

CS162
Operating Systems and
Systems Programming
Lecture 20

Filesystems 2: Filesystem Design (Con't),
Filesystem Case Studies

March 6th, 2022

Prof. Anthony Joseph and John Kubiatowicz
<http://cs162.eecs.Berkeley.edu>

Recall: I/O Performance (Network Example)

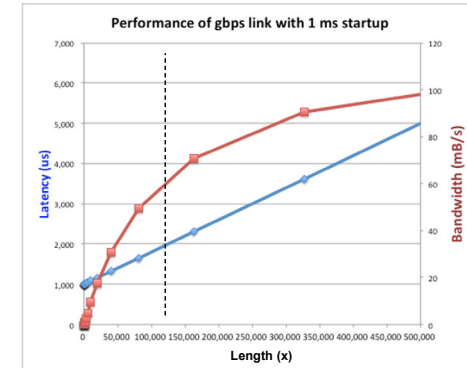
- Consider a 1 Gb/s link ($B_w = 125 \text{ MB/s}$) with startup cost $S = 1 \text{ ms}$

- Latency: $L(x) = S + \frac{x}{B_w}$

- Effective Bandwidth:

$$E(x) = \frac{x}{S + \frac{x}{B_w}} = \frac{B_w \cdot x}{B_w \cdot S + x} = \frac{B_w}{\frac{B_w \cdot S}{x} + 1}$$

- Half-power Bandwidth: $E(x) = \frac{B_w}{2}$
- For this example, half-power bandwidth occurs at $x = 125 \text{ KB}$



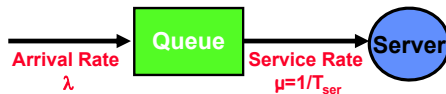
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Recall: A Few Queuing Theory Results

- Assumptions:
 - System in equilibrium; No limit to the queue
 - Time between successive arrivals is random and memoryless

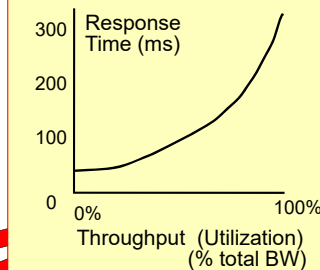


- Parameters that describe our system:
 - λ : mean number of arriving customers/second
 - T_{ser} : mean time to service a customer ("m1")
 - C : squared coefficient of variance = σ^2/m^2
 - μ : service rate = $1/T_{ser}$
 - u : server utilization ($0 \leq u \leq 1$): $u = \lambda/\mu = \lambda \times T_{ser}$

- Parameters we wish to compute:
 - T_q : Time spent in queue
 - L_q : Length of queue = $\lambda \times T_q$ (by Little's law)

- Results:
 - Memoryless service distribution ($C = 1$): (an "M/M/1 queue"):
 - $T_q = T_{ser} \times \frac{u}{1-u}$
 - General service distribution (no assumptions), 1 server (an "M/G/1 queue"):
 - $T_q = T_{ser} \times \frac{1}{2}(1+C) \times \frac{u}{1-u}$

Why does response/queueing delay grow unboundedly even though the utilization is < 1 ?



Recall: When is Disk Performance Highest?

- When there are big sequential reads, or
- When there is so much work to do that they can be piggy backed (reordering queues—one moment)
- OK to be inefficient when things are mostly idle
- Bursts are both a threat and an opportunity
- <your idea for optimization goes here>
 - Waste space for speed?
- Other techniques:
 - Reduce overhead through user level drivers
 - Reduce the impact of I/O delays by doing other useful work in the meantime

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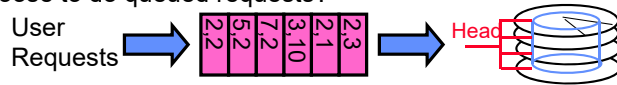
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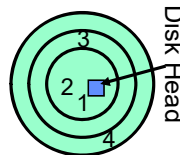
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Disk Scheduling (1/3)

- Disk can do only one request at a time; What order do you choose to do queued requests?



- FIFO Order
 - Fair among requesters, but order of arrival may be to random spots on the disk ⇒ Very long seeks
- SSTF: Shortest seek time first
 - Pick the request that's closest on the disk
 - Although called SSTF, today must include rotational delay in calculation, since rotation can be as long as seek
 - Con: SSTF good at reducing seeks, but may lead to starvation



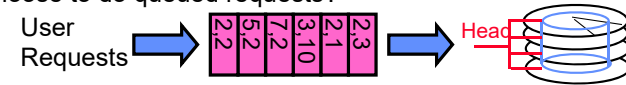
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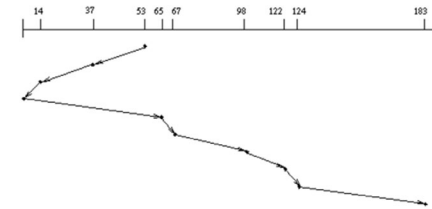
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Disk Scheduling (2/3)

- Disk can do only one request at a time; What order do you choose to do queued requests?



