

A Completely Serious Overview of Network Performance for Scientific Networking

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Focused Technical Workshop

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Outline (Completely Serious)



- Endgame – Efficient networks to support science
- Use Case
- Expectations & Realities
- Problem Definition
- Solution Space
- Conclusions

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Endgame = Scientific Network Use

- What we have seen so far yesterday, and today:
 - Network Infrastructure
 - Storage and Processing
 - Workflow
 - Applications
- What we are missing:
 - Preparing for the worst, e.g. sometimes it just doesn't work
 - Addressing problems (deliberate and non-deliberate)
 - “Festivus”
 - e.g. data movement/network design strategies for the rest of us
 - may involve feats of strength and airing of grievances



Outline

- Endgame
- **Use Case – Meet our actors and action**
- Expectations & Realities
- Problem Definition
- Solution Space
- Conclusions



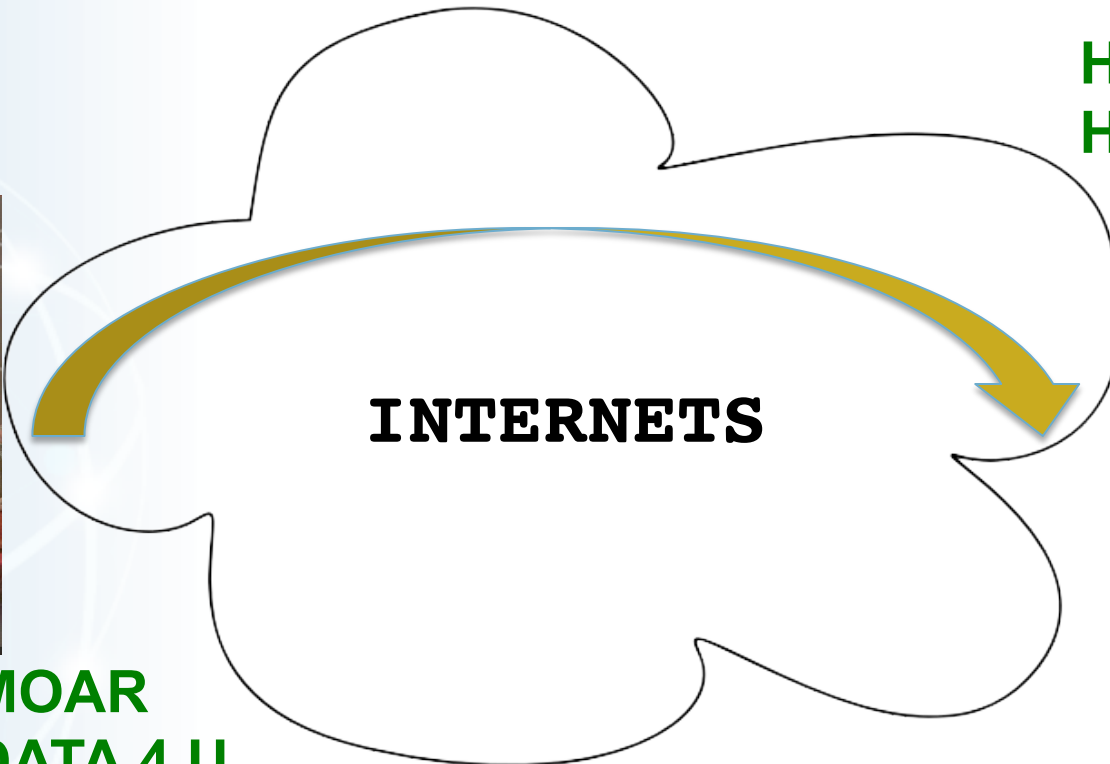
Use Case = End to End Exchange

- Alice & Bob are collaborators
 - Experts in their field
 - Physically separated (common)
 - Rely on networks, but are not IT experts (common & expected)
 - They know their local IT staff. May also have an adversarial relationship with them (e.g. Alice and Bob are 'troublemakers' since they use the network, and expect it to work)
- Alice & Bob want to embark on a new project
 - Instrumentation @ one end, processing/analysis @ the other
 - Keep in mind they know about the science, not about the technology in the middle
 - Use infrastructure they are comfortable with, perhaps cobbled together by local support staff

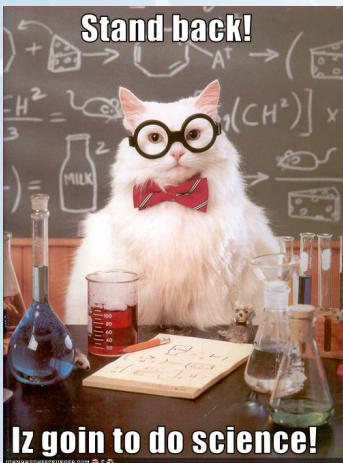
Meet Alice & Bob - They are Science Cats



HAI, I CAN
HAZ DATA?
BAI



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MOAR
DATA 4 U

Outline

- Endgame
- Use Case
- **Expectations & Realities – What could possibly go wrong?**
- Problem Definition
- Solution Space
- Conclusions

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Expectations & Realities

"In any large system, there is always something broken."

