



4-9-2012

An Object-Oriented Framework for Userland Filesystem Development

George K. Thiruvathukal
Loyola University Chicago, gkt@cs.luc.edu

Joseph P. Kaylor

Konstantin Läufer
Loyola University Chicago, klaeufer@gmail.com

Recommended Citation

Thiruvathukal, George K.; Kaylor, Joseph P.; and Läufer, Konstantin. An Object-Oriented Framework for Userland Filesystem Development. NOFS, , , 2012. Retrieved from Loyola eCommons, Computer Science: Faculty Publications and Other Works,

This Presentation is brought to you for free and open access by the Faculty Publications at Loyola eCommons. It has been accepted for inclusion in Computer Science: Faculty Publications and Other Works by an authorized administrator of Loyola eCommons. For more information, please contact ecommons@luc.edu.



This work is licensed under a [Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 License](https://creativecommons.org/licenses/by-nc-nd/3.0/).

Userland Filesystems Research at Loyola University Chicago

George K. Thiruvathukal (speaker), Joe Kaylor, and Konstantin Läufer

Presented at Illinois Institute of Technology, 9 April 2012

History

This is a quick summary of my efforts to raise the abstraction level in systems programming, especially in the parallel/distributed area:

- task coordination systems: Memo, Enhanced Actors (Ph.D. IIT 1995)
- process parallelism/grid computing: MPICH Globus
- cluster computing: Java NOW, Computational Neighborhood
- Java interfaces to Nexus communication system in Globus
- concurrent/parallel + Java: HPJPC class library and book
- web programming + Python
- present talk: *userland filesystems: Hydra P2P, OLFS, NOFS, RestFS*
- MPI-IO scalability atomicity (scalable distributed byte-range lockserver in Java)

... and some other non-systems efforts:

- digital humanities/XML and electronic editing cloud tools
- digital humanities/platform studies: MIT Press

Filesystems

- Still used in most computational science applications
- much ad hoc transfer and processing of data sets
- great need to leverage distributed principles to provide transparent access

Why Userland Filesystems?

- Really an extension of the separation of concerns that exists in micro-kernel and modular operating systems.
- In addition to separating virtual memory, device drivers, and other components, filesystems are typically a separate process or service in such operating systems
- With a separated process, the tasks of debugging, testing, stubbing out components in unit tests, and other development tasks are greatly simplified

Why are Userland Filesystems Good For FOSS?

- As with other userland programs, user-mode OS services can be versioned and released separately from the privileged OS kernel (and without tainting the kernel).
- User-mode OS services are more friendly to FOSS. In disconnected, distributed development communities it can be simpler to get people to use a separate package and service than to convince an existing project to accept a new implementation.
- Well-known example of SSHFS allows a remote collection of folders/files to be “mounted” over SSH (as opposed to NFS)

Userland Filesystems Development APIs / Frameworks

- FUSE - Filesystems in User Space
 - Available on Linux, BSD, Solaris, Mac OSX
 - Most well known and popular framework.
 - Many language bindings exist - C#, C++, Python, Java, etc..
- Dokan
 - Available on Windows XP, Vista, 7, 2003, 2008, 2008r2
 - C, C++, C# language bindings exist
- NOFS - Naked Objects Filesystem
 - Developed at Loyola University Chicago
 - Available on Windows and Linux (OS X possible but untested)
 - Java and C# editions exist

Publications

NOFS and RestFS

- Initial Tech Report, <http://works.bepress.com/gkthiruvathukal/1/>
- WS-REST 2011 Paper, <http://works.bepress.com/lauffer/6/>
- Cloud Computing Book Chapter, <http://works.bepress.com/gkthiruvathukal/48/>

OLFS (an early work leading to NOFS and RestFS)

- http://ecommons.luc.edu/cs_facpubs/40/

Hydra (a peer-to-peer filesystem written in Python)

- http://ecommons.luc.edu/cs_facpubs/7/

Example Pass-Through FUSE C++ Filesystem

```
1
2 struct fuse_operations examplefs_oper;
3
4 int main(int argc, char *argv[]) {
5     int i, fuse_stat;
6
7     examplefs_oper.getattr = wrap_getattr;
8     examplefs_oper.readlink = wrap_readlink;
9     examplefs_oper.getdir = NULL;
10    examplefs_oper.mknod = wrap_mknod;
11    examplefs_oper.mkdir = wrap_mkdir;
12    examplefs_oper.unlink = wrap_unlink;
13    examplefs_oper.rmdir = wrap_rmdir;
14    examplefs_oper.symlink = wrap_symlink;
15    examplefs_oper.rename = wrap_rename;
16    examplefs_oper.link = wrap_link;
17    examplefs_oper.chmod = wrap_chmod;
18    examplefs_oper.chown = wrap_chown;
19    examplefs_oper.truncate = wrap_truncate;
20    examplefs_oper.utime = wrap_utime;
21    examplefs_oper.open = wrap_open;
22    examplefs_oper.read = wrap_read;
```

```

23     examplefs_oper.write = wrap_write;
24     examplefs_oper.statfs = wrap_statfs;
25     examplefs_oper.flush = wrap_flush;
26     examplefs_oper.release = wrap_release;
27     examplefs_oper.fsync = wrap_fsync;
28     examplefs_oper.setxattr = wrap_setxattr;
29     examplefs_oper.getxattr = wrap_getxattr;
30     examplefs_oper.listxattr = wrap_listxattr;
31     examplefs_oper.removexattr = wrap_removexattr;
32     examplefs_oper.opendir = wrap_opendir;
33     examplefs_oper.readdir = wrap_readdir;
34     examplefs_oper.releasedir = wrap_releasedir;
35     examplefs_oper.fsyncdir = wrap_fsyncdir;
36     examplefs_oper.init = wrap_init;
37
38     printf("mounting file system...\n");
39
40     for(i = 1; i < argc && (argv[i][0] == '-'); i++) {
41         if(i == argc) {
42             return (-1);
43         }
44     }
45
46     //realpath(...) returns the canonicalized absolute pathname
47     set_rootdir(realpath(argv[i], NULL));
48
49     for(; i < argc; i++) {
50         argv[i] = argv[i+1];
51     }
52     argc--;
53
54     fuse_stat = fuse_main(argc, argv, &examplefs_oper, NULL);
55
56     printf("fuse_main returned %d\n", fuse_stat);
57
58     return fuse_stat;
59 }
60
61
62 void set_rootdir(const char *path) {
63     ExampleFS::Instance()->setRootDir(path);
64 }
65
66 int wrap_getattr(const char *path, struct stat *statbuf) {
67     return ExampleFS::Instance()->Getattr(path, statbuf);
68 }

```

```

69
70 int wrap_readlink(const char *path, char *link, size_t size) {
71     return ExampleFS::Instance()->Readlink(path, link, size);
72 }
73
74 int wrap_mknod(const char *path, mode_t mode, dev_t dev) {
75     return ExampleFS::Instance()->Mknod(path, mode, dev);
76 }
77 int wrap_mkdir(const char *path, mode_t mode) {
78     return ExampleFS::Instance()->Mkdir(path, mode);
79 }
80 int wrap_unlink(const char *path) {
81     return ExampleFS::Instance()->Unlink(path);
82 }
83 int wrap_rmdir(const char *path) {
84     return ExampleFS::Instance()->Rmdir(path);
85 }
86 int wrap_symlink(const char *path, const char *link) {
87     return ExampleFS::Instance()->Symlink(path, link);
88 }
89 int wrap_rename(const char *path, const char *newpath) {
90     return ExampleFS::Instance()->Rename(path, newpath);
91 }
92 int wrap_link(const char *path, const char *newpath) {
93     return ExampleFS::Instance()->Link(path, newpath);
94 }
95 int wrap_chmod(const char *path, mode_t mode) {
96     return ExampleFS::Instance()->Chmod(path, mode);
97 }
98 int wrap_chown(const char *path, uid_t uid, gid_t gid) {
99     return ExampleFS::Instance()->Chown(path, uid, gid);
100 }
101 int wrap_truncate(const char *path, off_t newSize) {
102     return ExampleFS::Instance()->Truncate(path, newSize);
103 }
104 int wrap_utime(const char *path, struct utimbuf *ubuf) {
105     return ExampleFS::Instance()->Utime(path, ubuf);
106 }
107 int wrap_open(const char *path, struct fuse_file_info *fileInfo) {
108     return ExampleFS::Instance()->Open(path, fileInfo);
109 }
110 int wrap_read(const char *path, char *buf, size_t size, off_t offset, struct fuse_file_info
111     return ExampleFS::Instance()->Read(path, buf, size, offset, fileInfo);
112 }
113 int wrap_write(const char *path, const char *buf, size_t size, off_t offset, struct fuse_fil
114     return ExampleFS::Instance()->Write(path, buf, size, offset, fileInfo);

