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### A Comparison of CIFS and NFS Protocols

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#### **Network Evaluation Criteria**

• Price

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- Performance
- Functionality
- Availability
- Reliability
- Security
- Vendor quality & stability
- Standardization
- Corporate direction

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#### **Realistic Network Evaluation Criteria**

### Corporate Direction

- Price
- Performance
- Functionality
- Availability
- Reliability
- Security
- Vendor quality & stability
- Standardization



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#### **Remote File Access Method**

- By far the largest consumer of most Technical network resources
- Usually, by far, the most important

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#### Remote File Access Method Evaluation Criteria

- Price
- Performance
- Availability
- Functionality
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#### **Network Performance**

Latency

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• Throughput

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#### Latency

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- System speed
- routers
- switches
- length



- Overall capacity of a link
- may be very wide but slow (sneakernet)

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#### Protocol impacts on network/application performance

- Latency
  - Inherent request/response protocol
    - minimize the required requests
    - minimize dependencies on timely responses
    - Throughput

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#### Protocol impacts on network/application performance

- Throughput
  - Minimize information transferred
    - ask for only what you need
    - remember what you get

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# What do we look for in a well performing protocol?

- Avoids re-transmission of information using local caching
  - Local caching can save 75% network throughput
- Minimum dependency on previous transaction completion before the next one can begin
- Minimum of required transactions to perform common operations (includes large data size)
- Maximum parallelism (Files, sessions, threads)
- Minimum protocol overhead
- minimum negative impact on lower layers
- Simple, efficient implementation possible

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#### A Quick Note on Workloads

- The Workload, the type and amount of work being done, is the primary metric required to evaluate the appropriateness of any protocol.
  - Technical environments, although usually considered large sequential read/write intensive, do a surprising amount of file name activity.
- The correct answer is always "It Depends"

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# **CIFS/SMB** and NFS: an Evaluation opportunity

- CIFS and NFS are available as both client and server with 11.0 on HP9000 computers
- CIFS is available on most Microsoft offerings. NFS is available via 3rd parties
- NFS is available on most non-Microsoft Operating systems natively

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#### CIFS/SMB and NFS: an Evaluation opportunity (Cont.)

 CIFS/SMB and NFS protocols have some significant differences in how they will impact network resources and deliver reliable, correct data to the user application.

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#### **NFS - Network File System**

- From Sum Microsystems
- Sun held control of protocol until version 4 (underway) and transferred the control to IETF
- Version 2 the old standby, version 3 widely used.
- Numerous add-ons. AutoFS, CacheFS, NIS etc
- Operates over a variety of transports, a reliable transport is NOT required

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## NFS - Network File System - cont

- Largely Stateless
- 17 unique calls

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- Asynchronous writes only with version 3 (except for -async option on some vendors server implementations)
- Poor support for client caching
- Locking is a separate protocol



# NFS - Network File System - cont

- Some piggybacking of calls and status return
- Negotiates v2 or V3 protocol at mount

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#### CIFS - Common Internet File System

- From Microsoft
- Formerly known as SMB (System Message Block)
- Microsoft claims it's a multi-vendor standard, and submitted it to IETF - where it has disappeared
- Numerous versions and dialects
- Protocol "richer" then NFS

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#### **CIFS - Common Internet File** System - continued

- A reliable connection is required. No error checking or retransmission is supported.
- Version and dialect is negotiated upon initiation
- Between 28-65 calls depending upon version and dialect
- Calls can be of considerable complexity

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#### CIFS - Common Internet File System - continued

- File and data region locking is part of the protocol
- Opportunistic locks, called OPLOCKS, facilitate locking and client caching
  - Exclusive OBLOCKS
  - Batch OPLOCKS
  - Level II OPLOCKS
- AndX allows chaining multiple calls into 1 transmission
- File change notification

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#### Implementation

- The actual implementation will have a significant impact on how a protocol performs
  - Especially true on the client!
  - CIFS server implementation can have dramatic impact (eg refuse oblocks)
    - 3rd party implementers indicate some difficulty implementing from available documentation



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#### Implementation

 No feature, no matter how powerful, is of any use if not implemented!

 Completeness of implementation is often a reflection of the implementers resources

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#### Conclusions

- NFS offers a relatively simple to implement protocol which works well over a variety of transports especially in a local LAN environment
  - Works well with
    - Large, sequential files
    - files that do not change a lot
- Stay Tuned for Version 4

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#### **Conclusions - Continued**

- CIFS/SMB has the potential be very effective in a variety of environments where the implementations are sufficient to take advantage of it's more advanced features.
  - Works especially well
    - high latency environments
    - situations where the sensitivity to file change is high

