CS 422/522 Design & Implementation of Operating Systems

Lecture 17: Reliable Storage

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1

Main points

- Problem posed by machine/disk failures
- Transaction concept
- Reliability
  - Careful sequencing of file system operations
  - Copy-on-write (WAFL, ZFS)
  - Journaling (NTFS, linux ext4)
  - Log structure (flash storage)
- Availability
  - RAID

2

File system reliability

- What can happen if disk loses power or machine software crashes?
  - Some operations in progress may complete
  - Some operations in progress may be lost
  - Overwrite of a block may only partially complete
- File system wants durability (as a minimum!)
  - Data previously stored can be retrieved (maybe after some recovery step), regardless of failure

3

File system reliability

- For performance, all must be cached!
  This is OK for reads but what about writes?
- Options for writing data:
  Write-through: write change immediately to disk
  Problem: slow! Have to wait for write to complete before you go on

  Write-back: delay writing modified data back to disk (for example, until replaced)
  Problem: can lose data on a crash!

4

Multiple updates

- If multiple updates needed to perform some operations, crash can occur between them!
  - Moving a file between directories:
    * Delete file from old directory
    * Add file to new directory
  - Create new file
    * Allocate space on disk for header, data
    * Write new header to disk
    * Add the new file to directory

  What if there is a crash in the middle? Even with write-through it can still have problems

5

Storage reliability problem

- Single logical file operation can involve updates to multiple physical disk blocks
  - inode, indirect block, data block, bitmap, …
  - With remapping, single update to physical disk block can require multiple (even lower level) updates
- At a physical level, operations complete one at a time
  - Want concurrent operations for performance
- How do we guarantee consistency regardless of when crash occurs?

6

Transaction concept

- Transaction is a group of operations
  - Atomic: operations appear to happen as a group, or not at all (at logical level)
    - At physical level, only single disk/flash write is atomic
  - Durable: operations that complete stay completed
    - Future failures do not corrupt previously stored data
  - Isolation: other transactions do not see results of earlier transactions until they are committed
  - Consistency: sequential memory model

7

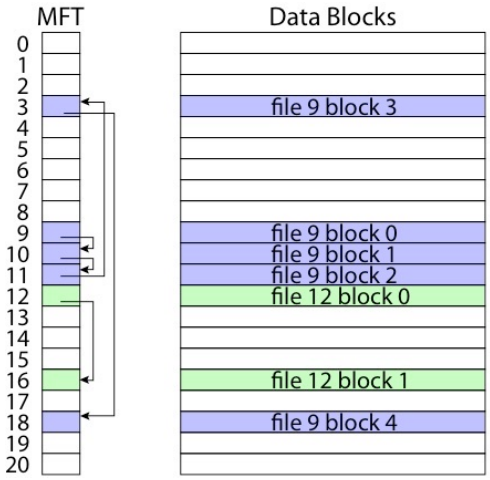
Reliability approach #1: careful ordering

- Sequence operations in a specific order
  - Careful design to allow sequence to be interrupted safely
- Post-crash recovery
  - Read data structures to see if there were any operations in progress
  - Clean up/finish as needed
- Approach taken in FAT, FFS (fsck), and many app-level recovery schemes (e.g., Word)

8

FAT: Append data to file

- Add data block
- Add pointer to data block
- Update file tail to point to new MFT entry
- Update access time at head of file



9

FAT: Append data to file

Normal operation:

- Add data block
- Add pointer to data block
- Update file tail to point to new MFT entry
- Update access time at head of file

Recovery:

- Scan MFT
- If entry is unlinked, delete data block
- If access time is incorrect, update

10

FAT: Create new file

Normal operation:

- Allocate data block
- Update MFT entry to point to data block
- Update directory with file name -> file number
- Update modify time for directory

Recovery:

- Scan MFT
- If any unlinked files (not in any directory), delete
- Scan directories for missing update times

11

Unix approach (careful reordering)

Try to achieve consistency on both meta-data and user data !

- **Meta-data**: needed to keep file system logically consistent
  - Directories
  - Bitmap
  - File headers
  - Indirect blocks
  - ……
- **Data**: user bytes

12

Meta-data consistency (ad hoc)

- For meta-data, Unix uses "synchronous write through".
  - If multiple updates needed, Unix does them in specific order
  - If it crashes, run the special program "fsck" which scans the entire disk for internal consistency to check for "in progress" operations and then fixes up anything in progress.

