

PoliMOR: In Action

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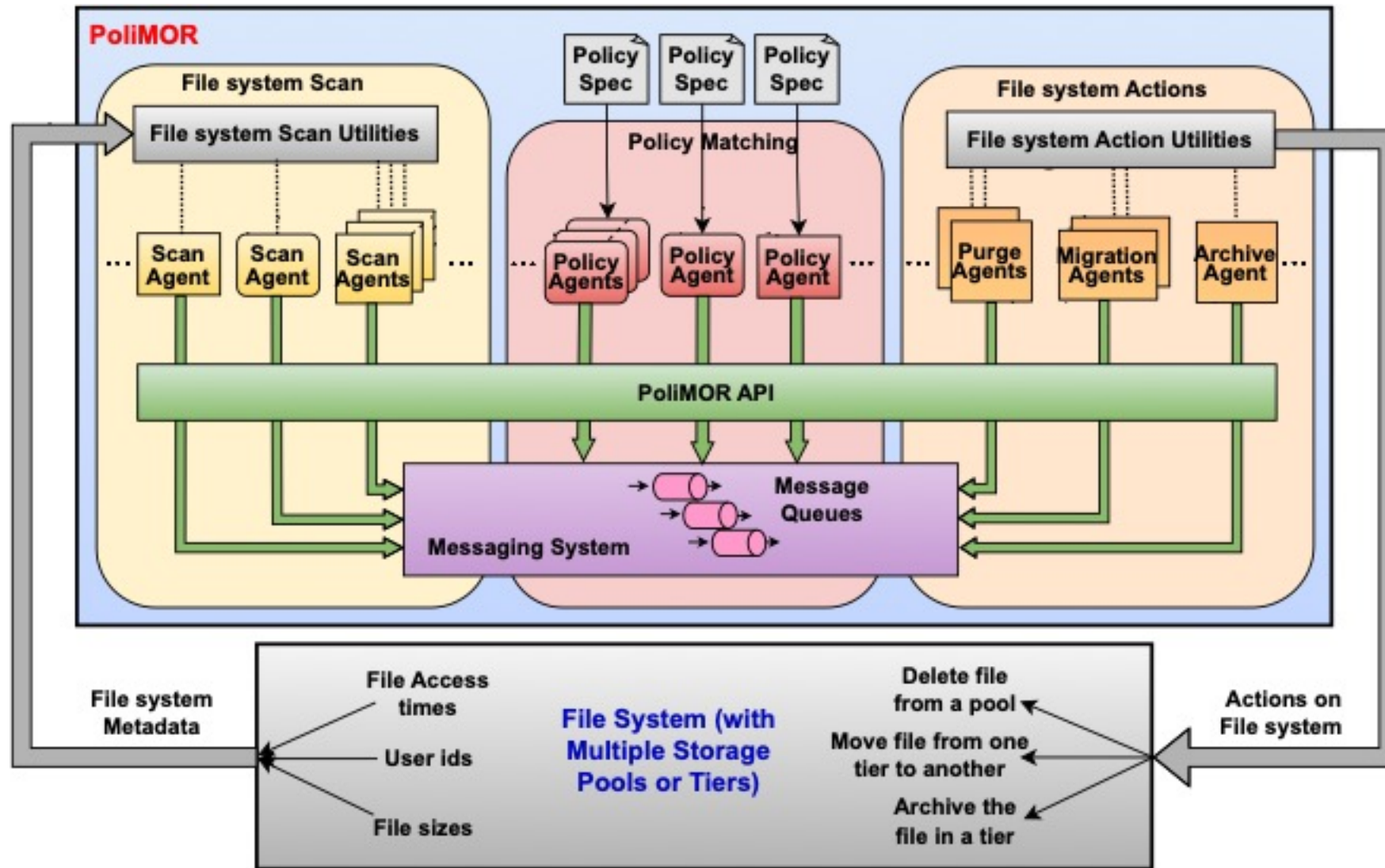
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PolIMOR

- A Distributed, Extensible, and Automated Policy Engine.
- Purposes:
 - Migration, Purging, Data Collection, and Telemetry for Lustre.
- What do we mean by Distributed?
 - Agents connected via a distributed messaging queue system.
 - Fault Tolerance & Scalable.
- What do we mean by Extensible?
 - Agent-Oriented so new agents can be added for functionality.
- What do we mean by Automated?
 - Define a set of invariants within a policy to be maintained.
 - No intervention by the users or admins.

