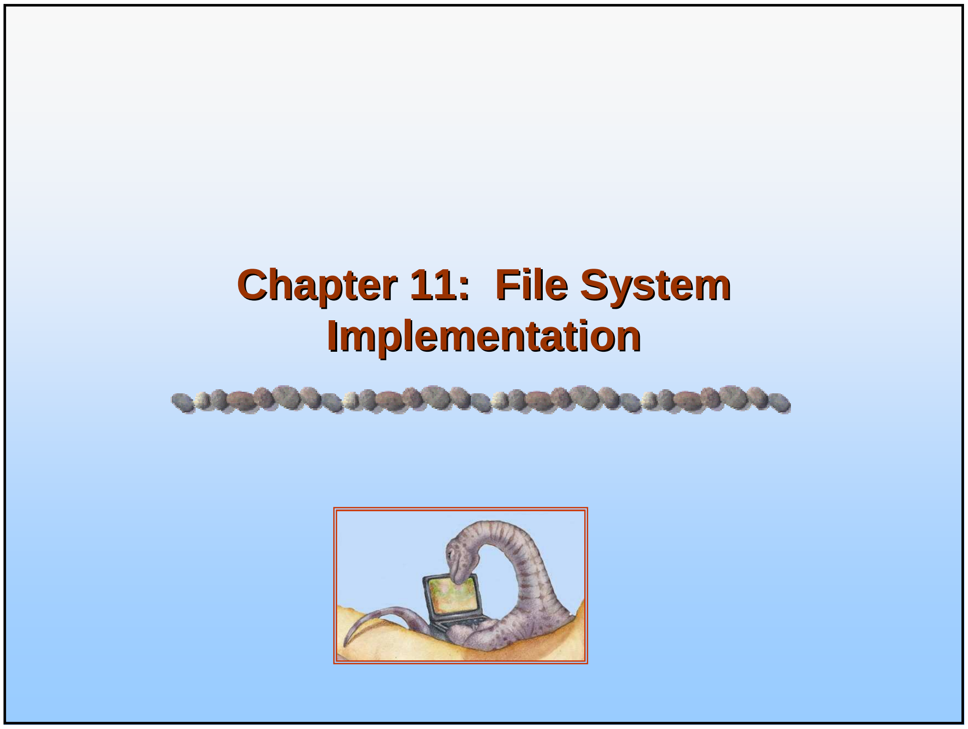
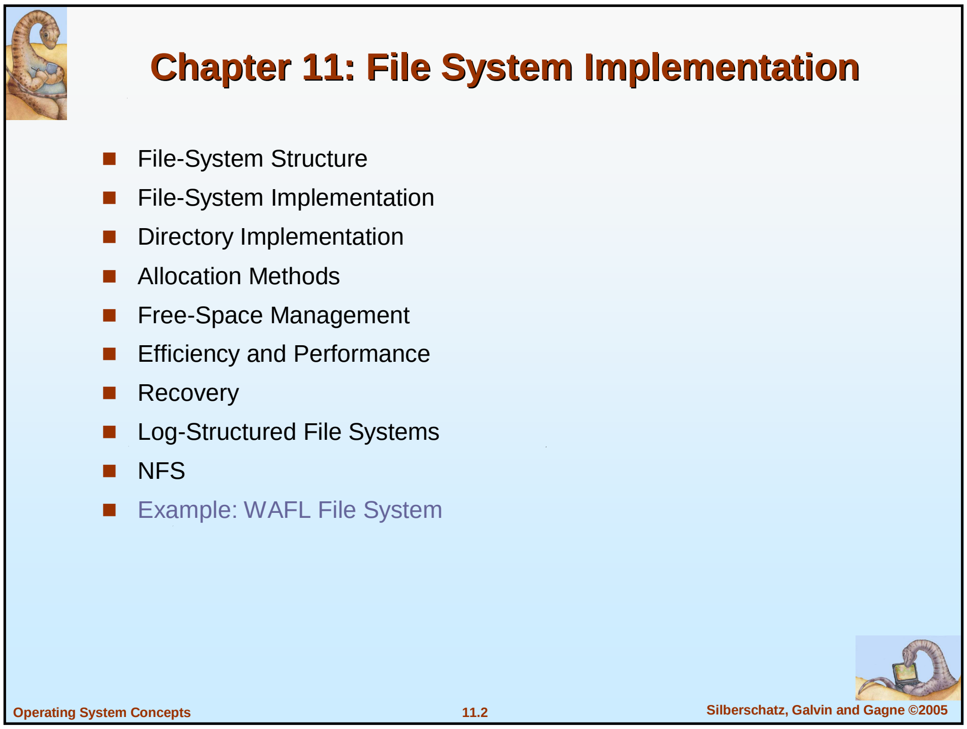
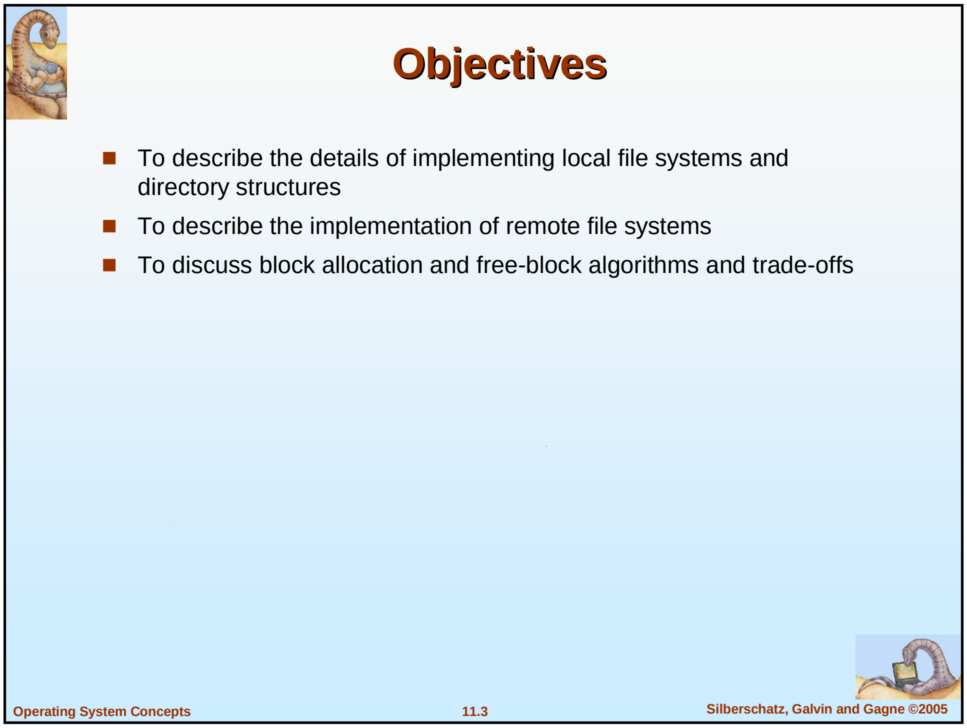


Chapter 11: File System Implementation



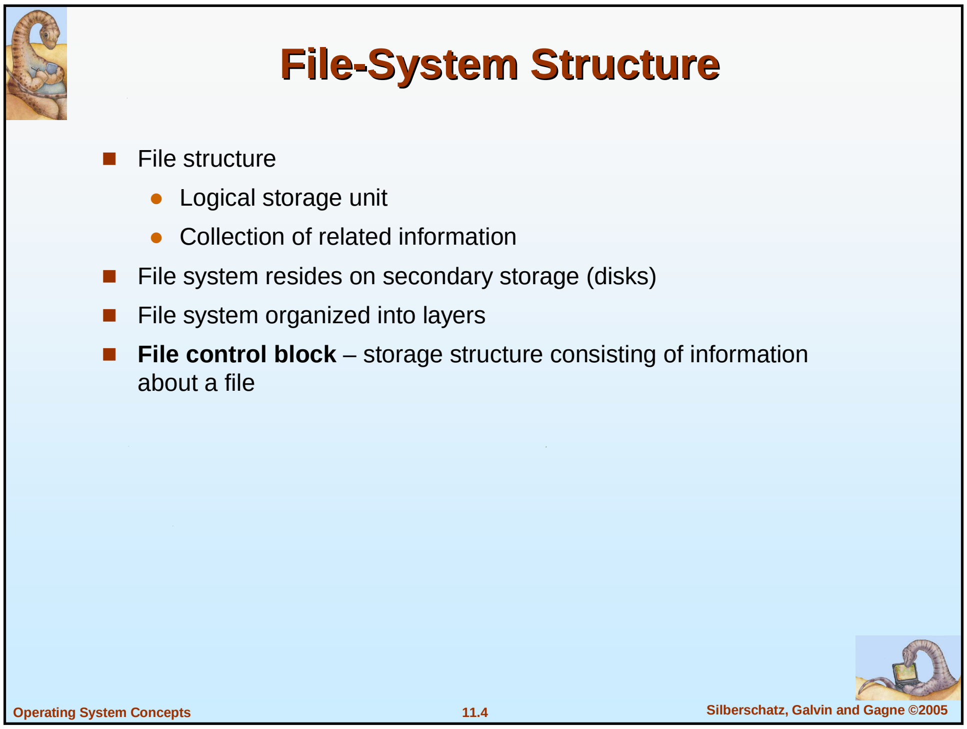
Chapter 11: File System Implementation

- File-System Structure
- File-System Implementation
- Directory Implementation
- Allocation Methods
- Free-Space Management
- Efficiency and Performance
- Recovery
- Log-Structured File Systems
- NFS
- Example: WAFL File System



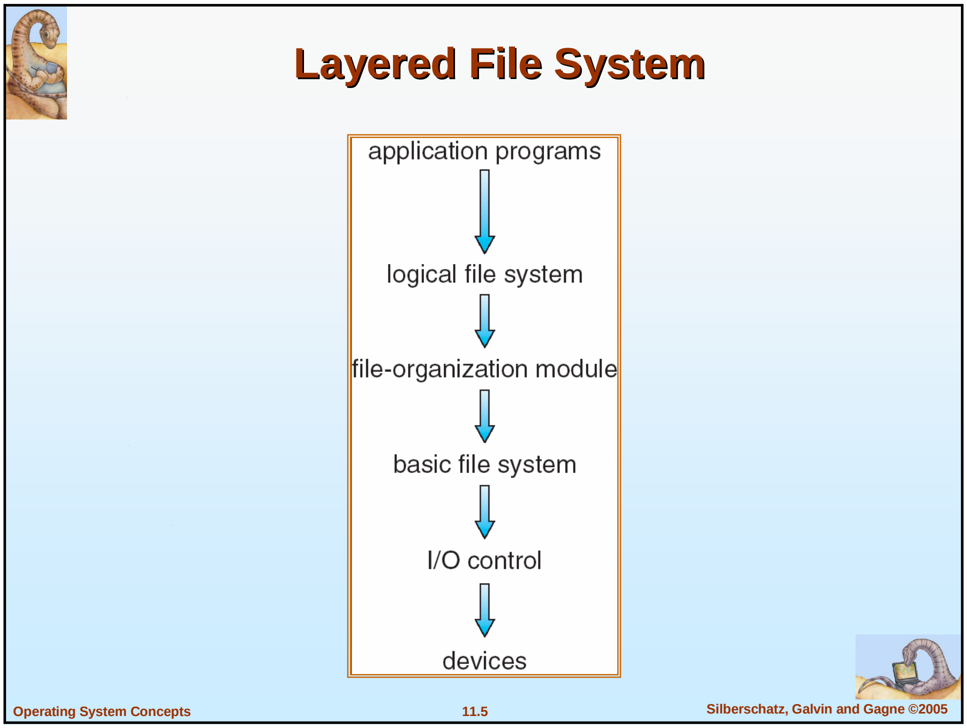
Objectives

- To describe the details of implementing local file systems and directory structures
- To describe the implementation of remote file systems
- To discuss block allocation and free-block algorithms and trade-offs



