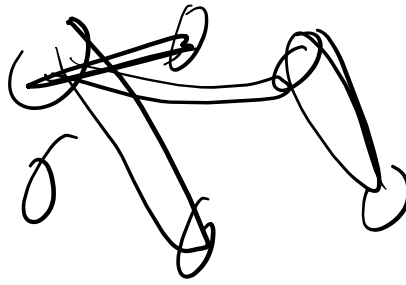
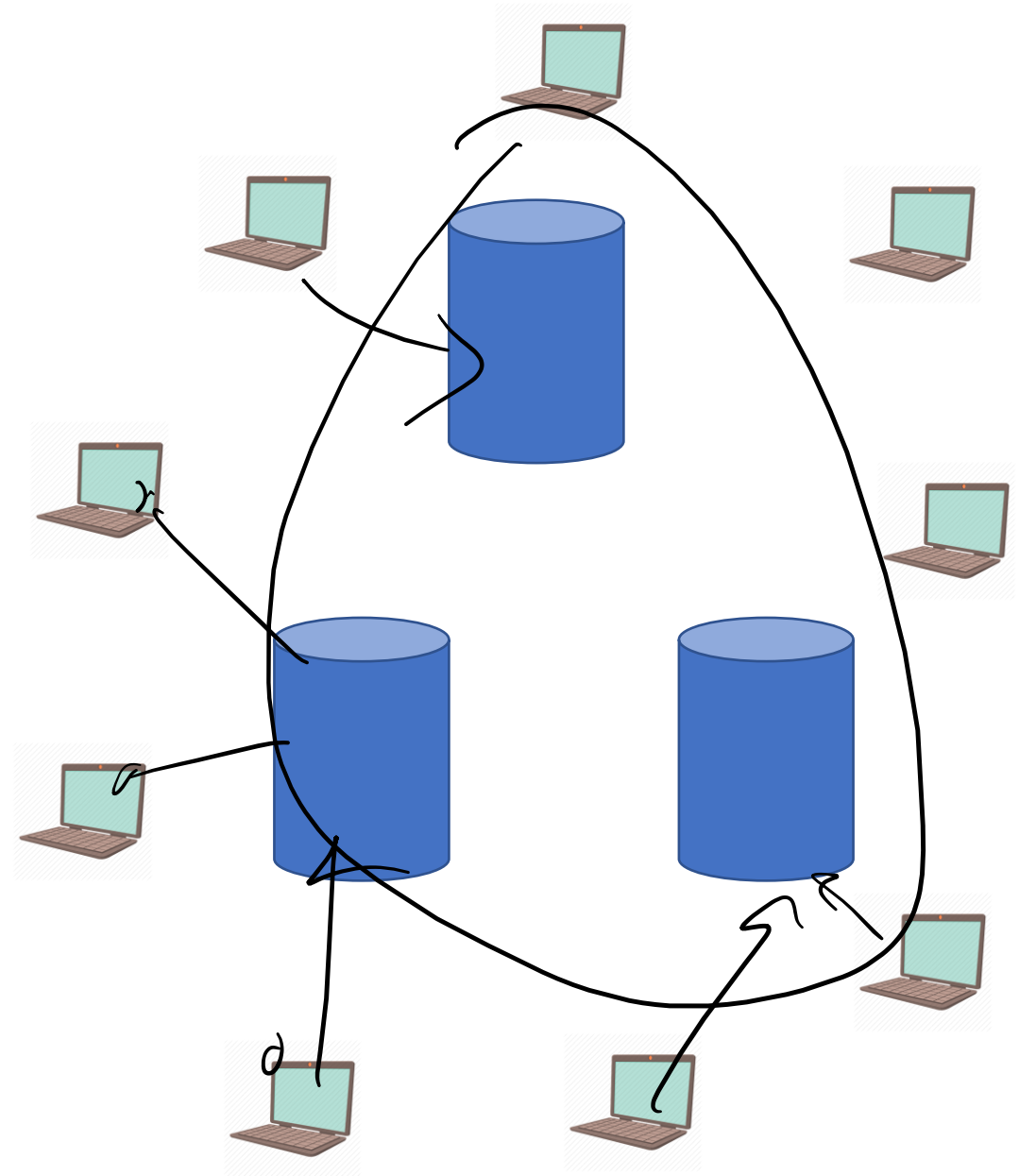


