

## The return of Erasure Code

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### Lustre's current solutions for resiliency

- Large systems have hardware failure even with best equipment
- Lustre was designed for high end hardware
  - Bare bones handling of failures
- Lustre present solutions
  - Did you turn it on and off? :-)
  - Fail over pairs
  - File level replication (phase 1)



### File level replication today and future

- FLR phase 1 supported today
  - Raid-1 format
  - Up to 16 mirrors
  - Manual resync. Data often stale.
  - Weakness of multiplying space usage
- FLR phase 4: erasure code (LU-10911)
  - Barly work was started
  - <sup>3</sup> M x N coding
  - Original patches written by Bobi Jam
    - LU-12186, LU-12187, LU-12188, LU-12189, LU-12688, LU-12669



#### What erasure code work is done

- Layout support in lod / lov layer
- Sending a write intent to the MDT
- Update user land tools to handle EC components
  - Ifs setstripe -E eof -c 4 -E eof -L erasure\_code -ec\_data\_count 4 -ec\_parity\_count 2 "file"
- Update EC parity value
- Current implementation has user manually update parity value
- Code to restore damaged file data
  - } Ifs mirror resync "filename"
- Done basic testing to validate above does work
  - Need to place in sanity-ec.sh



# Erasure Coding to Lustre PFL mapping

0	4	5	6	7	P(4,	P(4,	
1	8	9	1	1	P(8,	P(8,	
2	1	1	9	1	11) P(12,	P(12,	
3	i i	3	4 1	5	15) P(16,	P(16,	
	6	7	8	9	19)	19)	
OST 0	OST 1	OST 2	OST 3	OST 4	OST 5	OST 6	OST 7





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### Gaps in the implementation

- Inherits the issues of current FLR
  - No automatic updating of parity
  - No automatic data replacement
  - No checking of placement
- Interaction with fscrypt, compression, pools
- When do we use EC with server recovery
- Layout change, file migration
- Consider ER data size in soft quota limits?
- Implement foreign component for EC state
- No hardware acceleration



#### Conclusion

- Erasure coding is finally becoming a reality
- Initial patch set for base support is in pretty good shape
- Several gaps needs to resolved with the aim of 2.17 support]
  - Need feed back so we don't miss anything
- Testers will be needed so surprises don't show up after release

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