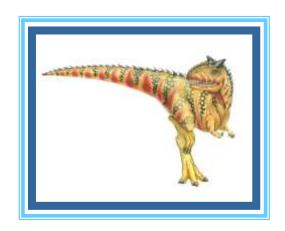
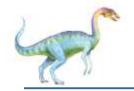
Chapter 15: File System Internals





Outline

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





Objectives

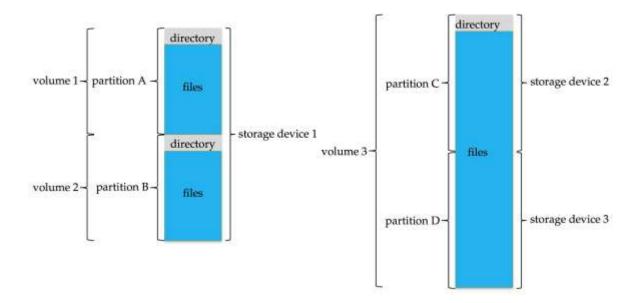
- Delve into the details of file systems and their implementation
- Explore booting and file sharing
- Describe remote file systems, using NFS as an example



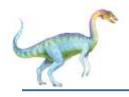


File System

- 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
                             tmpfs
/tmp
/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
```

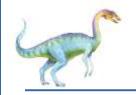




Partitions and Mounting

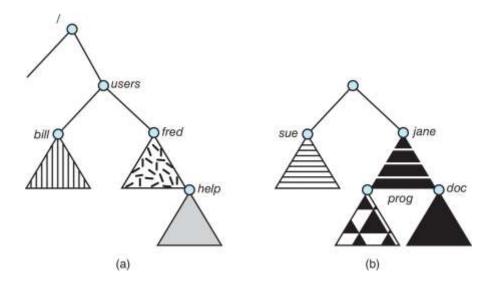
- Partition can be a volume containing a file system ("cooked") or raw –
 just a sequence of blocks with no file system
- Boot block can point to boot volume or boot loader set of blocks that contain enough code to know how to load the kernel from the file system
 - Or a boot management program for multi-os 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



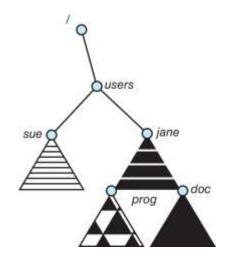


File Systems and Mounting

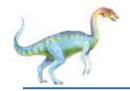
- (a) Unix-like file system directory tree
- (a) Unmounted file system



After mounting (b) into the existing directory tree







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

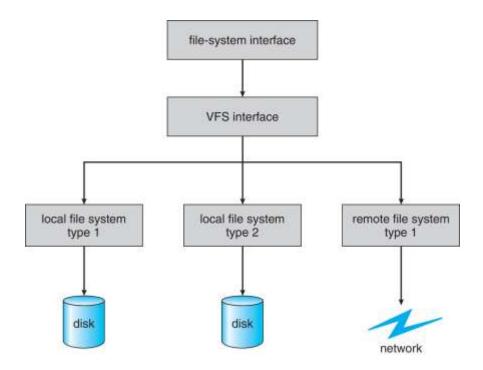
- Virtual File Systems (VFS) on Unix provide an object-oriented way of implementing file systems
- VFS allows the same system call interface (the API) to be used for different types of file systems
 - Separates file-system generic operations from implementation details
 - Implementation can be one of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



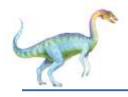


Virtual File Systems (Cont.)

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







Virtual File System Implementation

- For example, Linux has four object types:
 - inode, file, superblock, dentry
- VFS defines set of operations on the objects that must be implemented
 - Every object has a pointer to a function table
 - Function table has addresses of routines to implement that function on that object
 - For example:
 - int open(. . .)—Open a file
 - int close (. . .)—Close an already-open file
 - ssize t read(. . .)—Read from a file
 - ssize t write(. . .)—Write to a file
 - int mmap(. . .)—Memory-map a file





Remote File Systems

- Sharing of files across a network
- First method involved manually sharing each file programs like ftp
- Second method uses a distributed file system (DFS)
 - Remote directories visible from local machine
- Third method World Wide Web
 - A bit of a revision to first method
 - Use browser to locate file/files and download /upload
 - Anonymous access doesn't require authentication





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
- NFS an example
 - User auth info on clients and servers must match (UserIDs for example)
 - Remote file system mounted, file operations sent on behalf of user across network to server
 - Server checks permissions, file handle returned
 - Handle used for reads and writes until file closed





Distributed Information Systems

- Aka distributed naming services, provide unified access to info needed for remote computing
- Domain name system (DNS) provides host-name-to-network-address translations for the Internet
- Others like network information service (NIS) provide user-name, password, userID, group information
- Microsoft's common Internet file system (CIFS) network info used with user auth to create network logins that server uses to allow to deny access
 - Active directory distributed naming service
 - Kerberos-derived network authentication protocol
- Industry moving toward lightweight directory-access protocol (LDAP) as secure distributed naming mechanism





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
 - One mode of sharing allows users to share pointer to current I/O location in file
 - 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

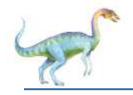




The Sun Network File System (NFS)

- An implementation and a specification of a software system for accessing remote files across LANs (or WANs)
- The implementation originally part of SunOS operating system, now industry standard / very common
- Can use unreliable datagram protocol (UDP/IP) or TCP/IP, over Ethernet or other networks

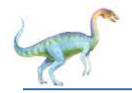




NFS (Cont.)

