

# **File systems: case studies**

Hung-Wei Tseng

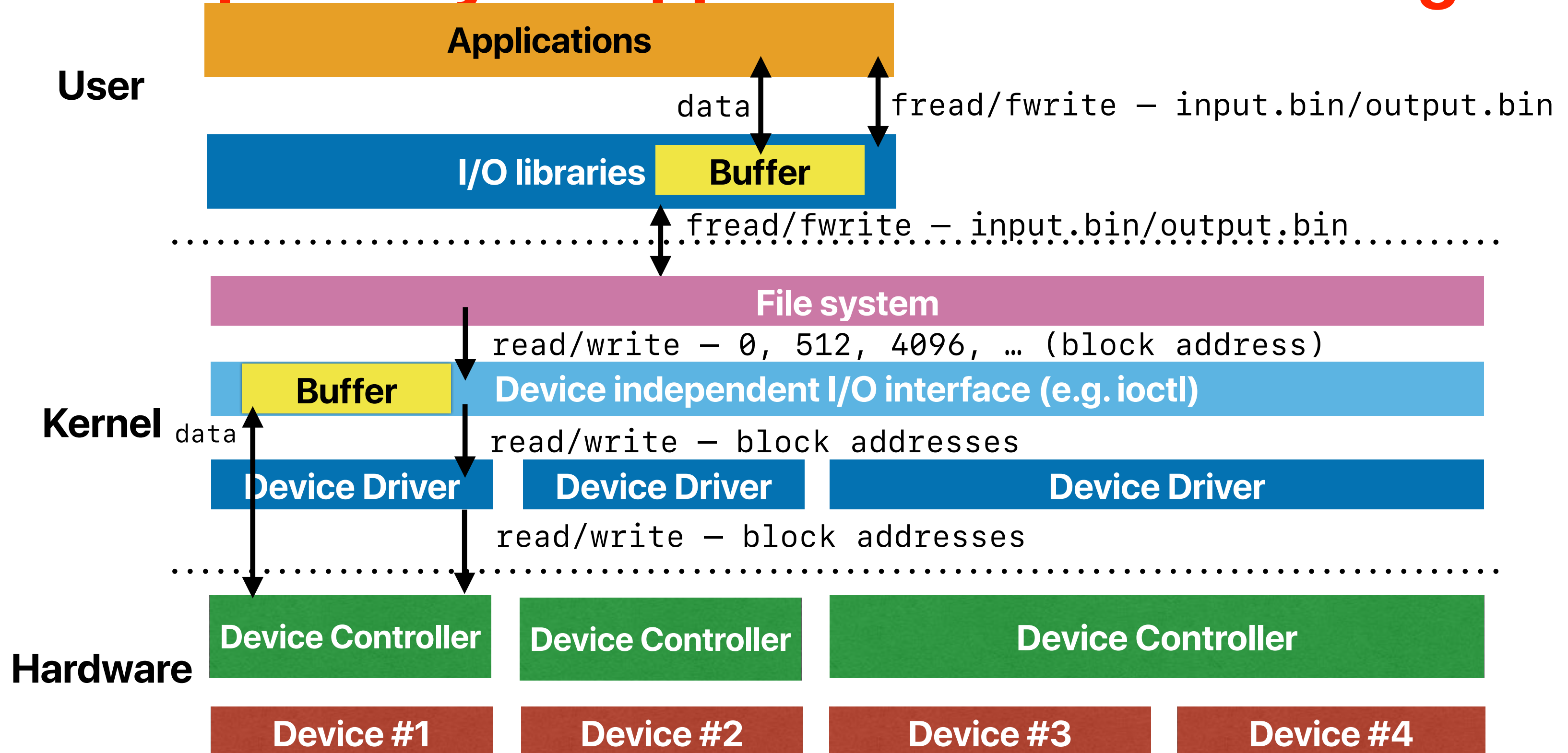
# Abstractions in operating systems

- Process — the abstraction of a von Neumann machine
- Thread — the abstraction of a processor
- Virtual memory — the abstraction of memory
- File system — the abstraction of space/location on a storage device, the storage device itself, as well as other peripherals

