

#### General Parallel File System (GPFS) Native RAID For 100,000-Disk Petascale Systems

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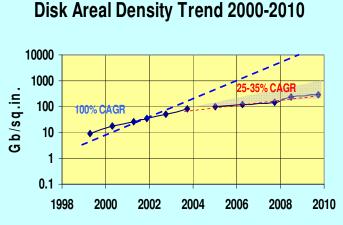
#### IBM GPFS Native RAID

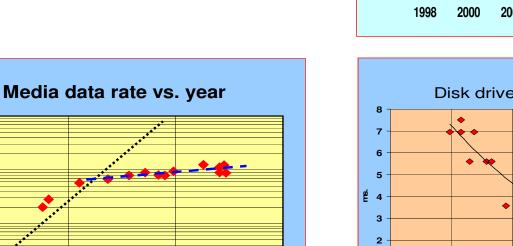
#### Hard Disk Rates Are Lagging

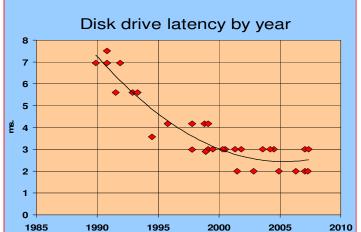
- There have been recent inflection points in disk technology – in the wrong direction
- In spite of these trends, programs like HPCS aim to maintain performance increases

2000

2005







#### Too many moving parts

2010

1000

100

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1995

MB/s

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# Design Challenge

How to design a reliable HPC storage system using 100K+ disk drives?

System	Year	Peak PFLOPS	# Cores	Storage Capacity	# Disks
ASCI Purple	2005	0.1	12k	2 PB	10K
HPCS (target)	2012	16	500K+	40+ PB	100K+
Exascale (target)	2018	1000	~150M	~1,000 PB	~200K-1M

How to do it at acceptable performance and cost?



# Outline

- Background
  - GPFS
  - Parallel Computing
  - RAID
- Challenges with Traditional RAID and Disk Drives
- Solutions in GPFS Native RAID to address the challenges

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# GPFS – General Parallel File System

- Originated at IBM Almaden Research Laboratory
- IBM Research continues to deliver new GPFS features
- Applications
  - Supercomputers
    - Aerospace, Automotive, Life Sciences, Defense, Multimedia, National Labs, Universities, Weather modeling, etc.
  - Scalable NAS



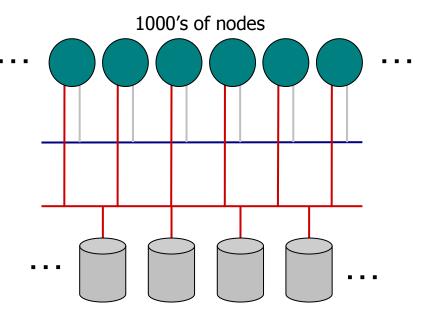


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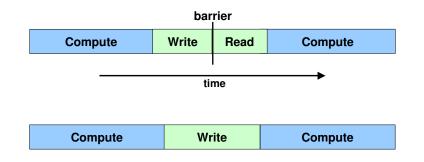
#### IBM GPFS Native RAID

#### Supercomputer Storage Use Cases

- "A supercomputer is a device for turning compute-bound problems into I/O-bound problems"
  - Ken Batcher, Emeritus Professor, Kent State University
- Share storage within a computation and across workflows
- Checkpoint
- Any time spent doing file I/O is time not spent computing.
- Uses parallel file systems
  - For the single-system image that simplifies programming
  - For POSIX semantics that hides the complexities of clustering
  - For high-throughput and load balancing



