

Data Archive Infrastructure and GUI Access

Narges Zarrabi, SURFsara

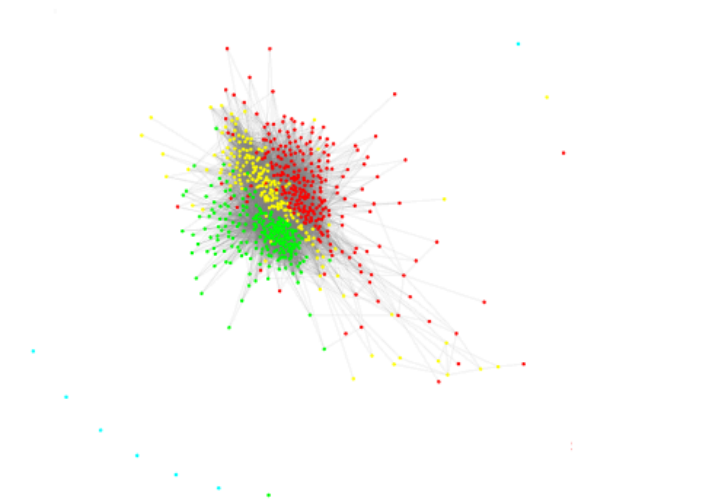
UvA HPC Course 2017: Data Management

My Background

- Masters in Computational Science at UvA (2008)
- PhD in Computational Science at UvA (2010-2013)



Complex Networks and Agent-Based Models of HIV Epidemic



Narges Zarrabi



Data Archive - Long-term storage

- Long-term storage of data
- Storage medium: Tape → high latency
- Powerful transfer protocols (gridftp, rsync, scp)
- Easy access from HPC services lisa and cartesius via NFS mounts → use archive as yet another directory



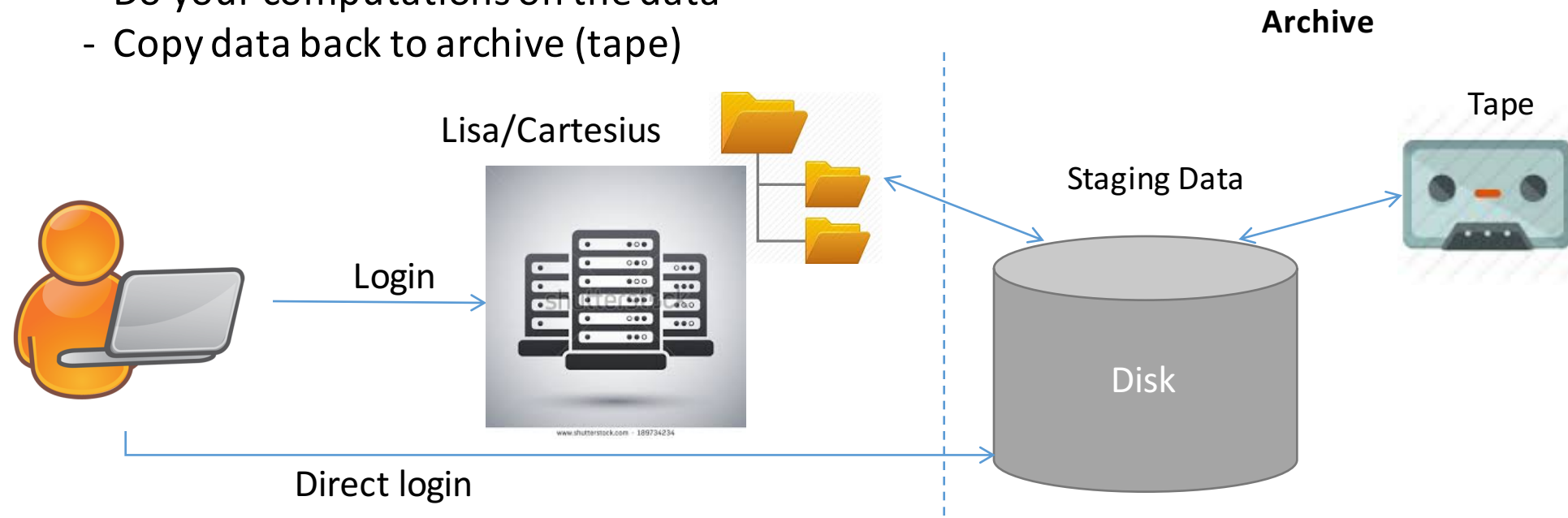
Data Archive Infrastructure

Data Archive infrastructure

- Direct access to Archive
- Access via HPC (NFS mounts, User sees the archive as another folder)

