

Networking Requirements for Ethernet Scale-Out Storage

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Today's Presenters











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Scale-out Storage Overview

- What is scalability? Scale-out vs. Scale-up
- Driving forces behind the growth of Scale-out Storage
- Different types of Scale-out Storage
- Network requirements for Scale-out Storage
 - East-west traffic, TCP Incast, speed matching
 - Low latency inter-node communications
- All flash Scale-out Storage considerations
- Key takeaways

What Is Scalability? Scale-out vs. Scale-up

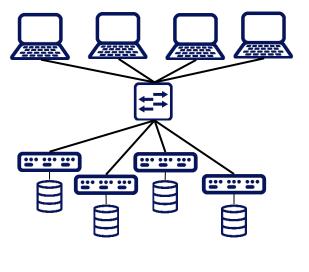


- Scalability: capability to expand to support increasing workload (performance/capacity/users)
- Scale-out: add more systems to one cluster
 - Each additional system adds performance and/or capacity
 - Manage multiple systems as one cluster or virtual system
 - May have cluster network

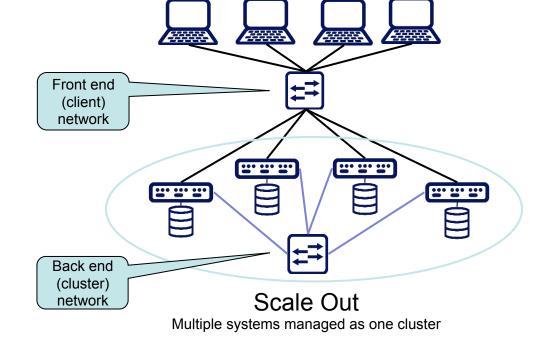
 Scale-up: add more capability to a single system

- Add more CPUs, faster CPUs, more drives, more memory
- When reach system maximum, add more individual systems
- Manage systems separately

Scale-out vs. Scale-up Comparison



Scale Up Multiple individual systems





- Refers to multiple types of storage technology
- Software layer presents an aggregate view of storage resources across multiple nodes
- Storage resources may be added to system to provide near-linear growth
- Storage resources are treated as building blocks rather than monolithic entities



Data growth

- Beyond one single system
- Unstructured data/objects

Compliance requirements

Retention, disaster recovery

Performance needs

- Machine learning / Al
- Analytics
- Parallel processing
- Distributed access

Acquisition costs

 Might leverage less costly hardware

Operational costs

- Many individual systems
- Scaling performance and capacity at different rates
- Data locality/access

Scale-Out Storage Driver: Dramatically , SNIA. | NETWORKING NSF | STORAGE

- Reclaiming stranded DAS capacity
- Converge data and storage traffic onto IP/Ethernet networks^{*}
- Leverage Ethernet economics and commodity servers*
- Leverage commodity servers*



*Many—but not all—scale-out storage systems use Ethernet for the cluster and client networks. Some scale-out storage solutions run on commodity servers.



- Clustered storage appliances
- Parallel File System
- Object storage
- Distributed big data, e.g. Hadoop
- Hyperconverged infrastructure

Scale-Out Flash Storage



Centralized flash management

- Present distributed flash as one system image
- Easier flash disaggregation

Popular with large customers

 Hyperscalers, service providers, large enterprise

NVMe-oF

 Enables networked flash performs similar to local flash

Storage is faster

- Often for database/ transactional workloads
- Higher system performance expectations
- Need faster network
 - More bandwidth, lower latency
 - More likely to mix network speeds

Different Network Traffic for Scale-Out Storage

Distributed Data Access

- Stripe for performance
- Distributed read / write
- Distributed compute

Coherence/Protection

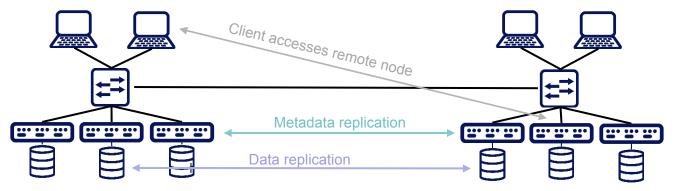
- Replication / backup
- Object erasure coding

