



Direct IO, IO Priority and Bandwidth Policies in EOS IT-ST-PDS

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Introduction

- **EOS** instances are used by a **large user community** - **EOS is a large shared resource**
 - the **criticality** of individual access types **varies** a lot
 - example:**
 - data INGRES from online DAQ systems requires highest priority (real-time critical)
 - background scanning to verify file checksum is a low-priority task, which should back off for most other use cases
- **real-time driven** applications require minimal IO fluctuations
- example:**
 - the transfer time for an online system can vary within the given time budget, but large tails in transfer times have to be avoided



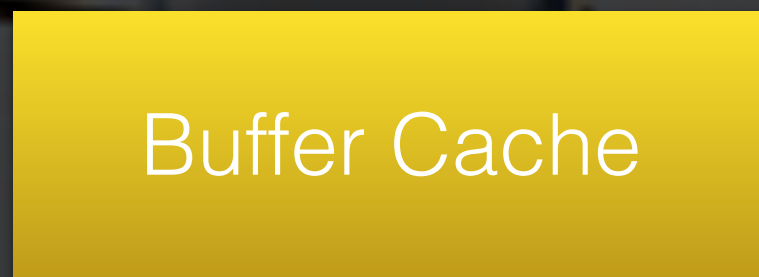
Buffered vs direct IO ...



buffered IO



read  write 



 sync

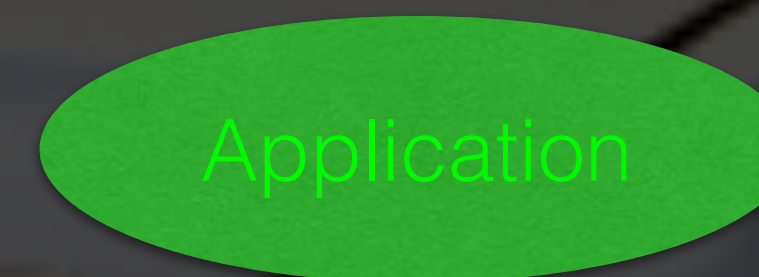


provides:
caching
read-ahead
write-back

requires:
memory
cpu

pitfalls without fsync:
data safety
ENOSPC
IO stalling

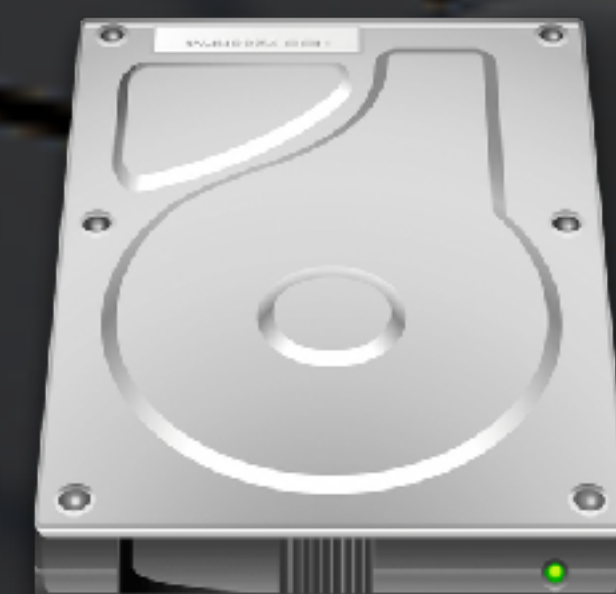
direct IO



read  write 

provides:
less memory
less cpu

requires:
IO + buffer
alignments





The three EOS IO Types

- **direct IO** - implemented in EOS OSS plug-in
 - uses two file descriptor
 1. **direct IO** for IO which fullfills alignment
 2. **buffered IO + fdatasync + posix_fadvise** for writes which does not fulfil alignment [will be changed to O_SYNC]
- **sync = dsync** - use synch. IO
 - use file descriptor with **O_SYNC**
- **csync** - sync on close
 - write via buffer cache but **fdatasync** on close without the client calling sync directly



