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

<table>
<thead>
<tr>
<th>OSI</th>
<th>TCP/IP</th>
</tr>
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<tbody>
<tr>
<td>7</td>
<td>Application</td>
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<td>6</td>
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<td>5</td>
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<td>4</td>
<td>Transport</td>
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<tr>
<td>3</td>
<td>Network</td>
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<tr>
<td>2</td>
<td>Data link</td>
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<tr>
<td>1</td>
<td>Physical</td>
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<table>
<thead>
<tr>
<th>Applications</th>
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<tbody>
<tr>
<td>FTP, SMTP, HTTP, etc.</td>
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<table>
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<tr>
<th>TCP (host-to-host)</th>
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<tr>
<th>IP</th>
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<tr>
<th>Network access (usually Ethernet)</th>
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- OSI: Open Systems Interconnection
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

<table>
<thead>
<tr>
<th>64</th>
<th>48</th>
<th>48</th>
<th>16</th>
<th>32</th>
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</thead>
<tbody>
<tr>
<td>Preamble</td>
<td>Dest addr</td>
<td>Src addr</td>
<td>Type</td>
<td>Body</td>
</tr>
</tbody>
</table>

- 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, 5G
- 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)
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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

- 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:
  - 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

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

- 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 (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

- Sockets ≈ 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
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

- **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

---

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
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<tbody>
<tr>
<td><code>m_next</code></td>
<td></td>
</tr>
<tr>
<td><code>m_nextpkt</code></td>
<td></td>
</tr>
<tr>
<td><code>m_len</code></td>
<td></td>
</tr>
<tr>
<td><code>m_data</code></td>
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<tr>
<td><code>m_type</code></td>
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<tr>
<td><code>m_type</code></td>
<td></td>
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<tr>
<td><code>m_flags</code></td>
<td></td>
</tr>
<tr>
<td><code>pkt.len</code></td>
<td></td>
</tr>
<tr>
<td><code>pkt.rcvif</code></td>
<td></td>
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<tr>
<td><code>ext.buf</code></td>
<td></td>
</tr>
<tr>
<td><code>ext.free</code></td>
<td></td>
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<tr>
<td><code>ext.size</code></td>
<td></td>
</tr>
<tr>
<td><code>m_dat</code></td>
<td></td>
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</tbody>
</table>

**optional**
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)
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)
• **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
• 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 linux lets you select a routing table by 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
Outline

1. Networking overview
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4. Network file systems
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
  - 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]
NFS implementation

- Virtualized the file system with *vnodes*
  - Ersatz virtual functions/interface/trait (like `protosw`)

- 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
- 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
  - Importantly, server doesn’t track open files, so reboot doesn’t invalidate any file descriptors on clients
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

```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

```c
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


```c
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 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?
• 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 offset;
    nfsdata data;
};
```

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

```c
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

```c
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
• 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_SYNCR, 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/flashes 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 `statting` a file
NFS version 4 [RFC 3530]

- Much more complicated than version 3

- 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 (AFS)**
  - Invalidate immediately, rather than when cache needed
  - Requires server to maintain list of all clients caching info

- **Advantages**
  - Tight consistency, 0 RTT opens of cached files

- **Disadvantages**
  - Server must maintain a lot of state
  - Updates potentially slow
    - Must persistently record who is caching things on server
    - Must wait for $n$ clients to acknowledge invalidations
  - When a client goes down, other clients will block
Leases

• 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