Workflow employing Archive from compute clusters at SURFsara:

- User logs in to Lisa/Cartesi
- Do your computations on the data
- Copy data back to archive (tape)

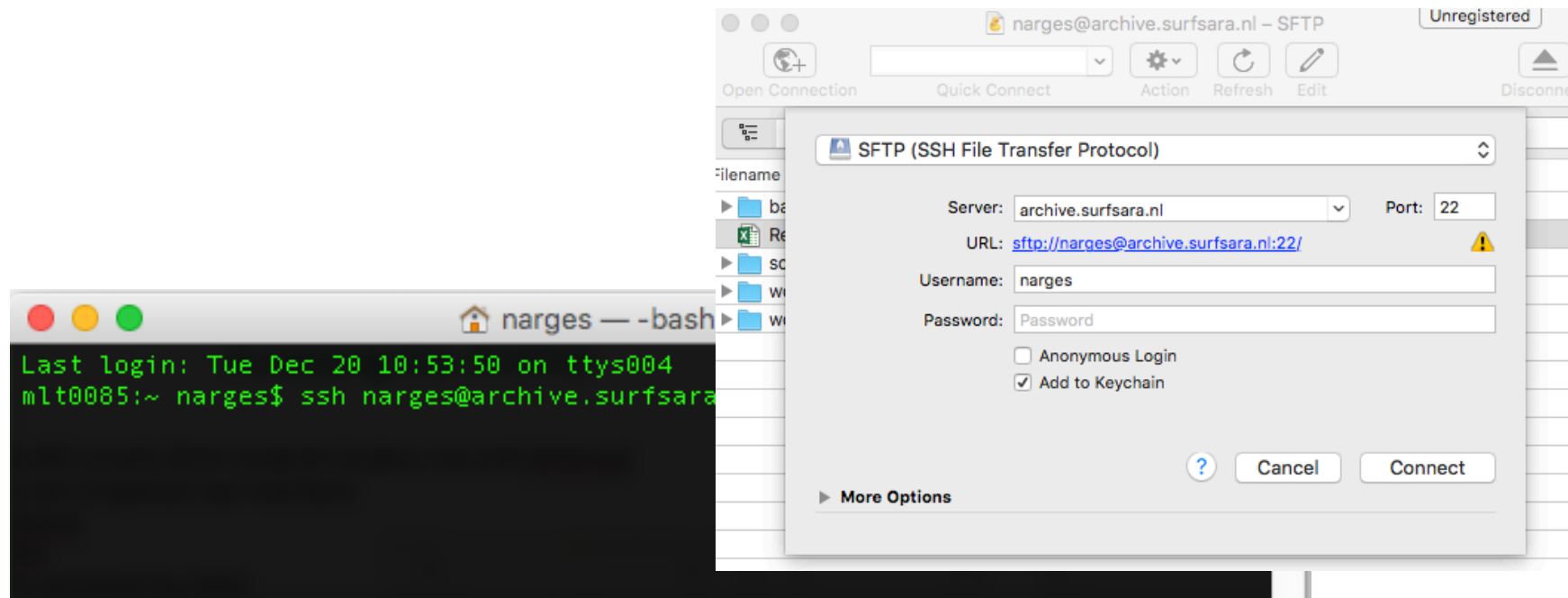


Archive Usage – Best practices

- Try to store files of significant size (> 1 GB) as much as possible. Smaller files will always be accepted, but will lower the performance of restoring your files from tape.
- If you have many small files, make sure to pack them using a file archiving tool like tar or dmftar.
- Try to pack your files before uploading them to the archive.
- Organize your files in such a way that in case the files are needed again only parts of the data set need to be restored from tape.
- Avoid storing unpacked software packages, these usually contain a lot of small files. Instead pack these as well, or refer to a specific software repository.

