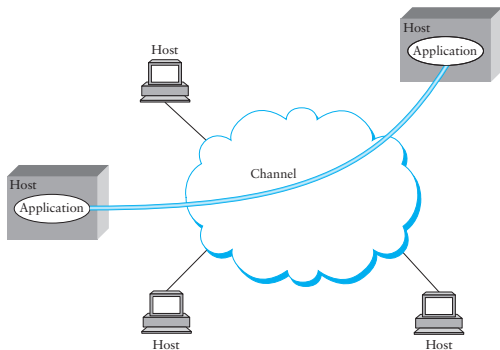


# Outline

- 1 Networking overview
- 2 Systems issues
- 3 OS networking facilities
- 4 Implementing networking in the kernel
- 5 Network file systems

# Computer networking



- **Goal: two applications on different computers exchange data**
- **Requires inter-process (not just inter-node) communication**

# The 7-Layer and 4-Layer Models

	OSI	TCP/IP
7	Application	Applications (FTP, SMTP, HTTP, etc.)
6	Presentation	
5	Session	
4	Transport	TCP (host-to-host)
3	Network	IP
2	Data link	Network access (usually Ethernet)
1	Physical	

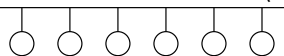
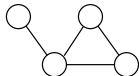
# Physical Layer

- **Computers send bits over physical *links***

- E.g., Coax, twisted pair, fiber, radio, ...
- Bits may be encoded as multiple lower-level “chips”

- **Two categories of physical links**

- *Point-to-point* networks (e.g., fiber, twisted pair):
- *Shared transmission medium* networks (e.g., coax, radio):



- ▶ Any message can be seen by all nodes
- ▶ Allows broadcast/multicast, but introduces contention

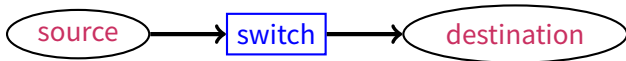
- **One important constraint: speed of light**

- $\sim 300,000$  km/sec in a vacuum, slower in fiber

SF  $\xrightarrow{\geq \sim 15 \text{ msec}}$  NYC    Moore's law does not apply!

# Link Layer, Indirect Connectivity

- When no direct physical connection to destination
- Hop through multiple devices



- Allows links and devices to be shared for multiple purposes
  - Must determine which bits are part of which messages intended for which destinations
- **Packet switched networks**
    - Pack a bunch of bytes together intended for same destination
    - Slap a *header* on packet describing where it should go

# Link Layer: Ethernet

- Originally designed for shared medium (coax), now generally not shared medium (switched)
- Vendors give each device a unique 48-bit *MAC address*
  - Specifies which card should receive a packet
- Ethernet switches can scale to switch local area networks (thousands of hosts), but not much larger

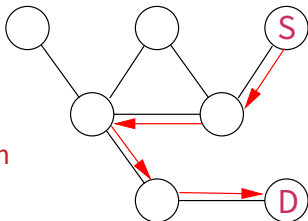
- **Packet format:**

64	48	48	16	32	
Preamble	Dest addr	Src addr	Type	Body	CRC

  - Preamble helps device recognize start of packet
  - CRC allows receiving card to ignore corrupted packets
  - Body up to 1,500 bytes for same destination
  - All other fields must be set by sender's OS (NIC cards tell the OS what the card's MAC address is, Special addresses used for broadcast/multicast)

# Network Layer: Internet Protocol (IP)

- **IP used to connect multiple networks**
  - Runs over a variety of physical networks
  - Hence can connect Ethernet, DSL, mobile networks, etc.
  - Most computers today speak IP
- **Every host has a unique 4-byte IP address (16-bytes for IPv6)**
  - (Or at least thinks it has, when there is address shortage)
  - E.g., `www.ietf.org` → `104.20.0.85`
- **Packets are *routed* based on destination IP address**
  - Address space is structured to make routing practical at global scale
  - E.g., `171.66.*.*` goes to Stanford
  - So **packets need IP addresses in addition to MAC addresses**