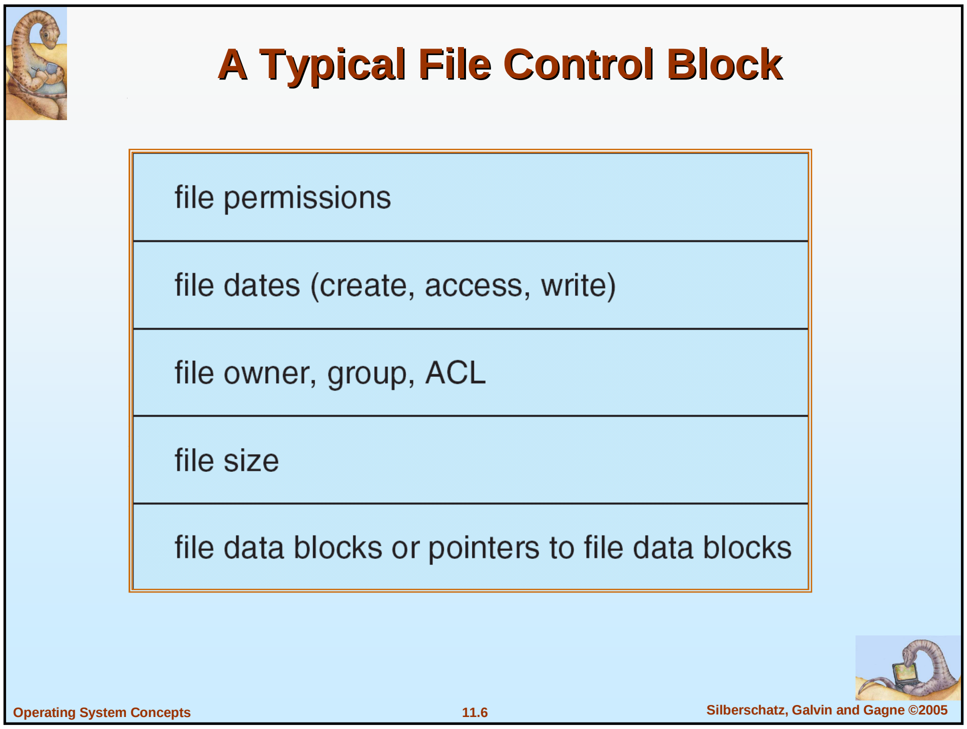
File-System Structure

- File structure
  - Logical storage unit
  - Collection of related information
- File system resides on secondary storage (disks)
- File system organized into layers
- **File control block** – storage structure consisting of information about a file



Layered File System

application programs
↓
logical file system
↓
file-organization module
↓
basic file system
↓
I/O control
↓
devices



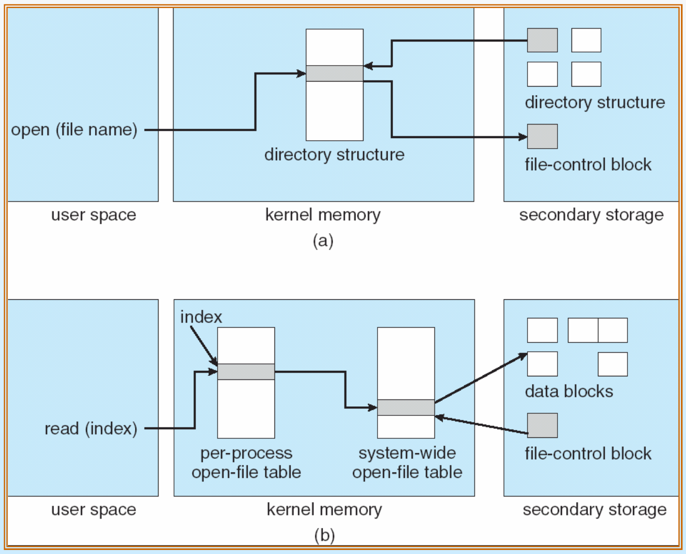
A Typical File Control Block

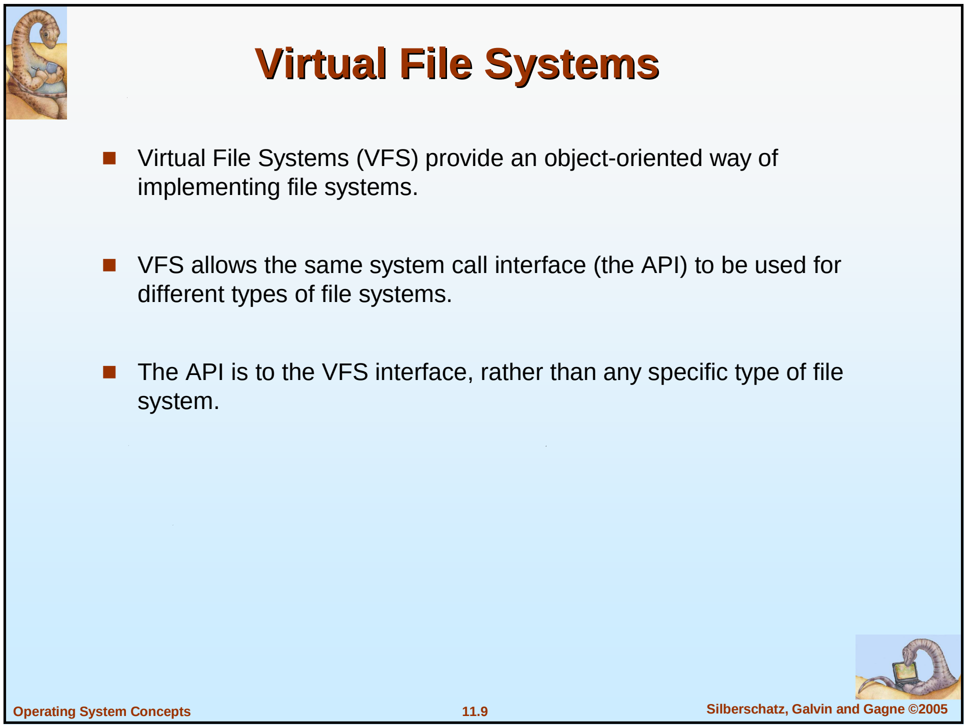
file permissions
file dates (create, access, write)
file owner, group, ACL
file size
file data blocks or pointers to file data blocks

In-Memory File System Structures

- The following figure illustrates the necessary file system structures provided by the operating systems.
- Figure 12-3(a) refers to opening a file.
- Figure 12-3(b) refers to reading a file.

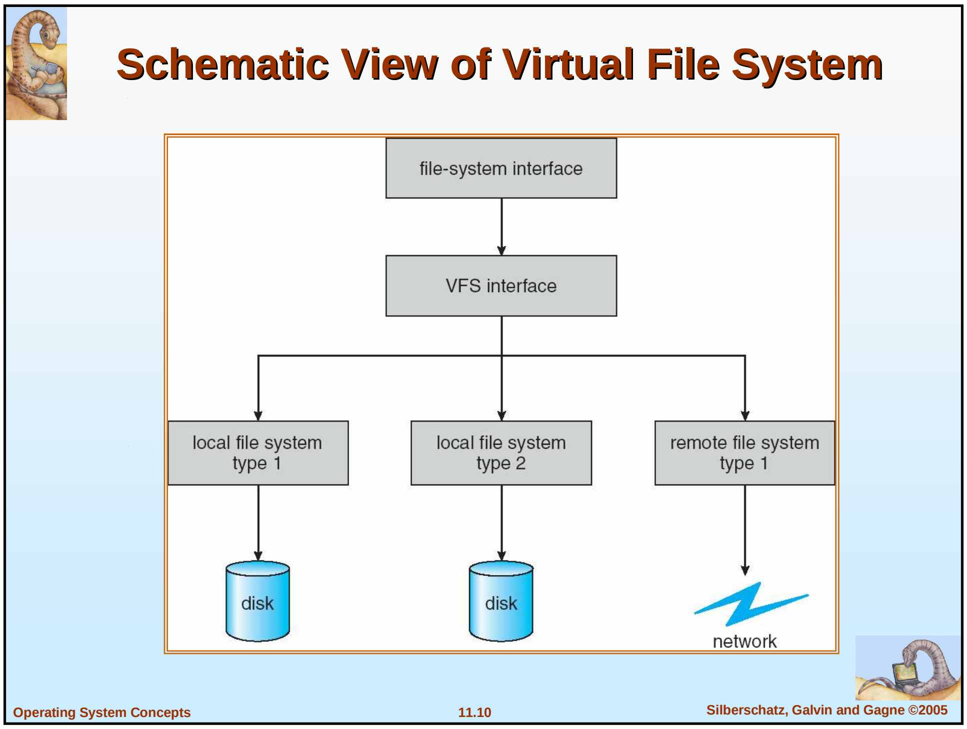
In-Memory File System Structures



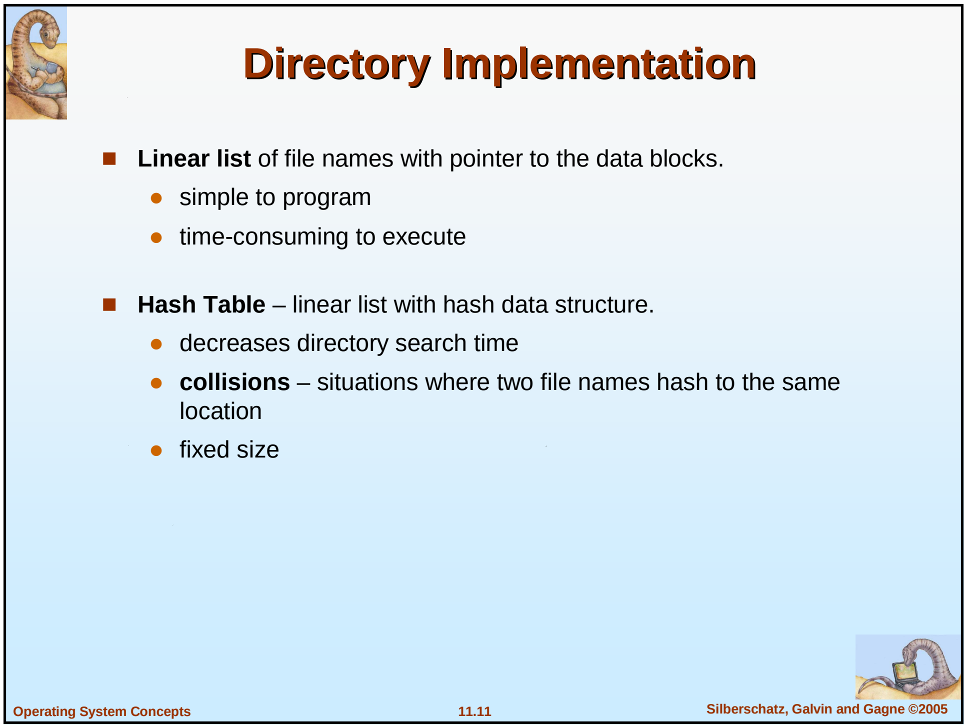


Virtual File Systems

- Virtual File Systems (VFS) provide an object-oriented way of implementing file systems.
- VFS allows the same system call interface (the API) to be used for different types of file systems.
- The API is to the VFS interface, rather than any specific type of file system.

