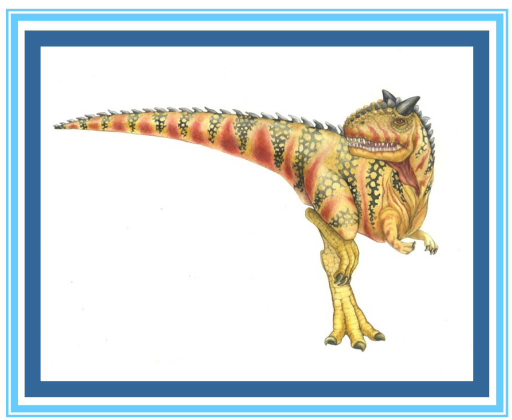
Chapter 14: File System Implementation



Outline

- File-System Structure
- File-System Operations
- Directory Implementation
- Allocation Methods
- Free-Space Management
- Recovery

Objectives

- Describe the details of implementing local file systems and directory structures
- Discuss block allocation and free-block algorithms and trade-offs
- Look at recovery from file system failures

File-System Structure

- File structure
  - Logical storage unit
  - Collection of related information
- **File system** resides on secondary storage (disks)
  - Provided user interface to storage, mapping logical to physical
  - Provides efficient and convenient access to disk by allowing data to be stored, located retrieved easily
- Disk provides in-place rewrite and random access
  - I/O transfers performed in **blocks** of **sectors** (usually 512 bytes)
- **File control block** (**FCB**) – storage structure consisting of information about a file
- **Device driver** controls the physical device
- File system organized into layers

Layered File System

application programs

↓

logical file system

↓

file-organization module

↓

basic file system

↓

I/O control

↓

devices

File System Layers

- **Device drivers** manage I/O devices at the I/O control layer

  Given commands like

  read drive1, cylinder 72, track 2, sector 10, into memory location 1060

  Outputs low-level hardware specific commands to hardware controller
- **Basic file system** given command like "retrieve block 123" translates to device driver
- Also manages memory buffers and caches (allocation, freeing, replacement)
  - Buffers hold data in transit
  - Caches hold frequently used data
- **File organization module** understands files, logical address, and physical blocks
- Translates logical block # to physical block #
- Manages free space, disk allocation

File System Layers (Cont.)

- **Logical file system** manages metadata information
  - Translates file name into file number, file handle, location by maintaining file control blocks (**inodes** in UNIX)
  - Directory management
  - Protection
- Layering useful for reducing complexity and redundancy, but adds overhead and can decrease performance
- Logical layers can be implemented by any coding method according to OS designer

File System Layers (Cont.)

- Many file systems, sometimes many within an operating system
  - Each with its own format:
  - CD-ROM is ISO 9660;
  - Unix has **UFS**, FFS;
  - Windows has FAT, FAT32, NTFS as well as floppy, CD, DVD Blu-ray,
  - Linux has more than 130 types, with **extended file system** ext3 and ext4 leading; plus distributed file systems, etc.)
  - New ones still arriving – ZFS, GoogleFS, Oracle ASM, FUSE

File-System Operations

- We have system calls at the API level, but how do we implement their functions?
- **Boot control block** contains info needed by system to boot OS from that volume
  - Needed if volume contains OS, usually first block of volume
- **Volume control block** (**superblock, master file table**) contains volume details
  - Total # of blocks, # of free blocks, block size, free block pointers or array
- Directory structure organizes the files

File Control Block (FCB)

- OS maintains **FCB** per file, which contains many details about the file
  - Typically, inode number, permissions, size, dates
  - Example

