

## **AFS: ANDREW FILE SYSTEM**

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## Andrew File System (AFS)

- Stateful
- Single name space
  - Same name anywhere
- Local file caching
  - On workstation disks
  - For long periods of time
  - Originally whole files, now 64K file chunks.

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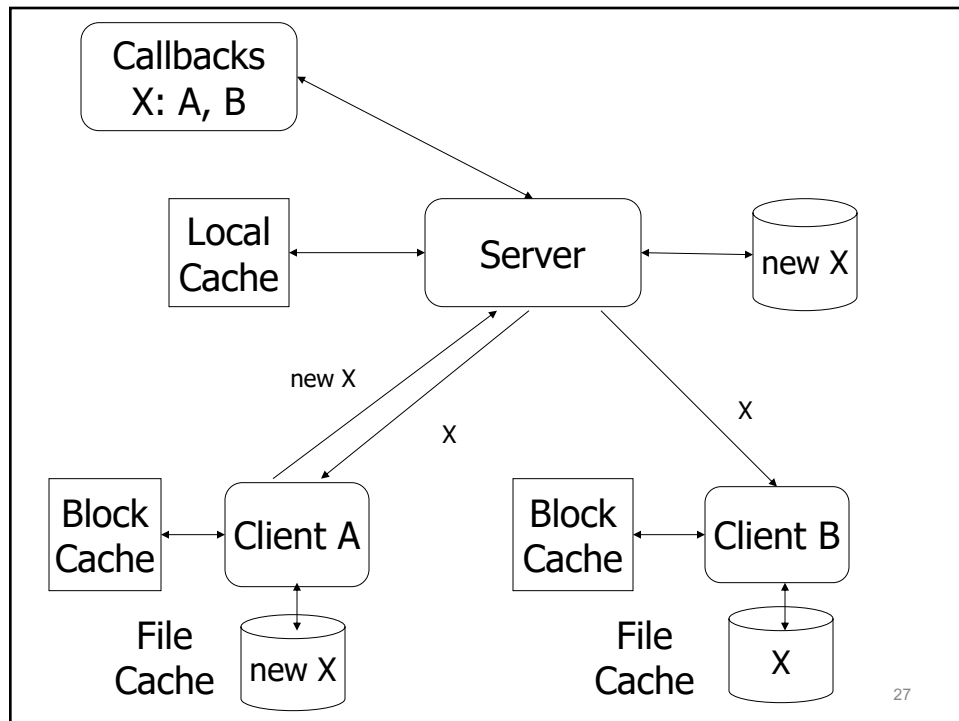
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# Andrew File System (AFS)

- Callbacks on server record clients
  - Poll clients on crash+recovery
- Write-through on close
  - Server updated *only on close*
  - Server informs other clients
  - Clients fetch new version *on next open*
- Session semantics
- Cache files on local disk

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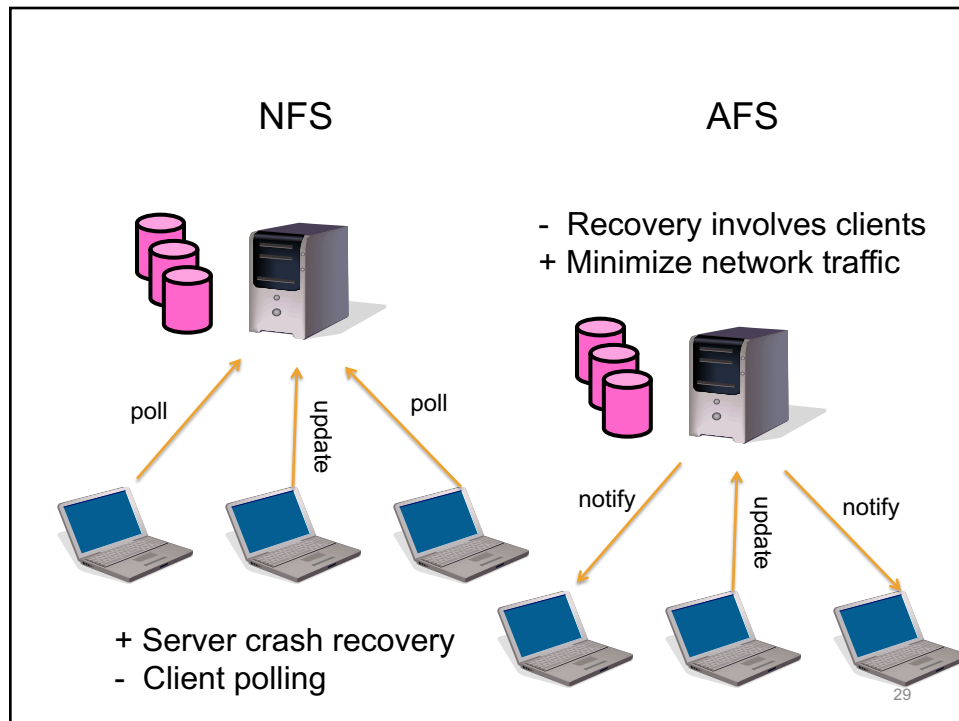
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## Andrew File System (AFS)

- Reduce message traffic.
  - All operations performed locally
  - No client polling
- On file open()
  - Fetch new copy if callback was received
  - Otherwise use locally-cached copy
- Server crashes
  - Transparent to client if file is locally cached
  - Server must contact clients to find state of files

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