

# Using HDFS as a WLCG SE

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# Introducing Hadoop

- Hadoop is a data processing system that follows the MapReduce paradigm for scalable data analysis.
- Largest install is at Yahoo, a major contributor.
- 14PB of online disk.
- Larger clusters are planned

# Hadoop and HDFS

- To do large-scale data processing, you need an underlying file system.
- But to do this affordably, you need a distributed FS designed for commodity hardware.
- I.e., stuff all your worker nodes full of disks.

# HDFS

- HDFS is a scalable file system with two major components:
  - Namenode: central metadata server.
  - Datanode: file servers for data.
- Lots of design decisions in HDFS will look familiar to WLCG sites.

# HDFS Design

- Big subject! See the Hadoop whitepapers
- The filesystem keeps all namespace information persisted in a journal and merges the journal once every hr or 64MB.
- All operations that do not alter namespace are guaranteed to be RAM-only.
- Benchmarked at 50k ops / sec for reads, 5k ops / sec for writes.

# HDFS Architecture

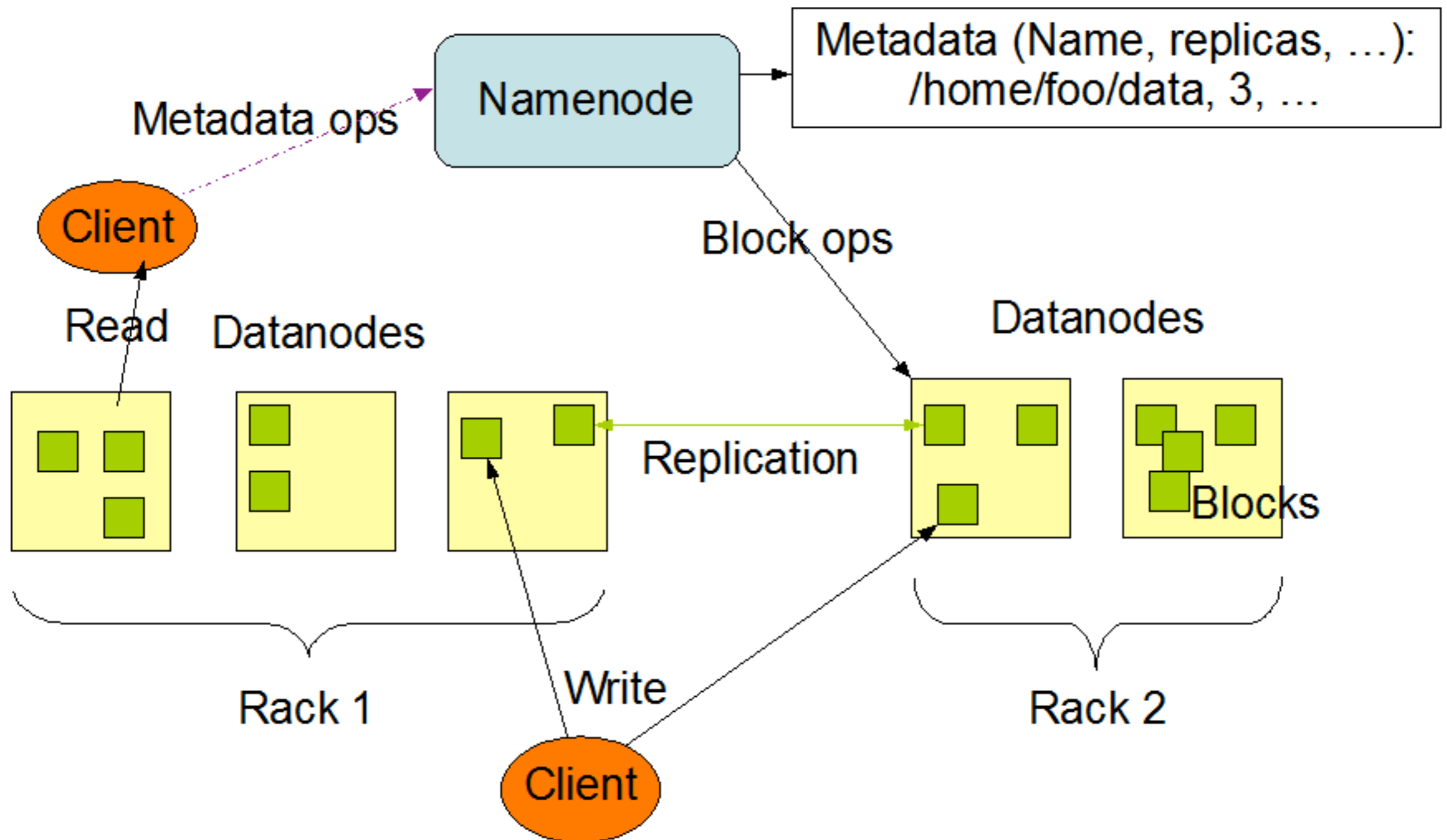


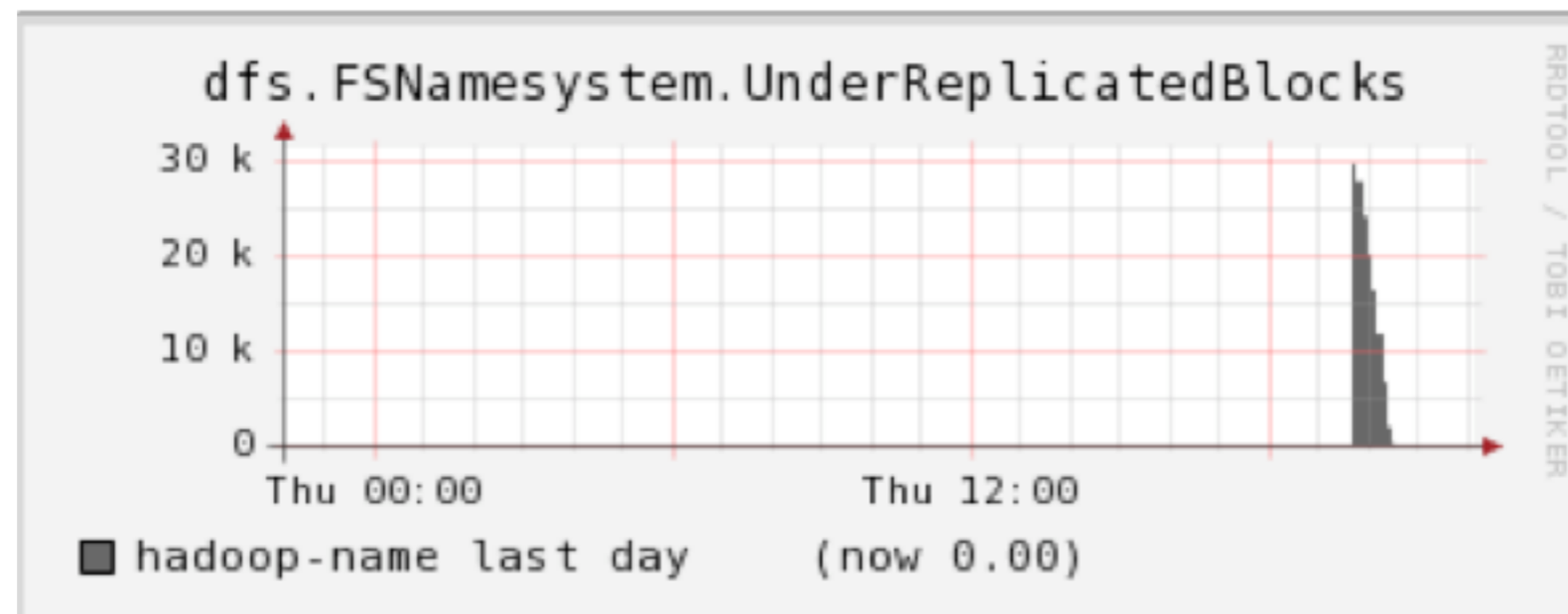
Image courtesy of Hadoop website

# HDFS Replication

- Replication built into core of system.
- Default replication policy:
  - First replica to local datanode
  - Second replica to a node on a different rack
  - Third replica to yet another rack.

# Replication Example

- Our current policy is that any node that does not have a heartbeat in 10 minutes is declared dead.
- At that point, namenode will start creating new replicas, assuming the node is dead.
- Example below: 1.5TB HDD failed; “danger zone” passed in ~ 1 hr.





# Replication

- At no point when a HDD fails does a client fail!

