# 对象存储实验报告

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实验一: 系统搭建

## 服务端

下载 minio, 通过官网下载 Windows 版本的 minio.exe, 并将其放入 run-minio.cmd 所属 obs-tutorial-master 文件夹下, 双击 run-minio.cmd 启动命令提示符窗口,运行客户端。

```
API: http://115.156.249.111:9000 http://127.0.0.1:9000
RootUser: hust
RootPass: hust_obs

Console: http://115.156.249.111:9090 http://127.0.0.1:9090
RootUser: hust
RootPass: hust_obs

Command-line: https://docs.min.io/docs/minio-client-quickstart-guide
$ mc.exe alias set myminio http://115.156.249.111:9000 hust hust_obs

Documentation: https://docs.min.io
```

#### 客户端:

下载客户端 mc.exe 到同一个文件夹中,打开一个 cmd 窗口,输入 mc.exe alias set myminio http://115.156.249.111:9000 hust hust\_obs,也即启动服务器的端后的页面所给出的命令,执行成功后截图如下:

```
D:\minos\obs-tutorial-master>mc.exe alias set myminio http://115.156.249.111:9000 hust hust_obs
mc.exe: Configuration written to C:\Users\gaogui\mc\config.json . Please update your access credentials.
mc.exe: Successfully created C:\Users\gaogui\mc\share\.
mc.exe: Initialized share uploads C:\Users\gaogui\mc\share\uploads.json file.
mc.exe: Initialized share downloads C:\Users\gaogui\mc\share\downloads.json file.
Added myminio successfully.
```

### 基于 minio 实现 CRUD 4 项基本操作

创建桶: 使用在命令符窗口使用命令 mc mb D:/minos/picture, 在 D:/minos 文件夹下创建桶 picture。

```
D:\minos\obs-tutorial-master>mc mb D:/minos/picture
Bucket created successfully D:/minos/picture.
```

上传本地文件:使用命令 mc mb D:/minos/test001.jfif D:/minos/picture,将本地文件夹 D:/minos 中的 test001.jfif 上传到创建的桶 picture 中。

```
D:\minos\obs-tutorial-master>mc cp D:/minos/test001.jfif D:/minos/picture
...st001.jfif: 143.29 KiB / 143.29 KiB [===========] 16.39 MiB/s 0s
```

列出桶中的所有对象: 使用命令 mc ls D:/minos/picture 查看当前桶中的所有对象。

# D:\minos\obs-tutorial-master>mc ls D:/minos/picture [2022-01-07 10:56:56 CST] 143KiB test001.jfif

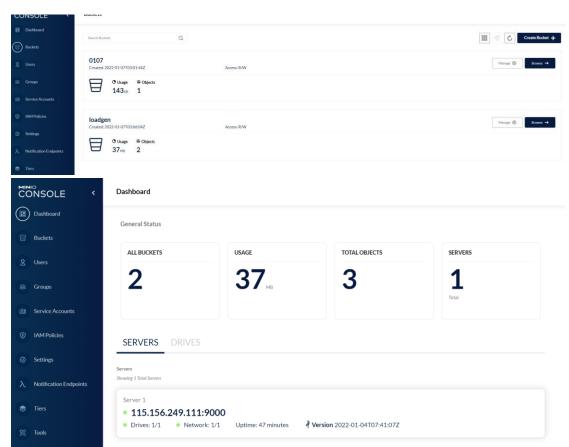
删除桶和对象: 使用命令 mc rm D:/minos/picture, 将桶和其中的对象全部删除。

D:\minos\obs-tutorial-master>mc rm D:/minos/picture Removing D:/minos/picture\.

