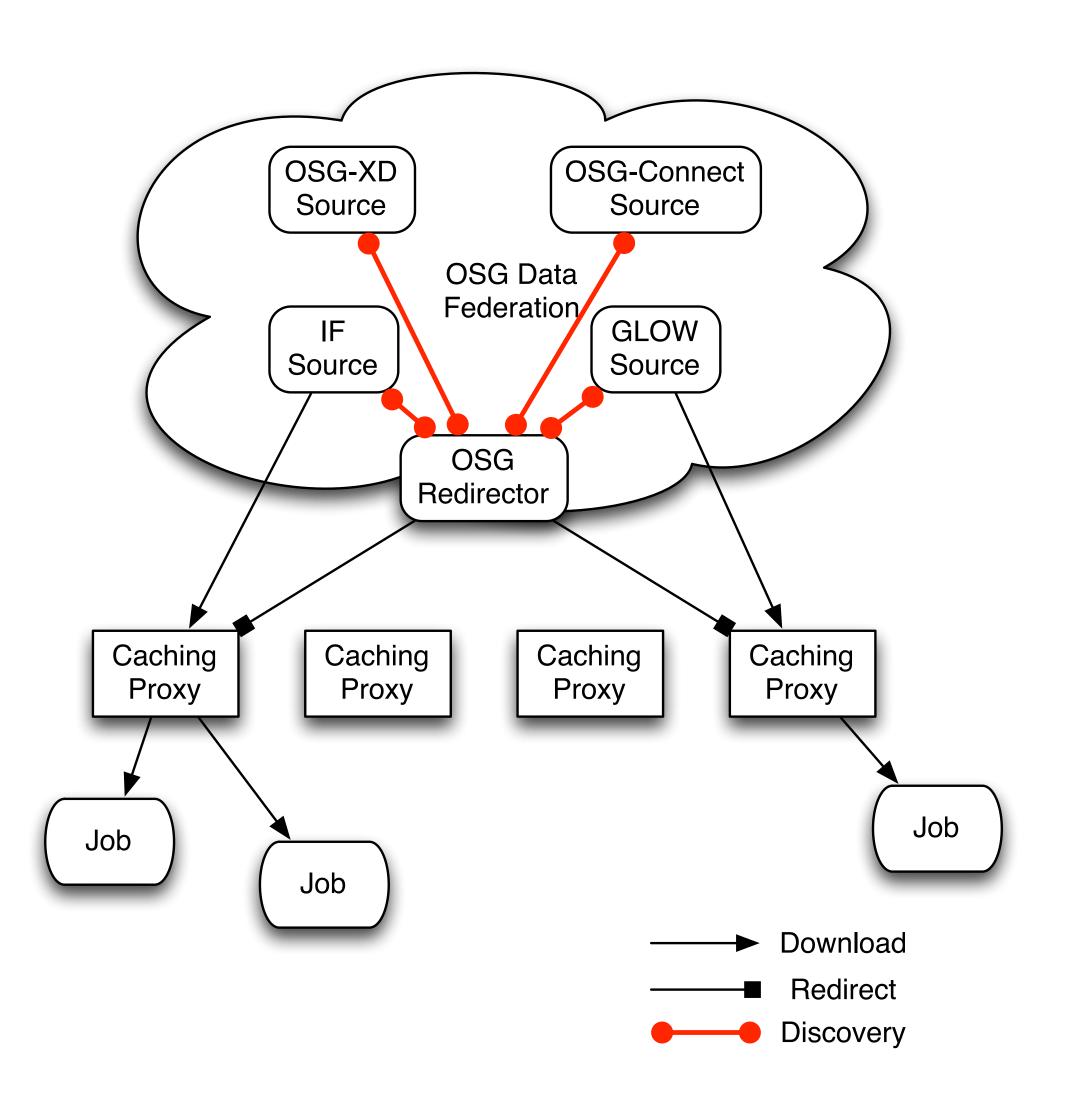
CVMFS for Data Federations

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Problems with Xrootd-based Data Federations

- No directory listings: more like GET/ PUT.
- Foreign command line tools: xrdcp (or stashcp), not cp.
- They are difficult to setup for opportunistic VO's; OSG has already created one StashCache.
- USERS WANT POSIX!



File service -> File system

- Users, in short, want to turn the global, read-only file service into a global, read-only filesystem.
 - Further, we want one safe to mount on 100,000 hosts where users may do profoundly dumb things on the namespace ("The ls lhR Problem").
- Well, this sounds familiar: CVMFS.

