



# **H3ABioNet Data Management workshop**

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# Data Management (Cluster/Server)

1. Data storage
2. Data security
3. Data transfer



## Data Storage Outline

- ✧ File system organization
- ✧ RAID configuration
- ✧ Monitor disks for failure
- ✧ Data backup
- ✧ Data Archiving
- ✧ Network (distributed) file system



# Data Storage Outline





# File system organization

- ✧ For a shared system, it is important to start with an organization schema that will enable better storage, security and flexibility
- ✧ Divide users into several directories alphabetically
- ✧ Make distinct directories for storing databases and applications
- ✧ Make sure to accommodate groups working on shared data by giving them shared and non-shared user spaces
- ✧ A detailed hierarchical structure (intrinsic to most systems) enables granting hierarchical and stringent access permissions
- ✧ It also makes backups more manageable



# RAID configuration

- ✧ Redundant Array of Inexpensive/Independent Disks
- ✧ Combines multiple disks into a logical component for data redundancy
- ✧ Data are distributed to several disks, and there are several schemas that can be used.
- ✧ Level of redundancy and performance (I/O) are the 2 major factors to be considered
- ✧ “Fault tolerance”, “Striping”, “Parity” and “Mirroring” are words commonly associated with RAID configurations

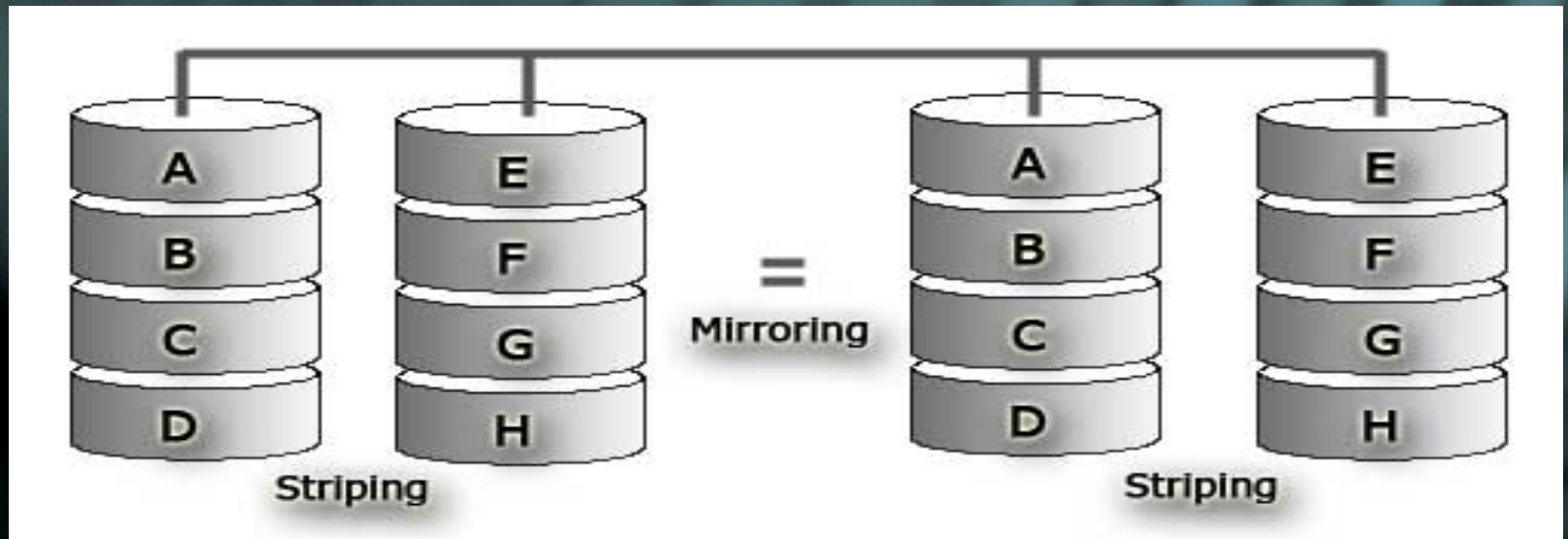


# RAID configuration

- ✧ Fault tolerance – “the property that enables a RAIDed disk configuration to continue operating properly in the event of the failure of one or more disks”
- ✧ Parity – “If a drive in the array fails, remaining data on the other drives can be combined with the parity data (using the Boolean XOR function) to reconstruct the missing data”
- ✧ Striping – “segmenting logically sequential data, such as a file, and storing them on different disks”
- ✧ Mirroring – “replication of data onto separate physical hard disks in real time to ensure continuous availability”



