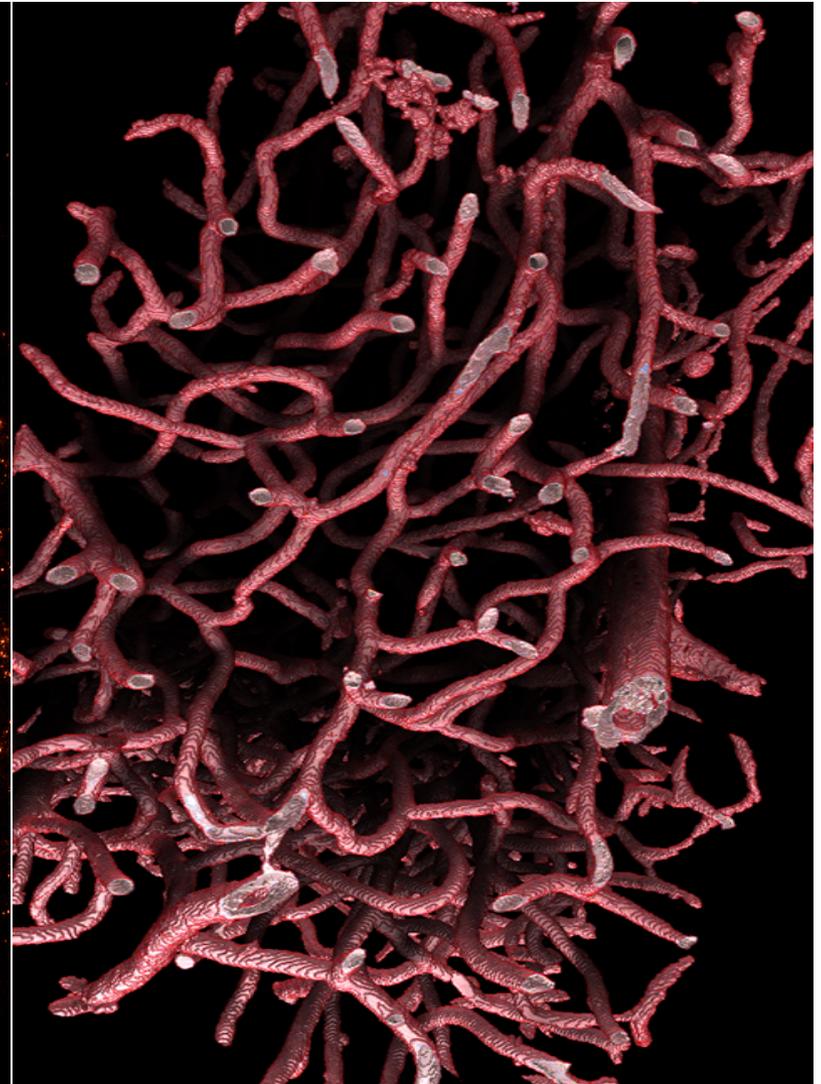
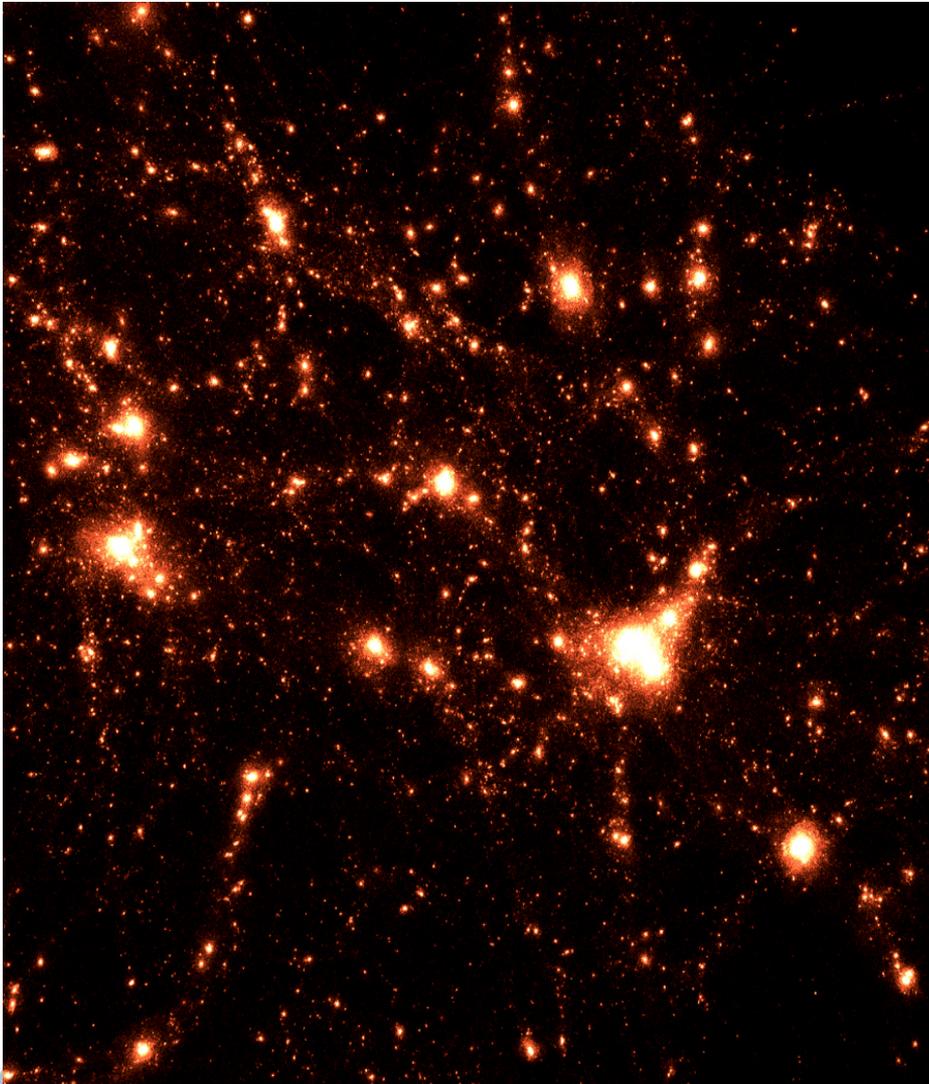


# Transferring a Petabyte in a Day

Raj Kettimuthu, Zhengchun Liu, David Wheeler, Ian Foster, Katrin Heitmann, Franck Cappello