AFS

Goals of AFS



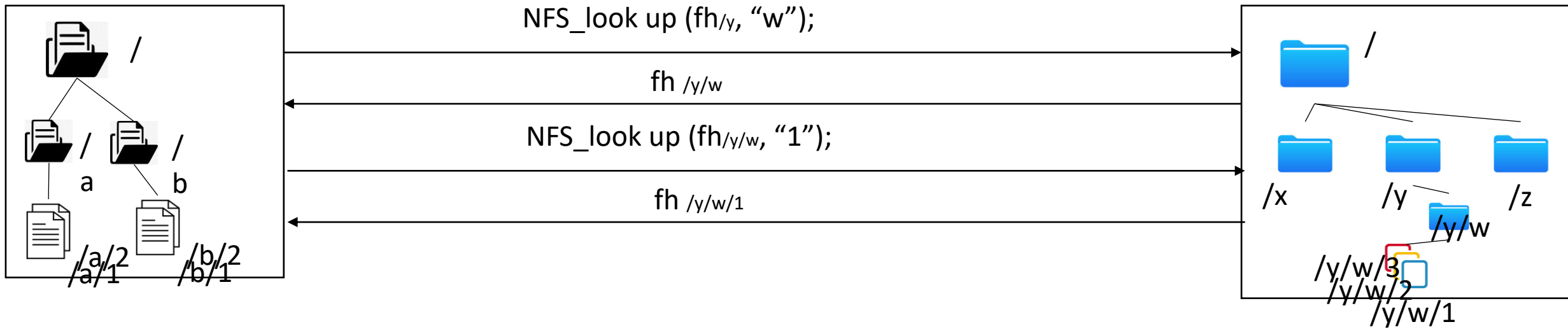
- File sharing in large institution
- No change to OS!
- Scalability is very important



How to get AFS work without changing OS?

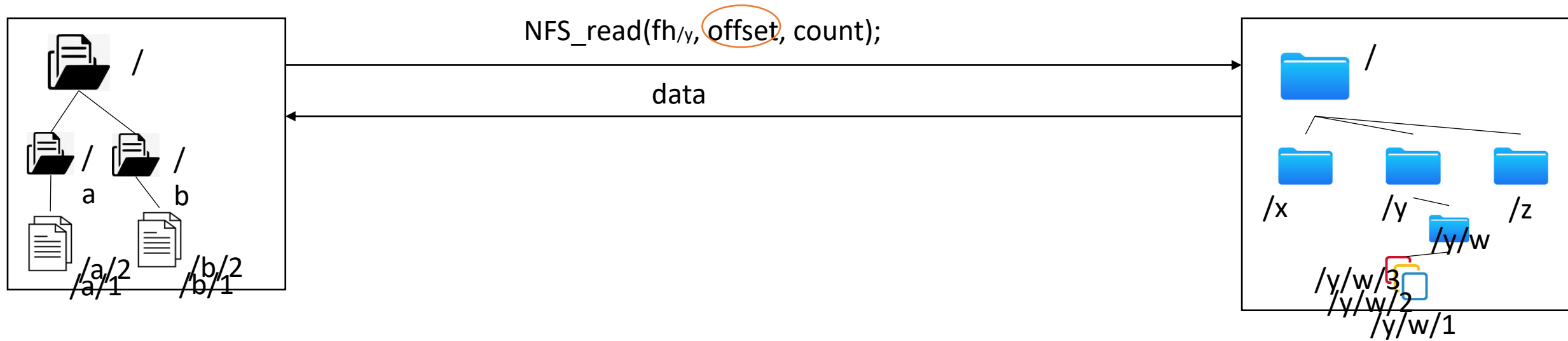
Where did NFS change OS?

- Open (“/b/w/1”, ...)



