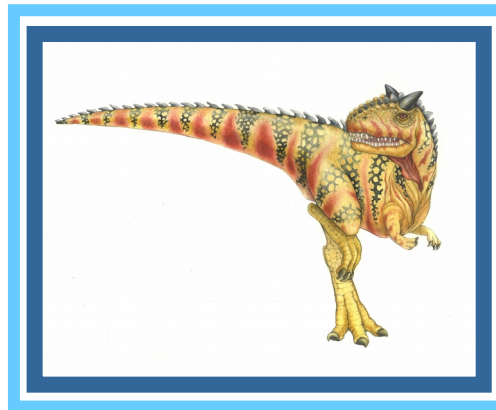


Chapter 12: File System Implementation





Chapter 12: File System Implementation

- File-System Structure
- File-System Implementation
- Directory Implementation
- Allocation Methods
- Free-Space Management
- Efficiency and Performance
- Recovery
- 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





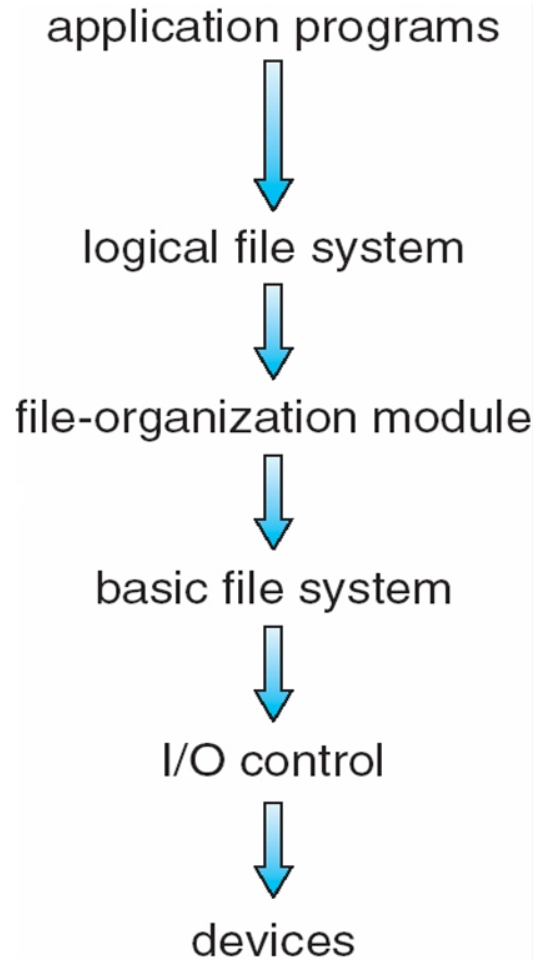
File-System Structure

- File structure
 - Logical storage unit
 - Collection of related information
- **File system** resides on secondary storage (disks)
 - 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** – storage structure consisting of information about a file
- **Device driver** controls the physical device
- File system organized into layers





Layered File System





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
 - Translates file name into file number, file handle, location by maintaining file control blocks (**inodes** in UNIX)
 - Logical layers can be implemented by any coding method according to OS designer





File-System Implementation

- **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
 - Names and inode numbers, master file table





File-System Implementation (Cont.)

- Per-file **File Control Block (FCB)** contains many details about the file
 - inode number, permissions, size, dates
 - NFTS stores into in master file table using relational DB structures

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





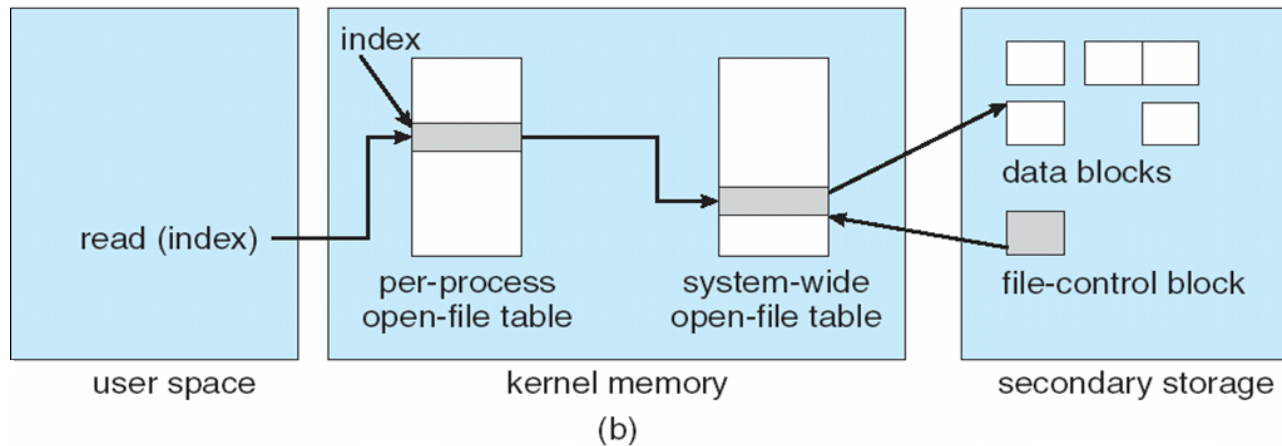
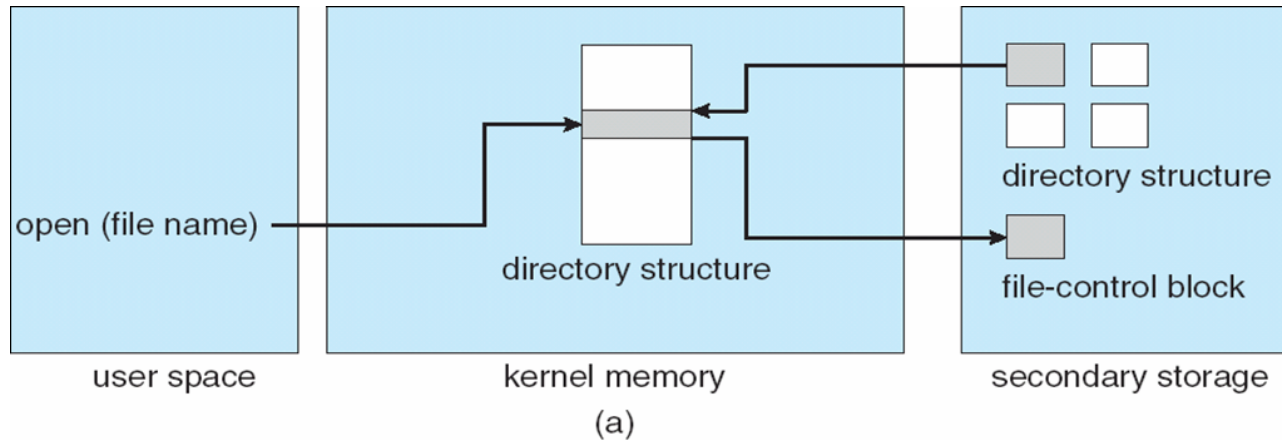
In-Memory File System Structures

