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## Network File System (NFS) Version 4 Minor Version 1 Protocol

### Abstract

This document describes the Network File System (NFS) version 4 minor version 1, including features retained from the base protocol (NFS version 4 minor version 0, which is specified in RFC 3530) and protocol extensions made subsequently. Major extensions introduced in NFS version 4 minor version 1 include Sessions, Directory Delegations, and parallel NFS (pNFS). NFS version 4 minor version 1 has no dependencies on NFS version 4 minor version 0, and it is considered a separate protocol. Thus, this document neither updates nor obsoletes RFC 3530. NFS minor version 1 is deemed superior to NFS minor version 0 with no loss of functionality, and its use is preferred over version 0. Both NFS minor versions 0 and 1 can be used simultaneously on the same network, between the same client and server.

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## 1. Introduction

### 1.1. The NFS Version 4 Minor Version 1 Protocol

The NFS version 4 minor version 1 (NFSv4.1) protocol is the second minor version of the NFS version 4 (NFSv4) protocol. The first minor version, NFSv4.0, is described in [30]. It generally follows the guidelines for minor versioning that are listed in Section 10 of RFC 3530. However, it diverges from guidelines 11 ("a client and server that support minor version X must support minor versions 0 through X-1") and 12 ("no new features may be introduced as mandatory in a minor version"). These divergences are due to the introduction of the sessions model for managing non-idempotent operations and the RECLAIM\_COMPLETE operation. These two new features are infrastructural in nature and simplify implementation of existing and other new features. Making them anything but REQUIRED would add undue complexity to protocol definition and implementation. NFSv4.1 accordingly updates the minor versioning guidelines (Section 2.7).

As a minor version, NFSv4.1 is consistent with the overall goals for NFSv4, but extends the protocol so as to better meet those goals, based on experiences with NFSv4.0. In addition, NFSv4.1 has adopted some additional goals, which motivate some of the major extensions in NFSv4.1.

### 1.2. Requirements Language

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119 [1].

### 1.3. Scope of This Document

This document describes the NFSv4.1 protocol. With respect to NFSv4.0, this document does not:

- o describe the NFSv4.0 protocol, except where needed to contrast with NFSv4.1.
- o modify the specification of the NFSv4.0 protocol.
- o clarify the NFSv4.0 protocol.

#### 1.4. NFSv4 Goals

The NFSv4 protocol is a further revision of the NFS protocol defined already by NFSv3 [31]. It retains the essential characteristics of previous versions: easy recovery; independence of transport protocols, operating systems, and file systems; simplicity; and good performance. NFSv4 has the following goals:

- o Improved access and good performance on the Internet

The protocol is designed to transit firewalls easily, perform well where latency is high and bandwidth is low, and scale to very large numbers of clients per server.

- o Strong security with negotiation built into the protocol

The protocol builds on the work of the ONCRPC working group in supporting the RPCSEC\_GSS protocol. Additionally, the NFSv4.1 protocol provides a mechanism to allow clients and servers the ability to negotiate security and require clients and servers to support a minimal set of security schemes.

- o Good cross-platform interoperability

The protocol features a file system model that provides a useful, common set of features that does not unduly favor one file system or operating system over another.

- o Designed for protocol extensions

The protocol is designed to accept standard extensions within a framework that enables and encourages backward compatibility.

#### 1.5. NFSv4.1 Goals

NFSv4.1 has the following goals, within the framework established by the overall NFSv4 goals.

- o To correct significant structural weaknesses and oversights discovered in the base protocol.
- o To add clarity and specificity to areas left unaddressed or not addressed in sufficient detail in the base protocol. However, as stated in Section 1.3, it is not a goal to clarify the NFSv4.0 protocol in the NFSv4.1 specification.
- o To add specific features based on experience with the existing protocol and recent industry developments.

- o To provide protocol support to take advantage of clustered server deployments including the ability to provide scalable parallel access to files distributed among multiple servers.

## 1.6. General Definitions

The following definitions provide an appropriate context for the reader.

**Byte:** In this document, a byte is an octet, i.e., a datum exactly 8 bits in length.

**Client:** The client is the entity that accesses the NFS server's resources. The client may be an application that contains the logic to access the NFS server directly. The client may also be the traditional operating system client that provides remote file system services for a set of applications.

A client is uniquely identified by a client owner.

With reference to byte-range locking, the client is also the entity that maintains a set of locks on behalf of one or more applications. This client is responsible for crash or failure recovery for those locks it manages.

Note that multiple clients may share the same transport and connection and multiple clients may exist on the same network node.

**Client ID:** The client ID is a 64-bit quantity used as a unique, short-hand reference to a client-supplied verifier and client owner. The server is responsible for supplying the client ID.

**Client Owner:** The client owner is a unique string, opaque to the server, that identifies a client. Multiple network connections and source network addresses originating from those connections may share a client owner. The server is expected to treat requests from connections with the same client owner as coming from the same client.

**File System:** The file system is the collection of objects on a server (as identified by the major identifier of a server owner, which is defined later in this section) that share the same fsid attribute (see Section 5.8.1.9).

**Lease:** A lease is an interval of time defined by the server for which the client is irrevocably granted locks. At the end of a lease period, locks may be revoked if the lease has not been extended. A lock must be revoked if a conflicting lock has been granted after the lease interval.

A server grants a client a single lease for all state.

**Lock:** The term "lock" is used to refer to byte-range (in UNIX environments, also known as record) locks, share reservations, delegations, or layouts unless specifically stated otherwise.

**Secret State Verifier (SSV):** The SSV is a unique secret key shared between a client and server. The SSV serves as the secret key for an internal (that is, internal to NFSv4.1) Generic Security Services (GSS) mechanism (the SSV GSS mechanism; see Section 2.10.9). The SSV GSS mechanism uses the SSV to compute message integrity code (MIC) and Wrap tokens. See Section 2.10.8.3 for more details on how NFSv4.1 uses the SSV and the SSV GSS mechanism.

**Server:** The Server is the entity responsible for coordinating client access to a set of file systems and is identified by a server owner. A server can span multiple network addresses.

**Server Owner:** The server owner identifies the server to the client. The server owner consists of a major identifier and a minor identifier. When the client has two connections each to a peer with the same major identifier, the client assumes that both peers are the same server (the server namespace is the same via each connection) and that lock state is sharable across both connections. When each peer has both the same major and minor identifiers, the client assumes that each connection might be associable with the same session.

**Stable Storage:** Stable storage is storage from which data stored by an NFSv4.1 server can be recovered without data loss from multiple power failures (including cascading power failures, that is, several power failures in quick succession), operating system failures, and/or hardware failure of components other than the storage medium itself (such as disk, nonvolatile RAM, flash memory, etc.).

Some examples of stable storage that are allowable for an NFS server include:

1. Media commit of data; that is, the modified data has been successfully written to the disk media, for example, the disk platter.
2. An immediate reply disk drive with battery-backed, on-drive intermediate storage or uninterruptible power system (UPS).
3. Server commit of data with battery-backed intermediate storage and recovery software.
4. Cache commit with uninterruptible power system (UPS) and recovery software.

**Stateid:** A stateid is a 128-bit quantity returned by a server that uniquely defines the open and locking states provided by the server for a specific open-owner or lock-owner/open-owner pair for a specific file and type of lock.

**Verifier:** A verifier is a 64-bit quantity generated by the client that the server can use to determine if the client has restarted and lost all previous lock state.

### 1.7. Overview of NFSv4.1 Features

The major features of the NFSv4.1 protocol will be reviewed in brief. This will be done to provide an appropriate context for both the reader who is familiar with the previous versions of the NFS protocol and the reader who is new to the NFS protocols. For the reader new to the NFS protocols, there is still a set of fundamental knowledge that is expected. The reader should be familiar with the External Data Representation (XDR) and Remote Procedure Call (RPC) protocols as described in [2] and [3]. A basic knowledge of file systems and distributed file systems is expected as well.

In general, this specification of NFSv4.1 will not distinguish those features added in minor version 1 from those present in the base protocol but will treat NFSv4.1 as a unified whole. See Section 1.8 for a summary of the differences between NFSv4.0 and NFSv4.1.

#### 1.7.1. RPC and Security

As with previous versions of NFS, the External Data Representation (XDR) and Remote Procedure Call (RPC) mechanisms used for the NFSv4.1 protocol are those defined in [2] and [3]. To meet end-to-end security requirements, the RPCSEC\_GSS framework [4] is used to extend the basic RPC security. With the use of RPCSEC\_GSS, various mechanisms can be provided to offer authentication, integrity, and

privacy to the NFSv4 protocol. Kerberos V5 is used as described in [5] to provide one security framework. With the use of RPCSEC\_GSS, other mechanisms may also be specified and used for NFSv4.1 security.

To enable in-band security negotiation, the NFSv4.1 protocol has operations that provide the client a method of querying the server about its policies regarding which security mechanisms must be used for access to the server's file system resources. With this, the client can securely match the security mechanism that meets the policies specified at both the client and server.

NFSv4.1 introduces parallel access (see Section 1.7.2.2), which is called pNFS. The security framework described in this section is significantly modified by the introduction of pNFS (see Section 12.9), because data access is sometimes not over RPC. The level of significance varies with the storage protocol (see Section 12.2.5) and can be as low as zero impact (see Section 13.12).

## 1.7.2. Protocol Structure

### 1.7.2.1. Core Protocol

Unlike NFSv3, which used a series of ancillary protocols (e.g., NLM, NSM (Network Status Monitor), MOUNT), within all minor versions of NFSv4 a single RPC protocol is used to make requests to the server. Facilities that had been separate protocols, such as locking, are now integrated within a single unified protocol.

### 1.7.2.2. Parallel Access

Minor version 1 supports high-performance data access to a clustered server implementation by enabling a separation of metadata access and data access, with the latter done to multiple servers in parallel.

Such parallel data access is controlled by recallable objects known as "layouts", which are integrated into the protocol locking model. Clients direct requests for data access to a set of data servers specified by the layout via a data storage protocol which may be NFSv4.1 or may be another protocol.

Because the protocols used for parallel data access are not necessarily RPC-based, the RPC-based security model (Section 1.7.1) is obviously impacted (see Section 12.9). The degree of impact varies with the storage protocol (see Section 12.2.5) used for data access, and can be as low as zero (see Section 13.12).

### 1.7.3. File System Model

The general file system model used for the NFSv4.1 protocol is the same as previous versions. The server file system is hierarchical with the regular files contained within being treated as opaque byte streams. In a slight departure, file and directory names are encoded with UTF-8 to deal with the basics of internationalization.

The NFSv4.1 protocol does not require a separate protocol to provide for the initial mapping between path name and filehandle. All file systems exported by a server are presented as a tree so that all file systems are reachable from a special per-server global root filehandle. This allows LOOKUP operations to be used to perform functions previously provided by the MOUNT protocol. The server provides any necessary pseudo file systems to bridge any gaps that arise due to unexported gaps between exported file systems.

#### 1.7.3.1. Filehandles

As in previous versions of the NFS protocol, opaque filehandles are used to identify individual files and directories. Lookup-type and create operations translate file and directory names to filehandles, which are then used to identify objects in subsequent operations.

The NFSv4.1 protocol provides support for persistent filehandles, guaranteed to be valid for the lifetime of the file system object designated. In addition, it provides support to servers to provide filehandles with more limited validity guarantees, called volatile filehandles.

#### 1.7.3.2. File Attributes

The NFSv4.1 protocol has a rich and extensible file object attribute structure, which is divided into REQUIRED, RECOMMENDED, and named attributes (see Section 5).

Several (but not all) of the REQUIRED attributes are derived from the attributes of NFSv3 (see the definition of the `fatr3` data type in [31]). An example of a REQUIRED attribute is the file object's type (Section 5.8.1.2) so that regular files can be distinguished from directories (also known as folders in some operating environments) and other types of objects. REQUIRED attributes are discussed in Section 5.1.

An example of three RECOMMENDED attributes are `acl`, `sacl`, and `dacl`. These attributes define an Access Control List (ACL) on a file object (Section 6). An ACL provides directory and file access control beyond the model used in NFSv3. The ACL definition allows for

specification of specific sets of permissions for individual users and groups. In addition, ACL inheritance allows propagation of access permissions and restrictions down a directory tree as file system objects are created. RECOMMENDED attributes are discussed in Section 5.2.

A named attribute is an opaque byte stream that is associated with a directory or file and referred to by a string name. Named attributes are meant to be used by client applications as a method to associate application-specific data with a regular file or directory. NFSv4.1 modifies named attributes relative to NFSv4.0 by tightening the allowed operations in order to prevent the development of non-interoperable implementations. Named attributes are discussed in Section 5.3.

#### 1.7.3.3. Multi-Server Namespace

NFSv4.1 contains a number of features to allow implementation of namespaces that cross server boundaries and that allow and facilitate a non-disruptive transfer of support for individual file systems between servers. They are all based upon attributes that allow one file system to specify alternate or new locations for that file system.

These attributes may be used together with the concept of absent file systems, which provide specifications for additional locations but no actual file system content. This allows a number of important facilities:

- o Location attributes may be used with absent file systems to implement referrals whereby one server may direct the client to a file system provided by another server. This allows extensive multi-server namespaces to be constructed.
- o Location attributes may be provided for present file systems to provide the locations of alternate file system instances or replicas to be used in the event that the current file system instance becomes unavailable.
- o Location attributes may be provided when a previously present file system becomes absent. This allows non-disruptive migration of file systems to alternate servers.

#### 1.7.4. Locking Facilities

As mentioned previously, NFSv4.1 is a single protocol that includes locking facilities. These locking facilities include support for many types of locks including a number of sorts of recallable locks.



Recallable locks such as delegations allow the client to be assured that certain events will not occur so long as that lock is held. When circumstances change, the lock is recalled via a callback request. The assurances provided by delegations allow more extensive caching to be done safely when circumstances allow it.

The types of locks are:

- o Share reservations as established by OPEN operations.
- o Byte-range locks.
- o File delegations, which are recallable locks that assure the holder that inconsistent opens and file changes cannot occur so long as the delegation is held.
- o Directory delegations, which are recallable locks that assure the holder that inconsistent directory modifications cannot occur so long as the delegation is held.
- o Layouts, which are recallable objects that assure the holder that direct access to the file data may be performed directly by the client and that no change to the data's location that is inconsistent with that access may be made so long as the layout is held.

All locks for a given client are tied together under a single client-wide lease. All requests made on sessions associated with the client renew that lease. When the client's lease is not promptly renewed, the client's locks are subject to revocation. In the event of server restart, clients have the opportunity to safely reclaim their locks within a special grace period.

#### 1.8. Differences from NFSv4.0

The following summarizes the major differences between minor version 1 and the base protocol:

- o Implementation of the sessions model (Section 2.10).
- o Parallel access to data (Section 12).
- o Addition of the RECLAIM\_COMPLETE operation to better structure the lock reclamation process (Section 18.51).
- o Enhanced delegation support as follows.

- \* Delegations on directories and other file types in addition to regular files (Section 18.39, Section 18.49).
  - \* Operations to optimize acquisition of recalled or denied delegations (Section 18.49, Section 20.5, Section 20.7).
  - \* Notifications of changes to files and directories (Section 18.39, Section 20.4).
  - \* A method to allow a server to indicate that it is recalling one or more delegations for resource management reasons, and thus a method to allow the client to pick which delegations to return (Section 20.6).
- o Attributes can be set atomically during exclusive file create via the OPEN operation (see the new EXCLUSIVE4\_1 creation method in Section 18.16).
  - o Open files can be preserved if removed and the hard link count ("hard link" is defined in an Open Group [6] standard) goes to zero, thus obviating the need for clients to rename deleted files to partially hidden names -- colloquially called "silly rename" (see the new OPEN4\_RESULT\_PRESERVE\_UNLINKED reply flag in Section 18.16).
  - o Improved compatibility with Microsoft Windows for Access Control Lists (Section 6.2.3, Section 6.2.2, Section 6.4.3.2).
  - o Data retention (Section 5.13).
  - o Identification of the implementation of the NFS client and server (Section 18.35).
  - o Support for notification of the availability of byte-range locks (see the new OPEN4\_RESULT\_MAY\_NOTIFY\_LOCK reply flag in Section 18.16 and see Section 20.11).
  - o In NFSv4.1, LIPKEY and SPKM-3 are not required security mechanisms [32].

## 2. Core Infrastructure

### 2.1. Introduction

NFSv4.1 relies on core infrastructure common to nearly every operation. This core infrastructure is described in the remainder of this section.

## 2.2. RPC and XDR

The NFSv4.1 protocol is a Remote Procedure Call (RPC) application that uses RPC version 2 and the corresponding eXternal Data Representation (XDR) as defined in [3] and [2].

### 2.2.1. RPC-Based Security

Previous NFS versions have been thought of as having a host-based authentication model, where the NFS server authenticates the NFS client, and trusts the client to authenticate all users. Actually, NFS has always depended on RPC for authentication. One of the first forms of RPC authentication, AUTH\_SYS, had no strong authentication and required a host-based authentication approach. NFSv4.1 also depends on RPC for basic security services and mandates RPC support for a user-based authentication model. The user-based authentication model has user principals authenticated by a server, and in turn the server authenticated by user principals. RPC provides some basic security services that are used by NFSv4.1.

#### 2.2.1.1. RPC Security Flavors

As described in Section 7.2 ("Authentication") of [3], RPC security is encapsulated in the RPC header, via a security or authentication flavor, and information specific to the specified security flavor. Every RPC header conveys information used to identify and authenticate a client and server. As discussed in Section 2.2.1.1.1, some security flavors provide additional security services.

NFSv4.1 clients and servers MUST implement RPCSEC\_GSS. (This requirement to implement is not a requirement to use.) Other flavors, such as AUTH\_NONE and AUTH\_SYS, MAY be implemented as well.

##### 2.2.1.1.1. RPCSEC\_GSS and Security Services

RPCSEC\_GSS [4] uses the functionality of GSS-API [7]. This allows for the use of various security mechanisms by the RPC layer without the additional implementation overhead of adding RPC security flavors.

###### 2.2.1.1.1.1. Identification, Authentication, Integrity, Privacy

Via the GSS-API, RPCSEC\_GSS can be used to identify and authenticate users on clients to servers, and servers to users. It can also perform integrity checking on the entire RPC message, including the RPC header, and on the arguments or results. Finally, privacy, usually via encryption, is a service available with RPCSEC\_GSS. Privacy is performed on the arguments and results. Note that if

privacy is selected, integrity, authentication, and identification are enabled. If privacy is not selected, but integrity is selected, authentication and identification are enabled. If integrity and privacy are not selected, but authentication is enabled, identification is enabled. RPCSEC\_GSS does not provide identification as a separate service.

Although GSS-API has an authentication service distinct from its privacy and integrity services, GSS-API's authentication service is not used for RPCSEC\_GSS's authentication service. Instead, each RPC request and response header is integrity protected with the GSS-API integrity service, and this allows RPCSEC\_GSS to offer per-RPC authentication and identity. See [4] for more information.

NFSv4.1 client and servers MUST support RPCSEC\_GSS's integrity and authentication service. NFSv4.1 servers MUST support RPCSEC\_GSS's privacy service. NFSv4.1 clients SHOULD support RPCSEC\_GSS's privacy service.

#### 2.2.1.1.1.2. Security Mechanisms for NFSv4.1

RPCSEC\_GSS, via GSS-API, normalizes access to mechanisms that provide security services. Therefore, NFSv4.1 clients and servers MUST support the Kerberos V5 security mechanism.

The use of RPCSEC\_GSS requires selection of mechanism, quality of protection (QOP), and service (authentication, integrity, privacy). For the mandated security mechanisms, NFSv4.1 specifies that a QOP of zero is used, leaving it up to the mechanism or the mechanism's configuration to map QOP zero to an appropriate level of protection. Each mandated mechanism specifies a minimum set of cryptographic algorithms for implementing integrity and privacy. NFSv4.1 clients and servers MUST be implemented on operating environments that comply with the REQUIRED cryptographic algorithms of each REQUIRED mechanism.

##### 2.2.1.1.1.2.1. Kerberos V5

The Kerberos V5 GSS-API mechanism as described in [5] MUST be implemented with the RPCSEC\_GSS services as specified in the following table:

column descriptions:

1 == number of pseudo flavor  
 2 == name of pseudo flavor  
 3 == mechanism's OID  
 4 == RPCSEC\_GSS service  
 5 == NFSv4.1 clients MUST support  
 6 == NFSv4.1 servers MUST support

1	2	3	4	5	6
390003	krb5	1.2.840.113554.1.2.2	rpc_gss_svc_none	yes	yes
390004	krb5i	1.2.840.113554.1.2.2	rpc_gss_svc_integrity	yes	yes
390005	krb5p	1.2.840.113554.1.2.2	rpc_gss_svc_privacy	no	yes

Note that the number and name of the pseudo flavor are presented here as a mapping aid to the implementor. Because the NFSv4.1 protocol includes a method to negotiate security and it understands the GSS-API mechanism, the pseudo flavor is not needed. The pseudo flavor is needed for the NFSv3 since the security negotiation is done via the MOUNT protocol as described in [33].

At the time NFSv4.1 was specified, the Advanced Encryption Standard (AES) with HMAC-SHA1 was a REQUIRED algorithm set for Kerberos V5. In contrast, when NFSv4.0 was specified, weaker algorithm sets were REQUIRED for Kerberos V5, and were REQUIRED in the NFSv4.0 specification, because the Kerberos V5 specification at the time did not specify stronger algorithms. The NFSv4.1 specification does not specify REQUIRED algorithms for Kerberos V5, and instead, the implementor is expected to track the evolution of the Kerberos V5 standard if and when stronger algorithms are specified.

#### 2.2.1.1.1.2.1.1. Security Considerations for Cryptographic Algorithms in Kerberos V5

When deploying NFSv4.1, the strength of the security achieved depends on the existing Kerberos V5 infrastructure. The algorithms of Kerberos V5 are not directly exposed to or selectable by the client or server, so there is some due diligence required by the user of NFSv4.1 to ensure that security is acceptable where needed.

#### 2.2.1.1.1.3. GSS Server Principal

Regardless of what security mechanism under RPCSEC\_GSS is being used, the NFS server MUST identify itself in GSS-API via a GSS\_C\_NT\_HOSTBASED\_SERVICE name type. GSS\_C\_NT\_HOSTBASED\_SERVICE names are of the form:

service@hostname

For NFS, the "service" element is

nfs

Implementations of security mechanisms will convert nfs@hostname to various different forms. For Kerberos V5, the following form is RECOMMENDED:

nfs/hostname

### 2.3. COMPOUND and CB\_COMPOUND

A significant departure from the versions of the NFS protocol before NFSv4 is the introduction of the COMPOUND procedure. For the NFSv4 protocol, in all minor versions, there are exactly two RPC procedures, NULL and COMPOUND. The COMPOUND procedure is defined as a series of individual operations and these operations perform the sorts of functions performed by traditional NFS procedures.

The operations combined within a COMPOUND request are evaluated in order by the server, without any atomicity guarantees. A limited set of facilities exist to pass results from one operation to another. Once an operation returns a failing result, the evaluation ends and the results of all evaluated operations are returned to the client.

With the use of the COMPOUND procedure, the client is able to build simple or complex requests. These COMPOUND requests allow for a reduction in the number of RPCs needed for logical file system operations. For example, multi-component look up requests can be constructed by combining multiple LOOKUP operations. Those can be further combined with operations such as GETATTR, READDIR, or OPEN plus READ to do more complicated sets of operation without incurring additional latency.

NFSv4.1 also contains a considerable set of callback operations in which the server makes an RPC directed at the client. Callback RPCs have a similar structure to that of the normal server requests. In all minor versions of the NFSv4 protocol, there are two callback RPC procedures: CB\_NULL and CB\_COMPOUND. The CB\_COMPOUND procedure is defined in an analogous fashion to that of COMPOUND with its own set of callback operations.

The addition of new server and callback operations within the COMPOUND and CB\_COMPOUND request framework provides a means of extending the protocol in subsequent minor versions.

Except for a small number of operations needed for session creation, server requests and callback requests are performed within the context of a session. Sessions provide a client context for every request and support robust reply protection for non-idempotent requests.

#### 2.4. Client Identifiers and Client Owners

For each operation that obtains or depends on locking state, the specific client needs to be identifiable by the server.

Each distinct client instance is represented by a client ID. A client ID is a 64-bit identifier representing a specific client at a given time. The client ID is changed whenever the client re-initializes, and may change when the server re-initializes. Client IDs are used to support lock identification and crash recovery.

During steady state operation, the client ID associated with each operation is derived from the session (see Section 2.10) on which the operation is sent. A session is associated with a client ID when the session is created.

Unlike NFSv4.0, the only NFSv4.1 operations possible before a client ID is established are those needed to establish the client ID.

A sequence of an EXCHANGE\_ID operation followed by a CREATE\_SESSION operation using that client ID (eir\_clientid as returned from EXCHANGE\_ID) is required to establish and confirm the client ID on the server. Establishment of identification by a new incarnation of the client also has the effect of immediately releasing any locking state that a previous incarnation of that same client might have had on the server. Such released state would include all byte-range lock, share reservation, layout state, and -- where the server supports neither the CLAIM\_DELEGATE\_PREV nor CLAIM\_DELEG\_CUR\_FH claim types -- all delegation state associated with the same client with the same identity. For discussion of delegation state recovery, see Section 10.2.1. For discussion of layout state recovery, see Section 12.7.1.

Releasing such state requires that the server be able to determine that one client instance is the successor of another. Where this cannot be done, for any of a number of reasons, the locking state will remain for a time subject to lease expiration (see Section 8.3) and the new client will need to wait for such state to be removed, if it makes conflicting lock requests.

Client identification is encapsulated in the following client owner data type:

```
struct client_owner4 {
    verifier4      co_verifier;
    opaque         co_ownerid<NFS4_OPAQUE_LIMIT>;
};
```

The first field, `co_verifier`, is a client incarnation verifier. The server will start the process of canceling the client's leased state if `co_verifier` is different than what the server has previously recorded for the identified client (as specified in the `co_ownerid` field).

The second field, `co_ownerid`, is a variable length string that uniquely defines the client so that subsequent instances of the same client bear the same `co_ownerid` with a different verifier.

There are several considerations for how the client generates the `co_ownerid` string:

- o The string should be unique so that multiple clients do not present the same string. The consequences of two clients presenting the same string range from one client getting an error to one client having its leased state abruptly and unexpectedly cancelled.
- o The string should be selected so that subsequent incarnations (e.g., restarts) of the same client cause the client to present the same string. The implementor is cautioned from an approach that requires the string to be recorded in a local file because this precludes the use of the implementation in an environment where there is no local disk and all file access is from an NFSv4.1 server.
- o The string should be the same for each server network address that the client accesses. This way, if a server has multiple interfaces, the client can trunk traffic over multiple network paths as described in Section 2.10.5. (Note: the precise opposite was advised in the NFSv4.0 specification [30].)
- o The algorithm for generating the string should not assume that the client's network address will not change, unless the client implementation knows it is using statically assigned network addresses. This includes changes between client incarnations and even changes while the client is still running in its current incarnation. Thus, with dynamic address assignment, if the client includes just the client's network address in the `co_ownerid` string, there is a real risk that after the client gives up the



network address, another client, using a similar algorithm for generating the `co_ownerid` string, would generate a conflicting `co_ownerid` string.

Given the above considerations, an example of a well-generated `co_ownerid` string is one that includes:

- o If applicable, the client's statically assigned network address.
- o Additional information that tends to be unique, such as one or more of:
  - \* The client machine's serial number (for privacy reasons, it is best to perform some one-way function on the serial number).
  - \* A Media Access Control (MAC) address (again, a one-way function should be performed).
  - \* The timestamp of when the NFSv4.1 software was first installed on the client (though this is subject to the previously mentioned caution about using information that is stored in a file, because the file might only be accessible over NFSv4.1).
  - \* A true random number. However, since this number ought to be the same between client incarnations, this shares the same problem as that of using the timestamp of the software installation.
- o For a user-level NFSv4.1 client, it should contain additional information to distinguish the client from other user-level clients running on the same host, such as a process identifier or other unique sequence.

The client ID is assigned by the server (the `eir_clientid` result from `EXCHANGE_ID`) and should be chosen so that it will not conflict with a client ID previously assigned by the server. This applies across server restarts.

In the event of a server restart, a client may find out that its current client ID is no longer valid when it receives an `NFS4ERR_STALE_CLIENTID` error. The precise circumstances depend on the characteristics of the sessions involved, specifically whether the session is persistent (see Section 2.10.6.5), but in each case the client will receive this error when it attempts to establish a new session with the existing client ID and receives the error `NFS4ERR_STALE_CLIENTID`, indicating that a new client ID needs to be obtained via `EXCHANGE_ID` and the new session established with that client ID.

When a session is not persistent, the client will find out that it needs to create a new session as a result of getting an NFS4ERR\_BADSESSION, since the session in question was lost as part of a server restart. When the existing client ID is presented to a server as part of creating a session and that client ID is not recognized, as would happen after a server restart, the server will reject the request with the error NFS4ERR\_STALE\_CLIENTID.

In the case of the session being persistent, the client will re-establish communication using the existing session after the restart. This session will be associated with the existing client ID but may only be used to retransmit operations that the client previously transmitted and did not see replies to. Replies to operations that the server previously performed will come from the reply cache; otherwise, NFS4ERR\_DEADSESSION will be returned. Hence, such a session is referred to as "dead". In this situation, in order to perform new operations, the client needs to establish a new session. If an attempt is made to establish this new session with the existing client ID, the server will reject the request with NFS4ERR\_STALE\_CLIENTID.

When NFS4ERR\_STALE\_CLIENTID is received in either of these situations, the client needs to obtain a new client ID by use of the EXCHANGE\_ID operation, then use that client ID as the basis of a new session, and then proceed to any other necessary recovery for the server restart case (see Section 8.4.2).

See the descriptions of EXCHANGE\_ID (Section 18.35) and CREATE\_SESSION (Section 18.36) for a complete specification of these operations.

#### 2.4.1.1. Upgrade from NFSv4.0 to NFSv4.1

To facilitate upgrade from NFSv4.0 to NFSv4.1, a server may compare a value of data type client\_owner4 in an EXCHANGE\_ID with a value of data type nfs\_client\_id4 that was established using the SETCLIENTID operation of NFSv4.0. A server that does so will allow an upgraded client to avoid waiting until the lease (i.e., the lease established by the NFSv4.0 instance client) expires. This requires that the value of data type client\_owner4 be constructed the same way as the value of data type nfs\_client\_id4. If the latter's contents included the server's network address (per the recommendations of the NFSv4.0 specification [30]), and the NFSv4.1 client does not wish to use a client ID that prevents trunking, it should send two EXCHANGE\_ID operations. The first EXCHANGE\_ID will have a client\_owner4 equal to the nfs\_client\_id4. This will clear the state created by the NFSv4.0 client. The second EXCHANGE\_ID will not have the server's network

address. The state created for the second EXCHANGE\_ID will not have to wait for lease expiration, because there will be no state to expire.

#### 2.4.2. Server Release of Client ID

NFSv4.1 introduces a new operation called DESTROY\_CLIENTID (Section 18.50), which the client SHOULD use to destroy a client ID it no longer needs. This permits graceful, bilateral release of a client ID. The operation cannot be used if there are sessions associated with the client ID, or state with an unexpired lease.

If the server determines that the client holds no associated state for its client ID (associated state includes unrevoked sessions, opens, locks, delegations, layouts, and wants), the server MAY choose to unilaterally release the client ID in order to conserve resources. If the client contacts the server after this release, the server MUST ensure that the client receives the appropriate error so that it will use the EXCHANGE\_ID/CREATE\_SESSION sequence to establish a new client ID. The server ought to be very hesitant to release a client ID since the resulting work on the client to recover from such an event will be the same burden as if the server had failed and restarted. Typically, a server would not release a client ID unless there had been no activity from that client for many minutes. As long as there are sessions, opens, locks, delegations, layouts, or wants, the server MUST NOT release the client ID. See Section 2.10.13.1.4 for discussion on releasing inactive sessions.

#### 2.4.3. Resolving Client Owner Conflicts

When the server gets an EXCHANGE\_ID for a client owner that currently has no state, or that has state but the lease has expired, the server MUST allow the EXCHANGE\_ID and confirm the new client ID if followed by the appropriate CREATE\_SESSION.

When the server gets an EXCHANGE\_ID for a new incarnation of a client owner that currently has an old incarnation with state and an unexpired lease, the server is allowed to dispose of the state of the previous incarnation of the client owner if one of the following is true:

- o The principal that created the client ID for the client owner is the same as the principal that is sending the EXCHANGE\_ID operation. Note that if the client ID was created with SP4\_MACH\_CRED state protection (Section 18.35), the principal MUST be based on RPCSEC\_GSS authentication, the RPCSEC\_GSS service used

MUST be integrity or privacy, and the same GSS mechanism and principal MUST be used as that used when the client ID was created.

- o The client ID was established with SP4\_SSV protection (Section 18.35, Section 2.10.8.3) and the client sends the EXCHANGE\_ID with the security flavor set to RPCSEC\_GSS using the GSS SSV mechanism (Section 2.10.9).
- o The client ID was established with SP4\_SSV protection, and under the conditions described herein, the EXCHANGE\_ID was sent with SP4\_MACH\_CRED state protection. Because the SSV might not persist across client and server restart, and because the first time a client sends EXCHANGE\_ID to a server it does not have an SSV, the client MAY send the subsequent EXCHANGE\_ID without an SSV RPCSEC\_GSS handle. Instead, as with SP4\_MACH\_CRED protection, the principal MUST be based on RPCSEC\_GSS authentication, the RPCSEC\_GSS service used MUST be integrity or privacy, and the same GSS mechanism and principal MUST be used as that used when the client ID was created.

If none of the above situations apply, the server MUST return NFS4ERR\_CLID\_INUSE.

If the server accepts the principal and co\_ownerid as matching that which created the client ID, and the co\_verifier in the EXCHANGE\_ID differs from the co\_verifier used when the client ID was created, then after the server receives a CREATE\_SESSION that confirms the client ID, the server deletes state. If the co\_verifier values are the same (e.g., the client either is updating properties of the client ID (Section 18.35) or is attempting trunking (Section 2.10.5), the server MUST NOT delete state.

## 2.5. Server Owners

The server owner is similar to a client owner (Section 2.4), but unlike the client owner, there is no shorthand server ID. The server owner is defined in the following data type:

```
struct server_owner4 {
    uint64_t      so_minor_id;
    opaque       so_major_id<NFS4_OPAQUE_LIMIT>;
};
```

The server owner is returned from EXCHANGE\_ID. When the so\_major\_id fields are the same in two EXCHANGE\_ID results, the connections that each EXCHANGE\_ID were sent over can be assumed to address the same

server (as defined in Section 1.6). If the `so_minor_id` fields are also the same, then not only do both connections connect to the same server, but the session can be shared across both connections. The reader is cautioned that multiple servers may deliberately or accidentally claim to have the same `so_major_id` or `so_major_id/so_minor_id`; the reader should examine Sections 2.10.5 and 18.35 in order to avoid acting on falsely matching server owner values.

The considerations for generating a `so_major_id` are similar to that for generating a `co_ownerid` string (see Section 2.4). The consequences of two servers generating conflicting `so_major_id` values are less dire than they are for `co_ownerid` conflicts because the client can use `RPCSEC_GSS` to compare the authenticity of each server (see Section 2.10.5).

## 2.6. Security Service Negotiation

With the NFSv4.1 server potentially offering multiple security mechanisms, the client needs a method to determine or negotiate which mechanism is to be used for its communication with the server. The NFS server may have multiple points within its file system namespace that are available for use by NFS clients. These points can be considered security policy boundaries, and, in some NFS implementations, are tied to NFS export points. In turn, the NFS server may be configured such that each of these security policy boundaries may have different or multiple security mechanisms in use.

The security negotiation between client and server SHOULD be done with a secure channel to eliminate the possibility of a third party intercepting the negotiation sequence and forcing the client and server to choose a lower level of security than required or desired. See Section 21 for further discussion.

### 2.6.1. NFSv4.1 Security Tuples

An NFS server can assign one or more "security tuples" to each security policy boundary in its namespace. Each security tuple consists of a security flavor (see Section 2.2.1.1) and, if the flavor is `RPCSEC_GSS`, a GSS-API mechanism Object Identifier (OID), a GSS-API quality of protection, and an `RPCSEC_GSS` service.

### 2.6.2. SECINFO and SECINFO\_NO\_NAME

The `SECINFO` and `SECINFO_NO_NAME` operations allow the client to determine, on a per-filehandle basis, what security tuple is to be used for server access. In general, the client will not have to use either operation except during initial communication with the server or when the client crosses security policy boundaries at the server.

However, the server's policies may also change at any time and force the client to negotiate a new security tuple.

Where the use of different security tuples would affect the type of access that would be allowed if a request was sent over the same connection used for the SECINFO or SECINFO\_NO\_NAME operation (e.g., read-only vs. read-write) access, security tuples that allow greater access should be presented first. Where the general level of access is the same and different security flavors limit the range of principals whose privileges are recognized (e.g., allowing or disallowing root access), flavors supporting the greatest range of principals should be listed first.

### 2.6.3. Security Error

Based on the assumption that each NFSv4.1 client and server MUST support a minimum set of security (i.e., Kerberos V5 under RPCSEC\_GSS), the NFS client will initiate file access to the server with one of the minimal security tuples. During communication with the server, the client may receive an NFS error of NFS4ERR\_WRONGSEC. This error allows the server to notify the client that the security tuple currently being used contravenes the server's security policy. The client is then responsible for determining (see Section 2.6.3.1) what security tuples are available at the server and choosing one that is appropriate for the client.

#### 2.6.3.1. Using NFS4ERR\_WRONGSEC, SECINFO, and SECINFO\_NO\_NAME

This section explains the mechanics of NFSv4.1 security negotiation.

##### 2.6.3.1.1. Put Filehandle Operations

The term "put filehandle operation" refers to PUTROOTFH, PUTPUBFH, PUTFH, and RESTOREFH. Each of the subsections herein describes how the server handles a subseries of operations that starts with a put filehandle operation.

###### 2.6.3.1.1.1. Put Filehandle Operation + SAVEFH

The client is saving a filehandle for a future RESTOREFH, LINK, or RENAME. SAVEFH MUST NOT return NFS4ERR\_WRONGSEC. To determine whether or not the put filehandle operation returns NFS4ERR\_WRONGSEC, the server implementation pretends SAVEFH is not in the series of operations and examines which of the situations described in the other subsections of Section 2.6.3.1.1 apply.

#### 2.6.3.1.1.2. Two or More Put Filehandle Operations

For a series of N put filehandle operations, the server MUST NOT return NFS4ERR\_WRONGSEC to the first N-1 put filehandle operations. The Nth put filehandle operation is handled as if it is the first in a subseries of operations. For example, if the server received a COMPOUND request with this series of operations -- PUTFH, PUTROOTFH, LOOKUP -- then the PUTFH operation is ignored for NFS4ERR\_WRONGSEC purposes, and the PUTROOTFH, LOOKUP subseries is processed as according to Section 2.6.3.1.1.3.

#### 2.6.3.1.1.3. Put Filehandle Operation + LOOKUP (or OPEN of an Existing Name)

This situation also applies to a put filehandle operation followed by a LOOKUP or an OPEN operation that specifies an existing component name.

In this situation, the client is potentially crossing a security policy boundary, and the set of security tuples the parent directory supports may differ from those of the child. The server implementation may decide whether to impose any restrictions on security policy administration. There are at least three approaches (`sec_policy_child` is the tuple set of the child export, `sec_policy_parent` is that of the parent).

- (a) `sec_policy_child`  $\leq$  `sec_policy_parent` ( $\leq$  for subset). This means that the set of security tuples specified on the security policy of a child directory is always a subset of its parent directory.
- (b) `sec_policy_child`  $\wedge$  `sec_policy_parent`  $\neq$  `{}` ( $\wedge$  for intersection, `{}` for the empty set). This means that the set of security tuples specified on the security policy of a child directory always has a non-empty intersection with that of the parent.
- (c) `sec_policy_child`  $\wedge$  `sec_policy_parent`  $=$  `{}`. This means that the set of security tuples specified on the security policy of a child directory may not intersect with that of the parent. In other words, there are no restrictions on how the system administrator may set up these tuples.

In order for a server to support approaches (b) (for the case when a client chooses a flavor that is not a member of `sec_policy_parent`) and (c), the put filehandle operation cannot return NFS4ERR\_WRONGSEC when there is a security tuple mismatch. Instead, it should be returned from the LOOKUP (or OPEN by existing component name) that follows.

Since the above guideline does not contradict approach (a), it should be followed in general. Even if approach (a) is implemented, it is possible for the security tuple used to be acceptable for the target of LOOKUP but not for the filehandles used in the put filehandle operation. The put filehandle operation could be a PUTROOTFH or PUTPUBFH, where the client cannot know the security tuples for the root or public filehandle. Or the security policy for the filehandle used by the put filehandle operation could have changed since the time the filehandle was obtained.

Therefore, an NFSv4.1 server MUST NOT return NFS4ERR\_WRONGSEC in response to the put filehandle operation if the operation is immediately followed by a LOOKUP or an OPEN by component name.

#### 2.6.3.1.1.4. Put Filehandle Operation + LOOKUPP

Since SECINFO only works its way down, there is no way LOOKUPP can return NFS4ERR\_WRONGSEC without SECINFO\_NO\_NAME. SECINFO\_NO\_NAME solves this issue via style SECINFO\_STYLE4\_PARENT, which works in the opposite direction as SECINFO. As with Section 2.6.3.1.1.3, a put filehandle operation that is followed by a LOOKUPP MUST NOT return NFS4ERR\_WRONGSEC. If the server does not support SECINFO\_NO\_NAME, the client's only recourse is to send the put filehandle operation, LOOKUPP, GETFH sequence of operations with every security tuple it supports.

Regardless of whether SECINFO\_NO\_NAME is supported, an NFSv4.1 server MUST NOT return NFS4ERR\_WRONGSEC in response to a put filehandle operation if the operation is immediately followed by a LOOKUPP.

#### 2.6.3.1.1.5. Put Filehandle Operation + SECINFO/SECINFO\_NO\_NAME

A security-sensitive client is allowed to choose a strong security tuple when querying a server to determine a file object's permitted security tuples. The security tuple chosen by the client does not have to be included in the tuple list of the security policy of either the parent directory indicated in the put filehandle operation or the child file object indicated in SECINFO (or any parent directory indicated in SECINFO\_NO\_NAME). Of course, the server has to be configured for whatever security tuple the client selects; otherwise, the request will fail at the RPC layer with an appropriate authentication error.

In theory, there is no connection between the security flavor used by SECINFO or SECINFO\_NO\_NAME and those supported by the security policy. But in practice, the client may start looking for strong flavors from those supported by the security policy, followed by those in the REQUIRED set.



The NFSv4.1 server MUST NOT return NFS4ERR\_WRONGSEC to a put filehandle operation that is immediately followed by SECINFO or SECINFO\_NO\_NAME. The NFSv4.1 server MUST NOT return NFS4ERR\_WRONGSEC from SECINFO or SECINFO\_NO\_NAME.

#### 2.6.3.1.1.6. Put Filehandle Operation + Nothing

The NFSv4.1 server MUST NOT return NFS4ERR\_WRONGSEC.

#### 2.6.3.1.1.7. Put Filehandle Operation + Anything Else

"Anything Else" includes OPEN by filehandle.

The security policy enforcement applies to the filehandle specified in the put filehandle operation. Therefore, the put filehandle operation MUST return NFS4ERR\_WRONGSEC when there is a security tuple mismatch. This avoids the complexity of adding NFS4ERR\_WRONGSEC as an allowable error to every other operation.

A COMPOUND containing the series put filehandle operation + SECINFO\_NO\_NAME (style SECINFO\_STYLE4\_CURRENT\_FH) is an efficient way for the client to recover from NFS4ERR\_WRONGSEC.

The NFSv4.1 server MUST NOT return NFS4ERR\_WRONGSEC to any operation other than a put filehandle operation, LOOKUP, LOOKUPP, and OPEN (by component name).

#### 2.6.3.1.1.8. Operations after SECINFO and SECINFO\_NO\_NAME

Suppose a client sends a COMPOUND procedure containing the series SEQUENCE, PUTFH, SECINFO\_NONAME, READ, and suppose the security tuple used does not match that required for the target file. By rule (see Section 2.6.3.1.1.5), neither PUTFH nor SECINFO\_NO\_NAME can return NFS4ERR\_WRONGSEC. By rule (see Section 2.6.3.1.1.7), READ cannot return NFS4ERR\_WRONGSEC. The issue is resolved by the fact that SECINFO and SECINFO\_NO\_NAME consume the current filehandle (note that this is a change from NFSv4.0). This leaves no current filehandle for READ to use, and READ returns NFS4ERR\_NOFILEHANDLE.

#### 2.6.3.1.2. LINK and RENAME

The LINK and RENAME operations use both the current and saved filehandles. Technically, the server MAY return NFS4ERR\_WRONGSEC from LINK or RENAME if the security policy of the saved filehandle rejects the security flavor used in the COMPOUND request's credentials. If the server does so, then if there is no intersection

between the security policies of saved and current filehandles, this means that it will be impossible for the client to perform the intended LINK or RENAME operation.

For example, suppose the client sends this COMPOUND request: SEQUENCE, PUTFH bFH, SAVEFH, PUTFH aFH, RENAME "c" "d", where filehandles bFH and aFH refer to different directories. Suppose no common security tuple exists between the security policies of aFH and bFH. If the client sends the request using credentials acceptable to bFH's security policy but not aFH's policy, then the PUTFH aFH operation will fail with NFS4ERR\_WRONGSEC. After a SECINFO\_NO\_NAME request, the client sends SEQUENCE, PUTFH bFH, SAVEFH, PUTFH aFH, RENAME "c" "d", using credentials acceptable to aFH's security policy but not bFH's policy. The server returns NFS4ERR\_WRONGSEC on the RENAME operation.

To prevent a client from an endless sequence of a request containing LINK or RENAME, followed by a request containing SECINFO\_NO\_NAME or SECINFO, the server MUST detect when the security policies of the current and saved filehandles have no mutually acceptable security tuple, and MUST NOT return NFS4ERR\_WRONGSEC from LINK or RENAME in that situation. Instead the server MUST do one of two things:

- o The server can return NFS4ERR\_XDEV.
- o The server can allow the security policy of the current filehandle to override that of the saved filehandle, and so return NFS4\_OK.

## 2.7. Minor Versioning

To address the requirement of an NFS protocol that can evolve as the need arises, the NFSv4.1 protocol contains the rules and framework to allow for future minor changes or versioning.

The base assumption with respect to minor versioning is that any future accepted minor version will be documented in one or more Standards Track RFCs. Minor version 0 of the NFSv4 protocol is represented by [30], and minor version 1 is represented by this RFC. The COMPOUND and CB\_COMPOUND procedures support the encoding of the minor version being requested by the client.

The following items represent the basic rules for the development of minor versions. Note that a future minor version may modify or add to the following rules as part of the minor version definition.

1. Procedures are not added or deleted.

To maintain the general RPC model, NFSv4 minor versions will not add to or delete procedures from the NFS program.

2. Minor versions may add operations to the COMPOUND and CB\_COMPOUND procedures.

The addition of operations to the COMPOUND and CB\_COMPOUND procedures does not affect the RPC model.

- \* Minor versions may append attributes to the bitmap4 that represents sets of attributes and to the fattr4 that represents sets of attribute values.

This allows for the expansion of the attribute model to allow for future growth or adaptation.

- \* Minor version X must append any new attributes after the last documented attribute.

Since attribute results are specified as an opaque array of per-attribute, XDR-encoded results, the complexity of adding new attributes in the midst of the current definitions would be too burdensome.

3. Minor versions must not modify the structure of an existing operation's arguments or results.

Again, the complexity of handling multiple structure definitions for a single operation is too burdensome. New operations should be added instead of modifying existing structures for a minor version.

This rule does not preclude the following adaptations in a minor version:

- \* adding bits to flag fields, such as new attributes to GETATTR's bitmap4 data type, and providing corresponding variants of opaque arrays, such as a notify4 used together with such bitmaps
- \* adding bits to existing attributes like ACLs that have flag words
- \* extending enumerated types (including NFS4ERR\_\*) with new values

\* adding cases to a switched union

4. Minor versions must not modify the structure of existing attributes.
5. Minor versions must not delete operations.

This prevents the potential reuse of a particular operation "slot" in a future minor version.

6. Minor versions must not delete attributes.
7. Minor versions must not delete flag bits or enumeration values.
8. Minor versions may declare an operation MUST NOT be implemented.

Specifying that an operation MUST NOT be implemented is equivalent to obsoleting an operation. For the client, it means that the operation MUST NOT be sent to the server. For the server, an NFS error can be returned as opposed to "dropping" the request as an XDR decode error. This approach allows for the obsolescence of an operation while maintaining its structure so that a future minor version can reintroduce the operation.

1. Minor versions may declare that an attribute MUST NOT be implemented.
2. Minor versions may declare that a flag bit or enumeration value MUST NOT be implemented.
9. Minor versions may downgrade features from REQUIRED to RECOMMENDED, or RECOMMENDED to OPTIONAL.
10. Minor versions may upgrade features from OPTIONAL to RECOMMENDED, or RECOMMENDED to REQUIRED.
11. A client and server that support minor version X SHOULD support minor versions zero through X-1 as well.
12. Except for infrastructural changes, a minor version must not introduce REQUIRED new features.

This rule allows for the introduction of new functionality and forces the use of implementation experience before designating a feature as REQUIRED. On the other hand, some classes of features are infrastructural and have broad effects. Allowing infrastructural features to be RECOMMENDED or OPTIONAL complicates implementation of the minor version.

13. A client MUST NOT attempt to use a stateid, filehandle, or similar returned object from the COMPOUND procedure with minor version X for another COMPOUND procedure with minor version Y, where X != Y.

## 2.8. Non-RPC-Based Security Services

As described in Section 2.2.1.1.1.1, NFSv4.1 relies on RPC for identification, authentication, integrity, and privacy. NFSv4.1 itself provides or enables additional security services as described in the next several subsections.

### 2.8.1. Authorization

Authorization to access a file object via an NFSv4.1 operation is ultimately determined by the NFSv4.1 server. A client can predetermine its access to a file object via the OPEN (Section 18.16) and the ACCESS (Section 18.1) operations.

Principals with appropriate access rights can modify the authorization on a file object via the SETATTR (Section 18.30) operation. Attributes that affect access rights include mode, owner, owner\_group, acl, dacl, and sacl. See Section 5.

### 2.8.2. Auditing

NFSv4.1 provides auditing on a per-file object basis, via the acl and sacl attributes as described in Section 6. It is outside the scope of this specification to specify audit log formats or management policies.

### 2.8.3. Intrusion Detection

NFSv4.1 provides alarm control on a per-file object basis, via the acl and sacl attributes as described in Section 6. Alarms may serve as the basis for intrusion detection. It is outside the scope of this specification to specify heuristics for detecting intrusion via alarms.

## 2.9. Transport Layers

### 2.9.1. REQUIRED and RECOMMENDED Properties of Transports

NFSv4.1 works over Remote Direct Memory Access (RDMA) and non-RDMA-based transports with the following attributes:

- o The transport supports reliable delivery of data, which NFSv4.1 requires but neither NFSv4.1 nor RPC has facilities for ensuring [34].
- o The transport delivers data in the order it was sent. Ordered delivery simplifies detection of transmit errors, and simplifies the sending of arbitrary sized requests and responses via the record marking protocol [3].

Where an NFSv4.1 implementation supports operation over the IP network protocol, any transport used between NFS and IP MUST be among the IETF-approved congestion control transport protocols. At the time this document was written, the only two transports that had the above attributes were TCP and the Stream Control Transmission Protocol (SCTP). To enhance the possibilities for interoperability, an NFSv4.1 implementation MUST support operation over the TCP transport protocol.

Even if NFSv4.1 is used over a non-IP network protocol, it is RECOMMENDED that the transport support congestion control.

It is permissible for a connectionless transport to be used under NFSv4.1; however, reliable and in-order delivery of data combined with congestion control by the connectionless transport is REQUIRED. As a consequence, UDP by itself MUST NOT be used as an NFSv4.1 transport. NFSv4.1 assumes that a client transport address and server transport address used to send data over a transport together constitute a connection, even if the underlying transport eschews the concept of a connection.

#### 2.9.2. Client and Server Transport Behavior

If a connection-oriented transport (e.g., TCP) is used, the client and server SHOULD use long-lived connections for at least three reasons:

1. This will prevent the weakening of the transport's congestion control mechanisms via short-lived connections.
2. This will improve performance for the WAN environment by eliminating the need for connection setup handshakes.
3. The NFSv4.1 callback model differs from NFSv4.0, and requires the client and server to maintain a client-created backchannel (see Section 2.10.3.1) for the server to use.

In order to reduce congestion, if a connection-oriented transport is used, and the request is not the NULL procedure:

- o A requester MUST NOT retry a request unless the connection the request was sent over was lost before the reply was received.
- o A replier MUST NOT silently drop a request, even if the request is a retry. (The silent drop behavior of RPCSEC\_GSS [4] does not apply because this behavior happens at the RPCSEC\_GSS layer, a lower layer in the request processing.) Instead, the replier SHOULD return an appropriate error (see Section 2.10.6.1), or it MAY disconnect the connection.

When sending a reply, the replier MUST send the reply to the same full network address (e.g., if using an IP-based transport, the source port of the requester is part of the full network address) from which the requester sent the request. If using a connection-oriented transport, replies MUST be sent on the same connection from which the request was received.

If a connection is dropped after the replier receives the request but before the replier sends the reply, the replier might have a pending reply. If a connection is established with the same source and destination full network address as the dropped connection, then the replier MUST NOT send the reply until the requester retries the request. The reason for this prohibition is that the requester MAY retry a request over a different connection (provided that connection is associated with the original request's session).