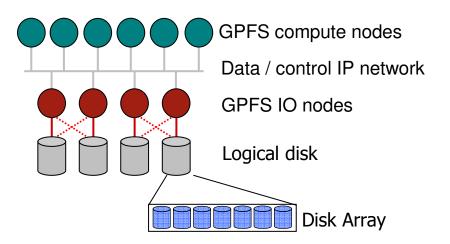
10's of 1000's of disks





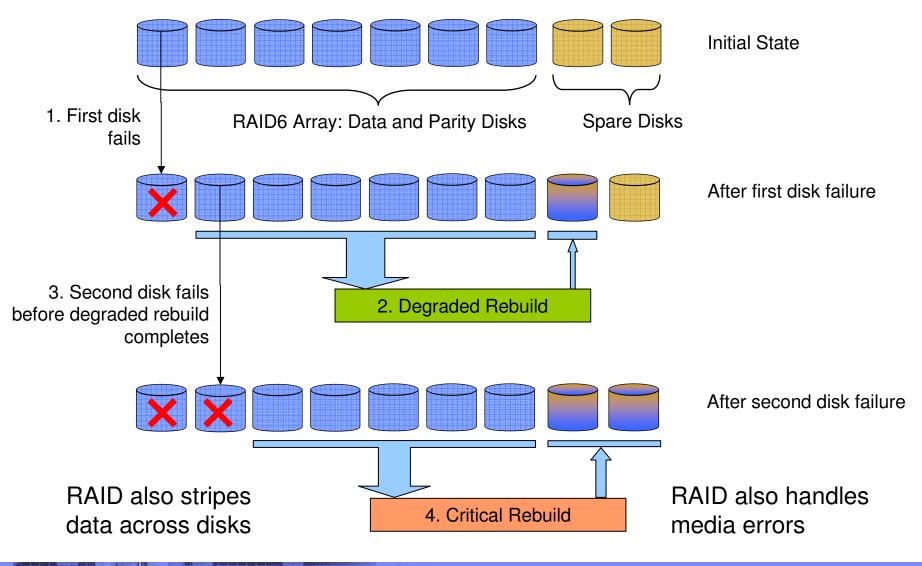
# **GPFS** – High Throughput

- Wide Striping
  - Both data and metadata striped across many disks
  - Files striped block by block across all disks
    for throughput and load balancing