Jon Postel

- Modern networks are large and complicated
- Many users will encounter unforeseen (and therefore challenging) situations:
 - Upgrading networks breaks them (loss of configuration, etc.)
 - Synergy between the new and the old
 - Statistical anomalies, e.g. that 7 year old interface will stop working eventually...
- Mitigating the risk can be done in a number of ways:
 - Analysis and alteration to architecture
 - Careful thought to security/data policies in target areas
 - Integration of software designed to exercise the network, and alert/visualize

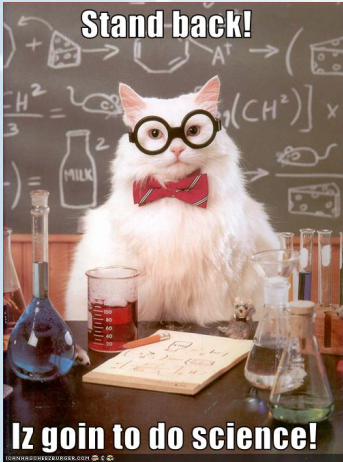


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Meet Alice & Bob; Sad Reality



HAI, I CAN HAZ
FEELING HAZ
FEELING HAZ?
FEELING HAZ?
FEELING HAZ?
FEELING HAZ?



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MO
DA



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“The Network Is Working Fine”

- Trouble prompted a call to support (e.g. know when you are in too deep)
- The response can be frustrating (we all have been there...)
 - The engineers look at magic (and secret) monitoring tools, and tell you, firmly, that things are as they should be.
- In fairness – the network **may** be fine locally. e.g. We don't see the signs of stress for the pieces we control
- In reality we need ‘end to end’ visibility, its what you experienced after all



Identification of Problems

- Use Case = End to End
 - All collaboration is multi-domain, which implies you need to care about how others are running their networks as well
 - Many problems may fall between the cracks as the RTT increases (N.B. work by many, including M. Mathis)
- Two behaviors that need adjustment:
 - “Not My Network, Not My Problem”
 - Patience of Researcher



Outline

- Endgame – Efficient Use of the Network to Support Science
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- Expectations & Realities
- **Problem Definition – More than meets the eye**
- Solution Space
- Conclusions

