# The Lustre Storage Architecture

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# Cluster File Systems, Inc

### **Topics**

- What is Lustre 1.0?
- How does Lustre work?
- Lustre 2.0/3.0

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#### What is Lustre 1.0?



#### Lustre 1.0

- A shared file system for HPC clusters
  - Open Source software (GPL)
  - Commodity servers, storage, networking
- Very high metadata and I/O performance
  - 5,000 file creations/sec in 1 dir, 1,000 nodes
  - Client application: up to 288 MB/sec,
  - Aggregate: up to 11 GB/sec (B=bytes, writes)
- Scalable to 1,000's of nodes
  - In production now on such clusters
- Completely POSIX compliant

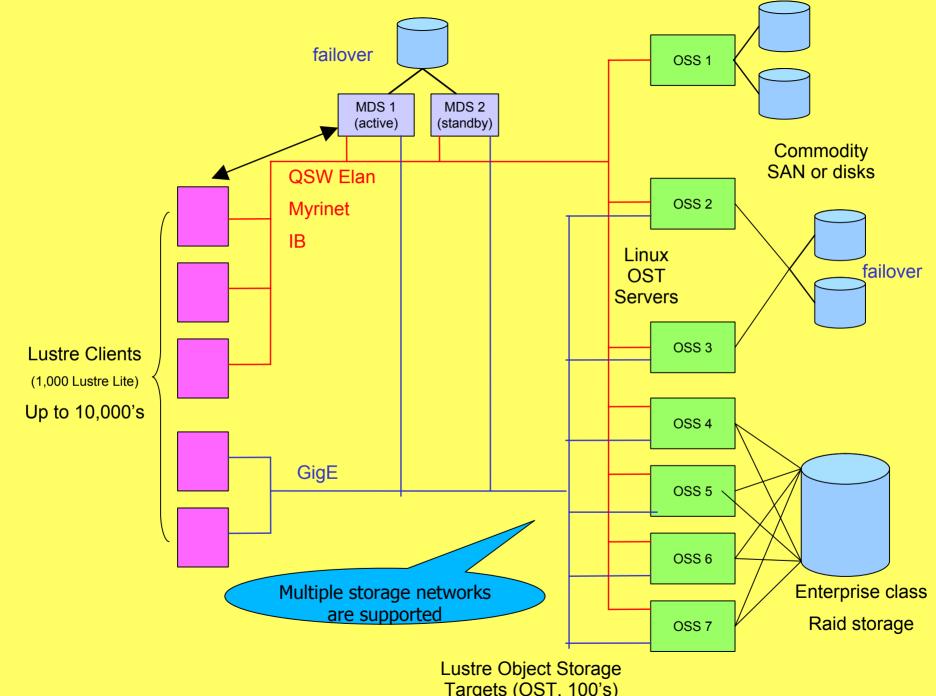


### Lustre systems in a cluster

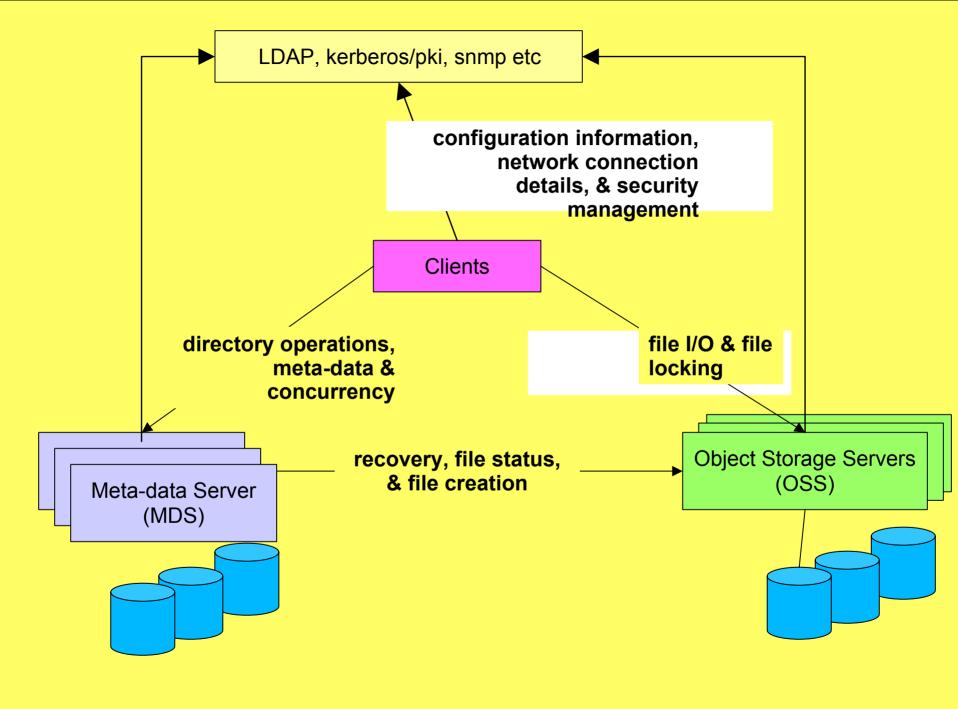
#### Clients

- 1000's now, 10,000's future
- Obtain access to Lustre file system
- Typical role: Linux compute server
- OSS transparent failover
  - 100's now, 1000's future
  - Object storage servers (formerly OST's)