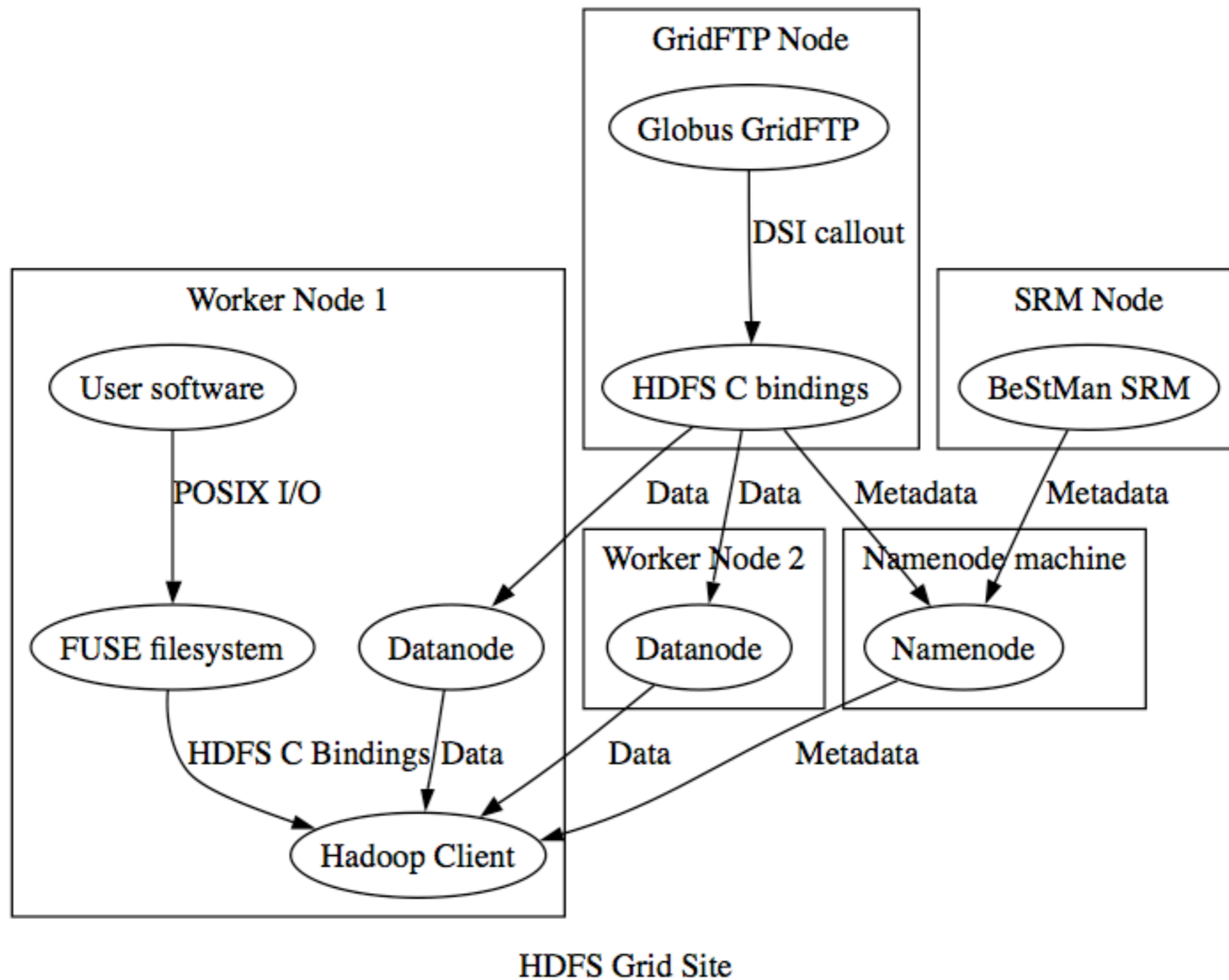
# HDFS Replication

- HDFS replication allows client's reads to survive:
  - Death of datanode currently reading from.
  - Death of namenode.

# Grid-Enabling HDFS

- We combine HDFS with two grid components:
  - BestMan SRM server
  - Globus Gridftp
  - Both are well maintained & modular.
- And then we mount it on our WN for local file access.

# HDFS SE Diagram



# Advantages of HDFS

- In order, these are the primary drivers of our use of HDFS:
  - Manageability
  - Reliability
  - Usability
  - Scalability

# Manageability

- The following tasks are trivial:
  - Integration of statistics with **Ganglia**.
  - **Decommissioning** hardware.
  - **Recovery** from hardware failure.
  - **Fsck!**
    - Checks the current knowledge of the filesystem and counts how many block replicas there are per file, and highlights any which are under-replicated.
  - RPM and Pacman-based install for the whole kit.
  - Many of our “well-known” problems are not possible.
    - **Don't need a separate admin toolkit!**
  - Setting quotas.