```

```

115 }
116 int wrap_statfs(const char *path, struct statvfs *statInfo) {
117     return ExampleFS::Instance()->Statfs(path, statInfo);
118 }
119 int wrap_flush(const char *path, struct fuse_file_info *fileInfo) {
120     return ExampleFS::Instance()->Flush(path, fileInfo);
121 }
122 int wrap_release(const char *path, struct fuse_file_info *fileInfo) {
123     return ExampleFS::Instance()->Release(path, fileInfo);
124 }
125 int wrap_fsync(const char *path, int datasync, struct fuse_file_info *fi) {
126     return ExampleFS::Instance()->Fsync(path, datasync, fi);
127 }
128 int wrap_setxattr(const char *path, const char *name, const char *value, size_t size, int flags) {
129     return ExampleFS::Instance()->Setxattr(path, name, value, size, flags);
130 }
131 int wrap_getxattr(const char *path, const char *name, char *value, size_t size) {
132     return ExampleFS::Instance()->Getxattr(path, name, value, size);
133 }
134 int wrap_listxattr(const char *path, char *list, size_t size) {
135     return ExampleFS::Instance()->Listxattr(path, list, size);
136 }
137 int wrap_removexattr(const char *path, const char *name) {
138     return ExampleFS::Instance()->Removexattr(path, name);
139 }
140 int wrap_opendir(const char *path, struct fuse_file_info *fileInfo) {
141     return ExampleFS::Instance()->Opendir(path, fileInfo);
142 }
143 int wrap_readdir(const char *path, void *buf, fuse_fill_dir_t filler, off_t offset, struct fuse_file_info *fileInfo) {
144     return ExampleFS::Instance()->Readdir(path, buf, filler, offset, fileInfo);
145 }
146 int wrap_releasedir(const char *path, struct fuse_file_info *fileInfo) {
147     return ExampleFS::Instance()->Releasedir(path, fileInfo);
148 }
149 int wrap_fsyncdir(const char *path, int datasync, struct fuse_file_info *fileInfo) {
150     return ExampleFS::Instance()->Fsyncdir(path, datasync, fileInfo);
151 }
152 int wrap_init(struct fuse_conn_info *conn) {
153     return ExampleFS::Instance()->Init(conn);
154 }
155
156 ExampleFS* ExampleFS::_instance = NULL;
157
158 #define RETURN_ERRNO(x) (x) == 0 ? 0 : -errno
159
160 ExampleFS* ExampleFS::Instance() {

```

```

161         if(_instance == NULL) {
162             _instance = new ExampleFS();
163         }
164         return _instance;
165     }
166
167     ExampleFS::ExampleFS() {
168     }
169
170     ExampleFS::~ExampleFS() {
171     }
172
173     }
174
175     void ExampleFS::AbsPath(char dest[PATH_MAX], const char *path) {
176         strcpy(dest, _root);
177         strncat(dest, path, PATH_MAX);
178         //printf("translated path: %s to %s\n", path, dest);
179     }
180
181     void ExampleFS::setRootDir(const char *path) {
182         printf("setting FS root to: %s\n", path);
183         _root = path;
184     }
185
186     int ExampleFS::Getattr(const char *path, struct stat *statbuf) {
187         char fullPath[PATH_MAX];
188         AbsPath(fullPath, path);
189         printf("getattr(%s)\n", fullPath);
190         return RETURN_ERRNO(lstat(fullPath, statbuf));
191     }
192
193     int ExampleFS::Readlink(const char *path, char *link, size_t size) {
194         printf("readlink(path=%s, link=%s, size=%d)\n", path, link, (int)size);
195         char fullPath[PATH_MAX];
196         AbsPath(fullPath, path);
197         return RETURN_ERRNO(readlink(fullPath, link, size));
198     }
199
200     int ExampleFS::Mknod(const char *path, mode_t mode, dev_t dev) {
201         printf("mknod(path=%s, mode=%d)\n", path, mode);
202         char fullPath[PATH_MAX];
203         AbsPath(fullPath, path);
204
205         //handles creating FIFOs, regular files, etc...
206         return RETURN_ERRNO(mknod(fullPath, mode, dev));

```



```

207 }
208
209 int ExampleFS::Mkdir(const char *path, mode_t mode) {
210     printf("**mkdir(path=%s, mode=%d)\n", path, (int)mode);
211     char fullPath[PATH_MAX];
212     AbsPath(fullPath, path);
213     return RETURN_ERRNO(mkdir(fullPath, mode));
214 }
215
216 int ExampleFS::Unlink(const char *path) {
217     printf("unlink(path=%s)\n", path);
218     char fullPath[PATH_MAX];
219     AbsPath(fullPath, path);
220     return RETURN_ERRNO(unlink(fullPath));
221 }
222
223 int ExampleFS::Rmdir(const char *path) {
224     printf("rmdir(path=%s)\n", path);
225     char fullPath[PATH_MAX];
226     AbsPath(fullPath, path);
227     return RETURN_ERRNO(rmdir(fullPath));
228 }
229
230 int ExampleFS::Symlink(const char *path, const char *link) {
231     printf("symlink(path=%s, link=%s)\n", path, link);
232     char fullPath[PATH_MAX];
233     AbsPath(fullPath, path);
234     return RETURN_ERRNO(symlink(fullPath, link));
235 }
236
237 int ExampleFS::Rename(const char *path, const char *newpath) {
238     printf("rename(path=%s, newPath=%s)\n", path, newpath);
239     char fullPath[PATH_MAX];
240     AbsPath(fullPath, path);
241     return RETURN_ERRNO(rename(fullPath, newpath));
242 }
243
244 int ExampleFS::Link(const char *path, const char *newpath) {
245     printf("link(path=%s, newPath=%s)\n", path, newpath);
246     char fullPath[PATH_MAX];
247     char fullNewPath[PATH_MAX];
248     AbsPath(fullPath, path);
249     AbsPath(fullNewPath, newpath);
250     return RETURN_ERRNO(link(fullPath, fullNewPath));
251 }
252

```

```

253 int ExampleFS::Chmod(const char *path, mode_t mode) {
254     printf("chmod(path=%s, mode=%d)\n", path, mode);
255     char fullPath[PATH_MAX];
256     AbsPath(fullPath, path);
257     return RETURN_ERRNO(chmod(fullPath, mode));
258 }
259
260 int ExampleFS::Chown(const char *path, uid_t uid, gid_t gid) {
261     printf("chown(path=%s, uid=%d, gid=%d)\n", path, (int)uid, (int)gid);
262     char fullPath[PATH_MAX];
263     AbsPath(fullPath, path);
264     return RETURN_ERRNO(chown(fullPath, uid, gid));
265 }
266
267 int ExampleFS::Truncate(const char *path, off_t newSize) {
268     printf("truncate(path=%s, newSize=%d)\n", path, (int)newSize);
269     char fullPath[PATH_MAX];
270     AbsPath(fullPath, path);
271     return RETURN_ERRNO(truncate(fullPath, newSize));
272 }
273
274 int ExampleFS::Utime(const char *path, struct utimbuf *ubuf) {
275     printf("utime(path=%s)\n", path);
276     char fullPath[PATH_MAX];
277     AbsPath(fullPath, path);
278     return RETURN_ERRNO(utime(fullPath, ubuf));
279 }
280
281 int ExampleFS::Open(const char *path, struct fuse_file_info *fileInfo) {
282     printf("open(path=%s)\n", path);
283     char fullPath[PATH_MAX];
284     AbsPath(fullPath, path);
285     fileInfo->fh = open(fullPath, fileInfo->flags);
286     return 0;
287 }
288
289 int ExampleFS::Read(const char *path, char *buf, size_t size, off_t offset, struct fuse_file_info *fileInfo) {
290     printf("read(path=%s, size=%d, offset=%d)\n", path, (int)size, (int)offset);
291     return RETURN_ERRNO(pread(fileInfo->fh, buf, size, offset));
292 }
293
294 int ExampleFS::Write(const char *path, const char *buf, size_t size, off_t offset, struct fuse_file_info *fileInfo) {
295     printf("write(path=%s, size=%d, offset=%d)\n", path, (int)size, (int)offset);
296     return RETURN_ERRNO(pwrite(fileInfo->fh, buf, size, offset));
297 }
298

```

```

299 int ExampleFS::Statfs(const char *path, struct statvfs *statInfo) {
300     printf("statfs(path=%s)\n", path);
301     char fullPath[PATH_MAX];
302     AbsPath(fullPath, path);
303     return RETURN_ERRNO(statvfs(fullPath, statInfo));
304 }
305
306 int ExampleFS::Flush(const char *path, struct fuse_file_info *fileInfo) {
307     printf("flush(path=%s)\n", path);
308     //noop because we don't maintain our own buffers
309     return 0;
310 }
311
312 int ExampleFS::Release(const char *path, struct fuse_file_info *fileInfo) {
313     printf("release(path=%s)\n", path);
314     return 0;
315 }
316
317 int ExampleFS::Fsync(const char *path, int datasync, struct fuse_file_info *fi) {
318     printf("fsync(path=%s, datasync=%d\n", path, datasync);
319     if(datasync) {
320         //sync data only
321         return RETURN_ERRNO(fdatsync(fi->fh));
322     } else {
323         //sync data + file metadata
324         return RETURN_ERRNO(fsync(fi->fh));
325     }
326 }
327
328 int ExampleFS::Setxattr(const char *path, const char *name, const char *value, size_t size,
329     printf("setxattr(path=%s, name=%s, value=%s, size=%d, flags=%d\n",
330         path, name, value, (int)size, flags);
331     char fullPath[PATH_MAX];
332     AbsPath(fullPath, path);
333     return RETURN_ERRNO(lsetxattr(fullPath, name, value, size, flags));
334 }
335
336 int ExampleFS::Getxattr(const char *path, const char *name, char *value, size_t size) {
337     printf("getxattr(path=%s, name=%s, size=%d\n", path, name, (int)size);
338     char fullPath[PATH_MAX];
339     AbsPath(fullPath, path);
340     return RETURN_ERRNO(getxattr(fullPath, name, value, size));
341 }
342
343 int ExampleFS::Listxattr(const char *path, char *list, size_t size) {
344     printf("listxattr(path=%s, size=%d)\n", path, (int)size);

