

# The Logistica File System: A Network File System Designed for Scalable Resource Sharing

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**Abstract**—This paper describes the technologies and design decisions that underlie the *Logistica File Systems* (LoFS). LoFS closes a traditional distributed file system's structural and the last of operations that supports built-in designed to preserve ease of deployment and scalability across administrative boundaries that have been the pillars of the Web's success. The leading design and design of LoFS that in order to implement a real file system that can preserve the strength of the Internet model of resource sharing on a host that apply that model to storage resources needed to implement the global network system that do not expose the underlying resources used to implement file system operations can implement remote access to file system operations but they cannot distribute many important functions of the file system itself.

## 1. Introduction

After more than a decade of unprecedented growth of networked information systems, it has easily become clear that the beginning of the 90's decade that technology such as the Andrew File System [1], comparisons show that the weaknesses of the Web's design on security, lack of scalability, important and weaknesses significant and many of its strengths (e.g. have been) duplicated by more capable competitors. key words believe that the Web's unparalleled success, of its design

A evidenced structure of the Internet bandwidth for the purpose of universal communication and therefore designed to be open (i.e. light weaknesses according to some established criteria, deploy and highly scalable across administrative boundaries) this same foundation. The fundamental contribution of this system was another notion of the URL as file name distributed file systems have that feature) both across administrative boundaries. When the Web was introduced users found that if they could put a Web server (and this was very easy to do), anyone could link to the files they wanted to share and would point anywhere.

The universality and generality of this model is undeniable. But in order to achieve it the Web arc traditional systems point of view seem drastic:

1. The default semantics of URLs are that they represent protected read-only data. The protection mechanisms that have been introduced are based on password and certificates and are inherently limited in administrative scope.
2. Local interpretation of URLs exposes a specific portion of the host directory structure to the network.
3. The Web defines a restricted set of operations on a URL that can be implemented globally on a scalable network.

The thesis of this paper is that different set of design choices can be made that result in distributed file systems that are scalable to the global Internet but without accepting the compromises accepted by the Web. We believe that the file system that results, which we call the *Logistica File System* (LoFS) is

the World Wide Web has transformed the landscape of information sharing that has been the mainstay of information sharing. This development was all the more surprising since design (e.g. limited ad hoc caching capabilities, little mention of performance degradation, etc.) redistribution, intuitive user interface) could be (and 2) But what could not have been duplicated and the was the Internet model of resource sharing that base

Model was created to facilitate the sharing of the network among an international community of indefinite size, locally controlled and as easy to use as possible. It's very hard to have had the compensating virtue of making easy to boundaries of traditional systems. The Web builds on the Web's previous networked information with globally uniform semantics (AFS and other use of such names as hyperlinks that were globally valid anyone could link to the files they wanted to share and would point anywhere.

resource sharing achieves a power that has architecture makes a series of compromises that front he

closest to traditional distributed file systems in preserving the easy deployability and scalability. A pillar of the Web's success. We call this file system *logistical networking*, which is described elsewhere [3].

structure and the ease of operation supports but the administrative boundaries that have been he

The design behind the design of LoFS that nonetheless preserves the strengths of the Internet resource (primarily storage) needed to implement shareable global network systems that do not expose the underlying resource and file system operation can implement remote access many important functions of the file system itself.

in order to implement a file system that model on that apply the Internet model to the file system operations, so that they are exposed and file system operations but they cannot distribute

Accordingly in designing LoFS we have followed a familiar design of network protocol stack than "network storage stack" is the *Internet Backplane Protocol (IBP)* which is a mechanism created to enable sharing of exposed storage resources across the network below IBP is a mode of storage with weak semantic abstraction that LoFS requires, we have developed and allow a single layer abstraction with storage resources that does not generally provide an analogous Unix *inode* but scope for the wide area network. Finally the top layer of the network storage stack is LoFS which is designed to allow Internet resources sharing through the lower layers making bottom-up design the technology being described, application and experiences with the technology

bottom-up design philosophy that today is more in the design of operating systems. At the bottom of the work of the Internet paradigm. Since as we describe in order to support the kind of strong file data structure represents aggregated storage resources in general properties of top-down weak underlying environment. We call this data structure the *exNode* because it is a top layer of the network g-based file system that can leverage the power of available. The discussion below follows the same explaining each layer in turn and providing detail of