# RAID configuration



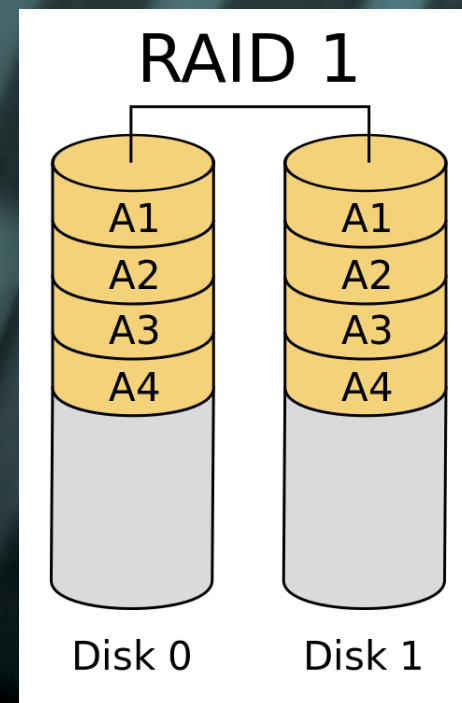
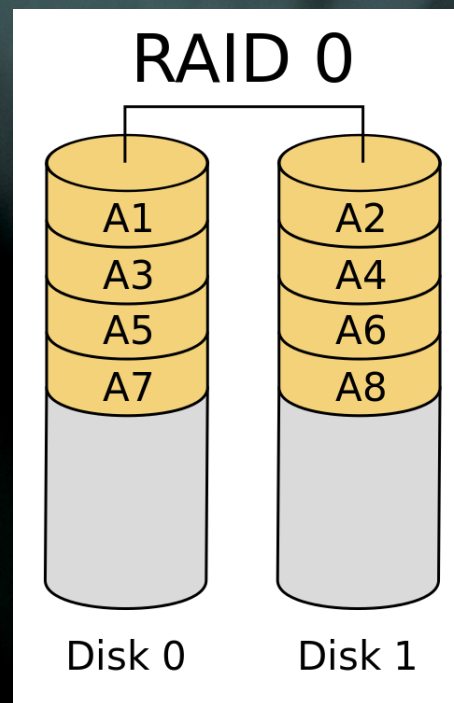
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# RAID configuration

- ✦ RAID0 – fastest and efficient, but offers no fault-tolerance.
- ✦ RAID1 – fault-tolerant, and requires twice the number of disks





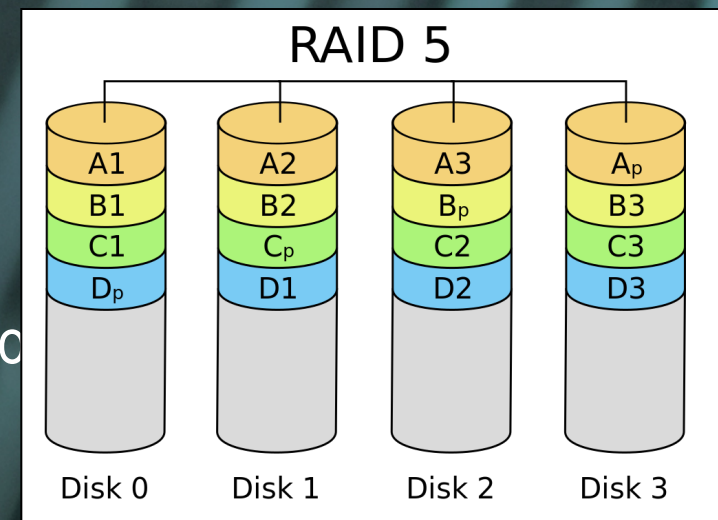
# RAID configuration

- ✧ RAID5 – used in multi-user environments which are not I/O sensitive
  - ✧ needs a minimum of 3 disks
  - ✧ distributed parity
  - ✧ can allow for 1 disk failing
- ✧ RAID6 – similar to RAID5 however it allows extra fault tolerance
  - ✧ needs a minimum of 4 disks
  - ✧ 2 types of distributed parity
  - ✧ can allow for 2 disks failing



