

# Harnessing Grid Resources to Enable the Dynamic Analysis of Large Astronomy Datasets

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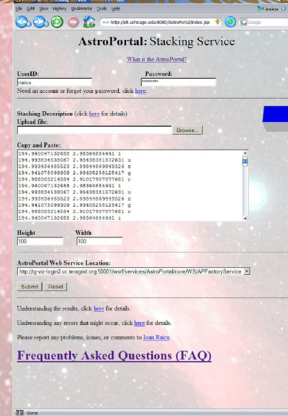
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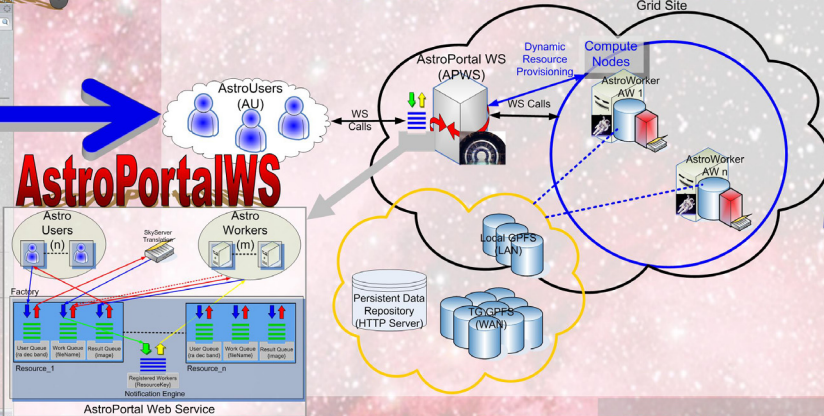
## Abstract

Grid computing has emerged as an important new field focusing on large-scale resource sharing and high-performance orientation. The astronomy community has an abundance of imaging datasets at its disposal which are essentially the "crown jewels" for the astronomy community. However, these astronomy datasets are generally terabytes in size and contain hundreds of millions of objects separated into millions of files—factors that make many analyses impractical to perform on small computers. The key question we answer is: "How can we leverage Grid resources to make the analysis of large astronomy datasets a reality for the astronomy community?" Our answer is "AstroPortal," a gateway to grid resources tailored for the astronomy community. To address this question, we have developed a collection of Web Services-based systems that use grid computing to federate large computing and storage resources for dynamic analysis of large datasets. Building on the Globus Toolkit 4, we have built a prototype consisting of various systems (AstroPortal, DYRE – Dynamic Resource pool Engine, 3DcacheGrid – Dynamic Distributed Data cache for Grid applications, and CompuStore – Computational Scheduler) to enable a "stacking" analysis; the analysis sums multiple regions of the sky, a function that can help both identify variable sources and detect faint objects. We have deployed AstroPortal and the related systems on the TeraGrid distributed infrastructure and applied the stacking function to the Sloan Digital Sky Survey (SDSS), DR5, which comprises more than 320 million objects dispersed over 1.5 million files, a total of 3.5 terabytes of compressed data, with promising results. AstroPortal gives the astronomy community a new tool to advance their research and to open new doors to opportunities never before possible on such a large scale.