Selecting IO Types

Evaluation Order

via CGI: "**root://myeos?eos.iotype=direct**"

instance default:

"eos config default space.policy.iotype=direct"

space specific:

"eos config erasure space.policy.iotype=sync"

space+application specific default for app 'foo':

"eos config default space.iotype.foo=csync"

space+application specific for app 'foo':

"eos config erasure space.iotype.foo=csync"

directory enforced :

"eos attire set sys.forced.iotype=direct /eos/daq/"



Impact of direct IO

- measured that direct IO **improves** maximum **WRITE** performance of standalone XRootD server with standard CERN disk server from **7 GB/s to 9 GB/s**
- direct IO **increases** instance performance for **WRITE** workloads
- using direct IO **reduces** performance **tails for WRITE** workloads
- direct IO **reduces** instance performance for **READ** workloads



10 Priorities



IO Priorities

- IO priorities currently available only with **CFQ/BFQ** scheduler on LINUX - support in deadline scheduler coming
- three levels: idle (**idle:0**), best-effort (**be:0-7**) , real-time (**rt:0-7**)

real-time >> best-effort 1 >> best-effort 7 >> idle

default IO priority is **be:4**

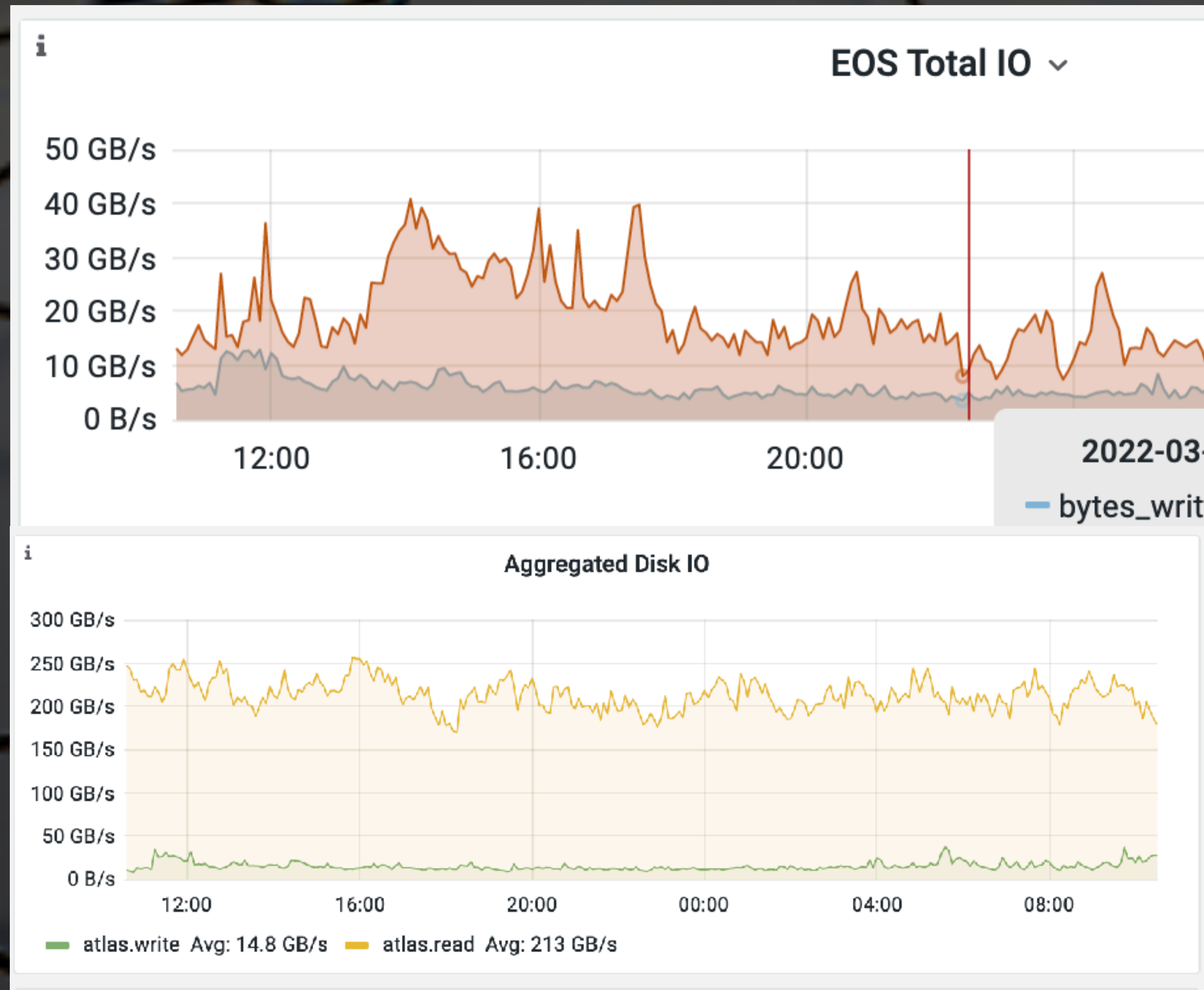
- the EOS background scan for checksum verification is running with best-effort **be:7**
- **realtime** supported from 4.8.79 on (+ 5.0.15)
- **IO** priority works only for **read + direct write**



