# NETWORK FILE SYSTEM (NFS)

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## Sequence

- > Introduction to NFS
- Version
- > NFS basic and protocol- State , Architecture
- Component
- Different NFS processes
- Working
- > Read operation while accessing file from server
- > Steps to mount directory from NFS server

#### Introduction to NFS

- Developed by Sun Microsystems
- Use Distributed File Protocol
- Mostly used with UNIX OS
- Implement for other OS like
  - Mac OS, Microsoft Windows, Novell NetWare, and IBM AS/400
- Allows users to 'Share' a directory
- RPC-based (uses XDR)
- NFS is perfect for a NAS
- Opposed to SAMBA
- Currently based on VFS
- Major Goals
  - simple crash recovery
  - reasonable performance :80% of a local drive

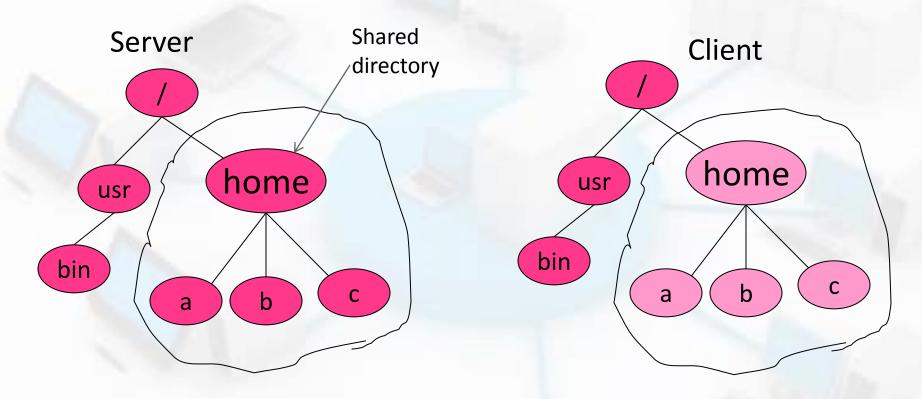
#### Sun Protocols in the ISO OSI Model

7 Application	Mail RCP Rlogin RSH FTP NFS YP Telnet
6 Presentation	XDR
5 Session	RPC
4 Transport	TCP UDP
3 Network	IP (Internetwork)
2 Data Link	Ethernet Point—to Point IEEE 802.2
1 Physical	Ethernet Point—to Point 802.3

Sun's Native Architecture

Future Additions

#### **NFS Overview**



NFS: Export Subtree

NFS: Mount a remote file system

The clients 'mount' the shared directory, it becomes part of their own directory structure.

#### **NFS** Version

- NFSv1 (1984)
  - develop in-house experimental purpose
- NFSv2 (March 1989)
  - Release for commercial use
  - UDP, Stateless, 32 bit
- NFSv3 (June 1995)
  - Overcome to v2
  - UDP and TCP, stateless,64bit
- NFSv4 (April 2003)
  - Overcome to v2,v3
  - Statefull Server
  - Use tcp
  - Focus on Performance, Accessibility, Scalability, Strong security, Internationalization, Extensibility

## System Structure: Server Type

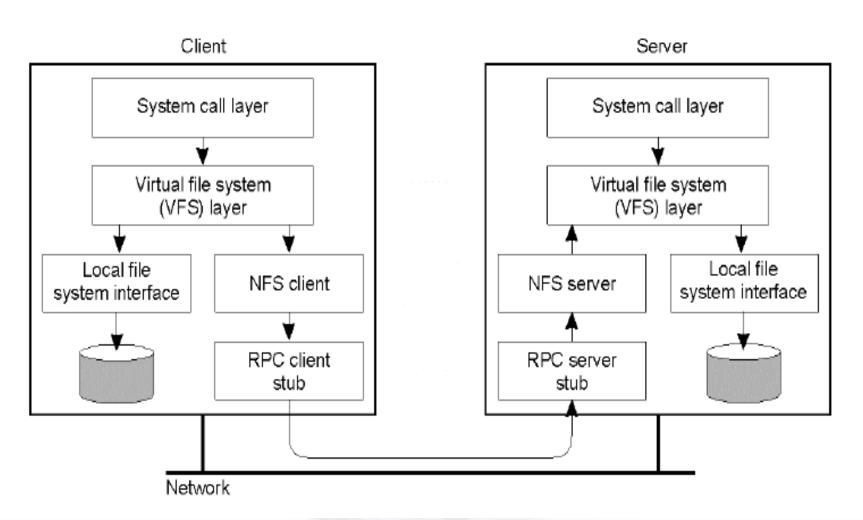
#### Stateless server

- No information kept for client requests
- Information needed to be provided by the client
- More tolerant to server crashes