- Mount table storing file system mounts, mount points, file system types
- 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
- Plus buffers hold data blocks from secondary storage
- Open returns a file handle for subsequent use
- Data from read eventually copied to specified user process memory address





In-Memory File System Structures





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
- 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





Virtual File Systems

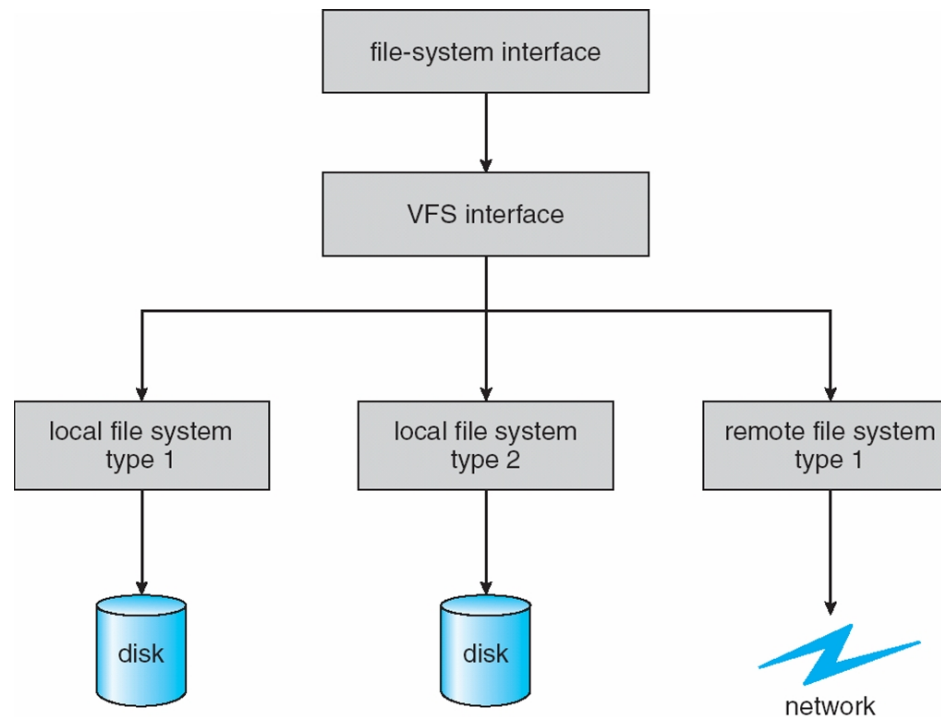
- **Virtual File Systems (VFS)** on Unix provide an object-oriented way of implementing file systems
- VFS allows the same system call interface (the API) to be used for different types of file systems
 - Separates file-system generic operations from implementation details
 - Implementation can be one 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





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 method





Allocation Methods - Contiguous

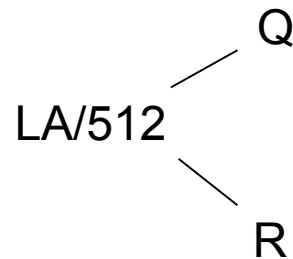
- An allocation method refers to how disk blocks are allocated for files:
- **Contiguous allocation** – each file occupies set of contiguous blocks
 - Best performance in most cases
 - Simple – only starting location (block #) and length (number of blocks) are required
 - Problems include finding space for file, knowing file size, external fragmentation, need for **compaction**





