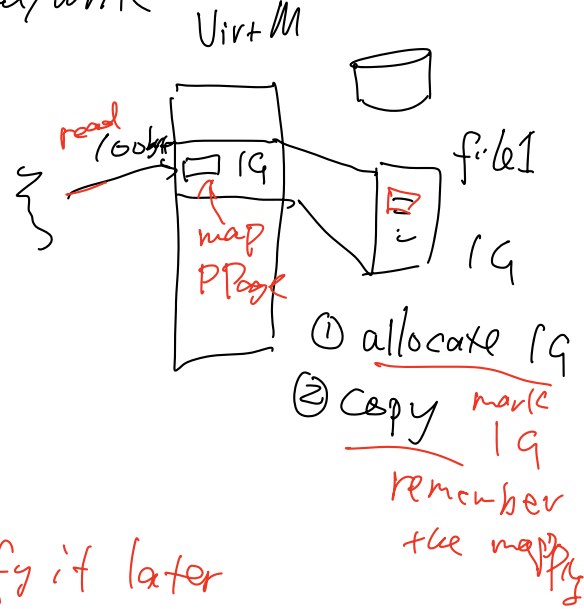


1. intro to fs
2. Unix files
3. what about now?
 - PMem introduction
 - modern(?) file mappings

(last time: page fault ① open/read/write)

② memory mapped files ↙
 ↗ mmap



1. intr to FS. (basic)

Q: What does FS do?

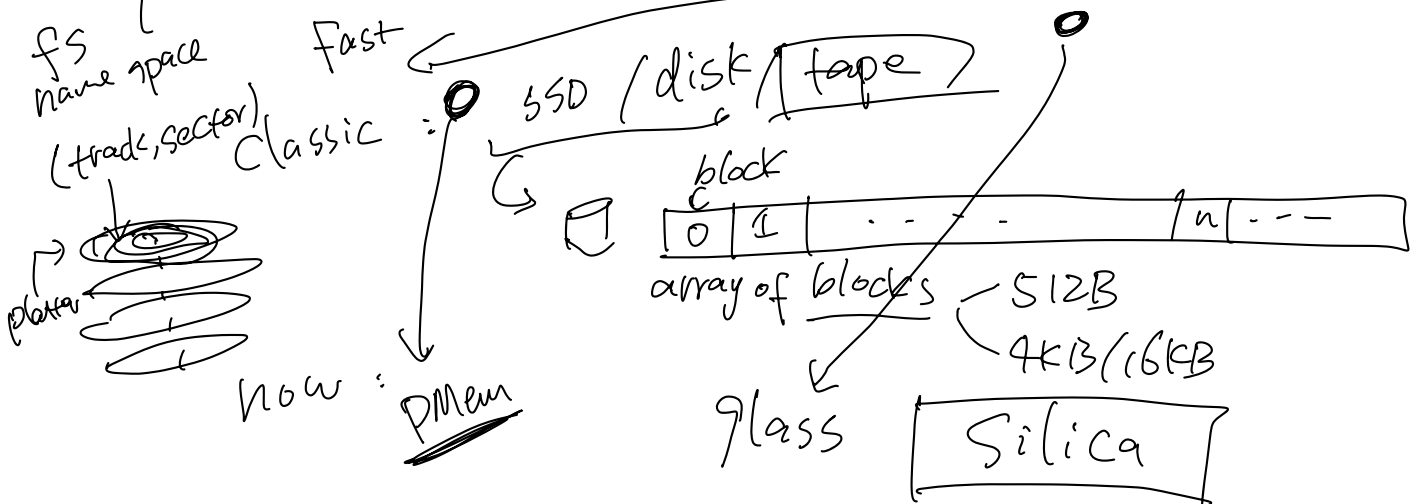
- Save a document (WPS) modify it later
- ~~read~~ reading from file (PYTHON)
- Save data on disk (code)

HW

↳ ① persistence

file → ② name a seq of bytes (file)

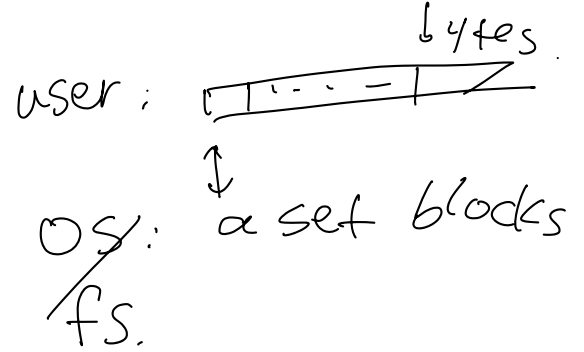
↳ ③ human-friendly-names (dirs) } slow



- CPU: Scheduler ← share CPU
- memory: Virtual memory ← share memory
- disk: fs. ← share disk