# RAID configuration

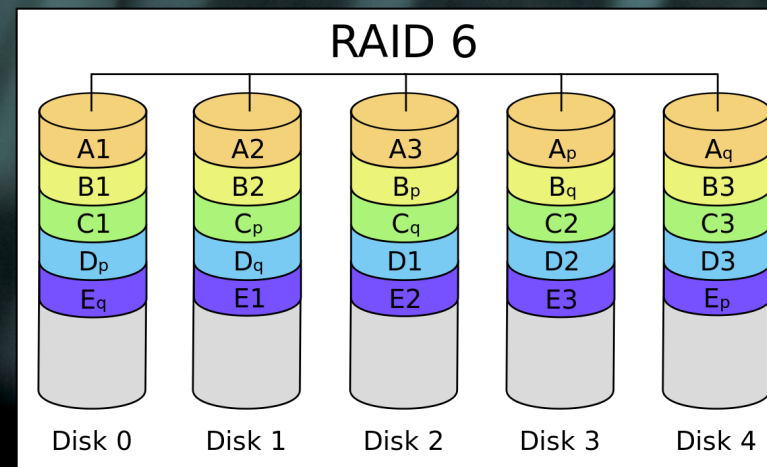
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# RAID configuration

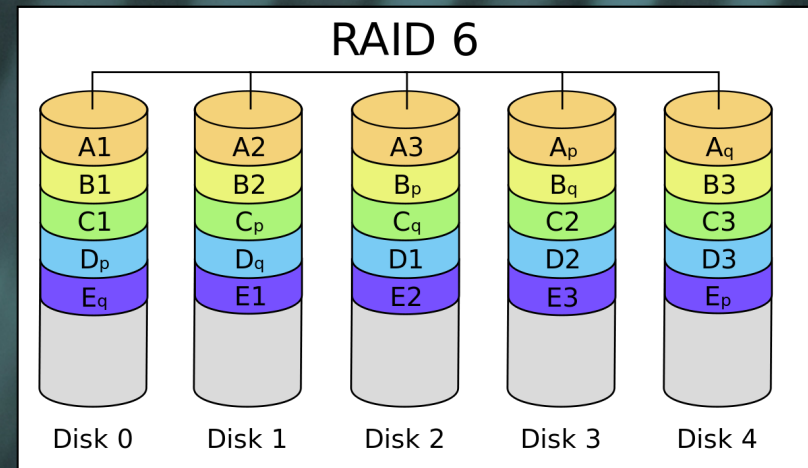
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# RAID configuration

- ✦ RAID6 –similar to RAID5 however it allows extra fault tolerance
  - ✦ needs a minimum of 4 disks
  - ✦ 2 types of distributed parity
  - ✦ can allow for 2 disks failing
  - ✦ recommended!!
  - ✦ always keep 2 extra disks handy
  - ✦ with constant monitoring, this can provide a relatively stable storage environment





# Monitor disks for failure

- ✧ No matter which RAID set up you have, set up a system for daily disk (RAID array) monitoring
- ✧ Any script that needs to be run daily can be set up in `/etc/cron.daily/` for Linux systems
  - ✧ For example, a script using `mdadm` to test the disks can be added to the directory
  - ✧ If set up correctly, the results of “`mdadm –monitor`” will be delivered to your inbox daily or weekly or monthly



# Network File System (NFS)

- ✧ “NFS allows one computer (a client) attached to a network to access the file systems present on the hard disk of another computer (an NFS server) over the network.”
- ✧ For a system with several computers connected over a local network, the file system can be distributed across them using this set up, e.g. compute clusters
- ✧ Each disk should be RAIDed appropriately
- ✧ User should not be able to differentiate between a distributed system and a local system, both from the standpoint of directory structure as well as speed of access (internal network speed notwithstanding)



# Data backup versus Data Archiving

- ✧ Backing up is the act of making sure that all the data are copied to a completely separate disk array, ideally at a different location, regularly
- ✧ Archiving is the act of backing up compressed data for the long-term, and is done when a project completes or reaches a breaking point





