File System
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Updates

• Midterm #2: covers everything since Midterm #1
  – Does not include today’s material

• Consider the following code with 3 processes:

```
P1
while (true) {
    U.Wait ();
    print ("C");
    V.Release ();
}
```

```
P2
while (true) {
    V.Wait ();
    print ("A");
    print ("B");
    V.Release ();
}
```

```
P3
while (true) {
    V.Wait ();
    print ("D");
}
```

– Assuming that all semaphores are counting and that initially U is set to 3 and V to 0, how many Ds and Cs are printed?
– Does it always deadlock?
– Is CABABDDCABCABD a possible output sequence?
– What about CABACDCABDD and CABADBCCCABDD?
Chapter 11: Roadmap

11.1 I/O devices
11.2 I/O function
11.3 OS design issues
11.4 I/O buffering
11.5 Disk scheduling
11.6 RAID
11.7 Disk cache
11.8-11.10 Unix, Linux, Windows

Part V

Chapter 11: I/O
Chapter 12: Files
I/O Devices

• I/O usually refers to physical devices
  - Such as disk, network card, printer, keyboard

• Almost every device in the system is I/O
  - Except RAM, CPU, L3 cache, and certain chipsets built into the motherboard

• Transfer of data between devices and RAM thru DMA

Example: AMD Opteron

CPU ➔ cache ➔ memory controller ➔ RAM

HyperTransport ➔

Northbridge ➔

Southbridge ➔

Fast I/O
  - PCI-E
  - AGP
  - RAID

Slow I/O
  - USB
  - SATA
  - PCI-X
  - PCI
  - VGA
  - COM/LPT
  - Floppy

Example: AMD Opteron

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I/O Devices

• How fast is I/O compared to RAM speed?
  − Usually slow, but it depends…

• How to measure speed?
  − Kbps, Mbps, Gbps refer to bits/sec (networking)
  − KB/s, MB/s, GB/s refer to bytes/sec (elsewhere)

• While KB is traditionally 1024 bytes, there is a push to redefine it to 1000
  − Kbit is always 1000 bits

<table>
<thead>
<tr>
<th>Device</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Keyboard/mouse</td>
<td>~100 bytes/s</td>
</tr>
<tr>
<td>Modem</td>
<td>53 Kbps</td>
</tr>
<tr>
<td>Floppy</td>
<td>70 KB/s</td>
</tr>
<tr>
<td>CD-ROM 1x</td>
<td>150 KB/s</td>
</tr>
<tr>
<td>Ethernet</td>
<td>10 Mbps</td>
</tr>
<tr>
<td>USB 1.0</td>
<td>1.5 MB/s</td>
</tr>
<tr>
<td>Fast Ethernet</td>
<td>100 Mbps</td>
</tr>
<tr>
<td>DVD-ROM 32x</td>
<td>44 MB/s</td>
</tr>
<tr>
<td>USB 2.0</td>
<td>60 MB/s</td>
</tr>
<tr>
<td>Gigabit Ethernet</td>
<td>1 Gbps</td>
</tr>
<tr>
<td>Hitachi 2TB drive</td>
<td>150 MB/s</td>
</tr>
<tr>
<td>SSD hard drive</td>
<td>500 MB/s</td>
</tr>
<tr>
<td>USB 3.0</td>
<td>600 MB/s</td>
</tr>
<tr>
<td>10G Ethernet</td>
<td>10 Gbps</td>
</tr>
<tr>
<td>DDR2-667</td>
<td>5.3 GB/s</td>
</tr>
<tr>
<td>DDR3-1333</td>
<td>10.6 GB/s</td>
</tr>
<tr>
<td>100G Ethernet</td>
<td>100 Gbps</td>
</tr>
<tr>
<td>Intel i7 L2 cache</td>
<td>43 GB/s</td>
</tr>
<tr>
<td>Intel i7 L1 cache</td>
<td>65 GB/s</td>
</tr>
</tbody>
</table>
I/O Devices

• OS also allows certain IPC to be modeled as communication with an abstract I/O device
  – Example: inter-process pipes, mailslots, network sockets
  – This explains why ReadFile is so universal

• Our main focus here is on file I/O, but similar principles apply to other types of devices
  – Just reading files is simple; however, achieving decent speed and parallelizing computation is more challenging

• Before solving this problem, we start with a general background on files and APIs
  – Homework #3 requires multi-CPU searching of Wikipedia for user-specified substrings
Background on Files

- Just like RAM, a file is a sequence of bytes
- Supports 3 main operations: read, write, and seek
- *File pointer* specifies the current position within the file
  - Read/write operations proceed from that location forward
- **Example**: test.txt written in notepad:

  - Byte contents as viewed with hex editor (e.g., HxD)

```
54 68 69 73 20 69 73 20 61 20 74 65 78 74 20 66
69 6C 65 2E 0D 0A 53 65 63 6F 6E 64 20 6C 69
6E 65 2E
```

