

Distributed cluster dynamic storage: a comparison of dcache, xrootd, slashgrid storage systems running on batch nodes

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- Hardware
- Storage setup
- Comparison Table
- Some tests results
- Conclusions

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- 900 nodes
- 2X2.8 GHz
- 2X2 GB RAMs
- 2x250 GB disks
 - Total space available for data ~350TB
 - Disk transfer speed ~470 Mb/s
 - specs and benchmarked
 - WN disks are NOT raided
 - disk 1: OS+scratch+data
 - disk 2: data
- No tape storage.
 - Nor other more permanent storage as raided disk servers.
- Nodes divided in two identical, independent clusters.
 - Almost!
 - Head nodes have the same specs as the nodes.
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Cluster Network

- 50 racks
 - Each rack
 - 20 nodes
 - 1 node 2x1 Gb/s
 - 1 switch 2x1 Gb/s to central switch
- Central switch
 - 10 Gb/s to regional network



MANCHESTER dCache communication

OSG twiki

Client Reads File In dCache





dcache setup



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A. Hanushevsky



Client sees all servers as xrootd data servers



Xrootd setup



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MANCHESTER Slashgrid and http/gridsite

- slashgrid is a shared file system based on http.
 - Is /grid/<http-server-name>/dir
- Main target applications are
 - Input sand box
 - Final analysis of small ntuples
- It was develop as a light weight alternative to afs.
 - It's still in testing phase and is installed only on 2 nodes in Manchester
- For more information see poster
 - <u>http://indico.cern.ch/contributionDisplay.py?contribId=103&sessionI</u> <u>d=21&confId=3580</u>
- Although there is the possibility of an xrootd like architecture, in the tests it was used in the simplest way.
 - client contacting data server directly without any type of redirection.
- Transfer tests didn't involve /grid but htcp over http/gridsite
- User analisys test where done reading from /grid







Comparison table

	dcache	xrootd	slashgrid http/gridsite
rpms	2	1	2+4
config files	36	1	1
log files	20	1	1
databases to manage	2	0	0
srm	yes	no	no
resilience	yes	no	no
load balancing	yes	yes	yes
gsi authentication and VOMS compat	yes	no	yes
configuration tools	yaim for EGEE sites VDT for OSG sites	not really needed	not really needed
name space	/pnfs	none	/grid
number of protocols supported	5	1	3



Some tests results

- Basic tests
- Transfers:
 - dccp, srmcp, xrdcp, htcp
- User analysis job over a set of ntuples:
 - dcache, xrootd, slashgrid, root/http, afs
- htcp in different conditions
- srmcp strange behaviour
- BaBar skim production jobs
 - A real life application
- AFS vs slashgrid
 - real time against user time



Transfer tools







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Dcap API

same as htcp transferring data from memory



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srmcp tests 1GB files

- list of 5 1GB files
 - files on different pools
 - files replicated
- 1st test:

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- copy 10 times the each file for 5 times
- 2nd test:
 - copy each file once for 5 times
- 3rd test:
 - same as the first one
- 4th test:
 - the same as the first one in different sequence
- Drop in efficiency after the first loop in each case
- Cluster empty no concurrent processes to explain the drop.
 - Needs more investigation



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MANCHESTER BaBar skim production

- average reading rate 10 Mb/s
- two files in input
- reading non sequential
 - subset of events
 - jumps from 1 file to another
- average job efficiency (cpu time/elapsed) is 98.6%
- Even increasing the speed of a factor 10 wouldn't change the job efficiency!!





afs vs slashgrid

- Manchester department uses AFS
 - Local experiment software installation
 - User shared data
- AFS measures for comparison with slashgrid.
 - cache smaller than the amount of data read
 - the job was reading from disk after the first time all the same.
- Slashgrid in not designed to do it.





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Conclusions

- dcache more complicated, difficult to manage, but has 3 features difficult to beat
 - resilience
 - srm front end
 - 5 different protocols
- xrootd is elegant and simple but all the data management part is in the users/admin hands and the lack of an SRM front end makes it unappealing for the grid community.
- slashgrid could be useful for software distribution
 - for data reading is still too slow.
 - over AFS it has the advantage of being easy to install and maintain.
- Speed within the cluster is comparable among different protocols
 - Applications like BaBar skim production demonstrate that a very high speed is not required.
 - However more measurements are needed to better understand different behavior especially when cluster features enter the equation.

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