Can we use CVMFS to serve the POSIX interface and our data federations to serve the data?

Times They are A Changin'

- Xrootd data federation: the CVMFS FUSE process speaks HTTP. Our federation must export this
 protocol => Use Xrootd's HTTP(S) support.
- CVMFS:
 - Client must follow HTTP-based redirects.
 - We cannot change, alter, or rename the files inside the federation for CVMFS.
 - Files in the data federation are saved by the *logical file name* and *uncompressed*.
 - CVMFS wants files saved by their content address (e.g., SHA-1 hash) and compressed.
 - CVMFS catalogs now have new file attributes that denote compression type (compressed / uncompressed) and storage type (file name / content address).
 - We need a mechanism to publish files without downloading them to the repository server.

Repositories

- We have a series of 4 repositories we maintain:
 - nova.osgstorage.org Repo from XrootD data source at FNAL
 - stash.osgstorage.org Repo built from user accessible storage at OSG-Connect
 - · cms.osgstorage.org Repo of the CMS data federation
 - · ligo.osgstorage.org Repo of LIGO data stored at Nebraska

Repositories

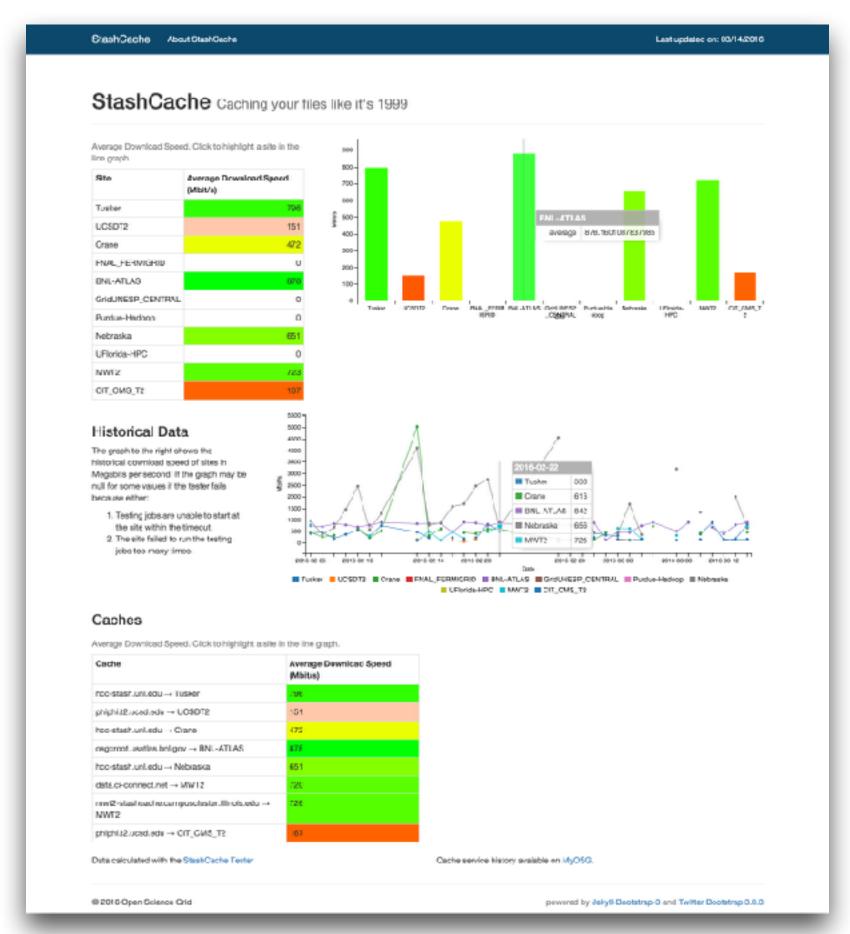
- Let's take a closer look at two of these:
 - nova.osgstorage.org Repo from XrootD data source at FNAL
 - stash.osgstorage.org Repo built from user accessible storage at OSG-Connect
 - · cms.osgstorage.org Repo of the CMS data federation
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stash.osgstorage.org

- Goal: publish the "Stash" filesystem at UChicago, exposed via the StashCache data federation, into CVMFS:
 - 1. A periodic job scans the Stash filesystem at UChicago, recording differences since last scan.
 - This looks at the world-readable contents of /stash/\$USER/public.
 - 2. Job puts records files' metadata (size, checksum) into the CVMFS repository server. Data stays on Stash.
 - 3. CVMFS repository is published with new contents.