Where did NFS change OS?

- read (fd, ...)



/afs.cs.wisc.edu

How to open a file without changing OS?

Open file table



• Open ("/b/w/1", ...)

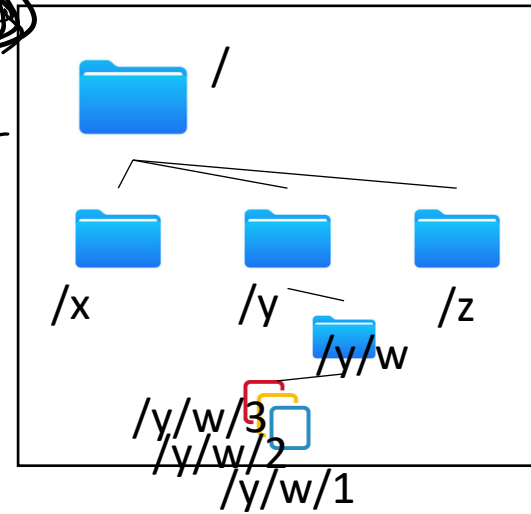
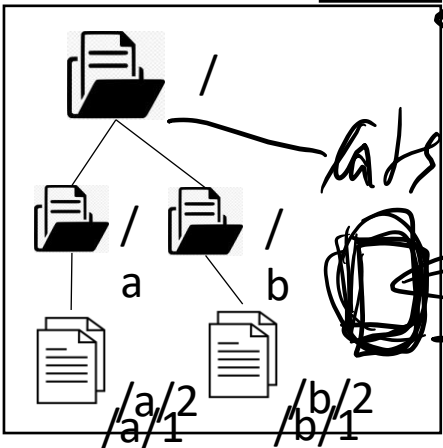
~~read ffd, ...~~
~~write l~~

app

AFS
demon
client

open("/afs/1234")
close()

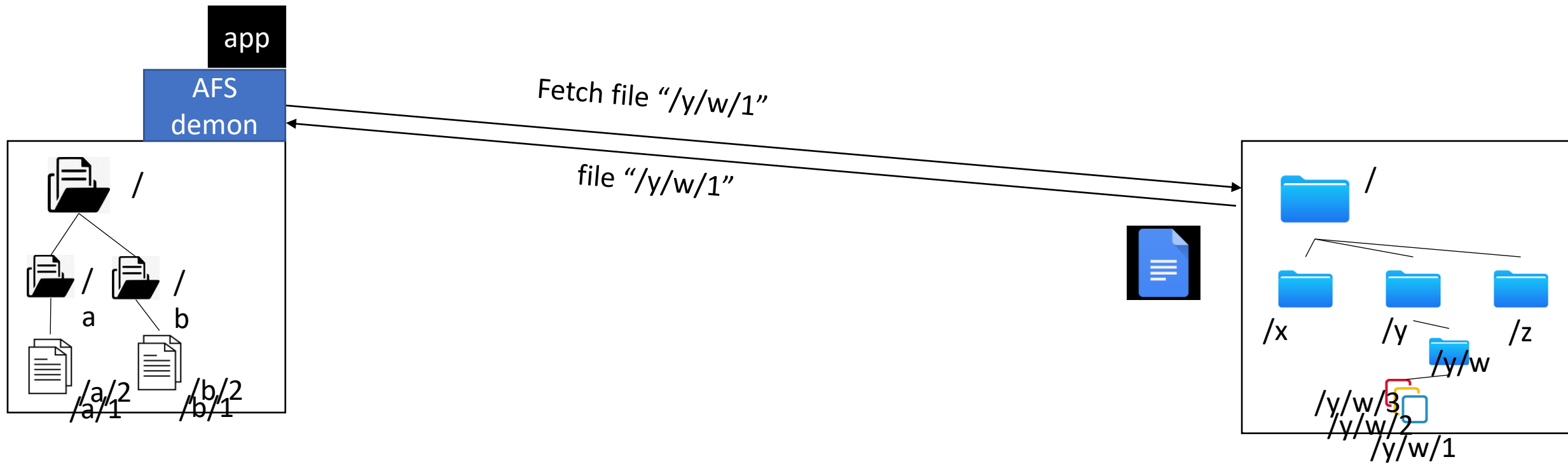
open("/afs/1234")



How to open a file without changing OS?

