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Array Level Steady State Detection for ZFS Storage Servers

A Case Study

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Agenda

- Problem Statement
- Previous Work
- Proposed Solution
- Implementation
- Observations and Results

Problem Statement



- Performance Engineers want data to be:
 - Repeatable won't vary on test order/time
 - Applicable accurate reflection of how the system should perform under the given load
- Storage systems and their components/layers are complex.
- Test time is very limited compared to customer run time

Problem Statement



Goals:

- Steady State Detection (this talk)
 - To prevent measurement in a volatile state
- Preconditioning (ongoing work)
 - To induce an appropriate steady state on the storage array under test as quickly as possible
 - Rudimentary approach is to just run target workload until steady state is detected





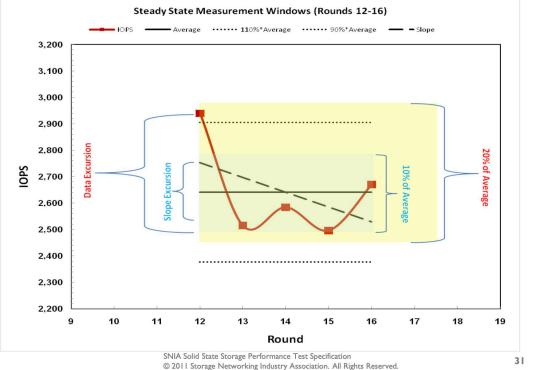
- Array level steady state detection can be viewed as multiple layers on top of single device SSD steady state detection...
 - SNIA has a widely accepted and applied solution for that problem

Solid State Storage (SSS) Performance Test Specification (PTS)

- From v2.01 (Feb. 2018)
- 2.1.24 **Steady State:** A device is said to be in Steady State when, for the dependent variable (y) being tracked:
 - a) Range(y) is less than 20% of Ave(y): Max(y)-Min(y) within the Measurement Window is no more than 20% of the Ave(y) within the Measurement Window; and
 - b) Slope(y) is less than 10%: Max(y)-Min(y), where Max(y) and Min(y) are the maximum and minimum values on the best linear curve fit of the y-values within the Measurement Window, is within 10% of Ave(y) value within the Measurement Window.

https://www.snia.org/sites/default/files/technical_work/PTS/SSS_PTS_2.0.1.pdf

SNIA Solid State Storage Performance Test Specification (Easen Ho, 2011)



https://www.snia.org/sites/default/files/HoEasen SNIA Solid State Storage Per Test 1 0.pdf

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- Select multiple metrics to gather from a ZFS storage server under load
- Subject each metric to the SNIA steady state determination of range and slope

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- ARC Metrics
 - ARC size
 - ARC MRU/MFU makeup
 - ARC data/metadata makeup
 - ARC hit ratio



- L2ARC Metrics (if applicable)
 - L2ARC size
 - L2ARC write rate
 - L2ARC hit ratio



- ZFS Metrics
 - Pool performance (OPS)
 - Pool performance (bandwidth)
 - Pool Performance (avg op latency)



- All metrics must "do no harm" if collection fails
 - Currently failure state is "steady"

- All non-performance metrics are normalized to a percentage
 - i.e. ARC size is expressed as blocks in ARC / max blocks in ARC





- NOTE: In a test environment, we have the luxury of knowing:
 - Which pool(s) active dataset resides
 - Active dataset size
 - Caches were clear before this test



- ARC size
 - kstat.zfs.misc.arcstats.size / kstat.zfs.misc.arcstats.c_max
- ARC MRU/MFU makeup
 - arcMRU/(arcMRU+arcMFU)
 - arcMRU = kstat.zfs.misc.arcstats.mru size
 - arcMFU = kstat.zfs.misc.arcstats.mfu_size



ARC data/metadata makeup

- arcDATA/(arcDATA+arcMETA)
- arcDATA = kstat.zfs.misc.arcstats.data_size
- arcMETA = kstat.zfs.misc.arcstats.metadata_size

ARC hit ratio

- arcHITS/(arcHITS+arcMISS)
- arcHITS = kstat.zfs.misc.arcstats.hits
- arcMISS = kstat.zfs.misc.arcstats.misses

L2ARC size

- kstat.zfs.misc.arcstats.l2_asize / L2CAP
- L2CAP = sum(cache device capacities from "diskinfo")

L2ARC write rate

- L2writes / vfs.zfs.l2arc write max
- L2writes = kstat.zfs.misc.arcstats.l2_write_bytes this interval last interval
- NOTE: this value can be > 100% due to boost!



