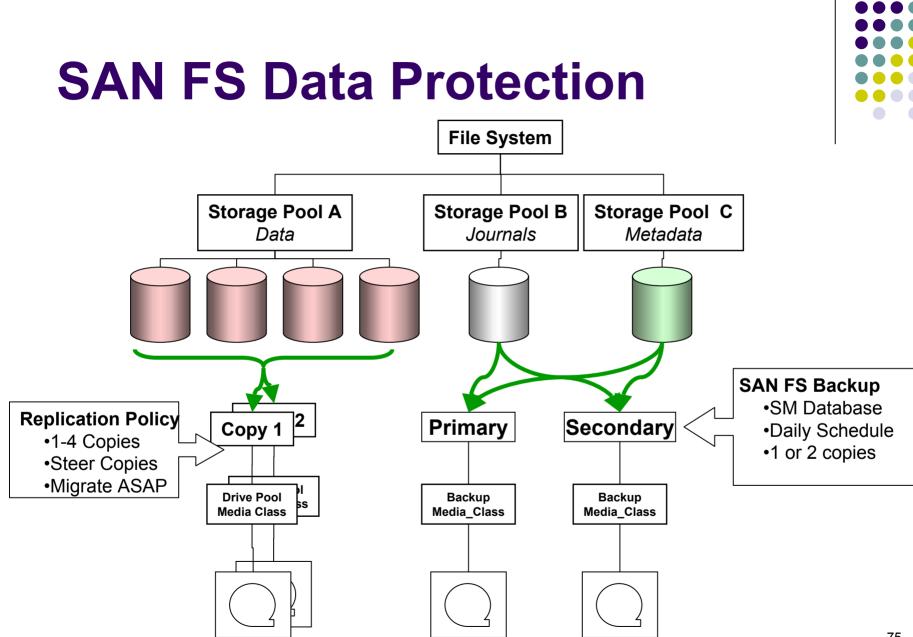




## **Backup Revisited**

- Change Migration to Replication
- Data is replicated continuously
- Multiple copies are made
- Versions are kept
- Recovery is different

