

The Architecture of Inspur Cloud Storage

2013.7

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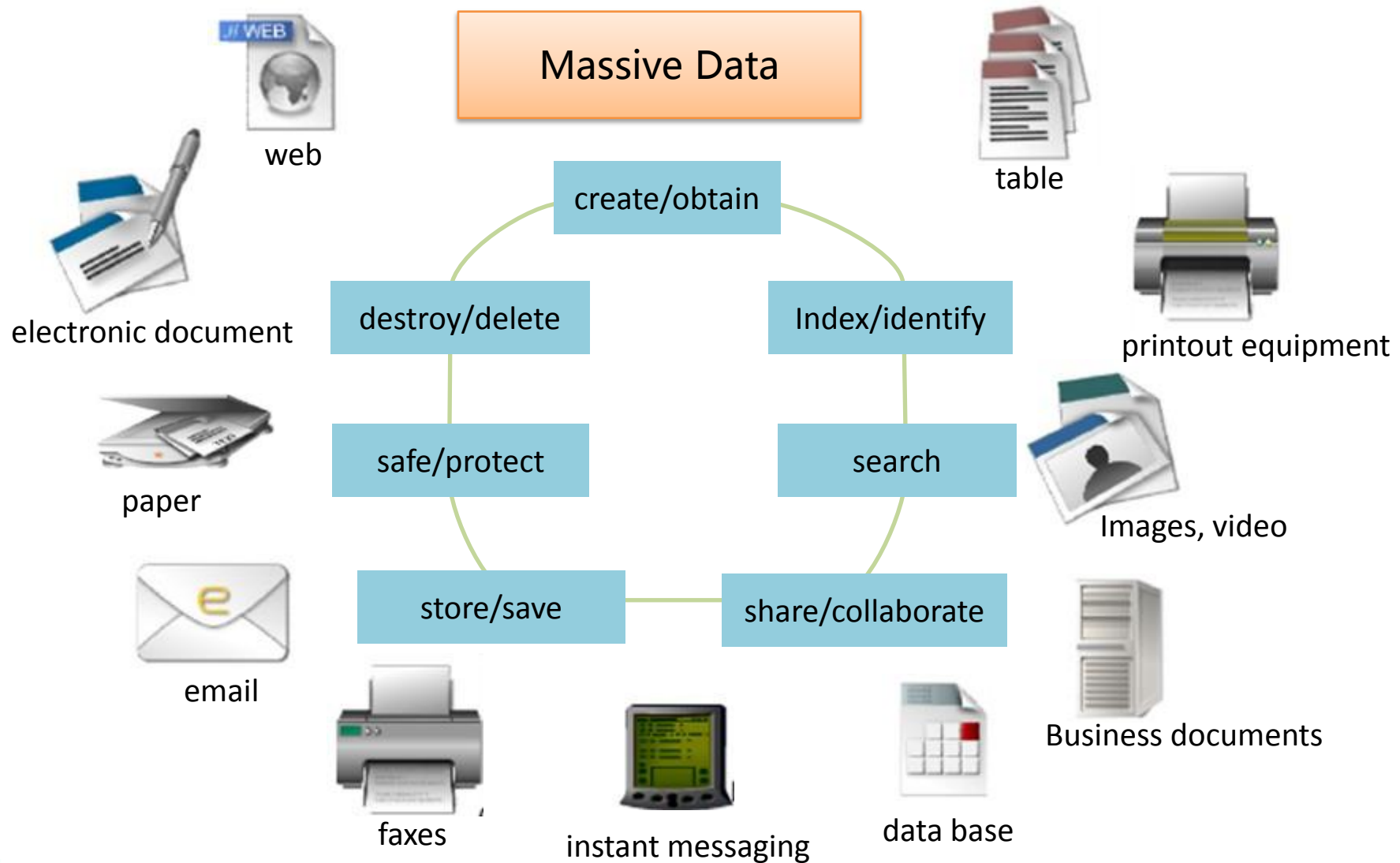
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What is in the Cloud



What the Cloud Storage must support

- Massive Data
GB, TB, PB, EB
- All Data Format
Structured Data、 Semi-Structured Data、
Unstructured Data
- Multi Access Mode
Block Device、 S3、 Swift、 NFS、 HDFS
- Data Safety
- Performance
- Advanced Data Management
- Even More...

