

Output Performance Study on a Production Petascale filesystem

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Performance, Interference, Locality

- Experiment with various configurations
- Determine what mitigations might work
- Evaluate various sizes
- Uses IOR to drive tests
- Generally 1 proc per node to 1 OST with combinations

Terms and Standards Used

- Bandwidth is measured as MB/s per client node.
- Aggregate Bandwidth, measured in MB/s, is bandwidth summed across all client nodes in an instance.
- Effective Aggregate Bandwidth (EAB) is aggregate bandwidth normalized to the peak bandwidth achievable from the number of targets written in an instance under a given set of parameters.

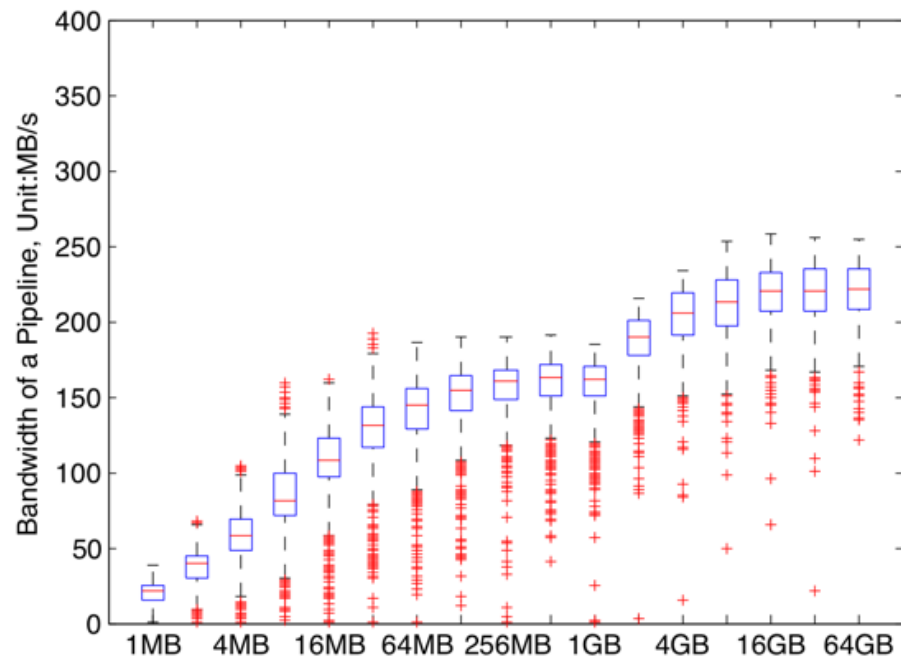
Titan File System Characteristics

- Two configurations tested

File Systems	Service Time	Partitions	Routing Policy	I/O Nodes	Osiers	OSTs
Spider	Jan.2008–Dec.2013	4	fine-grained	192	192	336 × 4
Spider 2	Nov. 2013–present	2	fine-grained	432	288	1008 × 2

