



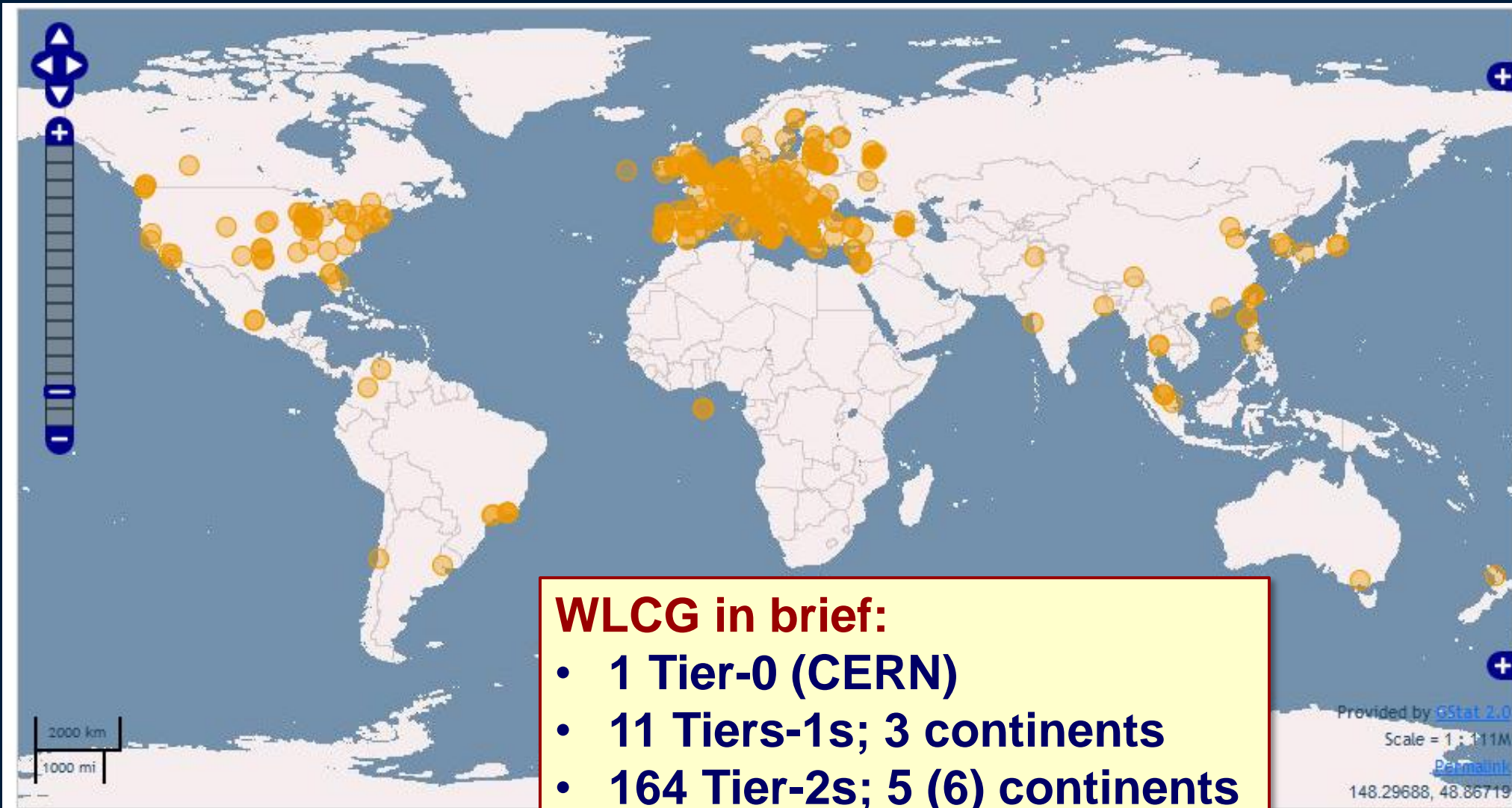
LHC Open Network Environment

LHCONE

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Arlington, April 19th, 2011



LHC Computing Infrastructure



WLCG in brief:

- 1 Tier-0 (CERN)
 - 11 Tiers-1s; 3 continents
 - 164 Tier-2s; 5 (6) continents
- Plus O(300) Tier-3s worldwide**