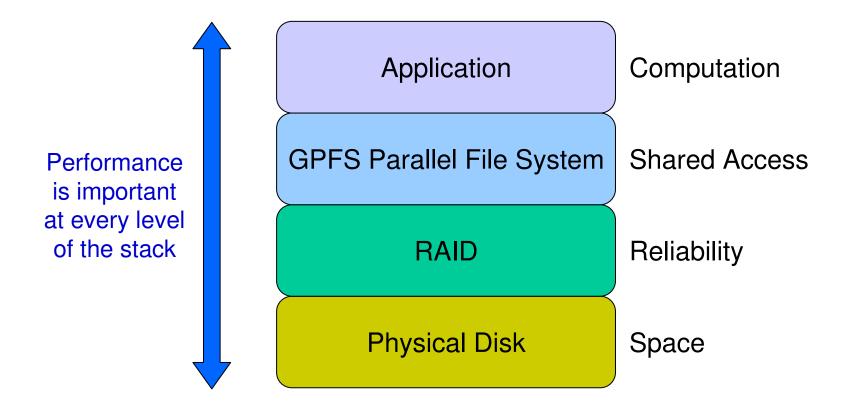


#### RAID Array Concepts – Disk Failure



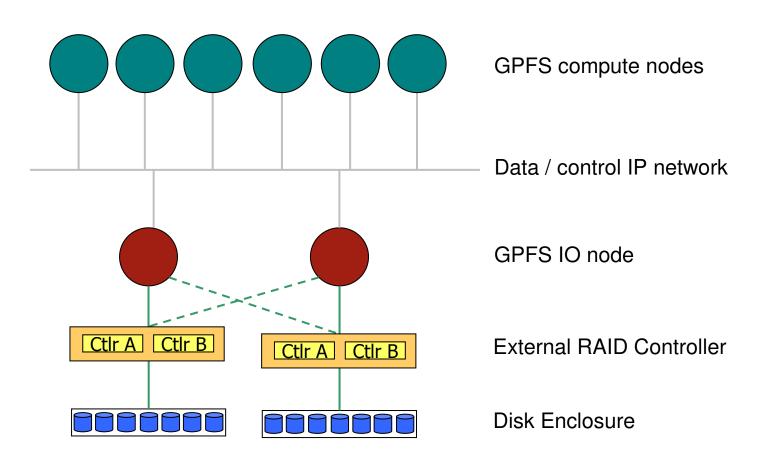


#### Simplified Storage Stack

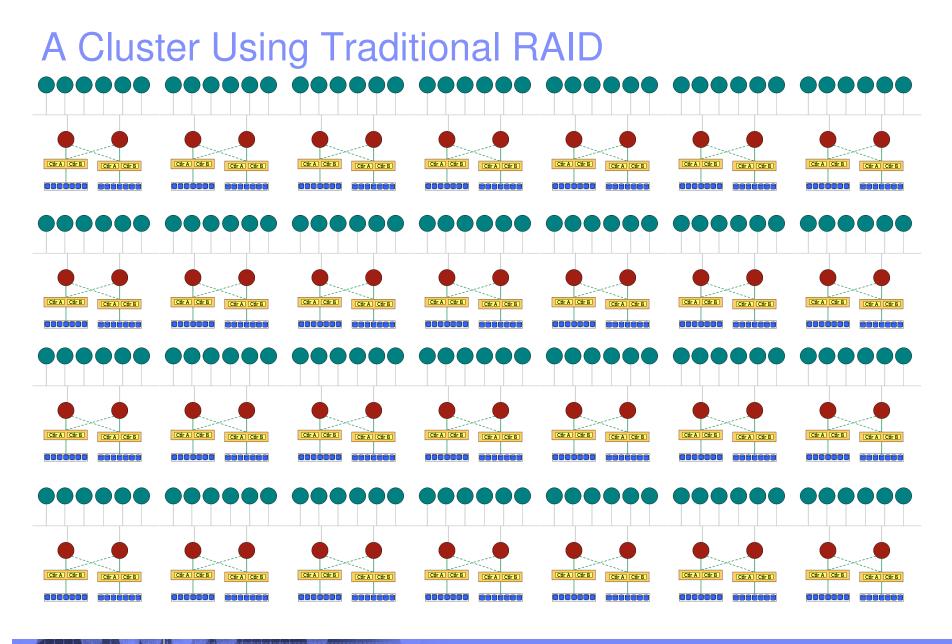




#### Traditional Building Block Uses External RAID Controllers



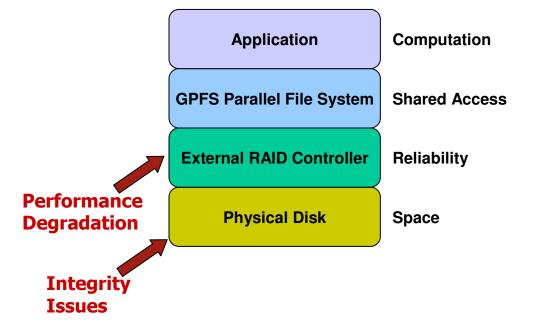
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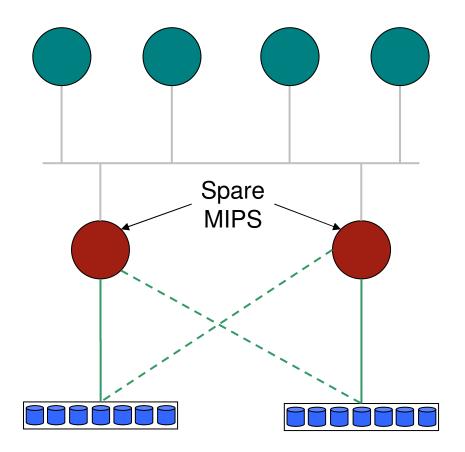
#### Problems with Traditional RAID and Disks

- Performance: Traditional RAID rebuild significantly affects performance
  - With 100,000 disks, disk drive failures are expected to happen on a daily basis.
  - Disks are getting bigger and hence, take longer to rebuild
- "Silent" data corruption in disk drives





#### Our Solution Uses GPFS Native RAID



GPFS compute nodes

Data / control IP network

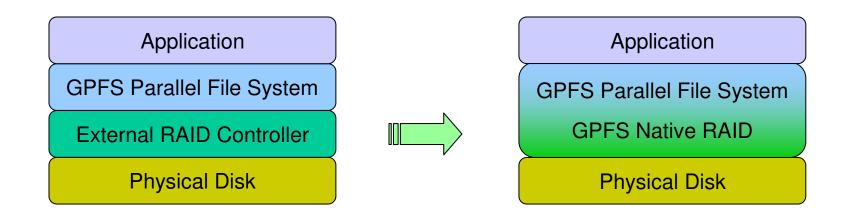
GPFS IO node w/ Native RAID

No External RAID Controller

**Disk Array** 



# Why Native RAID?



- 1. Higher performance
  - Use Declustered RAID to minimize performance degradation during rebuild
- 2. Extreme data integrity
  - Use end-to-end checksums and version numbers to detect, locate and correct silent disk corruption

