

jon murata.github.io/attendance

Section 11: File Systems, Reliability, and Queueing Theory

CS162

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1 Warmup

What are the ACID properties? Explain each one and discuss the implications of a system without that property.

<p>Atomicity: all or nothing</p> <p>Consistency: state is valid consistent → consistent</p> <p>Isolation: transactions indep.</p> <p>Durability: persistent through crashes</p>	<p>no intermediate states invalid intermediary state</p> <p>transactions affect each other lose data on crash</p>
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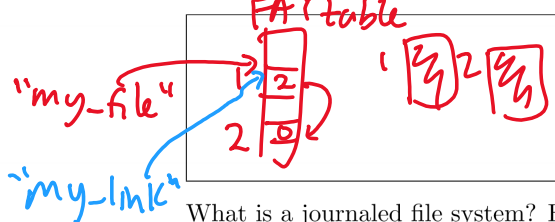
Name 2 different RAID levels that offer redundancy. For each level, explain how a recovery program could recover data from a degraded array.

RAID 1: mirror data	- read from other disk
RAID 5: block-wise striping, parity distributed	- read from self if not failed, or recover using other disks

Explain the difference between a hard link and a soft link (symbolic link).

<p>hard: like dir entry</p> <p>Soft: reference to somewhere else - maps this file somewhere else</p>	
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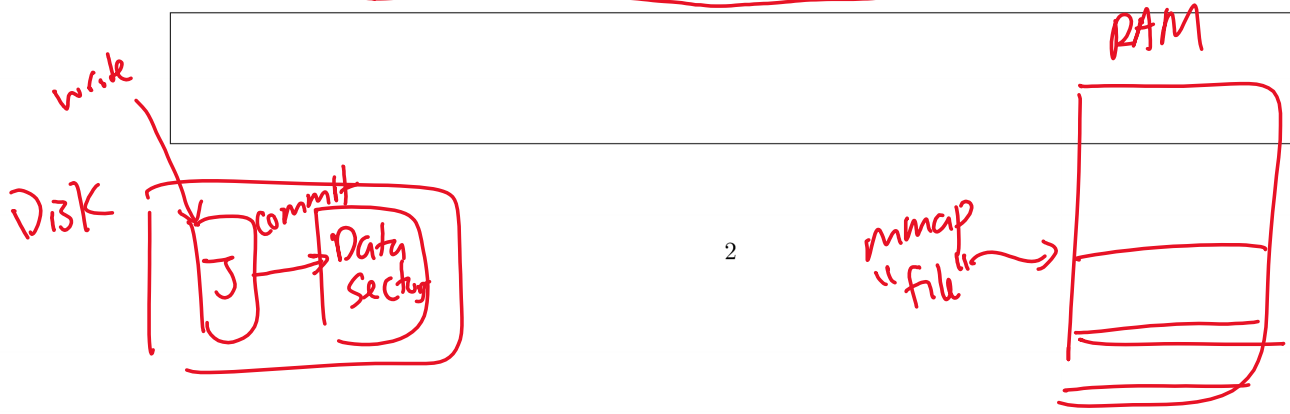
How could you implement hard links for the FAT file system? What problem would you encounter?



What is a journaled file system? Explain the purpose of the file system's "journal".

