



# Lustre\* Manual

## High Performance Data Division

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\* Other names and brands may be claimed as the property of others.

# Overview

What is in the Lustre manual this instant?

*Network  
Request  
Scheduler*

*Multiple MDTs!*

*4MB RPCS*

# But that's not all...

Multiple MDTs (DNE)

yesterday

Lustre Tuning parameters

yesterday

LFSCK

this morning

Wireshark

this morning

Change-logs

tomorrow

JobStats, mds-survey, tuning, debugging etc, etc, etc

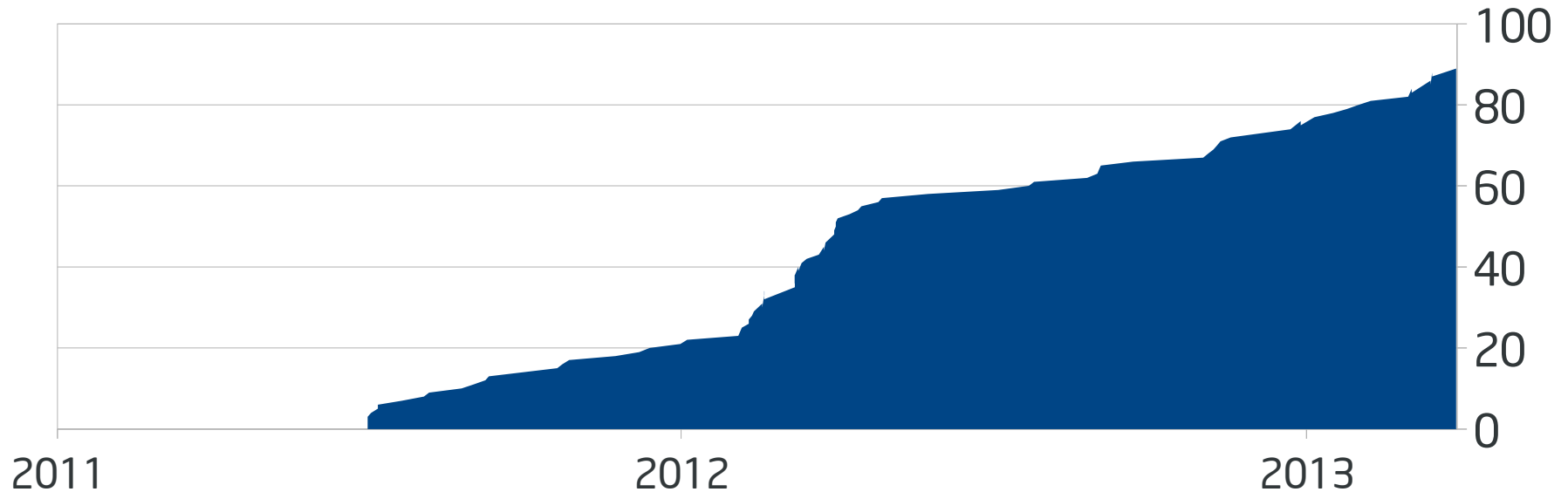
# History

For me, it all started with:

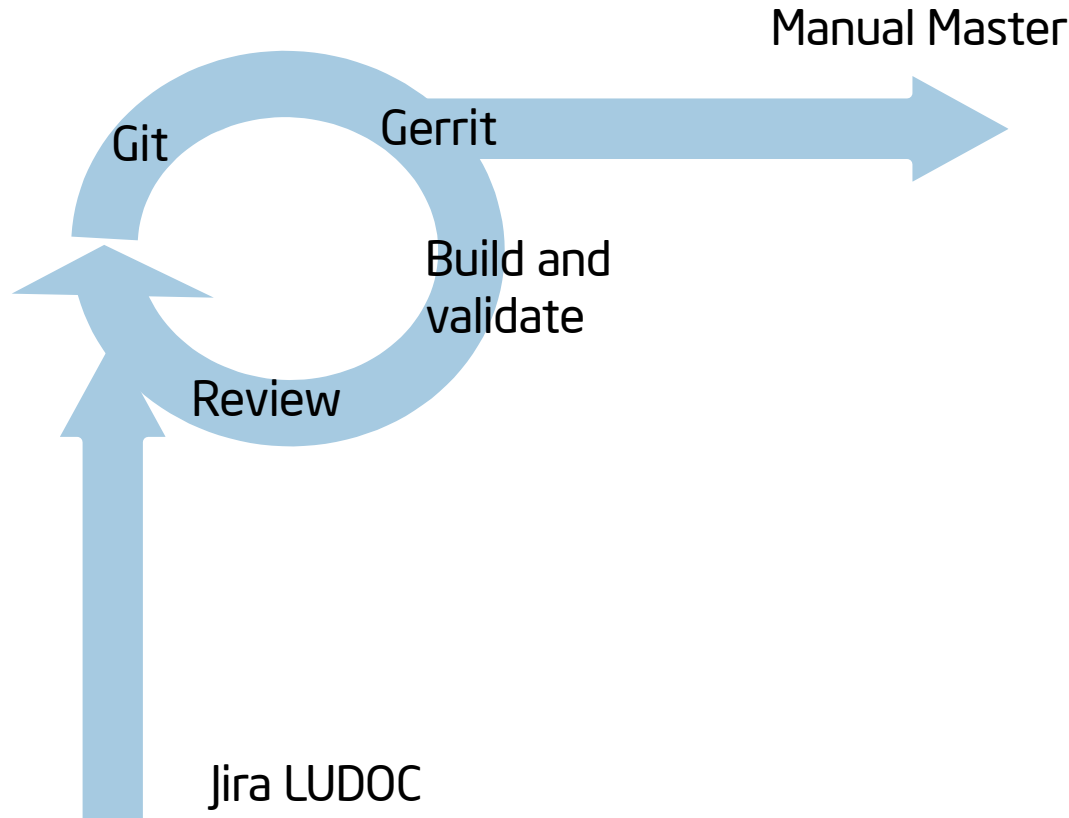
```
# lctl get_param llite.*.stats
snapshot_time          1308343279.169704 secs.usecs
dirty_pages_hits       14819716 samples [regs]
dirty_pages_misses    81473472 samples [regs]
read_bytes             36502963 samples [bytes] 1 26843582 55488794
write_bytes            22985001 samples [bytes] 0 125912 3379002
brw_read               2279 samples [pages] 1 1 2270
ioctl                  186749 samples [regs]
open                   3304805 samples [regs]
close                  3331323 samples [regs]
seek                   48222475 samples [regs]
fsync                  963 samples [regs]
truncate              9073 samples [regs]
setxattr               19059 samples [regs]
getxattr               61169 samples [regs]
```