- **What is the ASCII table?**
  - Why is there 0xD and 0xA in the file?
**Background on Files**

- Two **modes** of file I/O: **text** and **binary**
  - Must be requested when you open the file
- **Binary** means disk contents are an exact copy of the RAM buffer that is written and vice versa
- **Text** means there some **library** (wrapper) between the application and OS that applies certain “magic” translation before your program sees the data
  - This involves \r\n → \n, terminating the read at Ctrl-Z markers (ASCII code 26), and certain multi-byte to wide char mapping based on the locale
- **Note**: text files can be always read in binary mode, while the opposite is not true
**Background on Files**

- **Example**: binary mode reads the file as is:

  | 54 68 69 73 20 69 73 20 61 20 74 65 78 74 20 66 |
  | 69 6C 65 2E 0D 0A 53 65 6C 65 2E |
  | 54 68 69 73 20 69 73 20 61 20 74 65 78 74 20 66  |
  | 69 6C 65 2E 0D 0A 53 65 6C 65 2E |

  - while text mode removes \r

  | 54 68 69 73 20 69 73 20 61 20 74 65 78 74 20 66  |
  | 69 6C 65 2E 0D 0A 53 65 6C 65 2E |
  | 54 68 69 73 20 69 73 20 61 20 74 65 78 74 20 66  |
  | 69 6C 65 2E 0D 0A 53 65 6C 65 2E |

- If the file is tweaked before it reaches your program, lots of confusing things may happen
  - E.g., file size 100,050 bytes, but your buffer gets only 99,800

- Since text-mode processing does usually unwanted things to the file and is much slower than binary mode, it is not recommended (see later for benchmarks)
Number representation can be ASCII or native
- ASCII is similar to what you see on the screen
- Native is identical to how numbers are stored in RAM

Example:

```
int x = 0x11223344;
```

native version
44 33 22 11

decimal ASCII version of x, i.e., string “287454020”

ASCII output depends on how the numbers are written (e.g., decimal, hex) and the separator between them
- Conversion to/from ASCII is usually slow
- Format inefficient in terms of storage

APIs that read raw buffers are usually native
- Those that attempt to read individual variables are ASCII
• Suppose we read an integer natively from the beginning of this file

```c
int x;
SomeNativeReadFunc (&x, sizeof(int));
```

- What is the value of x?
- Equivalent versions →

• How to write contents of some class natively to disk?
  - If it has no pointers, then it’s trivial

```c
class MyClass {
    double a;
    uint64 b;
};
MyClass mc;
mc.a = 3.1415;
mc.b = 0x55;
SomeNativeWriteFunc ( &mc,
    sizeof(MyClass) );
```

Notepad shows: o

```
6F 12 83 C0 CA 21 09 40 55 00 00 00 00 00 00 00
```

mc.a mc.b

```
int x = 0x73696854;
```
### Background on Files

- How to store pointers, e.g., a linked list or binary tree?

```c
class LinkedListElem {
    int val;
    LinkedListElem *next;
};

class TreeElem {
    int val;
    TreeElem *left, *right;
};
```

- Data structure must first be converted to an array
  - Hierarchical structure must be flattened

```c
int valArray = new int [LinkedList.size()];
// traverse the list, copy into valArray
SomeNativeWriteFunc ( valArray,
    sizeof(int) * LinkedList.size() );

class TreeElem2 {
    int val;
    TreeElem2 *left, *right; // offsets
};
TreeElem2 *arr = new
    TreeElem2 [tree.size()];
```

<table>
<thead>
<tr>
<th>val</th>
<th>left</th>
<th>right</th>
</tr>
</thead>
<tbody>
<tr>
<td>55</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>22</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>77</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>14</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>65</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>90</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>
**Background on Files**

- In fact, trees stored as arrays in RAM are often much faster than pointer-based trees
  - Main drawback: difficult to deal with fragmentation
- Further compaction: 2 bits to store # of children
  - Suppose 00 = none, 01 = left, 10 = right, 11 = both

```
0  1  2  3  4  5
```

- Conversion from random-access (RAM) structures to sequential arrays is called **serialization**
  - Similar to serial transmission over COM ports or networks
• Asking the kernel for chunk of data
  - How large should the chunk be?
• Clearly not too small, otherwise many kernel-mode transitions, which are costly
• Some wrapper libraries (FILE and STL streams) have yet another buffer to avoid kernel-mode switching
  - Also helps if they need to perform text-mode pre-processing
• **OS buffering** can be disabled
  - Disk driver directly DMAs data into your program’s buffer
  - **Caveat**: buffer size must be a multiple of sector size (512 bytes)
CreateFile is the most flexible and high-performance method of doing I/O

