COS 318: Operating Systems

File Systems Reliability and Performance (Contd.)

Topics

- Journaling and LFS
- Copy on Write and Write Anywhere (NetApp WAFL)

Revisit Implementation of Transactions

- BeginTransaction
  - Start using a “write-ahead” log on disk
  - Log all updates
- Commit
  - Write “commit” at the end of the log
  - Then “write-behind” to disk by writing updates to disk
  - Clear the log
- Rollback
  - Clear the log
- Crash recovery
  - If there is no “commit” in the log, do nothing
  - If there is “commit,” replay the log and clear the log

- Issues
  - All updates on the log must be idempotent
  - Each transaction has an Id or TID
  - Must have a way to confirm that a disk write completes

Journaling File System

- Consistent updates using transactions
  - Recovery is simple
- Store the log on disk storage
  - Overhead is high for journaling all updates
  - SW for commodity hardware journaling only metadata (Microsoft NTFS and various Linux file systems)
- Store the log on NVRAM
  - Efficient to journal all updates
  - Can achieve fast writes (many IOPS)
- "Write behind" performs real updates
  - Where to update (i-nodes and data blocks)?
  - File layout is critical to performance

Journaling File System

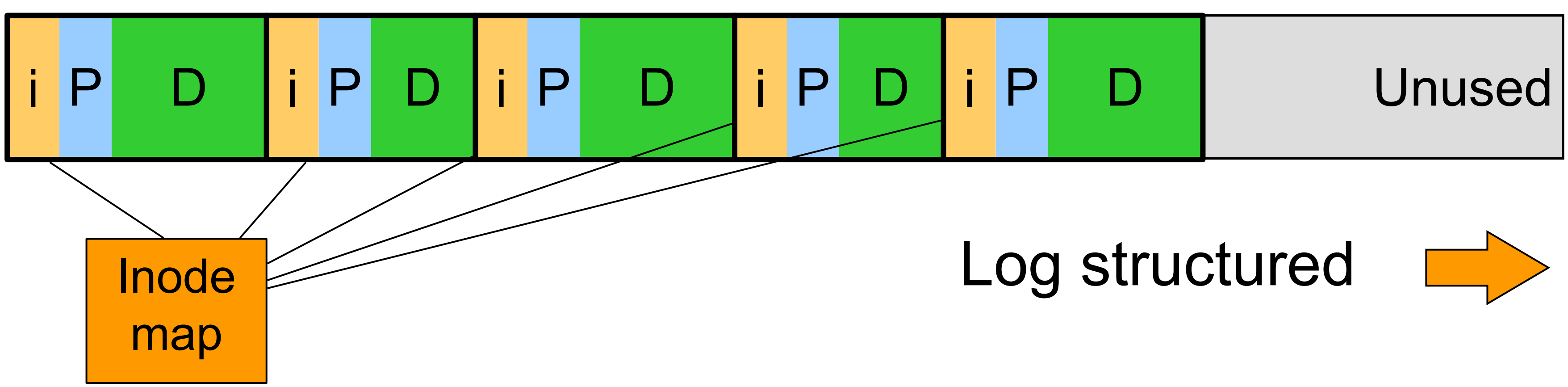
- Example: Append a data block to a file on disk
- Journaling all updates
  - Execute the following transaction:

    BeginTransaction
        Update i-node
        Update bitmap
        Write data block
    Commit
- Journaling only metadata
  - Write data block
  - Execute the following transaction:

    BeginTransaction
        Update i-node
        Update bitmap
    Commit

Log-structured File System (LFS)

- Structure the entire file system as a log with segments
  - A segment has i-nodes, indirect blocks, and data blocks
  - An i-node map maps i-node number to i-node locations
  - All writes are sequential
- Issues
  - There will be holes when deleting files
  - Need garbage collection to get rid of holes
  - Read performance?
- Why? Goal is to improve write performance
  - Not to confuse with the log for transactions/journaling
  - Also useful for write and wear-leveling with NAND Flash



WAFL (Write Anywhere File Layout)