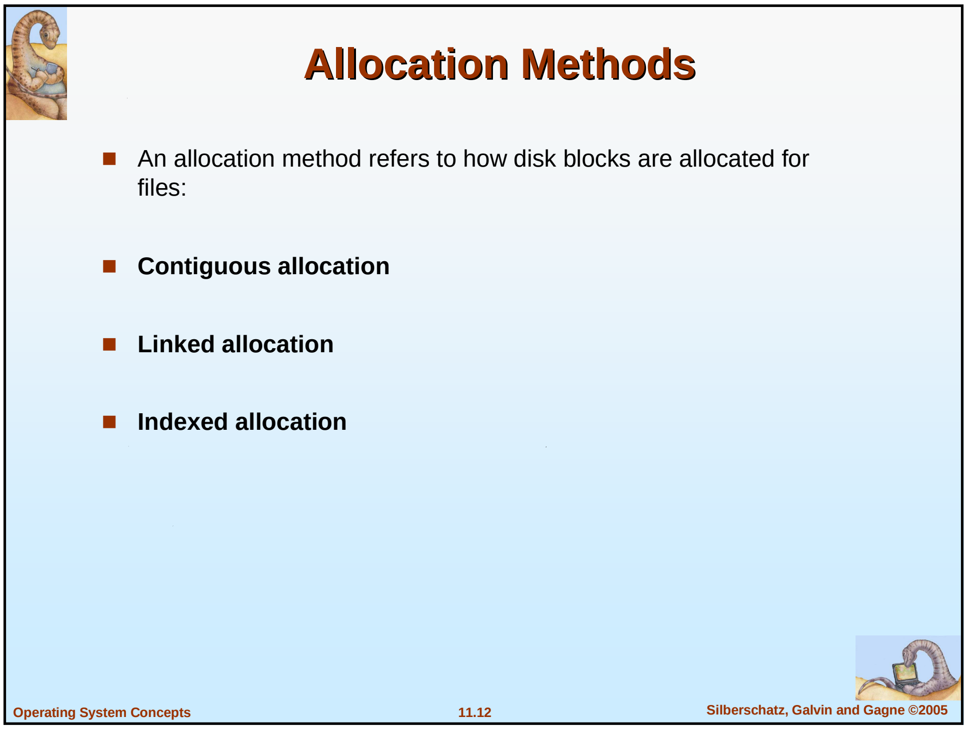


Schematic View of Virtual File System



Directory Implementation

- **Linear list** of file names with pointer to the data blocks.
  - simple to program
  - time-consuming to execute
- **Hash Table** – linear list with hash data structure.
  - decreases directory search time
  - **collisions** – situations where two file names hash to the same location
  - fixed size



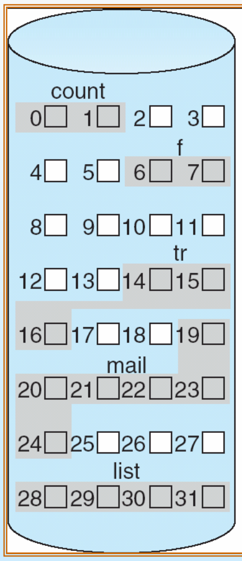
Allocation Methods

- An allocation method refers to how disk blocks are allocated for files:
- **Contiguous allocation**
- **Linked allocation**
- **Indexed allocation**

Contiguous Allocation

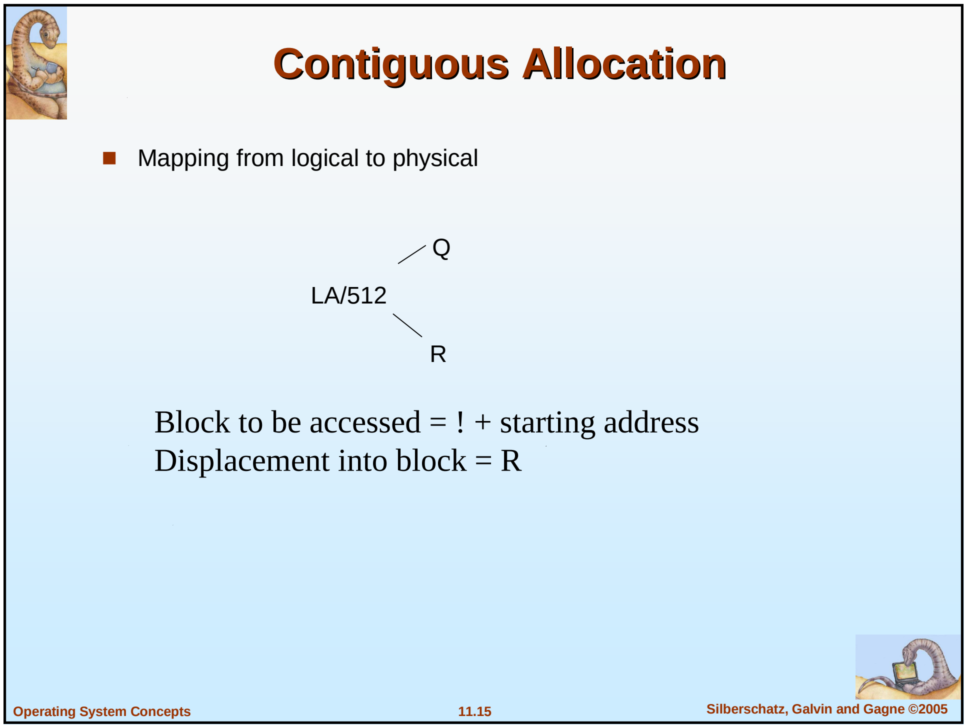
- Each file occupies a set of contiguous blocks on the disk
- Simple – only starting location (block #) and length (number of blocks) are required
- Random access
- Wasteful of space (dynamic storage-allocation problem)
- Files cannot grow

Contiguous Allocation of Disk Space



directory

file	start	length
count	0	2
tr	14	3
mail	19	6
list	28	4
f	6	2



Contiguous Allocation

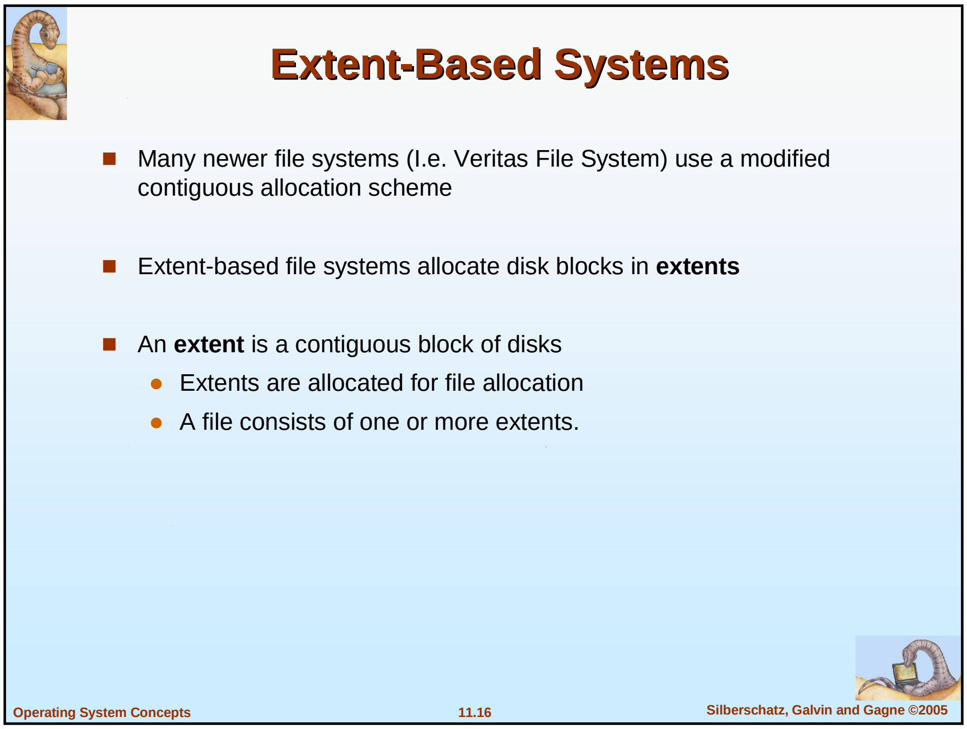
- Mapping from logical to physical

LA/512

Q

R

Block to be accessed = ! + starting address
Displacement into block = R

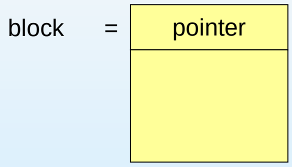


Extent-Based Systems

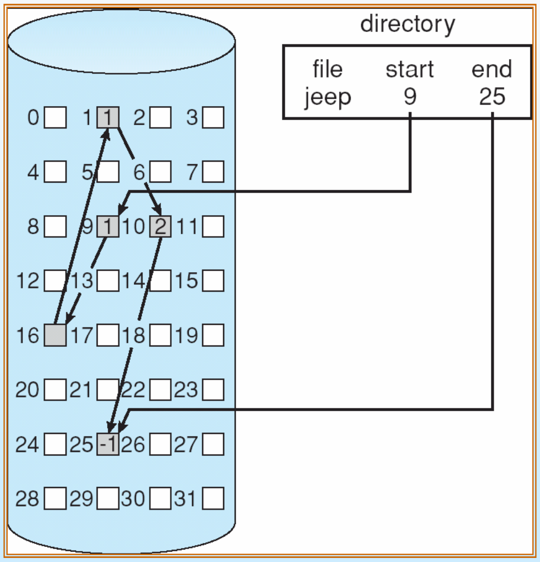
- Many newer file systems (I.e. Veritas File System) use a modified contiguous allocation scheme
- Extent-based file systems allocate disk blocks in **extents**
- An **extent** is a contiguous block of disks
  - Extents are allocated for file allocation
  - A file consists of one or more extents.

Linked Allocation

- Each file is a linked list of disk blocks: blocks may be scattered anywhere on the disk.



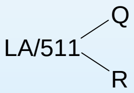
Linked Allocation



file	start	end
jeep	9	25

Linked Allocation (Cont.)

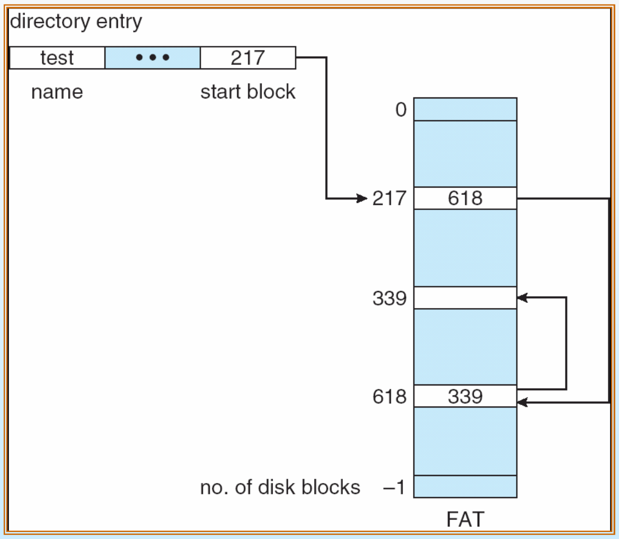
- Simple – need only starting address
- Free-space management system – no waste of space
- No random access
- Mapping

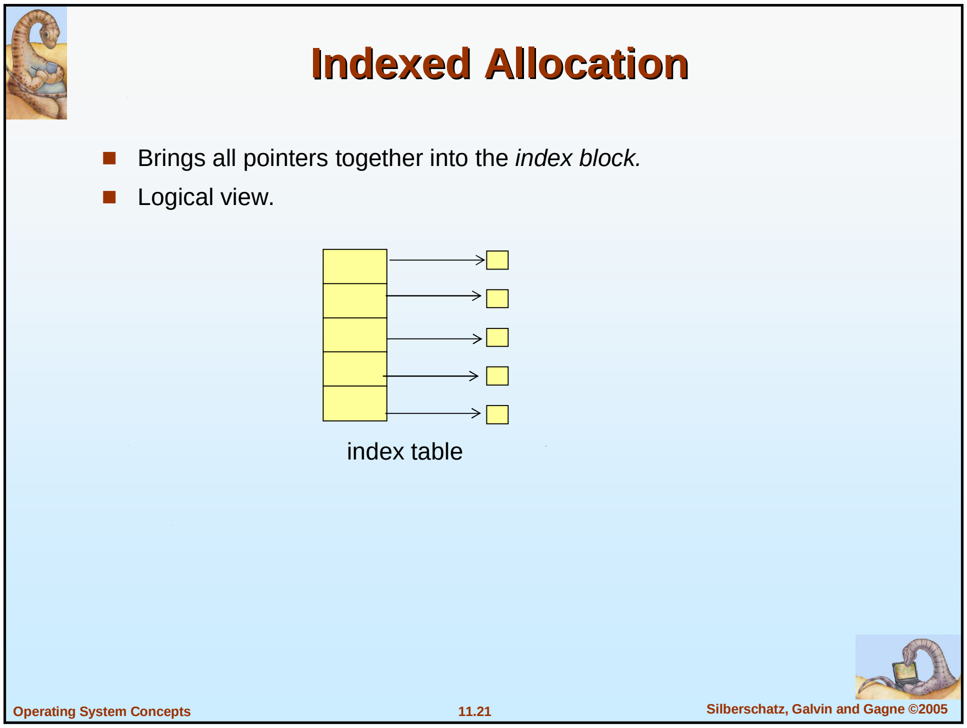


Block to be accessed is the Qth block in the linked chain of blocks representing the file.
Displacement into block = R + 1

File-allocation table (FAT) – disk-space allocation used by MS-DOS and OS/2.