## 2. Background: The Internet Protocol and the Internet Backplane Protocol

The unique capabilities of LoFS will derive from the building of the Internet Backplane Protocol (IBP) mechanism developed for the purpose of sharing storage resources across networks ranging from local networks [3-5] to approximately the design of IBP parallel key aspects of the design is based on packet delivery at the link level but scaled globally. Its leading feature is the independent link layer which is established as follows:

foundation of exposed resource sharing, which is developed for the purpose of rack-mounted clusters in a single machine room essence of the Internet paradigm for the case of storage, service to the network, in particular, IP and delivery. This with more powerful and abstract features that allow encoding of IP datagram from the attributes of the particular

- Aggregation of link layer packets masks its limits on packet size;
- Fault detection with a single simple failure model (faulty datagrams are dropped) masks the variety of different failure modes;
- Global addressing masks the difference between local area network addressing schemes and mask the local network's reconfiguration.

This high-level abstraction allows uniform and crucial to creating the most important data gram service. Namely,

model to be applied to network resources globally, difference between link layer packet delivery and IP

*Any participant in a routed IP network can make use of any link layer connection in the network regardless of whether it is a router, aggregate, or individual link layer connections to create a global communication service.*

This IP-based aggregation of locally provisioned universal connectivity constitutes the form of shared global information infrastructure.

link layer resources for the common purpose of which has made the Internet the foundation for

IBP designed enable the sharing of storage resources within a community in much the same manner. Just as IP is a more abstract service based on link based blocks of flat (or disk tap) or the medium independence of IP by array from the attributes of storage service at the local level, established

sources within a community in much the same manner. Just as IP is a more abstract service based on link based blocks of flat (or disk tap) or the medium independence of IP by array from the attributes of storage service at the local level, established

- Aggregation of access layer blocks mask the fixed block size;
- Fault detection with very simple failure mode (if a faulty byte array are discarded) mask the variety of different failure modes;
- Global addressing based on global IP addresses mask the difference between access layer addressing schemes.

This high level abstraction allows uniform and this is essential to creating the most important by array service:

IP model to be applied to storage resources globally, difference between access layer block storage and IP

*Any participant in an IBP network can make use of the network regardless of whether it is a source or a destination. This creates a global storage service.*

*any access layer storage resources in the network are accessible to all participants in the network.*

Whatever the strength of this application of the First, the ease of storage is a chronic vulnerability greatly amplified. The free sharing of communication network is being overwhelmed by traffic from an unfortunate possibility of DoU on the network. When corrected they cannot be effectively avoided. Yet on the other hand each data gram sent over a link uses only one communication resource. It cannot profit that attacker. Unfortunately neither of these factors hold true for written or storage medium it occupies a portion of the medium until it is deallocated. More over it is clear that non profitable for an attacker and his applications.

Paradigm however it leads directly to two problems. First, the ease of storage is a chronic vulnerability of the network and Denial of Use (DoU) attacks within a routed network leave every local node vulnerable to network and consequently port of the network. DoU attacks in the Internet are detected and this problem is not debilitating for two reasons: first, a portion of the capacity of the links is shared and second, the attacker is not monopolizing the network in any way it can only harm the victim. access layer storage resources. Once a data block of the medium until it is deallocated. More over it is clear that non profitable for an attacker and his applications.

The second problem with sharing storage network-style based on processor-attached storage and its availability that are difficult to implement in the network. The strong semantic can be difficult conditions. When extended the wide area becomes storage access.

is that has a usual definition of storage service is a strong semantic (near-perfect reliability and wide area network). Even if 'storage area' is not implemented and a common cause of error is impossible to support such strong guarantees for

We have addressed both of these issues through specific

characteristics of the way IBP allocates storage:

- *Allocation of storage in IBP can be limited. storage resources can be used and all data structure allocation can be refused by storage resources can drop packets and such admission decisions can be time limited. It is not a transient to storage allocation delivery.*
- *The semantics of IBP storage allocation are weaker. mode of storage accessed over the network is a transiently unavailable. Since the use of remote uncontrolled remote variables may be necessary to Thus, IBP's 'best effort' storage service*

When the lease on an allocation expires the resource is reassigned and it can be deleted. An IBP response to over-allocation much as routers can be based on both size and duration. Forcing giving some of the fluidity of a flat gram

than the typical storage service. Chosen to mediate an IBP storage resource can be storage resources depending on many assumptions that storage can be permanently lost.