When using RDMA transports, there are other reasons for not tolerating retries over the same connection:

- o RDMA transports use "credits" to enforce flow control, where a credit is a right to a peer to transmit a message. If one peer were to retransmit a request (or reply), it would consume an additional credit. If the replier retransmitted a reply, it would certainly result in an RDMA connection loss, since the requester would typically only post a single receive buffer for each request. If the requester retransmitted a request, the additional credit consumed on the server might lead to RDMA connection failure unless the client accounted for it and decreased its available credit, leading to wasted resources.
- o RDMA credits present a new issue to the reply cache in NFSv4.1. The reply cache may be used when a connection within a session is lost, such as after the client reconnects. Credit information is a dynamic property of the RDMA connection, and stale values must not be replayed from the cache. This implies that the reply cache contents must not be blindly used when replies are sent from it, and credit information appropriate to the channel must be refreshed by the RPC layer.

In addition, as described in Section 2.10.6.2, while a session is active, the NFSv4.1 requester MUST NOT stop waiting for a reply.

### 2.9.3. Ports

Historically, NFSv3 servers have listened over TCP port 2049. The registered port 2049 [35] for the NFS protocol should be the default configuration. NFSv4.1 clients SHOULD NOT use the RPC binding protocols as described in [36].

### 2.10. Session

NFSv4.1 clients and servers MUST support and MUST use the session feature as described in this section.

#### 2.10.1. Motivation and Overview

Previous versions and minor versions of NFS have suffered from the following:

- o Lack of support for Exactly Once Semantics (EOS). This includes lack of support for EOS through server failure and recovery.
- o Limited callback support, including no support for sending callbacks through firewalls, and races between replies to normal requests and callbacks.
- o Limited trunking over multiple network paths.
- o Requiring machine credentials for fully secure operation.

Through the introduction of a session, NFSv4.1 addresses the above shortfalls with practical solutions:

- o EOS is enabled by a reply cache with a bounded size, making it feasible to keep the cache in persistent storage and enable EOS through server failure and recovery. One reason that previous revisions of NFS did not support EOS was because some EOS approaches often limited parallelism. As will be explained in Section 2.10.6, NFSv4.1 supports both EOS and unlimited parallelism.
- o The NFSv4.1 client (defined in Section 1.6, Paragraph 2) creates transport connections and provides them to the server to use for sending callback requests, thus solving the firewall issue (Section 18.34). Races between responses from client requests and



callbacks caused by the requests are detected via the session's sequencing properties that are a consequence of EOS (Section 2.10.6.3).

- o The NFSv4.1 client can associate an arbitrary number of connections with the session, and thus provide trunking (Section 2.10.5).
- o The NFSv4.1 client and server produces a session key independent of client and server machine credentials which can be used to compute a digest for protecting critical session management operations (Section 2.10.8.3).
- o The NFSv4.1 client can also create secure RPCSEC\_GSS contexts for use by the session's backchannel that do not require the server to authenticate to a client machine principal (Section 2.10.8.2).

A session is a dynamically created, long-lived server object created by a client and used over time from one or more transport connections. Its function is to maintain the server's state relative to the connection(s) belonging to a client instance. This state is entirely independent of the connection itself, and indeed the state exists whether or not the connection exists. A client may have one or more sessions associated with it so that client-associated state may be accessed using any of the sessions associated with that client's client ID, when connections are associated with those sessions. When no connections are associated with any of a client ID's sessions for an extended time, such objects as locks, opens, delegations, layouts, etc. are subject to expiration. The session serves as an object representing a means of access by a client to the associated client state on the server, independent of the physical means of access to that state.

A single client may create multiple sessions. A single session MUST NOT serve multiple clients.

#### 2.10.2. NFSv4 Integration

Sessions are part of NFSv4.1 and not NFSv4.0. Normally, a major infrastructure change such as sessions would require a new major version number to an Open Network Computing (ONC) RPC program like NFS. However, because NFSv4 encapsulates its functionality in a single procedure, COMPOUND, and because COMPOUND can support an arbitrary number of operations, sessions have been added to NFSv4.1 with little difficulty. COMPOUND includes a minor version number field, and for NFSv4.1 this minor version is set to 1. When the NFSv4 server processes a COMPOUND with the minor version set to 1, it expects a different set of operations than it does for NFSv4.0.

NFSv4.1 defines the SEQUENCE operation, which is required for every COMPOUND that operates over an established session, with the exception of some session administration operations, such as DESTROY\_SESSION (Section 18.37).

#### 2.10.2.1. SEQUENCE and CB\_SEQUENCE

In NFSv4.1, when the SEQUENCE operation is present, it MUST be the first operation in the COMPOUND procedure. The primary purpose of SEQUENCE is to carry the session identifier. The session identifier associates all other operations in the COMPOUND procedure with a particular session. SEQUENCE also contains required information for maintaining EOS (see Section 2.10.6). Session-enabled NFSv4.1 COMPOUND requests thus have the form:

```
+-----+-----+-----+-----+-----+-----+
| tag | minorversion | numops | SEQUENCE op | op + args | ...
|     | (= 1)       | (limited) | + args     |           |
+-----+-----+-----+-----+-----+-----+-----+
```

and the replies have the form:

```
+-----+-----+-----+-----+-----+-----+-----//
|last status | tag | numres |status + SEQUENCE op + results | //
+-----+-----+-----+-----+-----+-----+-----//
//-----+-----
// status + op + results | ...
//-----+-----
```

A CB\_COMPOUND procedure request and reply has a similar form to COMPOUND, but instead of a SEQUENCE operation, there is a CB\_SEQUENCE operation. CB\_COMPOUND also has an additional field called "callback\_ident", which is superfluous in NFSv4.1 and MUST be ignored by the client. CB\_SEQUENCE has the same information as SEQUENCE, and also includes other information needed to resolve callback races (Section 2.10.6.3).

#### 2.10.2.2. Client ID and Session Association

Each client ID (Section 2.4) can have zero or more active sessions. A client ID and associated session are required to perform file access in NFSv4.1. Each time a session is used (whether by a client sending a request to the server or the client replying to a callback request from the server), the state leased to its associated client ID is automatically renewed.

State (which can consist of share reservations, locks, delegations, and layouts (Section 1.7.4)) is tied to the client ID. Client state is not tied to any individual session. Successive state changing operations from a given state owner MAY go over different sessions, provided the session is associated with the same client ID. A callback MAY arrive over a different session than that of the request that originally acquired the state pertaining to the callback. For example, if session A is used to acquire a delegation, a request to recall the delegation MAY arrive over session B if both sessions are associated with the same client ID. Sections 2.10.8.1 and 2.10.8.2 discuss the security considerations around callbacks.

### 2.10.3. Channels

A channel is not a connection. A channel represents the direction ONC RPC requests are sent.

Each session has one or two channels: the fore channel and the backchannel. Because there are at most two channels per session, and because each channel has a distinct purpose, channels are not assigned identifiers.

The fore channel is used for ordinary requests from the client to the server, and carries COMPOUND requests and responses. A session always has a fore channel.

The backchannel is used for callback requests from server to client, and carries CB\_COMPOUND requests and responses. Whether or not there is a backchannel is a decision made by the client; however, many features of NFSv4.1 require a backchannel. NFSv4.1 servers MUST support backchannels.

Each session has resources for each channel, including separate reply caches (see Section 2.10.6.1). Note that even the backchannel requires a reply cache (or, at least, a slot table in order to detect retries) because some callback operations are nonidempotent.

#### 2.10.3.1. Association of Connections, Channels, and Sessions

Each channel is associated with zero or more transport connections (whether of the same transport protocol or different transport protocols). A connection can be associated with one channel or both channels of a session; the client and server negotiate whether a connection will carry traffic for one channel or both channels via the CREATE\_SESSION (Section 18.36) and the BIND\_CONN\_TO\_SESSION (Section 18.34) operations. When a session is created via CREATE\_SESSION, the connection that transported the CREATE\_SESSION request is automatically associated with the fore channel, and

optionally the backchannel. If the client specifies no state protection (Section 18.35) when the session is created, then when SEQUENCE is transmitted on a different connection, the connection is automatically associated with the fore channel of the session specified in the SEQUENCE operation.

A connection's association with a session is not exclusive. A connection associated with the channel(s) of one session may be simultaneously associated with the channel(s) of other sessions including sessions associated with other client IDs.

It is permissible for connections of multiple transport types to be associated with the same channel. For example, both TCP and RDMA connections can be associated with the fore channel. In the event an RDMA and non-RDMA connection are associated with the same channel, the maximum number of slots SHOULD be at least one more than the total number of RDMA credits (Section 2.10.6.1). This way, if all RDMA credits are used, the non-RDMA connection can have at least one outstanding request. If a server supports multiple transport types, it MUST allow a client to associate connections from each transport to a channel.

It is permissible for a connection of one type of transport to be associated with the fore channel, and a connection of a different type to be associated with the backchannel.

#### 2.10.4. Server Scope

Servers each specify a server scope value in the form of an opaque string `eir_server_scope` returned as part of the results of an EXCHANGE\_ID operation. The purpose of the server scope is to allow a group of servers to indicate to clients that a set of servers sharing the same server scope value has arranged to use compatible values of otherwise opaque identifiers. Thus, the identifiers generated by one server of that set may be presented to another of that same scope.

The use of such compatible values does not imply that a value generated by one server will always be accepted by another. In most cases, it will not. However, a server will not accept a value generated by another inadvertently. When it does accept it, it will be because it is recognized as valid and carrying the same meaning as on another server of the same scope.

When servers are of the same server scope, this compatibility of values applies to the follow identifiers:

- o Filehandle values. A filehandle value accepted by two servers of the same server scope denotes the same object. A WRITE operation sent to one server is reflected immediately in a READ sent to the other, and locks obtained on one server conflict with those requested on the other.
- o Session ID values. A session ID value accepted by two servers of the same server scope denotes the same session.
- o Client ID values. A client ID value accepted as valid by two servers of the same server scope is associated with two clients with the same client owner and verifier.
- o State ID values. A state ID value is recognized as valid when the corresponding client ID is recognized as valid. If the same stateid value is accepted as valid on two servers of the same scope and the client IDs on the two servers represent the same client owner and verifier, then the two stateid values designate the same set of locks and are for the same file.
- o Server owner values. When the server scope values are the same, server owner value may be validly compared. In cases where the server scope values are different, server owner values are treated as different even if they contain all identical bytes.

The coordination among servers required to provide such compatibility can be quite minimal, and limited to a simple partition of the ID space. The recognition of common values requires additional implementation, but this can be tailored to the specific situations in which that recognition is desired.

Clients will have occasion to compare the server scope values of multiple servers under a number of circumstances, each of which will be discussed under the appropriate functional section:

- o When server owner values received in response to EXCHANGE\_ID operations sent to multiple network addresses are compared for the purpose of determining the validity of various forms of trunking, as described in Section 2.10.5.
- o When network or server reconfiguration causes the same network address to possibly be directed to different servers, with the necessity for the client to determine when lock reclaim should be attempted, as described in Section 8.4.2.1.
- o When file system migration causes the transfer of responsibility for a file system between servers and the client needs to determine whether state has been transferred with the file system

(as described in Section 11.7.7) or whether the client needs to reclaim state on a similar basis as in the case of server restart, as described in Section 8.4.2.

When two replies from EXCHANGE\_ID, each from two different server network addresses, have the same server scope, there are a number of ways a client can validate that the common server scope is due to two servers cooperating in a group.

- o If both EXCHANGE\_ID requests were sent with RPCSEC\_GSS authentication and the server principal is the same for both targets, the equality of server scope is validated. It is RECOMMENDED that two servers intending to share the same server scope also share the same principal name.
- o The client may accept the appearance of the second server in the fs\_locations or fs\_locations\_info attribute for a relevant file system. For example, if there is a migration event for a particular file system or there are locks to be reclaimed on a particular file system, the attributes for that particular file system may be used. The client sends the GETATTR request to the first server for the fs\_locations or fs\_locations\_info attribute with RPCSEC\_GSS authentication. It may need to do this in advance of the need to verify the common server scope. If the client successfully authenticates the reply to GETATTR, and the GETATTR request and reply containing the fs\_locations or fs\_locations\_info attribute refers to the second server, then the equality of server scope is supported. A client may choose to limit the use of this form of support to information relevant to the specific file system involved (e.g. a file system being migrated).

#### 2.10.5. Trunking

Trunking is the use of multiple connections between a client and server in order to increase the speed of data transfer. NFSv4.1 supports two types of trunking: session trunking and client ID trunking.

NFSv4.1 servers MUST support both forms of trunking within the context of a single server network address and MUST support both forms within the context of the set of network addresses used to access a single server. NFSv4.1 servers in a clustered configuration MAY allow network addresses for different servers to use client ID trunking.

Clients may use either form of trunking as long as they do not, when trunking between different server network addresses, violate the servers' mandates as to the kinds of trunking to be allowed (see

below). With regard to callback channels, the client MUST allow the server to choose among all callback channels valid for a given client ID and MUST support trunking when the connections supporting the backchannel allow session or client ID trunking to be used for callbacks.

Session trunking is essentially the association of multiple connections, each with potentially different target and/or source network addresses, to the same session. When the target network addresses (server addresses) of the two connections are the same, the server MUST support such session trunking. When the target network addresses are different, the server MAY indicate such support using the data returned by the EXCHANGE\_ID operation (see below).

Client ID trunking is the association of multiple sessions to the same client ID. Servers MUST support client ID trunking for two target network addresses whenever they allow session trunking for those same two network addresses. In addition, a server MAY, by presenting the same major server owner ID (Section 2.5) and server scope (Section 2.10.4), allow an additional case of client ID trunking. When two servers return the same major server owner and server scope, it means that the two servers are cooperating on locking state management, which is a prerequisite for client ID trunking.

Distinguishing when the client is allowed to use session and client ID trunking requires understanding how the results of the EXCHANGE\_ID (Section 18.35) operation identify a server. Suppose a client sends EXCHANGE\_IDs over two different connections, each with a possibly different target network address, but each EXCHANGE\_ID operation has the same value in the eia\_clientowner field. If the same NFSv4.1 server is listening over each connection, then each EXCHANGE\_ID result MUST return the same values of eir\_clientid, eir\_server\_owner.so\_major\_id, and eir\_server\_scope. The client can then treat each connection as referring to the same server (subject to verification; see Section 2.10.5.1 later in this section), and it can use each connection to trunk requests and replies. The client's choice is whether session trunking or client ID trunking applies.

Session Trunking. If the eia\_clientowner argument is the same in two different EXCHANGE\_ID requests, and the eir\_clientid, eir\_server\_owner.so\_major\_id, eir\_server\_owner.so\_minor\_id, and eir\_server\_scope results match in both EXCHANGE\_ID results, then the client is permitted to perform session trunking. If the client has no session mapping to the tuple of eir\_clientid, eir\_server\_owner.so\_major\_id, eir\_server\_scope, and eir\_server\_owner.so\_minor\_id, then it creates the session via a CREATE\_SESSION operation over one of the connections, which

associates the connection to the session. If there is a session for the tuple, the client can send `BIND_CONN_TO_SESSION` to associate the connection to the session.

Of course, if the client does not desire to use session trunking, it is not required to do so. It can invoke `CREATE_SESSION` on the connection. This will result in client ID trunking as described below. It can also decide to drop the connection if it does not choose to use trunking.

**Client ID Trunking.** If the `eia_clientowner` argument is the same in two different `EXCHANGE_ID` requests, and the `eir_clientid`, `eir_server_owner.so_major_id`, and `eir_server_scope` results match in both `EXCHANGE_ID` results, then the client is permitted to perform client ID trunking (regardless of whether the `eir_server_owner.so_minor_id` results match). The client can associate each connection with different sessions, where each session is associated with the same server.

The client completes the act of client ID trunking by invoking `CREATE_SESSION` on each connection, using the same client ID that was returned in `eir_clientid`. These invocations create two sessions and also associate each connection with its respective session. The client is free to decline to use client ID trunking by simply dropping the connection at this point.

When doing client ID trunking, locking state is shared across sessions associated with that same client ID. This requires the server to coordinate state across sessions.

The client should be prepared for the possibility that `eir_server_owner` values may be different on subsequent `EXCHANGE_ID` requests made to the same network address, as a result of various sorts of reconfiguration events. When this happens and the changes result in the invalidation of previously valid forms of trunking, the client should cease to use those forms, either by dropping connections or by adding sessions. For a discussion of lock reclaim as it relates to such reconfiguration events, see Section 8.4.2.1.

#### 2.10.5.1. Verifying Claims of Matching Server Identity

When two servers over two connections claim matching or partially matching `eir_server_owner`, `eir_server_scope`, and `eir_clientid` values, the client does not have to trust the servers' claims. The client may verify these claims before trunking traffic in the following ways:



- o For session trunking, clients SHOULD reliably verify if connections between different network paths are in fact associated with the same NFSv4.1 server and usable on the same session, and servers MUST allow clients to perform reliable verification. When a client ID is created, the client SHOULD specify that BIND\_CONN\_TO\_SESSION is to be verified according to the SP4\_SSV or SP4\_MACH\_CRED (Section 18.35) state protection options. For SP4\_SSV, reliable verification depends on a shared secret (the SSV) that is established via the SET\_SSV (Section 18.47) operation.

When a new connection is associated with the session (via the BIND\_CONN\_TO\_SESSION operation, see Section 18.34), if the client specified SP4\_SSV state protection for the BIND\_CONN\_TO\_SESSION operation, the client MUST send the BIND\_CONN\_TO\_SESSION with RPCSEC\_GSS protection, using integrity or privacy, and an RPCSEC\_GSS handle created with the GSS SSV mechanism (Section 2.10.9).

If the client mistakenly tries to associate a connection to a session of a wrong server, the server will either reject the attempt because it is not aware of the session identifier of the BIND\_CONN\_TO\_SESSION arguments, or it will reject the attempt because the RPCSEC\_GSS authentication fails. Even if the server mistakenly or maliciously accepts the connection association attempt, the RPCSEC\_GSS verifier it computes in the response will not be verified by the client, so the client will know it cannot use the connection for trunking the specified session.

If the client specified SP4\_MACH\_CRED state protection, the BIND\_CONN\_TO\_SESSION operation will use RPCSEC\_GSS integrity or privacy, using the same credential that was used when the client ID was created. Mutual authentication via RPCSEC\_GSS assures the client that the connection is associated with the correct session of the correct server.

- o For client ID trunking, the client has at least two options for verifying that the same client ID obtained from two different EXCHANGE\_ID operations came from the same server. The first option is to use RPCSEC\_GSS authentication when sending each EXCHANGE\_ID operation. Each time an EXCHANGE\_ID is sent with RPCSEC\_GSS authentication, the client notes the principal name of the GSS target. If the EXCHANGE\_ID results indicate that client ID trunking is possible, and the GSS targets' principal names are the same, the servers are the same and client ID trunking is allowed.

The second option for verification is to use SP4\_SSV protection. When the client sends EXCHANGE\_ID, it specifies SP4\_SSV protection. The first EXCHANGE\_ID the client sends always has to be confirmed by a CREATE\_SESSION call. The client then sends SET\_SSV. Later, the client sends EXCHANGE\_ID to a second destination network address different from the one the first EXCHANGE\_ID was sent to. The client checks that each EXCHANGE\_ID reply has the same eir\_clientid, eir\_server\_owner.so\_major\_id, and eir\_server\_scope. If so, the client verifies the claim by sending a CREATE\_SESSION operation to the second destination address, protected with RPCSEC\_GSS integrity using an RPCSEC\_GSS handle returned by the second EXCHANGE\_ID. If the server accepts the CREATE\_SESSION request, and if the client verifies the RPCSEC\_GSS verifier and integrity codes, then the client has proof the second server knows the SSV, and thus the two servers are cooperating for the purposes of specifying server scope and client ID trunking.

#### 2.10.6. Exactly Once Semantics

Via the session, NFSv4.1 offers exactly once semantics (EOS) for requests sent over a channel. EOS is supported on both the fore channel and backchannel.

Each COMPOUND or CB\_COMPOUND request that is sent with a leading SEQUENCE or CB\_SEQUENCE operation MUST be executed by the receiver exactly once. This requirement holds regardless of whether the request is sent with reply caching specified (see Section 2.10.6.1.3). The requirement holds even if the requester is sending the request over a session created between a pNFS data client and pNFS data server. To understand the rationale for this requirement, divide the requests into three classifications:

- o Non-idempotent requests.
- o Idempotent modifying requests.
- o Idempotent non-modifying requests.

An example of a non-idempotent request is RENAME. Obviously, if a replier executes the same RENAME request twice, and the first execution succeeds, the re-execution will fail. If the replier returns the result from the re-execution, this result is incorrect. Therefore, EOS is required for non-idempotent requests.

An example of an idempotent modifying request is a COMPOUND request containing a WRITE operation. Repeated execution of the same WRITE has the same effect as execution of that WRITE a single time. Nevertheless, enforcing EOS for WRITES and other idempotent modifying requests is necessary to avoid data corruption.

Suppose a client sends WRITE A to a noncompliant server that does not enforce EOS, and receives no response, perhaps due to a network partition. The client reconnects to the server and re-sends WRITE A. Now, the server has outstanding two instances of A. The server can be in a situation in which it executes and replies to the retry of A, while the first A is still waiting in the server's internal I/O system for some resource. Upon receiving the reply to the second attempt of WRITE A, the client believes its WRITE is done so it is free to send WRITE B, which overlaps the byte-range of A. When the original A is dispatched from the server's I/O system and executed (thus the second time A will have been written), then what has been written by B can be overwritten and thus corrupted.

An example of an idempotent non-modifying request is a COMPOUND containing SEQUENCE, PUTFH, READLINK, and nothing else. The re-execution of such a request will not cause data corruption or produce an incorrect result. Nonetheless, to keep the implementation simple, the replier MUST enforce EOS for all requests, whether or not idempotent and non-modifying.

Note that true and complete EOS is not possible unless the server persists the reply cache in stable storage, and unless the server is somehow implemented to never require a restart (indeed, if such a server exists, the distinction between a reply cache kept in stable storage versus one that is not is one without meaning). See Section 2.10.6.5 for a discussion of persistence in the reply cache. Regardless, even if the server does not persist the reply cache, EOS improves robustness and correctness over previous versions of NFS because the legacy duplicate request/reply caches were based on the ONC RPC transaction identifier (XID). Section 2.10.6.1 explains the shortcomings of the XID as a basis for a reply cache and describes how NFSv4.1 sessions improve upon the XID.

#### 2.10.6.1. Slot Identifiers and Reply Cache

The RPC layer provides a transaction ID (XID), which, while required to be unique, is not convenient for tracking requests for two reasons. First, the XID is only meaningful to the requester; it cannot be interpreted by the replier except to test for equality with previously sent requests. When consulting an RPC-based duplicate request cache, the opaqueness of the XID requires a computationally expensive look up (often via a hash that includes XID and source

address). NFSv4.1 requests use a non-opaque slot ID, which is an index into a slot table, which is far more efficient. Second, because RPC requests can be executed by the replier in any order, there is no bound on the number of requests that may be outstanding at any time. To achieve perfect EOS, using ONC RPC would require storing all replies in the reply cache. XIDs are 32 bits; storing over four billion ( $2^{32}$ ) replies in the reply cache is not practical. In practice, previous versions of NFS have chosen to store a fixed number of replies in the cache, and to use a least recently used (LRU) approach to replacing cache entries with new entries when the cache is full. In NFSv4.1, the number of outstanding requests is bounded by the size of the slot table, and a sequence ID per slot is used to tell the replier when it is safe to delete a cached reply.

In the NFSv4.1 reply cache, when the requester sends a new request, it selects a slot ID in the range  $0..N$ , where  $N$  is the replier's current maximum slot ID granted to the requester on the session over which the request is to be sent. The value of  $N$  starts out as equal to `ca_maxrequests - 1` (Section 18.36), but can be adjusted by the response to `SEQUENCE` or `CB_SEQUENCE` as described later in this section. The slot ID must be unused by any of the requests that the requester has already active on the session. "Unused" here means the requester has no outstanding request for that slot ID.

A slot contains a sequence ID and the cached reply corresponding to the request sent with that sequence ID. The sequence ID is a 32-bit unsigned value, and is therefore in the range  $0..0xFFFFFFFF$  ( $2^{32} - 1$ ). The first time a slot is used, the requester MUST specify a sequence ID of one (Section 18.36). Each time a slot is reused, the request MUST specify a sequence ID that is one greater than that of the previous request on the slot. If the previous sequence ID was `0xFFFFFFFF`, then the next request for the slot MUST have the sequence ID set to zero (i.e.,  $(2^{32} - 1) + 1 \bmod 2^{32}$ ).

The sequence ID accompanies the slot ID in each request. It is for the critical check at the replier: it used to efficiently determine whether a request using a certain slot ID is a retransmit or a new, never-before-seen request. It is not feasible for the requester to assert that it is retransmitting to implement this, because for any given request the requester cannot know whether the replier has seen it unless the replier actually replies. Of course, if the requester has seen the reply, the requester would not retransmit.

The replier compares each received request's sequence ID with the last one previously received for that slot ID, to see if the new request is:

- o A new request, in which the sequence ID is one greater than that previously seen in the slot (accounting for sequence wraparound). The replier proceeds to execute the new request, and the replier MUST increase the slot's sequence ID by one.
- o A retransmitted request, in which the sequence ID is equal to that currently recorded in the slot. If the original request has executed to completion, the replier returns the cached reply. See Section 2.10.6.2 for direction on how the replier deals with retries of requests that are still in progress.
- o A misordered retry, in which the sequence ID is less than (accounting for sequence wraparound) that previously seen in the slot. The replier MUST return NFS4ERR\_SEQ\_MISORDERED (as the result from SEQUENCE or CB\_SEQUENCE).
- o A misordered new request, in which the sequence ID is two or more than (accounting for sequence wraparound) that previously seen in the slot. Note that because the sequence ID MUST wrap around to zero once it reaches 0xFFFFFFFF, a misordered new request and a misordered retry cannot be distinguished. Thus, the replier MUST return NFS4ERR\_SEQ\_MISORDERED (as the result from SEQUENCE or CB\_SEQUENCE).

Unlike the XID, the slot ID is always within a specific range; this has two implications. The first implication is that for a given session, the replier need only cache the results of a limited number of COMPOUND requests. The second implication derives from the first, which is that unlike XID-indexed reply caches (also known as duplicate request caches - DRCs), the slot ID-based reply cache cannot be overflowed. Through use of the sequence ID to identify retransmitted requests, the replier does not need to actually cache the request itself, reducing the storage requirements of the reply cache further. These facilities make it practical to maintain all the required entries for an effective reply cache.

The slot ID, sequence ID, and session ID therefore take over the traditional role of the XID and source network address in the replier's reply cache implementation. This approach is considerably more portable and completely robust -- it is not subject to the reassignment of ports as clients reconnect over IP networks. In addition, the RPC XID is not used in the reply cache, enhancing robustness of the cache in the face of any rapid reuse of XIDs by the requester. While the replier does not care about the XID for the purposes of reply cache management (but the replier MUST return the same XID that was in the request), nonetheless there are considerations for the XID in NFSv4.1 that are the same as all other

previous versions of NFS. The RPC XID remains in each message and needs to be formulated in NFSv4.1 requests as in any other ONC RPC request. The reasons include:

- o The RPC layer retains its existing semantics and implementation.
- o The requester and replier must be able to interoperate at the RPC layer, prior to the NFSv4.1 decoding of the SEQUENCE or CB\_SEQUENCE operation.
- o If an operation is being used that does not start with SEQUENCE or CB\_SEQUENCE (e.g., BIND\_CONN\_TO\_SESSION), then the RPC XID is needed for correct operation to match the reply to the request.
- o The SEQUENCE or CB\_SEQUENCE operation may generate an error. If so, the embedded slot ID, sequence ID, and session ID (if present) in the request will not be in the reply, and the requester has only the XID to match the reply to the request.

Given that well-formulated XIDs continue to be required, this begs the question: why do SEQUENCE and CB\_SEQUENCE replies have a session ID, slot ID, and sequence ID? Having the session ID in the reply means that the requester does not have to use the XID to look up the session ID, which would be necessary if the connection were associated with multiple sessions. Having the slot ID and sequence ID in the reply means that the requester does not have to use the XID to look up the slot ID and sequence ID. Furthermore, since the XID is only 32 bits, it is too small to guarantee the re-association of a reply with its request [37]; having session ID, slot ID, and sequence ID in the reply allows the client to validate that the reply in fact belongs to the matched request.

The SEQUENCE (and CB\_SEQUENCE) operation also carries a "highest\_slotid" value, which carries additional requester slot usage information. The requester MUST always indicate the slot ID representing the outstanding request with the highest-numbered slot value. The requester should in all cases provide the most conservative value possible, although it can be increased somewhat above the actual instantaneous usage to maintain some minimum or optimal level. This provides a way for the requester to yield unused request slots back to the replier, which in turn can use the information to reallocate resources.

The replier responds with both a new target highest\_slotid and an enforced highest\_slotid, described as follows:

- o The target `highest_slotid` is an indication to the requester of the `highest_slotid` the replier wishes the requester to be using. This permits the replier to withdraw (or add) resources from a requester that has been found to not be using them, in order to more fairly share resources among a varying level of demand from other requesters. The requester must always comply with the replier's value updates, since they indicate newly established hard limits on the requester's access to session resources. However, because of request pipelining, the requester may have active requests in flight reflecting prior values; therefore, the replier must not immediately require the requester to comply.
- o The enforced `highest_slotid` indicates the highest slot ID the requester is permitted to use on a subsequent `SEQUENCE` or `CB_SEQUENCE` operation. The replier's enforced `highest_slotid` SHOULD be no less than the `highest_slotid` the requester indicated in the `SEQUENCE` or `CB_SEQUENCE` arguments.

A requester can be intransigent with respect to lowering its `highest_slotid` argument to a Sequence operation, i.e. the requester continues to ignore the target `highest_slotid` in the response to a Sequence operation, and continues to set its `highest_slotid` argument to be higher than the target `highest_slotid`. This can be considered particularly egregious behavior when the replier knows there are no outstanding requests with slot IDs higher than its target `highest_slotid`. When faced with such intransigence, the replier is free to take more forceful action, and MAY reply with a new enforced `highest_slotid` that is less than its previous enforced `highest_slotid`. Thereafter, if the requester continues to send requests with a `highest_slotid` that is greater than the replier's new enforced `highest_slotid`, the server MAY return `NFS4ERR_BAD_HIGH_SLOT`, unless the slot ID in the request is greater than the new enforced `highest_slotid` and the request is a retry.

The replier SHOULD retain the slots it wants to retire until the requester sends a request with a `highest_slotid` less than or equal to the replier's new enforced `highest_slotid`.

The requester can also be intransigent with respect to sending non-retry requests that have a slot ID that exceeds the replier's `highest_slotid`. Once the replier has forcibly lowered the enforced `highest_slotid`, the requester is only allowed to send retries on slots that exceed the replier's `highest_slotid`. If a request is received with a slot ID that is higher than the new enforced `highest_slotid`, and the sequence ID is one higher than what is in the slot's reply cache, then the server can both retire the slot and return `NFS4ERR_BADSLOT` (however, the server MUST NOT

do one and not the other). The reason it is safe to retire the slot is because by using the next sequence ID, the requester is indicating it has received the previous reply for the slot.

- o The requester SHOULD use the lowest available slot when sending a new request. This way, the replier may be able to retire slot entries faster. However, where the replier is actively adjusting its granted highest\_slotid, it will not be able to use only the receipt of the slot ID and highest\_slotid in the request. Neither the slot ID nor the highest\_slotid used in a request may reflect the replier's current idea of the requester's session limit, because the request may have been sent from the requester before the update was received. Therefore, in the downward adjustment case, the replier may have to retain a number of reply cache entries at least as large as the old value of maximum requests outstanding, until it can infer that the requester has seen a reply containing the new granted highest\_slotid. The replier can infer that the requester has seen such a reply when it receives a new request with the same slot ID as the request replied to and the next higher sequence ID.

#### 2.10.6.1.1. Caching of SEQUENCE and CB\_SEQUENCE Replies

When a SEQUENCE or CB\_SEQUENCE operation is successfully executed, its reply MUST always be cached. Specifically, session ID, sequence ID, and slot ID MUST be cached in the reply cache. The reply from SEQUENCE also includes the highest slot ID, target highest slot ID, and status flags. Instead of caching these values, the server MAY re-compute the values from the current state of the fore channel, session, and/or client ID as appropriate. Similarly, the reply from CB\_SEQUENCE includes a highest slot ID and target highest slot ID. The client MAY re-compute the values from the current state of the session as appropriate.

Regardless of whether or not a replier is re-computing highest slot ID, target slot ID, and status on replies to retries, the requester MUST NOT assume that the values are being re-computed whenever it receives a reply after a retry is sent, since it has no way of knowing whether the reply it has received was sent by the replier in response to the retry or is a delayed response to the original request. Therefore, it may be the case that highest slot ID, target slot ID, or status bits may reflect the state of affairs when the request was first executed. Although acting based on such delayed information is valid, it may cause the receiver of the reply to do unneeded work. Requesters MAY choose to send additional requests to get the current state of affairs or use the state of affairs reported by subsequent requests, in preference to acting immediately on data that might be out of date.



#### 2.10.6.1.2. Errors from SEQUENCE and CB\_SEQUENCE

Any time SEQUENCE or CB\_SEQUENCE returns an error, the sequence ID of the slot MUST NOT change. The replier MUST NOT modify the reply cache entry for the slot whenever an error is returned from SEQUENCE or CB\_SEQUENCE.

#### 2.10.6.1.3. Optional Reply Caching

On a per-request basis, the requester can choose to direct the replier to cache the reply to all operations after the first operation (SEQUENCE or CB\_SEQUENCE) via the sa\_cachethis or csa\_cachethis fields of the arguments to SEQUENCE or CB\_SEQUENCE. The reason it would not direct the replier to cache the entire reply is that the request is composed of all idempotent operations [34]. Caching the reply may offer little benefit. If the reply is too large (see Section 2.10.6.4), it may not be cacheable anyway. Even if the reply to idempotent request is small enough to cache, unnecessarily caching the reply slows down the server and increases RPC latency.

Whether or not the requester requests the reply to be cached has no effect on the slot processing. If the results of SEQUENCE or CB\_SEQUENCE are NFS4\_OK, then the slot's sequence ID MUST be incremented by one. If a requester does not direct the replier to cache the reply, the replier MUST do one of following:

- o The replier can cache the entire original reply. Even though sa\_cachethis or csa\_cachethis is FALSE, the replier is always free to cache. It may choose this approach in order to simplify implementation.
- o The replier enters into its reply cache a reply consisting of the original results to the SEQUENCE or CB\_SEQUENCE operation, and with the next operation in COMPOUND or CB\_COMPOUND having the error NFS4ERR\_RETRY\_UNCACHED\_REP. Thus, if the requester later retries the request, it will get NFS4ERR\_RETRY\_UNCACHED\_REP. If a replier receives a retried Sequence operation where the reply to the COMPOUND or CB\_COMPOUND was not cached, then the replier,
  - \* MAY return NFS4ERR\_RETRY\_UNCACHED\_REP in reply to a Sequence operation if the Sequence operation is not the first operation (granted, a requester that does so is in violation of the NFSv4.1 protocol).
  - \* MUST NOT return NFS4ERR\_RETRY\_UNCACHED\_REP in reply to a Sequence operation if the Sequence operation is the first operation.

- o If the second operation is an illegal operation, or an operation that was legal in a previous minor version of NFSv4 and MUST NOT be supported in the current minor version (e.g., SETCLIENTID), the replier MUST NOT ever return NFS4ERR\_RETRY\_UNCACHED\_REP. Instead the replier MUST return NFS4ERR\_OP\_ILLEGAL or NFS4ERR\_BADXDR or NFS4ERR\_NOTSUPP as appropriate.
- o If the second operation can result in another error status, the replier MAY return a status other than NFS4ERR\_RETRY\_UNCACHED\_REP, provided the operation is not executed in such a way that the state of the replier is changed. Examples of such an error status include: NFS4ERR\_NOTSUPP returned for an operation that is legal but not REQUIRED in the current minor versions, and thus not supported by the replier; NFS4ERR\_SEQUENCE\_POS; and NFS4ERR\_REQ\_TOO\_BIG.

The discussion above assumes that the retried request matches the original one. Section 2.10.6.1.3.1 discusses what the replier might do, and MUST do when original and retried requests do not match. Since the replier may only cache a small amount of the information that would be required to determine whether this is a case of a false retry, the replier may send to the client any of the following responses:

- o The cached reply to the original request (if the replier has cached it in its entirety and the users of the original request and retry match).
- o A reply that consists only of the Sequence operation with the error NFS4ERR\_FALSE\_RETRY.
- o A reply consisting of the response to Sequence with the status NFS4\_OK, together with the second operation as it appeared in the retried request with an error of NFS4ERR\_RETRY\_UNCACHED\_REP or other error as described above.
- o A reply that consists of the response to Sequence with the status NFS4\_OK, together with the second operation as it appeared in the original request with an error of NFS4ERR\_RETRY\_UNCACHED\_REP or other error as described above.

#### 2.10.6.1.3.1. False Retry

If a requester sent a Sequence operation with a slot ID and sequence ID that are in the reply cache but the replier detected that the retried request is not the same as the original request, including a retry that has different operations or different arguments in the operations from the original and a retry that uses a different

principal in the RPC request's credential field that translates to a different user, then this is a false retry. When the replier detects a false retry, it is permitted (but not always obligated) to return NFS4ERR\_FALSE\_RETRY in response to the Sequence operation when it detects a false retry.

Translations of particularly privileged user values to other users due to the lack of appropriately secure credentials, as configured on the replier, should be applied before determining whether the users are the same or different. If the replier determines the users are different between the original request and a retry, then the replier MUST return NFS4ERR\_FALSE\_RETRY.

If an operation of the retry is an illegal operation, or an operation that was legal in a previous minor version of NFSv4 and MUST NOT be supported in the current minor version (e.g., SETCLIENTID), the replier MAY return NFS4ERR\_FALSE\_RETRY (and MUST do so if the users of the original request and retry differ). Otherwise, the replier MAY return NFS4ERR\_OP\_ILLEGAL or NFS4ERR\_BADXDR or NFS4ERR\_NOTSUPP as appropriate. Note that the handling is in contrast for how the replier deals with retries requests with no cached reply. The difference is due to NFS4ERR\_FALSE\_RETRY being a valid error for only Sequence operations, whereas NFS4ERR\_RETRY\_UNCACHED\_REP is a valid error for all operations except illegal operations and operations that MUST NOT be supported in the current minor version of NFSv4.

#### 2.10.6.2. Retry and Replay of Reply

A requester MUST NOT retry a request, unless the connection it used to send the request disconnects. The requester can then reconnect and re-send the request, or it can re-send the request over a different connection that is associated with the same session.

If the requester is a server wanting to re-send a callback operation over the backchannel of a session, the requester of course cannot reconnect because only the client can associate connections with the backchannel. The server can re-send the request over another connection that is bound to the same session's backchannel. If there is no such connection, the server MUST indicate that the session has no backchannel by setting the SEQ4\_STATUS\_CB\_PATH\_DOWN\_SESSION flag bit in the response to the next SEQUENCE operation from the client. The client MUST then associate a connection with the session (or destroy the session).

Note that it is not fatal for a requester to retry without a disconnect between the request and retry. However, the retry does consume resources, especially with RDMA, where each request, retry or not, consumes a credit. Retries for no reason, especially retries

sent shortly after the previous attempt, are a poor use of network bandwidth and defeat the purpose of a transport's inherent congestion control system.

A requester MUST wait for a reply to a request before using the slot for another request. If it does not wait for a reply, then the requester does not know what sequence ID to use for the slot on its next request. For example, suppose a requester sends a request with sequence ID 1, and does not wait for the response. The next time it uses the slot, it sends the new request with sequence ID 2. If the replier has not seen the request with sequence ID 1, then the replier is not expecting sequence ID 2, and rejects the requester's new request with NFS4ERR\_SEQ\_MISORDERED (as the result from SEQUENCE or CB\_SEQUENCE).

RDMA fabrics do not guarantee that the memory handles (Steering Tags) within each RPC/RDMA "chunk" [8] are valid on a scope outside that of a single connection. Therefore, handles used by the direct operations become invalid after connection loss. The server must ensure that any RDMA operations that must be replayed from the reply cache use the newly provided handle(s) from the most recent request.

A retry might be sent while the original request is still in progress on the replier. The replier SHOULD deal with the issue by returning NFS4ERR\_DELAY as the reply to SEQUENCE or CB\_SEQUENCE operation, but implementations MAY return NFS4ERR\_MISORDERED. Since errors from SEQUENCE and CB\_SEQUENCE are never recorded in the reply cache, this approach allows the results of the execution of the original request to be properly recorded in the reply cache (assuming that the requester specified the reply to be cached).

#### 2.10.6.3. Resolving Server Callback Races

It is possible for server callbacks to arrive at the client before the reply from related fore channel operations. For example, a client may have been granted a delegation to a file it has opened, but the reply to the OPEN (informing the client of the granting of the delegation) may be delayed in the network. If a conflicting operation arrives at the server, it will recall the delegation using the backchannel, which may be on a different transport connection, perhaps even a different network, or even a different session associated with the same client ID.

The presence of a session between the client and server alleviates this issue. When a session is in place, each client request is uniquely identified by its { session ID, slot ID, sequence ID } triple. By the rules under which slot entries (reply cache entries) are retired, the server has knowledge whether the client has "seen"

each of the server's replies. The server can therefore provide sufficient information to the client to allow it to disambiguate between an erroneous or conflicting callback race condition.

For each client operation that might result in some sort of server callback, the server SHOULD "remember" the { session ID, slot ID, sequence ID } triple of the client request until the slot ID retirement rules allow the server to determine that the client has, in fact, seen the server's reply. Until the time the { session ID, slot ID, sequence ID } request triple can be retired, any recalls of the associated object MUST carry an array of these referring identifiers (in the CB\_SEQUENCE operation's arguments), for the benefit of the client. After this time, it is not necessary for the server to provide this information in related callbacks, since it is certain that a race condition can no longer occur.

The CB\_SEQUENCE operation that begins each server callback carries a list of "referring" { session ID, slot ID, sequence ID } triples. If the client finds the request corresponding to the referring session ID, slot ID, and sequence ID to be currently outstanding (i.e., the server's reply has not been seen by the client), it can determine that the callback has raced the reply, and act accordingly. If the client does not find the request corresponding to the referring triple to be outstanding (including the case of a session ID referring to a destroyed session), then there is no race with respect to this triple. The server SHOULD limit the referring triples to requests that refer to just those that apply to the objects referred to in the CB\_COMPOUND procedure.

The client must not simply wait forever for the expected server reply to arrive before responding to the CB\_COMPOUND that won the race, because it is possible that it will be delayed indefinitely. The client should assume the likely case that the reply will arrive within the average round-trip time for COMPOUND requests to the server, and wait that period of time. If that period of time expires, it can respond to the CB\_COMPOUND with NFS4ERR\_DELAY. There are other scenarios under which callbacks may race replies. Among them are pNFS layout recalls as described in Section 12.5.5.2.

#### 2.10.6.4. COMPOUND and CB\_COMPOUND Construction Issues

Very large requests and replies may pose both buffer management issues (especially with RDMA) and reply cache issues. When the session is created (Section 18.36), for each channel (fore and back), the client and server negotiate the maximum-sized request they will send or process (`ca_maxrequestsize`), the maximum-sized reply they will return or process (`ca_maxresponsesize`), and the maximum-sized reply they will store in the reply cache (`ca_maxresponsesize_cached`).

If a request exceeds `ca_maxrequestsize`, the reply will have the status `NFS4ERR_REQ_TOO_BIG`. A replier MAY return `NFS4ERR_REQ_TOO_BIG` as the status for the first operation (`SEQUENCE` or `CB_SEQUENCE`) in the request (which means that no operations in the request executed and that the state of the slot in the reply cache is unchanged), or it MAY opt to return it on a subsequent operation in the same `COMPOUND` or `CB_COMPOUND` request (which means that at least one operation did execute and that the state of the slot in the reply cache does change). The replier SHOULD set `NFS4ERR_REQ_TOO_BIG` on the operation that exceeds `ca_maxrequestsize`.

If a reply exceeds `ca_maxresponsesize`, the reply will have the status `NFS4ERR_REP_TOO_BIG`. A replier MAY return `NFS4ERR_REP_TOO_BIG` as the status for the first operation (`SEQUENCE` or `CB_SEQUENCE`) in the request, or it MAY opt to return it on a subsequent operation (in the same `COMPOUND` or `CB_COMPOUND` reply). A replier MAY return `NFS4ERR_REP_TOO_BIG` in the reply to `SEQUENCE` or `CB_SEQUENCE`, even if the response would still exceed `ca_maxresponsesize`.

If `sa_cachethis` or `csa_cachethis` is `TRUE`, then the replier MUST cache a reply except if an error is returned by the `SEQUENCE` or `CB_SEQUENCE` operation (see Section 2.10.6.1.2). If the reply exceeds `ca_maxresponsesize_cached` (and `sa_cachethis` or `csa_cachethis` is `TRUE`), then the server MUST return `NFS4ERR_REP_TOO_BIG_TO_CACHE`. Even if `NFS4ERR_REP_TOO_BIG_TO_CACHE` (or any other error for that matter) is returned on an operation other than the first operation (`SEQUENCE` or `CB_SEQUENCE`), then the reply MUST be cached if `sa_cachethis` or `csa_cachethis` is `TRUE`. For example, if a `COMPOUND` has eleven operations, including `SEQUENCE`, the fifth operation is a `RENAME`, and the tenth operation is a `READ` for one million bytes, the server may return `NFS4ERR_REP_TOO_BIG_TO_CACHE` on the tenth operation. Since the server executed several operations, especially the non-idempotent `RENAME`, the client's request to cache the reply needs to be honored in order for the correct operation of exactly once semantics. If the client retries the request, the server will have cached a reply that contains results for ten of the eleven requested operations, with the tenth operation having a status of `NFS4ERR_REP_TOO_BIG_TO_CACHE`.

A client needs to take care that when sending operations that change the current filehandle (except for `PUTFH`, `PUTPUBFH`, `PUTROOTFH`, and `RESTOREFH`), it not exceed the maximum reply buffer before the `GETFH` operation. Otherwise, the client will have to retry the operation that changed the current filehandle, in order to obtain the desired filehandle. For the `OPEN` operation (see Section 18.16), retry is not always available as an option. The following guidelines for the handling of filehandle-changing operations are advised:

- o Within the same COMPOUND procedure, a client SHOULD send GETFH immediately after a current filehandle-changing operation. A client MUST send GETFH after a current filehandle-changing operation that is also non-idempotent (e.g., the OPEN operation), unless the operation is RESTOREFH. RESTOREFH is an exception, because even though it is non-idempotent, the filehandle RESTOREFH produced originated from an operation that is either idempotent (e.g., PUTFH, LOOKUP), or non-idempotent (e.g., OPEN, CREATE). If the origin is non-idempotent, then because the client MUST send GETFH after the origin operation, the client can recover if RESTOREFH returns an error.
- o A server MAY return NFS4ERR\_REP\_TOO\_BIG or NFS4ERR\_REP\_TOO\_BIG\_TO\_CACHE (if sa\_cachethis is TRUE) on a filehandle-changing operation if the reply would be too large on the next operation.
- o A server SHOULD return NFS4ERR\_REP\_TOO\_BIG or NFS4ERR\_REP\_TOO\_BIG\_TO\_CACHE (if sa\_cachethis is TRUE) on a filehandle-changing, non-idempotent operation if the reply would be too large on the next operation, especially if the operation is OPEN.
- o A server MAY return NFS4ERR\_UNSAFE\_COMPOUND to a non-idempotent current filehandle-changing operation, if it looks at the next operation (in the same COMPOUND procedure) and finds it is not GETFH. The server SHOULD do this if it is unable to determine in advance whether the total response size would exceed ca\_maxresponsesize\_cached or ca\_maxresponsesize.

#### 2.10.6.5. Persistence

Since the reply cache is bounded, it is practical for the reply cache to persist across server restarts. The replier MUST persist the following information if it agreed to persist the session (when the session was created; see Section 18.36):

- o The session ID.
- o The slot table including the sequence ID and cached reply for each slot.

The above are sufficient for a replier to provide EOS semantics for any requests that were sent and executed before the server restarted. If the replier is a client, then there is no need for it to persist any more information, unless the client will be persisting all other state across client restart, in which case, the server will never see any NFSv4.1-level protocol manifestation of a client restart. If the

replier is a server, with just the slot table and session ID persisting, any requests the client retries after the server restart will return the results that are cached in the reply cache, and any new requests (i.e., the sequence ID is one greater than the slot's sequence ID) MUST be rejected with NFS4ERR\_DEADSESSION (returned by SEQUENCE). Such a session is considered dead. A server MAY re-animate a session after a server restart so that the session will accept new requests as well as retries. To re-animate a session, the server needs to persist additional information through server restart:

- o The client ID. This is a prerequisite to let the client create more sessions associated with the same client ID as the re-animated session.
- o The client ID's sequence ID that is used for creating sessions (see Sections 18.35 and 18.36). This is a prerequisite to let the client create more sessions.
- o The principal that created the client ID. This allows the server to authenticate the client when it sends EXCHANGE\_ID.
- o The SSV, if SP4\_SSV state protection was specified when the client ID was created (see Section 18.35). This lets the client create new sessions, and associate connections with the new and existing sessions.
- o The properties of the client ID as defined in Section 18.35.

A persistent reply cache places certain demands on the server. The execution of the sequence of operations (starting with SEQUENCE) and placement of its results in the persistent cache MUST be atomic. If a client retries a sequence of operations that was previously executed on the server, the only acceptable outcomes are either the original cached reply or an indication that the client ID or session has been lost (indicating a catastrophic loss of the reply cache or a session that has been deleted because the client failed to use the session for an extended period of time).

A server could fail and restart in the middle of a COMPOUND procedure that contains one or more non-idempotent or idempotent-but-modifying operations. This creates an even higher challenge for atomic execution and placement of results in the reply cache. One way to view the problem is as a single transaction consisting of each operation in the COMPOUND followed by storing the result in persistent storage, then finally a transaction commit. If there is a failure before the transaction is committed, then the server rolls



back the transaction. If the server itself fails, then when it restarts, its recovery logic could roll back the transaction before starting the NFSv4.1 server.

While the description of the implementation for atomic execution of the request and caching of the reply is beyond the scope of this document, an example implementation for NFSv2 [38] is described in [39].

#### 2.10.7. RDMA Considerations

A complete discussion of the operation of RPC-based protocols over RDMA transports is in [8]. A discussion of the operation of NFSv4, including NFSv4.1, over RDMA is in [9]. Where RDMA is considered, this specification assumes the use of such a layering; it addresses only the upper-layer issues relevant to making best use of RPC/RDMA.

##### 2.10.7.1. RDMA Connection Resources

RDMA requires its consumers to register memory and post buffers of a specific size and number for receive operations.

Registration of memory can be a relatively high-overhead operation, since it requires pinning of buffers, assignment of attributes (e.g., readable/writable), and initialization of hardware translation. Preregistration is desirable to reduce overhead. These registrations are specific to hardware interfaces and even to RDMA connection endpoints; therefore, negotiation of their limits is desirable to manage resources effectively.

Following basic registration, these buffers must be posted by the RPC layer to handle receives. These buffers remain in use by the RPC/NFSv4.1 implementation; the size and number of them must be known to the remote peer in order to avoid RDMA errors that would cause a fatal error on the RDMA connection.

NFSv4.1 manages slots as resources on a per-session basis (see Section 2.10), while RDMA connections manage credits on a per-connection basis. This means that in order for a peer to send data over RDMA to a remote buffer, it has to have both an NFSv4.1 slot and an RDMA credit. If multiple RDMA connections are associated with a session, then if the total number of credits across all RDMA connections associated with the session is X, and the number of slots in the session is Y, then the maximum number of outstanding requests is the lesser of X and Y.

#### 2.10.7.2. Flow Control

Previous versions of NFS do not provide flow control; instead, they rely on the windowing provided by transports like TCP to throttle requests. This does not work with RDMA, which provides no operation flow control and will terminate a connection in error when limits are exceeded. Limits such as maximum number of requests outstanding are therefore negotiated when a session is created (see the `ca_maxrequests` field in Section 18.36). These limits then provide the maxima within which each connection associated with the session's channel(s) must remain. RDMA connections are managed within these limits as described in Section 3.3 of [8]; if there are multiple RDMA connections, then the maximum number of requests for a channel will be divided among the RDMA connections. Put a different way, the onus is on the replier to ensure that the total number of RDMA credits across all connections associated with the replier's channel does not exceed the channel's maximum number of outstanding requests.

The limits may also be modified dynamically at the replier's choosing by manipulating certain parameters present in each NFSv4.1 reply. In addition, the `CB_RECALL_SLOT` callback operation (see Section 20.8) can be sent by a server to a client to return RDMA credits to the server, thereby lowering the maximum number of requests a client can have outstanding to the server.

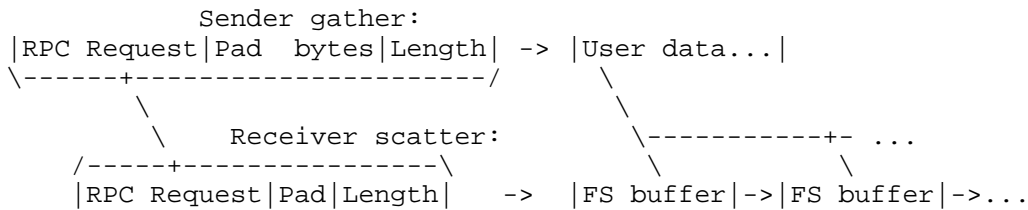
#### 2.10.7.3. Padding

Header padding is requested by each peer at session initiation (see the `ca_headerpadsize` argument to `CREATE_SESSION` in Section 18.36), and subsequently used by the RPC RDMA layer, as described in [8]. Zero padding is permitted.

Padding leverages the useful property that RDMA preserve alignment of data, even when they are placed into anonymous (untagged) buffers. If requested, client inline writes will insert appropriate pad bytes within the request header to align the data payload on the specified boundary. The client is encouraged to add sufficient padding (up to the negotiated size) so that the "data" field of the `WRITE` operation is aligned. Most servers can make good use of such padding, which allows them to chain receive buffers in such a way that any data carried by client requests will be placed into appropriate buffers at the server, ready for file system processing. The receiver's RPC layer encounters no overhead from skipping over pad bytes, and the RDMA layer's high performance makes the insertion and transmission of padding on the sender a significant optimization. In this way, the need for servers to perform RDMA Read to satisfy all but the largest

client writes is obviated. An added benefit is the reduction of message round trips on the network -- a potentially good trade, where latency is present.