PoliMOR diagram



PoliMOR

- At previous LUGs, we've discussed:
 - The need for PoliMOR
 - Migration between tiers
 - Provide admins an easy and reliable way to implement policies for different users/groups
 - The design of PoliMOR
 - Agent-Based, Scalable, Distributed, Fault-Tolerant, Extensible
 - Preliminary results
- Discussing actual deployment data from Orion in live production.

Production Setup

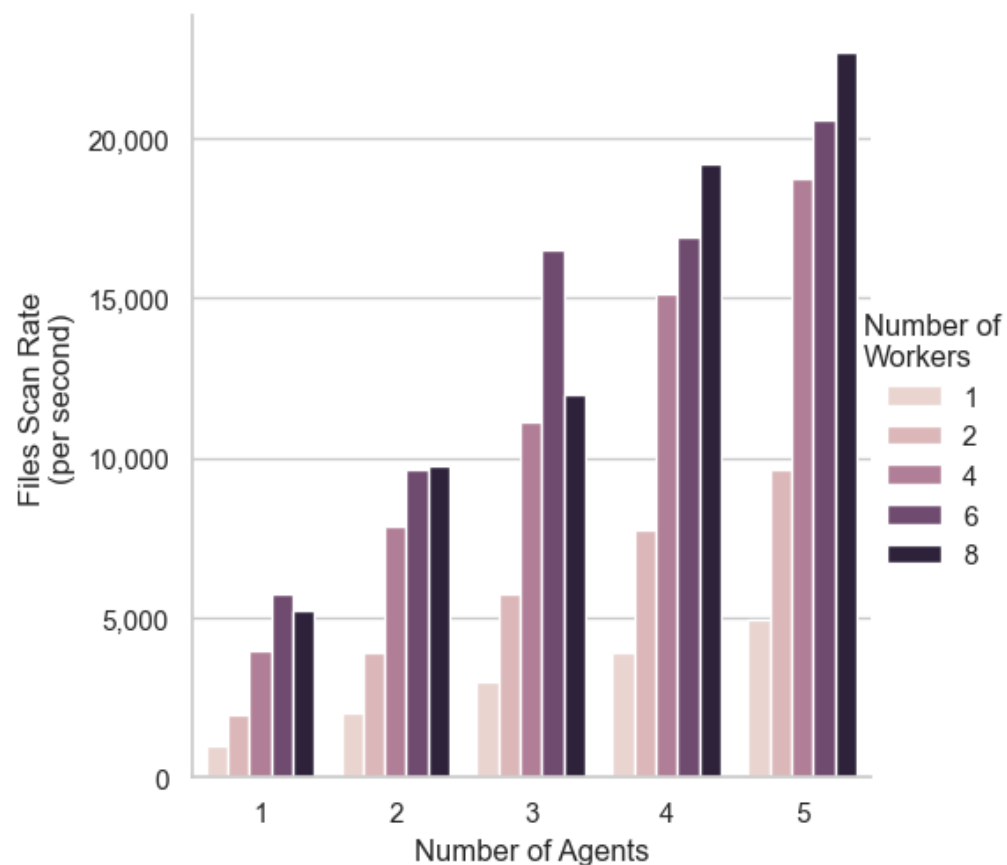
- Orion
 - 40 MDS nodes (9.7 PB NVMe metadata tier)
 - 450 OSS nodes (10 PB NVMe performance tier and 679 PB capacity tier)
 - Cray Custom Lustre version 2.15
 - Slingshot