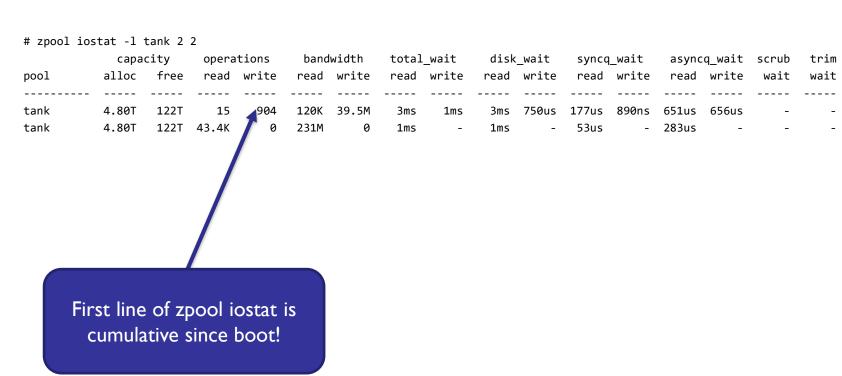
- L2ARC hit ratio
 - I2arcHITS/(I2arcHITS+I2arcMISS)
 - I2arcHITS = kstat.zfs.misc.arcstats.I2_hits
 - I2arcMISS = kstat.zfs.misc.arcstats.I2_misses



- ZFS Metrics
 - Get two intervals of zpool iostat:
 - zpool iostat -l <pool> <interval> 2
 - Pool performance (OPS)
 - "operations" (read + write), normalized to kOPS
 - Pool performance (bandwidth)
 - "bandwidth" (read + write), normalized to MiB/s

- ZFS Metrics
 - Get two intervals of zpool iostat:
 - zpool iostat -l <pool> <interval> 2
 - Pool Performance (avg op latency)
 - "total_weight" (read + write), normalized to ms

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Implementation: Engine

- A python Thread class instance
 - Upon creation thread will preload constants like L2ARC capacity, ARC max, etc...
 - When started, thread will spend a tunable amount of time loading metrics
 - When steady state is declared, can signal benchmark to begin measurement
 - Can be stopped early using Thread event



Implementation: Engine

- Collect all metrics every INTERVAL seconds
 - Default 15s, tunable
- Once WINDOW of intervals is collected, begin calculating range and slope for steady state
 - Default 20 intervals, tunable
 - Recommend window at least as long as benchmark measurement period





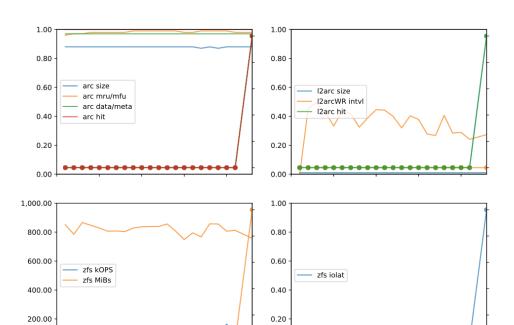
Solution Under Test

- FreeBSD+OpenZFS based storage server
 - 512G main memory
 - 4x 1.6TB NVMe drives as L2ARC
 - Enterprise-grade dual port PCIeG3
 - 142 2TB SAS HDDs in 71 mirror vdevs
 - 1x 100GbE NIC (optical QSFP+)
 - Tested with various iSCSI, NFSv3, and SMB workloads (will present NFSv3)

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Charting Methodology

- Lines represent calculated value of each metric
- Corresponding color dotted line represents Boolean "steady" for each metric
- For this small ADS, system is steady quickly, as soon as the 20-interval window is loaded

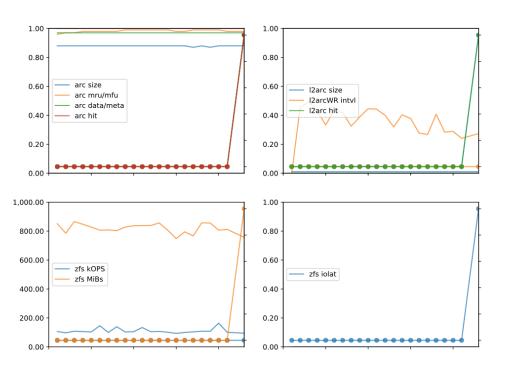


4k Random: 0r100w 120 GiB ADS - Steady State Metrics

Charting Methodology

- Note that during this test cycle, something was wrong with ZFS latency parsing
- You can see that the metric failure state is positive (steady)