IO Priorities

IO originating from applications in EOSATLAS

Disk IO measured during the same period mainly background scanning





Selecting IO Priority

via CGI: “**root://myeos?eos.iopriority=be:1**” if user has the ‘operator’ role (member of operator in VID interface)

instance default:

“**eos config default space.policy.iopriority=rt:0**”

space specific:

“**eos config erasure space.policy.iopriority=be:2**”

space+application specific default for app ‘foo’:

“**eos config default space.policy.iopriority.foo=be:6**”

space+application specific for app ‘foo’:

“**eos config erasure space.policy.iopriority.foo=idle:0**”

directory enforced :

“**eos attire set sys.forced.iopriority=be:1 /eos/daq/**”

Evaluation Order

a

b



Bandwidth Regulation



Bandwidth Regulation

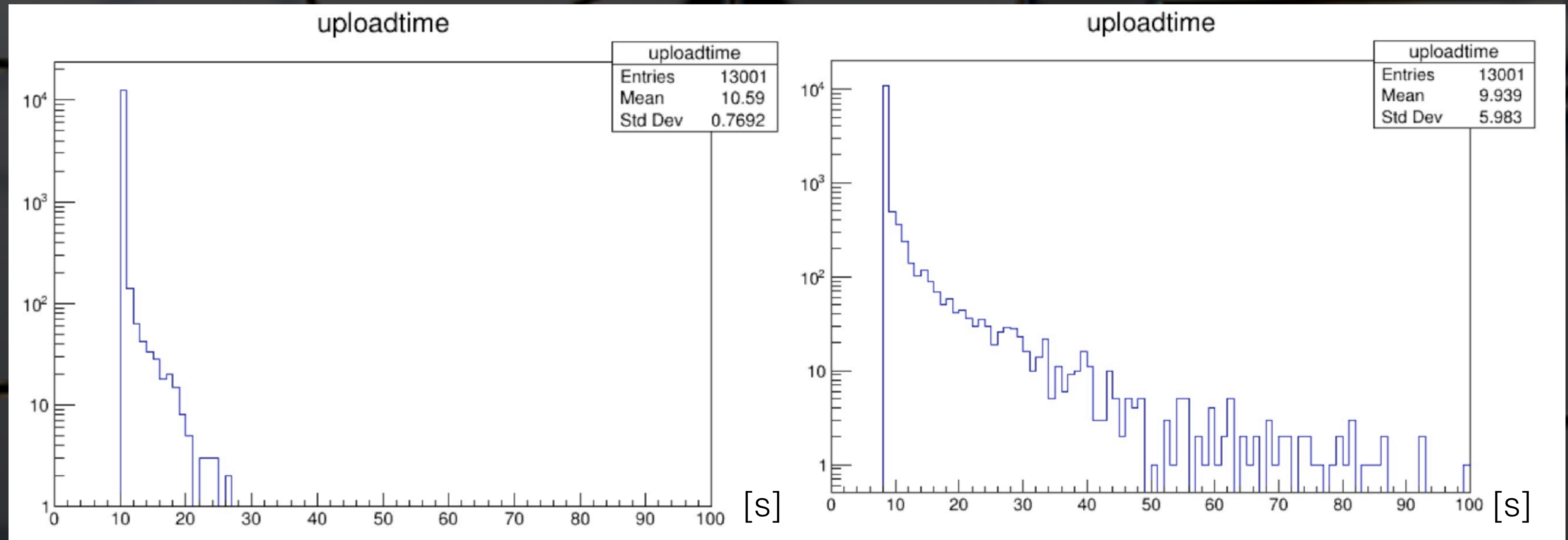
- during various benchmarks we have verified that IO tails are reduced when clients run with limited bandwidth
- an upper bandwidth limit can be set for **xrdcp** and **eoscp** (see help of these commands)
- we have added **bandwidth regulation** to EOS **server-side** to be able to set this limit on the instance itself such that we don't have to tell applications/people to use a reasonable setting and to be able to change this settings on the fly



