### Getting researchers to the data: Data from the Lake

### Performance metrics and measurements in the Data Lake mode

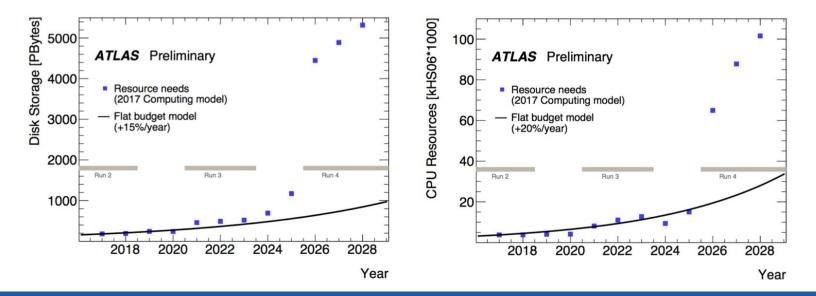
#### Simone Campana, Xavier Espinal Currul, Maria Girone, Ivan Kadochnikov, Gavin McCance, Jaroslava Schovancová CERN IT



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## **Motivation**

- HL-LHC storage needs are above the expected technology evolution (15%/yr) and funding (flat)
- We need to optimize HW usage and operational cost



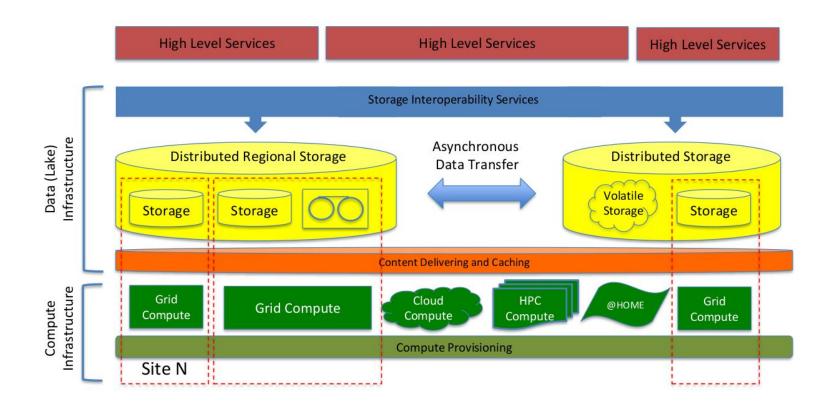


## How to reduce cost???

- Many places where we can reduce cost.
  Here we focus on storage which is one of the bigger contributors.
- Reduce HW cost: introduce the concept of Quality of Service (QoS)
  - we store more than we think today!
    - EOS: 2 copies
    - CEPH: 3 copies
    - dCache: Raid-N
- **Reduce Ops cost**: deploy fewer (larger) storage services
- **Co-location of data and compute** not guaranteed



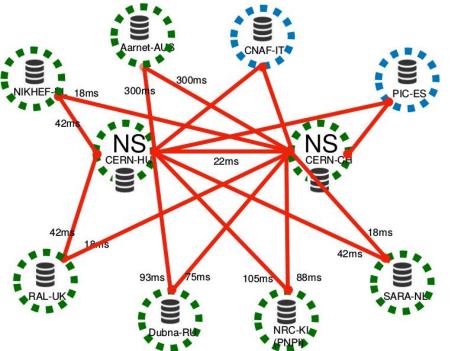
### **Data and Compute Infrastructures**





CERN

## Data Lake Prototype



- Goal: testbed to test and demonstrate some of the ideas
- Deployed a Distributed Storage prototype, based on EOS
  - distributed storage
  - network links: latency, bandwidth
  - storage media: disk/cache/tape
  - evolving data access protocols: driven by the changes in networks
  - evolving inter-storage communication



## The core metric: event throughput

the Compute side of things ⇒ all boils down to the event throughput at the same cost

⇒ Are we able to support the same or even better event throughput at the same cost with the evolving storage configuration?