# Data backup





# Data backup

- ✧ Ensure there is enough disk space available for backup
- ✧ Backup everyday (night)
- ✧ Depending on the type of data and the amount of data you have, you might want to consider different solutions
  - ✧ For  $\leq 50$ TB on a single server, `rsync` works very well
  - ✧ If you have multiple servers with many large files, Amanda is an open source solution
  - ✧ For  $>100$ TB, you might want to consider a commercial solution like Symantec's NetBackup, Bacula (open source), etc.
- ✧ The local network connection of 1Gbit is recommended when backing up large datasets



# Data archiving





# Data archiving

- ✦ Make 2 copies and store in 2 different locations
- ✦ Magnetic tape data storage
  - ✦ Linear Tape-Open (LTO)
  - ✦ Stores  $\geq 2.5$ TB, but much cheaper than regular hard drives
  - ✦ Ultra reliable for an extended period of time - “50 years from now you can tape the tape together with tape” – D. Slater
  - ✦ Built in Encryption
  - ✦ Cheaper!
  - ✦ Requires special set up to read and write
- ✦ Amazon Glacier, and other commercial solutions





# Data backup and Data Archiving

- ✧ md5sums – a digital fingerprint for a file
- ✧ Always compare the md5sum before and after transfer to ensure data integrity



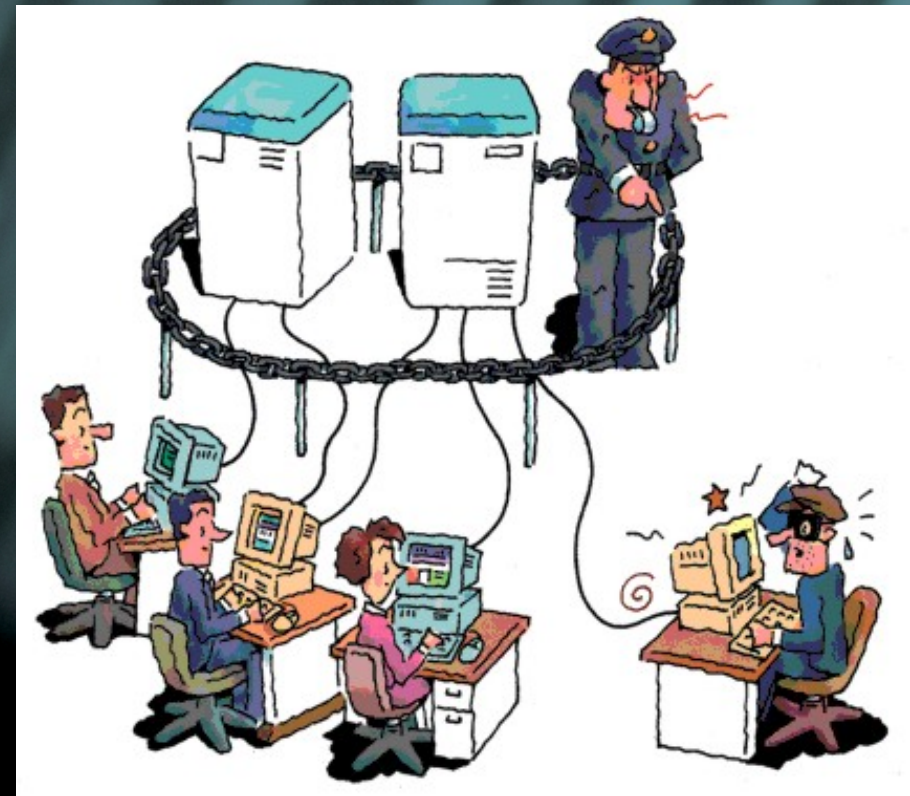
# Costs

- ✧ Storage is cheaper than it was 5 years ago, but if you consider the RAIDed set up along with backup facility, storage is not cheap
- ✧ Depending on the users and type of data, some facilities choose to have quotas
- ✧ Usually these quotas are associated with an additional cost for the additional storage
- ✧ Costs for archiving and long-term storage of tapes should also be considered for maintaining standards



# Data Security Outline

- ✧ Permissions and access
- ✧ Firewalls
- ✧ Monitor system
  - ✧ illicit activity
  - ✧ vulnerabilities