- SCAN: Implements an Elevator Algorithm: take the closest request in the direction of travel
 - No starvation, but retains flavor of SSTF



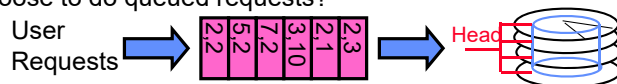
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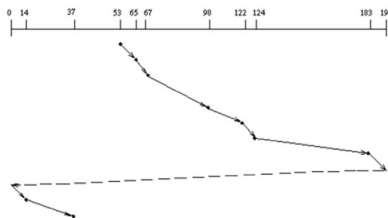
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Disk Scheduling (3/3)

- Disk can do only one request at a time; What order do you choose to do queued requests?



- C-SCAN: Circular-Scan: only goes in one direction
 - Skips any requests on the way back
 - Fairer than SCAN, not biased towards pages in middle



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Recall: How do we Hide I/O Latency?

- Blocking Interface:** "Wait"
 - When request data (e.g., read() system call), put process to sleep until data is ready
 - When write data (e.g., write() system call), put process to sleep until device is ready for data
- Non-blocking Interface:** "Don't Wait"
 - Returns quickly from read or write request with count of bytes successfully transferred to kernel
 - Read may return nothing, write may write nothing
- Asynchronous Interface:** "Tell Me Later"
 - When requesting data, take pointer to user's buffer, return immediately; later kernel fills buffer and notifies user
 - When sending data, take pointer to user's buffer, return immediately; later kernel takes data and notifies user

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Recall: I/O and Storage Layers

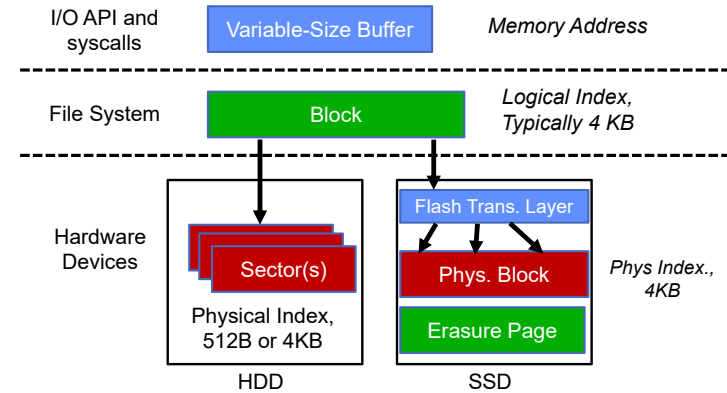


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From Storage to File Systems



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Building a File System

- **File System:** Layer of OS that transforms block interface of disks (or other block devices) into Files, Directories, etc.
- Classic OS situation: Take limited hardware interface (array of blocks) and provide a more convenient/useful interface with:
 - Naming: Find file by name, not block numbers
 - Organize file names with directories
 - Organization: Map files to blocks
 - Protection: Enforce access restrictions
 - Reliability: Keep files intact despite crashes, hardware failures, etc.

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Recall: User vs. System View of a File

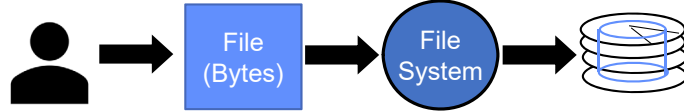
- User's view:
 - Durable Data Structures
- System's view (system call interface):
 - Collection of Bytes (UNIX)
 - Doesn't matter to system what kind of data structures you want to store on disk!
- System's view (inside OS):
 - Collection of blocks (a block is a logical transfer unit, while a sector is the physical transfer unit)
 - Block size \geq sector size; in UNIX, block size is 4KB

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Translation from User to System View



- What happens if user says: “give me bytes 2 – 12?”
 - Fetch block corresponding to those bytes
 - Return just the correct portion of the block
- What about writing bytes 2 – 12?
 - Fetch block, modify relevant portion, write out block
- Everything inside file system is in terms of whole-size blocks
 - Actual disk I/O happens in blocks
 - read/write smaller than block size needs to translate and buffer

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Administrivia

- Midterm 3: Thursday 4/28
 - All material from term
- Project 3 Design Document: Next Monday (4/11)
- If you have any group issues going on, make sure you:
 - Make sure that your TA understands what is happening
 - Make sure that you reflect these issues on your group evaluations

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Disk Management

- Basic entities on a disk:
 - **File**: user-visible group of blocks arranged sequentially in logical space
 - **Directory**: user-visible index mapping names to files
- The disk is accessed as linear array of sectors
- How to identify a sector?
 - Physical position
 - » Sectors is a vector [cylinder, surface, sector]
 - » Not used anymore
 - » OS/BIOS must deal with bad sectors
 - **Logical Block Addressing (LBA)**
 - » Every sector has integer address
 - » Controller translates from address \Rightarrow physical position
 - » Shields OS from structure of disk

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What Does the File System Need?

- Track free disk blocks
 - Need to know where to put newly written data
- Track which blocks contain data for which files
 - Need to know where to read a file from
- Track files in a directory
 - Find list of file's blocks given its name
- Where do we maintain all of this?
 - Somewhere on disk

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Data Structures on Disk

- Bit different than data structures in memory
- Access a block at a time
 - Can't efficiently read/write a single word
 - Have to read/write full block containing it
 - Ideally want sequential access patterns
- Durability
 - Ideally, file system is in meaningful state upon shutdown
 - This obviously isn't always the case...