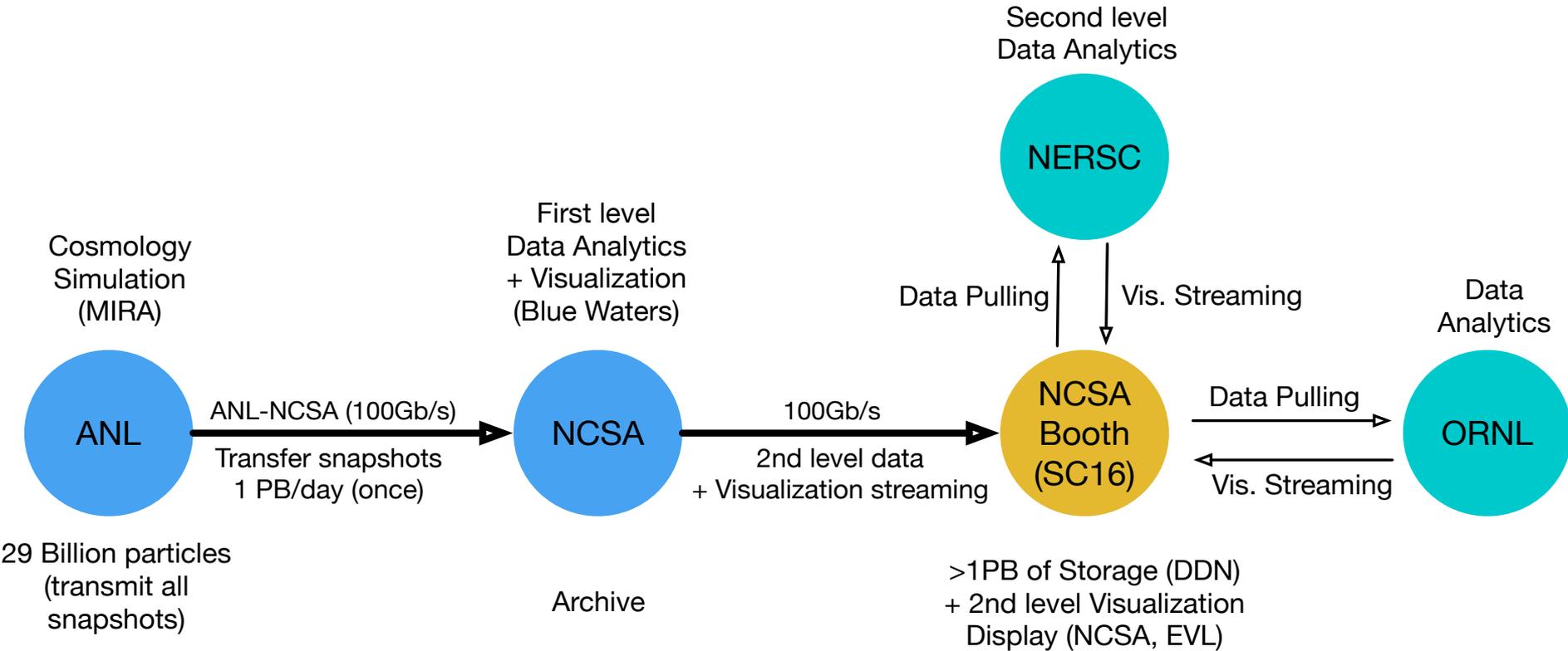
# Huge amount of data from extreme scale simulations and experiments