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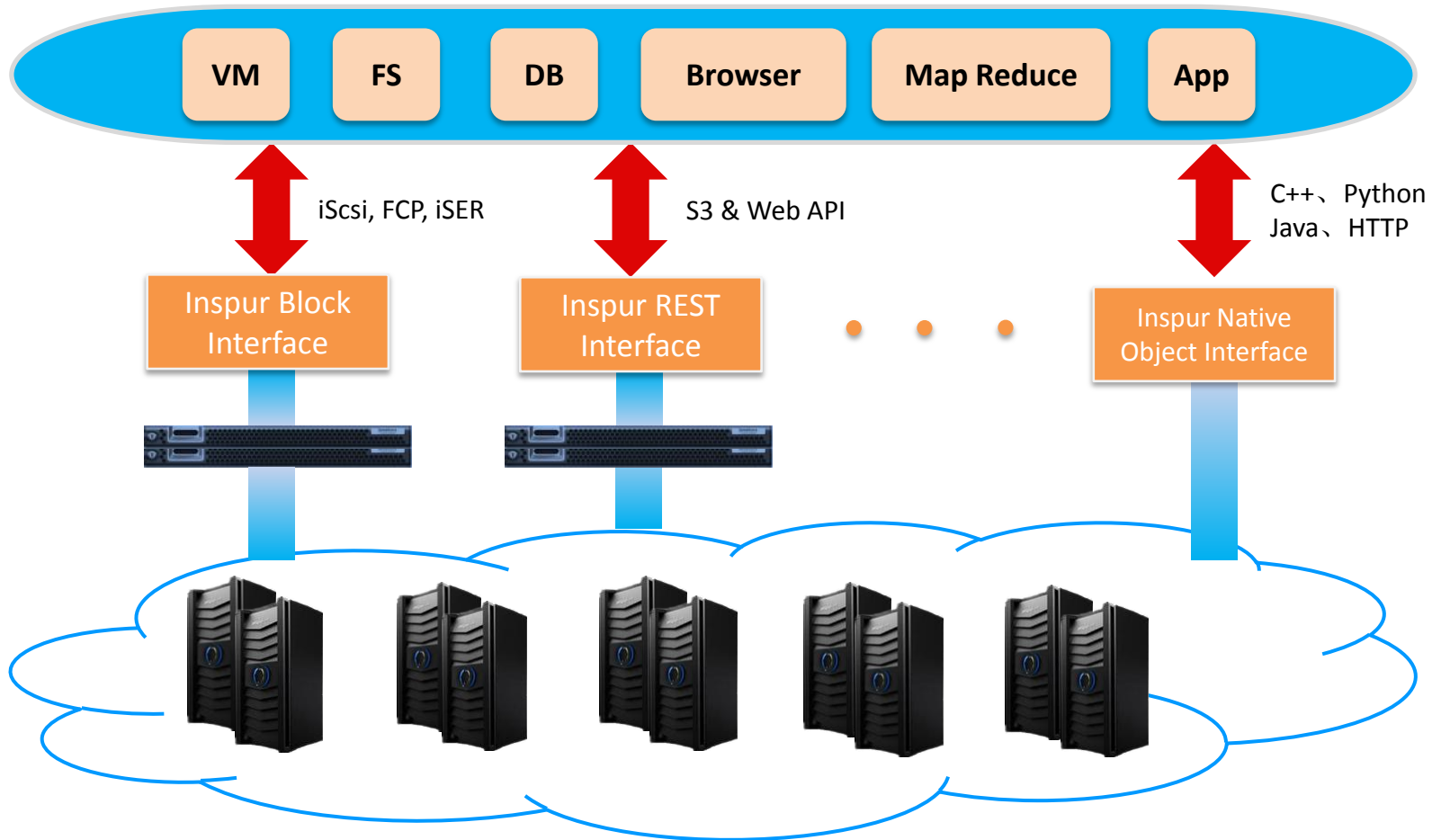
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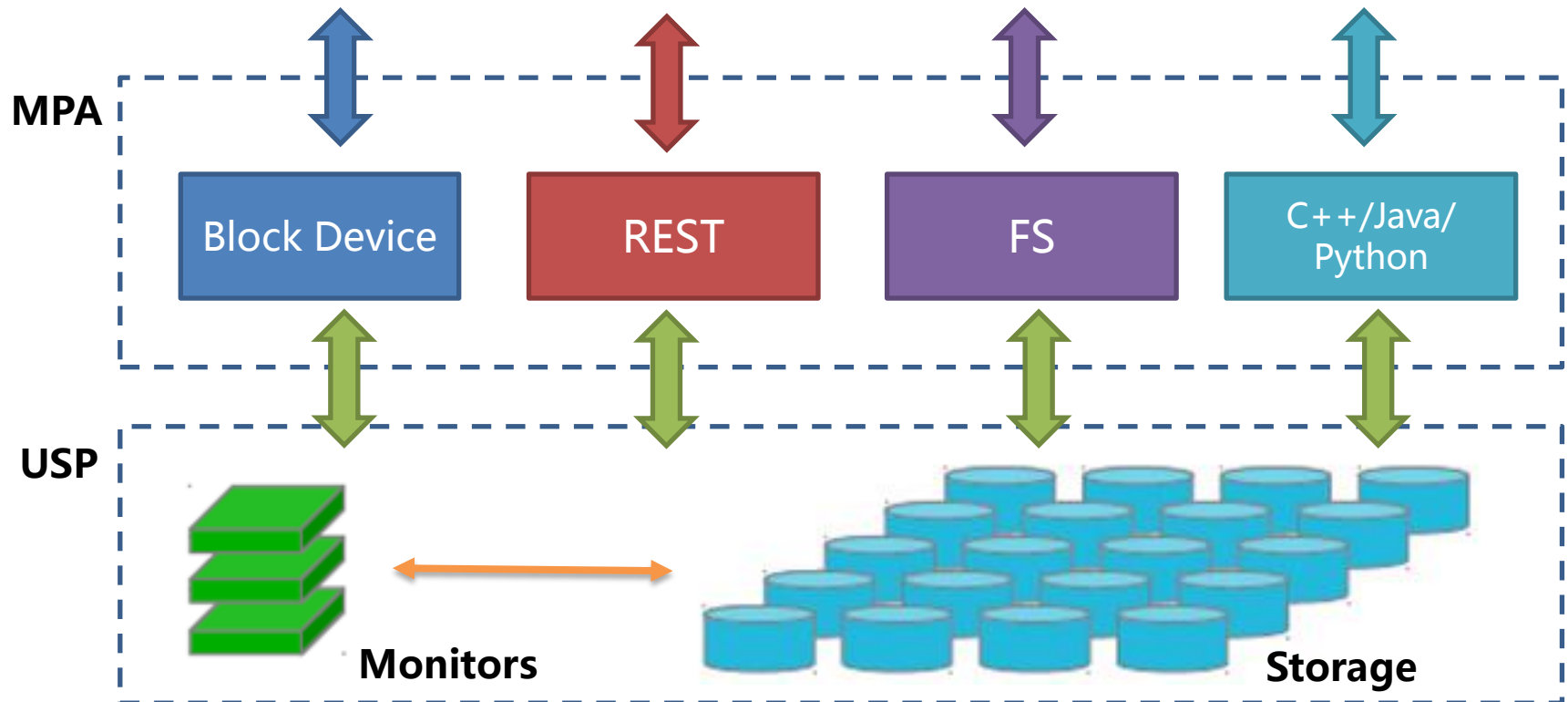
Inspur Cloud Storage