Status of the LHC

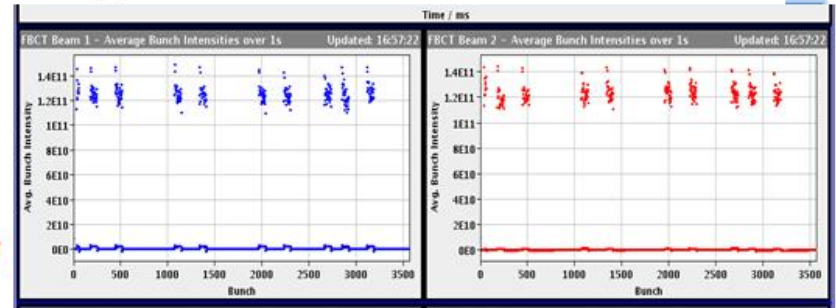


Compared to 2010
2.3 x better focusing
50 nsec bunch spacing
(vs 75ns in 2010)

Sa Late: 336 bunch operation

...ing to 36 bunch trains

16:55h injection / ramp
and nice intensity distribution

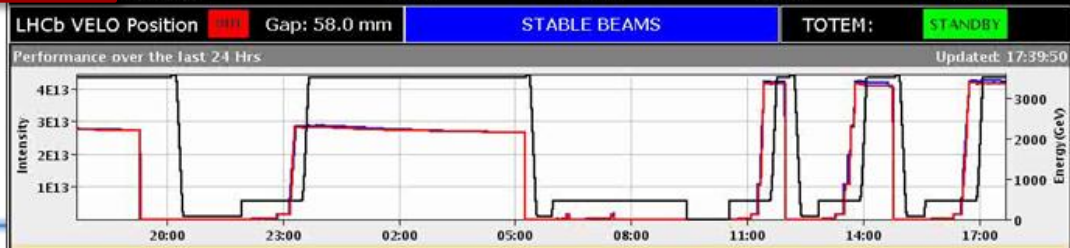


17:40h Luminosity

16-Apr-2011 17:39:54 Fill #: 1716 Energy: 3500 GeV I(B1): 4.23e+13 I(B2): 4.16e+13

	ATLAS	ALICE	CMS	LHCb
Experiment Status	PHYSICS	STANDBY	STANDBY	PHYSICS
Instantaneous Lumi (ub.s) ⁻¹	366.354	0.170	339.021	110.048
... luminosity (ub.s) ⁻¹	0.19.555	0.220	206.702	197.480
... luminosity (nb) ⁻¹	0.0	0.0	9.9	3.5
BKGD 1	0.086	0.228	18.662	0.479
BKGD 2	3041.000	0.222	27.511	7.903
BKGD 3	0.000	3.815	2.683	0.512

Last Saturday - Luminosity: 3.6×10^{32}
(1.7 x max of 2010)





Moving to New Data Models

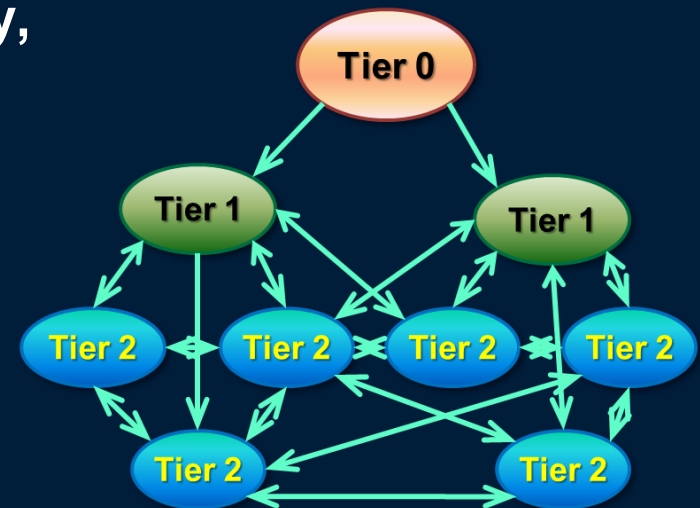
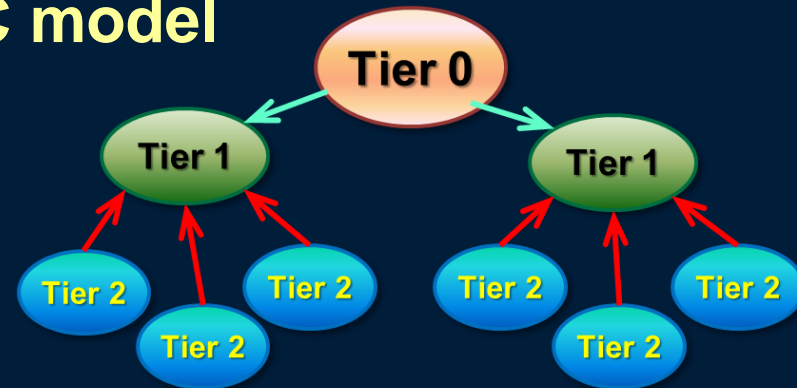