StashCache

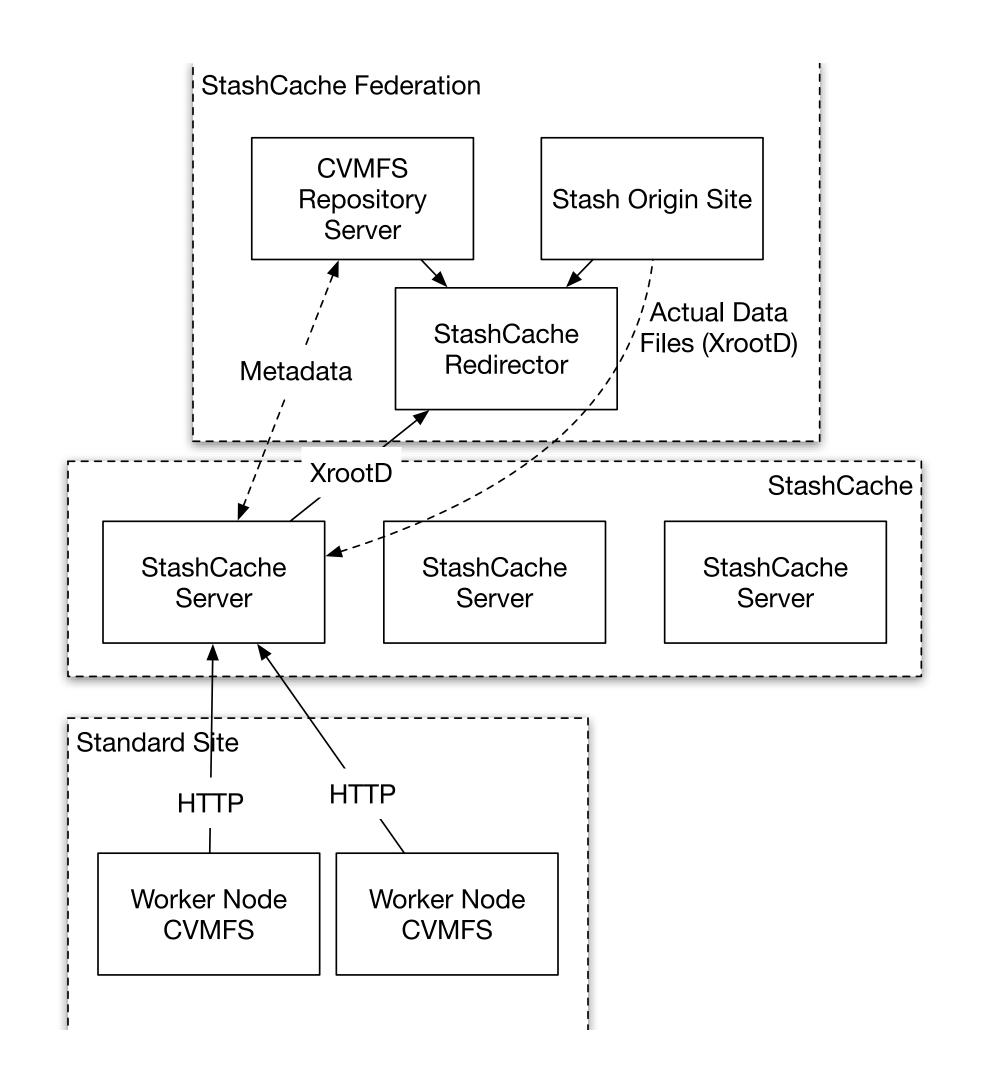
- Managing data opportunistically at storage elements requires a CMSor ATLAS-sized commitment.
- StashCache uses distributed caches across the country.
- Data origin is the Stash service on OSG-Connect.
- Users write data into Stash, and read the data from jobs through StashCache



stashcache.github.io

Overview of CVMFS and StashCache

- Regular XrootD StashCache Federation
- CVMFS contacts the caching servers over HTTP
- Caching servers contact the federation for the data.
 - Note the caching layer protects the origin server from load: very different from the CMS AAA model.
- Worker nodes pull data from the caching servers.



Uses

- Large datasets which cannot be cached within the existing Squidbased caching infrastructure (tuned for working set size of 10GB):
 - Full Blast DB's
 - Nova Flux Files...
- Targeting working set sizes* from 10GB to 10TB. Will work fine for smaller sizes, but OASIS may be more efficient for software distribution.