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FILE SYSTEM DESIGN

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Critical Factors in File System Design

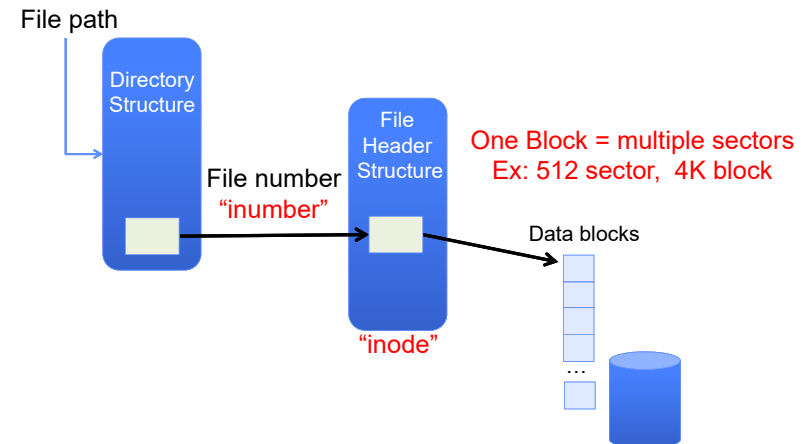
- (Hard) Disks Performance !!!
 - Maximize sequential access, minimize seeks
- Open before Read/Write
 - Can perform protection checks and look up where the actual file resource are, in advance
- Size is determined as they are used !!!
 - Can write (or read zeros) to expand the file
 - Start small and grow, need to make room
- Organized into directories
 - What data structure (on disk) for that?
- Need to carefully allocate / free blocks
 - Such that access remains efficient

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Components of a File System

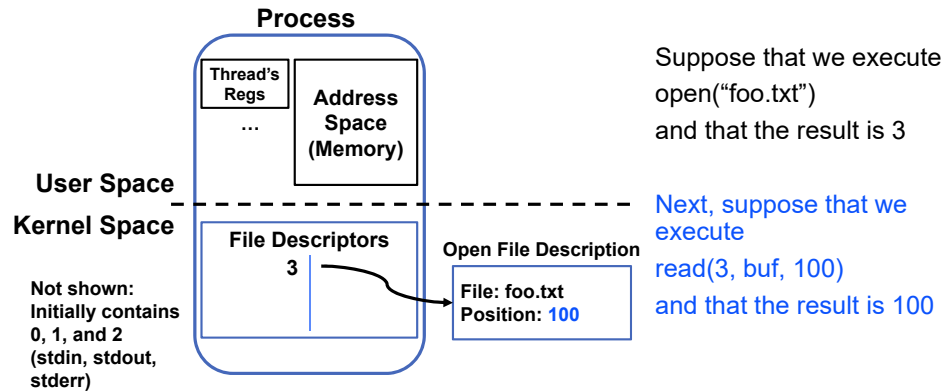


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Recall: Abstract Representation of a Process

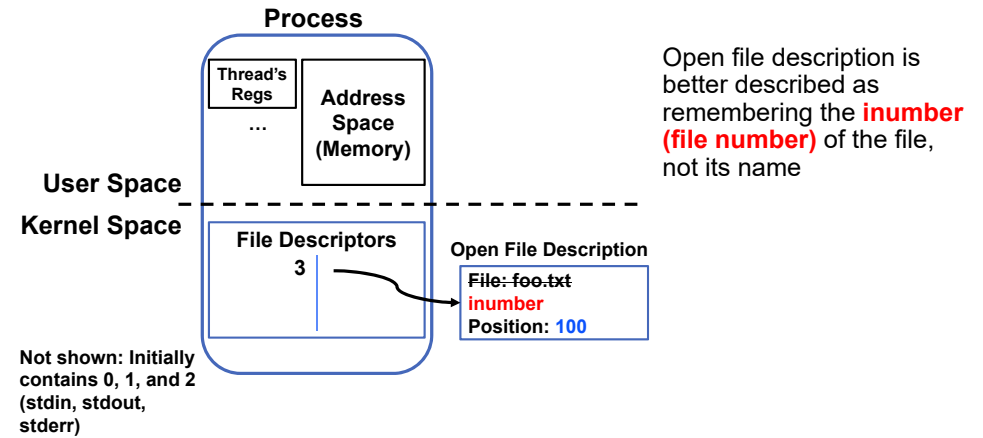


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Components of a File System

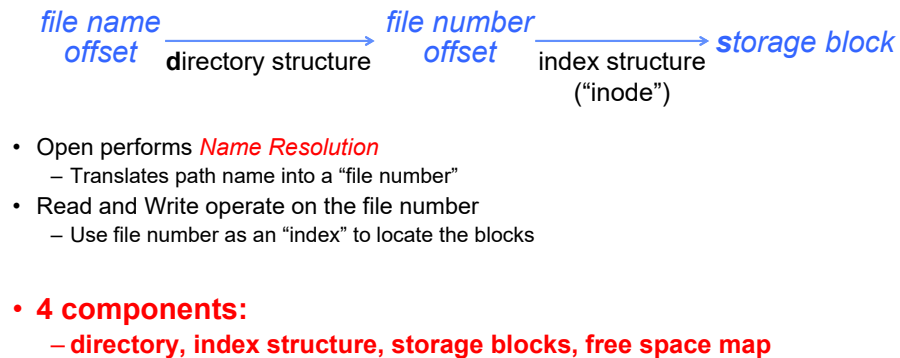


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Components of a File System



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How to get the File Number?