- WAFL: Write Anywhere File Layout
  - The basic NetApp file system
  - Puts several of the concepts we've studied together
- Design goals
  - Fast services (more operations/sec and higher bandwidth)
  - Support large file systems and allow growing smoothly
  - High-performance software RAID (esp for slow writes due to parity considerations)
  - Restart quickly and consistently after a crash
- Special features
  - Introduce snapshots, using Copy-on-Write
  - Journaling by using NVRAM to implement write-ahead log
  - Layout inspired by LFS

Snapshots

- A snapshot is a read-only copy of the file system
  - Introduced in 1993
  - It has become **a standard feature** of today's file servers
- Use snapshots
  - System administrator configures the number and frequency of snapshots
  - An initial system can keep up to 20 snapshots
  - Use snapshots to recover individual files
- An example

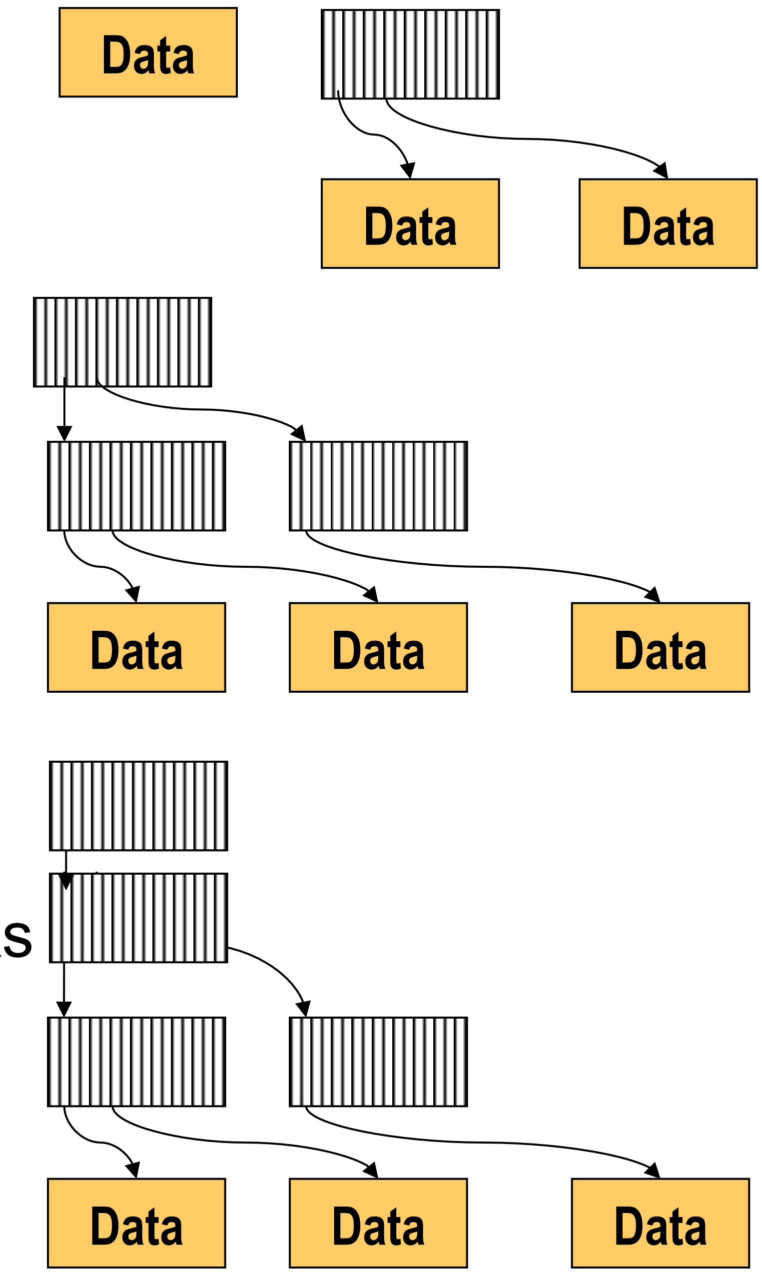
```
phoenix% cd .snapshot
phoenix% ls
hourly.0 hourly.2 hourly.4 nightly.0 nightly.2 weekly.1
hourly.1 hourly.3 hourly.5 nightly.1 weekly.0
phoenix%
```