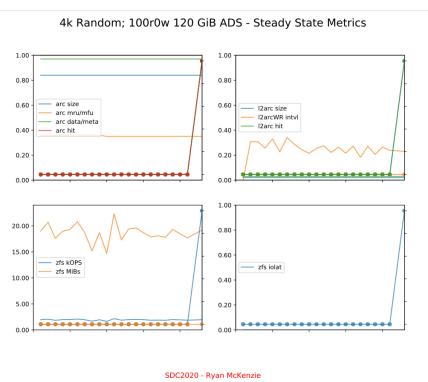
4k Random; 0r100w 120 GiB ADS - Steady State Metrics

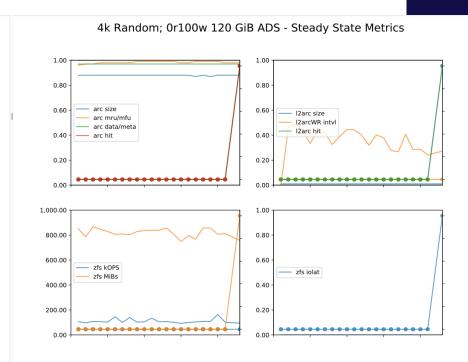




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Random 4k Small ADS – Read vs Write



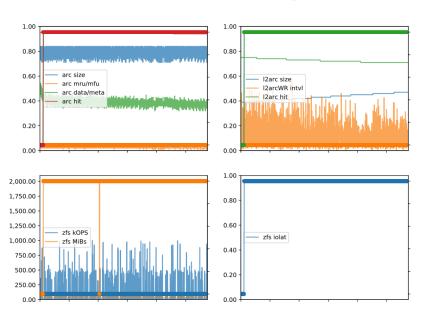


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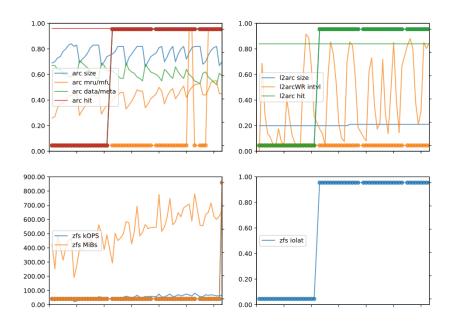
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Random 4k Large ADS – Read vs Write

4k Random; 100r0w 4800 GiB ADS - Steady State Metrics



4k Random; 0r100w 4800 GiB ADS - Steady State Metrics



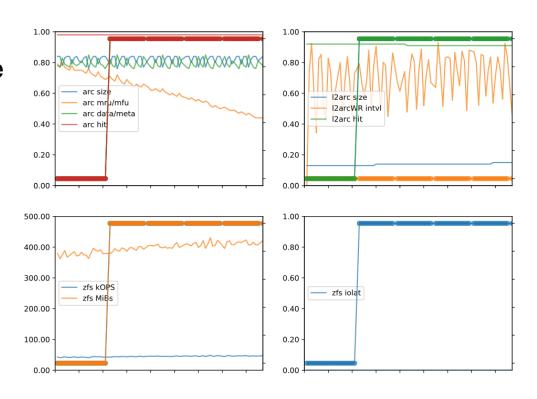
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Random 4k Midsize ADS – 70/30 Mix

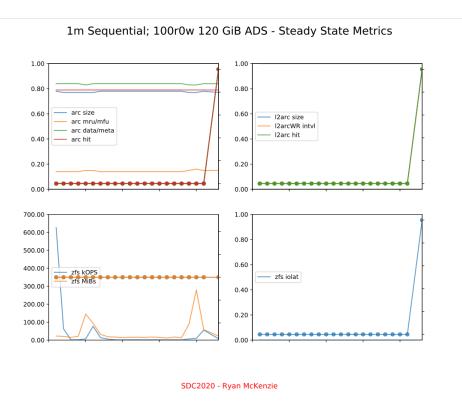
4k Random; 70r30w 1200 GiB ADS - Steady State Metrics

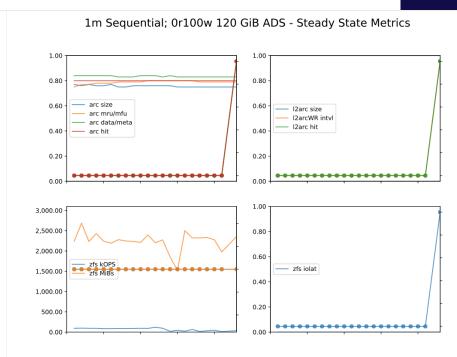
- Note decreasing
 MRU over time, slope
 not significant
 enough to violate
 steady state
 detection
- Note that steady state metrics are mostly satisfied early on, but L2ARC warm heuristic is met much later