# UDP and TCP

- **UDP and TCP most popular protocols on IP**
  - Both use 16-bit *port* number as well as 32-bit IP address
  - Applications *bind* a port & receive traffic to that port
- **UDP – unreliable datagram protocol**
  - Exposes packet-switched nature of Internet
  - Sent packets may be dropped, reordered, even duplicated (but generally not corrupted)
- **TCP – transmission control protocol**
  - Provides illusion of a reliable “pipe” between two processes on two different machines
  - Masks lost & reordered packets so apps don't have to worry
  - Handles congestion & flow control



# Principles: Packet Switching & Layering

- **Packet switching**

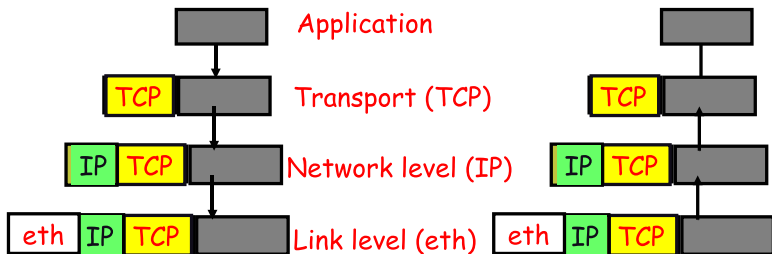
- A *packet* is a self contained unit of data which contains information necessary for it to reach its destination
- Independently, for each arriving packet, compute its outgoing link
- Makes forwarding simple (depends only on packet)

- **Layering**

- Break system functionality into a hierarchy of layers
- Each layer uses only the service of the layer below it
- Layers communicate sequentially with the layers above or below

# Principle: Encapsulation

- Stick packets inside packets
- How you realize packet switching and layering in a system
  - E.g., an Ethernet packet may *encapsulate* an IP packet
  - An IP router *forwards* a packet from one Ethernet to another, creating a new Ethernet packet containing the same IP packet
  - In principle, an inner layer should not depend on outer layers (not always true)



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# Unreliability of IP

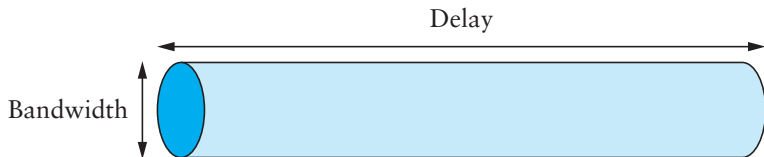
- **Network does not deliver packets reliably**
  - May drop packets, reorder packets, delay packets
  - May even corrupt packets, or duplicate them
- **How to implement reliable TCP on top of IP network?**
  - Note: This is entirely the job of the OS at the end nodes
- **Straw man: Wait for ack for each packet**
  - Send a packet, wait for acknowledgment, send next packet
  - If no ack, timeout and try again
- **Problems?**

# Unreliability of IP

- **Network does not deliver packets reliably**
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- **Straw man: Wait for ack for each packet**
  - Send a packet, wait for acknowledgment, send next packet
  - If no ack, timeout and try again
- **Problems:**
  - Low performance over high-delay network (bandwidth is one packet per round-trip time)
  - Possible congestive collapse of network (if everyone keeps retransmitting when network overloaded)

# Performance: Bandwidth-delay

- Network *delay* over WAN will never improve much
- But *throughput* (bits/sec) is constantly improving
- Can view network as a pipe



- For full utilization want # bytes in flight  $\geq$  bandwidth  $\times$  delay  
(But don't want to overload the network, either)
- What if protocol doesn't involve bulk transfer?
  - E.g., ping-pong protocol will have poor throughput
- Another implication: **Concurrency & response time critical for good network utilization**

# A little bit about TCP

- **Want to save network from congestion collapse**
  - Packet loss usually means congestion, so back off exponentially
- **Want multiple outstanding packets at a time**
  - Get transmit rate up to  $n$ -packet window per round-trip
- **Must figure out appropriate value of  $n$  for network**
  - Slowly increase transmission by one packet per acked window
  - When a packet is lost, cut window size in half
- **Connection set up and teardown complicated**
  - Sender never knows when last packet might be lost
  - Must keep state around for a while after close
- **Lots more hacks required for good performance**
  - Initially ramp  $n$  up faster (but too fast caused collapse in 1986 [[Jacobson](#)], so TCP had to be changed)
  - Fast retransmit when single packet lost

