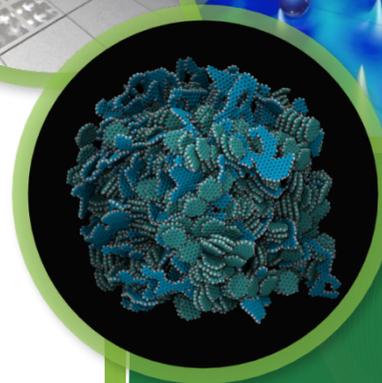
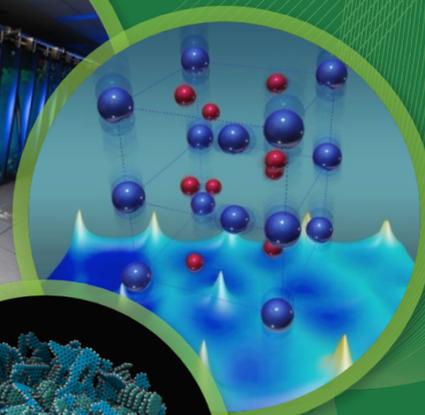


Analyzing Lustre File System Performance With Splunk



Introduction

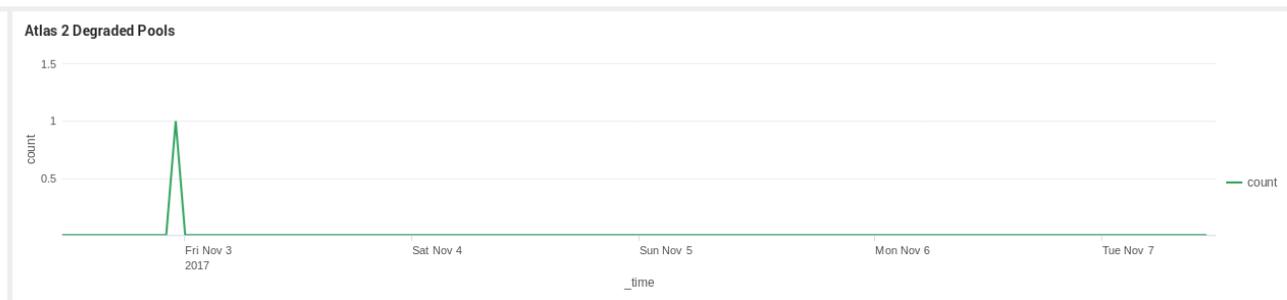
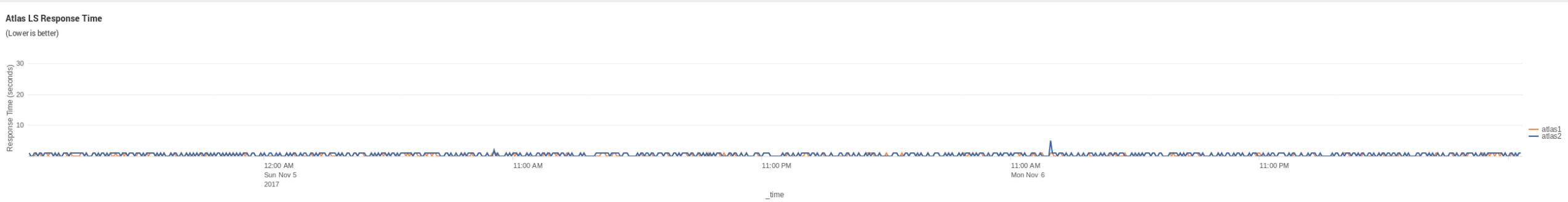
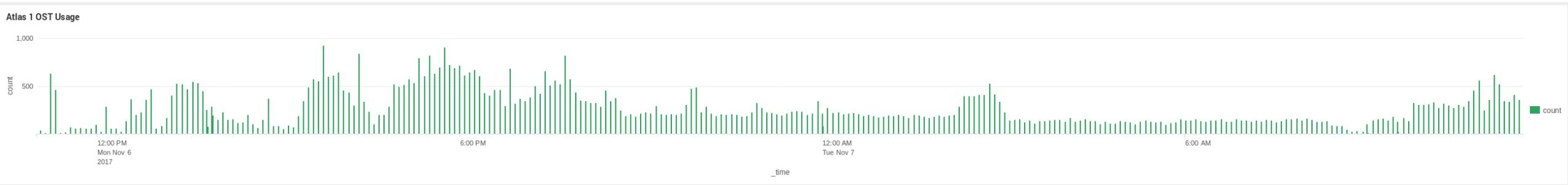
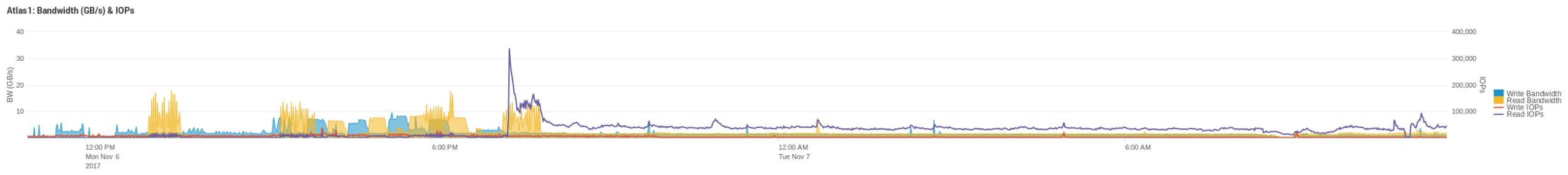
- OLCF is a Lustre shop (for now...)
 - Actually have several filesystems (2 production + various testbeds)
- Main filesystem is Atlas
 - 30PB, 20K disks, 288 OSS's, 72 DDN controllers
 - Actually split into two (Atlas1 & Atlas2) for metadata performance
 - Center-wide: filesystem is mounted on multiple compute resources
- Also have a few other filesystems (NOAA, testbeds)
- We've developed custom tools
 - We tried some other projects (like Robinhood), but they just couldn't handle the scale