To encourage the sharing of all resources IBP even

supports 'volatile' storage allocation semantics, while databases such as weak semantics near that statistically.

here allocated storage are evoked any device service must be characterized

Because of IBP's limitations on the size and duration does not directly implement reliable storage abstraction built on top of IBP using techniques such as redundant data grant and delivery in order to provide reliable transport.

on allocation and its weak allocation semantics, such as conventional files. Instead these must be stored in storage much as TCP build on IP's unreliable transport.

IBP  
sbe

### 3. The Internet Backplane Protocol

#### 3.1 The IBP API

The IBP API in many respects typical of network management as summarized in Table below and discussed. The unique aspects of IBP are reflected most directly

file systems with all forms of allocation access and discussed in some detail in the API documentation [5]. In the IBP\_allocate call.

In most conventional file systems file creation is a client-supplied name. The directory entry represents write operations generally up to some limit imposed later read from that data space. Some specializations staging policy between disk and tape are specific

tail the creation of an entry in file directory. The ability to indefinitely allocate data space is by the system on a per-use basis and in file systems file attributes such as physical [6-8].

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The IBP\_allocate call differs in number of ways. operations such as the library malloc in that it is a visible directory entry. It returns a set of capabilities ready for write and management operations on the allocated important allow the specification of attribute conventional file space.

First of all it is much like a typical memory allocation. It allocates writable storage space but does not create facilities that are based on opaque credentials. It is allocated space from any Internet-connected client. Most of the same number of uses for storage of the

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- A number of different write semantics are available. Not that there is currently no support for file size length that this requires external sync. These write semantics support non-file applications pipes in the network to reflect this generality, reflect the fact that it is more general than either
- Allocation can be weakened in number of ways: a) permanence and reliability than is typical of network time-limited representing lease that expires b) volatile meaning that they represent allocation any point in the future is intended to have a remaining within the bounds of correct functioning, would otherwise be held for private use only.

append truncate FIFO queue circular overwriting the other by truncating the entire synchronization when shared among multiple writers. such as the implementation of Unix-like where file space is allocated as by array of file communication buffer.

lecting more of a light weight approach to network file systems. In particular allocations may be made now or point in the future and they may be freed as space that the server are evoked at lowing it to grant weaker allocations while IBP will enable the sharing of resources that

The IBP API calls fall into two groups those that operate on IBP depot.

that operate on IBP allocation and on that

1. **Operations on allocations**. `IBP_allocate` returns a set of capabilities: read capability, write capability and management capability. Each of these are required for different subsequent API calls.
  - a. `IBP_store`, `IBP_load`, `IBP_copy`, `IBP_mcopy`. The `IBP_store` and `IBP_load` are synchronous read and write operations that return when the requested data transfer has occurred or when the specified time out expires. They take a write and read capability as arguments respectively. `IBP_copy` allows third-party copy between depots without requiring that the data be retrieved by the client, and take both read and write

capability arguments. The **IBP\_mcopy** model generalizes point-to-multipoint communication. It takes arguments: a single read capability (source) and a set of write capabilities (destinations) as well as an 'operation' parameter and a set of operation-specific arguments. These operations are implemented by depot 'plug-in' modules called 'datamovers' (see section 8) and are intended to support flexible exploration of new and non-standard ways of transferring data between endpoints [9].

- b. **IBP\_manage** takes the manage capability as an argument and implements increment and decrement operations on two reference counts: maintain a count for each allocation's read and write counts. If the write count reaches zero, the allocation is treated as read-only and the read count reaches zero, the allocation is deleted. This calls also used to query the state of an allocation and to request modification of some of its basic characteristics (such as extending the lease).
2. **Depot management** calls require a capability but are protected by a password.
- a. **IBP\_status** has two sub-commands: **inquire** and **change**. **Inquire** allows client to query depot about its total stable and volatile storage, the amount of both storage categories used and the maximum allowed duration. **Change** allows the client to change these parameters.

Storage Management	Data Transfer	Depo Management
IBP_allocate, IBP_manage	IBP_store, IBP_load IBP_copy, IBP_mcopy	IBP_status

Table 1

### 3.2 IB Implementation

**Depot**—The main IBR depot architecture goals are flexibility, reliability and performance. The current implementation (1.0) is multi-threaded for performance with a pool of threads created at boot time. The code is shared between Unix/Linux/OS2 and Windows encapsulated in a library that has two implementations (win-lib and unix-lib).