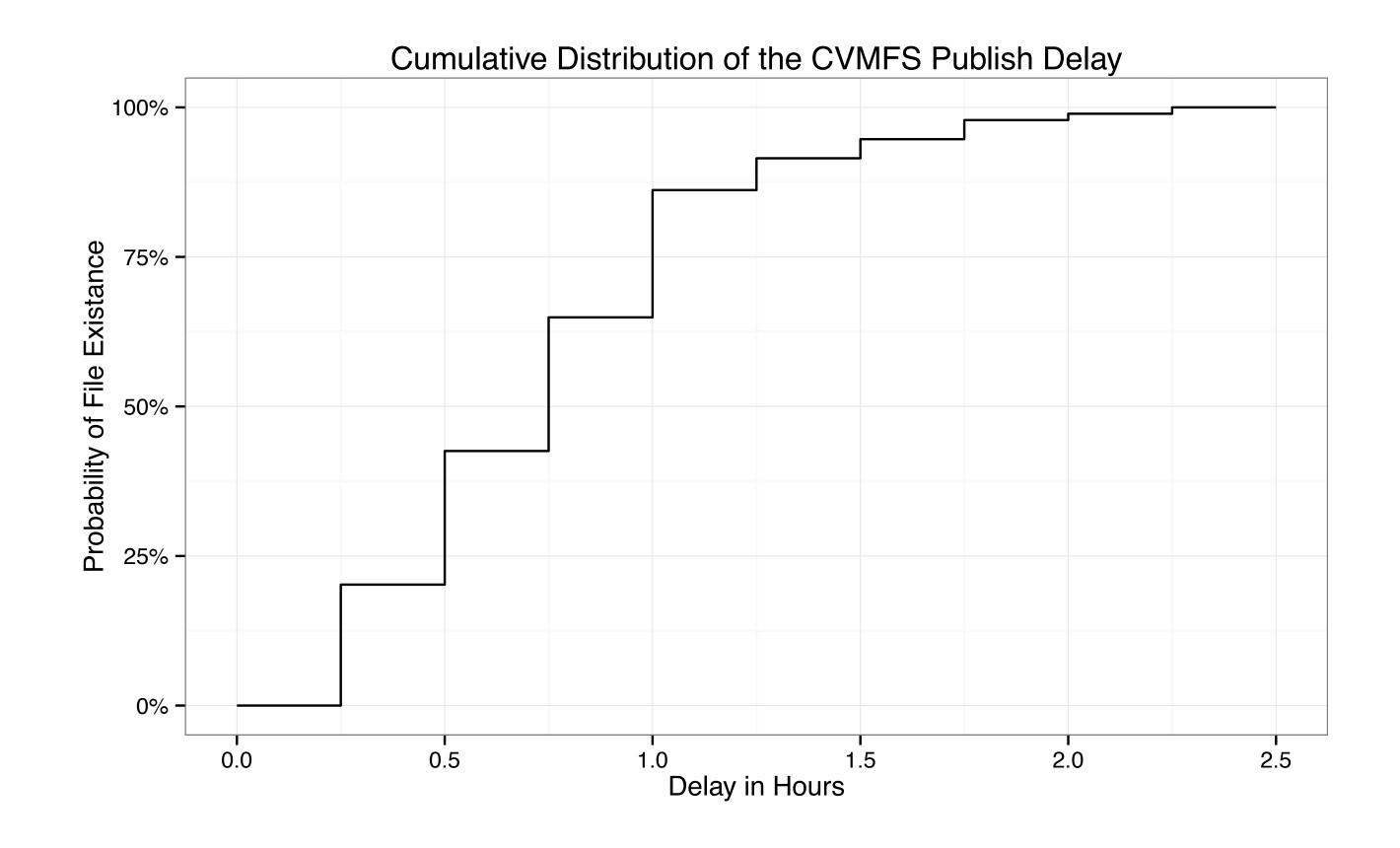
*Number of unique bytes touched by a workflow

User Perspective

- Copies data onto OSG-Connect using scp, Globus Online pick your favorite.
- Put data into /stash/<user>/public
- Wait for a while for the data to be published (~1 hr)
- Use data on the worker nodes!