Accessing the Archive

- Access via graphical user interface (GUI)
- Access via command line interface (CLI)
- Access via NFS mounts (only possible from compute clusters, Lisa and Cartesius)



Access Archive via GUI



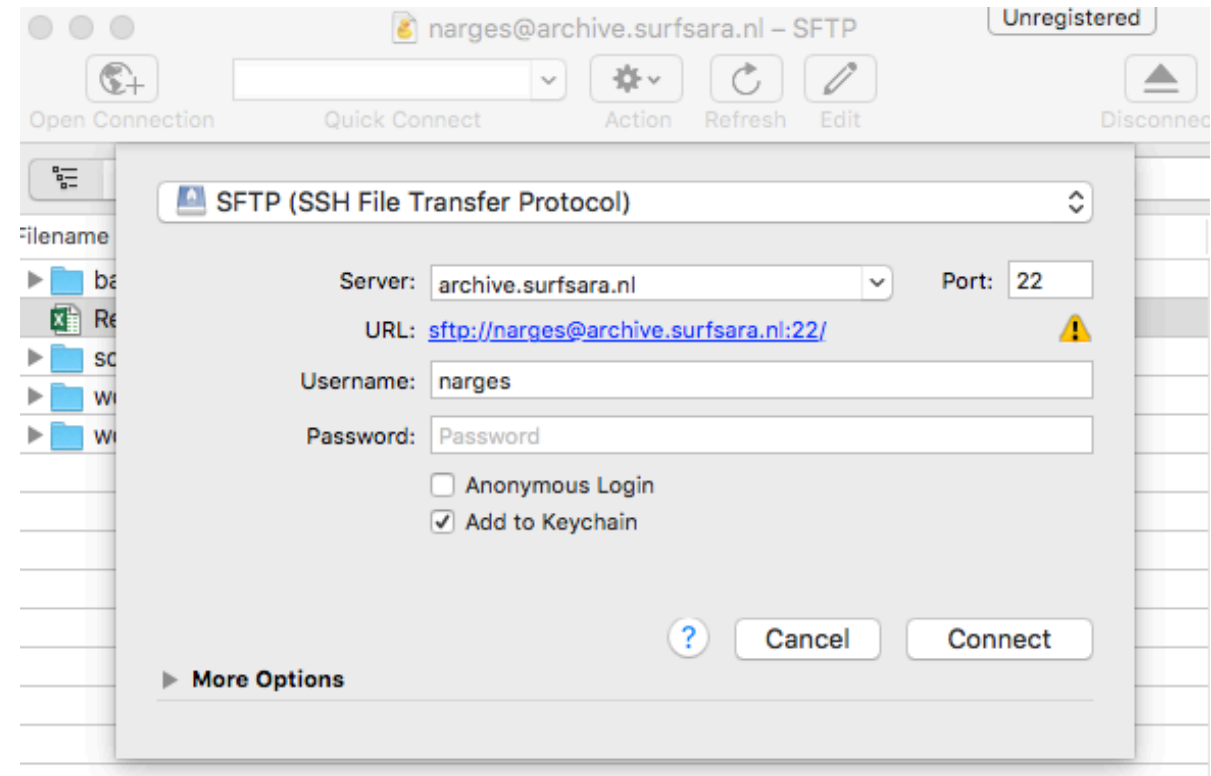
- Tools to access the Archive via GUI:
 - **Cyberduck** (Mac and Windows) → <http://cyberduck.io/>
 - **Filezilla** (Linux) → <https://filezilla-project.org/>
 - **MobaXterm** (Windows) → <http://mobaxterm.mobatek.net/>

Link to the hands on material:

https://github.com/sara-nl/dsdocs/blob/master/HPCcourse-UvA-20160131/Archive_GUI/achive-gui-handson.md

