

On the Design and Implementation of a Simulator for Parallel File System Research

Yonggang Liu
University of Florida

PFSsim: Features and Essentials

Simulates general parallel file systems (PFSs) with:

- Convenient scheduling algorithm testing model
- High flexibility
- High fidelity

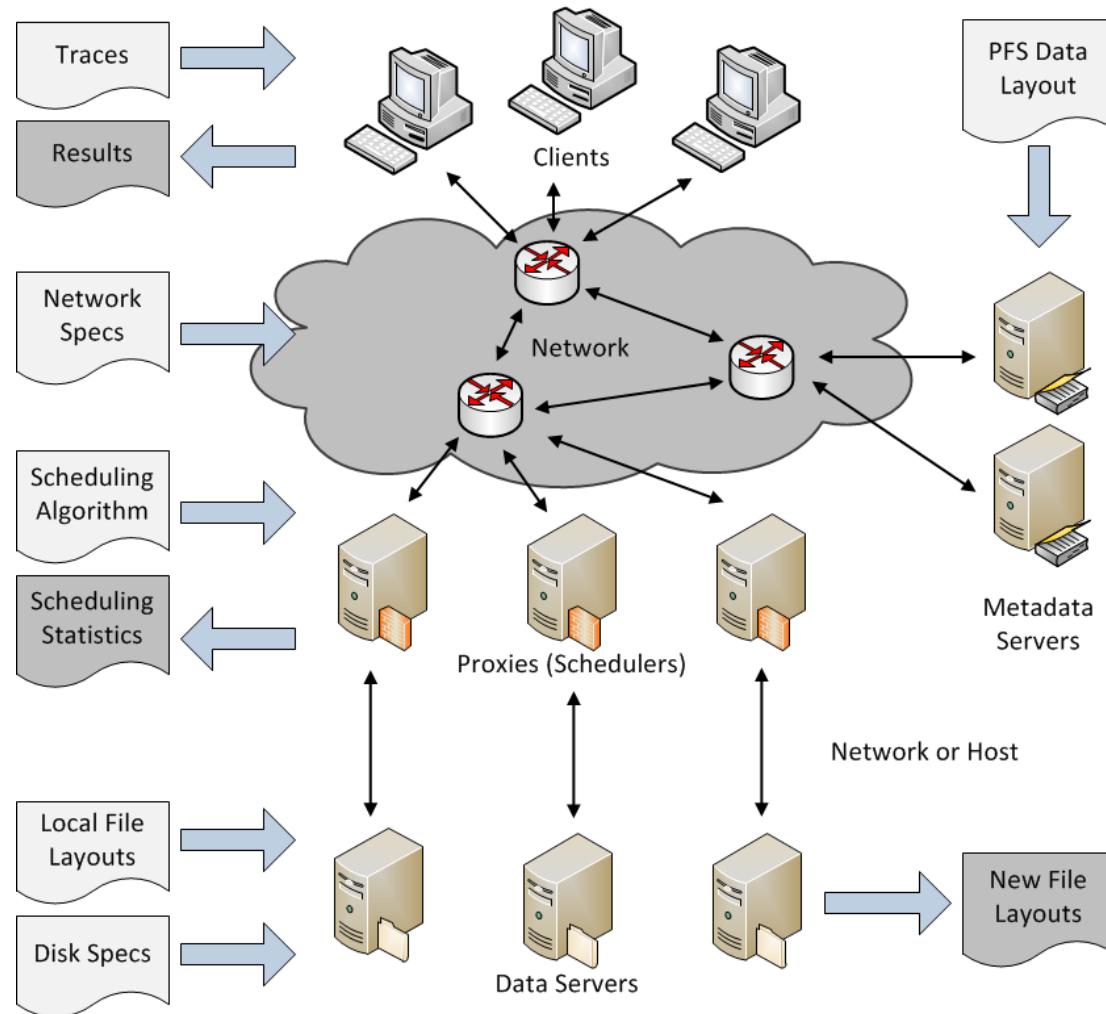
Built upon OMNeT++ simulation platform

- Can be integrated with INET and Disksim.
- Can be enhanced for parallel simulations.

Currently provide read-to-use support for PVFS2

- Lustre, Ceph, PanFS and GPFS will be supported soon.

An Example Architecture of PFSSim



PFS Functionalities & Overheads

Metadata management

Metadata caching, metadata distribution.

Data placement strategy

Data stripe size, data distribution schemes.