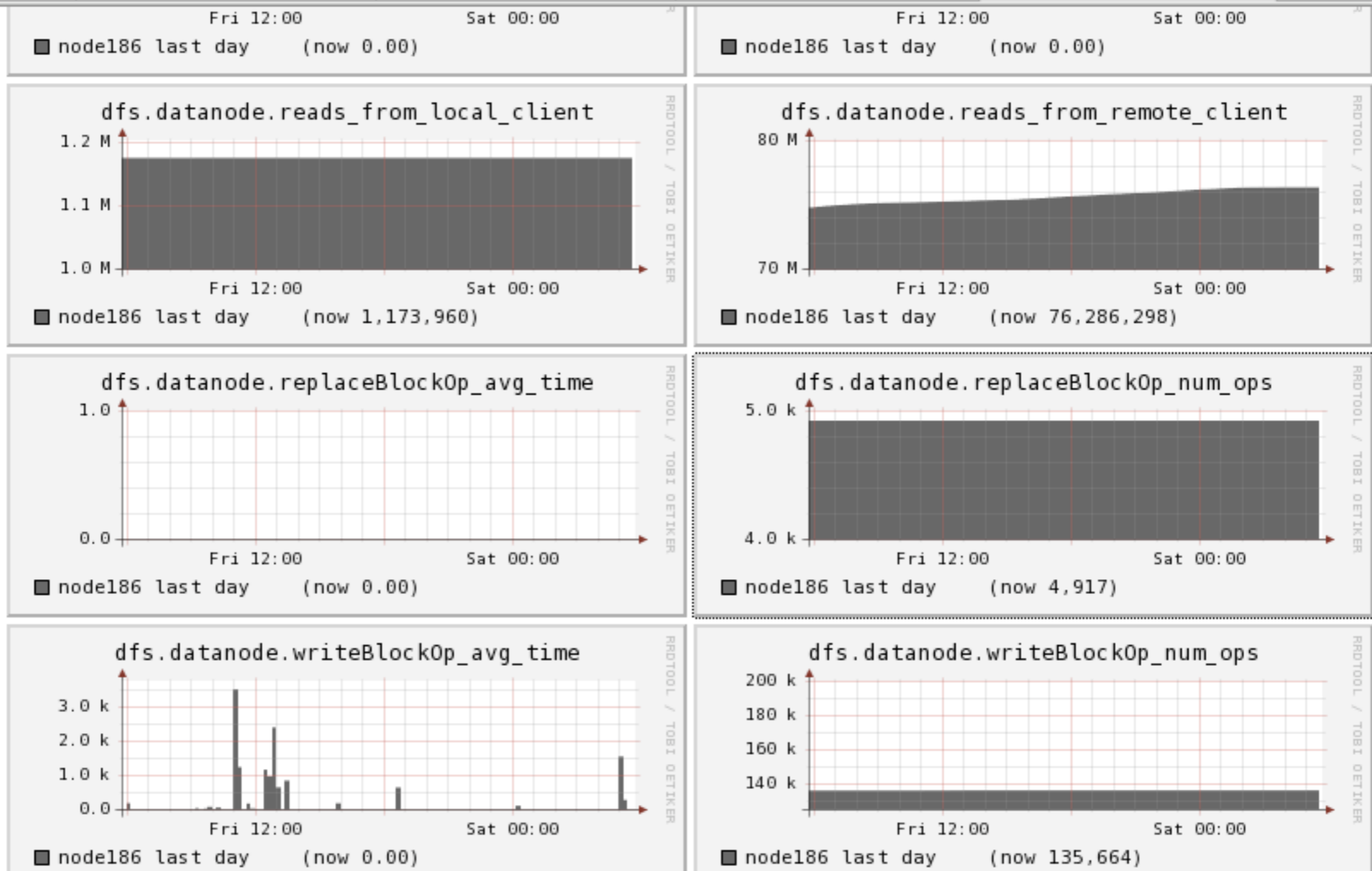


# Ganglia Graphs

Ganglia:: node186 Host Report

cf.unl.edu/ganglia/?r=day&c=red-workers&h=node186

://nmi-s005.cs.wi... [#HADOOP-4343] Add... WLCG Collaboration W... Results of Query: Job ... Ganglia:: node186 Ho... Comput