  Example:

  File created, but not yet put in any directory ➔ delete file

  Blocks allocated, but not in bitmap ➔ update bitmap

13

FFS: Create a file

Normal operation:
- Allocate data block
- Write data block
- Allocate inode
- Write inode block
- Update bitmap of free blocks
- Update directory with file name -> file number
- Update modify time for directory

Recovery:
- Scan inode table
- If any unlinked files (not in any directory), delete
- Compare free block bitmap against inode trees
- Scan directories for missing update/access times

Time proportional to size of disk

14

FFS: Move a file

Normal operation:

- Remove filename from old directory
- Add filename to new directory

Recovery:

- Scan all directories to determine set of live files
- Consider files with valid inodes and not in any directory
  - New file being created?
  - File move?
  - File deletion?

15

User data consistency

- For user data, Unix uses "write back" --- forced to disk every 30 seconds (or user can call "sync" to force to disk immediately).

  No guarantee blocks are written to disk in any order.

  Sometimes meta-data consistency is good enough

  How should vi save changes to a file to disk ?
  - Write new version in temp file
  - Move old version to other temp file
  - Move new version into real file
  - Unlink old version

  If crash, look at temp area; if any files out there, send email to user that there might be a problem.

16

Application level

Normal operation:

- Write name of each open file to app folder
- Write changes to backup file
- Rename backup file to be file (atomic operation provided by file system)
- Delete list in app folder on clean shutdown

Recovery:

- On startup, see if any files were left open
- If so, look for backup file
- If so, ask user to compare versions

17

Careful ordering

- Pros
  - Works with minimal support in the disk drive
  - Works for most multi-step operations
- Cons
  - Can require time-consuming recovery after a failure
  - Difficult to reduce every operation to a safely interruptible sequence of writes
  - Difficult to achieve consistency when multiple operations occur concurrently

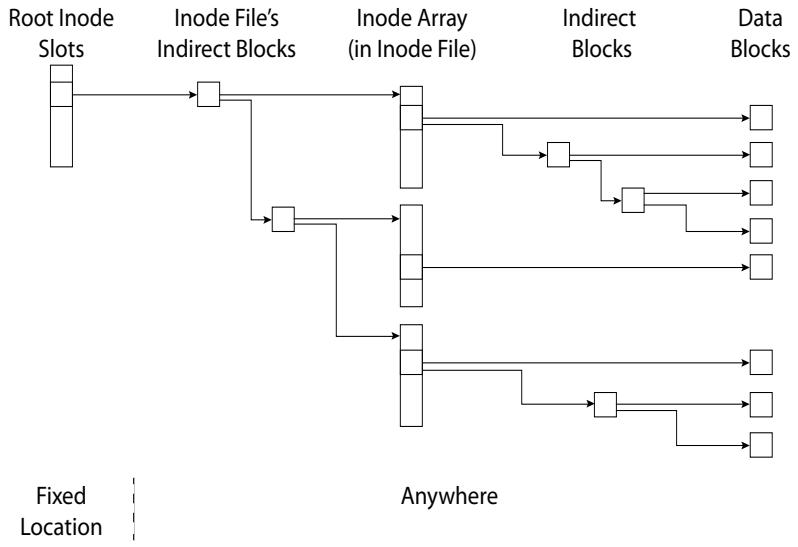
18

Reliability approach #2: copy-on-write file layout

- To update file system, write a new version of the file system containing the update
  - Never update in place
  - Reuse existing unchanged disk blocks
- Seems expensive! But
  - Updates can be batched
  - Almost all disk writes can occur in parallel
- Approach taken in network file server appliances (WAFL, ZFS)

