A 2011 article in the journal Science [164] discusses the volume of information stored, processed, and

transferred through networks. [251] is a comprehensive study of the storage technology until 2003.

Network File System Versions 2, 3, and 4 are discussed in [314], [286], and [287], respectively.

References [250] and [170] provide a wealth of information about the Andrew File System; [165] and [255] discuss in detail the Sprite File System. Other file systems such as Locus, Apollo, and the

Remote File System (RFS) are discussed in [365], [211], and [35], respectively. Storage systems are

also discussed in [103,105].

The General Parallel File System (GPFS) developed at IBM and its precursor, the TigerShark multimedia

file system, are presented in [317] and [159]. A good source for information about the Google

File System is [136].

The development of Chubby is covered in [61]. NoSQL databases are analyzed in several papers,

including [335], [157], and [66]. BigTable and Megastore, developed at Google, are discussed in

[73] and [37]. Evaluation of datastores is presented in [59] and a cloud storage abstraction for portable

applications is introduced in [166].

Oracle’s Lustre file system is discussed in [276], a cost storage analysis in [299], and an overview

of cloud storage is covered in [327].