- Q: How much space does a snapshot consume?

i-node, Indirect and Data Blocks

- WAFL uses 4KB blocks
  - i-nodes (evolved from UNIX's)
  - Data blocks
- File size < 64 bytes
  - i-node stores data directly
- File size < 64K bytes
  - i-node stores 16 ptrs to data
- File size < 64M bytes
  - i-node: 16 ptrs to indirect blocks
  - Each stores 1K pointers to data
- File size > 64M bytes
  - i-node: ptrs to doubly indirect blocks

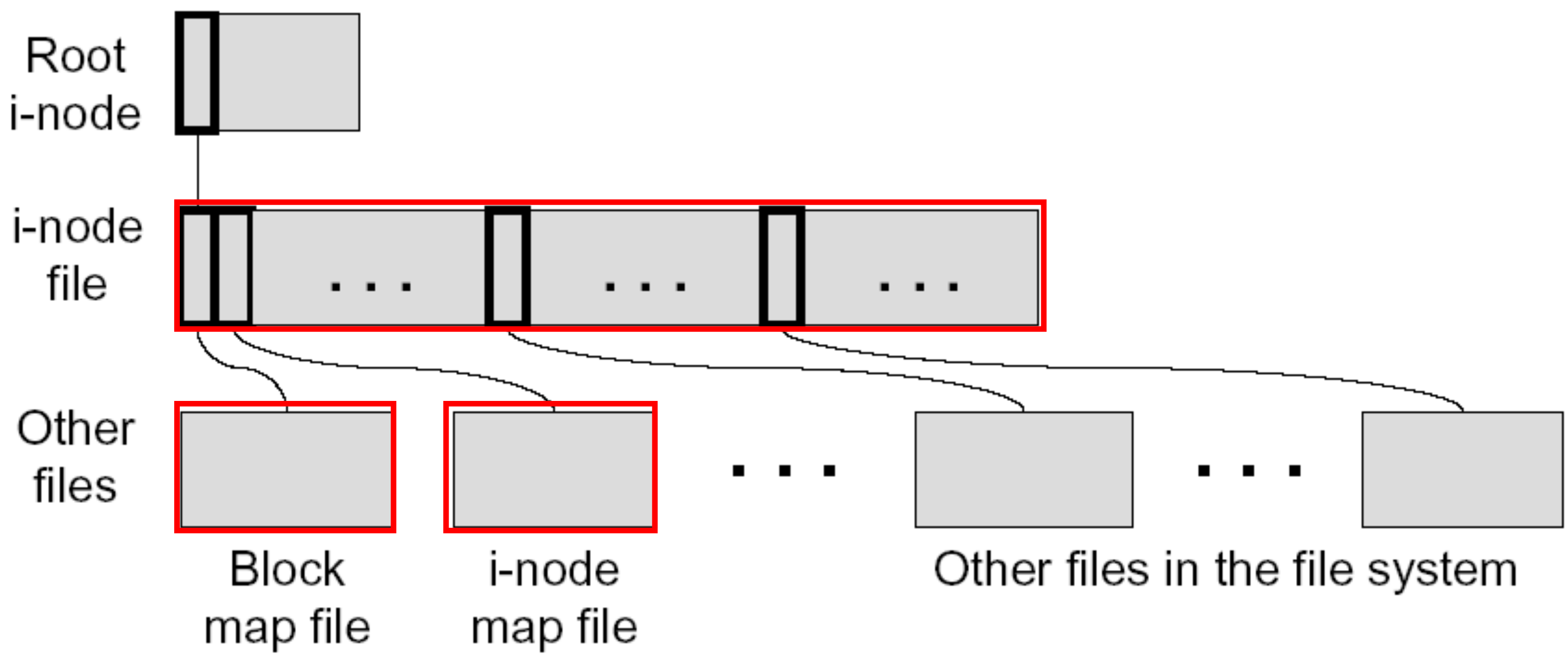
Note: each type points to all blocks at same level