  - Linux servers handling (stripes of) file data
- MDS transparent failover
  - 2 now, 10's future
  - Metadata request transaction engine.
  - Linux server handling metadata requests
- Also: LDAP, Kerberos, SNMP, routers etc.





Targets (OST, 100's)



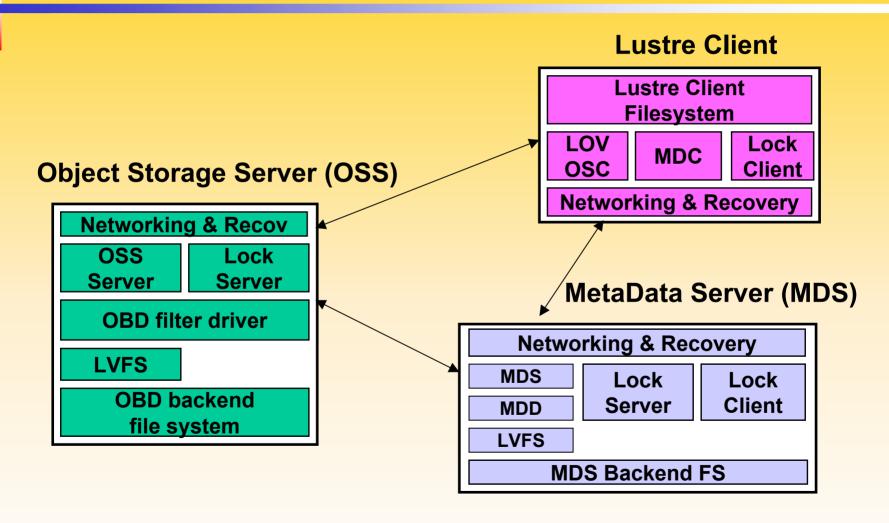
#### Lustre 1.X, X=1,2,3...

- Small additions, e.g.
  - RAID1 OSS servers
  - New network types (I/B)
  - Red Storm client fs
  - Improved management, recovery
    - Online removal/addition of OST's
- All currently planned deployments
  - will run or run 1.X version

#### **How does Lustre work?**



### **Building blocks**



#### **Lustre Network Stack - Portals**

Device Library (Elan,TCP, Myr, ..)

Portal NAL's

Portal Library

Sandia's API,
CFS improved impl.

NIO API

Lustre Request Processing

Move small & large buffers,
Remote DMA handling,
Generate events

0-copy marshalling libraries,
Service framework,
Client request dispatch,
Connection & address naming,
Generic recovery infrastructure