<p>has a journal</p> <p>any transaction goes through journal</p>
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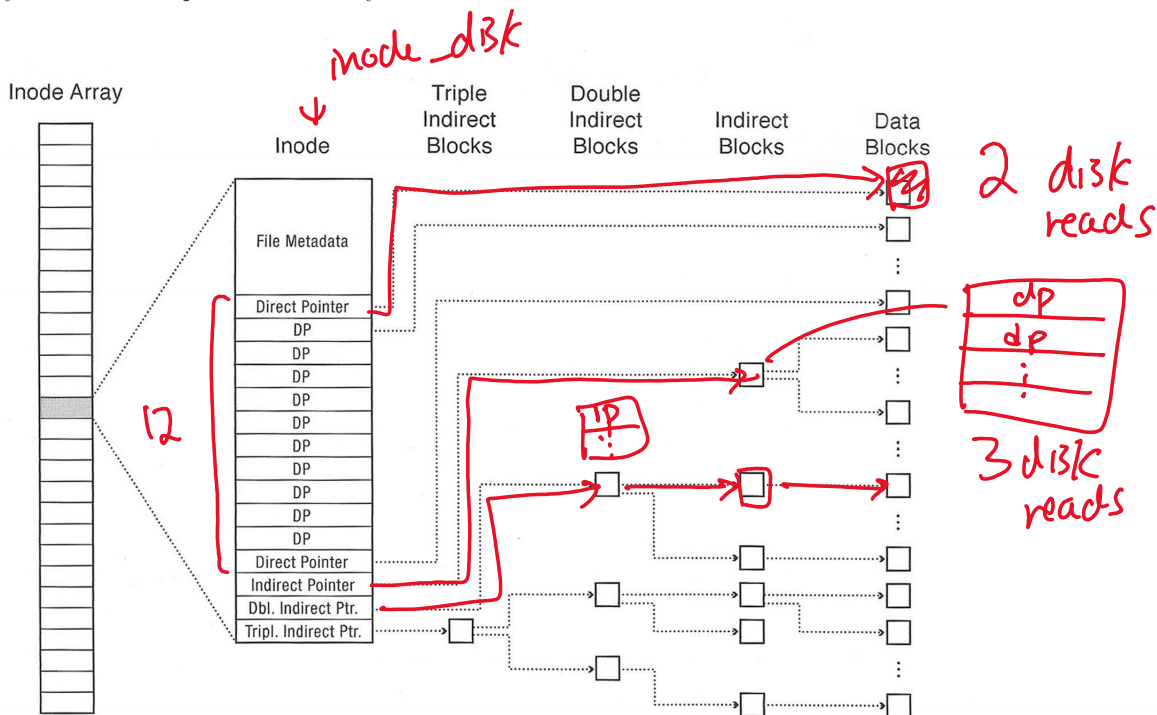
Discuss the advantages and drawbacks of memory mapped file accesses compared to traditional disk accesses for small random file reads and writes to many files of varying size.



2 Vocabulary

- Unix File System (Fast File System)** - The Unix File System is a file system used by many Unix and Unix-like operating systems. Many modern operating systems use file systems that are based off of the Unix File System.
- inode** - An inode is the data structure that describes the metadata of a file or directory. Each inode contains several metadata fields, including the owner, file size, modification time, file mode, and reference count. Each inode also contains several data block pointers, which help the file system locate the file's data blocks.

Each inode typically has 12 direct block pointers, 1 singly indirect block pointer, 1 doubly indirect block pointer, and 1 triply indirect block pointer. Every direct block pointer directly points to a data block. The singly indirect block pointer points to a block of pointers, each of which points to a data block. The doubly indirect block pointer contains another level of indirection, and the triply indirect block pointer contains yet another level of indirection.



- Transaction** - A transaction is a unit of work within a database management system. Each transaction is treated as an indivisible unit which executes independently from other transactions. The ACID properties are usually used to describe reliable transactions.
- ACID** - An acronym standing for the four key properties of a reliable transaction.
 - Atomicity - the transaction must either occur in its entirety, or not at all.
 - Consistency - transactions must take data from one consistent state to another, and cannot compromise data integrity or leave data in an intermediate state.

Isolation - concurrent transactions should not interfere with each other; it should appear as if all transactions are serialized.

Durability - the effect of a committed transaction should persist despite crashes.

- **Idempotent** - An idempotent operation is an operation that can be repeated without effect after the first iteration.
- **Logging file system** - A logging file system (or journaling file system) is a file system in which all updates are performed via a transaction log (“journal”) to ensure consistency, in case the system crashes or loses power. Each file system transaction is first written to an append-only redo log. Then, the transaction can be committed to disk. In the event of a crash, a file system recovery program can scan the journal and re-apply any transactions that may not have completed successfully. Each transaction must be idempotent, so the recovery program can safely re-apply them.
- **Queuing Theory** Here are some useful symbols: (both the symbols used in lecture and in the book are listed)
 - μ is the average service rate (jobs per second)
 - T_{ser} or S is the average service time, so $T_{ser} = \frac{1}{\mu}$
 - λ is the average arrival rate (jobs per second)
 - U or u or ρ is the utilization (fraction from 0 to 1), so $U = \frac{\lambda}{\mu} = \lambda S$
 - T_q or W is the average queuing time (aka waiting time) which is how much time a task needs to wait before getting serviced (it does not include the time needed to actually perform the task)
 - T_{sys} or R is the response time, and it's equal to $T_q + T_{ser}$ or $W + S$
 - L_q or Q is the average length of the queue, and it's equal to λT_q (this is Little's law)