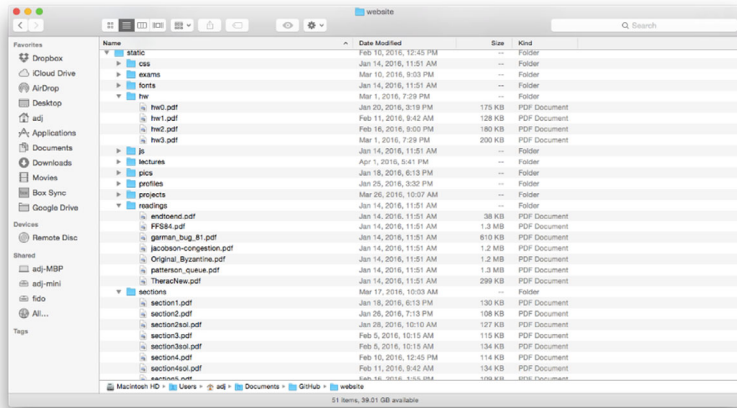
- Look up in **directory structure**
- A directory is a file containing <file_name : file_number> mappings
 - File number could be a file or another directory
 - Operating system stores the mapping in the directory in a format it interprets
 - Each <file_name : file_number> mapping is called a directory entry
- Process isn't allowed to read the raw bytes of a directory
 - The read function doesn't work on a directory
 - Instead, see `readdir`, which iterates over the map without revealing the raw bytes
- Why shouldn't the OS let processes read/write the bytes of a directory?

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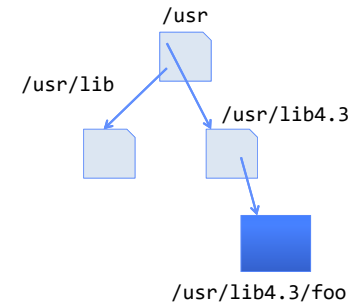
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Directories



Directory Abstraction

- Directories are specialized files
 - Contents: **List of pairs**
<file name, file number>
- System calls to access directories
 - open / creat / readdir traverse the structure
 - mkdir / rmdir add/remove entries
 - link / unlink (rm)
- libc support
 - DIR * opendir (const char *dirname)
 - struct dirent * readdir (DIR *dirstream)
 - int readdir_r (DIR *dirstream, struct dirent *entry, struct dirent **result)



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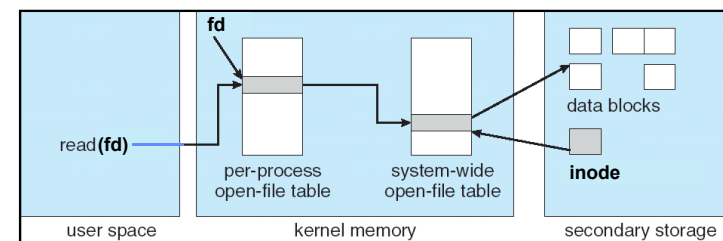
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Directory Structure

- How many disk accesses to resolve "/my/book/count"?
 - Read in file header for root (fixed spot on disk)
 - Read in first data block for root
 - Table of file name/index pairs.
 - Search linearly – ok since directories typically very small
 - Read in file header for "my"
 - Read in first data block for "my"; search for "book"
 - Read in file header for "book"
 - Read in first data block for "book"; search for "count"
 - Read in file header for "count"
- Current working directory:** Per-address-space pointer to a directory used for resolving file names
 - Allows user to specify relative filename instead of absolute path (say CWD="/my/book" can resolve "count")

In-Memory File System Structures



- Open syscall: find inode on disk from pathname (traversing directories)
 - Create "in-memory inode" in system-wide open file table
 - One entry in this table no matter how many instances of the file are open
- Read/write syscalls look up in-memory inode using the file handle

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Characteristics of Files

A Five-Year Study of File-System Metadata

NITIN AGRAWAL
University of Wisconsin, Madison
and

WILLIAM J. BOLOSKY, JOHN R. DOUCEUR, and JACOB R. LORCH
Microsoft Research

Published in FAST 2007

Observation #1: Most Files Are Small

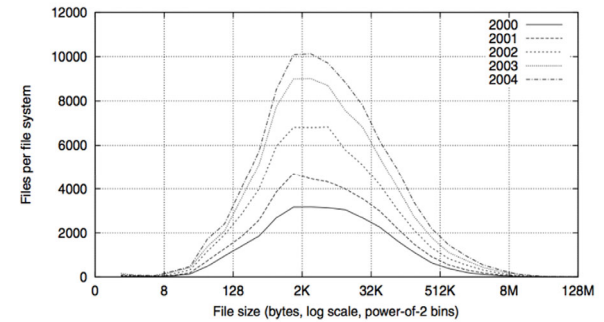


Fig. 2. Histograms of files by size.