#### 实验二: 性能测试

选择 S3 Bench 测评工具,下载 s3bench.exe 文件并将其放入与 run-minio.cmd 同一文件夹 obs-tutorial-master 中。

进入 minio console 页面,创建项目名称为 loadgen 的桶



在 obs-tutorial-master 文件夹下通过 s3bench 向 minio 发送请求

命令行范例为

```
s3bench \
-accessKey=hust -accessSecret=hust_obs \
-endpoint=http://127.0.0.1:9000 \
```

- -bucket=loadgen -objectNamePrefix=loadgen \
- -numClients=8 -numSamples=256 -objectSize=1024

得到对象数量为256,对象大小为1024负载下指标、延迟的分布。

```
₫ 命令提示符
                                                                                                                                                                                                                                                                  П
D:\minos\obs-tutorial-master>s3bench.exe -acce
-endpoint=http://127.0.0.1:9000 -numClients=8
ize=1024
                                                                                                             -accessKey=hust
                                                                                                                                                                -accessSecret=hust_obs -bucket=
s=256 -objectNamePrefix=loadgen
                                                                                                                                                                                                                                    -bucket=loadgen
                                                                                                                                      -numSamples=256
 Test parameters endpoint(s):
 Test parameters
endpoint(s): [http://127.0.0.1:9000]
bucket: loadgen
objectNamePrefix: loadgen
objectSize: 0.0010 MB
numClients: 8
numSamples: 256
                                    %!d(bool=false)
 Generating in-memory sample data... Done (1.9974ms)
Running Write test...
 Running Read test...
Test parameters
endpoint(s): [http://lz
bucket: loadgen
objectNamePrefix: loadgen
bucketsize: 0.0010 MB
 Test parameters
 objectSize:
numClients:
                                           8
256
  numSamples:
verbose:
                                    %!d(bool=false)
Results Summary for Write Operation(s)
Total Transferred: 0.250 MB
Total Throughput: 0.03 MB/s
Total Duration: 9.575 s
Number of Errors: 0
Write times Max: 0.580 s
Write times 99th %ile: 0.532 s
Write times 90th %ile: 0.408 s
Write times 75th %ile: 0.356 s
Write times 50th %ile: 0.288 s
Write times 25th %ile: 0.219 s
Write times Min: 0.098 s
Results Summary for Read Operation(s)
Total Transferred: 0.250 MB
Total Throughput: 3.48 MB/s
Total Duration: 0.072 s
Number of Errors: 0
Read times Max: 0.005 s
Read times 99th %ile: 0.005 s
Read times 90th %ile: 0.004 s
Read times 75th %ile: 0.002 s
Read times 50th %ile: 0.002 s
Read times 25th %ile: 0.001 s
Read times Min: 0.000 s
 Cleaning up 256 objects...
Deleting a batch of 256 objects in range {0, 255}... Succeeded
Successfully deleted 256/256 objects in 259.3974ms
   :\minos\obs-tutorial-master>
```

更改负载,修改对象数量和大小再进行实验,得到的实验数据如下:

#### 256\*2048

256\*4096

```
Results Summary for Write Operation(s)
Total Transferred: 4.000 MB
Total Throughput: 0.09 MB/s
Total Duration: 42.921 s
Number of Errors: 0

Write times Max: 1.002 s
Write times 99th %ile: 0.817 s
Write times 99th %ile: 0.467 s
Write times 75th %ile: 0.378 s
Write times 50th %ile: 0.311 s
Write times 25th %ile: 0.313 s
Write times Min: 0.134 s

Results Summary for Read Operation(s)
Total Transferred: 4.000 MB
Total Throughput: 9.90 MB/s
Total Duration: 0.404 s
Number of Errors: 0

Read times Max: 0.010 s
Read times 99th %ile: 0.007 s
Read times 99th %ile: 0.005 s
Read times 90th %ile: 0.004 s
Read times 25th %ile: 0.002 s
Read times 25th %ile: 0.002 s
Read times Min: 0.001 s
```