# Permissions

- ✦ In multi-user systems, access and access restrictions are key
- ✦ Typically, you are the owner of every file/directory you create or bring into a system
- ✦ What other files and directories you can read, write or execute will depend on how the system is set up

```
-rw-rw-r-- 1 rkhetani hpcbio 888 Sep 26 2013 R1_files.list
-rw-rw-r-- 1 rkhetani hpcbio 888 Sep 26 2013 R2_files.list
-rw-rw-r-- 1 rkhetani hpcbio 654 Sep 26 2013 normalization.sh
drwxrwsr-x 2 rkhetani hpcbio 32K Sep 27 2013 normalized_data
-rw-rw-r-- 1 rkhetani hpcbio 3.3G Sep 27 2013 R2_files.list.normalized_K25_C40_pctSD100.fq
-rw-rw-r-- 1 rkhetani hpcbio 3.3G Sep 27 2013 R1_files.list.normalized_K25_C40_pctSD100.fq
-rw----- 1 rkhetani hpcbio 6.5K Sep 27 2013 Normalize-Leafy.o466519
-rw-rw-r-- 1 rkhetani hpcbio 565 Sep 27 2013 inchworm_only.sh
-rw-rw-r-- 1 rkhetani hpcbio 564 Sep 27 2013 trinity-post-inchworm.sh
-rw-rw-r-- 1 rkhetani hpcbio 6.2M Sep 27 2013 runTrinity.stdout
```

↑  
Permissions

↑  
Owner and Group

↑  
Size

↑  
Time and  
date of last  
change

↑  
File name





# Permissions

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`drwxrwxrwx` – owner (u) group (g) others (o)

- ✦ A “sticky bit” is applied to shared directories to protect files such that only the owner has the ability to change permissions
- ✦ “chown” and “chgrp” are commands that let you change owner and groups respectively



# Permissions and access

- ✧ Structured permissions across the file system are essential for a multi-user, multi-group system
  - ✧ More permissive at the top levels
  - ✧ Less permissive at the bottom levels
  - ✧ set-group-ID bit is used to set up directories so that any file created in the directory will retain the same group as the parent directory (setgid)
- ✧ Access Control Lists (ACL)
  - ✧ Extension of the standard UNIX permissions to give system administrators more fine-grained control
  - ✧ Easier to set up permissions for pre-determined groups



# Firewalls



Ralph was told that he should have a firewall for his computer system.



# Firewalls

- ✧ It is important to set up a firewall to protect data on a given system from hackers
- ✧ They can filter network traffic by content or user (IP addresses)
- ✧ Public areas of servers should be more heavily protected (web servers etc.)
- ✧ Private or restricted-access areas can be less heavily protected



# Monitor system security

## ✧ Illicit activity

- ✧ Check logs for anyone trying to unsuccessfully log on multiple times, e.g.  $\geq 4$  attempts in 1 minute means that IP address cannot log on again
- ✧ Scan records regularly by setting up cron jobs (hourly or daily, Linux)
- ✧ It is possible to also add the offending IP address to your firewall's list of untrustworthy addresses

## ✧ Vulnerabilities

- ✧ Check computer systems, networks or applications for any security holes
- ✧ Programs like openVAS offer network vulnerability checks and suggestions on how to manage an issue. Another commonly used paid program is Nessus



# Data Transfer Outline

- ✧ FTP versus sFTP
- ✧ rsync
- ✧ GridFTP (Globus)
- ✧ Shipping data
- ✧ md5sums



# FTP

- ✧ File Transfer Protocol
- ✧ FTP is a very commonly used network protocol to transfer files over the internet
- ✧ Files can be accessed anonymously
- ✧ Easily implemented and simple to use



# FTP

## Cons:

- ✧ There is no encryption
- ✧ Third parties can easily access the data moving through the network, and can even “hijack” the transfer
- ✧ Data can be edited *en route* by malicious third parties
- ✧ Login credentials are transferred in clear text and no authentication
- ✧ It cannot perform md5sum comparisons to ensure proper transfer