# Systems have different capabilities



# SC16 demonstration



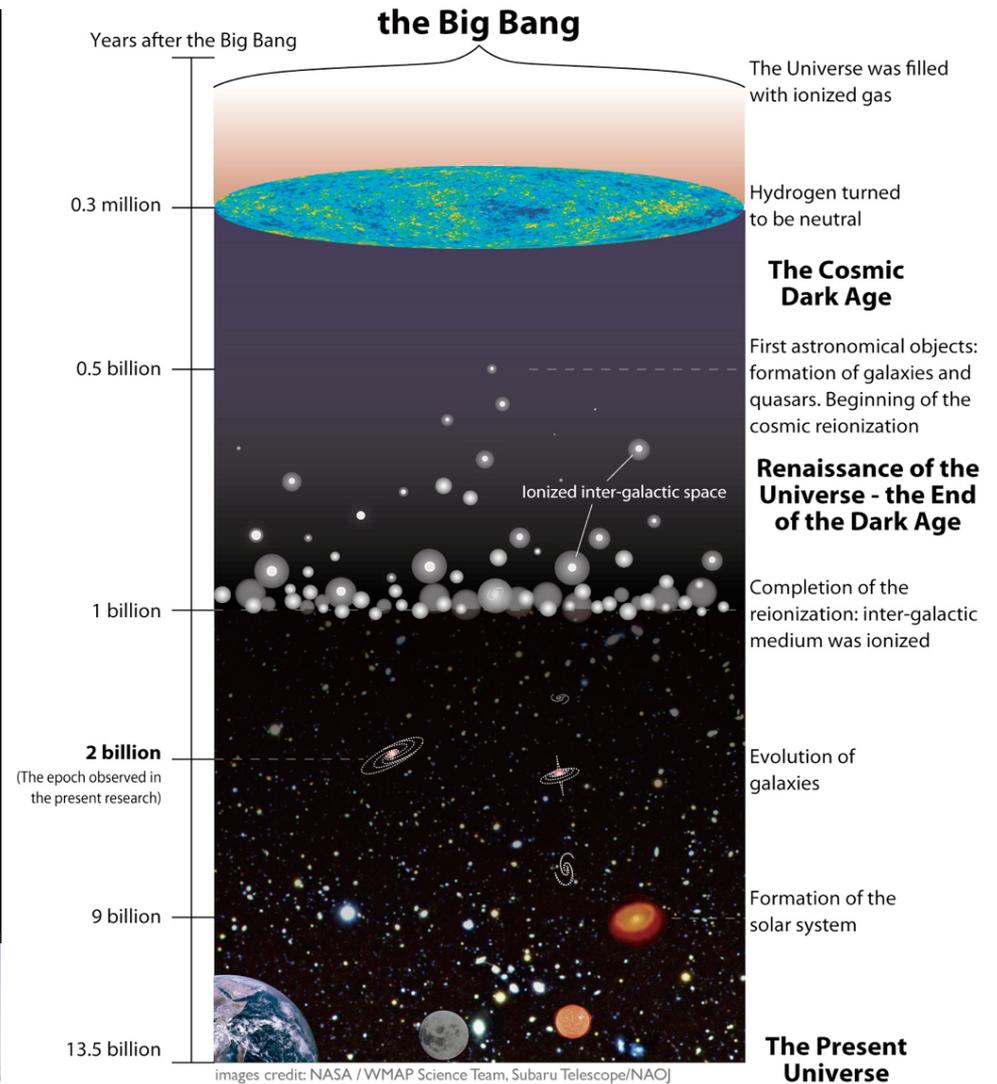
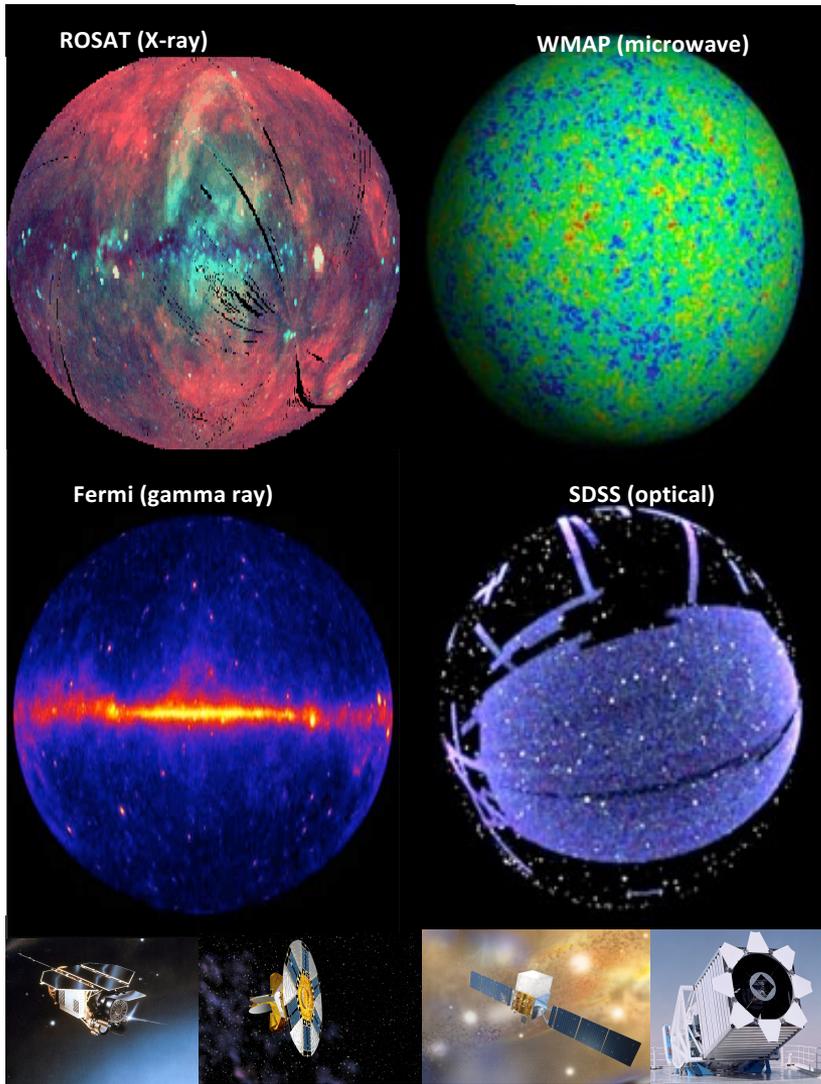
# Objectives

- Running a state-of-the-art cosmology simulation and analyzing all snapshots
  - Currently only one in every five or 10 snapshots is stored or communicated
- Combining two different types of systems (simulation on Mira and data analytics on Blue Waters)
  - Geographically distributed, different administrative domains
  - Run an extreme-scale simulation and analyze the output in a pipelined fashion
- Many previous studies have varied transfer parameters such as concurrency and parallelism to improve data transfer performance
