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High Performance Computing

• Advanced Simulation
  – Massive Scale
  – Data Intensive

• Top 500
  – #3 Sequoia
    • 20.1 Peak PFLOP/s
    • 1,572,864 cores
    • 55 PB of storage at 850 GB/s
  – #8 Vulcan
    • 5.0 Peak PFLOPS/s
    • 393,216 cores
    • 6.7 PB of storage at 106 GB/s

World class computing resources
Linux Clusters

- First Linux cluster deployed in 2001
- Near-commodity hardware
- Open Source
- Clustered High Availability Operating System (CHAOS)
  - Modified RHEL Kernel
  - New packages – monitoring, power/console, compilers, etc
  - Lustre Parallel Filesystem
  - ZFS Filesystem
Lustre Filesystem

- Massively parallel distributed filesystem
- Lustre servers use a modified ext4
  - Stable and fast, but...
  - No scalability
  - No data integrity
  - No online manageability
- Something better was needed
  - Use XFS, BTRFS, etc?
  - Write a filesystem from scratch?
  - Port ZFS to Linux?

Existing Linux filesystems do not meet our requirements
ZFS on Linux History

- 2008 – Prototype to determine viability
- 2009 – Initial ZVOL and Lustre support
- 2010 – Development moved to Github
- 2011 – POSIX layer added
- 2011 – Community of early adopters
- 2012 – Production usage of ZFS
- 2013 – Stable GA release

Community involvement was exceptionally helpful
Architecture

User Interface

Interface Layer

Transactional Object Layer

Pooled Storage Layer

ARC
ZIO
VDEV
Configuration

Configuration

Traversal

ZPL ZVOL /dev/zfs

ZIL ZAP

DMU DSL

MDT OST

MDD OFD

ZFS OSD

SPL

ZFS CLI
libzfs

libzfs

libzfs

libzfs

libzfs
Linux Specific Changes

• Core ZFS code is self contained
  – May be built in user space or kernel space
  – Includes functionality for snapshots, clones, I/O pipeline, etc

• Solaris Porting Layer
  – Adds stable Solaris/Illumos interfaces
    • Taskqs, lists, condition variables, rwlocks, memory allocators, etc...
  – Layered on top of Linux equivalents if available
  – Solaris specific interfaces were implemented from scratch

• Vdev disk
  – Interfaces with the Linux kernel block layer
  – Had to be rewritten to use native Linux interfaces

The core ZFS code required little change
Linux Specific Changes

- Interface Layer
  - `/dev/zfs`
    - Device node interface for user space zfs and zpool utilities
    - Minor changes needed for a Linux character device
  - ZVOL: ZFS Volumes
    - Reimplemented as Linux block driver which is backed by the DMU
  - ZPL: ZFS Posix Layer
    - Most complicated part, there are significant VFS differences
    - In general new functions were added for the Linux VFS handlers
    - If possible the Linux handlers use the equivalent Illumos handler
  - Lustre
    - Support for Lustre was added by Sun/Oracle/Whamcloud/Intel
    - Lustre directly layers on the DMU and does not use the Posix Layer

The majority of changes to ZFS were done in the interface layer
Porting Issues

• 8k stacks
  – Illumos allows larger stacks
  – Needed to get stack usage down to support stock distribution kernels
  – Code reworked as needed to save stack

• Gcc
  – ZFS was written for C99, Linux kernel is C89
  – Fix numerous compiler warnings

• GPL-only symbols
  – ZFS is under an open source license but may not use all exported symbols
  – This includes basic functionality such as work queues
  – ZVOLs can't add entries in /sys/block/
  – .zfs/snapshot's can't use the automounter

• User space
  – Solaris threads used instead of pthreads
  – Block device naming differences
  – Udev integration
Porting Issues

