# **QoS-driven Storage Management for High-end Computing Systems**

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#### Overview

Goal: Application-QoS driven storage resource management in high-end computing systems

Challenges:

- The lack of QoS differentiation in typical HEC parallel storage systems
- The diversity in application I/O requirements
- **Solution:** 
  - Parallel file system (PFS) virtualization based storage management
  - QoS-driven parallel I/O scheduling

# **Parallel File System Virtualization**

- Per application virtual PFSes
  - Dynamically created and destroyed based on application lifecycles
  - Application-specific I/O bandwidth allocation per virtual PFS

# Proxy-based PFS virtualization

- Indirection of parallel I/Os between PFS clients and servers
- Create per-application virtual PFSes and enforce I/O resource allocation

# Simulation-based Scheduling Study

# Parallel storage system simulator

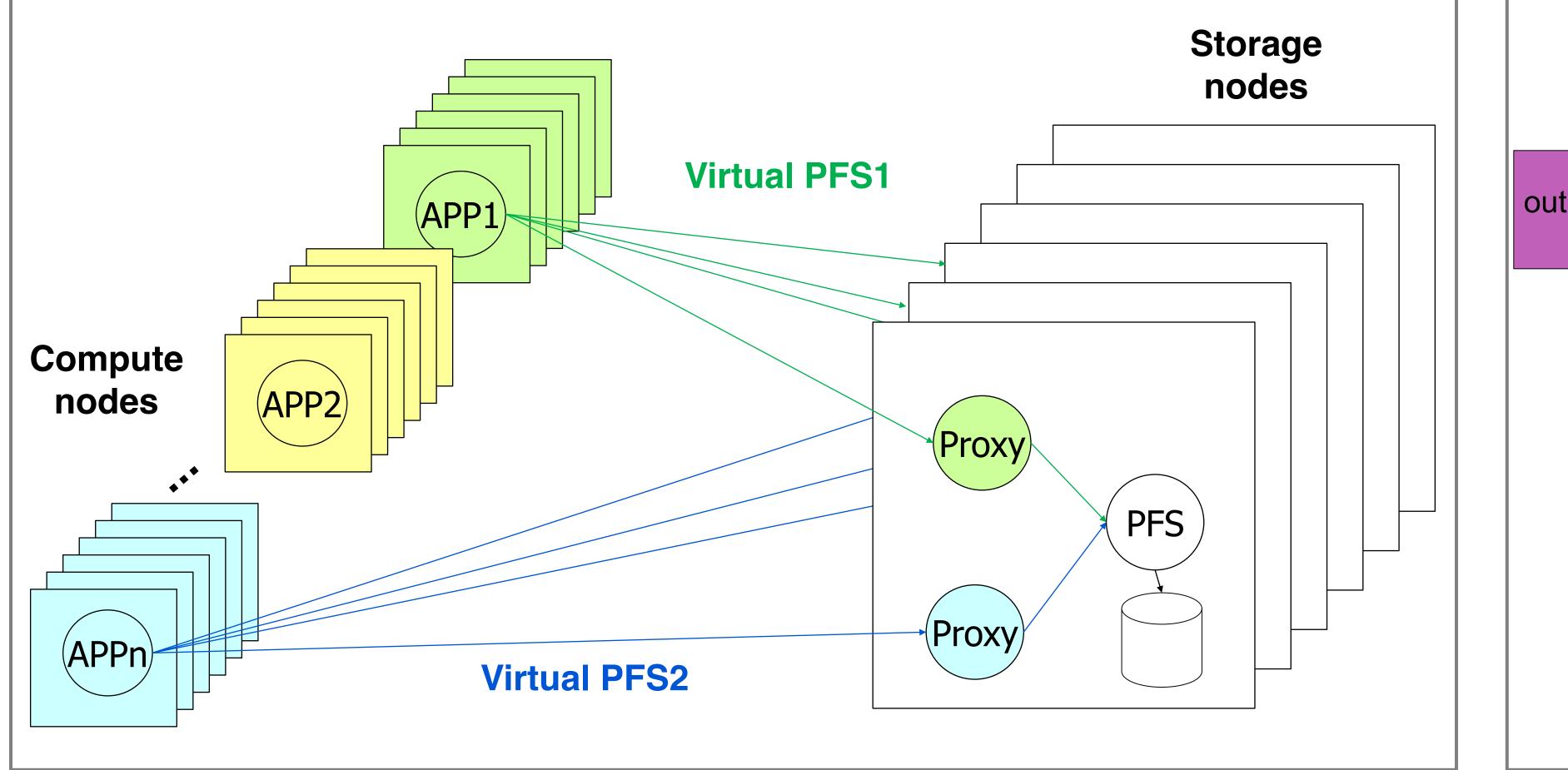
- Flexibly study parallel I/O scheduling
- Simulate enough system details but with an acceptable simulation time