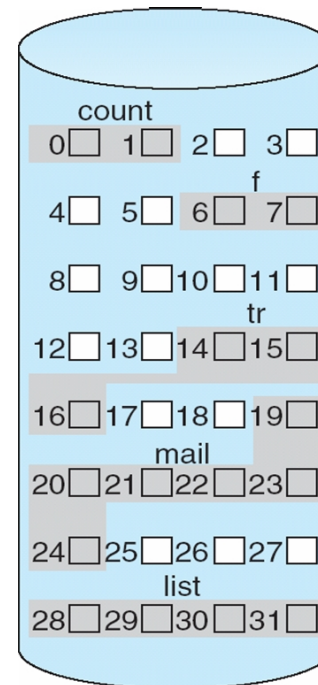
Contiguous Allocation

■ Mapping from logical to physical



Block to be accessed = Q + starting address

Displacement into block = R



directory

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





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





Allocation Methods - Linked

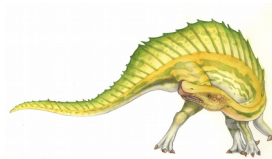
- **Linked allocation** – each file a linked list of blocks
 - File ends at nil pointer
 - No external fragmentation
 - Each block contains pointer to next block
 - No compaction, external fragmentation
 - Free space management system called when new block needed
 - Improve efficiency by clustering blocks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





Allocation Methods – Linked (Cont.)

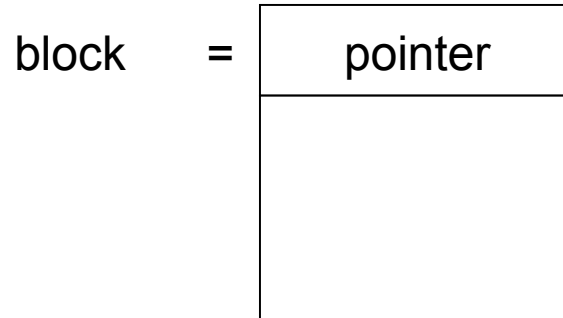
- FAT (File Allocation Table) variation
 - Beginning of volume has table, indexed by block number
 - Much like a linked list, but faster on disk and cacheable
 - New block allocation simple



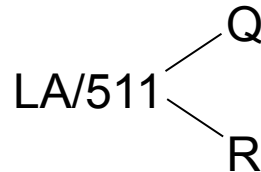


Linked Allocation

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



- Mapping



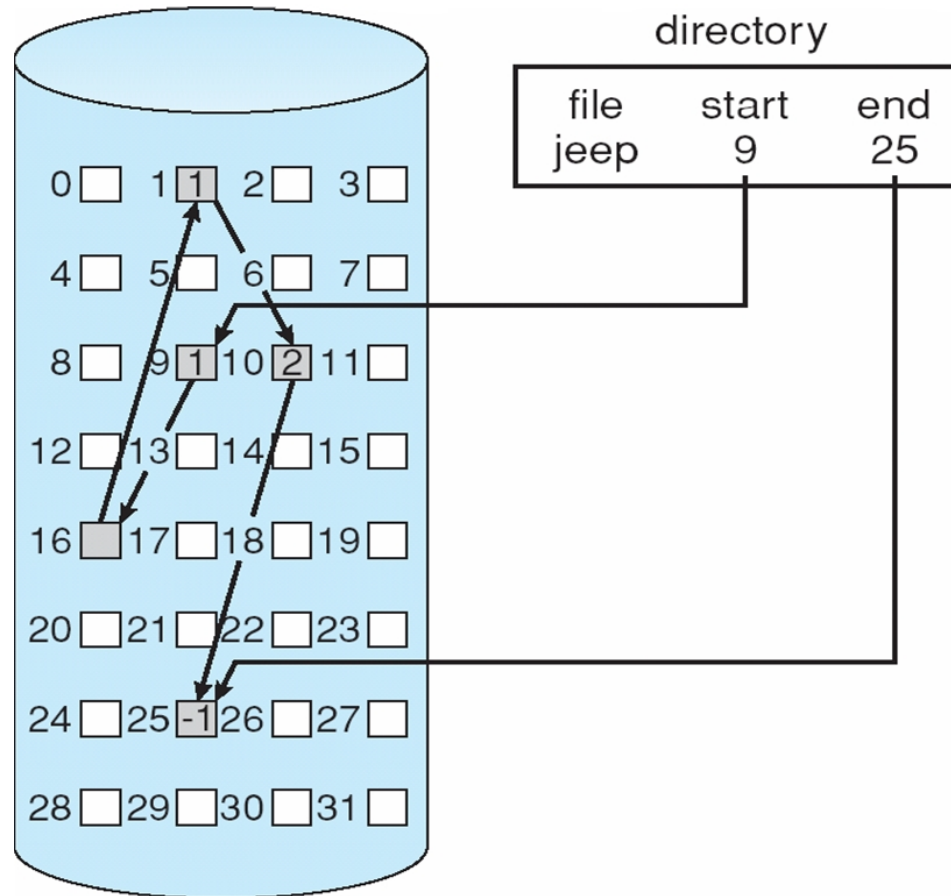
Block to be accessed is the Qth block in the linked chain of blocks representing the file.