```

```

345     char fullPath[PATH_MAX];
346     AbsPath(fullPath, path);
347     return RETURN_ERRNO(lstatxattr(fullPath, list, size));
348 }
349
350 int ExampleFS::Removexattr(const char *path, const char *name) {
351     printf("removexattr(path=%s, name=%s)\n", path, name);
352     char fullPath[PATH_MAX];
353     AbsPath(fullPath, path);
354     return RETURN_ERRNO(lremovexattr(fullPath, name));
355 }
356
357 int ExampleFS::Opendir(const char *path, struct fuse_file_info *fileInfo) {
358     printf("opendir(path=%s)\n", path);
359     char fullPath[PATH_MAX];
360     AbsPath(fullPath, path);
361     DIR *dir = opendir(fullPath);
362     fileInfo->fh = (uint64_t)dir;
363     return NULL == dir ? -errno : 0;
364 }
365
366 int ExampleFS::Readdir(const char *path, void *buf, fuse_fill_dir_t filler, off_t offset, struct fuse_file_info *fileInfo) {
367     printf("readdir(path=%s, offset=%d)\n", path, (int)offset);
368     DIR *dir = (DIR*)fileInfo->fh;
369     struct dirent *de = readdir(dir);
370     if(NULL == de) {
371         return -errno;
372     } else {
373         do {
374             if(filler(buf, de->d_name, NULL, 0) != 0) {
375                 return -ENOMEM;
376             }
377         } while(NULL != (de = readdir(dir)));
378     }
379     return 0;
380 }
381
382 int ExampleFS::Releasedir(const char *path, struct fuse_file_info *fileInfo) {
383     printf("releasedir(path=%s)\n", path);
384     closedir((DIR*)fileInfo->fh);
385     return 0;
386 }
387
388 int ExampleFS::Fsyncdir(const char *path, int datasync, struct fuse_file_info *fileInfo) {
389     return 0;
390 }

```

```

391
392 int ExampleFS::Init(struct fuse_conn_info *conn) {
393     return 0;
394 }
395
396 int ExampleFS::Truncate(const char *path, off_t offset, struct fuse_file_info *fileInfo) {
397     printf("truncate(path=%s, offset=%d)\n", path, (int)offset);
398     char fullPath[PATH_MAX];
399     AbsPath(fullPath, path);
400     return RETURN_ERRNO(fttruncate(fileInfo->fh, offset));
401 }

```

Example Pass-Through NOFS C# Filesystem

```

1
2 using System;
3 using nofs.attributes;
4 using nofs.containers.interfaces;
5
6 namespace storagefs
7 {
8     [RootFolder]
9     public class FsRoot : FsFolder
10    {
11        public FsRoot() : base("", Guid.NewGuid().ToString()){
12        public FsRoot(string name, string id) : base(name,id){
13    }
14
15    [DomainObject]
16    public abstract class FsFolderOrFile : IObjectWithID
17    {
18        private string _name;
19        [NeedsContainer] public IDomainObjectContainer Container { get; set; }
20        public string Id { get; set; }
21
22        protected FsFolderOrFile(){
23            Id = Guid.NewGuid().ToString();
24        }
25
26        protected FsFolderOrFile(string name, string id){
27            _name = name;
28            Id = id;
29        }
30

```

```

31     [ProvidesName]
32     public string Name {
33         get { return _name; }
34         set {
35             _name = value;
36             if (Container != null) {
37                 Container.ObjectChanged(this);
38             }
39         }
40     }
41 }
42
43 [FolderObject(ChildTypeFilterMethod = "Filter")]
44 [ProvidesMappingDetails(typeof(FsFolderMapper))]
45 public class FsFolder : FsFolderOrFile, IWeakReferenceList<FsFolderOrFile>
46 {
47     private readonly WeakReferenceList<FsFolderOrFile> _list;
48
49     public FsFolder() : base(){
50         _list = new WeakReferenceList<FsFolderOrFile>(this);
51     }
52
53     public FsFolder(string name, string id) : base(name, id){
54         _list = new WeakReferenceList<FsFolderOrFile>(this);
55     }
56
57     public bool Filter(Type possibleChildtype){
58         return
59             possibleChildtype == typeof(FsFolder) ||
60             possibleChildtype == typeof(FsFile);
61     }
62
63     [NeedsContainerManager]
64     public void SetContainer(IDomainObjectContainerManager container){
65         _list.setContainer(container);
66     }
67
68     public IEnumerator<IWeakReference> GetEnumerator(){
69         return _list.GetEnumerator();
70     }
71
72     IEnumerator IEnumerable.GetEnumerator(){
73         return GetEnumerator();
74     }
75
76     public int Count{

```

```

77         get { return _list.Count; }
78     }
79
80     public void Add(IWeakReference item){
81         _list.Add(item);
82     }
83
84     public void Add(object item){
85         _list.Add(item);
86     }
87
88     public void Remove(IWeakReference item){
89         _list.Remove(item);
90     }
91
92     public void Remove(object item){
93         _list.Remove(item);
94     }
95
96     public void Add(FsFolderOrFile item){
97         _list.Add(item);
98     }
99
100    public void Remove(FsFolderOrFile item){
101        _list.Remove(item);
102    }
103
104    public IEnumerable<FsFolderOrFile> GetAll(){
105        return _list.GetAll();
106    }
107 }
108
109 [ProvidesMappingDetails(typeof(FsFileMapper))]
110 public class FsFile : FsFolderOrFile, IProvidesUnstructuredData
111 {
112     public FsFile() : base(){}
113     public FsFile(string name, string id) : base(name, id){}
114
115     private IDomainObjectRawDataStore _data;
116     [NeedsRawDataStore]
117     public void SetDataStore(IDomainObjectRawDataStore data){
118         _data = data;
119     }
120
121     public long DataSize(){
122         return _data.DataSize();

```

```

123     }
124
125     public bool Cacheable(){
126         return false;
127     }
128
129     public int Read(byte[] buffer, long offset, long length){
130         return _data.Read(buffer, offset, length);
131     }
132
133     public int Write(byte[] buffer, long offset, long length){
134         return _data.Write(buffer, offset, length);
135     }
136
137     public void Truncate(long length){
138         _data.Truncate(length);
139     }
140 }
141
142 public sealed class FsFileMapper : IProvidesMappingDetails
143 {
144     public string GetXMLRepresentation(object obj){
145         var file = (FsFile) obj;
146         var xml = string.Format("<File name=\"{0}\" id=\"{1}\"></File>", file.Name, file
147         return xml;
148     }
149
150     public object ConstructNew(string xml){
151         var doc = new XmlDocument();
152         doc.LoadXml(xml);
153         var root = doc.ChildNodes[0];
154         var name = root.Attributes["name"].Value;
155         var id = root.Attributes["id"].Value;
156         return new FsFile(name, id);
157     }
158 }
159
160 public sealed class FsFolderMapper : IProvidesMappingDetails
161 {
162     private IDomainObjectContainerManager _manager;
163
164     [NeedsContainerManager]
165     public void SetContainerManger(IDomainObjectContainerManager manager){
166         _manager = manager;
167     }
168

```



```

169     public string GetXMLRepresentation(object obj){
170         var folder = (FsFolder) obj;
171         StringBuilder xml = new StringBuilder();
172         xml.AppendFormat("<Folder name=\"{0}\" id=\"{1}\" root=\"{2}\">",
173             folder.Name, folder.Id, (folder is FsRoot));
174         foreach (var item in folder){
175             xml.AppendFormat("<Child id=\"{0}\" type=\"{1}\"></Child>", item.Id, item.U
176         }
177         xml.Append("</Folder>");
178         var xmlText = xml.ToString();
179         return xmlText;
180     }
181
182     public object ConstructNew(string xml){
183         var doc = new XmlDocument();
184         doc.LoadXml(xml);
185         var root = doc.ChildNodes[0];
186         var name = root.Attributes["name"].Value;
187         var id = root.Attributes["id"].Value;
188         var isRoot = bool.Parse(root.Attributes["root"].Value);
189         FsFolder folder;
190         if (isRoot){
191             folder = new FsRoot(name, id);
192         } else{
193             folder = new FsFolder(name, id);
194         }
195
196         foreach (var childNode in root.ChildNodes.OfType<XmlElement>()){
197             id = childNode.Attributes["id"].Value;
198             var typeName = childNode.Attributes["type"].Value;
199             IDomainObjectContainer container;
200             if(typeName == typeof(FsFile).Name){
201                 container = _manager.GetContainer(typeof (FsFile));
202             } else if (typeName == typeof(FsFolder).Name){
203                 container = _manager.GetContainer(typeof (FsFolder));
204             } else{
205                 throw new Exception("unknown child type name: " + typeName);
206             }
207             var weakRef = container.GetWeakReference(id);
208             folder.Add(weakRef);
209         }
210         return folder;
211     }
212 }
213
214 }

```

FUSE vs. NOFS

- NOFS filesystems on average can be expressed more concisely than FUSE filesystems
- NOFS glues an object model to the FUSE contract. The object model can handle as many or as few details as desired.
- In the first example, the FS was storage oriented and managed read, write, truncate calls.
- In the second example, the greater concern was managing and keeping external data sources up to date. How IO is handled is managed by NOFS. In this case the objects are translated to/from XML.
- A great part of performance is managed by NOFS.
 - NOFS manages caching
 - NOFS manages object life-cycles
 - These are extra details that need to be managed by any direct use of FUSE.