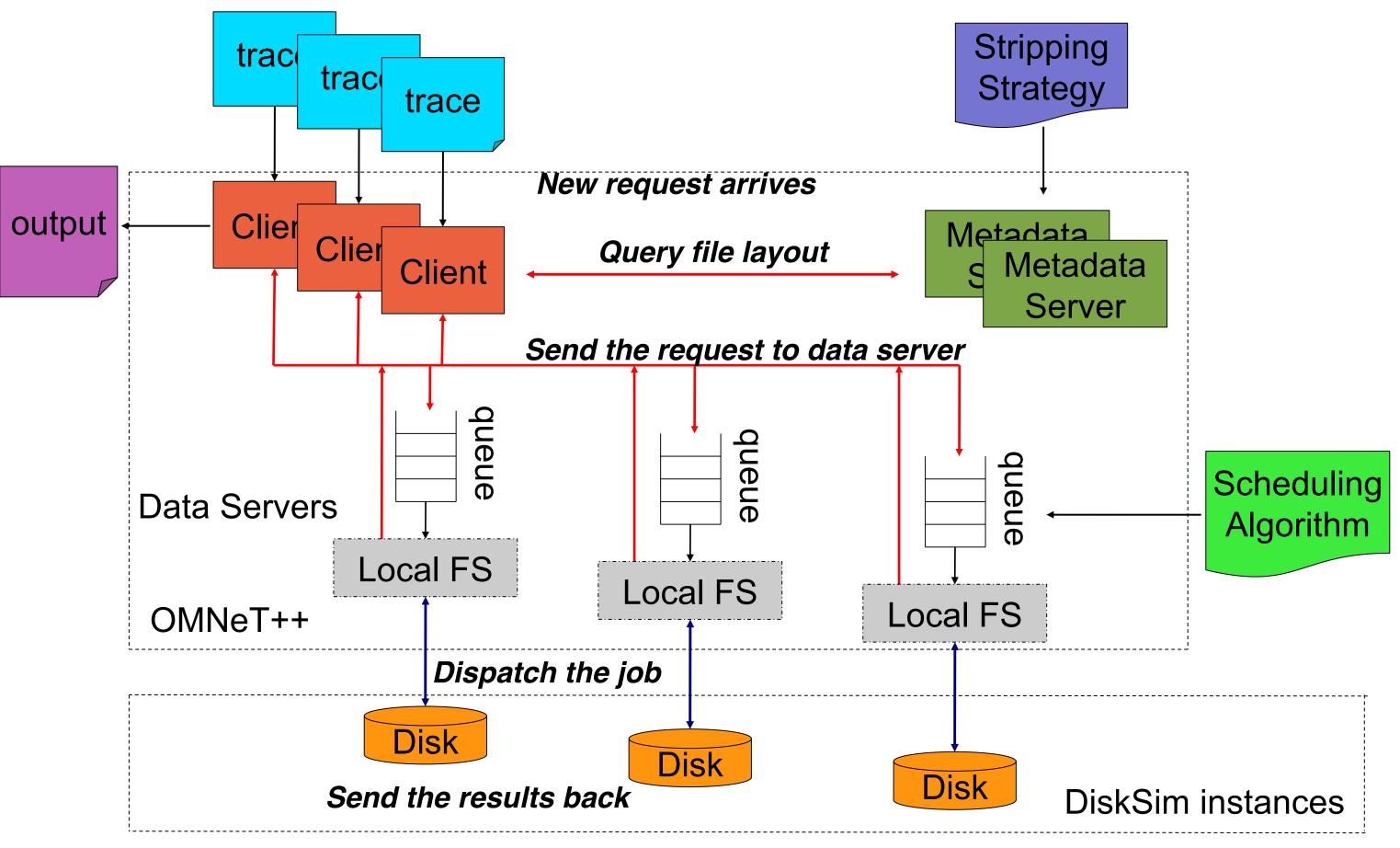
# Simulate PFS network

 Use discrete event simulation library (OMNeT++ 4.0)

### Simulate PFS disks

• Use disk system simulator (DiskSim 4.0)