- Interconnected workstations viewed as a set of independent machines with independent file systems, which allows sharing among these file systems in a transparent manner
 - A remote directory is mounted over a local file system directory
 - The mounted directory looks like an integral subtree of the local file system, replacing the subtree descending from the local directory
 - Specification of the remote directory for the mount operation is nontransparent; the host name of the remote directory has to be provided
 - Files in the remote directory can then be accessed in a transparent manner
 - Subject to access-rights accreditation, potentially any file system (or directory within a file system), can be mounted remotely on top of any local directory





NFS (Cont.)

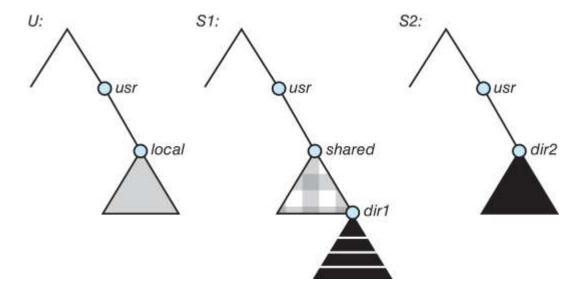
- NFS is designed to operate in a heterogeneous environment of different machines, operating systems, and network architectures; the NFS specifications independent of these media
- This independence is achieved through the use of RPC primitives built on top of an External Data Representation (XDR) protocol used between two implementation-independent interfaces
- The NFS specification distinguishes between the services provided by a mount mechanism and the actual remote-file-access services





NFS Mounting Example

Three independent file systems

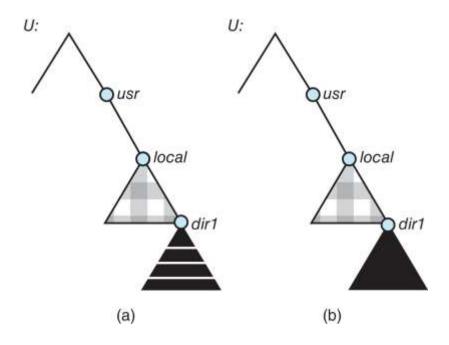






NFS Mounting Example (Cont.)

Mounts and cascading mounts



Mounts

Cascading mounts

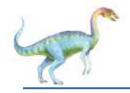




NFS Mount Protocol

- Establishes initial logical connection between server and client
- Mount operation includes name of remote directory to be mounted and name of server machine storing it
 - Mount request is mapped to corresponding RPC and forwarded to mount server running on server machine
 - Export list specifies local file systems that server exports for mounting, along with names of machines that are permitted to mount them
- Following a mount request that conforms to its export list, the server returns a file handle—a key for further accesses
- File handle a file-system identifier, and an inode number to identify the mounted directory within the exported file system
- The mount operation changes only the user's view and does not affect the server side





NFS Protocol

- Provides a set of remote procedure calls for remote file operations. The procedures support the following operations:
 - searching for a file within a directory
 - reading a set of directory entries
 - manipulating links and directories
 - accessing file attributes
 - reading and writing files
- NFS servers are stateless; each request has to provide a full set of arguments (NFS V4 is newer, less used – very different, stateful)
- Modified data must be committed to the server's disk before results are returned to the client (lose advantages of caching)
- The NFS protocol does not provide concurrency-control mechanisms

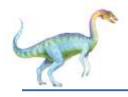




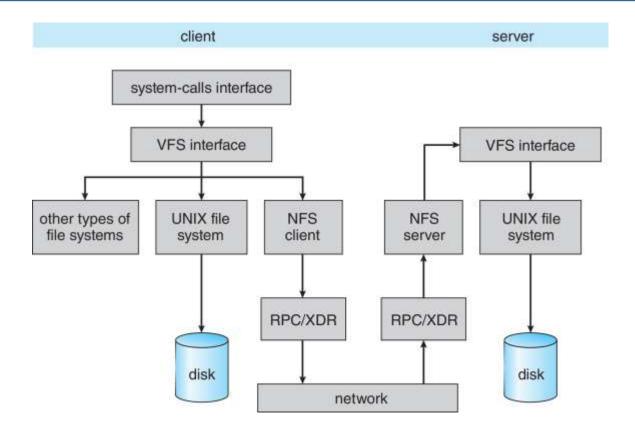
Three Major Layers of NFS Architecture

- UNIX file-system interface (based on the open, read, write, and close calls, and file descriptors)
- Virtual File System (VFS) layer distinguishes local files from remote ones, and local files are further distinguished according to their filesystem types
 - The VFS activates file-system-specific operations to handle local requests according to their file-system types
 - Calls the NFS protocol procedures for remote requests
- NFS service layer bottom layer of the architecture
 - Implements the NFS protocol





Schematic View of NFS Architecture







NFS Path-Name Translation

- Performed by breaking the path into component names and performing a separate NFS lookup call for every pair of component name and directory vnode
- To make lookup faster, a directory name lookup cache on the client's side holds the vnodes for remote directory names





NFS Remote Operations

- Nearly one-to-one correspondence between regular UNIX system calls and the NFS protocol RPCs (except opening and closing files)
- NFS adheres to the remote-service paradigm, but employs buffering and caching techniques for the sake of performance
- File-blocks cache when a file is opened, the kernel checks with the remote server whether to fetch or revalidate the cached attributes
 - Cached file blocks are used only if the corresponding cached attributes are up to date
- File-attribute cache the attribute cache is updated whenever new attributes arrive from the server
- Clients do not free delayed-write blocks until the server confirms that the data have been written to disk



End of Chapter 15

