

## CSC3150 Assignment 4

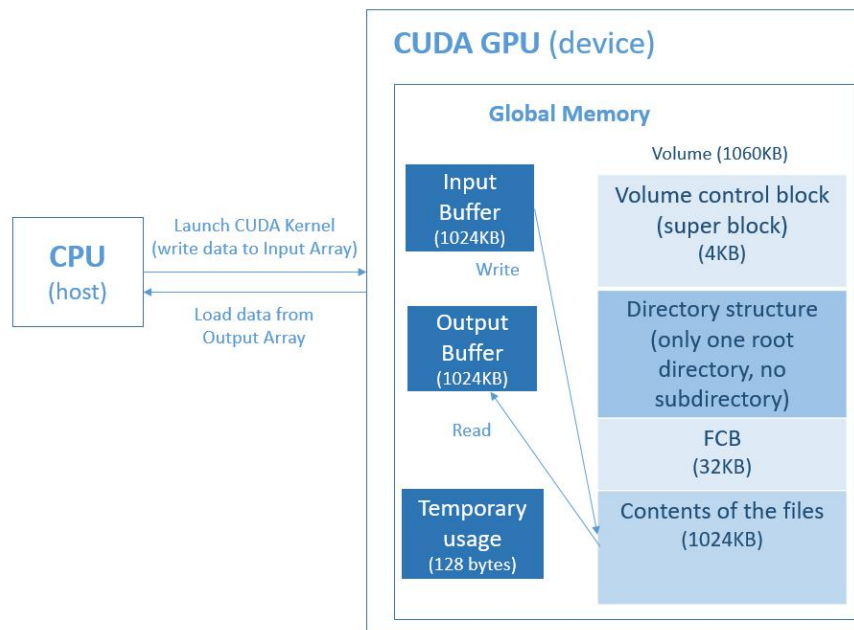
In Assignment 4, you are required to implement a mechanism of file system management via GPU's memory.

Background:

- File systems provide efficient and convenient access to the disk by allowing data to be stored, located, and retrieved easily.
- A file system poses two quite different design problems. The first problem is defining how the file system should look to the user. This task involves defining a file with its attributes, the operations allowed on a file, and the directory structure for organizing files.
- The second problem is creating algorithms and data structures to map the logical file system on to the physical secondary-storage devices.
- The file-organization module knows about files and their logical blocks, as well as physical blocks. By knowing the type of file allocation used and the location of the file, the file-organization module can translate logical block address to physical block address for the basic file system to transfer.
- Each file's logical blocks are numbered from 0 (or 1) through N. Since the physical blocks containing the data usually do not match the logical numbers, a translation is required to locate each block.
- The logical file system manages metadata information.
- Metadata includes all of the file-system structure except the actual data (or contents of the files).
- The file-organization module also includes the free-space manager, which tracks unallocated blocks and provides these blocks to the file-organization module when requested.
- The logical file system manages the directory structure to provide the file-organization module with the information the latter needs, given a symbolic file name. It maintains file structure via file-control blocks.
- A file-control block (FCB) (an inode in UNIX file systems) contains information about the file, including ownership, permissions, and location of the file contents.
- Because there have no OS in GPU to maintain the mechanism of the logical file system, we can try to implement a simple file system in CUDA GPU with single thread, and limit global memory as volume.

The GPU File System we need to design:

- We take the **global memory as a volume** (logical drive) from a hard disk.
- No directory structure stored in volume, **only one root directory**, no subdirectory in this file system.
- **A set of file operations should be implemented.**
- In this project, **we use only one of GPU memory, the global memory as a volume.** We don't create the shared memory as physical memory for any data structures stored in, like system-wide open file table in memory.
- In this simple file system, we just directly take the information from a volume (in global memory) by single thread.