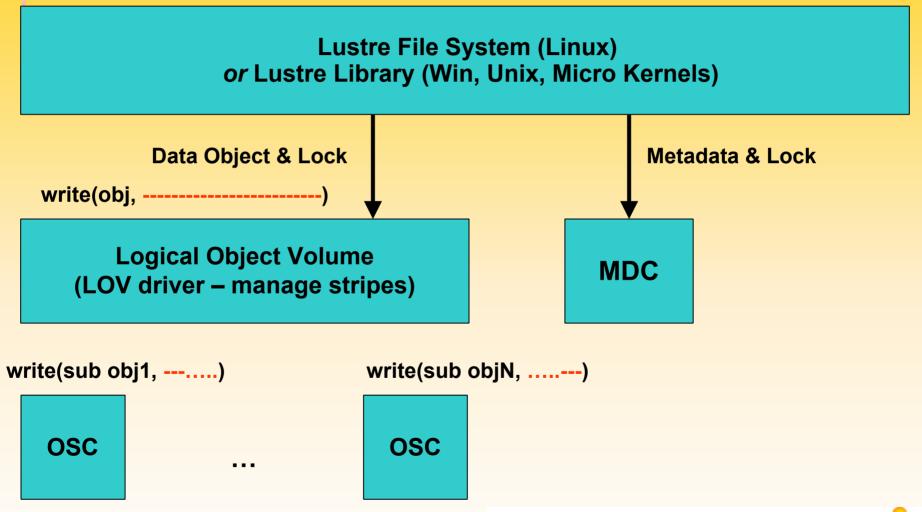
Result: File I/O goes at close to wire efficiency (>90%)

Gige: 110-118 MB/sec Dual gige: 210 MB/sec

Quadrics Elan3: 288 MB/sec

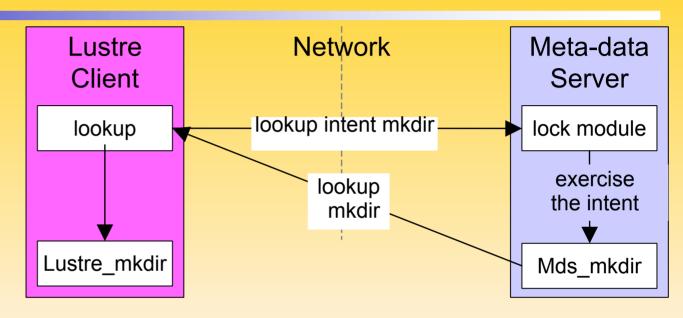
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#### Lustre 1.0 clients API's

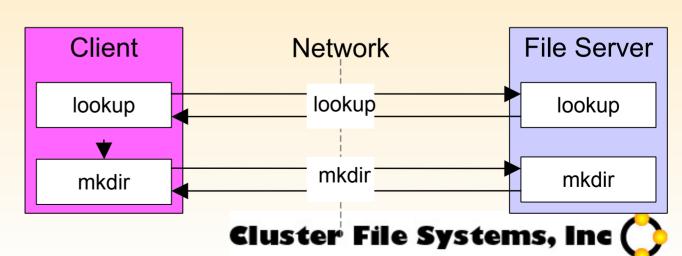


### Single RPC metadata processing

Lustre 1 rpc



Conventional multiple RPCs



#### Lustre 2.0 & 3.0



### Ingredients

- Core system largely similar
- Radical extension are possible with modules
  - Cache & proxy servers, replication
  - Clustered Metadata
  - Security
  - Small file optimizations
  - Management: hot migration etc.
  - Snapshots
  - HSM
  - File sets



#### Metadata roadmap

#### Subtree locks

- New, fast validation routine
- Concurrency causes transition between
  - Subtree lock
  - Node lock lock one point in namespace
- Clustered Metadata
  - Like the LOV, now CMD
    - Stripes of large metadata
    - Locate metadata on other servers
    - Common operations no extra overhead