**Virtualization Overhead** 

# **Implementation and Evaluation**

#### PVFS2 (Parallel Virtual File System) proxy

#### **READ** Performance Comparison

#### WRITE Performance Comparison

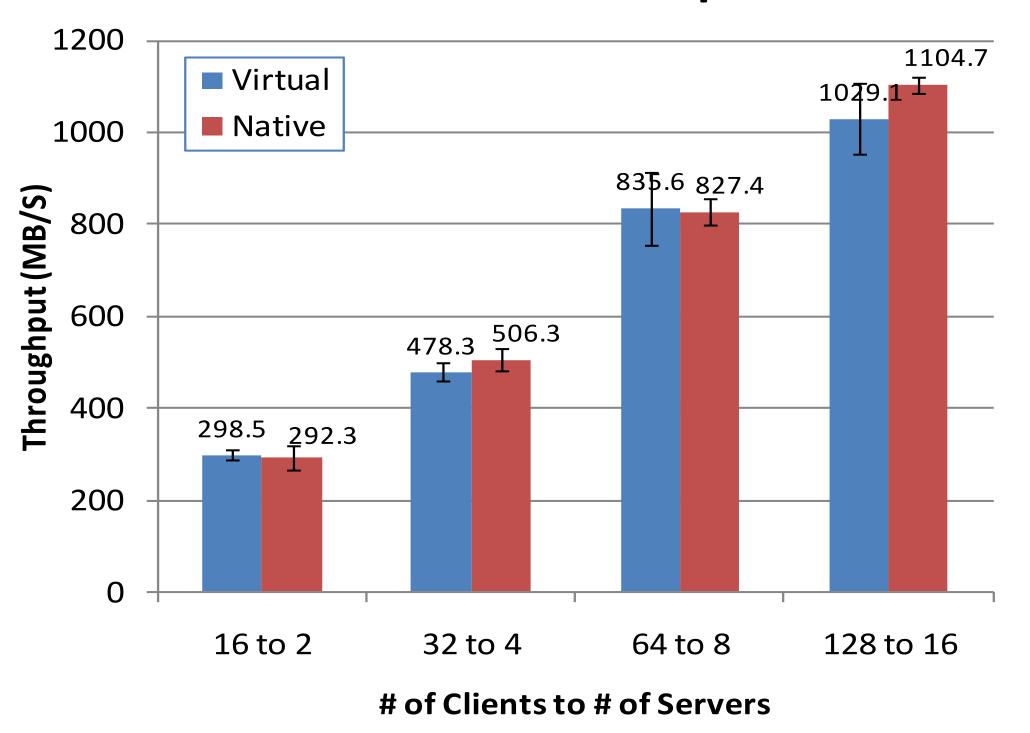
 Intercept PVFS2 messages and virtualize a deployed physical PVFS2 system