- Orion Util nodes
 - 9 nodes AMD EPYC 7402P 24-Core Processor, 128 GB of RAM
 - Slingshot

Agent Scaling Tests

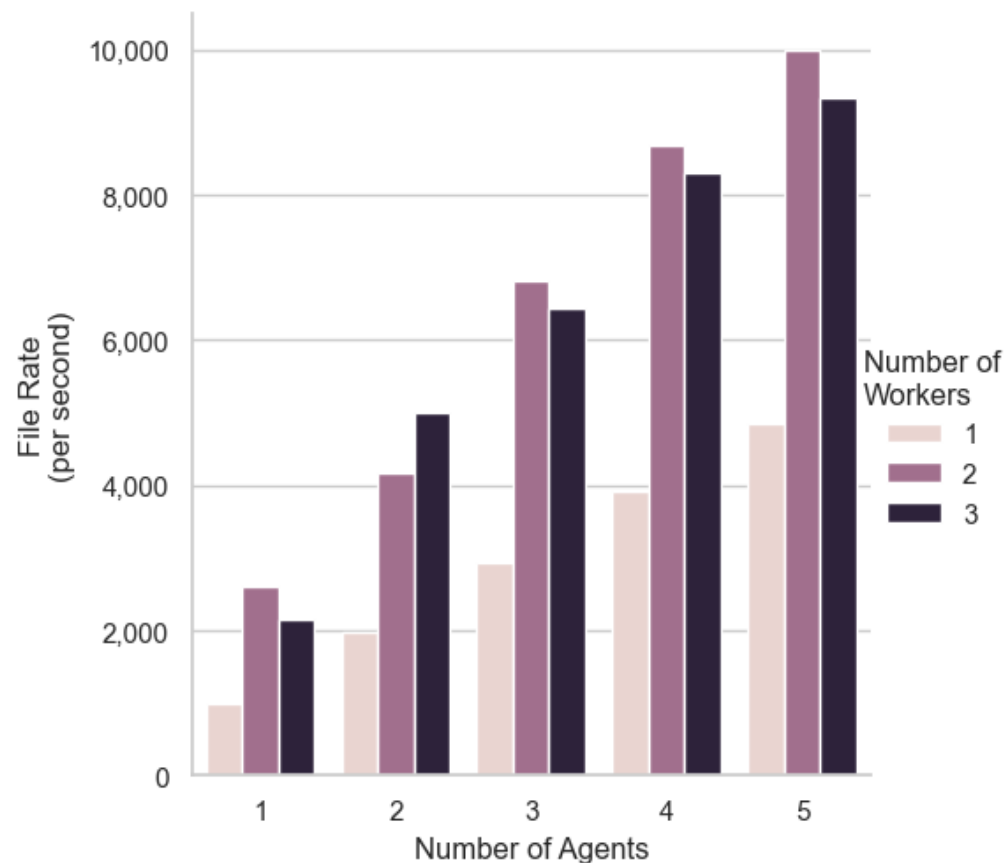
- Test the scaling of each agent.
- Synthetic Project Sandbox on Orion.
 - ~11.7 million files spread across a directory tree of 27,700 directories.
 - All files are purgeable.
 - Files are uniformly randomly sized from 1 B to 2 MiB.
 - The first 256 KiB are on the MDT (DOM)
 - 256 KiB to 1 MiB are performance-tier OSTs
 - 1M+ is on capacity-tier OSTs