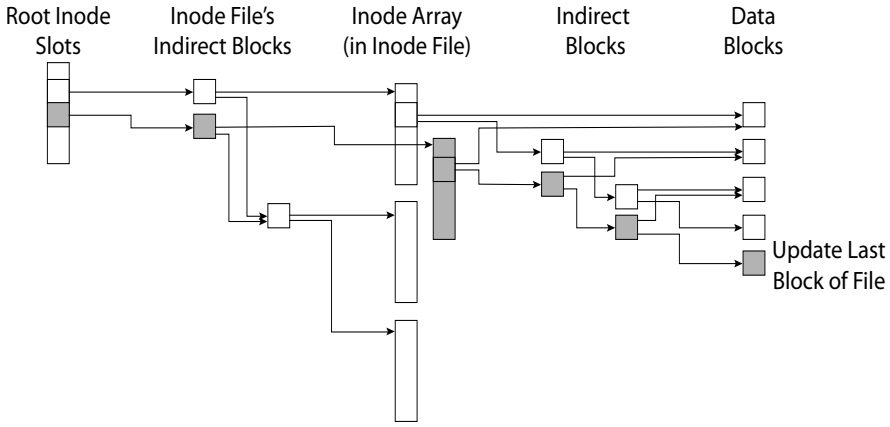
19

Copy on write/write anywhere



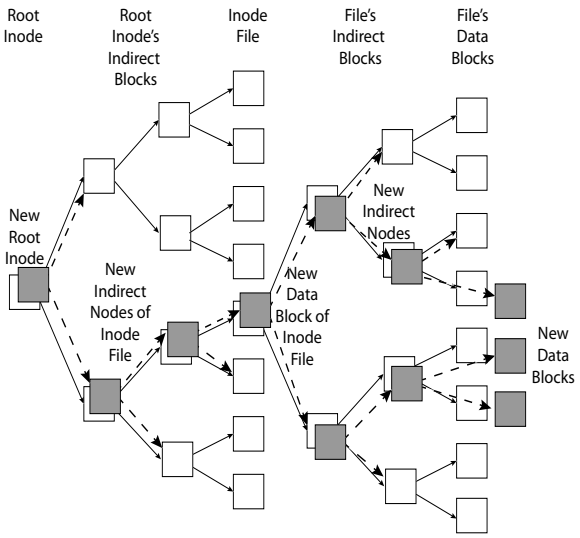
20

Copy on write/write anywhere



21

Copy on write batch update



22

Copy on write garbage collection

- For write efficiency, want contiguous sequences of free blocks
  - Spread across all block groups
  - Updates leave dead blocks scattered
- For read efficiency, want data read together to be in the same block group
  - Write anywhere leaves related data scattered

=> Background coalescing of live/dead blocks

23

Copy on write

- Pros
  - Correct behavior regardless of failures
  - Fast recovery (root block array)
  - High throughput (best if updates are batched)
- Cons
  - Potential for high latency
  - Small changes require many writes
  - Garbage collection essential for performance

24

Logging file systems

- Instead of modifying data structures on disk directly, write changes to a journal/log
  - Intention list: set of changes we intend to make
  - Log/Journal is **append-only**
- Once changes are on log, safe to apply changes to data structures on disk
  - Recovery can read log to see what changes were intended
- Once changes are copied, safe to remove log

25

Transaction concept

- **Transactions:** group actions together so that they are
  - **Atomic**: either happens or it does not (no partial operations)
  - **Serializable**: transactions appear to happen one after the other
  - **Durable**: once it happens, stays happened

  Critical sections are atomic and serializable, but not durable

  Need two more items:

  Commit --- when transaction is done (durable)

  Rollback --- if failure during a transaction (means it didn't happen at all)
- Metaphor: do a set of operations tentatively. If get to commit, ok. Otherwise, roll back the operations as if the transaction never happened.

26

Transaction implementation

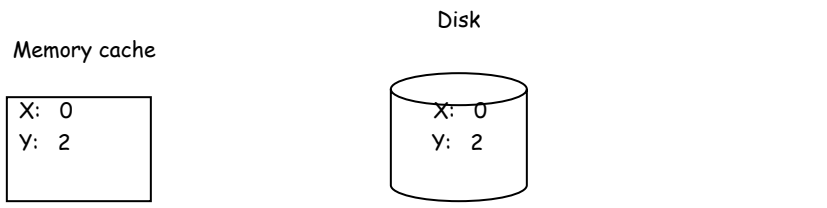
- Key idea: fix problem of how you make multiple updates to disk, by turning multiple updates into a single disk write!
- Example: money transfer from account x to account y:

```
Begin transaction
   x = x + 1
   y = y – 1
Commit
```

- Keep "redo" log on disk of all changes in transaction.
  - A log is like a journal, never erased, record of everything you've done
  - Once both changes are on log, transactions are committed.
  - Then can "write behind" changes to disk --- if crash after commit, replay log to make sure updates get to disk

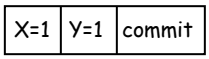
27

Transaction implementation (cont' d)



