Exploring Future Storage Options for ATLAS at the BNL/SDCC facility

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Motivation & Challenges

- Storage "Ecosystem" has evolved over the years
  - New/changes in protocol and storage software in WLCG
    - e.g., dCache, XRootD, EOS, Lustre, Ceph, MinIO
  - New data protection schemes (e.g., distributed RAID, erasure coding)
  - Hardware capabilities have increased
    - Network bandwidth
    - Server capability
    - HDD bandwidth/capacity
  - ATLAS Storage Environment and requirements have changed
    - Migration to new transfer protocols(~~GRIDFTP~~, WebDAV/XRootD), , storage tokens, …
    - *ATLAS storage requirement: Space token, ADLER32, TPC Pull, ...*
- BNL provides large scale storage service for large projects: **ATLAS**, Belle II, DUNE, sPHENIX, STAR, NSLS-II, etc
  - Disk storage: **151.2PB** (~87.2 PB dCache, 64.12PB Lustre, GPFS, NFS NetAPP)
  - Tape storage: **~221.5PB** HPSS

An opportunity to revisit current implementation in view of forthcoming requirements for HL-LHC

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Storage Components: Evaluation

The complete storage system may be implemented by one software package or a set of software packages working in concert

Evaluated components

Layer	Evaluated components
1. Access Layer Frontend *Client access protocol support*	**dCache | XRootD** (dCache is software that supports multiple access protocols,XRootD is both software and a protocol)
2. Unified Storage System Layer *Organizes the storage blocks provided by the backend into a coherent and unified storage space for storing data*	**dCache | XRootD + Lustre**
3. Backend Storage Layer *Creates the storage "blocks" (space) used by the storage system to store data*	**OS level:** Linux Software RAID (MDRAID), OpenZFS **Software defined:** **Ceph**, Lustre

dCache or XRootD are recommended storage technologies that meet the ATLAS requirements

Early studies showed that CEPH was not considered for ATLAS. The main reason (at that time) was the I/0 performance below US T1 requirements

Three tested configurations to evaluate the stacks

1. **dCache with ZFS pools**
2. **dCache with Lustre storage pools**
3. **XRootD with Lustre backend storage**

Write/Read Stress Tests for TPC(Third Party Copy)

Source
- Production ATLAS dCache

TPC write →

Testbeds
- dCache w/ZFS pools
- dCache w/Lustre pools
- XRootD w/ Lustre backend storage

← TPC read

Destination
- Production storage

Goal: Saturate the different storage configurations and sustain the peak rates with production data

FTS(File Transfer Service)

- Controlled test with FTS used to simulate realistic load
- Bulk FTS transfers
- Files: 500K, Max active limit (FTS): 1200

Testbed(cf. slides 12,13 and 14) same hardware
- ➔ Large scale test **5 PB**
- ➔ Simultaneous test of two configurations

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TPC-Write(per door)

Davs TPC	XRootD w/ Lustre	dCache w/ ZFS	dCache w/ Lustre
traffic per door	3.1GB/s per door	+2.0GB/s per door	+3.8 GB/s per door
CPU Usage	<10% per door	~40% per door	~68%
Success rate	>98.5%	>99.4%	>98%

- ➔ **IO traffic of XRootD w/ Lustre is ~1.5 times of dCache w/ ZFS**
- ➔ **Important difference in checksum calculations (see next slide)**

Thanks to XRootD team's help with Lustre(e.g., configurations, tpc, checksum)
Thanks dCache develop team's suggestions for tuning(e.g., HTTP encryption), the gap between XRootd/Lustre and dCache/ZFS reduced from ~2 times to ~1.5times

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Checksum calculation in dCache and XRootd

- dCache calculates dynamically checksum as the file is received or written to disk
- XRootD calculates checksum after the file has been written to disk
  - File read from backend storage cause extra I/O traffic
  - Increase load on network and backend storage servers(CPU, disk, etc)
  - Needs more gateway and tunings to saturate the backend storage performance
- Observed errors during TPC-write tests(slide 5), most of which are checksum related issues
  - Checksum timeout: happen while there are bulk of active requests on FTS
  - HTTP 500 error: Can be fixed by increasing the maximum number of checksum calculations that may run at the same time