Displacement into block = $R + 1$





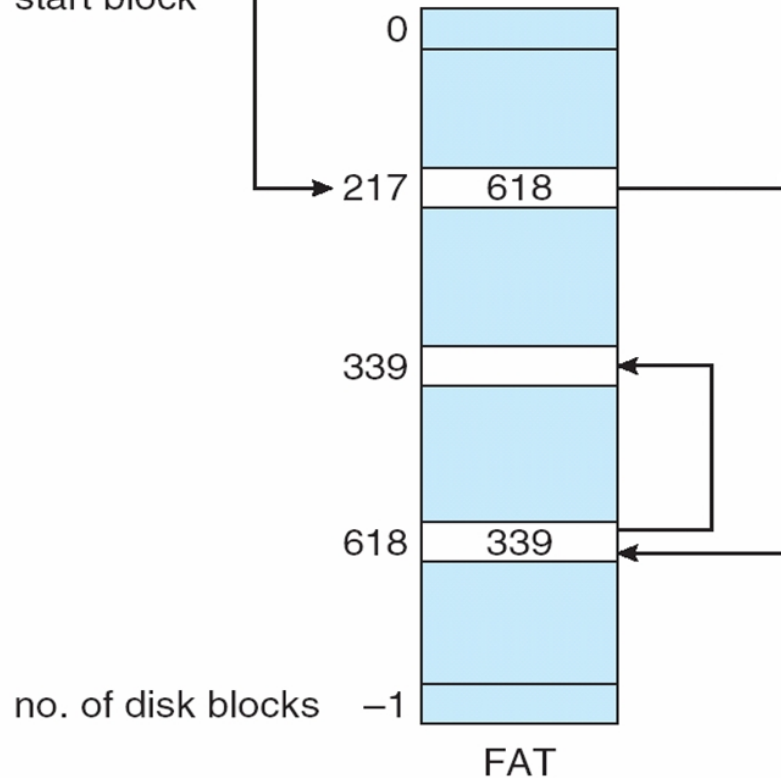
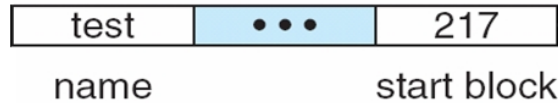
Linked Allocation





File-Allocation Table

directory entry



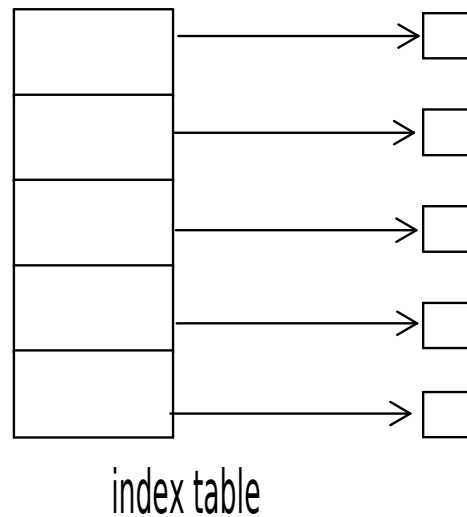


Allocation Methods - Indexed

■ Indexed allocation

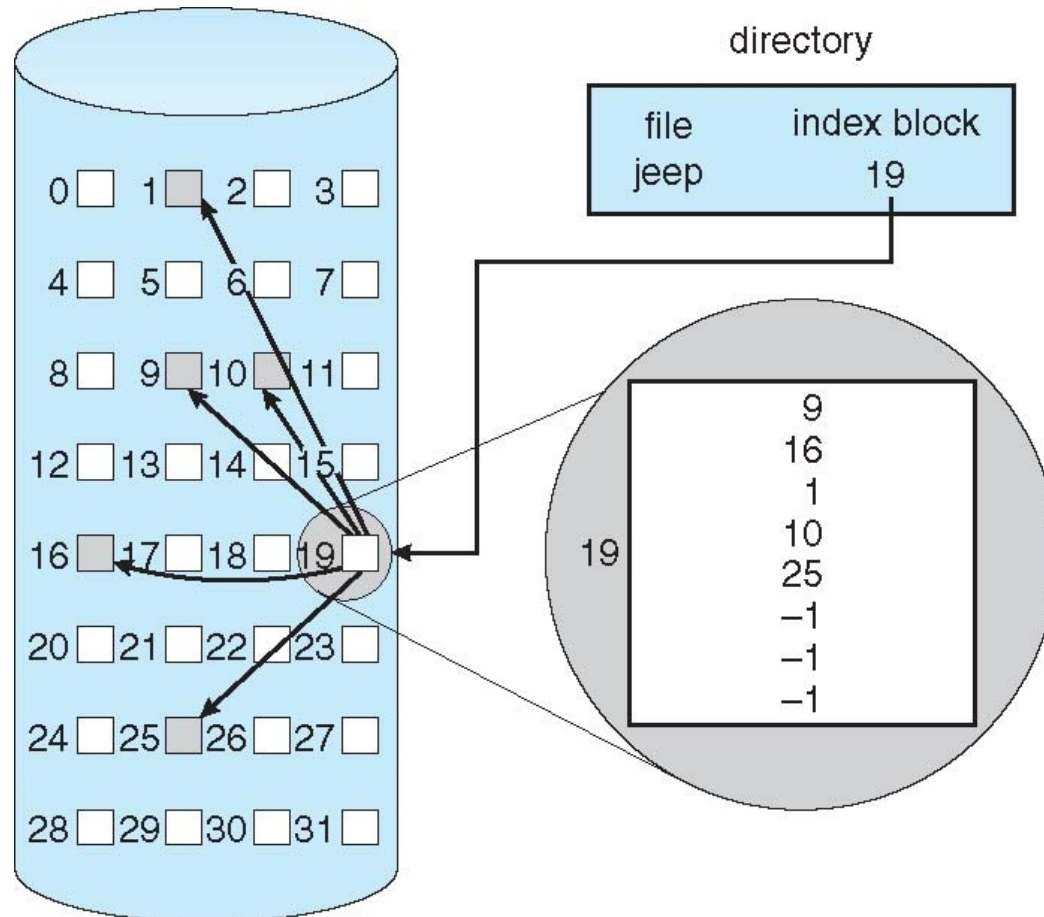
- Each file has its own **index block**(s) of pointers to its data blocks

