

Embedded SMI-S Lessons Learned

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Why did we embed?

CIMOM Selection

Device 1

Device 2

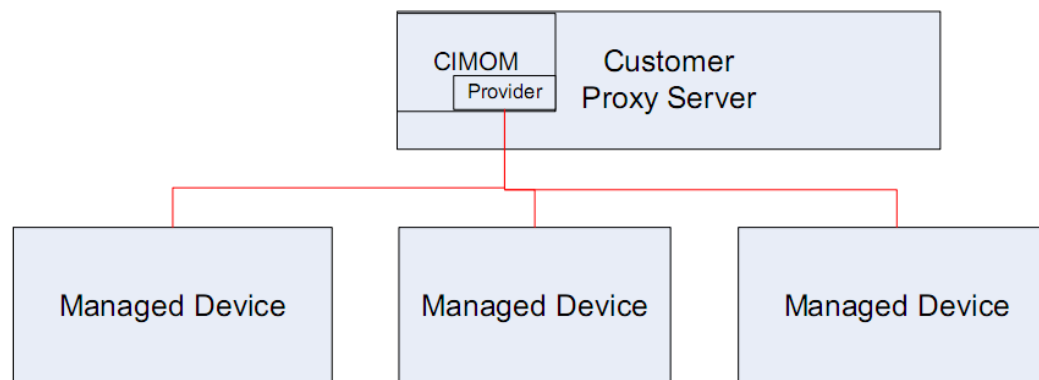
Device 3

Device 4

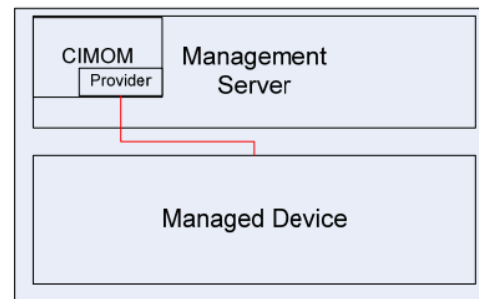
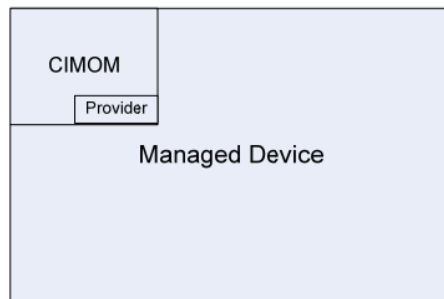
Lessons Learned

Outcomes

- For external devices (storage arrays, tape libraries, ...)
 - Providers could run on a *proxy* server



- Providers and CIMOM could be *embedded* in devices either acting as an integral component or as a management server possibly supporting multiple devices.



TS3500

Large tape library

DS8xxx

High end block storage

SAN Volume Controller

High end block storage virtualizer

XIV

High end block storage

Why did we embed

Support Costs

~50% of field issues tied to proxy CIM to device or client to proxy connectivity issues

Data Collection

Simplify Client Infrastructure

It just works

Common authentication

Reduce data center footprint

CIMOM only manages a single device firmware version

Performance

Scalability

Native interfaces

SNIA CIMOM

Legacy

Java – No JVM on some platforms

Pegasus

Good support

Intended for Server usage

Poor memory and thread controls

C++

SFCB – Small Footprint CIM Broker

Intended for embedded use

Good thread Controls

C99

Good support

Device I-Constraints

Can't interfere with core device services

Soft memory cap

Large legacy install base

Device I - Decisions

Open Pegasus

Loose device coupling

Preserved Proxy

Preserved Compatibility

Device 2-Constraints

Can't interfere with core device services

Restricted Memory – 32 Meg

No Swap

Restricted mass storage

Old C++ implementation

Restricted processor

RTOS

- Thread Management

- Minimal OS Services

- Thread priority

Device 2 - Decisions

Pre-SFCB CIMOM

Tight device coupling

Sunset Proxy

Preserved Compatibility

Device 3 - Constraints

Can't interfere with core device services

No Swap

Hard Limits on open files

- Clients are naughty – Many clients will leak connections
 - Add netstat to your log collection to help identify naughty clients
- Clients like to send parallel requests even though the device processes them serially
 - No good solution identified other than documentation and defensive coding.

Hard Limits on memory consumption

Hard limits on disk consumption

No more than 5% processor

Device 3 - Decisions

OpenPegasus CIMOM

Tight device coupling

One release overlap with Proxy

Preserved Compatibility

Device 4-Constraints

Can't interfere with core device services

Plenty of Memory

Plenty of Disk

Device 4 - Decisions

OpenPegasus CIMOM
Tight device coupling
No proxy release
Preserved Compatibility

OpenPegasus or SFCB ... It depends

Ulimit is good and bad

Hard Limits prevent the CIMOM from interfering with core device function

New services on a device are the first one to be blamed for problems....
Ulimits help prevent the long nights shooting a problem that is not in your area.

Out of memory or file handles are not handled gracefully by the CIMOM

Watchdogs are your friends

Memory

Responsiveness

File Handles

Lessons Learned - 2

Client Software is not embedded friendly

- Parallel Connections

- Failure to close connections

- Nasty Queries

- Use protocol analyzers – ex. Ecute

- Use network analyzers – ex. Wireshark

Indications are not embedded friendly

- They don't expire

- Clients don't clean them up

- There is no upper limit

- Add mechanisms for third party cleanup

- Indications don't cluster well

Lessons Learned - 3

Tight Coupling is good

Common user names

Common Log collection

Common firmware updates

- This is a design trade-off depending on your customer base and device update strategies.

Enable/disable, Service Reset

SMI-S is not a separate service it is part of the device

Get device team buy in and work with them closely.

Log Management

- Log rotate
- Add mechanisms for managing log levels

– Tie in with system log collection

Significantly reduced connection related problems

Significantly reduced authentication problems

Simplified Deployments – it just works

Simplified infrastructure

Discovered odd CIMOM usage

- Firewall Proxy

- Clustering

Simplified data collection and improved first time data capture

Performance – Flat to slight improvement with a single device

Scaling – Multiple devices saw significant performance improvements.

Exposed and allowed fixing of known but hard to re-create issues.

Native interfaces enabled feature support earlier in feature development.

Questions?