Agent Scaling: Scan Agent



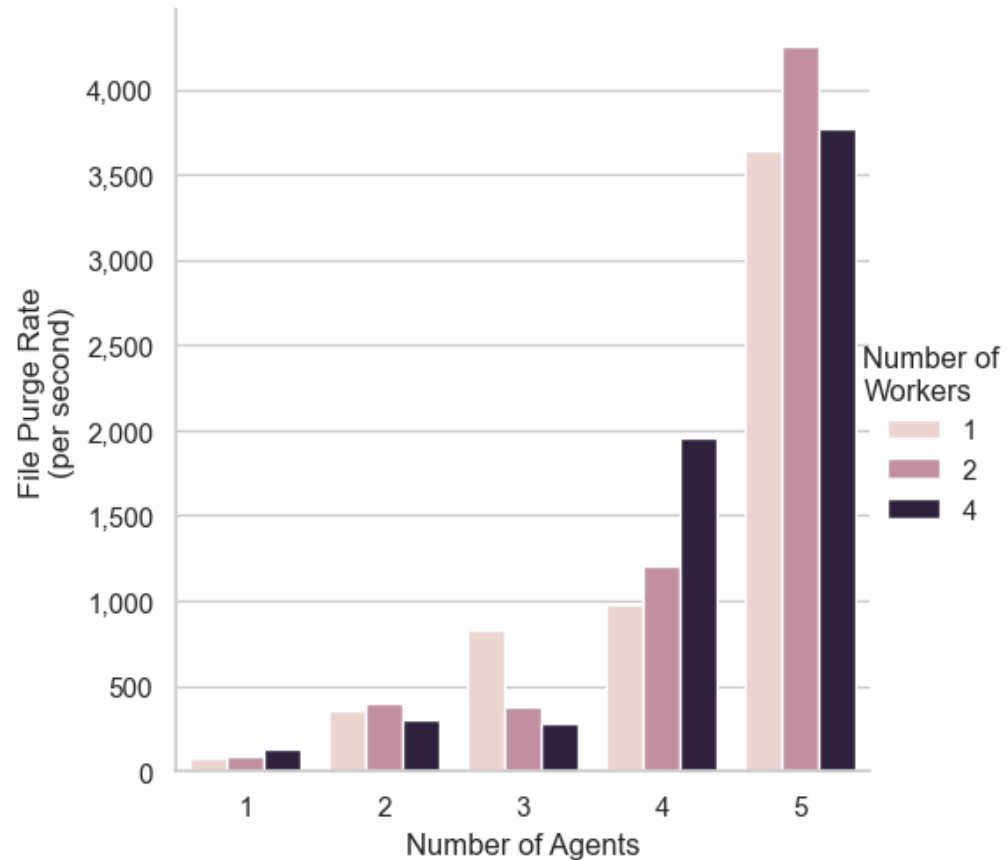
- Near-perfect linear scaling as the number of agents increases.
- Performance tends to improve per agent as workers increase.
 - Sometimes breaks down after 6 workers.