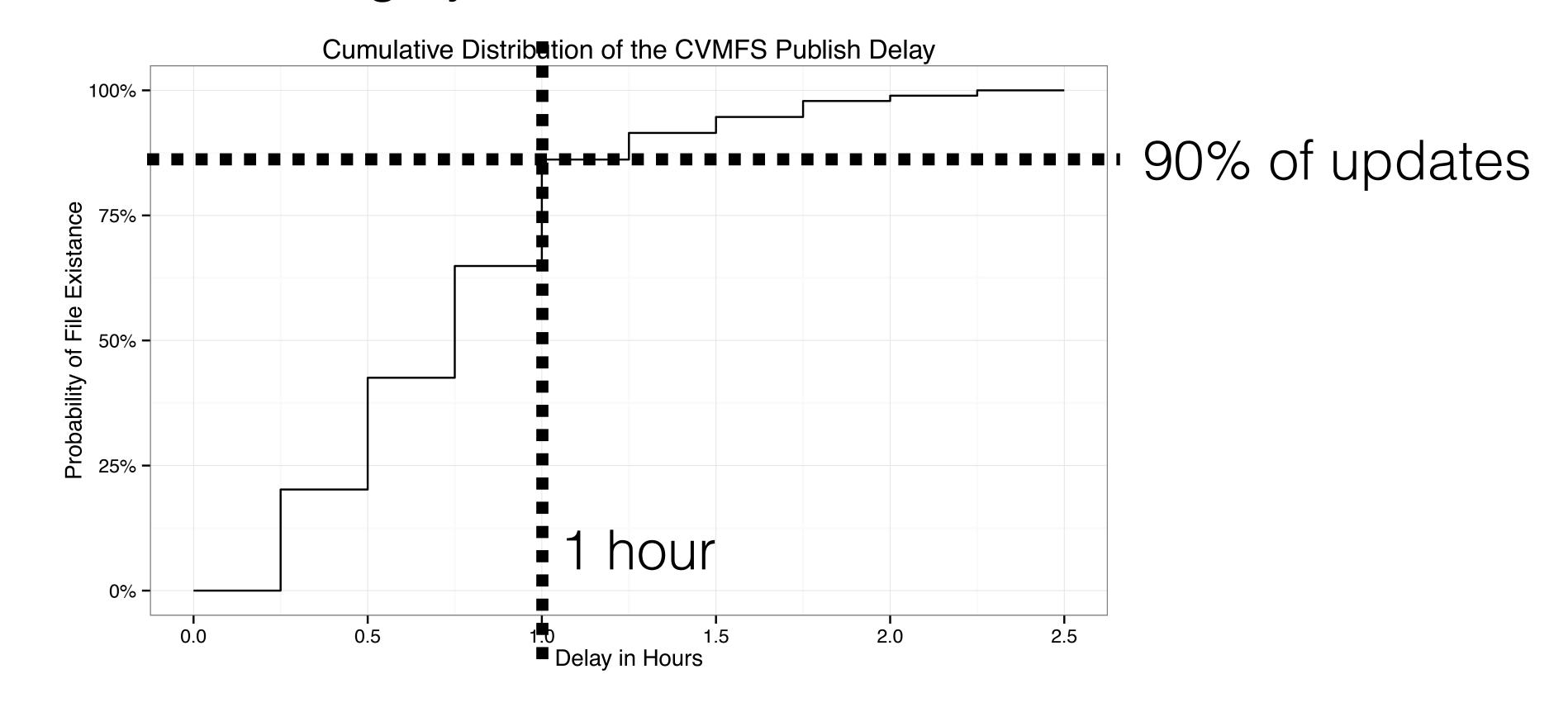
Stash -> CVMFS Delay

 There is a delay between when the file has been created, and when the it appears in CVMFS.