■ Logical view





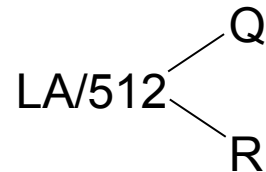
Example of Indexed Allocation





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 bytes and block size of 512 bytes. We need only 1 block for index table



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)

$$LA / (512 \times 511) \begin{cases} Q_1 \\ R_1 \end{cases}$$

Q_1 = block of index table

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.)

- Two-level index (4K blocks could store 1,024 four-byte pointers in outer index -> 1,048,567 data blocks and file size of up to 4GB)

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

Q_1 = displacement into outer-index

R_1 is used as follows:

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

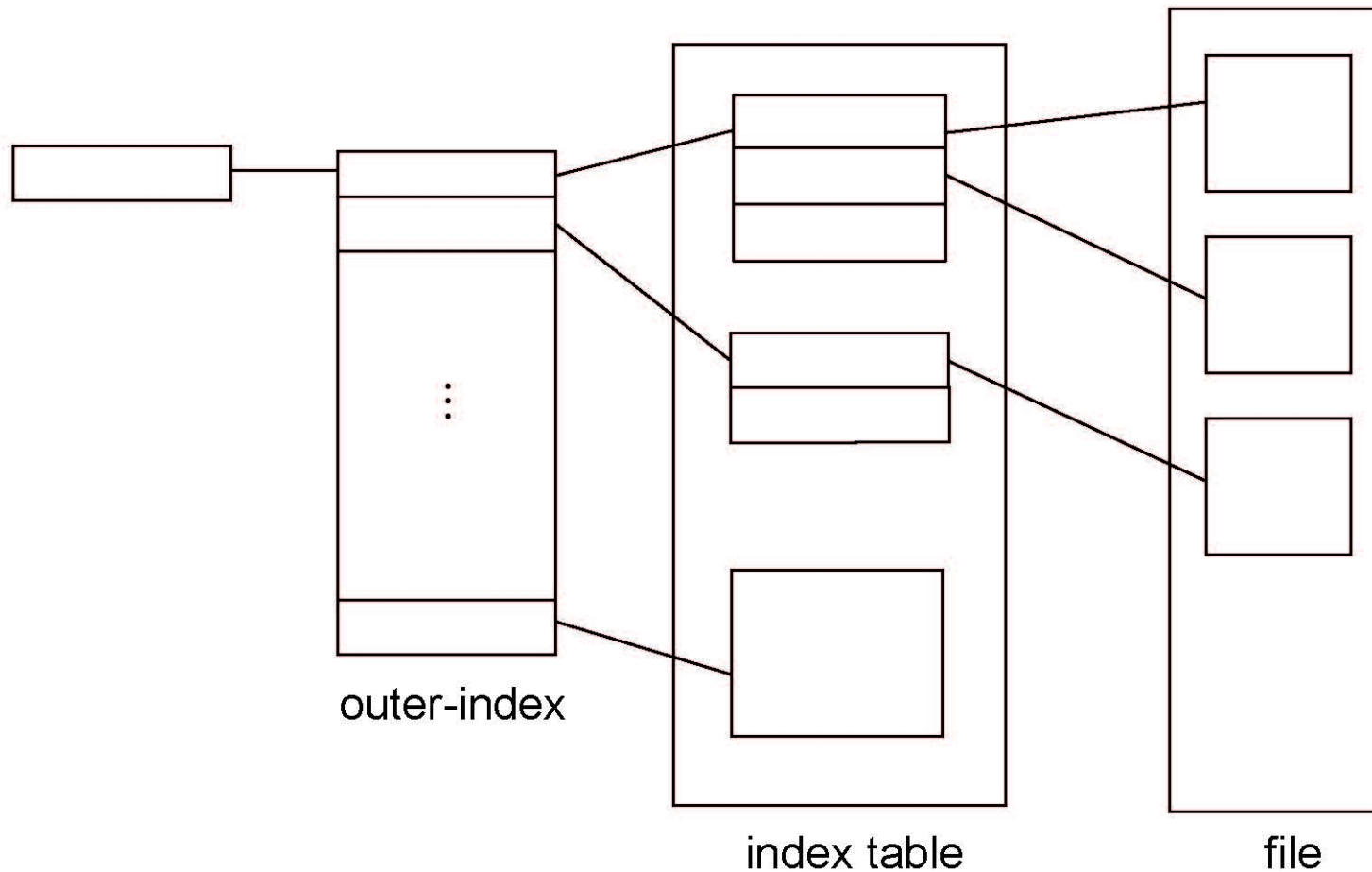
Q_2 = displacement into block of index table