## Specification:

- The size of volume is 1085440 bytes (1060KB).
- The size of files total is 1048576 bytes (1024KB).
- The maximum number of file is 1024.
- The maximum size of a file is 1024 bytes (1KB).
- The maximum size of a file name is 20 bytes.
- File name end with "\0".
- FCB size is 32 bytes.
- FCB entries is 32KB/ 32 bytes = 1024.
- Storage block size is 32 bytes.
- fs\_open:
  - Open a file
  - Give a file pointer to find the file's location.
  - Space in the file system must be found for the file.
  - An entry for the new file must be made in the directory.
  - Also accept access-mode information: read/write
  - When to use write mode, if no such file name can be found, create a new zero byte file.
  - Return a write/read pointer.
  - Function definition:

fp = fs\_open (FileSystem \*fs, char \*s, int op)

File name      G\_READ / G\_WRITE



- Demo usage:

```
// open a file with read mode
fp = fs_open(fs, "b.txt\0", G_READ);

// open a file with write mode
fp = fs_open(fs, "t.txt\0", G_WRITE);
```

- **fs\_write:**
  - To write a file.
  - There is a write pointer to identify the location in the file.
  - If the file has existed, cleanup the older contents of the file and write the new contents.
  - Take the input buffer to write bytes data to the file.
  - Function definition:

`fs_write (FileSystem *fs, uchar *input, u32 size, u32 fp)`



- Demo usage:

```
// start from input[0], write 64 bytes into t.txt.
fp = fs_open(fs, "t.txt\0", G_WRITE);
fs_write(fs, input, 64, fp);

// start from input[32], write 64 bytes into t.txt.
fp = fs_open(fs, "t.txt\0", G_WRITE);
fs_write(fs, input + 32, 64, fp);
```

- **fs\_read:**
  - To read contents from a file.
  - There is a read pointer to identify the location in the file.
  - To read bytes data from the file to the output buffer.
  - The offset of the opened file associated with the read pointer is 0 (always read the file from head).
  - Function definition:

`fs_read(FileSystem *fs, uchar *output, u32 size, u32 fp)`



- Demo usage:

```
// start from beginning of b.txt, read 64 bytes and write into output buffer.
fp = fs_open(fs, "b.txt\0", G_READ);
fs_read(fs, output, 64, fp);
```

- fs\_gsys (RM):

- To delete a file and release the file space.
- Search the directory for the named file.
- Implement gsys() to pass the RM command.
- Function definition.

```
fs_gsys(FileSystem *fs, int op, char *s)
```

Delete command: RM

File name you want to delete

- Demo usage

```
// remove the file t.txt
fs_gsys(fs, RM, "t.txt\0");
```

- fs\_gsys (LS\_D / LS\_S):

- List information about files.
- Implement gsys() to pass the LS\_D/LS\_S commands.
- LS\_D list all files name in the directory and order by modified time of files.
- LS\_S list all files name and size in the directory and order by size.
- If there are several files with the same size, then first create first print.
- Function definition

```
fs_gsys(int op)
```

list command:  
LS\_D / LS\_S

- Demo usage

```
// list all files in current directy by modified time
fs_gsys(fs, LS_D);
```

```
// list all files in current directy by file size
fs_gsys(fs, LS_S);
```

- Demo output

```
C:\Windows\system32\cmd.exe
===sort by modified time===
t.txt
b.txt
===sort by file size===
t.txt 32
b.txt 32
```

Template structure:

- The storage size of the file system is already pre-defined as:

```
#define SUPERBLOCK_SIZE 4096 //32K/8 bits = 4 K
#define FCB_SIZE 32 //32 bytes per FCB
#define FCB_ENTRIES 1024
#define VOLUME_SIZE 1085440 //4096+32768+1048576
#define STORAGE_BLOCK_SIZE 32

#define MAX_FILENAME_SIZE 20
#define MAX_FILE_NUM 1024
#define MAX_FILE_SIZE 1048576

#define FILE_BASE_ADDRESS 36864 //4096+32768

// data input and output
__device__ __managed__ uchar input[MAX_FILE_SIZE];
__device__ __managed__ uchar output[MAX_FILE_SIZE];

// volume (disk storage)
__device__ __managed__ uchar volume[VOLUME_SIZE];
```

- At first, load the binary file, named “data.bin” to input buffer (via “load\_binary\_file()”) before kernel launch.
- Launch to GPU kernel with single thread.

```
// Launch to GPU kernel with single thread
mykernel<<<1, 1>>>(input, output);
```