512\*1024

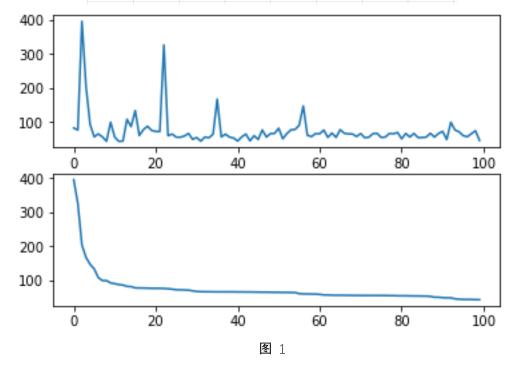
1024\*4096

观测以上数据可知,无论负载大小为多少,其按请求时间排序第99%以上的请求占用的时间永远是最多的,某些负载下其占用时间最多请求的开销甚至为最短的10倍;同时,仅观测第99%以上的请求占用的时间可以发现,随着负载的加重,其传输时间的开销也增大,系统的尾延迟现象越明显。

# 实验三: 观测尾延迟

借助 Python 的 Jupyter Notebook Tutorial 平台,我们可以得到一组请求占用时间的具体数值,从而能绘制系统的尾延迟图像。在 Jupyter Notebook Tutorial平台运行 obs-tutorial 中的脚本,得到的数据结果和图像如下所示:

表 1									
latency									
1	81.7983	26	55.089	52	81.2366	77	54.199		
2	76.0581	27	54.672	53	50.0617	78	55.1617		
3	394.966	28	58.3143	54	65.4829	79	65.6307		
4	203.358	29	65.7687	55	76.4959	80	64.7421		
5	92.0756	30	48.6937	56	77.4121	81	68.6569		
6	55.8422	31	53.6506	57	89.7205	82	50.0188		
7	64.5833	32	43.4248	58	146.57	83	65.727		
8	55.7456	33	55.342	59	60.4327	84	55.3596		
9	42.8979	34	53.2553	60	56.5758	85	65.8329		
10	98.8808	35	63.658	61	65.2933	86	53.678		
11	55.053	36	166.767	62	64.8386	87	53.817		
12	42.7687	37	55.5141	63	75.7935	88	55.1579		
13	43.412	38	63.8025	64	54.224	89	66.1891		
14	107.388	39	55.1441	65	66.8998	90	55.1484		
15	85.819	40	52.4056	66	54.1937	91	65.7041		
16	132.971	41	43.6327	67	76.9384	92	71.991		
17	59.8075	42	55.7842	68	66.2868	93	47.9863		
18	77.0197	43	64.0554	69	64.4343	94	98.7296		
19	87.043	44	44.122	70	64.3744	95	76.1094		
20	74.8019	45	59.1109	71	56.7436	96	70.6527		
21	71.6884	46	48.2039	72	65.5391	97	59.4969		
22	71.2416	47	76.0691	73	53.3304	98	56.051		
23	325.628	48	55.2316	74	54.7693	99	64.8513		
24	59.2425	49	65.345	75	65.1824	100	73.7875		
25	64.0876	50	65.8514	76	66.047	101	45.3067		



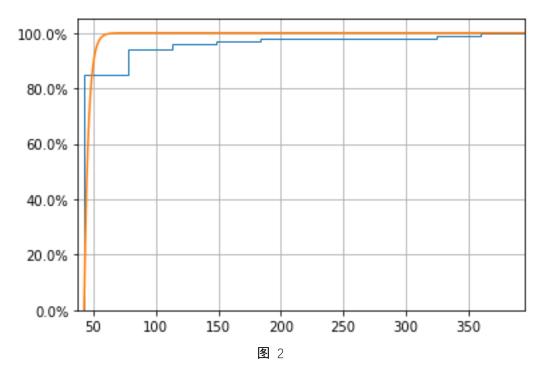


表 1 列出来 100 个请求对应的延迟,图 1 为表 1 数据的折线图,图 2 表示单个请求延迟的时间占总响应时间的大小。从图中可以看出序号 2、3 的请求时间高达 395ms 和 203ms,而系统 82%左右请求的时间都在 50ms 以下,剩余请求的开销远超过其他请求,因此该系统存在严重的尾延迟现象。