The Architecture

Unified Storage Pool + Multi-Protocol Access

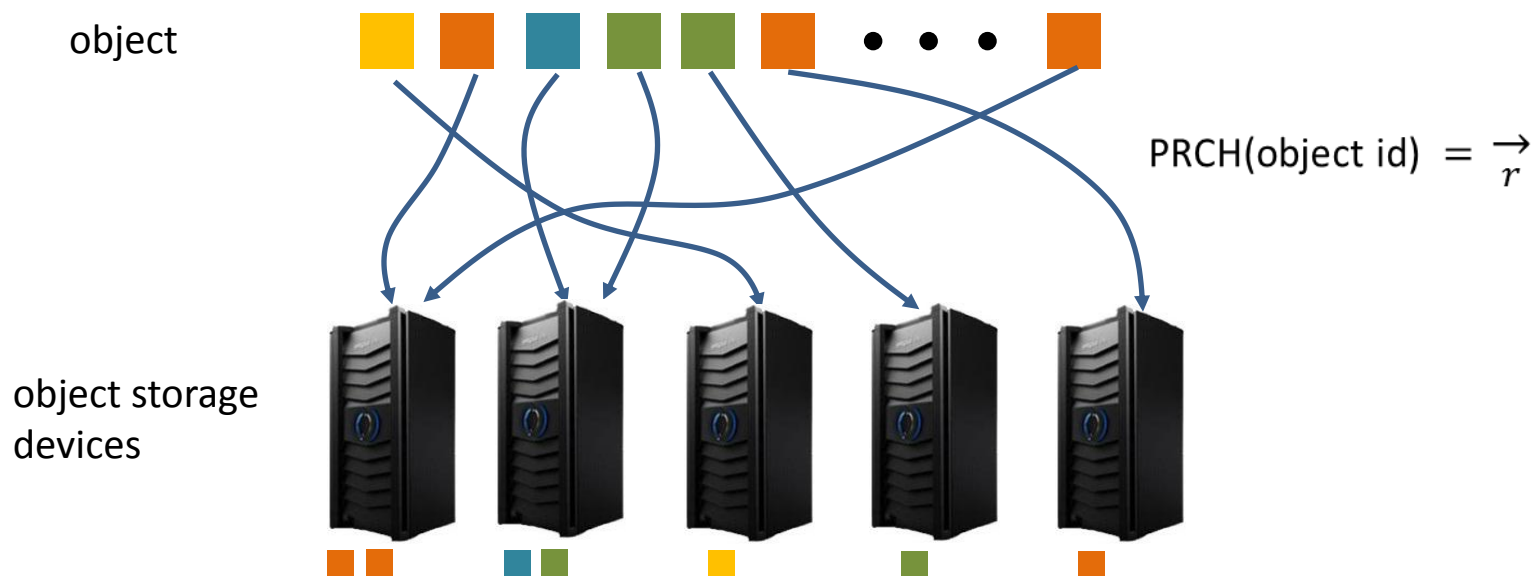
- Unified Storage Pool: Integrate hardware resource
- Multi-Protocol Access: Block Device, REST(S3, Swift), FS, etc...