- In kernel function, initialize the file system we constructed.

```
// Initilize the file system
FileSystem fs;
fs_init(&fs, volume, SUPERBLOCK_SIZE, FCB_SIZE, FCB_ENTRIES,
        VOLUME_SIZE, STORAGE_BLOCK_SIZE, MAX_FILENAME_SIZE,
        MAX_FILE_NUM, MAX_FILE_SIZE, FILE_BASE_ADDRESS);

__device__ void fs_init(FileSystem *fs, uchar *volume, int SUPERBLOCK_SIZE,
                        int FCB_SIZE, int FCB_ENTRIES, int VOLUME_SIZE,
                        int STORAGE_BLOCK_SIZE, int MAX_FILENAME_SIZE,
                        int MAX_FILE_NUM, int MAX_FILE_SIZE, int FILE_BASE_ADDRESS)
{
    // init variables
    fs->volume = volume;

    // init constants
    fs->SUPERBLOCK_SIZE = SUPERBLOCK_SIZE;
    fs->FCB_SIZE = FCB_SIZE;
    fs->FCB_ENTRIES = FCB_ENTRIES;
    fs->STORAGE_SIZE = VOLUME_SIZE;
    fs->STORAGE_BLOCK_SIZE = STORAGE_BLOCK_SIZE;
    fs->MAX_FILENAME_SIZE = MAX_FILENAME_SIZE;
    fs->MAX_FILE_NUM = MAX_FILE_NUM;
    fs->MAX_FILE_SIZE = MAX_FILE_SIZE;
    fs->FILE_BASE_ADDRESS = FILE_BASE_ADDRESS;
}
```

- In kernel function, invoke user\_program to simulate file operations for testing. **We will replace the user program with different test cases.**

```
// user program the access pattern for testing file operations
user_program(&fs, input, output);
```

- You should complete the file operations for fs\_open/fs\_write/fs\_read/fs\_gsys(rm)/fs\_gsys(ls\_d)/fs\_gsys(ls\_s).

```

__device__ u32 fs_open(FileSystem *fs, char *s, int op)
{
    /* Implement open operation here */
}

__device__ void fs_read(FileSystem *fs, uchar *output, u32 size, u32 fp)
{
    /* Implement read operation here */
}

__device__ u32 fs_write(FileSystem *fs, uchar* input, u32 size, u32 fp)
{
    /* Implement write operation here */
}

__device__ void fs_gsys(FileSystem *fs, int op)
{
    /* Implement LS_D and LS_S operation here */
}

__device__ void fs_gsys(FileSystem *fs, int op, char *s)
{
    /* Implement rm operation here */
}

```

- In CPU(host) main function, the output buffer is copied in device, and it is written into “snapshot.bin” (via write\_binary\_file()).



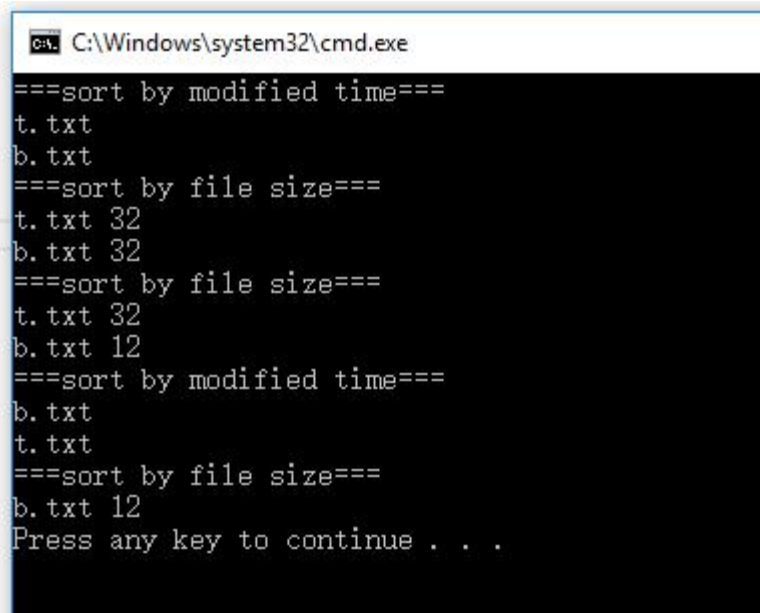
### Function Requirements (90 points):