R_2 displacement into block of file:





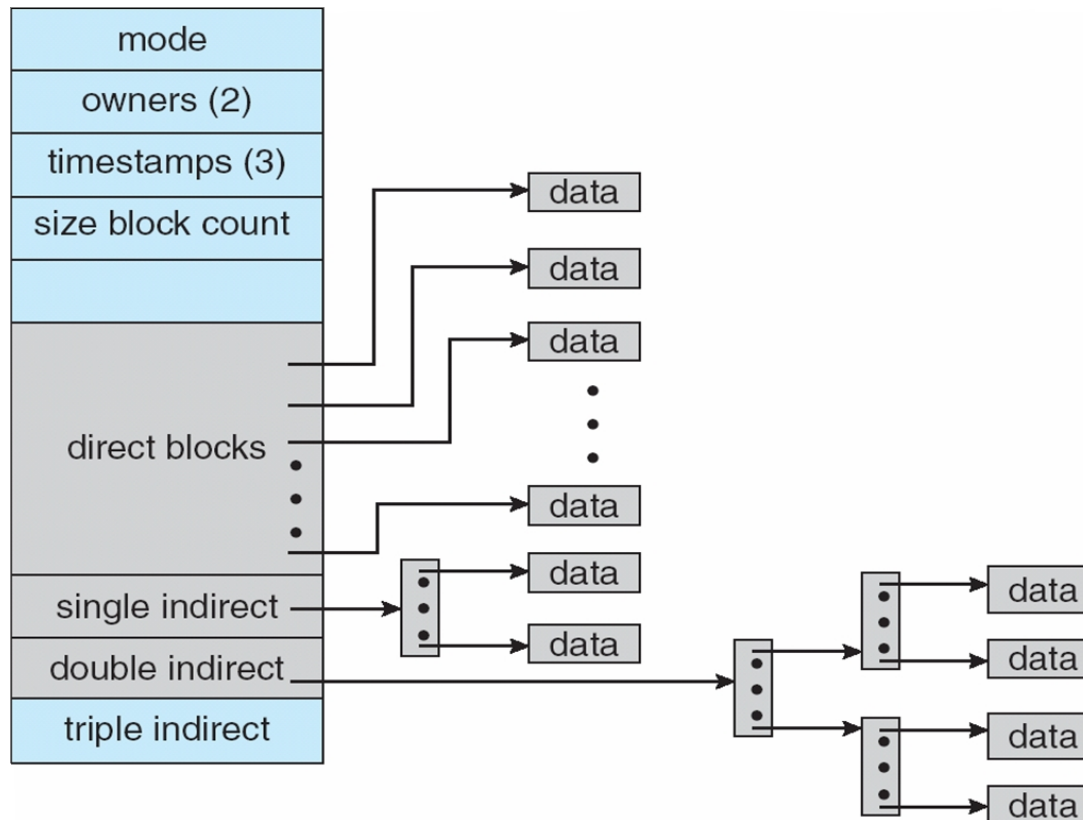
Indexed Allocation – Mapping (Cont.)





Combined Scheme: UNIX UFS

4K bytes per block, 32-bit addresses



More index blocks than can be addressed with 32-bit file pointer





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
 - Clustering can help improve throughput, reduce CPU overhead





Performance (Cont.)

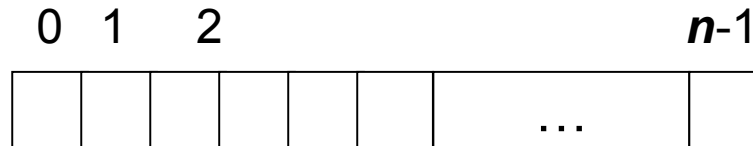
- Adding instructions to the execution path to save one disk I/O is reasonable
 - Intel Core i7 Extreme Edition 990x (2011) at 3.46Ghz = 159,000 MIPS
 - ▶ http://en.wikipedia.org/wiki/Instructions_per_second
 - Typical disk drive at 250 I/Os per second
 - ▶ $159,000 \text{ MIPS} / 250 = 630 \text{ million instructions during one disk I/O}$
 - Fast SSD drives provide 60,000 IOPS
 - ▶ $159,000 \text{ MIPS} / 60,000 = 2.65 \text{ millions instructions during one disk I/O}$





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)



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

Block number calculation

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

CPUs have instructions to return offset within word of first “1” bit





Free-Space Management (Cont.)