#### Statefull server

- maintins information about client Access
- Shorted request messages
- Better performance
- Idempotency easier
- Consistency is easier to achieve

#### **NFS Architecture**

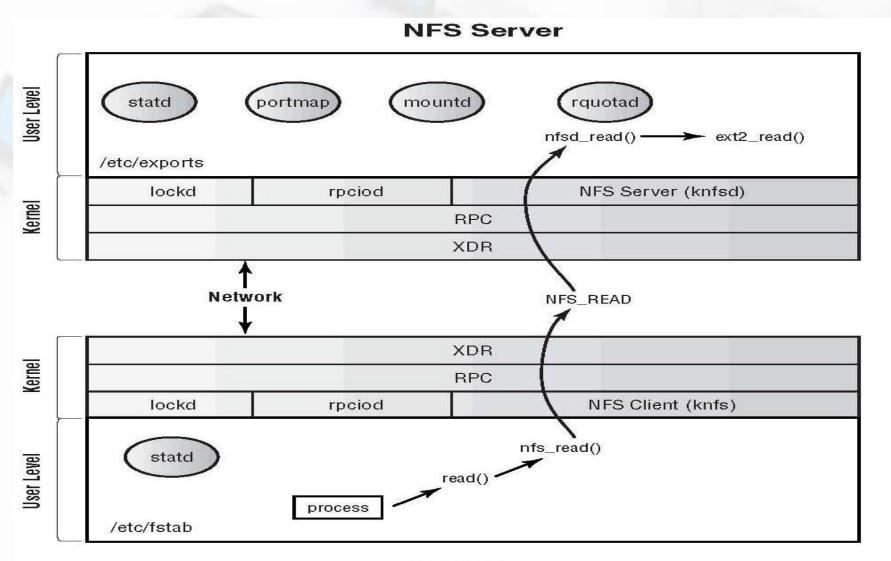


- VFS to handle local and remote files common interface
- RPC for data transport

### Sun NFS Protocol

Operation	v3	v4	Description
Create	Yes	No	Create a regular file
Create	No	Yes	Create a nonregular file
Link	Yes	Yes	Create a hard link to a file
Symlink	Yes	No	Create a symbolic link to a file
Mkdir	Yes	No	Create a subdirectory in a given directory
Mknod	Yes	No	Create a special file
Rename	Yes	Yes	Change the name of a file
Rmdir	Yes	No	Remove an empty subdirectory from a directory
Open	No	Yes	Open a file
Close	No	Yes	Close a file
Lookup	Yes	Yes	Look up a file by means of a file name
Readdir	Yes	Yes	Read the entries in a directory
Readlink	Yes	Yes	Read the path name stored in a symbolic link
Getattr	Yes	Yes	Read the attribute values for a file
Setattr	Yes	Yes	Set one or more attribute values for a file
Read	Yes	Yes	Read the data contained in a file
Write	Yes	Yes	Write data to a file