The value to choose for padding is subject to a number of criteria. A primary source of variable-length data in the RPC header is the authentication information, the form of which is client-determined, possibly in response to server specification. The contents of COMPOUNDS, sizes of strings such as those passed to RENAME, etc. all go into the determination of a maximal NFSv4.1 request size and therefore minimal buffer size. The client must select its offered value carefully, so as to avoid overburdening the server, and vice versa. The benefit of an appropriate padding value is higher performance.



In the above case, the server may recycle unused buffers to the next posted receive if unused by the actual received request, or may pass the now-complete buffers by reference for normal write processing. For a server that can make use of it, this removes any need for data copies of incoming data, without resorting to complicated end-to-end buffer advertisement and management. This includes most kernel-based and integrated server designs, among many others. The client may perform similar optimizations, if desired.

#### 2.10.7.4. Dual RDMA and Non-RDMA Transports

Some RDMA transports (e.g., RFC 5040 [10]) permit a "streaming" (non-RDMA) phase, where ordinary traffic might flow before "stepping up" to RDMA mode, commencing RDMA traffic. Some RDMA transports start connections always in RDMA mode. NFSv4.1 allows, but does not assume, a streaming phase before RDMA mode. When a connection is associated with a session, the client and server negotiate whether the connection is used in RDMA or non-RDMA mode (see Sections 18.36 and 18.34).

## 2.10.8. Session Security

### 2.10.8.1. Session Callback Security

Via session/connection association, NFSv4.1 improves security over that provided by NFSv4.0 for the backchannel. The connection is client-initiated (see Section 18.34) and subject to the same firewall and routing checks as the fore channel. At the client's option (see Section 18.35), connection association is fully authenticated before being activated (see Section 18.34). Traffic from the server over the backchannel is authenticated exactly as the client specifies (see Section 2.10.8.2).

### 2.10.8.2. Backchannel RPC Security

When the NFSv4.1 client establishes the backchannel, it informs the server of the security flavors and principals to use when sending requests. If the security flavor is RPCSEC\_GSS, the client expresses the principal in the form of an established RPCSEC\_GSS context. The server is free to use any of the flavor/principal combinations the client offers, but it MUST NOT use unoffered combinations. This way, the client need not provide a target GSS principal for the backchannel as it did with NFSv4.0, nor does the server have to implement an RPCSEC\_GSS initiator as it did with NFSv4.0 [30].

The CREATE\_SESSION (Section 18.36) and BACKCHANNEL\_CTL (Section 18.33) operations allow the client to specify flavor/principal combinations.

Also note that the SP4\_SSV state protection mode (see Sections 18.35 and 2.10.8.3) has the side benefit of providing SSV-derived RPCSEC\_GSS contexts (Section 2.10.9).

### 2.10.8.3. Protection from Unauthorized State Changes

As described to this point in the specification, the state model of NFSv4.1 is vulnerable to an attacker that sends a SEQUENCE operation with a forged session ID and with a slot ID that it expects the legitimate client to use next. When the legitimate client uses the slot ID with the same sequence number, the server returns the attacker's result from the reply cache, which disrupts the legitimate client and thus denies service to it. Similarly, an attacker could send a CREATE\_SESSION with a forged client ID to create a new session associated with the client ID. The attacker could send requests using the new session that change locking state, such as LOCKU operations to release locks the legitimate client has acquired. Setting a security policy on the file that requires RPCSEC\_GSS credentials when manipulating the file's state is one potential work

around, but has the disadvantage of preventing a legitimate client from releasing state when `RPCSEC_GSS` is required to do so, but a GSS context cannot be obtained (possibly because the user has logged off the client).

NFSv4.1 provides three options to a client for state protection, which are specified when a client creates a client ID via `EXCHANGE_ID` (Section 18.35).

The first (`SP4_NONE`) is to simply waive state protection.

The other two options (`SP4_MACH_CRED` and `SP4_SSV`) share several traits:

- o An `RPCSEC_GSS`-based credential is used to authenticate client ID and session maintenance operations, including creating and destroying a session, associating a connection with the session, and destroying the client ID.
- o Because `RPCSEC_GSS` is used to authenticate client ID and session maintenance, the attacker cannot associate a rogue connection with a legitimate session, or associate a rogue session with a legitimate client ID in order to maliciously alter the client ID's lock state via `CLOSE`, `LOCKU`, `DELEGRETURN`, `LAYOUTRETURN`, etc.
- o In cases where the server's security policies on a portion of its namespace require `RPCSEC_GSS` authentication, a client may have to use an `RPCSEC_GSS` credential to remove per-file state (e.g., `LOCKU`, `CLOSE`, etc.). The server may require that the principal that removes the state match certain criteria (e.g., the principal might have to be the same as the one that acquired the state). However, the client might not have an `RPCSEC_GSS` context for such a principal, and might not be able to create such a context (perhaps because the user has logged off). When the client establishes `SP4_MACH_CRED` or `SP4_SSV` protection, it can specify a list of operations that the server **MUST** allow using the machine credential (if `SP4_MACH_CRED` is used) or the SSV credential (if `SP4_SSV` is used).

The `SP4_MACH_CRED` state protection option uses a machine credential where the principal that creates the client ID **MUST** also be the principal that performs client ID and session maintenance operations. The security of the machine credential state protection approach depends entirely on safe guarding the per-machine credential. Assuming a proper safeguard using the per-machine credential for operations like `CREATE_SESSION`, `BIND_CONN_TO_SESSION`,

DESTROY\_SESSION, and DESTROY\_CLIENTID will prevent an attacker from associating a rogue connection with a session, or associating a rogue session with a client ID.

There are at least three scenarios for the SP4\_MACH\_CRED option:

1. The system administrator configures a unique, permanent per-machine credential for one of the mandated GSS mechanisms (e.g., if Kerberos V5 is used, a "keytab" containing a principal derived from a client host name could be used).
2. The client is used by a single user, and so the client ID and its sessions are used by just that user. If the user's credential expires, then session and client ID maintenance cannot occur, but since the client has a single user, only that user is inconvenienced.
3. The physical client has multiple users, but the client implementation has a unique client ID for each user. This is effectively the same as the second scenario, but a disadvantage is that each user needs to be allocated at least one session each, so the approach suffers from lack of economy.

The SP4\_SSV protection option uses the SSV (Section 1.6), via RPCSEC\_GSS and the SSV GSS mechanism (Section 2.10.9), to protect state from attack. The SP4\_SSV protection option is intended for the situation comprised of a client that has multiple active users and a system administrator who wants to avoid the burden of installing a permanent machine credential on each client. The SSV is established and updated on the server via SET\_SSV (see Section 18.47). To prevent eavesdropping, a client SHOULD send SET\_SSV via RPCSEC\_GSS with the privacy service. Several aspects of the SSV make it intractable for an attacker to guess the SSV, and thus associate rogue connections with a session, and rogue sessions with a client ID:

- o The arguments to and results of SET\_SSV include digests of the old and new SSV, respectively.
- o Because the initial value of the SSV is zero, therefore known, the client that opts for SP4\_SSV protection and opts to apply SP4\_SSV protection to BIND\_CONN\_TO\_SESSION and CREATE\_SESSION MUST send at least one SET\_SSV operation before the first BIND\_CONN\_TO\_SESSION operation or before the second CREATE\_SESSION operation on a client ID. If it does not, the SSV mechanism will not generate tokens (Section 2.10.9). A client SHOULD send SET\_SSV as soon as a session is created.

- o A SET\_SSV request does not replace the SSV with the argument to SET\_SSV. Instead, the current SSV on the server is logically exclusive ORed (XORed) with the argument to SET\_SSV. Each time a new principal uses a client ID for the first time, the client SHOULD send a SET\_SSV with that principal's RPCSEC\_GSS credentials, with RPCSEC\_GSS service set to RPC\_GSS\_SVC\_PRIVACY.

Here are the types of attacks that can be attempted by an attacker named Eve on a victim named Bob, and how SP4\_SSV protection foils each attack:

- o Suppose Eve is the first user to log into a legitimate client. Eve's use of an NFSv4.1 file system will cause the legitimate client to create a client ID with SP4\_SSV protection, specifying that the BIND\_CONN\_TO\_SESSION operation MUST use the SSV credential. Eve's use of the file system also causes an SSV to be created. The SET\_SSV operation that creates the SSV will be protected by the RPCSEC\_GSS context created by the legitimate client, which uses Eve's GSS principal and credentials. Eve can eavesdrop on the network while her RPCSEC\_GSS context is created and the SET\_SSV using her context is sent. Even if the legitimate client sends the SET\_SSV with RPC\_GSS\_SVC\_PRIVACY, because Eve knows her own credentials, she can decrypt the SSV. Eve can compute an RPCSEC\_GSS credential that BIND\_CONN\_TO\_SESSION will accept, and so associate a new connection with the legitimate session. Eve can change the slot ID and sequence state of a legitimate session, and/or the SSV state, in such a way that when Bob accesses the server via the same legitimate client, the legitimate client will be unable to use the session.

The client's only recourse is to create a new client ID for Bob to use, and establish a new SSV for the client ID. The client will be unable to delete the old client ID, and will let the lease on the old client ID expire.

Once the legitimate client establishes an SSV over the new session using Bob's RPCSEC\_GSS context, Eve can use the new session via the legitimate client, but she cannot disrupt Bob. Moreover, because the client SHOULD have modified the SSV due to Eve using the new session, Bob cannot get revenge on Eve by associating a rogue connection with the session.

The question is how did the legitimate client detect that Eve has hijacked the old session? When the client detects that a new principal, Bob, wants to use the session, it SHOULD have sent a SET\_SSV, which leads to the following sub-scenarios:

- \* Let us suppose that from the rogue connection, Eve sent a SET\_SSV with the same slot ID and sequence ID that the legitimate client later uses. The server will assume the SET\_SSV sent with Bob's credentials is a retry, and return to the legitimate client the reply it sent Eve. However, unless Eve can correctly guess the SSV the legitimate client will use, the digest verification checks in the SET\_SSV response will fail. That is an indication to the client that the session has apparently been hijacked.
- \* Alternatively, Eve sent a SET\_SSV with a different slot ID than the legitimate client uses for its SET\_SSV. Then the digest verification of the SET\_SSV sent with Bob's credentials fails on the server, and the error returned to the client makes it apparent that the session has been hijacked.
- \* Alternatively, Eve sent an operation other than SET\_SSV, but with the same slot ID and sequence that the legitimate client uses for its SET\_SSV. The server returns to the legitimate client the response it sent Eve. The client sees that the response is not at all what it expects. The client assumes either session hijacking or a server bug, and either way destroys the old session.
- o Eve associates a rogue connection with the session as above, and then destroys the session. Again, Bob goes to use the server from the legitimate client, which sends a SET\_SSV using Bob's credentials. The client receives an error that indicates that the session does not exist. When the client tries to create a new session, this will fail because the SSV it has does not match that which the server has, and now the client knows the session was hijacked. The legitimate client establishes a new client ID.
- o If Eve creates a connection before the legitimate client establishes an SSV, because the initial value of the SSV is zero and therefore known, Eve can send a SET\_SSV that will pass the digest verification check. However, because the new connection has not been associated with the session, the SET\_SSV is rejected for that reason.

In summary, an attacker's disruption of state when SP4\_SSV protection is in use is limited to the formative period of a client ID, its first session, and the establishment of the SSV. Once a non-malicious user uses the client ID, the client quickly detects any hijack and rectifies the situation. Once a non-malicious user successfully modifies the SSV, the attacker cannot use NFSv4.1 operations to disrupt the non-malicious user.



Note that neither the SP4\_MACH\_CRED nor SP4\_SSV protection approaches prevent hijacking of a transport connection that has previously been associated with a session. If the goal of a counter-threat strategy is to prevent connection hijacking, the use of IPsec is RECOMMENDED.

If a connection hijack occurs, the hijacker could in theory change locking state and negatively impact the service to legitimate clients. However, if the server is configured to require the use of RPCSEC\_GSS with integrity or privacy on the affected file objects, and if EXCHGID4\_FLAG\_BIND\_PRINC\_STATEID capability (Section 18.35) is in force, this will thwart unauthorized attempts to change locking state.

#### 2.10.9. The Secret State Verifier (SSV) GSS Mechanism

The SSV provides the secret key for a GSS mechanism internal to NFSv4.1 that NFSv4.1 uses for state protection. Contexts for this mechanism are not established via the RPCSEC\_GSS protocol. Instead, the contexts are automatically created when EXCHANGE\_ID specifies SP4\_SSV protection. The only tokens defined are the PerMsgToken (emitted by GSS\_GetMIC) and the SealedMessage token (emitted by GSS\_Wrap).

The mechanism OID for the SSV mechanism is iso.org.dod.internet.private.enterprise.Michael Eisler.nfs.ssv\_mech (1.3.6.1.4.1.28882.1.1). While the SSV mechanism does not define any initial context tokens, the OID can be used to let servers indicate that the SSV mechanism is acceptable whenever the client sends a SECINFO or SECINFO\_NO\_NAME operation (see Section 2.6).

The SSV mechanism defines four subkeys derived from the SSV value. Each time SET\_SSV is invoked, the subkeys are recalculated by the client and server. The calculation of each of the four subkeys depends on each of the four respective ssv\_subkey4 enumerated values. The calculation uses the HMAC [11] algorithm, using the current SSV as the key, the one-way hash algorithm as negotiated by EXCHANGE\_ID, and the input text as represented by the XDR encoded enumeration value for that subkey of data type ssv\_subkey4. If the length of the output of the HMAC algorithm exceeds the length of key of the encryption algorithm (which is also negotiated by EXCHANGE\_ID), then the subkey MUST be truncated from the HMAC output, i.e., if the subkey is of N bytes long, then the first N bytes of the HMAC output MUST be used for the subkey. The specification of EXCHANGE\_ID states that the length of the output of the HMAC algorithm MUST NOT be less than the length of subkey needed for the encryption algorithm (see Section 18.35).

```

/* Input for computing subkeys */
enum ssv_subkey4 {
    SSV4_SUBKEY_MIC_I2T    = 1,
    SSV4_SUBKEY_MIC_T2I    = 2,
    SSV4_SUBKEY_SEAL_I2T   = 3,
    SSV4_SUBKEY_SEAL_T2I   = 4
};

```

The subkey derived from SSV4\_SUBKEY\_MIC\_I2T is used for calculating message integrity codes (MICs) that originate from the NFSv4.1 client, whether as part of a request over the fore channel or a response over the backchannel. The subkey derived from SSV4\_SUBKEY\_MIC\_T2I is used for MICs originating from the NFSv4.1 server. The subkey derived from SSV4\_SUBKEY\_SEAL\_I2T is used for encryption text originating from the NFSv4.1 client, and the subkey derived from SSV4\_SUBKEY\_SEAL\_T2I is used for encryption text originating from the NFSv4.1 server.

The PerMsgToken description is based on an XDR definition:

```

/* Input for computing smt_hmac */
struct ssv_mic_plain_tkn4 {
    uint32_t      smpt_ssv_seq;
    opaque        smpt_orig_plain<>;
};

```

```

/* SSV GSS PerMsgToken token */
struct ssv_mic_tkn4 {
    uint32_t      smt_ssv_seq;
    opaque        smt_hmac<>;
};

```

The field smt\_hmac is an HMAC calculated by using the subkey derived from SSV4\_SUBKEY\_MIC\_I2T or SSV4\_SUBKEY\_MIC\_T2I as the key, the one-way hash algorithm as negotiated by EXCHANGE\_ID, and the input text as represented by data of type ssv\_mic\_plain\_tkn4. The field smpt\_ssv\_seq is the same as smt\_ssv\_seq. The field smpt\_orig\_plain is the "message" input passed to GSS\_GetMIC() (see Section 2.3.1 of [7]). The caller of GSS\_GetMIC() provides a pointer to a buffer containing the plain text. The SSV mechanism's entry point for GSS\_GetMIC() encodes this into an opaque array, and the encoding will include an initial four-byte length, plus any necessary padding. Prepend to this will be the XDR encoded value of smpt\_ssv\_seq, thus making up an XDR encoding of a value of data type ssv\_mic\_plain\_tkn4, which in turn is the input into the HMAC.

The token emitted by `GSS_GetMIC()` is XDR encoded and of XDR data type `ssv_mic_tkn4`. The field `smt_ssv_seq` comes from the SSV sequence number, which is equal to one after `SET_SSV` (Section 18.47) is called the first time on a client ID. Thereafter, the SSV sequence number is incremented on each `SET_SSV`. Thus, `smt_ssv_seq` represents the version of the SSV at the time `GSS_GetMIC()` was called. As noted in Section 18.35, the client and server can maintain multiple concurrent versions of the SSV. This allows the SSV to be changed without serializing all RPC calls that use the SSV mechanism with `SET_SSV` operations. Once the HMAC is calculated, it is XDR encoded into `smt_hmac`, which will include an initial four-byte length, and any necessary padding. Prepend to this will be the XDR encoded value of `smt_ssv_seq`.

The `SealedMessage` description is based on an XDR definition:

```
/* Input for computing ssct_encr_data and ssct_hmac */
struct ssv_seal_plain_tkn4 {
    opaque          sspt_confounder<>;
    uint32_t        sspt_ssv_seq;
    opaque          sspt_orig_plain<>;
    opaque          sspt_pad<>;
};

/* SSV GSS SealedMessage token */
struct ssv_seal_cipher_tkn4 {
    uint32_t        ssct_ssv_seq;
    opaque          ssct_iv<>;
    opaque          ssct_encr_data<>;
    opaque          ssct_hmac<>;
};
```

The token emitted by `GSS_Wrap()` is XDR encoded and of XDR data type `ssv_seal_cipher_tkn4`.

The `ssct_ssv_seq` field has the same meaning as `smt_ssv_seq`.

The `ssct_encr_data` field is the result of encrypting a value of the XDR encoded data type `ssv_seal_plain_tkn4`. The encryption key is the subkey derived from `SSV4_SUBKEY_SEAL_I2T` or `SSV4_SUBKEY_SEAL_T2I`, and the encryption algorithm is that negotiated by `EXCHANGE_ID`.

The `ssct_iv` field is the initialization vector (IV) for the encryption algorithm (if applicable) and is sent in clear text. The content and size of the IV MUST comply with the specification of the encryption algorithm. For example, the `id-aes256-CBC` algorithm MUST

use a 16-byte initialization vector (IV), which MUST be unpredictable for each instance of a value of data type `ssv_seal_plain_tkn4` that is encrypted with a particular SSV key.

The `ssct_hmac` field is the result of computing an HMAC using the value of the XDR encoded data type `ssv_seal_plain_tkn4` as the input text. The key is the subkey derived from `SSV4_SUBKEY_MIC_I2T` or `SSV4_SUBKEY_MIC_T2I`, and the one-way hash algorithm is that negotiated by `EXCHANGE_ID`.

The `sspt_confounder` field is a random value.

The `sspt_ssv_seq` field is the same as `ssvt_ssv_seq`.

The field `sspt_orig_plain` field is the original plaintext and is the "input\_message" input passed to `GSS_Wrap()` (see Section 2.3.3 of [7]). As with the handling of the plaintext by the SSV mechanism's `GSS_GetMIC()` entry point, the entry point for `GSS_Wrap()` expects a pointer to the plaintext, and will XDR encode an opaque array into `sspt_orig_plain` representing the plain text, along with the other fields of an instance of data type `ssv_seal_plain_tkn4`.

The `sspt_pad` field is present to support encryption algorithms that require inputs to be in fixed-sized blocks. The content of `sspt_pad` is zero filled except for the length. Beware that the XDR encoding of `ssv_seal_plain_tkn4` contains three variable-length arrays, and so each array consumes four bytes for an array length, and each array that follows the length is always padded to a multiple of four bytes per the XDR standard.

For example, suppose the encryption algorithm uses 16-byte blocks, and the `sspt_confounder` is three bytes long, and the `sspt_orig_plain` field is 15 bytes long. The XDR encoding of `sspt_confounder` uses eight bytes (4 + 3 + 1 byte pad), the XDR encoding of `sspt_ssv_seq` uses four bytes, the XDR encoding of `sspt_orig_plain` uses 20 bytes (4 + 15 + 1 byte pad), and the smallest XDR encoding of the `sspt_pad` field is four bytes. This totals 36 bytes. The next multiple of 16 is 48; thus, the length field of `sspt_pad` needs to be set to 12 bytes, or a total encoding of 16 bytes. The total number of XDR encoded bytes is thus  $8 + 4 + 20 + 16 = 48$ .

`GSS_Wrap()` emits a token that is an XDR encoding of a value of data type `ssv_seal_cipher_tkn4`. Note that regardless of whether or not the caller of `GSS_Wrap()` requests confidentiality, the token always has confidentiality. This is because the SSV mechanism is for `RPCSEC_GSS`, and `RPCSEC_GSS` never produces `GSS_wrap()` tokens without confidentiality.

There is one SSV per client ID. There is a single GSS context for a client ID / SSV pair. All SSV mechanism RPCSEC\_GSS handles of a client ID / SSV pair share the same GSS context. SSV GSS contexts do not expire except when the SSV is destroyed (causes would include the client ID being destroyed or a server restart). Since one purpose of context expiration is to replace keys that have been in use for "too long", hence vulnerable to compromise by brute force or accident, the client can replace the SSV key by sending periodic SET\_SSV operations, which is done by cycling through different users' RPCSEC\_GSS credentials. This way, the SSV is replaced without destroying the SSV's GSS contexts.

SSV RPCSEC\_GSS handles can be expired or deleted by the server at any time, and the EXCHANGE\_ID operation can be used to create more SSV RPCSEC\_GSS handles. Expiration of SSV RPCSEC\_GSS handles does not imply that the SSV or its GSS context has expired.

The client MUST establish an SSV via SET\_SSV before the SSV GSS context can be used to emit tokens from GSS\_Wrap() and GSS\_GetMIC(). If SET\_SSV has not been successfully called, attempts to emit tokens MUST fail.

The SSV mechanism does not support replay detection and sequencing in its tokens because RPCSEC\_GSS does not use those features (See Section 5.2.2, "Context Creation Requests", in [4]). However, Section 2.10.10 discusses special considerations for the SSV mechanism when used with RPCSEC\_GSS.

#### 2.10.10. Security Considerations for RPCSEC\_GSS When Using the SSV Mechanism

When a client ID is created with SP4\_SSV state protection (see Section 18.35), the client is permitted to associate multiple RPCSEC\_GSS handles with the single SSV GSS context (see Section 2.10.9). Because of the way RPCSEC\_GSS (both version 1 and version 2, see [4] and [12]) calculate the verifier of the reply, special care must be taken by the implementation of the NFSv4.1 client to prevent attacks by a man-in-the-middle. The verifier of an RPCSEC\_GSS reply is the output of GSS\_GetMIC() applied to the input value of the seq\_num field of the RPCSEC\_GSS credential (data type rpc\_gss\_cred\_ver\_1\_t) (see Section 5.3.3.2 of [4]). If multiple RPCSEC\_GSS handles share the same GSS context, then if one handle is used to send a request with the same seq\_num value as another handle, an attacker could block the reply, and replace it with the verifier used for the other handle.

There are multiple ways to prevent the attack on the SSV RPCSEC\_GSS verifier in the reply. The simplest is believed to be as follows.

- o Each time one or more new SSV RPCSEC\_GSS handles are created via EXCHANGE\_ID, the client SHOULD send a SET\_SSV operation to modify the SSV. By changing the SSV, the new handles will not result in the re-use of an SSV RPCSEC\_GSS verifier in a reply.
- o When a requester decides to use N SSV RPCSEC\_GSS handles, it SHOULD assign a unique and non-overlapping range of seq\_nums to each SSV RPCSEC\_GSS handle. The size of each range SHOULD be equal to MAXSEQ / N (see Section 5 of [4] for the definition of MAXSEQ). When an SSV RPCSEC\_GSS handle reaches its maximum, it SHOULD force the replier to destroy the handle by sending a NULL RPC request with seq\_num set to MAXSEQ + 1 (see Section 5.3.3.3 of [4]).
- o When the requester wants to increase or decrease N, it SHOULD force the replier to destroy all N handles by sending a NULL RPC request on each handle with seq\_num set to MAXSEQ + 1. If the requester is the client, it SHOULD send a SET\_SSV operation before using new handles. If the requester is the server, then the client SHOULD send a SET\_SSV operation when it detects that the server has forced it to destroy a backchannel's SSV RPCSEC\_GSS handle. By sending a SET\_SSV operation, the SSV will change, and so the attacker will be unavailable to successfully replay a previous verifier in a reply to the requester.

Note that if the replier carefully creates the SSV RPCSEC\_GSS handles, the related risk of a man-in-the-middle splicing a forged SSV RPCSEC\_GSS credential with a verifier for another handle does not exist. This is because the verifier in an RPCSEC\_GSS request is computed from input that includes both the RPCSEC\_GSS handle and seq\_num (see Section 5.3.1 of [4]). Provided the replier takes care to avoid re-using the value of an RPCSEC\_GSS handle that it creates, such as by including a generation number in the handle, the man-in-the-middle will not be able to successfully replay a previous verifier in the request to a replier.

#### 2.10.11. Session Mechanics - Steady State

##### 2.10.11.1. Obligations of the Server

The server has the primary obligation to monitor the state of backchannel resources that the client has created for the server (RPCSEC\_GSS contexts and backchannel connections). If these resources vanish, the server takes action as specified in Section 2.10.13.2.

#### 2.10.11.2. Obligations of the Client

The client SHOULD honor the following obligations in order to utilize the session:

- o Keep a necessary session from going idle on the server. A client that requires a session but nonetheless is not sending operations risks having the session be destroyed by the server. This is because sessions consume resources, and resource limitations may force the server to cull an inactive session. A server MAY consider a session to be inactive if the client has not used the session before the session inactivity timer (Section 2.10.12) has expired.
- o Destroy the session when not needed. If a client has multiple sessions, one of which has no requests waiting for replies, and has been idle for some period of time, it SHOULD destroy the session.
- o Maintain GSS contexts and RPCSEC\_GSS handles for the backchannel. If the client requires the server to use the RPCSEC\_GSS security flavor for callbacks, then it needs to be sure the RPCSEC\_GSS handles and/or their GSS contexts that are handed to the server via BACKCHANNEL\_CTL or CREATE\_SESSION are unexpired.
- o Preserve a connection for a backchannel. The server requires a backchannel in order to gracefully recall recallable state or notify the client of certain events. Note that if the connection is not being used for the fore channel, there is no way for the client to tell if the connection is still alive (e.g., the server restarted without sending a disconnect). The onus is on the server, not the client, to determine if the backchannel's connection is alive, and to indicate in the response to a SEQUENCE operation when the last connection associated with a session's backchannel has disconnected.

#### 2.10.11.3. Steps the Client Takes to Establish a Session

If the client does not have a client ID, the client sends EXCHANGE\_ID to establish a client ID. If it opts for SP4\_MACH\_CRED or SP4\_SSV protection, in the spo\_must\_enforce list of operations, it SHOULD at minimum specify CREATE\_SESSION, DESTROY\_SESSION, BIND\_CONN\_TO\_SESSION, BACKCHANNEL\_CTL, and DESTROY\_CLIENTID. If it opts for SP4\_SSV protection, the client needs to ask for SSV-based RPCSEC\_GSS handles.

The client uses the client ID to send a CREATE\_SESSION on a connection to the server. The results of CREATE\_SESSION indicate whether or not the server will persist the session reply cache through a server that has restarted, and the client notes this for future reference.

If the client specified SP4\_SSV state protection when the client ID was created, then it SHOULD send SET\_SSV in the first COMPOUND after the session is created. Each time a new principal goes to use the client ID, it SHOULD send a SET\_SSV again.

If the client wants to use delegations, layouts, directory notifications, or any other state that requires a backchannel, then it needs to add a connection to the backchannel if CREATE\_SESSION did not already do so. The client creates a connection, and calls BIND\_CONN\_TO\_SESSION to associate the connection with the session and the session's backchannel. If CREATE\_SESSION did not already do so, the client MUST tell the server what security is required in order for the client to accept callbacks. The client does this via BACKCHANNEL\_CTL. If the client selected SP4\_MACH\_CRED or SP4\_SSV protection when it called EXCHANGE\_ID, then the client SHOULD specify that the backchannel use RPCSEC\_GSS contexts for security.

If the client wants to use additional connections for the backchannel, then it needs to call BIND\_CONN\_TO\_SESSION on each connection it wants to use with the session. If the client wants to use additional connections for the fore channel, then it needs to call BIND\_CONN\_TO\_SESSION if it specified SP4\_SSV or SP4\_MACH\_CRED state protection when the client ID was created.

At this point, the session has reached steady state.

#### 2.10.12. Session Inactivity Timer

The server MAY maintain a session inactivity timer for each session. If the session inactivity timer expires, then the server MAY destroy the session. To avoid losing a session due to inactivity, the client MUST renew the session inactivity timer. The length of session inactivity timer MUST NOT be less than the lease\_time attribute (Section 5.8.1.11). As with lease renewal (Section 8.3), when the server receives a SEQUENCE operation, it resets the session inactivity timer, and MUST NOT allow the timer to expire while the rest of the operations in the COMPOUND procedure's request are still executing. Once the last operation has finished, the server MUST set the session inactivity timer to expire no sooner than the sum of the current time and the value of the lease\_time attribute.



### 2.10.13. Session Mechanics - Recovery

#### 2.10.13.1. Events Requiring Client Action

The following events require client action to recover.

##### 2.10.13.1.1. RPCSEC\_GSS Context Loss by Callback Path

If all RPCSEC\_GSS handles granted by the client to the server for callback use have expired, the client MUST establish a new handle via BACKCHANNEL\_CTL. The sr\_status\_flags field of the SEQUENCE results indicates when callback handles are nearly expired, or fully expired (see Section 18.46.3).

##### 2.10.13.1.2. Connection Loss

If the client loses the last connection of the session and wants to retain the session, then it needs to create a new connection, and if, when the client ID was created, BIND\_CONN\_TO\_SESSION was specified in the spo\_must\_enforce list, the client MUST use BIND\_CONN\_TO\_SESSION to associate the connection with the session.

If there was a request outstanding at the time of connection loss, then if the client wants to continue to use the session, it MUST retry the request, as described in Section 2.10.6.2. Note that it is not necessary to retry requests over a connection with the same source network address or the same destination network address as the lost connection. As long as the session ID, slot ID, and sequence ID in the retry match that of the original request, the server will recognize the request as a retry if it executed the request prior to disconnect.

If the connection that was lost was the last one associated with the backchannel, and the client wants to retain the backchannel and/or prevent revocation of recallable state, the client needs to reconnect, and if it does, it MUST associate the connection to the session and backchannel via BIND\_CONN\_TO\_SESSION. The server SHOULD indicate when it has no callback connection via the sr\_status\_flags result from SEQUENCE.

##### 2.10.13.1.3. Backchannel GSS Context Loss

Via the sr\_status\_flags result of the SEQUENCE operation or other means, the client will learn if some or all of the RPCSEC\_GSS contexts it assigned to the backchannel have been lost. If the client wants to retain the backchannel and/or not put recallable state subject to revocation, the client needs to use BACKCHANNEL\_CTL to assign new contexts.

#### 2.10.13.1.4. Loss of Session

The replier might lose a record of the session. Causes include:

- o Replier failure and restart.
- o A catastrophe that causes the reply cache to be corrupted or lost on the media on which it was stored. This applies even if the replier indicated in the CREATE\_SESSION results that it would persist the cache.
- o The server purges the session of a client that has been inactive for a very extended period of time.
- o As a result of configuration changes among a set of clustered servers, a network address previously connected to one server becomes connected to a different server that has no knowledge of the session in question. Such a configuration change will generally only happen when the original server ceases to function for a time.

Loss of reply cache is equivalent to loss of session. The replier indicates loss of session to the requester by returning NFS4ERR\_BADSESSION on the next operation that uses the session ID that refers to the lost session.

After an event like a server restart, the client may have lost its connections. The client assumes for the moment that the session has not been lost. It reconnects, and if it specified connection association enforcement when the session was created, it invokes BIND\_CONN\_TO\_SESSION using the session ID. Otherwise, it invokes SEQUENCE. If BIND\_CONN\_TO\_SESSION or SEQUENCE returns NFS4ERR\_BADSESSION, the client knows the session is not available to it when communicating with that network address. If the connection survives session loss, then the next SEQUENCE operation the client sends over the connection will get back NFS4ERR\_BADSESSION. The client again knows the session was lost.

Here is one suggested algorithm for the client when it gets NFS4ERR\_BADSESSION. It is not obligatory in that, if a client does not want to take advantage of such features as trunking, it may omit parts of it. However, it is a useful example that draws attention to various possible recovery issues:

1. If the client has other connections to other server network addresses associated with the same session, attempt a COMPOUND with a single operation, SEQUENCE, on each of the other connections.

2. If the attempts succeed, the session is still alive, and this is a strong indicator that the server's network address has moved. The client might send an EXCHANGE\_ID on the connection that returned NFS4ERR\_BADSESSION to see if there are opportunities for client ID trunking (i.e., the same client ID and so\_major are returned). The client might use DNS to see if the moved network address was replaced with another, so that the performance and availability benefits of session trunking can continue.
3. If the SEQUENCE requests fail with NFS4ERR\_BADSESSION, then the session no longer exists on any of the server network addresses for which the client has connections associated with that session ID. It is possible the session is still alive and available on other network addresses. The client sends an EXCHANGE\_ID on all the connections to see if the server owner is still listening on those network addresses. If the same server owner is returned but a new client ID is returned, this is a strong indicator of a server restart. If both the same server owner and same client ID are returned, then this is a strong indication that the server did delete the session, and the client will need to send a CREATE\_SESSION if it has no other sessions for that client ID. If a different server owner is returned, the client can use DNS to find other network addresses. If it does not, or if DNS does not find any other addresses for the server, then the client will be unable to provide NFSv4.1 service, and fatal errors should be returned to processes that were using the server. If the client is using a "mount" paradigm, unmounting the server is advised.
4. If the client knows of no other connections associated with the session ID and server network addresses that are, or have been, associated with the session ID, then the client can use DNS to find other network addresses. If it does not, or if DNS does not find any other addresses for the server, then the client will be unable to provide NFSv4.1 service, and fatal errors should be returned to processes that were using the server. If the client is using a "mount" paradigm, unmounting the server is advised.

If there is a reconfiguration event that results in the same network address being assigned to servers where the eir\_server\_scope value is different, it cannot be guaranteed that a session ID generated by the first will be recognized as invalid by the first. Therefore, in managing server reconfigurations among servers with different server scope values, it is necessary to make sure that all clients have disconnected from the first server before effecting the reconfiguration. Nonetheless, clients should not assume that servers will always adhere to this requirement; clients MUST be prepared to deal with unexpected effects of server reconfigurations. Even where a session ID is inappropriately recognized as valid, it is likely

either that the connection will not be recognized as valid or that a sequence value for a slot will not be correct. Therefore, when a client receives results indicating such unexpected errors, the use of `EXCHANGE_ID` to determine the current server configuration is RECOMMENDED.

A variation on the above is that after a server's network address moves, there is no NFSv4.1 server listening, e.g., no listener on port 2049. In this example, one of the following occur: the NFSv4 server returns `NFS4ERR_MINOR_VERS_MISMATCH`, the NFS server returns a `PROG_MISMATCH` error, the RPC listener on 2049 returns `PROG_UNVAIL`, or attempts to reconnect to the network address timeout. These SHOULD be treated as equivalent to `SEQUENCE` returning `NFS4ERR_BADSESSION` for these purposes.

When the client detects session loss, it needs to call `CREATE_SESSION` to recover. Any non-idempotent operations that were in progress might have been performed on the server at the time of session loss. The client has no general way to recover from this.

Note that loss of session does not imply loss of byte-range lock, open, delegation, or layout state because locks, opens, delegations, and layouts are tied to the client ID and depend on the client ID, not the session. Nor does loss of byte-range lock, open, delegation, or layout state imply loss of session state, because the session depends on the client ID; loss of client ID however does imply loss of session, byte-range lock, open, delegation, and layout state. See Section 8.4.2. A session can survive a server restart, but lock recovery may still be needed.

It is possible that `CREATE_SESSION` will fail with `NFS4ERR_STALE_CLIENTID` (e.g., the server restarts and does not preserve client ID state). If so, the client needs to call `EXCHANGE_ID`, followed by `CREATE_SESSION`.

#### 2.10.13.2. Events Requiring Server Action

The following events require server action to recover.

##### 2.10.13.2.1. Client Crash and Restart

As described in Section 18.35, a restarted client sends `EXCHANGE_ID` in such a way that it causes the server to delete any sessions it had.

#### 2.10.13.2.2. Client Crash with No Restart

If a client crashes and never comes back, it will never send EXCHANGE\_ID with its old client owner. Thus, the server has session state that will never be used again. After an extended period of time, and if the server has resource constraints, it MAY destroy the old session as well as locking state.

#### 2.10.13.2.3. Extended Network Partition

To the server, the extended network partition may be no different from a client crash with no restart (see Section 2.10.13.2.2). Unless the server can discern that there is a network partition, it is free to treat the situation as if the client has crashed permanently.

#### 2.10.13.2.4. Backchannel Connection Loss

If there were callback requests outstanding at the time of a connection loss, then the server MUST retry the requests, as described in Section 2.10.6.2. Note that it is not necessary to retry requests over a connection with the same source network address or the same destination network address as the lost connection. As long as the session ID, slot ID, and sequence ID in the retry match that of the original request, the callback target will recognize the request as a retry even if it did see the request prior to disconnect.

If the connection lost is the last one associated with the backchannel, then the server MUST indicate that in the sr\_status\_flags field of every SEQUENCE reply until the backchannel is re-established. There are two situations, each of which uses different status flags: no connectivity for the session's backchannel and no connectivity for any session backchannel of the client. See Section 18.46 for a description of the appropriate flags in sr\_status\_flags.

#### 2.10.13.2.5. GSS Context Loss

The server SHOULD monitor when the number of RPCSEC\_GSS handles assigned to the backchannel reaches one, and when that one handle is near expiry (i.e., between one and two periods of lease time), and indicate so in the sr\_status\_flags field of all SEQUENCE replies. The server MUST indicate when all of the backchannel's assigned RPCSEC\_GSS handles have expired via the sr\_status\_flags field of all SEQUENCE replies.

#### 2.10.14. Parallel NFS and Sessions

A client and server can potentially be a non-pNFS implementation, a metadata server implementation, a data server implementation, or two or three types of implementations. The `EXCHGID4_FLAG_USE_NON_PNFS`, `EXCHGID4_FLAG_USE_PNFS_MDS`, and `EXCHGID4_FLAG_USE_PNFS_DS` flags (not mutually exclusive) are passed in the `EXCHANGE_ID` arguments and results to allow the client to indicate how it wants to use sessions created under the client ID, and to allow the server to indicate how it will allow the sessions to be used. See Section 13.1 for pNFS sessions considerations.

### 3. Protocol Constants and Data Types

The syntax and semantics to describe the data types of the NFSv4.1 protocol are defined in the XDR RFC 4506 [2] and RPC RFC 5531 [3] documents. The next sections build upon the XDR data types to define constants, types, and structures specific to this protocol. The full list of XDR data types is in [13].

#### 3.1. Basic Constants

```

const NFS4_FHSIZE           = 128;
const NFS4_VERIFIER_SIZE   = 8;
const NFS4_OPAQUE_LIMIT    = 1024;
const NFS4_SESSIONID_SIZE  = 16;

const NFS4_INT64_MAX       = 0x7fffffffffffffff;
const NFS4_UINT64_MAX     = 0xfffffffffffffff;
const NFS4_INT32_MAX      = 0x7fffffff;
const NFS4_UINT32_MAX     = 0xffffffff;

const NFS4_MAXFILELEN     = 0xfffffffffffffff;
const NFS4_MAXFILEOFF    = 0xfffffffffffffff;

```

Except where noted, all these constants are defined in bytes.

- o `NFS4_FHSIZE` is the maximum size of a filehandle.
- o `NFS4_VERIFIER_SIZE` is the fixed size of a verifier.
- o `NFS4_OPAQUE_LIMIT` is the maximum size of certain opaque information.
- o `NFS4_SESSIONID_SIZE` is the fixed size of a session identifier.
- o `NFS4_INT64_MAX` is the maximum value of a signed 64-bit integer.

- o NFS4\_UINT64\_MAX is the maximum value of an unsigned 64-bit integer.
- o NFS4\_INT32\_MAX is the maximum value of a signed 32-bit integer.
- o NFS4\_UINT32\_MAX is the maximum value of an unsigned 32-bit integer.
- o NFS4\_MAXFILELEN is the maximum length of a regular file.
- o NFS4\_MAXFILEOFF is the maximum offset into a regular file.

### 3.2. Basic Data Types

These are the base NFSv4.1 data types.

Data Type	Definition
int32_t	typedef int int32_t;
uint32_t	typedef unsigned int uint32_t;
int64_t	typedef hyper int64_t;
uint64_t	typedef unsigned hyper uint64_t;
attrlist4	typedef opaque attrlist4<>; Used for file/directory attributes.
bitmap4	typedef uint32_t bitmap4<>; Used in attribute array encoding.
changeid4	typedef uint64_t changeid4; Used in the definition of change_info4.
clientid4	typedef uint64_t clientid4; Shorthand reference to client identification.
count4	typedef uint32_t count4; Various count parameters (READ, WRITE, COMMIT).
length4	typedef uint64_t length4; The length of a byte-range within a file.
mode4	typedef uint32_t mode4; Mode attribute data type.
nfs_cookie4	typedef uint64_t nfs_cookie4; Opaque cookie value for READDIR.
nfs_fh4	typedef opaque nfs_fh4<NFS4_FHSIZE>; Filehandle definition.
nfs_ftype4	enum nfs_ftype4; Various defined file types.
nfsstat4	enum nfsstat4; Return value for operations.
offset4	typedef uint64_t offset4; Various offset designations (READ, WRITE, LOCK, COMMIT).

gop4	typedef uint32_t gop4; Quality of protection designation in SECINFO.
sec_oid4	typedef opaque sec_oid4<>; Security Object Identifier. The sec_oid4 data type is not really opaque. Instead, it contains an ASN.1 OBJECT IDENTIFIER as used by GSS-API in the mech_type argument to GSS_Init_sec_context. See [7] for details.
sequenceid4	typedef uint32_t sequenceid4; Sequence number used for various session operations (EXCHANGE_ID, CREATE_SESSION, SEQUENCE, CB_SEQUENCE).
seqid4	typedef uint32_t seqid4; Sequence identifier used for locking.
sessionid4	typedef opaque sessionid4[NFS4_SESSIONID_SIZE]; Session identifier.
slotid4	typedef uint32_t slotid4; Sequencing artifact for various session operations (SEQUENCE, CB_SEQUENCE).
utf8string	typedef opaque utf8string<>; UTF-8 encoding for strings.
utf8str_cis	typedef utf8string utf8str_cis; Case-insensitive UTF-8 string.
utf8str_cs	typedef utf8string utf8str_cs; Case-sensitive UTF-8 string.
utf8str_mixed	typedef utf8string utf8str_mixed; UTF-8 strings with a case-sensitive prefix and a case-insensitive suffix.
component4	typedef utf8str_cs component4; Represents pathname components.
linktext4	typedef utf8str_cs linktext4; Symbolic link contents ("symbolic link" is defined in an Open Group [14] standard).
pathname4	typedef component4 pathname4<>; Represents pathname for fs_locations.
verifier4	typedef opaque verifier4[NFS4_VERIFIER_SIZE]; Verifier used for various operations (COMMIT, CREATE, EXCHANGE_ID, OPEN, READDIR, WRITE) NFS4_VERIFIER_SIZE is defined as 8.

End of Base Data Types

Table 1



### 3.3. Structured Data Types

#### 3.3.1. nfstime4

```
struct nfstime4 {
    int64_t      seconds;
    uint32_t     nseconds;
};
```

The `nfstime4` data type gives the number of seconds and nanoseconds since midnight or zero hour January 1, 1970 Coordinated Universal Time (UTC). Values greater than zero for the seconds field denote dates after the zero hour January 1, 1970. Values less than zero for the seconds field denote dates before the zero hour January 1, 1970. In both cases, the `nseconds` field is to be added to the seconds field for the final time representation. For example, if the time to be represented is one-half second before zero hour January 1, 1970, the seconds field would have a value of negative one (-1) and the `nseconds` field would have a value of one-half second (500000000). Values greater than 999,999,999 for `nseconds` are invalid.

This data type is used to pass time and date information. A server converts to and from its local representation of time when processing time values, preserving as much accuracy as possible. If the precision of timestamps stored for a file system object is less than defined, loss of precision can occur. An adjunct time maintenance protocol is RECOMMENDED to reduce client and server time skew.

#### 3.3.2. time\_how4

```
enum time_how4 {
    SET_TO_SERVER_TIME4 = 0,
    SET_TO_CLIENT_TIME4 = 1
};
```

#### 3.3.3. setttime4

```
union setttime4 switch (time_how4 set_it) {
    case SET_TO_CLIENT_TIME4:
        nfstime4      time;
    default:
        void;
};
```

The `time_how4` and `setttime4` data types are used for setting timestamps in file object attributes. If `set_it` is `SET_TO_SERVER_TIME4`, then the server uses its local representation of time for the time value.

## 3.3.4. specdata4

```
struct specdata4 {
    uint32_t specdata1; /* major device number */
    uint32_t specdata2; /* minor device number */
};
```

This data type represents the device numbers for the device file types NF4CHR and NF4BLK.

## 3.3.5. fsid4

```
struct fsid4 {
    uint64_t      major;
    uint64_t      minor;
};
```

## 3.3.6. change\_policy4

```
struct change_policy4 {
    uint64_t      cp_major;
    uint64_t      cp_minor;
};
```

The change\_policy4 data type is used for the change\_policy RECOMMENDED attribute. It provides change sequencing indication analogous to the change attribute. To enable the server to present a value valid across server re-initialization without requiring persistent storage, two 64-bit quantities are used, allowing one to be a server instance ID and the second to be incremented non-persistently, within a given server instance.

## 3.3.7. fattr4

```
struct fattr4 {
    bitmap4      attrmask;
    attrlist4    attr_vals;
};
```

The fattr4 data type is used to represent file and directory attributes.

The bitmap is a counted array of 32-bit integers used to contain bit values. The position of the integer in the array that contains bit  $n$  can be computed from the expression  $(n / 32)$ , and its bit within that integer is  $(n \bmod 32)$ .

```

0          1
+-----+-----+-----+
| count  | 31 .. 0 | 63 .. 32 |
+-----+-----+-----+

```

### 3.3.8. change\_info4

```

struct change_info4 {
    bool                atomic;
    changeid4          before;
    changeid4          after;
};

```

This data type is used with the CREATE, LINK, OPEN, REMOVE, and RENAME operations to let the client know the value of the change attribute for the directory in which the target file system object resides.

### 3.3.9. netaddr4

```

struct netaddr4 {
    /* see struct rpcb in RFC 1833 */
    string na_r_netid<>; /* network id */
    string na_r_addr<>; /* universal address */
};

```

The netaddr4 data type is used to identify network transport endpoints. The r\_netid and r\_addr fields respectively contain a netid and uaddr. The netid and uaddr concepts are defined in [15]. The netid and uaddr formats for TCP over IPv4 and TCP over IPv6 are defined in [15], specifically Tables 2 and 3 and Sections 5.2.3.3 and 5.2.3.4.

### 3.3.10. state\_owner4

```

struct state_owner4 {
    clientid4          clientid;
    opaque             owner<NFS4_OPAQUE_LIMIT>;
};

```

```

typedef state_owner4 open_owner4;
typedef state_owner4 lock_owner4;

```

The state\_owner4 data type is the base type for the open\_owner4 (Section 3.3.10.1) and lock\_owner4 (Section 3.3.10.2).

## 3.3.10.1. open\_owner4

This data type is used to identify the owner of OPEN state.

## 3.3.10.2. lock\_owner4

This structure is used to identify the owner of byte-range locking state.

## 3.3.11. open\_to\_lock\_owner4

```
struct open_to_lock_owner4 {
    seqid4          open_seqid;
    stateid4        open_stateid;
    seqid4          lock_seqid;
    lock_owner4     lock_owner;
};
```

This data type is used for the first LOCK operation done for an open\_owner4. It provides both the open\_stateid and lock\_owner, such that the transition is made from a valid open\_stateid sequence to that of the new lock\_stateid sequence. Using this mechanism avoids the confirmation of the lock\_owner/lock\_seqid pair since it is tied to established state in the form of the open\_stateid/open\_seqid.

## 3.3.12. stateid4

```
struct stateid4 {
    uint32_t        seqid;
    opaque          other[12];
};
```

This data type is used for the various state sharing mechanisms between the client and server. The client never modifies a value of data type stateid. The starting value of the "seqid" field is undefined. The server is required to increment the "seqid" field by one at each transition of the stateid. This is important since the client will inspect the seqid in OPEN stateids to determine the order of OPEN processing done by the server.

## 3.3.13. layouttype4

```
enum layouttype4 {
    LAYOUT4_NFSV4_1_FILES      = 0x1,
    LAYOUT4_OSD2_OBJECTS      = 0x2,
    LAYOUT4_BLOCK_VOLUME      = 0x3
};
```

This data type indicates what type of layout is being used. The file server advertises the layout types it supports through the `fs_layout_type` file system attribute (Section 5.12.1). A client asks for layouts of a particular type in `LAYOUTGET`, and processes those layouts in its layout-type-specific logic.

The `layouttype4` data type is 32 bits in length. The range represented by the layout type is split into three parts. Type 0x0 is reserved. Types within the range 0x00000001-0x7FFFFFFF are globally unique and are assigned according to the description in Section 22.4; they are maintained by IANA. Types within the range 0x80000000-0xFFFFFFFF are site specific and for private use only.

The `LAYOUT4_NFSV4_1_FILES` enumeration specifies that the NFSv4.1 file layout type, as defined in Section 13, is to be used. The `LAYOUT4_OSD2_OBJECTS` enumeration specifies that the object layout, as defined in [40], is to be used. Similarly, the `LAYOUT4_BLOCK_VOLUME` enumeration specifies that the block/volume layout, as defined in [41], is to be used.

#### 3.3.14. `deviceid4`

```
const NFS4_DEVICEID4_SIZE = 16;

typedef opaque deviceid4[NFS4_DEVICEID4_SIZE];
```

Layout information includes device IDs that specify a storage device through a compact handle. Addressing and type information is obtained with the `GETDEVICEINFO` operation. Device IDs are not guaranteed to be valid across metadata server restarts. A device ID is unique per client ID and layout type. See Section 12.2.10 for more details.

#### 3.3.15. `device_addr4`

```
struct device_addr4 {
    layouttype4      da_layout_type;
    opaque           da_addr_body<>;
};
```

The device address is used to set up a communication channel with the storage device. Different layout types will require different data types to define how they communicate with storage devices. The opaque `da_addr_body` field is interpreted based on the specified `da_layout_type` field.

This document defines the device address for the NFSv4.1 file layout (see Section 13.3), which identifies a storage device by network IP address and port number. This is sufficient for the clients to communicate with the NFSv4.1 storage devices, and may be sufficient for other layout types as well. Device types for object-based storage devices and block storage devices (e.g., Small Computer System Interface (SCSI) volume labels) are defined by their respective layout specifications.

### 3.3.16. layout\_content4

```
struct layout_content4 {
    layouttype4 loc_type;
    opaque      loc_body<>;
};
```

The `loc_body` field is interpreted based on the layout type (`loc_type`). This document defines the `loc_body` for the NFSv4.1 file layout type; see Section 13.3 for its definition.

### 3.3.17. layout4

```
struct layout4 {
    offset4          lo_offset;
    length4         lo_length;
    layoutiomode4   lo_iomode;
    layout_content4 lo_content;
};
```

The `layout4` data type defines a layout for a file. The layout type specific data is opaque within `lo_content`. Since layouts are subdividable, the offset and length together with the file's filehandle, the client ID, iomode, and layout type identify the layout.

### 3.3.18. layoutupdate4

```
struct layoutupdate4 {
    layouttype4      lou_type;
    opaque           lou_body<>;
};
```

The `layoutupdate4` data type is used by the client to return updated layout information to the metadata server via the `LAYOUTCOMMIT` (Section 18.42) operation. This data type provides a channel to pass layout type specific information (in field `lou_body`) back to the metadata server. For example, for the block/volume layout type, this could include the list of reserved blocks that were written. The contents of the opaque `lou_body` argument are determined by the layout

type. The NFSv4.1 file-based layout does not use this data type; if `lou_type` is `LAYOUT4_NFSV4_1_FILES`, the `lou_body` field MUST have a zero length.

### 3.3.19. layouthint4

```
struct layouthint4 {
    layouttype4      loh_type;
    opaque           loh_body<>;
};
```

The `layouthint4` data type is used by the client to pass in a hint about the type of layout it would like created for a particular file. It is the data type specified by the `layout_hint` attribute described in Section 5.12.4. The metadata server may ignore the hint or may selectively ignore fields within the hint. This hint should be provided at create time as part of the initial attributes within `OPEN`. The `loh_body` field is specific to the type of layout (`loh_type`). The NFSv4.1 file-based layout uses the `nfsv4_1_file_layouthint4` data type as defined in Section 13.3.

### 3.3.20. layoutiomode4

```
enum layoutiomode4 {
    LAYOUTIOMODE4_READ      = 1,
    LAYOUTIOMODE4_RW       = 2,
    LAYOUTIOMODE4_ANY      = 3
};
```

The `iomode` specifies whether the client intends to just read or both read and write the data represented by the layout. While the `LAYOUTIOMODE4_ANY` `iomode` MUST NOT be used in the arguments to the `LAYOUTGET` operation, it MAY be used in the arguments to the `LAYOUTRETURN` and `CB_LAYOUTRECALL` operations. The `LAYOUTIOMODE4_ANY` `iomode` specifies that layouts pertaining to both `LAYOUTIOMODE4_READ` and `LAYOUTIOMODE4_RW` `iomodes` are being returned or recalled, respectively. The metadata server's use of the `iomode` may depend on the layout type being used. The storage devices MAY validate I/O accesses against the `iomode` and reject invalid accesses.