- Moving away from the strict MONARC model

- 3 recurring themes:

- **Flat(ter) hierarchy**: Any site can use any other site as source of data
- **Dynamic data caching**: Analysis sites will pull datasets from other sites “on demand”, including from Tier2s in other regions
 - Possibly in combination with strategic pre-placement of data sets
- **Remote data access**: jobs executing locally, using data cached at a remote site in quasi-real time
 - Possibly in combination with local caching

- Expect variations by experiment





LHCONE

HTTP://LHCONE.NET

The requirements, architecture, services



Requirements summary (from the LHC experiments)



- **Bandwidth:**

- Ranging from 1 Gbps (Minimal site) to 5-10Gbps (Nominal) to N x 10 Gbps (Leadership)
- No need for full-mesh @ full-rate, but several full-rate connections between Leadership sites
- Scalability is important,
 - sites are expected to migrate **Minimal → Nominal → Leadership**
 - Bandwidth growth: Minimal = 2x/yr, Nominal&Leadership = 2x/2yr

- **Connectivity:**

- Facilitate good connectivity to so far (network-wise) under-served sites

- **Flexibility:**

- Should be able to include or remove sites at any time

- **Budget Considerations:**

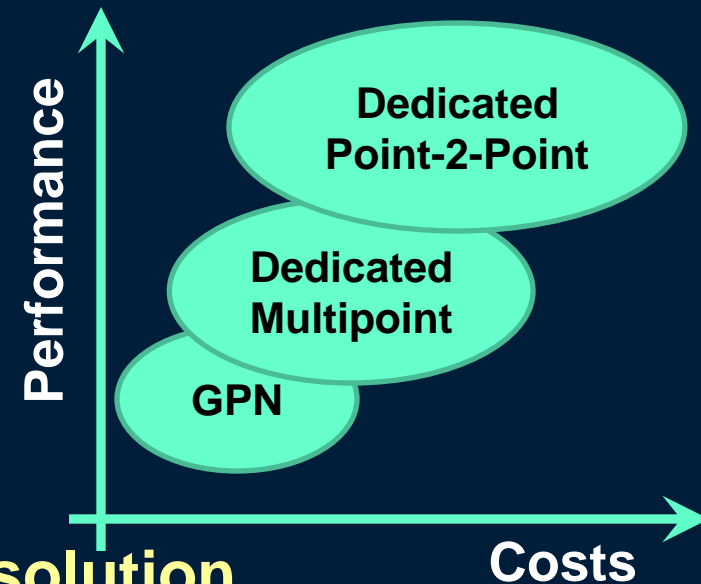
- Costs have to be understood, solution needs to be affordable



Some Design Considerations



- So far, T1-T2, T2-T2, and T3 data movements have been using **General Purpose Network infrastructure**
 - Shared resources (with other science fields)
 - Mostly best effort service
- **Increased reliance on network performance** → need more than best effort
 - Separate large LHC data flows from routed GPN
- **Collaboration on global scale, diverse environment, many parties**
 - Solution to be **Open, Neutral** and **Diverse**
 - **Agility and Expandability**
 - Scalable in bandwidth, extent and scope
- **Allow to choose the most cost effective solution**
- **Organic activity, growing over time according to needs**