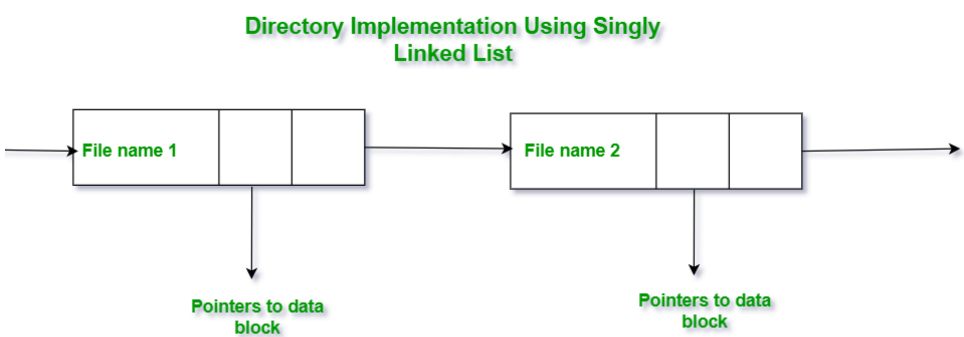
file permissions
file dates (create, access, write)
file owner, group, ACL
file size
file data blocks or pointers to file data blocks

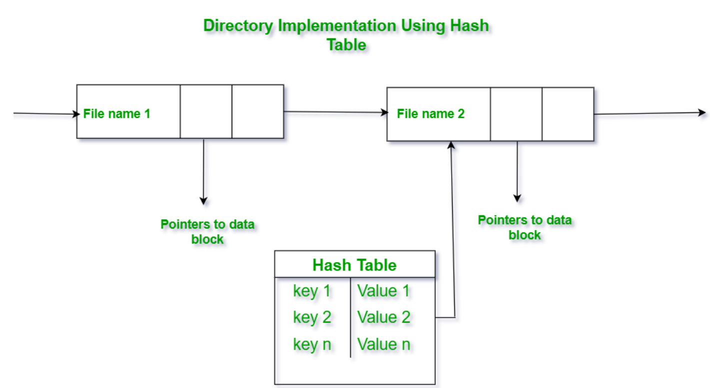
In-Memory File System Structures

- **Mount table** contains the list of all the devices which are being mounted to the system
- **System-wide open-file table** contains a copy of the FCB of each file and other info
- **Per-process open-file table** contains pointers to appropriate entries in system-wide open-file table as well as other info

Directory Implementation

- **Linear list** of file names with pointer to the data blocks
  - Simple to program
  - Time-consuming to execute
    - Linear search time
    - Could keep ordered alphabetically via linked list or use B+ tree
- **Hash Table** – linear list with hash data structure
  - Decreases directory search time
  - **Collisions** – situations where two file names hash to the same location
  - Only good if entries are fixed size, or use chained-overflow





Allocation Method

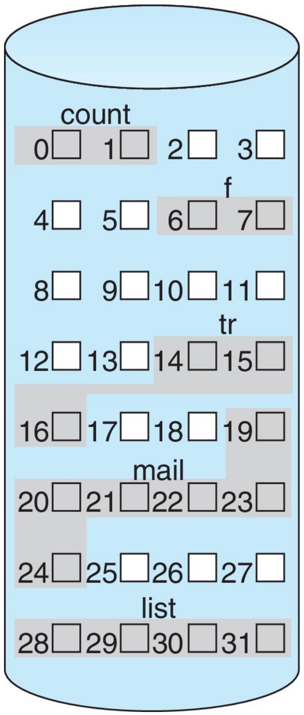
- An allocation method refers to how disk blocks are allocated for files:
  - Contiguous
  - Linked
  - File Allocation Table (FAT)

Contiguous Allocation Method

- An allocation method refers to how disk blocks are allocated for files:
- Each file occupies set of contiguous blocks
  - Best performance in most cases
  - Simple – only starting location (block #) and length (number of blocks) are required
  - Problems include:
    - Finding space on the disk for a file,
    - Knowing file size,
    - External fragmentation, need for **compaction off-line** (**downtime**) or **on-line**

Contiguous Allocation (Cont.)