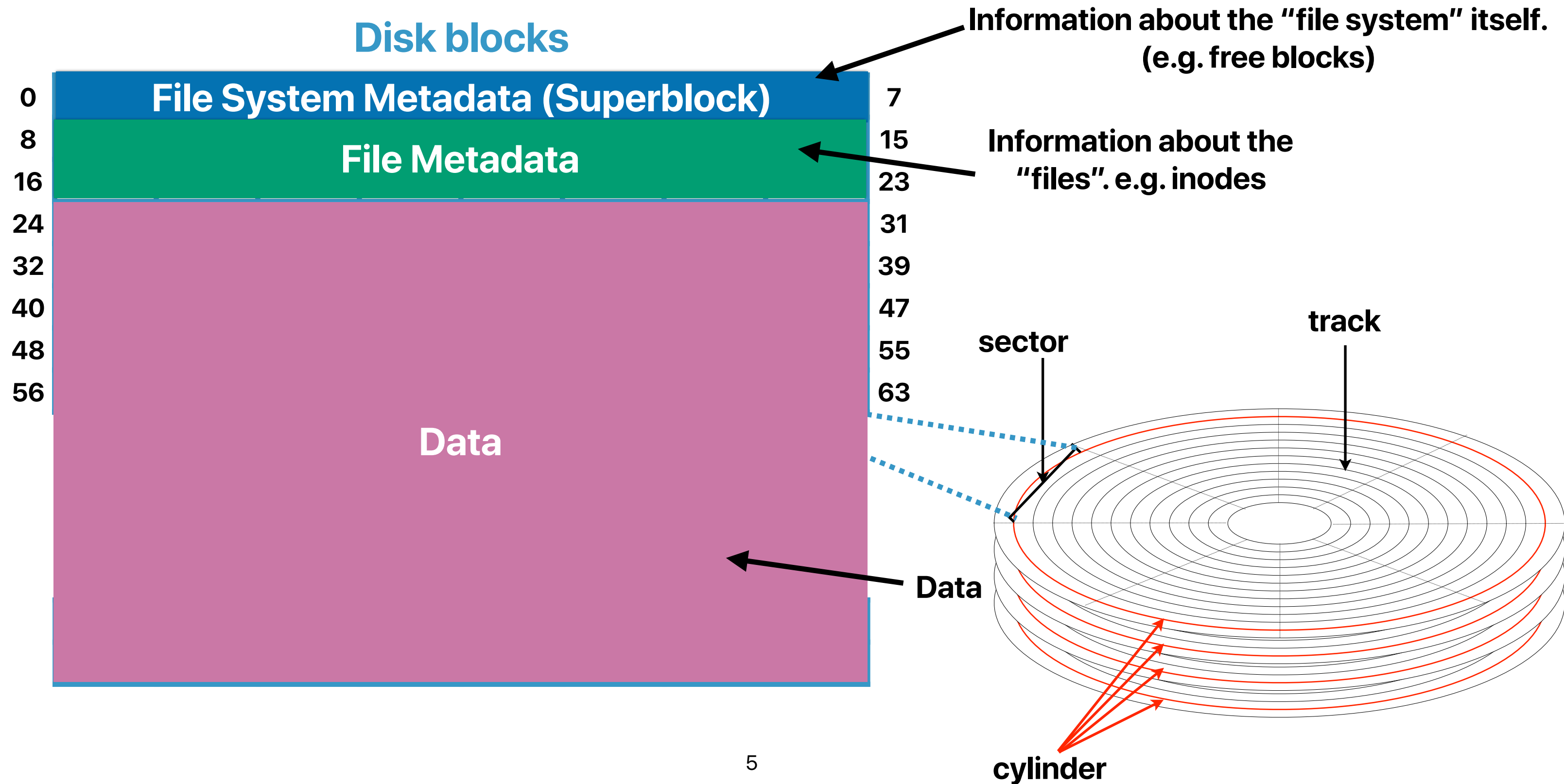
# Recap: The "file" abstraction

- What is a file?
  - A logical unit of storage (e.g. an mp3), a device or a directory
  - Operations: open, close, read, write
- What is a file system?
  - A logically-structured collection of files
  - Defines the namespace of a file
  - Provides persistence, access control, and other protection/security mechanisms
- Files / File System provides an abstraction for secondary storage

# Recap: How your application reaches storage



# Recap: How the original UNIX file system use disk blocks

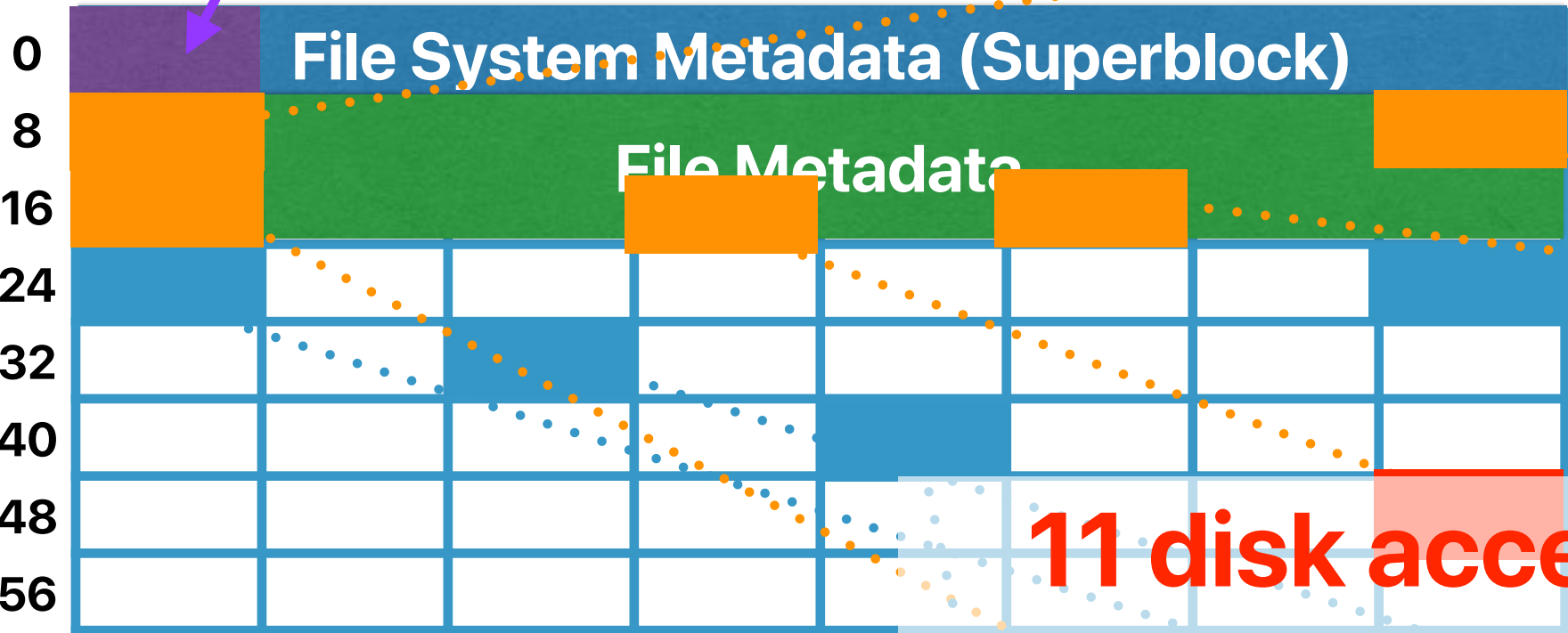


# How to reach /home/hungwei/CS202/foo.c

Superblock

Disk blocks

index node (inode)



7  
15  
23  
31  
39  
47  
55  
63

inode 1	
owner id	0
permission	755
type	dir
address	24
...	

inode 15	
owner id	0
permission	755
type	dir
address	31
...	

inode 21	
owner id	0
permission	755
type	dir
address	34
...	

11 disk accesses — each takes more than 10ms — in getting a file!