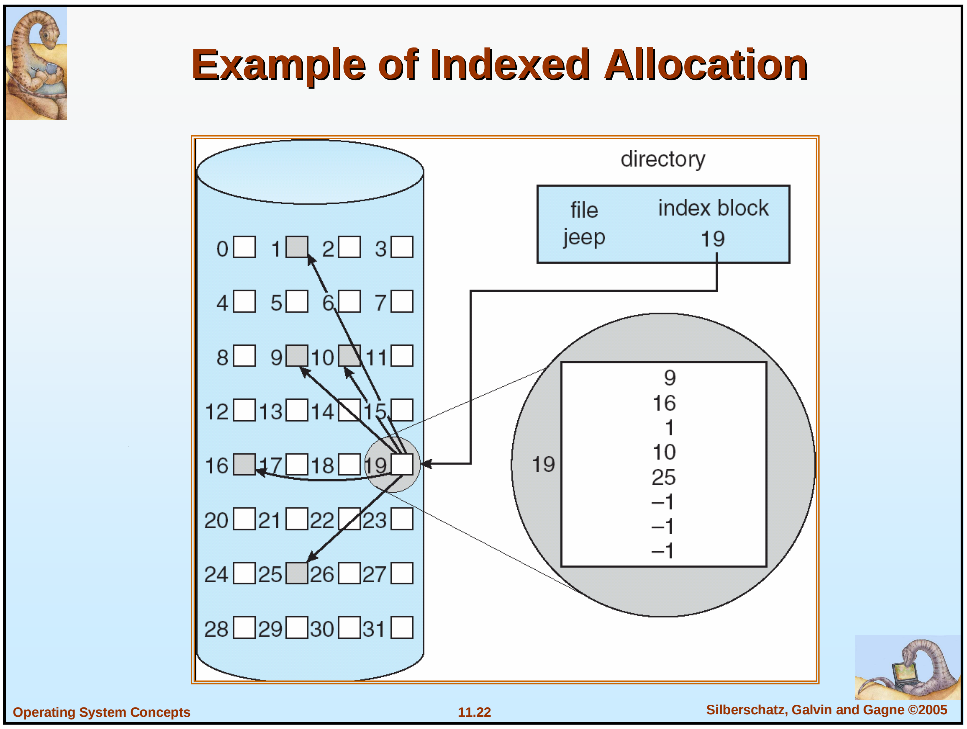
File-Allocation Table





Indexed Allocation

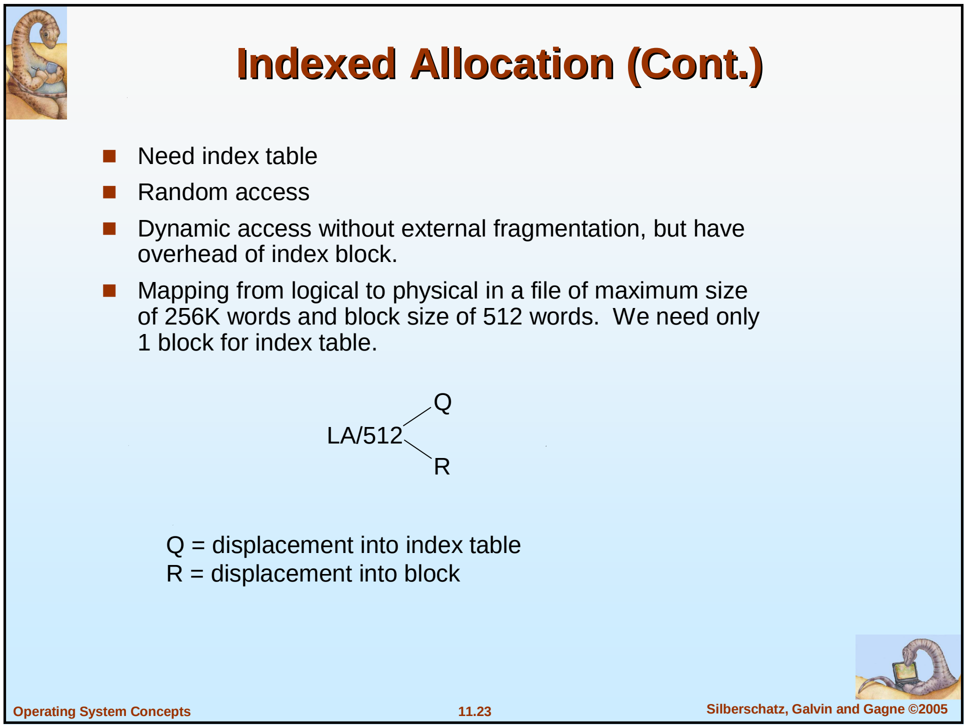
- Brings all pointers together into the *index block.*
- Logical view.



Example of Indexed Allocation

directory

file	index block
jeep	19

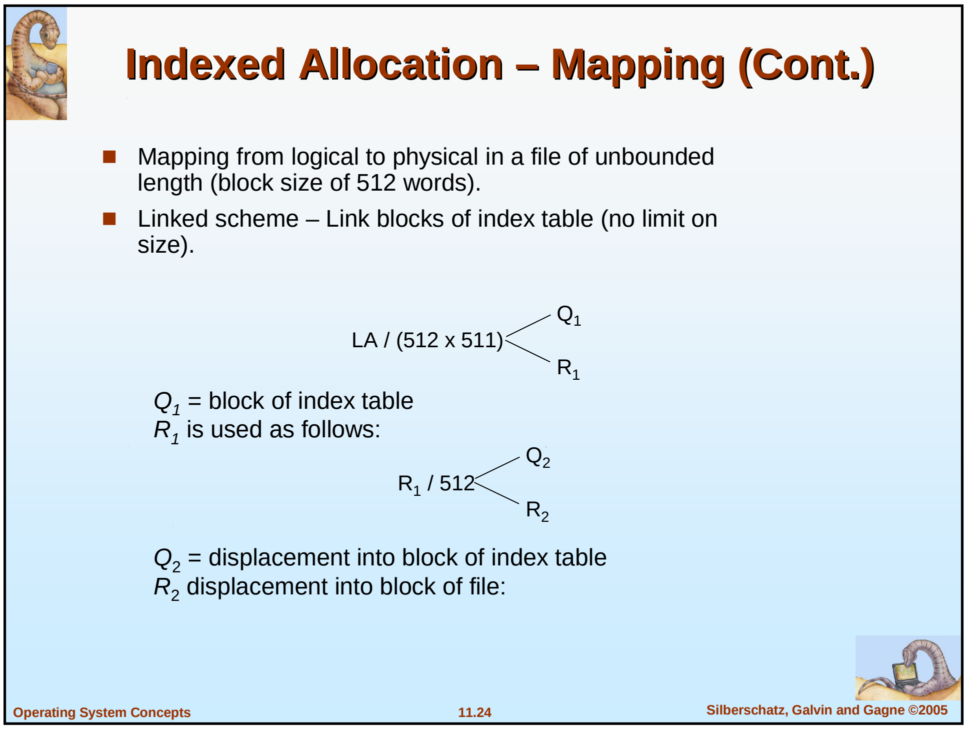


Indexed Allocation (Cont.)

- Need index table
- Random access
- Dynamic access without external fragmentation, but have overhead of index block.
- Mapping from logical to physical in a file of maximum size of 256K words and block size of 512 words. We need only 1 block for index table.

LA/512 → Q, R

Q = displacement into index table
R = displacement into block



Indexed Allocation – Mapping (Cont.)

- Mapping from logical to physical in a file of unbounded length (block size of 512 words).
- Linked scheme – Link blocks of index table (no limit on size).

LA / (512 x 511) → Q_1, R_1

Q_1 = block of index table
R_1 is used as follows:

R_1 / 512 → Q_2, R_2

Q_2 = displacement into block of index table
R_2 displacement into block of file:

Indexed Allocation – Mapping (Cont.)

- Two-level index (maximum file size is 512^3)

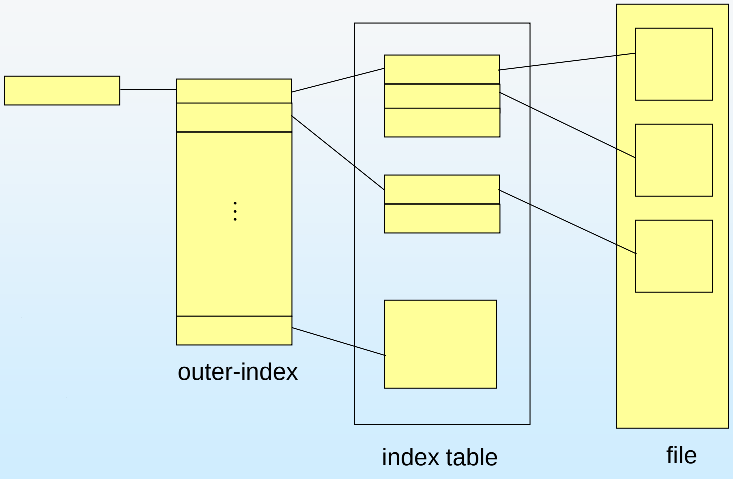
$$LA / (512 \times 512) \begin{cases} Q_1 \\ R_1 \end{cases}$$