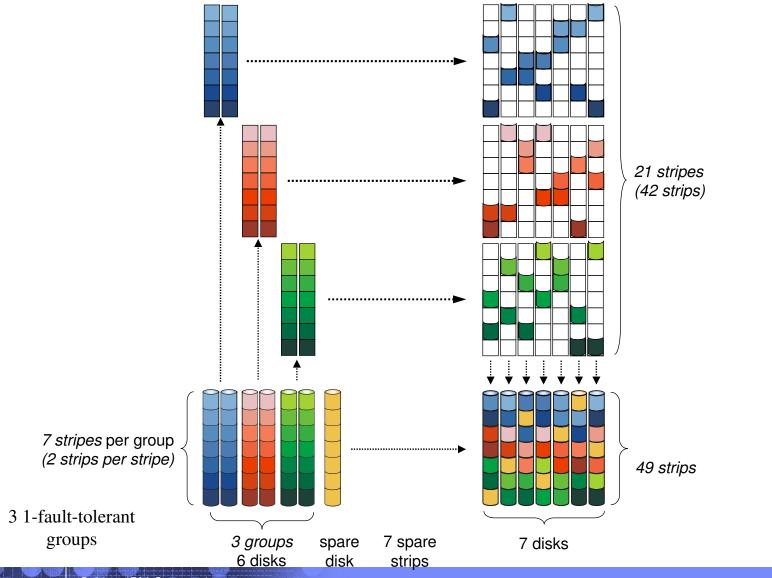


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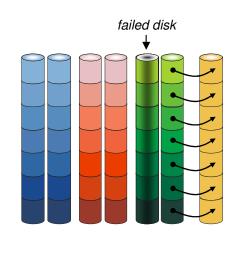


#### **Declustered RAID1 Example**



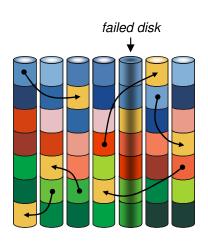
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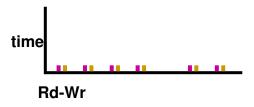
### Declustered RAID Rebuild Example – Single Fault





Rebuild activity confined to just a few disks – slow rebuild, disrupts user programs