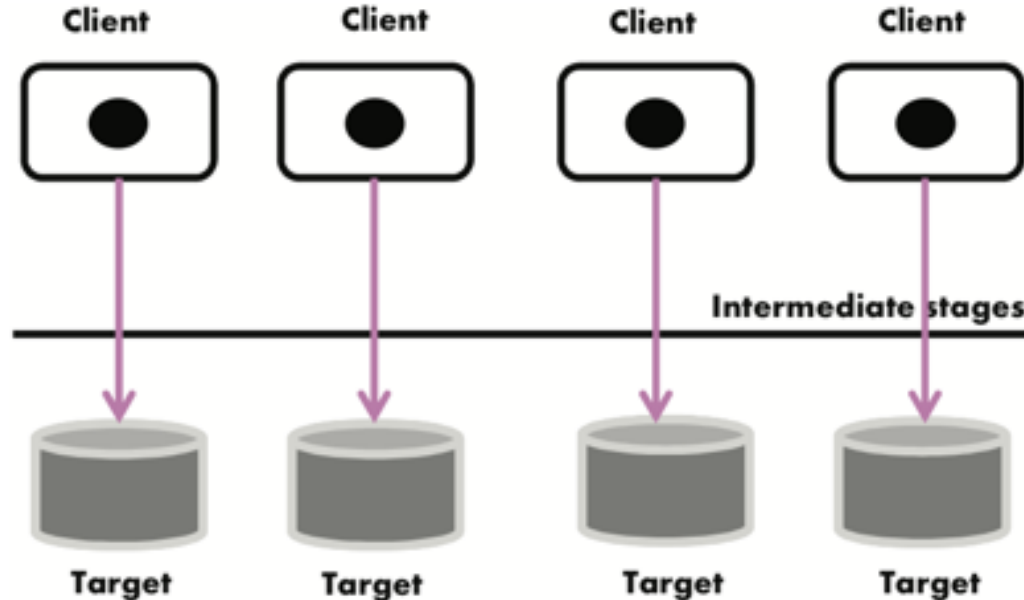
Single Process/Node to Single OST

- March to July 2013 on Spider/Widow1 to a single file
- Additional client processes did not help obtain full bandwidth (max 5% improvement)
- 3-5% are significantly slower (intermittent interconnect interference).