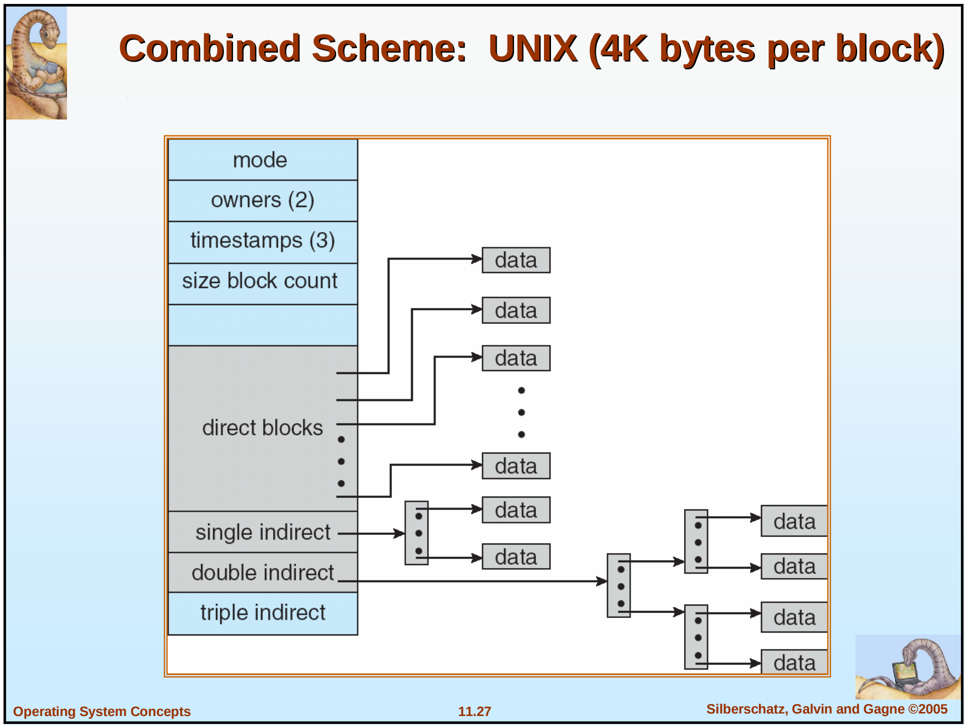
Q_1 = displacement into outer-index
R_1 is used as follows:

$$R_1 / 512 \begin{cases} Q_2 \\ R_2 \end{cases}$$

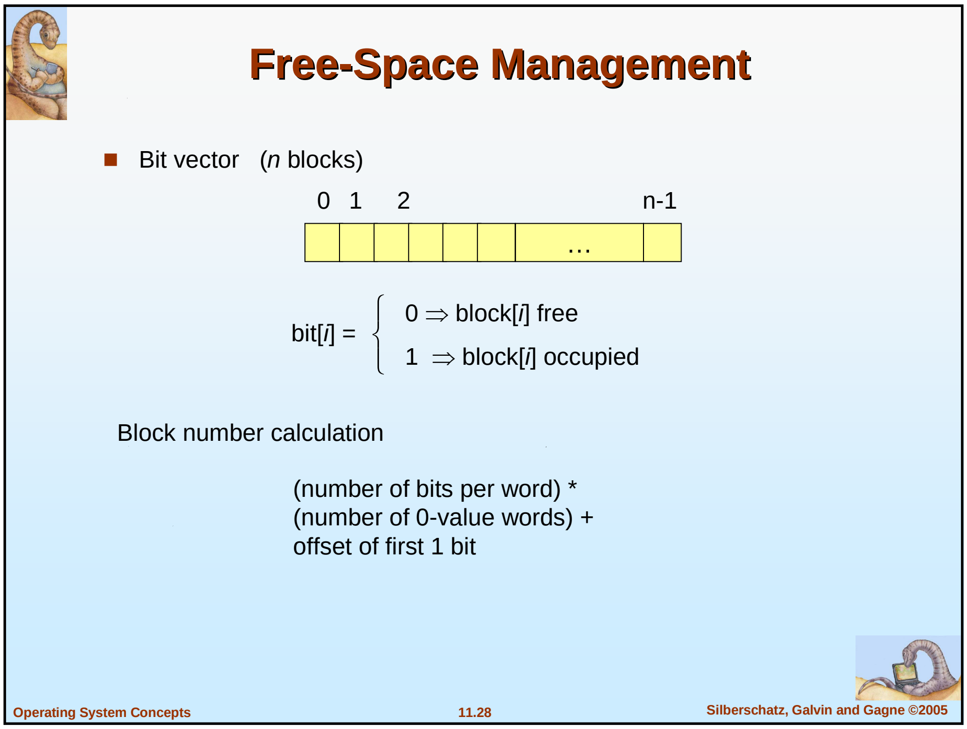
Q_2 = displacement into block of index table
R_2 displacement into block of file:

Indexed Allocation – Mapping (Cont.)





Combined Scheme: UNIX (4K bytes per block)



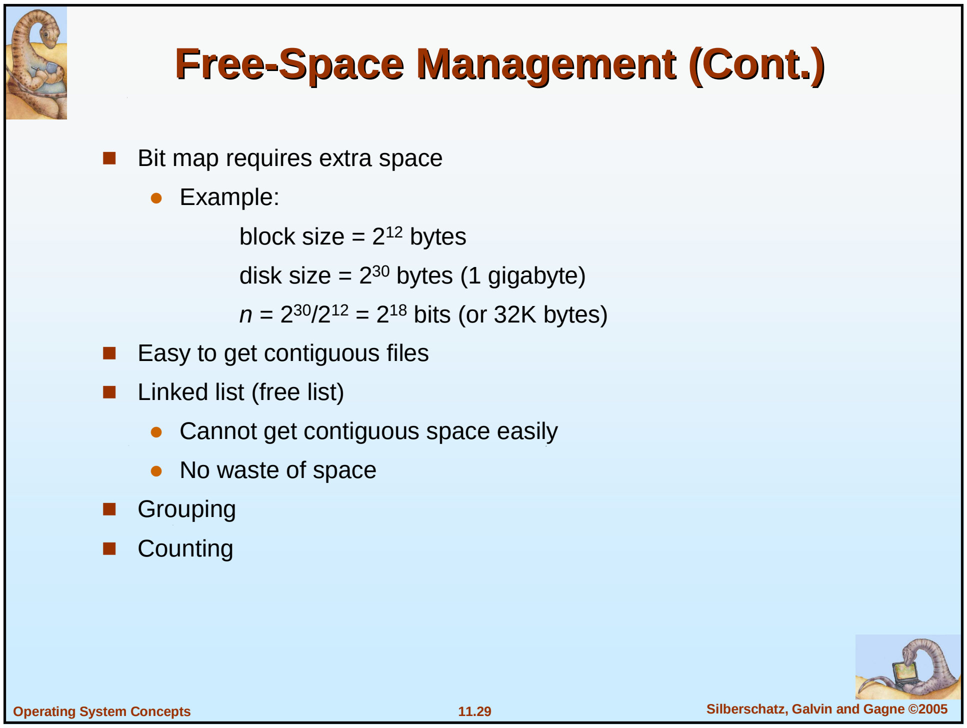
Free-Space Management

- Bit vector (*n* blocks)

$$\text{bit}[i] = \begin{cases} 0 \Rightarrow \text{block}[i] \text{ free} \\ 1 \Rightarrow \text{block}[i] \text{ occupied} \end{cases}$$

Block number calculation

(number of bits per word) *
(number of 0-value words) +
offset of first 1 bit



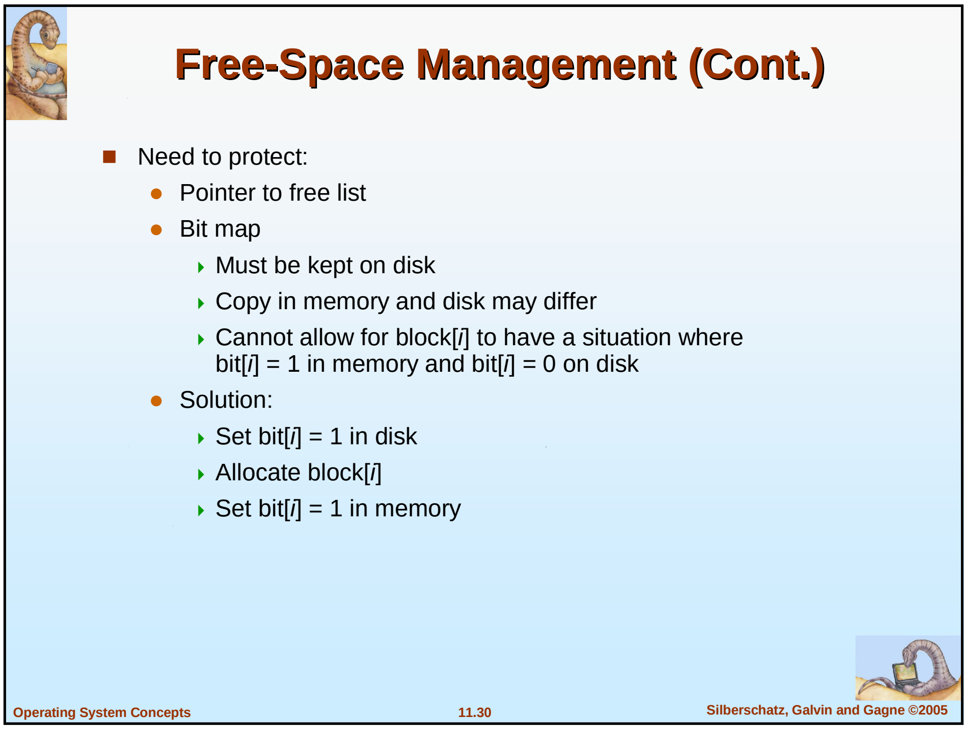
Free-Space Management (Cont.)

- Bit map requires extra space
  - Example:

    block size = 2^{12} bytes

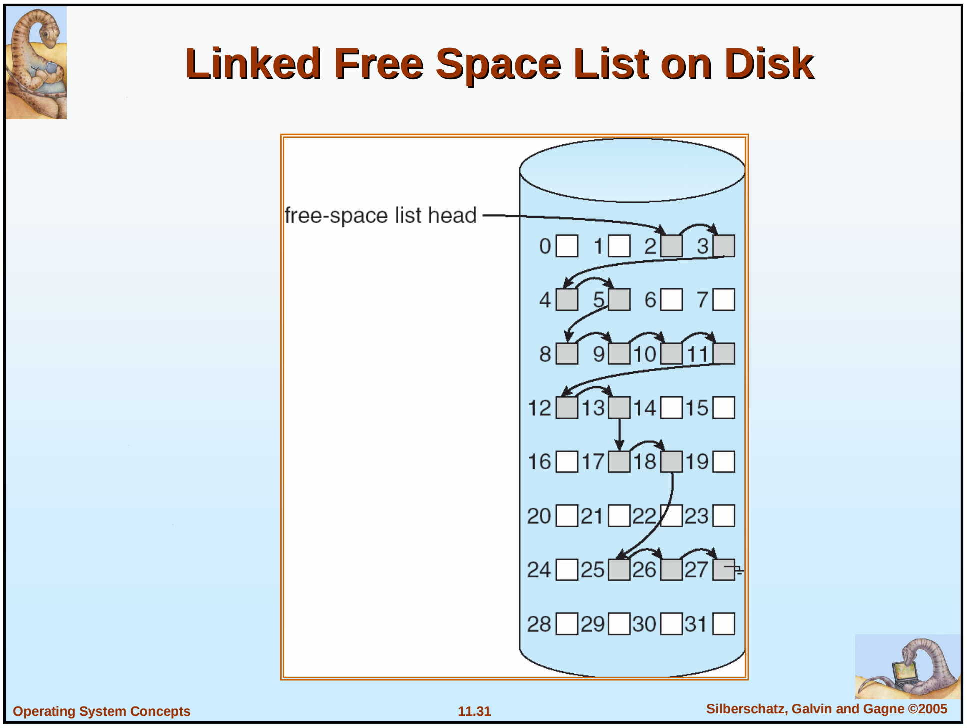
    disk size = 2^{30} bytes (1 gigabyte)

    $n = 2^{30}/2^{12} = 2^{18}$ bits (or 32K bytes)
- Easy to get contiguous files
- Linked list (free list)
  - Cannot get contiguous space easily
  - No waste of space
- Grouping
- Counting

