

# Data & Storage Services



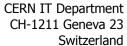




# **Future Storage R&D**



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# Contents



# Summary of EOS Beryl

• what functionality is new

#### Citrine

DRAFT

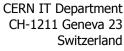
• what functionality is planned/on its way and what is relevant in the context of ALICE and future storage deployments

#### Diamond R&D



• how to get a scalable (DB free) namespace/filesystem at low cost





EOS & future Storage





# Addressed by EOS Beryl



- cover accidental deletions recycle bin
- improve reliability/high availability
   Master/Slave namespace
- decrease cost, increase reliability
   ECC erasure encoding/RAIN
   LRU cache & policy based file conversion
- client for multithreaded applications
   new XRootD client
- integrate remote CC according to IT planning GEO replication support Wigner/CERN
- add standard interface
   WebDAV/HTTPS support with krb5 + X509 authentication





# Addressed by EOS Beryl



- provide/improve POSIX-like client
   FUSE reimplementation/multi-threading/stability improvements
- provide XRootD interoperability third party copy support
- reduce resource usage
   LevelDB as meta data store on storage nodes







# **CITRINE** Roadmap





•Inter Group & Geo Balancing (relevant for CERN/Wigner CC split)

- •Scale-Out authentication (relevant for CERN agile batch infrastructure)
- •XRootD 4 + ReadV support with RAIN files (relevant for analysis and space usage reduction in EOSALICE)
- •Topology aware Scheduling & Placement (relevant for file availability)
- Infinityadd concept of VST (volume storage)
- Unity

add concept of central VST namespace and site VST for a read-write federation

(global data management)





Program of Work Proposal

> No agreed IT strategy!

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# From Local to Global Storage



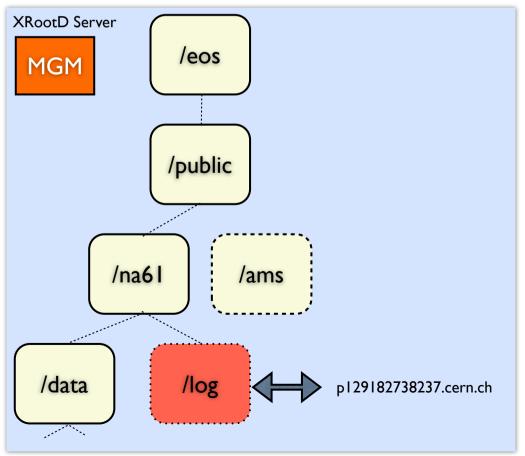


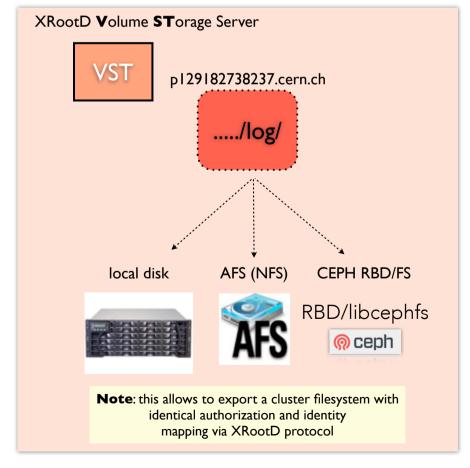
# Infinity OO

# • EOS Infinity

AFS-like attached volumes hosting data+meta data of a subtree

- small/many file use cases
- allows to attach any mountable FS tree into EOS namespace
- allows to have extended attributes on file and directory level for meta data tagging





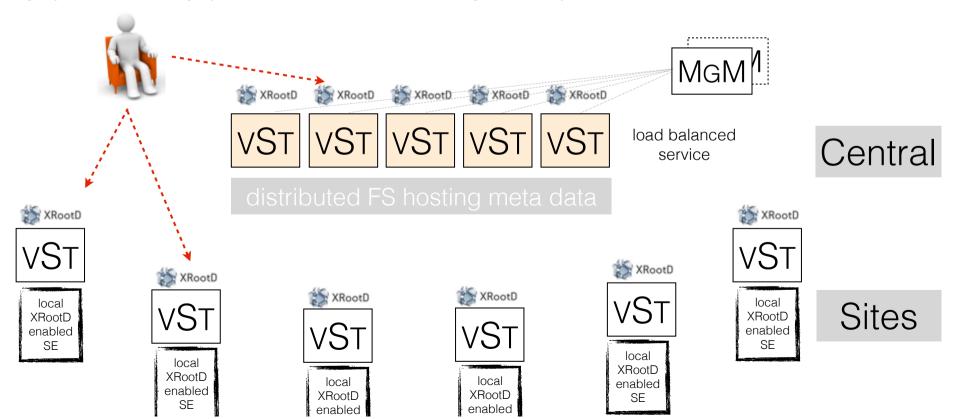




# Unity Transfer

# • EOS Unity

Today's Federations provide a redundant functionality via a read-only overlay network. A complete storage federation should have also placement capabilities, honor replication policies and a global reliable namespace. We can use a group of VSTs to host the global logical namespace redirecting read and write requests to VSTs hosting a logical or physical namespace (sites). A site VST is just a redirection and report gateway to any regular XRootD enabled SE or a local EOS setup. For placement and file access we can extend the already existing geo placement/scheduling capabilities of EOS used for the CERN/Wigner CC setup.