- Implement file volume structure. (10 points)
- Implement free space management. (For example, Bit-Vector / Bit-Map). (10 points)
- Implement contiguous allocation. (10 points)
- Implement fs\_open operation (10 points)
- Implement fs\_write operation (10 points)
- Implement fs\_read operation (10 points)
- Implement fs\_gsys(RM) operation (10 points)
- Implement fs\_gsys(LS\_D) operation (10 points)
- Implement fs\_gsys(LS\_S) operation (10 points)

Demo Output:

In the “user\_program.cu”, we’ve provided three test cases.

- Test Case 1



```
cmd.exe C:\Windows\system32\cmd.exe
===sort by modified time===
t.txt
b.txt
===sort by file size===
t.txt 32
b.txt 32
===sort by file size===
t.txt 32
b.txt 12
===sort by modified time===
b.txt
t.txt
===sort by file size===
b.txt 12
Press any key to continue . . .
```

- Test Case 2

```

C:\Windows\system32\cmd.exe
===sort by modified time===
t.txt
b.txt
===sort by file size===
t.txt 32
b.txt 32
===sort by file size===
t.txt 32
b.txt 12
===sort by modified time===
b.txt
t.txt
===sort by file size===
b.txt 12
===sort by file size===
*ABCDEFGHIJKLMNOPQR 33
)ABCDEFGHIJKLMNOPQR 32
(ABCDEFGHIJKLMNOPQR 31
'ABCDEFGHIJKLMNOPQR 30
&ABCDEFGHIJKLMNOPQR 29
%ABCDEFGHIJKLMNOPQR 28
$ABCDEFGHIJKLMNOPQR 27
#ABCDEFGHIJKLMNOPQR 26
"ABCDEFGHIJKLMNOPQR 25
!ABCDEFGHIJKLMNOPQR 24
b.txt 12
===sort by modified time===
*ABCDEFGHIJKLMNOPQR
)ABCDEFGHIJKLMNOPQR
(ABCDEFGHIJKLMNOPQR
'ABCDEFGHIJKLMNOPQR
&ABCDEFGHIJKLMNOPQR
b.txt
Press any key to continue . . .

```

- Test Case 3

```

*ABCDEFGHIJKLMNOPQR 33
;A 33
)ABCDEFGHIJKLMNOPQR 32
:A 32
(ABCDEFGHIJKLMNOPQR 31
9A 31
'ABCDEFGHIJKLMNOPQR 30
8A 30
&ABCDEFGHIJKLMNOPQR 29
7A 29
6A 28
5A 27
4A 26
3A 25
2A 24
b.txt 12

```

## Bonus (15 points)

- In basic task, there is only one root directory for the file system. In bonus, you must implement tree-structured directories. (3 points)
- A directory (or subdirectory) contains a set of files or subdirectories.
- A directory is simply another file.
- There are at most 50 files (include subdirectories) in a directory.
- The size of a directory is the sum of character bytes of all files name (include subdirectories).

E.g., the directory root/ have these files:

"A.txt\0" "b.txt\0" "c.txt\0" "app\0"

The size of directory root/ is 22 bytes.

- The maximum number of files (include directory) is 1024.
- The maximum depth of the tree-structured directory is 3.
- File operations: (12 points)
  - `fs_gsys(fs, MKDIR, "app\0");`  
Create a directory named 'app'.
  - `fs_gsys(fs, CD, "app\0");`  
Enter app directory (only move to its subdirectory).
  - `fs_gsys(fs, CD_P);`  
Move up to parent directory.
  - `fs_gsys(fs, RM_RF, "app\0");`  
Remove the app directory and all its subdirectories and files recursively.  
You cannot delete a directory by `fs_gsys(fs, RM, "app\0")`, cannot remove 'app' if it is a directory.
  - `fs, gsys(fs, PWD);`  
Print the path name of current, eg., "/app/soft"
  - `fs_gsys(fs, LS_D / LS_S);`  
Update this file list operation, to list the files as well as directories.  
For a file, list it name (with size) only. For a directory, add an symbol 'd' at the end.