Bandwidth Regulation

Impact on performance tails

left with bandwidth limitation - **right** without



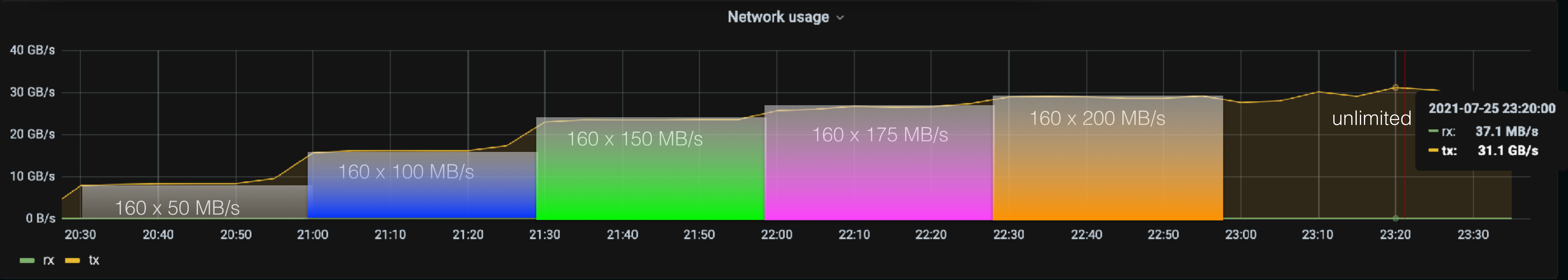


Bandwidth Regulation

Test changing bandwidth limit on the fly
and effect on instance IO performance and tails

```
success: configured policy in space='default' as policy.bandwidth='50'  
success: configured policy in space='default' as policy.bandwidth='100'  
success: configured policy in space='default' as policy.bandwidth='150'  
success: configured policy in space='default' as policy.bandwidth='175'  
success: configured policy in space='default' as policy.bandwidth='200'  
success: removed space policy 'policy.bandwidth'
```

bw policy	50	100	150	175	200	unlimit ed
avg [s]	42	22	15	13.4	12.3	11.9
95 perc	43.7	23.3	16.6	15.6	15.7	40.7
99 perc	44.2	24.5	18.1	20.2	25.4	104
Total BW GB/s	8	16	23	26	28	30





Selecting IO Bandwidth

The bandwidth parameter unit is MB/s

Evaluation Order



via CGI: “root://myeos?eos.iobw=100”

instance default:

“**eos config default space.policy.bandwidth=250**”

space specific:

“**eos config erasure space.policy.bandwidth=150**”

space+application specific for app ‘foo’:

“**eos config erasure space.bw.foo=50**”

Limitations:

- currently IO bandwidth can **not** be **configured on** the **directory level**
- IO bandwidth does **not distinguish reading** and **writing** !