Abstraction Helps & Hurts



INTERNETS

Abstraction Helps & Hurts



THEIR INTERNETS

OTHER INTERNETS

MY INTERNETS

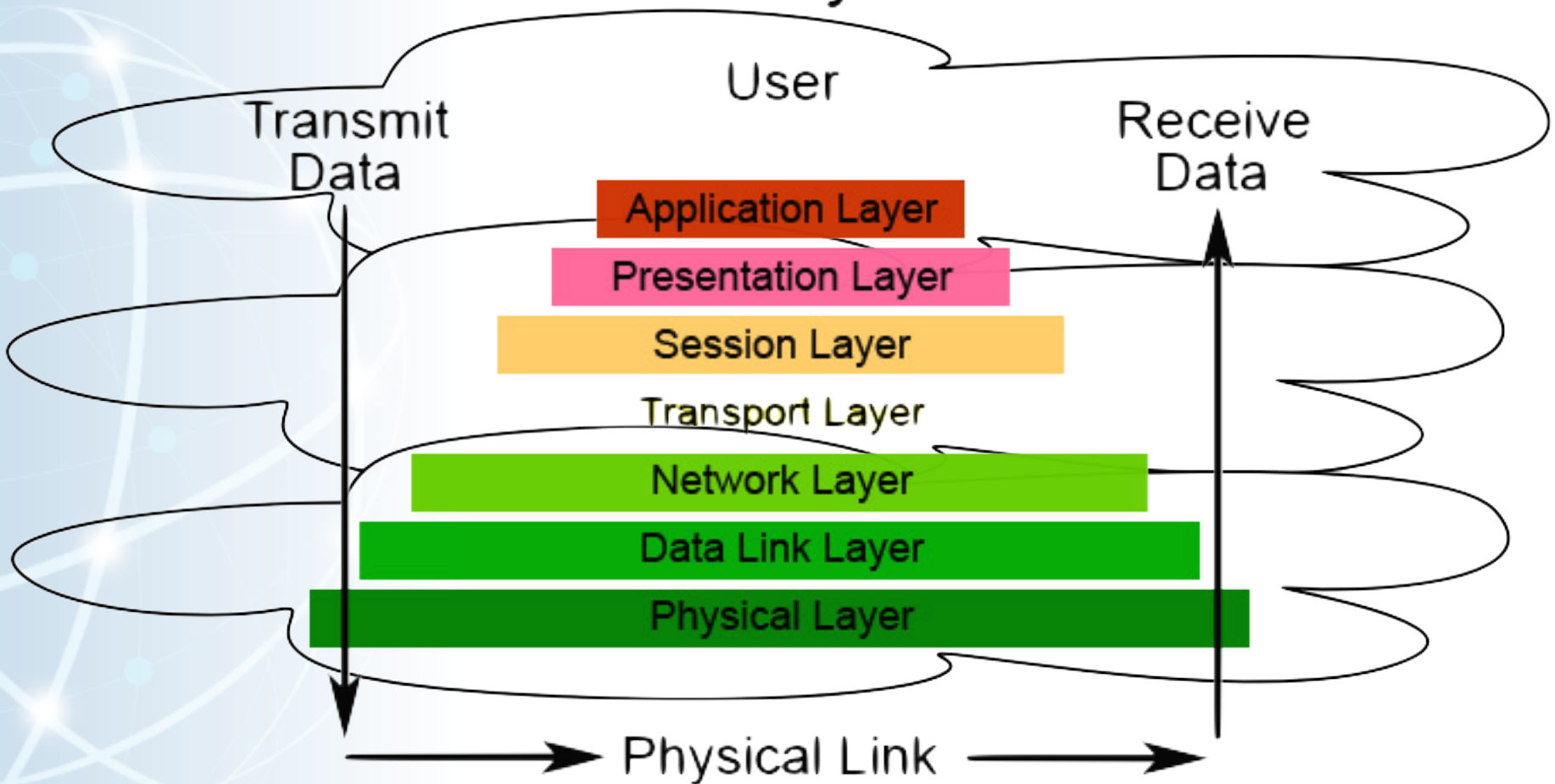
MOAR INTERNETS

YOUR INTERNETS

??? INTERNETS

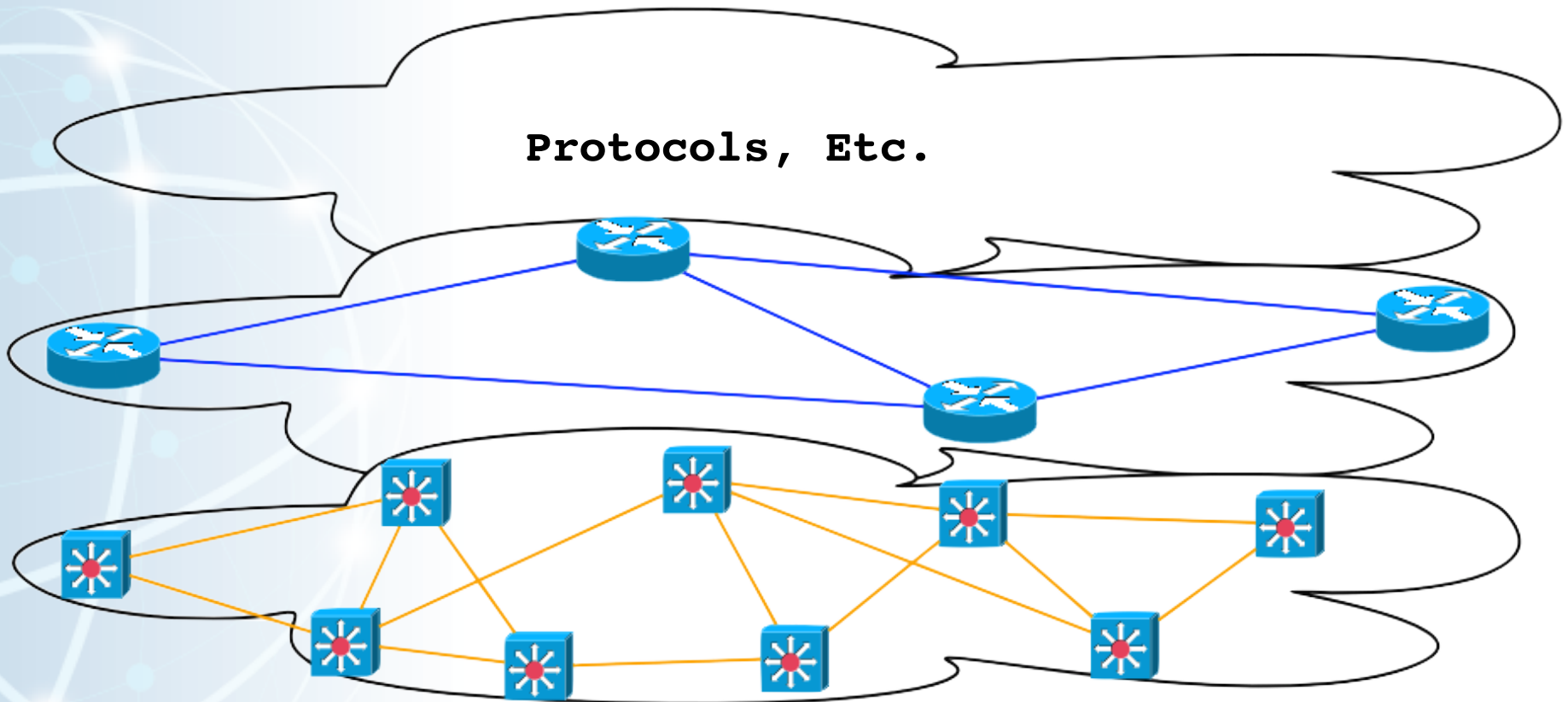
Abstraction Helps & Hurts

The Seven Layers of OSI

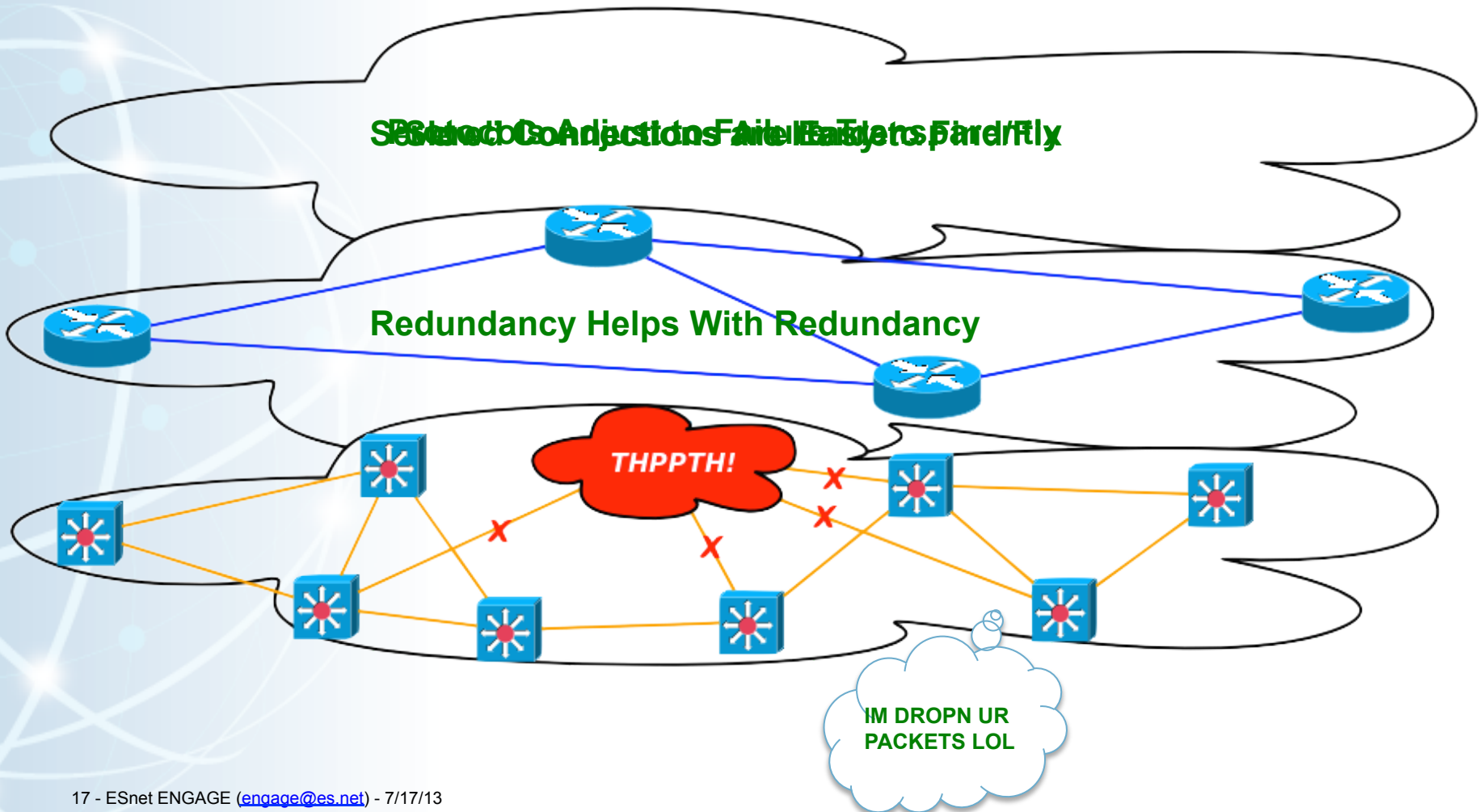


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Abstraction Helps & Hurts



Failure in the Layers





Outline

- Endgame – Efficient Use of the Network to Support Science
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- Expectations & Realities
- Problem Definition
- **Solution Space – It's not as bleak as it seems**
- Conclusions



Solution Space

- Basic idea:
 - Architectural changes
 - Solution for Monitoring/Emulation of User Behavior
 - Workflow Analysis/Adoption of New Tools (*but we have heard that part already*)
- Architecture
 - Split out enterprise concerns from data intensive ones
 - Directed security policies, instead of blanket enforcement
 - E.g. the Science DMZ
- Monitoring:
 - Dedicated resources at different vantage points in the network
 - Running some standard and useful types of measurement
 - Integrated with tools that allow you to see/hear when a problem arises