**Client Library**—The IB Client Library offered in few different versions and systems was designed to be flexible as the implementation of future changes to both the API and the protocol. The library is separated into two different modules: the API2 Module and the Communication Module (ComModule). API2 translates the API command into Communication Units, which are communication units characteristic (directions, expected message). Then the ComModule allows the message to be made at this level. The API2 Module is the appropriate action. This design allows easy communication units and the protocol. On top of independent will be used in future depot implementations cutting development time.

**Protocol**—The current version of the protocol is very independent. RCR is using per-call RCR connection. A more challenging requirement arises were considering redesign of this protocol perhaps in some of the protocol encapsulation tools such as BXXP that are currently under discussion for standardization with the IETF [10].

**Testing**—A flexible test language and interpreter were developed to enable extensive testing and performance measurement of the depot by both the developer and users. These tools [11] allow complete and extensive test bus software and the protocol semantics.

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#### 4. DataMovers

Since the primary intent of IBP is to provide a common abstraction of storage, it is arguable that third party transfer of data between depots is unnecessary. In fact, it is logically possible to build a direct service for moving data between depots that accesses IBP allocations using only the IBP\_load and IBP\_store calls. However, such a service would have a significant impact on performance and reliability. The IBP\_copy and IBP\_mcopy data movement calls were provided in order to allow a simple implementation that avoids these concerns. However, software architecture based on external data movement operations are still of great interest.

The intent of the basic IBP\_copy call is to provide access to simple data transfer over a TCP stream between depots. IBP\_mcopy is a more general facility and provides access to operations that range from simple variants on simple TCP-based data transfer to highly complex protocols using multicast and advanced network facilities. In all cases, the caller is responsible for determining whether the requested operation is appropriate for the depot's network environment and for any error strategy should the data movement attempt return a failure.

The data mover is a plug-in module for an IBP depot that is activated either by an IBP\_mcopy call or by an IBP\_data\_mover call. The second call is not an API call but an internal call made by the sending depot. The sending depot is responsible for invoking DataMove plug-in in the receiving depot and it accomplishes this by forking a data mover control process that sends an IBP\_data\_mover request, causing the receiving depot to fork a symmetric data mover control process. Sending and receiving control processes then execute appropriate DataMove plug-in for the requested operation and these cooperate to perform the operation. The plug-in in the sending depot replies to the client and the both plug-ins terminate. The figure illustrates this process.

The DataMover software architecture supports a wide variety of operations including:

- Point-to-multipoint through simple iterated TCPunicast transfers
- Point-to-multipoint through simultaneous threaded TCPunicast transfers.
- Unreliable UDP point-to-multipoint utilizing native IPmulticast
- Reliable point-to-multipoint utilizing native IPunicast
- Fast reliable UDP data transfer over private network link [12]