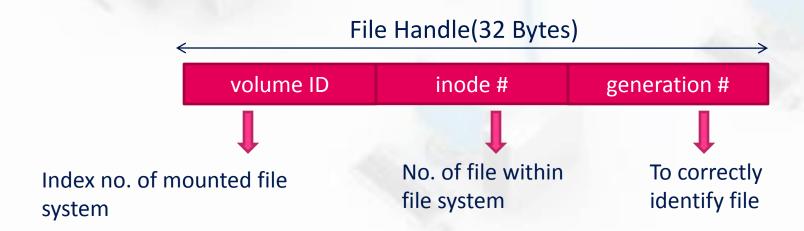
## Component



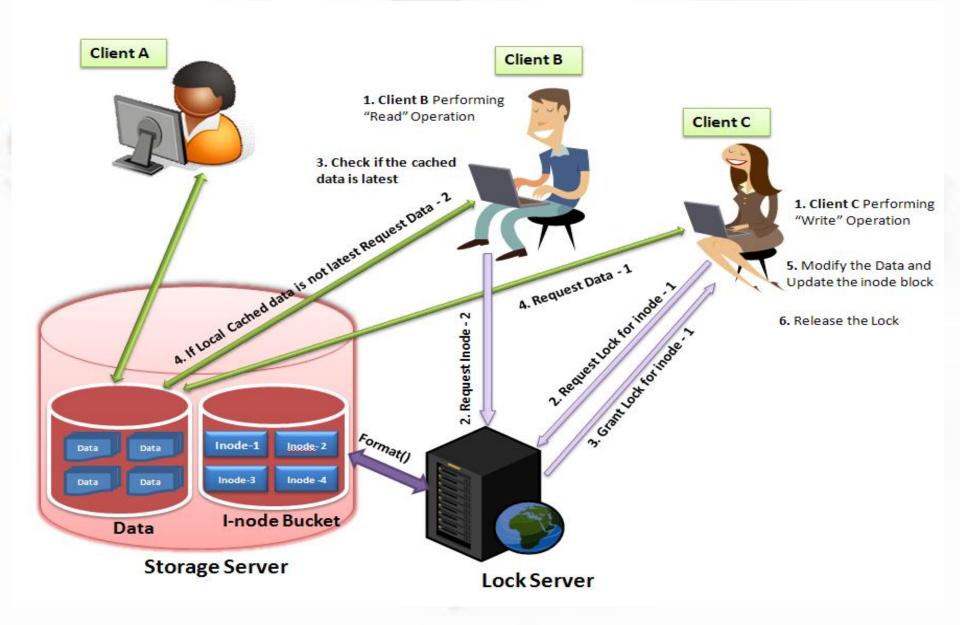
**NFS Client** 

#### 1. File Handles

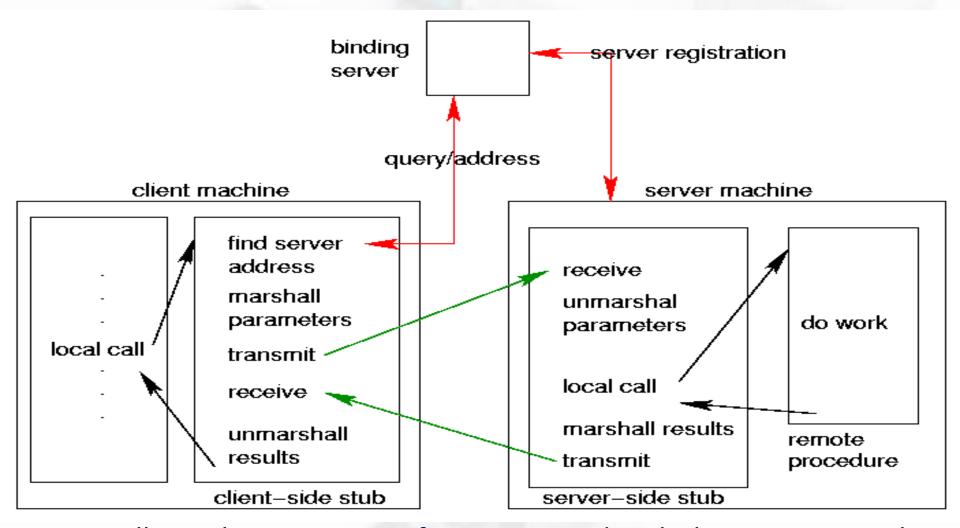
- ❖ How does the client tell the server which file or directory the operation applies to? Similarly, how does the server return the result of a lookup?
- File handle or fhandle
- ➤ Determined by the server
- Includes all information needed to identify the file/object on the server, and find it quickly.
- ➤ Client shouldn't modify it
- >Stale File Handle