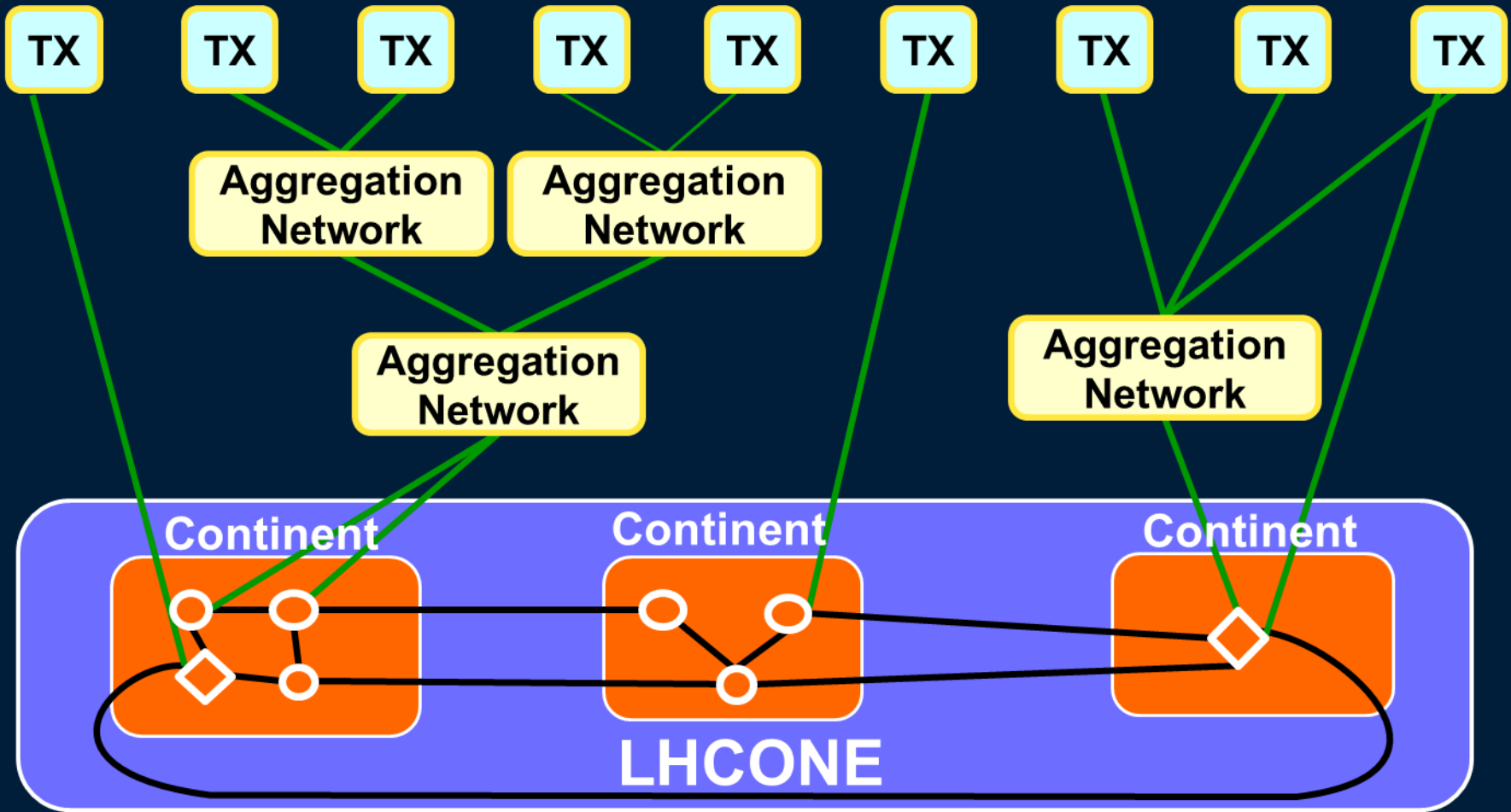
LHCONE Architecture



- Builds on the **Hybrid network** infrastructures and **Open Exchanges**
 - To build a global unified service platform for the LHC community
- LHCONE's architecture incorporates the following **building blocks**
 - Single node **Exchange Points**
 - Continental / regional **Distributed Exchanges**
 - **Interconnect Circuits** between exchange points
 - Likely by **allocated bandwidth** on various (possibly shared) links to form LHCONE
- **Access method to LHCONE is chosen by the end-site, alternatives may include**
 - Dynamic circuits
 - Fixed lightpaths
 - Connectivity at Layer 3, where/as appropriate
- We envisage that many of the Tier-1/2/3s may connect to LHCONE through aggregation networks