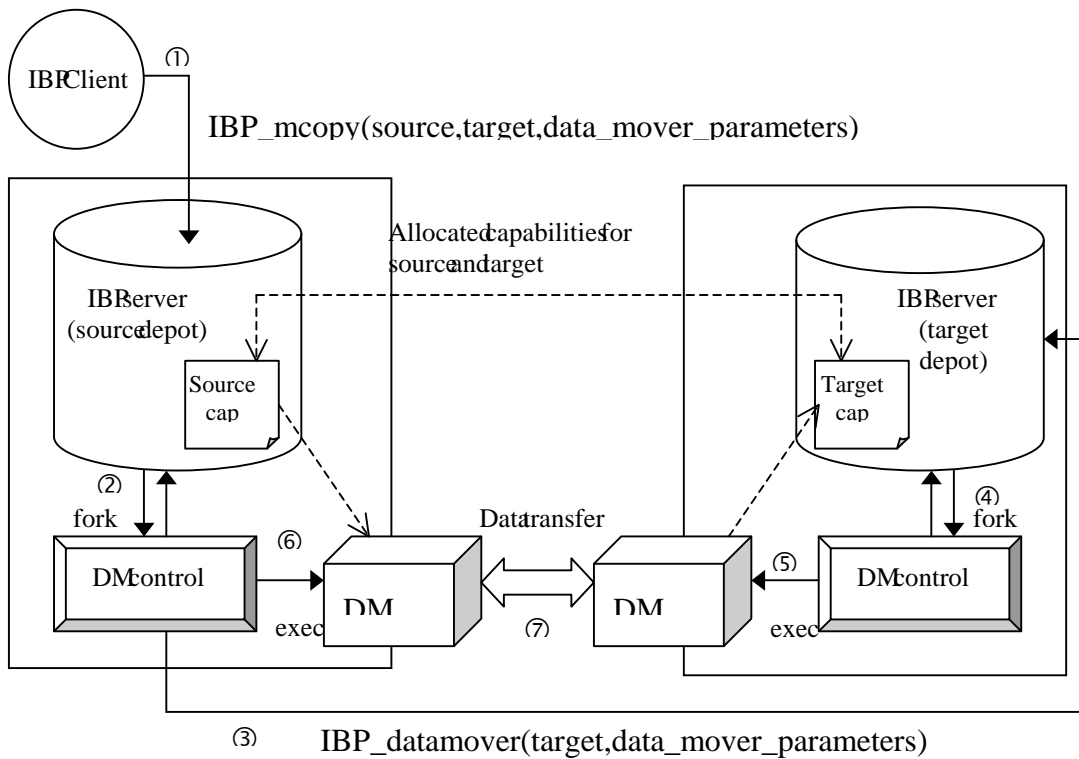


Figure Data Move Control and Transfer Coordination.

## 5. Experience and Applications

Our method of developing the Internet Backplane Project experimentation. A number of simple applications form the basis of the experience that has guided our work. We have picked up early implementations of IBP and control needed feedback for future development. However, library and serialization (Section 6) and ultimately wide application community will find this supporting

tool-based implementation and from within our research group have formed the foundation. In addition, few external application groups have implemented IBP but by both tracking future releases and giving us feedback, it is only with the upcoming release of the xNode and the Logistica File System (Section 7) that we have the tools necessary to adopt an IBP-based methodology.

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- IBP-mail is a system that uses IBP to transmit and receive resources beyond the capacity of standard mail servers. It uploads attachments into a suitable IBP server and receives them back as attachments. The user can use a script to choose the depot and implement the capability to transmit between sender and receiving CGI. This custom architecture has been implemented using IBP capabilities (see section 6 of the xNode) which receive simple file attachments in standard format. IBP mail is now handled through generic data structure and today IBP-Mail is not much more than a standard tool together with the standard MIME attachment facility.
- NetSolve is a distributed computation tool created to support remote invocation of numerical libraries for scientific computing. NetSolve architecture is that is stateless and

delivers mail attachments that require storage servers [13]. In IBP-Mail, the sender first uploads the attachment and then the receiver downloads it. An initial version of IBP-mail implemented the upload and download functions. The receiver embedded in the client invoked the receiver embedded in the server to be replaced by generic mechanisms for storing and retrieving data between sender and receiver. The manipulation of files is done through a set of tools operating on the serialized xNode. Applications may use these tools to provide a way of using these facilities in e-mail.

by Cassanova and Dongarr [14] provide a way of using these facilities in e-mail. On the other hand, the initial version of all these servers cannot be instantiated

ce,

cache arguments or results in order to avoid the need of the approaches taken to optimize NetSolve as a cache and the control of the client. Such short makes good use of even volatile and time-limited data.

ssary data movement is subsequent all. One uses an IRlepot as server to implement a distributed IRlepot for value caching and location [15].

- TAMANOIR [16] is a project developed by the RESAM of Active Networking. It is a framework that allows distributed active routers in wide area network. available services implemented with in the TAMANO such as the routing management and stream monitoring distribution and caching of services (distributed TAMANOIR on-demand freeing TAMANOIR management only).

at the Lyon University in the field users can easily deploy and maintain IRlepot will be among the standard tools IR framework along with the basic tools will be based on implementation of Java byte-coded modules that are loaded by the internetwork services.

## 6. The Node Aggregating IR Storage Resources Provide File Services

Our approach to creating strong file abstraction to parallel the design paradigm of the traditional delivery has been understood half TCP and n-order delivery and layered on top of IP, weak properties of Rdatagram delivery strong packets can be achieved through the fundamental mechanism of Retransmission controlled by high layer protocol endpoints overcome non-delivery of packets. All order flow of packets can be reduced on-demand Rdatagram delivery services implements

on the weak node of storage offered by IR on continuous network stack. In the world end-to-end packet protocol with strong semantic properties (e.g. reliability) weak data gram delivery mechanism in spite of the properties like reliability and n-order delivery of mechanism of transmitting IP packets. Combined with protocol state maintained in the on-transient condition that interrupt the reliable delivery. We view retransmission as an aggregation of strong of TCP connection.