  - We also demonstrate the value of varying the file size, which provides additional flexibility for optimization
- We demonstrate these methods in the context of dedicated data transfer nodes and a 100 Gb/s network



# Science case

K. Heitmann et al.

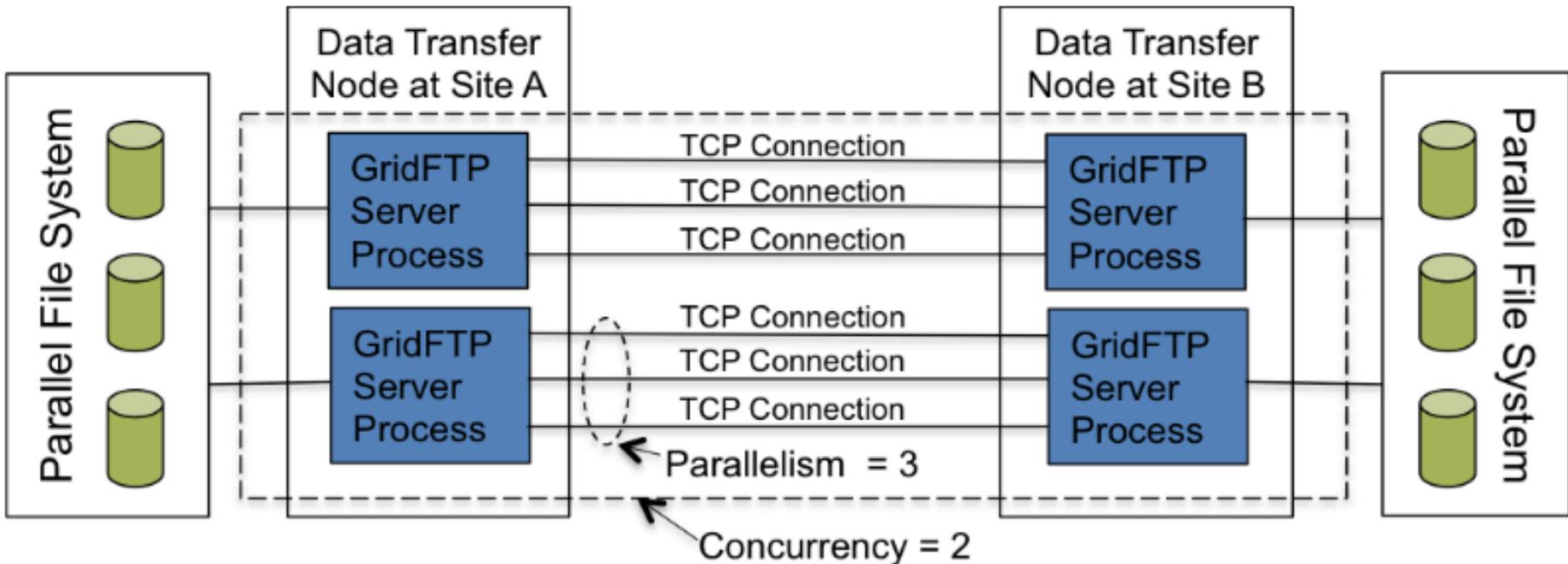


# Demo environment

- Source of the data was the GPFS parallel file system on the Mira supercomputer at Argonne
- Destination was the Lustre parallel file system on the Blue Waters supercomputer at NCSA
- Argonne has 12 data transfer nodes (DTNs) dedicated for wide-area data transfer
- NCSA has 28 DTNs
- Each DTN runs a GridFTP server
- Globus to orchestrate our data transfers
  - Automatic fault recovery and load balancing among the available GridFTP servers on both ends.