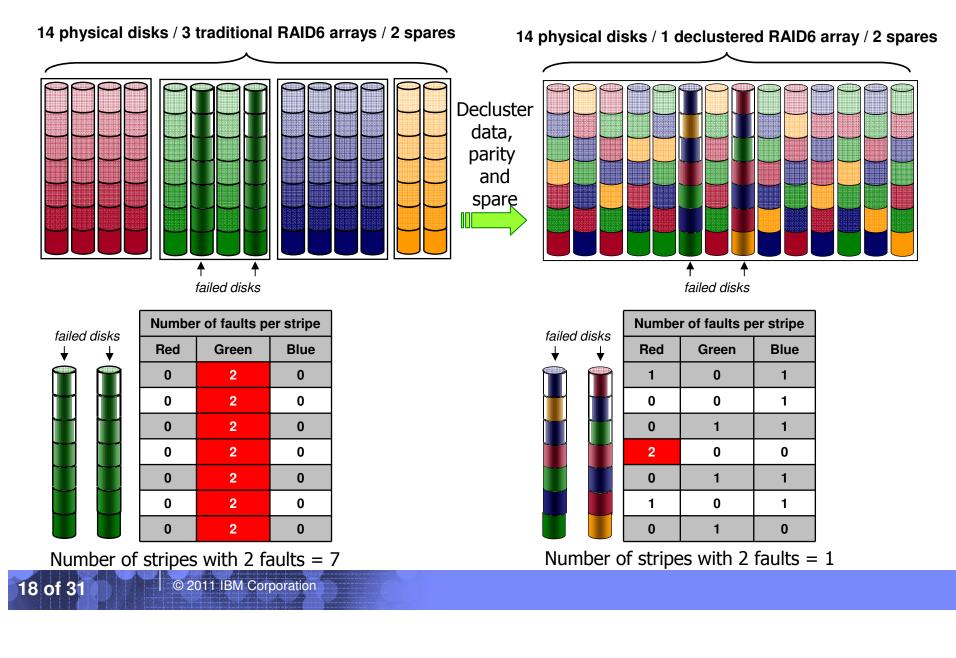




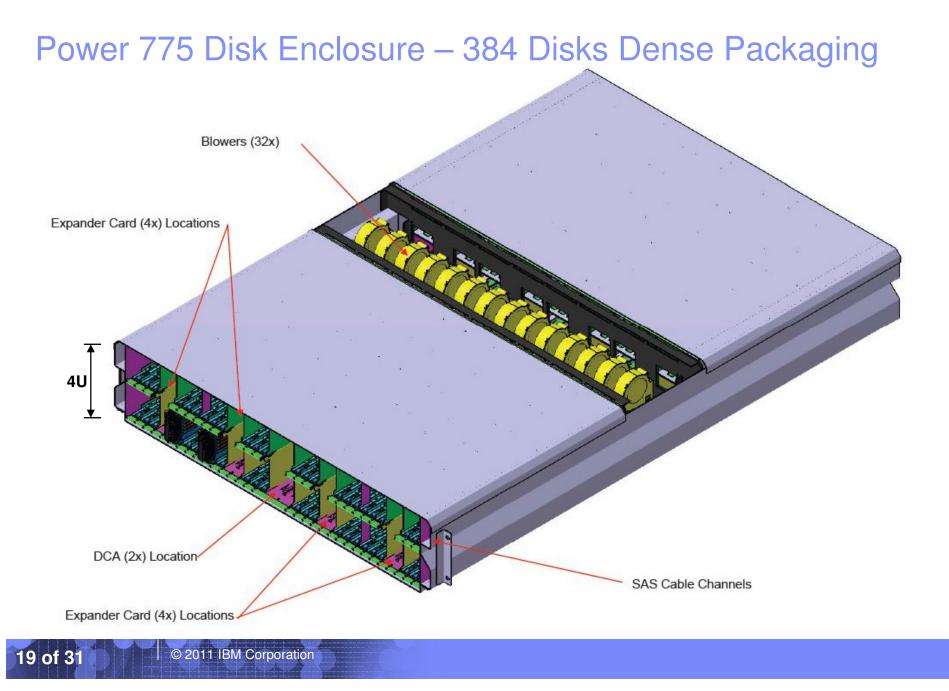
Rebuild activity spread across many disks, faster rebuild or less disruption to user programs