CS202	
bar.c	18
foo.c	19

#include <stdio.h>	
.	
.	
.	
.	

home	
tvler	20
hungwei	21


inode 16	
owner id	0
permission	755
type	dir
address	44
...	

/	
usr	13
var	14
home	15

hungwei	
CS202	16
Dropbox	17

inode 19	
owner id	0
permission	755
type	file
address	55
...	

# Current scoreboard



**17**

**17**

# Outline

- BSD's Fast File System
- Log-structured File System



# **A Fast File System for UNIX**

**Marshall K. McKusick, William N. Joy, Samuel J. Leffler and Robert S.  
Fabry**

**Computer Systems Research Group**

# Why do we care about fast file system

- We want better performance!!!
- We want new features!

**Let's make file systems great again!**

# Problems in the “old” file system

- Lots of seeks when accessing a file
  - inodes are separated from data locations
  - data blocks belong to the same file can be spread out
- Low bandwidth utilization
  - only the very last is retrieving data
  - 1 out 11 in our previous example — less than 10% if files are small
- Limited file size
- Crash recovery
- Device oblivious

# What does fast file system propose?

- Cylinder groups
- Larger block sizes
- Fragments
- Allocators
- New features
  - long file names
  - file locking
  - symbolic links
  - renaming
  - quotas

# What FFS proposes?

- How many of the following does FFS propose?
    - ① Cylinder groups to improve average access time
    - ② Larger block size to improve bandwidth
    - ③ Larger block size to support larger files
    - ④ Replicated superblocks for data recovery
    - ⑤ Pre-allocate blocks to improve write performance
- A. 1
- B. 2
- C. 3
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- E. 5

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# Cylinder group

- A cylinder group is a logical unit of one or several consecutive cylinders on the disk. How many of the following can a cylinder group store?
    - ① inodes
    - ② superblocks
    - ③ bitmap of free blocks in the cylinder group
    - ④ data
- A. 0  
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C. 2  
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# Cylinder group

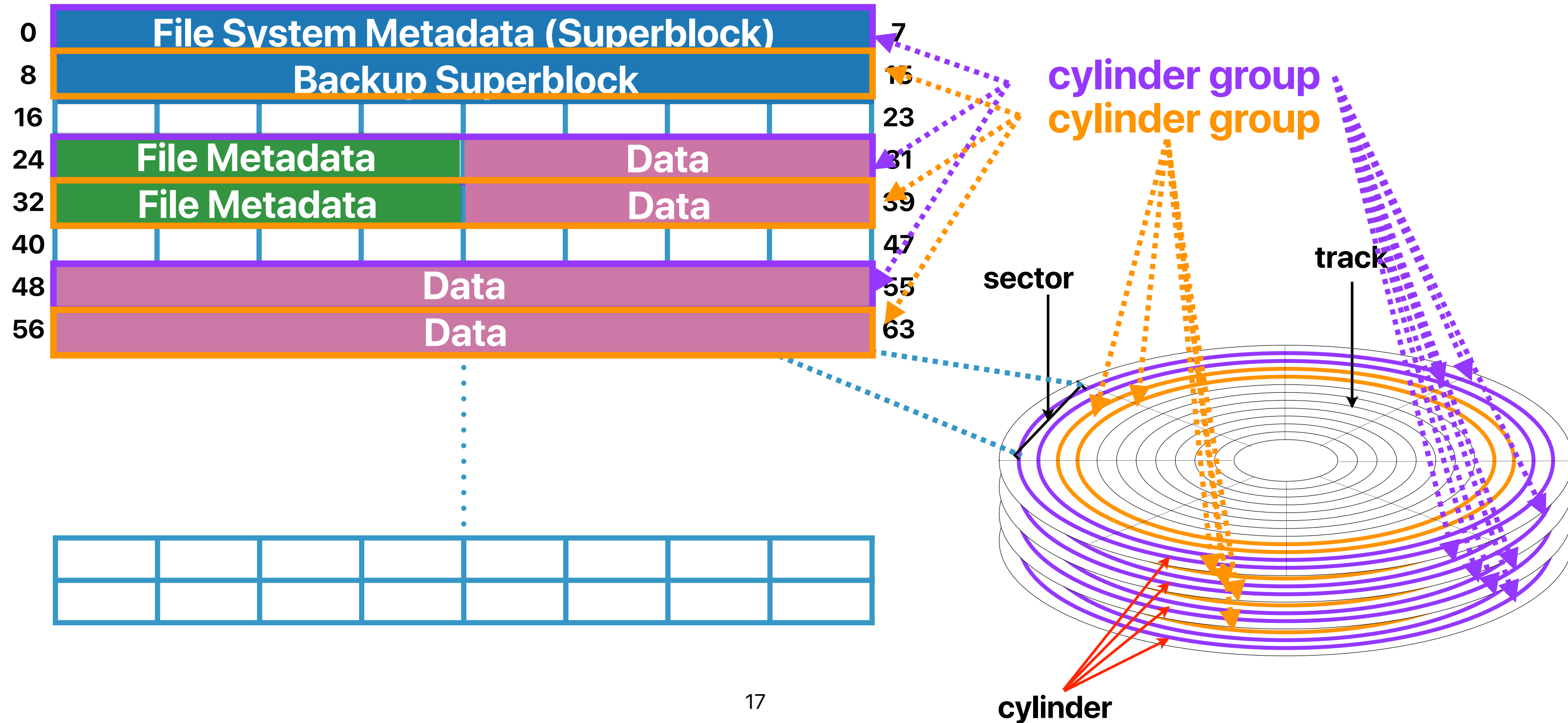
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# How FFS use disk blocks