- Easier said than done!
  - Which events? Which SW? How much I/O? How much memory? ...
  - How to measure job performance? Storage performance?
  - How to benchmark?
  - What to take into account for the storage configuration?
  - Topology of resources? its transparency?
  - (Co-)location of data vs. compute resources?
  - Types of storage media vs. access policies?
  - Direct vs. remote access to data?
  - How to evolve tools to support the core mission



## Measurements

- Methodology, how to measure and benchmark
- What to measure: event throughput
  - I/O rate
  - Stage-in / Stage-out time
  - SW init time
  - Time spent in event loop
- Production and Analysis workflows
- Core count preferences: MCORE (production) vs. SCORE (analysis)
- Local vs. remote data access



## Benchmark

- Resources: standard storage vs. distributed storage
  - can compare these flavors of resources
  - in different configurations of the distributed storage
    - hot/warm/cold storage
    - $\circ$  caching
    - local vs. remote access
    - data replication policies/striping
    - downtime/recovery of subset of storage resources
  - benchmarking per resources, VM
- $\Rightarrow$  study and benchmark both
  - job performance, and
  - distributed storage performance, at once



# Workflows types - ATLAS

- G4 simulation
  - CPU intensive, not so much RAM demanding, not much I/O intensive
  - ttbar full simul, reference workflow to compare HS06
- Digi+reco
  - some I/O (not that much IOwaits for jobs), RAM-demanding, sensitive to latency
  - Event mixing, digitization, trigger, trigger reconstruction
  - **50 GB in**
- Production derivation
  - More I/O intensive
  - $\circ \quad \text{Skim, slim, } \dots$
  - **5 GB in**
- Analysis focusing on analysis derivation



# Workflows types - CMS

- Understanding the equivalents
  - G4 simulation: quick
  - Reco takes more time
  - Premixed pile-up
    - CMS pre-mixes min bias ⇒ huge files, less copies. Perhaps lower I/O?
    - ATLAS does not pre-mix min bias  $\Rightarrow$  smaller files, more copies
  - No derivations
  - Analysis
- Production workflows in CMS: leverage the "1-chain" job https://doi.org/10.1007/s41781-017-0001-9
  - Generation Simulation Digitization Reconstruction steps in 1 job, to save data stage-out and stage-in among jobs
    - $\Rightarrow$  very small input and 1 output of the full chain

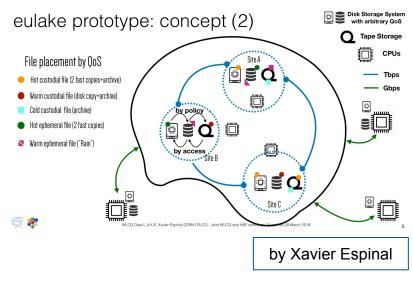


## Data access modes

- ATLAS: copy to scratch vs. directIO from co-located storage vs. read over WAN
- CMS: remote read

#### ATLAS

storage vs. compute	Data access mode	Standard storage	eulake
co-located	copy to scratch	✓	<b>~</b>
	directIO	~	<b>~</b>
not co-located	copy to scratch	?	<b>v</b>
	directIO	?	~

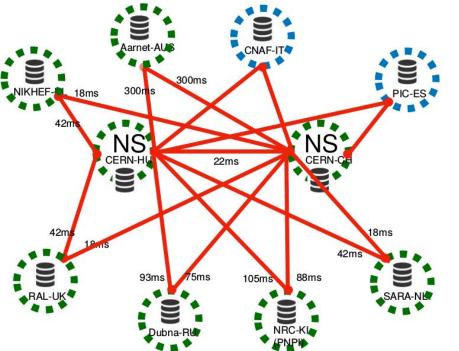


## **CMS**: investigation of data access modes ongoing



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## Data Lake Prototype



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# Data Lake Prototype in use...