Naked Objects

- The typical enterprise application pattern separates presentation, task/controller, domain model, and persistence into four separate layers. The developer is responsible for providing code or markup for each layer.
- In Naked Objects frameworks, The developer provides code for the controller + domain model (a.k.a. behaviorally complete domain model) and the framework provides the presentation and persistence layers.

Naked Objects - User Interfaces

- Naked Objects frameworks expose object oriented domain models as object oriented user interfaces
- OO-UIs are:
 - Not process oriented
 - Are principally concerned with object creation, management, and associations between/among objects
 - Treat user as a “problem solver”

- OO-UIs work very well when:
 - User is very familiar with business domain model and can be treated as a problem solver
 - Business requirements and associations are subject to frequent change
 - Or when the natural metaphor is itself object oriented
- OO-UI vs. Model-View-Controller
 - MVC can be said to encourage dilution of business logic to the controller or even the view.
 - Think about validation in the GUI as an example.
 - Pawson: “MVC was an outgrowth of the original direct-manipulation metaphor popularized in early OO practice . . . where you want the objects on the screen to be the objects in the program. MVC actually works against that metaphor but evolved as a necessary evil. Why? Because the user object maintains multiple simultaneous views of the model at once; the factoring into user, model, view, and controller allows one to support that.”
 - Pawson: “close coupling of views and controllers to a model. Both view and controller components make direct calls to the model. This implies that changes to the model’s interface are likely to break the code for both view and controller. This problem is magnified if the system uses a multitude of views and controllers.”

Naked Objects - Why?

- Naked Objects frameworks discourages the separation of business logic and data
- Behaviorally complete objects
- Faster development cycle
- Common language between developers and users (thanks the the OO UI)
- A more empowering user interface (debatable)

Naked Objects - Why Not?

- Service Oriented Architectures
 - Encourage the separation of data and business logic

- Encourage stateless code and services
- OO-UIs aren't a good match for some applications
- Strictly process oriented applications like “grep” or “find” don't make as much sense with Naked Objects frameworks.

Naked Objects - Filesystems

- The filesystem itself is very much object oriented.
- Files and folders are objects with associations to each other.
- The user is treated as a problem solver - decides when / where to create, move, delete files.
- There are no processes to follow in terms of what a filesystem service provides.
- In these senses, the FS is itself an OO-UI.

Naked Objects - NOFS

- NOFS is a framework that takes behaviorally complete domain models and translates them into filesystems.
- NOFS provides the glue code between FUSE and the domain model.
- Where other Naked-Objects frameworks would present an OO-UI on a monitor or as a web-page, NOFS presents a filesystem as the user-interface component.

Wiring Objects to FUSE with NOFS

- NOFS exposes a set of interfaces and attributes that a domain model can use to expose itself to the filesystem
- Filesystem root objects are marked with the [RootFolder] attribute
- Folders can be either:
 - methods with return type ICollection and marked with [FolderObject] attribute
 - classes that implement ICollection and are marked with [FolderObject] attribute

- Files are any class marked with [DomainObject] attribute but not marked with any other attribute
- Files by default are serialized / deserialized to / from XML automatically by NOFS
 - The user can provide their own custom serialization code to export to other formats like CSV, JSON, etc...
- If files implement IProvidesUnstructuredData, they can handle their own representation

NOFS Object Serialization

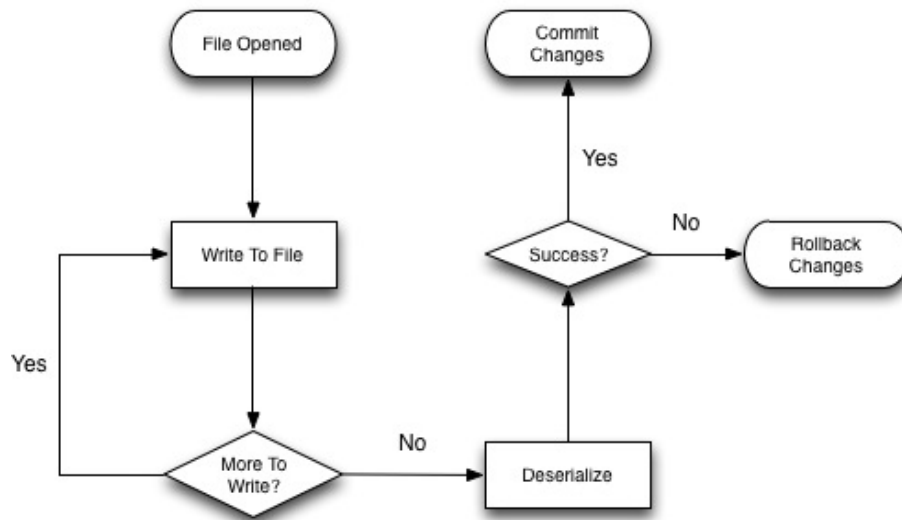


Figure 1:

A Simple Application Filesystem in NOFS

```

1
2 using System;
3 using System.Runtime.Serialization;
4 using System.Reflection;
5 using System.Net;
6 using System.IO;

```

```

7 using System.Text;
8 using nofs.attributes;
9 using nofs.application;
10 using nofs.containers.interfaces;
11
12 namespace stocks
13 {
14     class Program
15     {
16         static void Main(string[] args) {
17             if(args.Length != 2){
18                 Console.WriteLine("usage: ");
19                 Console.WriteLine("stocks.exe [mount point] [db folder]");
20             } else{
21                 var application = NofsApplicationFactory.CreateApplication();
22                 var persistenceFactory = new PersistenceFactory(
23                     Assembly.Load("nofs.db4o"), "nofs.db4o.factories.PersistenceFactory"
24                 );
25                 var mountPoint = args[0];
26                 var dbFolder = args[1];
27                 application.StartFileSystem(
28                     persistenceFactory, typeof(Program).Assembly,
29                     mountPoint, dbFolder, "Stock Portfolio");
30             }
31         }
32     }
33
34
35     [RootFolder]
36     [DomainObject]
37     [FolderObject]
38     public class Portfolio
39     {
40         private IDomainObjectContainerManager _containerManager;
41         private List<Stock> _stocks;
42
43         public Portfolio() {
44             _stocks = new List<Stock>();
45         }
46
47         [NeedsContainerManager]
48         public IDomainObjectContainerManager ContainerManager {
49             set {
50                 _containerManager = value;
51             }
52         }

```

```

53
54     [FolderObject]
55     public IEnumerable<Stock> Stocks() {
56         UpdateStockData();
57         return _stocks;
58     }
59
60     public void AddAStockForTesting(Stock stock) {
61         _stocks.Add(stock);
62     }
63
64     private void UpdateStockData() {
65         String url = BuildURL();
66         List<String> dataLines = getDataFromURL(url);
67         foreach (Stock stock in _stocks) {
68             String dataLine = null;
69             foreach (String line in dataLines) {
70                 if (line.StartsWith("\"" + stock.Ticker)) {
71                     dataLine = line;
72                     break;
73                 }
74             }
75             if (dataLine != null) {
76                 stock.UpdateData(dataLine);
77             }
78         }
79     }
80
81     private String BuildURL() {
82         List<string> tickers = new List<string>();
83         foreach (Stock stock in _stocks) {
84             tickers.Add(stock.Ticker);
85         }
86         StringBuilder url = new StringBuilder();
87         url.Append(@"http://download.finance.yahoo.com/d/quotes.csv?s=");
88         url.Append(string.Join(",", tickers.ToArray()));
89         url.Append("&f=s11d1t1c1ohgv&e=.csv");
90         return url.ToString();
91     }
92
93     private List<String> getDataFromURL(String url) {
94         Uri uri = new Uri(url);
95         HttpWebRequest request = (HttpWebRequest)HttpWebRequest.Create(uri);
96         request.AutomaticDecompression = DecompressionMethods.GZip | DecompressionMethodo
97         request.KeepAlive = true;
98         request.Timeout = 10 * 60 * 1000;

```

```

99
100     byte[] array = null;
101
102     using (HttpWebResponse response = (HttpWebResponse)request.GetResponse()) {
103         using (Stream os = response.GetResponseStream()) {
104             using (MemoryStream ms = new MemoryStream()) {
105                 const int bufferLength = 1024;
106                 byte[] buf = new byte[bufferLength];
107                 int read = 0;
108                 while ((read = os.Read(buf, 0, bufferLength)) > 0) {
109                     ms.Write(buf, 0, read);
110                 }
111                 array = ms.ToArray();
112             }
113         }
114     }
115
116     string s = new UTF8Encoding(true, true).GetString(array);
117
118     List<String> lines = new List<String>();
119     foreach (String line in s.Split("\r\n".ToCharArray())) {
120         lines.Add(line);
121     }
122     return lines;
123 }
124
125 [Executable]
126 public void AddAStock(String ticker) {
127     var stockContainer = _containerManager.GetContainer(typeof(Stock));
128     Stock stock = stockContainer.NewPersistentInstance() as Stock;
129     stock.Ticker = ticker;
130     _stocks.Add(stock);
131     stockContainer.ObjectChanged(stock);
132     _containerManager.GetContainer(typeof(Portfolio)).ObjectChanged(this);
133 }
134 }
135
136 [DomainObject]
137 [DataContract]
138 public class Stock
139 {
140     public Stock() {
141     }
142
143     public Stock(String ticker) {
144