• Memory management
  - ZFS relies heavily on virtual memory for its data buffers
    • By design the Linux kernel discourages the use of virtual memory
    • To resolve this the SPL provides a virtual memory based slab
      - This allows use of the existing ZFS IO pipeline without modification
      - Fragmentation results in underutilized memory
      - Stability concerns under low memory conditions
    • We plan to modify ZFS to use scatter-gather lists of pages under Linux
      • Allows larger block sizes
      • Allows support for 32-bit systems
  - The ARC is not integrated with the Linux page cache
    • Memory used by the ARC is not reported as cached pages
    • Complicates reclaiming memory from the ARC when needed
    • Requires an extra copy of the data for mmap'ed I/O
Future Work

• Features
  - O_DIRECT
  - Asynchronous IO
  - POSIX ACLs
  - Reflink
  - Filefrag
  - Fallocate
  - TRIM
  - FMA Infrastructure (event daemon)
  - Multiple Modified Protection (MMP)
  - Large blocks

Possibilities for future work
Source Code

- All source code and the issue tracker are kept at Github
  - http://github.com/zfsonlinux/zfs
  - 70 contributors, 171 forks, 816 watchers

- Not in mainline kernel
  - Similar to resier4, unionfs, lustre, ceph, ...
  - Autotools used for compatibility
  - Advantages
    - One code base used for 2.6.26 - 3.11 kernels
    - Users can update ZFS independently from the kernel
    - Simplifies keeping in sync with Illumos and FreeBSD
    - User space utilities and kernel modules can share code
  - Disadvantages
    - Support for the latest kernel lags slightly
    - Higher maintenance and testing burden for developers
Where is ZFS on Linux Today

• Stable and used in production
• Performance is comparable to existing Linux filesystems
• All major ZFS features are available
  - Simplified administration
  - Online management
  - Snapshots / Clones
  - Special .zfs directory
  - Send/receive of snapshots
  - Virtual block devices (ZVOL)
  - Stripes, Mirrors, and RAIDZ[1,2,3]
  - ZFS Intent Log (ZIL)
  - L2ARC Tiered Caching
  - Transparent compression
  - Transparent deduplication
• Currently used by Supercomputers, Desktops, NAS appliances
• Enthusiastic user community
  - zfs-discuss@zfsonlinux.org

ZFS is available on Linux today!
ZFS History

- 2001: development starts with 2 engineers
- 2005: ZFS source code released
- 2006: ZFS on FUSE for Linux started
- 2008: ZFS released in FreeBSD 7.0
- 2008: ZFS on (native) Linux port started
- 2008: Sun’s 7000 series ZFS Storage Appliance ships
- 2010: Oracle stops contributing to source code for ZFS
- 2010: illumos is founded as the truly open successor to OpenSolaris
- 2013: ZFS on (native) Linux GA
- 2013: Open-source ZFS bands together to form OpenZFS
What is OpenZFS?

OpenZFS is a community project founded by open source ZFS developers from multiple operating systems:

- illumos, FreeBSD, Linux, OS X

The goals of the OpenZFS project are:

- to **raise awareness** of the quality, utility, and availability of open source implementations of ZFS
- to encourage **open communication** about ongoing efforts to improve open source ZFS
- to ensure **consistent** reliability, functionality, and performance of all distributions of ZFS.
OpenZFS activities

http://open-zfs.org

- Platform-independent [mailing list](http://open-zfs.org)
  - Developers discuss and review platform-independent code and architecture changes
  - Not a replacement for platform-specific mailing lists
- Simplifying the [illumos development process](http://open-zfs.org)
- Creating cross-platform test suites
- Reducing [code differences](http://open-zfs.org) between platforms
- [Office Hours](http://open-zfs.org) a.k.a Ask the Expert
Platform Diversity
stats on past 12 months (Sept 2012 - Aug 2013)

87 Commits
24 Contributors

229 Commits
19 Contributors

298 Commits
52 Contributors

379 Commits
5 Contributors
New in OpenZFS: Feature Flags

• How to version the on-disk format?
• Initial ZFS development model: all changes go through Sun
  ○ Linear version number
  ○ If support version X, must support all versions <X
• Feature flags enables independent development of on-disk features
• Independently-developed features can be later integrated into a common sourcebase
New in OpenZFS: Smoother Write Latency