Monitoring Tools – Capturing The Raw Data

- Block-level data from the DDN controllers
 - Read & write bandwidth and IOPs for each drive
 - Number of OST's (LUN's) in use inferred from bandwidth data
 - Gathered via a Python API
- Filesystem responsiveness tests
 - Run 'ls' from several different servers and record the times
 - Sounds simple (and it is), but it's also useful
- File Size Distributions
 - Scan the filesystem from the client side and record stats
 - Tool is distributed and scalable – and thus capable of overloading the MDS

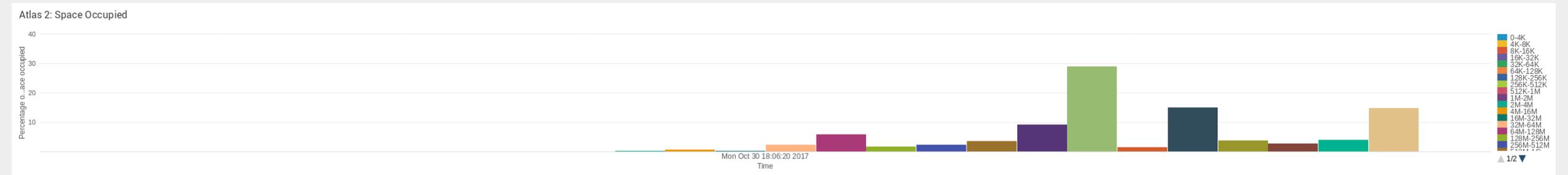
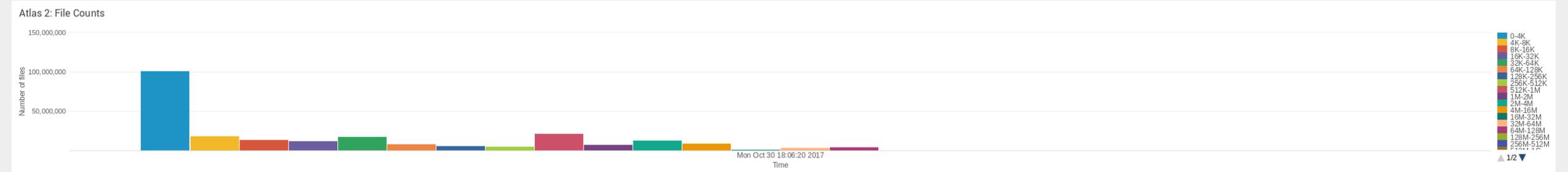
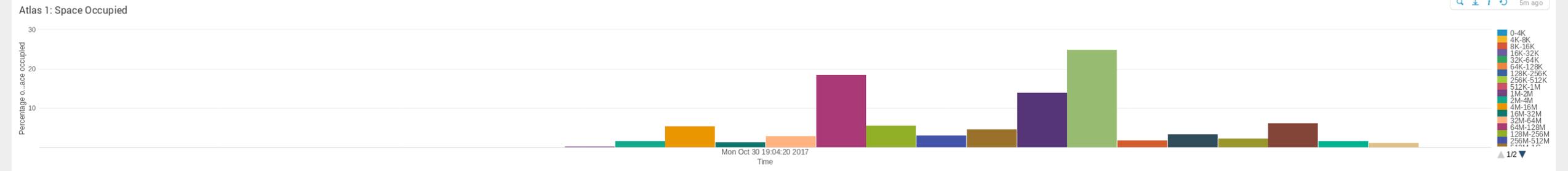
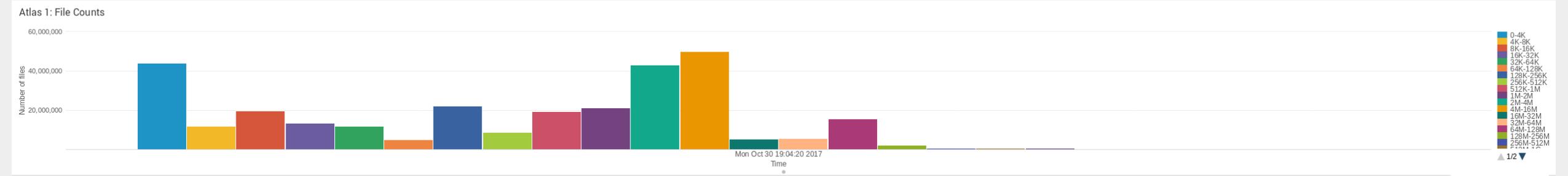
Splunk – Indexing & Searching The Data

- Splunk is an enterprise data-mining package
- Can ingest, index and store data from multiple sources
 - Very useful for tying all the different data sources together
 - Also provides mundane but necessary capabilities like user authorization
- Individual monitoring tools all feed their results into Splunk
- Allows us to do complex queries across multiple data sources
 - For filesystem monitoring, we actually don't need to
- Splunk license is based on ingest rate (GB / day)
 - This has implications for what data we collect and how frequently we sample



File Size Distributions

Edit Export ...



Questions?

ACKNOWLEDGMENTS

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