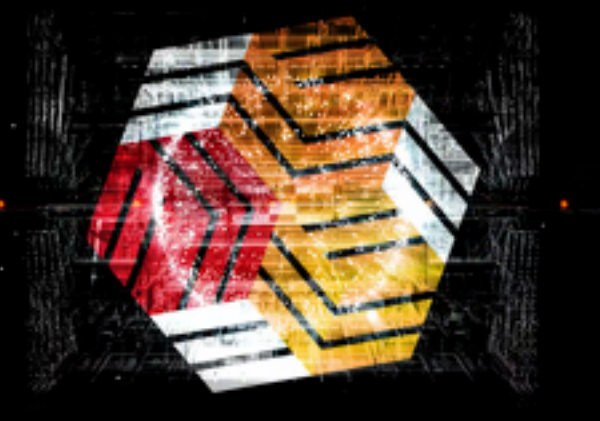


Filesystem Scheduling Overload

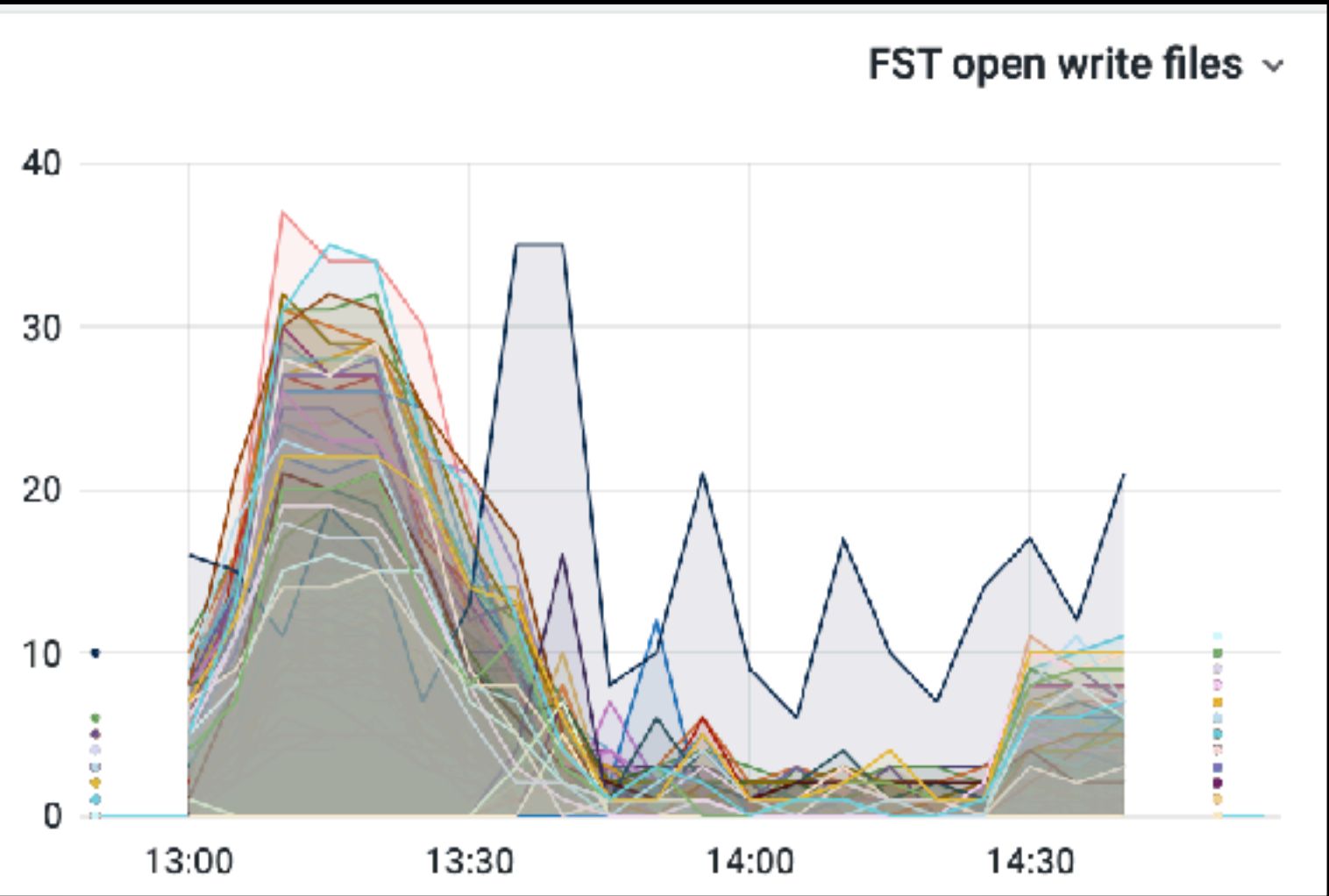


Filesystem Overload

- during data challenges and benchmarking we have observed **black-hole effects on filesystem**
- certain filesystem aggregate streams over time and the overall instance performance is defined/degraded by few overloaded filesystems
- to avoid this we have added an **overload status to filesystem**, which can be triggered when a threshold of max. readers or writers is reached on a filesystem



Filesystem Overload



define when a filesystem is marked as **overload**
eos space config default **space.max.ropen=200**
eos space config default **space.max.ropen=50**

when the max. number of streams is reached,
the scheduler stops scheduling on this filesystems!

EOS Console [root://localhost] |/eos/ajp/> fs ls

host	port	id	path	schedgroup	geotag	boot	configstatus	drain	active	health
ajp.cern.ch	1095	17	/ceph/edeecc1-6aaf-4672-a657-ff8910ca9ed3/fst.00/	cephfs.0	ajp	opseerror	drain	failed	online	no smartctl
ajp.cern.ch	1095	18	/ceph/edeecc1-6aaf-4672-a657-ff8910ca9ed3/fst.01	cephfs.0	ajp	opseerror	drain	failed	online	no smartctl
ajp.cern.ch	1095	1	/data/01	default.0	ajp	booted	rw	nodrain	overload	no smartctl
ajp.cern.ch	1095	2	/data/02	default.0	ajp	booted	rw	nodrain	online	no smartctl