### 3.3.21. nfs\_impl\_id4

```
struct nfs_impl_id4 {
    utf8str_cis      nii_domain;
    utf8str_cs       nii_name;
    nfstime4         nii_date;
};
```

This data type is used to identify client and server implementation details. The `nii_domain` field is the DNS domain name with which the implementor is associated. The `nii_name` field is the product name of the implementation and is completely free form. It is RECOMMENDED that the `nii_name` be used to distinguish machine architecture, machine platforms, revisions, versions, and patch levels. The `nii_date` field is the timestamp of when the software instance was published or built.

### 3.3.22. `threshold_item4`

```
struct threshold_item4 {
    layouttype4      thi_layout_type;
    bitmap4          thi_hintset;
    opaque           thi_hintlist<>;
};
```

This data type contains a list of hints specific to a layout type for helping the client determine when it should send I/O directly through the metadata server versus the storage devices. The data type consists of the layout type (`thi_layout_type`), a bitmap (`thi_hintset`) describing the set of hints supported by the server (they may differ based on the layout type), and a list of hints (`thi_hintlist`) whose content is determined by the hintset bitmap. See the `mdsthreshold` attribute for more details.

The `thi_hintset` field is a bitmap of the following values:



name	#	Data Type	Description
threshold4_read_size	0	length4	If a file's length is less than the value of threshold4_read_size, then it is RECOMMENDED that the client read from the file via the MDS and not a storage device.
threshold4_write_size	1	length4	If a file's length is less than the value of threshold4_write_size, then it is RECOMMENDED that the client write to the file via the MDS and not a storage device.
threshold4_read_iosize	2	length4	For read I/O sizes below this threshold, it is RECOMMENDED to read data through the MDS.
threshold4_write_iosize	3	length4	For write I/O sizes below this threshold, it is RECOMMENDED to write data through the MDS.

### 3.3.23. mdsthreshold4

```
struct mdsthreshold4 {
    threshold_item4 mth_hints<>;
};
```

This data type holds an array of elements of data type `threshold_item4`, each of which is valid for a particular layout type. An array is necessary because a server can support multiple layout types for a single file.

## 4. Filehandles

The filehandle in the NFS protocol is a per-server unique identifier for a file system object. The contents of the filehandle are opaque to the client. Therefore, the server is responsible for translating the filehandle to an internal representation of the file system object.

#### 4.1. Obtaining the First Filehandle

The operations of the NFS protocol are defined in terms of one or more filehandles. Therefore, the client needs a filehandle to initiate communication with the server. With the NFSv3 protocol (RFC 1813 [31]), there exists an ancillary protocol to obtain this first filehandle. The MOUNT protocol, RPC program number 100005, provides the mechanism of translating a string-based file system pathname to a filehandle, which can then be used by the NFS protocols.

The MOUNT protocol has deficiencies in the area of security and use via firewalls. This is one reason that the use of the public filehandle was introduced in RFC 2054 [42] and RFC 2055 [43]. With the use of the public filehandle in combination with the LOOKUP operation in the NFSv3 protocol, it has been demonstrated that the MOUNT protocol is unnecessary for viable interaction between NFS client and server.

Therefore, the NFSv4.1 protocol will not use an ancillary protocol for translation from string-based pathnames to a filehandle. Two special filehandles will be used as starting points for the NFS client.

##### 4.1.1.1. Root Filehandle

The first of the special filehandles is the ROOT filehandle. The ROOT filehandle is the "conceptual" root of the file system namespace at the NFS server. The client uses or starts with the ROOT filehandle by employing the PUTROOTFH operation. The PUTROOTFH operation instructs the server to set the "current" filehandle to the ROOT of the server's file tree. Once this PUTROOTFH operation is used, the client can then traverse the entirety of the server's file tree with the LOOKUP operation. A complete discussion of the server namespace is in Section 7.

##### 4.1.1.2. Public Filehandle

The second special filehandle is the PUBLIC filehandle. Unlike the ROOT filehandle, the PUBLIC filehandle may be bound or represent an arbitrary file system object at the server. The server is responsible for this binding. It may be that the PUBLIC filehandle and the ROOT filehandle refer to the same file system object. However, it is up to the administrative software at the server and the policies of the server administrator to define the binding of the PUBLIC filehandle and server file system object. The client may not make any assumptions about this binding. The client uses the PUBLIC filehandle via the PUTPUBFH operation.

## 4.2. Filehandle Types

In the NFSv3 protocol, there was one type of filehandle with a single set of semantics. This type of filehandle is termed "persistent" in NFSv4.1. The semantics of a persistent filehandle remain the same as before. A new type of filehandle introduced in NFSv4.1 is the "volatile" filehandle, which attempts to accommodate certain server environments.

The volatile filehandle type was introduced to address server functionality or implementation issues that make correct implementation of a persistent filehandle infeasible. Some server environments do not provide a file-system-level invariant that can be used to construct a persistent filehandle. The underlying server file system may not provide the invariant or the server's file system programming interfaces may not provide access to the needed invariant. Volatile filehandles may ease the implementation of server functionality such as hierarchical storage management or file system reorganization or migration. However, the volatile filehandle increases the implementation burden for the client.

Since the client will need to handle persistent and volatile filehandles differently, a file attribute is defined that may be used by the client to determine the filehandle types being returned by the server.

### 4.2.1. General Properties of a Filehandle

The filehandle contains all the information the server needs to distinguish an individual file. To the client, the filehandle is opaque. The client stores filehandles for use in a later request and can compare two filehandles from the same server for equality by doing a byte-by-byte comparison. However, the client **MUST NOT** otherwise interpret the contents of filehandles. If two filehandles from the same server are equal, they **MUST** refer to the same file. Servers **SHOULD** try to maintain a one-to-one correspondence between filehandles and files, but this is not required. Clients **MUST** use filehandle comparisons only to improve performance, not for correct behavior. All clients need to be prepared for situations in which it cannot be determined whether two filehandles denote the same object and in such cases, avoid making invalid assumptions that might cause incorrect behavior. Further discussion of filehandle and attribute comparison in the context of data caching is presented in Section 10.3.4.

As an example, in the case that two different pathnames when traversed at the server terminate at the same file system object, the server **SHOULD** return the same filehandle for each path. This can

occur if a hard link (see [6]) is used to create two file names that refer to the same underlying file object and associated data. For example, if paths /a/b/c and /a/d/c refer to the same file, the server SHOULD return the same filehandle for both pathnames' traversals.

#### 4.2.2. Persistent Filehandle

A persistent filehandle is defined as having a fixed value for the lifetime of the file system object to which it refers. Once the server creates the filehandle for a file system object, the server MUST accept the same filehandle for the object for the lifetime of the object. If the server restarts, the NFS server MUST honor the same filehandle value as it did in the server's previous instantiation. Similarly, if the file system is migrated, the new NFS server MUST honor the same filehandle as the old NFS server.

The persistent filehandle will become stale or invalid when the file system object is removed. When the server is presented with a persistent filehandle that refers to a deleted object, it MUST return an error of NFS4ERR\_STALE. A filehandle may become stale when the file system containing the object is no longer available. The file system may become unavailable if it exists on removable media and the media is no longer available at the server or the file system in whole has been destroyed or the file system has simply been removed from the server's namespace (i.e., unmounted in a UNIX environment).

#### 4.2.3. Volatile Filehandle

A volatile filehandle does not share the same longevity characteristics of a persistent filehandle. The server may determine that a volatile filehandle is no longer valid at many different points in time. If the server can definitively determine that a volatile filehandle refers to an object that has been removed, the server should return NFS4ERR\_STALE to the client (as is the case for persistent filehandles). In all other cases where the server determines that a volatile filehandle can no longer be used, it should return an error of NFS4ERR\_FHEXPIRED.

The REQUIRED attribute "fh\_expire\_type" is used by the client to determine what type of filehandle the server is providing for a particular file system. This attribute is a bitmask with the following values:

**FH4\_PERSISTENT** The value of **FH4\_PERSISTENT** is used to indicate a persistent filehandle, which is valid until the object is removed from the file system. The server will not return **NFS4ERR\_FHEXPIRED** for this filehandle. **FH4\_PERSISTENT** is defined as a value in which none of the bits specified below are set.

**FH4\_VOLATILE\_ANY** The filehandle may expire at any time, except as specifically excluded (i.e., **FH4\_NO\_EXPIRE\_WITH\_OPEN**).

**FH4\_NOEXPIRE\_WITH\_OPEN** May only be set when **FH4\_VOLATILE\_ANY** is set. If this bit is set, then the meaning of **FH4\_VOLATILE\_ANY** is qualified to exclude any expiration of the filehandle when it is open.

**FH4\_VOL\_MIGRATION** The filehandle will expire as a result of a file system transition (migration or replication), in those cases in which the continuity of filehandle use is not specified by handle class information within the **fs\_locations\_info** attribute. When this bit is set, clients without access to **fs\_locations\_info** information should assume that filehandles will expire on file system transitions.

**FH4\_VOL\_RENAME** The filehandle will expire during rename. This includes a rename by the requesting client or a rename by any other client. If **FH4\_VOL\_ANY** is set, **FH4\_VOL\_RENAME** is redundant.

Servers that provide volatile filehandles that can expire while open require special care as regards handling of **RENAMES** and **REMOVES**. This situation can arise if **FH4\_VOL\_MIGRATION** or **FH4\_VOL\_RENAME** is set, if **FH4\_VOLATILE\_ANY** is set and **FH4\_NOEXPIRE\_WITH\_OPEN** is not set, or if a non-read-only file system has a transition target in a different handle class. In these cases, the server should deny a **RENAME** or **REMOVE** that would affect an **OPEN** file of any of the components leading to the **OPEN** file. In addition, the server should deny all **RENAME** or **REMOVE** requests during the grace period, in order to make sure that reclaims of files where filehandles may have expired do not do a reclaim for the wrong file.

Volatile filehandles are especially suitable for implementation of the pseudo file systems used to bridge exports. See Section 7.5 for a discussion of this.

#### 4.3. One Method of Constructing a Volatile Filehandle

A volatile filehandle, while opaque to the client, could contain:

```
[volatile bit = 1 | server boot time | slot | generation number]
```

- o slot is an index in the server volatile filehandle table
- o generation number is the generation number for the table entry/  
slot

When the client presents a volatile filehandle, the server makes the following checks, which assume that the check for the volatile bit has passed. If the server boot time is less than the current server boot time, return NFS4ERR\_FHEXPIRED. If slot is out of range, return NFS4ERR\_BADHANDLE. If the generation number does not match, return NFS4ERR\_FHEXPIRED.

When the server restarts, the table is gone (it is volatile).

If the volatile bit is 0, then it is a persistent filehandle with a different structure following it.

#### 4.4. Client Recovery from Filehandle Expiration

If possible, the client SHOULD recover from the receipt of an NFS4ERR\_FHEXPIRED error. The client must take on additional responsibility so that it may prepare itself to recover from the expiration of a volatile filehandle. If the server returns persistent filehandles, the client does not need these additional steps.

For volatile filehandles, most commonly the client will need to store the component names leading up to and including the file system object in question. With these names, the client should be able to recover by finding a filehandle in the namespace that is still available or by starting at the root of the server's file system namespace.

If the expired filehandle refers to an object that has been removed from the file system, obviously the client will not be able to recover from the expired filehandle.

It is also possible that the expired filehandle refers to a file that has been renamed. If the file was renamed by another client, again it is possible that the original client will not be able to recover. However, in the case that the client itself is renaming the file and the file is open, it is possible that the client may be able to recover. The client can determine the new pathname based on the processing of the rename request. The client can then regenerate the new filehandle based on the new pathname. The client could also use the COMPOUND procedure to construct a series of operations like:

```

RENAME A B
LOOKUP B
GETFH

```

Note that the COMPOUND procedure does not provide atomicity. This example only reduces the overhead of recovering from an expired filehandle.

## 5. File Attributes

To meet the requirements of extensibility and increased interoperability with non-UNIX platforms, attributes need to be handled in a flexible manner. The NFSv3 `fattr3` structure contains a fixed list of attributes that not all clients and servers are able to support or care about. The `fattr3` structure cannot be extended as new needs arise and it provides no way to indicate non-support. With the NFSv4.1 protocol, the client is able to query what attributes the server supports and construct requests with only those supported attributes (or a subset thereof).

To this end, attributes are divided into three groups: REQUIRED, RECOMMENDED, and named. Both REQUIRED and RECOMMENDED attributes are supported in the NFSv4.1 protocol by a specific and well-defined encoding and are identified by number. They are requested by setting a bit in the bit vector sent in the GETATTR request; the server response includes a bit vector to list what attributes were returned in the response. New REQUIRED or RECOMMENDED attributes may be added to the NFSv4 protocol as part of a new minor version by publishing a Standards Track RFC that allocates a new attribute number value and defines the encoding for the attribute. See Section 2.7 for further discussion.

Named attributes are accessed by the new OPENATTR operation, which accesses a hidden directory of attributes associated with a file system object. OPENATTR takes a filehandle for the object and returns the filehandle for the attribute hierarchy. The filehandle for the named attributes is a directory object accessible by LOOKUP or READDIR and contains files whose names represent the named attributes and whose data bytes are the value of the attribute. For example:

LOOKUP	"foo"	; look up file
GETATTR	attrbits	
OPENATTR		; access foo's named attributes
LOOKUP	"xllicon"	; look up specific attribute
READ	0,4096	; read stream of bytes

Named attributes are intended for data needed by applications rather than by an NFS client implementation. NFS implementors are strongly encouraged to define their new attributes as RECOMMENDED attributes by bringing them to the IETF Standards Track process.

The set of attributes that are classified as REQUIRED is deliberately small since servers need to do whatever it takes to support them. A server should support as many of the RECOMMENDED attributes as possible but, by their definition, the server is not required to support all of them. Attributes are deemed REQUIRED if the data is both needed by a large number of clients and is not otherwise reasonably computable by the client when support is not provided on the server.

Note that the hidden directory returned by OPENATTR is a convenience for protocol processing. The client should not make any assumptions about the server's implementation of named attributes and whether or not the underlying file system at the server has a named attribute directory. Therefore, operations such as SETATTR and GETATTR on the named attribute directory are undefined.

#### 5.1. REQUIRED Attributes

These MUST be supported by every NFSv4.1 client and server in order to ensure a minimum level of interoperability. The server MUST store and return these attributes, and the client MUST be able to function with an attribute set limited to these attributes. With just the REQUIRED attributes some client functionality may be impaired or limited in some ways. A client may ask for any of these attributes to be returned by setting a bit in the GETATTR request, and the server MUST return their value.

#### 5.2. RECOMMENDED Attributes

These attributes are understood well enough to warrant support in the NFSv4.1 protocol. However, they may not be supported on all clients and servers. A client may ask for any of these attributes to be returned by setting a bit in the GETATTR request but must handle the case where the server does not return them. A client MAY ask for the set of attributes the server supports and SHOULD NOT request attributes the server does not support. A server should be tolerant of requests for unsupported attributes and simply not return them rather than considering the request an error. It is expected that servers will support all attributes they comfortably can and only fail to support attributes that are difficult to support in their operating environments. A server should provide attributes whenever they don't have to "tell lies" to the client. For example, a file modification time should be either an accurate time or should not be



supported by the server. At times this will be difficult for clients, but a client is better positioned to decide whether and how to fabricate or construct an attribute or whether to do without the attribute.

### 5.3. Named Attributes

These attributes are not supported by direct encoding in the NFSv4 protocol but are accessed by string names rather than numbers and correspond to an uninterpreted stream of bytes that are stored with the file system object. The namespace for these attributes may be accessed by using the OPENATTR operation. The OPENATTR operation returns a filehandle for a virtual "named attribute directory", and further perusal and modification of the namespace may be done using operations that work on more typical directories. In particular, REaddir may be used to get a list of such named attributes, and LOOKUP and OPEN may select a particular attribute. Creation of a new named attribute may be the result of an OPEN specifying file creation.

Once an OPEN is done, named attributes may be examined and changed by normal READ and WRITE operations using the filehandles and stateids returned by OPEN.

Named attributes and the named attribute directory may have their own (non-named) attributes. Each of these objects MUST have all of the REQUIRED attributes and may have additional RECOMMENDED attributes. However, the set of attributes for named attributes and the named attribute directory need not be, and typically will not be, as large as that for other objects in that file system.

Named attributes and the named attribute directory might be the target of delegations (in the case of the named attribute directory, these will be directory delegations). However, since granting delegations is at the server's discretion, a server need not support delegations on named attributes or the named attribute directory.

It is RECOMMENDED that servers support arbitrary named attributes. A client should not depend on the ability to store any named attributes in the server's file system. If a server does support named attributes, a client that is also able to handle them should be able to copy a file's data and metadata with complete transparency from one location to another; this would imply that names allowed for regular directory entries are valid for named attribute names as well.

In NFSv4.1, the structure of named attribute directories is restricted in a number of ways, in order to prevent the development of non-interoperable implementations in which some servers support a fully general hierarchical directory structure for named attributes while others support a limited but adequate structure for named attributes. In such an environment, clients or applications might come to depend on non-portable extensions. The restrictions are:

- o CREATE is not allowed in a named attribute directory. Thus, such objects as symbolic links and special files are not allowed to be named attributes. Further, directories may not be created in a named attribute directory, so no hierarchical structure of named attributes for a single object is allowed.
- o If OPENATTR is done on a named attribute directory or on a named attribute, the server MUST return NFS4ERR\_WRONG\_TYPE.
- o Doing a RENAME of a named attribute to a different named attribute directory or to an ordinary (i.e., non-named-attribute) directory is not allowed.
- o Creating hard links between named attribute directories or between named attribute directories and ordinary directories is not allowed.

Names of attributes will not be controlled by this document or other IETF Standards Track documents. See Section 22.1 for further discussion.

#### 5.4. Classification of Attributes

Each of the REQUIRED and RECOMMENDED attributes can be classified in one of three categories: per server (i.e., the value of the attribute will be the same for all file objects that share the same server owner; see Section 2.5 for a definition of server owner), per file system (i.e., the value of the attribute will be the same for some or all file objects that share the same fsid attribute (Section 5.8.1.9) and server owner), or per file system object. Note that it is possible that some per file system attributes may vary within the file system, depending on the value of the "homogeneous" (Section 5.8.2.16) attribute. Note that the attributes `time_access_set` and `time_modify_set` are not listed in this section because they are write-only attributes corresponding to `time_access` and `time_modify`, and are used in a special instance of SETATTR.

- o The per-server attribute is:

`lease_time`

- o The per-file system attributes are:

```
supported_attrs, suppattr_exclcreat, fh_expire_type,
link_support, symlink_support, unique_handles, aclsupport,
cansettime, case_insensitive, case_preserving,
chown_restricted, files_avail, files_free, files_total,
fs_locations, homogeneous, maxfilesize, maxname, maxread,
maxwrite, no_trunc, space_avail, space_free, space_total,
time_delta, change_policy, fs_status, fs_layout_type,
fs_locations_info, fs_charset_cap
```

- o The per-file system object attributes are:

```
type, change, size, named_attr, fsid, rgetattr_error, filehandle,
acl, archive, fileid, hidden, maxlink, mime_type, mode,
numlinks, owner, owner_group, rawdev, space_used, system,
time_access, time_backup, time_create, time_metadata,
time_modify, mounted_on_fileid, dir_notif_delay,
dirent_notif_delay, dacl, sacl, layout_type, layout_hint,
layout_blksize, layout_alignment, mdsthreshold, retention_get,
retention_set, retentevt_get, retentevt_set, retention_hold,
mode_set_masked
```

For `quota_avail_hard`, `quota_avail_soft`, and `quota_used`, see their definitions below for the appropriate classification.

#### 5.5. Set-Only and Get-Only Attributes

Some REQUIRED and RECOMMENDED attributes are set-only; i.e., they can be set via SETATTR but not retrieved via GETATTR. Similarly, some REQUIRED and RECOMMENDED attributes are get-only; i.e., they can be retrieved via GETATTR but not set via SETATTR. If a client attempts to set a get-only attribute or get a set-only attributes, the server MUST return NFS4ERR\_INVALID.

#### 5.6. REQUIRED Attributes - List and Definition References

The list of REQUIRED attributes appears in Table 2. The meaning of the columns of the table are:

- o Name: The name of the attribute.
- o Id: The number assigned to the attribute. In the event of conflicts between the assigned number and [13], the latter is likely authoritative, but should be resolved with Errata to this document and/or [13]. See [44] for the Errata process.
- o Data Type: The XDR data type of the attribute.

- o Acc: Access allowed to the attribute. R means read-only (GETATTR may retrieve, SETATTR may not set). W means write-only (SETATTR may set, GETATTR may not retrieve). R W means read/write (GETATTR may retrieve, SETATTR may set).
- o Defined in: The section of this specification that describes the attribute.

Name	Id	Data Type	Acc	Defined in:
supported_attrs	0	bitmap4	R	Section 5.8.1.1
type	1	nfs_ftype4	R	Section 5.8.1.2
fh_expire_type	2	uint32_t	R	Section 5.8.1.3
change	3	uint64_t	R	Section 5.8.1.4
size	4	uint64_t	R W	Section 5.8.1.5
link_support	5	bool	R	Section 5.8.1.6
symlink_support	6	bool	R	Section 5.8.1.7
named_attr	7	bool	R	Section 5.8.1.8
fsid	8	fsid4	R	Section 5.8.1.9
unique_handles	9	bool	R	Section 5.8.1.10
lease_time	10	nfs_lease4	R	Section 5.8.1.11
rdattr_error	11	enum	R	Section 5.8.1.12
filehandle	19	nfs_fh4	R	Section 5.8.1.13
suppattr_exclcreat	75	bitmap4	R	Section 5.8.1.14

Table 2

#### 5.7. RECOMMENDED Attributes - List and Definition References

The RECOMMENDED attributes are defined in Table 3. The meanings of the column headers are the same as Table 2; see Section 5.6 for the meanings.

Name	Id	Data Type	Acc	Defined in:
acl	12	nfsace4<>	R W	Section 6.2.1
aclsupport	13	uint32_t	R	Section 6.2.1.2
archive	14	bool	R W	Section 5.8.2.1
cansettime	15	bool	R	Section 5.8.2.2
case_insensitive	16	bool	R	Section 5.8.2.3
case_preserving	17	bool	R	Section 5.8.2.4
change_policy	60	chg_policy4	R	Section 5.8.2.5
chown_restricted	18	bool	R	Section 5.8.2.6
dacl	58	nfsacl41	R W	Section 6.2.2
dir_notif_delay	56	nfstime4	R	Section 5.11.1
dirent_notif_delay	57	nfstime4	R	Section 5.11.2
fileid	20	uint64_t	R	Section 5.8.2.7
files_avail	21	uint64_t	R	Section 5.8.2.8
files_free	22	uint64_t	R	Section 5.8.2.9
files_total	23	uint64_t	R	Section 5.8.2.10
fs_charset_cap	76	uint32_t	R	Section 5.8.2.11
fs_layout_type	62	layouttype4<>	R	Section 5.12.1
fs_locations	24	fs_locations	R	Section 5.8.2.12
fs_locations_info	67	*	R	Section 5.8.2.13
fs_status	61	fs4_status	R	Section 5.8.2.14
hidden	25	bool	R W	Section 5.8.2.15
homogeneous	26	bool	R	Section 5.8.2.16
layout_alignment	66	uint32_t	R	Section 5.12.2
layout_blksize	65	uint32_t	R	Section 5.12.3
layout_hint	63	layouthint4	W	Section 5.12.4
layout_type	64	layouttype4<>	R	Section 5.12.5
maxfilesize	27	uint64_t	R	Section 5.8.2.17
maxlink	28	uint32_t	R	Section 5.8.2.18
maxname	29	uint32_t	R	Section 5.8.2.19
maxread	30	uint64_t	R	Section 5.8.2.20
maxwrite	31	uint64_t	R	Section 5.8.2.21
mdsthreshold	68	mdsthreshold4	R	Section 5.12.6
mimetype	32	utf8str_cs	R W	Section 5.8.2.22
mode	33	mode4	R W	Section 6.2.4
mode_set_masked	74	mode_masked4	W	Section 6.2.5
mounted_on_fileid	55	uint64_t	R	Section 5.8.2.23
no_trunc	34	bool	R	Section 5.8.2.24
numlinks	35	uint32_t	R	Section 5.8.2.25
owner	36	utf8str_mixed	R W	Section 5.8.2.26
owner_group	37	utf8str_mixed	R W	Section 5.8.2.27
quota_avail_hard	38	uint64_t	R	Section 5.8.2.28
quota_avail_soft	39	uint64_t	R	Section 5.8.2.29
quota_used	40	uint64_t	R	Section 5.8.2.30
rawdev	41	specdata4	R	Section 5.8.2.31
retentevt_get	71	retention_get4	R	Section 5.13.3

retentevt_set	72	retention_set4	W	Section 5.13.4
retention_get	69	retention_get4	R	Section 5.13.1
retention_hold	73	uint64_t	R W	Section 5.13.5
retention_set	70	retention_set4	W	Section 5.13.2
sacl	59	nfsacl41	R W	Section 6.2.3
space_avail	42	uint64_t	R	Section 5.8.2.32
space_free	43	uint64_t	R	Section 5.8.2.33
space_total	44	uint64_t	R	Section 5.8.2.34
space_used	45	uint64_t	R	Section 5.8.2.35
system	46	bool	R W	Section 5.8.2.36
time_access	47	nfstime4	R	Section 5.8.2.37
time_access_set	48	settime4	W	Section 5.8.2.38
time_backup	49	nfstime4	R W	Section 5.8.2.39
time_create	50	nfstime4	R W	Section 5.8.2.40
time_delta	51	nfstime4	R	Section 5.8.2.41
time_metadata	52	nfstime4	R	Section 5.8.2.42
time_modify	53	nfstime4	R	Section 5.8.2.43
time_modify_set	54	settime4	W	Section 5.8.2.44

Table 3

\* fs\_locations\_info4

## 5.8. Attribute Definitions

### 5.8.1. Definitions of REQUIRED Attributes

#### 5.8.1.1. Attribute 0: supported\_attrs

The bit vector that would retrieve all REQUIRED and RECOMMENDED attributes that are supported for this object. The scope of this attribute applies to all objects with a matching fsid.

#### 5.8.1.2. Attribute 1: type

Designates the type of an object in terms of one of a number of special constants:

- o NF4REG designates a regular file.
- o NF4DIR designates a directory.
- o NF4BLK designates a block device special file.
- o NF4CHR designates a character device special file.
- o NF4LNK designates a symbolic link.

- o NF4SOCK designates a named socket special file.
- o NF4FIFO designates a fifo special file.
- o NF4ATTRDIR designates a named attribute directory.
- o NF4NAMEDATTR designates a named attribute.

Within the explanatory text and operation descriptions, the following phrases will be used with the meanings given below:

- o The phrase "is a directory" means that the object's type attribute is NF4DIR or NF4ATTRDIR.
- o The phrase "is a special file" means that the object's type attribute is NF4BLK, NF4CHR, NF4SOCK, or NF4FIFO.
- o The phrases "is an ordinary file" and "is a regular file" mean that the object's type attribute is NF4REG or NF4NAMEDATTR.

#### 5.8.1.3. Attribute 2: fh\_expire\_type

Server uses this to specify filehandle expiration behavior to the client. See Section 4 for additional description.

#### 5.8.1.4. Attribute 3: change

A value created by the server that the client can use to determine if file data, directory contents, or attributes of the object have been modified. The server may return the object's time\_metadata attribute for this attribute's value, but only if the file system object cannot be updated more frequently than the resolution of time\_metadata.

#### 5.8.1.5. Attribute 4: size

The size of the object in bytes.

#### 5.8.1.6. Attribute 5: link\_support

TRUE, if the object's file system supports hard links.

#### 5.8.1.7. Attribute 6: symlink\_support

TRUE, if the object's file system supports symbolic links.

#### 5.8.1.8. Attribute 7: `named_attr`

TRUE, if this object has named attributes. In other words, object has a non-empty named attribute directory.

#### 5.8.1.9. Attribute 8: `fsid`

Unique file system identifier for the file system holding this object. The `fsid` attribute has major and minor components, each of which are of data type `uint64_t`.

#### 5.8.1.10. Attribute 9: `unique_handles`

TRUE, if two distinct filehandles are guaranteed to refer to two different file system objects.

#### 5.8.1.11. Attribute 10: `lease_time`

Duration of the lease at server in seconds.

#### 5.8.1.12. Attribute 11: `rdattrib_error`

Error returned from an attempt to retrieve attributes during a `REaddir` operation.

#### 5.8.1.13. Attribute 19: `filehandle`

The filehandle of this object (primarily for `REaddir` requests).

#### 5.8.1.14. Attribute 75: `suppattr_exclcreat`

The bit vector that would set all `REQUIRED` and `RECOMMENDED` attributes that are supported by the `EXCLUSIVE4_1` method of file creation via the `OPEN` operation. The scope of this attribute applies to all objects with a matching `fsid`.

### 5.8.2. Definitions of Uncategorized `RECOMMENDED` Attributes

The definitions of most of the `RECOMMENDED` attributes follow. Collections that share a common category are defined in other sections.

#### 5.8.2.1. Attribute 14: `archive`

TRUE, if this file has been archived since the time of last modification (deprecated in favor of `time_backup`).



#### 5.8.2.2. Attribute 15: cansetime

TRUE, if the server is able to change the times for a file system object as specified in a SETATTR operation.

#### 5.8.2.3. Attribute 16: case\_insensitive

TRUE, if file name comparisons on this file system are case insensitive.

#### 5.8.2.4. Attribute 17: case\_preserving

TRUE, if file name case on this file system is preserved.

#### 5.8.2.5. Attribute 60: change\_policy

A value created by the server that the client can use to determine if some server policy related to the current file system has been subject to change. If the value remains the same, then the client can be sure that the values of the attributes related to fs location and the fss\_type field of the fs\_status attribute have not changed. On the other hand, a change in this value does necessarily imply a change in policy. It is up to the client to interrogate the server to determine if some policy relevant to it has changed. See Section 3.3.6 for details.

This attribute MUST change when the value returned by the fs\_locations or fs\_locations\_info attribute changes, when a file system goes from read-only to writable or vice versa, or when the allowable set of security flavors for the file system or any part thereof is changed.

#### 5.8.2.6. Attribute 18: chown\_restricted

If TRUE, the server will reject any request to change either the owner or the group associated with a file if the caller is not a privileged user (for example, "root" in UNIX operating environments or, in Windows 2000, the "Take Ownership" privilege).

#### 5.8.2.7. Attribute 20: fileid

A number uniquely identifying the file within the file system.

#### 5.8.2.8. Attribute 21: files\_avail

File slots available to this user on the file system containing this object -- this should be the smallest relevant limit.

## 5.8.2.9. Attribute 22: files\_free

Free file slots on the file system containing this object -- this should be the smallest relevant limit.

## 5.8.2.10. Attribute 23: files\_total

Total file slots on the file system containing this object.

## 5.8.2.11. Attribute 76: fs\_charset\_cap

Character set capabilities for this file system. See Section 14.4.

## 5.8.2.12. Attribute 24: fs\_locations

Locations where this file system may be found. If the server returns NFS4ERR\_MOVED as an error, this attribute MUST be supported. See Section 11.9 for more details.

## 5.8.2.13. Attribute 67: fs\_locations\_info

Full function file system location. See Section 11.10 for more details.

## 5.8.2.14. Attribute 61: fs\_status

Generic file system type information. See Section 11.11 for more details.

## 5.8.2.15. Attribute 25: hidden

TRUE, if the file is considered hidden with respect to the Windows API.

## 5.8.2.16. Attribute 26: homogeneous

TRUE, if this object's file system is homogeneous; i.e., all objects in the file system (all objects on the server with the same fsid) have common values for all per-file-system attributes.

## 5.8.2.17. Attribute 27: maxfilesize

Maximum supported file size for the file system of this object.

## 5.8.2.18. Attribute 28: maxlink

Maximum number of links for this object.

## 5.8.2.19. Attribute 29: maxname

Maximum file name size supported for this object.

## 5.8.2.20. Attribute 30: maxread

Maximum amount of data the READ operation will return for this object.

## 5.8.2.21. Attribute 31: maxwrite

Maximum amount of data the WRITE operation will accept for this object. This attribute SHOULD be supported if the file is writable. Lack of this attribute can lead to the client either wasting bandwidth or not receiving the best performance.

## 5.8.2.22. Attribute 32: mimetype

MIME body type/subtype of this object.

## 5.8.2.23. Attribute 55: mounted\_on\_fileid

Like fileid, but if the target filehandle is the root of a file system, this attribute represents the fileid of the underlying directory.

UNIX-based operating environments connect a file system into the namespace by connecting (mounting) the file system onto the existing file object (the mount point, usually a directory) of an existing file system. When the mount point's parent directory is read via an API like readdir(), the return results are directory entries, each with a component name and a fileid. The fileid of the mount point's directory entry will be different from the fileid that the stat() system call returns. The stat() system call is returning the fileid of the root of the mounted file system, whereas readdir() is returning the fileid that stat() would have returned before any file systems were mounted on the mount point.

Unlike NFSv3, NFSv4.1 allows a client's LOOKUP request to cross other file systems. The client detects the file system crossing whenever the filehandle argument of LOOKUP has an fsid attribute different from that of the filehandle returned by LOOKUP. A UNIX-based client will consider this a "mount point crossing". UNIX has a legacy scheme for allowing a process to determine its current working directory. This relies on readdir() of a mount point's parent and stat() of the mount point returning fileids as previously described. The mounted\_on\_fileid attribute corresponds to the fileid that readdir() would have returned as described previously.

While the NFSv4.1 client could simply fabricate a fileid corresponding to what `mounted_on_fileid` provides (and if the server does not support `mounted_on_fileid`, the client has no choice), there is a risk that the client will generate a fileid that conflicts with one that is already assigned to another object in the file system. Instead, if the server can provide the `mounted_on_fileid`, the potential for client operational problems in this area is eliminated.

If the server detects that there is no mounted point at the target file object, then the value for `mounted_on_fileid` that it returns is the same as that of the fileid attribute.

The `mounted_on_fileid` attribute is RECOMMENDED, so the server SHOULD provide it if possible, and for a UNIX-based server, this is straightforward. Usually, `mounted_on_fileid` will be requested during a READDIR operation, in which case it is trivial (at least for UNIX-based servers) to return `mounted_on_fileid` since it is equal to the fileid of a directory entry returned by `readdir()`. If `mounted_on_fileid` is requested in a GETATTR operation, the server should obey an invariant that has it returning a value that is equal to the file object's entry in the object's parent directory, i.e., what `readdir()` would have returned. Some operating environments allow a series of two or more file systems to be mounted onto a single mount point. In this case, for the server to obey the aforementioned invariant, it will need to find the base mount point, and not the intermediate mount points.

#### 5.8.2.24. Attribute 34: `no_trunc`

If this attribute is TRUE, then if the client uses a file name longer than `name_max`, an error will be returned instead of the name being truncated.

#### 5.8.2.25. Attribute 35: `numlinks`

Number of hard links to this object.

#### 5.8.2.26. Attribute 36: `owner`

The string name of the owner of this object.

#### 5.8.2.27. Attribute 37: `owner_group`

The string name of the group ownership of this object.

## 5.8.2.28. Attribute 38: quota\_avail\_hard

The value in bytes that represents the amount of additional disk space beyond the current allocation that can be allocated to this file or directory before further allocations will be refused. It is understood that this space may be consumed by allocations to other files or directories.

## 5.8.2.29. Attribute 39: quota\_avail\_soft

The value in bytes that represents the amount of additional disk space that can be allocated to this file or directory before the user may reasonably be warned. It is understood that this space may be consumed by allocations to other files or directories though there is a rule as to which other files or directories.

## 5.8.2.30. Attribute 40: quota\_used

The value in bytes that represents the amount of disk space used by this file or directory and possibly a number of other similar files or directories, where the set of "similar" meets at least the criterion that allocating space to any file or directory in the set will reduce the "quota\_avail\_hard" of every other file or directory in the set.

Note that there may be a number of distinct but overlapping sets of files or directories for which a quota\_used value is maintained, e.g., "all files with a given owner", "all files with a given group owner", etc. The server is at liberty to choose any of those sets when providing the content of the quota\_used attribute, but should do so in a repeatable way. The rule may be configured per file system or may be "choose the set with the smallest quota".

## 5.8.2.31. Attribute 41: rawdev

Raw device number of file of type NF4BLK or NF4CHR. The device number is split into major and minor numbers. If the file's type attribute is not NF4BLK or NF4CHR, the value returned SHOULD NOT be considered useful.

## 5.8.2.32. Attribute 42: space\_avail

Disk space in bytes available to this user on the file system containing this object -- this should be the smallest relevant limit.

## 5.8.2.33. Attribute 43: space\_free

Free disk space in bytes on the file system containing this object -- this should be the smallest relevant limit.

## 5.8.2.34. Attribute 44: space\_total

Total disk space in bytes on the file system containing this object.

## 5.8.2.35. Attribute 45: space\_used

Number of file system bytes allocated to this object.

## 5.8.2.36. Attribute 46: system

This attribute is TRUE if this file is a "system" file with respect to the Windows operating environment.

## 5.8.2.37. Attribute 47: time\_access

The time\_access attribute represents the time of last access to the object by a READ operation sent to the server. The notion of what is an "access" depends on the server's operating environment and/or the server's file system semantics. For example, for servers obeying Portable Operating System Interface (POSIX) semantics, time\_access would be updated only by the READ and READDIR operations and not any of the operations that modify the content of the object [16], [17], [18]. Of course, setting the corresponding time\_access\_set attribute is another way to modify the time\_access attribute.

Whenever the file object resides on a writable file system, the server should make its best efforts to record time\_access into stable storage. However, to mitigate the performance effects of doing so, and most especially whenever the server is satisfying the read of the object's content from its cache, the server MAY cache access time updates and lazily write them to stable storage. It is also acceptable to give administrators of the server the option to disable time\_access updates.

## 5.8.2.38. Attribute 48: time\_access\_set

Sets the time of last access to the object. SETATTR use only.

## 5.8.2.39. Attribute 49: time\_backup

The time of last backup of the object.

#### 5.8.2.40. Attribute 50: time\_create

The time of creation of the object. This attribute does not have any relation to the traditional UNIX file attribute "ctime" or "change time".

#### 5.8.2.41. Attribute 51: time\_delta

Smallest useful server time granularity.

#### 5.8.2.42. Attribute 52: time\_metadata

The time of last metadata modification of the object.

#### 5.8.2.43. Attribute 53: time\_modify

The time of last modification to the object.

#### 5.8.2.44. Attribute 54: time\_modify\_set

Sets the time of last modification to the object. SETATTR use only.

### 5.9. Interpreting owner and owner\_group

The RECOMMENDED attributes "owner" and "owner\_group" (and also users and groups within the "acl" attribute) are represented in terms of a UTF-8 string. To avoid a representation that is tied to a particular underlying implementation at the client or server, the use of the UTF-8 string has been chosen. Note that Section 6.1 of RFC 2624 [45] provides additional rationale. It is expected that the client and server will have their own local representation of owner and owner\_group that is used for local storage or presentation to the end user. Therefore, it is expected that when these attributes are transferred between the client and server, the local representation is translated to a syntax of the form "user@dns\_domain". This will allow for a client and server that do not use the same local representation the ability to translate to a common syntax that can be interpreted by both.

Similarly, security principals may be represented in different ways by different security mechanisms. Servers normally translate these representations into a common format, generally that used by local storage, to serve as a means of identifying the users corresponding to these security principals. When these local identifiers are translated to the form of the owner attribute, associated with files created by such principals, they identify, in a common format, the users associated with each corresponding set of security principals.

The translation used to interpret owner and group strings is not specified as part of the protocol. This allows various solutions to be employed. For example, a local translation table may be consulted that maps a numeric identifier to the user@dns\_domain syntax. A name service may also be used to accomplish the translation. A server may provide a more general service, not limited by any particular translation (which would only translate a limited set of possible strings) by storing the owner and owner\_group attributes in local storage without any translation or it may augment a translation method by storing the entire string for attributes for which no translation is available while using the local representation for those cases in which a translation is available.

Servers that do not provide support for all possible values of the owner and owner\_group attributes SHOULD return an error (NFS4ERR\_BADOWNER) when a string is presented that has no translation, as the value to be set for a SETATTR of the owner, owner\_group, or acl attributes. When a server does accept an owner or owner\_group value as valid on a SETATTR (and similarly for the owner and group strings in an acl), it is promising to return that same string when a corresponding GETATTR is done. Configuration changes (including changes from the mapping of the string to the local representation) and ill-constructed name translations (those that contain aliasing) may make that promise impossible to honor. Servers should make appropriate efforts to avoid a situation in which these attributes have their values changed when no real change to ownership has occurred.

The "dns\_domain" portion of the owner string is meant to be a DNS domain name, for example, user@example.org. Servers should accept as valid a set of users for at least one domain. A server may treat other domains as having no valid translations. A more general service is provided when a server is capable of accepting users for multiple domains, or for all domains, subject to security constraints.

In the case where there is no translation available to the client or server, the attribute value will be constructed without the "@". Therefore, the absence of the @ from the owner or owner\_group attribute signifies that no translation was available at the sender and that the receiver of the attribute should not use that string as a basis for translation into its own internal format. Even though the attribute value cannot be translated, it may still be useful. In the case of a client, the attribute string may be used for local display of ownership.



To provide a greater degree of compatibility with NFSv3, which identified users and groups by 32-bit unsigned user identifiers and group identifiers, owner and group strings that consist of decimal numeric values with no leading zeros can be given a special interpretation by clients and servers that choose to provide such support. The receiver may treat such a user or group string as representing the same user as would be represented by an NFSv3 uid or gid having the corresponding numeric value. A server is not obligated to accept such a string, but may return an NFS4ERR\_BADOWNER instead. To avoid this mechanism being used to subvert user and group translation, so that a client might pass all of the owners and groups in numeric form, a server SHOULD return an NFS4ERR\_BADOWNER error when there is a valid translation for the user or owner designated in this way. In that case, the client must use the appropriate name@domain string and not the special form for compatibility.

The owner string "nobody" may be used to designate an anonymous user, which will be associated with a file created by a security principal that cannot be mapped through normal means to the owner attribute. Users and implementations of NFSv4.1 SHOULD NOT use "nobody" to designate a real user whose access is not anonymous.

#### 5.10. Character Case Attributes

With respect to the case\_insensitive and case\_preserving attributes, each UCS-4 character (which UTF-8 encodes) can be mapped according to Appendix B.2 of RFC 3454 [19]. For general character handling and internationalization issues, see Section 14.

#### 5.11. Directory Notification Attributes

As described in Section 18.39, the client can request a minimum delay for notifications of changes to attributes, but the server is free to ignore what the client requests. The client can determine in advance what notification delays the server will accept by sending a GETATTR operation for either or both of two directory notification attributes. When the client calls the GET\_DIR\_DELEGATION operation and asks for attribute change notifications, it should request notification delays that are no less than the values in the server-provided attributes.

##### 5.11.1. Attribute 56: dir\_notif\_delay

The dir\_notif\_delay attribute is the minimum number of seconds the server will delay before notifying the client of a change to the directory's attributes.

### 5.11.2. Attribute 57: `dirent_notif_delay`

The `dirent_notif_delay` attribute is the minimum number of seconds the server will delay before notifying the client of a change to a file object that has an entry in the directory.

## 5.12. pNFS Attribute Definitions

### 5.12.1. Attribute 62: `fs_layout_type`

The `fs_layout_type` attribute (see Section 3.3.13) applies to a file system and indicates what layout types are supported by the file system. When the client encounters a new `fsid`, the client SHOULD obtain the value for the `fs_layout_type` attribute associated with the new file system. This attribute is used by the client to determine if the layout types supported by the server match any of the client's supported layout types.

### 5.12.2. Attribute 66: `layout_alignment`

When a client holds layouts on files of a file system, the `layout_alignment` attribute indicates the preferred alignment for I/O to files on that file system. Where possible, the client should send `READ` and `WRITE` operations with offsets that are whole multiples of the `layout_alignment` attribute.

### 5.12.3. Attribute 65: `layout_blksize`

When a client holds layouts on files of a file system, the `layout_blksize` attribute indicates the preferred block size for I/O to files on that file system. Where possible, the client should send `READ` operations with a count argument that is a whole multiple of `layout_blksize`, and `WRITE` operations with a data argument of size that is a whole multiple of `layout_blksize`.

### 5.12.4. Attribute 63: `layout_hint`

The `layout_hint` attribute (see Section 3.3.19) may be set on newly created files to influence the metadata server's choice for the file's layout. If possible, this attribute is one of those set in the initial attributes within the `OPEN` operation. The metadata server may choose to ignore this attribute. The `layout_hint` attribute is a subset of the layout structure returned by `LAYOUTGET`. For example, instead of specifying particular devices, this would be used to suggest the stripe width of a file. The server implementation determines which fields within the layout will be used.

#### 5.12.5. Attribute 64: layout\_type

This attribute lists the layout type(s) available for a file. The value returned by the server is for informational purposes only. The client will use the LAYOUTGET operation to obtain the information needed in order to perform I/O, for example, the specific device information for the file and its layout.

#### 5.12.6. Attribute 68: mdsthreshold

This attribute is a server-provided hint used to communicate to the client when it is more efficient to send READ and WRITE operations to the metadata server or the data server. The two types of thresholds described are file size thresholds and I/O size thresholds. If a file's size is smaller than the file size threshold, data accesses SHOULD be sent to the metadata server. If an I/O request has a length that is below the I/O size threshold, the I/O SHOULD be sent to the metadata server. Each threshold type is specified separately for read and write.

The server MAY provide both types of thresholds for a file. If both file size and I/O size are provided, the client SHOULD reach or exceed both thresholds before sending its read or write requests to the data server. Alternatively, if only one of the specified thresholds is reached or exceeded, the I/O requests are sent to the metadata server.

For each threshold type, a value of zero indicates no READ or WRITE should be sent to the metadata server, while a value of all ones indicates that all READs or WRITEs should be sent to the metadata server.

The attribute is available on a per-filehandle basis. If the current filehandle refers to a non-pNFS file or directory, the metadata server should return an attribute that is representative of the filehandle's file system. It is suggested that this attribute is queried as part of the OPEN operation. Due to dynamic system changes, the client should not assume that the attribute will remain constant for any specific time period; thus, it should be periodically refreshed.

### 5.13. Retention Attributes

Retention is a concept whereby a file object can be placed in an immutable, undeletable, unrenamable state for a fixed or infinite duration of time. Once in this "retained" state, the file cannot be moved out of the state until the duration of retention has been reached.

When retention is enabled, retention MUST extend to the data of the file, and the name of file. The server MAY extend retention to any other property of the file, including any subset of REQUIRED, RECOMMENDED, and named attributes, with the exceptions noted in this section.

Servers MAY support or not support retention on any file object type.

The five retention attributes are explained in the next subsections.

#### 5.13.1. Attribute 69: retention\_get

If retention is enabled for the associated file, this attribute's value represents the retention begin time of the file object. This attribute's value is only readable with the GETATTR operation and MUST NOT be modified by the SETATTR operation (Section 5.5). The value of the attribute consists of:

```
const RET4_DURATION_INFINITE    = 0xffffffffffffffff;
struct retention_get4 {
    uint64_t      rg_duration;
    nfstime4      rg_begin_time<1>;
};
```

The field `rg_duration` is the duration in seconds indicating how long the file will be retained once retention is enabled. The field `rg_begin_time` is an array of up to one absolute time value. If the array is zero length, no beginning retention time has been established, and retention is not enabled. If `rg_duration` is equal to `RET4_DURATION_INFINITE`, the file, once retention is enabled, will be retained for an infinite duration.

If (as soon as) `rg_duration` is zero, then `rg_begin_time` will be of zero length, and again, retention is not (no longer) enabled.

#### 5.13.2. Attribute 70: retention\_set

This attribute is used to set the retention duration and optionally enable retention for the associated file object. This attribute is only modifiable via the SETATTR operation and MUST NOT be retrieved by the GETATTR operation (Section 5.5). This attribute corresponds to `retention_get`. The value of the attribute consists of:

```
struct retention_set4 {
    bool          rs_enable;
    uint64_t      rs_duration<1>;
};
```

If the client sets `rs_enable` to `TRUE`, then it is enabling retention on the file object with the begin time of retention starting from the server's current time and date. The duration of the retention can also be provided if the `rs_duration` array is of length one. The duration is the time in seconds from the begin time of retention, and if set to `RET4_DURATION_INFINITE`, the file is to be retained forever. If retention is enabled, with no duration specified in either this `SETATTR` or a previous `SETATTR`, the duration defaults to zero seconds. The server MAY restrict the enabling of retention or the duration of retention on the basis of the `ACE4_WRITE_RETENTION` ACL permission.

The enabling of retention MUST NOT prevent the enabling of event-based retention or the modification of the `retention_hold` attribute.

The following rules apply to both the `retention_set` and `retentevt_set` attributes.

- o As long as retention is not enabled, the client is permitted to decrease the duration.
- o The duration can always be set to an equal or higher value, even if retention is enabled. Note that once retention is enabled, the actual duration (as returned by the `retention_get` or `retentevt_get` attributes; see Section 5.13.1 or Section 5.13.3) is constantly counting down to zero (one unit per second), unless the duration was set to `RET4_DURATION_INFINITE`. Thus, it will not be possible for the client to precisely extend the duration on a file that has retention enabled.
- o While retention is enabled, attempts to disable retention or decrease the retention's duration MUST fail with the error `NFS4ERR_INVALID`.
- o If the principal attempting to change `retention_set` or `retentevt_set` does not have `ACE4_WRITE_RETENTION` permissions, the attempt MUST fail with `NFS4ERR_ACCESS`.

#### 5.13.3. Attribute 71: `retentevt_get`

Gets the event-based retention duration, and if enabled, the event-based retention begin time of the file object. This attribute is like `retention_get`, but refers to event-based retention. The event that triggers event-based retention is not defined by the NFSv4.1 specification.

#### 5.13.4. Attribute 72: `retentevt_set`

Sets the event-based retention duration, and optionally enables event-based retention on the file object. This attribute corresponds to `retentevt_get` and is like `retention_set`, but refers to event-based retention. When event-based retention is set, the file **MUST** be retained even if non-event-based retention has been set, and the duration of non-event-based retention has been reached. Conversely, when non-event-based retention has been set, the file **MUST** be retained even if event-based retention has been set, and the duration of event-based retention has been reached. The server **MAY** restrict the enabling of event-based retention or the duration of event-based retention on the basis of the `ACE4_WRITE_RETENTION` ACL permission. The enabling of event-based retention **MUST NOT** prevent the enabling of non-event-based retention or the modification of the `retention_hold` attribute.

#### 5.13.5. Attribute 73: `retention_hold`

Gets or sets administrative retention holds, one hold per bit position.

This attribute allows one to 64 administrative holds, one hold per bit on the attribute. If `retention_hold` is not zero, then the file **MUST NOT** be deleted, renamed, or modified, even if the duration on enabled event or non-event-based retention has been reached. The server **MAY** restrict the modification of `retention_hold` on the basis of the `ACE4_WRITE_RETENTION_HOLD` ACL permission. The enabling of administration retention holds does not prevent the enabling of event-based or non-event-based retention.

If the principal attempting to change `retention_hold` does not have `ACE4_WRITE_RETENTION_HOLD` permissions, the attempt **MUST** fail with `NFS4ERR_ACCESS`.

## 6. Access Control Attributes

Access Control Lists (ACLs) are file attributes that specify fine-grained access control. This section covers the `"acl"`, `"dacl"`, `"sacl"`, `"aclsupport"`, `"mode"`, and `"mode_set_masked"` file attributes and their interactions. Note that file attributes may apply to any file system object.

### 6.1. Goals

ACLs and modes represent two well-established models for specifying permissions. This section specifies requirements that attempt to meet the following goals:

- o If a server supports the mode attribute, it should provide reasonable semantics to clients that only set and retrieve the mode attribute.
- o If a server supports ACL attributes, it should provide reasonable semantics to clients that only set and retrieve those attributes.
- o On servers that support the mode attribute, if ACL attributes have never been set on an object, via inheritance or explicitly, the behavior should be traditional UNIX-like behavior.
- o On servers that support the mode attribute, if the ACL attributes have been previously set on an object, either explicitly or via inheritance:
  - \* Setting only the mode attribute should effectively control the traditional UNIX-like permissions of read, write, and execute on owner, owner\_group, and other.
  - \* Setting only the mode attribute should provide reasonable security. For example, setting a mode of 000 should be enough to ensure that future OPEN operations for OPEN4\_SHARE\_ACCESS\_READ or OPEN4\_SHARE\_ACCESS\_WRITE by any principal fail, regardless of a previously existing or inherited ACL.
- o NFSv4.1 may introduce different semantics relating to the mode and ACL attributes, but it does not render invalid any previously existing implementations. Additionally, this section provides clarifications based on previous implementations and discussions around them.
- o On servers that support both the mode and the acl or dacl attributes, the server must keep the two consistent with each other. The value of the mode attribute (with the exception of the three high-order bits described in Section 6.2.4) must be determined entirely by the value of the ACL, so that use of the mode is never required for anything other than setting the three high-order bits. See Section 6.4.1 for exact requirements.
- o When a mode attribute is set on an object, the ACL attributes may need to be modified in order to not conflict with the new mode. In such cases, it is desirable that the ACL keep as much information as possible. This includes information about inheritance, AUDIT and ALARM ACEs, and permissions granted and denied that do not conflict with the new mode.

## 6.2. File Attributes Discussion

### 6.2.1. Attribute 12: acl

The NFSv4.1 ACL attribute contains an array of Access Control Entries (ACEs) that are associated with the file system object. Although the client can set and get the acl attribute, the server is responsible for using the ACL to perform access control. The client can use the OPEN or ACCESS operations to check access without modifying or reading data or metadata.

The NFS ACE structure is defined as follows:

```
typedef uint32_t      acetype4;

typedef uint32_t aceflag4;

typedef uint32_t      acemask4;

struct nfsace4 {
    acetype4          type;
    aceflag4          flag;
    acemask4          access_mask;
    utf8str_mixed     who;
};
```

To determine if a request succeeds, the server processes each nfsace4 entry in order. Only ACEs that have a "who" that matches the requester are considered. Each ACE is processed until all of the bits of the requester's access have been ALLOWED. Once a bit (see below) has been ALLOWED by an ACCESS\_ALLOWED\_ACE, it is no longer considered in the processing of later ACEs. If an ACCESS\_DENIED\_ACE is encountered where the requester's access still has unALLOWED bits in common with the "access\_mask" of the ACE, the request is denied. When the ACL is fully processed, if there are bits in the requester's mask that have not been ALLOWED or DENIED, access is denied.

