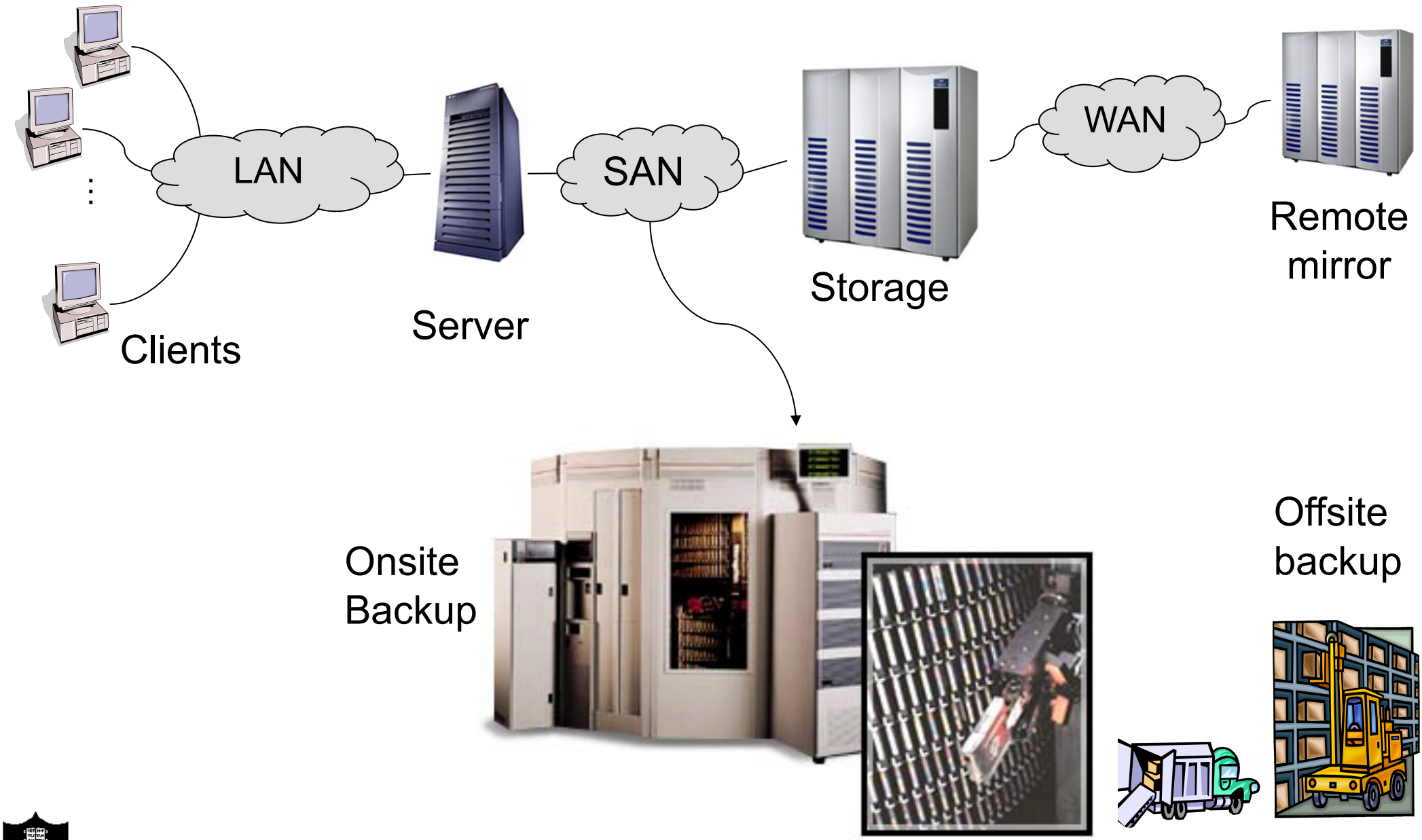
COS 318: Operating Systems

File Systems: Networked, Abstractions and Protection

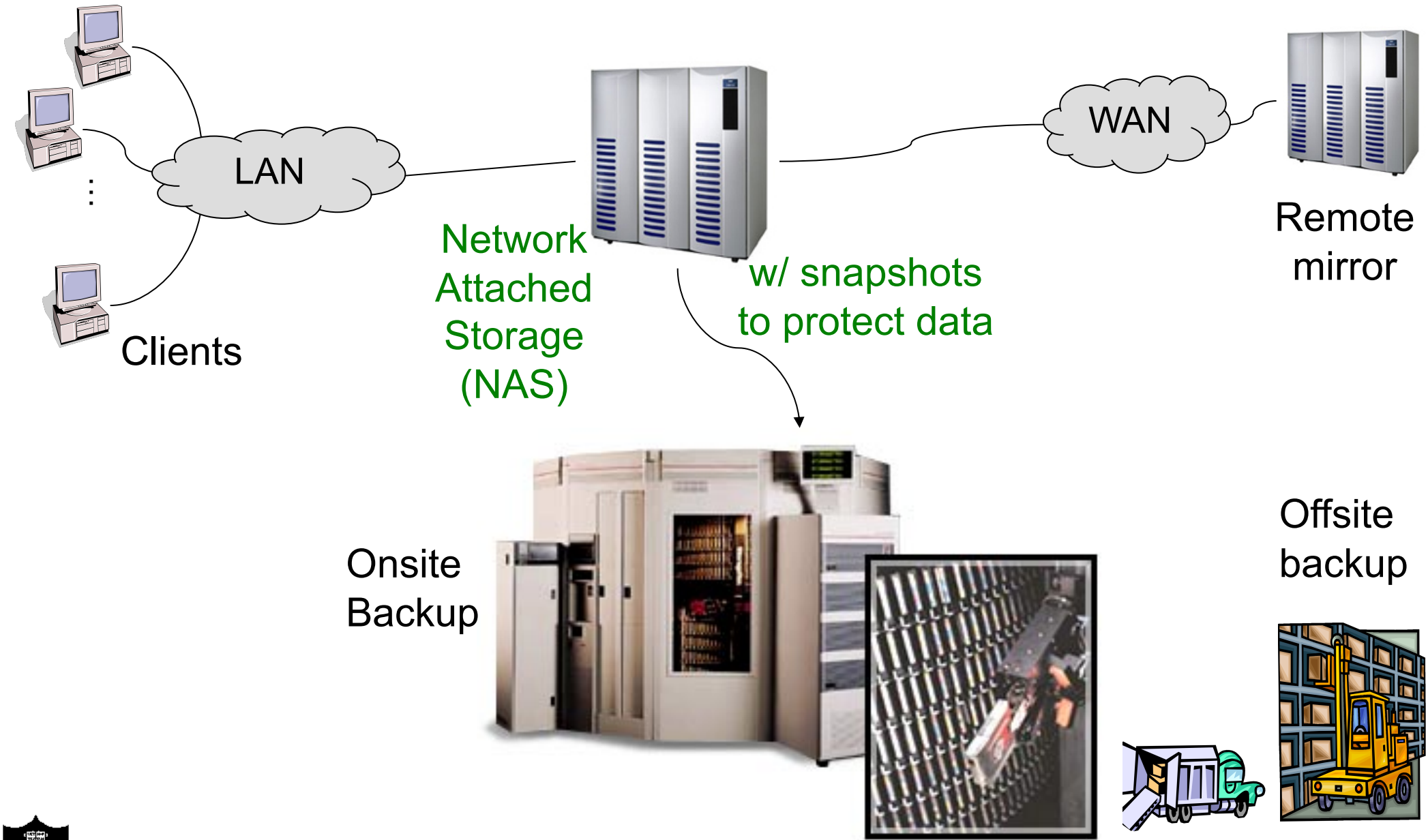
Topics

- What's behind the file system: Networked Storage hierarchy
- More on the file system abstraction
- File system protection