```



```

145         Ticker = ticker;
146     }
147
148     [ProvidesName]
149     public String Ticker {
150         get;
151         set;
152     }
153
154     public void UpdateData(String data) {
155         string[] array = (" + data).Split(',');
156         Price = (array.Length < 2 ? "unknown" : array[1].Trim());
157         Date = (array.Length < 3 ? "unknown" : array[2].Replace("\\", "").Trim());
158         Time = (array.Length < 4 ? "unknown" : array[3].Replace("\\", "").Trim());
159         Diff = (array.Length < 5 ? "unknown" : array[4].Trim());
160     }
161
162     [DataMember]
163     public string Price { get; set; }
164
165     [DataMember]
166     public string Date { get; set; }
167
168     [DataMember]
169     public string Time { get; set; }
170
171     [DataMember]
172     public string Diff { get; set; }
173 }
174 }

```

NOFS Architecture

- NOFS manages object persistence -DB4O and host filesystem supported
-Only 400-500 lines of code needed to write a new provider
- NOFS manages connection to FUSE for Linux filesystems and Dokan for Windows filesystems
- NOFS manages object lifetime and caching

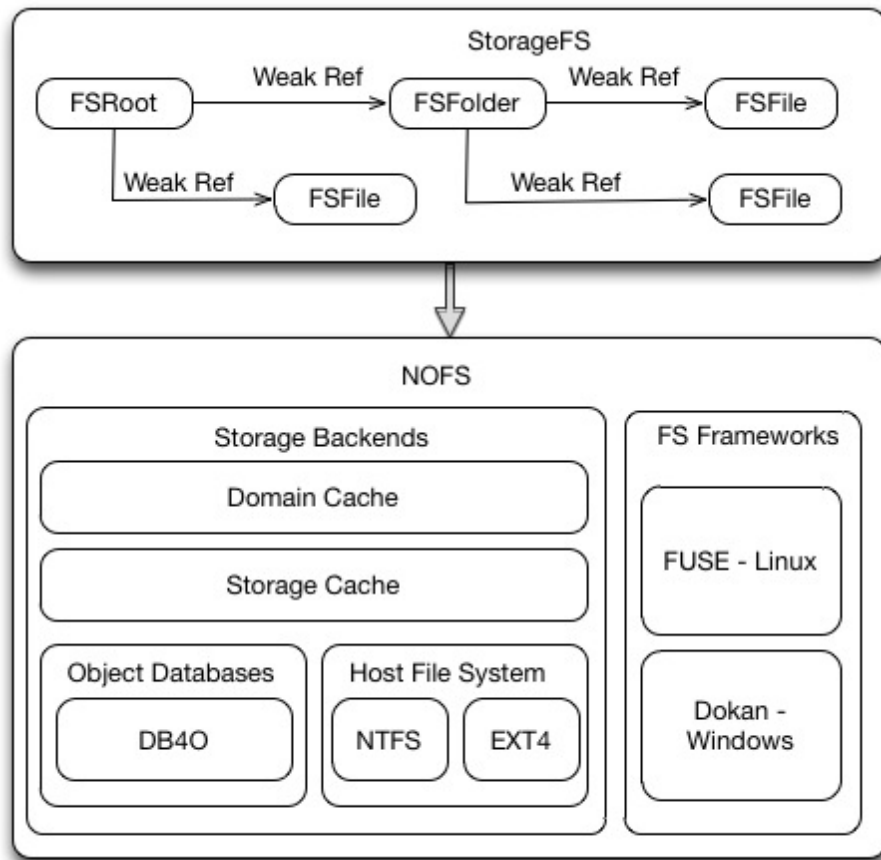


Figure 2:

Userland Filesystems and Performance

- An important concern with any user-mode operating system service is the overhead introduced by copying and context switching
- Care must be taken to return from any OS call quickly
- Care must be taken to favor larger grained operations over smaller grained operations
 - read 128K of a file 10 times instead of 8k 160 times
- User-mode filesystems make use of OS services too
 - introduce additional latency and context switching
 - again, care must be taken to favor larger grained operations and favor asynchronous operations where possible

OLFS and Our History with Performance

- Our first attempt at user-mode filesystems was with the OLFS project.
- The OLFS project served as a great exploration of filesystems best-practices and performance issues
- Lessons learned from the OLFS project helped to make NOFS what it is today.

OLFS vs XFS - Metadata Operations

OLFS vs XFS - Sequential Read Performance

OLFS vs XFS - Sequential Write Performance

OLFS vs XFS - Rsync copy of Linux Kernel Source Code Across 6 Minor Kernel Releases

OLFS - Performance - Conclusions Reached

- Realizing good performance in user-mode filesystems is possible.

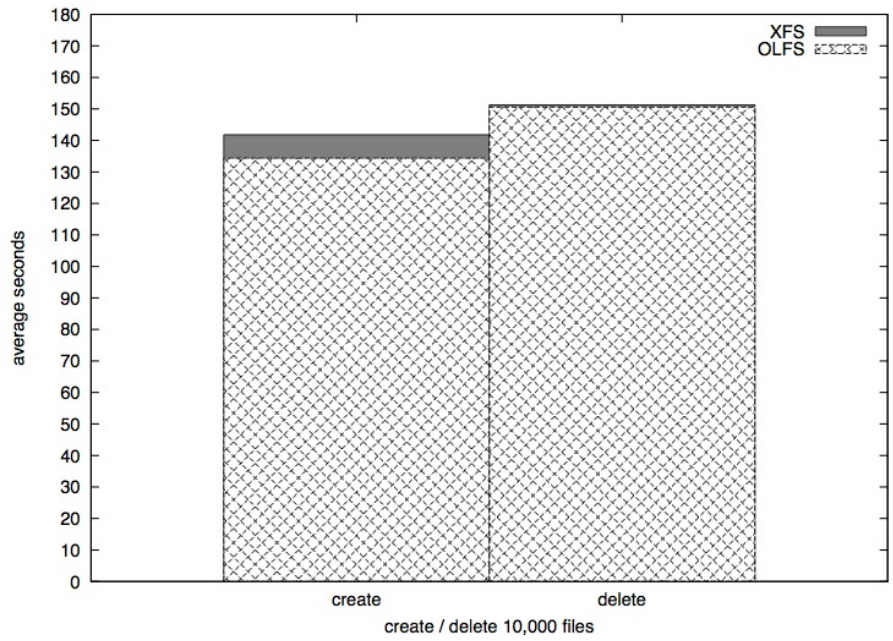


Figure 3:

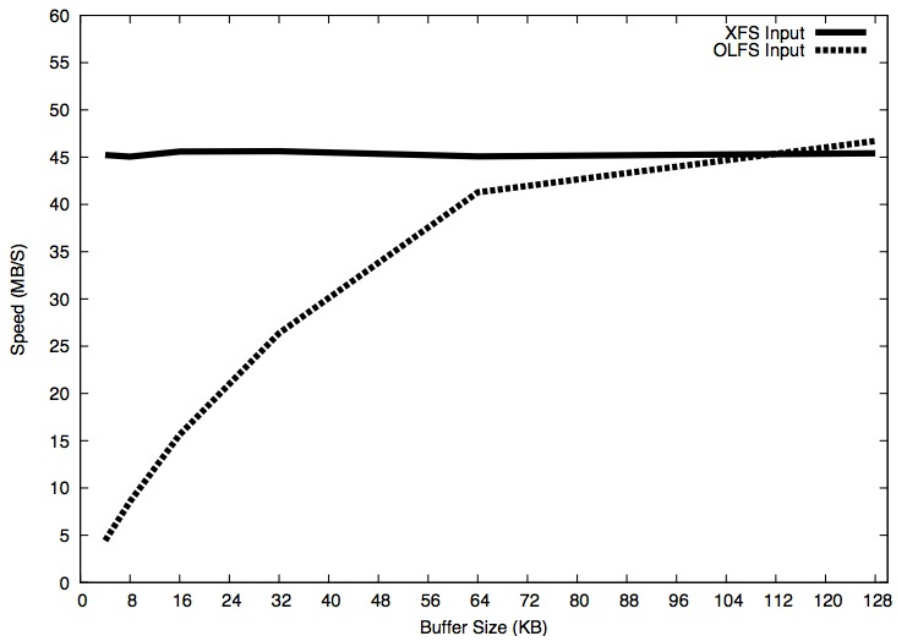


Figure 4:

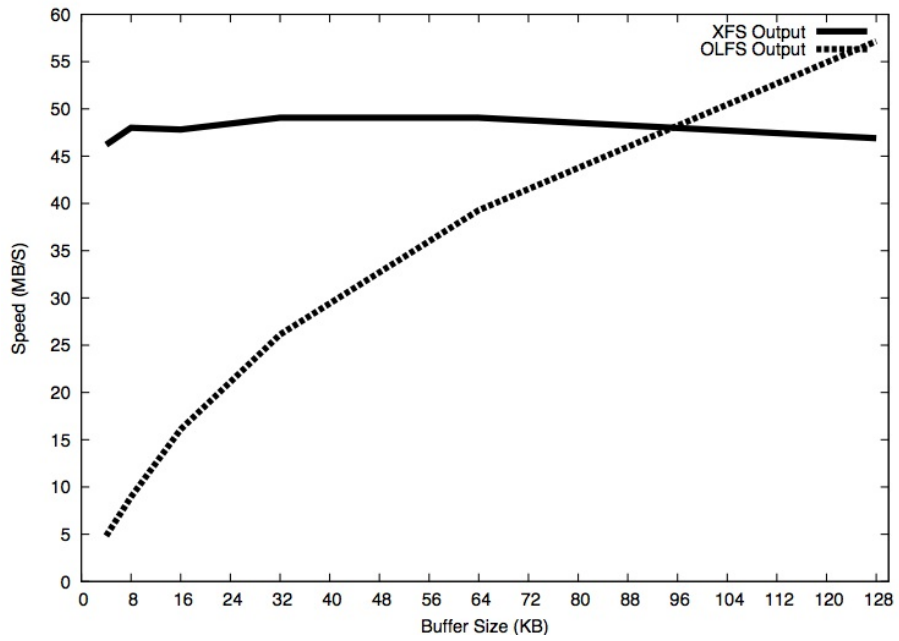


Figure 5:

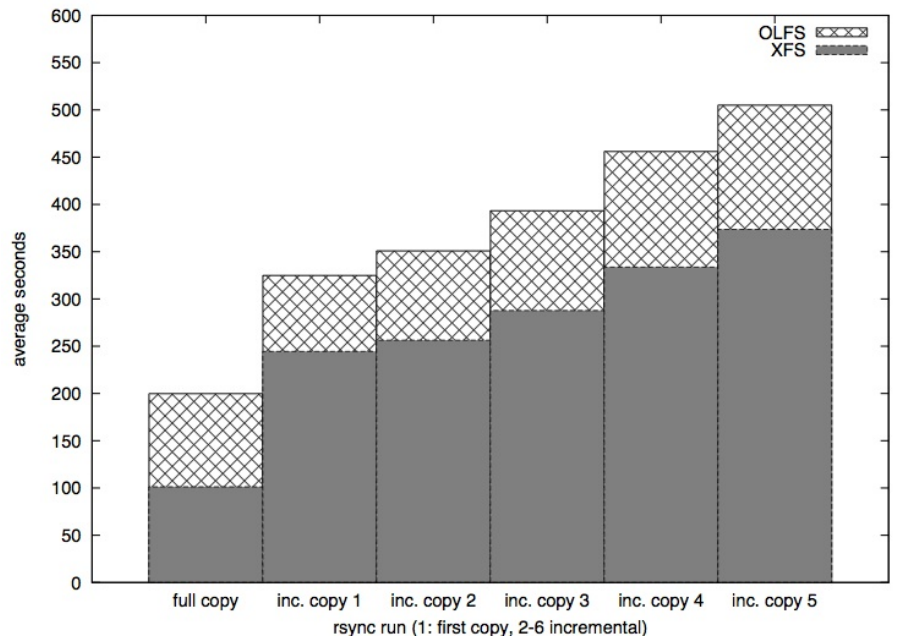


Figure 6:

- Metadata operations are the most difficult to perform well on because they represent the smallest chunk of data and require the greatest attention to locking and consistency.
- User-land caching, asynchronous operations, and using large buffers wherever possible is key.
- The use of a higher level language like Java (OLFS) versus C/C++ (XFS) was not a real contributor to the I/O performance difference between the two systems.
- The behavior of applications using the filesystem can greatly determine the differences between kernel-mode and user-mode FS performance.
- Applications that make use of smaller buffers and small reads/writes will perform poorly with user-mode filesystems.

NOFS - Performance - Current Progress

- Our latest published work concerns managing domain models that exceed the size of physical memory
- This is most important for storage filesystems and less important for application oriented filesystems
- We demonstrated how to move the caching concern into the NOFS framework and out of the domain model
- Demonstrated how to make use of the weak-reference pattern in filesystem domain models and similarities between this patterns and the i-node structure.

NOFS - Caching

NOFS - Caching - Context Switches

- The NOFS cache helps reduce the number of context switches in the FUSE model:

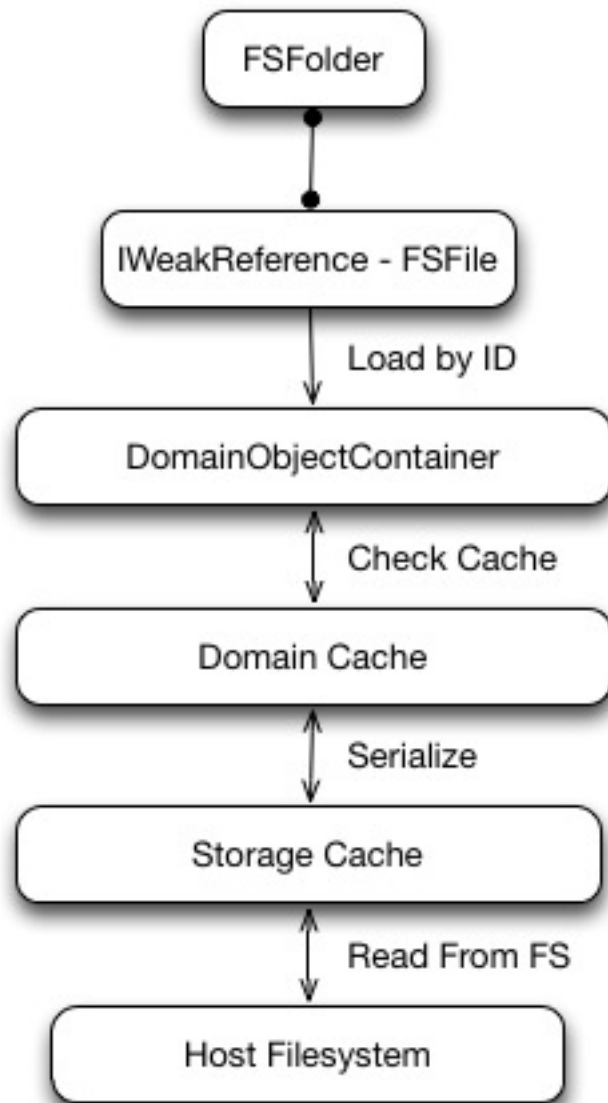


Figure 7:

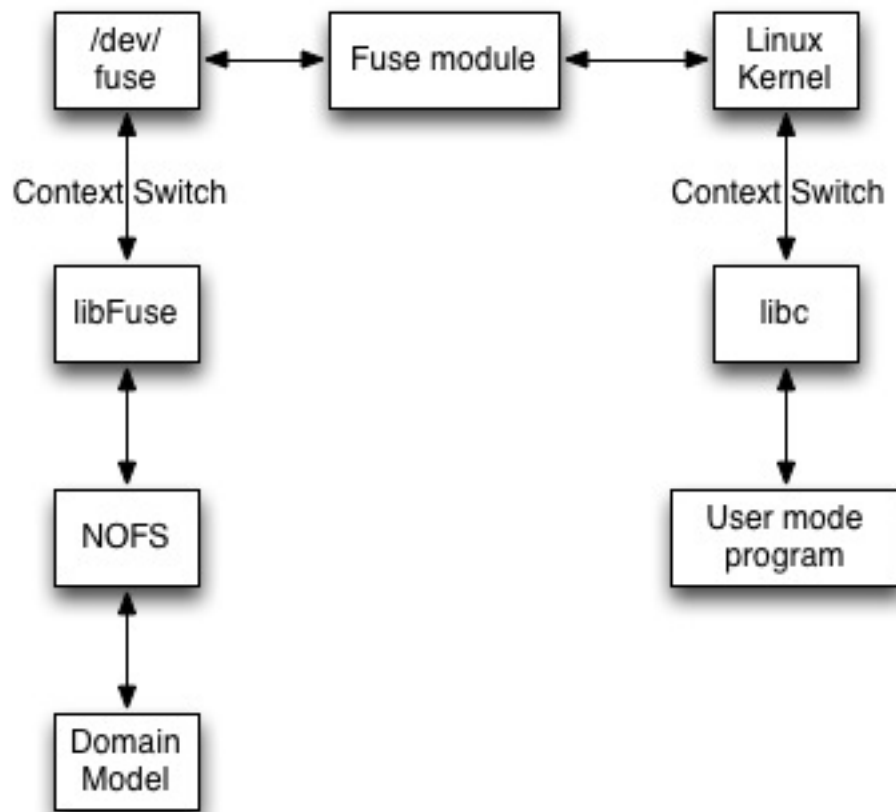


Figure 8:

NOFS - Performance - Current Picture

- I/O Performance is acceptable, but metadata operations are not very fast.
- Currently we are working on making asynchronous metadata and I/O operations transparent to the domain model.
- With our experience with OLFS, we believe that we'll close the gap with native FS performance.

NOFS - Application Filesystems

- In addition to modeling storage based filesystems, an important aspect to NOFS is its ability to model application oriented filesystems
- These filesystems play an important role in re-exposing and filtering external services and data-sets.
- The choice of using a Naked-Objects architecture makes the construction of application oriented filesystems in NOFS much simpler than would be in FUSE.
- Many application oriented filesystems can be built in NOFS with just 2-3 classes and less than 400 lines of code.
- There is very little coding overhead imposed by the NOFS framework itself.