Unlike the ALLOW and DENY ACE types, the ALARM and AUDIT ACE types do not affect a requester's access, and instead are for triggering events as a result of a requester's access attempt. Therefore, AUDIT and ALARM ACEs are processed only after processing ALLOW and DENY ACEs.

The NFSv4.1 ACL model is quite rich. Some server platforms may provide access-control functionality that goes beyond the UNIX-style mode attribute, but that is not as rich as the NFS ACL model. So



that users can take advantage of this more limited functionality, the server may support the `acl` attributes by mapping between its ACL model and the NFSv4.1 ACL model. Servers must ensure that the ACL they actually store or enforce is at least as strict as the NFSv4 ACL that was set. It is tempting to accomplish this by rejecting any ACL that falls outside the small set that can be represented accurately. However, such an approach can render ACLs unusable without special client-side knowledge of the server's mapping, which defeats the purpose of having a common NFSv4 ACL protocol. Therefore, servers should accept every ACL that they can without compromising security. To help accomplish this, servers may make a special exception, in the case of unsupported permission bits, to the rule that bits not `ALLOWED` or `DENIED` by an ACL must be denied. For example, a UNIX-style server might choose to silently allow read attribute permissions even though an ACL does not explicitly allow those permissions. (An ACL that explicitly denies permission to read attributes should still be rejected.)

The situation is complicated by the fact that a server may have multiple modules that enforce ACLs. For example, the enforcement for NFSv4.1 access may be different from, but not weaker than, the enforcement for local access, and both may be different from the enforcement for access through other protocols such as SMB (Server Message Block). So it may be useful for a server to accept an ACL even if not all of its modules are able to support it.

The guiding principle with regard to NFSv4 access is that the server must not accept ACLs that appear to make access to the file more restrictive than it really is.

#### 6.2.1.1. ACE Type

The constants used for the type field (`acetype4`) are as follows:

```
const ACE4_ACCESS_ALLOWED_ACE_TYPE      = 0x00000000;
const ACE4_ACCESS_DENIED_ACE_TYPE       = 0x00000001;
const ACE4_SYSTEM_AUDIT_ACE_TYPE        = 0x00000002;
const ACE4_SYSTEM_ALARM_ACE_TYPE        = 0x00000003;
```

Only the `ALLOWED` and `DENIED` bits may be used in the `dacl` attribute, and only the `AUDIT` and `ALARM` bits may be used in the `sacl` attribute. All four are permitted in the `acl` attribute.

Value	Abbreviation	Description
ACE4_ACCESS_ALLOWED_ACE_TYPE	ALLOW	Explicitly grants the access defined in acemask4 to the file or directory.
ACE4_ACCESS_DENIED_ACE_TYPE	DENY	Explicitly denies the access defined in acemask4 to the file or directory.
ACE4_SYSTEM_AUDIT_ACE_TYPE	AUDIT	Log (in a system-dependent way) any access attempt to a file or directory that uses any of the access methods specified in acemask4.
ACE4_SYSTEM_ALARM_ACE_TYPE	ALARM	Generate an alarm (in a system-dependent way) when any access attempt is made to a file or directory for the access methods specified in acemask4.

The "Abbreviation" column denotes how the types will be referred to throughout the rest of this section.

#### 6.2.1.2. Attribute 13: aclsupport

A server need not support all of the above ACE types. This attribute indicates which ACE types are supported for the current file system. The bitmask constants used to represent the above definitions within the aclsupport attribute are as follows:

```
const ACL4_SUPPORT_ALLOW_ACL    = 0x00000001;
const ACL4_SUPPORT_DENY_ACL     = 0x00000002;
const ACL4_SUPPORT_AUDIT_ACL    = 0x00000004;
const ACL4_SUPPORT_ALARM_ACL    = 0x00000008;
```

Servers that support either the ALLOW or DENY ACE type SHOULD support both ALLOW and DENY ACE types.

Clients should not attempt to set an ACE unless the server claims support for that ACE type. If the server receives a request to set an ACE that it cannot store, it MUST reject the request with NFS4ERR\_ATTRNOTSUPP. If the server receives a request to set an ACE that it can store but cannot enforce, the server SHOULD reject the request with NFS4ERR\_ATTRNOTSUPP.

Support for any of the ACL attributes is optional (albeit RECOMMENDED). However, a server that supports either of the new ACL attributes (dacl or sacl) MUST allow use of the new ACL attributes to access all of the ACE types that it supports. In other words, if such a server supports ALLOW or DENY ACEs, then it MUST support the dacl attribute, and if it supports AUDIT or ALARM ACEs, then it MUST support the sacl attribute.

#### 6.2.1.3. ACE Access Mask

The bitmask constants used for the access mask field are as follows:

```

const ACE4_READ_DATA           = 0x00000001;
const ACE4_LIST_DIRECTORY     = 0x00000001;
const ACE4_WRITE_DATA         = 0x00000002;
const ACE4_ADD_FILE           = 0x00000002;
const ACE4_APPEND_DATA        = 0x00000004;
const ACE4_ADD_SUBDIRECTORY   = 0x00000004;
const ACE4_READ_NAMED_ATTRS   = 0x00000008;
const ACE4_WRITE_NAMED_ATTRS  = 0x00000010;
const ACE4_EXECUTE            = 0x00000020;
const ACE4_DELETE_CHILD       = 0x00000040;
const ACE4_READ_ATTRIBUTES    = 0x00000080;
const ACE4_WRITE_ATTRIBUTES    = 0x00000100;
const ACE4_WRITE_RETENTION     = 0x00000200;
const ACE4_WRITE_RETENTION_HOLD = 0x00000400;

const ACE4_DELETE             = 0x00010000;
const ACE4_READ_ACL           = 0x00020000;
const ACE4_WRITE_ACL          = 0x00040000;
const ACE4_WRITE_OWNER        = 0x00080000;
const ACE4_SYNCHRONIZE        = 0x00100000;

```

Note that some masks have coincident values, for example, ACE4\_READ\_DATA and ACE4\_LIST\_DIRECTORY. The mask entries ACE4\_LIST\_DIRECTORY, ACE4\_ADD\_FILE, and ACE4\_ADD\_SUBDIRECTORY are

intended to be used with directory objects, while ACE4\_READ\_DATA, ACE4\_WRITE\_DATA, and ACE4\_APPEND\_DATA are intended to be used with non-directory objects.

#### 6.2.1.3.1. Discussion of Mask Attributes

##### ACE4\_READ\_DATA

Operation(s) affected:

READ

OPEN

Discussion:

Permission to read the data of the file.

Servers SHOULD allow a user the ability to read the data of the file when only the ACE4\_EXECUTE access mask bit is allowed.

##### ACE4\_LIST\_DIRECTORY

Operation(s) affected:

REaddir

Discussion:

Permission to list the contents of a directory.

##### ACE4\_WRITE\_DATA

Operation(s) affected:

WRITE

OPEN

SETATTR of size

Discussion:

Permission to modify a file's data.

##### ACE4\_ADD\_FILE

Operation(s) affected:

CREATE

LINK

OPEN

RENAME

Discussion:

Permission to add a new file in a directory. The CREATE operation is affected when `nfs_ftype4` is `NF4LNK`, `NF4BLK`, `NF4CHR`, `NF4SOCK`, or `NF4FIFO`. (`NF4DIR` is not listed because it is covered by `ACE4_ADD_SUBDIRECTORY`.) OPEN is affected when used to create a regular file. LINK and RENAME are always affected.

#### ACE4\_APPEND\_DATA

Operation(s) affected:

WRITE

OPEN

SETATTR of size

Discussion:

The ability to modify a file's data, but only starting at EOF. This allows for the notion of append-only files, by allowing `ACE4_APPEND_DATA` and denying `ACE4_WRITE_DATA` to the same user or group. If a file has an ACL such as the one described above and a WRITE request is made for somewhere other than EOF, the server SHOULD return `NFS4ERR_ACCESS`.

#### ACE4\_ADD\_SUBDIRECTORY

Operation(s) affected:

CREATE

RENAME

## Discussion:

Permission to create a subdirectory in a directory. The CREATE operation is affected when `nfs_ftype4` is `NF4DIR`. The RENAME operation is always affected.

## ACE4\_READ\_NAMED\_ATTRS

## Operation(s) affected:

OPENATTR

## Discussion:

Permission to read the named attributes of a file or to look up the named attribute directory. OPENATTR is affected when it is not used to create a named attribute directory. This is when 1) `createdir` is `TRUE`, but a named attribute directory already exists, or 2) `createdir` is `FALSE`.

## ACE4\_WRITE\_NAMED\_ATTRS

## Operation(s) affected:

OPENATTR

## Discussion:

Permission to write the named attributes of a file or to create a named attribute directory. OPENATTR is affected when it is used to create a named attribute directory. This is when `createdir` is `TRUE` and no named attribute directory exists. The ability to check whether or not a named attribute directory exists depends on the ability to look it up; therefore, users also need the ACE4\_READ\_NAMED\_ATTRS permission in order to create a named attribute directory.

## ACE4\_EXECUTE

## Operation(s) affected:

READ

OPEN

REMOVE

RENAME

LINK

CREATE

Discussion:

Permission to execute a file.

Servers SHOULD allow a user the ability to read the data of the file when only the ACE4\_EXECUTE access mask bit is allowed. This is because there is no way to execute a file without reading the contents. Though a server may treat ACE4\_EXECUTE and ACE4\_READ\_DATA bits identically when deciding to permit a READ operation, it SHOULD still allow the two bits to be set independently in ACLs, and MUST distinguish between them when replying to ACCESS operations. In particular, servers SHOULD NOT silently turn on one of the two bits when the other is set, as that would make it impossible for the client to correctly enforce the distinction between read and execute permissions.

As an example, following a SETATTR of the following ACL:

```
nfsuser:ACE4_EXECUTE:ALLOW
```

A subsequent GETATTR of ACL for that file SHOULD return:

```
nfsuser:ACE4_EXECUTE:ALLOW
```

Rather than:

```
nfsuser:ACE4_EXECUTE/ACE4_READ_DATA:ALLOW
```

ACE4\_EXECUTE

Operation(s) affected:

LOOKUP

Discussion:

Permission to traverse/search a directory.

ACE4\_DELETE\_CHILD

Operation(s) affected:

REMOVE

## RENAME

## Discussion:

Permission to delete a file or directory within a directory. See Section 6.2.1.3.2 for information on ACE4\_DELETE and ACE4\_DELETE\_CHILD interact.

## ACE4\_READ\_ATTRIBUTES

## Operation(s) affected:

GETATTR of file system object attributes

VERIFY

NVERIFY

READDIR

## Discussion:

The ability to read basic attributes (non-ACLs) of a file. On a UNIX system, basic attributes can be thought of as the stat-level attributes. Allowing this access mask bit would mean that the entity can execute "ls -l" and stat. If a READDIR operation requests attributes, this mask must be allowed for the READDIR to succeed.

## ACE4\_WRITE\_ATTRIBUTES

## Operation(s) affected:

SETATTR of time\_access\_set, time\_backup,  
time\_create, time\_modify\_set, mimetype, hidden, system

## Discussion:

Permission to change the times associated with a file or directory to an arbitrary value. Also permission to change the mimetype, hidden, and system attributes. A user having ACE4\_WRITE\_DATA or ACE4\_WRITE\_ATTRIBUTES will be allowed to set the times associated with a file to the current server time.



## ACE4\_WRITE\_RETENTION

Operation(s) affected:

SETATTR of retention\_set, retentevt\_set.

Discussion:

Permission to modify the durations of event and non-event-based retention. Also permission to enable event and non-event-based retention. A server MAY behave such that setting ACE4\_WRITE\_ATTRIBUTES allows ACE4\_WRITE\_RETENTION.

## ACE4\_WRITE\_RETENTION\_HOLD

Operation(s) affected:

SETATTR of retention\_hold.

Discussion:

Permission to modify the administration retention holds. A server MAY map ACE4\_WRITE\_ATTRIBUTES to ACE\_WRITE\_RETENTION\_HOLD.

## ACE4\_DELETE

Operation(s) affected:

REMOVE

Discussion:

Permission to delete the file or directory. See Section 6.2.1.3.2 for information on ACE4\_DELETE and ACE4\_DELETE\_CHILD interact.

## ACE4\_READ\_ACL

Operation(s) affected:

GETATTR of acl, dacl, or sacl

NVERIFY

VERIFY

## Discussion:

Permission to read the ACL.

## ACE4\_WRITE\_ACL

## Operation(s) affected:

SETATTR of acl and mode

## Discussion:

Permission to write the acl and mode attributes.

## ACE4\_WRITE\_OWNER

## Operation(s) affected:

SETATTR of owner and owner\_group

## Discussion:

Permission to write the owner and owner\_group attributes. On UNIX systems, this is the ability to execute chown() and chgrp().

## ACE4\_SYNCHRONIZE

## Operation(s) affected:

NONE

## Discussion:

Permission to use the file object as a synchronization primitive for interprocess communication. This permission is not enforced or interpreted by the NFSv4.1 server on behalf of the client.

Typically, the ACE4\_SYNCHRONIZE permission is only meaningful on local file systems, i.e., file systems not accessed via NFSv4.1. The reason that the permission bit exists is that some operating environments, such as Windows, use ACE4\_SYNCHRONIZE.

For example, if a client copies a file that has ACE4\_SYNCHRONIZE set from a local file system to an NFSv4.1 server, and then later copies the file from the NFSv4.1 server

to a local file system, it is likely that if `ACE4_SYNCHRONIZE` was set in the original file, the client will want it set in the second copy. The first copy will not have the permission set unless the NFSv4.1 server has the means to set the `ACE4_SYNCHRONIZE` bit. The second copy will not have the permission set unless the NFSv4.1 server has the means to retrieve the `ACE4_SYNCHRONIZE` bit.

Server implementations need not provide the granularity of control that is implied by this list of masks. For example, POSIX-based systems might not distinguish `ACE4_APPEND_DATA` (the ability to append to a file) from `ACE4_WRITE_DATA` (the ability to modify existing contents); both masks would be tied to a single "write" permission [20]. When such a server returns attributes to the client, it would show both `ACE4_APPEND_DATA` and `ACE4_WRITE_DATA` if and only if the write permission is enabled.

If a server receives a `SETATTR` request that it cannot accurately implement, it should err in the direction of more restricted access, except in the previously discussed cases of execute and read. For example, suppose a server cannot distinguish overwriting data from appending new data, as described in the previous paragraph. If a client submits an `ALLOW` ACE where `ACE4_APPEND_DATA` is set but `ACE4_WRITE_DATA` is not (or vice versa), the server should either turn off `ACE4_APPEND_DATA` or reject the request with `NFS4ERR_ATTRNOTSUPP`.

#### 6.2.1.3.2. `ACE4_DELETE` vs. `ACE4_DELETE_CHILD`

Two access mask bits govern the ability to delete a directory entry: `ACE4_DELETE` on the object itself (the "target") and `ACE4_DELETE_CHILD` on the containing directory (the "parent").

Many systems also take the "sticky bit" (`MODE4_SVTX`) on a directory to allow unlink only to a user that owns either the target or the parent; on some such systems the decision also depends on whether the target is writable.

Servers SHOULD allow unlink if either `ACE4_DELETE` is permitted on the target, or `ACE4_DELETE_CHILD` is permitted on the parent. (Note that this is true even if the parent or target explicitly denies one of these permissions.)

If the ACLs in question neither explicitly `ALLOW` nor `DENY` either of the above, and if `MODE4_SVTX` is not set on the parent, then the server SHOULD allow the removal if and only if `ACE4_ADD_FILE` is permitted. In the case where `MODE4_SVTX` is set, the server may also require the remover to own either the parent or the target, or may require the target to be writable.

This allows servers to support something close to traditional UNIX-like semantics, with ACE4\_ADD\_FILE taking the place of the write bit.

#### 6.2.1.4. ACE flag

The bitmask constants used for the flag field are as follows:

```

const ACE4_FILE_INHERIT_ACE           = 0x00000001;
const ACE4_DIRECTORY_INHERIT_ACE     = 0x00000002;
const ACE4_NO_PROPAGATE_INHERIT_ACE  = 0x00000004;
const ACE4_INHERIT_ONLY_ACE          = 0x00000008;
const ACE4_SUCCESSFUL_ACCESS_ACE_FLAG = 0x00000010;
const ACE4_FAILED_ACCESS_ACE_FLAG    = 0x00000020;
const ACE4_IDENTIFIER_GROUP           = 0x00000040;
const ACE4_INHERITED_ACE              = 0x00000080;

```

A server need not support any of these flags. If the server supports flags that are similar to, but not exactly the same as, these flags, the implementation may define a mapping between the protocol-defined flags and the implementation-defined flags.

For example, suppose a client tries to set an ACE with ACE4\_FILE\_INHERIT\_ACE set but not ACE4\_DIRECTORY\_INHERIT\_ACE. If the server does not support any form of ACL inheritance, the server should reject the request with NFS4ERR\_ATTRNOTSUPP. If the server supports a single "inherit ACE" flag that applies to both files and directories, the server may reject the request (i.e., requiring the client to set both the file and directory inheritance flags). The server may also accept the request and silently turn on the ACE4\_DIRECTORY\_INHERIT\_ACE flag.

##### 6.2.1.4.1. Discussion of Flag Bits

###### ACE4\_FILE\_INHERIT\_ACE

Any non-directory file in any sub-directory will get this ACE inherited.

###### ACE4\_DIRECTORY\_INHERIT\_ACE

Can be placed on a directory and indicates that this ACE should be added to each new directory created.

If this flag is set in an ACE in an ACL attribute to be set on a non-directory file system object, the operation attempting to set the ACL SHOULD fail with NFS4ERR\_ATTRNOTSUPP.

###### ACE4\_NO\_PROPAGATE\_INHERIT\_ACE

Can be placed on a directory. This flag tells the server that inheritance of this ACE should stop at newly created child directories.

#### ACE4\_INHERIT\_ONLY\_ACE

Can be placed on a directory but does not apply to the directory; ALLOW and DENY ACEs with this bit set do not affect access to the directory, and AUDIT and ALARM ACEs with this bit set do not trigger log or alarm events. Such ACEs only take effect once they are applied (with this bit cleared) to newly created files and directories as specified by the ACE4\_FILE\_INHERIT\_ACE and ACE4\_DIRECTORY\_INHERIT\_ACE flags.

If this flag is present on an ACE, but neither ACE4\_DIRECTORY\_INHERIT\_ACE nor ACE4\_FILE\_INHERIT\_ACE is present, then an operation attempting to set such an attribute SHOULD fail with NFS4ERR\_ATTRNOTSUPP.

#### ACE4\_SUCCESSFUL\_ACCESS\_ACE\_FLAG

##### ACE4\_FAILED\_ACCESS\_ACE\_FLAG

The ACE4\_SUCCESSFUL\_ACCESS\_ACE\_FLAG (SUCCESS) and ACE4\_FAILED\_ACCESS\_ACE\_FLAG (FAILED) flag bits may be set only on ACE4\_SYSTEM\_AUDIT\_ACE\_TYPE (AUDIT) and ACE4\_SYSTEM\_ALARM\_ACE\_TYPE (ALARM) ACE types. If during the processing of the file's ACL, the server encounters an AUDIT or ALARM ACE that matches the principal attempting the OPEN, the server notes that fact, and the presence, if any, of the SUCCESS and FAILED flags encountered in the AUDIT or ALARM ACE. Once the server completes the ACL processing, it then notes if the operation succeeded or failed. If the operation succeeded, and if the SUCCESS flag was set for a matching AUDIT or ALARM ACE, then the appropriate AUDIT or ALARM event occurs. If the operation failed, and if the FAILED flag was set for the matching AUDIT or ALARM ACE, then the appropriate AUDIT or ALARM event occurs. Either or both of the SUCCESS or FAILED can be set, but if neither is set, the AUDIT or ALARM ACE is not useful.

The previously described processing applies to ACCESS operations even when they return NFS4\_OK. For the purposes of AUDIT and ALARM, we consider an ACCESS operation to be a "failure" if it fails to return a bit that was requested and supported.

##### ACE4\_IDENTIFIER\_GROUP

Indicates that the "who" refers to a GROUP as defined under UNIX or a GROUP ACCOUNT as defined under Windows. Clients and servers MUST ignore the ACE4\_IDENTIFIER\_GROUP flag on ACEs with a who value equal to one of the special identifiers outlined in Section 6.2.1.5.

**ACE4\_INHERITED\_ACE**

Indicates that this ACE is inherited from a parent directory. A server that supports automatic inheritance will place this flag on any ACEs inherited from the parent directory when creating a new object. Client applications will use this to perform automatic inheritance. Clients and servers MUST clear this bit in the `acl` attribute; it may only be used in the `dacl` and `sacl` attributes.

**6.2.1.5. ACE Who**

The "who" field of an ACE is an identifier that specifies the principal or principals to whom the ACE applies. It may refer to a user or a group, with the flag bit `ACE4_IDENTIFIER_GROUP` specifying which.

There are several special identifiers that need to be understood universally, rather than in the context of a particular DNS domain. Some of these identifiers cannot be understood when an NFS client accesses the server, but have meaning when a local process accesses the file. The ability to display and modify these permissions is permitted over NFS, even if none of the access methods on the server understands the identifiers.

Who	Description
OWNER	The owner of the file.
GROUP	The group associated with the file.
EVERYONE	The world, including the owner and owning group.
INTERACTIVE	Accessed from an interactive terminal.
NETWORK	Accessed via the network.
DIALUP	Accessed as a dialup user to the server.
BATCH	Accessed from a batch job.
ANONYMOUS	Accessed without any authentication.
AUTHENTICATED	Any authenticated user (opposite of ANONYMOUS).
SERVICE	Access from a system service.

Table 4

To avoid conflict, these special identifiers are distinguished by an appended "@" and should appear in the form "xxxx@" (with no domain name after the "@"), for example, ANONYMOUS@.

The `ACE4_IDENTIFIER_GROUP` flag MUST be ignored on entries with these special identifiers. When encoding entries with these special identifiers, the `ACE4_IDENTIFIER_GROUP` flag SHOULD be set to zero.

#### 6.2.1.5.1. Discussion of EVERYONE@

It is important to note that "EVERYONE@" is not equivalent to the UNIX "other" entity. This is because, by definition, UNIX "other" does not include the owner or owning group of a file. "EVERYONE@" means literally everyone, including the owner or owning group.

#### 6.2.2. Attribute 58: dacl

The dacl attribute is like the acl attribute, but dacl allows just ALLOW and DENY ACEs. The dacl attribute supports automatic inheritance (see Section 6.4.3.2).

#### 6.2.3. Attribute 59: sacl

The sacl attribute is like the acl attribute, but sacl allows just AUDIT and ALARM ACEs. The sacl attribute supports automatic inheritance (see Section 6.4.3.2).

#### 6.2.4. Attribute 33: mode

The NFSv4.1 mode attribute is based on the UNIX mode bits. The following bits are defined:

```
const MODE4_SUID = 0x800; /* set user id on execution */
const MODE4_SGID = 0x400; /* set group id on execution */
const MODE4_SVTX = 0x200; /* save text even after use */
const MODE4_RUSR = 0x100; /* read permission: owner */
const MODE4_WUSR = 0x080; /* write permission: owner */
const MODE4_XUSR = 0x040; /* execute permission: owner */
const MODE4_RGRP = 0x020; /* read permission: group */
const MODE4_WGRP = 0x010; /* write permission: group */
const MODE4_XGRP = 0x008; /* execute permission: group */
const MODE4_ROTH = 0x004; /* read permission: other */
const MODE4_WOTH = 0x002; /* write permission: other */
const MODE4_XOTH = 0x001; /* execute permission: other */
```

Bits MODE4\_RUSR, MODE4\_WUSR, and MODE4\_XUSR apply to the principal identified in the owner attribute. Bits MODE4\_RGRP, MODE4\_WGRP, and MODE4\_XGRP apply to principals identified in the owner\_group attribute but who are not identified in the owner attribute. Bits MODE4\_ROTH, MODE4\_WOTH, and MODE4\_XOTH apply to any principal that does not match that in the owner attribute and does not have a group matching that of the owner\_group attribute.

Bits within a mode other than those specified above are not defined by this protocol. A server MUST NOT return bits other than those defined above in a GETATTR or REaddir operation, and it MUST return NFS4ERR\_INVALID if bits other than those defined above are set in a SETATTR, CREATE, OPEN, VERIFY, or NVERIFY operation.

#### 6.2.5. Attribute 74: mode\_set\_masked

The mode\_set\_masked attribute is a write-only attribute that allows individual bits in the mode attribute to be set or reset, without changing others. It allows, for example, the bits MODE4\_SUID, MODE4\_SGID, and MODE4\_SVTX to be modified while leaving unmodified any of the nine low-order mode bits devoted to permissions.

In such instances that the nine low-order bits are left unmodified, then neither the acl nor the dacl attribute should be automatically modified as discussed in Section 6.4.1.

The mode\_set\_masked attribute consists of two words, each in the form of a mode4. The first consists of the value to be applied to the current mode value and the second is a mask. Only bits set to one in the mask word are changed (set or reset) in the file's mode. All other bits in the mode remain unchanged. Bits in the first word that correspond to bits that are zero in the mask are ignored, except that undefined bits are checked for validity and can result in NFS4ERR\_INVALID as described below.

The mode\_set\_masked attribute is only valid in a SETATTR operation. If it is used in a CREATE or OPEN operation, the server MUST return NFS4ERR\_INVALID.

Bits not defined as valid in the mode attribute are not valid in either word of the mode\_set\_masked attribute. The server MUST return NFS4ERR\_INVALID if any such bits are set to one in a SETATTR. If the mode and mode\_set\_masked attributes are both specified in the same SETATTR, the server MUST also return NFS4ERR\_INVALID.

### 6.3. Common Methods

The requirements in this section will be referred to in future sections, especially Section 6.4.



### 6.3.1. Interpreting an ACL

#### 6.3.1.1. Server Considerations

The server uses the algorithm described in Section 6.2.1 to determine whether an ACL allows access to an object. However, the ACL might not be the sole determiner of access. For example:

- o In the case of a file system exported as read-only, the server may deny write access even though an object's ACL grants it.
- o Server implementations MAY grant ACE4\_WRITE\_ACL and ACE4\_READ\_ACL permissions to prevent a situation from arising in which there is no valid way to ever modify the ACL.
- o All servers will allow a user the ability to read the data of the file when only the execute permission is granted (i.e., if the ACL denies the user the ACE4\_READ\_DATA access and allows the user ACE4\_EXECUTE, the server will allow the user to read the data of the file).
- o Many servers have the notion of owner-override in which the owner of the object is allowed to override accesses that are denied by the ACL. This may be helpful, for example, to allow users continued access to open files on which the permissions have changed.
- o Many servers have the notion of a "superuser" that has privileges beyond an ordinary user. The superuser may be able to read or write data or metadata in ways that would not be permitted by the ACL.
- o A retention attribute might also block access otherwise allowed by ACLs (see Section 5.13).

#### 6.3.1.2. Client Considerations

Clients SHOULD NOT do their own access checks based on their interpretation of the ACL, but rather use the OPEN and ACCESS operations to do access checks. This allows the client to act on the results of having the server determine whether or not access should be granted based on its interpretation of the ACL.

Clients must be aware of situations in which an object's ACL will define a certain access even though the server will not enforce it. In general, but especially in these situations, the client needs to do its part in the enforcement of access as defined by the ACL. To do this, the client MAY send the appropriate ACCESS operation prior

to servicing the request of the user or application in order to determine whether the user or application should be granted the access requested. For examples in which the ACL may define accesses that the server doesn't enforce, see Section 6.3.1.1.

### 6.3.2. Computing a Mode Attribute from an ACL

The following method can be used to calculate the MODE4\_R\*, MODE4\_W\*, and MODE4\_X\* bits of a mode attribute, based upon an ACL.

First, for each of the special identifiers OWNER@, GROUP@, and EVERYONE@, evaluate the ACL in order, considering only ALLOW and DENY ACEs for the identifier EVERYONE@ and for the identifier under consideration. The result of the evaluation will be an NFSv4 ACL mask showing exactly which bits are permitted to that identifier.

Then translate the calculated mask for OWNER@, GROUP@, and EVERYONE@ into mode bits for, respectively, the user, group, and other, as follows:

1. Set the read bit (MODE4\_RUSR, MODE4\_RGRP, or MODE4\_ROTH) if and only if ACE4\_READ\_DATA is set in the corresponding mask.
2. Set the write bit (MODE4\_WUSR, MODE4\_WGRP, or MODE4\_WOTH) if and only if ACE4\_WRITE\_DATA and ACE4\_APPEND\_DATA are both set in the corresponding mask.
3. Set the execute bit (MODE4\_XUSR, MODE4\_XGRP, or MODE4\_XOTH), if and only if ACE4\_EXECUTE is set in the corresponding mask.

#### 6.3.2.1. Discussion

Some server implementations also add bits permitted to named users and groups to the group bits (MODE4\_RGRP, MODE4\_WGRP, and MODE4\_XGRP).

Implementations are discouraged from doing this, because it has been found to cause confusion for users who see members of a file's group denied access that the mode bits appear to allow. (The presence of DENY ACEs may also lead to such behavior, but DENY ACEs are expected to be more rarely used.)

The same user confusion seen when fetching the mode also results if setting the mode does not effectively control permissions for the owner, group, and other users; this motivates some of the requirements that follow.

## 6.4. Requirements

The server that supports both mode and ACL must take care to synchronize the MODE4\_\*USR, MODE4\_\*GRP, and MODE4\_\*OTH bits with the ACEs that have respective who fields of "OWNER@", "GROUP@", and "EVERYONE@". This way, the client can see if semantically equivalent access permissions exist whether the client asks for the owner, owner\_group, and mode attributes or for just the ACL.

In this section, much is made of the methods in Section 6.3.2. Many requirements refer to this section. But note that the methods have behaviors specified with "SHOULD". This is intentional, to avoid invalidating existing implementations that compute the mode according to the withdrawn POSIX ACL draft (1003.1e draft 17), rather than by actual permissions on owner, group, and other.

### 6.4.1. Setting the Mode and/or ACL Attributes

In the case where a server supports the sacl or dacl attribute, in addition to the acl attribute, the server MUST fail a request to set the acl attribute simultaneously with a dacl or sacl attribute. The error to be given is NFS4ERR\_ATTRNOTSUPP.

#### 6.4.1.1. Setting Mode and not ACL

When any of the nine low-order mode bits are subject to change, either because the mode attribute was set or because the mode\_set\_masked attribute was set and the mask included one or more bits from the nine low-order mode bits, and no ACL attribute is explicitly set, the acl and dacl attributes must be modified in accordance with the updated value of those bits. This must happen even if the value of the low-order bits is the same after the mode is set as before.

Note that any AUDIT or ALARM ACEs (hence any ACEs in the sacl attribute) are unaffected by changes to the mode.

In cases in which the permissions bits are subject to change, the acl and dacl attributes MUST be modified such that the mode computed via the method in Section 6.3.2 yields the low-order nine bits (MODE4\_R\*, MODE4\_W\*, MODE4\_X\*) of the mode attribute as modified by the attribute change. The ACL attributes SHOULD also be modified such that:

1. If MODE4\_RGRP is not set, entities explicitly listed in the ACL other than OWNER@ and EVERYONE@ SHOULD NOT be granted ACE4\_READ\_DATA.

2. If `MODE4_WGRP` is not set, entities explicitly listed in the ACL other than `OWNER@` and `EVERYONE@` SHOULD NOT be granted `ACE4_WRITE_DATA` or `ACE4_APPEND_DATA`.
3. If `MODE4_XGRP` is not set, entities explicitly listed in the ACL other than `OWNER@` and `EVERYONE@` SHOULD NOT be granted `ACE4_EXECUTE`.

Access mask bits other than those listed above, appearing in `ALLOW` ACEs, MAY also be disabled.

Note that ACEs with the flag `ACE4_INHERIT_ONLY_ACE` set do not affect the permissions of the ACL itself, nor do ACEs of the type `AUDIT` and `ALARM`. As such, it is desirable to leave these ACEs unmodified when modifying the ACL attributes.

Also note that the requirement may be met by discarding the `acl` and `dacl`, in favor of an ACL that represents the mode and only the mode. This is permitted, but it is preferable for a server to preserve as much of the ACL as possible without violating the above requirements. Discarding the ACL makes it effectively impossible for a file created with a mode attribute to inherit an ACL (see Section 6.4.3).

#### 6.4.1.2. Setting ACL and Not Mode

When setting the `acl` or `dacl` and not setting the mode or `mode_set_masked` attributes, the permission bits of the mode need to be derived from the ACL. In this case, the ACL attribute SHOULD be set as given. The nine low-order bits of the mode attribute (`MODE4_R*`, `MODE4_W*`, `MODE4_X*`) MUST be modified to match the result of the method in Section 6.3.2. The three high-order bits of the mode (`MODE4_SUID`, `MODE4_SGID`, `MODE4_SVTX`) SHOULD remain unchanged.

#### 6.4.1.3. Setting Both ACL and Mode

When setting both the mode (includes use of either the mode attribute or the `mode_set_masked` attribute) and the `acl` or `dacl` attributes in the same operation, the attributes MUST be applied in this order: mode (or `mode_set_masked`), then ACL. The mode-related attribute is set as given, then the ACL attribute is set as given, possibly changing the final mode, as described above in Section 6.4.1.2.

#### 6.4.2. Retrieving the Mode and/or ACL Attributes

This section applies only to servers that support both the mode and ACL attributes.

Some server implementations may have a concept of "objects without ACLs", meaning that all permissions are granted and denied according to the mode attribute and that no ACL attribute is stored for that object. If an ACL attribute is requested of such a server, the server SHOULD return an ACL that does not conflict with the mode; that is to say, the ACL returned SHOULD represent the nine low-order bits of the mode attribute (MODE4\_R\*, MODE4\_W\*, MODE4\_X\*) as described in Section 6.3.2.

For other server implementations, the ACL attribute is always present for every object. Such servers SHOULD store at least the three high-order bits of the mode attribute (MODE4\_SUID, MODE4\_SGID, MODE4\_SVTX). The server SHOULD return a mode attribute if one is requested, and the low-order nine bits of the mode (MODE4\_R\*, MODE4\_W\*, MODE4\_X\*) MUST match the result of applying the method in Section 6.3.2 to the ACL attribute.

#### 6.4.3. Creating New Objects

If a server supports any ACL attributes, it may use the ACL attributes on the parent directory to compute an initial ACL attribute for a newly created object. This will be referred to as the inherited ACL within this section. The act of adding one or more ACEs to the inherited ACL that are based upon ACEs in the parent directory's ACL will be referred to as inheriting an ACE within this section.

Implementors should standardize what the behavior of CREATE and OPEN must be depending on the presence or absence of the mode and ACL attributes.

1. If just the mode is given in the call:

In this case, inheritance SHOULD take place, but the mode MUST be applied to the inherited ACL as described in Section 6.4.1.1, thereby modifying the ACL.

2. If just the ACL is given in the call:

In this case, inheritance SHOULD NOT take place, and the ACL as defined in the CREATE or OPEN will be set without modification, and the mode modified as in Section 6.4.1.2.

3. If both mode and ACL are given in the call:

In this case, inheritance SHOULD NOT take place, and both attributes will be set as described in Section 6.4.1.3.

#### 4. If neither mode nor ACL is given in the call:

In the case where an object is being created without any initial attributes at all, e.g., an OPEN operation with an `opentype4` of `OPEN4_CREATE` and a `createmode4` of `EXCLUSIVE4`, inheritance SHOULD NOT take place (note that `EXCLUSIVE4_1` is a better choice of `createmode4`, since it does permit initial attributes). Instead, the server SHOULD set permissions to deny all access to the newly created object. It is expected that the appropriate client will set the desired attributes in a subsequent `SETATTR` operation, and the server SHOULD allow that operation to succeed, regardless of what permissions the object is created with. For example, an empty ACL denies all permissions, but the server should allow the owner's `SETATTR` to succeed even though `WRITE_ACL` is implicitly denied.

In other cases, inheritance SHOULD take place, and no modifications to the ACL will happen. The mode attribute, if supported, MUST be as computed in Section 6.3.2, with the `MODE4_SUID`, `MODE4_SGID`, and `MODE4_SVTX` bits clear. If no inheritable ACEs exist on the parent directory, the rules for creating `acl`, `dacl`, or `sacl` attributes are implementation defined. If either the `dacl` or `sacl` attribute is supported, then the `ACL4_DEFAULTED` flag SHOULD be set on the newly created attributes.

##### 6.4.3.1. The Inherited ACL

If the object being created is not a directory, the inherited ACL SHOULD NOT inherit ACEs from the parent directory ACL unless the `ACE4_FILE_INHERIT_FLAG` is set.

If the object being created is a directory, the inherited ACL should inherit all inheritable ACEs from the parent directory, that is, those that have the `ACE4_FILE_INHERIT_ACE` or `ACE4_DIRECTORY_INHERIT_ACE` flag set. If the inheritable ACE has `ACE4_FILE_INHERIT_ACE` set but `ACE4_DIRECTORY_INHERIT_ACE` is clear, the inherited ACE on the newly created directory MUST have the `ACE4_INHERIT_ONLY_ACE` flag set to prevent the directory from being affected by ACEs meant for non-directories.

When a new directory is created, the server MAY split any inherited ACE that is both inheritable and effective (in other words, that has neither `ACE4_INHERIT_ONLY_ACE` nor `ACE4_NO_PROPAGATE_INHERIT_ACE` set), into two ACEs, one with no inheritance flags and one with `ACE4_INHERIT_ONLY_ACE` set. (In the case of a `dacl` or `sacl` attribute, both of those ACEs SHOULD also have the `ACE4_INHERITED_ACE` flag set.)

This makes it simpler to modify the effective permissions on the directory without modifying the ACE that is to be inherited to the new directory's children.

#### 6.4.3.2. Automatic Inheritance

The `acl` attribute consists only of an array of ACEs, but the `sacl` (Section 6.2.3) and `dacl` (Section 6.2.2) attributes also include an additional flag field.

```
struct nfsacl41 {
    aclflag4      na41_flag;
    nfsace4      na41_aces<>;
};
```

The flag field applies to the entire `sacl` or `dacl`; three flag values are defined:

```
const ACL4_AUTO_INHERIT      = 0x00000001;
const ACL4_PROTECTED        = 0x00000002;
const ACL4_DEFAULTED        = 0x00000004;
```

and all other bits must be cleared. The `ACE4_INHERITED_ACE` flag may be set in the ACEs of the `sacl` or `dacl` (whereas it must always be cleared in the `acl`).

Together these features allow a server to support automatic inheritance, which we now explain in more detail.

Inheritable ACEs are normally inherited by child objects only at the time that the child objects are created; later modifications to inheritable ACEs do not result in modifications to inherited ACEs on descendants.

However, the `dacl` and `sacl` provide an OPTIONAL mechanism that allows a client application to propagate changes to inheritable ACEs to an entire directory hierarchy.

A server that supports this performs inheritance at object creation time in the normal way, and SHOULD set the `ACE4_INHERITED_ACE` flag on any inherited ACEs as they are added to the new object.

A client application such as an ACL editor may then propagate changes to inheritable ACEs on a directory by recursively traversing that directory's descendants and modifying each ACL encountered to remove any ACEs with the `ACE4_INHERITED_ACE` flag and to replace them by the new inheritable ACEs (also with the `ACE4_INHERITED_ACE` flag set). It uses the existing ACE inheritance flags in the obvious way to decide

which ACEs to propagate. (Note that it may encounter further inheritable ACEs when descending the directory hierarchy and that those will also need to be taken into account when propagating inheritable ACEs to further descendants.)

The reach of this propagation may be limited in two ways: first, automatic inheritance is not performed from any directory ACL that has the `ACL4_AUTO_INHERIT` flag cleared; and second, automatic inheritance stops wherever an ACL with the `ACL4_PROTECTED` flag is set, preventing modification of that ACL and also (if the ACL is set on a directory) of the ACL on any of the object's descendants.

This propagation is performed independently for the `sacl` and the `dacl` attributes; thus, the `ACL4_AUTO_INHERIT` and `ACL4_PROTECTED` flags may be independently set for the `sacl` and the `dacl`, and propagation of one type of `acl` may continue down a hierarchy even where propagation of the other `acl` has stopped.

New objects should be created with a `dacl` and a `sacl` that both have the `ACL4_PROTECTED` flag cleared and the `ACL4_AUTO_INHERIT` flag set to the same value as that on, respectively, the `sacl` or `dacl` of the parent object.

Both the `dacl` and `sacl` attributes are RECOMMENDED, and a server may support one without supporting the other.

A server that supports both the old `acl` attribute and one or both of the new `dacl` or `sacl` attributes must do so in such a way as to keep all three attributes consistent with each other. Thus, the ACEs reported in the `acl` attribute should be the union of the ACEs reported in the `dacl` and `sacl` attributes, except that the `ACE4_INHERITED_ACE` flag must be cleared from the ACEs in the `acl`. And of course a client that queries only the `acl` will be unable to determine the values of the `sacl` or `dacl` flag fields.

When a client performs a `SETATTR` for the `acl` attribute, the server SHOULD set the `ACL4_PROTECTED` flag to true on both the `sacl` and the `dacl`. By using the `acl` attribute, as opposed to the `dacl` or `sacl` attributes, the client signals that it may not understand automatic inheritance, and thus cannot be trusted to set an ACL for which automatic inheritance would make sense.

When a client application queries an ACL, modifies it, and sets it again, it should leave any ACEs marked with `ACE4_INHERITED_ACE` unchanged, in their original order, at the end of the ACL. If the application is unable to do this, it should set the `ACL4_PROTECTED`



flag. This behavior is not enforced by servers, but violations of this rule may lead to unexpected results when applications perform automatic inheritance.

If a server also supports the mode attribute, it SHOULD set the mode in such a way that leaves inherited ACEs unchanged, in their original order, at the end of the ACL. If it is unable to do so, it SHOULD set the ACL4\_PROTECTED flag on the file's dacl.

Finally, in the case where the request that creates a new file or directory does not also set permissions for that file or directory, and there are also no ACEs to inherit from the parent's directory, then the server's choice of ACL for the new object is implementation-dependent. In this case, the server SHOULD set the ACL4\_DEFAULTED flag on the ACL it chooses for the new object. An application performing automatic inheritance takes the ACL4\_DEFAULTED flag as a sign that the ACL should be completely replaced by one generated using the automatic inheritance rules.

## 7. Single-Server Namespace

This section describes the NFSv4 single-server namespace. Single-server namespaces may be presented directly to clients, or they may be used as a basis to form larger multi-server namespaces (e.g., site-wide or organization-wide) to be presented to clients, as described in Section 11.

### 7.1. Server Exports

On a UNIX server, the namespace describes all the files reachable by pathnames under the root directory or "/". On a Windows server, the namespace constitutes all the files on disks named by mapped disk letters. NFS server administrators rarely make the entire server's file system namespace available to NFS clients. More often, portions of the namespace are made available via an "export" feature. In previous versions of the NFS protocol, the root filehandle for each export is obtained through the MOUNT protocol; the client sent a string that identified the export name within the namespace and the server returned the root filehandle for that export. The MOUNT protocol also provided an EXPORTS procedure that enumerated the server's exports.

### 7.2. Browsing Exports

The NFSv4.1 protocol provides a root filehandle that clients can use to obtain filehandles for the exports of a particular server, via a series of LOOKUP operations within a COMPOUND, to traverse a path. A common user experience is to use a graphical user interface (perhaps

a file "Open" dialog window) to find a file via progressive browsing through a directory tree. The client must be able to move from one export to another export via single-component, progressive LOOKUP operations.

This style of browsing is not well supported by the NFSv3 protocol. In NFSv3, the client expects all LOOKUP operations to remain within a single server file system. For example, the device attribute will not change. This prevents a client from taking namespace paths that span exports.

In the case of NFSv3, an automounter on the client can obtain a snapshot of the server's namespace using the EXPORTS procedure of the MOUNT protocol. If it understands the server's pathname syntax, it can create an image of the server's namespace on the client. The parts of the namespace that are not exported by the server are filled in with directories that might be constructed similarly to an NFSv4.1 "pseudo file system" (see Section 7.3) that allows the user to browse from one mounted file system to another. There is a drawback to this representation of the server's namespace on the client: it is static. If the server administrator adds a new export, the client will be unaware of it.

### 7.3. Server Pseudo File System

NFSv4.1 servers avoid this namespace inconsistency by presenting all the exports for a given server within the framework of a single namespace for that server. An NFSv4.1 client uses LOOKUP and REaddir operations to browse seamlessly from one export to another.

Where there are portions of the server namespace that are not exported, clients require some way of traversing those portions to reach actual exported file systems. A technique that servers may use to provide for this is to bridge the unexported portion of the namespace via a "pseudo file system" that provides a view of exported directories only. A pseudo file system has a unique fsid and behaves like a normal, read-only file system.

Based on the construction of the server's namespace, it is possible that multiple pseudo file systems may exist. For example,

/a	pseudo file system
/a/b	real file system
/a/b/c	pseudo file system
/a/b/c/d	real file system

Each of the pseudo file systems is considered a separate entity and therefore MUST have its own fsid, unique among all the fsids for that server.

#### 7.4. Multiple Roots

Certain operating environments are sometimes described as having "multiple roots". In such environments, individual file systems are commonly represented by disk or volume names. NFSv4 servers for these platforms can construct a pseudo file system above these root names so that disk letters or volume names are simply directory names in the pseudo root.

#### 7.5. Filehandle Volatility

The nature of the server's pseudo file system is that it is a logical representation of file system(s) available from the server. Therefore, the pseudo file system is most likely constructed dynamically when the server is first instantiated. It is expected that the pseudo file system may not have an on-disk counterpart from which persistent filehandles could be constructed. Even though it is preferable that the server provide persistent filehandles for the pseudo file system, the NFS client should expect that pseudo file system filehandles are volatile. This can be confirmed by checking the associated "fh\_expire\_type" attribute for those filehandles in question. If the filehandles are volatile, the NFS client must be prepared to recover a filehandle value (e.g., with a series of LOOKUP operations) when receiving an error of NFS4ERR\_FHEXPIRED.

Because it is quite likely that servers will implement pseudo file systems using volatile filehandles, clients need to be prepared for them, rather than assuming that all filehandles will be persistent.

#### 7.6. Exported Root

If the server's root file system is exported, one might conclude that a pseudo file system is unneeded. This is not necessarily so. Assume the following file systems on a server:

```
/      fs1  (exported)
/a     fs2  (not exported)
/a/b   fs3  (exported)
```

Because fs2 is not exported, fs3 cannot be reached with simple LOOKUPS. The server must bridge the gap with a pseudo file system.

### 7.7. Mount Point Crossing

The server file system environment may be constructed in such a way that one file system contains a directory that is 'covered' or mounted upon by a second file system. For example:

```

/a/b          (file system 1)
/a/b/c/d     (file system 2)

```

The pseudo file system for this server may be constructed to look like:

```

/             (place holder/not exported)
/a/b         (file system 1)
/a/b/c/d     (file system 2)

```

It is the server's responsibility to present the pseudo file system that is complete to the client. If the client sends a LOOKUP request for the path /a/b/c/d, the server's response is the filehandle of the root of the file system /a/b/c/d. In previous versions of the NFS protocol, the server would respond with the filehandle of directory /a/b/c/d within the file system /a/b.

The NFS client will be able to determine if it crosses a server mount point by a change in the value of the "fsid" attribute.

### 7.8. Security Policy and Namespace Presentation

Because NFSv4 clients possess the ability to change the security mechanisms used, after determining what is allowed, by using SECINFO and SECINFO\_NONAME, the server SHOULD NOT present a different view of the namespace based on the security mechanism being used by a client. Instead, it should present a consistent view and return NFS4ERR\_WRONGSEC if an attempt is made to access data with an inappropriate security mechanism.

If security considerations make it necessary to hide the existence of a particular file system, as opposed to all of the data within it, the server can apply the security policy of a shared resource in the server's namespace to components of the resource's ancestors. For example:

```

/             (place holder/not exported)
/a/b         (file system 1)
/a/b/MySecretProject (file system 2)

```

The /a/b/MySecretProject directory is a real file system and is the shared resource. Suppose the security policy for /a/b/MySecretProject is Kerberos with integrity and it is desired to limit knowledge of the existence of this file system. In this case, the server should apply the same security policy to /a/b. This allows for knowledge of the existence of a file system to be secured when desirable.

For the case of the use of multiple, disjoint security mechanisms in the server's resources, applying that sort of policy would result in the higher-level file system not being accessible using any security flavor. Therefore, that sort of configuration is not compatible with hiding the existence (as opposed to the contents) from clients using multiple disjoint sets of security flavors.

In other circumstances, a desirable policy is for the security of a particular object in the server's namespace to include the union of all security mechanisms of all direct descendants. A common and convenient practice, unless strong security requirements dictate otherwise, is to make the entire the pseudo file system accessible by all of the valid security mechanisms.

Where there is concern about the security of data on the network, clients should use strong security mechanisms to access the pseudo file system in order to prevent man-in-the-middle attacks.

## 8. State Management

Integrating locking into the NFS protocol necessarily causes it to be stateful. With the inclusion of such features as share reservations, file and directory delegations, recallable layouts, and support for mandatory byte-range locking, the protocol becomes substantially more dependent on proper management of state than the traditional combination of NFS and NLM (Network Lock Manager) [46]. These features include expanded locking facilities, which provide some measure of inter-client exclusion, but the state also offers features not readily providable using a stateless model. There are three components to making this state manageable:

- o clear division between client and server
- o ability to reliably detect inconsistency in state between client and server
- o simple and robust recovery mechanisms

In this model, the server owns the state information. The client requests changes in locks and the server responds with the changes made. Non-client-initiated changes in locking state are infrequent. The client receives prompt notification of such changes and can adjust its view of the locking state to reflect the server's changes.

Individual pieces of state created by the server and passed to the client at its request are represented by 128-bit stateids. These stateids may represent a particular open file, a set of byte-range locks held by a particular owner, or a recallable delegation of privileges to access a file in particular ways or at a particular location.

In all cases, there is a transition from the most general information that represents a client as a whole to the eventual lightweight stateid used for most client and server locking interactions. The details of this transition will vary with the type of object but it always starts with a client ID.

### 8.1. Client and Session ID

A client must establish a client ID (see Section 2.4) and then one or more sessionids (see Section 2.10) before performing any operations to open, byte-range lock, delegate, or obtain a layout for a file object. Each session ID is associated with a specific client ID, and thus serves as a shorthand reference to an NFSv4.1 client.

For some types of locking interactions, the client will represent some number of internal locking entities called "owners", which normally correspond to processes internal to the client. For other types of locking-related objects, such as delegations and layouts, no such intermediate entities are provided for, and the locking-related objects are considered to be transferred directly between the server and a unitary client.

### 8.2. Stateid Definition

When the server grants a lock of any type (including opens, byte-range locks, delegations, and layouts), it responds with a unique stateid that represents a set of locks (often a single lock) for the same file, of the same type, and sharing the same ownership characteristics. Thus, opens of the same file by different open-owners each have an identifying stateid. Similarly, each set of byte-range locks on a file owned by a specific lock-owner has its own identifying stateid. Delegations and layouts also have associated stateids by which they may be referenced. The stateid is used as a shorthand reference to a lock or set of locks, and given a stateid, the server can determine the associated state-owner or state-owners

(in the case of an open-owner/lock-owner pair) and the associated filehandle. When stateids are used, the current filehandle must be the one associated with that stateid.

All stateids associated with a given client ID are associated with a common lease that represents the claim of those stateids and the objects they represent to be maintained by the server. See Section 8.3 for a discussion of the lease.

The server may assign stateids independently for different clients. A stateid with the same bit pattern for one client may designate an entirely different set of locks for a different client. The stateid is always interpreted with respect to the client ID associated with the current session. Stateids apply to all sessions associated with the given client ID, and the client may use a stateid obtained from one session on another session associated with the same client ID.

#### 8.2.1. Stateid Types

With the exception of special stateids (see Section 8.2.3), each stateid represents locking objects of one of a set of types defined by the NFSv4.1 protocol. Note that in all these cases, where we speak of guarantee, it is understood there are situations such as a client restart, or lock revocation, that allow the guarantee to be voided.

- o Stateids may represent opens of files.

Each stateid in this case represents the OPEN state for a given client ID/open-owner/filehandle triple. Such stateids are subject to change (with consequent incrementing of the stateid's seqid) in response to OPENS that result in upgrade and OPEN\_DOWNGRADE operations.

- o Stateids may represent sets of byte-range locks.

All locks held on a particular file by a particular owner and gotten under the aegis of a particular open file are associated with a single stateid with the seqid being incremented whenever LOCK and LOCKU operations affect that set of locks.

- o Stateids may represent file delegations, which are recallable guarantees by the server to the client that other clients will not reference or modify a particular file, until the delegation is returned. In NFSv4.1, file delegations may be obtained on both regular and non-regular files.

A stateid represents a single delegation held by a client for a particular filehandle.

- o Stateids may represent directory delegations, which are recallable guarantees by the server to the client that other clients will not modify the directory, until the delegation is returned.

A stateid represents a single delegation held by a client for a particular directory filehandle.

- o Stateids may represent layouts, which are recallable guarantees by the server to the client that particular files may be accessed via an alternate data access protocol at specific locations. Such access is limited to particular sets of byte-ranges and may proceed until those byte-ranges are reduced or the layout is returned.

A stateid represents the set of all layouts held by a particular client for a particular filehandle with a given layout type. The seqid is updated as the layouts of that set of byte-ranges change, via layout stateid changing operations such as LAYOUTGET and LAYOUTRETURN.

#### 8.2.2. Stateid Structure

Stateids are divided into two fields, a 96-bit "other" field identifying the specific set of locks and a 32-bit "seqid" sequence value. Except in the case of special stateids (see Section 8.2.3), a particular value of the "other" field denotes a set of locks of the same type (for example, byte-range locks, opens, delegations, or layouts), for a specific file or directory, and sharing the same ownership characteristics. The seqid designates a specific instance of such a set of locks, and is incremented to indicate changes in such a set of locks, either by the addition or deletion of locks from the set, a change in the byte-range they apply to, or an upgrade or downgrade in the type of one or more locks.

