

## Build High Performance, Cost effective Ceph All Flash Array Software Defined Storage Solutions with New Non-Volatile Memory Technologies

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- Ceph\* with Intel® Non-Volatile Memory Technologies
- Ceph AFA Reference Architectures Ceph\* Performance analysis on Intel® Optane<sup>™</sup> SSDs based all-flash array
- Bigdata Analytics on AFA
- Summary



## Intel 3D NAND SSDs and OPTANE SSDs are Transforming Storage



Santa Clara, CA



# **Ceph Introduction**



- Open-source, object-based scale-out storage
- Object, Block and File in single unified storage cluster
- Highly durable, available replication, erasure coding
- Runs on economical commodity hardware
- Over 10 years of hardening, vibrant community

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- Scalability CRUSH data placement, no single POF
- Replicates and re-balances dynamically
- Enterprise features snapshots, cloning, mirroring
- Most popular block storage for Openstack use cases
- Commercial support from Red Hat

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# Innovation for Cloud Storage with Optane<sup>™</sup> + Intel 3D NAND SSDs

• New Storage Infrastructure: enable high performance and cost effective storage:





Data

## Journal/Log/Cache

- Openstack/Ceph:
  - Intel Optane<sup>™</sup> as Journal/Metadata/WAL (Best write performance, Lowest latency and Best QoS)
  - Intel 3D NAND TLC SSD as data store (cost effective storage)
  - Best IOPS/\$, IOPS/TB and TB/Rack

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# Ceph NVMe based AFA performance



# 1.36x Ceph BlueStore Performance Improvement by introducing Optane!



- 1.31x performance improvement for P3700, 1.36x performance improvement for Optane
  - SW optimization demonstrated Optane performance advantages over P3700
- Still head rooms for performance improvement
  - 30% ~idle CPU, expect to get higher performance with more SSDs
- Performance refresh with 40Gb NICs
  - Performance with 40Gb NIC is the same as the performance with binding two 20Gb NICs

## 27x performance improvement in Ceph All Flash Array!

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## Ceph Cluster Configuration



Best configurations

### Workloads

- Fio with librbd
- Ceph version 12.0.3(W/ two kysync-threads)/12.2.2
- 100x 30 GB volumes each client
- test case: 4K random write, 4k random read;64k sequential write, 64k sequential read

#### 5x Client Node

- Intel(R) Xeon(R) Platinum 8170 CPU @ 2.10GHz / Intel(R) Xeon(R) Platinum 8180 CPU @ 2.50GHz, 384GB mem
- Mellanox 40G NIC

#### 5x Storage Node

- Intel(R) Xeon(R) Platinum 8180 CPU @ 2.50GHz,384GB Memory
- 1x Intel Optane 375G SSD as db/wal drive
- 4x 2.0TB Intel<sup>®</sup> SSD DC P3520/2x 2.0TB Intel<sup>®</sup> SSD DC P3600 /4x 1.6TB Intel<sup>®</sup> SSD DC P3700/4x 2.0 TB Intel<sup>®</sup> SSD DC P3700 as data drive
- Mellanox 40G NIC



## Ceph Storage Performance with OPTANE

	Peak Performance	Avg. Latency (ms)	Avg. CPU %	IOPS/CPU
4K Random Write	500,259 IOPS	12.79	50	10005
4K Random Read	2,453,200 IOPS	5.36	60.87	40302
64K Sequential Read	21,949 MB/s	36.78	30.4	722
64K Sequential Write	8,714 MB/s	45.87	18.4	474

- Excellent performance on Optane cluster
  - 64K sequential read of these two configurations both hit the 40 GbE hardware limitation, bandwidth results of 64K sequential read are similar.
  - The 4K random read throughput is 2,453K IOPS with 5.36 ms average latency, while 4K random write throughput is 500K IOPS with 12.79 ms average latency.
    - No obvious bottleneck for random read & write, need future optimizations

Meltdown patch not applied



# Ceph AFA Optimizations with 40Gb NICs



## Performance improvement from 10Gb to 40Gb

• 1.17x on 4K Random Read, 1.73x on Sequential Write, 2.63x on Sequential Read

# Ceph AFA system characterization



- No obvious bottlenecks
- Software stack requires further optimizations
- But where?



## **Performance Tuning and Optimizations**



- 1.19x performance improvement after tuning osd\_op\_num\_shards to 64,
- 1.17x performance improvement by tuning osd\_op\_num\_threads\_per\_shard

Detail: Link



# Looking Ahead: RDMA Optimizations



- Ceph networking layer consumes 20%+ CPU of the totally CPU used by Ceph in 4K random read workload.
- Ceph w/ iWARP delivers up to 17% 4K random write performance benefit than it w/ TCP/IP.
  - Patch was merged to upstream now.



## BigData Analytics on Ceph AFA Disaggregating Object Storage

Impresente Sport Sol Apache presto    Impresente Sport Sol Impresente Impresente Impresente				·····	Hadoop Services Virtual Machine Container Bare Metal
Compute 1	Compute 2	Compute 3	•••	Compute N	
Object Storage 1	Object Storage 2	Object Storage 3		Object Storage N	Object Storage Services Co-located with gateway Dynamic DNS or load
	Disago	gregated Object	Storage Cluster		balancer Data protection via storage replication or erasure code Storage tiering



## Ceph AFA disaggregated object storage for bigdata analytics





#### Simple Read/Write

- DFSIO: TestDFSIO is the canonical example of a benchmark that attempts to measure the Storage's capacity for reading and writing bulk data.
- Terasort: a popular benchmark that measures the amount of time to sort one terabyte of randomly distributed data on a given computer system.