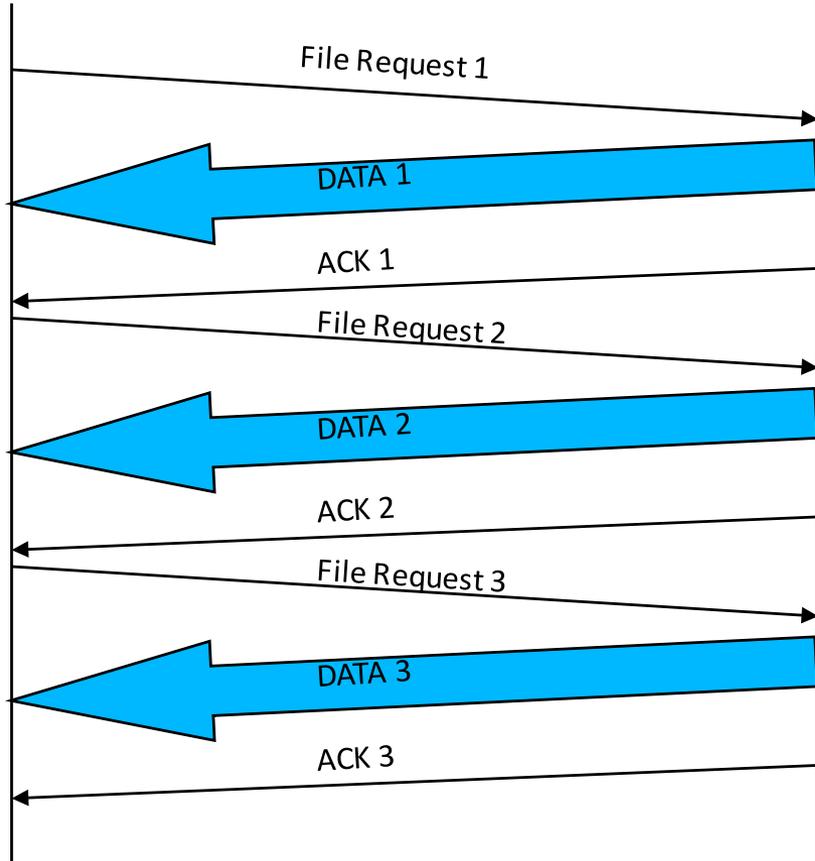


# GridFTP concurrency and parallelism

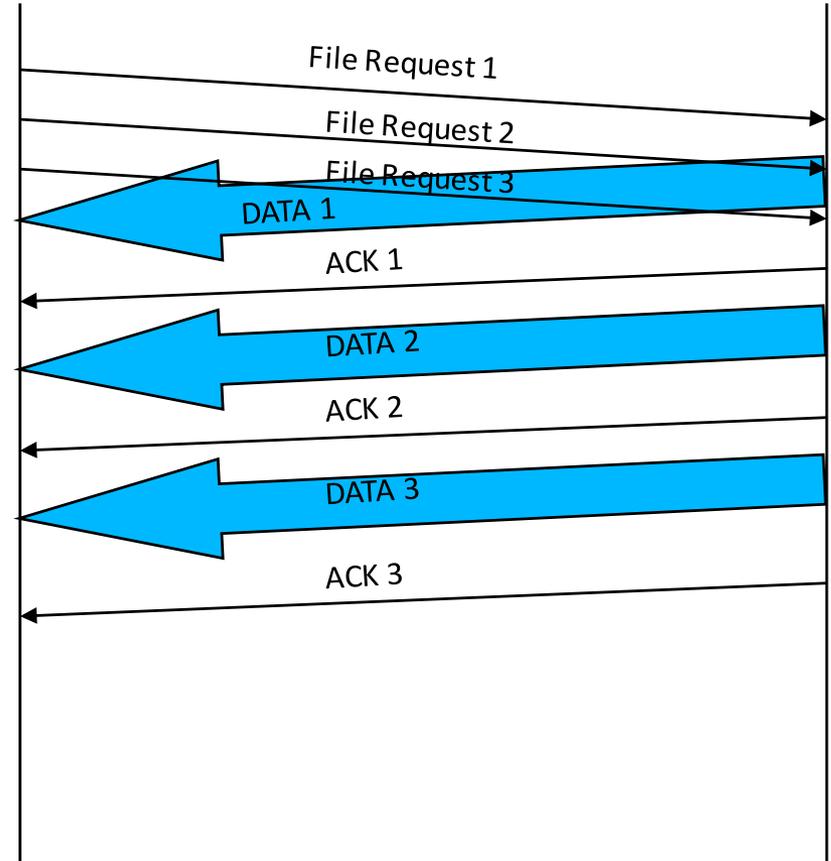


# GridFTP pipelining

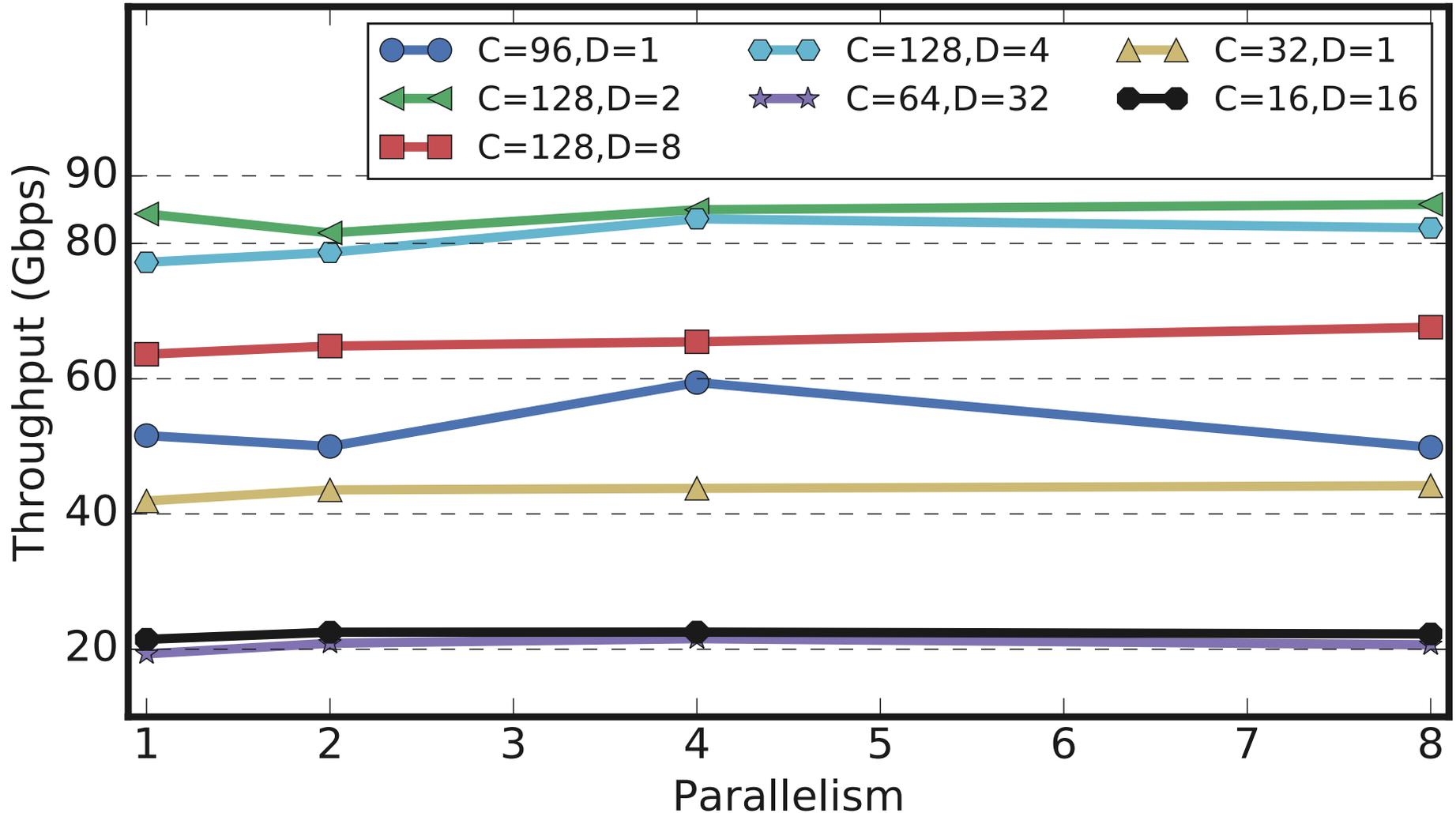