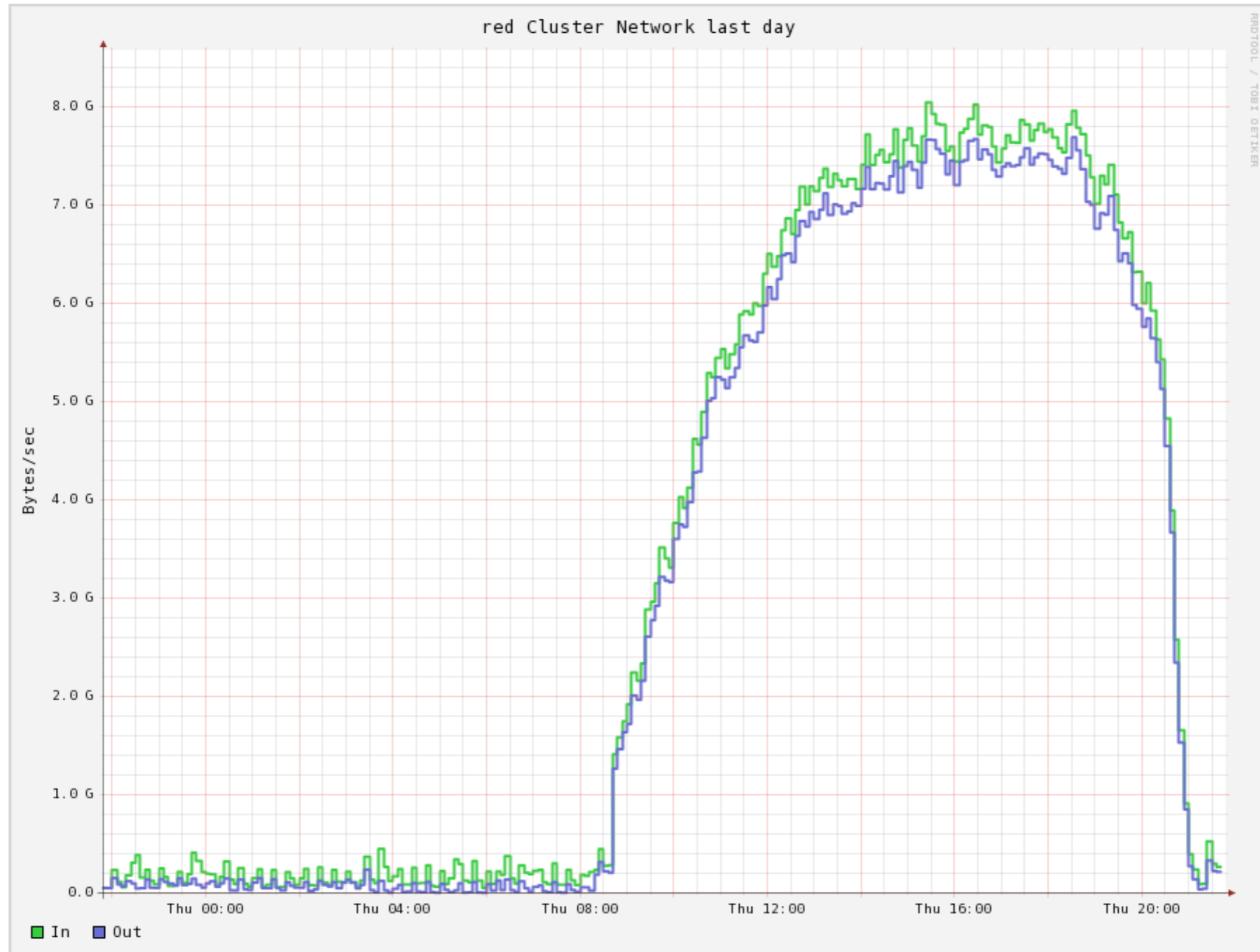
# Reliability

- Replication works incredibly well.
- Client (CMSSW) reads live through restarts of any piece of HDFS.
- Writes are pipelined; guaranteed to have  $N$  copies on cluster when `close()` returns.
- Each datanode does a constant

# Usability

- POSIX works\*; this opens a lot of doors to communities who are put off by recompiling their software.
- \* = writes are append-only
- Users no longer have to know about your FS-specific tools.
- Although there are some nifty additions the tools provide.

# (CMSSW) Performance



# Performance Stats

- We've clocked:
  - The filesystem at 80Gbps
  - 23 Gbps for 300 CMSSW processes analyzing a *single file* @ 2 replicas (we picked a fake workflow to pump up the per-job rate).
  - SRM endpoints at 30Hz (these SRMs are stateless; load-balancing is trivial)
  - fsck takes <10s
  - Decommissioning a pool <1 hr.
  - Namenode restart in about 60s
  - WAN transfers peak at 9Gbps, sustain 5Gbps.

# Conclusions

- Hadoop gives us significant improvements in manageability of storage => lowers cost of maintenance.
- Performance scalability benefits by co-locating storage and WNs
- Reliability during disk failures => less failures seen by users.
- Allows us to use commodity hardware => lowers cost of hardware.