Science DMZ Overview

- Significant commonality in issues encountered with science collaborations ... and similar solution set
 - The causes of poor data transfer performance fit into a few categories with similar solutions
 - Un-tuned/under-powered hosts
 - Packet loss issues
 - Security devices
 - A successful model has emerged – the Science DMZ
 - This model successfully in use by CMS/ATLAS, ESG, NERSC, ORNL, ALS, and others
- The Science DMZ is a **design pattern** for network design.
 - Not all implementations look the same, but share common features
 - Some choices don't make sense for everyone, caveat emptor

The Science DMZ in 1 Slide

Consists of **three key components**, all required:

“Friction free” network path

- Highly capable network devices (wire-speed, deep queues)
- Virtual circuit connectivity option
- Security policy and enforcement specific to science workflows
- Located at or near site perimeter if possible

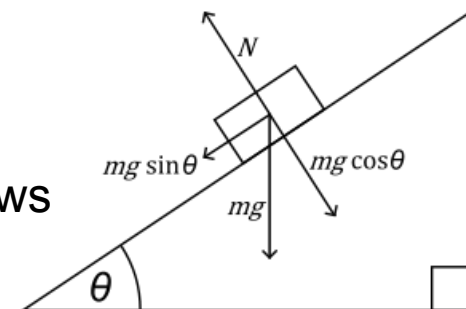
Dedicated, high-performance Data Transfer Nodes (DTNs)

- Hardware, operating system, libraries all optimized for transfer
- Includes optimized data transfer tools such as Globus Online and GridFTP

Performance measurement/test node

- perfSONAR

Details at <http://fasterdata.es.net/science-dmz/>



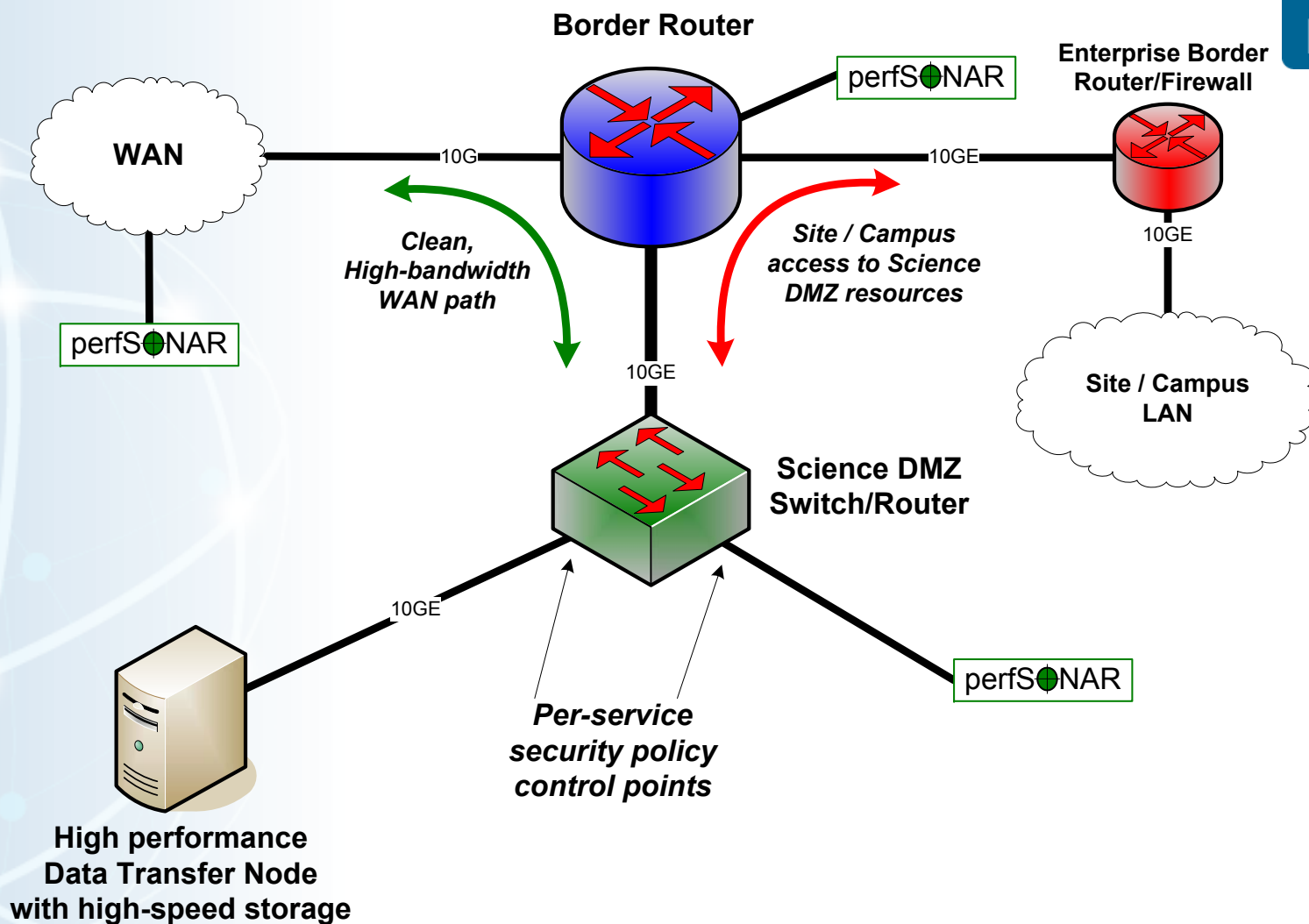
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perfSONAR

Science DMZ – Simple Abstract Cartoon



Perf-what?