## Web Portal: Stacking



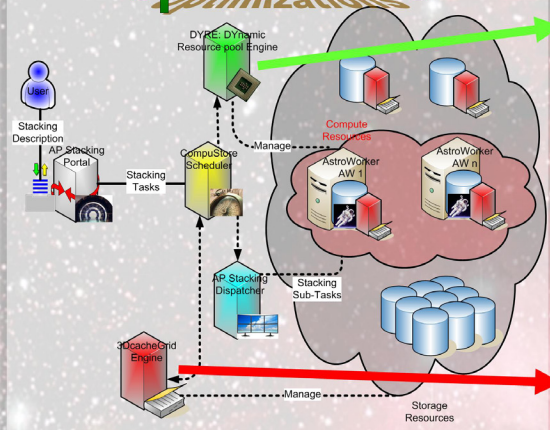
## Architecture Overview



## Stacking Results

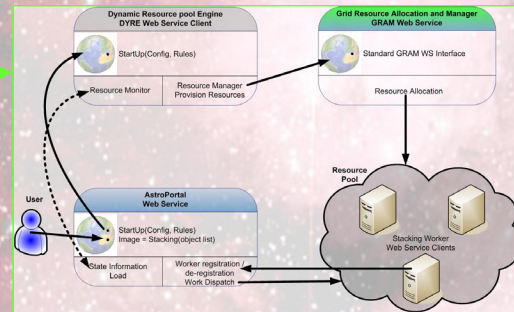
Time (min)	Queue	Stacking	Active	Completed	Scheduled	Cache	Cache	Cache
						Employed	Stacking	Active
16:00	1128	872	0	2000	0%	1128	872	32
16:01	1128	872	167	2000	7%	1128	872	32
16:02	1128	872	334	2000	14%	1128	872	32
16:03	1128	872	501	2000	21%	1128	872	32
16:04	1128	872	668	2000	28%	1128	872	32
16:05	1128	872	835	2000	35%	1128	872	32
16:06	1128	872	1002	2000	42%	1128	872	32
16:07	1128	872	1169	2000	49%	1128	872	32
16:08	1128	872	1336	2000	56%	1128	872	32
16:09	1128	872	1503	2000	63%	1128	872	32
16:10	1128	872	1670	2000	70%	1128	872	32
16:11	1128	872	1837	2000	77%	1128	872	32
16:12	1128	872	2004	2000	84%	1128	872	32
16:13	1128	872	2171	2000	91%	1128	872	32
16:14	1128	872	2338	2000	98%	1128	872	32
16:15	1128	872	2505	2000	105%	1128	872	32
16:16	1128	872	2672	2000	112%	1128	872	32
16:17	1128	872	2839	2000	119%	1128	872	32
16:18	1128	872	3006	2000	126%	1128	872	32
16:19	1128	872	3173	2000	133%	1128	872	32
16:20	1128	872	3340	2000	140%	1128	872	32
16:21	1128	872	3507	2000	147%	1128	872	32
16:22	1128	872	3674	2000	154%	1128	872	32
16:23	1128	872	3841	2000	161%	1128	872	32
16:24	1128	872	4008	2000	168%	1128	872	32
16:25	1128	872	4175	2000	175%	1128	872	32
16:26	1128	872	4342	2000	182%	1128	872	32
16:27	1128	872	4509	2000	189%	1128	872	32
16:28	1128	872	4676	2000	196%	1128	872	32
16:29	1128	872	4843	2000	203%	1128	872	32
16:30	1128	872	5010	2000	210%	1128	872	32

## Optimizations



We propose three different systems that can interoperate with each other in order to offer a complete storage and resource management solution to enable the efficient dynamic analysis of large datasets.

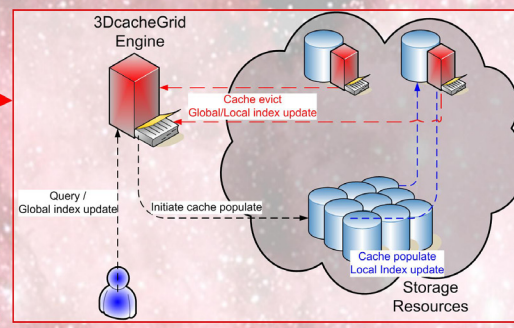
- DYRE, Dynamic Resource pool Engine, is an AstroPortal specific implementation of dynamic resource provisioning. DYRE essentially handles all the necessary tasks associated with state monitoring, resource allocation based on observed state, and exposing relevant information to other systems.
- 3DcacheGrid, Dynamic Distributed Data cache for Grid application, allows applications to achieve a good separation of concerns between their business logic and the complicated data management task of large data sets. We utilize a tiered hierarchy of storage resources to cache data in faster but smaller data storage tiers.
- CompuStore, a work scheduler that uses both the storage and compute resource management systems 3DcacheGrid and DYRE; the goal of CompuStore is to make the best scheduling decisions given some work, the available compute resources (DYRE), and the available data caches (3DcacheGrid) which are stored on the compute resources.