## Disk blocks



# Cylinder groups

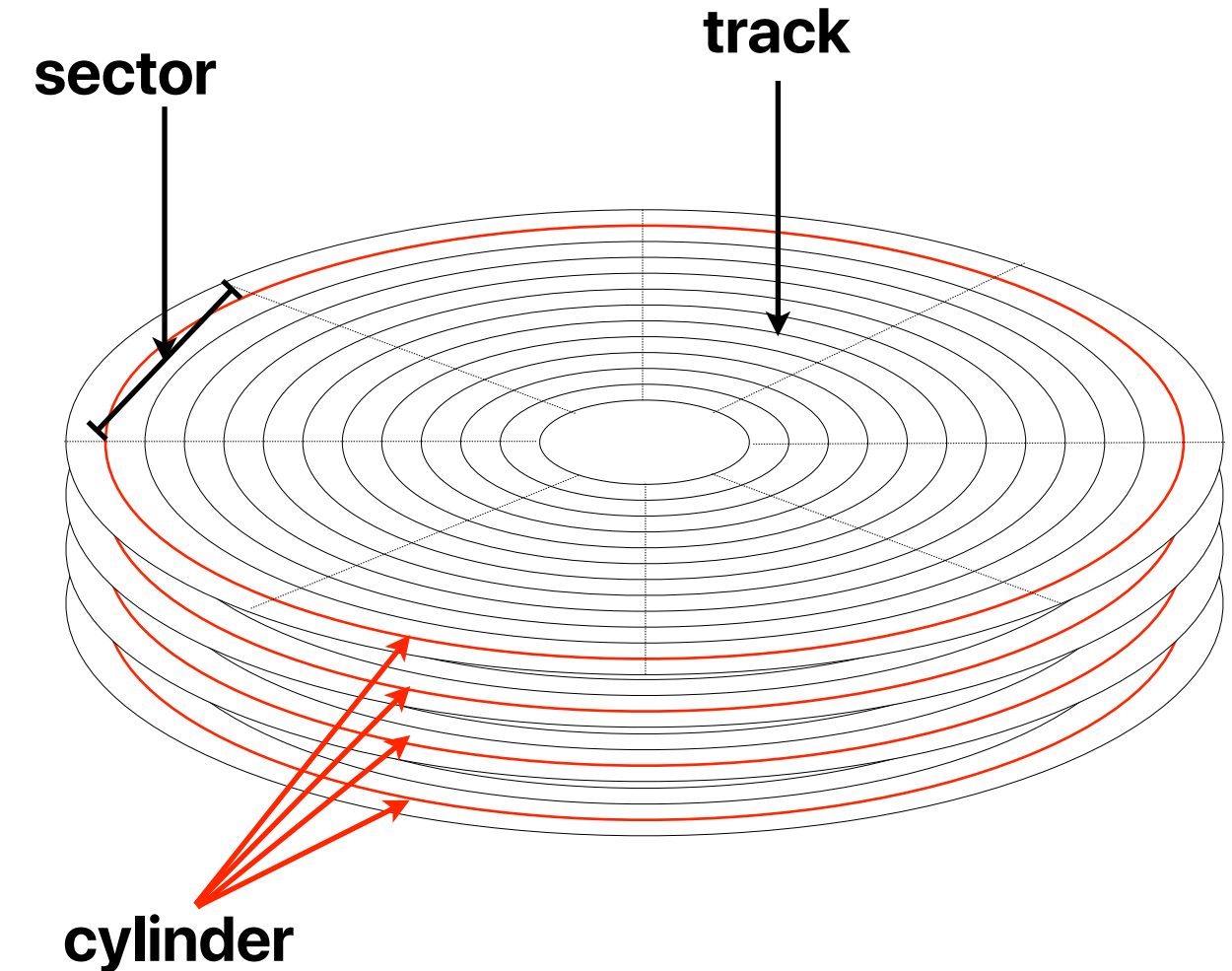
- Consists of one or more consecutive cylinders on a disk
- Each cylinder group contains the following
  - redundant copy of the superblock
    - what's the benefit?
    - why not a cylinder group for all superblocks?
  - inode space
  - bitmap of free blocks within the cylinder group
  - summary of block usage
  - data
- Improves average disk access time
  - Allocating blocks within the same cylinder group for the same file
  - Placing inode along with data within the same cylinder group

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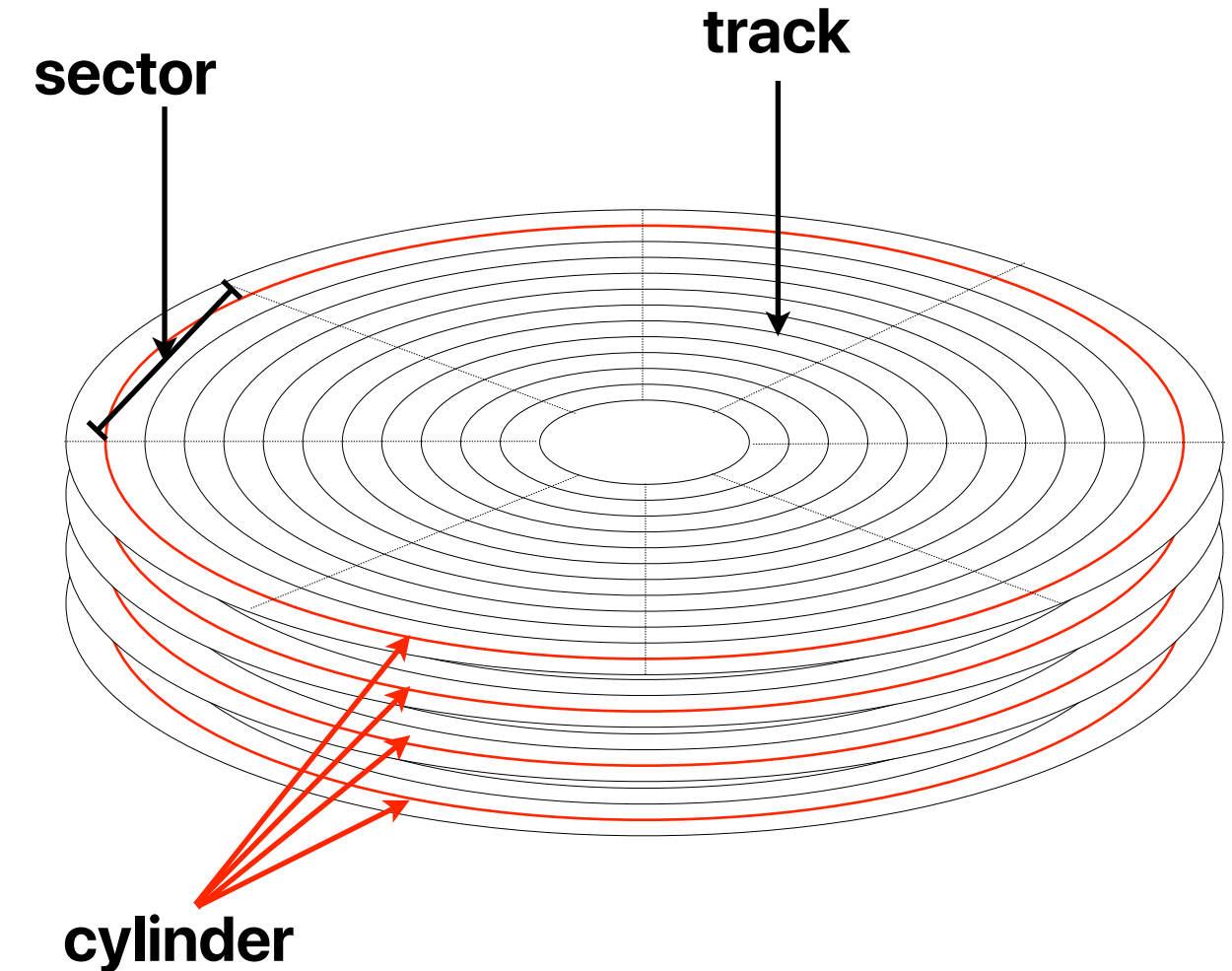
# Cylinder groups