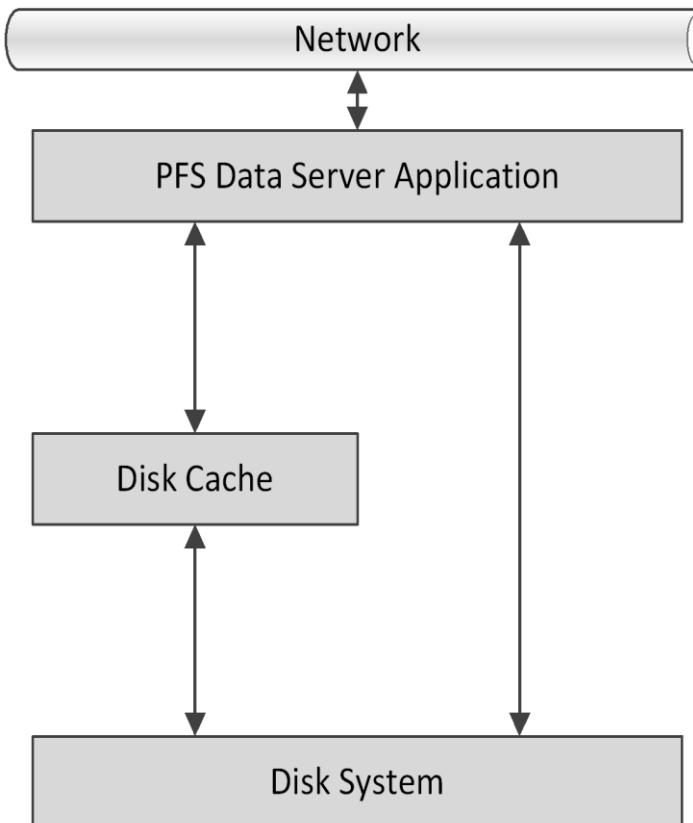
Data replication model

Replication scheme, data consistency check.

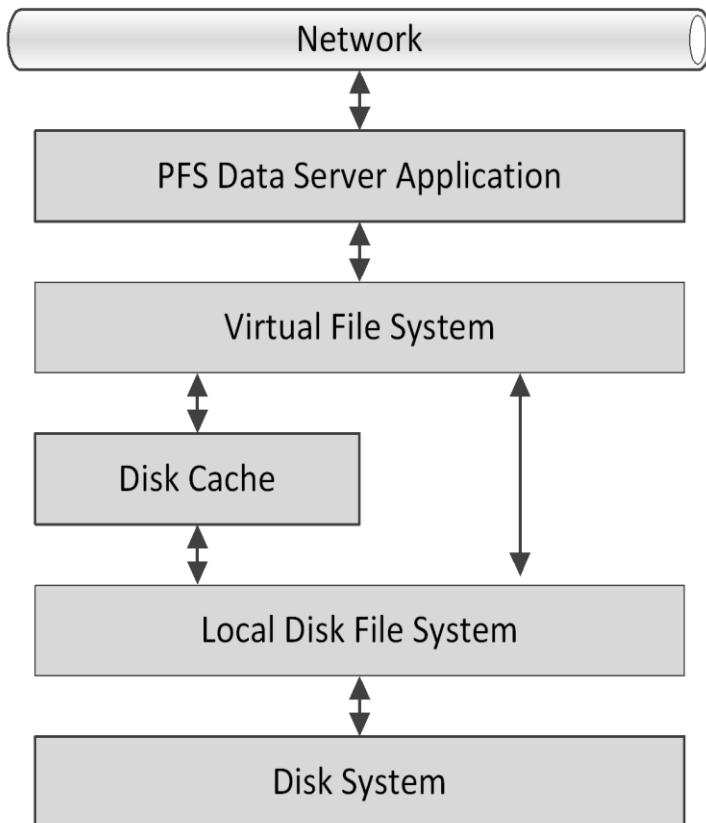
Data caching policy

Data coherency management.