## DYRE

Dynamic Resource Pool Engine, which is an AstroPortal specific implementation of dynamic resource provisioning. DYRE essentially handles all the necessary tasks associated with state monitoring, resource allocation based on observed state, resource de-allocation based on observed state, and exposing relevant information to other systems. The main motivations behind dynamic resource provisioning are:

- Allow for finer grained resource management, including the control of priorities and usage policies.
- Optimize for the grid user's perspective: reduces delays on per job scheduling by utilizing pre-reserved resources.
- Give the Resource Provider the perception that resource utilization is higher than it would normally be.
- Open the possibility to customize the resource scheduler per application basis, including the use of both data resource management and compute resource management information for more efficient scheduling.
- Reduced complexity to the application developer as the details of the dynamic resource provisioning are abstracted away.

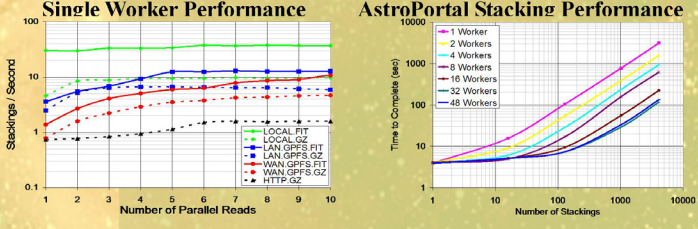


## 3DcacheGrid

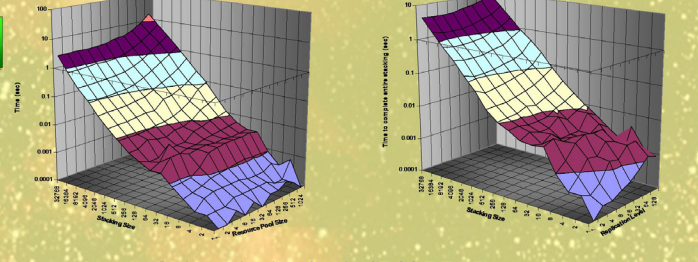
Dynamic Distributed Data cache for Grid application allows applications to achieve a good separation of concerns between their business logic and the complicated data management task of large data sets. We propose to utilize a tiered hierarchy of storage resources to cache data in faster (i.e. higher throughput, lower latency) but smaller data storage tiers. 3DcacheGrid essentially handles the data indexing necessary for efficient data discovery and access, as well as decides the cache content (the cache eviction policy). The 3DcacheGrid engine offers efficient management for large datasets (in both number of files, size of datasets, number of storage resources used, number of replicas, and the size of the query performed), and at the same time, offer performance improvements to those applications which have data locality in their respective workloads and data access patterns through effective caching strategies (i.e. RAND, FIFO, LRU, Perfect LRU, and Hybrid Perfect LRU). The 3DcacheGrid engine gives the following advantages to applications that work with large datasets:

- Improved performance with higher cache hits
- Improved scalability as the data I/O will be distributed over more resources with higher cache hits
- Improved availability as cached data could be accessed without the need for the original data.

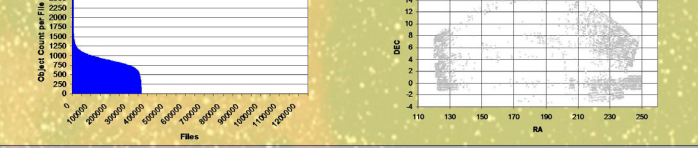
## Performance Results



### CompuStore and 3DcacheGrid Overhead



### Object Distribution in SDSS DR5 Dataset



## Related Material, Further Reading, and Acknowledgements

Ioan Raicu, Ian Foster, Alex Szalay, Gabriela Turcu. "AstroPortal: A Science Gateway for Large-scale Astronomy Data Analysis". TeraGrid Conference 2006, June 2006.  
 Alex Szalay, Julian Dunn, Jim Gray, Ian Foster, Ioan Raicu. "The Importance of Data Locality in Distributed Computing Applications". NSF Workflow Workshop 2006.  
 Ioan Raicu. "Harnessing Grid Resources to Enable the Dynamic Analysis of Large Astronomy Datasets". NASA GSRP Proposal, Ames Research Center, NASA, February 2006.  
 For more information, please visit <http://people.cs.uchicago.edu/~iraicu/research/> and <http://people.cs.uchicago.edu/~iraicu/research/AstroPortal/>  
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