- Open (“/b/w/1”, ...)
 - AFS demon checks prefix
 - AFS demon gets **whole** file from server
 - AFS demon saves the remote file to local disk

Open file table

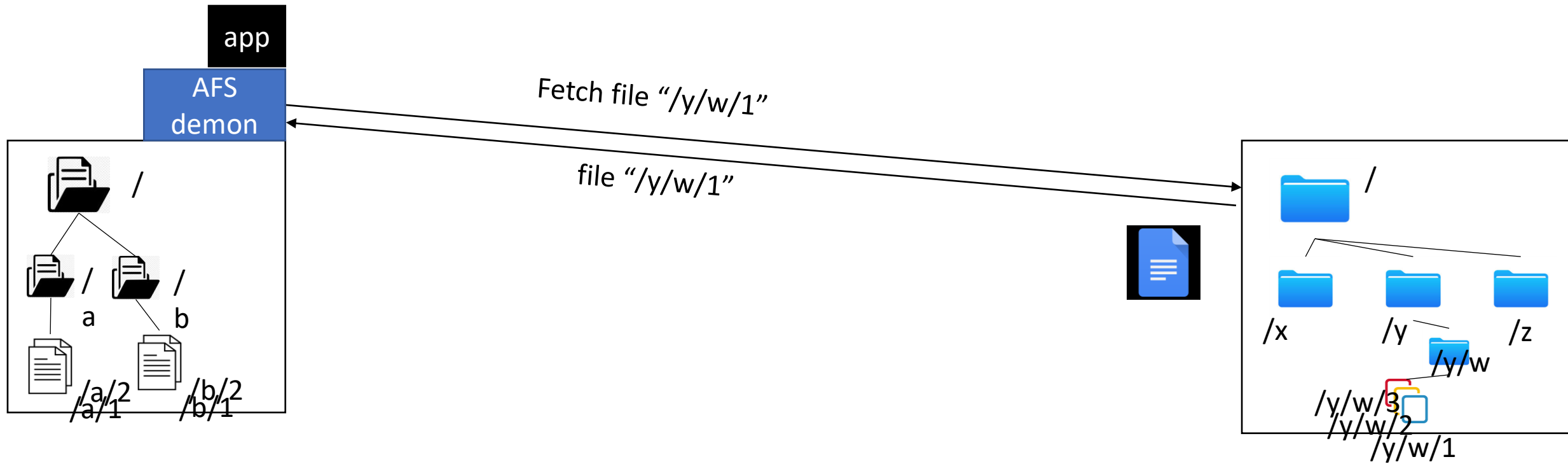


What is the return?

to open a file without changing OS?

Open file table

- Open (“/b/w/1”, ...)
 - AFS demon checks prefix
 - AFS demon gets **whole** file from server
 - AFS demon saves the remote file to local disk