3 Problems

3.1 Extending an inode

Consider the following `inode_disk` struct, which is used on a disk with a 512 byte block size.

```

/* Definition of block_sector_t */
typedef uint32_t block_sector_t;

/* Contents of on-disk inode. Must be exactly 512 bytes long. */
struct inode_disk
{
    off_t length; /* File size in bytes. */
    block_sector_t direct[12]; /* 12 direct pointers */
    block_sector_t indirect; /* a singly indirect pointer */
    uint32_t unused[114]; /* Not used. */
};

```

Why isn't the file name stored inside the `inode_disk` struct?

directory already stores this info

What is the maximum file size supported by this inode design?

$12 \cdot 2^{29} B +$

How would you design the in-memory representation of the indirect block? (e.g. the disk sector that corresponds to an inode's `indirect` member)

Implement the following function, which changes the size of an inode. If the resize operation fails, the inode should be unchanged and the function should return `false`. Use the value 0 for unallocated block pointers. You do not need to write the inode itself back to disk. You can use these functions:

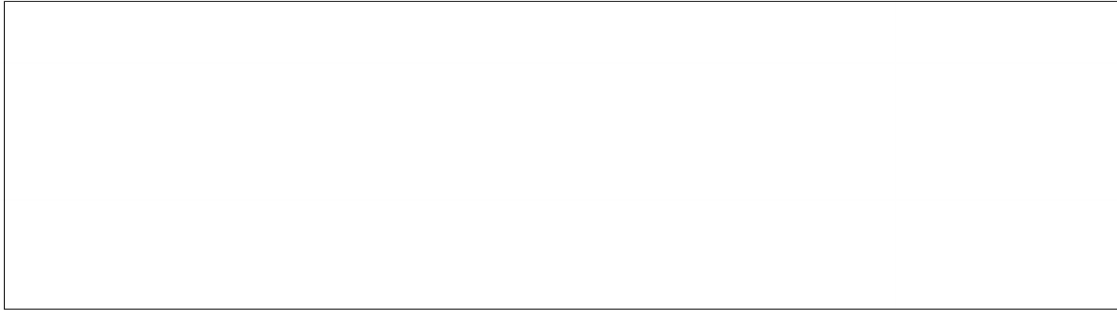
- “`block_sector_t block_allocate()`” – Allocates a disk block and returns the sector number. If the disk is full, then returns 0.
- “`void block_free(block_sector_t n)`” – Free a disk block.
- “`void block_read(block_sector_t n, uint8_t buffer[512])`” – Reads the contents of a disk sector into a buffer.
- “`void block_write(block_sector_t n, uint8_t buffer[512])`” – Writes the contents of a buffer into a disk sector.

```
bool inode_resize(struct inode_disk *id, off_t size) {  
    block_sector_t sector; // A variable that may be useful.
```

```
}
```

3.2 Queuing Theory

Explain intuitively why response time is nonlinear with utilization. Draw a plot of utilization (x axis) vs response time (y axis) and label the endpoints on the x axis.



If 50 jobs arrive at a system every second and the average response time for any particular job is 100ms, how many jobs are in the system (either queued or being serviced) on average at a particular moment? Which law describes this relationship?



Is it better to have N queues, each of which is serviced at the rate of 1 job per second, or 1 queue that is serviced at the rate of N jobs per second? Give reasons to justify your answer.



What is the average queuing time for a work queue with 1 server, average arrival rate of λ , average service time S , and squared coefficient of variation of service time \mathbf{C} ?



What does it mean if $\mathbf{C} = 0$? What does it mean if $\mathbf{C} = 1$?



3.3 Tying it all together

Assume that you have a disk with the following parameters:

- 1TB in size
- 6000RPM
- Data transfer rate of 4MB/s (4×10^6 bytes/sec)
- Average seek time of 3ms
- I/O controller with 1ms of controller delay
- Block size of 4000 bytes

What is the average rotational delay?

What is the average time it takes to read 1 random block? Assume no queuing delay.

Will the actual measured average time to read a block from disk (excluding queuing delay) tend to be lower, equal, or higher than this? Why?

Assume that the average I/O operations per second demanded is 50 IOPS. Assume a squared coefficient of variation of $C = 1.5$. What is the average queuing time and the average queue length?