# Lots of OS issues for TCP

- **Have to track unacknowledged data**
  - Keep a copy around until recipient acknowledges it
  - Keep timer around to retransmit if no ack
  - Receiver must keep out of order segments & reassemble
- **When to wake process receiving data?**
  - E.g., sender calls `write (fd, message, 8000);`
  - First TCP segment arrives, but is only 512 bytes
  - Could wake recipient, but useless w/o full message
  - TCP sets “PUSH” bit at end of 8000 byte write data
- **When to send short segment, vs. wait for more data**
  - Usually send only one unacked short segment
  - But bad for some apps, so provide `NODELAY` option
- **Must ack received segments very quickly**
  - Otherwise, effectively increases RTT, decreasing bandwidth



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# Sockets

- **Abstraction for communication between machines**
- **Datagram sockets: Unreliable message delivery**
  - With IP, gives you UDP
  - Send atomic messages, which may be reordered or lost
  - Special system calls to read/write: `send/recv`
- **Stream sockets: Bi-directional pipes**
  - With IP, gives you TCP
  - Bytes written on one end read on the other
  - Reads may not return full amount requested—must re-read

# Socket naming

- **TCP & UDP name communication endpoints by**
  - E.g., 32-bit IPv4 address specifies machine (128 bits for IPv6)
  - 16-bit TCP/UDP port number demultiplexes within host
- **A *connection* is thus named by 5 components**
  - Protocol (TCP), local IP, local port, remote IP, remote port
  - TCP requires connected sockets, but not UDP
- **OS keeps connection state in protocol control block (PCB) structure**
  - Keep all PCB's in a hash table
  - When packet arrives (if destination IP address belongs to host), use 5-tuple to find PCB and determine what to do with packet

# System calls for using TCP

## Client

socket – make socket  
bind\* – assign address  
connect – connect to listening socket

## Server

socket – make socket  
bind – assign address  
listen – listen for clients  
accept – accept connection

\*This call to bind is optional; connect can choose address & port.

# Using UDP

- **Call socket with SOCK\_DGRAM, bind as before**
- **New system calls for sending individual packets**
  - `int sendto(int s, const void *msg, int len, int flags, const struct sockaddr *to, socklen_t tolen);`
  - `int recvfrom(int s, void *buf, int len, int flags, struct sockaddr *from, socklen_t *fromlen);`
  - Must send/get peer address with each packet
- **Can use UDP in connected mode**
  - connect assigns remote address
  - send/recv syscalls, like sendto/recvfrom w/o last 2 args

# Uses of connected UDP sockets

- **Kernel demultiplexes packets based on port**
  - Allows different processes getting packets from different peers
  - For security, ports  $< 1024$  usually can't be bound
  - But can safely inherit UDP port below that connected to one particular peer
- **Feedback based on ICMP messages**
  - Say no process has bound UDP port you sent packet to...
  - With `sendto`, you might think network dropping packets
  - Server sends port unreachable message, but only detect it when using connected sockets

# Outline

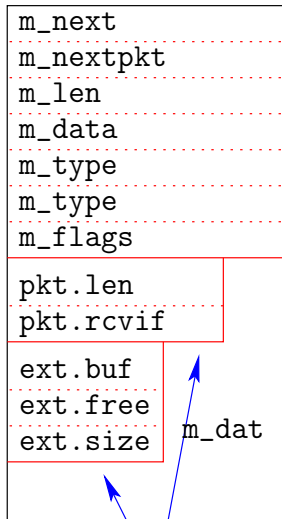
- 1 Networking overview
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# Socket implementation

- **Need to implement layering efficiently**
  - Add UDP header to data, Add IP header to UDP packet, ...
  - De-encapsulate Ethernet packet so IP code doesn't get confused by Ethernet header
- **Don't store packets in contiguous memory**
  - Moving data to make room for new header would be slow
- **BSD solution: mbufs [Leffler]**  
(Note [Leffler] calls `m_nextpkt` by old name `m_act`)
  - Small, fixed-size (256 byte) structures
  - Makes allocation/deallocation easy (no fragmentation)
- **BSD Mbufs working example for this lecture**
  - Linux uses `sk_buffs`, which are similar idea