ajp.cern.ch	1095	3	/data/03	default.0	ajp	booted	ro	nodrain	online	no smartctl
ajp.cern.ch	1095	4	/data/04	default.0	ajp	booted	ro	nodrain	overload	no smartctl
ajp.cern.ch	1095	11	/data/05	default.0	ajp	booted	ro	nodrain	online	no smartctl
ajp.cern.ch	1095	12	/data/06	default.0	ajp	booted	ro	nodrain	online	no smartctl
ajp.cern.ch	1095	13	/data/07	default.0	ajp	booted	ro	nodrain	online	no smartctl
ajp.cern.ch	1095	14	/data/08	default.0	ajp	booted	ro	nodrain	online	no smartctl
ajp.cern.ch	4001	5	/rain/1/	rain.0			rw	nodrain	offline	
ajp.cern.ch	4002	6	/rain/2/	rain.0			rw	nodrain	offline	
ajp.cern.ch	4003	7	/rain/3/	rain.0			rw	nodrain	offline	
ajp.cern.ch	4004	8	/rain/4/	rain.0			rw	nodrain	offline	
ajp.cern.ch	4005	9	/rain/5/	rain.0			rw	nodrain	offline	



Summary

- The presented features allow to **improve** overall and individual **performance** experience
- **Use** these features **with caution** - only apply them to well defined workloads - they can bit you back ...
- Still the **best** is **not to have to use them** because your resources are overcommitted

<https://eos-docs.web.cern.ch/using/policies.html>

CERN storage technology
used at the Large Hadron Collider (LHC)

EOS Open Storage

Thank you!

Question or Comments?

eos.web.cern.ch