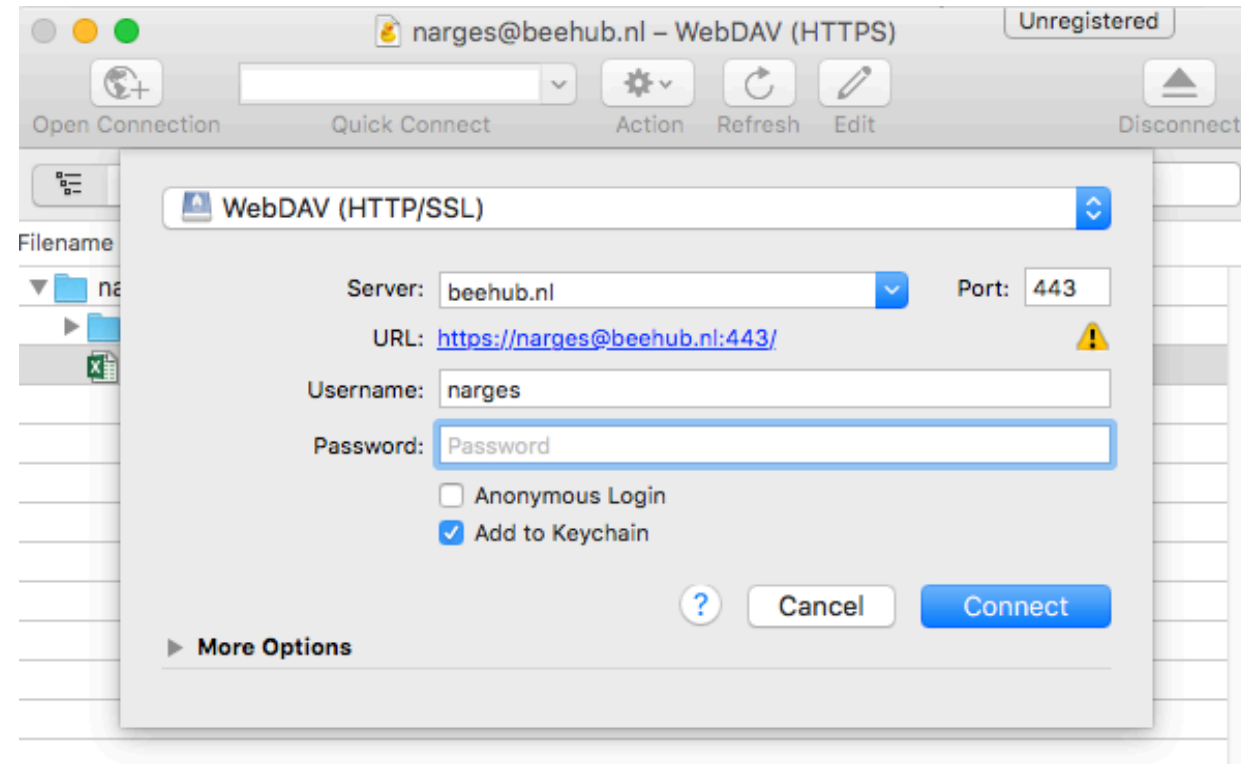
Access Archive via Cyberduck

- Cyberduck is a standalone client that runs on Windows and Mac OSX
 - Download and install: <http://cyberduck.ch/>
- To start an Archive session with Cyberduck:
 - Start Cyberduck
 - Click on 'Open connection'
 - You now see this screen
 - Choose the following options:
 - Connection type: SFTP (SSH File Transfer Protocol)
 - Server: archive.surfsara.nl
 - port: 22
 - Login with your credentials (sdemo<xxx>)