# mbuf details



optional

- **Packets made up of multiple mbufs**
  - Chained together by `m_next`
  - Such linked mbufs called *chains*
- **Chains linked with `m_nextpkt`**
  - Linked chains known as *queues*
  - E.g., device output queue
- **Total mbuf size 256 B  $\Rightarrow$   $\sim$ 230 data bytes (depends on size of pointers)**
  - First in chain has `pkt` header
- **Cluster mbufs have more data**
  - `ext` header points to data
  - Up to 2 KB not collocated with mbuf
  - `m_dat` not used
- **`m_flags` is bitwise or of various bits**
  - E.g., if cluster, or if `pkt` header used

# Adding/deleting data with mbufs

- **m\_data always points to start of data**
  - Can be `m_dat`, or `ext.buf` for cluster mbuf
  - Or can point into middle of that area
- **To strip off a packet header (e.g., TCP/IP)**
  - Increment `m_data`, decrement `m_len`
- **To strip off end of packet**
  - Decrement `m_len`
- **Can add data to mbuf if buffer not full**
- **Otherwise, add data to chain**
  - Chain new mbuf at head/tail of existing chain

# mbuf utility functions

- `mbuf *m_copym(mbuf *m, int off, int len, int wait);`
  - Creates a copy of a subset of an mbuf chain
  - Doesn't copy clusters, just increments reference count
  - `wait` says what to do if no memory (wait or return NULL)
- `void m_adj(struct mbuf *mp, int len);`
  - Trim `|len|` bytes from head or (if negative) tail of chain
- `mbuf *m_pullup(struct mbuf *n, int len);`
  - Put first `len` bytes of chain contiguously into first mbuf
- **Example: Ethernet packet containing IP datagram**
  - Trim Ethernet header using `m_adj`
  - Call `m_pullup (n, sizeof (ip_hdr));`
  - Access IP header as regular C data structure

# Socket implementation

- **Each socket fd has associated socket structure with:**
  - Send and receive buffers
  - Queues of incoming connections (on listen socket)
  - A *protocol control block* (PCB)
  - A *protocol handle* (`struct protosw *`)
- **PCB contains protocol-specific info. E.g., for TCP:**
  - Pointer to IP TCB with source/destination IP address and port
  - Information about received packets & position in stream
  - Information about unacknowledged sent packets
  - Information about timeouts
  - Information about connection state (setup/teardown)

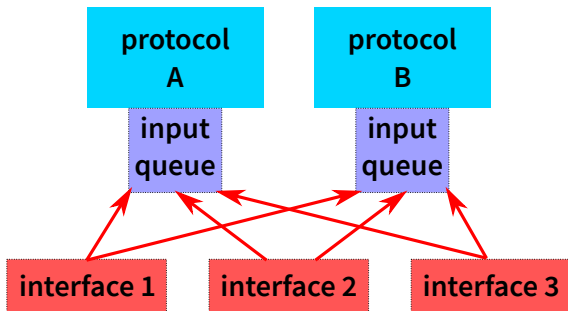
- **Goal: abstract away differences between protocols**
  - In C++, might use virtual functions on a generic socket struct
  - Here just put function pointers in `protosw` structure
- **Also includes a few data fields**
  - *type, domain, protocol* – to match `socket` syscall args, so know which `protosw` to select
  - *flags* – to specify important properties of protocol
- **Some protocol flags:**
  - `ATOMIC` – exchange atomic messages only (like UDP, not TCP)
  - `ADDR` – address given with messages (like unconnected UDP)
  - `CONNREQUIRED` – requires connection (like TCP)
  - `WANTRCVD` – notify socket of consumed data (e.g., so TCP can wake up a sending process blocked by flow control)

- `pr_slowtimo` – **called every 1/2 sec for timeout processing**
- `pr_drain` – **called when system low on space**
- `pr_input` – **returns mbuf chain of data read from socket**
- `pr_output` – **takes mbuf chain of data written to socket**
- `pr_usrreq` – **multi-purpose user-request hook**
  - Used for bind/listen/accept/connect/disconnect operations
  - Used for out-of-band data