WAFL Layout

- A WAFL file system has
  - A root i-node: root of everything
  - An i-node file: contains all i-nodes
  - A block map file: indicates free blocks
  - An i-node map file: indicates free i-nodes

Metadata in files



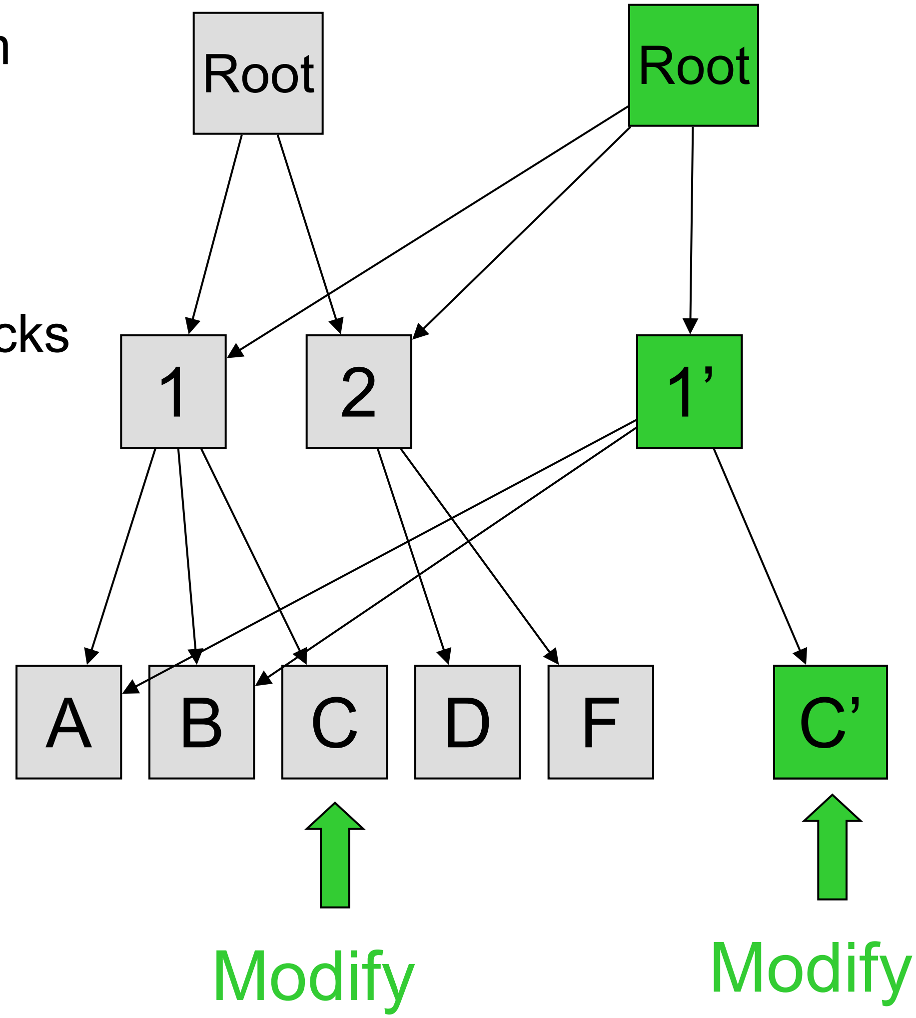
Why Keep Metadata in Files

- Allow meta-data blocks to be written anywhere on disk
  - This is the origin of “Write Anywhere File Layout”
  - Any performance advantage?
- Easy to increase the size of the file system dynamically
  - Adding a disk can lead to adding i-nodes
  - Integrate volume manager with WAFL
- Enable copy-on-write to create snapshots
  - Copy-on-write new data and metadata on new disk locations
  - Fixed metadata locations very cumbersome for this

Q: Any exception to “write anywhere?”