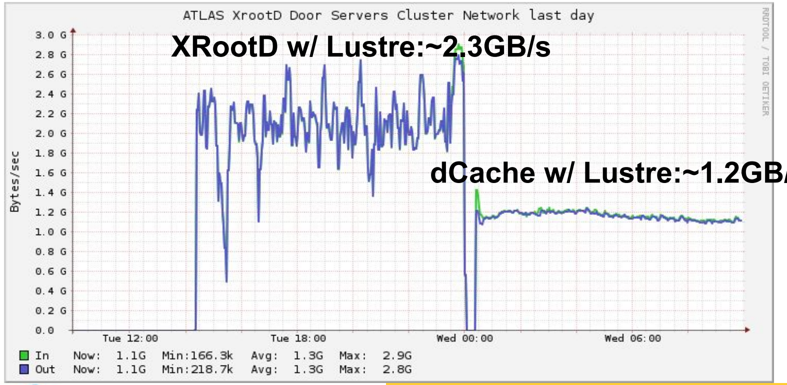
Error Description	XRootd w/Lustre	dCache w/ZFS	Comments
Recoverable error: [110] DESTINATION CHECKSUM timeout of 1800s	✗	✗	Checksum timeout on FTS side while there are bulk of active requests(e.g.,1200)
Recoverable error: [5] DESTINATION CHECKSUM HTTP 500 : Unexpected server error: 500	✓	✓	Fixed the error by Increasing maximum number for checksum calculations for XRootd **max>=512(According to tuning tests)**

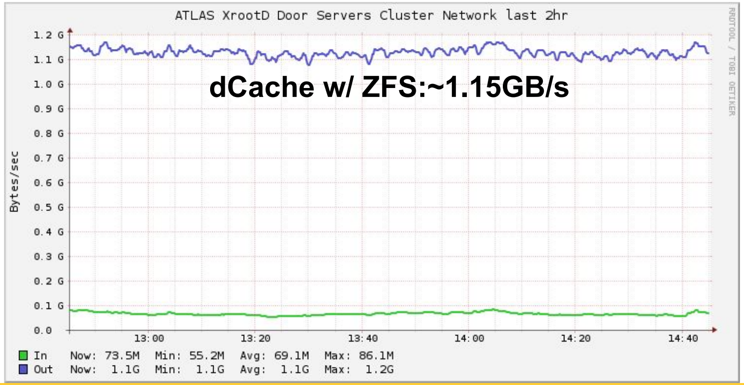
✗ : **Exist**
✓: **Fixed**

- **dCache checksum with dynamic calculates behaves better compared to XRootD**

TPC-Read(per door)

Davs TPC	XRootD w/ Lustre	dCache w/ ZFS	dCache w/ Lustre
Aggregate traffic	~2.3GB/s	~1.15GB/s	~1.2GB/s
CPU Usage	<3% per door	<3% per door	<3% per door
Comments	1)XRootd+Lustre gets best read performance, about 50% higher than dCache+ZFS and dCache+Lustre pools. 2) dCache with ZFS and Lustre pools perform about the same.		





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The results was reported to dCache team. Potential issue to investigate, e.g., the remote transfer manager and RemoteHttpDataTransferProtocol

Backend Storage evaluation: OS Level

LINUX MDRAID		OpenZFS
RAID-6 LUN	→	Single RAIDz2 vdev Zpool
No equivalent	→	Single RAIDz3 vdev Zpool
Striped RAID-N LUN	→	Multi-vdev Zpool
No equivalent	→	dRAID “distributed” RAID

MDRAID advantages over OpenZFS

- Supported by Redhat
- Faster rebuild on very full LUNs (compared to ZFS RAIDzN)
- No performance penalty for > 85% capacity usage
- Less capacity overhead for similar configuration

OpenZFS advantages over MDRAID

- Better data integrity（block checksum, auto healing corrupt data）
- Better IO performance in sequential read/write
- Separate filesystems in same Zpool can be tuned to data access patterns
- Automatic load balancing across LUNs
- Built in hot file cache (ARC) in memory
- (future) dRAID can significantly lower rebuild times to reduce risk of disk failures
- Reduced manual intervention

➔ **OpenZFS has been chosen to work as backend storage for the new hardware of ATLAS dCache**