Key Components: Unified Storage Pool

USP provides service by object

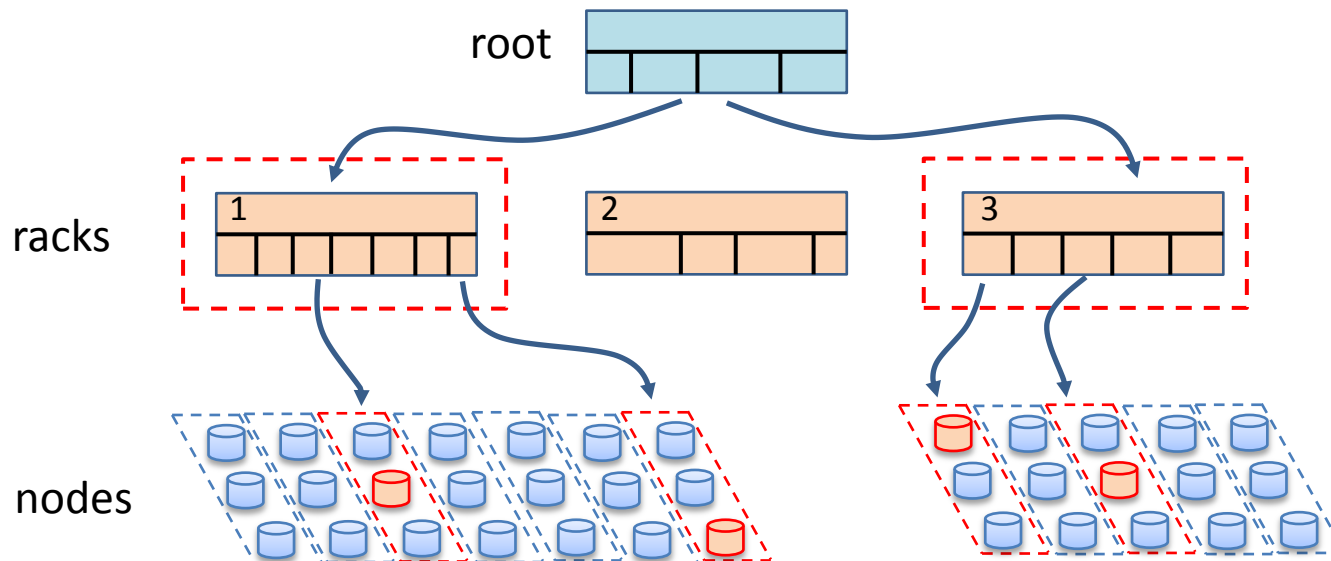
- Each object has a unique name (object id)
- Object is located by a Pseudo-Random Consistent Hashing
- No relations between objects and Fully Scale-Out



Key Components: Unified Storage Pool

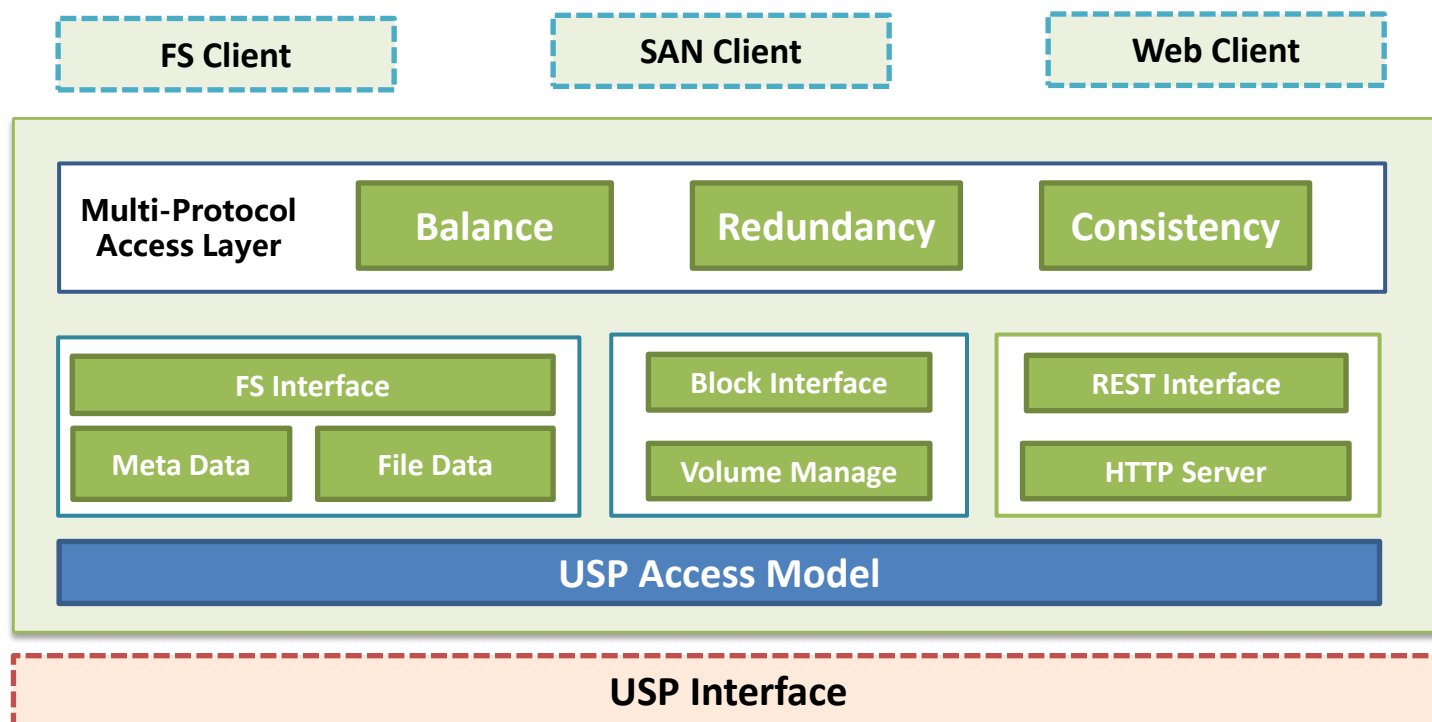
USP distribute data to different rack, node and disk.

- The whole cluster is described by a topological diagram which we called NodeMap, while NodeMap is used for object location algorithm.
- We treat hardware resource changes including expansion, reduce and breakdown as change of NodeMap.