- Mapping from logical to physical (block size =512 bytes)



directory

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

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

Extent-Based Systems

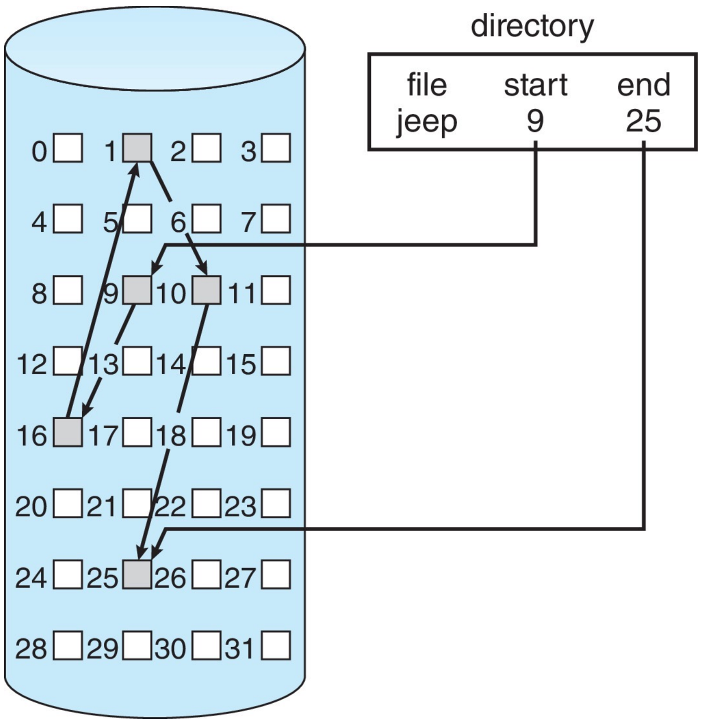
- Many newer file systems (i.e., Veritas File System) use a modified contiguous allocation scheme
- Extent-based file systems allocate disk blocks in extents
- An **extent** is a contiguous block of disks
  - Extents are allocated for file allocation
  - A file consists of one or more extents

Linked Allocation

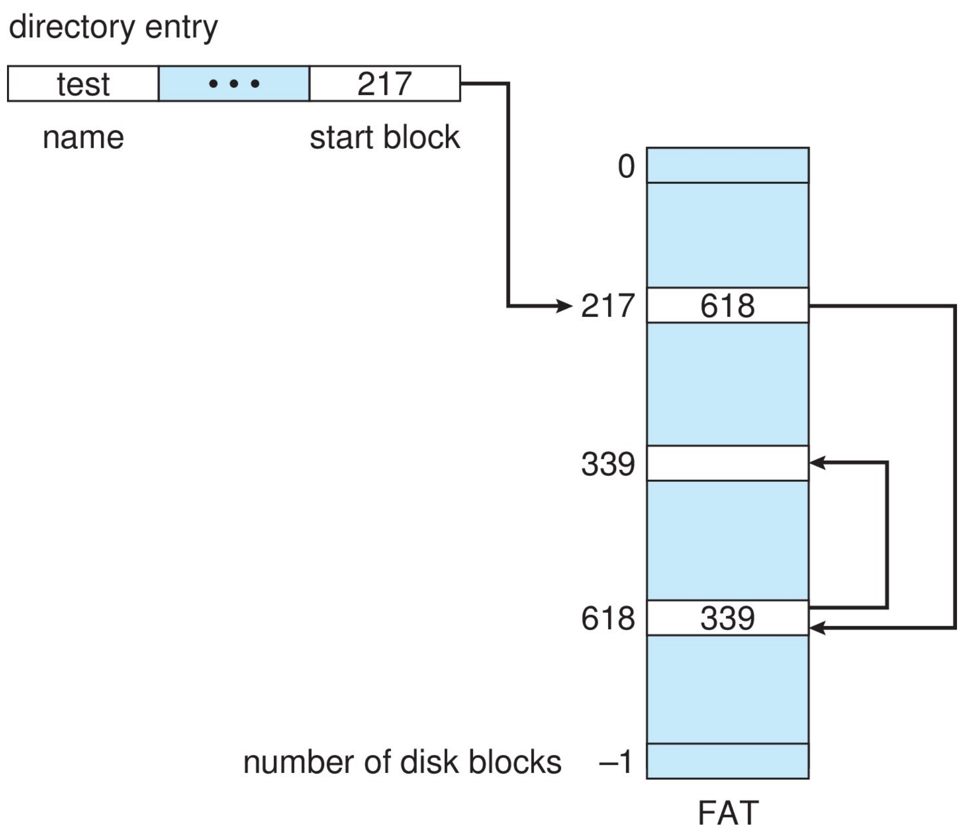
- Each file is a linked list of blocks
- File ends at nil pointer
- No external fragmentation
- Each block contains pointer to next block
- No compaction, external fragmentation
- Free space management system called when new block needed
- Improve efficiency by clustering blocks into groups but increases internal fragmentation
- Reliability can be a problem
- Locating a block can take many I/Os and disk seeks