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Observation #2: Most Bytes are in Large Files

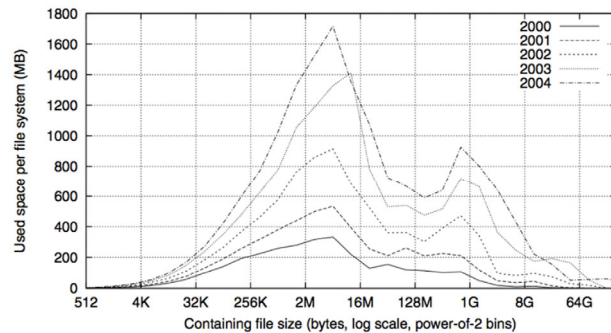


Fig. 4. Histograms of bytes by containing file size.

CASE STUDY: FAT: FILE ALLOCATION TABLE

- MS-DOS, 1977
- Still widely used!

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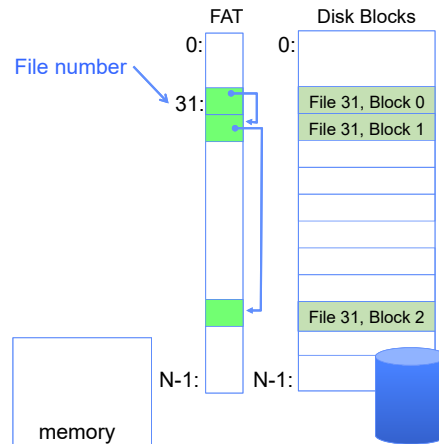
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FAT (File Allocation Table)

- Assume (for now) we have a way to translate a path to a "file number"
 - i.e., a directory structure
- Disk Storage is a collection of Blocks
 - Just hold file data (offset $o = \langle B, x \rangle$)
- Example: `file_read 31, < 2, x >`
 - Index into FAT with file number
 - Follow linked list to block
 - Read the block from disk into memory



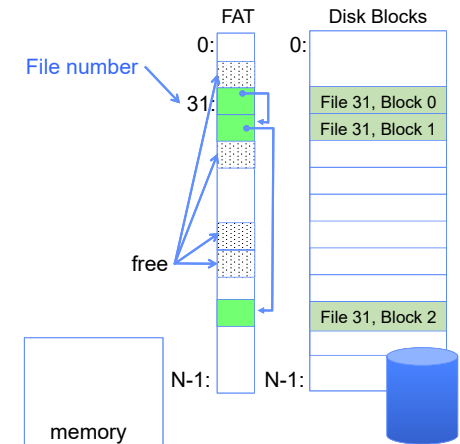
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FAT (File Allocation Table)

- File is a collection of disk blocks
- FAT is linked list 1-1 with blocks
- File number is index of root of block list for the file
- File offset: block number and offset within block
- Follow list to get block number
- Unused blocks marked free
 - Could require scan to find
 - Or, could use a free list



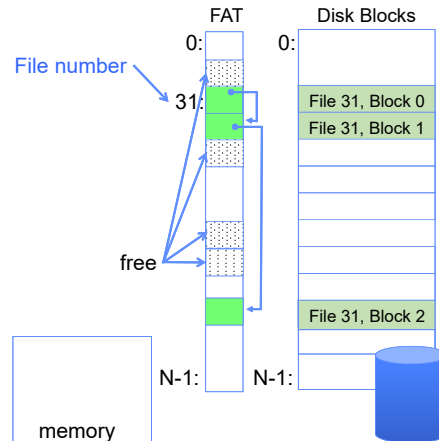
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FAT (File Allocation Table)

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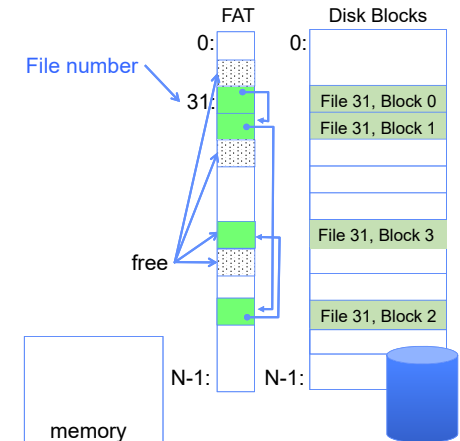
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FAT (File Allocation Table)

- File is a collection of disk blocks
- FAT is linked list 1-1 with blocks
- File number is index of root of block list for the file
- File offset: block number and offset within block
- Follow list to get block number
- Unused blocks marked free
 - Could require scan to find
 - Or, could use a free list
- Ex: `file_write(31, < 3, y >)`
 - Grab free block
 - Linking them into file



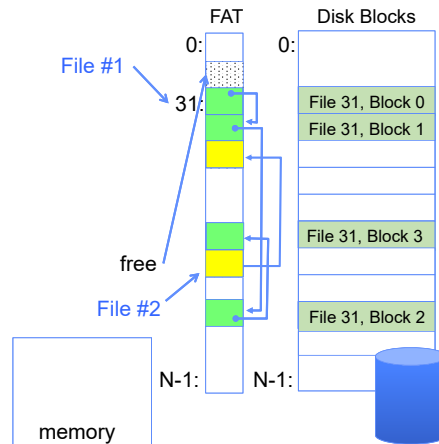
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FAT (File Allocation Table)

- Where is FAT stored?
 - On disk
- How to format a disk?
 - Zero the blocks, mark FAT entries "free"
- How to quickly format a disk?
 - Mark FAT entries "free"
- Simple: can implement in device firmware**