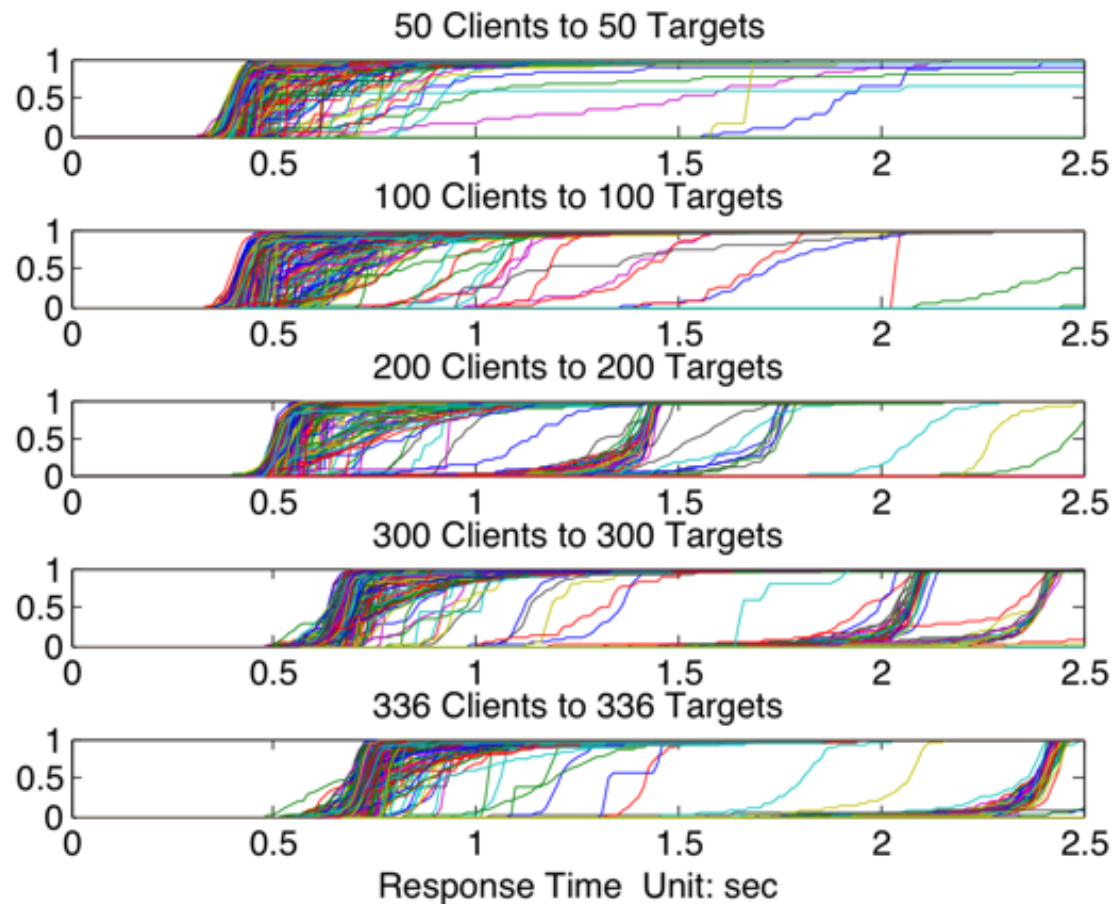
Many Pairs Setup

- February to July 2013 on Spider/Widow 1
- Each node runs 1 client writing 64 MB to an unstriped file on a single, different OST
- Output synchronized
- Measure aggregate bandwidth and completion time for each pair.



Many Pairs Results

- Lots of stragglers, particularly as the number of clients (and OSTs) increase.

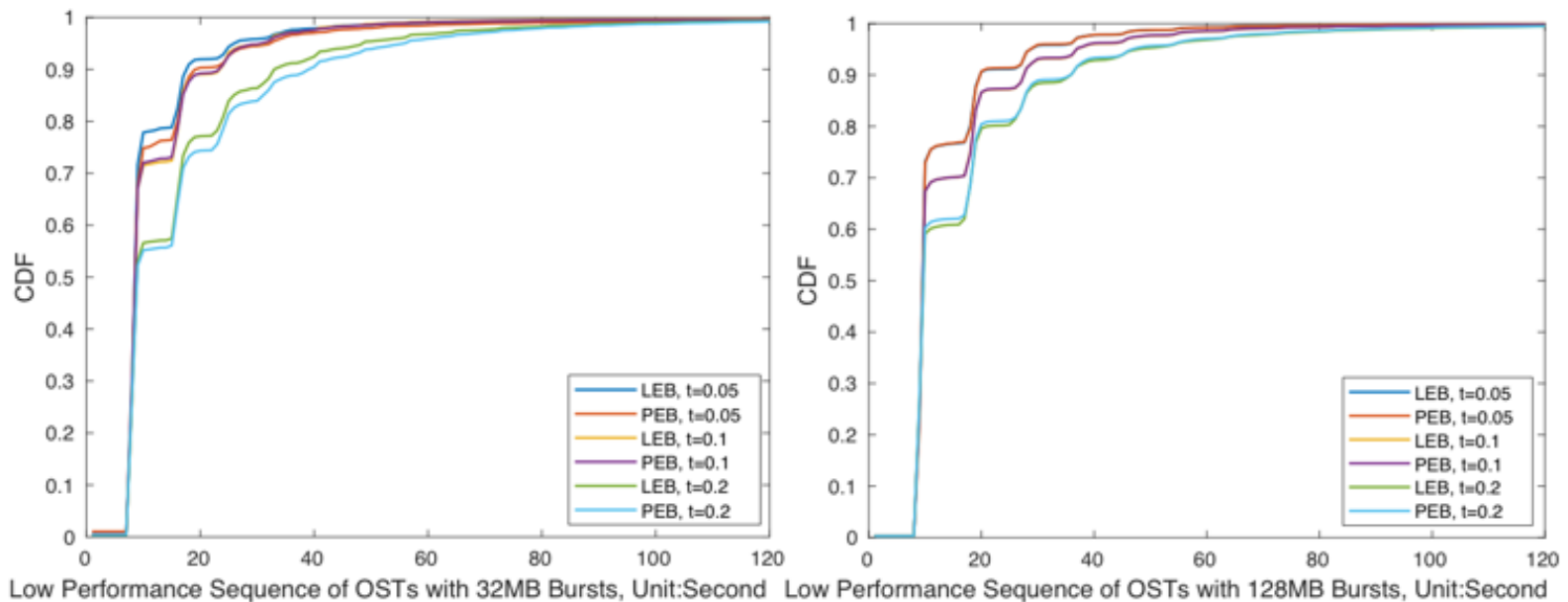


Testing Persistence of Stragglers

- January to February 2017 on Titan/Atlas2 with 1008 OSTs.
- 126 clients against 126 OSTs round robin 32 MB and 128 MB bursts.
- Duration is 0.5-1.7 hours for run with 7-15 seconds between runs
- Normalized values
- Lag Effective Bandwidth (lower bound)
- Pair Effective Bandwidth (upper bound)
- 99.5%+ of scores in 0.4-0.9 range