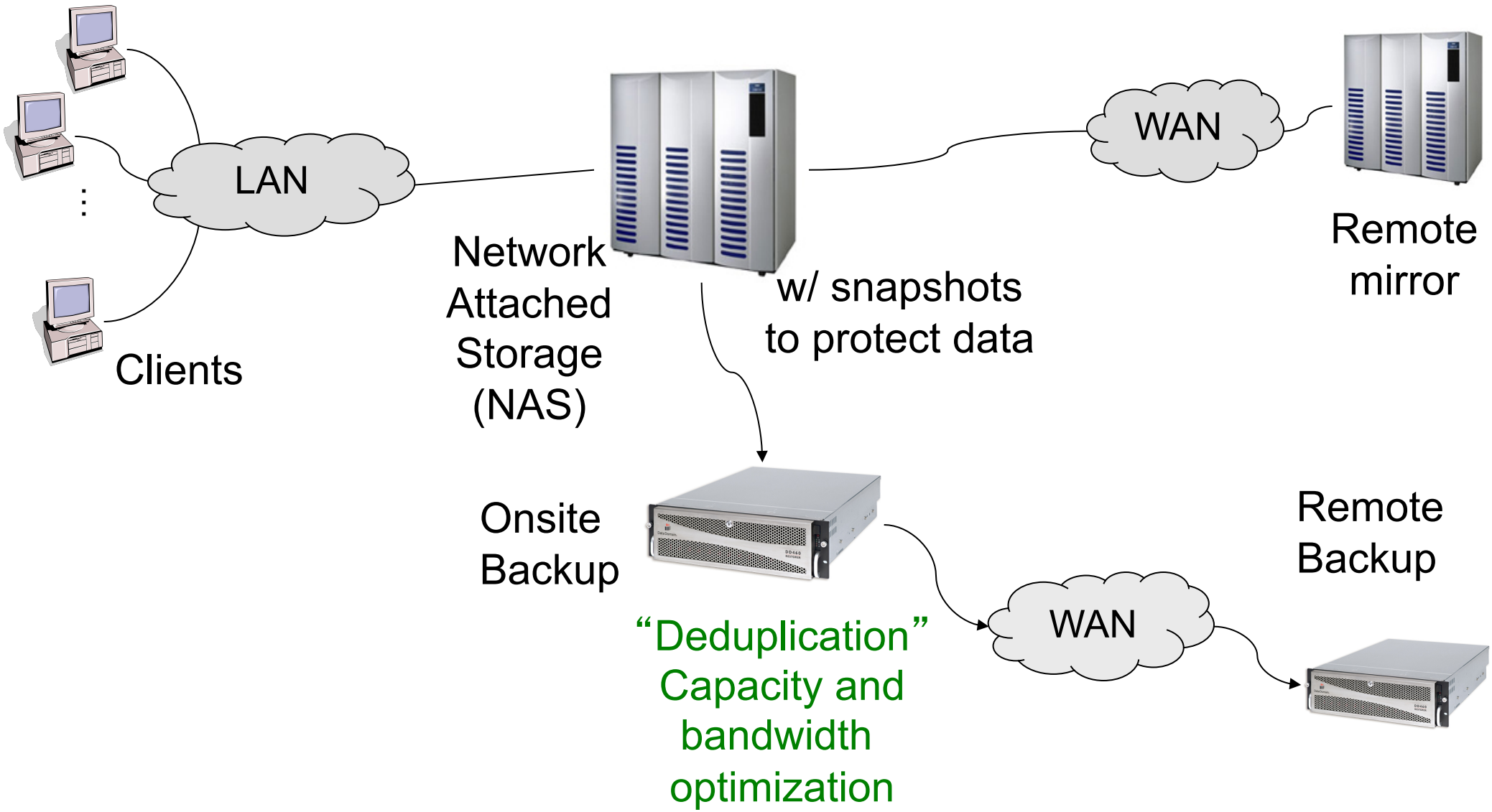
Traditional Data Center Storage Hierarchy