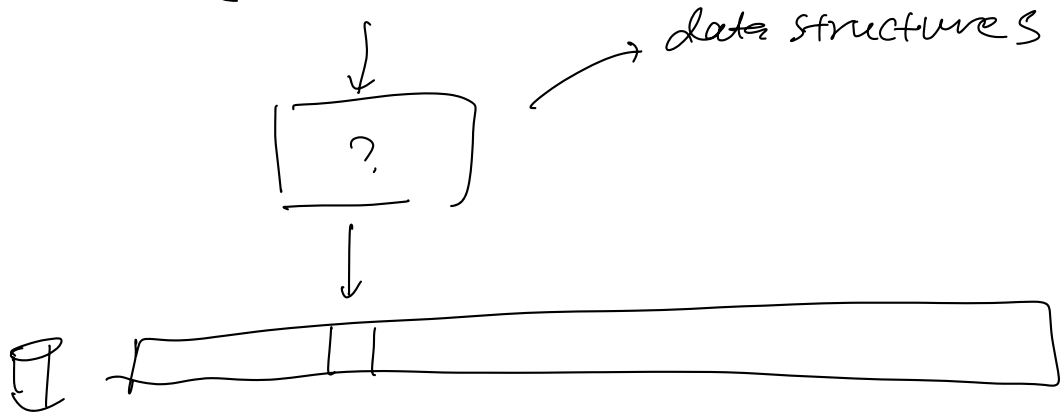
2. Files.

Q: What is a file

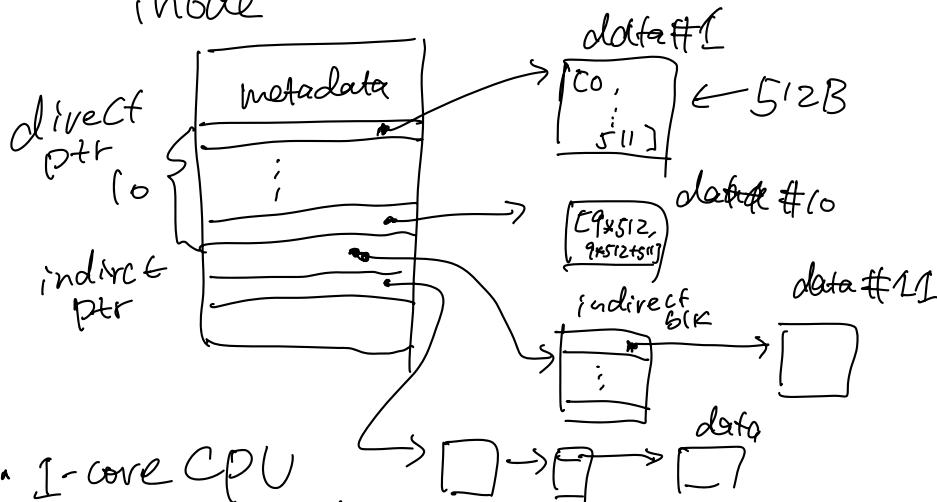


file mapping:

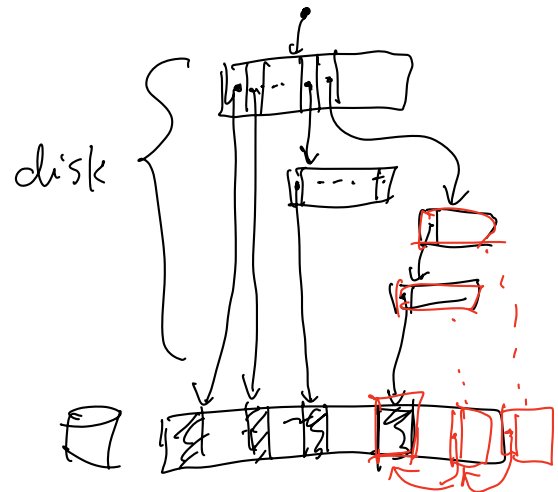
(file, offset)