Multi-Protocol Access

- Multi-Protocol Access Layer accepts client requests with responsibility for common functions such as Balance, Line Redundancy and Consistency.
- Different interfaces handle different request format with the same USP Access Model



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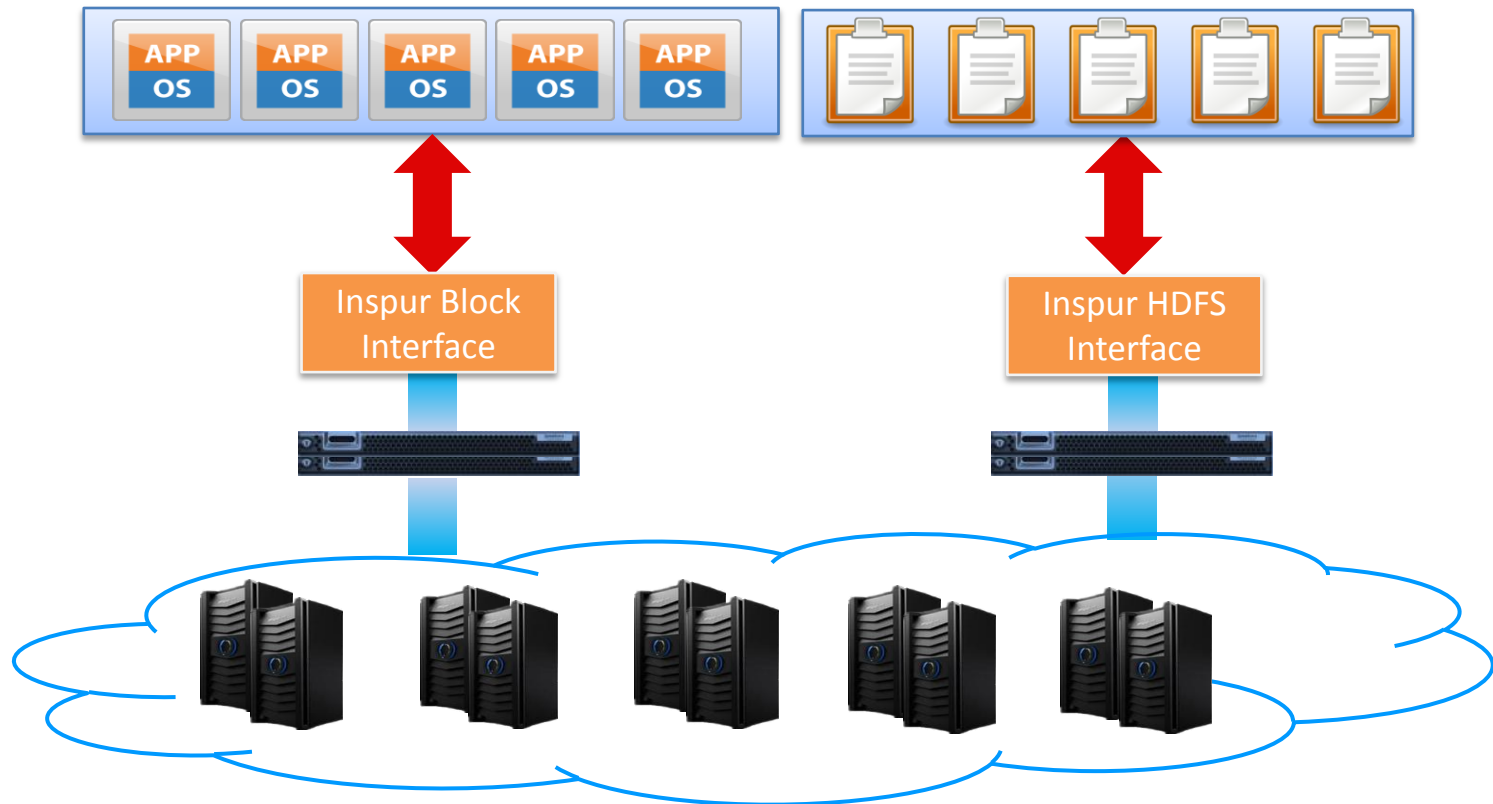
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Cloud Computing System Based on Cloud Storage