- Which of the following factor of disk access can cylinder groups help to improve when manage files?
  - A. Seek time
  - B. Rotational delay
  - C. Data transfer latency
  - D. A and B
  - E. A and C



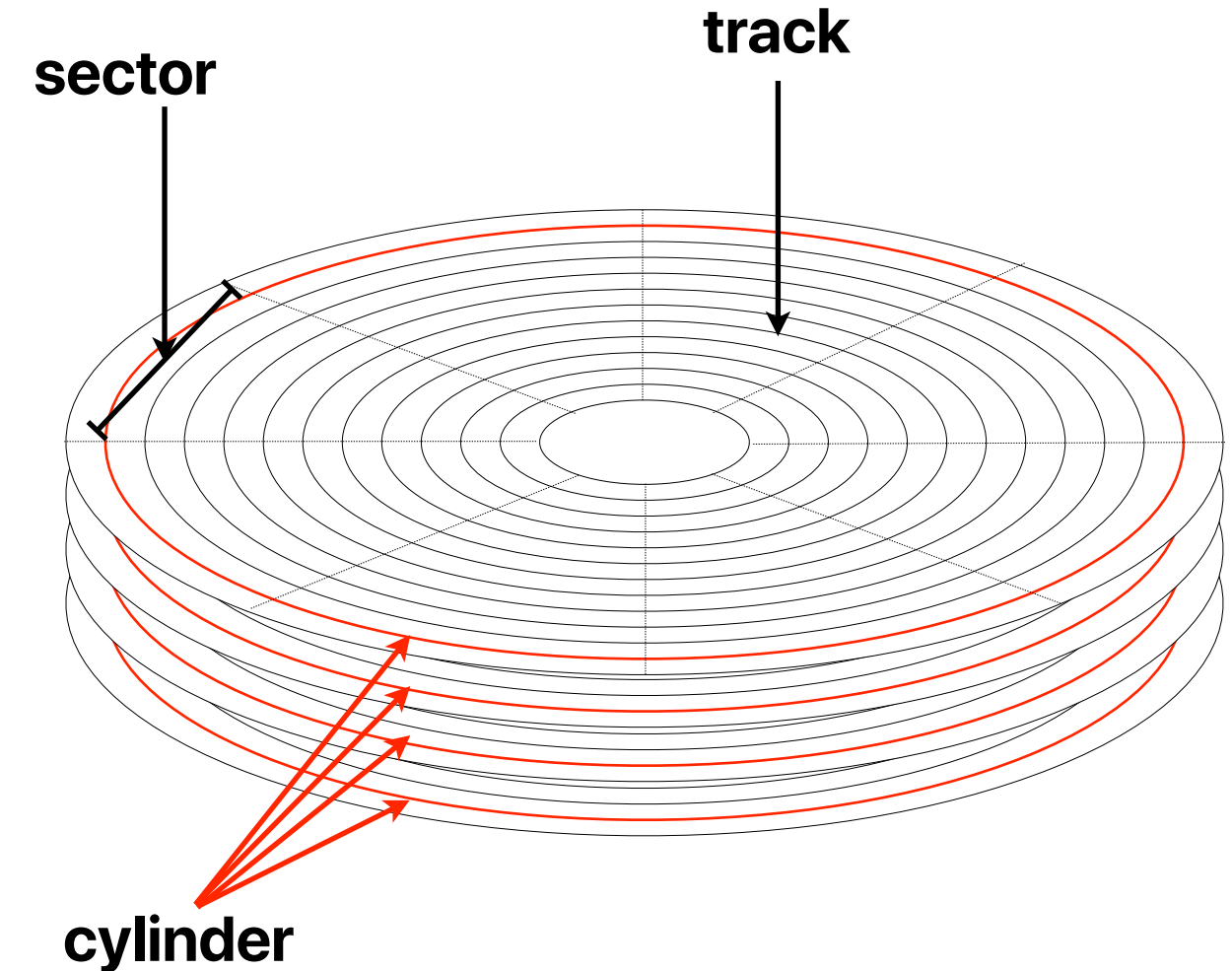
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  - C. Data transfer latency
  - D. A and B**
  - E. A and C



# Larger block sizes

- The block size of the old file system is aligned with the block (sector) size of the disk
  - Each file can only contain a fixed number of blocks
  - Cannot fully utilize the I/O interface bandwidth
- The new file system supports larger block sizes
  - Supports larger files
  - Each I/O request can carry more data to improve bandwidth
- However, larger block size leads to internal fragments