#### **TPC-DS derived tests:**

#### **Batch ingestion**

Support collection of data from a variety of data sources in a consistent and repeatable manner designed to reduce data loss, improve traceability, increase availability, and increase timeliness.

### **Data Transformation**

ETL: Taking data as it is originally generated and transforming it • to a format (Parquet, ORC) that more tuned for analytical workloads.

#### **Batch Analytics**

- To consistently executing analytical process to process large set of data.
- Leveraging 54 derived from TPC-DS \* gueries with intensive • reads across objects in different buckets

#### Interactive Query

• This is very similar to the batch analytics workload, with the key distinction being required response time.

#### Streaming

streaming data collection is the landing and aggregation of streaming data from messaging queues.



## BigData on Object Storage Performance Overview Batch Analytics



- Significant performance improvement from Hadoop 2.7.3/Spark 2.1.1 to Hadoop 2.8.1/Spark 2.2.0 (improvement in s3a)
- Batch analytics performance of 10-node Intel AFA is almost on-par with 60-node HDD cluster

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## Bigdata on Cloud vs. Remote HDFS Batch Analytics



- On-par performance compared with remote HDFS
  - With optimizations, bigdata analytics on object storage is onpar with remote, especially on parquet format data
  - performance of s3a driver close to native dfsclient , and demonstrate compute and storage separate solution has a considerable performance compare with combination solution

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- Ceph\* is awesome, Strong demands for all-flash array Ceph\* solutions
- Optane based all-flash array Ceph\* cluster is capable of delivering over 2.8M IOPS with very low latency!
  - Significantly improved RDMA performance
  - RMDA performance is 24.7% higher than TCP/IP with optimizations (was 30% lower, based on softiwrap simulations).
- Bigdata analytics over disaggregated AFA storage demonstrated same functionality and close performance with HDFS solutions

...and in the next year QLC SSDs change the way Ceph users look at AFAs



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- Bigdata analytics on Ceph data lake is an innovative solution codeveloped by Intel Redhat, Quanta Cloud Technology (QCT)
- Special thanks to Kyle Bader, Karan Singh @Redhat, Marco Huang @ QCT for HDD based results



# **Ceph All Flash Tunings**

#### [global]

pid\_path = /var/run/ceph auth\_service\_required = none auth cluster required = none auth client required = none mon data = /var/lib/ceph/ceph.\$id osd pool default pg num = 2048 osd\_pool\_default\_pgp\_num = 2048 osd objectstore = bluestore public network = 172.16.0.0/16 cluster network = 172.18.0.0/16 enable experimental unrecoverable data corrupting features = \* debug objclass = 0/0 bluestore\_bluefs = true bluestore block create = false bluestore block db create = false bluestore block wal create = false mon\_allow\_pool\_delete = true bluestore\_block\_wal\_separate = false debug objectcacher = 0/0debug paxos = 0/0debug journal = 0/0mutex perf counter = True rbd op threads = 4debug ms = 0/0debug mds = 0/0mon\_pg\_warn\_max\_per\_osd = 10000 debug lockdep = 0/0debug auth = 0/0ms crc data = False debug mon = 0/0debug perfcounter = 0/0perf = True debug monc = 0/0debug throttle = 0/0debug mds migrator = 0/0debug mds locker = 0/0

debug rgw = 0/0debug finisher = 0/0 debug osd = 0/0debug mds\_balancer = 0/0rocksdb\_collect\_extended\_stats = True debug hadoop = 0/0debug client = 0/0debug zs = 0/0debug mds  $\log = 0/0$ debug context = 0/0rocksdb perf = True debug bluestore = 0/0debug bluefs = 0/0debug objecter = 0/0 debug  $\log = 0$ ms crc header = False debug filer = 0/0debug rocksdb = 0/0rocksdb\_collect\_memory\_stats = True debug mds log expire = 0/0debug crush = 0/0debug optracker = 0/0osd pool default size = 2 debug tp = 0/0cephx require signatures = False cephx sign messages = False debug rados = 0/0debug journaler = 0/0 debug heartbeatmap = 0/0debug buffer = 0/0debug asok = 0/0 debug rbd = 0/0rocksdb\_collect\_compaction\_stats = False debug filestore = 0/0debug timer = 0/0rbd cache = False throttler perf counter = False

[mon]	
mon_dat	a = /var/lib/ceph/mon.\$id
mon ma	x pool pg num = 166496
mon_oso	d max split count = 10000
mon pq	warn max per osd = 10000
[osd]	
osd data	a = /var/lib/ceph/mnt/osd-device-\$id-data
osd mkf	s type = xfs
osd mou	unt options xfs = rw,noatime,inode64,logbsize=256k
bluestore	e extent map shard min size = 50
bluefs b	uffered io = true
mon os	d full ratio = 0.97
mon_oso	nearfull ratio = 0.95
bluestore	e rocksdb options =
compressio	m=kNoCompression,max write buffer number=32,min write buffer number
to merge	=2,recycle log file num=32,compaction style=kCompactionStyleLevel,write
buffer siz	e=67108864,target file size base=67108864,max background compaction
s=31,level0	file num compaction trigger=8,level0 slowdown writes trigger=32,level0
stop_writes	_trigger=64,num_levels=7,max_bytes_for_level_base=536870912,max_byte
s for level	multiplier=8,compaction threads=32,flusher threads=8
bluestore	min alloc size = 65536
osd op	num threads per shard = 2
osd op	num shards = 8
bluestore	e extent map shard max size = 200
bluestore	e extent map shard target size = 100
bluestore	e csum type = none
bluestore	e max bytes = 1073741824
bluestore	wal max bytes = 2147483648
bluestore	e_max_ops = 8192
bluestore	e wal max ops = 8192



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