Exascale Storage Systems the Sirius way

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*Abstract*— As the exascale computing age emerges, data related issues are becoming critical factors that determine how and where we do computing. Popular approaches used by traditional I/O solution and storage libraries become increasingly bottlenecked due to their assumptions about data movement, re-organization, and storage. While, new technologies, such as “burst buffers”, can help address some of the short-term performance issues, it is essential that we reexamine the underlying storage and I/O infrastructure to effectively support requirements and challenges at exascale and beyond. In this paper we present a new approach to the exascale Storage System and I/O (SSIO), which is based on allowing users to inject application knowledge into the system and leveraging this knowledge to better manage, store, and access large data volumes so as to minimize the time to scientific insights. Central to our approach is the distinction between the data, metadata, and the knowledge contained therein, transferred from the user to the system by describing “utility” of data as it ages.

# Introduction

The purpose of computing is insight, not numbers [3], a remark Richard Hamming made over 50 years ago at the dawning of the age of large scale scientific computing. The central objective of our next-generation storage and I/O system (Sirius) is to minimize the time to insight with respect to scientific computing at extreme scales. This means that we need new research into managing, storing, and retrieving the large data volumes produced by simulations, and analyzed for months afterwards.

In this section, we present an example to illustrate these challenges and to motivate the research. Next we describe our guiding principles to help tackle these challenges. In the subsequent sections we describe the key applied mathematics and computer science research components of SIRIUS. Here we introduce a new approach, data refactoring using an auditor, to aid in the separation of information from data. Finally, we describe the key challenges when this approach is realized, along with the future obstacle to manage the data lifecycle at extreme scales.

## Illustrative Example

Our motivating use case is a series of simulations of the ITER fusion experiments using the XGC1[6] application. XGC1 is one of the largest applications used at the Department of Energy's (DOE's) Leadership Class Facilities with an allocation of over 300M hours in 2016. These simulations were scheduled to produce 100 PB of data over ten days of total runtime on the Titan system at the Oak Ridge Leadership Computing Facility (OLCF) and required a team of experts, including the user group and I/O and storage personnel, to help ensure that the maximum amount of information would be saved. Due to physical resource limitations, the simulation was immediately restricted to write about 10 PB. However, when the time to write and read, together with the financial cost to archive this volume of data was fully explored, the data size goal was further reduced to only 5 PB total.

This forced a careful scrutiny of the data to be generated and restriction of the output to only the most important pieces. Further, this reduced data set had to be divided into two categories: the data that would be accessed while the simulation was running or shortly thereafter and the data that would be needed after the whole campaign was finished. The former category of data would be stored on disk and the latter would be archived. Additionally, the entire team needed to figure out how to efficiently retrieve these different categories of data for post-processing, analysis and visualization.

To accomplish this, the application and storage teams developed new application specific data reduction techniques and added them to the ADIOS[5] I/O middleware layer. A rudimentary discovery system was also created to track what data was on disk and what was on tape. Initially this solution was sufficient, but eventually a new problem was discovered. Although the team had reserved compute resources for the run, the entire file system was shared resulting in very high I/O variability. Addressing this variability, caused by contention on shared resources, is an ongoing concern. Earlier efforts [11] are insufficient due to the immense data volumes, limited time available, and the number of other users of the shared storage array.

The problems faced by this user workflow motivate our research here. The use case demonstrated three tiers of solutions are required: application level knowledge of data and how it will be used, middleware management of data and resources, and storage system level scheduling of resources. It also provided us with new insights. First, the users and developers of the application data can, without a great loss of encoded knowledge, reduce the size of data that needs to be stored. Second, data storage must be managed with input from the users to correctly decide the target of storage operations. Third, shared resources must be managed in a way that provides sufficient performance to all applications without encumbering the applications with high variability in performance. These insights drive the SIRIUS project and its research components.



## Guiding principles of Sirius

The exascale storage and I/O community must overcome the challenges described above for both the application scientist trying to write data and those trying to read data. This must be done such that the SSIO system can fairly share the resources among the users while helping enable exascale science by prioritizing and understanding the application level data requirements. The SIRIUS project is ultimately guided by two basic principles:

Principle 1**:** **A knowledge-centric system design** that allows user knowledge to define data policies. Today, SSIO layers are written in a stovepipe fashion and quite often do not allow optimizations. We are re-designing the layers in a highly integrated fashion where users express their intentions into the system and actions will statically and dynamically optimize for both the system and for individual requests.