Data Server Architecture

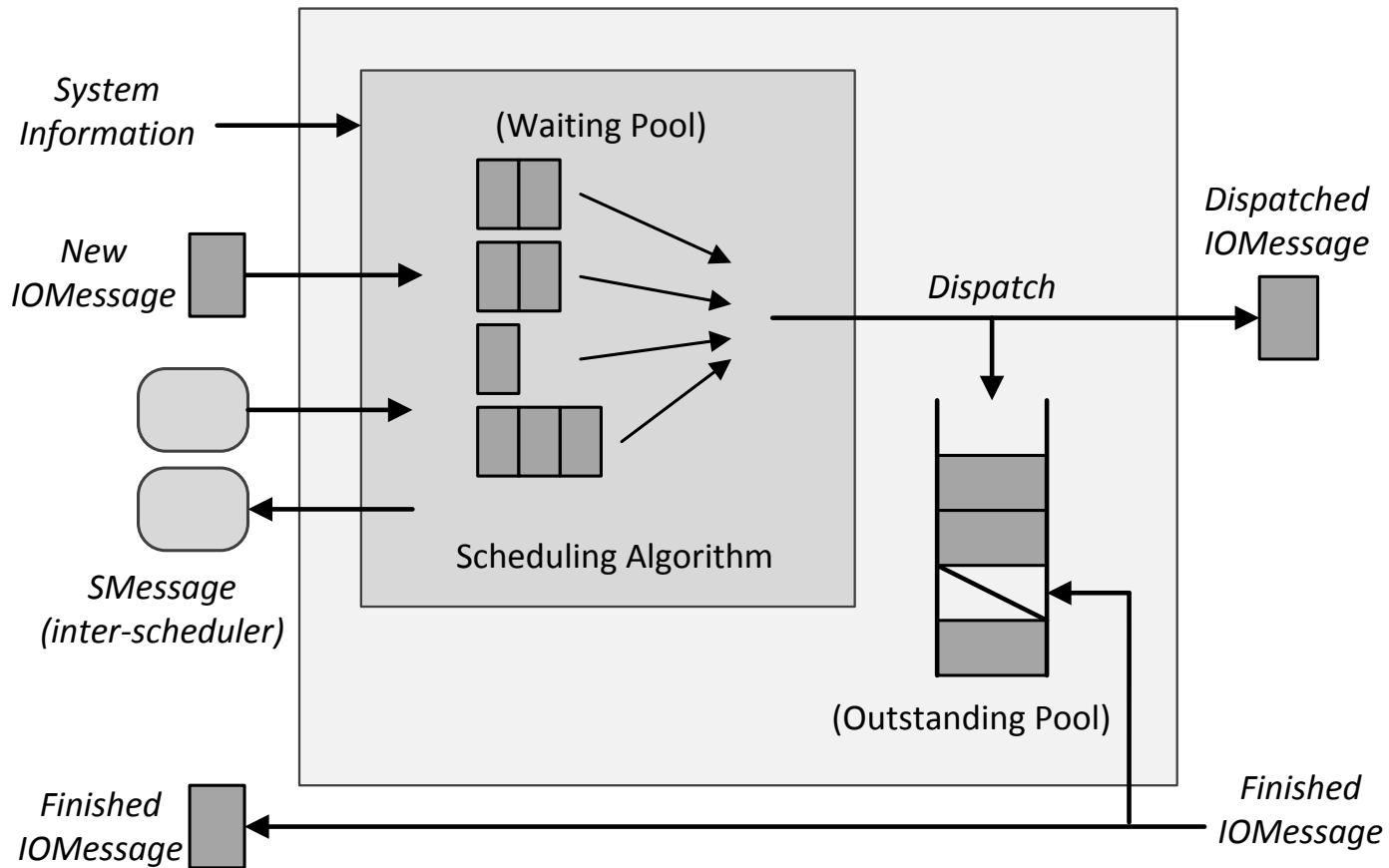


(a) PFS based on physical disk

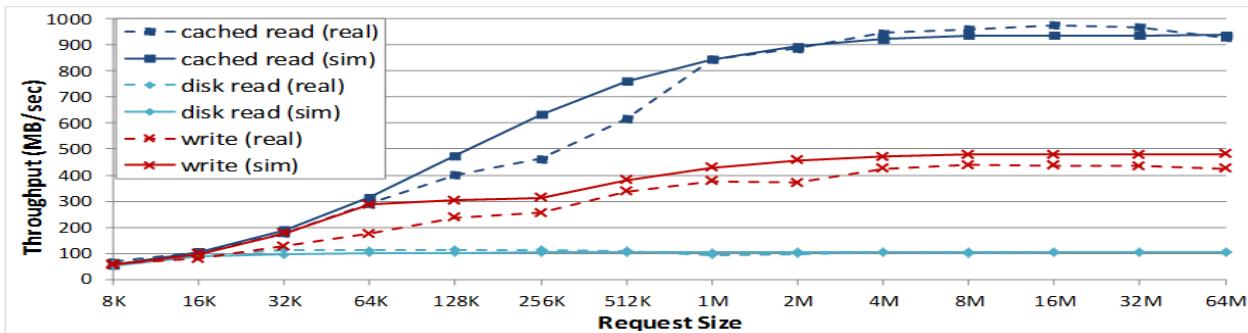


(b) PFS based on native FS

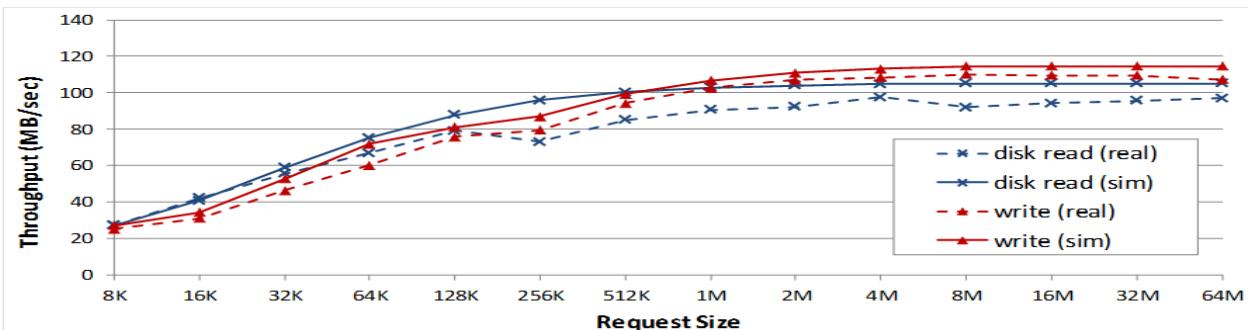