Traditional



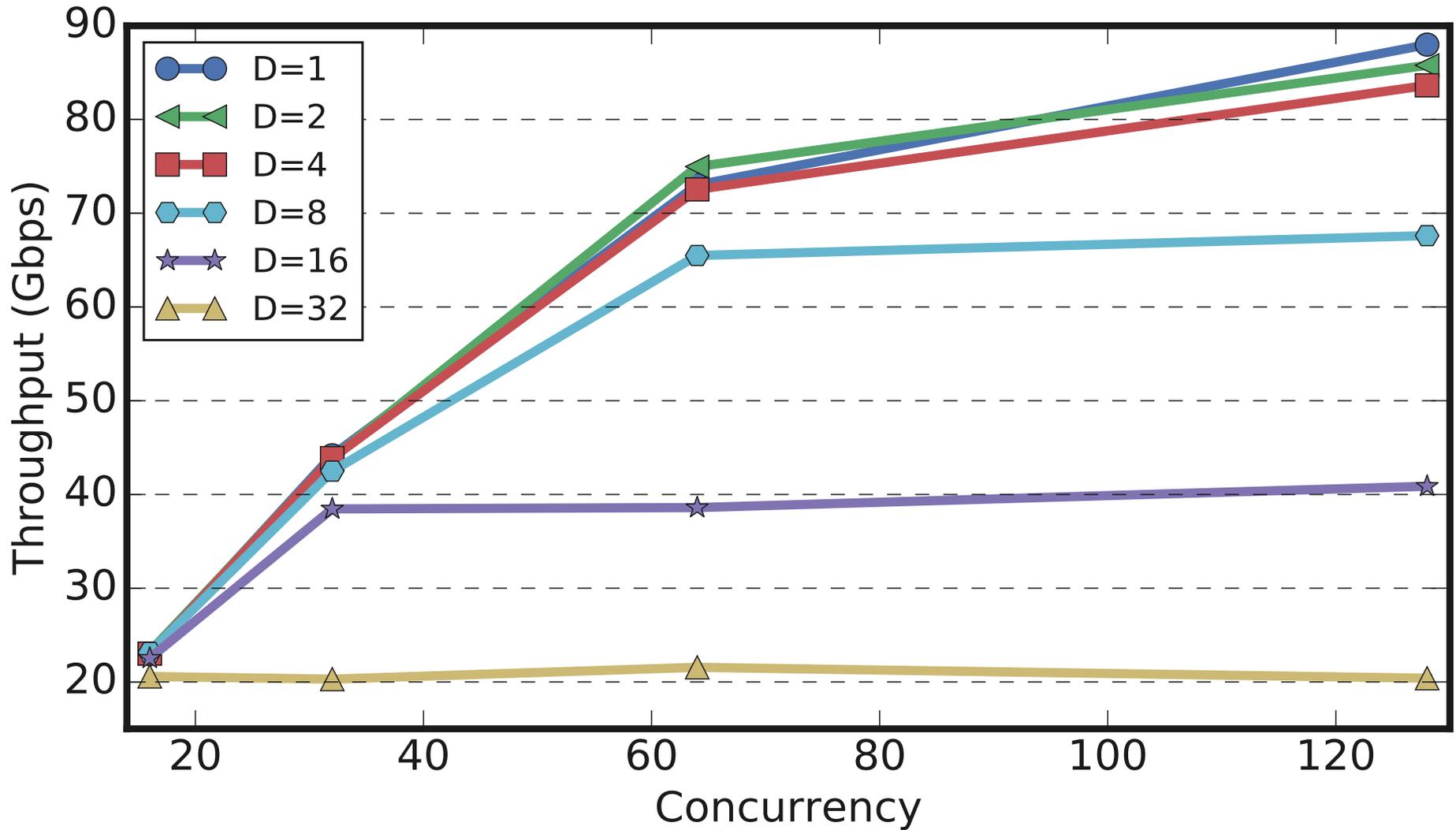
Pipeline



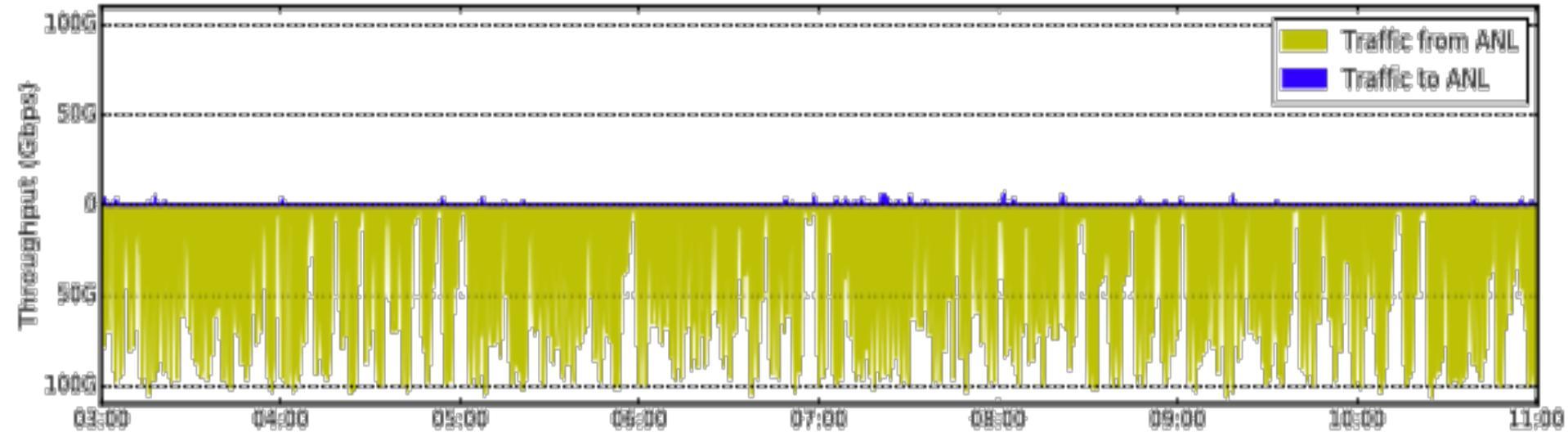
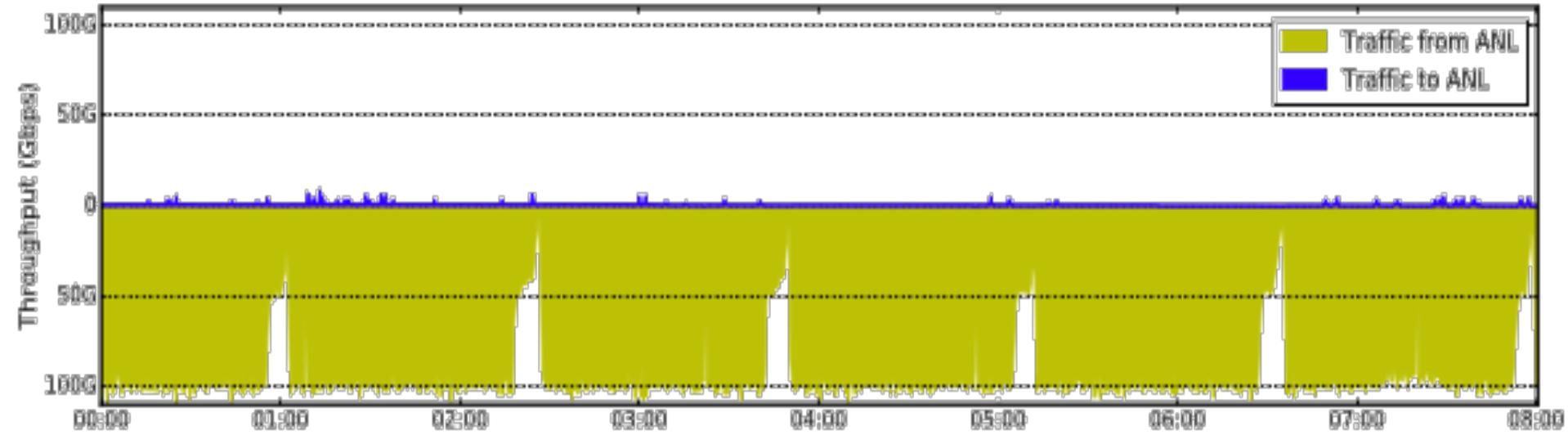
# Impact of tuning parameters



