



Integrating Phobos - an opensource tape-capable object store – as Lustre HSM backend

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# Who are we?





- Performance Engineering Group @ ICHEC.
- Irish Centre for High-End Computing @ National University of Ireland Galway.
- Hubs in Dublin and Galway Ireland.
- Collaborative project with CEA and DDN.





# Who are we?









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## Motivation



- Exascale computing will significantly increase workloads on storage systems.
- Huge amounts of data storage and ingestion will be required.
- This will require extremely scalable storage systems at reasonable prices.
- Tape libraries provide safe long term storage at low costs and zero energy usage.
- Object stores have proved their scalability.





## Motivation



- Provide extension to Lustre parallel storage onto cost effective central object storage.
- Phobos provides tape object storage at scale (and more).
- Integrate Phobos with Lustre HSM, using a commonly used data access paradigm.
- S3 Interface is a generic/commonly used data access paradigm used in Cloud Computing and supported by many object stores.

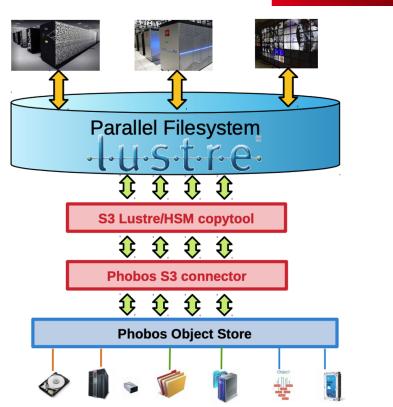




# Motivation



- Create/use open source tools to enable Lustre HSM with Phobos backend.
- S3 HSM CopyTool.
- S3 Web server for interfacing with managed object stores.





# Overview of Phobos





#### Parallel Heterogeneous Object Store

- Developed by the CEA since late 2014
- ~44'000 code lines in C (core) & Python (CLI)
- LGPL 2.1 licence

#### Goal: handle a heterogeneous distributed set of storage resources

- Tapes, hard disks, file systems, etc.
- Optimized I/O for each technology

#### Used in production for France Genomique since 2016

Multi-petabyte genomics datasets



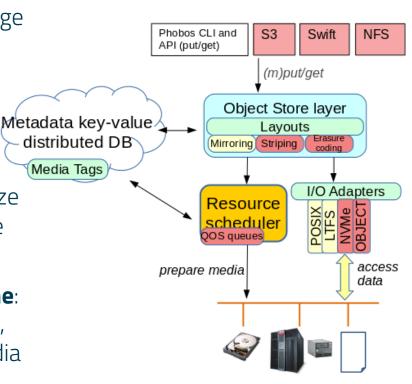




## How Phobos works?



- I/O adapters: multiple storage technologies
- Layouts: performance and fault-tolerance
- **Tags**: storage partitionning
- Resource scheduler: optimize tape fill rate, number of tape mounts
- Key-value metadata scheme: distributed NoSQL database, saved within objects on media (recovery, tape import)





# Phobos roadmap







- Deletion, versioning
- Media lifecycle, migration

#### **Performance**

- Multi-server parallelism
- Allocation optimisation

#### **Administration**

- GUI, monitoring
- Production requests









- Webserver with S3 Interface for interchangeable storage backends.
- Currently supports PUT, GET, HEAD, and object listing S3 features.
- Supports S3 Authentication mechanism.
- Open source project that can be found at, https://git.ichec.ie/performance/storage/deimos.
- Maintained currently by ICHEC.







### Implementation

- Modularised approach, with storage, stream and server protocol.
- Webserver implementation based on Proxygen, Facebook's open source library.
- Highly parallelisable.
- FIFO-no-copy approach used to handle data streams.

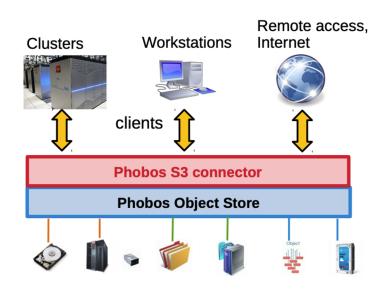






#### Deimos and Phobos

- Deimos can be used as a Phobos S3 connector.
- Enabling S3 objects to be sent to and retrieved from a Phobos managed object store on the available storage media.









#### Future Work

- Support additional S3 functionality.
  - List Buckets
  - Delete Objects
  - Versioning
  - Multipart upload
  - User management and permissions
- Distributed Deimos system.
- Extend to include OpenStack Swift interface.