Evolved Data Center Storage Hierarchy

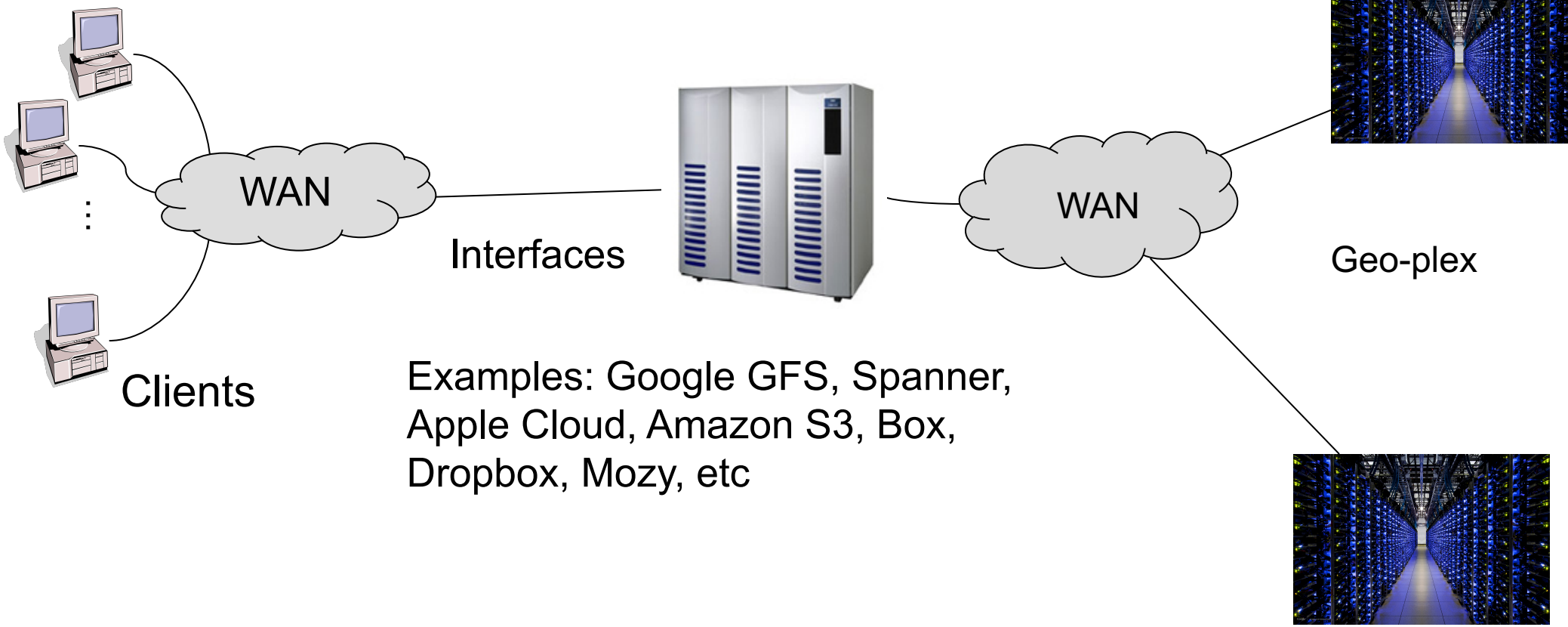


Alternative with no Tape



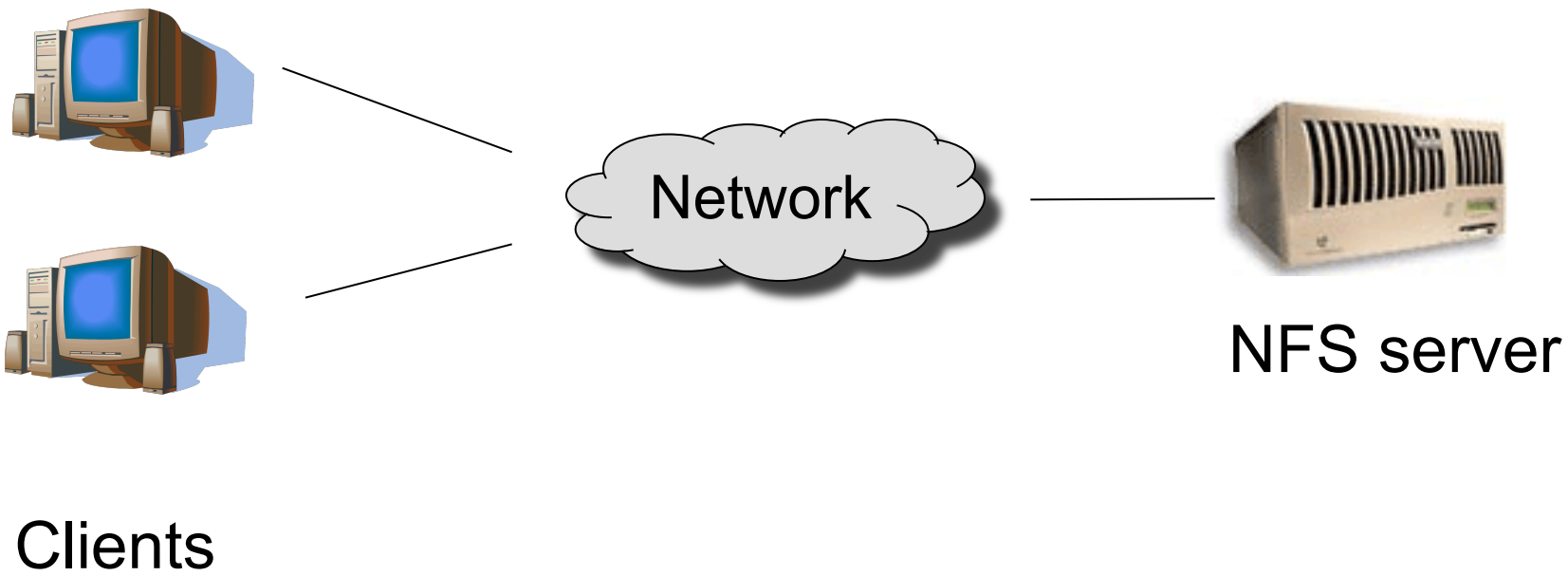
Q: What's the main insight behind deduplication that reduces space