Stash -> CVMFS Delay

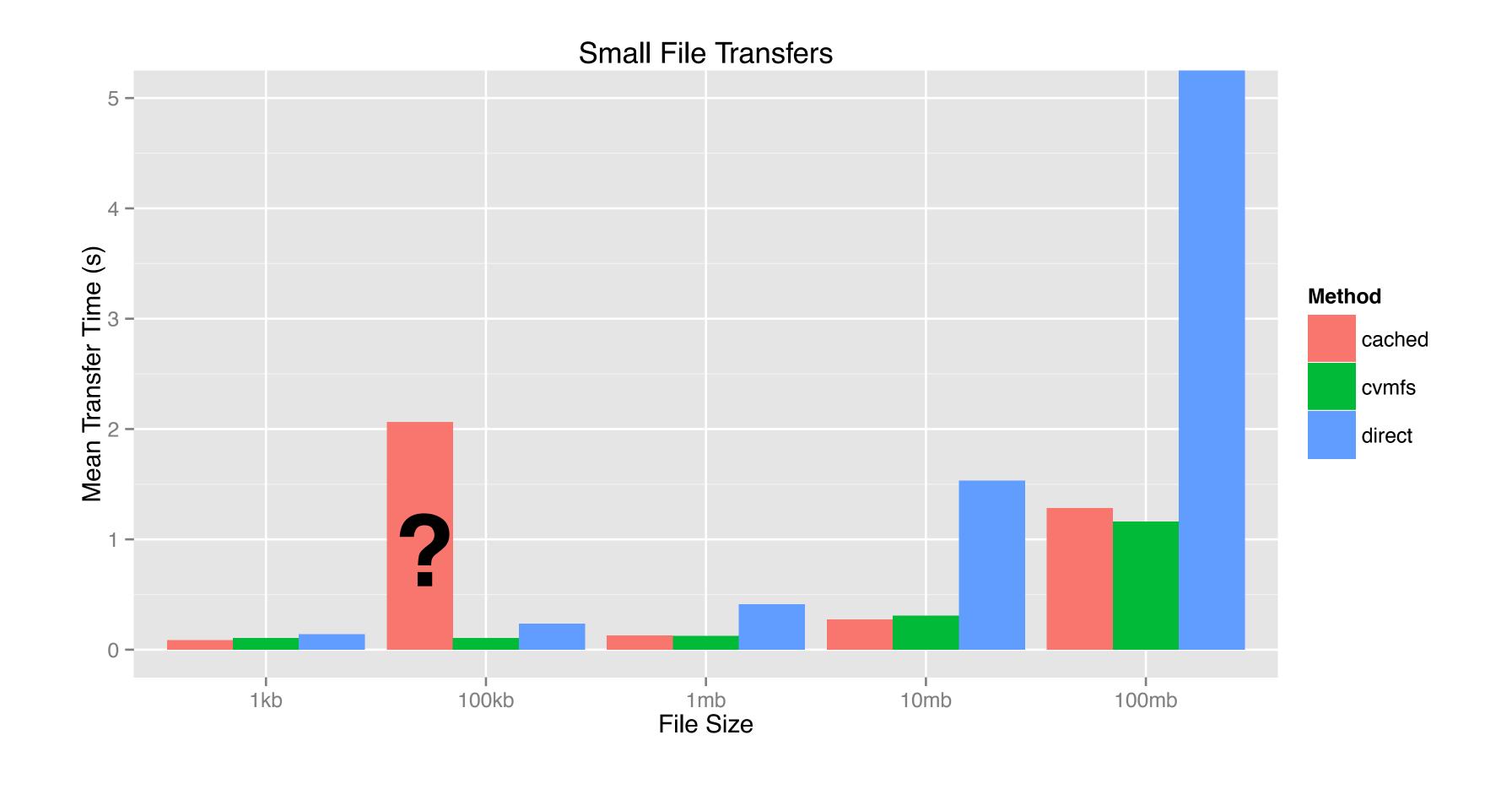
• In 1 hour, the files are largely available



Still opportunity to squeeze this further!

