

1 Log Structured File System

Vocabularies

Question Are the diagrams of LFS on chapter 43, the diagram in memory segment or hard drive?

1. Log-Structured File System

- Is a file system that buffers all updates including metadata to a circular buffer.
- When full, is written to a disk in a one long sequential transfer to an unused part of the disk

2. Segment

- Means a storage of fixed size to put the large chunk of updates, so writes can be performed at one time

3. Metadata

- Means data about data
- It is used to summarize basic information about data which can make tracking and working with specific data easier

Example

- Time and date of creation
- Creator or author of data
- Number of free blocks in hard drive
- File Size

4. Inode

- Is a short form for **index node**
- Has a low-level name called **i-number**
- Contains all the information you need about a file (i.e. metadata)

5. Write Buffering

- Is a region of a physical memory storage used to temporarily store data before writing to disk

6. Amortization

- Means the action or process of gradually writing off the initial cost of an asset.

- In this context, means the more you write, the better, and closer you get to achieving peak bandwidth.

7. Inode map

- Is a table indicating where each inode is on the disk



8. Overhead

- Is any combination of excess or indirect resources that are required to perform a specific task

9. Checkpoint Region

- Is a fixed location on disk storing pointer to latest pieces of imap



10. Recursive Update Problem

- Is the problem concerned with a file system never updating in place but to new locations on disk

11. Garbage

- Is old versions of file structures scattered throughout the disk after write

12. Clean

- Means removal of old dead versions of file data, inodes, and other structures to make blocks on disk free again for use in subsequent writes

13. Garbage Collection

- Is a technique that arises in programming languages that automatically free unused memory for programs

14. Hole

- Is an unallocated block between allocated blocks in disk space

15. Compaction

- Refers to combining all the empty spaces together.

16. Segment Summary Block*

- I need to come back on this one
- Is a block that contains a pointer to the next summary block to link segments into one long chain that LFS treats as a linear log

17. Roll Forward*

- I need to come back on this one

18. Shadow Paging

- Is the process of writing to an unused portion of the disk, and then reclaim the old space through cleaning

1.1 Log-Structured File Systems

- Motivations

1. System memories are growing

- Exploits memory getting bigger year after year
- Serve reads through cache → disk traffic is increasingly consists of writes
- File performance now determined write performance

2. There is a large gap between random I/O performance and sequential I/O performance

- Hard-drive transfer bandwidth increased over the years
 - * Due to more more bits packed to surface of a drive
- Hard drive's seek and rotation delay decreased slowly
 - * Hard to cheaply make motor that runs faster
- Sequential read gives sizeable performance advantage than causing seeks and rotations

3. Existing file systems perform poorly on many common workloads

- FFS
 - * Requires a large number of writes to create a new file with one new block
 - * Incurs many short seeks and subsequent rotational delays and performance falls

4. File systems are not raid aware

- Buffers all updates in an in-memory **segment**
- Writes to disk only when buffer is full as a long sequential transfer to unused part of disk

1.2 Writing to Disk Sequentially

- Place data block first
- Place inode next to data block with its pointers pointing to the data block
 - Works the same as inodes in UNIX (e.g ext 2, ext4)



1.3 Writing Sequentially And Effectively

- Writing a block as it comes adds rotational delay
 - Write a block + wait + write second block
 - Not good at performance
- A large number of contiguous writes required for peak performance
 - Done using **Write buffer**
 - * Put all updates in an in-memory **segment**
 - * When full, write the segment all at once to the disk
 - Writes are efficient when segment is large enough

1.4 How much to Buffer

- Depends on the disk

1.5 Problem: Finding Inodes

- Inodes are scattered throughout the disk
- Data blocks and inodes are not fixed
 - On each update, data blocks and inode are placed on new sequential blocks
 - Need to know where they are :(

- Solution: The inode map + checkpoint region
 - Inode map
 - * Takes an inode number as input
 - * Produces the disk address of the most recent version of inode
 - * Is read after checkpoint region
 - * Is cached of its entirety
 - All imaps read and placed in memory
 - * Fixes the problem of finding moving inodes
 - * Problem: inode map is not fixed
 - Checkpoint region
 - * Fixes the problem of moving inode map
 - * Contains pointers to the latest piece of the inode map
 - * Is fixed
 - * Is read first

1.6 Reading A File from Disk: A Recap

- Checkpoint region is read first
- Inode maps are read second
 - All are cached in memory
- Inodes are read third
- Data blocks are read last

1.7 What About Directories

- Is identical to UNIX file systems
 - Imap points to directory inode
 - Directory inode points to directory block
 - Directory block has entries containing user-readable name and its i-number

Example

("user-readable-name", i-number)

- Imap solves **recursive update problem**
 - * Changes are not written in directory
 - If it did, a small update in inode would have caused changes upto root
 - * Imap has the information about latest changes

1.8 New Problem: Garbage Collection

- LFS repeatedly writes the latest version of a file to new locations on disk
- LFS also keeps the old version of file
- If used as a feature → **versioning file system**
- If not as a feature → **garbage collection**
 - Works on **segment** by segment basis
 - * Periodically reads old segments including live segments
 - * Write a new segment containing only live blocks
 - Number of new blocks N are smaller than old blocks M
 - The process is called **compaction**
 - * Free up old ones for writing
 - No removal by individual basis
 - * External fragmentation
 - * Results in drop in performance
- Question #1 (mechanism): How to tell which blocks in a segment is live, and which is dead?
- Question #2 (policy): How often should cleaner run? which segments should it pick to clean?

1.9 Determining Block Liveness

- Answers the question "How to tell which blocks in a segment is live, and which is dead?"
- Is known via **segment summary block**

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1.10 A Policy Question: Which Blocks To Clean, And When?

1.11 A Crash Recovery and the Log