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Summary

What we learned

- Gained expertise with alternate storage options
  - All alternate configurations provide the ATLAS needed functionalities
  - XrootD Lustre vs. dCache Lustre vs. dCache ZFS
- Evaluated the performance of dCache and XRootD with alternate options
  - XRootD + Lustre can show better I/O performance than dCache+ZFS for third party copy

What we choose

- We have chosen the **dCache ZFS** configuration for medium term
- ZFS gives reliability with low operation cost
- Less resilient against failure, as Lustre failure affects the whole system. In contrary a pool failure affects the given pool only
- Latest dCache or forthcoming might give improvement (thanks to dCache developers and their good support)

Next step

- Further validation for various production workflows is required
- Convergence toward a tiering storage strategy at a data center for different workflows
  - E.g., Fast I/O disk for analysis with dCache as data management / tiering layer
- Lustre is still a possible candidate for long term (not Run 3) as we are gaining operation experience with NSLS, sPHENIX and ATLAS
- **To be continued…**

Thank you!

Backup

Test Hardware for Storage

10 Servers with identical HW specifications

- 5 Servers configured as Lustre OSS servers
- 5 Servers configured as dCache pool servers

Server HW specifications

- 384GB RAM, 36 cores (18 cores/CPU)
- Network - 2 x 25 Gbps = 50Gbps
- One JBOD per server
    a. 102 x 14TB drives
    b. ~1 PB available

Lustre Disk Organization

- 10 x (8+2) RAID 6 LUNs
- One LUN one OST

dCache Disk Organization

- Single ZFS zpool (14X7)
- 7 vdevs per zpool
- Each vdev configured as 14 disk RAIDz2

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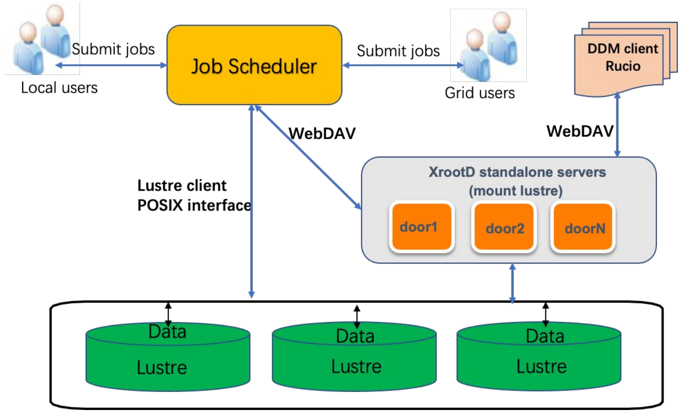
Testbed: XRootD+Lustre Deployment

XRootD+Lustre

- Lustre MDS - Lustre v2.12.8
  - One VM - 1TB **HDD**, 16 cores, 64GB RAM
- Single Lustre file system constructed from 5 OSS servers
- 5 standalone XRootD servers
  - Lustre filesystem accessed via standard Lustre kernel client module



Monitoring:

Grafana

Ganglia

Robinhood

Barreleye

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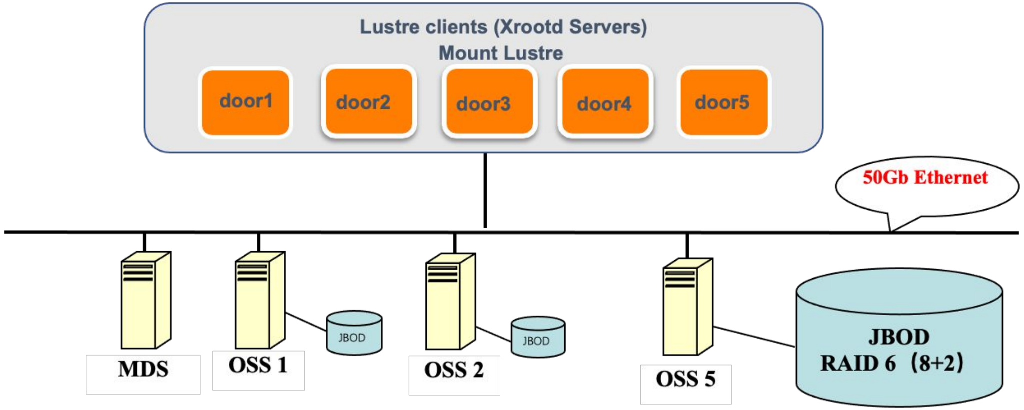
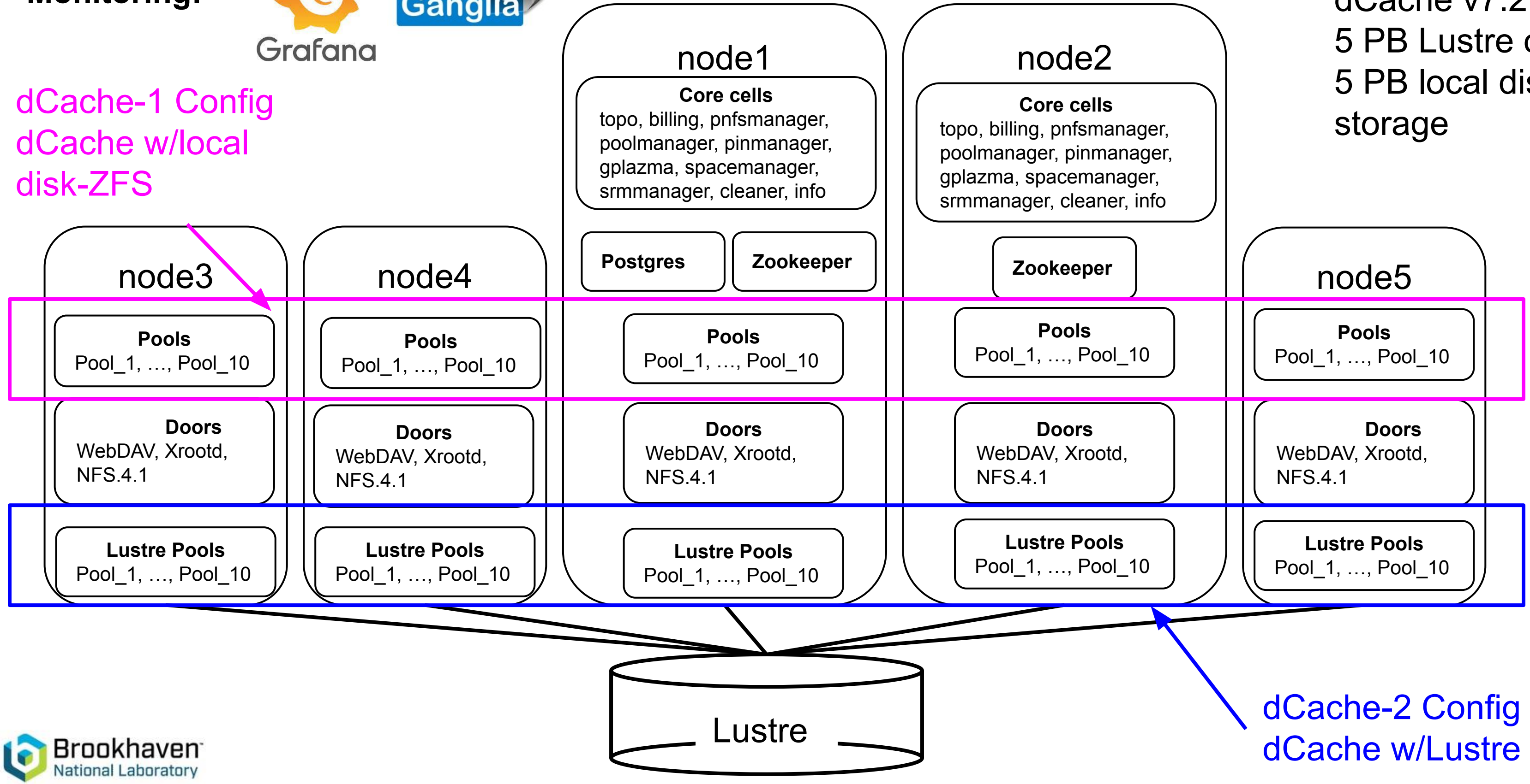


Testbed: dCache Deployment

Monitoring: Grafana Ganglia

dCache v7.2.3
5 PB Lustre or
5 PB local disk
storage



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