Sequence of steps to execute transaction:

1. Write new value of X to log
2. Write new value of Y to log
3. Write commit
4. Write x to disk
5. Write y to disk
6. Reclaim space on log



write-ahead log (on disk or tape or non-volatile RAM)

28

Transaction implementation (cont' d)

X=1	Y=1	commit

1. Write new value of X to log
2. Write new value of Y to log
3. Write commit
4. Write x to disk
5. Write y to disk
6. Reclaim space on log

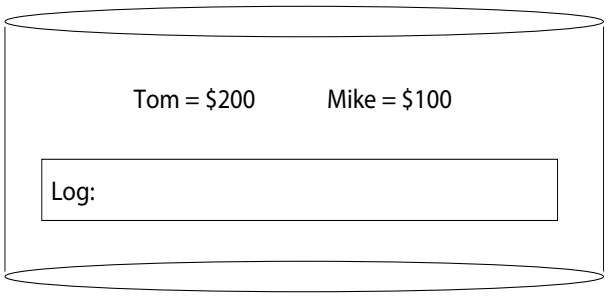
- **What if we crash after 1?**
  - No commit, nothing on disk, so just ignore changes
- **What if we crash after 2?** Ditto
- **What if we crash after 3 before 4 or 5?**
  - Commit written to log, so replay those changes back to disk
- **What if we crash while we are writing "commit" ?**
  - As with concurrency, we need some primitive atomic operation or else can' t build anything. (e.g., writing a single sector on disk is atomic!)

29

Another example: before transaction start

Cache

Nonvolatile Storage

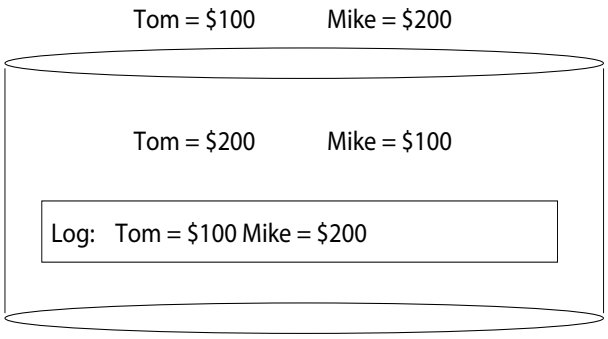


30

After updates are logged

Cache

Nonvolatile Storage

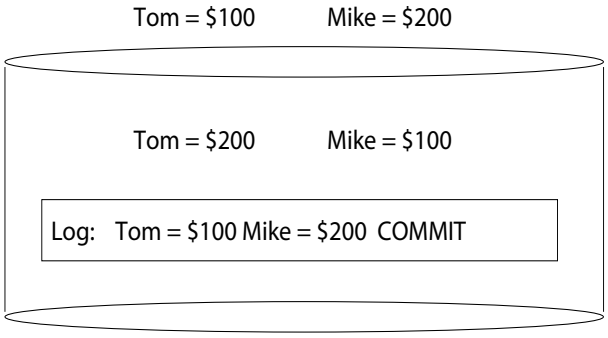


31

After commit logged

Cache

Nonvolatile Storage

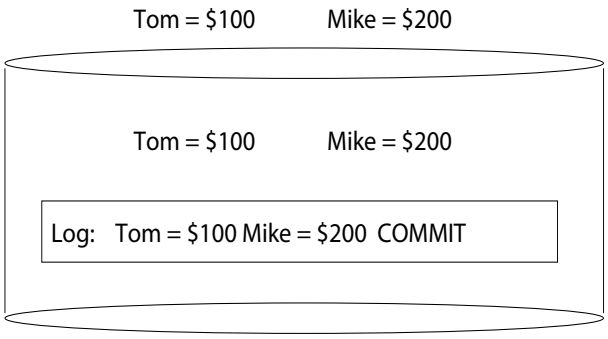


32

After copy back

Cache

Nonvolatile Storage

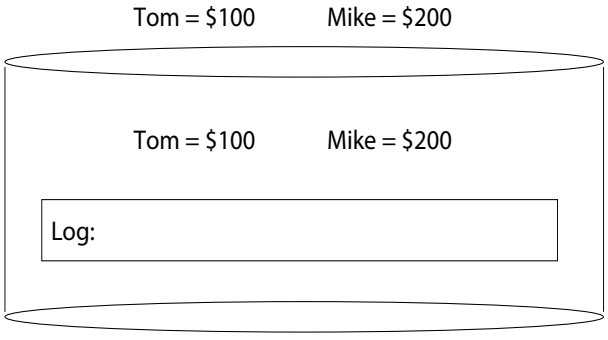


33

After garbage collection

Cache

Nonvolatile Storage



34

Redo logging

- Prepare
  - Write all changes (in transaction) to log
- Commit
  - Single disk write to make transaction durable
- Redo
  - Copy changes to disk
- Garbage collection
  - Reclaim space in log
- Recovery
  - Read log
  - Redo any operations for committed transactions
  - Garbage collect log