"Public Cloud" Storage Hierarchy



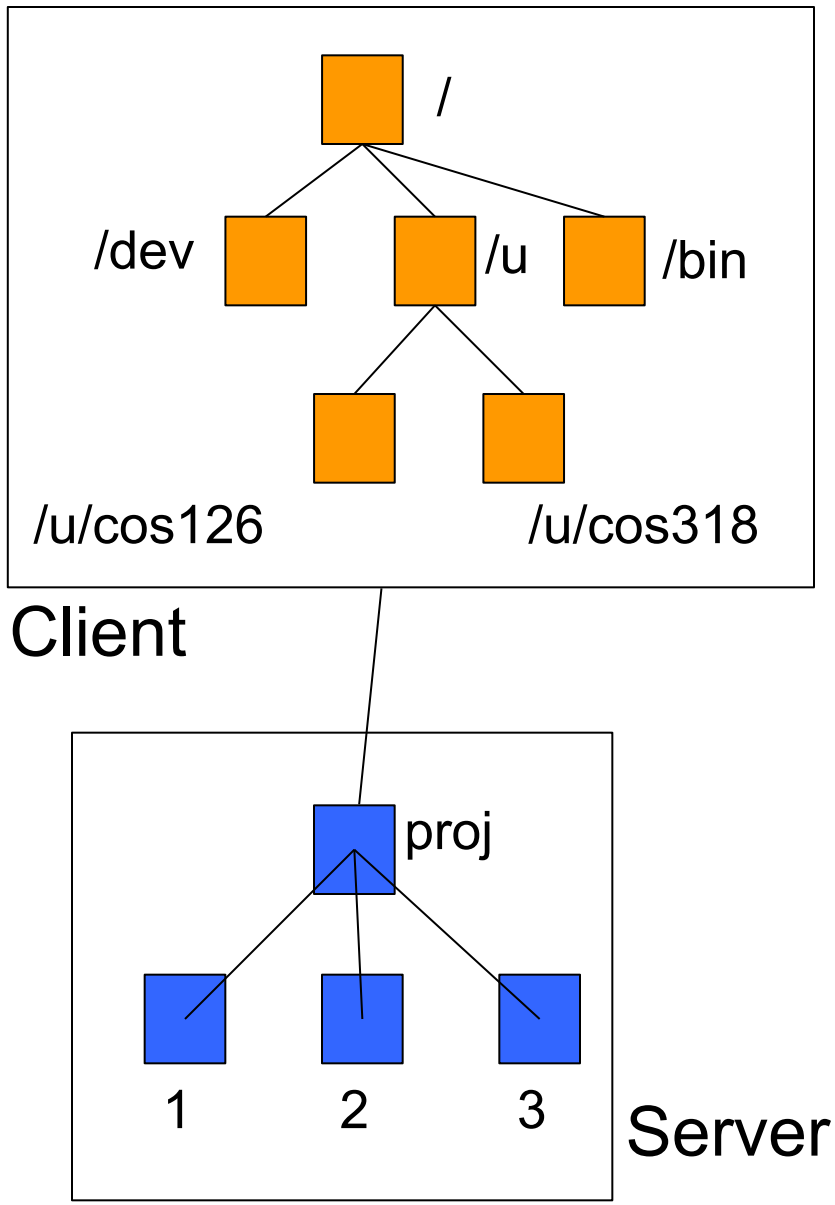
Network File System

- Multiple clients share an NFS server
- NFS v2 was introduced in early 80s



NFS Protocols

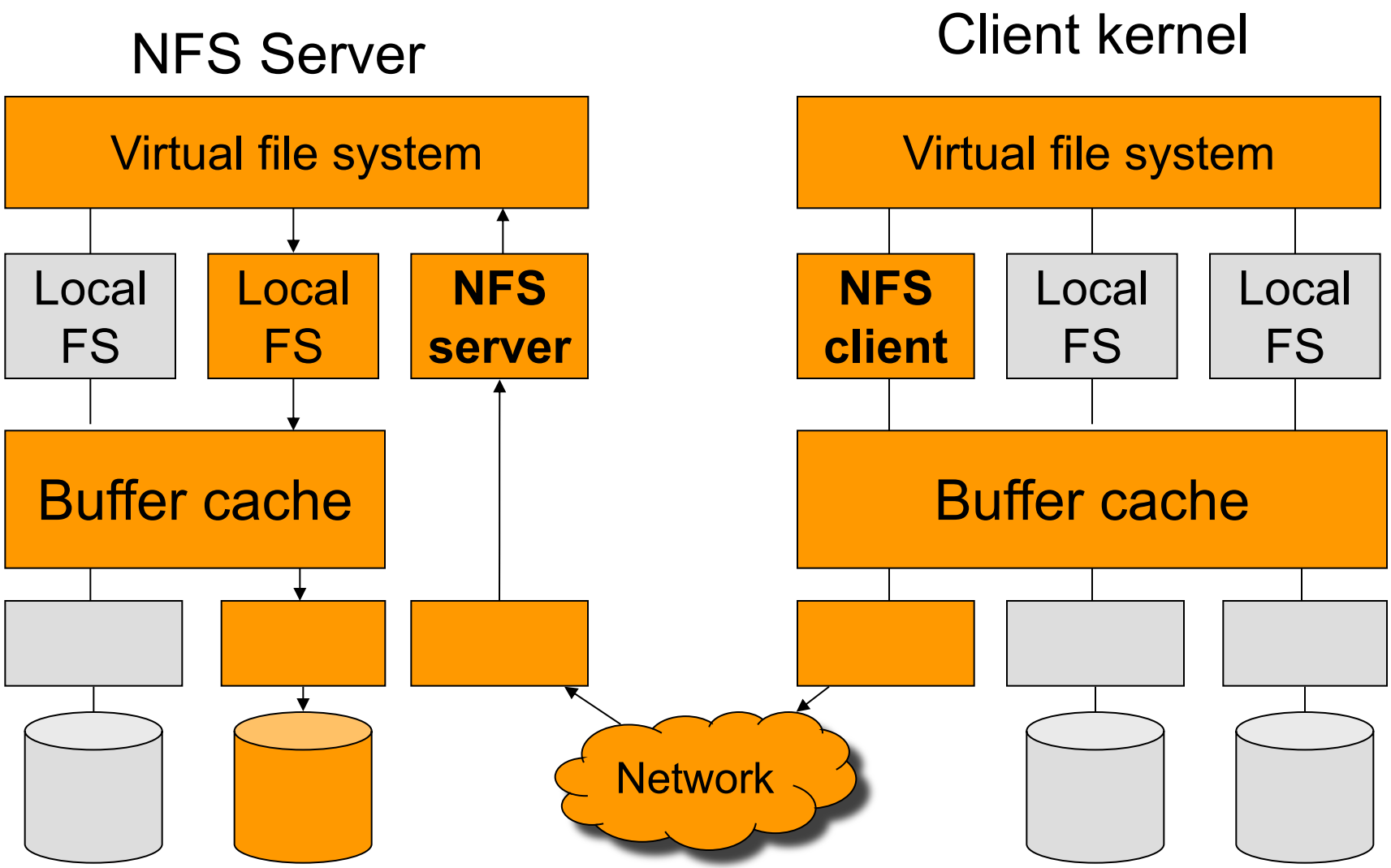
- Mounting
  - NFS server can expose directories for remote access
  - Client sends a mount request with path name to server
  - Server returns a handle (file system type, disk, i-node of directory, security information)
  - Automount
- Directory and file accesses
  - No open and close
  - Use handles to read and write