PFSsim Scheduler Framework



Validations: Single Client to Single Server



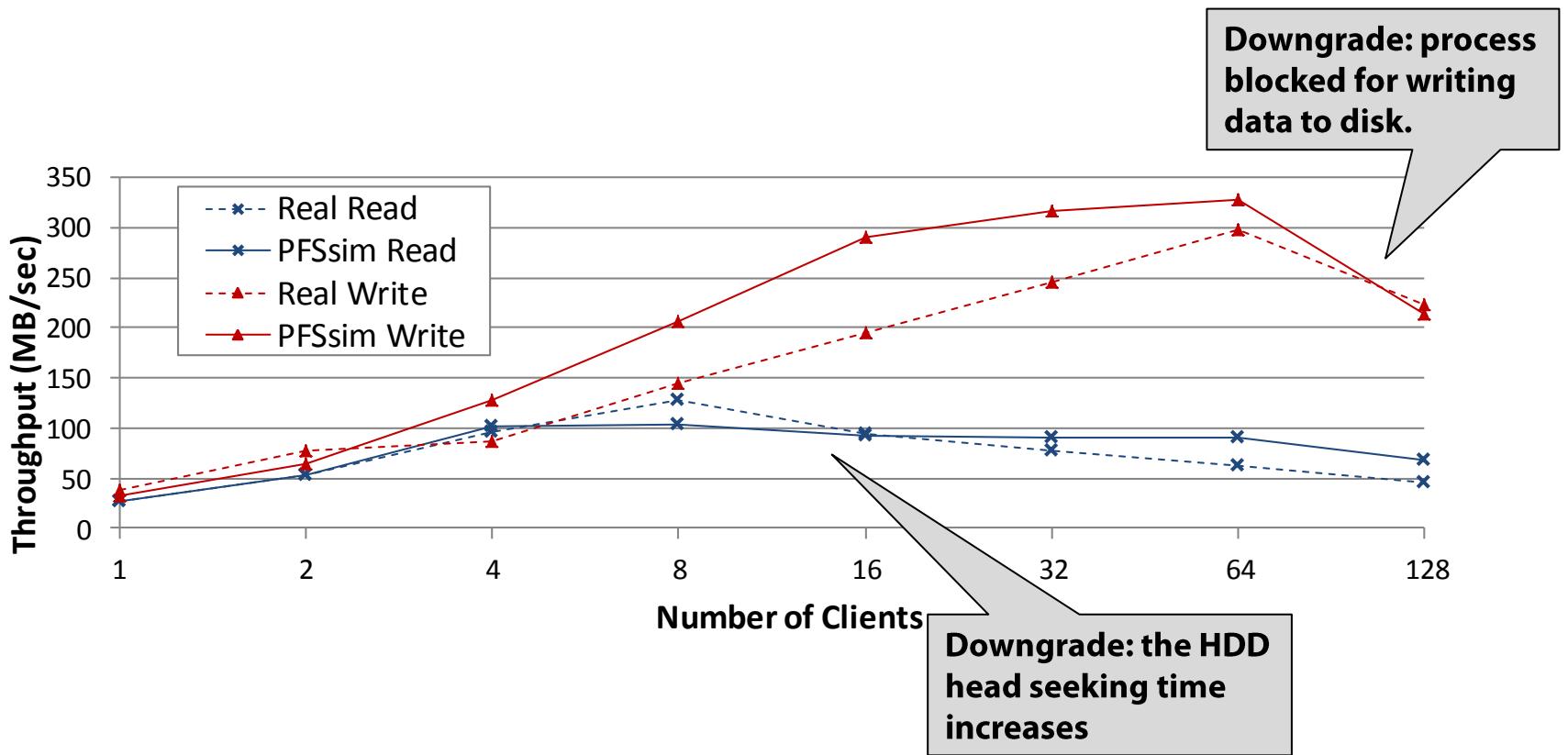
Average throughput of local single-server PFS read/write