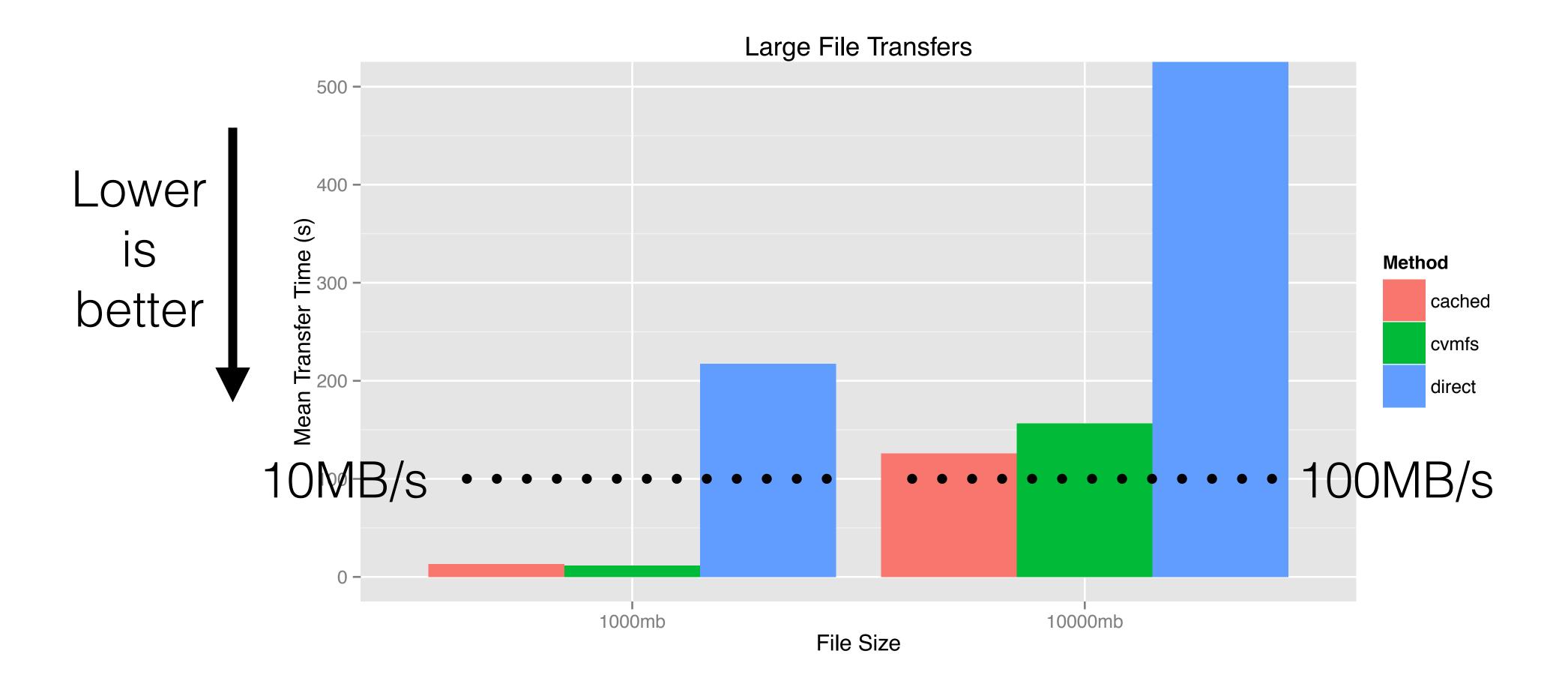
Performance - Small Files

CVMFS caching is roughly equal to that of using StashCache



Performance - Larger Files

CVMFS caching is roughly equal to that of using StashCache



CVMFS + StashCache

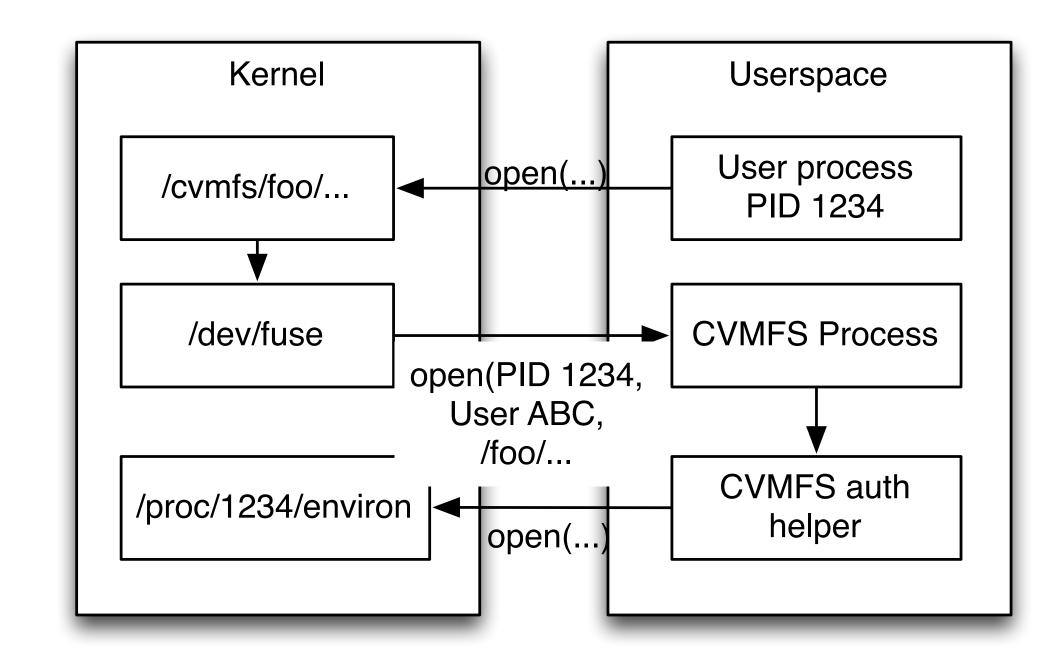
- We finally have a global, scalable, read-only filesystem.
- We have analogous setups for the NoVA and DES experiments.
- Writable by all OSG VO users.
- Access at /cvmfs/stash.osgstorage.org/.