# Impact of tuning parameters

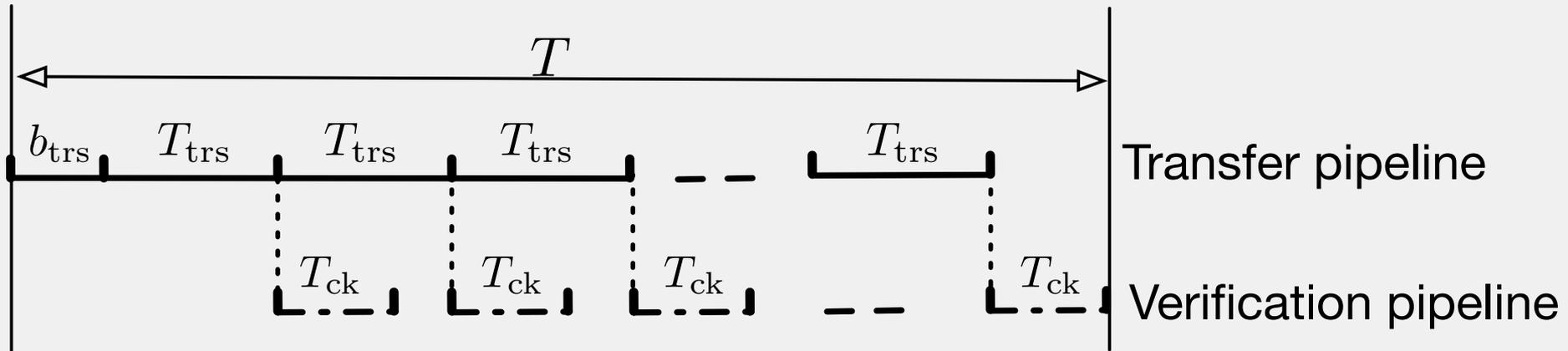


# Transfer performance

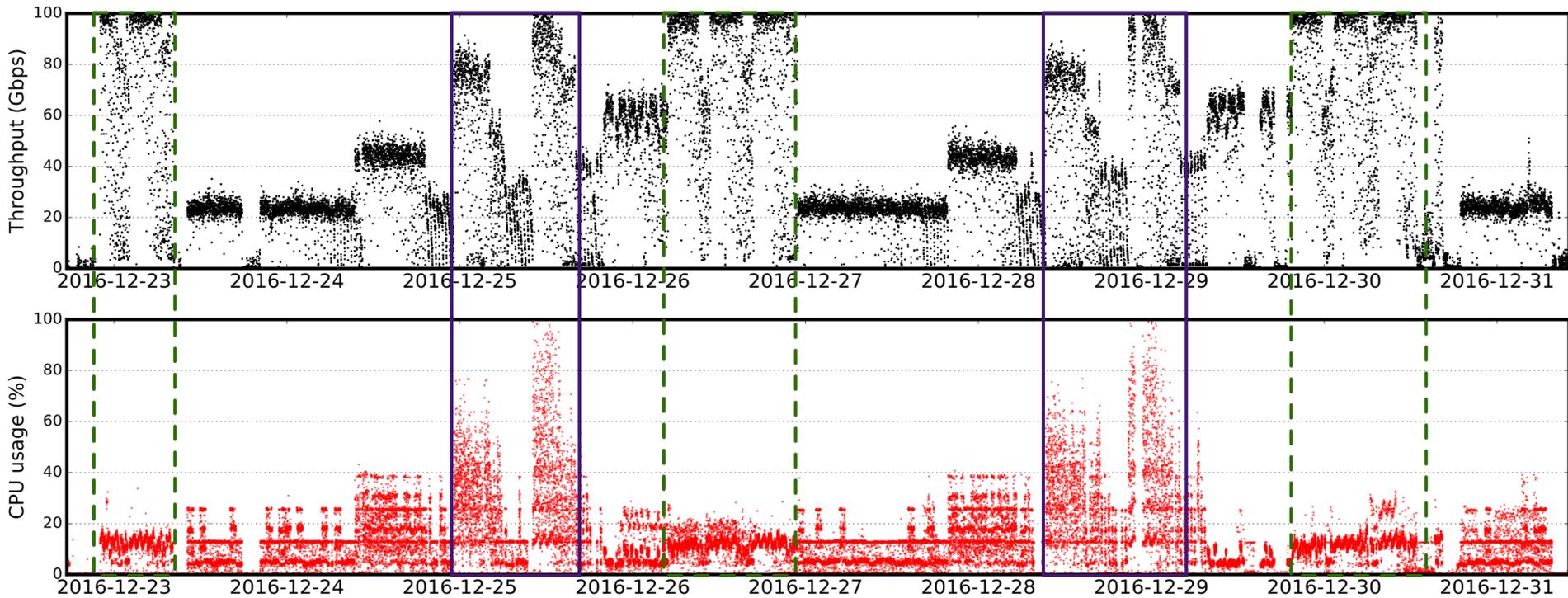


# Checksum verification

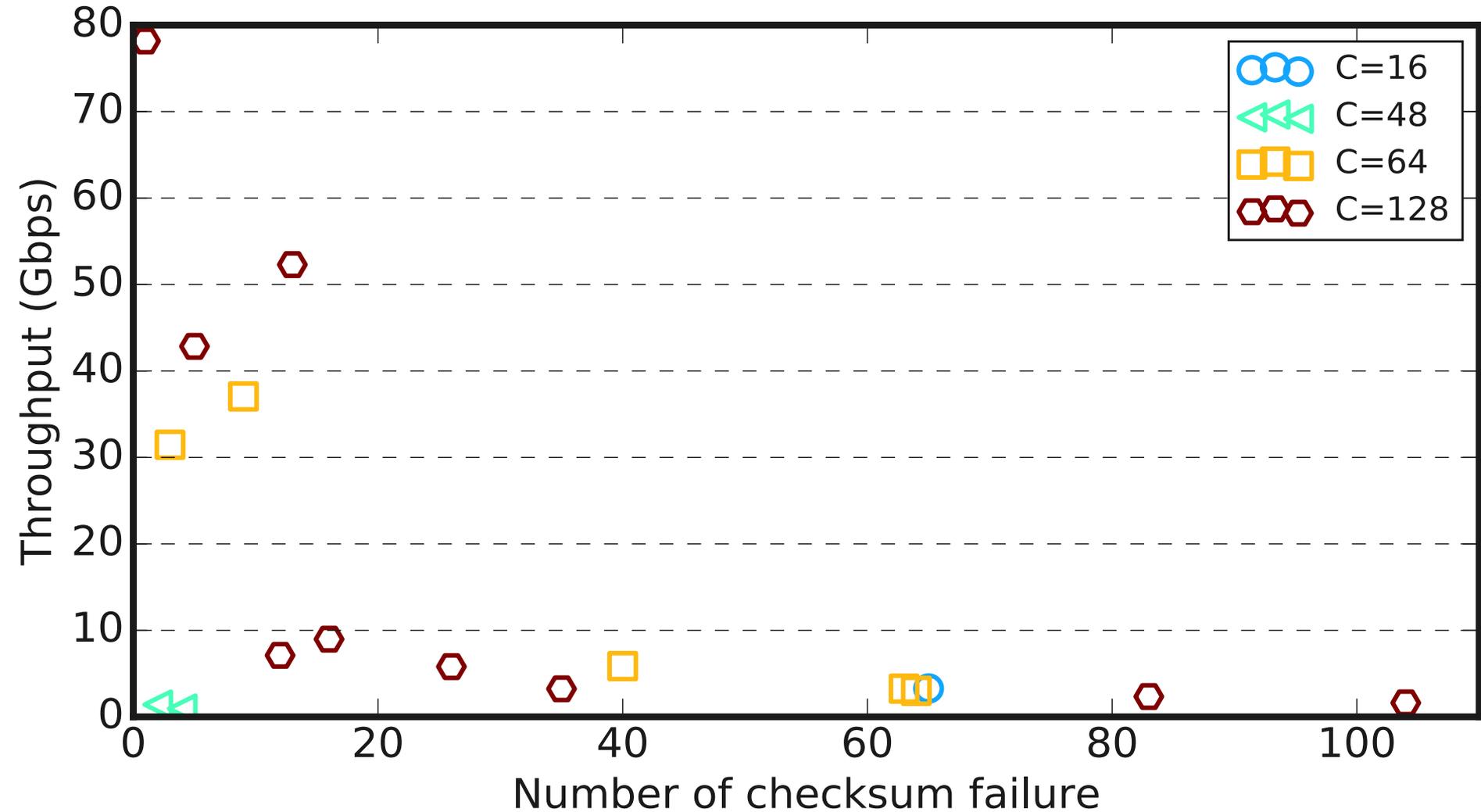
- 16-bit TCP checksum inadequate for detecting data corruption and corruption can occur during file system operations
- Globus pipelines the transfer and checksum computation
  - Checksum computation of the  $i$ th file happens in parallel with the transfer of the  $(i + 1)$ th file