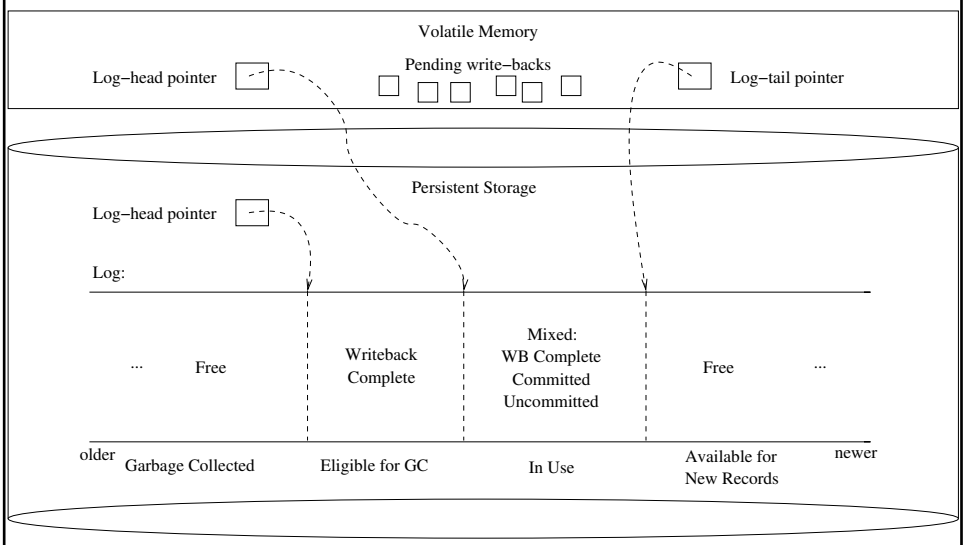
35

Performance

- Log written sequentially
  - Often kept in flash storage
- Asynchronous write back
  - Any order as long as all changes are logged before commit, and all write backs occur after commit
- Can process multiple transactions
  - Transaction ID in each log entry
  - Transaction completed iff its commit record is in log

36

Redo log implementation



37

Transaction isolation

Process A

move file from x to y
mv x/file y/

Process B

grep across x and y
grep x/* y/* > log

What if grep starts after changes are logged, but before commit?

38

Two-phase locking

- Don't allow "unlock" before commit.
- First phase: only allowed to acquire locks (this avoids deadlock concerns).
- Second phase: all unlocks happen at commit
- Thread B can't see any of A's changes, until A commits and releases locks. This provides serializability.

39

Transaction isolation

Process A

Lock x, y
move file from x to y
    mv x/file y/
Commit and release x,y

Process B

Lock x, y, log
grep across x and y
    grep x/* y/* > log
Commit and release x, y, log

Grep occurs either before or after move

40

Serializability

- With two phase locking and redo logging, transactions appear to occur in a sequential order (serializability)
  - Either: grep then move or move then grep
- Other implementations can also provide serializability
  - Optimistic concurrency control: abort any transaction that would conflict with serializability

41

Caveat

- Most file systems implement a transactional model internally
  - Copy on write
  - Redo logging
- Most file systems provide a transactional model for individual system calls
  - File rename, move, …
- Most file systems do NOT provide a transactional model for user data

42

Question

- Do we need the copy back?
  - What if update in place is very expensive?
  - Ex: flash storage, RAID

43

Log structure

- Log is the data storage; no copy back
  - Storage split into contiguous fixed size segments
    - Flash: size of erasure block
    - Disk: efficient transfer size (e.g., 1MB)
  - Log new blocks into empty segment
    - Garbage collect dead blocks to create empty segments
  - Each segment contains extra level of indirection
    - Which blocks are stored in that segment
- Recovery
  - Find last successfully written segment