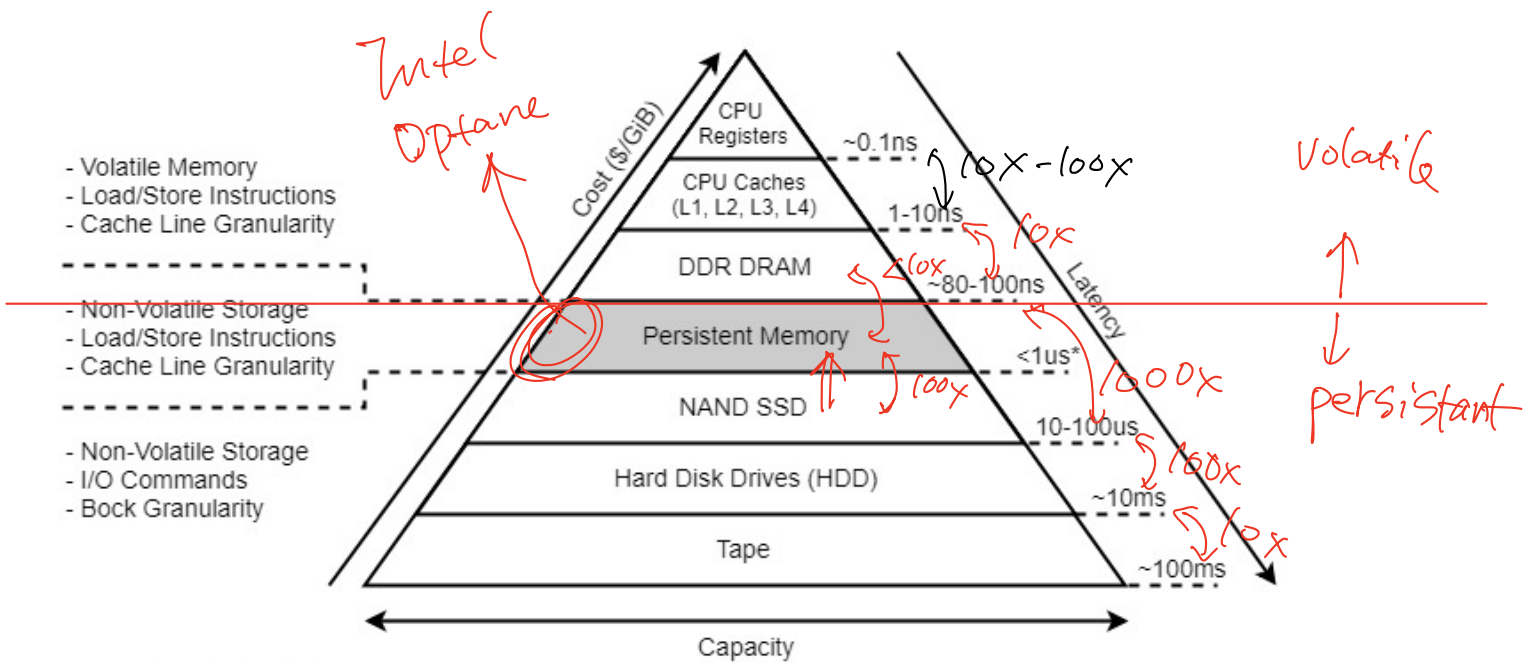
Unix file:
inode



file, offset



- 1-core CPU
- 20 slow (disk)
- seq access ⇒ random access



(*) See vendor specifications

Figures borrowed from "PMDK Introduction"

<https://docs.pmem.io/persistent-memory/getting-started-guide/what-is-pmdk>

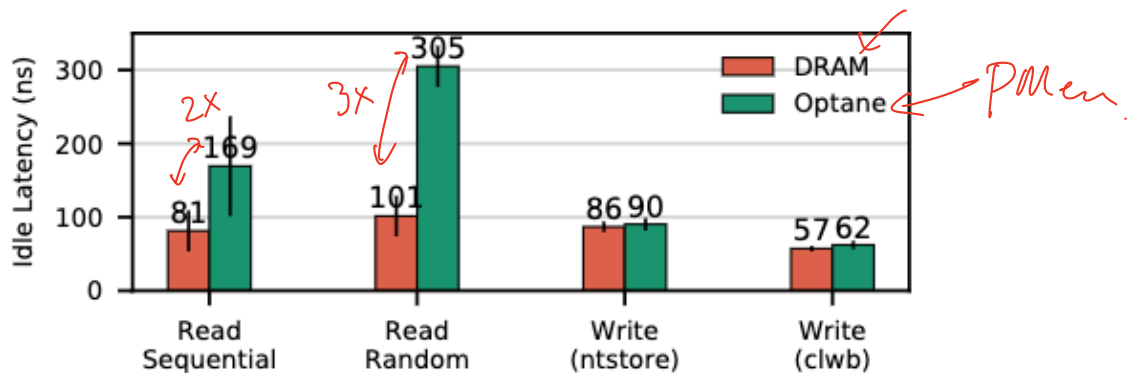


Figure 2: **Best-case latency** An experiment showing random and sequential read latency, as well as write latency using cached write with `clwb` and `ntstore` instructions. Error bars show one standard deviation.