Linked Allocation Example

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

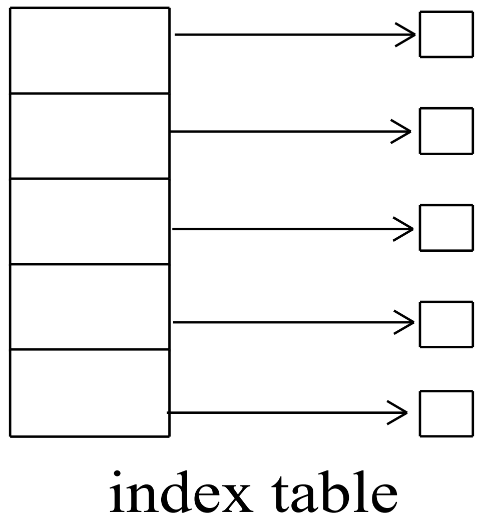


File-Allocation Table

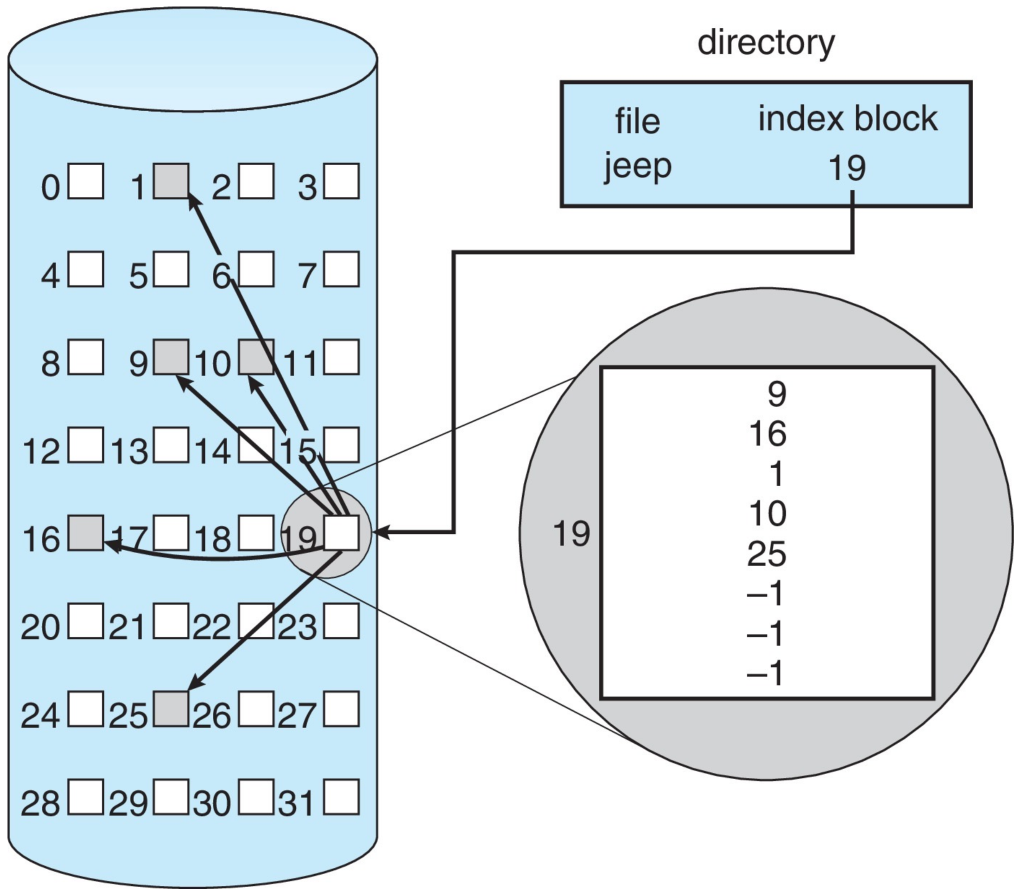


Indexed Allocation Method

- Each file has its own **index block**(s) of pointers to its data blocks
- Logical view