The same principle of aggregation can be applied to properties of top of weak underlying storage resources. IRlepot Example of aggregating weaker storage the following:

order day storage service with strong semantic that does not generally provide them such as services in order to implement stronger ones include

- Reliability—Redundant storage of information more implement reliability (e.g. RAID backups).
- Fast access—Redundant storage of information more implement high performance access through proximity multiple data path (e.g. RAID 6).
- Unbounded allocation—Fragmentation of large allocation can implement allocation of unbounded size (e.g. databases split across disks).
- Unbounded duration—Movement of data between resource allocation of unbounded duration (e.g. migration)

sources that fail independently can sources in different localities can (e.g. caching) through the use of allocation across multiple storage resources files built out of distributed disk blocks, allocation expires and implement flat between generations of a archive).

In this exposed-resource paradigm implementing creating a construct high layer that aggregates the principle of aggregation of exposed storage represents such as aggregation of storage allocation maintained keep track of the state of the Cess model to follow representing the state of aggregate structure used to implement aggregation of underlying. Under Unix file implemented stream of disk nodes of this research than nodes which are themselves the aggregation of disk blocks within a single disk sometimes implemented through aggregation of low

level abstraction with strong properties involves more primitive IR byte-array below. To apply vices however it is necessary to maintain state that ns just sequence numbers and id are ion. Fortunately we have a traditional well-understood storage allocation. In the Unix file system the disk blocks is the *inod* (intermediate node). blocks with data blocks at the leaves. The intermediate stores on disk. The Unix node implements only volume to create large files of the strong properties (e.g. RAID) through modifications of the



filesystem or additional software layer that make (e.g. AFSPSS [18]).

redundant allocations and maintain additional state

Following the example of the nodes we have chosen which we call *external nodes*, or *exNodes*, in order to manage aggregated allocations that are based on implementing network storage with many different aggregating blocks on single disk volumes, the *exNodes* and the exposed nature of *IB* make *IB* byte-arrays the present context the key point about the design abstraction of network file layer over *IB*-based the exposed design approach.

to implement single generalized data structure, strong semantic properties (Figure 2). Rather than aggregated storage allocations on the Internet, of the *exNodes* that has allowed us to create a storage gateway that is completely consistent with

We plan to use the *exNodes* as the basis for a set of characteristics. Because the *exNodes* must provide a diverse Internet we have chosen not to specify a data type with an XML serialization. The basis of Internet resources which initially will be either storage resources embedded for extensibility and

generic tools for implementing files with a range of interoperability between heterogeneous nodes, as a language-specific data structure but a simple the *exNodes* is a single allocation represented by a *IB* capability and *URI*. Other classes of *IB* interoperability.

The important elements to be developed are: a) size (through fragmentation) fast access (through Application requiring these characteristics should individual *IB* depot that implement those specific sufficient aggregated resources that are available structure will be a basis for interoperability with serialization will be the basis of interoperability

that implement generic requirements such as large caching) and reliability (through replication). be able to obtain them even without having available characteristics simply using the API should be for some where on the network. The *exNodes* data in the *IB* network API and the XML between network nodes.

Since our intent is to use the *exNodes* as a file abstraction to express the *exNodes* concretely, we encode and associated metadata in XML. If the *exNodes* are implemented in a namespace but the *exNodes* are sent location for the *exNodes* by varying being attached to the same network file system.

ion number of different applications we have in of storage resources (URLs and *IB* capabilities) a directory that file implements can be as a mail attachment then the need for a canonical applications will provide interoperability similar to

The *exNodes* metadata must be capable of expressing implementations and storage resources that constitute

at least the following relationship between the file and the data component of the file state:

- The portion of the file extent implemented by particular resource (starting offset and ending offset in bytes)
- The service attributes of each constituent storage resource (e.g. reliability and performance metrics/duration)
- The total set of storage resources which implement the file and the aggregating function (e.g. simple parity storage scheme)

resources (starting offset and ending offset in bytes) resource (e.g. reliability and performance the file and the aggregating function (e.g.