Network Monitoring

- E.g. everyone has some form on their network. Addresses needs of local staff for understanding state of the network
 - Would this information be useful to external users?
 - Can these tools function on a multi-domain basis?
- Beyond passive methods, there are active tools.
 - E.g. often we want a 'throughput' number. Can we automate that idea?
 - Wouldn't it be nice to get some sort of plot of performance over the course of a day? Week? Year? Multiple endpoints?

perfSONAR = Measurement Middleware



What is perfSONAR?

<http://psps.perfsonar.net>

perfSONAR is a tool to:

- Set network performance expectations
- Find network problems (“soft failures”)
- Help fix these problems

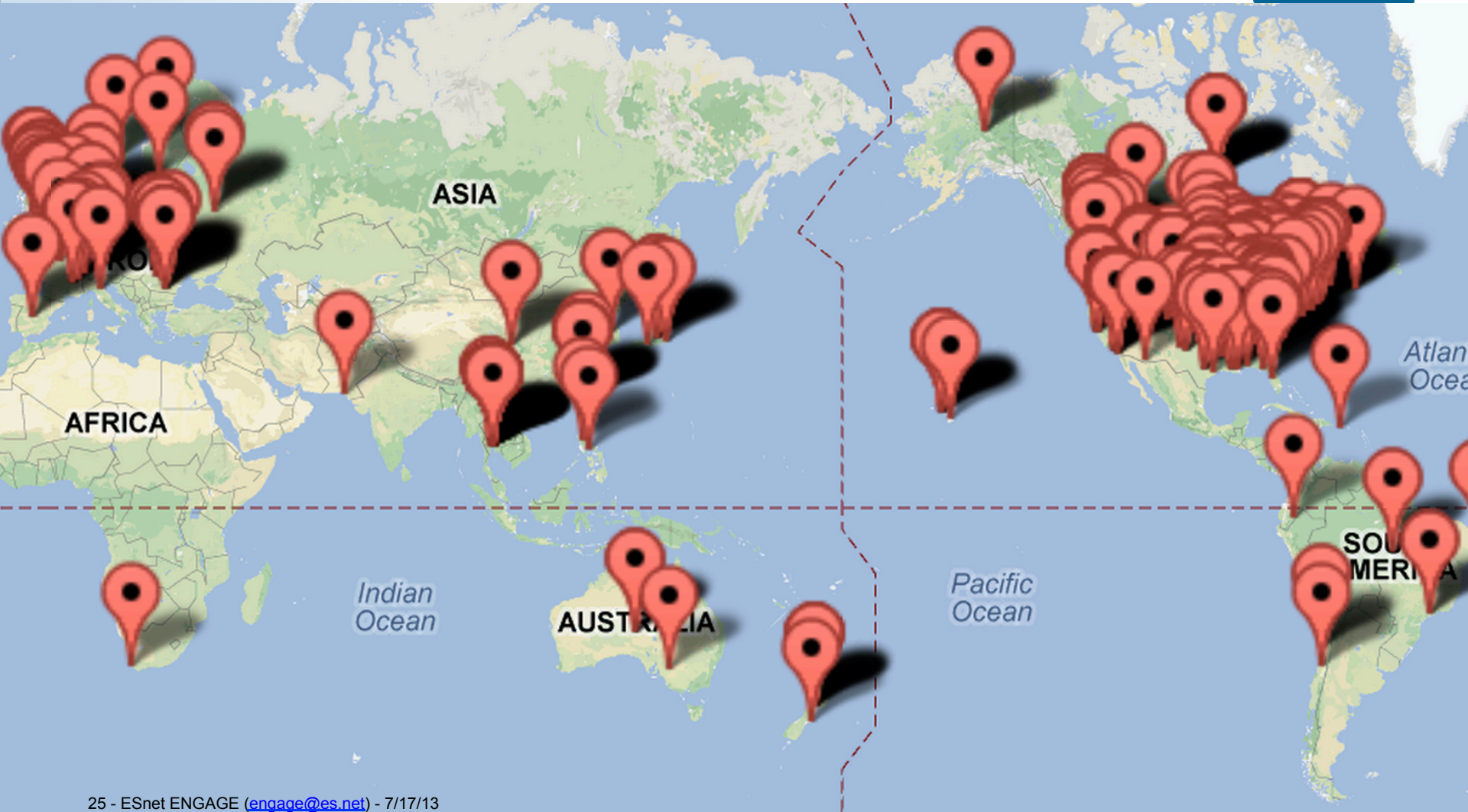
All in multi-domain environments

- These problems are all harder when multiple networks are involved

perfSONAR provides a standard way to publish active and passive monitoring data

- This data is interesting to network researchers as well as network operators

World-Wide perfSONAR-PS Deployments: 572 bwctl nodes, 552 owamp nodes as of Jun '13