#### Use of File handle

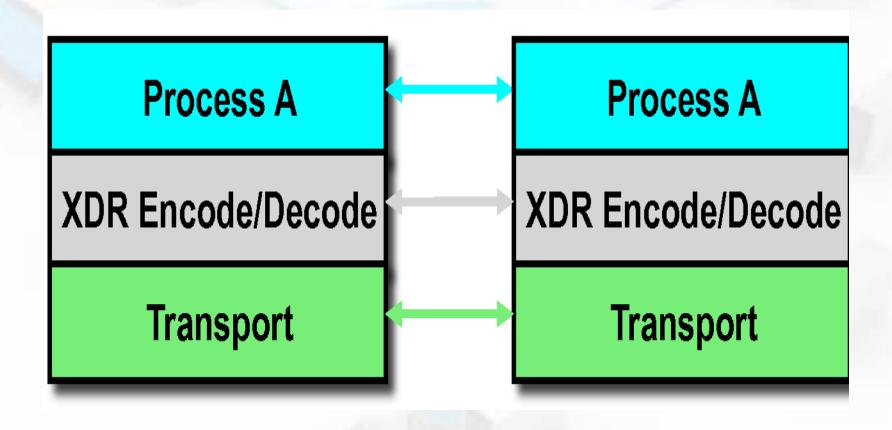


## 2. Remote Procedure Call (RPC)

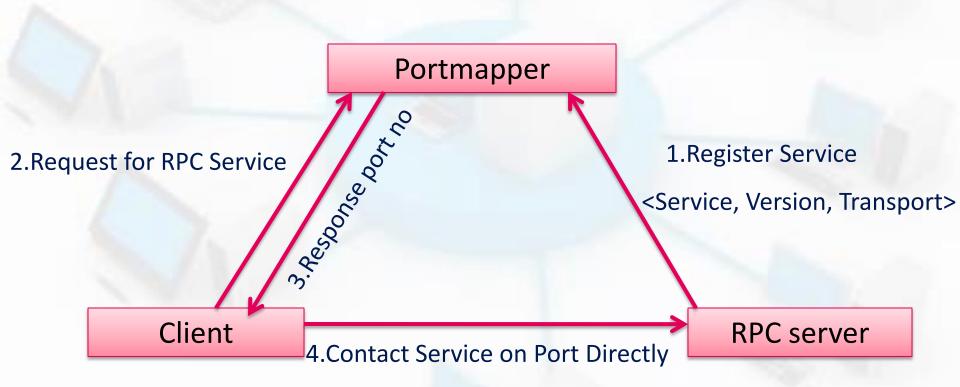


- Initially implementations of RPC was used with the UDP protocol
- Today both UDP and TCP are used

## 3. External Data Representation (XDR)



## 4. Portmapper



#### 5. NFS Daemon Processes

- a. nfsd daemon
- b. biod daemon
- c. rpc.mount daemon
- d. rpc.lockd daemon
- e. rpc.statd daemon

#### nfsd Daemon

- Handle incoming RPC requests
- May have multiple nfsd daemons per site
- A nfsd daemon makes kernel calls to do the real work
- Allows multiple threads

#### biod Daemon

- Does readahead for clients
  - To make use of kernel file buffer cache
- Only improves performance
  - NFS works correctly without biod daemon
- Also flushes buffered writes for clients

#### rpc.mount Daemon

- server implements the MOUNT protocol
- Provides initial file handle for a remote volume
- Also checks that incoming requests are from privileged ports (in UDP/IP packet source address)
- Protocols used: rpc.mountd [-d] [-f] [-h] [-v]

client

Mount Daemon Checks the list of currently exported volumes against the credentials of NFS client

NFS Client

3 .If 'YES' then return rootfile handle to

client with error

## rpc.lockd Daemon

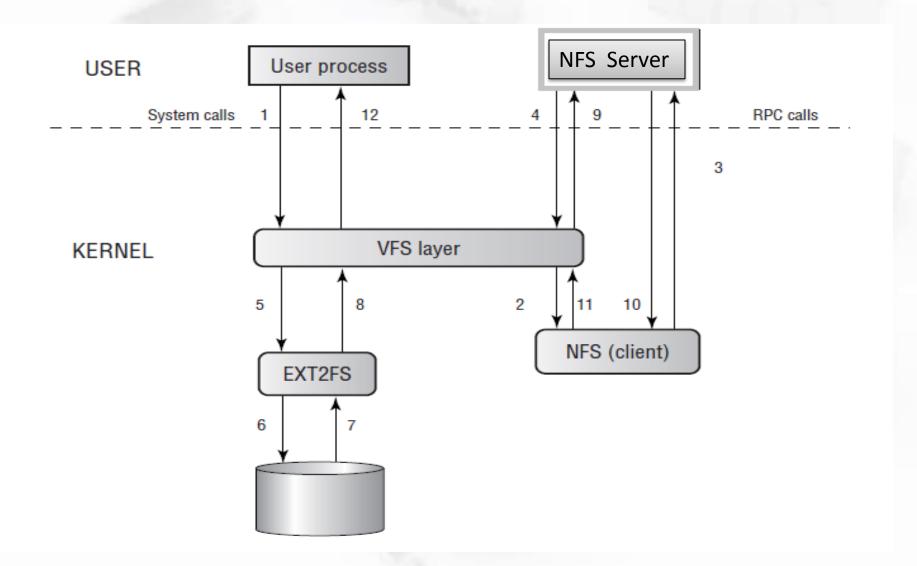
- NFS server is stateless, so it does not handle file locking
- rpc.lockd provides locking
- server crashes and recovers : rpc.lockd reestablish locks
- Use NFS Lock Manager (NLM) Protocol
- Procedure used:

```
NLM_NULL, NLM_TEST, NLM_LOCK, NLM_GRANTED NLM_UNLOCK, NLM_FREE
```