- Bit map requires extra space

- Example:

block size = 4KB = 2^{12} bytes

disk size = 2^{40} bytes (1 terabyte)

$n = 2^{40}/2^{12} = 2^{28}$ bits (or 32MB)

if clusters of 4 blocks -> 8MB of memory

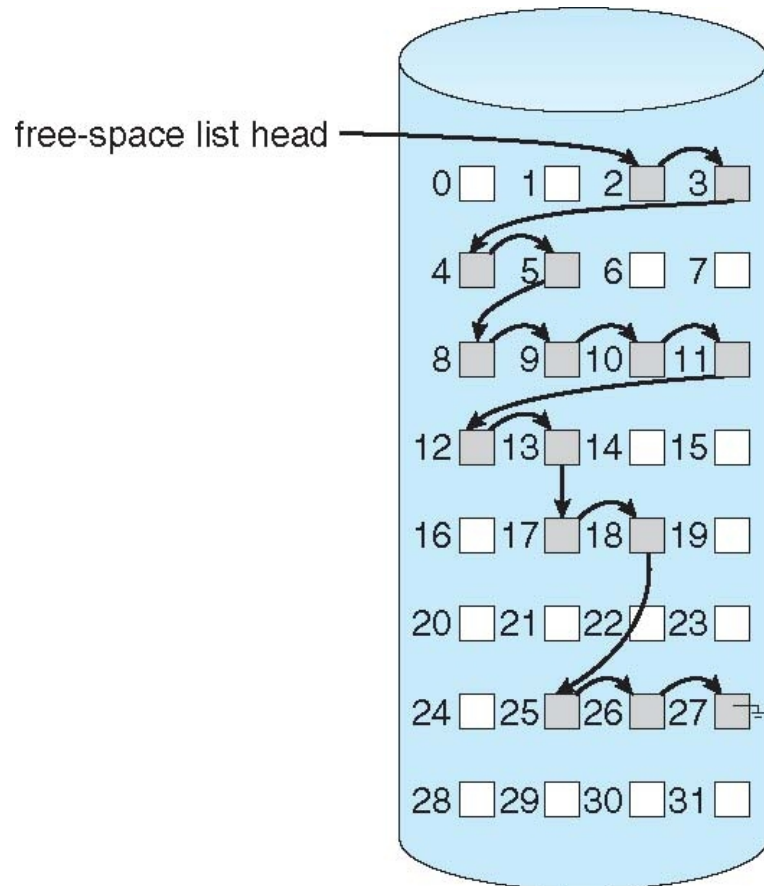
- Easy to get contiguous files





Linked Free Space List on Disk

- Linked list (free list)
 - Cannot get contiguous space easily
 - No waste 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





Efficiency and Performance

- Efficiency dependent on:
 - Disk allocation and directory algorithms
 - Types of data kept in file's directory entry
 - Pre-allocation or as-needed allocation of metadata structures
 - Fixed-size or varying-size data structures





Efficiency and Performance (Cont.)

■ Performance

- Keeping data and metadata close together
- **Buffer cache** – separate section of main memory for frequently used blocks
- **Synchronous** writes sometimes requested by apps or needed by OS
 - ▶ No buffering / caching – writes must hit disk before acknowledgement
 - ▶ **Asynchronous** writes more common, buffer-able, faster
- **Free-behind** and **read-ahead** – techniques to optimize sequential access
- Reads frequently slower than writes