# Current status

- 118000 words, 13000 lines
- Available as pdf, html, epub
- ~90 commits



# Contributing Engineering work-flow



## Lustre 2.x Filesystem Operations Manual

**Lustre 2.x Filesystem : Operations Manual**  
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# Lustre Manual archaeology

## Docbook

- Industry standard
- xml
- 400 tags
- xml editing

- Vim
- Emacs
- Bluefish
- Serna
- oXygen XML Editor

NOTE: a good tool will support  
`xinclude` and be Docbook5  
aware.

# Lustre Manual archaeology

Docbook tags: an example with <replaceable>

```
<title>Synopsis</title>
<screen>
    lctl lfsck_stop -M |
        --device <replaceable>MDT_device</replaceable> \
            [-h | --help]
</screen>
</section>
```

## 27.4.1.2.1. Synopsis

```
lctl lfsck_stop -M | --device MDT_device \
    [-h | --help]
```



# Lustre Manual specifics

```
<* conditional='l23'>Lustre 2.3| specific text.</*>
```

## 25.2. Binding MDS Service Thread to CPU Partitions

introduced in Lustre 2.3

With the introduction of Node Affinity (Node Affinity) in Lustre 2.3, MDS threads can be bound to particular CPU Partitions (CPTs). Default values for bindings are selected automatically to provide good overall performance for a given CPU count. However, an administrator can deviate from these setting if they choose.

- `mgs_num_cpts=[EXPRESSION]` binds the default MDS service threads to CPTs defined by `EXPRESSION`. For example `mdt_num_cpts=[0-3]` will bind the MDS service threads to `CPT[0, 1, 2, 3]`.

# Contributing continued...

- Low barriers to entry with submissions to

<http://jira.hpdd.intel.com/browse/LUDOC>

- Lots of opportunities for improvements, large and small

# What to expect in future:

Manual for the Lustrre File system - Mozilla Firefox

Manual for the Lustrre File system

file:///home/rhenwood/manual/old\_manual/tmp/en-US/html-desktop/index.html

Preface

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    - 1.2.3. Lustrre Networking (LNET)
    - 1.2.4. Lustrre Cluster
  - 1.3. Lustrre Storage and I/O
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    - 3.2.1. MDT Failover Configuration (Active/Passive)

### Table 5.1. Inode Ratio to be considered

LUN/OST size	Inode ratio	Total inodes
over 10GB	1 inode/16KB	640 - 655k
10GB - 1TB	1 inode/68kiB	153k - 15.7M
1TB - 8TB	1 inode/256kB	4.2M - 33.6M
over 8TB	1 inode/1MB	8.4M - 134M

You can specify the number of inodes on the OST file systems using the following option to the **--mkfs** option:

```
-N num_inodes
```

Alternately, if you know the average file size, then you can specify the OST inode count for the OST file systems using:

```
-i average_file_size / (number_of_stripes * 4)
```

For example, if the average file size is 16 MB and there are, by default 4 stripes per file, then **--mkfsoptions='-i 1048576'** would be appropriate.

**Note**

In addition to the number of inodes, file system check time on OSTs is affected by a number of other variables: size of the file system, number of allocated blocks, distribution of allocated blocks on the disk, disk speed, CPU speed, and amount of RAM on the server. Reasonable file system check times (without serious file system problems), are expected to take five and thirty minutes per TB.

For more details on formatting MDT and OST file systems, see [Section 6.4, "Formatting Options for RAID Devices"](#).

### 5.3.4. File and File System Limits

Table 5.2, "File and file system limits" describes file and file system size limits. These limits are imposed by either the