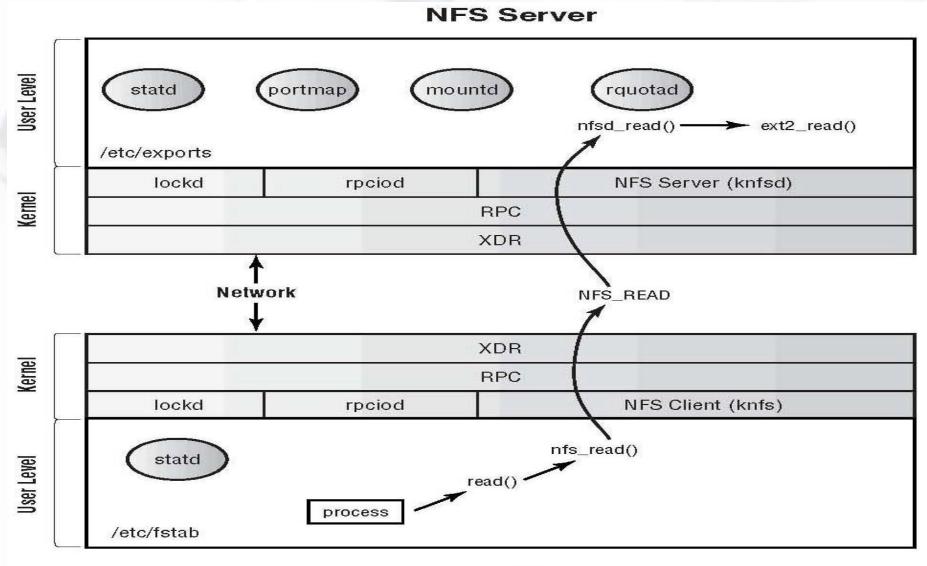
## rpc.statd Daemon

- at client and server
- Used to check status of a machine
- Server's rpc.lockd asks rpc.statd to store lock info (in file system)
  - And to monitor status of locking machine
- If client crashes, clear its locks from server
- client crashes: rpc.statd contacts client when it becomes available again
- Use Network Status Monitor (NSM) Protocol
- Procedure used: SM\_NULL,SM\_STAT,SM\_MON,SM\_NOTIFY