# Network interface cards

- **Each NIC driver provides an `ifnet` data structure**
  - Like `protosw`, tries to abstract away the details
- **Data fields:**
  - Interface name (e.g., “eth0”)
  - Address list (e.g., Ethernet address, broadcast address, ...)
  - Maximum packet size
  - Send queue
- **Function pointers**
  - `if_output` – prepend header and enqueue packet
  - `if_start` – start transmitting queued packets
  - Also `ioctl`, `timeout`, `initialize`, `reset`

# Input handling



- NIC driver figures out protocol of incoming packet
- Enqueues packet for appropriate protocol handler
  - If queue full, drop packet (can create livelock [Mogul])
- Posts “soft interrupt” for protocol-layer processing
  - Runs at lower priority than hardware (NIC) interrupt  
...but higher priority than process-context kernel code



# Routing

- **An OS must route all transmitted packets**
  - Machine may have multiple NICs plus “loopback” interface
  - Which interface should a packet be sent to, and what MAC address should packet have?
- **Routing is based purely on the destination address**
  - Even if host has multiple NICs w. different IP addresses
  - (Though OSes have features to redirect based on source IP)
- **OS maintains routing table**
  - Maps IP address & prefix-length → next hop
- **Use radix tree for efficient lookup**
  - Branch at each node in tree based on single bit of target
  - When you reach leaf, that is your next hop
- **Most OSes provide packet forwarding**
  - Received packets for non-local address routed out another interface

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# Network file systems

- **What's a network file system?**
  - Looks like a file system (e.g., FFS) to applications
  - But data potentially stored on another machine
  - Reads and writes must go over the network
  - Also called distributed file systems
- **Advantages of network file systems**
  - Easy to share if files available on multiple machines
  - Often easier to administer servers than clients
  - Access way more data than fits on your local disk
  - Network + remote buffer cache faster than local disk
- **Disadvantages**
  - Network + remote disk slower than local disk
  - Network or server may fail even when client OK
  - Complexity, security issues

- **Background: ND (networked disk)**
  - Creates disk-like device even on diskless workstations
  - Can create a regular (e.g., FFS) file system on it
  - But no sharing—Why?
- **ND idea still used today by Linux [NBD](#)**
  - Useful for network booting/diskless machines, not file sharing
- **Some Goals of NFS**
  - Access same FS from multiple machines simultaneously
  - Maintain Unix semantics
  - Crash recovery
  - Competitive performance with ND
- **NFS version 2 protocol specified in [\[RFC 1094\]](#)**

- **Background: ND (networked disk)**
  - Creates disk-like device even on diskless workstations
  - Can create a regular (e.g., FFS) file system on it
  - But no sharing—Why?
  - FFS assumes disk doesn't change under it
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  - Competitive performance with ND
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# NFS implementation

- **Virtualized the file system with *vnodes***
  - Basically poor man's C++ (like `protosw` struct)
- **Vnode structure represents an open (or openable) file**
- **Bunch of generic “vnode operations”:**
  - lookup, create, open, close, getattr, setattr, read, write, fsync, remove, link, rename, mkdir, rmdir, symlink, readdir, readlink, ...
  - Called through function pointers, so most system calls don't care what type of file system a file resides on
- **NFS vnode operations perform *Remote Procedure Calls* (RPC)**
  - Client sends request to server over network, awaits response
  - Each system call may require a series of RPCs
  - System mostly determined by **RPC [RFC 1831] Protocol**
  - Uses XDR protocol specification language [RFC 1832]

# Stateless operation

- **Designed for “stateless operation”**
  - Motivated by need to recover from server crashes
- **Requests are self-contained**
- **Requests are idempotent**
  - Unreliable UDP transport
  - Client retransmits requests until it gets a reply
  - Writes must be stable before server returns
- **Can this really work?**

# Stateless operation

- **Designed for “stateless operation”**
  - Motivated by need to recover from server crashes
- **Requests are self-contained**
- **Requests are <sup>mostly</sup> idempotent**
  - Unreliable UDP transport
  - Client retransmits requests until it gets a reply
  - Writes must be stable before server returns
- **Can this really work?**
  - Of course, FS not stateless – it stores files
  - E.g., *mkdir* can't be idempotent – second time dir exists
  - But many operations, e.g., *read*, *write* are idempotent