- If application wants to write more quickly than the storage hardware can, ZFS must delay the writes
- old: 5,600 io/s; outliers: 10 seconds
New in OpenZFS: Smoother Write Latency

- old: 5,600 io/s; outliers: 10 seconds
- new: 5,900 io/s; outliers: 30 microseconds
New in OpenZFS: LZ4 compression

- Improved performance and compression ratio compared to previous default (lzjb)
The future of OpenZFS: collaboration

- Office Hours a.k.a Ask the Expert
- Reduce code differences between platforms
  - most diffs will then apply cleanly to all platforms
- Cross-platform test suite
- More complete userland implementation
  - Allow running /sbin/zfs & /sbin/zpool against libzpool
  - Could enable platform-independent upstream repo
- Separate ZPL into platform-specific and platform-independent layers
- Create virtual machine images of each platform to enable easier cross-platform testing
Future of OpenZFS: Resumable send/receive

- send | receive is used for remote replication
- OpenZFS has zfs send progress reporting
- If system reboots, must restart from the beginning
- Solution: receiver remembers “bookmark”, sender can restart from bookmark
Future of OpenZFS: Large block support

- Good ideas come from all sorts of places
- Proprietary (Oracle) ZFS has 1MB block support
- Improves performance, especially for RAID-Z w/4k devices
- Ideally, OpenZFS will provide compatibility with proprietary on-disk format
Features unique to OpenZFS

- Feature Flags
- libzfs_core
- CLI Usability
  - size estimates for zfs send and zfs destroy
  - vdev information in zpool list
  - zfs send progress reporting
  - arbitrary snapshot arguments to zfs snapshot
- Dataset properties
  - refcompressratio
  - clones
  - written, written@snap
  - lused, lcompressed
- TestRunner test suite
Performance improvements in OpenZFS

- async filesystem and volume destruction
- single-copy ARC cache
- space allocation (spacemap) performance improvements
- smoother write latency (write throttle rewrite)
- per-type i/o queues (read, ZIL, async write, scrub)
- lz4 compression
- compressed cache devices (L2ARC)
The future of OpenZFS: features

- persistent l2arc (Saso Kiselkov)
- performance on fragmented pools (George Wilson)
- observability -- zfs dtrace provider
- resumable zfs send/receive (Chris Siden)
- filesystem & snapshot count limits (Jerry Jelinek)
- device removal?
- revived MacOS port (Jorgen Lundman)
- Larger (1MB+) block support
- multi-modifier protection
- large dnodes (to fit more attributes w/o spill block)
- channel program for richer administration (Max Grossman)
- Raspberry pi support for ZFS on Linux (Richard Yao)
The future of OpenZFS: development model

- Platform-independent codebase
  - all platforms pull from this verbatim, goal: no diffs
  - platform-independent changes pushed here first
- Only code that can be tested on any platform in userland
- Some code is tested in userland today by ztest
  - but not libzfs, send/receive, properties, delegated
    administration (zfs allow), etc.
- Need ioctl layer so that /sbin/zfs can run against userland
  implementation
- Need to get TestRunner tests (ported from STF) running against userland
- Some way to run the platform-independent parts of the ZPL?
How to get involved

- If you are making a product with OpenZFS
  - let us know, put logo on website & T-shirts

- If you are an OpenZFS admin/user
  - spread the word
  - contribute to documentation wiki on open-zfs.org

- If you are writing code
  - join developer@open-zfs.org mailing list
  - get design help or feedback on code changes
  - take a look at project ideas!
OpenZFS

http://open-zfs.org

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Licensing

• ZFS is Open Source under the CDDL
• ZFS is NOT a derived work of Linux
  - “It would be rather preposterous to call the Andrew FileSystem a 'derived work' of Linux, for example, so I think it's perfectly OK to have a AFS module, for example.”
    • Linus Torvalds
  - “Our view is that just using structure definitions, typedefs, enumeration constants, macros with simple bodies, etc., is NOT enough to make a derivative work. It would take a substantial amount of code (coming from inline functions or macros with substantial bodies) to do that.”
    • Richard Stallman