Principle 2: **Predictable performance and data quality in the SSIO layers** needs to be established to maximize the information (rather than raw data) generated on the exascale systems. Without predictable performance, runs may be slowed down because of shared resource contention, which can affect key science decisions, e.g., how much data reduction should be performed. To have some confidence that sufficient output time is available, a conservative estimate, rather than nearly accurate, can be used.

ADIOS can alleviate the need for “magic” and “tricks” to optimize application I/O performance on today's file systems by placing extra annotations in the metadata to better understand the underlying storage system. In SIRIUS, we are extending this by providing a systematic autonomic approach for combining intentions and other knowledge from the *user* with performance estimations and guarantees from the underlying storage.

By capturing user intentions and acting upon them in the middleware, we free the user from polluting application code with system specific optimizations. We have successfully employed this separation of concerns in ADIOS and believe it will become increasingly important because saving all data may not be possible and users want the ability to describe and prioritize different chunks of data.

These techniques will be further integrated in combing ADIOS with RADOS-Ceph, which is a distributed object store and file system. Ceph offers both a POSIX and object interface including features typically found in parallel file systems.

# Data Refactoring

The classical workflow where the entire dataset is written to storage for later analysis will no longer be viable at exascale simply because the amount of generated data will be too large due to capacity and performance limitations.

In the future, it will be vital to take advantage of *a priori* information when (1) writing and reading from the storage system to gain higher performance and predictability and prioritize the most useful data for end users so that I/O can be finished in the time available and (2) performing *in situ* operations and analysis before storing the information.

The fusion use case described earlier shares commonalities with many other DOE applications. *A priori* information can be provided by application scientists regarding which data should be sent to the storage system (e.g., SIRIUS) so that minimally, the most science relevant data can be available for subsequent analysis. This allows science goals to be accomplished even when the storage is busy servicing other users. It occurs often and causes high performance variability. Data refactoring generates the data prioritization. This refactoring includes data re-organization and reductions. There are many data refactoring techniques and the best choice will generally be application dependent. However, our observation is that, once the choice is settled for an application, it will not typically change from run to run. **[ref?]**

One research challenge in effectively and efficiently refactoring data is understanding when the time and resources required to identify and execute the “best methods” exceeds the gains achieved. Another critical research question concerns quantifying and controlling information loss from refactoring the data and using a reduced dataset. A basic issue associated with refactoring is understanding how much information is actually present in a dataset and which type of refactoring method will be the “most” effective. Although scientific data generally contains random components due to finite precision and measurement and calibration effects, useful scientific data is never purely random. Broadly speaking, the path from data to knowledge consists of extracting underlying models or patterns from the datasets and interpreting the resulting models.

Ideally, scientists would like to perform the entire analysis *in situ,* effectively circumventing the large data issue completely. The catch, of course, is that thisis unlikely to be possible since, by their nature, large-scale simulations aimto discover new information often hidden in the form of higher ordereffects amongst the data deluge. In particular, this means if data thinning ortruncation is applied haphazardly, the higher order effects may be eliminated.

Typically*,* entire data sets cannot be stored in easily accessible storage due to its sheer size. Yet, the data cannotbe reduced prior to archiving without risking losing information.Viewed in this way, the problem would appearintractable. However, much of thedata is redundant in an information theoretic sense. That is, theamount of information contained in the dataset is often significantly less thanthe amount of data. The difficulty stems from not knowing about this redundancy in advance *without the benefit of a priori knowledge.* This knowledge can often be provided by the user or can be acquiredthrough experience of dealing with differing runs of the same code.

Deep application knowledge means one can sometimes achieve dramatically superior data reduction compared with what one might achieve otherwise. However, even in the absence of such high level knowledge, SIRIUS must offer generic data reduction and re-organization techniques. For instance, certain basic data semantics information is needed and must be supported by the overall infrastructure. Currently we are studying three generic and one application specific refactoring methods: 1) Precision based, 2) Frequency-based, 3) Linear Auditing, and 4) Application aware histogramming. Each of these is described below.