When such a set of locks is first created, the server returns a stateid with seqid value of one. On subsequent operations that modify the set of locks, the server is required to increment the "seqid" field by one whenever it returns a stateid for the same state-owner/file/type combination and there is some change in the set of locks actually designated. In this case, the server will return a stateid with an "other" field the same as previously used for that state-owner/file/type combination, with an incremented "seqid" field. This pattern continues until the seqid is incremented past NFS4\_UINT32\_MAX, and one (not zero) is the next seqid value.



The purpose of the incrementing of the seqid is to allow the server to communicate to the client the order in which operations that modified locking state associated with a stateid have been processed and to make it possible for the client to send requests that are conditional on the set of locks not having changed since the stateid in question was returned.

Except for layout stateids (Section 12.5.3), when a client sends a stateid to the server, it has two choices with regard to the seqid sent. It may set the seqid to zero to indicate to the server that it wishes the most up-to-date seqid for that stateid's "other" field to be used. This would be the common choice in the case of a stateid sent with a READ or WRITE operation. It also may set a non-zero value, in which case the server checks if that seqid is the correct one. In that case, the server is required to return NFS4ERR\_OLD\_STATEID if the seqid is lower than the most current value and NFS4ERR\_BAD\_STATEID if the seqid is greater than the most current value. This would be the common choice in the case of stateids sent with a CLOSE or OPEN\_DOWNGRADE. Because OPENS may be sent in parallel for the same owner, a client might close a file without knowing that an OPEN upgrade had been done by the server, changing the lock in question. If CLOSE were sent with a zero seqid, the OPEN upgrade would be cancelled before the client even received an indication that an upgrade had happened.

When a stateid is sent by the server to the client as part of a callback operation, it is not subject to checking for a current seqid and returning NFS4ERR\_OLD\_STATEID. This is because the client is not in a position to know the most up-to-date seqid and thus cannot verify it. Unless specially noted, the seqid value for a stateid sent by the server to the client as part of a callback is required to be zero with NFS4ERR\_BAD\_STATEID returned if it is not.

In making comparisons between seqids, both by the client in determining the order of operations and by the server in determining whether the NFS4ERR\_OLD\_STATEID is to be returned, the possibility of the seqid being swapped around past the NFS4\_UINT32\_MAX value needs to be taken into account. When two seqid values are being compared, the total count of slots for all sessions associated with the current client is used to do this. When one seqid value is less than this total slot count and another seqid value is greater than NFS4\_UINT32\_MAX minus the total slot count, the former is to be treated as lower than the latter, despite the fact that it is numerically greater.

### 8.2.3. Special Stateids

Stateid values whose "other" field is either all zeros or all ones are reserved. They may not be assigned by the server but have special meanings defined by the protocol. The particular meaning depends on whether the "other" field is all zeros or all ones and the specific value of the "seqid" field.

The following combinations of "other" and "seqid" are defined in NFSv4.1:

- o When "other" and "seqid" are both zero, the stateid is treated as a special anonymous stateid, which can be used in READ, WRITE, and SETATTR requests to indicate the absence of any OPEN state associated with the request. When an anonymous stateid value is used and an existing open denies the form of access requested, then access will be denied to the request. This stateid **MUST NOT** be used on operations to data servers (Section 13.6).
- o When "other" and "seqid" are both all ones, the stateid is a special READ bypass stateid. When this value is used in WRITE or SETATTR, it is treated like the anonymous value. When used in READ, the server **MAY** grant access, even if access would normally be denied to READ operations. This stateid **MUST NOT** be used on operations to data servers.
- o When "other" is zero and "seqid" is one, the stateid represents the current stateid, which is whatever value is the last stateid returned by an operation within the COMPOUND. In the case of an OPEN, the stateid returned for the open file and not the delegation is used. The stateid passed to the operation in place of the special value has its "seqid" value set to zero, except when the current stateid is used by the operation CLOSE or OPEN\_DOWNGRADE. If there is no operation in the COMPOUND that has returned a stateid value, the server **MUST** return the error NFS4ERR\_BAD\_STATEID. As illustrated in Figure 6, if the value of a current stateid is a special stateid and the stateid of an operation's arguments has "other" set to zero and "seqid" set to one, then the server **MUST** return the error NFS4ERR\_BAD\_STATEID.
- o When "other" is zero and "seqid" is NFS4\_UINT32\_MAX, the stateid represents a reserved stateid value defined to be invalid. When this stateid is used, the server **MUST** return the error NFS4ERR\_BAD\_STATEID.

If a stateid value is used that has all zeros or all ones in the "other" field but does not match one of the cases above, the server **MUST** return the error NFS4ERR\_BAD\_STATEID.

Special stateids, unlike other stateids, are not associated with individual client IDs or filehandles and can be used with all valid client IDs and filehandles. In the case of a special stateid designating the current stateid, the current stateid value substituted for the special stateid is associated with a particular client ID and filehandle, and so, if it is used where the current filehandle does not match that associated with the current stateid, the operation to which the stateid is passed will return NFS4ERR\_BAD\_STATEID.

#### 8.2.4. Stateid Lifetime and Validation

Stateids must remain valid until either a client restart or a server restart or until the client returns all of the locks associated with the stateid by means of an operation such as CLOSE or DELEGRETURN. If the locks are lost due to revocation, as long as the client ID is valid, the stateid remains a valid designation of that revoked state until the client frees it by using FREE\_STATEID. Stateids associated with byte-range locks are an exception. They remain valid even if a LOCKU frees all remaining locks, so long as the open file with which they are associated remains open, unless the client frees the stateids via the FREE\_STATEID operation.

It should be noted that there are situations in which the client's locks become invalid, without the client requesting they be returned. These include lease expiration and a number of forms of lock revocation within the lease period. It is important to note that in these situations, the stateid remains valid and the client can use it to determine the disposition of the associated lost locks.

An "other" value must never be reused for a different purpose (i.e., different filehandle, owner, or type of locks) within the context of a single client ID. A server may retain the "other" value for the same purpose beyond the point where it may otherwise be freed, but if it does so, it must maintain "seqid" continuity with previous values.

One mechanism that may be used to satisfy the requirement that the server recognize invalid and out-of-date stateids is for the server to divide the "other" field of the stateid into two fields.

- o an index into a table of locking-state structures.
- o a generation number that is incremented on each allocation of a table entry for a particular use.

And then store in each table entry,

- o the client ID with which the stateid is associated.

- o the current generation number for the (at most one) valid stateid sharing this index value.
- o the filehandle of the file on which the locks are taken.
- o an indication of the type of stateid (open, byte-range lock, file delegation, directory delegation, layout).
- o the last "seqid" value returned corresponding to the current "other" value.
- o an indication of the current status of the locks associated with this stateid, in particular, whether these have been revoked and if so, for what reason.

With this information, an incoming stateid can be validated and the appropriate error returned when necessary. Special and non-special stateids are handled separately. (See Section 8.2.3 for a discussion of special stateids.)

Note that stateids are implicitly qualified by the current client ID, as derived from the client ID associated with the current session. Note, however, that the semantics of the session will prevent stateids associated with a previous client or server instance from being analyzed by this procedure.

If server restart has resulted in an invalid client ID or a session ID that is invalid, SEQUENCE will return an error and the operation that takes a stateid as an argument will never be processed.

If there has been a server restart where there is a persistent session and all leased state has been lost, then the session in question will, although valid, be marked as dead, and any operation not satisfied by means of the reply cache will receive the error NFS4ERR\_DEADSESSION, and thus not be processed as indicated below.

When a stateid is being tested and the "other" field is all zeros or all ones, a check that the "other" and "seqid" fields match a defined combination for a special stateid is done and the results determined as follows:

- o If the "other" and "seqid" fields do not match a defined combination associated with a special stateid, the error NFS4ERR\_BAD\_STATEID is returned.

- o If the special stateid is one designating the current stateid and there is a current stateid, then the current stateid is substituted for the special stateid and the checks appropriate to non-special stateids are performed.
- o If the combination is valid in general but is not appropriate to the context in which the stateid is used (e.g., an all-zero stateid is used when an OPEN stateid is required in a LOCK operation), the error NFS4ERR\_BAD\_STATEID is also returned.
- o Otherwise, the check is completed and the special stateid is accepted as valid.

When a stateid is being tested, and the "other" field is neither all zeros nor all ones, the following procedure could be used to validate an incoming stateid and return an appropriate error, when necessary, assuming that the "other" field would be divided into a table index and an entry generation.

- o If the table index field is outside the range of the associated table, return NFS4ERR\_BAD\_STATEID.
- o If the selected table entry is of a different generation than that specified in the incoming stateid, return NFS4ERR\_BAD\_STATEID.
- o If the selected table entry does not match the current filehandle, return NFS4ERR\_BAD\_STATEID.
- o If the client ID in the table entry does not match the client ID associated with the current session, return NFS4ERR\_BAD\_STATEID.
- o If the stateid represents revoked state, then return NFS4ERR\_EXPIRED, NFS4ERR\_ADMIN\_REVOKED, or NFS4ERR\_DELEG\_REVOKED, as appropriate.
- o If the stateid type is not valid for the context in which the stateid appears, return NFS4ERR\_BAD\_STATEID. Note that a stateid may be valid in general, as would be reported by the TEST\_STATEID operation, but be invalid for a particular operation, as, for example, when a stateid that doesn't represent byte-range locks is passed to the non-from\_open case of LOCK or to LOCKU, or when a stateid that does not represent an open is passed to CLOSE or OPEN\_DOWNGRADE. In such cases, the server MUST return NFS4ERR\_BAD\_STATEID.
- o If the "seqid" field is not zero and it is greater than the current sequence value corresponding to the current "other" field, return NFS4ERR\_BAD\_STATEID.

- o If the "seqid" field is not zero and it is less than the current sequence value corresponding to the current "other" field, return NFS4ERR\_OLD\_STATEID.
- o Otherwise, the stateid is valid and the table entry should contain any additional information about the type of stateid and information associated with that particular type of stateid, such as the associated set of locks, e.g., open-owner and lock-owner information, as well as information on the specific locks, e.g., open modes and byte-ranges.

#### 8.2.5. Stateid Use for I/O Operations

Clients performing I/O operations need to select an appropriate stateid based on the locks (including opens and delegations) held by the client and the various types of state-owners sending the I/O requests. SETATTR operations that change the file size are treated like I/O operations in this regard.

The following rules, applied in order of decreasing priority, govern the selection of the appropriate stateid. In following these rules, the client will only consider locks of which it has actually received notification by an appropriate operation response or callback. Note that the rules are slightly different in the case of I/O to data servers when file layouts are being used (see Section 13.9.1).

- o If the client holds a delegation for the file in question, the delegation stateid SHOULD be used.
- o Otherwise, if the entity corresponding to the lock-owner (e.g., a process) sending the I/O has a byte-range lock stateid for the associated open file, then the byte-range lock stateid for that lock-owner and open file SHOULD be used.
- o If there is no byte-range lock stateid, then the OPEN stateid for the open file in question SHOULD be used.
- o Finally, if none of the above apply, then a special stateid SHOULD be used.

Ignoring these rules may result in situations in which the server does not have information necessary to properly process the request. For example, when mandatory byte-range locks are in effect, if the stateid does not indicate the proper lock-owner, via a lock stateid, a request might be avoidably rejected.

The server however should not try to enforce these ordering rules and should use whatever information is available to properly process I/O requests. In particular, when a client has a delegation for a given file, it SHOULD take note of this fact in processing a request, even if it is sent with a special stateid.

#### 8.2.6. Stateid Use for SETATTR Operations

Because each operation is associated with a session ID and from that the clientid can be determined, operations do not need to include a stateid for the server to be able to determine whether they should cause a delegation to be recalled or are to be treated as done within the scope of the delegation.

In the case of SETATTR operations, a stateid is present. In cases other than those that set the file size, the client may send either a special stateid or, when a delegation is held for the file in question, a delegation stateid. While the server SHOULD validate the stateid and may use the stateid to optimize the determination as to whether a delegation is held, it SHOULD note the presence of a delegation even when a special stateid is sent, and MUST accept a valid delegation stateid when sent.

#### 8.3. Lease Renewal

Each client/server pair, as represented by a client ID, has a single lease. The purpose of the lease is to allow the client to indicate to the server, in a low-overhead way, that it is active, and thus that the server is to retain the client's locks. This arrangement allows the server to remove stale locking-related objects that are held by a client that has crashed or is otherwise unreachable, once the relevant lease expires. This in turn allows other clients to obtain conflicting locks without being delayed indefinitely by inactive or unreachable clients. It is not a mechanism for cache consistency and lease renewals may not be denied if the lease interval has not expired.

Since each session is associated with a specific client (identified by the client's client ID), any operation sent on that session is an indication that the associated client is reachable. When a request is sent for a given session, successful execution of a SEQUENCE operation (or successful retrieval of the result of SEQUENCE from the reply cache) on an unexpired lease will result in the lease being implicitly renewed, for the standard renewal period (equal to the lease\_time attribute).

If the client ID's lease has not expired when the server receives a SEQUENCE operation, then the server MUST renew the lease. If the client ID's lease has expired when the server receives a SEQUENCE operation, the server MAY renew the lease; this depends on whether any state was revoked as a result of the client's failure to renew the lease before expiration.

Absent other activity that would renew the lease, a COMPOUND consisting of a single SEQUENCE operation will suffice. The client should also take communication-related delays into account and take steps to ensure that the renewal messages actually reach the server in good time. For example:

- o When trunking is in effect, the client should consider sending multiple requests on different connections, in order to ensure that renewal occurs, even in the event of blockage in the path used for one of those connections.
- o Transport retransmission delays might become so large as to approach or exceed the length of the lease period. This may be particularly likely when the server is unresponsive due to a restart; see Section 8.4.2.1. If the client implementation is not careful, transport retransmission delays can result in the client failing to detect a server restart before the grace period ends. The scenario is that the client is using a transport with exponential backoff, such that the maximum retransmission timeout exceeds both the grace period and the lease\_time attribute. A network partition causes the client's connection's retransmission interval to back off, and even after the partition heals, the next transport-level retransmission is sent after the server has restarted and its grace period ends.

The client MUST either recover from the ensuing NFS4ERR\_NO\_GRACE errors or it MUST ensure that, despite transport-level retransmission intervals that exceed the lease\_time, a SEQUENCE operation is sent that renews the lease before expiration. The client can achieve this by associating a new connection with the session, and sending a SEQUENCE operation on it. However, if the attempt to establish a new connection is delayed for some reason (e.g., exponential backoff of the connection establishment packets), the client will have to abort the connection establishment attempt before the lease expires, and attempt to reconnect.

If the server renews the lease upon receiving a SEQUENCE operation, the server MUST NOT allow the lease to expire while the rest of the operations in the COMPOUND procedure's request are still executing.



Once the last operation has finished, and the response to COMPOUND has been sent, the server MUST set the lease to expire no sooner than the sum of current time and the value of the lease\_time attribute.

A client ID's lease can expire when it has been at least the lease interval (lease\_time) since the last lease-renewing SEQUENCE operation was sent on any of the client ID's sessions and there are no active COMPOUND operations on any such sessions.

Because the SEQUENCE operation is the basic mechanism to renew a lease, and because it must be done at least once for each lease period, it is the natural mechanism whereby the server will inform the client of changes in the lease status that the client needs to be informed of. The client should inspect the status flags (sr\_status\_flags) returned by sequence and take the appropriate action (see Section 18.46.3 for details).

- o The status bits SEQ4\_STATUS\_CB\_PATH\_DOWN and SEQ4\_STATUS\_CB\_PATH\_DOWN\_SESSION indicate problems with the backchannel that the client may need to address in order to receive callback requests.
- o The status bits SEQ4\_STATUS\_CB\_GSS\_CONTEXTS\_EXPIRING and SEQ4\_STATUS\_CB\_GSS\_CONTEXTS\_EXPIRED indicate problems with GSS contexts or RPCSEC\_GSS handles for the backchannel that the client might have to address in order to allow callback requests to be sent.
- o The status bits SEQ4\_STATUS\_EXPIRED\_ALL\_STATE\_REVOKED, SEQ4\_STATUS\_EXPIRED\_SOME\_STATE\_REVOKED, SEQ4\_STATUS\_ADMIN\_STATE\_REVOKED, and SEQ4\_STATUS\_RECALLABLE\_STATE\_REVOKED notify the client of lock revocation events. When these bits are set, the client should use TEST\_STATEID to find what stateids have been revoked and use FREE\_STATEID to acknowledge loss of the associated state.
- o The status bit SEQ4\_STATUS\_LEASE\_MOVE indicates that responsibility for lease renewal has been transferred to one or more new servers.
- o The status bit SEQ4\_STATUS\_RESTART\_RECLAIM\_NEEDED indicates that due to server restart the client must reclaim locking state.
- o The status bit SEQ4\_STATUS\_BACKCHANNEL\_FAULT indicates that the server has encountered an unrecoverable fault with the backchannel (e.g., it has lost track of a sequence ID for a slot in the backchannel).

#### 8.4. Crash Recovery

A critical requirement in crash recovery is that both the client and the server know when the other has failed. Additionally, it is required that a client sees a consistent view of data across server restarts. All READ and WRITE operations that may have been queued within the client or network buffers must wait until the client has successfully recovered the locks protecting the READ and WRITE operations. Any that reach the server before the server can safely determine that the client has recovered enough locking state to be sure that such operations can be safely processed must be rejected. This will happen because either:

- o The state presented is no longer valid since it is associated with a now invalid client ID. In this case, the client will receive either an NFS4ERR\_BADSESSION or NFS4ERR\_DEADSESSION error, and any attempt to attach a new session to that invalid client ID will result in an NFS4ERR\_STALE\_CLIENTID error.
- o Subsequent recovery of locks may make execution of the operation inappropriate (NFS4ERR\_GRACE).

##### 8.4.1. Client Failure and Recovery

In the event that a client fails, the server may release the client's locks when the associated lease has expired. Conflicting locks from another client may only be granted after this lease expiration. As discussed in Section 8.3, when a client has not failed and re-establishes its lease before expiration occurs, requests for conflicting locks will not be granted.

To minimize client delay upon restart, lock requests are associated with an instance of the client by a client-supplied verifier. This verifier is part of the `client_owner4` sent in the initial `EXCHANGE_ID` call made by the client. The server returns a client ID as a result of the `EXCHANGE_ID` operation. The client then confirms the use of the client ID by establishing a session associated with that client ID (see Section 18.36.3 for a description of how this is done). All locks, including opens, byte-range locks, delegations, and layouts obtained by sessions using that client ID, are associated with that client ID.

Since the verifier will be changed by the client upon each initialization, the server can compare a new verifier to the verifier associated with currently held locks and determine that they do not match. This signifies the client's new instantiation and subsequent loss (upon confirmation of the new client ID) of locking state. As a result, the server is free to release all locks held that are

associated with the old client ID that was derived from the old verifier. At this point, conflicting locks from other clients, kept waiting while the lease had not yet expired, can be granted. In addition, all stateids associated with the old client ID can also be freed, as they are no longer reference-able.

Note that the verifier must have the same uniqueness properties as the verifier for the COMMIT operation.

#### 8.4.2. Server Failure and Recovery

If the server loses locking state (usually as a result of a restart), it must allow clients time to discover this fact and re-establish the lost locking state. The client must be able to re-establish the locking state without having the server deny valid requests because the server has granted conflicting access to another client. Likewise, if there is a possibility that clients have not yet re-established their locking state for a file and that such locking state might make it invalid to perform READ or WRITE operations. For example, if mandatory locks are a possibility, the server must disallow READ and WRITE operations for that file.

A client can determine that loss of locking state has occurred via several methods.

1. When a SEQUENCE (most common) or other operation returns NFS4ERR\_BADSESSION, this may mean that the session has been destroyed but the client ID is still valid. The client sends a CREATE\_SESSION request with the client ID to re-establish the session. If CREATE\_SESSION fails with NFS4ERR\_STALE\_CLIENTID, the client must establish a new client ID (see Section 8.1) and re-establish its lock state with the new client ID, after the CREATE\_SESSION operation succeeds (see Section 8.4.2.1).
2. When a SEQUENCE (most common) or other operation on a persistent session returns NFS4ERR\_DEADSESSION, this indicates that a session is no longer usable for new, i.e., not satisfied from the reply cache, operations. Once all pending operations are determined to be either performed before the retry or not performed, the client sends a CREATE\_SESSION request with the client ID to re-establish the session. If CREATE\_SESSION fails with NFS4ERR\_STALE\_CLIENTID, the client must establish a new client ID (see Section 8.1) and re-establish its lock state after the CREATE\_SESSION, with the new client ID, succeeds (Section 8.4.2.1).

3. When an operation, neither SEQUENCE nor preceded by SEQUENCE (for example, CREATE\_SESSION, DESTROY\_SESSION), returns NFS4ERR\_STALE\_CLIENTID, the client MUST establish a new client ID (Section 8.1) and re-establish its lock state (Section 8.4.2.1).

#### 8.4.2.1. State Reclaim

When state information and the associated locks are lost as a result of a server restart, the protocol must provide a way to cause that state to be re-established. The approach used is to define, for most types of locking state (layouts are an exception), a request whose function is to allow the client to re-establish on the server a lock first obtained from a previous instance. Generally, these requests are variants of the requests normally used to create locks of that type and are referred to as "reclaim-type" requests, and the process of re-establishing such locks is referred to as "reclaiming" them.

Because each client must have an opportunity to reclaim all of the locks that it has without the possibility that some other client will be granted a conflicting lock, a "grace period" is devoted to the reclaim process. During this period, requests creating client IDs and sessions are handled normally, but locking requests are subject to special restrictions. Only reclaim-type locking requests are allowed, unless the server can reliably determine (through state persistently maintained across restart instances) that granting any such lock cannot possibly conflict with a subsequent reclaim. When a request is made to obtain a new lock (i.e., not a reclaim-type request) during the grace period and such a determination cannot be made, the server must return the error NFS4ERR\_GRACE.

Once a session is established using the new client ID, the client will use reclaim-type locking requests (e.g., LOCK operations with reclaim set to TRUE and OPEN operations with a claim type of CLAIM\_PREVIOUS; see Section 9.11) to re-establish its locking state. Once this is done, or if there is no such locking state to reclaim, the client sends a global RECLAIM\_COMPLETE operation, i.e., one with the rca\_one\_fs argument set to FALSE, to indicate that it has reclaimed all of the locking state that it will reclaim. Once a client sends such a RECLAIM\_COMPLETE operation, it may attempt non-reclaim locking operations, although it might get an NFS4ERR\_GRACE status result from each such operation until the period of special handling is over. See Section 11.7.7 for a discussion of the analogous handling lock reclamation in the case of file systems transitioning from server to server.

During the grace period, the server must reject READ and WRITE operations and non-reclaim locking requests (i.e., other LOCK and OPEN operations) with an error of NFS4ERR\_GRACE, unless it can guarantee that these may be done safely, as described below.

The grace period may last until all clients that are known to possibly have had locks have done a global RECLAIM\_COMPLETE operation, indicating that they have finished reclaiming the locks they held before the server restart. This means that a client that has done a RECLAIM\_COMPLETE must be prepared to receive an NFS4ERR\_GRACE when attempting to acquire new locks. In order for the server to know that all clients with possible prior lock state have done a RECLAIM\_COMPLETE, the server must maintain in stable storage a list clients that may have such locks. The server may also terminate the grace period before all clients have done a global RECLAIM\_COMPLETE. The server SHOULD NOT terminate the grace period before a time equal to the lease period in order to give clients an opportunity to find out about the server restart, as a result of sending requests on associated sessions with a frequency governed by the lease time. Note that when a client does not send such requests (or they are sent by the client but not received by the server), it is possible for the grace period to expire before the client finds out that the server restart has occurred.

Some additional time in order to allow a client to establish a new client ID and session and to effect lock reclaims may be added to the lease time. Note that analogous rules apply to file system-specific grace periods discussed in Section 11.7.7.

If the server can reliably determine that granting a non-reclaim request will not conflict with reclamation of locks by other clients, the NFS4ERR\_GRACE error does not have to be returned even within the grace period, although NFS4ERR\_GRACE must always be returned to clients attempting a non-reclaim lock request before doing their own global RECLAIM\_COMPLETE. For the server to be able to service READ and WRITE operations during the grace period, it must again be able to guarantee that no possible conflict could arise between a potential reclaim locking request and the READ or WRITE operation. If the server is unable to offer that guarantee, the NFS4ERR\_GRACE error must be returned to the client.

For a server to provide simple, valid handling during the grace period, the easiest method is to simply reject all non-reclaim locking requests and READ and WRITE operations by returning the NFS4ERR\_GRACE error. However, a server may keep information about granted locks in stable storage. With this information, the server could determine if a locking, READ or WRITE operation can be safely processed.

For example, if the server maintained on stable storage summary information on whether mandatory locks exist, either mandatory byte-range locks, or share reservations specifying deny modes, many requests could be allowed during the grace period. If it is known that no such share reservations exist, OPEN request that do not specify deny modes may be safely granted. If, in addition, it is known that no mandatory byte-range locks exist, either through information stored on stable storage or simply because the server does not support such locks, READ and WRITE operations may be safely processed during the grace period. Another important case is where it is known that no mandatory byte-range locks exist, either because the server does not provide support for them or because their absence is known from persistently recorded data. In this case, READ and WRITE operations specifying stateids derived from reclaim-type operations may be validly processed during the grace period because of the fact that the valid reclaim ensures that no lock subsequently granted can prevent the I/O.

To reiterate, for a server that allows non-reclaim lock and I/O requests to be processed during the grace period, it MUST determine that no lock subsequently reclaimed will be rejected and that no lock subsequently reclaimed would have prevented any I/O operation processed during the grace period.

Clients should be prepared for the return of NFS4ERR\_GRACE errors for non-reclaim lock and I/O requests. In this case, the client should employ a retry mechanism for the request. A delay (on the order of several seconds) between retries should be used to avoid overwhelming the server. Further discussion of the general issue is included in [47]. The client must account for the server that can perform I/O and non-reclaim locking requests within the grace period as well as those that cannot do so.

A reclaim-type locking request outside the server's grace period can only succeed if the server can guarantee that no conflicting lock or I/O request has been granted since restart.

A server may, upon restart, establish a new value for the lease period. Therefore, clients should, once a new client ID is established, refetch the lease\_time attribute and use it as the basis for lease renewal for the lease associated with that server. However, the server must establish, for this restart event, a grace period at least as long as the lease period for the previous server instantiation. This allows the client state obtained during the previous server instance to be reliably re-established.

The possibility exists that, because of server configuration events, the client will be communicating with a server different than the one on which the locks were obtained, as shown by the combination of `eir_server_scope` and `eir_server_owner`. This leads to the issue of if and when the client should attempt to reclaim locks previously obtained on what is being reported as a different server. The rules to resolve this question are as follows:

- o If the server scope is different, the client should not attempt to reclaim locks. In this situation, no lock reclaim is possible. Any attempt to re-obtain the locks with non-reclaim operations is problematic since there is no guarantee that the existing filehandles will be recognized by the new server, or that if recognized, they denote the same objects. It is best to treat the locks as having been revoked by the reconfiguration event.
- o If the server scope is the same, the client should attempt to reclaim locks, even if the `eir_server_owner` value is different. In this situation, it is the responsibility of the server to return `NFS4ERR_NO_GRACE` if it cannot provide correct support for lock reclaim operations, including the prevention of edge conditions.

The `eir_server_owner` field is not used in making this determination. Its function is to specify trunking possibilities for the client (see Section 2.10.5) and not to control lock reclaim.

#### 8.4.2.1.1. Security Considerations for State Reclaim

During the grace period, a client can reclaim state that it believes or asserts it had before the server restarted. Unless the server maintained a complete record of all the state the client had, the server has little choice but to trust the client. (Of course, if the server maintained a complete record, then it would not have to force the client to reclaim state after server restart.) While the server has to trust the client to tell the truth, such trust does not have any negative consequences for security. The fundamental rule for the server when processing reclaim requests is that it MUST NOT grant the reclaim if an equivalent non-reclaim request would not be granted during steady state due to access control or access conflict issues. For example, an `OPEN` request during a reclaim will be refused with `NFS4ERR_ACCESS` if the principal making the request does not have access to open the file according to the discretionary ACL (Section 6.2.2) on the file.

Nonetheless, it is possible that a client operating in error or maliciously could, during reclaim, prevent another client from reclaiming access to state. For example, an attacker could send an

OPEN reclaim operation with a deny mode that prevents another client from reclaiming the OPEN state it had before the server restarted. The attacker could perform the same denial of service during steady state prior to server restart, as long as the attacker had permissions. Given that the attack vectors are equivalent, the grace period does not offer any additional opportunity for denial of service, and any concerns about this attack vector, whether during grace or steady state, are addressed the same way: use RPCSEC\_GSS for authentication and limit access to the file only to principals that the owner of the file trusts.

Note that if prior to restart the server had client IDs with the EXCHGID4\_FLAG\_BIND\_PRINC\_STATEID (Section 18.35) capability set, then the server SHOULD record in stable storage the client owner and the principal that established the client ID via EXCHANGE\_ID. If the server does not, then there is a risk a client will be unable to reclaim state if it does not have a credential for a principal that was originally authorized to establish the state.

#### 8.4.3. Network Partitions and Recovery

If the duration of a network partition is greater than the lease period provided by the server, the server will not have received a lease renewal from the client. If this occurs, the server may free all locks held for the client or it may allow the lock state to remain for a considerable period, subject to the constraint that if a request for a conflicting lock is made, locks associated with an expired lease do not prevent such a conflicting lock from being granted but MUST be revoked as necessary so as to avoid interfering with such conflicting requests.

If the server chooses to delay freeing of lock state until there is a conflict, it may either free all of the client's locks once there is a conflict or it may only revoke the minimum set of locks necessary to allow conflicting requests. When it adopts the finer-grained approach, it must revoke all locks associated with a given stateid, even if the conflict is with only a subset of locks.

When the server chooses to free all of a client's lock state, either immediately upon lease expiration or as a result of the first attempt to obtain a conflicting a lock, the server may report the loss of lock state in a number of ways.

The server may choose to invalidate the session and the associated client ID. In this case, once the client can communicate with the server, it will receive an NFS4ERR\_BADSESSION error. Upon attempting to create a new session, it would get an NFS4ERR\_STALE\_CLIENTID. Upon creating the new client ID and new session, the client will



attempt to reclaim locks. Normally, the server will not allow the client to reclaim locks, because the server will not be in its recovery grace period.

Another possibility is for the server to maintain the session and client ID but for all stateids held by the client to become invalid or stale. Once the client can reach the server after such a network partition, the status returned by the SEQUENCE operation will indicate a loss of locking state; i.e., the flag SEQ4\_STATUS\_EXPIRED\_ALL\_STATE\_REVOKED will be set in sr\_status\_flags. In addition, all I/O submitted by the client with the now invalid stateids will fail with the server returning the error NFS4ERR\_EXPIRED. Once the client learns of the loss of locking state, it will suitably notify the applications that held the invalidated locks. The client should then take action to free invalidated stateids, either by establishing a new client ID using a new verifier or by doing a FREE\_STATEID operation to release each of the invalidated stateids.

When the server adopts a finer-grained approach to revocation of locks when a client's lease has expired, only a subset of stateids will normally become invalid during a network partition. When the client can communicate with the server after such a network partition heals, the status returned by the SEQUENCE operation will indicate a partial loss of locking state (SEQ4\_STATUS\_EXPIRED\_SOME\_STATE\_REVOKED). In addition, operations, including I/O submitted by the client, with the now invalid stateids will fail with the server returning the error NFS4ERR\_EXPIRED. Once the client learns of the loss of locking state, it will use the TEST\_STATEID operation on all of its stateids to determine which locks have been lost and then suitably notify the applications that held the invalidated locks. The client can then release the invalidated locking state and acknowledge the revocation of the associated locks by doing a FREE\_STATEID operation on each of the invalidated stateids.

When a network partition is combined with a server restart, there are edge conditions that place requirements on the server in order to avoid silent data corruption following the server restart. Two of these edge conditions are known, and are discussed below.

The first edge condition arises as a result of the scenarios such as the following:

1. Client A acquires a lock.
2. Client A and server experience mutual network partition, such that client A is unable to renew its lease.
3. Client A's lease expires, and the server releases the lock.
4. Client B acquires a lock that would have conflicted with that of client A.
5. Client B releases its lock.
6. Server restarts.
7. Network partition between client A and server heals.
8. Client A connects to a new server instance and finds out about server restart.
9. Client A reclaims its lock within the server's grace period.

Thus, at the final step, the server has erroneously granted client A's lock reclaim. If client B modified the object the lock was protecting, client A will experience object corruption.

The second known edge condition arises in situations such as the following:

1. Client A acquires one or more locks.
2. Server restarts.
3. Client A and server experience mutual network partition, such that client A is unable to reclaim all of its locks within the grace period.
4. Server's reclaim grace period ends. Client A has either no locks or an incomplete set of locks known to the server.
5. Client B acquires a lock that would have conflicted with a lock of client A that was not reclaimed.
6. Client B releases the lock.
7. Server restarts a second time.
8. Network partition between client A and server heals.

9. Client A connects to new server instance and finds out about server restart.
10. Client A reclaims its lock within the server's grace period.

As with the first edge condition, the final step of the scenario of the second edge condition has the server erroneously granting client A's lock reclaim.

Solving the first and second edge conditions requires either that the server always assumes after it restarts that some edge condition occurs, and thus returns `NFS4ERR_NO_GRACE` for all reclaim attempts, or that the server record some information in stable storage. The amount of information the server records in stable storage is in inverse proportion to how harsh the server intends to be whenever edge conditions arise. The server that is completely tolerant of all edge conditions will record in stable storage every lock that is acquired, removing the lock record from stable storage only when the lock is released. For the two edge conditions discussed above, the harshest a server can be, and still support a grace period for reclaims, requires that the server record in stable storage some minimal information. For example, a server implementation could, for each client, save in stable storage a record containing:

- o the `co_ownerid` field from the `client_owner4` presented in the `EXCHANGE_ID` operation.
- o a boolean that indicates if the client's lease expired or if there was administrative intervention (see Section 8.5) to revoke a byte-range lock, share reservation, or delegation and there has been no acknowledgment, via `FREE_STATEID`, of such revocation.
- o a boolean that indicates whether the client may have locks that it believes to be reclaimable in situations in which the grace period was terminated, making the server's view of lock reclaimability suspect. The server will set this for any client record in stable storage where the client has not done a suitable `RECLAIM_COMPLETE` (global or file system-specific depending on the target of the lock request) before it grants any new (i.e., not reclaimed) lock to any client.

Assuming the above record keeping, for the first edge condition, after the server restarts, the record that client A's lease expired means that another client could have acquired a conflicting byte-range lock, share reservation, or delegation. Hence, the server must reject a reclaim from client A with the error `NFS4ERR_NO_GRACE`.

For the second edge condition, after the server restarts for a second time, the indication that the client had not completed its reclaims at the time at which the grace period ended means that the server must reject a reclaim from client A with the error NFS4ERR\_NO\_GRACE.

When either edge condition occurs, the client's attempt to reclaim locks will result in the error NFS4ERR\_NO\_GRACE. When this is received, or after the client restarts with no lock state, the client will send a global RECLAIM\_COMPLETE. When the RECLAIM\_COMPLETE is received, the server and client are again in agreement regarding reclaimable locks and both booleans in persistent storage can be reset, to be set again only when there is a subsequent event that causes lock reclaim operations to be questionable.

Regardless of the level and approach to record keeping, the server MUST implement one of the following strategies (which apply to reclaims of share reservations, byte-range locks, and delegations):

1. Reject all reclaims with NFS4ERR\_NO\_GRACE. This is extremely unforgiving, but necessary if the server does not record lock state in stable storage.
2. Record sufficient state in stable storage such that all known edge conditions involving server restart, including the two noted in this section, are detected. It is acceptable to erroneously recognize an edge condition and not allow a reclaim, when, with sufficient knowledge, it would be allowed. The error the server would return in this case is NFS4ERR\_NO\_GRACE. Note that it is not known if there are other edge conditions.

In the event that, after a server restart, the server determines there is unrecoverable damage or corruption to the information in stable storage, then for all clients and/or locks that may be affected, the server MUST return NFS4ERR\_NO\_GRACE.

A mandate for the client's handling of the NFS4ERR\_NO\_GRACE error is outside the scope of this specification, since the strategies for such handling are very dependent on the client's operating environment. However, one potential approach is described below.

When the client receives NFS4ERR\_NO\_GRACE, it could examine the change attribute of the objects for which the client is trying to reclaim state, and use that to determine whether to re-establish the state via normal OPEN or LOCK operations. This is acceptable provided that the client's operating environment allows it. In other words, the client implementor is advised to document for his users the behavior. The client could also inform the application that its byte-range lock or share reservations (whether or not they were

delegated) have been lost, such as via a UNIX signal, a Graphical User Interface (GUI) pop-up window, etc. See Section 10.5 for a discussion of what the client should do for dealing with unreclaimed delegations on client state.

For further discussion of revocation of locks, see Section 8.5.

### 8.5. Server Revocation of Locks

At any point, the server can revoke locks held by a client, and the client must be prepared for this event. When the client detects that its locks have been or may have been revoked, the client is responsible for validating the state information between itself and the server. Validating locking state for the client means that it must verify or reclaim state for each lock currently held.

The first occasion of lock revocation is upon server restart. Note that this includes situations in which sessions are persistent and locking state is lost. In this class of instances, the client will receive an error (`NFS4ERR_STALE_CLIENTID`) on an operation that takes client ID, usually as part of recovery in response to a problem with the current session), and the client will proceed with normal crash recovery as described in the Section 8.4.2.1.

The second occasion of lock revocation is the inability to renew the lease before expiration, as discussed in Section 8.4.3. While this is considered a rare or unusual event, the client must be prepared to recover. The server is responsible for determining the precise consequences of the lease expiration, informing the client of the scope of the lock revocation decided upon. The client then uses the status information provided by the server in the `SEQUENCE` results (field `sr_status_flags`, see Section 18.46.3) to synchronize its locking state with that of the server, in order to recover.

The third occasion of lock revocation can occur as a result of revocation of locks within the lease period, either because of administrative intervention or because a recallable lock (a delegation or layout) was not returned within the lease period after having been recalled. While these are considered rare events, they are possible, and the client must be prepared to deal with them. When either of these events occurs, the client finds out about the situation through the status returned by the `SEQUENCE` operation. Any use of stateids associated with locks revoked during the lease period will receive the error `NFS4ERR_ADMIN_REVOKED` or `NFS4ERR_DELEG_REVOKED`, as appropriate.

In all situations in which a subset of locking state may have been revoked, which include all cases in which locking state is revoked within the lease period, it is up to the client to determine which locks have been revoked and which have not. It does this by using the TEST\_STATEID operation on the appropriate set of stateids. Once the set of revoked locks has been determined, the applications can be notified, and the invalidated stateids can be freed and lock revocation acknowledged by using FREE\_STATEID.

#### 8.6. Short and Long Leases

When determining the time period for the server lease, the usual lease tradeoffs apply. A short lease is good for fast server recovery at a cost of increased operations to effect lease renewal (when there are no other operations during the period to effect lease renewal as a side effect). A long lease is certainly kinder and gentler to servers trying to handle very large numbers of clients. The number of extra requests to effect lock renewal drops in inverse proportion to the lease time. The disadvantages of a long lease include the possibility of slower recovery after certain failures. After server failure, a longer grace period may be required when some clients do not promptly reclaim their locks and do a global RECLAIM\_COMPLETE. In the event of client failure, the longer period for a lease to expire will force conflicting requests to wait longer.

A long lease is practical if the server can store lease state in stable storage. Upon recovery, the server can reconstruct the lease state from its stable storage and continue operation with its clients.

#### 8.7. Clocks, Propagation Delay, and Calculating Lease Expiration

To avoid the need for synchronized clocks, lease times are granted by the server as a time delta. However, there is a requirement that the client and server clocks do not drift excessively over the duration of the lease. There is also the issue of propagation delay across the network, which could easily be several hundred milliseconds, as well as the possibility that requests will be lost and need to be retransmitted.

To take propagation delay into account, the client should subtract it from lease times (e.g., if the client estimates the one-way propagation delay as 200 milliseconds, then it can assume that the lease is already 200 milliseconds old when it gets it). In addition, it will take another 200 milliseconds to get a response back to the server. So the client must send a lease renewal or write data back to the server at least 400 milliseconds before the lease would expire. If the propagation delay varies over the life of the lease

(e.g., the client is on a mobile host), the client will need to continuously subtract the increase in propagation delay from the lease times.

The server's lease period configuration should take into account the network distance of the clients that will be accessing the server's resources. It is expected that the lease period will take into account the network propagation delays and other network delay factors for the client population. Since the protocol does not allow for an automatic method to determine an appropriate lease period, the server's administrator may have to tune the lease period.

#### 8.8. Obsolete Locking Infrastructure from NFSv4.0

There are a number of operations and fields within existing operations that no longer have a function in NFSv4.1. In one way or another, these changes are all due to the implementation of sessions that provide client context and exactly once semantics as a base feature of the protocol, separate from locking itself.

The following NFSv4.0 operations MUST NOT be implemented in NFSv4.1. The server MUST return NFS4ERR\_NOTSUPP if these operations are found in an NFSv4.1 COMPOUND.

- o SETCLIENTID since its function has been replaced by EXCHANGE\_ID.
- o SETCLIENTID\_CONFIRM since client ID confirmation now happens by means of CREATE\_SESSION.
- o OPEN\_CONFIRM because state-owner-based seqids have been replaced by the sequence ID in the SEQUENCE operation.
- o RELEASE\_LOCKOWNER because lock-owners with no associated locks do not have any sequence-related state and so can be deleted by the server at will.
- o RENEW because every SEQUENCE operation for a session causes lease renewal, making a separate operation superfluous.

Also, there are a number of fields, present in existing operations, related to locking that have no use in minor version 1. They were used in minor version 0 to perform functions now provided in a different fashion.

- o Sequence ids used to sequence requests for a given state-owner and to provide retry protection, now provided via sessions.

- o Client IDs used to identify the client associated with a given request. Client identification is now available using the client ID associated with the current session, without needing an explicit client ID field.

Such vestigial fields in existing operations have no function in NFSv4.1 and are ignored by the server. Note that client IDs in operations new to NFSv4.1 (such as CREATE\_SESSION and DESTROY\_CLIENTID) are not ignored.

## 9. File Locking and Share Reservations

To support Win32 share reservations, it is necessary to provide operations that atomically open or create files. Having a separate share/unshare operation would not allow correct implementation of the Win32 OpenFile API. In order to correctly implement share semantics, the previous NFS protocol mechanisms used when a file is opened or created (LOOKUP, CREATE, ACCESS) need to be replaced. The NFSv4.1 protocol defines an OPEN operation that is capable of atomically looking up, creating, and locking a file on the server.

### 9.1. Opens and Byte-Range Locks

It is assumed that manipulating a byte-range lock is rare when compared to READ and WRITE operations. It is also assumed that server restarts and network partitions are relatively rare. Therefore, it is important that the READ and WRITE operations have a lightweight mechanism to indicate if they possess a held lock. A LOCK operation contains the heavyweight information required to establish a byte-range lock and uniquely define the owner of the lock.

#### 9.1.1. State-Owner Definition

When opening a file or requesting a byte-range lock, the client must specify an identifier that represents the owner of the requested lock. This identifier is in the form of a state-owner, represented in the protocol by a `state_owner4`, a variable-length opaque array that, when concatenated with the current client ID, uniquely defines the owner of a lock managed by the client. This may be a thread ID, process ID, or other unique value.

Owners of opens and owners of byte-range locks are separate entities and remain separate even if the same opaque arrays are used to designate owners of each. The protocol distinguishes between open-owners (represented by `open_owner4` structures) and lock-owners (represented by `lock_owner4` structures).



Each open is associated with a specific open-owner while each byte-range lock is associated with a lock-owner and an open-owner, the latter being the open-owner associated with the open file under which the LOCK operation was done. Delegations and layouts, on the other hand, are not associated with a specific owner but are associated with the client as a whole (identified by a client ID).

#### 9.1.2. Use of the Stateid and Locking

All READ, WRITE, and SETATTR operations contain a stateid. For the purposes of this section, SETATTR operations that change the size attribute of a file are treated as if they are writing the area between the old and new sizes (i.e., the byte-range truncated or added to the file by means of the SETATTR), even where SETATTR is not explicitly mentioned in the text. The stateid passed to one of these operations must be one that represents an open, a set of byte-range locks, or a delegation, or it may be a special stateid representing anonymous access or the special bypass stateid.

If the state-owner performs a READ or WRITE operation in a situation in which it has established a byte-range lock or share reservation on the server (any OPEN constitutes a share reservation), the stateid (previously returned by the server) must be used to indicate what locks, including both byte-range locks and share reservations, are held by the state-owner. If no state is established by the client, either a byte-range lock or a share reservation, a special stateid for anonymous state (zero as the value for "other" and "seqid") is used. (See Section 8.2.3 for a description of 'special' stateids in general.) Regardless of whether a stateid for anonymous state or a stateid returned by the server is used, if there is a conflicting share reservation or mandatory byte-range lock held on the file, the server MUST refuse to service the READ or WRITE operation.

Share reservations are established by OPEN operations and by their nature are mandatory in that when the OPEN denies READ or WRITE operations, that denial results in such operations being rejected with error NFS4ERR\_LOCKED. Byte-range locks may be implemented by the server as either mandatory or advisory, or the choice of mandatory or advisory behavior may be determined by the server on the basis of the file being accessed (for example, some UNIX-based servers support a "mandatory lock bit" on the mode attribute such that if set, byte-range locks are required on the file before I/O is possible). When byte-range locks are advisory, they only prevent the granting of conflicting lock requests and have no effect on READs or WRITEs. Mandatory byte-range locks, however, prevent conflicting I/O operations. When they are attempted, they are rejected with NFS4ERR\_LOCKED. When the client gets NFS4ERR\_LOCKED on a file for which it knows it has the proper share reservation, it will need to

send a LOCK operation on the byte-range of the file that includes the byte-range the I/O was to be performed on, with an appropriate locktype field of the LOCK operation's arguments (i.e., READ\*\_LT for a READ operation, WRITE\*\_LT for a WRITE operation).

Note that for UNIX environments that support mandatory byte-range locking, the distinction between advisory and mandatory locking is subtle. In fact, advisory and mandatory byte-range locks are exactly the same as far as the APIs and requirements on implementation. If the mandatory lock attribute is set on the file, the server checks to see if the lock-owner has an appropriate shared (READ\_LT) or exclusive (WRITE\_LT) byte-range lock on the byte-range it wishes to READ from or WRITE to. If there is no appropriate lock, the server checks if there is a conflicting lock (which can be done by attempting to acquire the conflicting lock on behalf of the lock-owner, and if successful, release the lock after the READ or WRITE operation is done), and if there is, the server returns NFS4ERR\_LOCKED.

For Windows environments, byte-range locks are always mandatory, so the server always checks for byte-range locks during I/O requests.

Thus, the LOCK operation does not need to distinguish between advisory and mandatory byte-range locks. It is the server's processing of the READ and WRITE operations that introduces the distinction.

Every stateid that is validly passed to READ, WRITE, or SETATTR, with the exception of special stateid values, defines an access mode for the file (i.e., OPEN4\_SHARE\_ACCESS\_READ, OPEN4\_SHARE\_ACCESS\_WRITE, or OPEN4\_SHARE\_ACCESS\_BOTH).

- o For stateids associated with opens, this is the mode defined by the original OPEN that caused the allocation of the OPEN stateid and as modified by subsequent OPENS and OPEN\_DOWNGRADES for the same open-owner/file pair.
- o For stateids returned by byte-range LOCK operations, the appropriate mode is the access mode for the OPEN stateid associated with the lock set represented by the stateid.
- o For delegation stateids, the access mode is based on the type of delegation.

When a READ, WRITE, or SETATTR (that specifies the size attribute) operation is done, the operation is subject to checking against the access mode to verify that the operation is appropriate given the stateid with which the operation is associated.

In the case of WRITE-type operations (i.e., WRITES and SETATTRs that set size), the server MUST verify that the access mode allows writing and MUST return an NFS4ERR\_OPENMODE error if it does not. In the case of READ, the server may perform the corresponding check on the access mode, or it may choose to allow READ on OPENS for OPEN4\_SHARE\_ACCESS\_WRITE, to accommodate clients whose WRITE implementation may unavoidably do reads (e.g., due to buffer cache constraints). However, even if READs are allowed in these circumstances, the server MUST still check for locks that conflict with the READ (e.g., another OPEN specified OPEN4\_SHARE\_DENY\_READ or OPEN4\_SHARE\_DENY\_BOTH). Note that a server that does enforce the access mode check on READs need not explicitly check for conflicting share reservations since the existence of OPEN for OPEN4\_SHARE\_ACCESS\_READ guarantees that no conflicting share reservation can exist.

The READ bypass special stateid (all bits of "other" and "seqid" set to one) indicates a desire to bypass locking checks. The server MAY allow READ operations to bypass locking checks at the server, when this special stateid is used. However, WRITE operations with this special stateid value MUST NOT bypass locking checks and are treated exactly the same as if a special stateid for anonymous state were used.

A lock may not be granted while a READ or WRITE operation using one of the special stateids is being performed and the scope of the lock to be granted would conflict with the READ or WRITE operation. This can occur when:

- o A mandatory byte-range lock is requested with a byte-range that conflicts with the byte-range of the READ or WRITE operation. For the purposes of this paragraph, a conflict occurs when a shared lock is requested and a WRITE operation is being performed, or an exclusive lock is requested and either a READ or a WRITE operation is being performed.
- o A share reservation is requested that denies reading and/or writing and the corresponding operation is being performed.
- o A delegation is to be granted and the delegation type would prevent the I/O operation, i.e., READ and WRITE conflict with an OPEN\_DELEGATE\_WRITE delegation and WRITE conflicts with an OPEN\_DELEGATE\_READ delegation.

When a client holds a delegation, it needs to ensure that the stateid sent conveys the association of operation with the delegation, to avoid the delegation from being avoidably recalled. When the delegation stateid, a stateid open associated with that delegation,

or a stateid representing byte-range locks derived from such an open is used, the server knows that the READ, WRITE, or SETATTR does not conflict with the delegation but is sent under the aegis of the delegation. Even though it is possible for the server to determine from the client ID (via the session ID) that the client does in fact have a delegation, the server is not obliged to check this, so using a special stateid can result in avoidable recall of the delegation.

## 9.2. Lock Ranges

The protocol allows a lock-owner to request a lock with a byte-range and then either upgrade, downgrade, or unlock a sub-range of the initial lock, or a byte-range that overlaps -- fully or partially -- either with that initial lock or a combination of a set of existing locks for the same lock-owner. It is expected that this will be an uncommon type of request. In any case, servers or server file systems may not be able to support sub-range lock semantics. In the event that a server receives a locking request that represents a sub-range of current locking state for the lock-owner, the server is allowed to return the error NFS4ERR\_LOCK\_RANGE to signify that it does not support sub-range lock operations. Therefore, the client should be prepared to receive this error and, if appropriate, report the error to the requesting application.

The client is discouraged from combining multiple independent locking ranges that happen to be adjacent into a single request since the server may not support sub-range requests for reasons related to the recovery of byte-range locking state in the event of server failure. As discussed in Section 8.4.2, the server may employ certain optimizations during recovery that work effectively only when the client's behavior during lock recovery is similar to the client's locking behavior prior to server failure.

## 9.3. Upgrading and Downgrading Locks

If a client has a WRITE\_LT lock on a byte-range, it can request an atomic downgrade of the lock to a READ\_LT lock via the LOCK operation, by setting the type to READ\_LT. If the server supports atomic downgrade, the request will succeed. If not, it will return NFS4ERR\_LOCK\_NOTSUPP. The client should be prepared to receive this error and, if appropriate, report the error to the requesting application.

If a client has a READ\_LT lock on a byte-range, it can request an atomic upgrade of the lock to a WRITE\_LT lock via the LOCK operation by setting the type to WRITE\_LT or WRITEW\_LT. If the server does not support atomic upgrade, it will return NFS4ERR\_LOCK\_NOTSUPP. If the upgrade can be achieved without an existing conflict, the request

will succeed. Otherwise, the server will return either NFS4ERR\_DENIED or NFS4ERR\_DEADLOCK. The error NFS4ERR\_DEADLOCK is returned if the client sent the LOCK operation with the type set to WRITE\_LT and the server has detected a deadlock. The client should be prepared to receive such errors and, if appropriate, report the error to the requesting application.

#### 9.4. Stateid Seqid Values and Byte-Range Locks

When a LOCK or LOCKU operation is performed, the stateid returned has the same "other" value as the argument's stateid, and a "seqid" value that is incremented (relative to the argument's stateid) to reflect the occurrence of the LOCK or LOCKU operation. The server MUST increment the value of the "seqid" field whenever there is any change to the locking status of any byte offset as described by any of the locks covered by the stateid. A change in locking status includes a change from locked to unlocked or the reverse or a change from being locked for READ\_LT to being locked for WRITE\_LT or the reverse.

When there is no such change, as, for example, when a range already locked for WRITE\_LT is locked again for WRITE\_LT, the server MAY increment the "seqid" value.

#### 9.5. Issues with Multiple Open-Owners

When the same file is opened by multiple open-owners, a client will have multiple OPEN stateids for that file, each associated with a different open-owner. In that case, there can be multiple LOCK and LOCKU requests for the same lock-owner sent using the different OPEN stateids, and so a situation may arise in which there are multiple stateids, each representing byte-range locks on the same file and held by the same lock-owner but each associated with a different open-owner.

In such a situation, the locking status of each byte (i.e., whether it is locked, the READ\_LT or WRITE\_LT type of the lock, and the lock-owner holding the lock) MUST reflect the last LOCK or LOCKU operation done for the lock-owner in question, independent of the stateid through which the request was sent.

When a byte is locked by the lock-owner in question, the open-owner to which that byte-range lock is assigned SHOULD be that of the open-owner associated with the stateid through which the last LOCK of that byte was done. When there is a change in the open-owner associated with locks for the stateid through which a LOCK or LOCKU was done, the "seqid" field of the stateid MUST be incremented, even if the locking, in terms of lock-owners has not changed. When there is a

change to the set of locked bytes associated with a different stateid for the same lock-owner, i.e., associated with a different open-owner, the "seqid" value for that stateid MUST NOT be incremented.