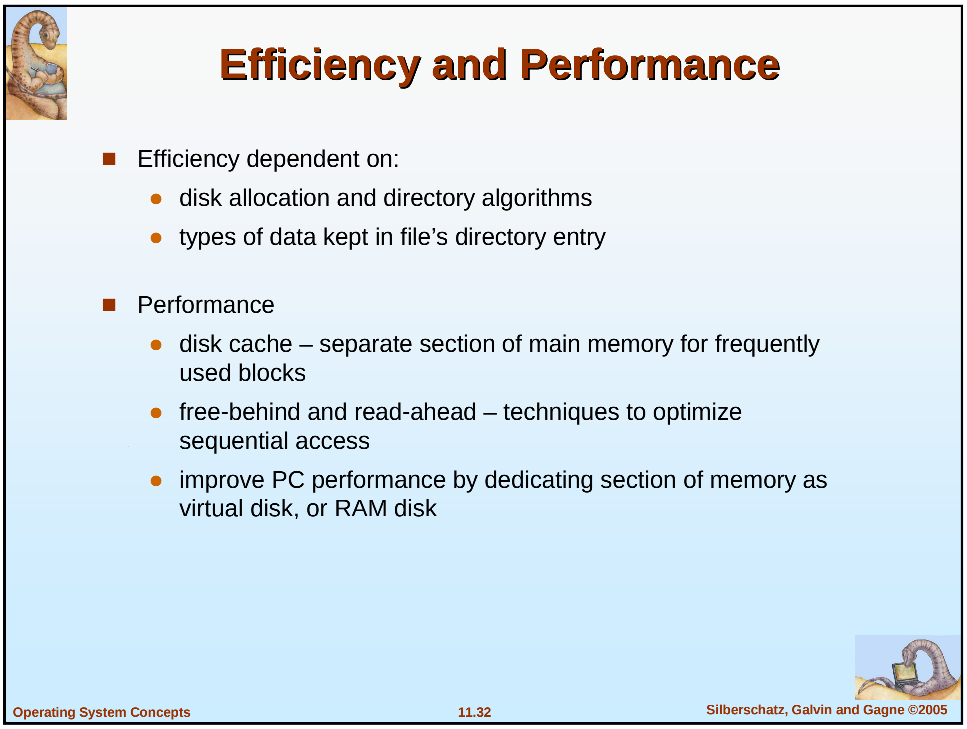


Free-Space Management (Cont.)

- Need to protect:
  - Pointer to free list
  - Bit map
    - Must be kept on disk
    - Copy in memory and disk may differ
    - Cannot allow for block[*i*] to have a situation where bit[*i*] = 1 in memory and bit[*i*] = 0 on disk
  - Solution:
    - Set bit[*i*] = 1 in disk
    - Allocate block[*i*]
    - Set bit[*i*] = 1 in memory

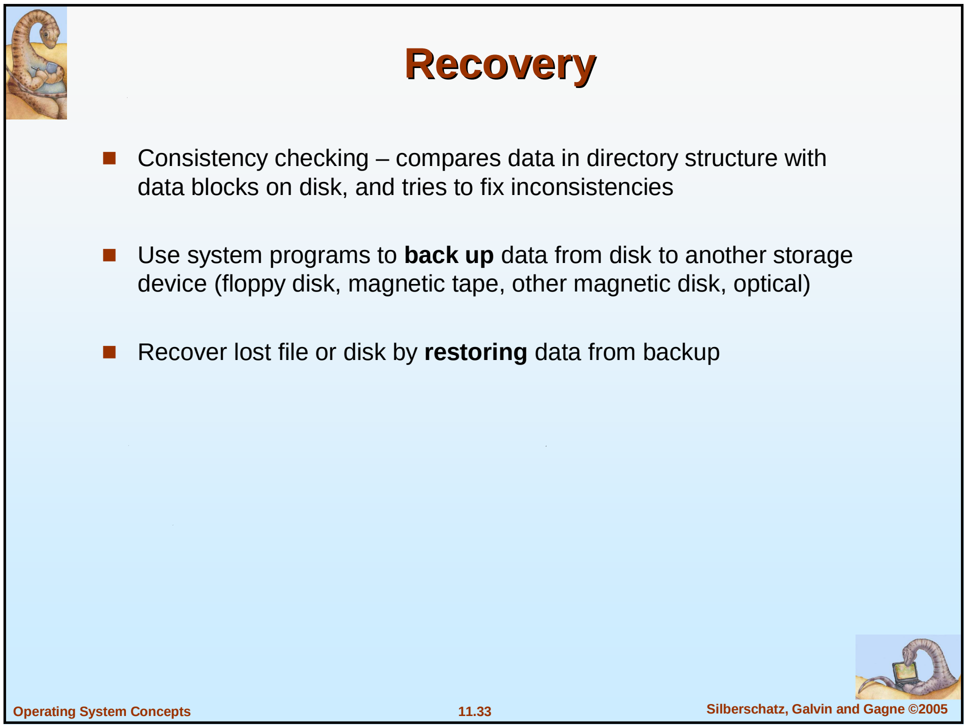


Linked Free Space List on Disk



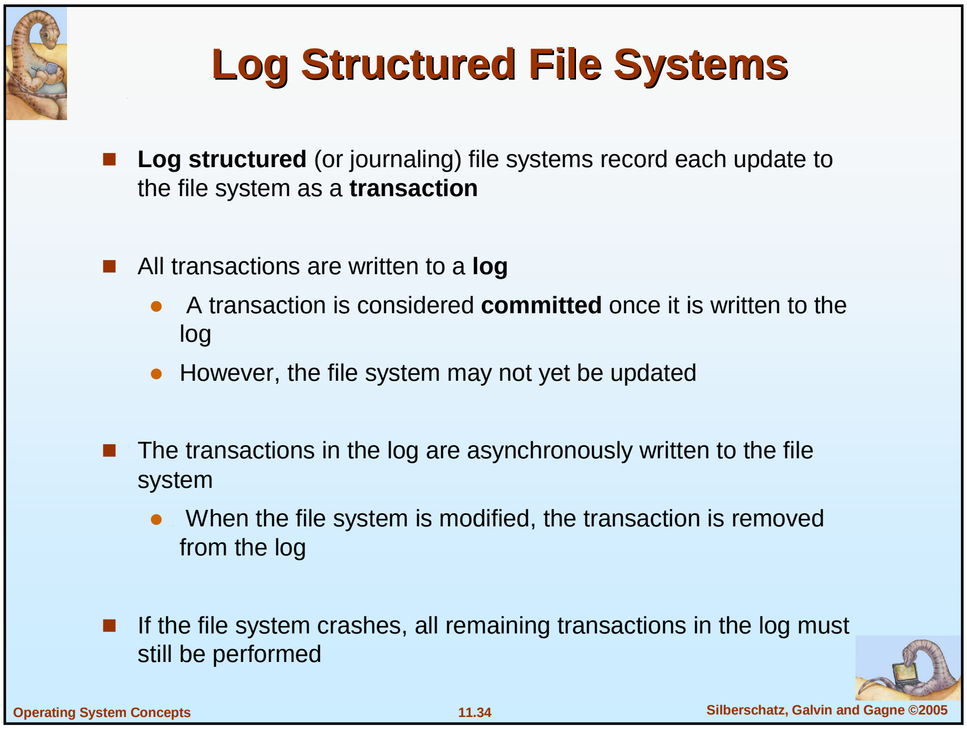
Efficiency and Performance

- Efficiency dependent on:
  - disk allocation and directory algorithms
  - types of data kept in file’s directory entry
- Performance
  - disk cache – separate section of main memory for frequently used blocks
  - free-behind and read-ahead – techniques to optimize sequential access
  - improve PC performance by dedicating section of memory as virtual disk, or RAM disk



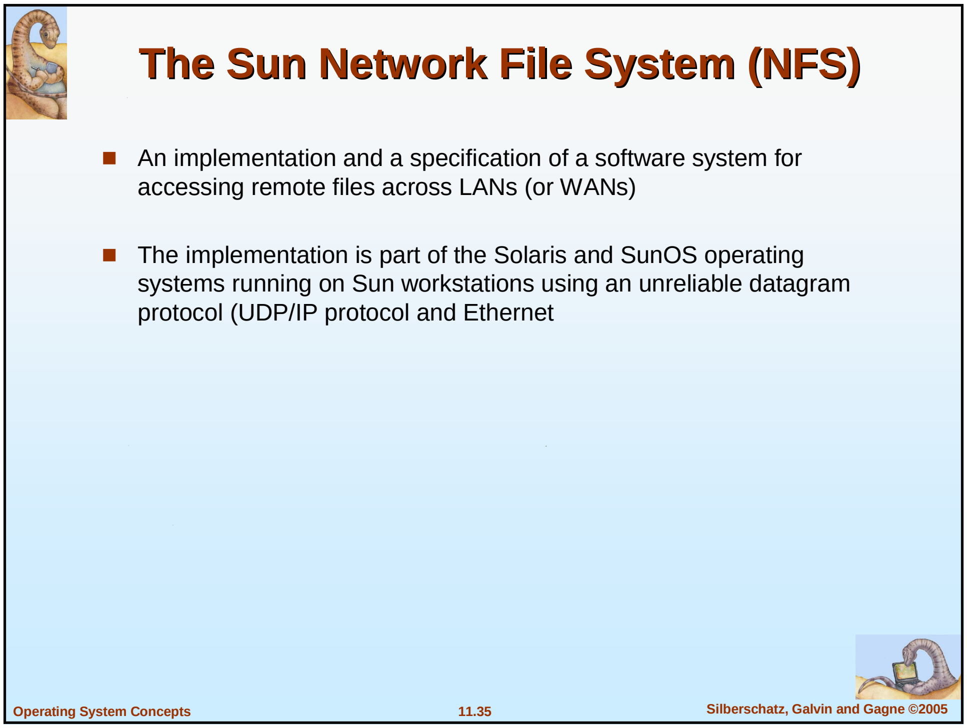
Recovery

- Consistency checking – compares data in directory structure with data blocks on disk, and tries to fix inconsistencies
- Use system programs to **back up** data from disk to another storage device (floppy disk, magnetic tape, other magnetic disk, optical)
- Recover lost file or disk by **restoring** data from backup



Log Structured File Systems

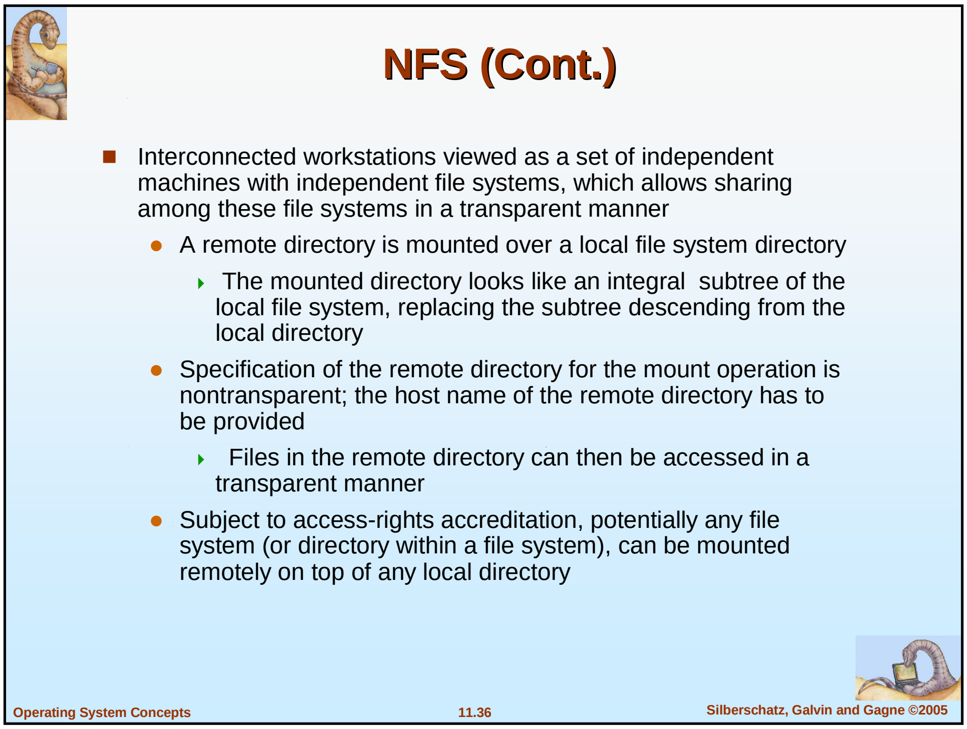
- **Log structured** (or journaling) file systems record each update to the file system as a **transaction**
- All transactions are written to a **log**
  - A transaction is considered **committed** once it is written to the log
  - However, the file system may not yet be updated
- The transactions in the log are asynchronously written to the file system
  - When the file system is modified, the transaction is removed from the log
- If the file system crashes, all remaining transactions in the log must still be performed