Snapshot Implementation

- WAFL file system is a tree of blocks
- Snapshot step 1
  - Replicate the root i-node
  - New root i-node is the active file system
  - Old root i-node is the snapshot
- Snapshot step 2…n
  - Copy-on-write blocks to the root
  - Active root i-node points to the new blocks
  - Writes to the new block



File System Consistency

- Create a ”consistency point” or hidden snapshot
  - Create a consistency point or snapshot every 10 seconds
  - On a crash, revert the file system to this snapshot
  - Not visible to users
- Many requests between consistency points
  - Consistency point i
  - Many writes
  - Consistency point i+1 (advanced atomically)
  - Many writes
  - …

Non-Volatile RAM

- Different types
  - Flash memory (slower)
  - Battery-backed DRAM (fast but battery lasts for only days)
- Use an NVRAM to log writes
  - Log all write requests since the last consistency point
  - A clean shutdown empties NVRAM, creates one more snapshot, and turns off NVRAM
  - A crash recovery needs to replay log to recover data from NVRAM to the most recent snapshot and turn on the system

Write Allocation

- WAFL can write to any blocks on disk
  - File metadata (i-node file, block map file and i-node map file) are in files
- WAFL can write blocks in any order
  - Rely on consistency points to enforce file consistency
  - NVRAM to buffer writes to implement ordering
- WAFL can allocate disk space for many NFS operations at once in a single write episode
  - Reduce the number of disk I/Os
  - Allocate space that is low latency

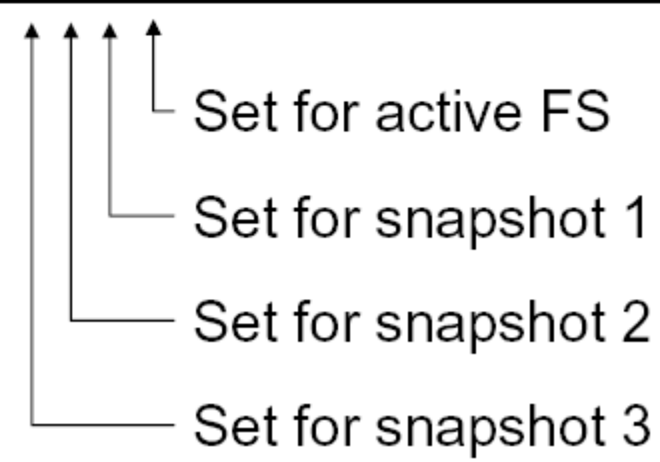
Snapshot Data Structure

- WAFL uses 32-bit entries in block map file
  - 32-bit for each 4K block
  - 32-bit entry = 0: the disk block is free
- Bit 0 = 1:

  active file system references the block
- Bit 1 = 1:

  the most recent snapshot references the block

Time	Block map entry	Description
T1	0 0 0 0 0 0 0 0	Block is free
T2	0 0 0 0 0 0 0 1	Active FS uses it
T3	0 0 0 0 0 0 1 1	Create snapshot 1
T4	0 0 0 0 0 1 1 1	Create snapshot 2
T5	0 0 0 0 0 1 1 0	Active FS deletes it
T6	0 0 0 0 0 1 0 0	Delete snapshot 1
T7	0 0 0 0 0 0 0 0	Delete snapshot 2



Snapshot Creation

- Problem
  - Many NFS requests may arrive while creating a snapshot
  - File cache may need replacements
  - Undesirable to suspend the NFS request stream
- WAFL solution
  - Before a creation, mark dirty cache data “in-snapshot” and suspend NFS request stream
  - Defer all modifications to “in-snapshot” data
  - Modify cache data not marked “in-snapshot”
  - Do not flush cache data not marked “in-snapshot”