Above figures are borrowed from [An Empirical Guide to the Behavior and Use of Scalable Persistent Memory](#)

Q: if your memory → persistent, do you need fs?

• Need. b/s names.

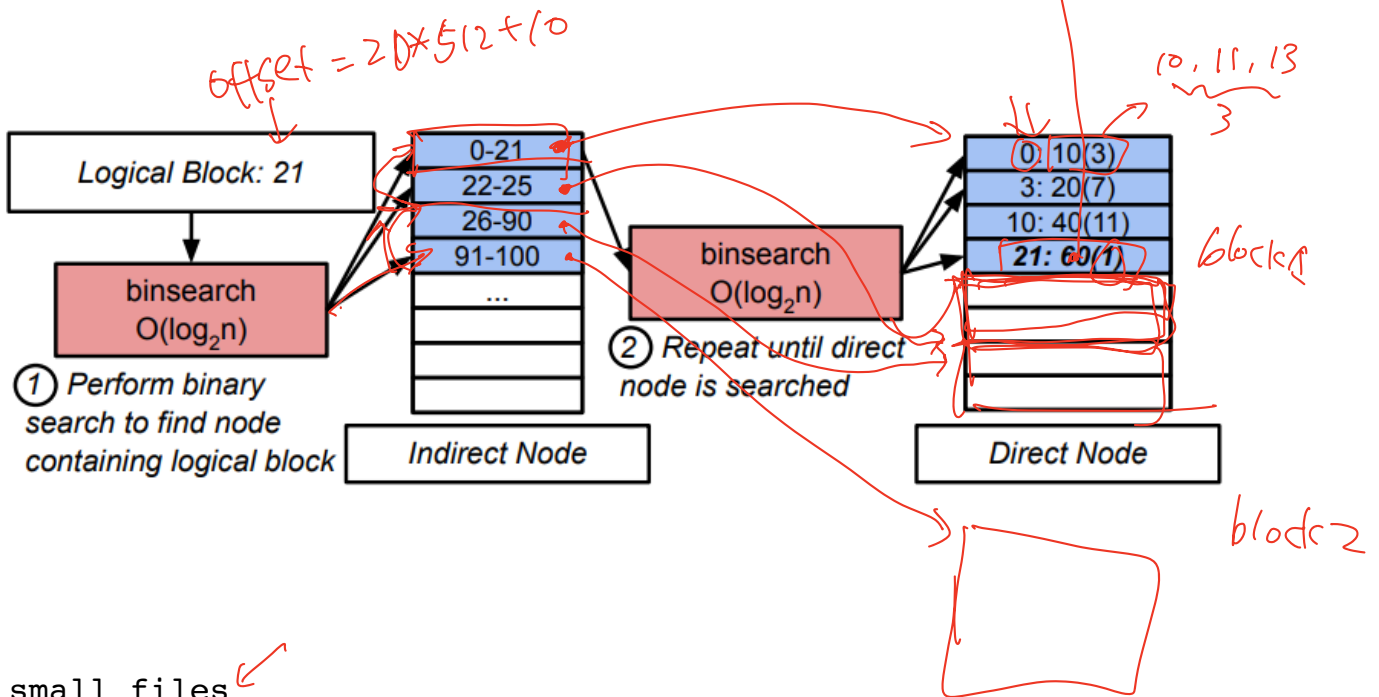
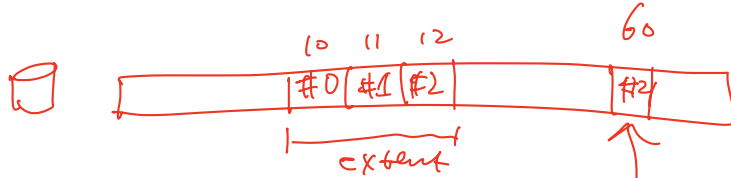
* Need. b/s org. abs