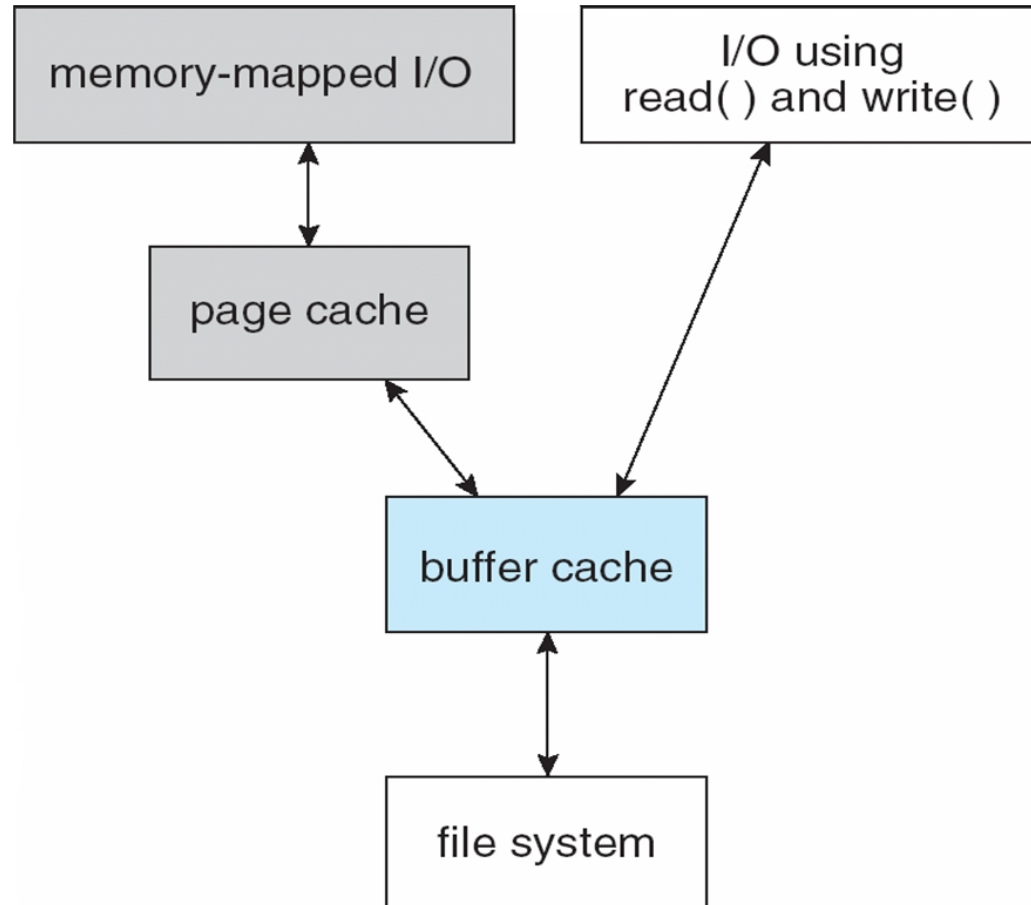
Page Cache

- A **page cache** caches pages rather than disk blocks using virtual memory techniques and addresses
- Memory-mapped I/O uses a page cache
- Routine I/O through the file system uses the buffer (disk) cache
- This leads to the following figure





I/O Without a Unified Buffer Cache





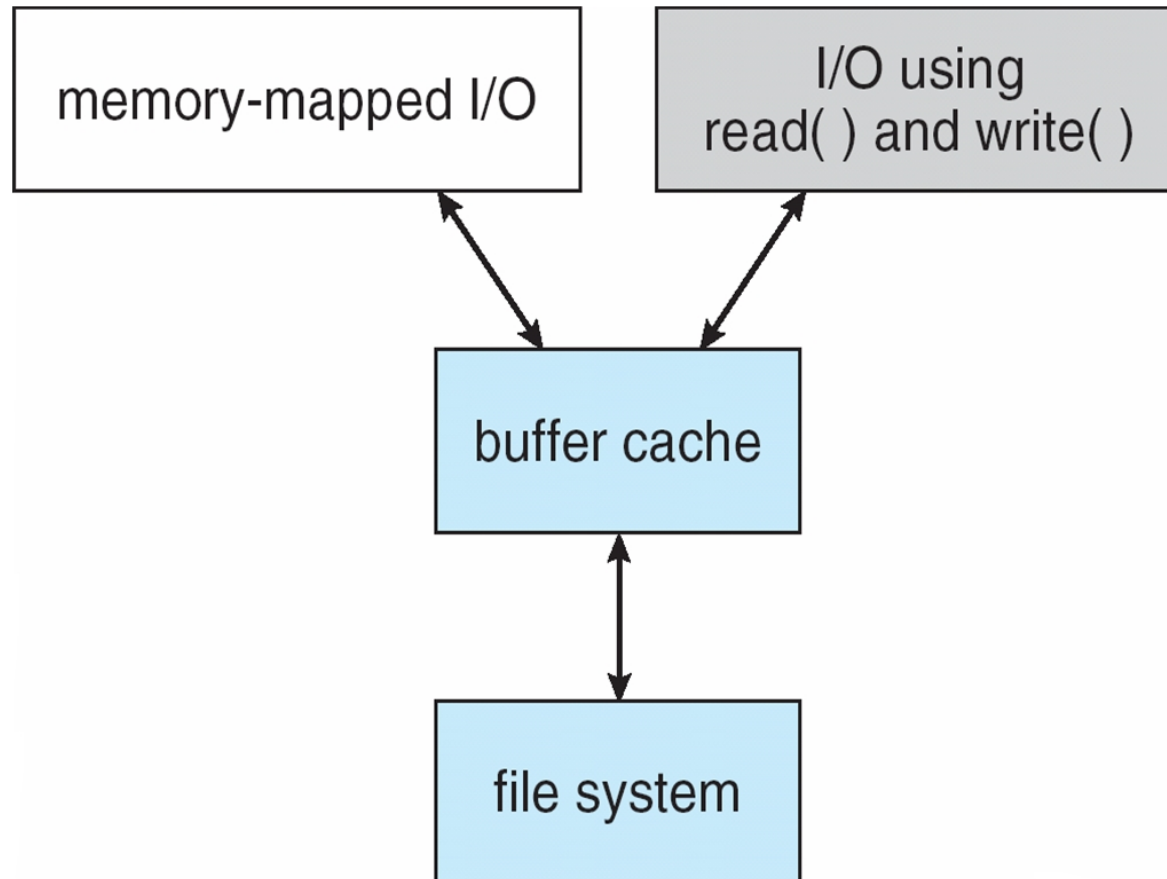
Unified Buffer Cache

- A **unified buffer cache** uses the same page cache to cache both memory-mapped pages and ordinary file system I/O to avoid **double caching**
- But which caches get priority, and what replacement algorithms to use?





I/O Using a Unified Buffer Cache





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





Log Structured File Systems

- **Log structured** (or **journaling**) file systems record each metadata 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 (sequentially)
 - Sometimes to a separate device or section of disk
 - However, the file system may not yet be updated
- The transactions in the log are asynchronously written to the file system structures
 - When the file system structures are modified, the transaction is removed from the log
- If the file system crashes, all remaining transactions in the log must still be performed
- Faster recovery from crash, removes chance of inconsistency of metadata



End of Chapter 12