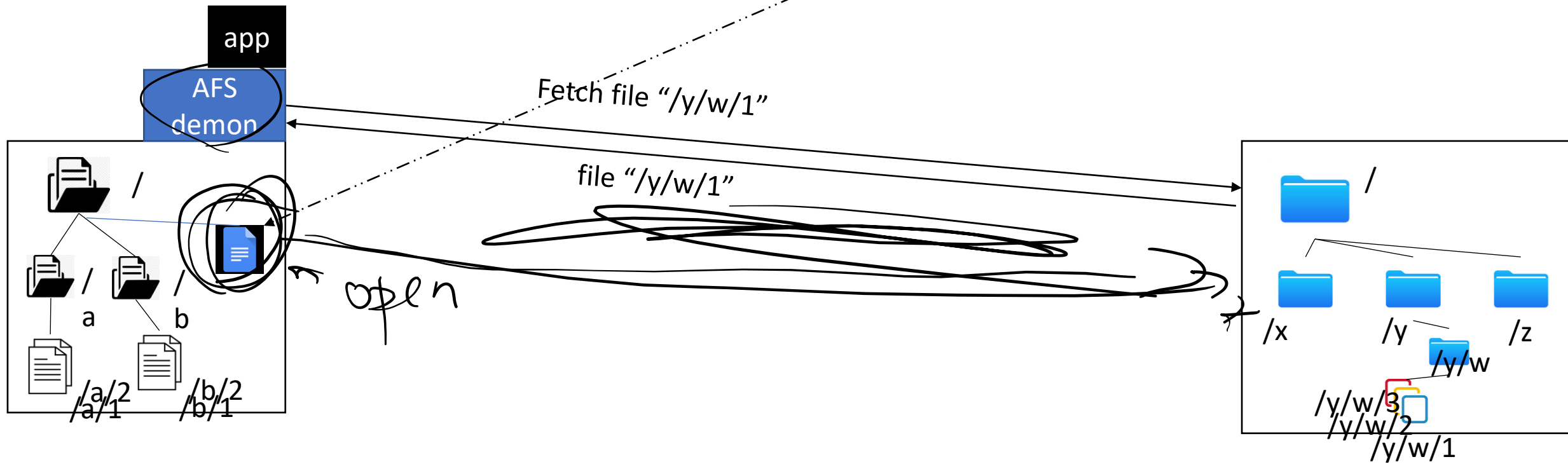
How to read a remote file without changing OS?

- read (fd, ...)


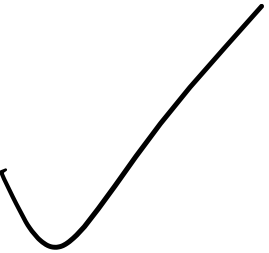
- close()

Do we need
to change
anything?

Open file table



Performance in AFS

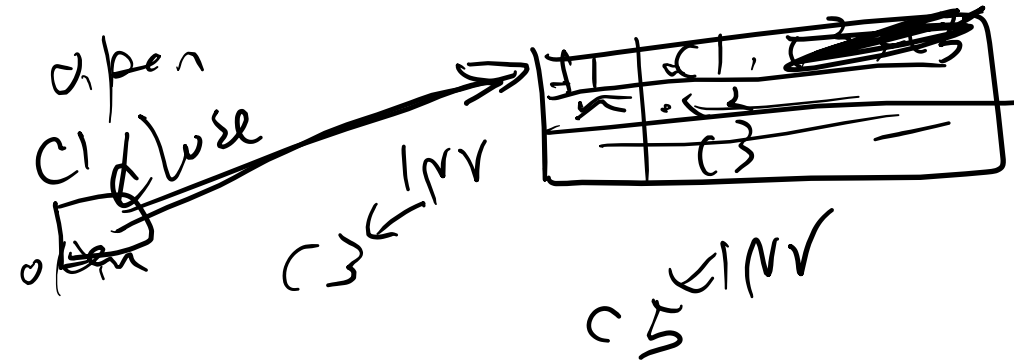
- Is open fast? 
- Is read/write fast? 
- Can we use caching to improve performance?