## Working

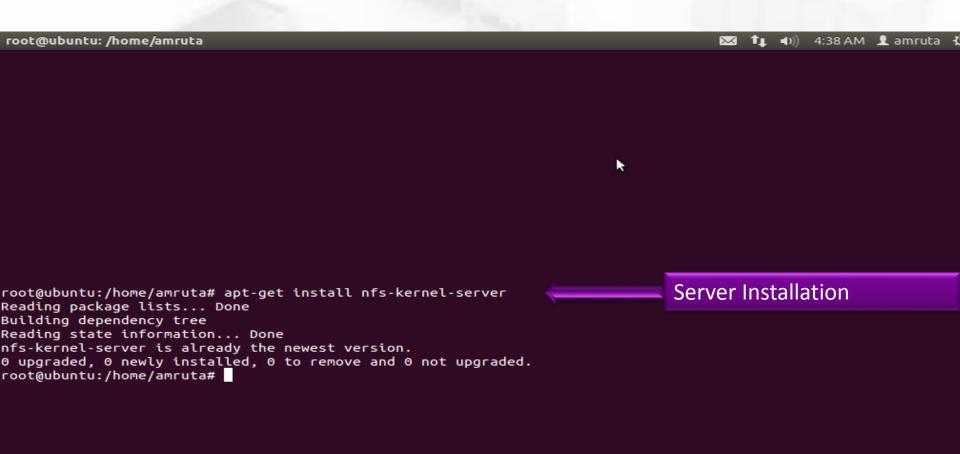


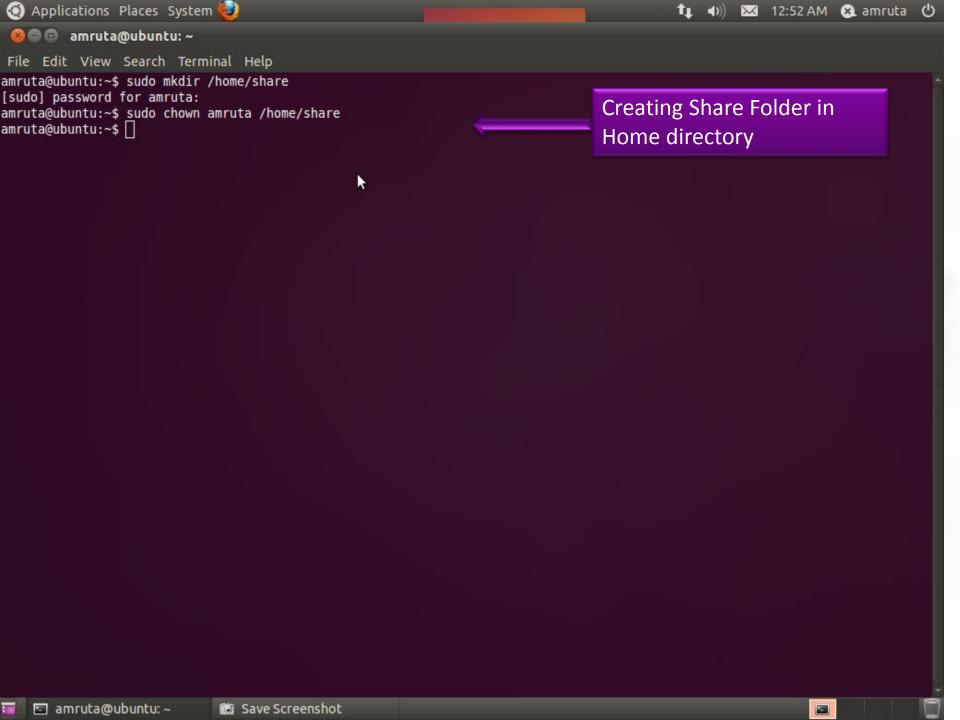
## Read Operation From Server

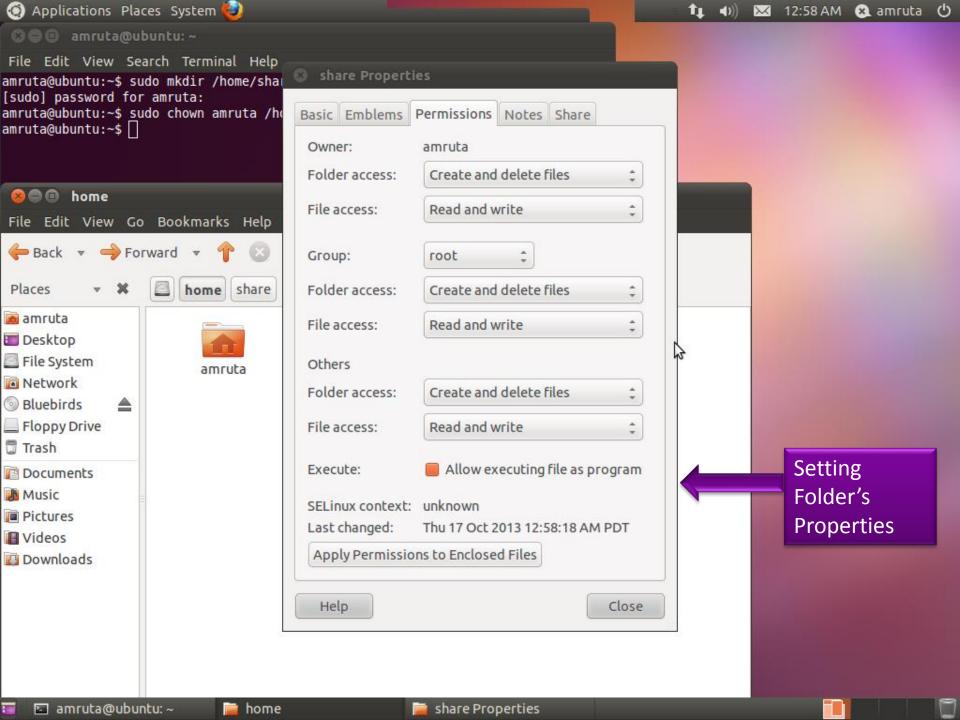


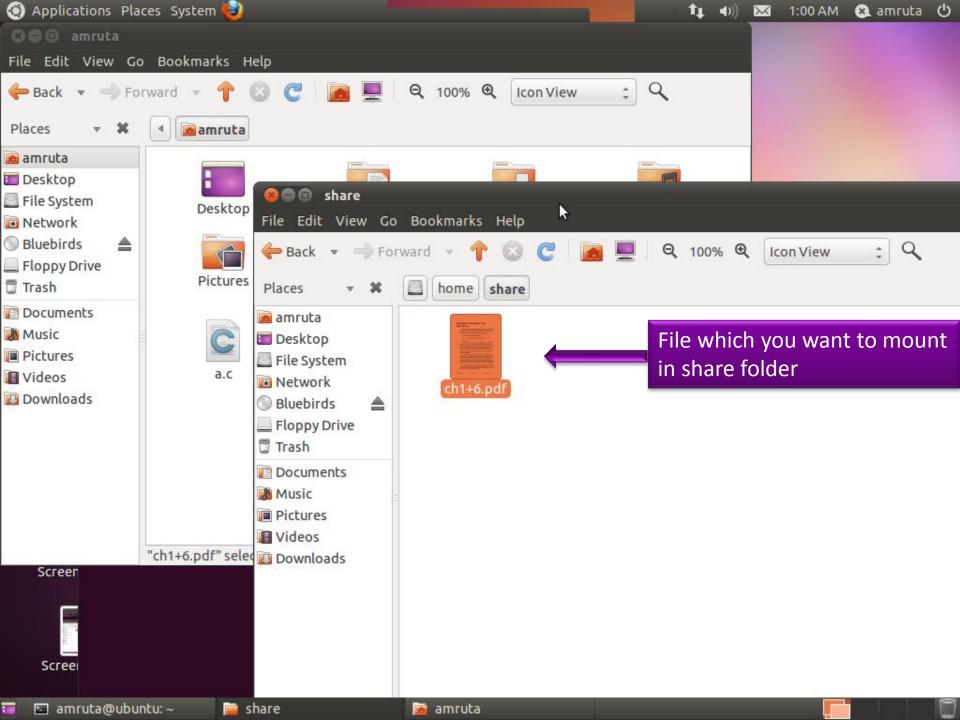