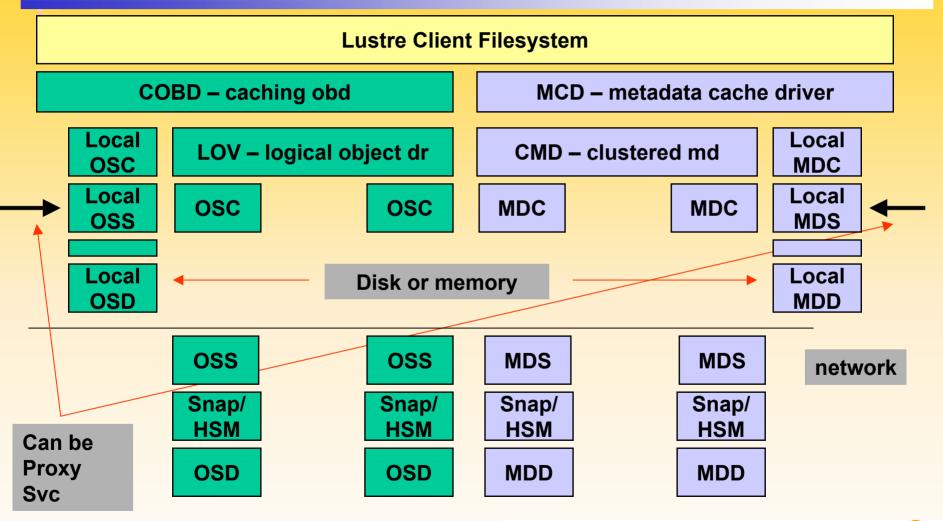


### Caches & proxies

- MCD metadata cache driver
  - Offers Metadata service
    - Local (WB cache) or networked (proxy)
  - choose:
    - Locally running MDS
    - Remote MDS
- Simple to build
  - Component and protocol re-use
- Similar, ro caching obd (cobd) exists today



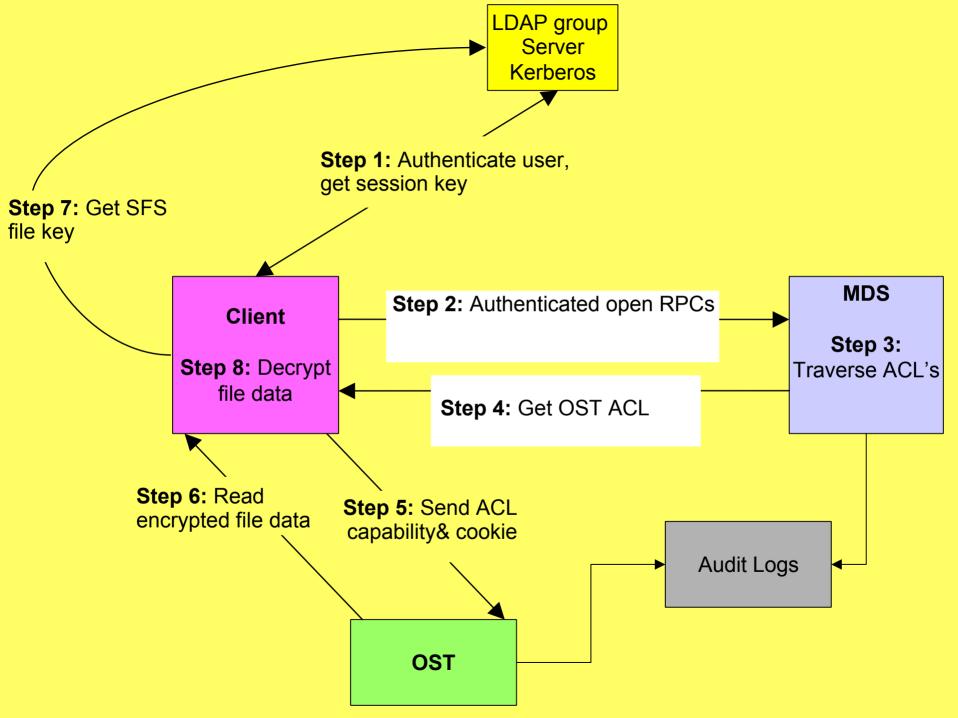
### Lustre 2.0/3.0 components



#### Security

- Authentication: kerberos & PKI
- POSIX style authorization
- NASD style OST authorization
  - Refinement: use OST ACL's and cookies
- File crypting with group key service
  - STK secure file system
- Audit logs
  - Failed and successful operations





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#### Cluster File Systems, Inc.

- Principal maintainer of Lustre
- Lustre Engineering
- Lustre Support
  - Standard 8x5 to Mission Critical 24x7
  - Through Partners
  - Direct
- Lustre Training
  - On-site deployment and administration training



#### **Lustre Retrospective**

- 1999 Initial ideas @CMU
- Seagate: management aspects, prototypes
  - Much survives today
- 2000 National Labs
  - Can Lustre be next generation FS?
    - 100 GB/sec, trillion files, 10,000's clients, secure, PBs
- 2002 2003 Fast lane
  - MCR, PNNL, ASCI Pathforward, Cray Redstorm, NCSA
  - Many partners: Dell, HP, Cray, LNXI, DDN others
  - Production use, 1.0 released