NFS Protocol (v3)

1. NULL: Do nothing
2. GETATTR: Get file attributes
3. SETATTR: Set file attributes
4. LOOKUP: Lookup filename
5. ACCESS: Check Access Permission
6. READLINK: Read from symbolic link
7. READ: Read From file
8. WRITE: Write to file
9. CREATE: Create a file
10. MKDIR: Create a directory
11. SYMLINK: Create a symbolic link
12. MKNOD: Create a special device
13. REMOVE: Remove a File
14. RMDIR: Remove a Directory
15. RENAME: Rename a File or Directory
16. LINK: Create Link to an object
17. READDIR: Read From Directory
18. READDIRPLUS: Extended read from directory
19. FSSTAT: Get dynamic file system information
20. FSINFO: Get static file system Information
21. PATHCONF: Retrieve POSIX information
22. COMMIT: Commit cached data on a server to stable storage

NFS Architecture



NFS Client Caching Issues

- Consistency among multiple client caches
  - Client cache contents may not be up-to-date
  - Multiple writes can happen simultaneously
- Solutions
  - Expiration
    - Read-only file and directory data (expire in 60 seconds)
    - Data written by the client machine (write back in 30 seconds)
  - No shared caching
    - A file can be cached at only one client cache
  - Network lock manager
    - Sequential consistency (one writer or N readers)

NFS Protocol Development

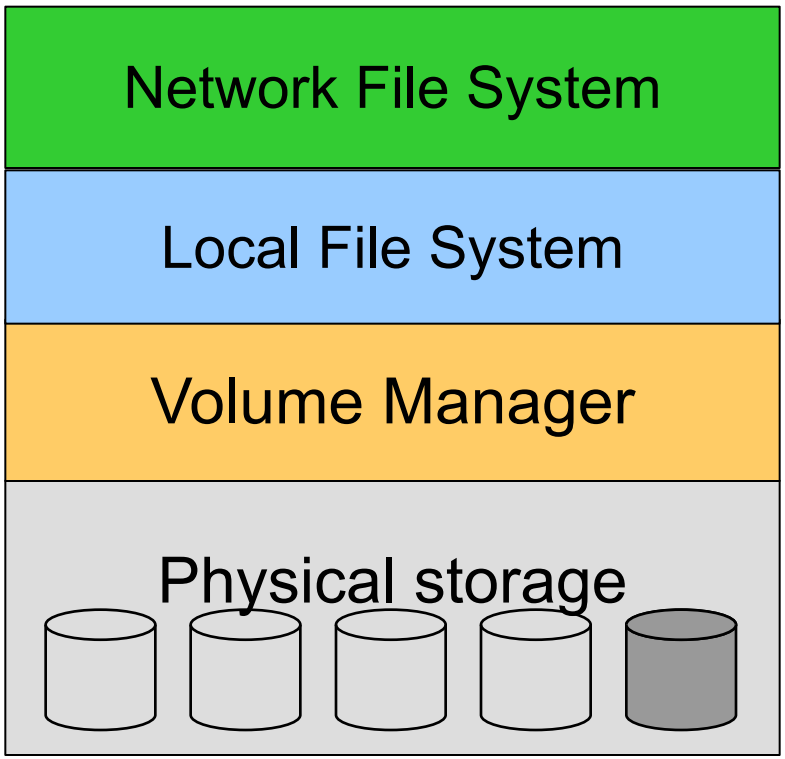
- Version 2 issues
  - 18 operations
  - Size: limit to 4GB file size
  - Write performance: server writes data synchronously
  - Several other issues
- Version 3 changes (a lot of products still use this)
  - 22 operations
  - Size: increase to 64 bit
  - Write performance: WRITE and COMMIT
  - Fixed several other issues
  - Still stateless
- Version 4 changes
  - 42 operations
  - Solve the consistency issues
  - **Stateful**