- Demo test case:

```

////////// Bonus Test Case //////////
u32 fp = fs_open(fs, "t.txt\0", G_WRITE);
fs_write(fs, input, 64, fp);
fp = fs_open(fs, "b.txt\0", G_WRITE);
fs_write(fs, input + 32, 32, fp);
fp = fs_open(fs, "t.txt\0", G_WRITE);
fs_write(fs, input + 32, 32, fp);
fp = fs_open(fs, "t.txt\0", G_READ);
fs_read(fs, output, 32, fp);
fs_gsys(fs, LS_D);
fs_gsys(fs, LS_S);
fs_gsys(fs, MKDIR, "app\0");
fs_gsys(fs, LS_D);
fs_gsys(fs, LS_S);
fs_gsys(fs, CD, "app\0");
fs_gsys(fs, LS_S);
fp = fs_open(fs, "a.txt\0", G_WRITE);
fs_write(fs, input + 128, 64, fp);
fp = fs_open(fs, "b.txt\0", G_WRITE);
fs_write(fs, input + 256, 32, fp);
fs_gsys(fs, MKDIR, "soft\0");
fs_gsys(fs, LS_S);
fs_gsys(fs, LS_D);
fs_gsys(fs, CD, "soft\0");
fs_gsys(fs, PWD);
fp = fs_open(fs, "A.txt\0", G_WRITE);
fs_write(fs, input + 256, 64, fp);
fp = fs_open(fs, "B.txt\0", G_WRITE);
fs_write(fs, input + 256, 1024, fp);
fp = fs_open(fs, "C.txt\0", G_WRITE);
fs_write(fs, input + 256, 1024, fp);
fp = fs_open(fs, "D.txt\0", G_WRITE);
fs_write(fs, input + 256, 1024, fp);
fs_gsys(fs, LS_S);
fs_gsys(fs, CD_P);
fs_gsys(fs, LS_S);
fs_gsys(fs, PWD);
fs_gsys(fs, CD_P);
fs_gsys(fs, LS_S);
fs_gsys(fs, CD, "app\0");
fs_gsys(fs, RM_RF, "soft\0");
fs_gsys(fs, LS_S);
fs_gsys(fs, CD_P);
fs_gsys(fs, LS_S);

```

- Demo output:

```

===sort by modified time===
t.txt
b.txt
===sort by file size===
t.txt 32
b.txt 32
===sort by modified time===
app d
t.txt
b.txt
===sort by file size===
t.txt 32
b.txt 32
app 0 d
===sort by file size===
===sort by file size===
a.txt 64
b.txt 32
soft 0 d
===sort by modified time===
soft d
b.txt
a.txt
/app/soft







```

## Report (10 points)

Write a report(in **PDF format**) for your assignment, which should include main information as below:

- How did you design your program?
- What problems you met in this assignment and what is your solution?
- The steps to execute your program.
- Screenshot of your program output.
- What did you learn from this assignment?

## Submission

- Please submit the file as package with directory structure as below:
  - Assignment\_4\_Student ID.zip
    - Source
      - Your project folder
        -  CSC3150\_A4
        -  x64
        -  CSC3150\_A4.sln
      - Within the folder 'CSC3150\_A4', it should include files below:
        - main.cu
        - file\_system.cu
        - file\_system.h
        - user\_program.cu
        - data.bin
        - snapshot.bin (auto generated after running your program)
    - Bonus
      - Your project folder
        -  CSC3150\_A4\_Bonus
        -  x64
        -  CSC3150\_A4\_Bonus.sln
      - Within the folder 'CSC3150\_A4\_Bonus', it should include files below:
        - main.cu
        - file\_system.cu
        - file\_system.h
        - user\_program.cu
        - data.bin
        - snapshot.bin (auto generated after running your program)
    - Report(PDF)
  - Due date: End (23:59) of 22 Nov, 2020

## Grading rules

Completion	Marks
Report	10 points
Bonus	15 points
Completed with good quality	80 ~ 90
Completed accurately	80 +
Fully Submitted (compile successfully)	60 +
Partial submitted	0 ~ 60
No submission	0
Late submission	Not allowed