Agent Scaling: Policy Agent



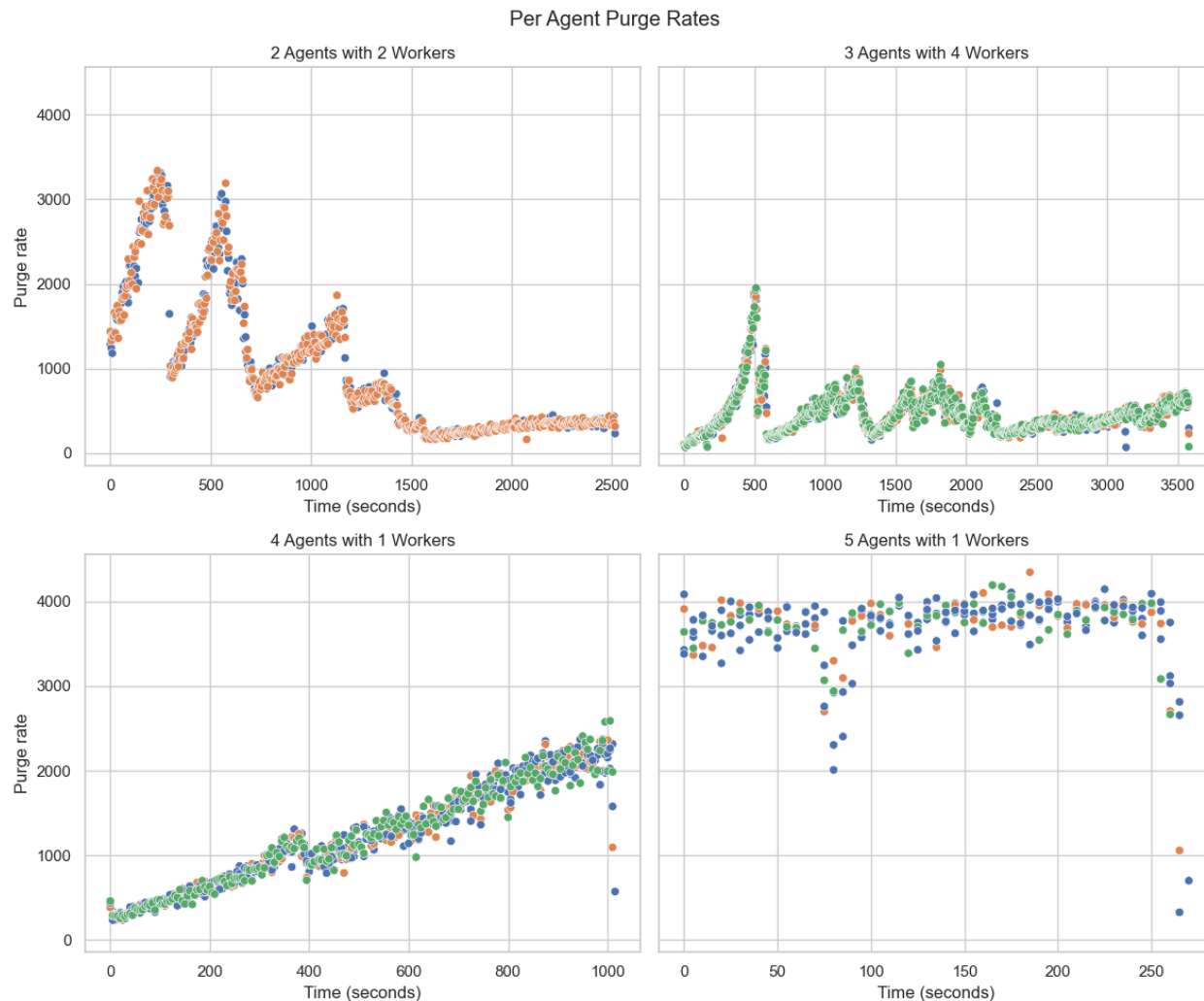
- Perfect linear scaling as the number of agents increases.
- Optimum number of workers is 2.
 - Each worker waits on a file to arrive on the input queue, processes it, and then sends the result on the output queues.