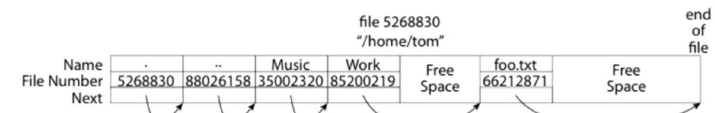


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FAT: Directories



- A directory is a file containing <file_name: file_number> mappings
- Free space for new/deleted entries
- In FAT: file attributes are kept in directory (!!!)
 - Not directly associated with the file itself
- Each directory a linked list of entries
 - Requires linear search of directory to find particular entry
- Where do you find root directory ("/")?
 - At well-defined place on disk
 - For FAT, this is at block 2 (there are no blocks 0 or 1)
 - Remaining directories

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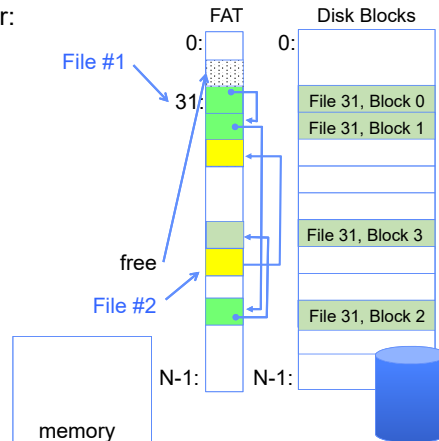
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FAT Discussion

Suppose you start with the file number:

- Time to find block?
- Block layout for file?
- Sequential access?
- Random access?
- Fragmentation?
- Small files?
- Big files?



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CASE STUDY: UNIX FILE SYSTEM (BERKELEY FFS)

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Inodes in Unix (Including Berkeley FFS)

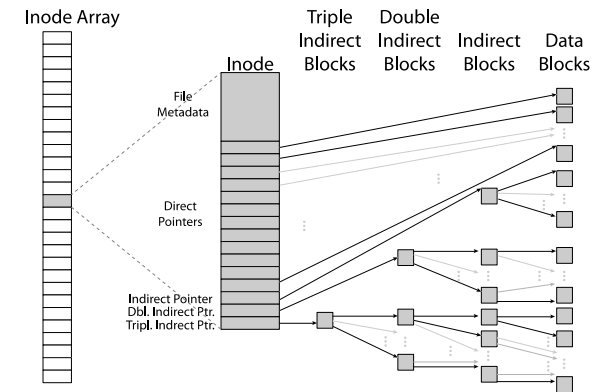
- File Number is index into set of inode arrays
- Index structure is an array of *inodes*
 - File Number (inumber) is an index into the array of inodes
 - Each inode corresponds to a file and contains its metadata
 - » So, things like read/write permissions are stored with *file*, not in directory
 - » Allows multiple names (directory entries) for a file
- Inode maintains a multi-level tree structure to find storage blocks for files
 - Great for little and large files
 - Asymmetric tree with fixed sized blocks
- Original **inode** format appeared in BSD 4.1 (more following)
 - Berkeley Standard Distribution Unix!
 - Part of your heritage!
 - Similar structure for Linux Ext 2/3

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Inode Structure

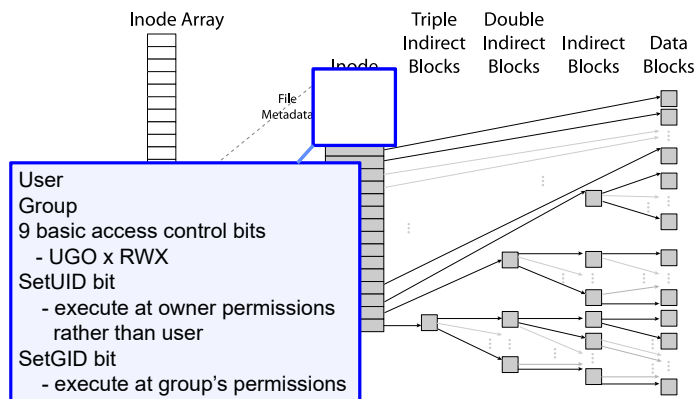


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File Attributes

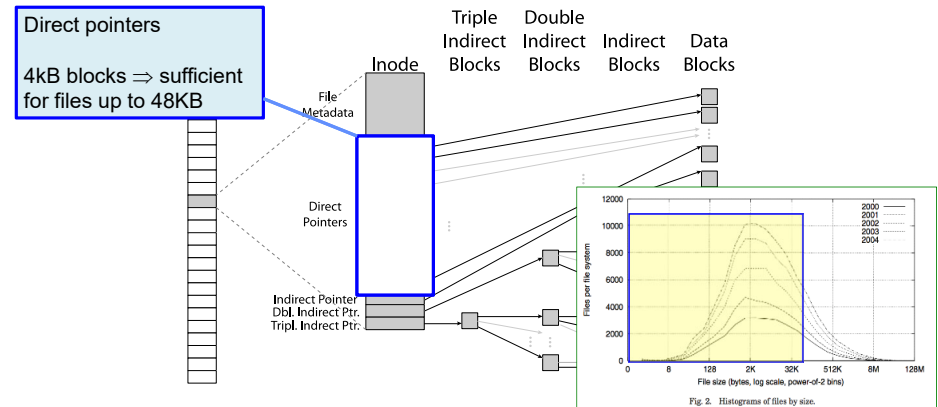


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Small Files: 12 Pointers Direct to Data Blocks