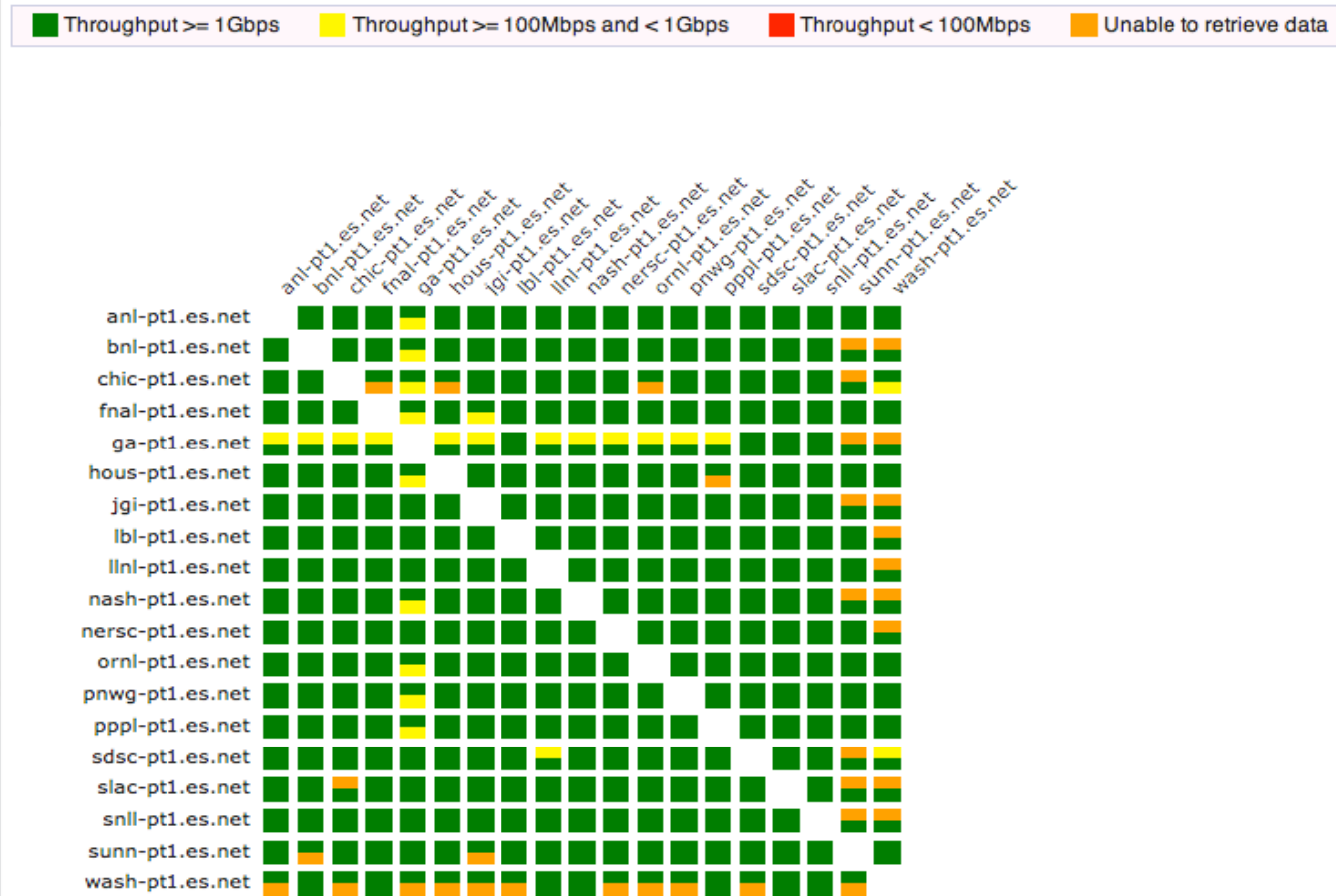
Visualizations & Alarms – Automation is the key

<http://ps-dashboard.es.net>



2: ESnet to ESnet Throughput Testing Dashboard

ESnet Hub to Large DOE Site Border Throughput Testing



One motivation for Science DMZ & perfSONAR models: Soft Network Failures

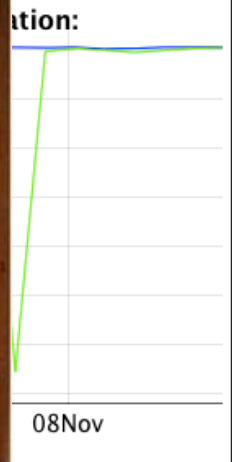


- Soft failures are where basic connectivity functions, but high performance is not possible.
- TCP was intentionally designed to hide all transmission errors from the user:
 - “As long as the TCPs continue to function properly and the internet system does not become completely partitioned, no transmission errors will affect the users.” (From IEN 129, RFC 716)
- Some soft failures only affect high bandwidth long RTT flows.
- Hard failures are easy to detect & fix
 - Soft failures can lie hidden for years!
- One network problem can often mask others