Agent Scaling: Purge Agent



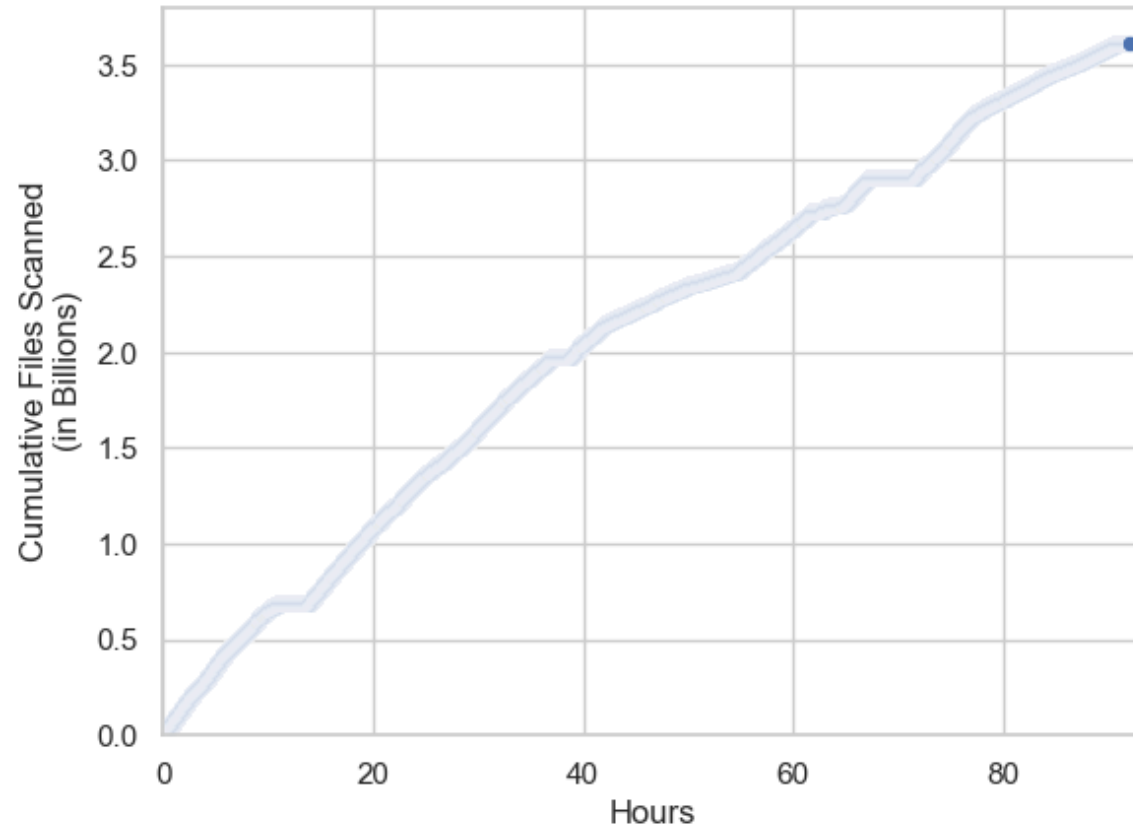
- Better than linear scaling for agents.
- Number of workers is not linear.
- Includes full synchronous stats to verify timestamps.