The Sun Network File System (NFS)

- An implementation and a specification of a software system for accessing remote files across LANs (or WANs)

- The implementation is part of the Solaris and SunOS operating systems running on Sun workstations using an unreliable datagram protocol (UDP/IP protocol and Ethernet



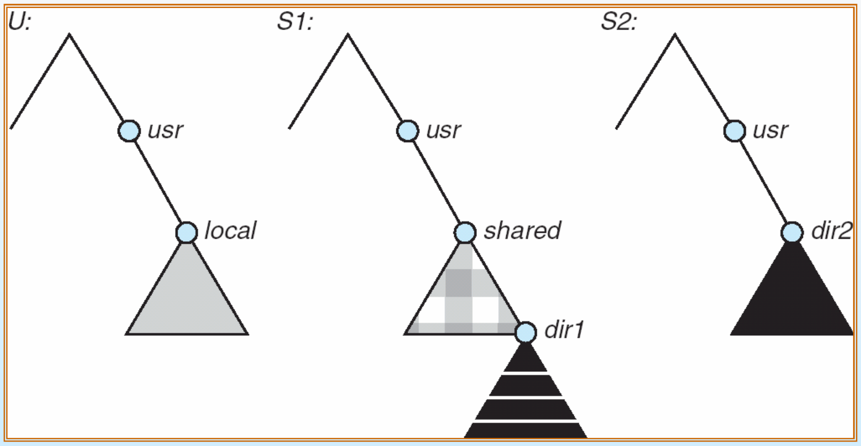
NFS (Cont.)

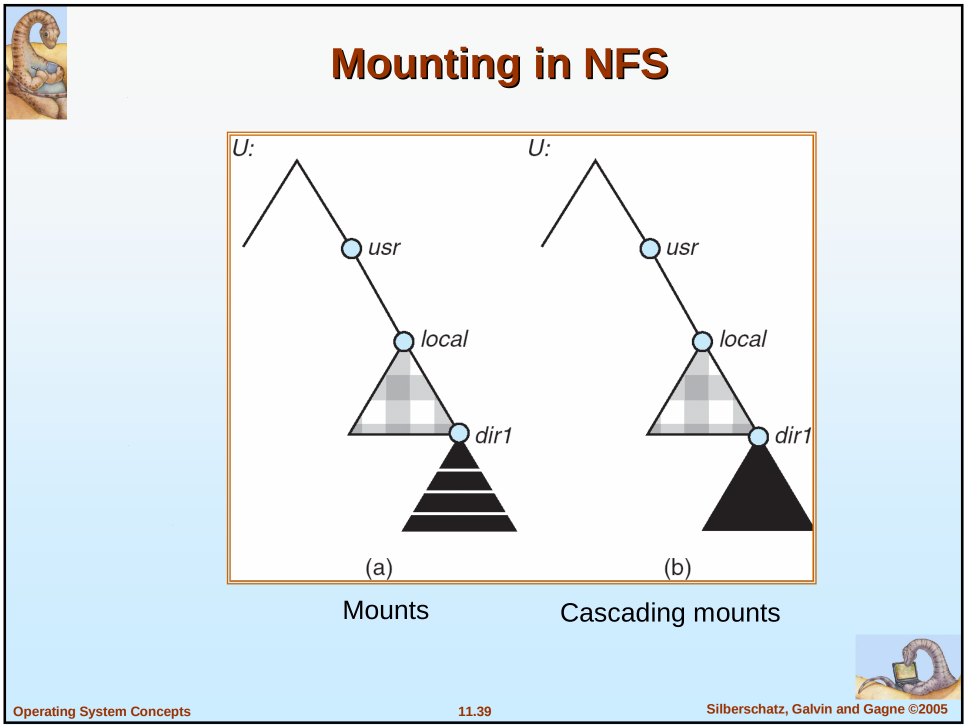
- Interconnected workstations viewed as a set of independent machines with independent file systems, which allows sharing among these file systems in a transparent manner
  - A remote directory is mounted over a local file system directory
    - The mounted directory looks like an integral subtree of the local file system, replacing the subtree descending from the local directory
  - Specification of the remote directory for the mount operation is nontransparent; the host name of the remote directory has to be provided
    - Files in the remote directory can then be accessed in a transparent manner
  - Subject to access-rights accreditation, potentially any file system (or directory within a file system), can be mounted remotely on top of any local directory

NFS (Cont.)

- NFS is designed to operate in a heterogeneous environment of different machines, operating systems, and network architectures; the NFS specifications independent of these media
- This independence is achieved through the use of RPC primitives built on top of an External Data Representation (XDR) protocol used between two implementation-independent interfaces
- The NFS specification distinguishes between the services provided by a mount mechanism and the actual remote-file-access services

Three Independent File Systems

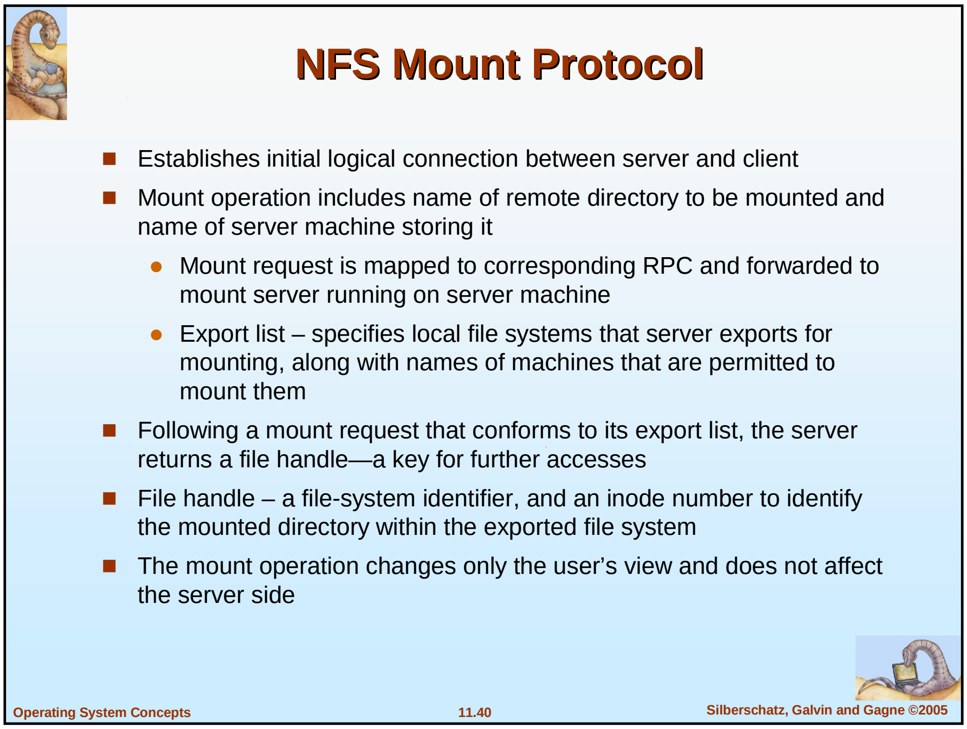




Mounting in NFS

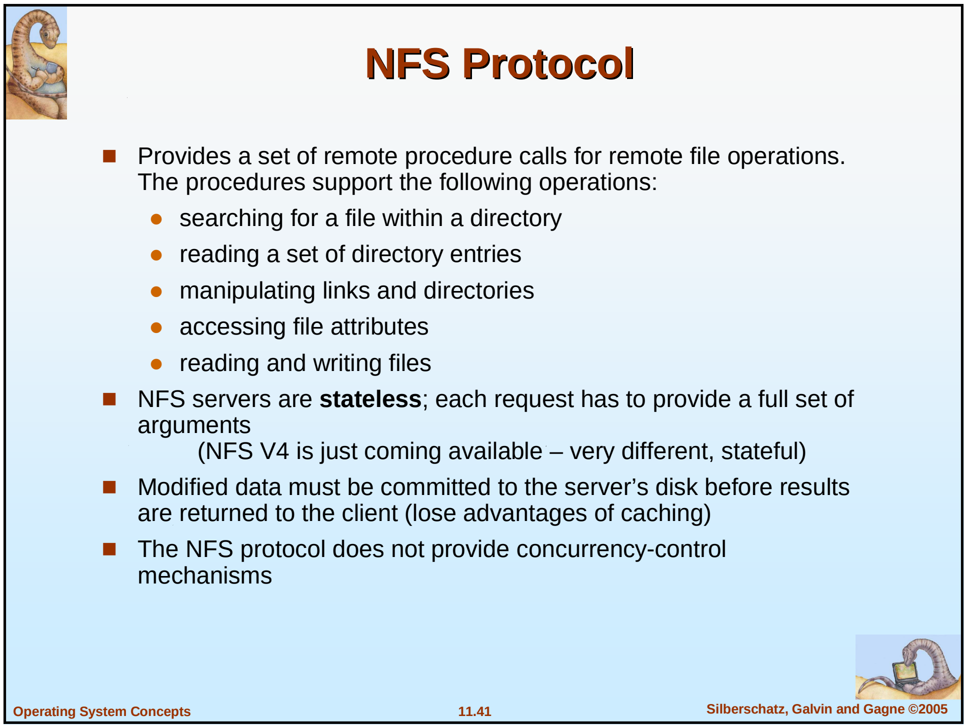
Mounts

Cascading mounts



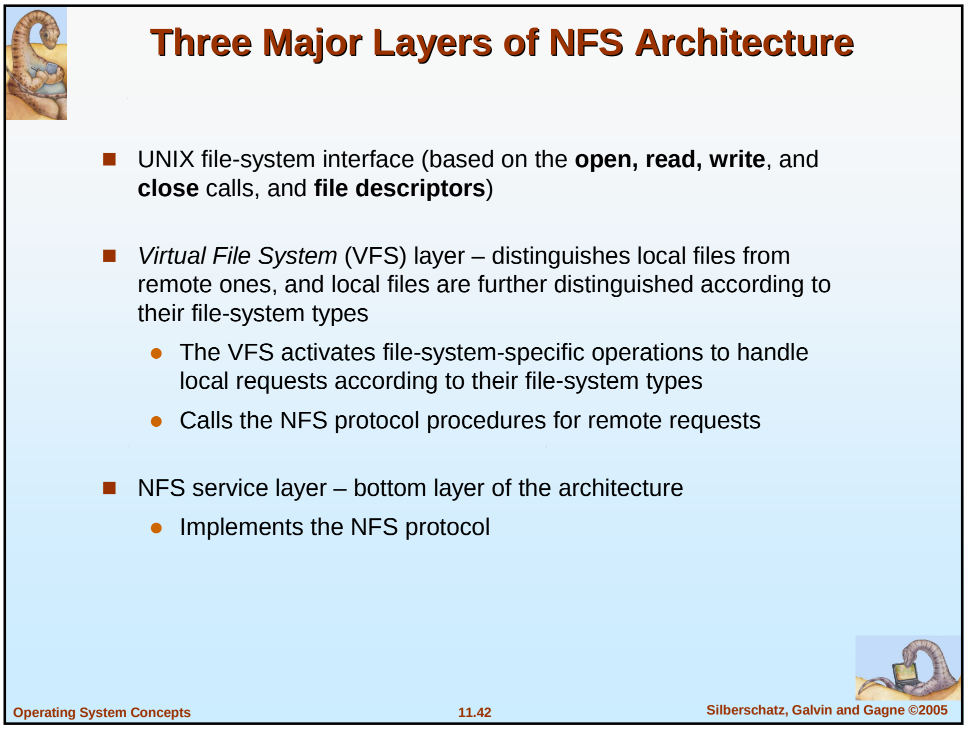
NFS Mount Protocol

- Establishes initial logical connection between server and client
- Mount operation includes name of remote directory to be mounted and name of server machine storing it
  - Mount request is mapped to corresponding RPC and forwarded to mount server running on server machine
  - Export list – specifies local file systems that server exports for mounting, along with names of machines that are permitted to mount them
- Following a mount request that conforms to its export list, the server returns a file handle—a key for further accesses
- File handle – a file-system identifier, and an inode number to identify the mounted directory within the exported file system
- The mount operation changes only the user’s view and does not affect the server side