Despite our emphasis on using an exposed-resource access to storage resources via URLs, both for the Internet is prodigiously supplied with them. It implemented by the *exNodes* function of the flexibility of *IB* does not consist in the fact that it is the but rather that it is by far the most flexible and

approach is natural to have the *exNodes* support sake of backward compatibility and because the is important to note however that the flexibility of the underlying storage resources. The value of only storage resource that can be aggregated in an *exNodes*, most easily deployed.

## 6.1 The *exNodes* API

The *exNodes* API is a standard interface for creating structure.

communicating and manipulating the *exNodes* data

- **xnd\_create**, **xnd\_destroy** are standard data structure constructor/destructor operations.
- **xnd\_serialize**, **xnd\_deserialize** write/read the standard XML serialization of the `xnd_node` data structure to/from file descriptors (see section 6.2).
- **xnd\_add\_mapping**, **xnd\_delete\_mapping** add/delete a mapping from the `xnd_node`.
- **xnd\_query**, **xnd\_enum\_next**, **xnd\_enum\_end**, **xnd\_build\_exNode** are query operations. **xnd\_query** returns the enumeration data structure representing the set of mappings whose range intersects with a specified target range. The enumeration can be traversed using **xnd\_enum\_next** or destroyed using **xnd\_enum\_end**. **xnd\_build\_exNode** creates a new `xnd_node` from the set of mappings that comprise an enumeration.
- **xnd\_size** returns the aggregate extent of all the mappings in the `xnd_node`.

This minimal `xnd_node` API can be extended in many ways that have been left out of this account for the sake of clarity, and to keep from having to introduce additional structure. Some of these extensions include:

- Queries can be much more complex specifying ranges of storage resources with associated metadata and direct the process of retrieving data.
- Mappings can be annotated to specify read-only or write-only data.
- As storage allocations expire or become unavailable it will be necessary to manage the `xnd_node` via additional mapping management calls.
- By associating mappings with sets of storage specifications and management functions such as RAID-like error correction.
- By defining metrics of the location or performance of other characteristics of different storage allocations it is possible to inform the user of `xnd_node` which of multiple alternatives to choose.

## 6.2 The `xnd_node` XML Serialization

The mobility of the `xnd_node` is based on two premises:

1. it is possible to populate the `xnd_node` exclusively with network-accessible storage resources
2. the `xnd_node` can be encoded in a portable way that can be interpreted in any node on the network

Today XML is the standard tool used to implement portable encoding of structured data and so we are defining a standard XML serialization of the `xnd_node` data structure and allow each node to apply the serialization based on the abstract `xnd_node` interface to define its own local data structure.

## 7. LoFS: The Logistical File System

A simple BP-based file system that implements a directory structure and data storage completely within an IBM has been developed [17] using an *ad hoc* modified Apache web server to act as the application that accesses source files through the local file system. The goal of this experiment was to restrict updates to a complete replacement of file allowing to update the implemented through the directory. A very interesting feature of this project is identified in the possibility of having local IBM depot data cache to improve performance. The preliminary test results show good potential but more tests need to be conducted in order to have valid results.

Our Apache-based file system was a prototype on which the test of the IBM implementation and robustness. A true distributed file system built on wide-area resources must have a high availability and low network latency. Our implementation will be based on two functionalities:

- The `xnd_node` as the main metadata type.
- A log-structured approach to storing data

The `exNode` explained above Log-structured file way to improve the performance of file system write which results in disk writes that are scattered flushed disk *emasse* resulting in more efficient use of contiguous disk blocks. This of course results in dead data spread throughout the file system, which must be reclaimed by separate *gargabe* `collecto` process. Many implementations of LFS demonstrate improved overall file system performance [2021].

systems (LFS) were invented in the late 80's as [18, 19]. Instead of overwriting data in place, across the disk data is appended to blocks which are reclaimed by separate *gargabe* `collecto` process. Many implementations of LFS demonstrate improved overall file system performance [2021].

An unexpected benefit LFS's were found to have efficient failure recovery [19], the ability to deal and the ability to asynchronous synchronization worries while the property is what makes LFS' attractive and

other desirable properties such as extremely smoothly with compression on the storage substrate [22], error replication is added to the file system [23]. This of FS.