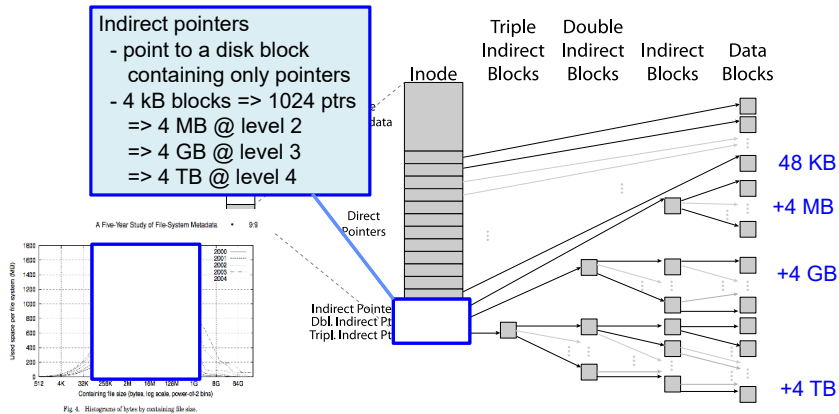


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Large Files: 1-, 2-, 3-level indirect pointers



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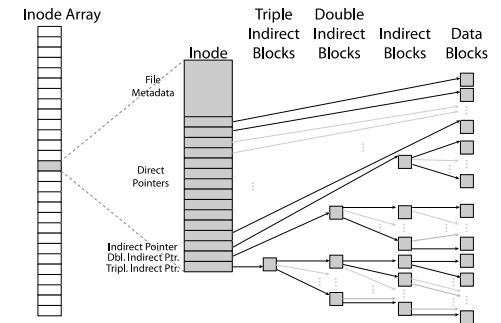
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Putting it All Together: On-Disk Index

• Sample file in multilevel indexed format:

- 10 direct ptrs, 1K blocks
- How many accesses for block #23? (assume file header accessed on open)?
 - » Two: One for indirect block, one for data
- How about block #5?
 - » One: One for data
- Block #340?
 - » Three: double indirect block, indirect block, and data



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Recall: Critical Factors in File System Design

- **(Hard) Disk Performance !!!**
 - **Maximize sequential access, minimize seeks**
- Open before Read/Write
 - Can perform protection checks and look up where the actual file resource are, in advance
- Size is determined as they are used !!!
 - Can write (or read zeros) to expand the file
 - Start small and grow, need to make room
- Organized into directories
 - What data structure (on disk) for that?
- Need to carefully allocate / free blocks
 - Such that access remains efficient

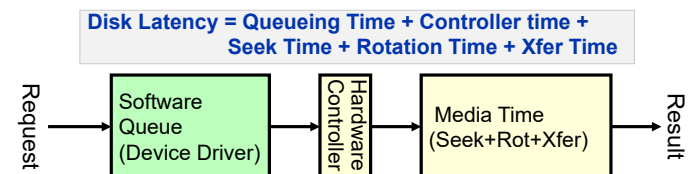
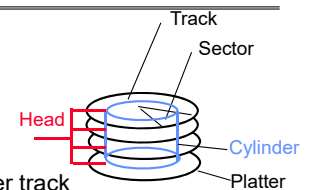
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Recall: Magnetic Disks

- **Cylinders:** all the tracks under the head at a given point on all surfaces
- Read/write data is a three-stage process:
 - **Seek time:** position the head/arm over the proper track
 - **Rotational latency:** wait for desired sector to rotate under r/w head
 - **Transfer time:** transfer a block of bits (sector) under r/w head



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Fast File System (BSD 4.2, 1984)

- Same inode structure as in BSD 4.1
 - same file header and triply indirect blocks like we just studied
 - Some changes to block sizes from 1024⇒4096 bytes for performance
- Paper on FFS: “A Fast File System for UNIX”
 - Marshall McKusick, William Joy, Samuel Leffler and Robert Fabry
 - Off the “resources” page of course website – Take a look!
- Optimization for Performance and Reliability:
 - Distribute inodes among different tracks to be closer to data
 - Uses bitmap allocation in place of freelist
 - Attempt to allocate files contiguously
 - 10% reserved disk space
 - Skip-sector positioning (mentioned later)

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FFS Changes in Inode Placement: Motivation

- In early UNIX and DOS/Windows' FAT file system, headers stored in special array in outermost cylinders
 - Fixed size, set when disk is formatted
 - » At formatting time, a fixed number of inodes are created
 - » Each is given a unique number, called an “inumber”
- Problem #1: Inodes all in one place (outer tracks)
 - Head crash potentially destroys all files by destroying inodes
 - Inodes not close to the data that the point to
 - » To read a small file, seek to get header, seek back to data
- Problem #2: When create a file, don't know how big it will become (in UNIX, most writes are by appending)
 - How much contiguous space do you allocate for a file?
 - Makes it hard to optimize for performance