# NFS version 3

- **Same general architecture as NFS 2**
- **Specified in RFC 1813 (subset of Open Group spec)**
  - XDR defines C structures that can be sent over network; includes tagged unions (to know which union field active)
  - Protocol defined as a set of Remote Procedure Calls (RPCs)
- **New access RPC**
  - Supports clients and servers with different uids/gids
- **Better support for caching**
  - Unstable writes while data still cached at client
  - More information for cache consistency
- **Better support for exclusive file creation**

# NFSv3 File handles

```
struct nfs_fh3 {  
    /* XDR notation for variable-length array  
     * with 0-64 opaque bytes: */  
    opaque data<64>;  
};
```

- **Server assigns an opaque file handle to each file**
  - Client obtains first file handle out-of-band (mount protocol)
  - File handle hard to guess – security enforced at mount time
  - Subsequent file handles obtained through lookups
- **File handle internally specifies file system & file**
  - Device number, i-number, *generation number*, ...
  - Generation number changes when inode recycled
- **Handle generally *doesn't* contain filename**
  - Clients may keep accessing an open file after it's renamed

# File attributes

```
struct fattr3 {
    filetype3 type;
    uint32 mode;
    uint32 nlink;
    uint32 uid;
    uint32 gid;
    uint64 size;
    uint64 used;
    specdata3 rdev;
    uint64 fsid;
    uint64 fileid;
    nfstime3 atime;
    nfstime3 mtime;
    nfstime3 ctime;
};
```

- Most operations can optionally return `fattr3`
- Attributes used for cache-consistency

# Lookup

```
struct diropargs3 {
    nfs_fh3 dir;
    filename3 name;
};

struct lookup3resok {
    nfs_fh3 object;
    post_op_attr obj_attributes;
    post_op_attr dir_attributes;
};

union lookup3res switch (nfsstat3 status) {
    case NFS3_OK:
        lookup3resok resok;
    default:
        post_op_attr resfail;
};
```

- **Maps**  $\langle \text{directory handle, filename} \rangle \rightarrow \text{handle}$ 
  - Client walks hierarchy one file at a time
  - No symlinks or file system boundaries crossed
  - Client must expand symlinks

# Create

```
struct create3args {  
    diropargs3 where;  
    createhow3 how;  
};
```

```
union createhow3 switch (createmode3 mode) {  
    case UNCHECKED:  
    case GUARDED:  
        sattr3 obj_attributes;  
    case EXCLUSIVE:  
        createverf3 verf;  
};
```

- UNCHECKED – **succeed if file exists**
- GUARDED – **fail if file exists**
- EXCLUSIVE – **persistent record of create**

# Read

```
struct read3args {
    nfs_fh3 file;
    uint64 offset;
    uint32 count;
};

struct read3resok {
    post_op_attr file_attributes;
    uint32 count;
    bool eof;
    opaque data<>;
};
```

```
union read3res switch (nfsstat3 status) {
    case NFS3_OK:
        read3resok resok;
    default:
        post_op_attr resfail;
};
```

- **Offset explicitly specified (not implicit in handle)**
- **Client can cache result**

# Data caching

- Client can cache blocks of data read and written
- Consistency based on times in `fat_t3`
  - **mtime**: Time of last modification to file
  - **ctime**: Time of last change to inode  
(Changed by explicitly setting mtime, increasing size of file, changing permissions, etc.)
- **Algorithm: If mtime or ctime changed by another client, flush cached file blocks**

# Write discussion

- **When is it okay to lose data after a crash?**
  - *Local file system?*



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If no calls to *fsync*, OK to lose 30 seconds of work after crash
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# Write discussion

- **When is it okay to lose data after a crash?**
  - *Local file system?*  
If no calls to *fsync*, OK to lose 30 seconds of work after crash
  - *Network file system?*  
What if server crashes but not client?  
Application not killed, so shouldn't lose previous writes
- **NFSv2 addresses problem by having server write data to disk before replying to a write RPC**
  - Caused performance problems
- **Could NFS2 clients just perform write-behind?**
  - Implementation issues – used blocking kernel threads on write
  - Semantics – how to guarantee consistency after server crash
  - Solution: small # of pending write RPCs, but write through on close; if server crashes, client keeps re-writing until acked