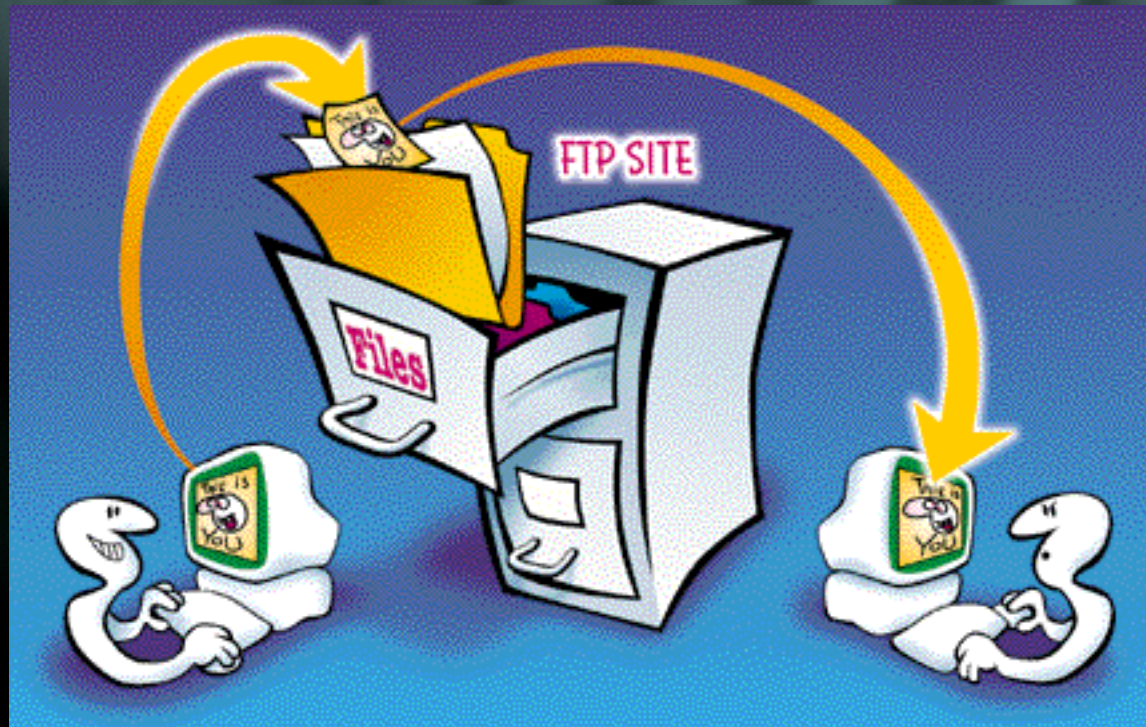
# sFTP

- ✧ Secure File Transfer Protocol
- ✧ Uses ssh or secure shell (a cryptographic network protocol used widely)
- ✧ Data transfer is over a secure channel
- ✧ Both data and user information is encrypted
- ✧ A variety of authentication methods available



# FTP versus sFTP?

- ✧ Use sFTP when possible!





# rsync

- ✧ Network protocol for UNIX-like systems
- ✧ It synchronizes files in the 2 locations by checking the modification time and size of each file in the destination directory
- ✧ It is also able to perform md5sum comparisons and modify the destination directory to match the one in the start location
- ✧ Makes for very fast and efficient transfers (especially for regular backups)
- ✧ Can be encrypted using ssh



# GridFTP (Globus)

- ✦ Reliable, faster and secure File Transfer Protocol
- ✦ Developed to meet the needs of the grid computing community
- ✦ Data can be moved around to predetermined endpoints using an easy-to-use web interface
- ✦ Transfer can be set up and Globus takes care of making sure the data gets there intact
- ✦ Enables sharing large data files in a secure environment and over a secure network



# Shipping Data

- ✧ Physical shipment of data via a secure courier is an alternative
- ✧ Encryption of the information is important, lots of commercial options available
- ✧ Shipping hard drives can damage data – too many moving parts that can be “roughed up”
- ✧ Shipping LTO tapes is an alternative
  - ✧ Built-in encryption
  - ✧ Not damaged or tampered with easily
  - ✧ Need hardware to read and write LTO tapes at both end points



# md5sum

- ✧ A program that generates a digital fingerprint for a file
- ✧ Used to verify file integrity after transfer

- ✧ Example:

```
$ md5sum filetohashA.txt
```

```
595f44fec1e92a71d3e9e77456ba80d1 filetohashA.txt
```

- ✧ Files can be edited in a way that keeps the md5sum unchanged, but it requires a lot of work and is therefore rare



## Conclusions and final thoughts

- ✧ Data security, storage and transfer are intertwined and in many ways and share concepts
- ✧ Data provenance is an important aspect of data storage as well as data transfer
- ✧ Collaborative research and large file sizes have made these concepts an important aspect of biology education



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