Topics

- What's behind the file system: networked storage hierarchy
- More on the file system abstraction
- File system protection

Revisit File System Abstractions

- Network file system
  - Map to local file systems
  - Exposes file system API
- Local file system
  - Implement file system abstraction on block storage
  - Exposes file system API
- Volume manager
  - Logical volumes of block storage
  - Map to physical storage
  - RAID and reconstruction
  - Exposes block API
- Physical storage
  - Previous lectures

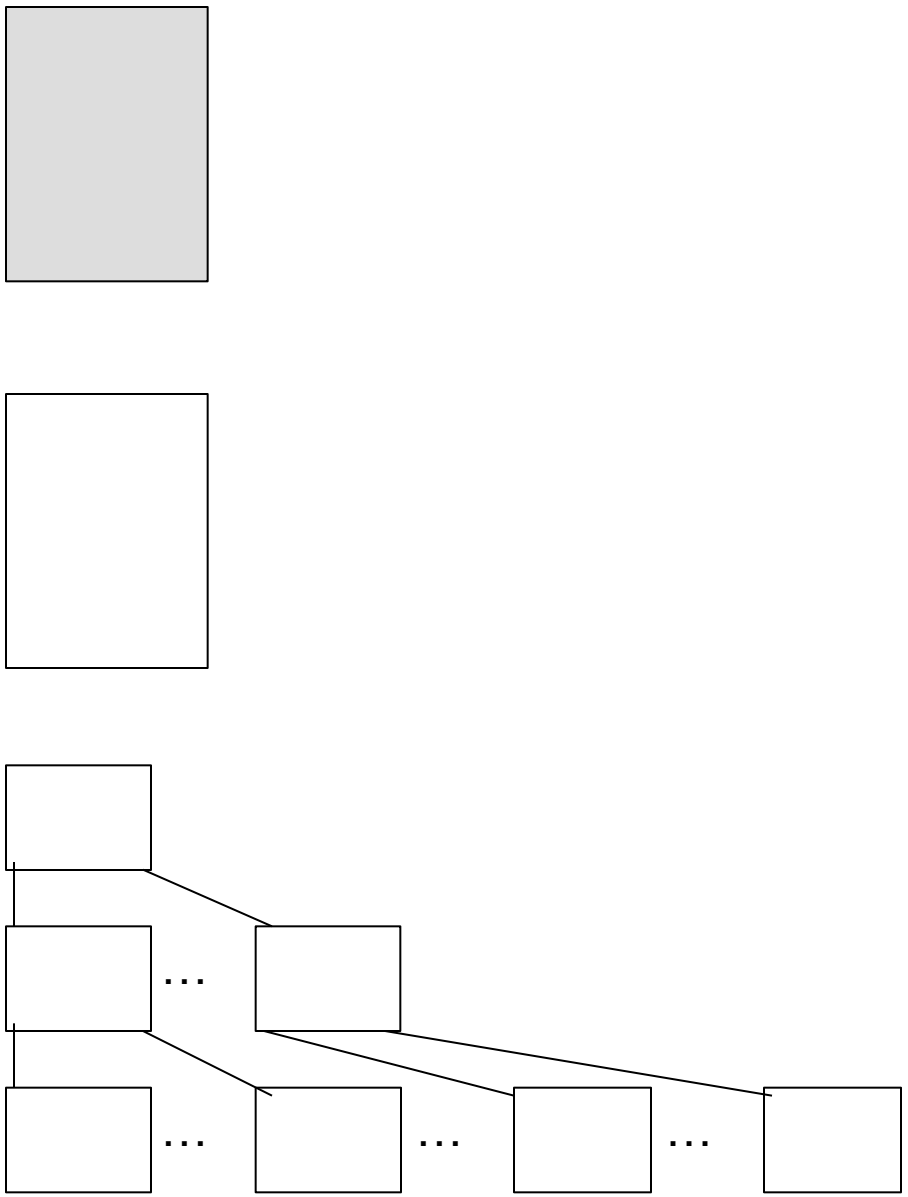


Volume Manager

- Group multiple storage partitions into a logical volume
  - Virtualization of capacity and performance
- No need to deal with physical disk or sector numbers
  - Read(vol#, block#, buf, n)
- Reliable block storage
  - Include RAID, tolerating device failures
  - Provide error detection at block level
- Remote abstraction
  - Block storage in the cloud
  - Remote volumes for disaster recovery
  - Remote mirrors can be split or merged for backups
- How to implement?
  - OS kernel: Windows, OSX, Linux, etc.
  - Storage subsystem: EMC, Hitachi, HP, IBM, NetApp