RestFS - The Filesystem as a Connector Abstraction

- In 2010, we built RestFS, a filesystem using the NOFS framework to expose web services as filesystems.
- Our prototype implementation is able to:
 - Perform Google searches by creating files with the name containing the search terms with RestFS filling the file's contents with JSON search results
 - Perform Yahoo! Placefinder lookups
 - Connect to Twitter and list a user's Tweets
 - Connect to services using OAuth authentication

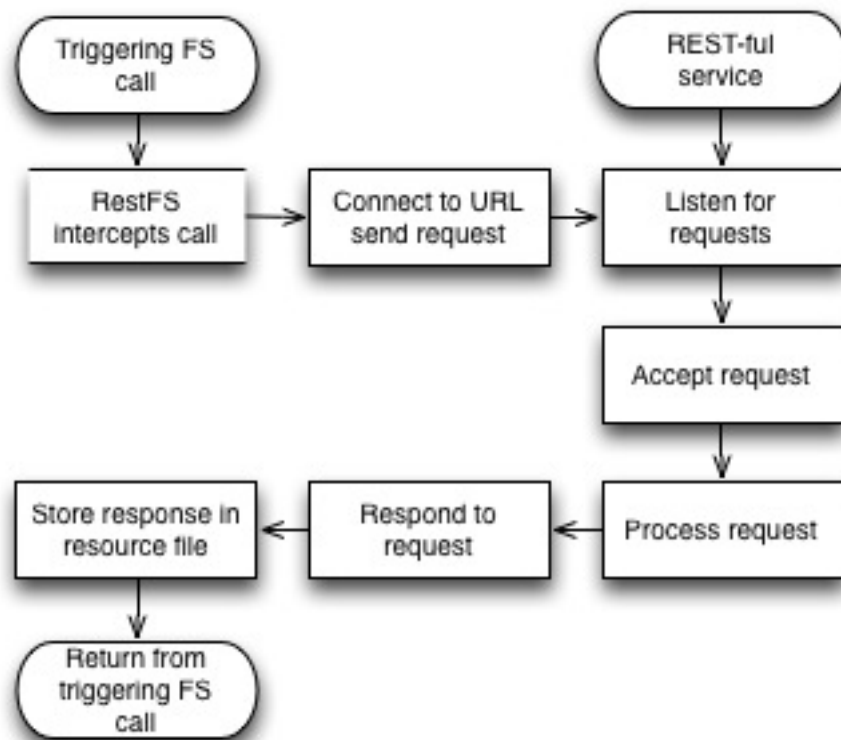


Figure 9:

RestFS - Connecting Filesystem Calls to Web Service Methods

RestFS - Connecting Filesystem Calls to Web Service Methods

- Through the use of special configuration files, a RestFS user can map a filesystem action (create, delete, read, write, updating the timestamp), to a HTTP verb (GET, PUT, POST, DELETE) for a single file in the filesystem.
- For restful web services, it is possible to map the resources in such a service onto a filesystem and use filesystem operations to map the the HTTP verbs implemented by the restful service.
- Since restful services are modeled in some sense after FS-like calls, this is a very natural mapping in many cases