# How larger block sizes improves bandwidth

- SATA II (300MB/s in theory), 7200 R.P.M., seek time around 8 ms. Assume the controller overhead is 0.2ms. What's the bandwidth of accessing 512B sectors and 4MB consecutive sectors?

$$\begin{aligned}\text{Latency} &= \text{seek time} + \text{rotational delay} + \text{transfer time} + \text{controller overhead} \\ &= 8 \text{ ms} + 4.17 \text{ ms} + 13.33 \text{ ms} + 0.2 \text{ ms} = 25.69 \text{ ms}\end{aligned}$$

$$\text{Bandwidth} = \text{volume\_of\_data over period\_of\_time}$$

$$= \frac{4\text{MB}}{25.69\text{ms}} = 155.7 \text{ MB/sec} \quad \text{Trading latencies with bandwidth}$$

$$= 8 \text{ ms} + 4.17 \text{ ms} + 0.00167 \text{ us} + 0.2 \text{ ms} = 12.36 \text{ ms}$$

$$= \frac{0.5\text{KB}}{12.36\text{ms}} = 40.45\text{KB/sec}$$




# Fragments

- Addressable units within a block
- Allocates fragments from a block with free fragments if the writing file content doesn't fill up a block

# Allocators

- Global allocators
  - Try to allocate inodes belong to same file together
  - Spread out directories across the disk to increase the successful rate of the previous
- Local allocators — allocate data blocks upon the request of the global allocator
  - Rotationally optimal block in the same cylinder
  - Allocate a block from the cylinder group if global allocator needs one
  - Search for blocks from other cylinder group if the current cylinder group is exhausted

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**D. 4**  
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allocation [13]. This technique was not included because block allocation currently accounts for less than 10 percent of the time spent in a write system call and, once again, the current throughput rates are already limited by the speed of the available processors.

# How is BSD FFS doing?

- Regarding the performance of BSD FFS, please identify how many of the following statements is/are true
    - ① BSD FFS is performing better than UFS regardless of reads and writes
    - ② The performance of reading data is faster than writing data in BSD FFS, while the reading is slower than writing in UFS
    - ③ The bandwidth utilization of BSD FFS is better than UFS
    - ④ The CPU utilization of BSD FFS is higher than UFS
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# Performance of FFS

Table IIa. Reading Rates of the Old and New UNIX File Systems

Type of file system	Processor and bus measured	Speed (Kbytes/s)	Read bandwidth %	% CPU
Old 1024	750/UNIBUS	29	29/983 3	11
New 4096/1024	750/UNIBUS	221	221/983 22	43
New 8192/1024	750/UNIBUS	233	233/983 24	29
New 4096/1024	750/MASSBUS	466	466/983 47	73
New 8192/1024	750/MASSBUS	466	466/983 47	54

not the case for old FS

writes in FFS are slower than reads

Table IIb. Writing Rates of the Old and New UNIX File Systems

Type of file system	Processor and bus measured	Speed (Kbytes/s)	Write bandwidth %	% CPU
Old 1024	750/UNIBUS	48	48/983 5	29
New 4096/1024	750/UNIBUS	142	142/983 14	43
New 8192/1024	750/UNIBUS	215	215/983 22	46
New 4096/1024	750/MASSBUS	323	323/983 33	94
New 8192/1024	750/MASSBUS	466	466/983 47	95

CPU load is fine given that UFS is way too slow!

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# Writes

- Larger overheads than the old file system as the new file system allocates blocks after write requests occur — Why not optimize for writes?
  - 10% of overall time in allocating blocks
  - writes are a lot faster already
- Writing metadata is synchronous rather than asynchronous — What's the benefit of synchronous writes?
  - Consistency

allocation [13]. This technique was not included because block allocation currently accounts for less than 10 percent of the time spent in a write system call and, once again, the current throughput rates are already limited by the speed of the available processors.



# What does fast file system propose?

- Cylinder groups — improve spread-out data locations
- Larger block sizes — improve bandwidth and file sizes
- Fragments — improve low space utilization due to large blocks
- Allocators — address device oblivious
- New features
  - long file names
  - file locking
  - symbolic links
  - renaming
  - quotas

# **The design and implementation of a log-structured file system**

**Mendel Rosenbaum and John K. Ousterhout  
Univ. of California, Berkeley**

# Why LFS?

- How many of the following problems is/are Log-structured file systems trying address?
  - ① The performance of small random writes
  - ② The efficiency of large file accesses
  - ③ The space overhead of metadata in the file system
  - ④ Reduce the main memory space used by the file system

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In designing a log-structured file system we decided to focus on the efficiency of small-file accesses, and leave it

The notion of logging is not new, and a number of recent file systems have incorporated a log as an auxiliary structure to speed up writes and crash recovery[2, 3]. How-

# Why LFS?

- Small, random writes will dominate the traffic between main memory and disks — Unix FFS is designed under the assumption that large files are more important

**UFS is published in 1984**

- Who is wrong? 2. Design for file systems of the 1990's
- As system memory grows, frequently read data can be cached efficiently
- Every modern OS aggressively caches — use "free" in Linux to check
- Target environments are different
- Gaps between sequential access and random access
- Conventional file systems are not RAID aware

This has two effects on file system behavior. First, larger file caches alter the workload presented to the disk by absorbing a greater fraction of the read requests[1,6]. Most write requests must eventually be reflected on disk for safety, so disk traffic (and disk performance) will become more and more dominated by writes.

Workloads dominated by sequential accesses to large files, such as those found in supercomputing environments, also pose interesting problems, but not for file system software. A number of techniques exist for ensuring that such files are laid out sequentially on disk, so I/O performance tends to be limited by the bandwidth of the I/O and memory subsystems rather than the file allocation policies.