File Abstraction: File Structures

- Byte sequence
  - Read or write N bytes
  - Unstructured or linear
- Record sequence
  - Fixed or variable length
  - Read or write a number of records
- Tree
  - Records with keys
  - Read, insert, delete a record (typically using B-tree)



File Abstraction: File Types

- ASCII
- Binary data
  - Record
  - Tree
  - An Unix executable file
    - header: magic number, sizes, entry point, flags
    - text
    - data
    - relocation bits
    - symbol table
- Devices
  - Character special files (to model terminals, printers)
  - Block special files (to model disks)
- Everything else in the system

File Access Patterns

- Sequential (the common pattern)
  - File data processed sequentially
  - Example: Editor writes out a file
- Random access
  - Access a block in file directly
  - Example: Read a message in an inbox file
- Keyed access
  - Search for a record with particular values
  - Usually not provided by today's file systems
  - Examples: Database search and indexing

File System vs. Virtual Memory

- Similarity
  - Location transparency
  - Size "obliviousness"
  - Protection
- File system is easier than VM in some ways
  - File system mappings can be slow
  - Files are dense and mostly sequential, while page tables deal with sparse address spaces and random accesses
- File system is more difficult than VM in some ways
  - Each layer of translation causes potential I/Os
  - Memory space for caching is never enough
  - File size range vary: many < 10k, some > GB
  - Implementation must be reliable

VM Page Table vs. File System Metadata

Page table

- Manage the mappings of an address space
- Map virtual to physical page #
- Check access permission and illegal addressing
- TLB does it all in one cycle

File metadata

- Manage the mappings of files
- Map byte offset to disk block address
- Check access permission and illegal addressing
- Implemented in software, may cause I/Os

Topics

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Protection: Policy vs. Mechanism

- Policy is about what
- Mechanism is about how
- A security policy defines acceptable and unacceptable behaviors. Examples:
  - A given user can only allocate 4GB of disk storage
  - No one but root can write to the password file
  - A user is not allowed to read others' mail files
- A protection system is the mechanism to enforce a security policy
  - Same set of choices, no matter what policies
- Principle of least privilege

Protection Mechanisms

- Authentication
  - Identity check
    - Unix: password
    - Credit card: last 4 digits of credit card # + SSN + zipcode
    - Airport: driver's license or passport
- Authorization
  - Determine if x is allowed to do y
  - Need a simple database
- Access enforcement
  - Enforce authorization decision
  - Must make sure there are no loopholes

Authentication

- Usually done with passwords
  - Relatively weak, because you must remember them
  - Q: What are the two most common passwords?
- Passwords are stored in an encrypted form
  - Use a “secure hash” (one way only)
- Issues
  - Passwords should be obscure, to prevent “dictionary attacks”
  - Each user has many passwords
- Alternatives?

Protection Domain

- Once identity known, provides rules
  - E.g. what is Bob allowed to do?
  - E.g. who can do what to file A?
- Protection matrix: domains and resources

	File A	Printer B	File C
Domain 1	R	W	RW
Domain 2	RW	W	…
Domain 3	R	…	RW

By Columns: Access Control Lists (ACLs)

- Each object has a list of <user, privilege> pairs
- ACL is simple, implemented in most systems
  - Owner, group, world
- Implementation considerations
  - Stores ACLs in each file
  - Use login authentication to identify
  - Kernel implements ACLs
- Q: Any issues?

By Rows: Capabilities

- For each user, there is a capability list
  - A lists of <object, privilege> pairs
- Capabilities provide both naming and protection
  - Can only “see” an object if you have a capability
- Implementation considerations
  - Architecture support
  - Capabilities stored in the kernel
  - Capabilities stored in the user space in encrypted format
- Q: Issues?

Access Enforcement

- Use a trusted party to
  - Enforce access controls
  - Protect authorization information
- Kernel is the trusted party
  - This part of the system can do anything it wants
  - If there is a bug, the entire system could be destroyed
  - Want it to be as small & simple as possible
- Security is only as strong as the weakest link in the protection system

Some Easy Attacks

- Abuse of valid privilege
  - On Unix, super-user can do anything
    - Read your mail, send mail in your name, etc.
  - If you delete the code for COS318 project 5, your partner is not happy
- Spoiler/Denial of service (DoS)
  - Use up all resources and make system crash
  - Run shell script to: “while(1) { mkdir foo; cd foo; }”
- Listener
  - Passively watch network traffic

No Perfect Protection System

- Cannot prevent bad things, can only make it difficult to do them
- There are always ways to defeat protection
  - burglary, bribery, blackmail, bludgeoning, etc.
- Every system has holes

Summary

- Storage hierarchy can be complex
  - Reliability, security, performance and cost
  - Many things are hidden
- Key storage layers above hardware
  - Volume or block storage
  - Local file system
  - Network file system
- Protection
  - ACL is the default in file systems
  - More protection is needed in the cloud