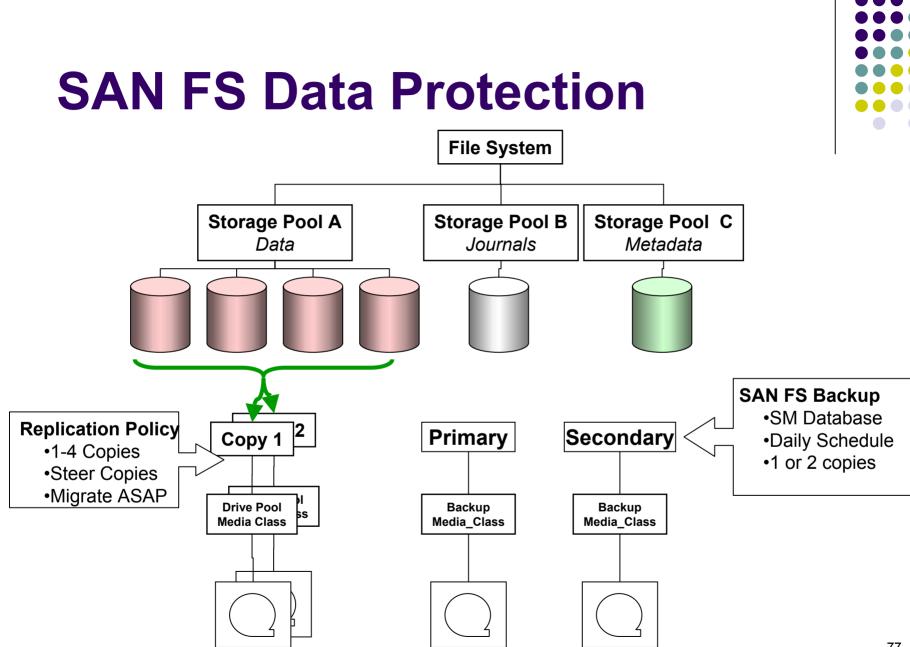


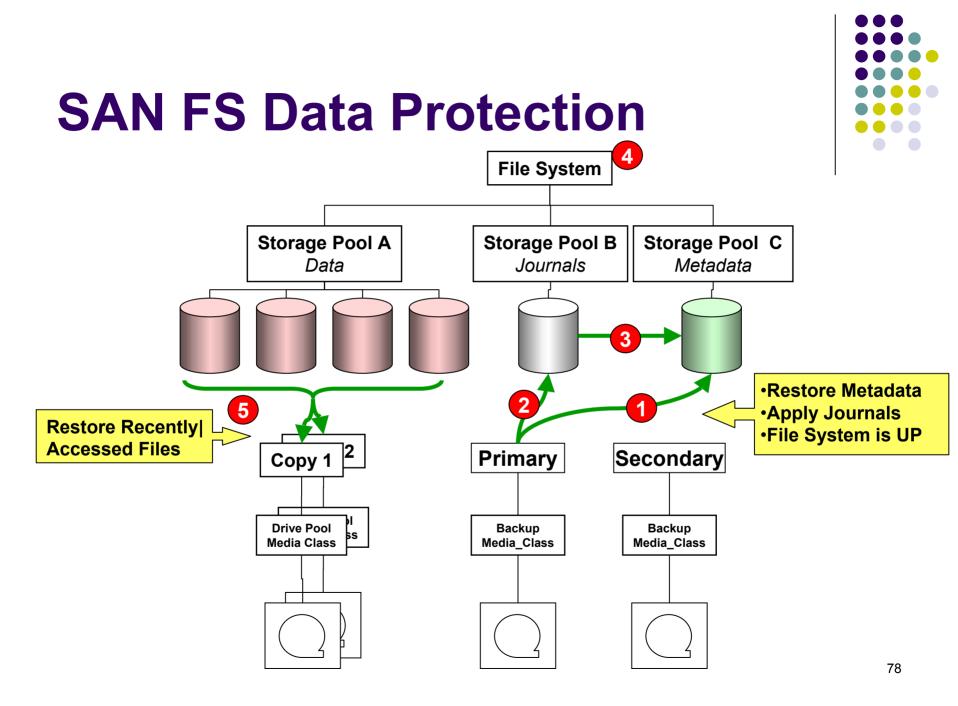


#### Recovery

- Backup requires full restore from tape
- Snap Shots do not do DR
- Integrated DP
  - Restore of Meta Data
  - Restore only Recently accessed files
  - Tape mounts <= Backup</li>
  - Data Read <<< Backup</li>







# RAS

- Reliability
  - Checks and Balances
  - Recoverability
- Availability
  - Redundancy
  - Reduced Performance
- Serviceability
  - Expansion
  - Code Updates



## Reliability

- Multi-Path IO
- I/O Fencing
  - Restrict Access
- State Cleanup
- Storage Failure
  - Alternate Allocation Storage Pools



## **Availability**

- Fail over of Manager
  - Active-Passive
  - Active-Active
- Client Fail over
  - Network
  - Application
- Client Independence
  - Run without Server for Delta Time
- Degraded Mode
  - Storage Pool Can Go Down, System Stays UP



## Serviceability

- Software Upgrades on the Fly
- Test New Releases in Parallel
- Fix Hardware Without Stopping System
- Logging of all Activity



# Security

- Trust
- Authentication
- Group & User Management
- Authorization
- Cross Domain Management
- File Encryption
- Auditing
- SAN Security

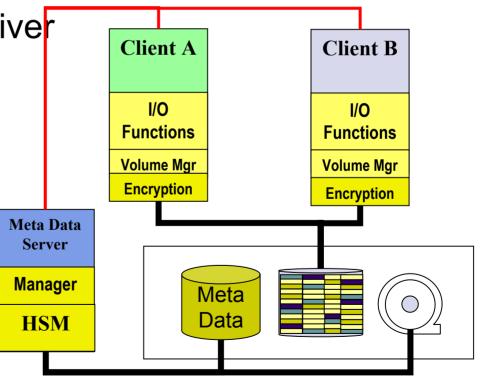


#### **User Management & Authentication**

- Must Encode Owner/Access Control
  - Use Unix or Windows or ???
    - UID vs. SID, Posix ACLs vs. Windows ACLs
  - Customers Sites Vary
    - So the answer is ALL OF THE ABOVE and the Future
- Components of the System Must Authenticate
  - Local File System with Distributed Components
- Standardization Needed
  - LDAP
  - XOpen GSS-API

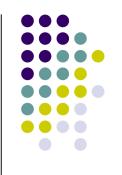
#### Encryption

- Multiple Methods
  - Layered Device Driver
  - Hardware Bridge
  - File-by-file

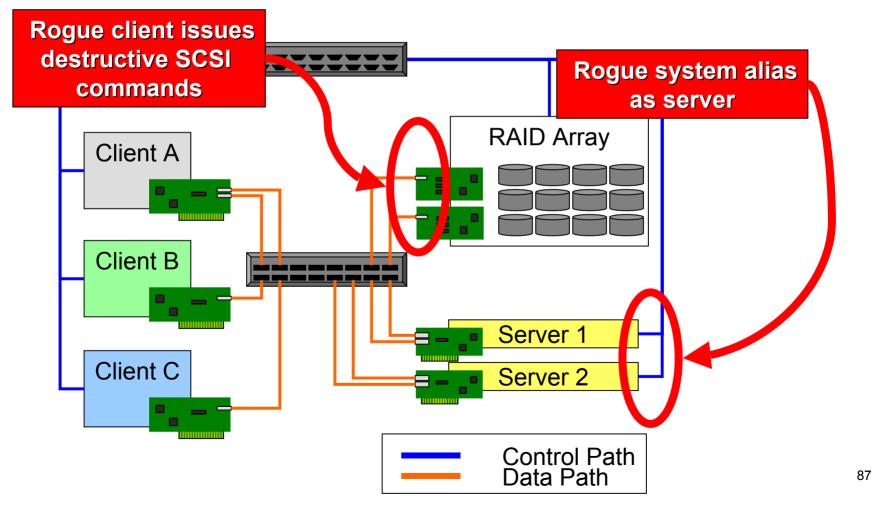




- Auditing
  - Accountability
  - Attempts
    - Unauthorized access
    - Misuse of privileges



#### **SAN Security**





## **True SAN/NAS Convergence**