# Estuary



#### S3 HSM copyTool

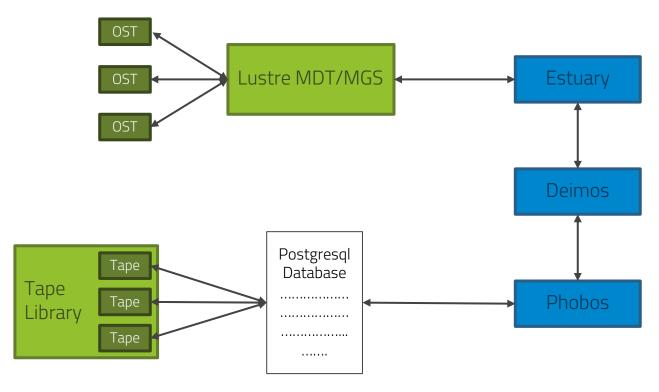
- HSM copytool enabling HSM with Lustre and Object Storage via a S3 interface.
- Forked from ComputeCanada lustre-obj-copytool.
- Main change was to update to new lustre version and update to new version of libs3.
- Allows pathway from Lustre to Deimos via S3.
- Open source project found at, https://git.ichec.ie/performance/storage/estuary.
- Maintained by ICHEC.





# Full Pipeline









# Example Setup



#### Two machines:

### Martin

Running Lustre and the copytool Estuary

### Dieter

Running the web server Deimos and Phobos





# Example



### Martin

Archive a file from Lustre using Estuary

Release the file

Restore the file



### Dieter

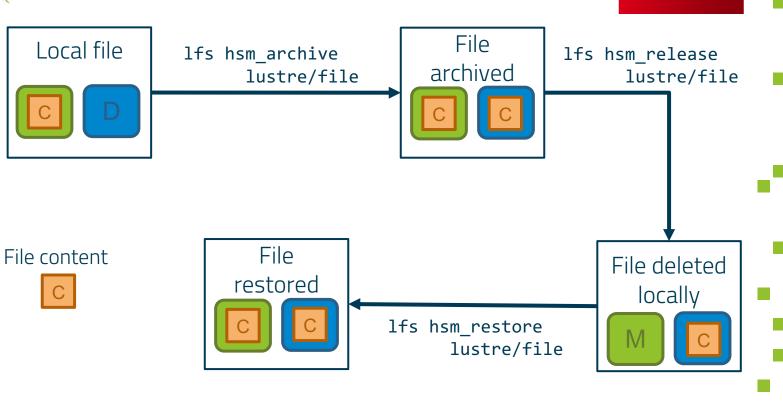
Accept the file contents in Deimos Save it to Phobos Send it back

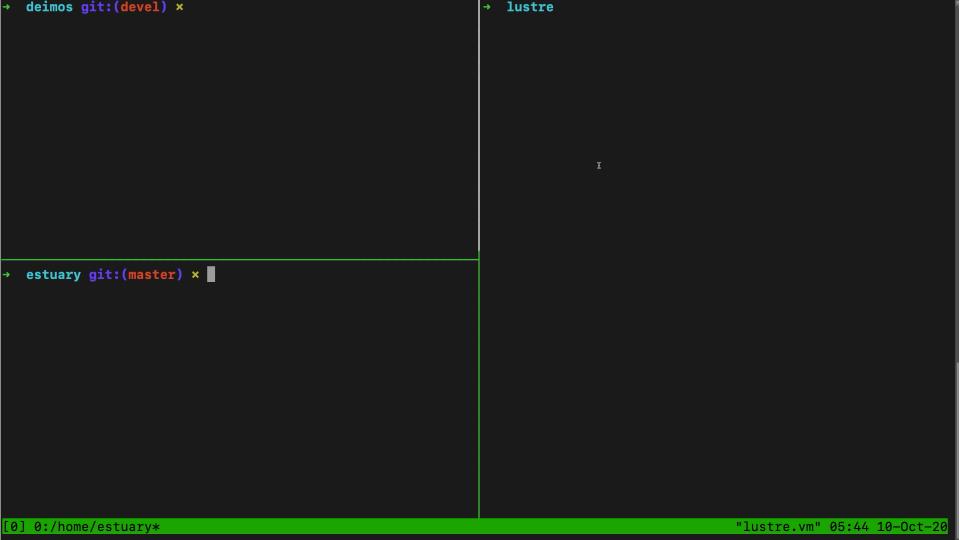




# Example









# Thank You