Performance in AFS

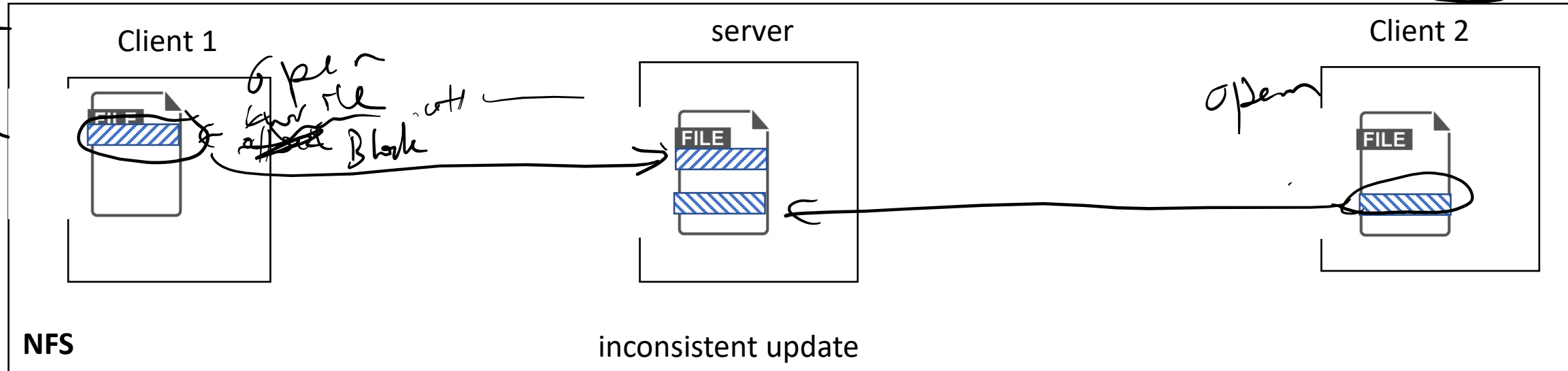
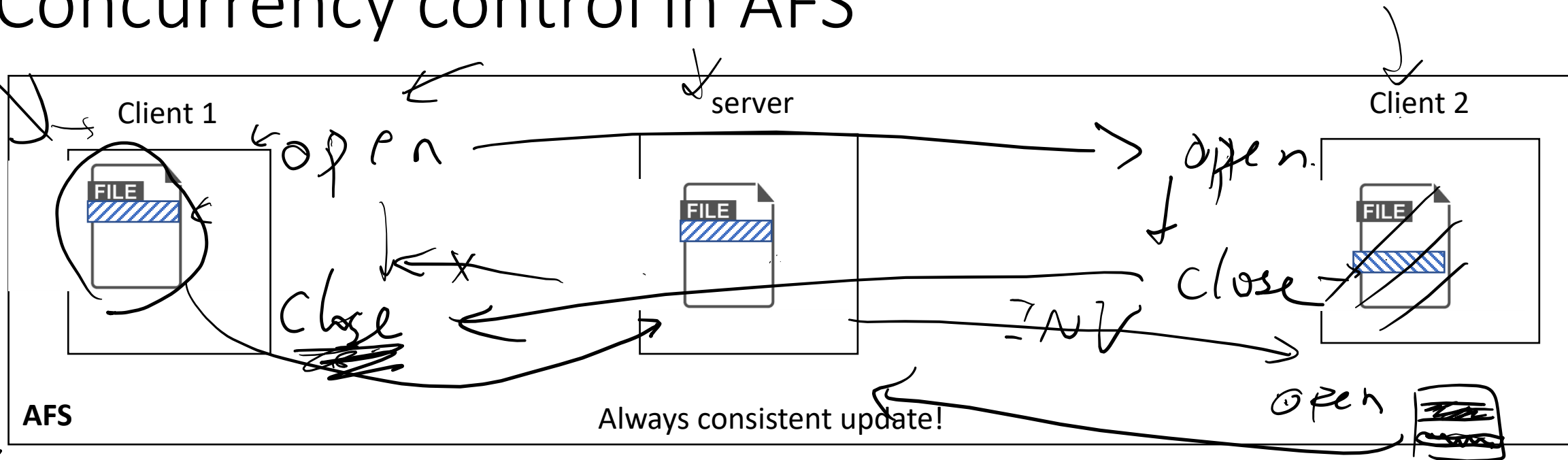
- Is open fast?
- Is read/write fast?
- Can we use caching to improve performance?
 - Yes, whole file cache
 - When to invalidate a file?

Performance in AFS

- Is open fast?
- Is read/write fast?
- Can we use caching to improve performance?
 - Yes, whole file cache
 - When to invalidate a file?
 - Option 1: ask the server before opening the file
 - Stateless server
 - Slow (too many “asking state” messages)
 - Option 2: only invalidate when the server tells me to
 - Stateful server
 - Fast (much fewer “asking state” messages)



Concurrency control in AFS



Concurrency control in AFS