I CAN FIX IT



TRUST ME I'M AN ENGINEER

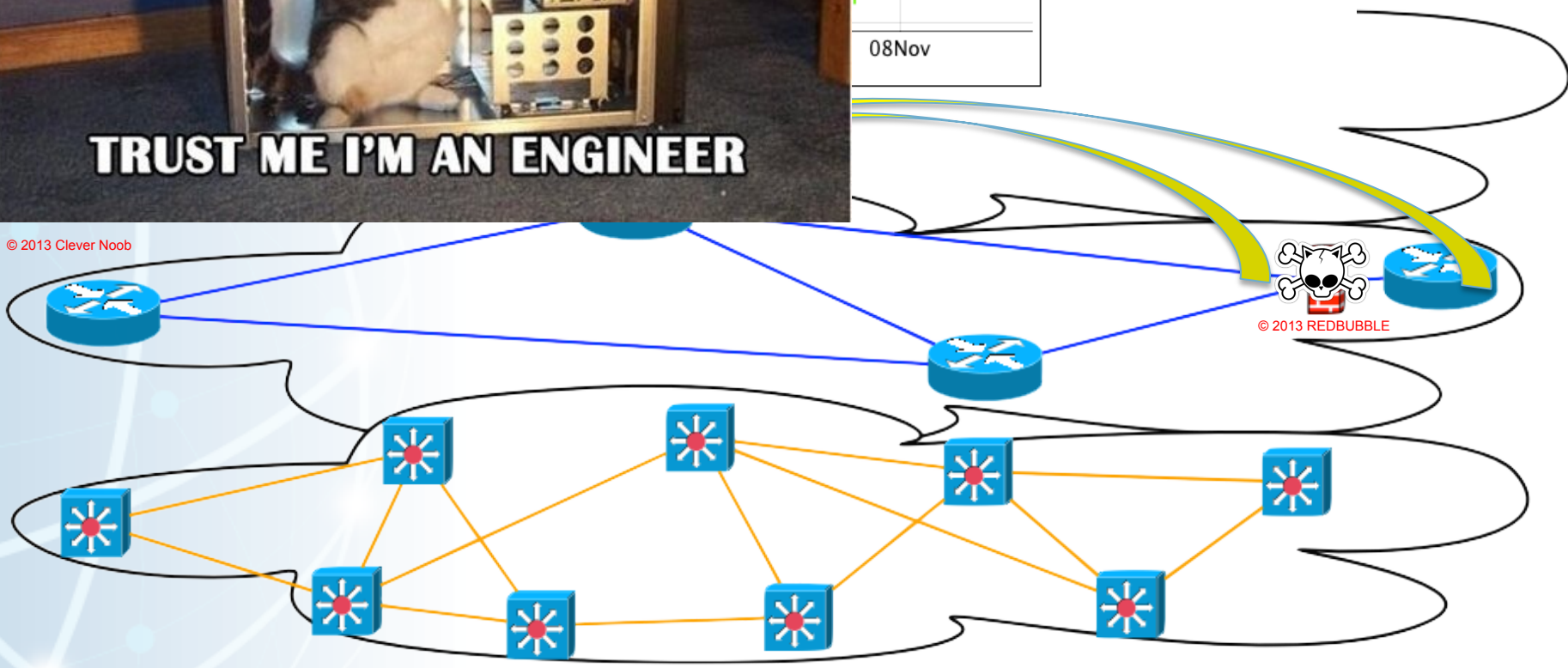


Graph Key

- Src-Dst throughput
- Dst-Src throughput



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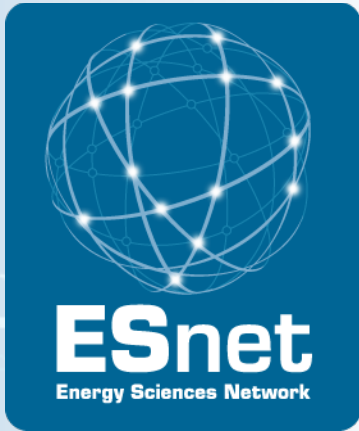
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Conclusions



- Goals:
 - Efficient end to end use of the network, no matter the use case (bulk data movement to video)
 - 'Happy' users & operators
- Problems:
 - Network design may need work, sometimes things just break
 - How to find/fix the problems that are out there
- Solutions
 - Architectural changes
 - Adoption of new solutions
- Continued Conversation:
 - perfSONAR:
 - <http://psps.perfsonar.net>
 - perfsonar-node-users@internet2.edu
 - <https://lists.internet2.edu/sympa/info/performance-node-users>
 - Science DMZ:
 - <http://fasterdata.es.net>
 - sciencedmz@es.net
 - <https://gab.es.net/mailman/listinfo/sciencedmz>



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Questions?

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<http://www.es.net/>

<http://fasterdata.es.net/>