**Precision based refactoring** groups together the most significant data bits from each object. This data generally has a higher “utility” than data with the least significant bits, and contains less entropy. This technique requires that data will rearranged, potentially involving memory intensive operations and most avoid data movement and the storage system as much as possible. Reading this data back introduces additional challenges both on finding the different pieces of the data, and the reconstruction of the data to a form the user can work with.

**Frequency-based refactoring** re-organizes data in frequency space and can place higher order frequencies in different chunks than the lower order terms. This technique is commonly used in streaming data using techniques such as JPEG-2000. These mechanisms support spatial random access or region of interest access at varying degrees of granularity. It demonstrates the possibility of storing the same data using different qualities. In relation to this project, this capability allows us to place the lowest frequency chunks in the fastest storage and the highest frequency chunks on either the slowest storage tiers, or if writing out the data sizes are prohibitively costly, not even write out these pieces. In order to fully take advantage of frequency based re-organization, techniques to pre-condition the data can be used to further optimize this process. This technique can be applied together with Precision-based refactoring methods as the pre-conditioner.

**Linear Auditor** uses a delta compression algorithm in time to perform lossless or lossy data compression. This technique has its basis in information theory where we understand that smooth data has low entropy and noisy data has high entropy. The thought is to separate the low entropy part of the data from the high entropy part. **We can have about ½ of a page on this linear auditor/. Mark can you put in some preliminary result for this as well**

**Application Aware Auditor** contains a class of techniques which have more domain knowledge than the generic techniques described above. In our example the physicist’s knowledge understands that the particle distribution follows a Maxwellian distribution. By using methods borrowed from perturbation theory[ref] we can use the Maxwellian distribution as the background, and then store the delta function. In our example we applied this technique using a two dimensional histogram of the particles in velocity space, and were able to get a dramatic reduction of the data to be saved using this lossy technique. This technique can be further combined with our other refactoring techniques to further reduce the potential storage cost of the information.

# Refactoring challenges

Refactoring large volumes of data is a challenging computing problem with three broad challenges.

1. Large volumes of data need to be refactored at speeds while utilizing resources in a manner that does not constrain the performance of data generator (the simulation or experimental data acquisition service).
2. The refactored data has to be created in a manner consistent with the access patterns of the data consumer. This requires predicting the common access patterns for data sets, identifying the most likely patterns and then correctly selecting the appropriate refactoring code path.
3. The abstraction through which data is viewed by the user needs to be consistent in the presence of changing refactoring techniques (in order to minimize the cognitive burden on the user), while providing sufficient transparency to enable both user and system to optimize metrics such as data layout, data acccuracy and predictable performance.

We will describe these broad areas in detail and elaborate our approach for addressing these key challenges next.

## Resource Utilization

The generation of large volumes of data, such as those described earlier, is a costly and resource intensive apparatus. Additional work required by data refactoring can only be justified if the benefits outweigh the costs, and if the overall impact on the performance of the data pipeline is positive. Thus, any additional task to refactor, reorganize or compress data will need to account positively for the consumption of resources. In particular, there are three resources that are critical to scientific big data pipelines, on board system memory (RAM), additional time on the processor (CPU), and bandwidth consumed for data movement (network and disk).

Lets consider memory as the first constraint. Data refactoring requires maintaining an original baseline state in memory, while generating the pieces to represent the refactored state.

In the precision based refactoring technique, for example, the original data is kept in memory while tiered precision arrays are generated. At a minimum this requires 2 the size of the required memory. In some, very memory constrained, use cases this additional requirement might render the refactoring an unviable approach. We are currently researching methods to refactor data streams by utilizing temporary windows over a stream of data. This windowed approach will limit the additional memory overhead, but will incur a performance penalty when outputting data. Going forward we will evaluate the performance imapct of this approach, as well as study the optimal window sizes for the different refactoring techniques we have described earlier.

