DAOS Changes to Lustre*
High Performance Data Division

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* Other names and brands may be claimed as the property of others.
DAOS API Overview

- Distributed Application Object Storage
  - Replacement for POSIX
  - Event-based API
    - all operations are asynchronous
  - Distributed ACID transactions (epoch)

- Container
  - special file in the POSIX namespace
  - can only be changed/accessed via the DAOS API
    - only stat(2) & unlink(2) return valid information
  - contains any number of shards

- Shard
  - virtual storage target
    - typically a new dataset/subvolume
  - maintain a collection of objects
Container & Shard

MDT

/  

Project1

Container1

Shard1
Shard2
Shard3

Project2

Container2

Shard1
Shard2

OST1

Shard
Shard
Shard

OST2

Shard
Shard

DAOS object
Container Operations

- **daos_container_open/close()**
  - get/release a container handle
  - collective open/close

- **daos_container_unlink()**
  - destroy a DAOS container
  - All the shards associated with the container are also destroyed

- **daos_container_query()**
  - fetch container information
    - e.g. #shards, highest committed epoch, ..
Collective Open

Slave Clients

Master Client

MDS

OSTs

daos_container_open()
daos_local2global() share_global handle

open(Container)

handle + capabilities

I/Os

Notify master of completion

daos_container_close()

close(Container)

Revoke capabilities

Non-Lustre communication
Collective communication
Point to point communication
Shard Operations

- daos_shard_add()
  - create a new shard
  - update layout (including all copies)
  - transfer capability list to new shard

- daos_shard_disable()
  - mark a shard as disabled in the layout

- daos_shard_list_obj()
  - Parse list of non-empty objects in a shard

- daos_shard_query()
  - fetch placement information, number of objects, ...
DAOS Objects

- No explicit create/destroy
  - assumes all object exist
  - objects are actually created on write (CROW)
  - objects have an infinite size

- `daos_object_write()`
  - write into a DAOS object in a given epoch
  - epoch value can be anything larger than the Highest Committed Epoch

- `daos_object_read()`
  - read DAOS object content from a committed epoch
  - read from unwritten objects/extents returns zeroes

- `daos_object_punch()`
  - discard data range
Epoch API

- Transaction identifiers passed in all DAOS I/O operations
  - readers can only read from already committed epochs
  - writers can only write to not-yet-committed epochs

- Epochs are per-container
  - may cross several containers in the future, notion of epoch scope
  - daos_epoch_scope_open/close

- Epochs are totally ordered
  - become persistent only after all prior epochs are persistent
  - explicit commit from library user when all writes completed & flushed
    - daos_epoch_commit()
  - Highest Committed Epoch (HCE)

- daos_epoch_slip/catchup
Epoch Overview

Client(s) → MDS → OSTs

epoch_scope_open(RW)

Get HCE from shards

I/Os tagged with epoch_num

I/O completions

epoch_commit(epoch_num)

Wait for I/O completions

Notify that epoch_num is now consistent wait for ack

epoch committed

epoch_scope_close()

Proceed with epoch flattening

Collective communication → Point to point communication
Container & Shard Representation

- MDT FID associated with container
- Each shard is assigned a FID sequence (SEQ)
- Container layout stores list of sequences
  - Layout is replicated on all the shards
- Each shard maintains its own object index
Shard on-disk Representation

- Considered btrfs, but finally chose ZFS

- Intent logs (IL)
  - operation log (objid, offset, length, ...)
  - log file storing data blocks from writes
  - intent log flattening
    - Parse intent log and execute operations

- A shard is represented by multiple ZFS datasets
  - root dataset storing intent logs and configuration
  - staging dataset where flattening takes place
  - HCE snapshots
  - one LU stack per dataset

- Extensions to OSD API and shard-aware OFD (SFD)
DAOS Library / Lustre Client Interface

- DAOS I/O path quite simple
  - no locking & no striping
  - does not require CLIO complexity
  - DAOS Client (DCL) sits directly on top of OSCs

- Also LMV/MDC changes to support container & epoch

- All operations are asynchronous
  - POSIX AIO not generic enough
  - own event & event queue mechanisms
  - relies on pttrpcd