Agent Scaling: Purge Agent



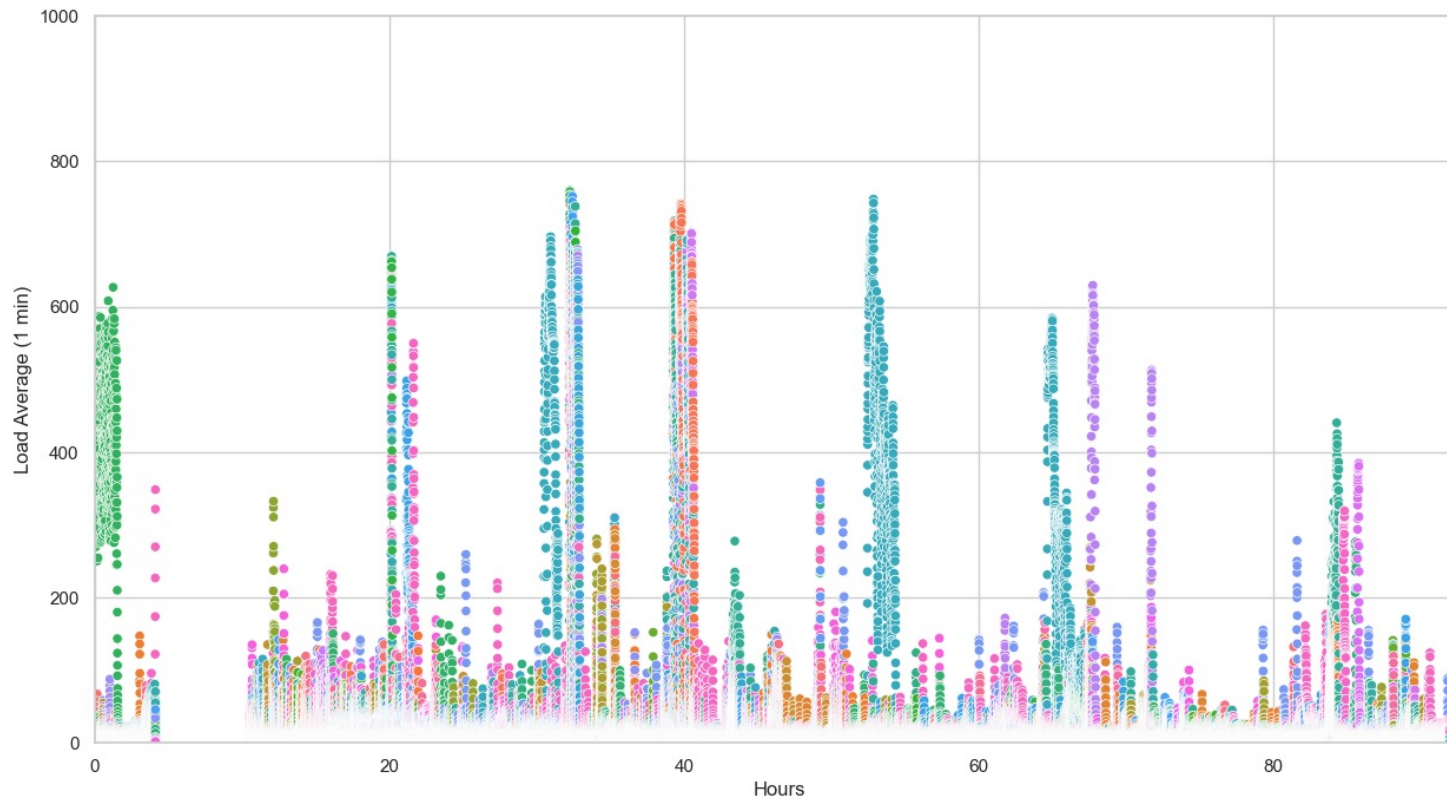
- For 3 or fewer agents, saw-tooth behavior for each agent (different color).
 - Tends settle with a low tail.
 - Every agent (separate node) has the same pattern.
- For 4 or more agents, this behavior starts disappearing.
 - See either a ramp-up or just steady behavior.
- Doesn't appear to be LRU lock (count or age) or a memory issue.
- More investigation is needed.

Entire Orion Filesystem Walk



- 5 scan agents and 10 policy agents.
- Scanned and processed 3.62 billion files in 92 hours!!!
- Several issues were encountered:
 - 1st and 3rd flat spots
 - NATS servers locked up
 - 2nd flat spot
 - MGS and Util nodes issue
 - Slowdowns
 - An agent or two would stop getting NATS messages.
- Despite issues, PoliMOR always made forward progress and completed!!!

Entire Orion Filesystem Walk



MDS Server Load Average

- During run
 - Mean 5.2 @ Std Dev. 25.5
 - Median 0.27
- Normal
 - Mean 5.2 @ Std Dev. 44.5
 - Median 0.23

What's Next?

- Full production onto Orion.
- Supervisor tasks to handle the agents and NATS servers.
- NATS usage improvements.
- Scan Agents
 - Improve the work-sharing between the scan agents.
 - Reducing the scan work.
- Several potential optimizations in the purge and migration agents.
 - Directory caching and directory-aware functions.
 - Cluster work by directories per agent.

Future work

- More complex policies.
 - Decomposing complex actions into simpler rules.
- Non-Lustre agents.
 - HPSS
 - Edge and Streaming
- Looking for collaborators.

Acknowledgments

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