**NFS Client** 

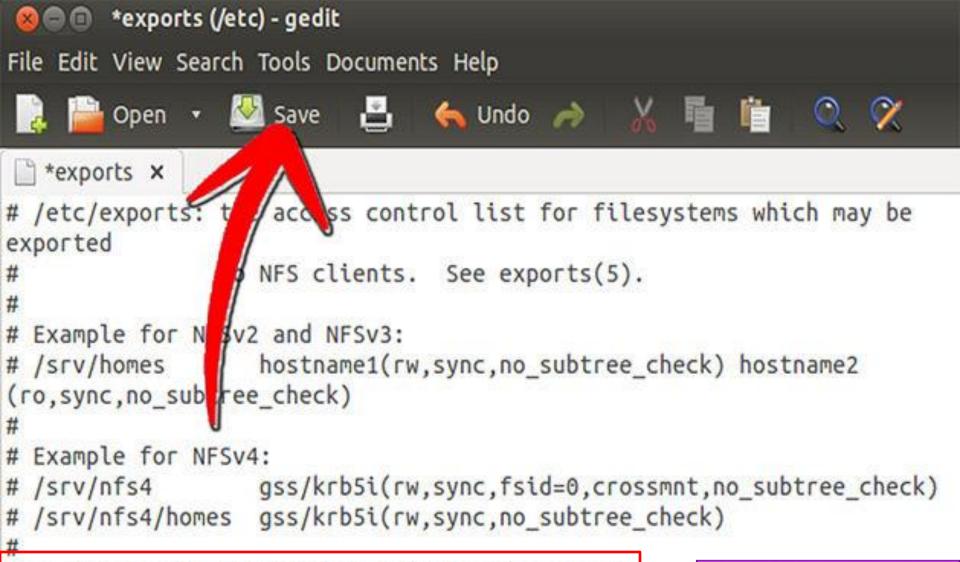
#### Steps to mount directory from NFS server





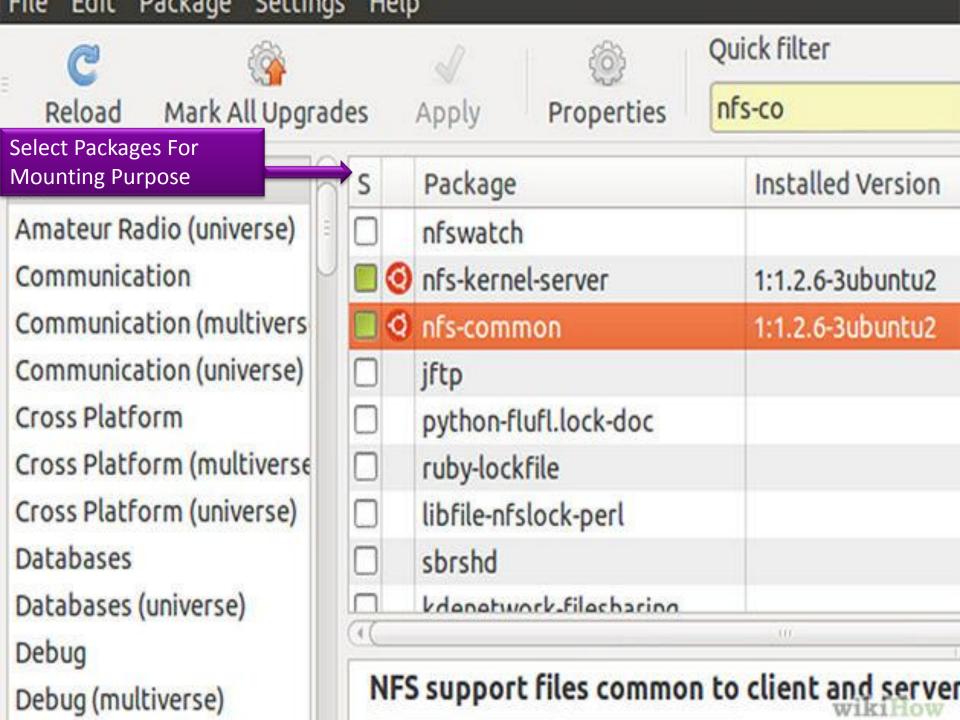






/home/share 192.168.0.0/255.255.255.0(ro,sync)