- First, **integrate** it with the Experiment's Distributed Data Management and Workload Management Systems
  - ATLAS
    - ✓ DLP exposed as a storage endpoint to ATLAS DDM (Rucio)
    - ✓ Data can be transferred from any ATLAS site into the DLP end.
    - ✓ Integrated with ATLAS WMS (PanDA)
  - CMS
    - ✓ DPL exposed as a storage endpoint to CMS DDM
    - ✓ Integrated with CMS CRAB3



## Data Lake and HammerCloud

- ✓ We integrated the Data Lake Prototype with HammerCloud
- We can test real workflows and data access patterns of ATLAS and CMS

Initial focus on ATLAS

(Data is copied from storage to WN)

#### 4 test scenarios, stage-in from

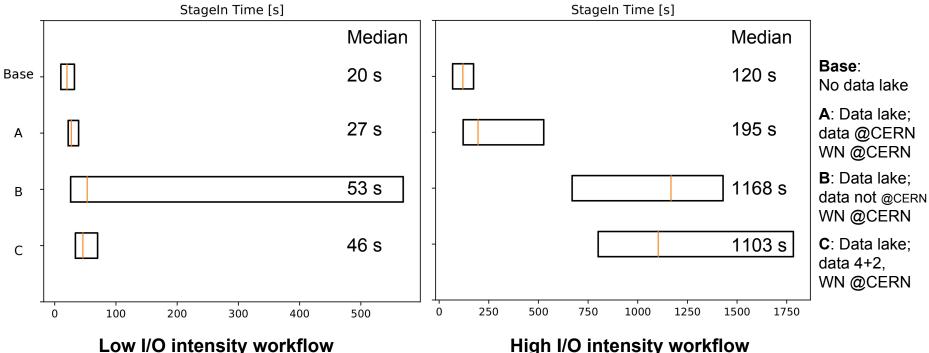
- 1. Base: Local access (no data lake)
- 2. A: DLP, data @CERN, WN @CERN
- 3. B: DLP, data NOT @CERN, WN @CERN
- 4. C: DLP, 4+2 stripes, WN @CERN

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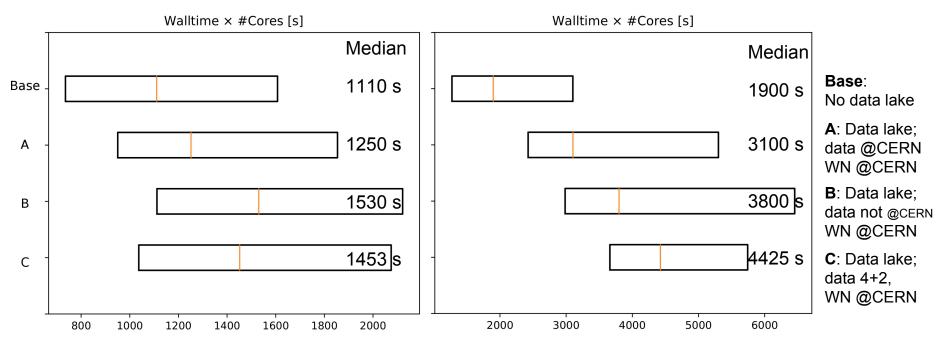
## Data Lake, Stage-in Time



#### High I/O intensity workflow



## Data Lake, WallTime x cores



Low I/O intensity workflow

High I/O intensity workflow



## WLCG D<sub>ata</sub>O<sub>rganization</sub>M<sub>anagement</sub>A<sub>ccess</sub>Activities

- Third Party Copy
  - investigate, commission & deploy alternative TPC protocols to gridFTP; prototype token-based auth in TPC
- Content Delivery and Caching
  - data access performance, content delivery and caching
- QoS
  - at the storage level: define, implement & expose different classes based on performance/reliability need and affordability; integrate the notion of the storage classes up
- DOMA and Related Network activities
  - network R&Ds; focus on data transfer: DTNs, low level transfer protocols, bandwidth on demand, P2P channels, SDNs, ...
- DOMA and AAI
  - prototyping an architecture; x509 free, based on Jason Web Tokens
- N.B.: HEP Community White Paper Roadmap <u>arXiv:1712.06982</u>





## Performance metrics and measurements in the Data Lake mode

- Trying to understand if distributed storage saves cost
- With any distributed storage, we can study, measure, and benchmark
  - jobs and distributed storage performance
  - with different workflows
  - w.r.t. different data access modes

⇒ Can we hide latency and average out bandwidth so that the data location becomes irrelevant?

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