RestFS - Configuration Files - Sample

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <RestfulSetting>
3   <FsMethod>utime</FsMethod>
4   <WebMethod>get</WebMethod>
5   <FormName></FormName>
6   <Resource>ajax/services/search/web?v=1.0&q=Brett%Favre
7 </Resource>
8   <Host>ajax.googleapis.com</Host>
9   <Port>80</Port>
10  <OAuthTokenPath></OAuthTokenPath>
11 </RestfulSetting>
```

RestFS - Software Composition

- Since the FS service is itself a very stable contract, it offers a great point at which software components can be composed.
- Specifically, we've shown several examples where RestFS could be used to compose applications and application filesystems with NOFS (multi-filesystem composition)

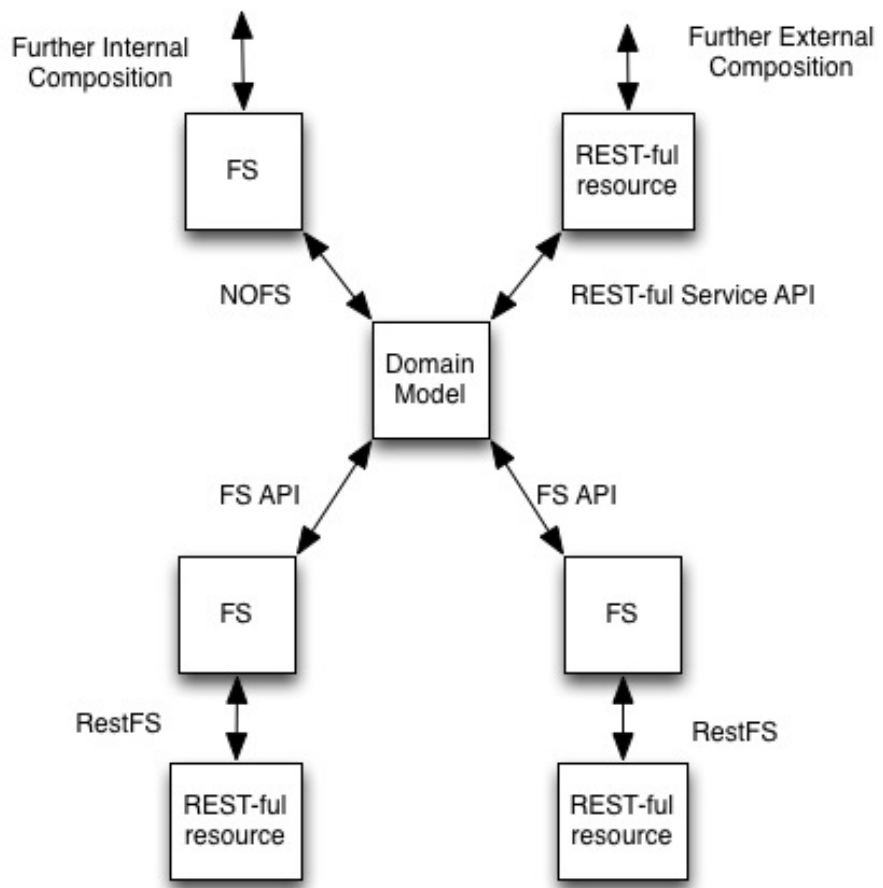


Figure 10:

RestFS - Picture Album Composition

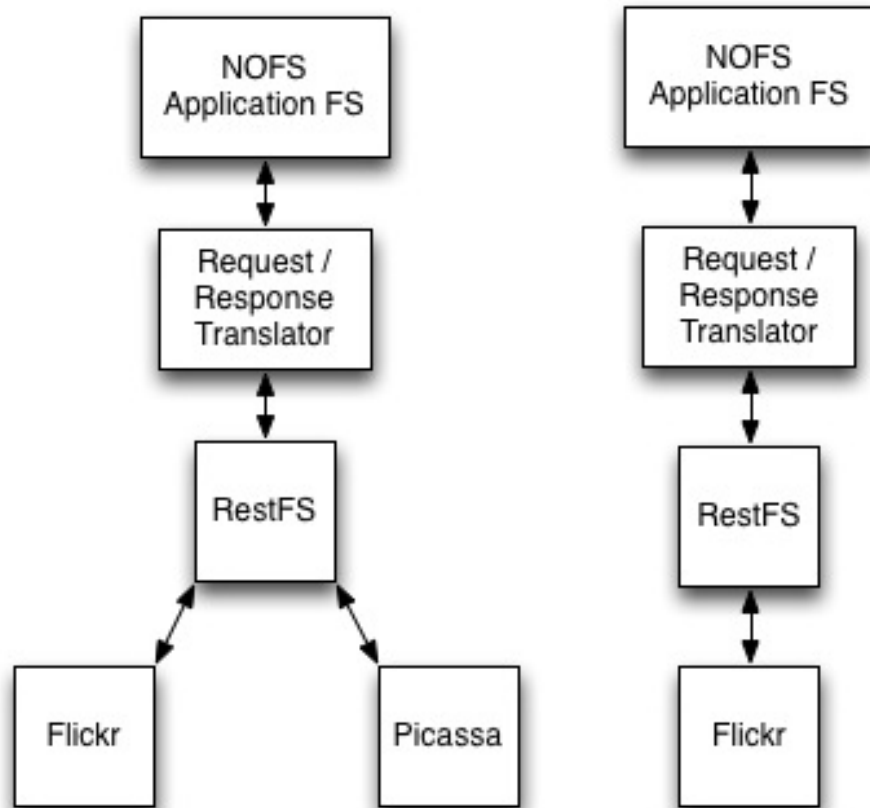


Figure 11:

RestFS - Investment Alerts

RestFS - Blog Example

RestFS - OAuth Authentication

- Users of RestFS can authenticate with web services using OAuth by reading from and writing to files in a RestFS instance

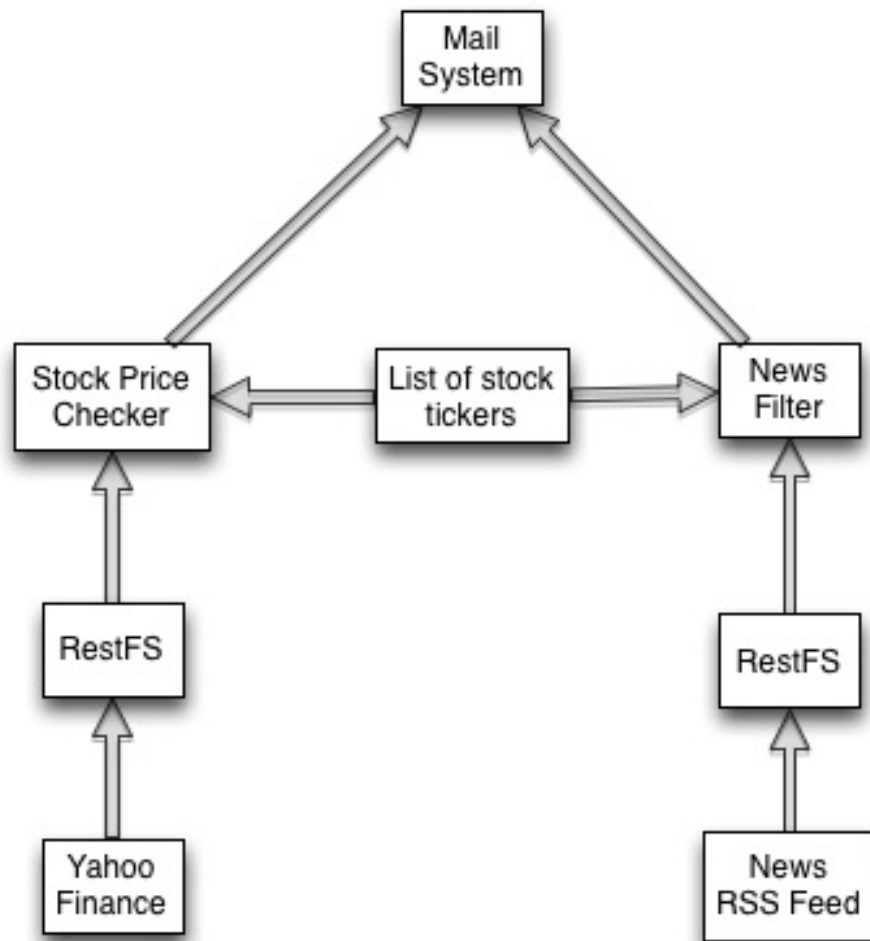


Figure 12:

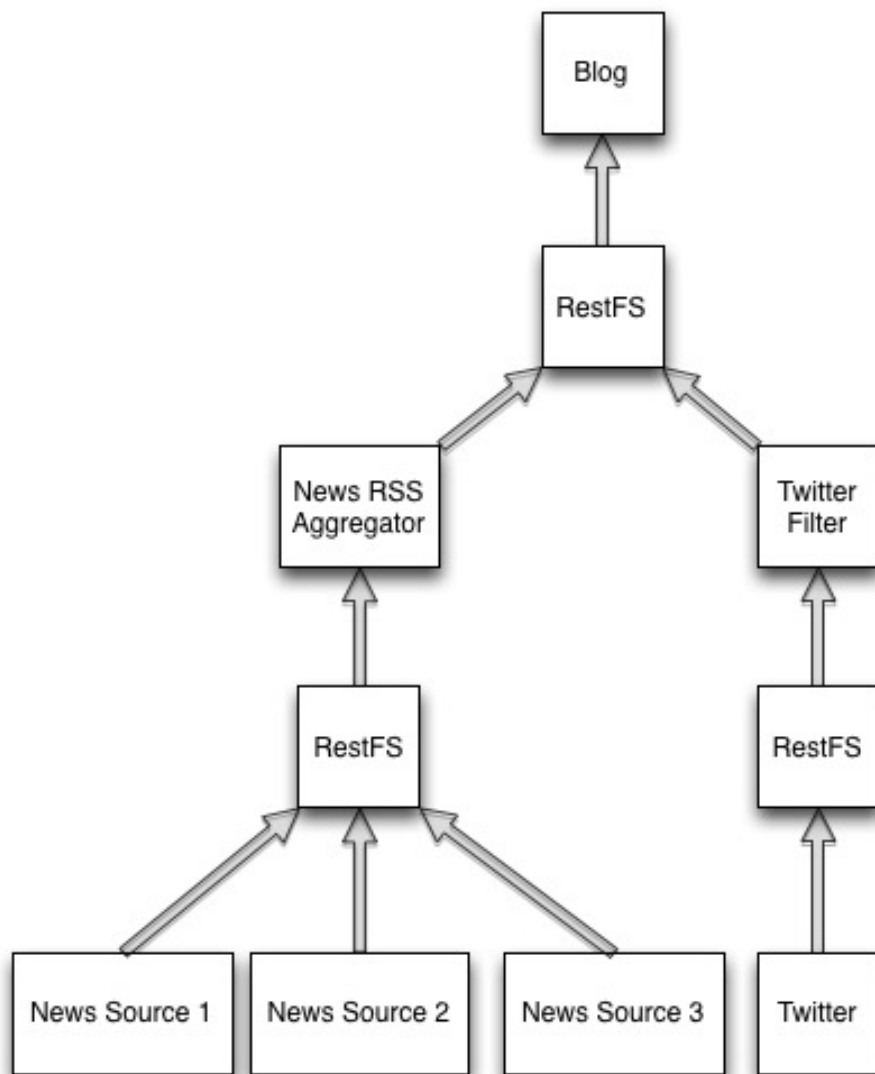


Figure 13:

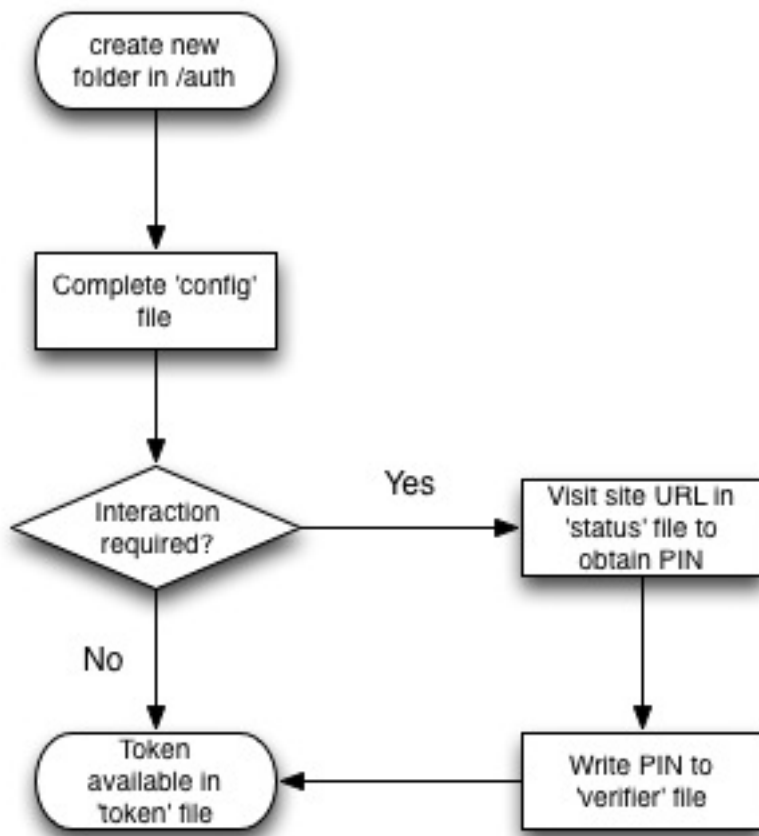


Figure 14:

RestFS - OAuth Authentication

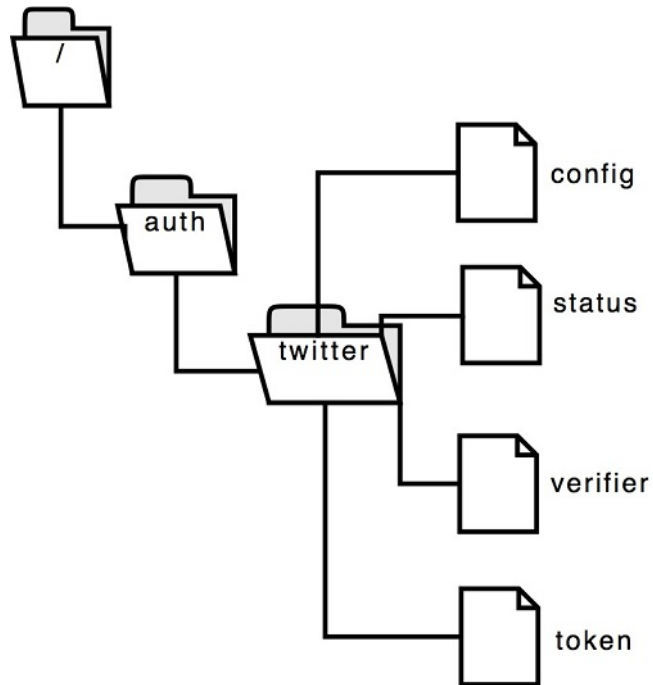


Figure 15:

RestFS - OAuth Authentication Configuration in RestFS

- /auth/twitter/config

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <OAuthConfigFile>
3   <Key>afhasdfkaljs34</Key>
4   <AccessTokenURL>https://api.twitter.com/oauth/access_token</AccessTokenURL>
5   <UserAuthURL>https://api.twitter.com/auth/authorize</UserAuthURL>
6   <RequestTokenURL>https://api.twitter.com/oauth/request_token</RequestTokenURL>
7   <Secret>adfhas1234</Secret>
8 </OAuthConfigFile>
```

- /auth/twitter/token

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <OAuthTokenFile>
3   <AccessToken>2457u20283094230</AccessToken>
4   <RequestToken>dfaslh34</RequestToken>
5   <TokenSecret>dfho234t03hfsdf</TokenSecret>
6 </OAuthTokenFile>
```

Separation Between Application and Connector Filesystems

- We believe that application filesystems are best at:
 - user interaction through the FS browser
 - local composition
 - local validation
 - local data cleansing
 - making use of local software and resources
 - local file conversion - decompression / compression / filetype conversions like jpeg-png
 - exposing a single large data source as a structured filesystem
- Connector filesystems are best at:
 - providing a stable FS contract for remote web-services
 - re-exposing local software compositions as web-services
 - combining one or more web services as a single filesystem

Combining Application and Connector Filesystems

- The application filesystem should be viewed as the stable implementation
- The connector filesystem should be viewed as the unstable component
- The connector filesystem provides glue between a web service and the application filesystem
- The connector filesystem is the point of configuration
 - Adding new web services
 - Removing old web services
 - Changing mappings with web services