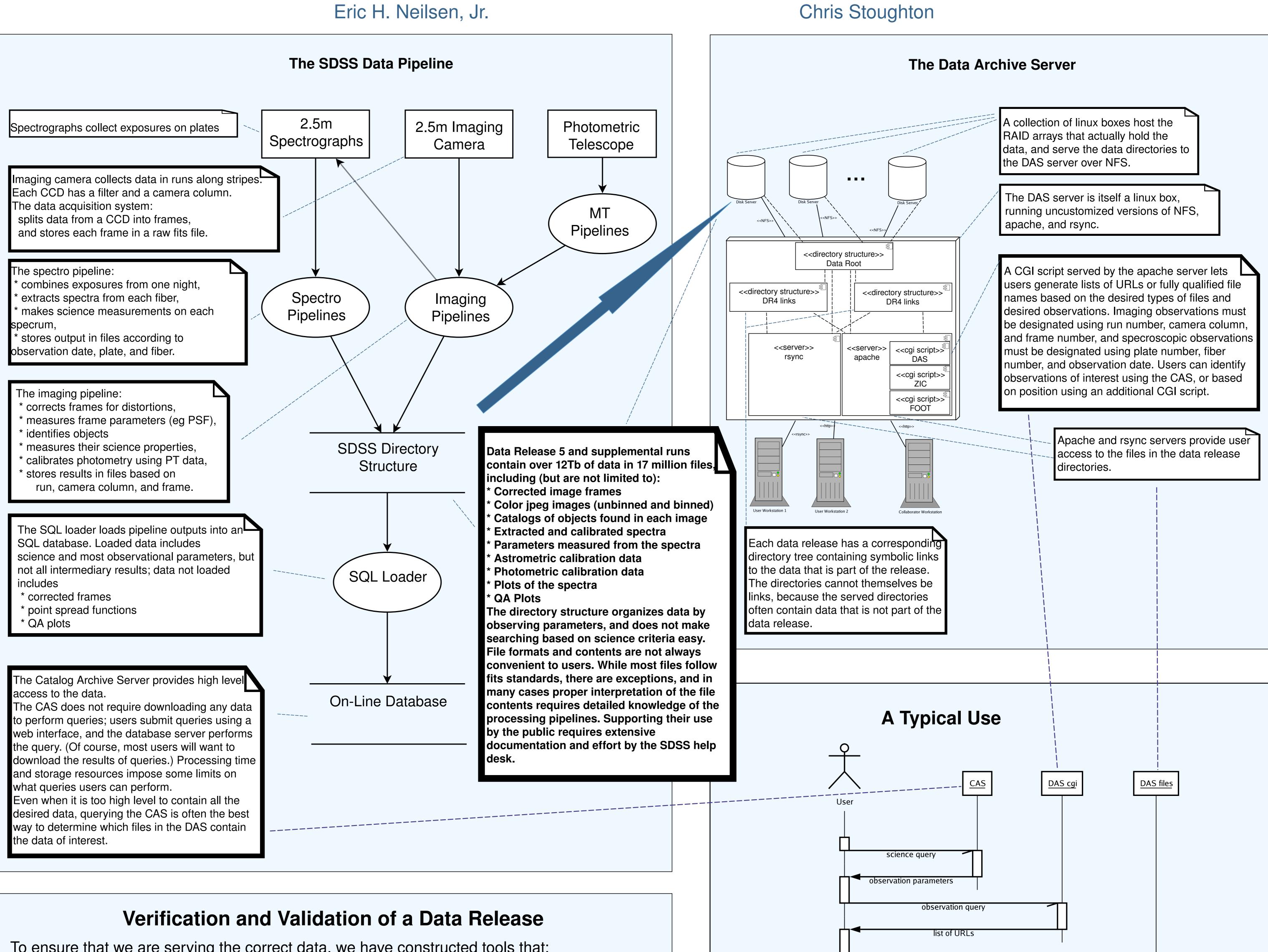
The Sloan Digital Sky Survey Data Archive Server



To ensure that we are serving the correct data, we have constructed tools that:

- verify that all files that should be served by the DAS are present,
- verify that no files that should not be served are, and
- check each file being served for corruption.

Administration tools read the definition of the data release from a collection of parameter files, and generate a list of directories and their contents based on that definition. In each directory, the tools generate and maintain a "file list file:" a list of files that should be present in that directory and their expected checksums, and store a list of the file list files that define the contents of all directories in the data release. Automated tasks then check the contents and checksums of files served by the DAS against the file lists.

This approach has several drawbacks, some of which may be addressed in future releases. First, corrupt files do not always get replaced by files identical to the originals. Some files are regenerated rather than restored from back up, in which case the data content will be the same but dates in headers may differ. The file list cannot be used to verify that the data content has not changed, and must be updated whenever this occurs.

The calculation of the checksum in a separate step from file generation introduces a second flaw: it is possible for the file to become corrupt before the checksum is calculated. Finally, the storage of validation information in a custom format reduces their usefulness to users.

Several alternate approaches address some or all of these problems. Our fits writer could be modified to include checksum information in headers. Alternately, it could be modified to compress output files using GNU gzip, which includes a checksum. Unfortunately, neither of these approaches are practical for existing data. The custom checksum file format could be replaced by md5sum output, which would result in a standard format with minimal modification of our tools, but would only address the last of the known problems.

File Systems and Large Directory Structures

file requests

Data files

To publish a new data release on the DAS, we must generate a directory structure containing symbolic links to each of the files that constitute the data release. (Links to directories are not acceptable, because the directories hosting the data may contain data that is not part of the data release.)

This apparently simple task is surprisingly time consuming; generating the populated directory structure for the fifth data release, containing 14 million files, took more than 24 hours. The file systems we tried (ext3 and xfs) are better optimized for file creation than deletion, so removing an existing data structure was even more time consuming. Restoration of these directory structures from backup or regeneration to correct errors was therefore a problem.

We find keeping each data release on its own partition, and using a raw disk dump of the partition as a backup, to be a more practical solution.

Future Directions

While most users of the DAS retrieve only a handful of files, a handful of users retrieve large fractions of the available data. These users are typically generating local full or partial mirrors. The receiving sites are often overseas, which can slow the already long transfers. We are exploring the use of "P2P" software, particularly bitTorrent, to take advantage of existing mirrors to improve the download time by allowing clients to retrieve different parts of the data release from different mirrors. While bitTorrent appears promising, several challenges must be met. The data release must be divided into "torrents," which in turn must be divided into "pieces." In the clients we have studied so far, memory availability limits the number of pieces a client can manage, the size of each piece, and the number of torrents managed. For

bitTorrent to be used, we will need either to be very careful in the construction of our torrents, or construct a client that manages memory differently.