# Why LFS?

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# Problems with BSD FFS

- Data are spread out the whole disk
  - Can achieve sequential access within each file, but the distance between files can be far
  - An inode needs a standalone I/O in addition to file content
  - Creating files take at least five I/Os with seeks — can only use 5% bandwidth for data
    - 2 for file attributes
      - You have to check if the file exists or not
      - You have to update after creating the file
    - 1 for file data
    - 1 for directory data
    - 1 for directory attributes
- Writes to metadata are synchronous
  - Good for crash recovery, bad for performance

gies and workloads of the 1990's. First, they spread information around the disk in a way that causes too many small accesses. For example, the Berkeley Unix fast file system (Unix FFS)[9] is quite effective at laying out each file sequentially on disk, but it physically separates different files. Furthermore, the attributes ("inode") for a file are separate from the file's contents, as is the directory entry containing the file's name. It takes at least five separate disk I/Os, each preceded by a seek, to create a new file in Unix FFS: two different accesses to the file's attributes

The second problem with current file systems is that they tend to write synchronously: the application must wait for the write to complete, rather than continuing while the write is handled in the background. For example even



# What does LFS propose?

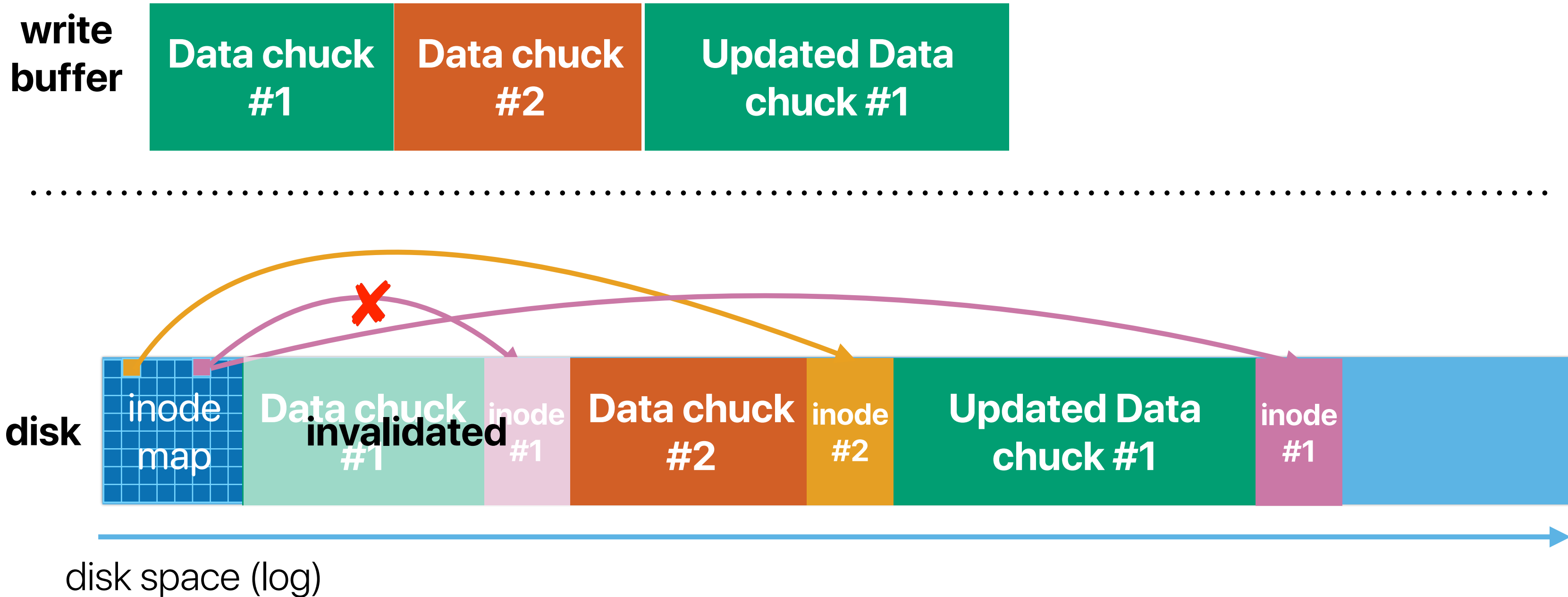
- Buffering changes in the system main memory and commit those changes sequentially to the disk with fewest amount of write operations

Three components of technology are particularly significant for file system design: processors, disks, and main memory. Processors are significant because their speed is increasing at a nearly exponential rate, and the improvements seem likely to continue through much of the 1990's. This puts pressure on all the other elements of the computer system to speed up as well, so that the system doesn't become unbalanced.

Disk technology is also improving rapidly, but the improvements have been primarily in the areas of cost and capacity rather than performance. There are two components of disk performance: transfer bandwidth and access time. Although both of these factors are improving, the rate of improvement is much slower than for CPU speed. Disk transfer bandwidth can be improved substantially with the use of disk arrays and parallel-head disks[5] but no major improvements seem likely for access time (it is determined by mechanical motions that are hard to improve). If an application causes a sequence of small disk transfers separated by seeks, then the application is not likely to experience much speedup over the next ten years, even with faster processors.

The third component of technology is main memory, which is increasing in size at an exponential rate. Modern file systems cache recently-used file data in main memory, and larger main memories make larger file caches possible.

# LFS in motion



# Why LFS?

- How many of the following problems is/are Log-structured file systems trying address?