Similarly, for CPU and bandwidth consumption, the consumed resources will produce a negative impact on the performance of the application. Some of this can be mitigated by utilizing asynchronous methods to compute and move the refactored data. This will require careful management of when the refactoring computation is called, and when data is moved, to minimize the overhead on the application due to resource contention. Here we will extend our past work on contention avoidance for data movement and resource sharing.

## Refactoring Selection

## Linked Data Abstraction

# Managing data lifecycle

SIRIUS aims to manage the overall data life cycle, including data generation (e.g., from a simulation) or acquisition (e.g., in the case of experimental and observational data), optimized data placement, runtime data management including migration, reorganization and reduction, data consumption for knowledge discovery, and purging data from the system to optimize system operation. Key research questions addressed by SIRIUS include: (1) How can we initially place data so that it can be discovered and consumed efficiently? (2) How can the placement and migration of data across a multi-tiered storage hierarchy be optimized at runtime, both from the application and system perspective? (3) How can knowledge about the application used to better prepare the data for consumption? (4) When and how do we make the decision to purge data?

**Data placement and movement:** When an application outputs or accesses data, the storage and middleware layers needs to decide what data is placed where in the multi-level storage system. This placement decision can have a significant impact on data management throughout the lifetime of the data. For example, our past work on data–staging [12,13] on HPC systems with multi-level memory structures has shown that different output techniques targeting different layers of the storage hierarchy can have a significant impact on the overhead observed by the application for I/O operations. A key requirement is application-driven runtime mechanisms for dynamically managing data placement across the layers of the distributed storage hierarchy throughout the data lifecycle, coordinating data movement and data sharing between the components of the application workflow, with the overarching goal of maximizing the relative utility to the application as well as the system while reducing access costs. As noted before, the complexities of heterogeneous multi-level storage structures requires adaptive placement policies are required to be implemented to optimally utilize storage resources vertically (across deep memory hierarchies) and horizontally (across nodes within a memory level) while accommodating dynamic application requirements and transient system states. Our approach is to increase knowledge about the data and its use within the application and leverage this knowledge to drive data placement and overall management.

**Soliciting application hints:** As described in the previous section, one of the main components of our proposed storage system is the ability to reorganize, refactor, and reduce data as it is generated and to reorganize and possibly regenerate the data as it is accessed. We carry this principle into the placement and movement of data by allowing applications to define hints and policies that guide what data is placed where. We will explore the use of application hints in two distinct areas. First, we will study the challenges and trade-offs of either augmenting the I/O interface with hints or allowing the addition of an external specification that defines the use case. Our experience with developing modern I/O interfaces has shown that both techniques have value [12,13] and we will investigate the set of hints that are embedded in the application code vs. those that are described within a non-compiled specification. Second, we will study how hints can guide data placement as data is handed off from application to storage (during a write) and from storage to application (during the read). In both cases we will study what minimal set of annotations and hints can allow the storage system to minimize data movement and optimize the resources consumed by I/O.

# metadata challenges

The challenge when applying refactoring techniques, particularly application aware techniques, is how to incorporate sufficient knowledge in the storage system such that an arbitrary future client has sufficient information to recreate the desired information. Additionally, by spreading data across multiple different kinds of storage media that typically have independent namespaces, locating any particular data will be challenging.

SIRIUS will provide sufficient built-in and extensible metadata services to support efficient data access. First, detailed data metadata, such as array dimensions and other similar data, must be visible within the metadata for any effective data selection. Second, each data chunk stored within the storage hierarchy must have some way to address it. As data utility forces data migration within SIRIUS, the metadata must either dynamically track data as it moves or offer a search feature to discover where data currently resides. Which approach is superior and under what conditions still needs to be determined.

# Conclusion

Extreme scale application workflows, such as the fusion workflow described in this paper, generate very large amounts of data, which needs to be processed and analyzed before potential insights from the simulations can be realized. Managing, storing and retrieving these large volumes of data have become critical challenges. The central objective of the SIRIUS project is to address these challenges and minimize the *time to insight* for scientific workflows at extreme scales by enabling predictable performance across the storage system. We achieve this by understanding how the storage system can interact with the middleware so that the data with the highest utility is kept on the fastest layers of the storage system for as long as specified. This paper presented and overview of the SIRIUS project and its primary research components.

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Sirius project….

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