- Treats the memory as a sequence of bytes
- Operates in binary mode and gives you the native representation of RAM data structures

Read MSDN about access (read, write, both), sharing, and disposition (e.g., open existing, create new)

The flag field sets the attributes (e.g., hidden, encrypted, read-only, archived, system)

- Also can be used to disable OS buffering (FILE_FLAG_NO_BUFFERING) or enable overlapped operation (FILE_FLAG_OVERLAPPED)
Many functions take two DWORDs instead of one uint64
- How to convert?

```c
// combining DWORDs into uint64
DWORD high, low = GetFileSize(h, &high);
uint64 size = ((uint64)high << 32) + low;

// splitting a uint64 into DWORDs
high = size >> 32;
low = size & ((DWORD)-1);
```

Overlapped I/O allows multiple outstanding requests

```c
DWORD low = GetFileSize(HANDLE hFile, LPDWORD high);

DWORD WINAPI SetFilePointer(__in HANDLE hFile, __in LONG lDistanceToMove, __inout_opt PLONGLONG lpDistanceToMoveHigh, __in DWORD dwMoveMethod);
```

Note: each pending request must have its own struct ol
The FILE stream is the classical C-style library
- Portable to Unix and most other OSes

```c
char buf [BUF_SIZE];
// open for reading in binary mode
FILE *f = fopen ("test.txt", "rb");
if (f == NULL) {
    printf ("Error %d opening file\n", errno);
    exit (-1);
}
// read up to one full buffer
// native representation
int bytesRead = fread (buf, 1, BUF_SIZE, f);
fclose (f);

FILE *f = fopen ("test.txt", "rb");
// seek to the end
_fseeki64 (f, 0, SEEK_END);
// get current position
uint64 fileSize = _ftelli64(f);
// return to beginning
_fseeki64 (f, 0, SEEK_SET);
printf ("file size %I64u\n", fileSize);
```

```c
int a = 5;
double b = 10;
// open for writing in binary mode
FILE *f = fopen ("test.txt", "wb");
// ASCII representation
fprintf (f, "a = %d, b = %f\n", a, b);
fclose (f);
```

```c
int a;
double b;
// ASCII decoding of numbers
int ret = fscanf (f, "%d %f", &a, &b);
if (ret == 0 || ret == EOF)
    printf ("Hit error or EOF\n");
else
    printf ("Obtained %d, %f\n", a, b);
// %s gets one word and NULL terminates it
// note: potential buffer overflow
fscanf (f, "%s", buf);
// recommended to specify buf length
fscanf (f, "%32s", buf);
```
If an entire line is needed, a faster alternative to fscanf is fgets()

- STL streams are similar

```cpp
char buf [BUF_SIZE];
FILE *f = fopen ("test.txt", "rb");
while (!feof (f)) {
    // read one line at a time
    if (fgets (buf, BUF_SIZE, f) == NULL)
        break; // EOF or error
    printf ("Line '%s' has %d bytes\n", buf, strlen(buf));
}
fclose (f);
```

- Q: using Windows APIs, how to print contents of a text file?

```cpp
// assume file is small and fits in RAM
// allocate the buffer
char *buf = new char [fileSize + 1];
ReadFile (... , buf, fileSize, &bytes, ...);
// TODO: error checks
buf[bytes] = NULL;
printf ("%s\n", buf);
```
Performance

- Dual RAID controllers, each with 12 disks in RAID-5
  - Speed given in MB/s, CPU utilization = fraction of 16 cores

<table>
<thead>
<tr>
<th></th>
<th>Text mode</th>
<th></th>
<th>Binary mode</th>
<th></th>
<th>CPU</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Debug</td>
<td>Release</td>
<td>Debug</td>
<td>Release</td>
<td></td>
</tr>
<tr>
<td>ifs &gt;&gt; s (CSCE 121)</td>
<td>1.8</td>
<td>12</td>
<td>1.8</td>
<td>13</td>
<td>10%</td>
</tr>
<tr>
<td>fscanf (f, “%s”, buf)</td>
<td>6</td>
<td>19</td>
<td>7.5</td>
<td>19</td>
<td>9%</td>
</tr>
<tr>
<td>fgets (buf, BUF_SIZE, f)</td>
<td>26</td>
<td>50</td>
<td>39</td>
<td>79</td>
<td>7%</td>
</tr>
<tr>
<td>ifs.read w/32MB buffer</td>
<td>90</td>
<td></td>
<td>360</td>
<td></td>
<td>10%</td>
</tr>
<tr>
<td>fread w/32MB buffer</td>
<td>90</td>
<td>144</td>
<td>503</td>
<td>650</td>
<td>9%</td>
</tr>
</tbody>
</table>

- Tom’s Hardware Guide
  - 3.4 GB/s with depth-32 overlapped I/O and 16 SSD drives