44

Storage availability

- Storage reliability: data fetched is what you stored
  - Transactions, redo logging, etc.
- Storage availability: data is there when you want it
  - More disks => higher probability of some disk failing
  - Data available ~ Prob(disk working)^k
    - If failures are independent and data is spread across k disks
  - For large k, probability system works -> 0

45

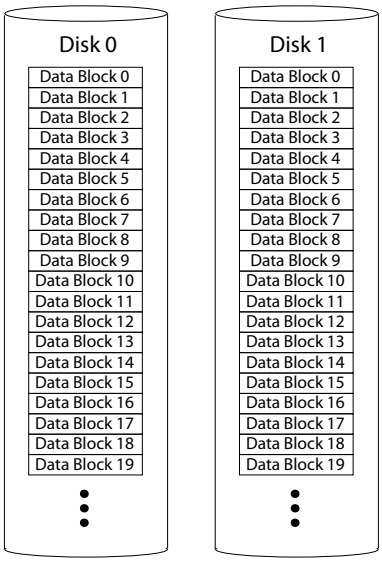
RAID

- Replicate data for availability
  - RAID 0: no replication
  - RAID 1: mirror data across two or more disks
    - Google File System replicated its data on three disks, spread across multiple racks
  - RAID 5: split data across disks, with redundancy to recover from a single disk failure
  - RAID 6: RAID 5, with extra redundancy to recover from two disk failures

46

RAID 1: Mirroring

- Replicate writes to both disks
- Reads can go to either disk



47

Parity

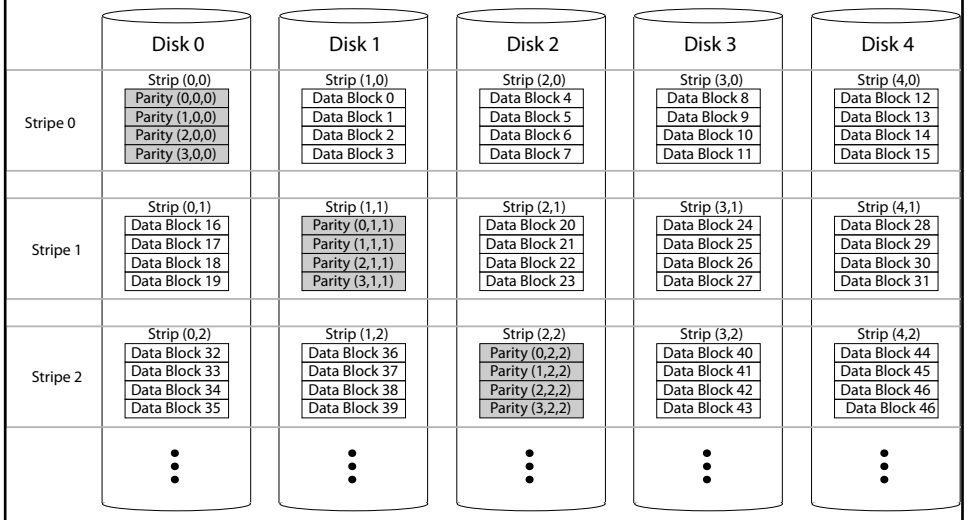
- Parity block: Block1 xor block2 xor block3 …

```
10001101        block1
01101100        block2
11000110        block3
--------------
00100111        parity block
```

- Can reconstruct any missing block from the others

48

RAID 5: Rotating parity



49

RAID update

- Mirroring
  - Write every mirror
- RAID-5: to write one block
  - Read old data block
  - Read old parity block
  - Write new data block
  - Write new parity block
    - Old data xor old parity xor new data
- RAID-5: to write entire stripe
  - Write data blocks and parity

50

Non-recoverable read errors

- Disk devices can lose data
  - One sector per 10^15 bits read
  - Causes:
    * Physical wear
    * Repeated writes to nearby tracks
- What impact does this have on RAID recovery?

51

Read errors and RAID recovery

- Example
  - 10 1 TB disks, and 1 fails
  - Read remaining disks to reconstruct missing data
- Probability of recovery =
  (1 – 10^-15)^(9 disks * 8 bits * 10^12 bytes/disk)
  = 93%
- Solutions:
  - RAID-6: two redundant disk blocks
    * parity, linear feedback shift
  - Scrubbing: read disk sectors in background to find and fix latent errors

52