Algorithm

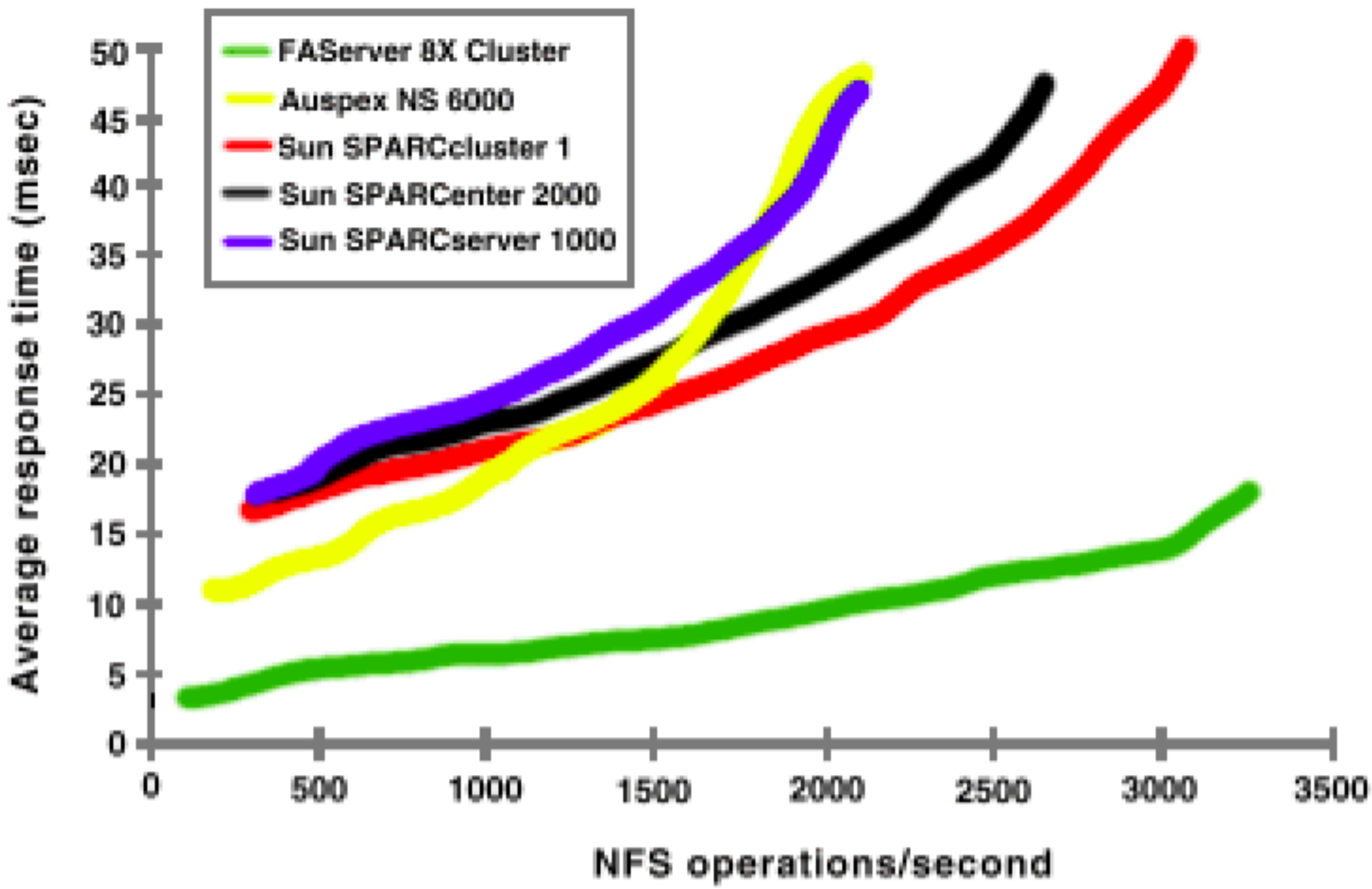
- Steps
  - Allocate disk space for “in-snapshot” cached i-nodes
    - Copy these i-nodes to disk buffer
    - Clear “in-snapshot” bit of all cached i-nodes
  - Update the block-map file
    - For each entry, copy the bit for active FS to the new snapshot
  - Flush
    - Write all “in-snapshot” disk buffers to their new disk locations
    - Restart NFS request stream
  - Duplicate the root i-node
- Performance
  - Typically it takes less than a second

Snapshot Deletion

- Delete a snapshot's root i-node
- Clear bits in block-map file
  - For each entry in block-map file, clear the bit representing the snapshot

Performance

- SPEC SFS benchmark shows 8X faster than others



Summary

- Journaling and LFS
  - Journaling uses transactions to achieve consistency
  - LFS improves write performance
- WAFL
  - Write anywhere layout (inspired by LFS)
  - Snapshots have become a standard feature
  - Journaling with NVRAM