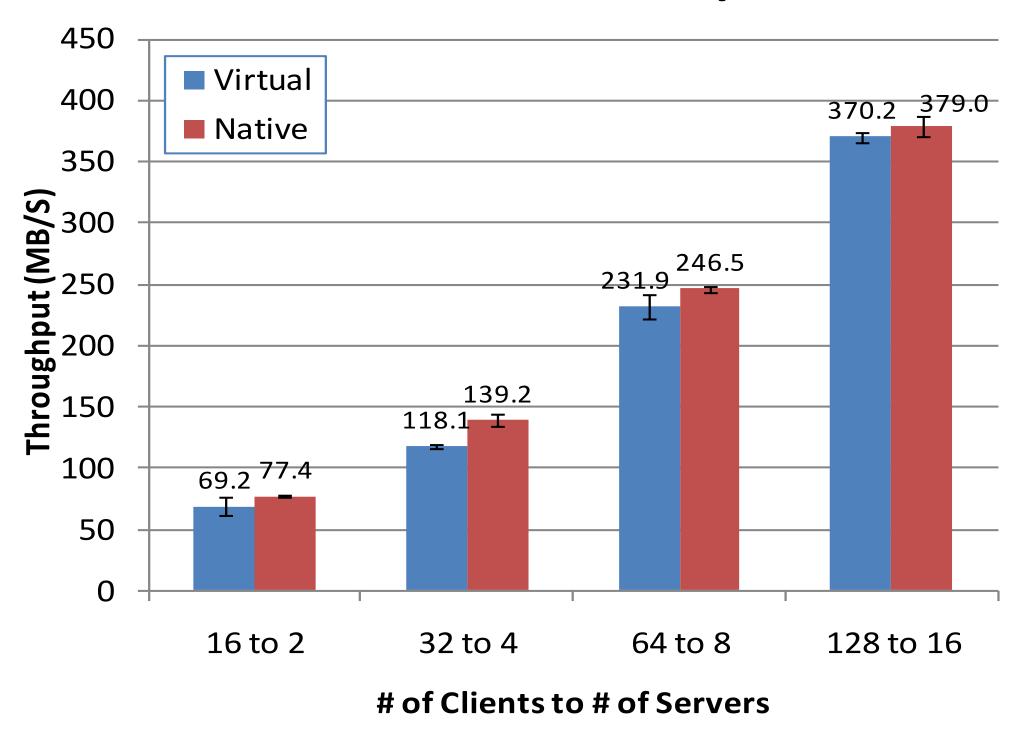
#### Evaluation

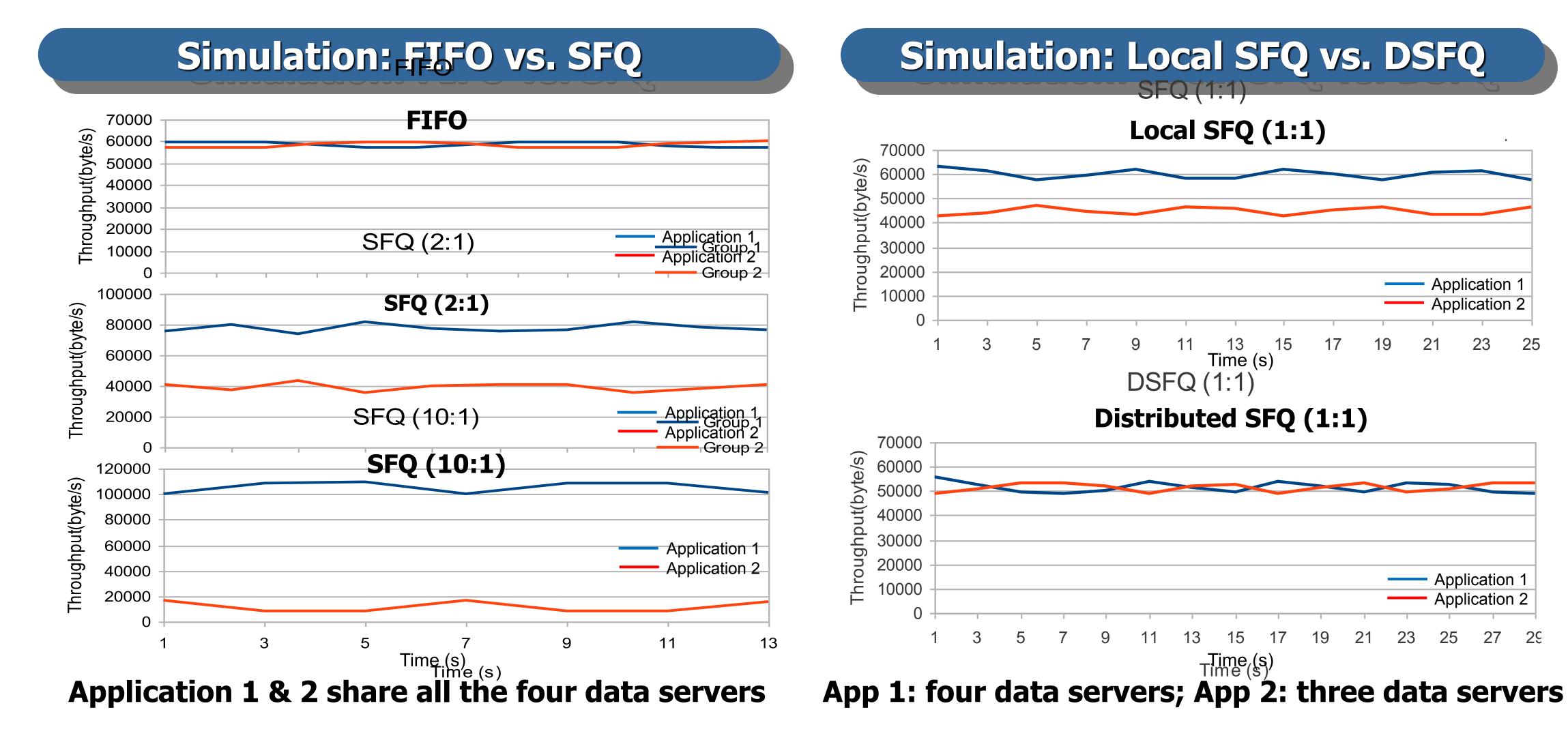
- A virtual machine based testbed (Up to 128 PVFS clients and 16 PVFS servers)
- Benchmark: IOR version 2

#### Simulation

- Two parallel applications (16 clients each)
- Four data servers
- Driven by traces generated from IOR







# **Conclusion and Ongoing Work**

#### Proxy-based PFS virtualization is feasible

 Its throughput overhead and resource usage overhead are not significant

 TODO: implement optimized I/O schedulers upon proxy

#### Simulation-based PFS scheduling study is valuable

- Its results can guide the design of real I/O schedulers
- TODO: improve the scale and realism of simulation



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