# NFSv2 write call

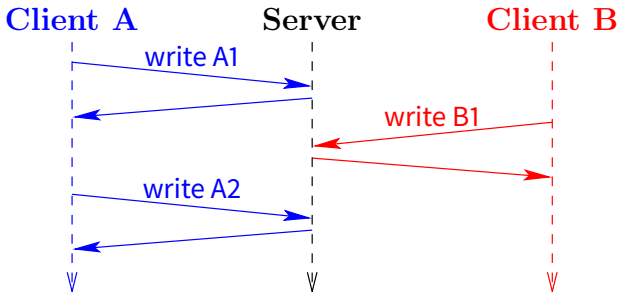
```
struct writeargs {
    fhandle file;
    unsigned beginoffset;
    unsigned offset;
    unsigned totalcount;
    nfsdata data;
};

union attrstat
    switch (stat status) {
    case NFS_OK:
        fattr attributes;
    default:
        void;
    };
```

```
attrstat NFSPROC_WRITE(writeargs) = 8;
```

- On successful write, returns new file attributes
- Can NFSv2 keep cached copy of file after writing it?

# Write race condition



- **Suppose client overwrites 2-block file**
  - Client A knows attributes of file after writes A1 & A2
  - But client B could overwrite block 1 between the A1 & A2
  - No way for client A to know this hasn't happened
  - Must flush cache before next file read (or at least open)

# NFSv3 Write arguments

```
struct write3args {
    nfs_fh3 file;
    uint64 offset;
    uint32 count;
    stable_how stable;
    opaque data<>;
};

enum stable_how {
    UNSTABLE = 0,
    DATA_SYNC = 1,
    FILE_SYNC = 2
};
```

- **Two goals for NFSv3 write:**

- Don't force clients to flush cache after writes
- Don't equate *cache* consistency with *crash* consistency  
I.e., don't wait for disk just so another client can see data

# Write results

```
struct write3resok {
    wcc_data file_wcc;
    uint32 count;
    stable_how committed;
    writeverf3 verf;
};

union write3res
    switch (nfsstat3 status) {
case NFS3_OK:
    write3resok resok;
default:
    wcc_data resfail;
};
```

```
struct wcc_attr {
    uint64 size;
    nfstime3 mtime;
    nfstime3 ctime;
};

struct wcc_data {
    wcc_attr *before;
    post_op_attr after;
};
```

- Several fields added to achieve these goals

# Data caching after a write

- **Write will change mtime/ctime of a file**
  - “after” will contain new times
  - With NFSv2, would require cache to be flushed
- **With NFSv3, “before” contains previous values**
  - If `before` matches cached values, no other client has changed file
  - Okay to update attributes without flushing data cache

# Write stability

- **Server write must be at least as stable as requested**
- **If server returns write UNSTABLE**
  - Means permissions okay, enough free disk space, ...
  - But data not on disk and might disappear (after crash)
- **If DATA\_SYNC, data on disk, maybe not attributes**
- **If FILE\_SYNC, operation complete and stable**



# Commit operation

- **Client cannot discard any UNSTABLE write**
  - If server crashes, data will be lost
- **COMMIT RPC commits a range of a file to disk**
  - Invoked by client when client cleaning buffer cache
  - Invoked by client when user closes/flushes a file
- **How does client know if server crashed?**
  - Write and commit return `writeverf3`
  - Value changes after each server crash (can be boot time)
  - Client must resend all writes if `verf` value changes

# Attribute caching

- **Close-to-open consistency**
  - Annoying if writes not visible after a file close (Edit file, compile on another machine, get old version)
  - Nowadays, all NFS opens fetch attributes from server
- **Still, lots of other need for attributes (e.g., `ls -al`)**
- **Attributes cached between 5 and 60 seconds**
  - Files recently changed more likely to change again
  - Do weighted cache expiration based on age of file
- **Drawbacks:**
  - Must pay for round-trip to server on every file open
  - Can get stale info when `stat`ting a file