JFS (64bit FS by IBM)

- Journaled File System (JFS) provides
 - ☞ a log-based,
 - byte-level file system that was developed for transaction-oriented, high performance systems.
- Scalable and robust, its advantage over non-journaled file systems is its quick restart capability:
 - JFS can restore FS to a consistent state in a matter of seconds or minutes.
- While tailored primarily for the high throughput and reliability requirements of servers
- (from single processor systems to advanced multi-processor and clustered systems),
- JFS is also applicable to client configurations where performance and reliability are desired

Journaling under JFS

- JFS only logs operations on meta-data,
- It does not log file data or recover this data to consistent state.

JFS implements:

- synchronous write to the log
- group commit
 - which combines multiple synchronous write operations
 - into a single write
- asynchronous write to the log

Extent-based addressing structures

JFS uses

- extent-based addressing structures,
- along with aggressive block allocation policies,
- to produce compact, efficient, and scalable structures for mapping logical offsets within files to physical addresses on disk
- An extent is a sequence of contiguous blocks allocated to a file as a unit and is described by a triple, consisting of
 - « <logical offset, length, physical>
- The addressing structure is a B+ tree of extents
 - populated with extent descriptors (the triples above),
 - rooted in the inode and
 - keyed by logical offset within the file

block sizes

- JFS supports block sizes of
 - 512, 1024, 2048, and 4096 bytes on a per-file system basis,
 - allowing users to optimize space utilization based on their application environment.
- Smaller block sizes reduce the amount of internal fragmentation within files and directories and are more space efficient.
- However, small blocks can increase path length since
 - block allocation activities may occur
 - more often than if a large block size were used.

- The default block size is 4096 bytes
 - since performance,
 - rather than space utilization,
 - is generally the primary consideration for server systems.

Dynamic disk inode allocation

■ JFS dynamically allocates space for disk inodes as required,

- freeing the space
- when it is no longer required.
- This support avoids
- the traditional approach of reserving a fixed amount of space
 - for disk inodes
 - at the file system creation time,
- thus eliminating the need for users to estimate the maximum number of files and directories that a file system will contain.
- Additionally, this support decouples disk inodes from fixed disk locations.

Directory organization

- 2 different directory organizations are provided.
- The first organization is used for small directories and stores the directory contents within the directory's inode.
 - This eliminates the need for separate directory block I/O as well as the need to allocate separate storage.
 - Up to 8 entries may be stored in-line within the inode, excluding the self(.) and parent(..) directory entries, which are stored in separate areas of the inode.
- The second organization is used for larger directories and represents each directory as a B+tree keyed on name.
- It provides faster directory lookup, insertion, and deletion capabilities when compared to traditional unsorted directory organizations.

Sparse and dense files

■ JFS supports both sparse and dense files, on a per-file system basis

- Sparse files allow data to be written to random locations within a file without instantiating previously unwritten intervening file blocks.
- The file size reported is the highest byte that has been written to, but the actual allocation of any given block in the file does not occur until a write operation is performed on that block.
- For example, suppose a new file is created in a file system designated for sparse files. An application writes a block of data to block 100 in the file.
- JFS will report the size of this file as 100 blocks, although only 1 block of disk space has been allocated to it. If the application next reads block 50 of the file, JFS will return a block of zero-filled bytes. Suppose the application then writes a block of data to block 50 of the file.
- JFS will still report the size of this file as 100 blocks, and now 2 blocks of disk space have been allocated to it.
- Sparse files are of interest to applications that require a large logical space but only use a (small) subset of this space.

Sparse and dense files

- For dense files,
- disk resources are allocated to cover the file size.
- In the above example,
 - the first write (a block of data to block 100 in the file)
 - would cause 100 blocks of disk space to be allocated to the file.

A read operation on any block that has been implicitly written

- to will return a block of zero-filled bytes,
- just as in the case of the sparse file.

Internal JFS (potential) limits

- JFS is a full 64-bit file system. All of the appropriate file system structure fields are 64-bits in size.
- This allows JFS to support both large files and partitions.
- File system size
- The minimum file system size supported by JFS is 16 Mbytes.
- The maximum file system size is a function of the file system block size and the maximum number of blocks supported by the file system meta-data structures.

JFS will support a maximum FS size of

- 512 terabytes (with block size512 bytes)
- 🖙 to
- 4 petabytes (with block size 4 Kbytes).

Internal JFS (potential) limits

File size

The maximum file size is the largest file size that virtual file system framework supports.

- For example, if the frame work only supports 32-bits, then this limits the file size.
- Removable media
- JFS will not support diskettes as an underlying file system device.

Ext3 v JFS