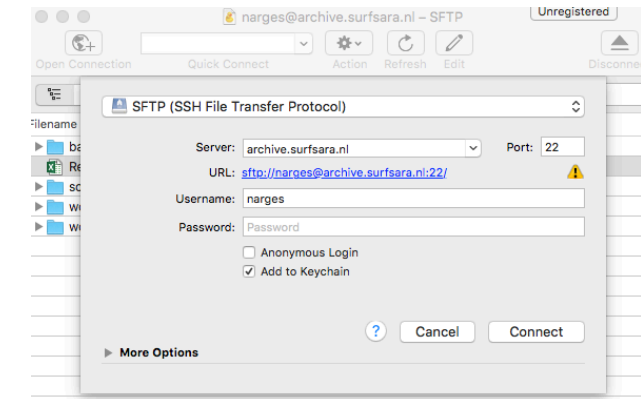
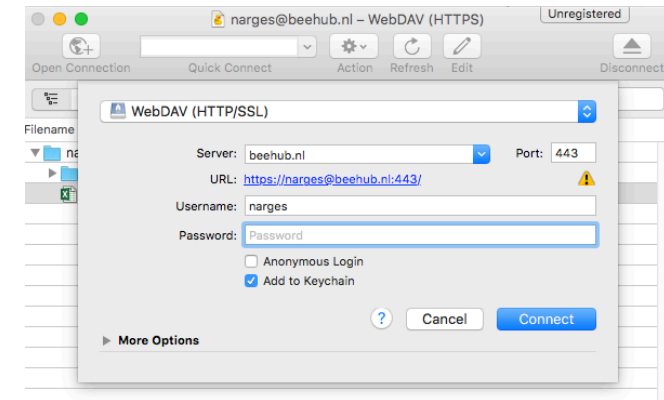
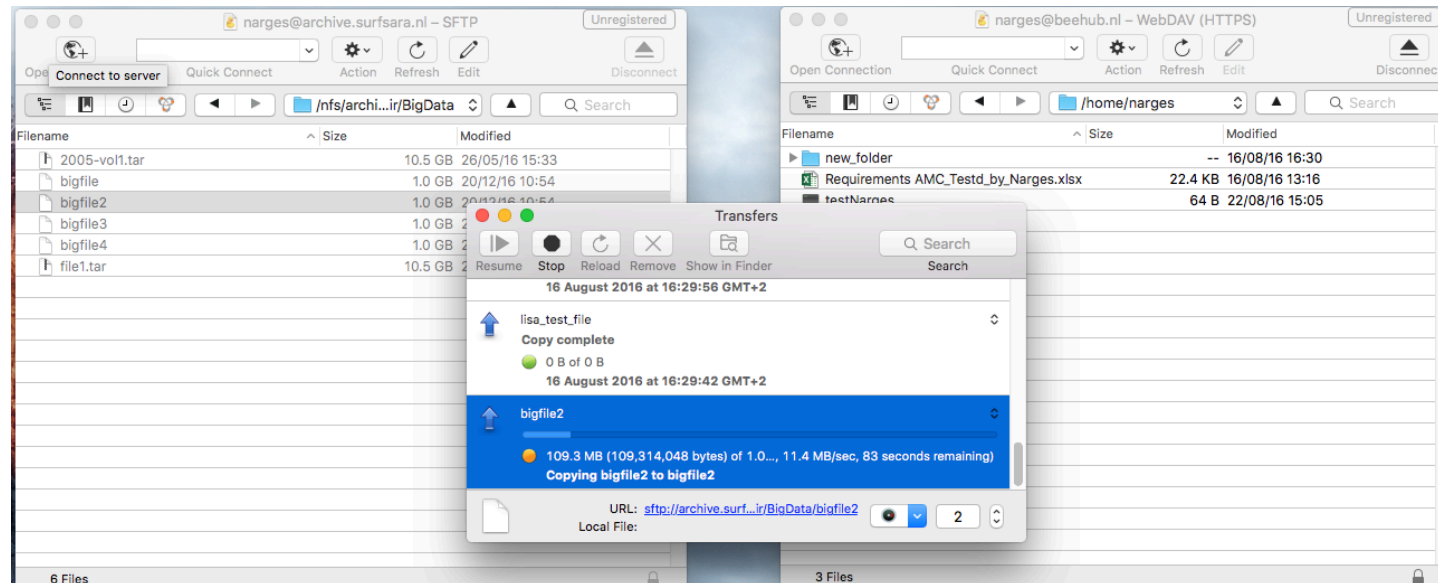
Access BeeHub via Cyberduck

- To start a BeeHub session with Cyberduck:
 - Start Cyberduck
 - Click on 'Open connection'
 - You now see this screen
 - Choose the following options:
 - Connection type: WebDAV (HTTP/SSL)
 - Server: beehub.nl
 - port: 443
 - Enter your BeeHub username and password as you use them on the website (not your sdemo credentials!)