ligo.osgstorage.org

- Problem: stash.osgstorage.org is unauthenticated access to public files
 - Not great for event data!
- LIGO has very specific rules about data access and even namespace visibility
- Therefore, had to develop new features in CVMFS to enable VOMS authentication.

Secure CVMFS

- FUSE provides CVMFS with the PID/UID/GID of the accessing process.
- CVMFS uses a helper process to, in turn, acquire an appropriate credential from the accessing process.
 - Currently, this is an X509 proxy.
 - Helper process also enforces authorization to the repository.
- The proxy is returned to the CVMFS process and used to secure the HTTPS connection.

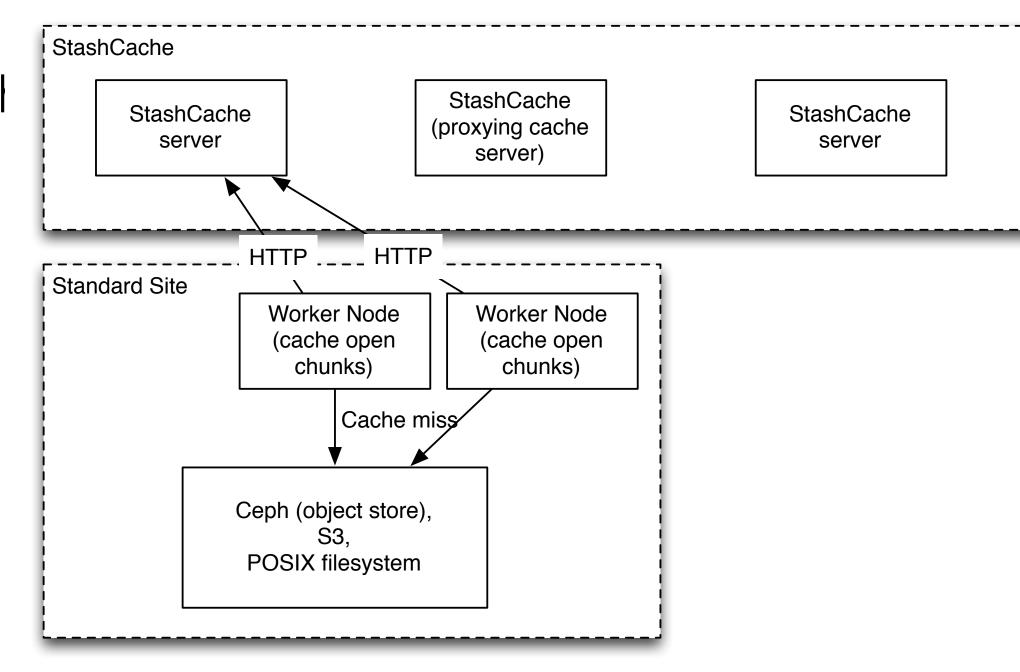


Secure CVMFS

- The HTTPS server must secure access to the data catalog (we use mod_gridsite).
 - Alternately, decide that the filenames are not proprietary and just use HTTP.
- The data federation is responsible for authenticating and authorizing the HTTPS connections from the CVMFS process.
 - Anywhere HTTPS is used, caching is not possible in general.
- Obviously, the root user can always see the parts of the namespace and the files in the worker node cache.

The Long Road Ahead

- The osgstorage.org repositories provide a POSIX filesystem: there's a long road to making it look like EXT3!
 - The "global transaction" approach may fit poorly with some experiments. Looking to add the ability for a remote host to update a subset of the directory tree.
 - Still fits poorly with handling intermediate outputs of workflows. **Everything needs to go faster!**
 - Linux-kernel-side work needed for unprivileged mounting of FUSE.
- Take advantage of storage resources at sites: more intelligent site-level caching is needed.



Question?
Comments?
Heckling?