# Checksum overhead



# Impact of checksum failures



# A model to find optimal number of files

- A simple linear model of transfer time for a single file:

$$T_{\text{trs}} = a_{\text{trs}} x + b_{\text{trs}}; \quad a_{\text{trs}} - \text{unit transfer time, } x - \text{file size, } b_{\text{trs}} - \text{startup cost}$$

- $T_{\text{ck}} = a_{\text{ck}} x + b_{\text{ck}}; \quad a_{\text{ck}} - \text{unit checksum time, } b_{\text{ck}} - \text{checksum startup cost}$

- Assuming that unit checksum time is less than unit transfer time, the total time  $T$  to transfer  $n$  files with one GridFTP process

$$T = nT_{\text{trs}} + T_{\text{ck}} + b_{\text{trs}} = n(a_{\text{trs}} x + b_{\text{trs}}) + a_{\text{ck}} x + b_{\text{ck}} + b_{\text{trs}}$$

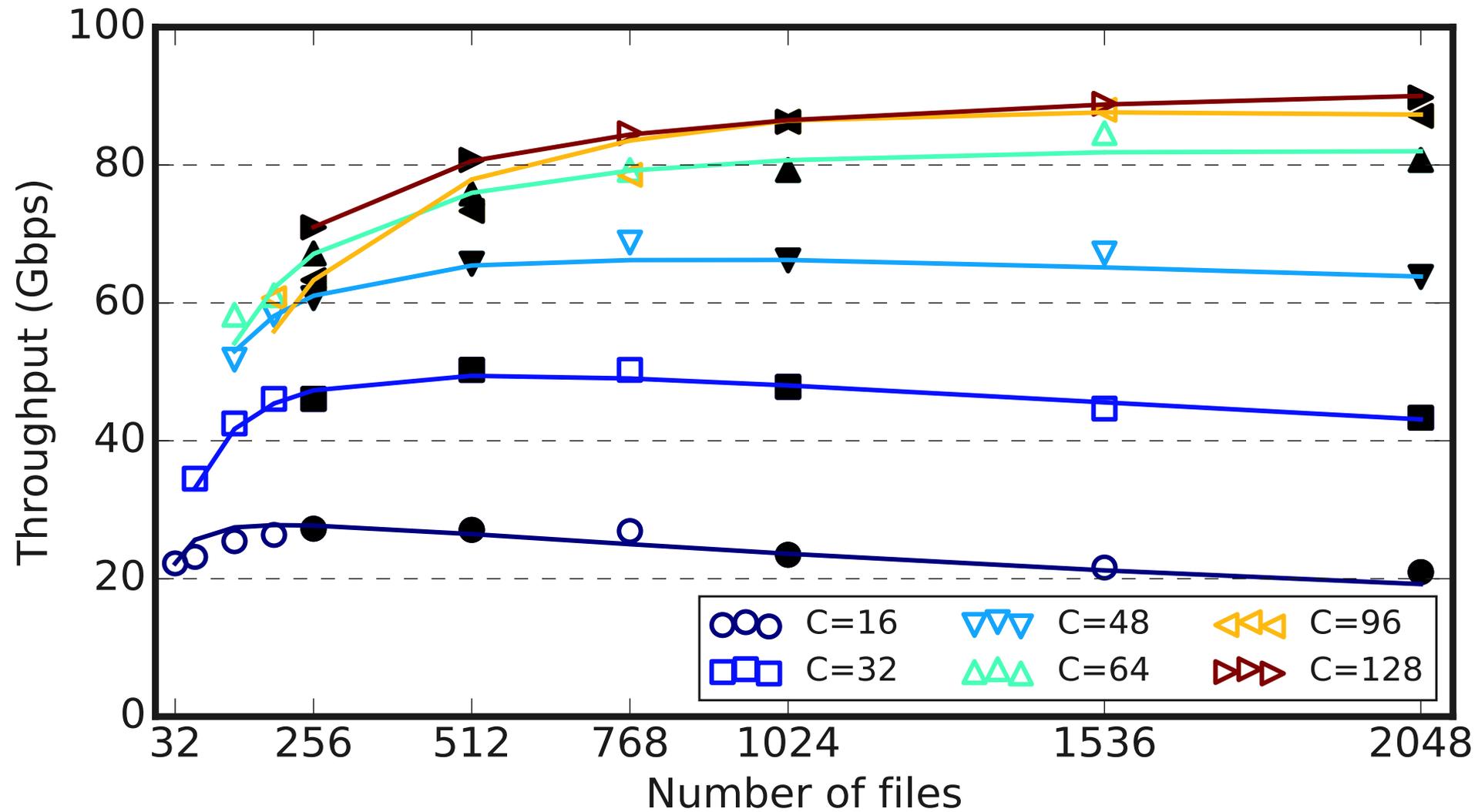
- $S$  – Total bytes,  $N$  – Total files,  $cc$  – concurrency;  $x = S/N, n = N/cc$

- The transfer time  $T$  to transfer all  $N$  files

$$T(N) = S/cc * a_{\text{trs}} x + N/cc * b_{\text{trs}} + S/N * a_{\text{ck}} x + b_{\text{ck}} + b_{\text{trs}}$$



# Evaluation of the model



# Conclusion

- Our experiences in our attempts to transfer one petabyte of science data within one day
- Exploration to identify parameter values that yield maximum performance for Globus transfers
- Experiences in transferring data while the data are produced by the simulation
  - Both with and without end-to-end integrity verification
- Achieved 99.8% of our one petabyte-per-day goal without integrity verification and 78% with integrity verification
- Finally, we used a model-based approach to identify the optimal file size for transfers
  - Achieve 97% of our goal with integrity verification by choosing the appropriate file size
- A useful lesson in the time-constrained transfer of large datasets.



# Questions