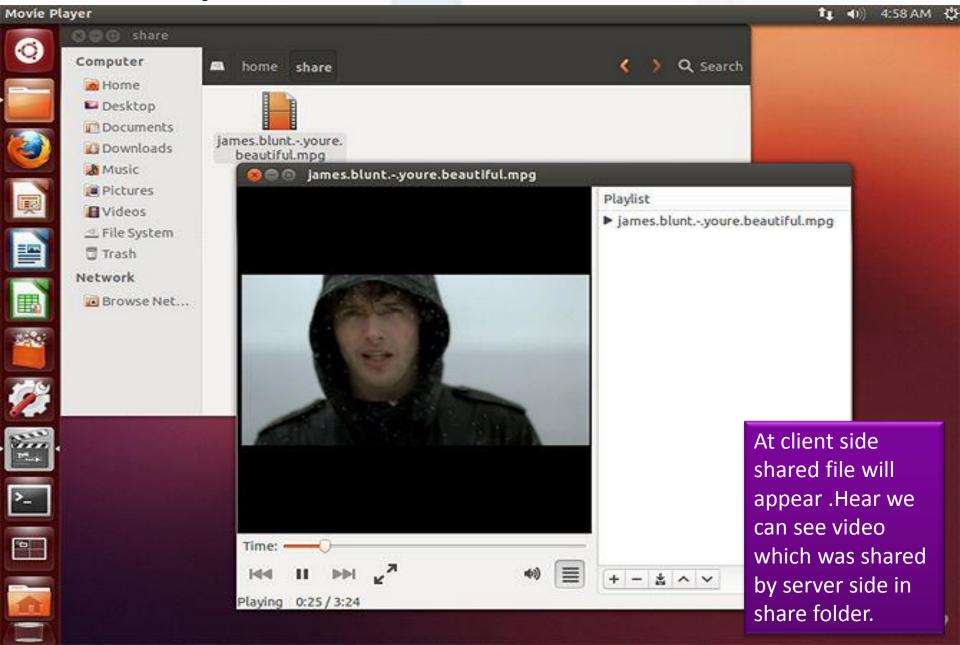
Edit File with IP address



#### After wards do on cmd :sudo getit /etc/fstab

```
🔞 🖨 📵 *fstab (/etc) - gedit
File Edit View Search Tools Documents Help
    🚞 Open 🔻 🐸 Save 🖺 🤚 Undo 🧀 🐰 🛅
*fstab x
# /etc/fstab: static file system information.
# Use 'blkid' to print the universally unique identifier for a
# device; this hay be used with UUID= as a more robust way to name
devices
# that works et n if disks are added and removed. See fstab(5).
# <file system <mount point> <type> <options>
                                                       <dump>
                                                               <pas
# / was on /d //sda1 during installation
UUID=a00f906 60a-4be7-b3ac-b58369bf7f26 /
                                                         ext4
errors=emov=f-ro 0
              ₩v/sda5 during installation
# swap was
             678-4bb3-9842-7229fa6105ca none
UUID=599
                                                         swap
SW
192.168.0.1:/home/share /home/share nfs ro,soft,user,noauto 0 0
```

## For output :mount /home/share1



#### Conclusions

- It is ubiquitous.
- It is easy to setup and administer.
- It provides a better solution than the alternative of not sharing files.
- NFS v4 improves security.
- Alternatives of NFS:
  - Server Message Block (SMB, also known as CIFS) protocol
  - Apple Filing Protocol (AFP)
  - NetWare Core Protocol (NCP)
  - OS/400 File Server file system (QFileSvr.400)

#### References

- http://en.wikipedia.org/wiki/Network\_File\_System
- http://www.cs.sunysb.edu/~ezk/cse595s13/nfs/ch1+6.pdf
- http://lass.cs.umass.edu/~shenoy/courses/spring07/ lectures/Lec20.pdf
- http://www.tldp.org/HOWTO/pdf/NFS-HOWTO.pdf

## Thank You!!