

Exascale Distributed File Systems

MSST 2010 Brent Welch May 4, 2010







- Storage is Hard
 - Never fail, ever scale, wire-speed goals
 - Built from low-cost, flakey hardware
- Fault handling is the key to building large systems
 - Performance comes naturally if you can scale up
- Panasas layers its parallel file system on top of its distributed system platform
- Some Ideas about more sophisticated error handling

Background



- Large scale parallel file systems
 - Lustre research and academia
 - PVFS research and academia
 - GPFS research and commercial
 - Panasas commercial and research
- Largest Panasas single storage cluster in production
 - 2 PB, 60 GB/sec
 - 1000 storage blades, two disk drives and 1GE each
 - 100 manager blades
 - 100 blade chassis, integrated UPS and 10GE switch
 - LANL RoadRunner



- You get what you pay for
 - Commercial deployments demand reliability and manageability
- It is easier to add performance optimizations on top of a stable platform, than it is to stabilize an unstable (but fast) platform
 - We know we've been fast and unstable
 - LANL didn't care so much
 - Intel/Disney/Boeing/Citadel cared a lot
 - Intel probably has more practical computing power dedicated to a single application (chip tape out) than most super computers
- Don't worry competition will drive down prices



- 80% of code is about failure recovery
 - First class error recovery logic, diagnostics, etc
 - (untested) error paths, with peer review as first line of defense
 - Massive test suites, which are tricky to write

• Panasas cluster manager vs. file system meta data mgr

- Distributed system platform clearly factored from file system
- PanFS metadata manager is "just another service"
- Panasas cluster manager manages services and failures

Panasas Distributed System Platform

- Distributed File System layered on top of robust quorumbased, out-of-band Cluster Management protocols
 - PTP (Paxos) voting and a replicated configuration database
- Responsibilities of the platform
 - Tracks hardware and software components
 - Activates services, triggers fail over
 - Admits new hardware and decides if it is dead
 - Handles power up, power down, reboot, upgrade, etc
 - Monitors hardware faults, over temp, AC power etc.
- The platform doesn't know much about file systems
 - And certainly doesn't participate directly in FS operations

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- Commit tentative decision via a PTP (Paxos) transaction
- Control distributed system elements (services or blades)
- Conclude operation with a final PTP transaction
- Monitor and re-evaluate as necessary (periodic "sweepers")
- Cluster Manager evolution of Blade States
 - Started with a simple [Online, Not Responding, Dead] states
 - Now: Booting, Self-Test, Off-Version, Low-Battery, Upgrading, Online, Offline, Software Failed, Hardware Failed, Factory Mode, Unavailable (and why)

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Error Handling Semantics



- We need new responses to errors
- RAID will handle disk failures, and we'll be at M+N redundancy
 - But RAID will fail
 - so many controllers, some will die and their fault handling won't actually work
- Network will have redundant paths
 - But the Network will fail
 - too many switches and cables, and the fault handling won't actually work
- The File System software will have to deal with it





- Always On Availability Model
 - Any "+N" fault model generally turns off completely if there are >N failures
 - Techniques like declustering spread out fault domains and yield graceful degradation like "99.5%" availability of the data
- Write steering around failures
 - New data can avoid dead spots in the storage system
- Background addition of more resilience
 - Additional copies, or archival/remote copies can be spawned in the background and fetched to compensate for dead spots



Extra Material

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Metadata service resilience



• PanFS metadata managers maintain transaction logs

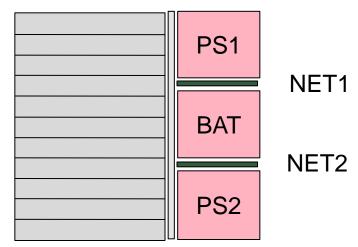
- Battery-protected memory, replicated over network to backup
 - Heavy reliance on the cluster of metadata servers
- Clients are second class citizens
- OSD are almost completely dumb
 - Maintain an error (i.e., "fence") bit for each object
- No FSCK most repairs are online
 - The rest can be deferred indefinitely