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Metadata consistency





Internal/cluster network

- For replication, coherence, monitoring/heartbeat
- Ethernet, InfiniBand, PCIe, or proprietary
- External network for client access
 - Ethernet, Fibre Channel, or InfiniBand
- Performance needs for data access
 - High Bandwidth for large files/objects, sequential I/O
 - Low Latency for Random I/O, databases, analytics, metadata

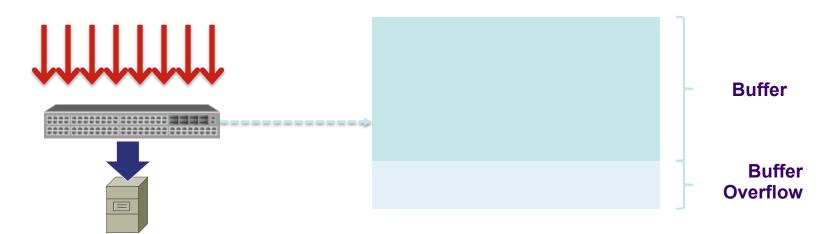
Networking Requirements: Massive East-West Traffic



- DAS on compute nodes is a pool of storage resources
- Any-to-any connectivity for storage traffic
- Concept of locality so as to minimize network traffic
- New layer of east-west traffic



- Synchronized TCP sessions arriving at common congestion point (all sessions starting at the same time)
- Each TCP session will grow window until it detects indication of congestion (packet loss in normal TCP configuration)
- All TCP sessions back off at the same time





Networking Requirements for Ethernet-based Scale-Out Storage

Networking Requirements: TCP Incast SNIA. | NETWORKING NSF | STORAGE

- Many-to-one communication problem that can occur in data networks
- A single request for data can result in responses from many storage nodes simultaneously oversaturating host connection
- When many hosts access the same storage device simultaneously, it creates Incast at storage device

Networking Requirements: Storage-Networking Speed Mismatch



Enterprise networks mix 1, 10, 25, 40, and 100Gbps

- Example: server connected at 10Gbps but storage system connected at 40Gbps
- Host request sent at 10Gbps, responses come back at 40Gbps

Massive speed mismatch can cause buffer exhaustion

- Increases risk of Incast and congestion
- Full buffers \rightarrow dropped packets \rightarrow slower app. performance
- Commonly referred to as "Slow Drain"

Networking Requirements: Low-Latency Communications



Moving data between nodes

- Data protection in order to rebuild after a failure
- Balance the system as nodes are added or upgraded

Remote access

- Requests to node A for data that's stored on node D
- Metadata access and synchronization

Initiator access for latency-sensitive workloads

Random I/O, OLTP, analytics

Networking Recommendations (1)



Scalable leaf-spine non-blocking switching

- Deterministic latency, any-to-any non-blocking
- Address east-west traffic scalability

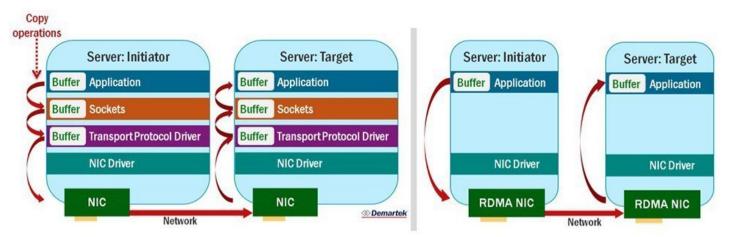
Increased buffer sizes in switches

- Enables lossless delivery in face of speed mismatch
- Potential solution to TCP Incast

Use of Data Center Bridging (DCB)

- Uses Explicit Congestion Notification (ECN)
- Addresses TCP Incast by preventing buffers from overflowing

Networking Recommendations (2): RDMA Networking



- Direct data movement in and out of server
- Bypass storage software stack and buffer copy operations
- Dramatically reduced latency and improved CPU performance
- NVMe-oF (RDMA) optimal low-latency transport for SOFS

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Scale-out storage is increasingly popular

Networking challenges

- Generates more/different east-west traffic between nodes
- Need high bandwidth and/or low latency, especially with flash
- Incast, Speed mismatches
- Need the right network
 - Higher speed adapters, modern switches
 - Direct data placement DMA technology



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Thanks!