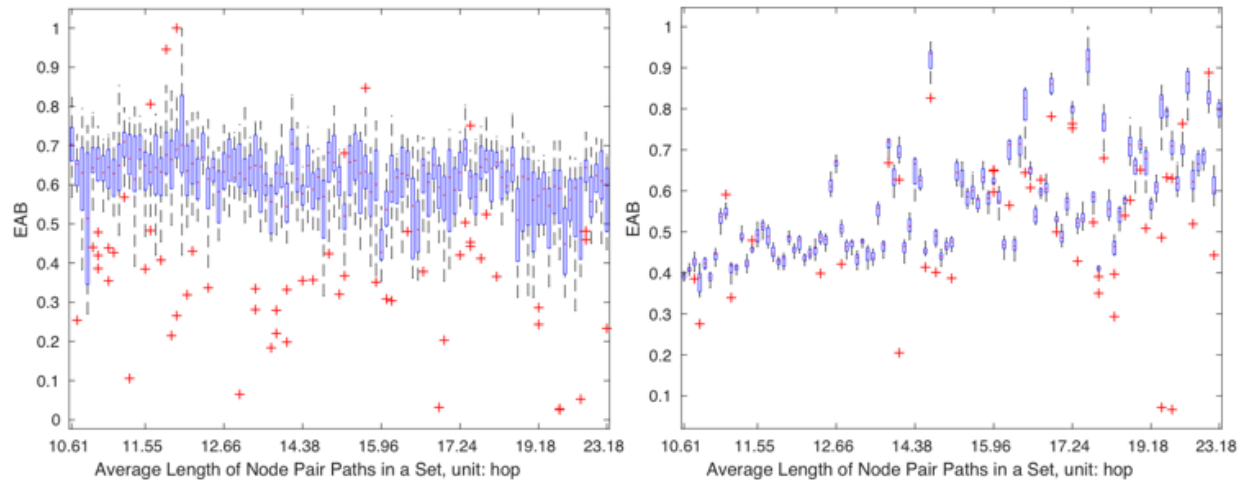
Individual Component Variability

- 96% of 32 MB and 100% of 128 MB “slow” targets return to normal within 2 minutes.
- Any node showing high performance will slow within 10 minutes.



Node Locality

- May to June 2015, 95 sets of 16 MB bursts (left) and 256 MB bursts (right)
- X-axis is sorted average node distance
- Y-axis is distribution of measured aggregate bandwidths
- Small burst dominated by transient conditions
- Large bursts impaired by denser node sets



Conclusions

- We find that a small proportion of storage targets (< 20%) are stragglers at any given interval, but that stragglers are transient: over time, any target may appear as a straggler for some intervals. Stragglers throttle the write pipelines, limiting striping bandwidth and reducing the benefits of parallelism.
- As configured on Titan, the Lustre write pipelines do not allow a single client to obtain the full bandwidth of a storage target. The results suggest that in the ideal case each client writes to multiple files spread across multiple targets, with multiple clients per target.

Conclusions

- The I/O performance delivered on Titan is highly variable. Our study suggests that historical performance data and monitoring do not enable adaptive middleware to locate “good spots” in the supercomputer or in the file system. Local performance behavior is transient and unpredictable.
- Delivered aggregate output bandwidth is sensitive to location (density) of a job’s compute nodes for large bursts, under a static node-to-router mapping policy adopted by Titan in its internal network configuration.

Questions?

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