High-level Architecture, Pictorial



○ Single node Exchange Point ◇ Distributed Exchange Point



LHCONE Network Services

Offered to Tier1s, Tier2s and Tier3s



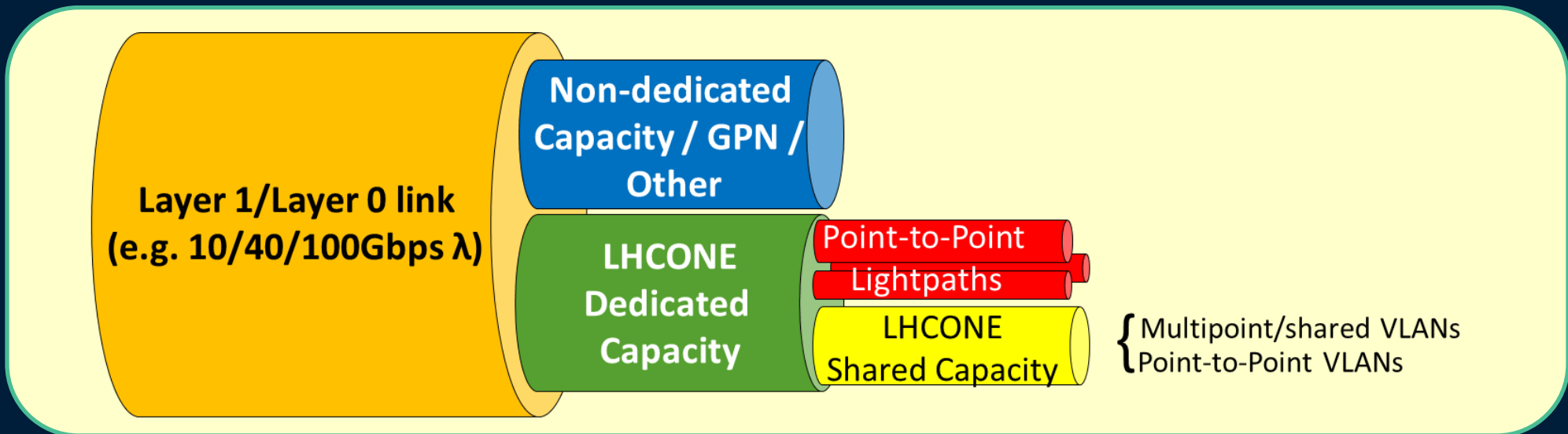
- **Shared Layer 2 domains: separation from non-LHC traffic**
 - IPv4 and IPv6 router addresses on shared layer 2 domain(s)
 - Private shared layer 2 domains for groups of connectors
 - Layer 3 routing is between and up to the connectors
 - A set of Route Servers will be available
 - **Point-to-point layer 2 connections: per-channel traffic separation**
 - VLANs without bandwidth guarantees between pairs of connectors
 - **Lightpath / dynamic circuits with bandwidth guarantees**
 - Lightpaths can be set up between pairs of connectors
 - **Monitoring: perfSONAR archive**
 - current and historical bandwidth utilization and availability statistics
 - **This list of services is a starting point and not necessarily exclusive**
 - **LHCONE** does not preclude continued use of the general R&E network infrastructure by the Tier1s, Tier2s and Tier3s - where appropriate
-



Dedicated/Shared Resources



- **LHCONE concept builds on traffic separation between LHC high impact flows, and non-LHC traffic**
 - Avoid negative impact on other research traffic
 - Enable high-performance LHC data movement
- **Services to use resources allocated to LHCONE**



- **Prototype** might use non-dedicated resources, but need to be careful about evaluation metrics



LHCONE Policy Summary



- **LHCONE policy will be defined and may evolve over time in accordance with the governance model**
- **Policy Recommended for LHCONE governance**
 - Any Tier1/2/3 can connect to LHCONE
 - Within LHCONE, transit is provided to anyone in the Tier1/2/3 community that is part of the LHCONE environment
 - Exchange points must carry all LHC traffic offered to them (and only LHC traffic), and be built in carrier-neutral facilities so that any connector can connect with its own fiber or using circuits provided by any telecom provider
 - Distributed exchange points: same as above + the interconnecting circuits must carry all the LHC traffic offered to them
 - **No additional restrictions can be imposed on LHCONE by the LHCONE component contributors**
- **The Policy applies to LHCONE components, which might be switches installed at the Open Exchange Points, or virtual switch instances, and/or (virtual) circuits interconnecting them**



