1 Networking overview
2 Systems issues
3 Implementing networking in the kernel
4 Network file systems
- **Goal:** two applications on different computers exchange data
- **Requires** inter-process (not just inter-node) communication
# The 7-Layer and 4-Layer Models

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- **OSI** is a 7-layer model for network communication.
- **TCP/IP** is a 4-layer model that uses the OSI layers for communication.
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:

- 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—Ethernet, DSL, 4G
- **Every host has a unique 4-byte IP address (16-bytes for IPv6)**
  - (Or at least thinks it has, when there is address shortage)
- **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
- **Inside IP: UDP or TCP transport layer adds 16-bit *port number***
  - UDP – unreliable datagram protocol, exposes lost/reordered/delayed (but typically not corrupted) packets
  - TCP – transmission control protocol ≈ reliable pipe
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)
1. Networking overview
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Unreliability of IP

- Network does not deliver packets reliably
  - May drop, reorder, delay, corrupt, duplicate packets
- OS must implement reliable TCP on top of IP
- 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

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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

\[ \text{Bandwidth} \times \text{Delay} \]

- For full utilization want \( \# \text{ bytes in flight} \geq \text{bandwidth} \times \text{delay} \) (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 (2MSL, e.g., 4 min) 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 \(\approx\) bi-directional pipes

• Name endpoints by IP address and 16-bit *port number*

• A *connection* is thus named by 5 components
  - Protocol (TCP), local IP, local port, remote IP, remote port
  - Note TCP requires connected sockets, while UDP does not

• Kernel stores connection state in a *protocol control block* structure (PCB)
  - 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
• 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

- 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 ⇒ ~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:
  - 5-tuple of protocol (TCP), 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)
protosw structure

- **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**
  - `domain`, `type`, `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)
protosw functions

- `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 $\rightarrow$ 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
Outline

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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

• ND idea still used today by Linux NBD
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• Some Goals of NFS
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• NFS version 2 protocol specified in [RFC 1094]
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
  - Mostly idempotent
- 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?
  - 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
  - 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

```c
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 {
    specdata3 rdev;
    ftype3 type;
    uint64 fsid;
    uint32 mode;
    uint64 fileid;
    uint32 nlink;
    nfstime3 atime;
    uint32 uid;
    nfstime3 mtime;
    uint32 gid;
    nfstime3 ctime;
    uint64 size;
};

uint64 used;

• Most operations can optionally return fattr3

• Attributes used for cache-consistency
struct diropargs3 {
    nfs_fh3 dir;
    filename3 name;
};

union lookup3res switch (nfsstat3 status) {
    case NFS3_OK:
        lookup3resok resok;
        post_op_attr dir_attributes;
        break;
    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 expanded or file system boundaries crossed
  - Client must expand symlinks
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**
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 `fattr3`
  - `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?
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?*
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

```c
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?
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
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;
    }
};

• 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
NFS version 4 [RFC 3530]

• Much more complicated than version 3
  - NFS2: 27 page spec, NFS3: 126 pages,
    NFS4: 275 pages, NFS4.1: 617 pages

• Designed to run over higher-latency networks
  - Support for multi-component lookups to save RTTs
  - Support for batching multiple operations in one RPC
  - Support for leases (in two slides) and stateful (open, close) operation

• Designed to be more generic and less Unix-specific
  - E.g., support for extended file attributes, etc.

• Lots of security stuff

• NFS 4.1 [RFC5661] has better support for NAS
  - Store file data and metadata in different places
Callbacks

• **NFSv2 and v3 poll server for cache consistency**
  - Client requests attributes (via ACCESS) when file opened
  - Attributes validate or invalidate cached copy of file

• **Alternative: Server calls back to clients caching file**
  - Invalidate immediately, rather than when cache needed
  - Requires server to maintain list of all clients caching info

• **Advantages**
  - Tight consistency

• **Disadvantages**
  - Server must maintain a lot of state
  - Updates potentially slow – must wait for $n$ clients to acknowledge
  - When a client goes down, other clients will block
• Hybrid mix of polling and callbacks
  - Server agrees to notify client of changes for a limited period of time – the lease term
  - After the lease expires, client must poll for freshness

• Avoids paying for a server round trip in many cases

• Server doesn’t need to keep long-term track of callbacks
  - E.g., lease time can be shorter than crash-reboot—no need to keep callbacks persistently

• If client crashes, resume normal operation after lease expiration