Sequential 1m Small ADS Read vs Write



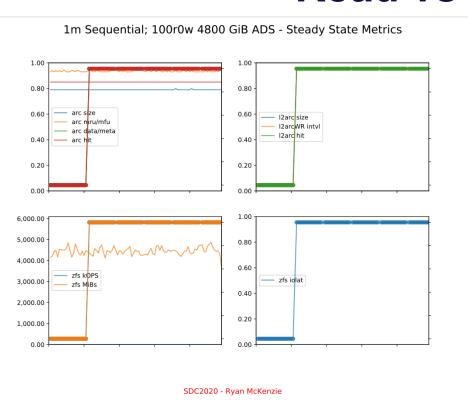


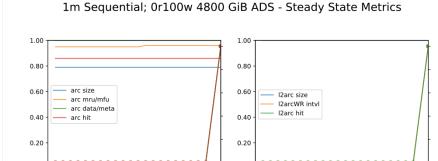


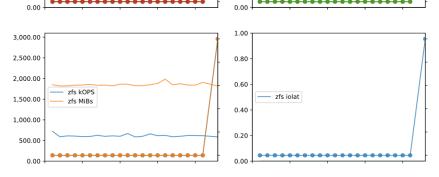
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Sequential 1m Large ADS Read vs Write







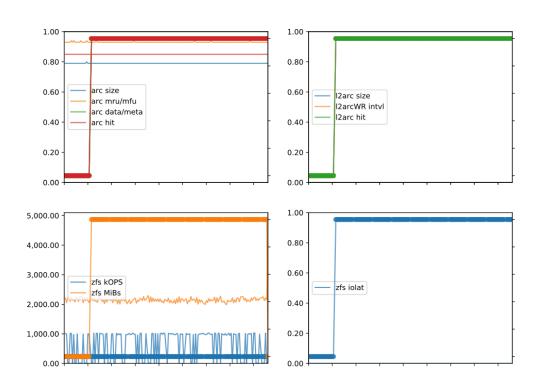


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Sequential 1m Midsize ADS - 50/50 Mix

1m Sequential; 50r50w 1200 GiB ADS - Steady State Metrics

- Sequential workload, even with 1.2 TiB active data and mixed r/w is not very exciting...
- Note that in the absence of L2ARC, the overall number of metrics and the number of metrics needed to pass are reduced by 3





- Workload Matters!
 - Large block sequential workloads seem very stable, especially with no L2ARC
 - Writes are somewhat unstable for random workloads with L2ARC, bursts correlate to L2ARC write bursts



- Workload Matters!
 - Small ADS that fits in ARC is very stable, io path deterministic
 - Large ADS always takes longer to reach steady state, but only significantly so with L2ARC in the pool

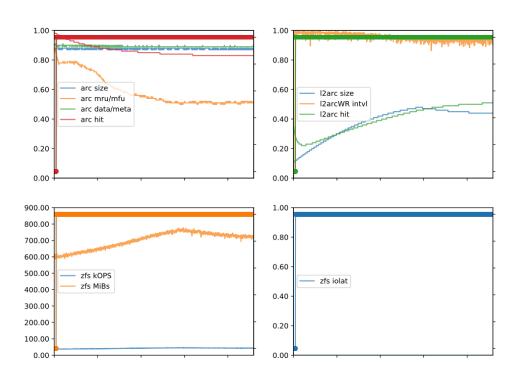


- Some metrics may never reach a steady state!
 - L2ARC write rate metric never reached steady state in these tests (may be removed in future versions)



32k Random; 70r30w 4800 GiB ADS - Steady State Metrics

- Long and slow warming of L2ARC
 - Slope may show as "steady" but performance still not at peak.
 - Can work on this with better preconditioning



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Optimization: Heuristics

- If 7 of 10 metrics (or 4 of 7 when no L2ARC) are satisfied, we declare system to be in steady state
 - Tunable

- If metrics are satisfied, we still wait until at least 85% of the ADS is "in cache"
 - Unless ARC and L2ARC are both 80% full or higher
 - Tunable



Overall Results

- Reduction in wait time for deliverables
 - Test Engineer Time reduced by 1/3
 - no more checking intermediate results and deciding on steady state manually, especially with large L2ARC
 - System Utilization more than doubled to 18-20 hours per day unattended

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Overall Results

- Better Repeatability
 - Anomalous measurements nearly eliminated
- Better Baselines/Comparability
 - Now in use for 2 complete product cycles

Still room for Improvement!



Future Work: Metrics

- A better way to collect pool op latency
- Remove L2ARC writes metric
- Add metric(s) for avg. device busy for different pool device classes
 - i.e. data, SLOG, cache, fusion



References



Solid State Storage (SSS) Performance Test Specification (PTS) - V2.01

www.snia.org/sites/default/files/technical work/PTS/SSS PTS 2.0.1.pdf

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