LHCONE Governance Summary



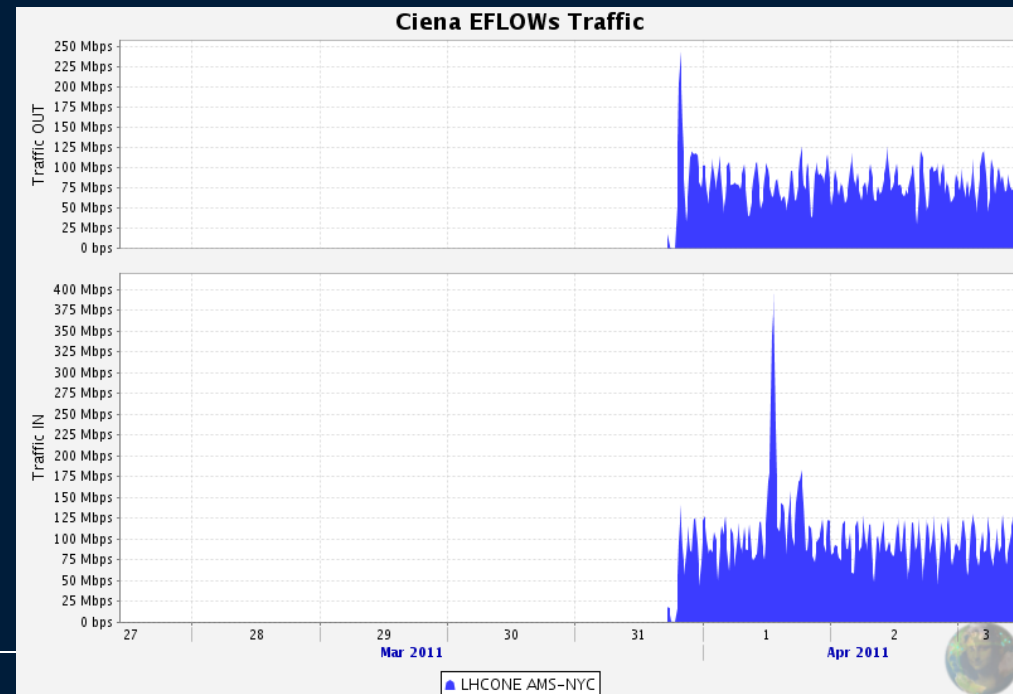
- **Governance is proposed to be similar to the LHCOPN, since like the LHCOPN, LHCONE is a community effort**
 - Where all the stakeholders meet regularly to review the operational status, propose new services and support models, tackle issues, and design, agree on, and implement improvements
- **Includes connectors, exchange point operators, CERN, and the experiments, in a form to be determined.**
- **Defines the policies of LHCONE and requirements for participation**
 - It does not govern the individual participants
- **Is responsible for defining how costs are shared**
- **Is responsible for defining how resources of LHCONE are allocated**



LHCONE Status



- **Start with a prototype, building on a Use Case document provided by CMS and Atlas**
 - Includes a number of sites to participate in the initial stage
- **Teams in North America and Europe are working on the prototype design**
- **In the meantime, a starting point has been deployed**
 - “Shared vlan” service
 - **4 Open Exchange Points**
 - CERNLight, Netherlight, MANLAN and Starlight
 - **Dedicated core capacity**
 - SURFnet, US LHCNet
 - **Route server operational (at CERNLight)**
 - **Validated with two LHC sites (CERN-T1, Caltech-T2)**





Next Steps



- **Prototype implementation (Seed)**
 - CMS & Atlas prepared a use case with a mix of Tier2 and Tier3 sites (including all Tier1s)
 - Small engineering groups are working out prototype designs in Europe, North America, Asia and other regions
 - Build initial implementation integrating all these efforts (target July 2011)
- **Follow-up roadmap**
 - In parallel with prototype implementation
 - Refine governance model
 - Refine service and policy definitions
 - Refine architecture
 - Grow LHCONE to full scale
- **LHCONE will grow “organically”, as needs arise**
 - and as funding is or is made available



LHCONE - Open Environment



- LHCONE creates an **Open Network Environment**, with the intention that the LHC sites can connect
 - When the site decides
 - Where the site decides
 - How the site decides
- **Driven by the experiments' and sites' requirements**
- **Connection policy is not in the core, it's between the sites**
 - Sites can choose to peer with a subset or all other sites
 - Most probably in a way coordinated by the experiments' operations teams



THANK YOU!

<http://lhcone.net>

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