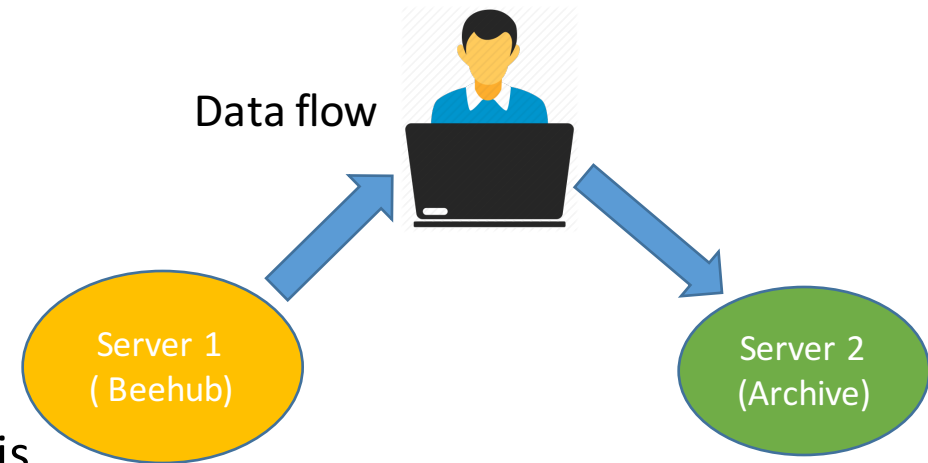
Transfer Data using Cyberduck

- To transfer data between services using Cyberduck:
 - Start Cyberduck
 - Establish a connection to the Archive
 - Establish another connection to BeeHub
 - Simply drag and drop files to transfer data



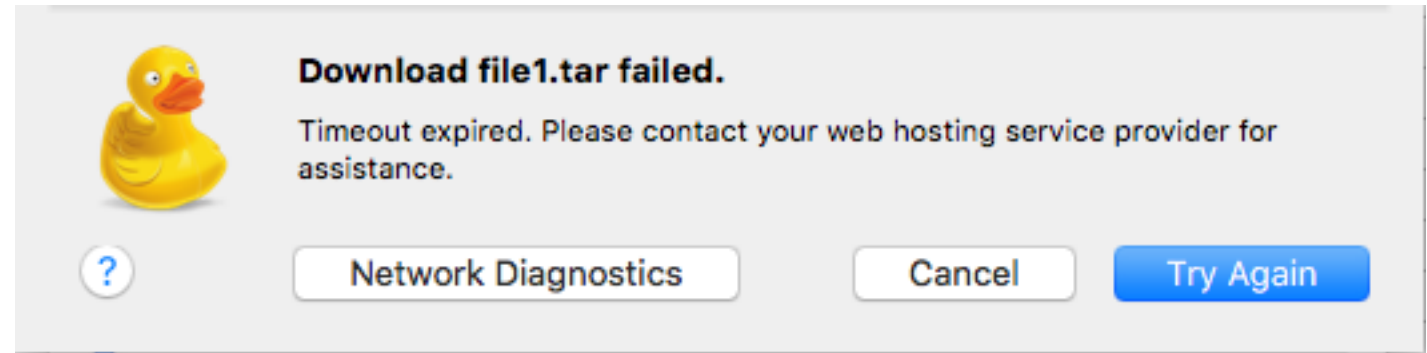
Advantages & Limitations

- Advantages:
 - Easy data transfer (to the archive)
 - Good for dumping data to the archive, and not fetching data
 - Transfer data between services (Only possible for small data)
 - Can be accessed from Windows, Mac and Linux machines
- Limitations
 - The data flows via the user laptop. Therefore the transfer depends on your local storage and connectivity (If the connection is lost, the transfer is lost).
 - Only for small data files
 - Does not always work for fetching data (data needs to be staged first)
 - You can't see the status of the data (i.e. whether the data is on disk or on tape).



Transfer Data using Cyberduck

- Error: If the file is on tape, and not on disk. The files needs to be stages first.



- Error: If the internet connection is lost.