Recently a storage system called `Swarm` has been developed at the University of Arizona [24] which implements a *storage server* layer intended to be a layer between a network-attached storage and file system clients. With `Swarm` clients produce a striped across multiple storage servers with RAID server in the collection. Like a typical LFS file new logs and the updated data eventually become

developed at the University of Arizona [24] which implements a *storage server* layer intended to be a layer between a network-attached storage and file system clients. With `Swarm` clients produce a striped across multiple storage servers with RAID server in the collection. Like a typical LFS file new logs and the updated data eventually become

This structure has the basic elements needed to implement the synchronization problem (typically solved by based structure ease the task of building state not full-blown file system because it leaves issues. `Swarm` researchers have built prototype file systems

implement file system on the wide area since it avoids holding locks on updating data in place and the following failure of storage service however of naming, sharing and security up to the client for `Swarm` on local area network [25].

We plan to start with the methodology of `Swarm` as a structure as the basic metadata block. Beneath this basic storage service taking the place of standard this foundation we must incorporate the following

we plan to start with the methodology of `Swarm` as a structure as the basic metadata block. Beneath this basic storage service taking the place of standard this foundation we must incorporate the following

1. Unlike a wide area network-attached disks IBM byte incorporating this into the file system is not possible, refreshes and limits and that is not possible,
2. Many file systems implement striping and/or replication tightly coupled network than the wide area. On the logistically scheduled replication (as performed necessity and will have to be incorporated into Lo
3. As such file system of LFS will consist of replicate RAID) that enable clients to rebuild file blocks with based on Reed-Solomon coding [26] which allows for *n* blocks of data and then tolerate the failure of parity equivalent Reed-Solomon coding with

array have a limit. It is a simple way of another thread much like the lean thread that copies the data to another IBM byte array. replication for performance improvements on more wide area cache-based replication and in rudimentary fashion by IBM Mail will be a FS. blocks and coding blocks (like parity blocks in the array are available. The coding will be a system to provide *m* coding blocks for *k* many *n* blocks (note RAID Level 5 *n* equal *k*).

Once these changes are in place we may experiment wide-area as the basis of network-wide file system

with the use of time-limited IBM storage on the em.

## 8. Related Work

IBM occupies an architecture which is similar to that of Attached Storage appliance [27] built in mode of ways to Storage Area Networking (SAN) technologies community projects such as GASS [28] and the DSC overlay that implement uniform file access inter and access control framework on the users.

of network file systems such as AFQ [1] and Network storage more primitive making it similar in some developed for local network. In the Grid Storage Resource Broker [29] is a file system facade and also imposes uniform directory authentication

## 9. Conclusions

Validation of the claimed scalability of the dogist research program based on implementation and extensive deployment. For this reason, we are committed to an code that is freely downloaded from our project webs the depot software runs on a variety of Unix-based client libraries on these platforms as well as interested user communities of interesting experiments. IBM application-building tools are also available. preliminary version of the xNode library is scheduled. L-Boniss service available to any IBM depot administrator under development and the design of content distribution

An underlying thesis of our research program is that community-based resource sharing is one of the other communication networks for formulating the for the sharing of storage resources, we are making networking while generalizing the to a new domain. is a front-guaranteed the potential award in end-to-end communication but also the management of buffers to distributed files with the myriad policies applied to common underlying infrastructure file systems to scale across administrative domains level of deployability for distributed systems of resources (process cycles) create a Logistica C provisioned with the fundamental trio of distribu

ical mode of file system design based on IBM requirements. experimentation and experience through aggressive scheduling of code release and all released site <http://icl.cs.utk.edu/ibp>. Today, operating system and the Win32 platform and the availability of the systems is being pursued as a part of opportunities are identified. The suite and specification of the xNode serialization and rule for release before publication of this paper. The administrator and the Logistica File System current distribution system based on IBM is being studied.

confluence of networking and storage technologies is an important factor that distinguishes the Internet from the other communication networks. The Internet Backplane Protocol is a conscious attempt to emulate key aspects of IP. While the challenges are considerable and success is not guaranteed, the Internet revolution involving no just distributed data ranging from communication and algorithms used by distributed applications of all types. The ultimate goal is not simply to enable distributed in the manner of the Web but to achieve a similar level of ultimate integration of distributed computational resources and Internet networking infrastructure to address bandwidth, storage and computation.

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