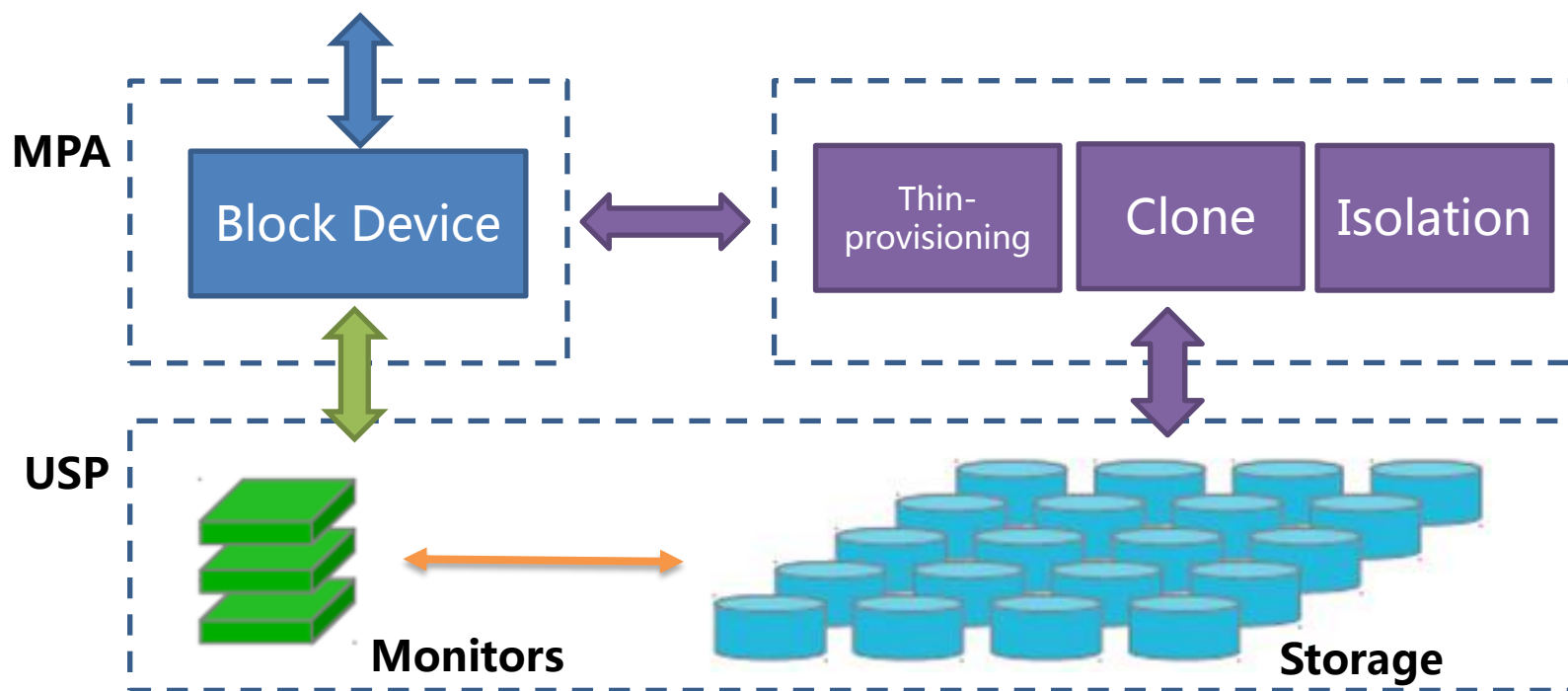
Two Typical Modes In Cloud Computing

- Virtual Machine(VM Ware, KVM, Xen)
- Big Data Analyze (MapReduce)



Block Device Access

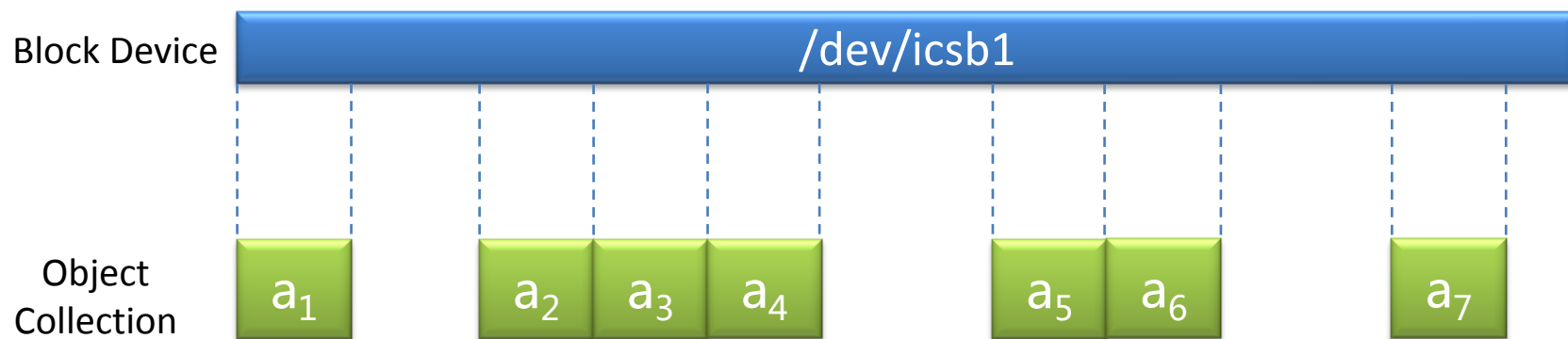
- Block Device Access Model combines object collection into a standard Linux block device.
- Thin-provisioning, Clone, Isolation and Access Control is supported