#### **Declustered RAID6 Example**

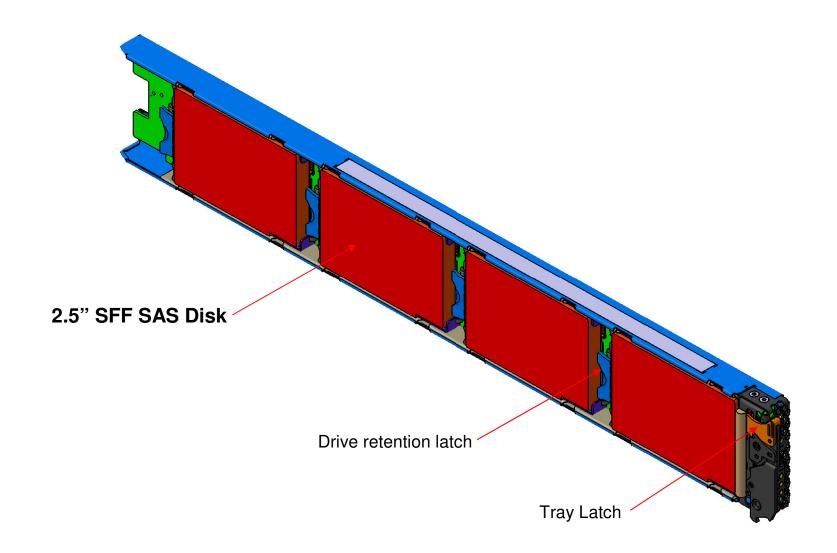






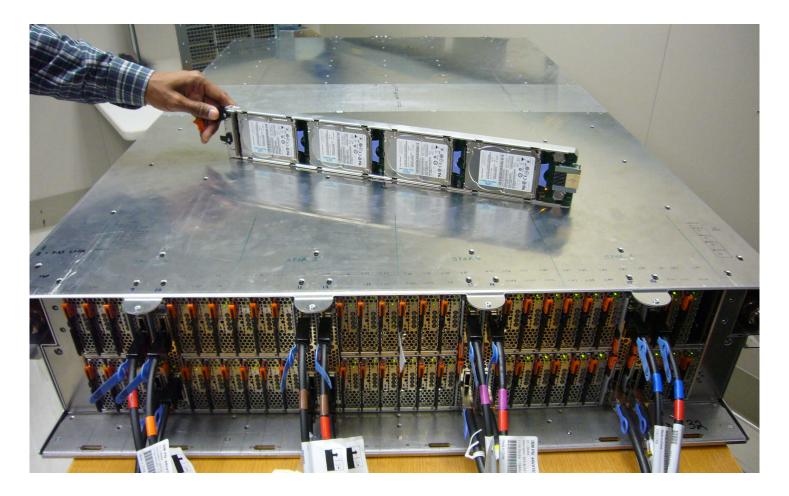


## Power 775 Disk Enclosure Disk Carrier (4 disks)



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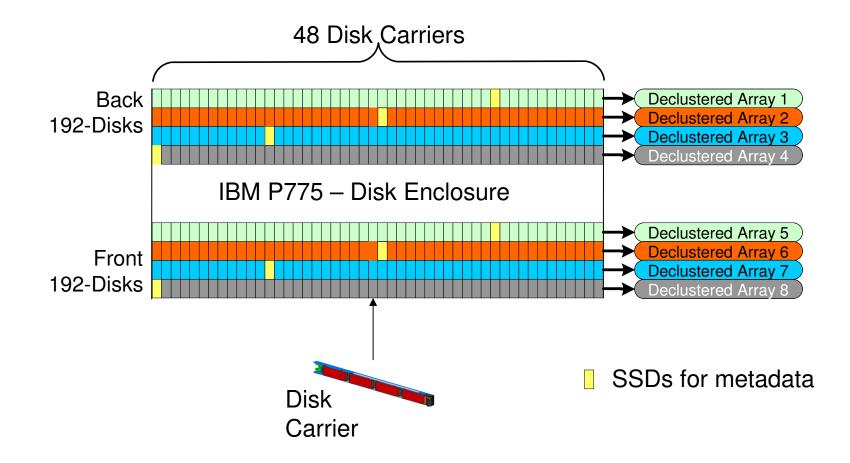
#### P775 Disk Enclosure in Almaden Lab



Dense Disk Enclosure – 384 disks per enclosure



### Declustered RAID Arrays on P775 Disk Enclosure



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### GPFS Native RAID on P775-Disk Enclosure

3-fault tolerant RAID

- 8 data + 3 parity strips
- 4 way replication
- distributed across 47-drive declustered array

When one disk is down (most common case)

- Rebuild slowly with minimal impact to client workload

When three disks are down (rare case)

- Fraction of stripes that have three failures =  $11/47 \times 10/46 \times 9/45 = 1\%$
- Quickly get back to non-critical (2 failure) state vs. rebuilding all stripes for conventional RAID
- GPFS Native RAID also supports RAID6 and 3 way replication

GPFS Native RAID uses declustered RAID to address the rebuild performance issue with traditional RAID.

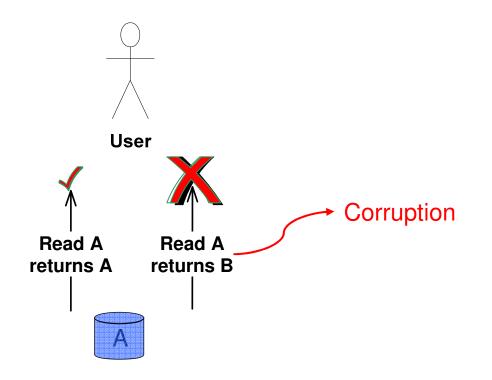


# Why Native RAID?

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# Data Integrity Requirement



- Old adage: no data is better than bad data
- The widely publicized 5-9's model reliability and availability, assumes 100% integrity.

