

XrootD Erasure Coding Plugin

Tuesday 6 February 2018 09:20 (10 minutes)

In order to bring the potential of Erasure Coding (EC) to the XrootD / EOS ecosystem an effort has been undertaken to implement a native EC XrootD plugin based on the Intel Storage Acceleration Library (ISAL). In this contribution we discuss the architecture of the plugin, carefully engineered in order to enable low latency data streaming and 2D erasure coding. Also, we report on the status, and the future work.

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Session Classification: Developing EOS & CO