A-Series 4th Generation Blade



2002	850 MHz / PC 100	80 GB PATA	
2004	1.2 GHz / PC 100	250 GB SATA	330 MB/sec
2006	1.5 GHz / DDR 400	500 GB SATA	400 MB/sec
2008	10 GE shelf switch	750 GB SATA	600 MB/sec
2009	SSD Hybrid	1000 GB SATA, 32GB SSD	600 MB/sec
2010	1.67 GHz / DDR3 800	2000 GB SATA, (64GB SSD)	~1 GB/sec





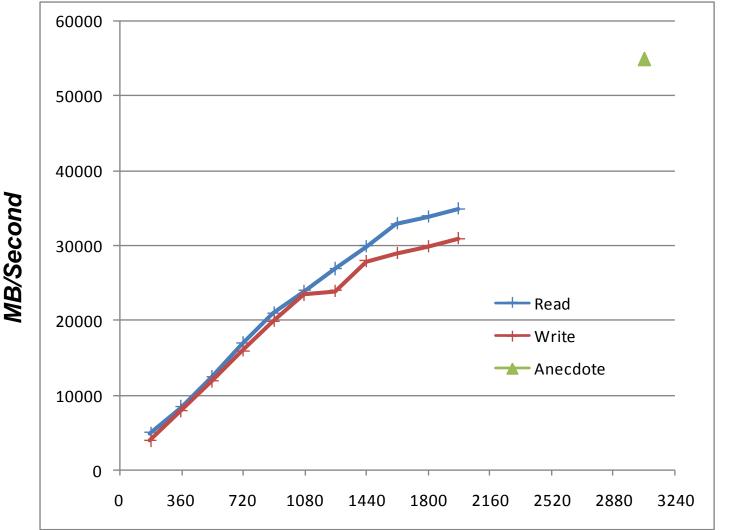
11x Blades



- Object RAID (2003-2004)
- NFS w/ multiprotocol file locking (2005)
- Replicated cluster management (2006)
- Declustered, Parallel Object RAID rebuild (2006)
- Metadata Fail Over (2007)
- Snapshots, NFS Fail Over, Tiered Parity (2008)
- Async Mirror, Data Migration (2009)
- Hybrid Blade (2009)
- 64-bit multicore (2010)
- User Group Quota (2010)

Scaling Clients (100 shelves)





"Anecdote" is a 55 GB/sec observation during a full machine checkpoint restart

The read/write results are from early tests when about half the machine was available

LANL Roadrunner, 3.2.3

Number of RoadRunner Compute Nodes



IETF approved Internet Drafts in December, 2008

• Editorial review took one year

RFCs for NFSv4.1, pNFS-objects, and pNFS-blocks issued Jan 2010

- RFC 5661 Network File System (NFS) Version 4 Minor Version 1 Protocol
- RFC 5662 Network File System (NFS) Version 4 Minor Version 1 External Data Representation Standard (XDR) Description
- RFC 5663 Parallel NFS (pNFS) Block/Volume Layout
- RFC 5664 Object-Based Parallel NFS (pNFS) Operations



Implementation interoperability continues

- San Jose Connect-a-thon March '06, February '07, May '08, June '09, Feb '10
- Ann Arbor NFS Bake-a-thon September '06, October '07
- Dallas pNFS inter-op, June '07, Austin February '08, Sept '08, October '09

Server vendors waiting for Linux client

- Sun, NetApp, EMC, IBM, Panasas, ...
- 2.6.30

exofs object storage file system (local) and iSCSI/OSDv2

- 2.6.31
 - most of nfsv4.1: sessions, 4.1 as an option, no pnfs yet
- 2.6.32 released
 - Adds server back-channel support.
- 2.6.33 in stabilization
 - More 4.1 bug fixing, still no pNFS option nor server recovery