Tape Carousel Experience

NeIC NT1 Manager Mattias Wadenstein <maswan@ndgf.org>

> 2018-11-06 NDGF All Hands Umeå



Overview

Carousel theoryHow did it goFuture plans



Tape carouse

- Tape is much cheaper than disk per PB - Factor 3-4, depending on how many tape drives you need etc LHC experiments (especially ATLAS and CMS) will need lots more storage space for HL-LHC
- If you move the bulk of storage to tape and just keep a sliding window of data on disk for analysis you can maybe save lots of \$£€
 - But in order to science properly, you don't want to have to wait too long for a particular dataset to come online
 - So the sliding window needs to slide reasonably fast



Tape carousel test

- ATLAS decided to test the capability of tier-1 tape systems by recalling a reasonably large set of datasets from tape
- In a carousel environment this would be the weekly/biweekly recall set to keep the sliding window sliding





Results of a ~100TB restore







dCache issues to deal with

- Tape read pool oversubscription
 - Silly to split the reads up in tape read pool sized chunks, loss of efficiency
 - Also sometimes the sweeper got the files before p2p, leading to rerestores
 - Discussion has been lifted with dCache.org team
- Internal p2p transfers clogged up by a lack of internal bandwidth

- File transfers to: IJS, UiO, KU





What do we need from sites?

- Been trying to get this answer from ATLAS
- My opinion: If all our tape libraries behaved as HPC2N and KU we'd meet any reasonable demand on a small T1





Tape write performance

- Spinning disks are starting to get problematic to keep up with tape drives
- SSDs are unfortunately expensive if you need large space
- We'd like a large space for handling a few hours (pref a few days) of incoming data before telling clients "stop!"
- Could we use free space on atlas_disk as overflow space? Other ideas?



Questions?





HPC2N GiB





HPC2N nofiles



HPC2N avg filesize



NSC GIB



NSC nofiles



NSC avg filesize



KU GiB





KU nofiles



KU avg filesize