#### 9.6. Blocking Locks

Some clients require the support of blocking locks. While NFSv4.1 provides a callback when a previously unavailable lock becomes available, this is an OPTIONAL feature and clients cannot depend on its presence. Clients need to be prepared to continually poll for the lock. This presents a fairness problem. Two of the lock types, READW\_LT and WRITEW\_LT, are used to indicate to the server that the client is requesting a blocking lock. When the callback is not used, the server should maintain an ordered list of pending blocking locks. When the conflicting lock is released, the server may wait for the period of time equal to lease\_time for the first waiting client to re-request the lock. After the lease period expires, the next waiting client request is allowed the lock. Clients are required to poll at an interval sufficiently small that it is likely to acquire the lock in a timely manner. The server is not required to maintain a list of pending blocked locks as it is used to increase fairness and not correct operation. Because of the unordered nature of crash recovery, storing of lock state to stable storage would be required to guarantee ordered granting of blocking locks.

Servers may also note the lock types and delay returning denial of the request to allow extra time for a conflicting lock to be released, allowing a successful return. In this way, clients can avoid the burden of needless frequent polling for blocking locks. The server should take care in the length of delay in the event the client retransmits the request.

If a server receives a blocking LOCK operation, denies it, and then later receives a nonblocking request for the same lock, which is also denied, then it should remove the lock in question from its list of pending blocking locks. Clients should use such a nonblocking request to indicate to the server that this is the last time they intend to poll for the lock, as may happen when the process requesting the lock is interrupted. This is a courtesy to the server, to prevent it from unnecessarily waiting a lease period before granting other LOCK operations. However, clients are not required to perform this courtesy, and servers must not depend on them doing so. Also, clients must be prepared for the possibility that this final locking request will be accepted.

When a server indicates, via the flag OPEN4\_RESULT\_MAY\_NOTIFY\_LOCK, that CB\_NOTIFY\_LOCK callbacks might be done for the current open file, the client should take notice of this, but, since this is a

hint, cannot rely on a `CB_NOTIFY_LOCK` always being done. A client may reasonably reduce the frequency with which it polls for a denied lock, since the greater latency that might occur is likely to be eliminated given a prompt callback, but it still needs to poll. When it receives a `CB_NOTIFY_LOCK`, it should promptly try to obtain the lock, but it should be aware that other clients may be polling and that the server is under no obligation to reserve the lock for that particular client.

### 9.7. Share Reservations

A share reservation is a mechanism to control access to a file. It is a separate and independent mechanism from byte-range locking. When a client opens a file, it sends an `OPEN` operation to the server specifying the type of access required (`READ`, `WRITE`, or `BOTH`) and the type of access to deny others (`OPEN4_SHARE_DENY_NONE`, `OPEN4_SHARE_DENY_READ`, `OPEN4_SHARE_DENY_WRITE`, or `OPEN4_SHARE_DENY_BOTH`). If the `OPEN` fails, the client will fail the application's open request.

Pseudo-code definition of the semantics:

```

if (request.access == 0) {
    return (NFS4ERR_INVALID)
} else {
    if ((request.access & file_state.deny) ||
        (request.deny & file_state.access)) {
        return (NFS4ERR_SHARE_DENIED)
    }
    return (NFS4ERR_OK);
}

```

When doing this checking of share reservations on `OPEN`, the current `file_state` used in the algorithm includes bits that reflect all current opens, including those for the open-owner making the new `OPEN` request.

The constants used for the `OPEN` and `OPEN_DOWNGRADE` operations for the access and deny fields are as follows:

```

const OPEN4_SHARE_ACCESS_READ    = 0x00000001;
const OPEN4_SHARE_ACCESS_WRITE  = 0x00000002;
const OPEN4_SHARE_ACCESS_BOTH   = 0x00000003;

const OPEN4_SHARE_DENY_NONE     = 0x00000000;
const OPEN4_SHARE_DENY_READ    = 0x00000001;
const OPEN4_SHARE_DENY_WRITE   = 0x00000002;
const OPEN4_SHARE_DENY_BOTH    = 0x00000003;

```

## 9.8. OPEN/CLOSE Operations

To provide correct share semantics, a client **MUST** use the **OPEN** operation to obtain the initial filehandle and indicate the desired access and what access, if any, to deny. Even if the client intends to use a special stateid for anonymous state or **READ** bypass, it must still obtain the filehandle for the regular file with the **OPEN** operation so the appropriate share semantics can be applied. Clients that do not have a deny mode built into their programming interfaces for opening a file should request a deny mode of **OPEN4\_SHARE\_DENY\_NONE**.

The **OPEN** operation with the **CREATE** flag also subsumes the **CREATE** operation for regular files as used in previous versions of the NFS protocol. This allows a create with a share to be done atomically.

The **CLOSE** operation removes all share reservations held by the open-owner on that file. If byte-range locks are held, the client **SHOULD** release all locks before sending a **CLOSE** operation. The server **MAY** free all outstanding locks on **CLOSE**, but some servers may not support the **CLOSE** of a file that still has byte-range locks held. The server **MUST** return failure, **NFS4ERR\_LOCKS\_HELD**, if any locks would exist after the **CLOSE**.

The **LOOKUP** operation will return a filehandle without establishing any lock state on the server. Without a valid stateid, the server will assume that the client has the least access. For example, if one client opened a file with **OPEN4\_SHARE\_DENY\_BOTH** and another client accesses the file via a filehandle obtained through **LOOKUP**, the second client could only read the file using the special read bypass stateid. The second client could not **WRITE** the file at all because it would not have a valid stateid from **OPEN** and the special anonymous stateid would not be allowed access.

## 9.9. Open Upgrade and Downgrade

When an **OPEN** is done for a file and the open-owner for which the **OPEN** is being done already has the file open, the result is to upgrade the open file status maintained on the server to include the access and deny bits specified by the new **OPEN** as well as those for the existing **OPEN**. The result is that there is one open file, as far as the protocol is concerned, and it includes the union of the access and deny bits for all of the **OPEN** requests completed. The **OPEN** is represented by a single stateid whose "other" value matches that of the original open, and whose "seqid" value is incremented to reflect the occurrence of the upgrade. The increment is required in cases in which the "upgrade" results in no change to the open mode (e.g., an **OPEN** is done for read when the existing open file is opened for



OPEN4\_SHARE\_ACCESS\_BOTH). Only a single CLOSE will be done to reset the effects of both OPENS. The client may use the stateid returned by the OPEN effecting the upgrade or with a stateid sharing the same "other" field and a seqid of zero, although care needs to be taken as far as upgrades that happen while the CLOSE is pending. Note that the client, when sending the OPEN, may not know that the same file is in fact being opened. The above only applies if both OPENS result in the OPENed object being designated by the same filehandle.

When the server chooses to export multiple filehandles corresponding to the same file object and returns different filehandles on two different OPENS of the same file object, the server MUST NOT "OR" together the access and deny bits and coalesce the two open files. Instead, the server must maintain separate OPENS with separate stateids and will require separate CLOSEs to free them.

When multiple open files on the client are merged into a single OPEN file object on the server, the close of one of the open files (on the client) may necessitate change of the access and deny status of the open file on the server. This is because the union of the access and deny bits for the remaining opens may be smaller (i.e., a proper subset) than previously. The OPEN\_DOWNGRADE operation is used to make the necessary change and the client should use it to update the server so that share reservation requests by other clients are handled properly. The stateid returned has the same "other" field as that passed to the server. The "seqid" value in the returned stateid MUST be incremented, even in situations in which there is no change to the access and deny bits for the file.

#### 9.10. Parallel OPENS

Unlike the case of NFSv4.0, in which OPEN operations for the same open-owner are inherently serialized because of the owner-based seqid, multiple OPENS for the same open-owner may be done in parallel. When clients do this, they may encounter situations in which, because of the existence of hard links, two OPEN operations may turn out to open the same file, with a later OPEN performed being an upgrade of the first, with this fact only visible to the client once the operations complete.

In this situation, clients may determine the order in which the OPENS were performed by examining the stateids returned by the OPENS. Stateids that share a common value of the "other" field can be recognized as having opened the same file, with the order of the operations determinable from the order of the "seqid" fields, mod any possible wraparound of the 32-bit field.

When the possibility exists that the client will send multiple OPENS for the same open-owner in parallel, it may be the case that an open upgrade may happen without the client knowing beforehand that this could happen. Because of this possibility, CLOSEs and OPEN\_DOWNGRADEs should generally be sent with a non-zero seqid in the stateid, to avoid the possibility that the status change associated with an open upgrade is not inadvertently lost.

#### 9.11. Reclaim of Open and Byte-Range Locks

Special forms of the LOCK and OPEN operations are provided when it is necessary to re-establish byte-range locks or opens after a server failure.

- o To reclaim existing opens, an OPEN operation is performed using a CLAIM\_PREVIOUS. Because the client, in this type of situation, will have already opened the file and have the filehandle of the target file, this operation requires that the current filehandle be the target file, rather than a directory, and no file name is specified.
- o To reclaim byte-range locks, a LOCK operation with the reclaim parameter set to true is used.

Reclaims of opens associated with delegations are discussed in Section 10.2.1.

#### 10. Client-Side Caching

Client-side caching of data, of file attributes, and of file names is essential to providing good performance with the NFS protocol. Providing distributed cache coherence is a difficult problem, and previous versions of the NFS protocol have not attempted it. Instead, several NFS client implementation techniques have been used to reduce the problems that a lack of coherence poses for users. These techniques have not been clearly defined by earlier protocol specifications, and it is often unclear what is valid or invalid client behavior.

The NFSv4.1 protocol uses many techniques similar to those that have been used in previous protocol versions. The NFSv4.1 protocol does not provide distributed cache coherence. However, it defines a more limited set of caching guarantees to allow locks and share reservations to be used without destructive interference from client-side caching.

In addition, the NFSv4.1 protocol introduces a delegation mechanism, which allows many decisions normally made by the server to be made locally by clients. This mechanism provides efficient support of the common cases where sharing is infrequent or where sharing is read-only.

#### 10.1. Performance Challenges for Client-Side Caching

Caching techniques used in previous versions of the NFS protocol have been successful in providing good performance. However, several scalability challenges can arise when those techniques are used with very large numbers of clients. This is particularly true when clients are geographically distributed, which classically increases the latency for cache revalidation requests.

The previous versions of the NFS protocol repeat their file data cache validation requests at the time the file is opened. This behavior can have serious performance drawbacks. A common case is one in which a file is only accessed by a single client. Therefore, sharing is infrequent.

In this case, repeated references to the server to find that no conflicts exist are expensive. A better option with regards to performance is to allow a client that repeatedly opens a file to do so without reference to the server. This is done until potentially conflicting operations from another client actually occur.

A similar situation arises in connection with byte-range locking. Sending LOCK and LOCKU operations as well as the READ and WRITE operations necessary to make data caching consistent with the locking semantics (see Section 10.3.2) can severely limit performance. When locking is used to provide protection against infrequent conflicts, a large penalty is incurred. This penalty may discourage the use of byte-range locking by applications.

The NFSv4.1 protocol provides more aggressive caching strategies with the following design goals:

- o Compatibility with a large range of server semantics.
- o Providing the same caching benefits as previous versions of the NFS protocol when unable to support the more aggressive model.
- o Requirements for aggressive caching are organized so that a large portion of the benefit can be obtained even when not all of the requirements can be met.

The appropriate requirements for the server are discussed in later sections in which specific forms of caching are covered (see Section 10.4).

## 10.2. Delegation and Callbacks

Recallable delegation of server responsibilities for a file to a client improves performance by avoiding repeated requests to the server in the absence of inter-client conflict. With the use of a "callback" RPC from server to client, a server recalls delegated responsibilities when another client engages in sharing of a delegated file.

A delegation is passed from the server to the client, specifying the object of the delegation and the type of delegation. There are different types of delegations, but each type contains a stateid to be used to represent the delegation when performing operations that depend on the delegation. This stateid is similar to those associated with locks and share reservations but differs in that the stateid for a delegation is associated with a client ID and may be used on behalf of all the open-owners for the given client. A delegation is made to the client as a whole and not to any specific process or thread of control within it.

The backchannel is established by CREATE\_SESSION and BIND\_CONN\_TO\_SESSION, and the client is required to maintain it. Because the backchannel may be down, even temporarily, correct protocol operation does not depend on them. Preliminary testing of backchannel functionality by means of a CB\_COMPOUND procedure with a single operation, CB\_SEQUENCE, can be used to check the continuity of the backchannel. A server avoids delegating responsibilities until it has determined that the backchannel exists. Because the granting of a delegation is always conditional upon the absence of conflicting access, clients MUST NOT assume that a delegation will be granted and they MUST always be prepared for OPENS, WANT\_DELEGATIONS, and GET\_DIR\_DELEGATIONS to be processed without any delegations being granted.

Unlike locks, an operation by a second client to a delegated file will cause the server to recall a delegation through a callback. For individual operations, we will describe, under IMPLEMENTATION, when such operations are required to effect a recall. A number of points should be noted, however.

- o The server is free to recall a delegation whenever it feels it is desirable and may do so even if no operations requiring recall are being done.

- o Operations done outside the NFSv4.1 protocol, due to, for example, access by other protocols, or by local access, also need to result in delegation recall when they make analogous changes to file system data. What is crucial is if the change would invalidate the guarantees provided by the delegation. When this is possible, the delegation needs to be recalled and MUST be returned or revoked before allowing the operation to proceed.
- o The semantics of the file system are crucial in defining when delegation recall is required. If a particular change within a specific implementation causes change to a file attribute, then delegation recall is required, whether that operation has been specifically listed as requiring delegation recall. Again, what is critical is whether the guarantees provided by the delegation are being invalidated.

Despite those caveats, the implementation sections for a number of operations describe situations in which delegation recall would be required under some common circumstances:

- o For GETATTR, see Section 18.7.4.
- o For OPEN, see Section 18.16.4.
- o For READ, see Section 18.22.4.
- o For REMOVE, see Section 18.25.4.
- o For RENAME, see Section 18.26.4.
- o For SETATTR, see Section 18.30.4.
- o For WRITE, see Section 18.32.4.

On recall, the client holding the delegation needs to flush modified state (such as modified data) to the server and return the delegation. The conflicting request will not be acted on until the recall is complete. The recall is considered complete when the client returns the delegation or the server times its wait for the delegation to be returned and revokes the delegation as a result of the timeout. In the interim, the server will either delay responding to conflicting requests or respond to them with NFS4ERR\_DELAY. Following the resolution of the recall, the server has the information necessary to grant or deny the second client's request.

At the time the client receives a delegation recall, it may have substantial state that needs to be flushed to the server. Therefore, the server should allow sufficient time for the delegation to be

returned since it may involve numerous RPCs to the server. If the server is able to determine that the client is diligently flushing state to the server as a result of the recall, the server may extend the usual time allowed for a recall. However, the time allowed for recall completion should not be unbounded.

An example of this is when responsibility to mediate opens on a given file is delegated to a client (see Section 10.4). The server will not know what opens are in effect on the client. Without this knowledge, the server will be unable to determine if the access and deny states for the file allow any particular open until the delegation for the file has been returned.

A client failure or a network partition can result in failure to respond to a recall callback. In this case, the server will revoke the delegation, which in turn will render useless any modified state still on the client.

#### 10.2.1. Delegation Recovery

There are three situations that delegation recovery needs to deal with:

- o client restart
- o server restart
- o network partition (full or backchannel-only)

In the event the client restarts, the failure to renew the lease will result in the revocation of byte-range locks and share reservations. Delegations, however, may be treated a bit differently.

There will be situations in which delegations will need to be re-established after a client restarts. The reason for this is that the client may have file data stored locally and this data was associated with the previously held delegations. The client will need to re-establish the appropriate file state on the server.

To allow for this type of client recovery, the server MAY extend the period for delegation recovery beyond the typical lease expiration period. This implies that requests from other clients that conflict with these delegations will need to wait. Because the normal recall process may require significant time for the client to flush changed state to the server, other clients need be prepared for delays that occur because of a conflicting delegation. This longer interval would increase the window for clients to restart and consult stable storage so that the delegations can be reclaimed. For OPEN

delegations, such delegations are reclaimed using OPEN with a claim type of CLAIM\_DELEGATE\_PREV or CLAIM\_DELEG\_PREV\_FH (see Sections 10.5 and 18.16 for discussion of OPEN delegation and the details of OPEN, respectively).

A server MAY support claim types of CLAIM\_DELEGATE\_PREV and CLAIM\_DELEG\_PREV\_FH, and if it does, it MUST NOT remove delegations upon a CREATE\_SESSION that confirm a client ID created by EXCHANGE\_ID. Instead, the server MUST, for a period of time no less than that of the value of the lease\_time attribute, maintain the client's delegations to allow time for the client to send CLAIM\_DELEGATE\_PREV and/or CLAIM\_DELEG\_PREV\_FH requests. The server that supports CLAIM\_DELEGATE\_PREV and/or CLAIM\_DELEG\_PREV\_FH MUST support the DELEGPURGE operation.

When the server restarts, delegations are reclaimed (using the OPEN operation with CLAIM\_PREVIOUS) in a similar fashion to byte-range locks and share reservations. However, there is a slight semantic difference. In the normal case, if the server decides that a delegation should not be granted, it performs the requested action (e.g., OPEN) without granting any delegation. For reclaim, the server grants the delegation but a special designation is applied so that the client treats the delegation as having been granted but recalled by the server. Because of this, the client has the duty to write all modified state to the server and then return the delegation. This process of handling delegation reclaim reconciles three principles of the NFSv4.1 protocol:

- o Upon reclaim, a client reporting resources assigned to it by an earlier server instance must be granted those resources.
- o The server has unquestionable authority to determine whether delegations are to be granted and, once granted, whether they are to be continued.
- o The use of callbacks should not be depended upon until the client has proven its ability to receive them.

When a client needs to reclaim a delegation and there is no associated open, the client may use the CLAIM\_PREVIOUS variant of the WANT\_DELEGATION operation. However, since the server is not required to support this operation, an alternative is to reclaim via a dummy OPEN together with the delegation using an OPEN of type CLAIM\_PREVIOUS. The dummy open file can be released using a CLOSE to re-establish the original state to be reclaimed, a delegation without an associated open.

When a client has more than a single open associated with a delegation, state for those additional opens can be established using OPEN operations of type CLAIM\_DELEGATE\_CUR. When these are used to establish opens associated with reclaimed delegations, the server MUST allow them when made within the grace period.

When a network partition occurs, delegations are subject to freeing by the server when the lease renewal period expires. This is similar to the behavior for locks and share reservations. For delegations, however, the server may extend the period in which conflicting requests are held off. Eventually, the occurrence of a conflicting request from another client will cause revocation of the delegation. A loss of the backchannel (e.g., by later network configuration change) will have the same effect. A recall request will fail and revocation of the delegation will result.

A client normally finds out about revocation of a delegation when it uses a stateid associated with a delegation and receives one of the errors NFS4ERR\_EXPIRED, NFS4ERR\_ADMIN\_REVOKED, or NFS4ERR\_DELEG\_REVOKED. It also may find out about delegation revocation after a client restart when it attempts to reclaim a delegation and receives that same error. Note that in the case of a revoked OPEN\_DELEGATE\_WRITE delegation, there are issues because data may have been modified by the client whose delegation is revoked and separately by other clients. See Section 10.5.1 for a discussion of such issues. Note also that when delegations are revoked, information about the revoked delegation will be written by the server to stable storage (as described in Section 8.4.3). This is done to deal with the case in which a server restarts after revoking a delegation but before the client holding the revoked delegation is notified about the revocation.

### 10.3. Data Caching

When applications share access to a set of files, they need to be implemented so as to take account of the possibility of conflicting access by another application. This is true whether the applications in question execute on different clients or reside on the same client.

Share reservations and byte-range locks are the facilities the NFSv4.1 protocol provides to allow applications to coordinate access by using mutual exclusion facilities. The NFSv4.1 protocol's data caching must be implemented such that it does not invalidate the assumptions on which those using these facilities depend.



### 10.3.1. Data Caching and OPENS

In order to avoid invalidating the sharing assumptions on which applications rely, NFSv4.1 clients should not provide cached data to applications or modify it on behalf of an application when it would not be valid to obtain or modify that same data via a READ or WRITE operation.

Furthermore, in the absence of an OPEN delegation (see Section 10.4), two additional rules apply. Note that these rules are obeyed in practice by many NFSv3 clients.

- o First, cached data present on a client must be revalidated after doing an OPEN. Revalidating means that the client fetches the change attribute from the server, compares it with the cached change attribute, and if different, declares the cached data (as well as the cached attributes) as invalid. This is to ensure that the data for the OPENed file is still correctly reflected in the client's cache. This validation must be done at least when the client's OPEN operation includes a deny of OPEN4\_SHARE\_DENY\_WRITE or OPEN4\_SHARE\_DENY\_BOTH, thus terminating a period in which other clients may have had the opportunity to open the file with OPEN4\_SHARE\_ACCESS\_WRITE/OPEN4\_SHARE\_ACCESS\_BOTH access. Clients may choose to do the revalidation more often (i.e., at OPENS specifying a deny mode of OPEN4\_SHARE\_DENY\_NONE) to parallel the NFSv3 protocol's practice for the benefit of users assuming this degree of cache revalidation.

Since the change attribute is updated for data and metadata modifications, some client implementors may be tempted to use the time\_modify attribute and not the change attribute to validate cached data, so that metadata changes do not spuriously invalidate clean data. The implementor is cautioned in this approach. The change attribute is guaranteed to change for each update to the file, whereas time\_modify is guaranteed to change only at the granularity of the time\_delta attribute. Use by the client's data cache validation logic of time\_modify and not change runs the risk of the client incorrectly marking stale data as valid. Thus, any cache validation approach by the client MUST include the use of the change attribute.

- o Second, modified data must be flushed to the server before closing a file OPENed for OPEN4\_SHARE\_ACCESS\_WRITE. This is complementary to the first rule. If the data is not flushed at CLOSE, the revalidation done after the client OPENS a file is unable to achieve its purpose. The other aspect to flushing the data before close is that the data must be committed to stable storage, at the server, before the CLOSE operation is requested by the client. In

the case of a server restart and a CLOSED file, it may not be possible to retransmit the data to be written to the file, hence, this requirement.

### 10.3.2. Data Caching and File Locking

For those applications that choose to use byte-range locking instead of share reservations to exclude inconsistent file access, there is an analogous set of constraints that apply to client-side data caching. These rules are effective only if the byte-range locking is used in a way that matches in an equivalent way the actual READ and WRITE operations executed. This is as opposed to byte-range locking that is based on pure convention. For example, it is possible to manipulate a two-megabyte file by dividing the file into two one-megabyte ranges and protecting access to the two byte-ranges by byte-range locks on bytes zero and one. A WRITE\_LT lock on byte zero of the file would represent the right to perform READ and WRITE operations on the first byte-range. A WRITE\_LT lock on byte one of the file would represent the right to perform READ and WRITE operations on the second byte-range. As long as all applications manipulating the file obey this convention, they will work on a local file system. However, they may not work with the NFSv4.1 protocol unless clients refrain from data caching.

The rules for data caching in the byte-range locking environment are:

- o First, when a client obtains a byte-range lock for a particular byte-range, the data cache corresponding to that byte-range (if any cache data exists) must be revalidated. If the change attribute indicates that the file may have been updated since the cached data was obtained, the client must flush or invalidate the cached data for the newly locked byte-range. A client might choose to invalidate all of the non-modified cached data that it has for the file, but the only requirement for correct operation is to invalidate all of the data in the newly locked byte-range.
- o Second, before releasing a WRITE\_LT lock for a byte-range, all modified data for that byte-range must be flushed to the server. The modified data must also be written to stable storage.

Note that flushing data to the server and the invalidation of cached data must reflect the actual byte-ranges locked or unlocked. Rounding these up or down to reflect client cache block boundaries will cause problems if not carefully done. For example, writing a modified block when only half of that block is within an area being unlocked may cause invalid modification to the byte-range outside the unlocked area. This, in turn, may be part of a byte-range locked by another client. Clients can avoid this situation by synchronously

performing portions of WRITE operations that overlap that portion (initial or final) that is not a full block. Similarly, invalidating a locked area that is not an integral number of full buffer blocks would require the client to read one or two partial blocks from the server if the revalidation procedure shows that the data that the client possesses may not be valid.

The data that is written to the server as a prerequisite to the unlocking of a byte-range must be written, at the server, to stable storage. The client may accomplish this either with synchronous writes or by following asynchronous writes with a COMMIT operation. This is required because retransmission of the modified data after a server restart might conflict with a lock held by another client.

A client implementation may choose to accommodate applications that use byte-range locking in non-standard ways (e.g., using a byte-range lock as a global semaphore) by flushing to the server more data upon a LOCKU than is covered by the locked range. This may include modified data within files other than the one for which the unlocks are being done. In such cases, the client must not interfere with applications whose READs and WRITEs are being done only within the bounds of byte-range locks that the application holds. For example, an application locks a single byte of a file and proceeds to write that single byte. A client that chose to handle a LOCKU by flushing all modified data to the server could validly write that single byte in response to an unrelated LOCKU operation. However, it would not be valid to write the entire block in which that single written byte was located since it includes an area that is not locked and might be locked by another client. Client implementations can avoid this problem by dividing files with modified data into those for which all modifications are done to areas covered by an appropriate byte-range lock and those for which there are modifications not covered by a byte-range lock. Any writes done for the former class of files must not include areas not locked and thus not modified on the client.

#### 10.3.3. Data Caching and Mandatory File Locking

Client-side data caching needs to respect mandatory byte-range locking when it is in effect. The presence of mandatory byte-range locking for a given file is indicated when the client gets back NFS4ERR\_LOCKED from a READ or WRITE operation on a file for which it has an appropriate share reservation. When mandatory locking is in effect for a file, the client must check for an appropriate byte-range lock for data being read or written. If a byte-range lock exists for the range being read or written, the client may satisfy the request using the client's validated cache. If an appropriate byte-range lock is not held for the range of the read or write, the read or write request must not be satisfied by the client's cache and

the request must be sent to the server for processing. When a read or write request partially overlaps a locked byte-range, the request should be subdivided into multiple pieces with each byte-range (locked or not) treated appropriately.

#### 10.3.4. Data Caching and File Identity

When clients cache data, the file data needs to be organized according to the file system object to which the data belongs. For NFSv3 clients, the typical practice has been to assume for the purpose of caching that distinct filehandles represent distinct file system objects. The client then has the choice to organize and maintain the data cache on this basis.

In the NFSv4.1 protocol, there is now the possibility to have significant deviations from a "one filehandle per object" model because a filehandle may be constructed on the basis of the object's pathname. Therefore, clients need a reliable method to determine if two filehandles designate the same file system object. If clients were simply to assume that all distinct filehandles denote distinct objects and proceed to do data caching on this basis, caching inconsistencies would arise between the distinct client-side objects that mapped to the same server-side object.

By providing a method to differentiate filehandles, the NFSv4.1 protocol alleviates a potential functional regression in comparison with the NFSv3 protocol. Without this method, caching inconsistencies within the same client could occur, and this has not been present in previous versions of the NFS protocol. Note that it is possible to have such inconsistencies with applications executing on multiple clients, but that is not the issue being addressed here.

For the purposes of data caching, the following steps allow an NFSv4.1 client to determine whether two distinct filehandles denote the same server-side object:

- o If GETATTR directed to two filehandles returns different values of the fsid attribute, then the filehandles represent distinct objects.
- o If GETATTR for any file with an fsid that matches the fsid of the two filehandles in question returns a unique\_handles attribute with a value of TRUE, then the two objects are distinct.
- o If GETATTR directed to the two filehandles does not return the fileid attribute for both of the handles, then it cannot be determined whether the two objects are the same. Therefore, operations that depend on that knowledge (e.g., client-side data

caching) cannot be done reliably. Note that if GETATTR does not return the fileid attribute for both filehandles, it will return it for neither of the filehandles, since the fsid for both filehandles is the same.

- o If GETATTR directed to the two filehandles returns different values for the fileid attribute, then they are distinct objects.
- o Otherwise, they are the same object.

#### 10.4. Open Delegation

When a file is being OPENed, the server may delegate further handling of opens and closes for that file to the opening client. Any such delegation is recallable since the circumstances that allowed for the delegation are subject to change. In particular, if the server receives a conflicting OPEN from another client, the server must recall the delegation before deciding whether the OPEN from the other client may be granted. Making a delegation is up to the server, and clients should not assume that any particular OPEN either will or will not result in an OPEN delegation. The following is a typical set of conditions that servers might use in deciding whether an OPEN should be delegated:

- o The client must be able to respond to the server's callback requests. If a backchannel has been established, the server will send a CB\_COMPOUND request, containing a single operation, CB\_SEQUENCE, for a test of backchannel availability.
- o The client must have responded properly to previous recalls.
- o There must be no current OPEN conflicting with the requested delegation.
- o There should be no current delegation that conflicts with the delegation being requested.
- o The probability of future conflicting open requests should be low based on the recent history of the file.
- o The existence of any server-specific semantics of OPEN/CLOSE that would make the required handling incompatible with the prescribed handling that the delegated client would apply (see below).

There are two types of OPEN delegations: OPEN\_DELEGATE\_READ and OPEN\_DELEGATE\_WRITE. An OPEN\_DELEGATE\_READ delegation allows a client to handle, on its own, requests to open a file for reading that do not deny OPEN4\_SHARE\_ACCESS\_READ access to others. Multiple

OPEN\_DELEGATE\_READ delegations may be outstanding simultaneously and do not conflict. An OPEN\_DELEGATE\_WRITE delegation allows the client to handle, on its own, all opens. Only OPEN\_DELEGATE\_WRITE delegation may exist for a given file at a given time, and it is inconsistent with any OPEN\_DELEGATE\_READ delegations.

When a client has an OPEN\_DELEGATE\_READ delegation, it is assured that neither the contents, the attributes (with the exception of `time_access`), nor the names of any links to the file will change without its knowledge, so long as the delegation is held. When a client has an OPEN\_DELEGATE\_WRITE delegation, it may modify the file data locally since no other client will be accessing the file's data. The client holding an OPEN\_DELEGATE\_WRITE delegation may only locally affect file attributes that are intimately connected with the file data: `size`, `change`, `time_access`, `time_metadata`, and `time_modify`. All other attributes must be reflected on the server.

When a client has an OPEN delegation, it does not need to send OPENS or CLOSEs to the server. Instead, the client may update the appropriate status internally. For an OPEN\_DELEGATE\_READ delegation, opens that cannot be handled locally (opens that are for OPEN4\_SHARE\_ACCESS\_WRITE/OPEN4\_SHARE\_ACCESS\_BOTH or that deny OPEN4\_SHARE\_ACCESS\_READ access) must be sent to the server.

When an OPEN delegation is made, the reply to the OPEN contains an OPEN delegation structure that specifies the following:

- o the type of delegation (OPEN\_DELEGATE\_READ or OPEN\_DELEGATE\_WRITE).
- o space limitation information to control flushing of data on close (OPEN\_DELEGATE\_WRITE delegation only; see Section 10.4.1)
- o an `nfsace4` specifying read and write permissions
- o a `stateid` to represent the delegation

The delegation `stateid` is separate and distinct from the `stateid` for the OPEN proper. The standard `stateid`, unlike the delegation `stateid`, is associated with a particular lock-owner and will continue to be valid after the delegation is recalled and the file remains open.

When a request internal to the client is made to open a file and an OPEN delegation is in effect, it will be accepted or rejected solely on the basis of the following conditions. Any requirement for other checks to be made by the delegate should result in the OPEN delegation being denied so that the checks can be made by the server itself.

- o The access and deny bits for the request and the file as described in Section 9.7.
- o The read and write permissions as determined below.

The nfsace4 passed with delegation can be used to avoid frequent ACCESS calls. The permission check should be as follows:

- o If the nfsace4 indicates that the open may be done, then it should be granted without reference to the server.
- o If the nfsace4 indicates that the open may not be done, then an ACCESS request must be sent to the server to obtain the definitive answer.

The server may return an nfsace4 that is more restrictive than the actual ACL of the file. This includes an nfsace4 that specifies denial of all access. Note that some common practices such as mapping the traditional user "root" to the user "nobody" (see Section 5.9) may make it incorrect to return the actual ACL of the file in the delegation response.

The use of a delegation together with various other forms of caching creates the possibility that no server authentication and authorization will ever be performed for a given user since all of the user's requests might be satisfied locally. Where the client is depending on the server for authentication and authorization, the client should be sure authentication and authorization occurs for each user by use of the ACCESS operation. This should be the case even if an ACCESS operation would not be required otherwise. As mentioned before, the server may enforce frequent authentication by returning an nfsace4 denying all access with every OPEN delegation.

#### 10.4.1. Open Delegation and Data Caching

An OPEN delegation allows much of the message overhead associated with the opening and closing files to be eliminated. An open when an OPEN delegation is in effect does not require that a validation message be sent to the server. The continued endurance of the "OPEN\_DELEGATE\_READ delegation" provides a guarantee that no OPEN for OPEN4\_SHARE\_ACCESS\_WRITE/OPEN4\_SHARE\_ACCESS\_BOTH, and thus no write,

has occurred. Similarly, when closing a file opened for OPEN4\_SHARE\_ACCESS\_WRITE/OPEN4\_SHARE\_ACCESS\_BOTH and if an OPEN\_DELEGATE\_WRITE delegation is in effect, the data written does not have to be written to the server until the OPEN delegation is recalled. The continued endurance of the OPEN delegation provides a guarantee that no open, and thus no READ or WRITE, has been done by another client.

For the purposes of OPEN delegation, READS and WRITES done without an OPEN are treated as the functional equivalents of a corresponding type of OPEN. Although a client SHOULD NOT use special stateids when an open exists, delegation handling on the server can use the client ID associated with the current session to determine if the operation has been done by the holder of the delegation (in which case, no recall is necessary) or by another client (in which case, the delegation must be recalled and I/O not proceed until the delegation is recalled or revoked).

With delegations, a client is able to avoid writing data to the server when the CLOSE of a file is serviced. The file close system call is the usual point at which the client is notified of a lack of stable storage for the modified file data generated by the application. At the close, file data is written to the server and, through normal accounting, the server is able to determine if the available file system space for the data has been exceeded (i.e., the server returns NFS4ERR\_NOSPC or NFS4ERR\_DQUOT). This accounting includes quotas. The introduction of delegations requires that an alternative method be in place for the same type of communication to occur between client and server.

In the delegation response, the server provides either the limit of the size of the file or the number of modified blocks and associated block size. The server must ensure that the client will be able to write modified data to the server of a size equal to that provided in the original delegation. The server must make this assurance for all outstanding delegations. Therefore, the server must be careful in its management of available space for new or modified data, taking into account available file system space and any applicable quotas. The server can recall delegations as a result of managing the available file system space. The client should abide by the server's state space limits for delegations. If the client exceeds the stated limits for the delegation, the server's behavior is undefined.

Based on server conditions, quotas, or available file system space, the server may grant OPEN\_DELEGATE\_WRITE delegations with very restrictive space limitations. The limitations may be defined in a way that will always force modified data to be flushed to the server on close.



With respect to authentication, flushing modified data to the server after a CLOSE has occurred may be problematic. For example, the user of the application may have logged off the client, and unexpired authentication credentials may not be present. In this case, the client may need to take special care to ensure that local unexpired credentials will in fact be available. This may be accomplished by tracking the expiration time of credentials and flushing data well in advance of their expiration or by making private copies of credentials to assure their availability when needed.

#### 10.4.2. Open Delegation and File Locks

When a client holds an OPEN\_DELEGATE\_WRITE delegation, lock operations are performed locally. This includes those required for mandatory byte-range locking. This can be done since the delegation implies that there can be no conflicting locks. Similarly, all of the revalidations that would normally be associated with obtaining locks and the flushing of data associated with the releasing of locks need not be done.

When a client holds an OPEN\_DELEGATE\_READ delegation, lock operations are not performed locally. All lock operations, including those requesting non-exclusive locks, are sent to the server for resolution.

#### 10.4.3. Handling of CB\_GETATTR

The server needs to employ special handling for a GETATTR where the target is a file that has an OPEN\_DELEGATE\_WRITE delegation in effect. The reason for this is that the client holding the OPEN\_DELEGATE\_WRITE delegation may have modified the data, and the server needs to reflect this change to the second client that submitted the GETATTR. Therefore, the client holding the OPEN\_DELEGATE\_WRITE delegation needs to be interrogated. The server will use the CB\_GETATTR operation. The only attributes that the server can reliably query via CB\_GETATTR are size and change.

Since CB\_GETATTR is being used to satisfy another client's GETATTR request, the server only needs to know if the client holding the delegation has a modified version of the file. If the client's copy of the delegated file is not modified (data or size), the server can satisfy the second client's GETATTR request from the attributes stored locally at the server. If the file is modified, the server only needs to know about this modified state. If the server determines that the file is currently modified, it will respond to the second client's GETATTR as if the file had been modified locally at the server.

Since the form of the change attribute is determined by the server and is opaque to the client, the client and server need to agree on a method of communicating the modified state of the file. For the size attribute, the client will report its current view of the file size. For the change attribute, the handling is more involved.

For the client, the following steps will be taken when receiving an OPEN\_DELEGATE\_WRITE delegation:

- o The value of the change attribute will be obtained from the server and cached. Let this value be represented by *c*.
- o The client will create a value greater than *c* that will be used for communicating that modified data is held at the client. Let this value be represented by *d*.
- o When the client is queried via CB\_GETATTR for the change attribute, it checks to see if it holds modified data. If the file is modified, the value *d* is returned for the change attribute value. If this file is not currently modified, the client returns the value *c* for the change attribute.

For simplicity of implementation, the client MAY for each CB\_GETATTR return the same value *d*. This is true even if, between successive CB\_GETATTR operations, the client again modifies the file's data or metadata in its cache. The client can return the same value because the only requirement is that the client be able to indicate to the server that the client holds modified data. Therefore, the value of *d* may always be *c* + 1.

While the change attribute is opaque to the client in the sense that it has no idea what units of time, if any, the server is counting change with, it is not opaque in that the client has to treat it as an unsigned integer, and the server has to be able to see the results of the client's changes to that integer. Therefore, the server MUST encode the change attribute in network order when sending it to the client. The client MUST decode it from network order to its native order when receiving it, and the client MUST encode it in network order when sending it to the server. For this reason, change is defined as an unsigned integer rather than an opaque array of bytes.

For the server, the following steps will be taken when providing an OPEN\_DELEGATE\_WRITE delegation:

- o Upon providing an OPEN\_DELEGATE\_WRITE delegation, the server will cache a copy of the change attribute in the data structure it uses to record the delegation. Let this value be represented by *sc*.

- o When a second client sends a GETATTR operation on the same file to the server, the server obtains the change attribute from the first client. Let this value be `cc`.
- o If the value `cc` is equal to `sc`, the file is not modified and the server returns the current values for `change`, `time_metadata`, and `time_modify` (for example) to the second client.
- o If the value `cc` is NOT equal to `sc`, the file is currently modified at the first client and most likely will be modified at the server at a future time. The server then uses its current time to construct attribute values for `time_metadata` and `time_modify`. A new value of `sc`, which we will call `nsc`, is computed by the server, such that `nsc >= sc + 1`. The server then returns the constructed `time_metadata`, `time_modify`, and `nsc` values to the requester. The server replaces `sc` in the delegation record with `nsc`. To prevent the possibility of `time_modify`, `time_metadata`, and `change` from appearing to go backward (which would happen if the client holding the delegation fails to write its modified data to the server before the delegation is revoked or returned), the server SHOULD update the file's metadata record with the constructed attribute values. For reasons of reasonable performance, committing the constructed attribute values to stable storage is OPTIONAL.

As discussed earlier in this section, the client MAY return the same `cc` value on subsequent `CB_GETATTR` calls, even if the file was modified in the client's cache yet again between successive `CB_GETATTR` calls. Therefore, the server must assume that the file has been modified yet again, and MUST take care to ensure that the new `nsc` it constructs and returns is greater than the previous `nsc` it returned. An example implementation's delegation record would satisfy this mandate by including a boolean field (let us call it "modified") that is set to `FALSE` when the delegation is granted, and an `sc` value set at the time of grant to the change attribute value. The modified field would be set to `TRUE` the first time `cc != sc`, and would stay `TRUE` until the delegation is returned or revoked. The processing for constructing `nsc`, `time_modify`, and `time_metadata` would use this pseudo code:

```

if (!modified) {
    do CB_GETATTR for change and size;

    if (cc != sc)
        modified = TRUE;
} else {
    do CB_GETATTR for size;
}

if (modified) {
    sc = sc + 1;
    time_modify = time_metadata = current_time;
    update sc, time_modify, time_metadata into file's metadata;
}

```

This would return to the client (that sent GETATTR) the attributes it requested, but make sure size comes from what CB\_GETATTR returned. The server would not update the file's metadata with the client's modified size.

In the case that the file attribute size is different than the server's current value, the server treats this as a modification regardless of the value of the change attribute retrieved via CB\_GETATTR and responds to the second client as in the last step.

This methodology resolves issues of clock differences between client and server and other scenarios where the use of CB\_GETATTR break down.

It should be noted that the server is under no obligation to use CB\_GETATTR, and therefore the server MAY simply recall the delegation to avoid its use.

#### 10.4.4. Recall of Open Delegation

The following events necessitate recall of an OPEN delegation:

- o potentially conflicting OPEN request (or a READ or WRITE operation done with a special stateid)
- o SETATTR sent by another client
- o REMOVE request for the file
- o RENAME request for the file as either the source or target of the RENAME

Whether a RENAME of a directory in the path leading to the file results in recall of an OPEN delegation depends on the semantics of the server's file system. If that file system denies such RENAMEs when a file is open, the recall must be performed to determine whether the file in question is, in fact, open.

In addition to the situations above, the server may choose to recall OPEN delegations at any time if resource constraints make it advisable to do so. Clients should always be prepared for the possibility of recall.

When a client receives a recall for an OPEN delegation, it needs to update state on the server before returning the delegation. These same updates must be done whenever a client chooses to return a delegation voluntarily. The following items of state need to be dealt with:

- o If the file associated with the delegation is no longer open and no previous CLOSE operation has been sent to the server, a CLOSE operation must be sent to the server.
- o If a file has other open references at the client, then OPEN operations must be sent to the server. The appropriate stateids will be provided by the server for subsequent use by the client since the delegation stateid will no longer be valid. These OPEN requests are done with the claim type of CLAIM\_DELEGATE\_CUR. This will allow the presentation of the delegation stateid so that the client can establish the appropriate rights to perform the OPEN. (see Section 18.16, which describes the OPEN operation, for details.)
- o If there are granted byte-range locks, the corresponding LOCK operations need to be performed. This applies to the OPEN\_DELEGATE\_WRITE delegation case only.
- o For an OPEN\_DELEGATE\_WRITE delegation, if at the time of recall the file is not open for OPEN4\_SHARE\_ACCESS\_WRITE/OPEN4\_SHARE\_ACCESS\_BOTH, all modified data for the file must be flushed to the server. If the delegation had not existed, the client would have done this data flush before the CLOSE operation.
- o For an OPEN\_DELEGATE\_WRITE delegation when a file is still open at the time of recall, any modified data for the file needs to be flushed to the server.
- o With the OPEN\_DELEGATE\_WRITE delegation in place, it is possible that the file was truncated during the duration of the delegation. For example, the truncation could have occurred as a result of an

OPEN\_UNCHECKED with a size attribute value of zero. Therefore, if a truncation of the file has occurred and this operation has not been propagated to the server, the truncation must occur before any modified data is written to the server.

In the case of OPEN\_DELEGATE\_WRITE delegation, byte-range locking imposes some additional requirements. To precisely maintain the associated invariant, it is required to flush any modified data in any byte-range for which a WRITE\_LT lock was released while the OPEN\_DELEGATE\_WRITE delegation was in effect. However, because the OPEN\_DELEGATE\_WRITE delegation implies no other locking by other clients, a simpler implementation is to flush all modified data for the file (as described just above) if any WRITE\_LT lock has been released while the OPEN\_DELEGATE\_WRITE delegation was in effect.

An implementation need not wait until delegation recall (or the decision to voluntarily return a delegation) to perform any of the above actions, if implementation considerations (e.g., resource availability constraints) make that desirable. Generally, however, the fact that the actual OPEN state of the file may continue to change makes it not worthwhile to send information about opens and closes to the server, except as part of delegation return. An exception is when the client has no more internal opens of the file. In this case, sending a CLOSE is useful because it reduces resource utilization on the client and server. Regardless of the client's choices on scheduling these actions, all must be performed before the delegation is returned, including (when applicable) the close that corresponds to the OPEN that resulted in the delegation. These actions can be performed either in previous requests or in previous operations in the same COMPOUND request.

#### 10.4.5. Clients That Fail to Honor Delegation Recalls

A client may fail to respond to a recall for various reasons, such as a failure of the backchannel from server to the client. The client may be unaware of a failure in the backchannel. This lack of awareness could result in the client finding out long after the failure that its delegation has been revoked, and another client has modified the data for which the client had a delegation. This is especially a problem for the client that held an OPEN\_DELEGATE\_WRITE delegation.

Status bits returned by SEQUENCE operations help to provide an alternate way of informing the client of issues regarding the status of the backchannel and of recalled delegations. When the backchannel is not available, the server returns the status bit SEQ4\_STATUS\_CB\_PATH\_DOWN on SEQUENCE operations. The client can

react by attempting to re-establish the backchannel and by returning recallable objects if a backchannel cannot be successfully re-established.

Whether the backchannel is functioning or not, it may be that the recalled delegation is not returned. Note that the client's lease might still be renewed, even though the recalled delegation is not returned. In this situation, servers SHOULD revoke delegations that are not returned in a period of time equal to the lease period. This period of time should allow the client time to note the backchannel-down status and re-establish the backchannel.

When delegations are revoked, the server will return with the SEQ4\_STATUS\_RECALLABLE\_STATE\_REVOKED status bit set on subsequent SEQUENCE operations. The client should note this and then use TEST\_STATEID to find which delegations have been revoked.

#### 10.4.6. Delegation Revocation

At the point a delegation is revoked, if there are associated opens on the client, these opens may or may not be revoked. If no byte-range lock or open is granted that is inconsistent with the existing open, the stateid for the open may remain valid and be disconnected from the revoked delegation, just as would be the case if the delegation were returned.

For example, if an OPEN for OPEN4\_SHARE\_ACCESS\_BOTH with a deny of OPEN4\_SHARE\_DENY\_NONE is associated with the delegation, granting of another such OPEN to a different client will revoke the delegation but need not revoke the OPEN, since the two OPENS are consistent with each other. On the other hand, if an OPEN denying write access is granted, then the existing OPEN must be revoked.

When opens and/or locks are revoked, the applications holding these opens or locks need to be notified. This notification usually occurs by returning errors for READ/WRITE operations or when a close is attempted for the open file.

If no opens exist for the file at the point the delegation is revoked, then notification of the revocation is unnecessary. However, if there is modified data present at the client for the file, the user of the application should be notified. Unfortunately, it may not be possible to notify the user since active applications may not be present at the client. See Section 10.5.1 for additional details.

#### 10.4.7. Delegations via WANT\_DELEGATION

In addition to providing delegations as part of the reply to OPEN operations, servers MAY provide delegations separate from open, via the OPTIONAL WANT\_DELEGATION operation. This allows delegations to be obtained in advance of an OPEN that might benefit from them, for objects that are not a valid target of OPEN, or to deal with cases in which a delegation has been recalled and the client wants to make an attempt to re-establish it if the absence of use by other clients allows that.

The WANT\_DELEGATION operation may be performed on any type of file object other than a directory.

When a delegation is obtained using WANT\_DELEGATION, any open files for the same filehandle held by that client are to be treated as subordinate to the delegation, just as if they had been created using an OPEN of type CLAIM\_DELEGATE\_CUR. They are otherwise unchanged as to seqid, access and deny modes, and the relationship with byte-range locks. Similarly, because existing byte-range locks are subordinate to an open, those byte-range locks also become indirectly subordinate to that new delegation.

The WANT\_DELEGATION operation provides for delivery of delegations via callbacks, when the delegations are not immediately available. When a requested delegation is available, it is delivered to the client via a CB\_PUSH\_DELEG operation. When this happens, open files for the same filehandle become subordinate to the new delegation at the point at which the delegation is delivered, just as if they had been created using an OPEN of type CLAIM\_DELEGATE\_CUR. Similarly, this occurs for existing byte-range locks subordinate to an open.

#### 10.5. Data Caching and Revocation

When locks and delegations are revoked, the assumptions upon which successful caching depends are no longer guaranteed. For any locks or share reservations that have been revoked, the corresponding state-owner needs to be notified. This notification includes applications with a file open that has a corresponding delegation that has been revoked. Cached data associated with the revocation must be removed from the client. In the case of modified data existing in the client's cache, that data must be removed from the client without being written to the server. As mentioned, the assumptions made by the client are no longer valid at the point when a lock or delegation has been revoked. For example, another client may have been granted a conflicting byte-range lock after the revocation of the byte-range lock at the first client. Therefore,



the data within the lock range may have been modified by the other client. Obviously, the first client is unable to guarantee to the application what has occurred to the file in the case of revocation.

Notification to a state-owner will in many cases consist of simply returning an error on the next and all subsequent READS/WRITEs to the open file or on the close. Where the methods available to a client make such notification impossible because errors for certain operations may not be returned, more drastic action such as signals or process termination may be appropriate. The justification here is that an invariant on which an application depends may be violated. Depending on how errors are typically treated for the client-operating environment, further levels of notification including logging, console messages, and GUI pop-ups may be appropriate.

#### 10.5.1. Revocation Recovery for Write Open Delegation

Revocation recovery for an OPEN\_DELEGATE\_WRITE delegation poses the special issue of modified data in the client cache while the file is not open. In this situation, any client that does not flush modified data to the server on each close must ensure that the user receives appropriate notification of the failure as a result of the revocation. Since such situations may require human action to correct problems, notification schemes in which the appropriate user or administrator is notified may be necessary. Logging and console messages are typical examples.

If there is modified data on the client, it must not be flushed normally to the server. A client may attempt to provide a copy of the file data as modified during the delegation under a different name in the file system namespace to ease recovery. Note that when the client can determine that the file has not been modified by any other client, or when the client has a complete cached copy of the file in question, such a saved copy of the client's view of the file may be of particular value for recovery. In another case, recovery using a copy of the file based partially on the client's cached data and partially on the server's copy as modified by other clients will be anything but straightforward, so clients may avoid saving file contents in these situations or specially mark the results to warn users of possible problems.

Saving of such modified data in delegation revocation situations may be limited to files of a certain size or might be used only when sufficient disk space is available within the target file system. Such saving may also be restricted to situations when the client has sufficient buffering resources to keep the cached copy available until it is properly stored to the target file system.

## 10.6. Attribute Caching

This section pertains to the caching of a file's attributes on a client when that client does not hold a delegation on the file.

The attributes discussed in this section do not include named attributes. Individual named attributes are analogous to files, and caching of the data for these needs to be handled just as data caching is for ordinary files. Similarly, LOOKUP results from an OPENATTR directory (as well as the directory's contents) are to be cached on the same basis as any other pathnames.

Clients may cache file attributes obtained from the server and use them to avoid subsequent GETATTR requests. Such caching is write through in that modification to file attributes is always done by means of requests to the server and should not be done locally and should not be cached. The exception to this are modifications to attributes that are intimately connected with data caching. Therefore, extending a file by writing data to the local data cache is reflected immediately in the size as seen on the client without this change being immediately reflected on the server. Normally, such changes are not propagated directly to the server, but when the modified data is flushed to the server, analogous attribute changes are made on the server. When OPEN delegation is in effect, the modified attributes may be returned to the server in reaction to a CB\_RECALL call.

The result of local caching of attributes is that the attribute caches maintained on individual clients will not be coherent. Changes made in one order on the server may be seen in a different order on one client and in a third order on another client.

The typical file system application programming interfaces do not provide means to atomically modify or interrogate attributes for multiple files at the same time. The following rules provide an environment where the potential incoherencies mentioned above can be reasonably managed. These rules are derived from the practice of previous NFS protocols.

- o All attributes for a given file (per-fsid attributes excepted) are cached as a unit at the client so that no non-serializability can arise within the context of a single file.
- o An upper time boundary is maintained on how long a client cache entry can be kept without being refreshed from the server.

- o When operations are performed that change attributes at the server, the updated attribute set is requested as part of the containing RPC. This includes directory operations that update attributes indirectly. This is accomplished by following the modifying operation with a GETATTR operation and then using the results of the GETATTR to update the client's cached attributes.

Note that if the full set of attributes to be cached is requested by REaddir, the results can be cached by the client on the same basis as attributes obtained via GETATTR.

A client may validate its cached version of attributes for a file by fetching both the change and time\_access attributes and assuming that if the change attribute has the same value as it did when the attributes were cached, then no attributes other than time\_access have changed. The reason why time\_access is also fetched is because many servers operate in environments where the operation that updates change does not update time\_access. For example, POSIX file semantics do not update access time when a file is modified by the write system call [18]. Therefore, the client that wants a current time\_access value should fetch it with change during the attribute cache validation processing and update its cached time\_access.

The client may maintain a cache of modified attributes for those attributes intimately connected with data of modified regular files (size, time\_modify, and change). Other than those three attributes, the client MUST NOT maintain a cache of modified attributes. Instead, attribute changes are immediately sent to the server.

In some operating environments, the equivalent to time\_access is expected to be implicitly updated by each read of the content of the file object. If an NFS client is caching the content of a file object, whether it is a regular file, directory, or symbolic link, the client SHOULD NOT update the time\_access attribute (via SETATTR or a small READ or REaddir request) on the server with each read that is satisfied from cache. The reason is that this can defeat the performance benefits of caching content, especially since an explicit SETATTR of time\_access may alter the change attribute on the server. If the change attribute changes, clients that are caching the content will think the content has changed, and will re-read unmodified data from the server. Nor is the client encouraged to maintain a modified version of time\_access in its cache, since the client either would eventually have to write the access time to the server with bad performance effects or never update the server's time\_access, thereby resulting in a situation where an application that caches access time between a close and open of the same file observes the access time oscillating between the past and present. The time\_access attribute

always means the time of last access to a file by a read that was satisfied by the server. This way clients will tend to see only `time_access` changes that go forward in time.