# Unity WYXXXX

- Keys to Unity
  - XrdCI is goint to provide a plugin mechanism in the IO path
  - Diamond R&D will provide scale-out filesystem including a fast query engine (following slides)
  - Client needs KRB5 or X509 credentials and one can add new authentication mechanism to XRootD (like grid job authentication by job ID...)

**EOS & future Storage** 



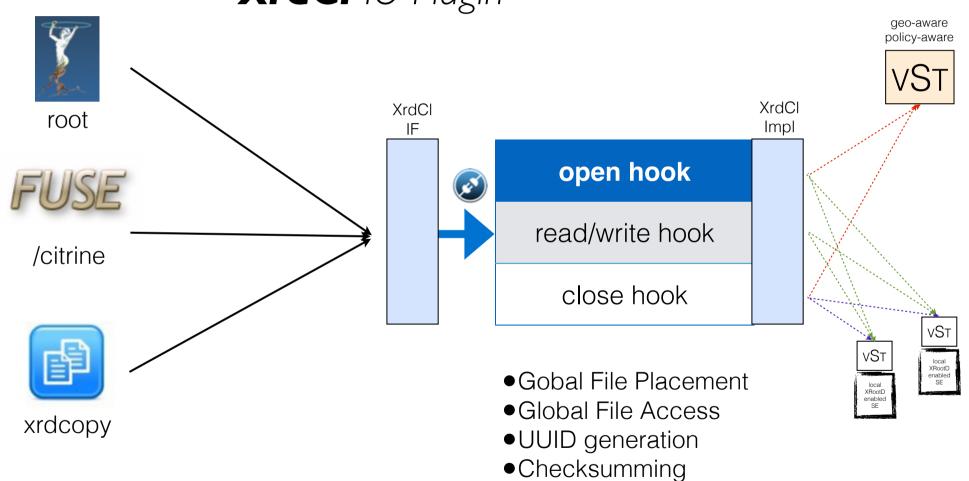
"one plugin to rule them all ..."

Access Error Reporting









**EOS & future Storage** 

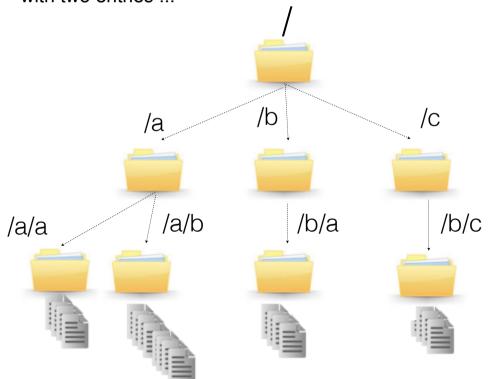
# Scalable Namespace

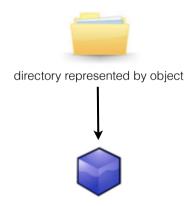
## Diamond R&D





- trivial idea: store a namespace in a scalable object store
  - we can represent data in a *hierarchical structure* using directories and files and we *don't need* to group an infinite amount of files into a single directory
  - each file is a list entry with meta data in a directory
  - each directory is represented as an object in an object store
  - to circumvent central locking we can allow a conflict if two files get created with the same name and different contents and make it visible in the namespace like a conflict in DropBox with two entries ...



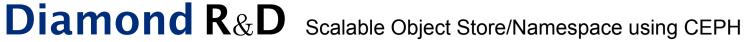


dir.attributes

file table

owner		acl		xattr		
root root		xyz			user.x sys.y	
Name	Size	,	Cks	L	ocatio	UUID
а	1		0xa	1:2 2:3		А
b	2		0xb			В
С	c 3 d 2 e 1		0xc		3:4	С
d			0x4	4:5		D
е			0x5 5:6		5:6	Е

# An existing Object Store ...



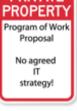




- @ceph is an open source implementation of an object store providing features like dynamic resizing, self-healing, guaranteed consistency, low read latency, async object IO, extended attributes + key-value map per object, object notifications
- IT-DSS provides now a @ceph (rados) object store service with I PB capacity [x3] (~50 nodes) initially for VM hosting CLIENT







- two options for a scalable namespace implementation
  - full-POSIX: cephFS provides the previously described model of a namespace where directories are mapped to objects
    - today it is approx. stable with a single namespace gateway machine, the design allows up-to 128 namespace gateway machines serving each a subtree of the namespace
  - POSIX-lite: cephFSlite would be CERN R&D to provide a similar but simpler model without the strong consistency constraints of POSIX and without the need of gateway namespace servers
- meta-data queries/views without a D&B?



- a meta data search is equivalent to set off an avalanche on the object store in a subtree
  - CEPH allows to implement plugin-functions on objects e.g. it is easy to query attributes in a very efficient way on the server hosting an object
  - to query a subtree one descends the levels of subtrees and executes asynchronous queries on all directories

#### Putting the things together ... Citrine + Diamond





#### Citrine Infinity & Unity features

aimed to improve scalability and GEO support in EOS combined with Diamond R&D towards a scalable filesystem (possible longterm future EOS+AFS merging/replacing product?)

#### would provide as a by-product

- opportunity to run a global central scalable namespace replacing e.g. the AliEn File Catalogue and AliEn transfer services
- site-replication policies on subtrees/directories and verification
- XRootD would contribute with
  - a unified access via XROOT or HTTP(S) protocol to a global storage system RW federation
  - a low-level mechanism to move replicas between sites
     TPC third party copy
  - an easy to deploy client side plugin to support global storage in the experiment framework (ROOT)



Wednesday, November 6, 13