Average throughput of remote single-server PFS read/write

PVFS2, IOR, 1 data server 1 metadata server and 1 client

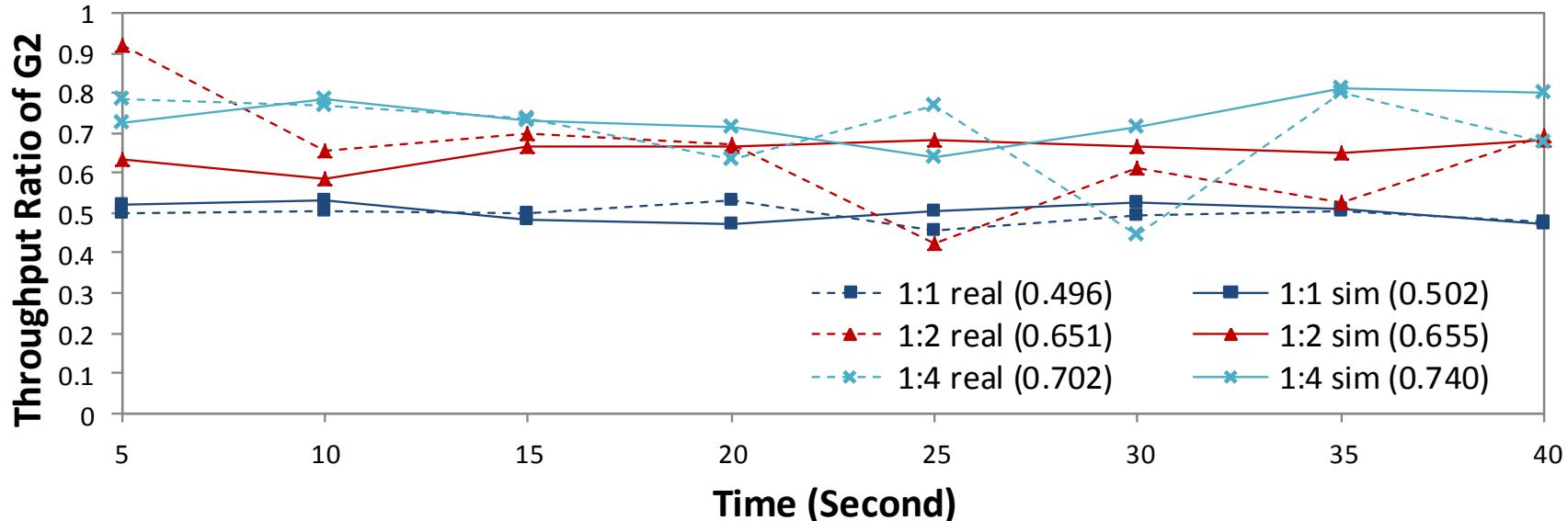
Validation: Multiple Clients to Multiple Servers



8 data servers, 1 metadata server

512MB I/O for each client, sequential access

Validation: SFQ(4) I/O Scheduling



Different weight ratios in Start-time First Queueing(4) algorithm

Clients in 2 groups (G1 and G2), each with 16 clients

Schedulers are located on the per-server proxies

Open Source Code

Code available at github:
www.github.com/myidpt/PFSsim

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Thank you!