- ① ✓ The performance of small random writes
- ② The efficiency of large file accesses **leave it for the hardware designer**
- ③ The space overhead of metadata in the file system **increases due to garbage collection and inode maps**
- ④ Reduce the main memory space used by the file system **increases due to write caching**

A. 0

**B. 1**

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D. 3

E. 4

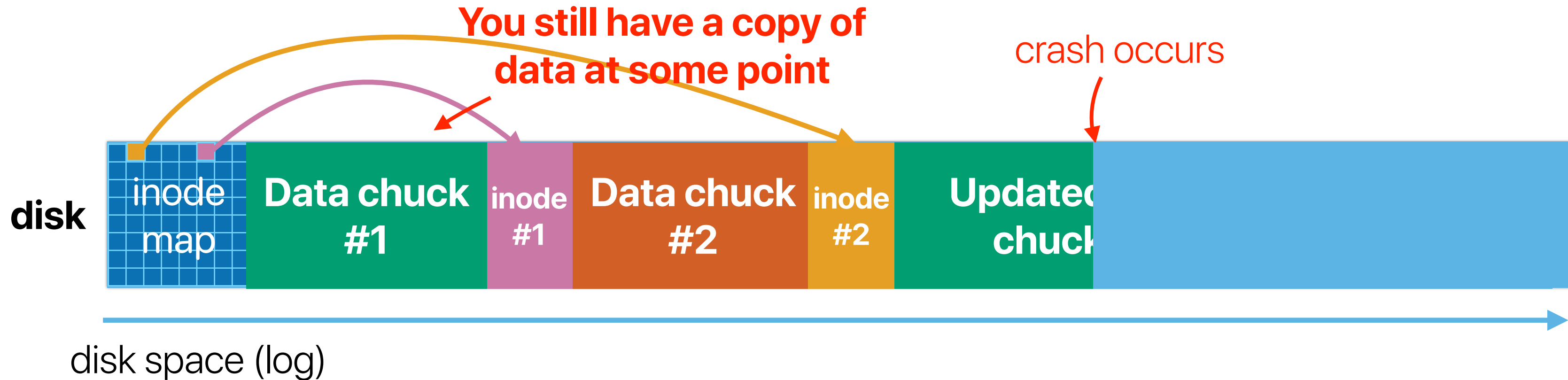
In designing a log-structured file system we decided to focus on the efficiency of small-file accesses, and leave it to hardware designers to improve bandwidth for large-file accesses. Fortunately, the techniques used in Sprite LFS work well for large files as well as small ones.

# Crash recovery

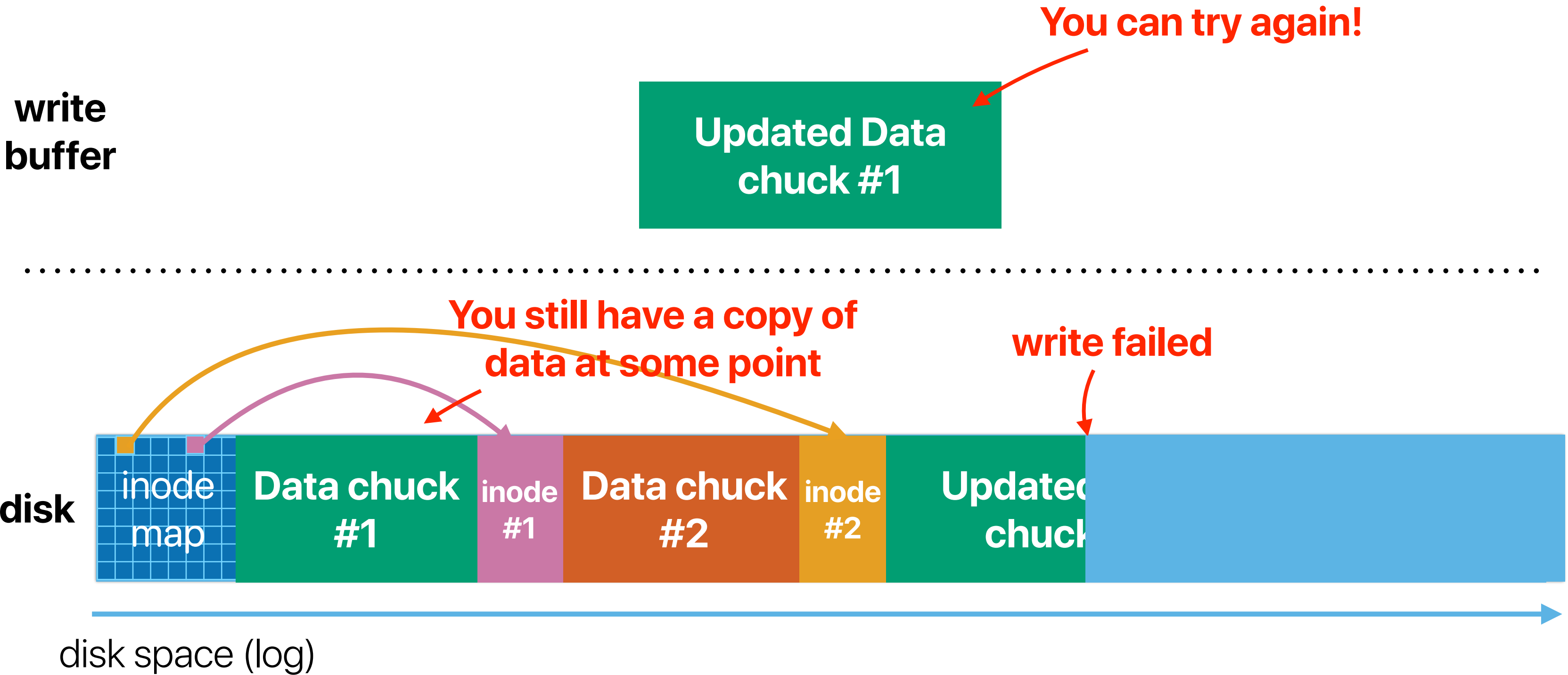
- Checkpointing
  - Create a redundant copy of important file system metadata periodically
- Roll-forward
  - Scan through/replay the log after checkpointing

# LFS v.s. crash

write  
buffer



# LFS v.s. write failed



# Segment cleaning/Garbage collection

- Reclaim invalidated segments in the log once the latest updates are checkpointed
- Rearrange the data allocation to make continuous segments
- Must reserve enough space on the disk
  - Otherwise, every writes will trigger garbage collection
  - Sink the write performance

# Announcement

- Reading quizzes due next Thursday
- Office hour
  - M 3p-4p and Th 9a-10a
  - Use the office hour Zoom link, not the lecture one
- Piazza
  - One of the most efficient ways of getting responses
  - Feel free to discuss your project — just don't discuss code directly
- Project
  - Due 3/2
  - No late submission is allowed



# Computer Science & Engineering

# 202

# つづく