* FS design parameters:

- small files (most files are small)
vs.
large files (much of the disk is allocated to large files)
- sequential access vs. random accesses
- prefetching
- disk utilization (metadata overhead and fragmentation)

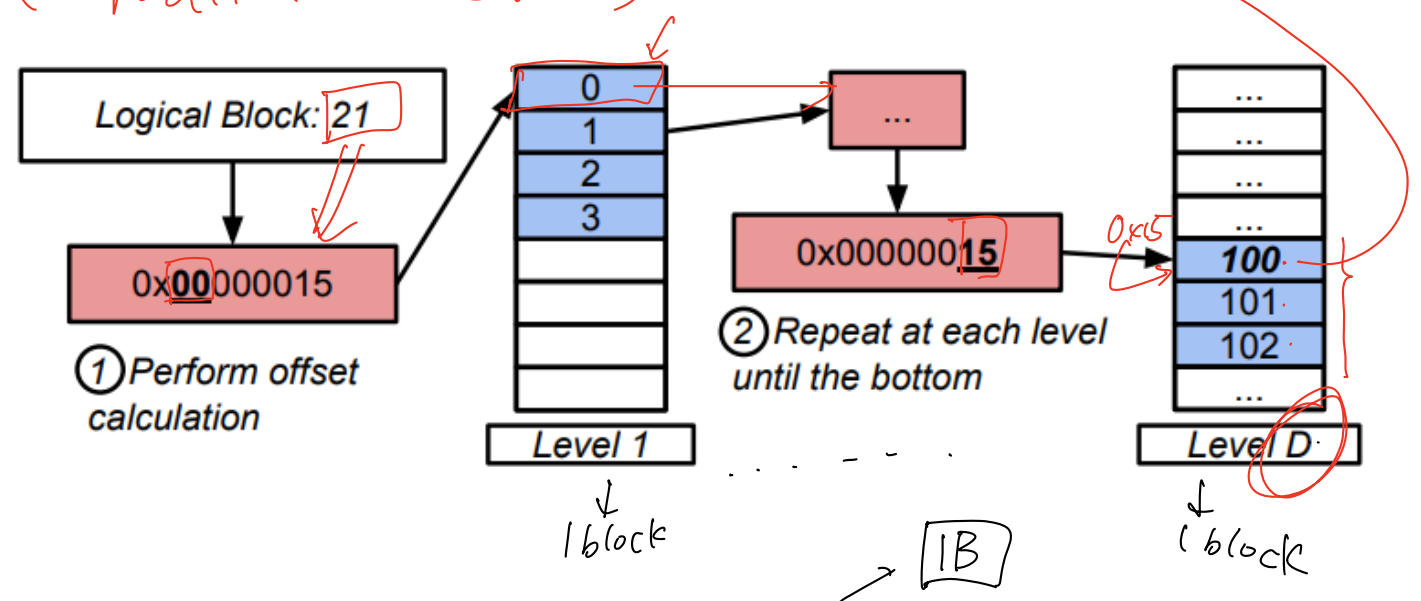
per-file

extent free:



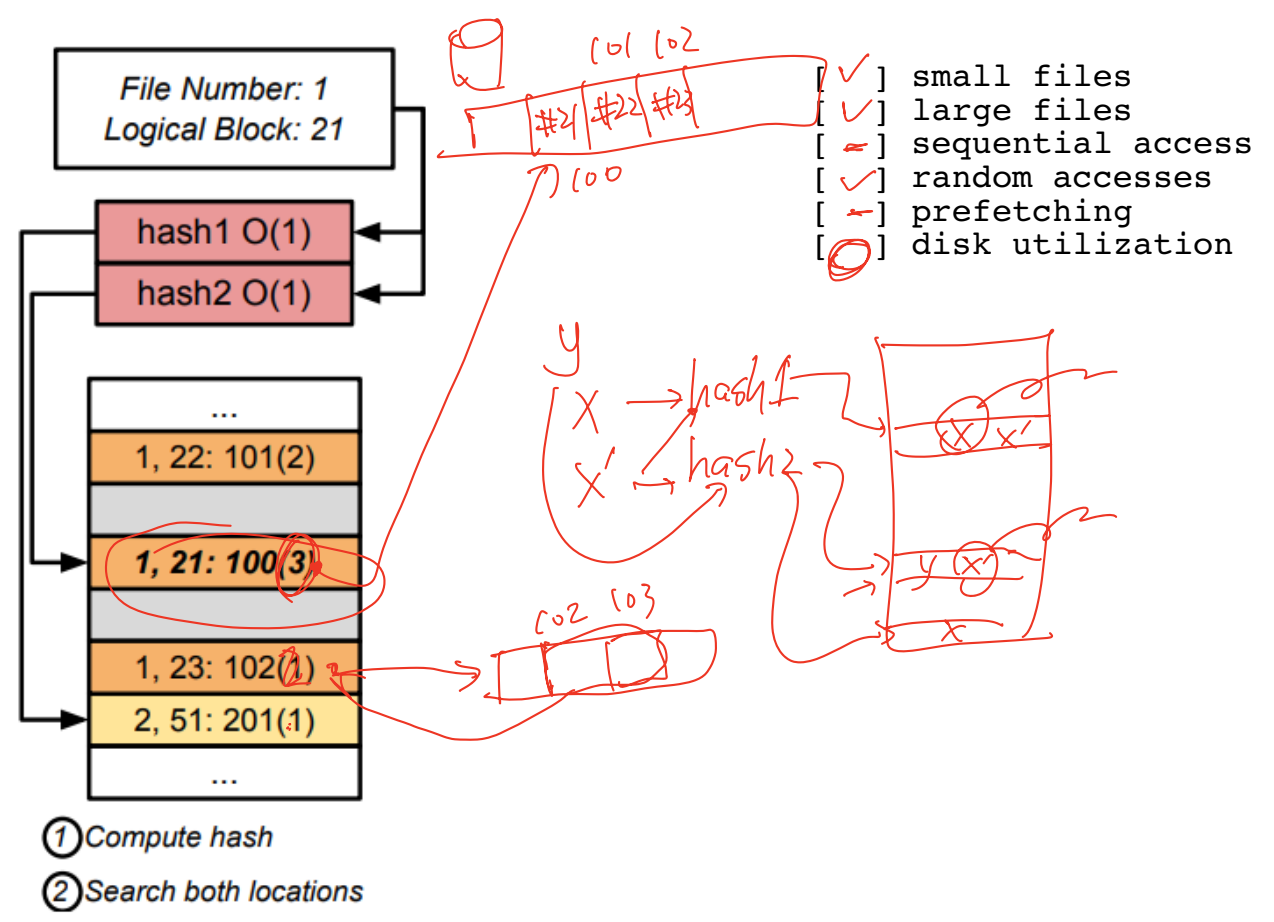
- [] small files
- [] large files
- [] sequential access
- [] random accesses
- [] prefetching
- [] disk utilization

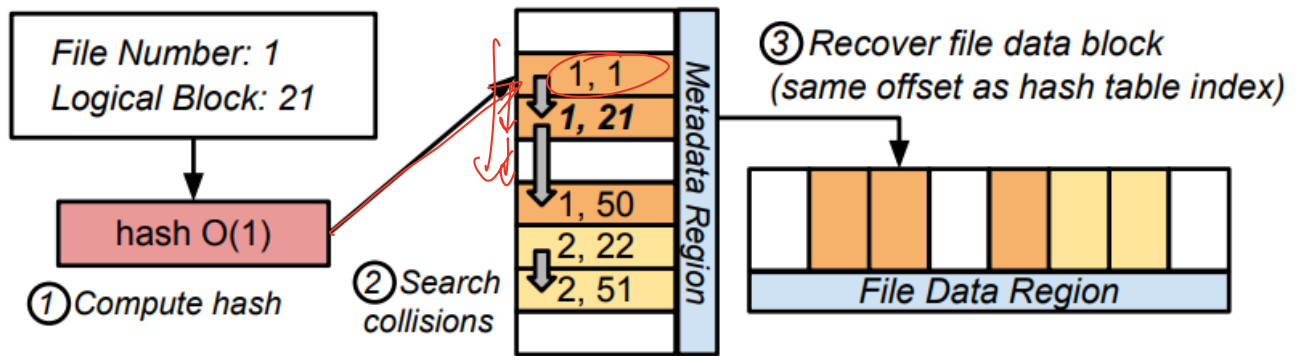
per-file radix tree (PT)



- [X] small files
- [-] large files
- [-] sequential access
- [-] random accesses
- [-] prefetching
- [-] disk utilization

Global cuckoo hash table





- [] small files
- [] large files
- [] sequential access
- [] random accesses
- [] prefetching
- [] disk utilization