Example of Indexed Allocation

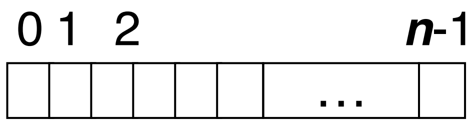


Performance

- Best method depends on file access type
  - Contiguous great for sequential and random
- Linked good for sequential, not random
- Declare access type at creation
  - Select either contiguous or linked
- Indexed more complex
  - Single block access could require 2 index block reads then data block read
- For NVM, no disk head so different algorithms and optimizations needed
  - Using old algorithm uses many CPU cycles trying to avoid non-existent head movement
  - Goal is to reduce CPU cycles and overall path needed for I/O

Free-Space Management

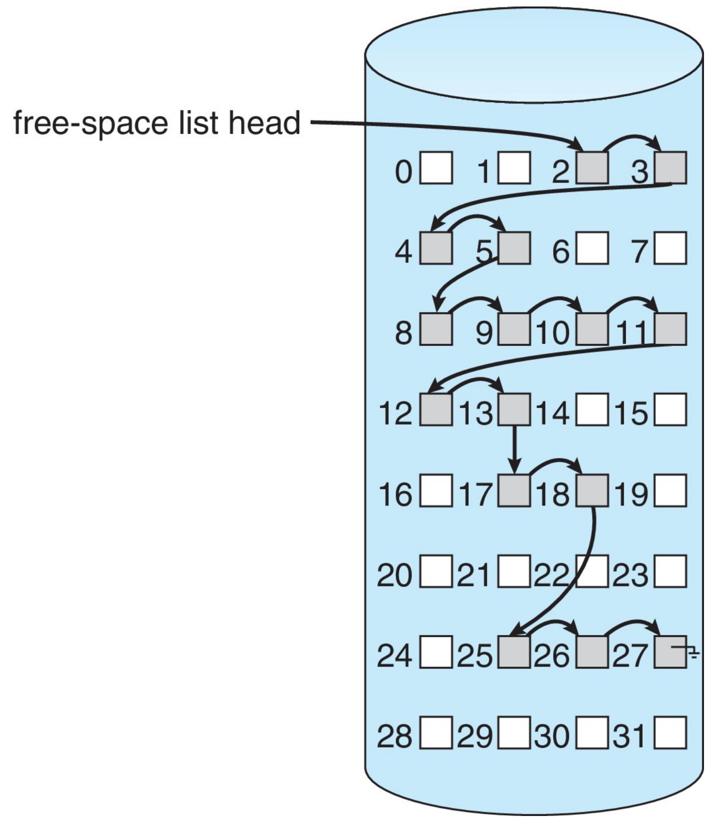
- File system maintains **free-space list** to track available blocks/clusters
  - (Using term "block" for simplicity)
- **Bit vector** or **bit map** (***n*** blocks)



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

Linked Free Space List on Disk

- Linked list (free list)
  - Cannot get contiguous space easily
  - No waste. Linked Free Space List on Disk of space
  - No need to traverse the entire list (if # free blocks recorded)



Free-Space Management (Cont.)

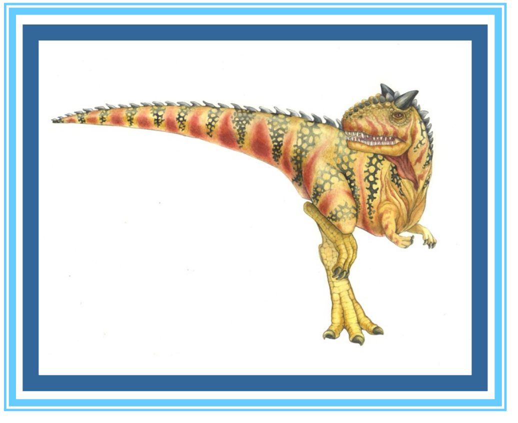
- Grouping
  - Modify linked list to store address of next *n-1* free blocks in first free block, plus a pointer to next block that contains free-block-pointers (like this one)