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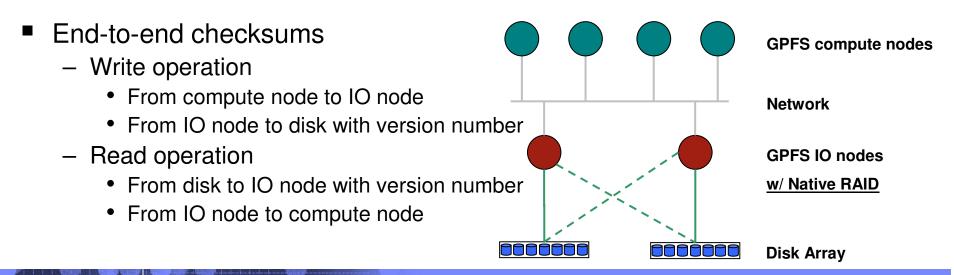
#### Undetected Disk Errors Are Different From Media Errors!

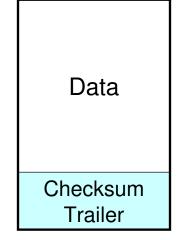
- Also referred to as silent disk errors.
- An analysis of data corruption in the storage stack, FAST'08, Bairavasundaram, et al.
- Evaluating the Impact of Undetected Disk Errors in RAID Systems, DSN'09, Rozier, et al.
  - Estimates that a 1000 disk system will experience corruption every 5 years
- Write errors leading to undetected bad data:
  - Far Off-track Writes
  - Near Off-track writes
  - Dropped Writes
- Undetected Read Errors
- Can be transient or persistent



#### **Checksums and Version Numbers**

- Checksums in data trailer detects corruption
- Only a validated checksum can protect against dropped writes
  - Old data matches old checksum
- We use version numbers in metadata to validate checksum trailers

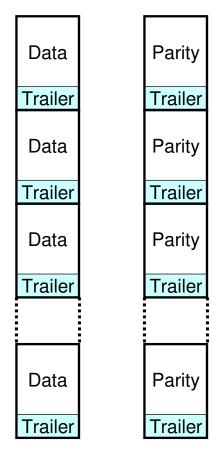






#### Version Numbers and End-to-end Checksum

- Both data and parity strips are divided into buffer chunks.
- Each buffer chunk trailer contains the required information to detect corruption and dropped write:
  - Array Unique Identifier
  - Virtual stripe number
  - Buffer index within stripe
  - Checksum of buffer payload
  - Checksum of buffer trailer
  - Buffer version number for detecting dropped writes – also stored elsewhere in metadata



GPFS Native RAID uses version numbers and end-to-end checksums to detect, locate and correct silent disk corruption



# **Integrity Management**

- Rebuild
  - Selectively rebuild portions of a disk that was temporarily unavailable.
  - Restore full redundancy after disk failures
  - Restore redundancy for the most affected data first (in the order of 3, 2, & 1 failures)
- Rebalance
  - When a failed disk is replaced with a spare disk, redistribute the free space
- Scrub
  - Verify checksum of data and parity/mirror
  - Verify consistency of data and parity/mirror
  - Fix problems found on disk
- Schedule this activity opportunistically but in the background
  - At full disk speed when no user activity
  - At configurable rate when the system is busy



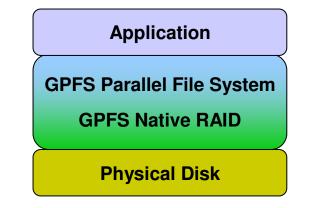
# **Disk Management**

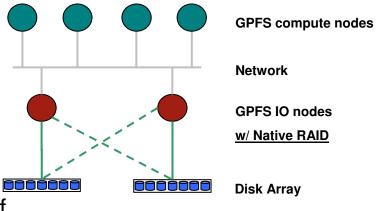
- Analyze disk errors to determine:
  - connectivity problem
  - media error
  - complete drive failure
- Take corrective actions such as:
  - correcting media and checksum errors by recomputing and rewriting corrupted data
  - power-cycling unresponsive disks
- Maintain per disk "health records" of performance and error rates
  - decide when a disk should be removed from service
  - request disk replacements based on a configurable service policy
- Control disk enclosure error lights, carrier solenoids and power to facilitate disk replacement.



#### **GPFS Native RAID - Summary**

- Engineered for high-performance supercomputers
  - Scales to 100k+ storage devices with a single file system
- Offers higher performance and better reliability in spite of unreliable components and subsystems
- Offers lower hardware costs by taking advantage of flourishing multi-core processors
- First customer ship 11/11 on IBM's Power 775 server
- Like GPFS, capable of supporting a wide range of applications and systems







# Thank you!



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