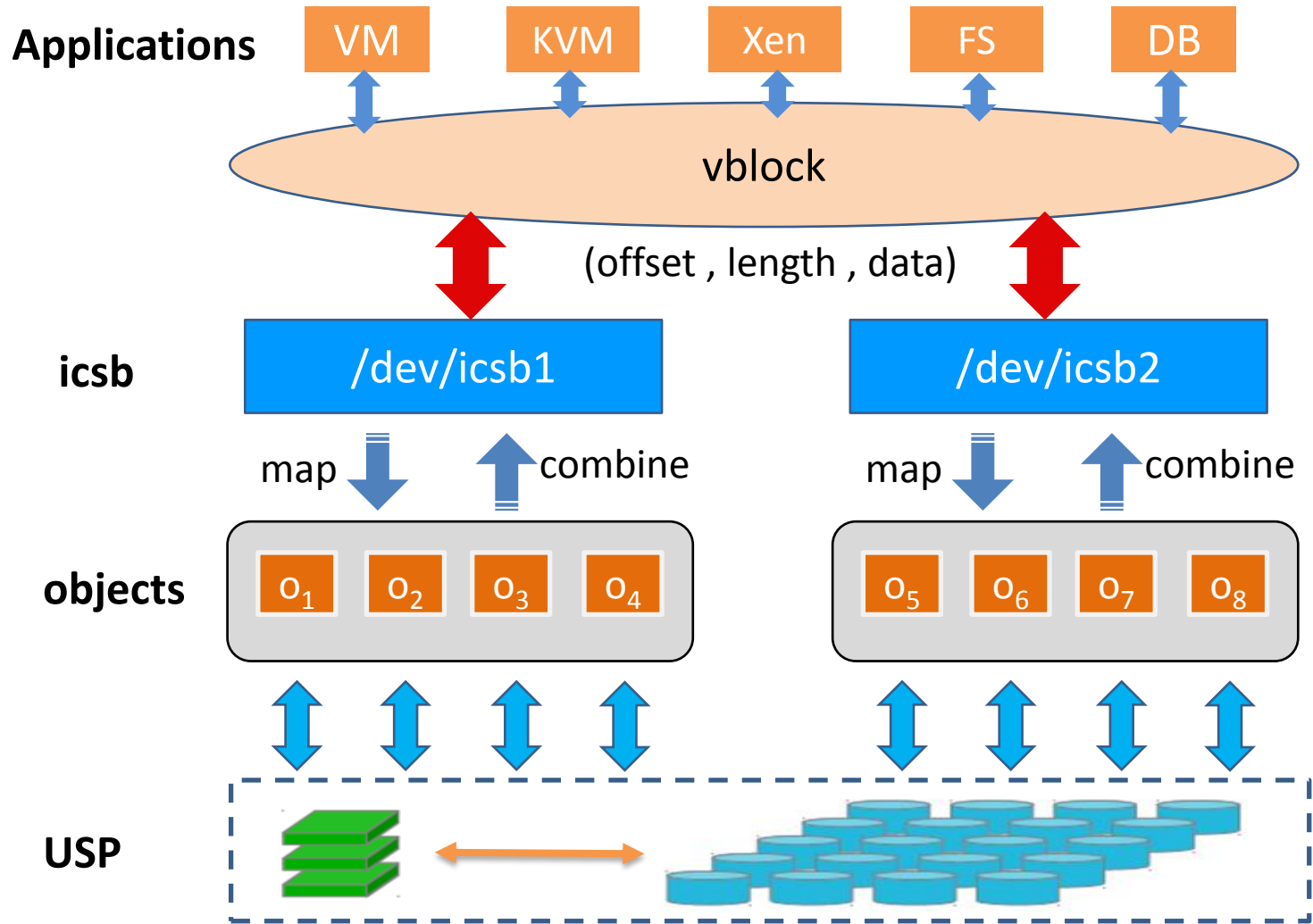
Block Device Access

The Key of Block Device Access Model is Sparse Data Map Algorithm

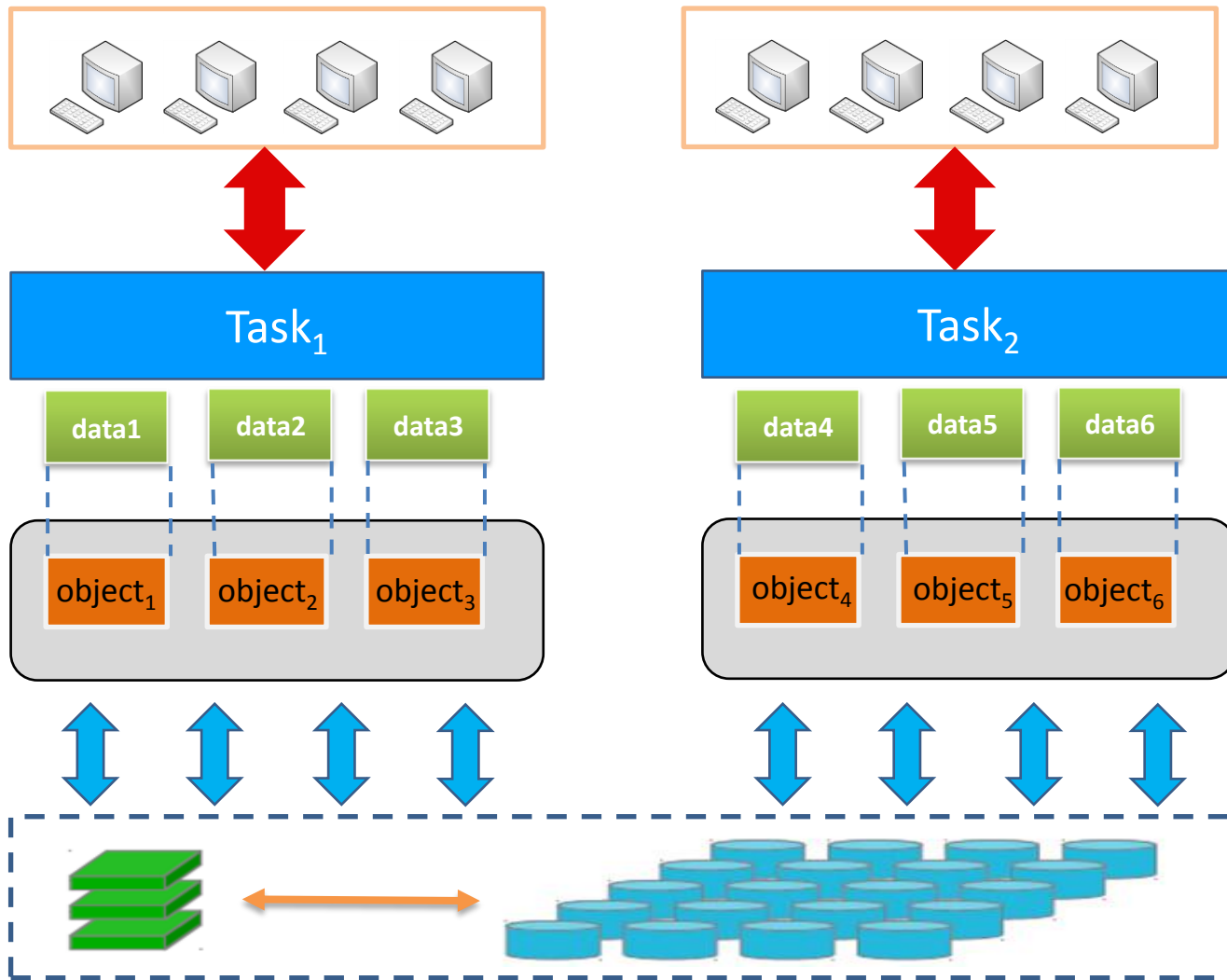
- BDAM is implemented as a Linux driver(icsb) and the virtual block device meets the vBlock interface
- Sparse Data Map Algorithm maps the vBlock request(offset, length) to Object request(object id, offset, length)