- Counting
  - Because space is frequently contiguously used and freed, with contiguous-allocation allocation, extents, or clustering
    - Keep address of first free block and count of following free blocks
    - Free space list then has entries containing addresses and counts

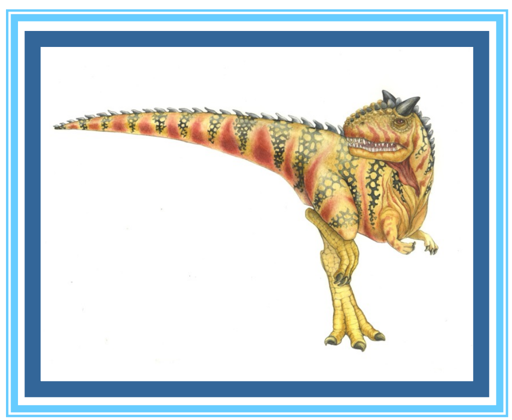
Recovery

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

End of Chapter 14



Chapter 15: File System Internals



Outline

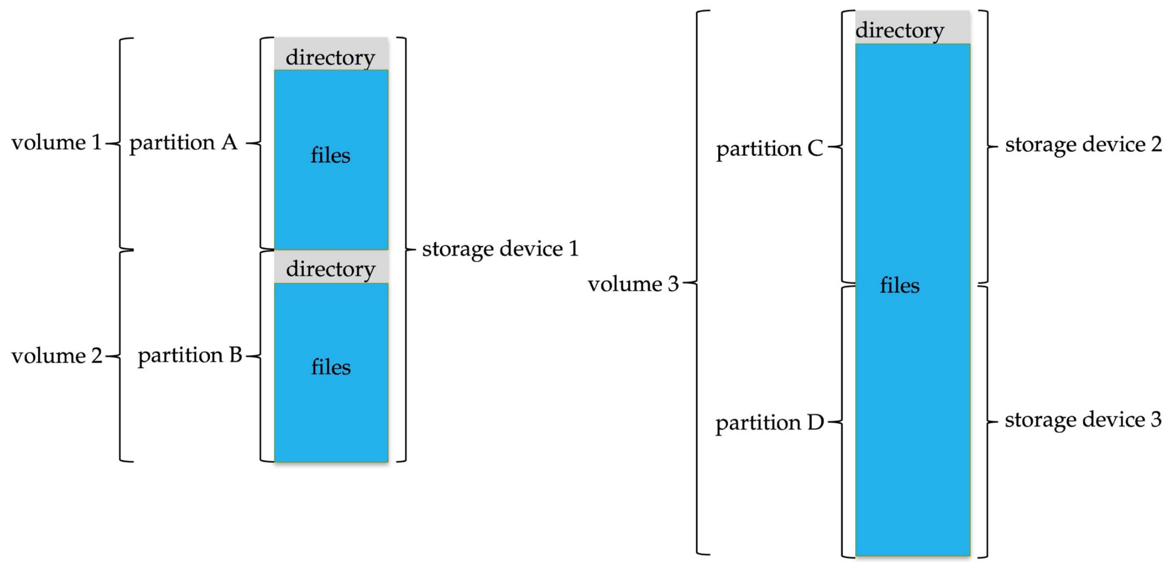
- File Systems
- File-System Mounting
- Partitions and Mounting
- File Sharing
- Virtual File Systems
- Remote File Systems
- Consistency Semantics

Objectives

- Delve into the details of file systems and their implementation
- Explore booting and file sharing
- Describe remote file systems, using NFS as an example

File System

- General-purpose computers can have multiple storage devices
- Devices can be sliced into partitions, which hold volumes
- Volumes can span multiple partitions
- Each volume usually formatted into a file system
- # of file systems varies, typically dozens available to choose from
- Typical storage device organization:



Solaris File Systems

/	ufs
/devices	devfs
/dev	dev
/system/contract	ctfs
/proc	proc
/etc/mnttab	mntfs
/etc/svc/volatile	tmpfs
/system/object	objfs
/lib/libc.so.1	lofs
/dev/fd	fd
/var	ufs
/tmp	tmpfs
/var/run	tmpfs
/opt	ufs
/zpbge	zfs
/zpbge/backup	zfs
/export/home	zfs
/var/mail	zfs
/var/spool/mqueue	zfs
/zpbg	zfs
/zpbg/zones	zfs