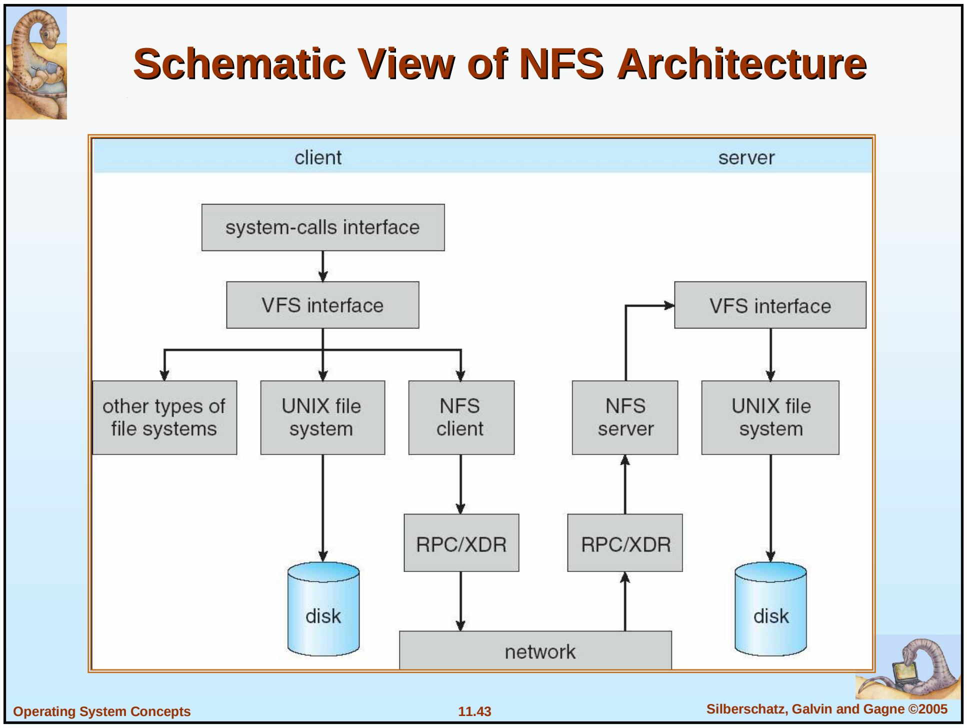
NFS Protocol

- Provides a set of remote procedure calls for remote file operations. The procedures support the following operations:
  - searching for a file within a directory
  - reading a set of directory entries
  - manipulating links and directories
  - accessing file attributes
  - reading and writing files
- NFS servers are **stateless**; each request has to provide a full set of arguments
  (NFS V4 is just coming available – very different, stateful)
- Modified data must be committed to the server's disk before results are returned to the client (lose advantages of caching)
- The NFS protocol does not provide concurrency-control mechanisms

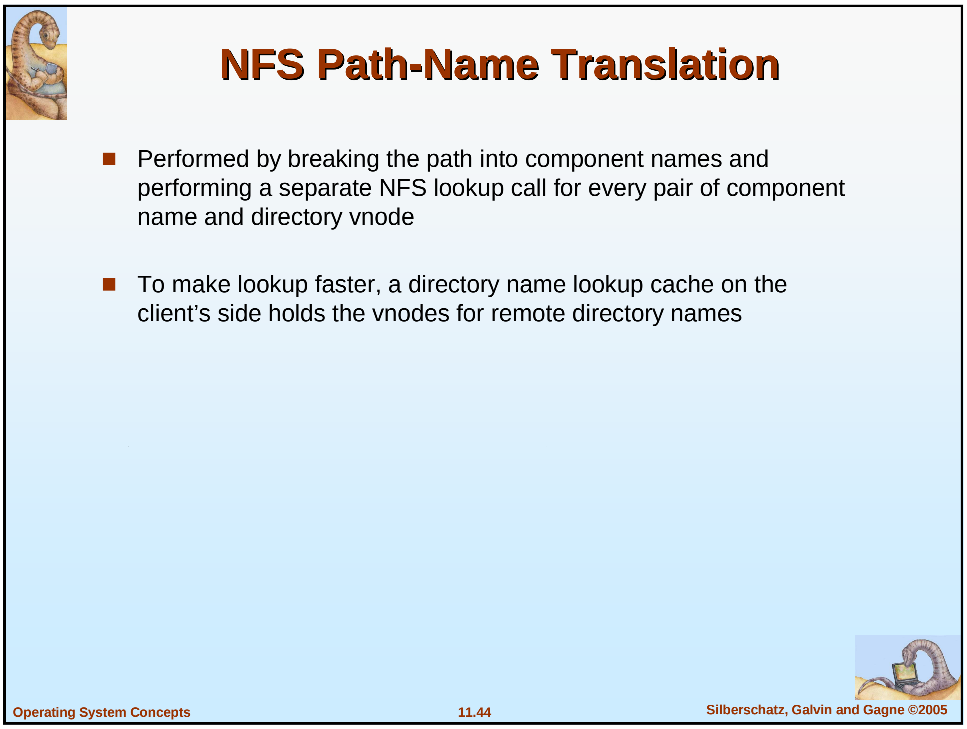


Three Major Layers of NFS Architecture

- UNIX file-system interface (based on the **open, read, write**, and **close** calls, and **file descriptors**)
- *Virtual File System* (VFS) layer – distinguishes local files from remote ones, and local files are further distinguished according to their file-system types
  - The VFS activates file-system-specific operations to handle local requests according to their file-system types
  - Calls the NFS protocol procedures for remote requests
- NFS service layer – bottom layer of the architecture
  - Implements the NFS protocol

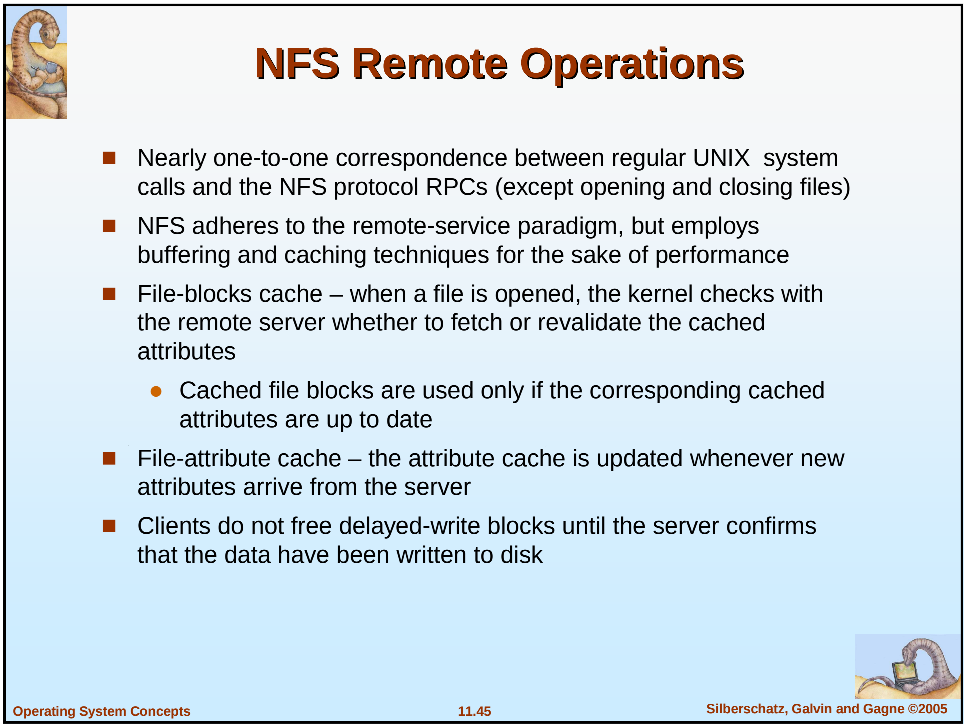


Schematic View of NFS Architecture



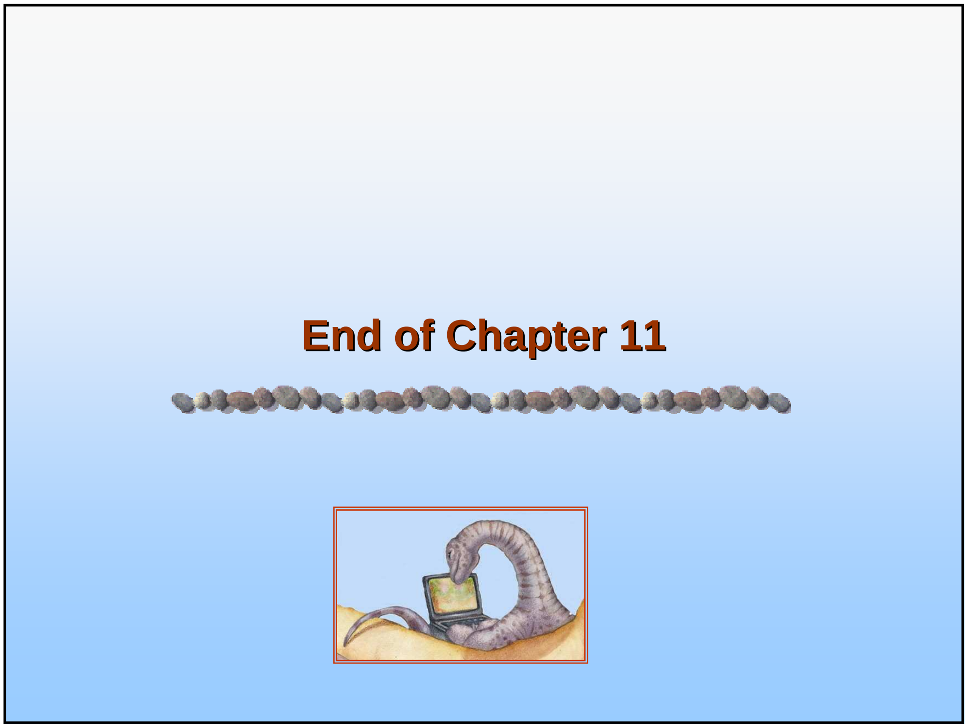
NFS Path-Name Translation

- Performed by breaking the path into component names and performing a separate NFS lookup call for every pair of component name and directory vnode
- To make lookup faster, a directory name lookup cache on the client’s side holds the vnodes for remote directory names



NFS Remote Operations

- Nearly one-to-one correspondence between regular UNIX system calls and the NFS protocol RPCs (except opening and closing files)
- NFS adheres to the remote-service paradigm, but employs buffering and caching techniques for the sake of performance
- File-blocks cache – when a file is opened, the kernel checks with the remote server whether to fetch or revalidate the cached attributes
  - Cached file blocks are used only if the corresponding cached attributes are up to date
- File-attribute cache – the attribute cache is updated whenever new attributes arrive from the server
- Clients do not free delayed-write blocks until the server confirms that the data have been written to disk



End of Chapter 11