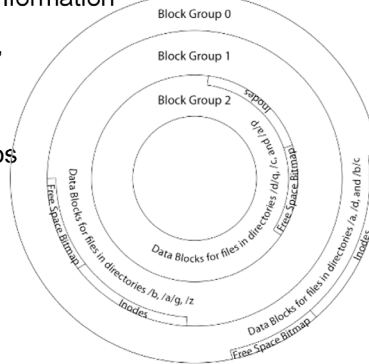
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FFS Locality: Block Groups

- The UNIX BSD 4.2 (FFS) distributed the header information (inodes) closer to the data blocks
 - Often, inode for file stored in same “cylinder group” as parent directory of the file
 - makes an “ls” of that directory run very fast
- File system volume divided into set of block groups
 - Close set of tracks
- Data blocks, metadata, and free space interleaved within block group
 - Avoid huge seeks between user data and system structure
- Put directory and its files in common block group



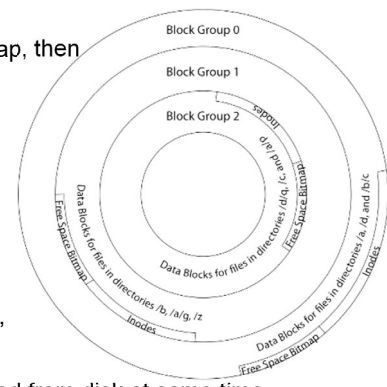
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FFS Locality: Block Groups (Con't)

- First-Free allocation of new file blocks
 - To expand file, first try successive blocks in bitmap, then choose new range of blocks
 - Few little holes at start, big sequential runs at end of group
 - Avoids fragmentation
 - Sequential layout for big files
- Important: keep 10% or more free!
 - Reserve space in the Block Group
- Summary: FFS Inode Layout Pros
 - For small directories, can fit all data, file headers, etc. in same cylinder ⇒ no seeks!
 - File headers much smaller than whole block (a few hundred bytes), so multiple headers fetched from disk at same time
 - Reliability: whatever happens to the disk, you can find many of the files (even if directories disconnected)

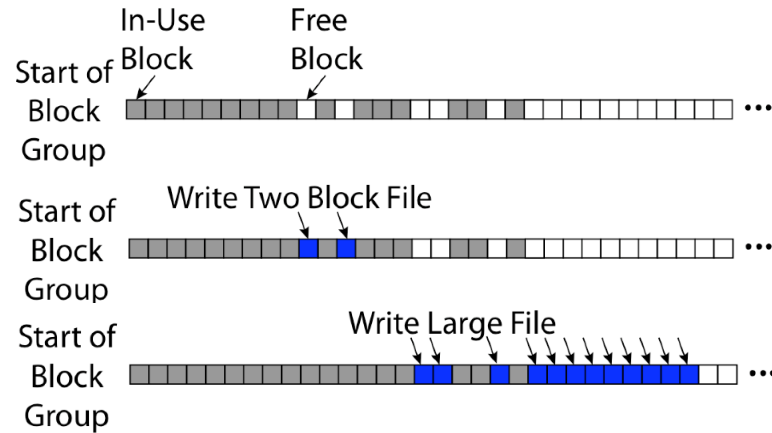


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UNIX 4.2 BSD FFS First Fit Block Allocation



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Attack of the Rotational Delay

- Problem 3: Missing blocks due to rotational delay
 - Issue: Read one block, do processing, and read next block. In meantime, disk has continued turning: missed next block! Need 1 revolution/block!
-
- The diagram illustrates the rotational delay problem. A disk with two tracks is shown. A 'Skip Sector' is indicated by an arrow. A 'Track Buffer' (Holds complete track) is shown as a pink rectangle.
- Solution 1: Skip sector positioning ("interleaving")
 - » Place the blocks from one file on every other block of a track: give time for processing to overlap rotation
 - » Can be done by OS or in modern drives by the disk controller
 - Solution 2: Read ahead: read next block right after first, even if application hasn't asked for it yet
 - » This can be done either by OS (read ahead)
 - » By disk itself (track buffers) - many disk controllers have internal RAM that allows them to read a complete track
 - Modern disks + controllers do many things "under the covers"
 - Track buffers, elevator algorithms, bad block filtering

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UNIX 4.2 BSD FFS

- Pros
 - Efficient storage for both small and large files
 - Locality for both small and large files
 - Locality for metadata and data
 - No defragmentation necessary!
- Cons
 - Inefficient for tiny files (a 1 byte file requires both an inode and a data block)
 - Inefficient encoding when file is mostly contiguous on disk
 - Need to reserve 10-20% of free space to prevent fragmentation

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Conclusion

- File System:
 - Transforms blocks into Files and Directories
 - Optimize for access and usage patterns
 - Maximize sequential access, allow efficient random access
- File (and directory) defined by header, called "inode"
- Naming: translating from user-visible names to actual sys resources
 - Directories used for naming for local file systems
 - Linked or tree structure stored in files
- File Allocation Table (FAT) Scheme
 - Linked-list approach
 - Very widely used: Cameras, USB drives, SD cards
 - Simple to implement, but poor performance and no security
- Look at actual file access patterns
 - Many small files, but large files take up all the space!
- 4.2 BSD Fast File System: Multi-level inode header to describe files
 - Inode contains ptrs to actual blocks, indirect blocks, double indirect blocks, etc.
 - Optimizations for sequential access: start new files in open ranges of free blocks, rotational optimization

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