Partitions and Mounting

- Partition can be a volume containing a file system ("cooked") or **raw** – just a sequence of blocks with no file system
- Boot block can point to boot volume or boot loader set of blocks that contain enough code to know how to load the kernel from the file system
  - Or a boot management program for multi-os booting
- **Root partition** contains the OS, other partitions can hold other OSes, other file systems, or be raw
  - Mounted at boot time
  - Other partitions can mount automatically or manually on **mount points** – location at which they can be accessed
- At mount time, file system consistency checked
  - Is all metadata correct?
    - If not, fix it, try again
    - If yes, add to mount table, allow access

File Sharing

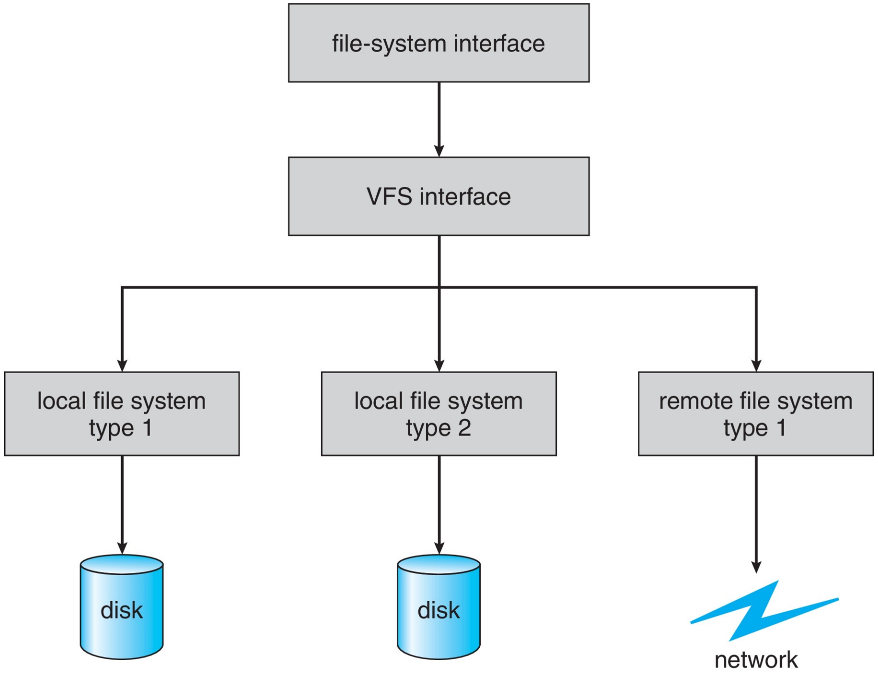
- Allows multiple users / systems access to the same files
- Permissions / protection must be implemented and accurate
  - Most systems provide concepts of owner, group member
  - Must have a way to apply these between systems

Virtual File Systems

- **Virtual File Systems** (**VFS**) on Unix 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
  - Separates file-system generic operations from implementation details
  - Implementation can be one of many file systems types, or network file system
    - Implements **vnodes** which hold inodes or network file details
  - Then dispatches operation to appropriate file system implementation routines

Virtual File Systems (Cont.)

- The API is to the VFS interface, rather than any specific type of file system
- Example



Client-Server Model

- Sharing between a server (providing access to a file system via a network protocol) and a client (using the protocol to access the remote file system)
- Identifying each other via network ID can be spoofed, encryption can be performance expensive

Consistency Semantics

- Important criteria for evaluating file sharing-file systems
- Specify how multiple users are to access shared file simultaneously
  - When modifications of data will be observed by other users
  - Directly related to process synchronization algorithms, but atomicity across a network has high overhead (see Andrew File System)
- The series of accesses between file open and closed called **file session**
- UNIX semantics
  - Writes to open file immediately visible to others with file open
  - Single physical image, accessed exclusively, contention causes process delays
- Session semantics (Andrew file system (OpenAFS))
  - Writes to open file not visible during session, only at close
  - Can be several copies, each changed independently

End of Chapter 15