Block Device Access



Map Reduce



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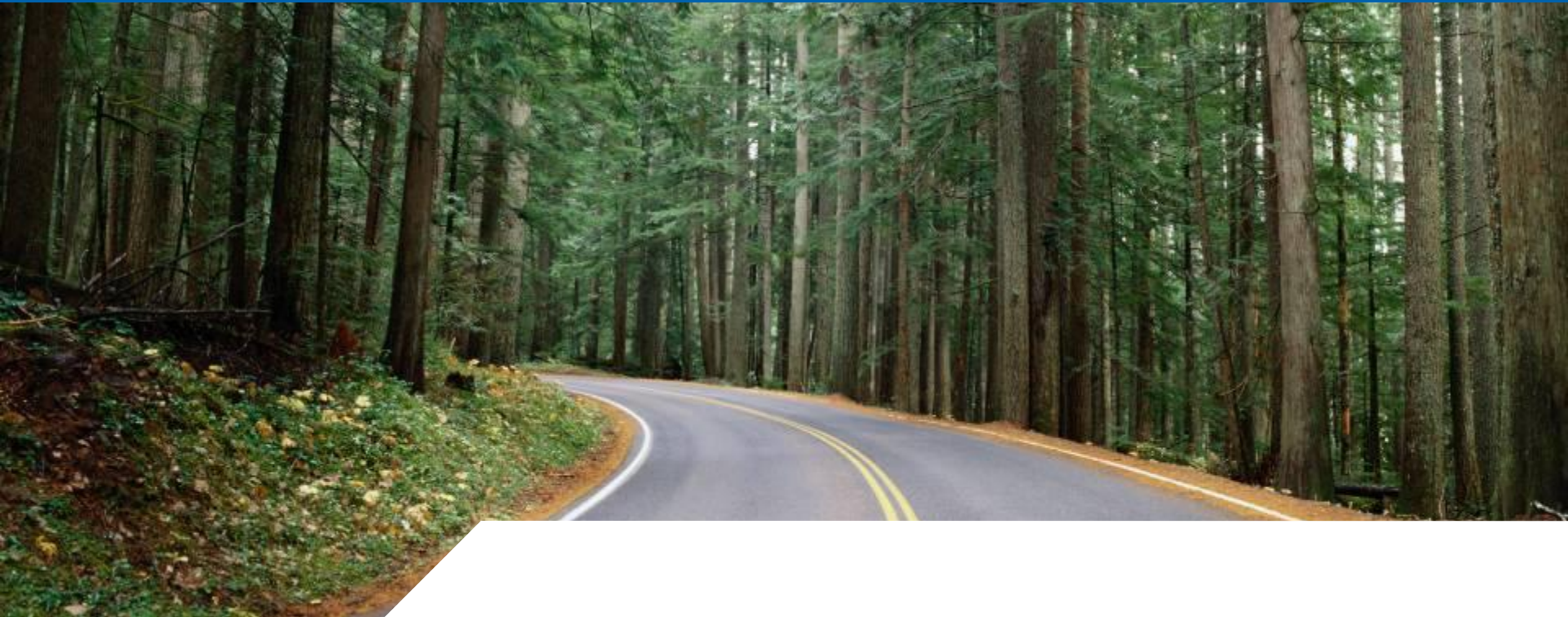
Key Points

- Unified Storage Pool + Multi-Protocol Access
- USP: Object is Located by Pseudo-Random Consistent Hash
- MPA: Different interfaces with the same USP Access Model
- Cloud Computing: Block Device Access & HDFS API

Capability

- Exabyte Data or Even More
- TB/s Bandwidth
- Millions of Concurrent Request

Thank you



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