#### 10.7. Data and Metadata Caching and Memory Mapped Files

Some operating environments include the capability for an application to map a file's content into the application's address space. Each time the application accesses a memory location that corresponds to a block that has not been loaded into the address space, a page fault occurs and the file is read (or if the block does not exist in the file, the block is allocated and then instantiated in the application's address space).

As long as each memory-mapped access to the file requires a page fault, the relevant attributes of the file that are used to detect access and modification (`time_access`, `time_metadata`, `time_modify`, and `change`) will be updated. However, in many operating environments, when page faults are not required, these attributes will not be updated on reads or updates to the file via memory access (regardless of whether the file is local or is accessed remotely). A client or server MAY fail to update attributes of a file that is being accessed via memory-mapped I/O. This has several implications:

- o If there is an application on the server that has memory mapped a file that a client is also accessing, the client may not be able to get a consistent value of the change attribute to determine whether or not its cache is stale. A server that knows that the file is memory-mapped could always pessimistically return updated values for change so as to force the application to always get the most up-to-date data and metadata for the file. However, due to the negative performance implications of this, such behavior is OPTIONAL.
- o If the memory-mapped file is not being modified on the server, and instead is just being read by an application via the memory-mapped interface, the client will not see an updated `time_access` attribute. However, in many operating environments, neither will any process running on the server. Thus, NFS clients are at no disadvantage with respect to local processes.
- o If there is another client that is memory mapping the file, and if that client is holding an `OPEN_DELEGATE_WRITE` delegation, the same set of issues as discussed in the previous two bullet points apply. So, when a server does a `CB_GETATTR` to a file that the client has modified in its cache, the reply from `CB_GETATTR` will not necessarily be accurate. As discussed earlier, the client's obligation is to report that the file has been modified since the

delegation was granted, not whether it has been modified again between successive CB\_GETATTR calls, and the server MUST assume that any file the client has modified in cache has been modified again between successive CB\_GETATTR calls. Depending on the nature of the client's memory management system, this weak obligation may not be possible. A client MAY return stale information in CB\_GETATTR whenever the file is memory-mapped.

- o The mixture of memory mapping and byte-range locking on the same file is problematic. Consider the following scenario, where a page size on each client is 8192 bytes.
  - \* Client A memory maps the first page (8192 bytes) of file X.
  - \* Client B memory maps the first page (8192 bytes) of file X.
  - \* Client A WRITE\_LT locks the first 4096 bytes.
  - \* Client B WRITE\_LT locks the second 4096 bytes.
  - \* Client A, via a STORE instruction, modifies part of its locked byte-range.
  - \* Simultaneous to client A, client B executes a STORE on part of its locked byte-range.

Here the challenge is for each client to resynchronize to get a correct view of the first page. In many operating environments, the virtual memory management systems on each client only know a page is modified, not that a subset of the page corresponding to the respective lock byte-ranges has been modified. So it is not possible for each client to do the right thing, which is to write to the server only that portion of the page that is locked. For example, if client A simply writes out the page, and then client B writes out the page, client A's data is lost.

Moreover, if mandatory locking is enabled on the file, then we have a different problem. When clients A and B execute the STORE instructions, the resulting page faults require a byte-range lock on the entire page. Each client then tries to extend their locked range to the entire page, which results in a deadlock. Communicating the NFS4ERR\_DEADLOCK error to a STORE instruction is difficult at best.

If a client is locking the entire memory-mapped file, there is no problem with advisory or mandatory byte-range locking, at least until the client unlocks a byte-range in the middle of the file.

Given the above issues, the following are permitted:

- o Clients and servers MAY deny memory mapping a file for which they know there are byte-range locks.
- o Clients and servers MAY deny a byte-range lock on a file they know is memory-mapped.
- o A client MAY deny memory mapping a file that it knows requires mandatory locking for I/O. If mandatory locking is enabled after the file is opened and mapped, the client MAY deny the application further access to its mapped file.

#### 10.8. Name and Directory Caching without Directory Delegations

The NFSv4.1 directory delegation facility (described in Section 10.9 below) is OPTIONAL for servers to implement. Even where it is implemented, it may not always be functional because of resource availability issues or other constraints. Thus, it is important to understand how name and directory caching are done in the absence of directory delegations. These topics are discussed in the next two subsections.

##### 10.8.1. Name Caching

The results of LOOKUP and REaddir operations may be cached to avoid the cost of subsequent LOOKUP operations. Just as in the case of attribute caching, inconsistencies may arise among the various client caches. To mitigate the effects of these inconsistencies and given the context of typical file system APIs, an upper time boundary is maintained for how long a client name cache entry can be kept without verifying that the entry has not been made invalid by a directory change operation performed by another client.

When a client is not making changes to a directory for which there exist name cache entries, the client needs to periodically fetch attributes for that directory to ensure that it is not being modified. After determining that no modification has occurred, the expiration time for the associated name cache entries may be updated to be the current time plus the name cache staleness bound.

When a client is making changes to a given directory, it needs to determine whether there have been changes made to the directory by other clients. It does this by using the change attribute as reported before and after the directory operation in the associated `change_info4` value returned for the operation. The server is able to communicate to the client whether the `change_info4` data is provided atomically with respect to the directory operation. If the change

values are provided atomically, the client has a basis for determining, given proper care, whether other clients are modifying the directory in question.

The simplest way to enable the client to make this determination is for the client to serialize all changes made to a specific directory. When this is done, and the server provides before and after values of the change attribute atomically, the client can simply compare the after value of the change attribute from one operation on a directory with the before value on the subsequent operation modifying that directory. When these are equal, the client is assured that no other client is modifying the directory in question.

When such serialization is not used, and there may be multiple simultaneous outstanding operations modifying a single directory sent from a single client, making this sort of determination can be more complicated. If two such operations complete in a different order than they were actually performed, that might give an appearance consistent with modification being made by another client. Where this appears to happen, the client needs to await the completion of all such modifications that were started previously, to see if the outstanding before and after change numbers can be sorted into a chain such that the before value of one change number matches the after value of a previous one, in a chain consistent with this client being the only one modifying the directory.

In either of these cases, the client is able to determine whether the directory is being modified by another client. If the comparison indicates that the directory was updated by another client, the name cache associated with the modified directory is purged from the client. If the comparison indicates no modification, the name cache can be updated on the client to reflect the directory operation and the associated timeout can be extended. The post-operation change value needs to be saved as the basis for future `change_info4` comparisons.

As demonstrated by the scenario above, name caching requires that the client revalidate name cache data by inspecting the change attribute of a directory at the point when the name cache item was cached. This requires that the server update the change attribute for directories when the contents of the corresponding directory is modified. For a client to use the `change_info4` information appropriately and correctly, the server must report the pre- and post-operation change attribute values atomically. When the server is unable to report the before and after values atomically with respect to the directory operation, the server must indicate that

fact in the `change_info4` return value. When the information is not atomically reported, the client should not assume that other clients have not changed the directory.

#### 10.8.2. Directory Caching

The results of `REaddir` operations may be used to avoid subsequent `REaddir` operations. Just as in the cases of attribute and name caching, inconsistencies may arise among the various client caches. To mitigate the effects of these inconsistencies, and given the context of typical file system APIs, the following rules should be followed:

- o Cached `REaddir` information for a directory that is not obtained in a single `REaddir` operation must always be a consistent snapshot of directory contents. This is determined by using a `GETATTR` before the first `REaddir` and after the last `REaddir` that contributes to the cache.
- o An upper time boundary is maintained to indicate the length of time a directory cache entry is considered valid before the client must revalidate the cached information.

The revalidation technique parallels that discussed in the case of name caching. When the client is not changing the directory in question, checking the change attribute of the directory with `GETATTR` is adequate. The lifetime of the cache entry can be extended at these checkpoints. When a client is modifying the directory, the client needs to use the `change_info4` data to determine whether there are other clients modifying the directory. If it is determined that no other client modifications are occurring, the client may update its directory cache to reflect its own changes.

As demonstrated previously, directory caching requires that the client revalidate directory cache data by inspecting the change attribute of a directory at the point when the directory was cached. This requires that the server update the change attribute for directories when the contents of the corresponding directory is modified. For a client to use the `change_info4` information appropriately and correctly, the server must report the pre- and post-operation change attribute values atomically. When the server is unable to report the before and after values atomically with respect to the directory operation, the server must indicate that fact in the `change_info4` return value. When the information is not atomically reported, the client should not assume that other clients have not changed the directory.



## 10.9. Directory Delegations

### 10.9.1. Introduction to Directory Delegations

Directory caching for the NFSv4.1 protocol, as previously described, is similar to file caching in previous versions. Clients typically cache directory information for a duration determined by the client. At the end of a predefined timeout, the client will query the server to see if the directory has been updated. By caching attributes, clients reduce the number of GETATTR calls made to the server to validate attributes. Furthermore, frequently accessed files and directories, such as the current working directory, have their attributes cached on the client so that some NFS operations can be performed without having to make an RPC call. By caching name and inode information about most recently looked up entries in a Directory Name Lookup Cache (DNLC), clients do not need to send LOOKUP calls to the server every time these files are accessed.

This caching approach works reasonably well at reducing network traffic in many environments. However, it does not address environments where there are numerous queries for files that do not exist. In these cases of "misses", the client sends requests to the server in order to provide reasonable application semantics and promptly detect the creation of new directory entries. Examples of high miss activity are compilation in software development environments. The current behavior of NFS limits its potential scalability and wide-area sharing effectiveness in these types of environments. Other distributed stateful file system architectures such as AFS and DFS have proven that adding state around directory contents can greatly reduce network traffic in high-miss environments.

Delegation of directory contents is an OPTIONAL feature of NFSv4.1. Directory delegations provide similar traffic reduction benefits as with file delegations. By allowing clients to cache directory contents (in a read-only fashion) while being notified of changes, the client can avoid making frequent requests to interrogate the contents of slowly-changing directories, reducing network traffic and improving client performance. It can also simplify the task of determining whether other clients are making changes to the directory when the client itself is making many changes to the directory and changes are not serialized.

Directory delegations allow improved namespace cache consistency to be achieved through delegations and synchronous recalls, in the absence of notifications. In addition, if time-based consistency is

sufficient, asynchronous notifications can provide performance benefits for the client, and possibly the server, under some common operating conditions such as slowly-changing and/or very large directories.

#### 10.9.2. Directory Delegation Design

NFSv4.1 introduces the GET\_DIR\_DELEGATION (Section 18.39) operation to allow the client to ask for a directory delegation. The delegation covers directory attributes and all entries in the directory. If either of these change, the delegation will be recalled synchronously. The operation causing the recall will have to wait before the recall is complete. Any changes to directory entry attributes will not cause the delegation to be recalled.

In addition to asking for delegations, a client can also ask for notifications for certain events. These events include changes to the directory's attributes and/or its contents. If a client asks for notification for a certain event, the server will notify the client when that event occurs. This will not result in the delegation being recalled for that client. The notifications are asynchronous and provide a way of avoiding recalls in situations where a directory is changing enough that the pure recall model may not be effective while trying to allow the client to get substantial benefit. In the absence of notifications, once the delegation is recalled the client has to refresh its directory cache; this might not be very efficient for very large directories.

The delegation is read-only and the client may not make changes to the directory other than by performing NFSv4.1 operations that modify the directory or the associated file attributes so that the server has knowledge of these changes. In order to keep the client's namespace synchronized with the server, the server will notify the delegation-holding client (assuming it has requested notifications) of the changes made as a result of that client's directory-modifying operations. This is to avoid any need for that client to send subsequent GETATTR or REaddir operations to the server. If a single client is holding the delegation and that client makes any changes to the directory (i.e., the changes are made via operations sent on a session associated with the client ID holding the delegation), the delegation will not be recalled. Multiple clients may hold a delegation on the same directory, but if any such client modifies the directory, the server MUST recall the delegation from the other clients, unless those clients have made provisions to be notified of that sort of modification.

Delegations can be recalled by the server at any time. Normally, the server will recall the delegation when the directory changes in a way that is not covered by the notification, or when the directory changes and notifications have not been requested. If another client removes the directory for which a delegation has been granted, the server will recall the delegation.

#### 10.9.3. Attributes in Support of Directory Notifications

See Section 5.11 for a description of the attributes associated with directory notifications.

#### 10.9.4. Directory Delegation Recall

The server will recall the directory delegation by sending a callback to the client. It will use the same callback procedure as used for recalling file delegations. The server will recall the delegation when the directory changes in a way that is not covered by the notification. However, the server need not recall the delegation if attributes of an entry within the directory change.

If the server notices that handing out a delegation for a directory is causing too many notifications to be sent out, it may decide to not hand out delegations for that directory and/or recall those already granted. If a client tries to remove the directory for which a delegation has been granted, the server will recall all associated delegations.

The implementation sections for a number of operations describe situations in which notification or delegation recall would be required under some common circumstances. In this regard, a similar set of caveats to those listed in Section 10.2 apply.

- o For CREATE, see Section 18.4.4.
- o For LINK, see Section 18.9.4.
- o For OPEN, see Section 18.16.4.
- o For REMOVE, see Section 18.25.4.
- o For RENAME, see Section 18.26.4.
- o For SETATTR, see Section 18.30.4.

#### 10.9.5. Directory Delegation Recovery

Recovery from client or server restart for state on regular files has two main goals: avoiding the necessity of breaking application guarantees with respect to locked files and delivery of updates cached at the client. Neither of these goals applies to directories protected by `OPEN_DELEGATE_READ` delegations and notifications. Thus, no provision is made for reclaiming directory delegations in the event of client or server restart. The client can simply establish a directory delegation in the same fashion as was done initially.

### 11. Multi-Server Namespace

NFSv4.1 supports attributes that allow a namespace to extend beyond the boundaries of a single server. It is `RECOMMENDED` that clients and servers support construction of such multi-server namespaces. Use of such multi-server namespaces is `OPTIONAL`, however, and for many purposes, single-server namespaces are perfectly acceptable. Use of multi-server namespaces can provide many advantages, however, by separating a file system's logical position in a namespace from the (possibly changing) logistical and administrative considerations that result in particular file systems being located on particular servers.

#### 11.1. Location Attributes

NFSv4.1 contains `RECOMMENDED` attributes that allow file systems on one server to be associated with one or more instances of that file system on other servers. These attributes specify such file system instances by specifying a server address target (either as a DNS name representing one or more IP addresses or as a literal IP address) together with the path of that file system within the associated single-server namespace.

The `fs_locations_info` `RECOMMENDED` attribute allows specification of one or more file system instance locations where the data corresponding to a given file system may be found. This attribute provides to the client, in addition to information about file system instance locations, significant information about the various file system instance choices (e.g., priority for use, writability, currency, etc.). It also includes information to help the client efficiently effect as seamless a transition as possible among multiple file system instances, when and if that should be necessary.

The `fs_locations` RECOMMENDED attribute is inherited from NFSv4.0 and only allows specification of the file system locations where the data corresponding to a given file system may be found. Servers SHOULD make this attribute available whenever `fs_locations_info` is supported, but client use of `fs_locations_info` is to be preferred.

## 11.2. File System Presence or Absence

A given location in an NFSv4.1 namespace (typically but not necessarily a multi-server namespace) can have a number of file system instance locations associated with it (via the `fs_locations` or `fs_locations_info` attribute). There may also be an actual current file system at that location, accessible via normal namespace operations (e.g., LOOKUP). In this case, the file system is said to be "present" at that position in the namespace, and clients will typically use it, reserving use of additional locations specified via the location-related attributes to situations in which the principal location is no longer available.

When there is no actual file system at the namespace location in question, the file system is said to be "absent". An absent file system contains no files or directories other than the root. Any reference to it, except to access a small set of attributes useful in determining alternate locations, will result in an error, NFS4ERR\_MOVED. Note that if the server ever returns the error NFS4ERR\_MOVED, it MUST support the `fs_locations` attribute and SHOULD support the `fs_locations_info` and `fs_status` attributes.

While the error name suggests that we have a case of a file system that once was present, and has only become absent later, this is only one possibility. A position in the namespace may be permanently absent with the set of file system(s) designated by the location attributes being the only realization. The name NFS4ERR\_MOVED reflects an earlier, more limited conception of its function, but this error will be returned whenever the referenced file system is absent, whether it has moved or not.

Except in the case of GETATTR-type operations (to be discussed later), when the current filehandle at the start of an operation is within an absent file system, that operation is not performed and the error NFS4ERR\_MOVED is returned, to indicate that the file system is absent on the current server.

Because a GETFH cannot succeed if the current filehandle is within an absent file system, filehandles within an absent file system cannot be transferred to the client. When a client does have filehandles

within an absent file system, it is the result of obtaining them when the file system was present, and having the file system become absent subsequently.

It should be noted that because the check for the current filehandle being within an absent file system happens at the start of every operation, operations that change the current filehandle so that it is within an absent file system will not result in an error. This allows such combinations as PUTFH-GETATTR and LOOKUP-GETATTR to be used to get attribute information, particularly location attribute information, as discussed below.

The RECOMMENDED file system attribute `fs_status` can be used to interrogate the present/absent status of a given file system.

### 11.3. Getting Attributes for an Absent File System

When a file system is absent, most attributes are not available, but it is necessary to allow the client access to the small set of attributes that are available, and most particularly those that give information about the correct current locations for this file system: `fs_locations` and `fs_locations_info`.

#### 11.3.1. GETATTR within an Absent File System

As mentioned above, an exception is made for GETATTR in that attributes may be obtained for a filehandle within an absent file system. This exception only applies if the attribute mask contains at least one attribute bit that indicates the client is interested in a result regarding an absent file system: `fs_locations`, `fs_locations_info`, or `fs_status`. If none of these attributes is requested, GETATTR will result in an NFS4ERR\_MOVED error.

When a GETATTR is done on an absent file system, the set of supported attributes is very limited. Many attributes, including those that are normally REQUIRED, will not be available on an absent file system. In addition to the attributes mentioned above (`fs_locations`, `fs_locations_info`, `fs_status`), the following attributes SHOULD be available on absent file systems. In the case of RECOMMENDED attributes, they should be available at least to the same degree that they are available on present file systems.

`change_policy`: This attribute is useful for absent file systems and can be helpful in summarizing to the client when any of the location-related attributes change.

`fsid`: This attribute should be provided so that the client can determine file system boundaries, including, in particular, the boundary between present and absent file systems. This value must be different from any other `fsid` on the current server and need have no particular relationship to `fsids` on any particular destination to which the client might be directed.

`mounted_on_fileid`: For objects at the top of an absent file system, this attribute needs to be available. Since the `fileid` is within the present parent file system, there should be no need to reference the absent file system to provide this information.

Other attributes SHOULD NOT be made available for absent file systems, even when it is possible to provide them. The server should not assume that more information is always better and should avoid gratuitously providing additional information.

When a `GETATTR` operation includes a bit mask for one of the attributes `fs_locations`, `fs_locations_info`, or `fs_status`, but where the bit mask includes attributes that are not supported, `GETATTR` will not return an error, but will return the mask of the actual attributes supported with the results.

Handling of `VERIFY/NVERIFY` is similar to `GETATTR` in that if the attribute mask does not include `fs_locations`, `fs_locations_info`, or `fs_status`, the error `NFS4ERR_MOVED` will result. It differs in that any appearance in the attribute mask of an attribute not supported for an absent file system (and note that this will include some normally `REQUIRED` attributes) will also cause an `NFS4ERR_MOVED` result.

### 11.3.2. `REaddir` and Absent File Systems

A `REaddir` performed when the current filehandle is within an absent file system will result in an `NFS4ERR_MOVED` error, since, unlike the case of `GETATTR`, no such exception is made for `REaddir`.

Attributes for an absent file system may be fetched via a `REaddir` for a directory in a present file system, when that directory contains the root directories of one or more absent file systems. In this case, the handling is as follows:

- o If the attribute set requested includes one of the attributes `fs_locations`, `fs_locations_info`, or `fs_status`, then fetching of attributes proceeds normally and no `NFS4ERR_MOVED` indication is returned, even when the `rdattr_error` attribute is requested.

- o If the attribute set requested does not include one of the attributes `fs_locations`, `fs_locations_info`, or `fs_status`, then if the `rdattr_error` attribute is requested, each directory entry for the root of an absent file system will report `NFS4ERR_MOVED` as the value of the `rdattr_error` attribute.
- o If the attribute set requested does not include any of the attributes `fs_locations`, `fs_locations_info`, `fs_status`, or `rdattr_error`, then the occurrence of the root of an absent file system within the directory will result in the `REaddir` failing with an `NFS4ERR_MOVED` error.
- o The unavailability of an attribute because of a file system's absence, even one that is ordinarily `REQUIRED`, does not result in any error indication. The set of attributes returned for the root directory of the absent file system in that case is simply restricted to those actually available.

#### 11.4. Uses of Location Information

The location-bearing attributes (`fs_locations` and `fs_locations_info`), together with the possibility of absent file systems, provide a number of important facilities in providing reliable, manageable, and scalable data access.

When a file system is present, these attributes can provide alternative locations, to be used to access the same data, in the event of server failures, communications problems, or other difficulties that make continued access to the current file system impossible or otherwise impractical. Under some circumstances, multiple alternative locations may be used simultaneously to provide higher-performance access to the file system in question. Provision of such alternate locations is referred to as "replication" although there are cases in which replicated sets of data are not in fact present, and the replicas are instead different paths to the same data.

When a file system is present and becomes absent, clients can be given the opportunity to have continued access to their data, at an alternate location. In this case, a continued attempt to use the data in the now-absent file system will result in an `NFS4ERR_MOVED` error and, at that point, the successor locations (typically only one although multiple choices are possible) can be fetched and used to continue access. Transfer of the file system contents to the new location is referred to as "migration", but it should be kept in mind that there are cases in which this term can be used, like "replication", when there is no actual data migration per se.



Where a file system was not previously present, specification of file system location provides a means by which file systems located on one server can be associated with a namespace defined by another server, thus allowing a general multi-server namespace facility. A designation of such a location, in place of an absent file system, is called a "referral".

Because client support for location-related attributes is OPTIONAL, a server may (but is not required to) take action to hide migration and referral events from such clients, by acting as a proxy, for example. The server can determine the presence of client support from the arguments of the EXCHANGE\_ID operation (see Section 18.35.3).

#### 11.4.1. File System Replication

The `fs_locations` and `fs_locations_info` attributes provide alternative locations, to be used to access data in place of or in addition to the current file system instance. On first access to a file system, the client should obtain the value of the set of alternate locations by interrogating the `fs_locations` or `fs_locations_info` attribute, with the latter being preferred.

In the event that server failures, communications problems, or other difficulties make continued access to the current file system impossible or otherwise impractical, the client can use the alternate locations as a way to get continued access to its data. Depending on specific attributes of these alternate locations, as indicated within the `fs_locations_info` attribute, multiple locations may be used simultaneously, to provide higher performance through the exploitation of multiple paths between client and target file system.

The alternate locations may be physical replicas of the (typically read-only) file system data, or they may reflect alternate paths to the same server or provide for the use of various forms of server clustering in which multiple servers provide alternate ways of accessing the same physical file system. How these different modes of file system transition are represented within the `fs_locations` and `fs_locations_info` attributes and how the client deals with file system transition issues will be discussed in detail below.

Multiple server addresses, whether they are derived from a single entry with a DNS name representing a set of IP addresses or from multiple entries each with its own server address, may correspond to the same actual server. The fact that two addresses correspond to the same server is shown by a common `so_major_id` field within the `eir_server_owner` field returned by EXCHANGE\_ID (see Section 18.35.3).

For a detailed discussion of how server address targets interact with the determination of server identity specified by the server owner field, see Section 11.5.

#### 11.4.2. File System Migration

When a file system is present and becomes absent, clients can be given the opportunity to have continued access to their data, at an alternate location, as specified by the `fs_locations` or `fs_locations_info` attribute. Typically, a client will be accessing the file system in question, get an `NFS4ERR_MOVED` error, and then use the `fs_locations` or `fs_locations_info` attribute to determine the new location of the data. When `fs_locations_info` is used, additional information will be available that will define the nature of the client's handling of the transition to a new server.

Such migration can be helpful in providing load balancing or general resource reallocation. The protocol does not specify how the file system will be moved between servers. It is anticipated that a number of different server-to-server transfer mechanisms might be used with the choice left to the server implementor. The NFSv4.1 protocol specifies the method used to communicate the migration event between client and server.

The new location may be an alternate communication path to the same server or, in the case of various forms of server clustering, another server providing access to the same physical file system. The client's responsibilities in dealing with this transition depend on the specific nature of the new access path as well as how and whether data was in fact migrated. These issues will be discussed in detail below.

When multiple server addresses correspond to the same actual server, as shown by a common value for the `so_major_id` field of the `eir_server_owner` field returned by `EXCHANGE_ID`, the location or locations may designate alternate server addresses in the form of specific server network addresses. These can be used to access the file system in question at those addresses and when it is no longer accessible at the original address.

Although a single successor location is typical, multiple locations may be provided, together with information that allows priority among the choices to be indicated, via information in the `fs_locations_info` attribute. Where suitable, clustering mechanisms make it possible to provide multiple identical file systems or paths to them; this allows the client the opportunity to deal with any resource or communications issues that might limit data availability.

When an alternate location is designated as the target for migration, it must designate the same data (with metadata being the same to the degree indicated by the `fs_locations_info` attribute). Where file systems are writable, a change made on the original file system must be visible on all migration targets. Where a file system is not writable but represents a read-only copy (possibly periodically updated) of a writable file system, similar requirements apply to the propagation of updates. Any change visible in the original file system must already be effected on all migration targets, to avoid any possibility that a client, in effecting a transition to the migration target, will see any reversion in file system state.

#### 11.4.3. Referrals

Referrals provide a way of placing a file system in a location within the namespace essentially without respect to its physical location on a given server. This allows a single server or a set of servers to present a multi-server namespace that encompasses file systems located on multiple servers. Some likely uses of this include establishment of site-wide or organization-wide namespaces, or even knitting such together into a truly global namespace.

Referrals occur when a client determines, upon first referencing a position in the current namespace, that it is part of a new file system and that the file system is absent. When this occurs, typically by receiving the error `NFS4ERR_MOVED`, the actual location or locations of the file system can be determined by fetching the `fs_locations` or `fs_locations_info` attribute.

The locations-related attribute may designate a single file system location or multiple file system locations, to be selected based on the needs of the client. The server, in the `fs_locations_info` attribute, may specify priorities to be associated with various file system location choices. The server may assign different priorities to different locations as reported to individual clients, in order to adapt to client physical location or to effect load balancing. When both read-only and read-write file systems are present, some of the read-only locations might not be absolutely up-to-date (as they would have to be in the case of replication and migration). Servers may also specify file system locations that include client-substituted variables so that different clients are referred to different file systems (with different data contents) based on client attributes such as CPU architecture.

When the `fs_locations_info` attribute indicates that there are multiple possible targets listed, the relationships among them may be important to the client in selecting which one to use. The same rules specified in Section 11.4.1 defining the appropriate standards

for the data propagation apply to these multiple replicas as well. For example, the client might prefer a writable target on a server that has additional writable replicas to which it subsequently might switch. Note that, as distinguished from the case of replication, there is no need to deal with the case of propagation of updates made by the current client, since the current client has not accessed the file system in question.

Use of multi-server namespaces is enabled by NFSv4.1 but is not required. The use of multi-server namespaces and their scope will depend on the applications used and system administration preferences.

Multi-server namespaces can be established by a single server providing a large set of referrals to all of the included file systems. Alternatively, a single multi-server namespace may be administratively segmented with separate referral file systems (on separate servers) for each separately administered portion of the namespace. The top-level referral file system or any segment may use replicated referral file systems for higher availability.

Generally, multi-server namespaces are for the most part uniform, in that the same data made available to one client at a given location in the namespace is made available to all clients at that location. However, there are facilities provided that allow different clients to be directed to different sets of data, so as to adapt to such client characteristics as CPU architecture.

#### 11.5. Location Entries and Server Identity

As mentioned above, a single location entry may have a server address target in the form of a DNS name that may represent multiple IP addresses, while multiple location entries may have their own server address targets that reference the same server. Whether two IP addresses designate the same server is indicated by the existence of a common `so_major_id` field within the `eir_server_owner` field returned by `EXCHANGE_ID` (see Section 18.35.3), subject to further verification (for details see Section 2.10.5).

When multiple addresses for the same server exist, the client may assume that for each file system in the namespace of a given server network address, there exist file systems at corresponding namespace locations for each of the other server network addresses. It may do this even in the absence of explicit listing in `fs_locations` and `fs_locations_info`. Such corresponding file system locations can be used as alternate locations, just as those explicitly specified via the `fs_locations` and `fs_locations_info` attributes. Where these specific addresses are explicitly designated in the `fs_locations_info`

attribute, the conditions of use specified in this attribute (e.g., priorities, specification of simultaneous use) may limit the client's use of these alternate locations.

If a single location entry designates multiple server IP addresses, the client cannot assume that these addresses are multiple paths to the same server. In most cases, they will be, but the client **MUST** verify that before acting on that assumption. When two server addresses are designated by a single location entry and they correspond to different servers, this normally indicates some sort of misconfiguration, and so the client should avoid using such location entries when alternatives are available. When they are not, clients should pick one of IP addresses and use it, without using others that are not directed to the same server.

#### 11.6. Additional Client-Side Considerations

When clients make use of servers that implement referrals, replication, and migration, care should be taken that a user who mounts a given file system that includes a referral or a relocated file system continues to see a coherent picture of that user-side file system despite the fact that it contains a number of server-side file systems that may be on different servers.

One important issue is upward navigation from the root of a server-side file system to its parent (specified as ".." in UNIX), in the case in which it transitions to that file system as a result of referral, migration, or a transition as a result of replication. When the client is at such a point, and it needs to ascend to the parent, it must go back to the parent as seen within the multi-server namespace rather than sending a LOOKUPP operation to the server, which would result in the parent within that server's single-server namespace. In order to do this, the client needs to remember the filehandles that represent such file system roots and use these instead of sending a LOOKUPP operation to the current server. This will allow the client to present to applications a consistent namespace, where upward navigation and downward navigation are consistent.

Another issue concerns refresh of referral locations. When referrals are used extensively, they may change as server configurations change. It is expected that clients will cache information related to traversing referrals so that future client-side requests are resolved locally without server communication. This is usually rooted in client-side name look up caching. Clients should periodically purge this data for referral points in order to detect changes in location information. When the `change_policy` attribute

changes for directories that hold referral entries or for the referral entries themselves, clients should consider any associated cached referral information to be out of date.

#### 11.7. Effecting File System Transitions

Transitions between file system instances, whether due to switching between replicas upon server unavailability or to server-initiated migration events, are best dealt with together. This is so even though, for the server, pragmatic considerations will normally force different implementation strategies for planned and unplanned transitions. Even though the prototypical use cases of replication and migration contain distinctive sets of features, when all possibilities for these operations are considered, there is an underlying unity of these operations, from the client's point of view, that makes treating them together desirable.

A number of methods are possible for servers to replicate data and to track client state in order to allow clients to transition between file system instances with a minimum of disruption. Such methods vary between those that use inter-server clustering techniques to limit the changes seen by the client, to those that are less aggressive, use more standard methods of replicating data, and impose a greater burden on the client to adapt to the transition.

The NFSv4.1 protocol does not impose choices on clients and servers with regard to that spectrum of transition methods. In fact, there are many valid choices, depending on client and application requirements and their interaction with server implementation choices. The NFSv4.1 protocol does define the specific choices that can be made, how these choices are communicated to the client, and how the client is to deal with any discontinuities.

In the sections below, references will be made to various possible server implementation choices as a way of illustrating the transition scenarios that clients may deal with. The intent here is not to define or limit server implementations but rather to illustrate the range of issues that clients may face.

In the discussion below, references will be made to a file system having a particular property or to two file systems (typically the source and destination) belonging to a common class of any of several types. Two file systems that belong to such a class share some important aspects of file system behavior that clients may depend upon when present, to easily effect a seamless transition between file system instances. Conversely, where the file systems do not

belong to such a common class, the client has to deal with various sorts of implementation discontinuities that may cause performance or other issues in effecting a transition.

Where the `fs_locations_info` attribute is available, such file system classification data will be made directly available to the client (see Section 11.10 for details). When only `fs_locations` is available, default assumptions with regard to such classifications have to be inferred (see Section 11.9 for details).

In cases in which one server is expected to accept opaque values from the client that originated from another server, the servers SHOULD encode the "opaque" values in big-endian byte order. If this is done, servers acting as replicas or immigrating file systems will be able to parse values like stateids, directory cookies, filehandles, etc., even if their native byte order is different from that of other servers cooperating in the replication and migration of the file system.

#### 11.7.1. File System Transitions and Simultaneous Access

When a single file system may be accessed at multiple locations, either because of an indication of file system identity as reported by the `fs_locations` or `fs_locations_info` attributes or because two file system instances have corresponding locations on server addresses that connect to the same server (as indicated by a common `so_major_id` field in the `eir_server_owner` field returned by `EXCHANGE_ID`), the client will, depending on specific circumstances as discussed below, either:

- o Access multiple instances simultaneously, each of which represents an alternate path to the same data and metadata.
- o Access one instance (or set of instances) and then transition to an alternative instance (or set of instances) as a result of network issues, server unresponsiveness, or server-directed migration. The transition may involve changes in filehandles, fileids, the change attribute, and/or locking state, depending on the attributes of the source and destination file system instances, as specified in the `fs_locations_info` attribute.

Which of these choices is possible, and how a transition is effected, is governed by equivalence classes of file system instances as reported by the `fs_locations_info` attribute, and for file system instances in the same location within a multi-homed single-server namespace, as indicated by the value of the `so_major_id` field of the `eir_server_owner` field returned by `EXCHANGE_ID`.

### 11.7.2. Simultaneous Use and Transparent Transitions

When two file system instances have the same location within their respective single-server namespaces and those two server network addresses designate the same server (as indicated by the same value of the `so_major_id` field of the `eir_server_owner` field returned in response to `EXCHANGE_ID`), those file system instances can be treated as the same, and either used together simultaneously or serially with no transition activity required on the part of the client. In this case, we refer to the transition as "transparent", and the client in transferring access from one to the other is acting as it would in the event that communication is interrupted, with a new connection and possibly a new session being established to continue access to the same file system.

Whether simultaneous use of the two file system instances is valid is controlled by whether the `fs_locations_info` attribute shows the two instances as having the same simultaneous-use class. See Section 11.10.1 for information about the definition of the various use classes, including the simultaneous-use class.

Note that for two such file systems, any information within the `fs_locations_info` attribute that indicates the need for special transition activity, i.e., the appearance of the two file system instances with different `handle`, `fileid`, `write-verifier`, `change`, and `readdir` classes, indicates a serious problem. The client, if it allows transition to the file system instance at all, must not treat this as a transparent transition. The server SHOULD NOT indicate that these instances belong to different `handle`, `fileid`, `write-verifier`, `change`, and `readdir` classes, whether or not the two instances are shown belonging to the same simultaneous-use class.

Where these conditions do not apply, a non-transparent file system instance transition is required with the details depending on the respective `handle`, `fileid`, `write-verifier`, `change`, and `readdir` classes of the two file system instances, and whether the two servers' addresses in question have the same `eir_server_scope` value as reported by `EXCHANGE_ID`.

#### 11.7.2.1. Simultaneous Use of File System Instances

When the conditions in Section 11.7.2 hold, in either of the following two cases, the client may use the two file system instances simultaneously.

- o The `fs_locations_info` attribute does not contain separate per-network-address entries for file system instances at the distinct network addresses. This includes the case in which the



`fs_locations_info` attribute is unavailable. In this case, the fact that the two server addresses connect to the same server (as indicated by the two addresses sharing the same the `so_major_id` value and subsequently confirmed as described in Section 2.10.5) justifies simultaneous use, and there is no `fs_locations_info` attribute information contradicting that.

- o The `fs_locations_info` attribute indicates that two file system instances belong to the same simultaneous-use class.

In this case, the client may use both file system instances simultaneously, as representations of the same file system, whether that happens because the two network addresses connect to the same physical server or because different servers connect to clustered file systems and export their data in common. When simultaneous use is in effect, any change made to one file system instance must be immediately reflected in the other file system instance(s). Locks are treated as part of a common lease, associated with a common client ID. Depending on the details of the `eir_server_owner` returned by `EXCHANGE_ID`, the two server instances may be accessed by different sessions or a single session in common.

#### 11.7.2.2. Transparent File System Transitions

When the conditions in Section 11.7.2.1 hold and the `fs_locations_info` attribute explicitly shows the file system instances for these distinct network addresses as belonging to different simultaneous-use classes, the file system instances should not be used by the client simultaneously. Rather, they should be used serially with one being used unless and until communication difficulties, lack of responsiveness, or an explicit migration event causes another file system instance (or set of file system instances sharing a common simultaneous-use class) to be used.

When a change of file system instance is to be done, the client will use the same client ID already in effect. If the client already has connections to the new server address, these will be used. Otherwise, new connections to existing sessions or new sessions associated with the existing client ID are established as indicated by the `eir_server_owner` returned by `EXCHANGE_ID`.

In all such transparent transition cases, the following apply:

- o If filehandles are persistent, they stay the same. If filehandles are volatile, they either stay the same or expire, but the reason for expiration is not due to the file system transition.
- o Fileid values do not change across the transition.

- o The file system will have the same fsid in both the old and new locations.
- o Change attribute values are consistent across the transition and do not have to be refetched. When change attributes indicate that a cached object is still valid, it can remain cached.
- o Client and state identifiers retain their validity across the transition, except where their staleness is recognized and reported by the new server. Except where such staleness requires it, no lock reclamation is needed. Any such staleness is an indication that the server should be considered to have restarted and is reported as discussed in Section 8.4.2.
- o Write verifiers are presumed to retain their validity and can be used to compare with verifiers returned by COMMIT on the new server. If COMMIT on the new server returns an identical verifier, then it is expected that the new server has all of the data that was written unstably to the original server and has committed that data to stable storage as requested.
- o Readdir cookies are presumed to retain their validity and can be presented to subsequent READDIR requests together with the readdir verifier with which they are associated. When the verifier is accepted as valid, the cookie will continue the READDIR operation so that the entire directory can be obtained by the client.

#### 11.7.3. Filehandles and File System Transitions

There are a number of ways in which filehandles can be handled across a file system transition. These can be divided into two broad classes depending upon whether the two file systems across which the transition happens share sufficient state to effect some sort of continuity of file system handling.

When there is no such cooperation in filehandle assignment, the two file systems are reported as being in different handle classes. In this case, all filehandles are assumed to expire as part of the file system transition. Note that this behavior does not depend on the `fh_expire_type` attribute and supersedes the specification of the `FH4_VOL_MIGRATION` bit, which only affects behavior when `fs_locations_info` is not available.

When there is cooperation in filehandle assignment, the two file systems are reported as being in the same handle classes. In this case, persistent filehandles remain valid after the file system

transition, while volatile filehandles (excluding those that are only volatile due to the FH4\_VOL\_MIGRATION bit) are subject to expiration on the target server.

#### 11.7.4. Fileids and File System Transitions

In NFSv4.0, the issue of continuity of fileids in the event of a file system transition was not addressed. The general expectation had been that in situations in which the two file system instances are created by a single vendor using some sort of file system image copy, fileids will be consistent across the transition, while in the analogous multi-vendor transitions they will not. This poses difficulties, especially for the client without special knowledge of the transition mechanisms adopted by the server. Note that although fileid is not a REQUIRED attribute, many servers support fileids and many clients provide APIs that depend on fileids.

It is important to note that while clients themselves may have no trouble with a fileid changing as a result of a file system transition event, applications do typically have access to the fileid (e.g., via stat). The result is that an application may work perfectly well if there is no file system instance transition or if any such transition is among instances created by a single vendor, yet be unable to deal with the situation in which a multi-vendor transition occurs at the wrong time.

Providing the same fileids in a multi-vendor (multiple server vendors) environment has generally been held to be quite difficult. While there is work to be done, it needs to be pointed out that this difficulty is partly self-imposed. Servers have typically identified fileid with inode number, i.e. with a quantity used to find the file in question. This identification poses special difficulties for migration of a file system between vendors where assigning the same index to a given file may not be possible. Note here that a fileid is not required to be useful to find the file in question, only that it is unique within the given file system. Servers prepared to accept a fileid as a single piece of metadata and store it apart from the value used to index the file information can relatively easily maintain a fileid value across a migration event, allowing a truly transparent migration event.

In any case, where servers can provide continuity of fileids, they should, and the client should be able to find out that such continuity is available and take appropriate action. Information about the continuity (or lack thereof) of fileids across a file system transition is represented by specifying whether the file systems in question are of the same fileid class.

Note that when consistent fileids do not exist across a transition (either because there is no continuity of fileids or because fileid is not a supported attribute on one of instances involved), and there are no reliable filehandles across a transition event (either because there is no filehandle continuity or because the filehandles are volatile), the client is in a position where it cannot verify that files it was accessing before the transition are the same objects. It is forced to assume that no object has been renamed, and, unless there are guarantees that provide this (e.g., the file system is read-only), problems for applications may occur. Therefore, use of such configurations should be limited to situations where the problems that this may cause can be tolerated.

#### 11.7.5. Fsid and File System Transitions

Since fsids are generally only unique within a per-server basis, it is likely that they will change during a file system transition. One exception is the case of transparent transitions, but in that case we have multiple network addresses that are defined as the same server (as specified by a common value of the `so_major_id` field of `dir_server_owner`). Clients should not make the fsids received from the server visible to applications since they may not be globally unique, and because they may change during a file system transition event. Applications are best served if they are isolated from such transitions to the extent possible.

Although normally a single source file system will transition to a single target file system, there is a provision for splitting a single source file system into multiple target file systems, by specifying the `FSLI4F_MULTI_FS` flag.

##### 11.7.5.1. File System Splitting

When a file system transition is made and the `fs_locations_info` indicates that the file system in question may be split into multiple file systems (via the `FSLI4F_MULTI_FS` flag), the client SHOULD do `GETATTRs` to determine the `fsid` attribute on all known objects within the file system undergoing transition to determine the new file system boundaries.

Clients may maintain the fsids passed to existing applications by mapping all of the fsids for the descendant file systems to the common `fsid` used for the original file system.

Splitting a file system may be done on a transition between file systems of the same fileid class, since the fact that fileids are unique within the source file system ensure they will be unique in each of the target file systems.

#### 11.7.6. The Change Attribute and File System Transitions

Since the change attribute is defined as a server-specific one, change attributes fetched from one server are normally presumed to be invalid on another server. Such a presumption is troublesome since it would invalidate all cached change attributes, requiring refetching. Even more disruptive, the absence of any assured continuity for the change attribute means that even if the same value is retrieved on refetch, no conclusions can be drawn as to whether the object in question has changed. The identical change attribute could be merely an artifact of a modified file with a different change attribute construction algorithm, with that new algorithm just happening to result in an identical change value.

When the two file systems have consistent change attribute formats, and this fact is communicated to the client by reporting in the same change class, the client may assume a continuity of change attribute construction and handle this situation just as it would be handled without any file system transition.

#### 11.7.7. Lock State and File System Transitions

In a file system transition, the client needs to handle cases in which the two servers have cooperated in state management and in which they have not. Cooperation by two servers in state management requires coordination of client IDs. Before the client attempts to use a client ID associated with one server in a request to the server of the other file system, it must eliminate the possibility that two non-cooperating servers have assigned the same client ID by accident. The client needs to compare the `eir_server_scope` values returned by each server. If the scope values do not match, then the servers have not cooperated in state management. If the scope values match, then this indicates the servers have cooperated in assigning client IDs to the point that they will reject client IDs that refer to state they do not know about. See Section 2.10.4 for more information about the use of server scope.

In the case of migration, the servers involved in the migration of a file system SHOULD transfer all server state from the original to the new server. When this is done, it must be done in a way that is transparent to the client. With replication, such a degree of common state is typically not the case. Clients, however, should use the information provided by the `eir_server_scope` returned by `EXCHANGE_ID` (as modified by the validation procedures described in Section 2.10.4) to determine whether such sharing may be in effect, rather than making assumptions based on the reason for the transition.

This state transfer will reduce disruption to the client when a file system transition occurs. If the servers are successful in transferring all state, the client can attempt to establish sessions associated with the client ID used for the source file system instance. If the server accepts that as a valid client ID, then the client may use the existing stateids associated with that client ID for the old file system instance in connection with that same client ID in connection with the transitioned file system instance. If the client in question already had a client ID on the target system, it may interrogate the stateid values from the source system under that new client ID, with the assurance that if they are accepted as valid, then they represent validly transferred lock state for the source file system, which has been transferred to the target server.

When the two servers belong to the same server scope, it does not mean that when dealing with the transition, the client will not have to reclaim state. However, it does mean that the client may proceed using its current client ID when establishing communication with the new server, and the new server will either recognize the client ID as valid or reject it, in which case locks must be reclaimed by the client.

File systems cooperating in state management may actually share state or simply divide the identifier space so as to recognize (and reject as stale) each other's stateids and client IDs. Servers that do share state may not do so under all conditions or at all times. If the server cannot be sure when accepting a client ID that it reflects the locks the client was given, the server must treat all associated state as stale and report it as such to the client.

When the two file system instances are on servers that do not share a server scope value, the client must establish a new client ID on the destination, if it does not have one already, and reclaim locks if allowed by the server. In this case, old stateids and client IDs should not be presented to the new server since there is no assurance that they will not conflict with IDs valid on that server. Note that in this case, lock reclaim may be attempted even when the servers involved in the transfer have different server scope values (see Section 8.4.2.1 for the contrary case of reclaim after server reboot). Servers with different server scope values may cooperate to allow reclaim for locks associated with the transfer of a file system even if they do not cooperate sufficiently to share a server scope.

In either case, when actual locks are not known to be maintained, the destination server may establish a grace period specific to the given file system, with non-reclaim locks being rejected for that file system, even though normal locks are being granted for other file

systems. Clients should not infer the absence of a grace period for file systems being transitioned to a server from responses to requests for other file systems.

In the case of lock reclamation for a given file system after a file system transition, edge conditions can arise similar to those for reclaim after server restart (although in the case of the planned state transfer associated with migration, these can be avoided by securely recording lock state as part of state migration). Unless the destination server can guarantee that locks will not be incorrectly granted, the destination server should not allow lock reclaims and should avoid establishing a grace period.

Once all locks have been reclaimed, or there were no locks to reclaim, the client indicates that there are no more reclaims to be done for the file system in question by sending a RECLAIM\_COMPLETE operation with the `rca_one_fs` parameter set to true. Once this has been done, non-reclaim locking operations may be done, and any subsequent request to do reclaims will be rejected with the error NFS4ERR\_NO\_GRACE.

Information about client identity may be propagated between servers in the form of `client_owner4` and associated verifiers, under the assumption that the client presents the same values to all the servers with which it deals.

Servers are encouraged to provide facilities to allow locks to be reclaimed on the new server after a file system transition. Often, however, in cases in which the two servers do not share a server scope value, such facilities may not be available and the client should be prepared to re-obtain locks, even though it is possible that the client may have its LOCK or OPEN request denied due to a conflicting lock.

The consequences of having no facilities available to reclaim locks on the new server will depend on the type of environment. In some environments, such as the transition between read-only file systems, such denial of locks should not pose large difficulties in practice. When an attempt to re-establish a lock on a new server is denied, the client should treat the situation as if its original lock had been revoked. Note that when the lock is granted, the client cannot assume that no conflicting lock could have been granted in the interim. Where change attribute continuity is present, the client may check the change attribute to check for unwanted file modifications. Where even this is not available, and the file system is not read-only, a client may reasonably treat all pending locks as having been revoked.

#### 11.7.7.1. Leases and File System Transitions

In the case of lease renewal, the client may not be submitting requests for a file system that has been transferred to another server. This can occur because of the lease renewal mechanism. The client renews the lease associated with all file systems when submitting a request on an associated session, regardless of the specific file system being referenced.

In order for the client to schedule renewal of its lease where there is locking state that may have been relocated to the new server, the client must find out about lease relocation before that lease expires. To accomplish this, the SEQUENCE operation will return the status bit SEQ4\_STATUS\_LEASE\_MOVED if responsibility for any of the renewed locking state has been transferred to a new server. This will continue until the client receives an NFS4ERR\_MOVED error for each of the file systems for which there has been locking state relocation.

When a client receives an SEQ4\_STATUS\_LEASE\_MOVED indication from a server, for each file system of the server for which the client has locking state, the client should perform an operation. For simplicity, the client may choose to reference all file systems, but what is important is that it must reference all file systems for which there was locking state where that state has moved. Once the client receives an NFS4ERR\_MOVED error for each such file system, the server will clear the SEQ4\_STATUS\_LEASE\_MOVED indication. The client can terminate the process of checking file systems once this indication is cleared (but only if the client has received a reply for all outstanding SEQUENCE requests on all sessions it has with the server), since there are no others for which locking state has moved.

A client may use GETATTR of the fs\_status (or fs\_locations\_info) attribute on all of the file systems to get absence indications in a single (or a few) request(s), since absent file systems will not cause an error in this context. However, it still must do an operation that receives NFS4ERR\_MOVED on each file system, in order to clear the SEQ4\_STATUS\_LEASE\_MOVED indication.

Once the set of file systems with transferred locking state has been determined, the client can follow the normal process to obtain the new server information (through the fs\_locations and fs\_locations\_info attributes) and perform renewal of that lease on the new server, unless information in the fs\_locations\_info attribute shows that no state could have been transferred. If the server has not had state transferred to it transparently, the client will receive NFS4ERR\_STALE\_CLIENTID from the new server, as described above, and the client can then reclaim locks as is done in the event of server failure.



#### 11.7.7.2. Transitions and the Lease\_time Attribute

In order that the client may appropriately manage its lease in the case of a file system transition, the destination server must establish proper values for the lease\_time attribute.

When state is transferred transparently, that state should include the correct value of the lease\_time attribute. The lease\_time attribute on the destination server must never be less than that on the source, since this would result in premature expiration of a lease granted by the source server. Upon transitions in which state is transferred transparently, the client is under no obligation to refetch the lease\_time attribute and may continue to use the value previously fetched (on the source server).

If state has not been transferred transparently, either because the associated servers are shown as having different eir\_server\_scope strings or because the client ID is rejected when presented to the new server, the client should fetch the value of lease\_time on the new (i.e., destination) server, and use it for subsequent locking requests. However, the server must respect a grace period of at least as long as the lease\_time on the source server, in order to ensure that clients have ample time to reclaim their lock before potentially conflicting non-reclaimed locks are granted.

#### 11.7.8. Write Verifiers and File System Transitions

In a file system transition, the two file systems may be clustered in the handling of unstably written data. When this is the case, and the two file systems belong to the same write-verifier class, write verifiers returned from one system may be compared to those returned by the other and superfluous writes avoided.

When two file systems belong to different write-verifier classes, any verifier generated by one must not be compared to one provided by the other. Instead, it should be treated as not equal even when the values are identical.

#### 11.7.9. Readdir Cookies and Verifiers and File System Transitions

In a file system transition, the two file systems may be consistent in their handling of READDIR cookies and verifiers. When this is the case, and the two file systems belong to the same readdir class, READDIR cookies and verifiers from one system may be recognized by the other and READDIR operations started on one server may be validly continued on the other, simply by presenting the cookie and verifier returned by a READDIR operation done on the first file system to the second.

When two file systems belong to different readdir classes, any READDIR cookie and verifier generated by one is not valid on the second, and must not be presented to that server by the client. The client should act as if the verifier was rejected.

#### 11.7.10. File System Data and File System Transitions

When multiple replicas exist and are used simultaneously or in succession by a client, applications using them will normally expect that they contain either the same data or data that is consistent with the normal sorts of changes that are made by other clients updating the data of the file system (with metadata being the same to the degree indicated by the `fs_locations_info` attribute). However, when multiple file systems are presented as replicas of one another, the precise relationship between the data of one and the data of another is not, as a general matter, specified by the NFSv4.1 protocol. It is quite possible to present as replicas file systems where the data of those file systems is sufficiently different that some applications have problems dealing with the transition between replicas. The namespace will typically be constructed so that applications can choose an appropriate level of support, so that in one position in the namespace a varied set of replicas will be listed, while in another only those that are up-to-date may be considered replicas. The protocol does define four special cases of the relationship among replicas to be specified by the server and relied upon by clients:

- o When multiple server addresses correspond to the same actual server, as indicated by a common `so_major_id` field within the `eir_server_owner` field returned by `EXCHANGE_ID`, the client may depend on the fact that changes to data, metadata, or locks made on one file system are immediately reflected on others.
- o When multiple replicas exist and are used simultaneously by a client (see the `FSLIB4_CLSIMUL` definition within `fs_locations_info`), they must designate the same data. Where file systems are writable, a change made on one instance must be visible on all instances, immediately upon the earlier of the return of the modifying requester or the visibility of that change on any of the associated replicas. This allows a client to use these replicas simultaneously without any special adaptation to the fact that there are multiple replicas. In this case, locks (whether share reservations or byte-range locks) and delegations obtained on one replica are immediately reflected on all replicas, even though these locks will be managed under a set of client IDs.

- o When one replica is designated as the successor instance to another existing instance after return NFS4ERR\_MOVED (i.e., the case of migration), the client may depend on the fact that all changes written to stable storage on the original instance are written to stable storage of the successor (uncommitted writes are dealt with in Section 11.7.8).
- o Where a file system is not writable but represents a read-only copy (possibly periodically updated) of a writable file system, clients have similar requirements with regard to the propagation of updates. They may need a guarantee that any change visible on the original file system instance must be immediately visible on any replica before the client transitions access to that replica, in order to avoid any possibility that a client, in effecting a transition to a replica, will see any reversion in file system state. The specific means of this guarantee varies based on the value of the `fss_type` field that is reported as part of the `fs_status` attribute (see Section 11.11). Since these file systems are presumed to be unsuitable for simultaneous use, there is no specification of how locking is handled; in general, locks obtained on one file system will be separate from those on others. Since these are going to be read-only file systems, this is not expected to pose an issue for clients or applications.

#### 11.8. Effecting File System Referrals

Referrals are effected when an absent file system is encountered and one or more alternate locations are made available by the `fs_locations` or `fs_locations_info` attributes. The client will typically get an NFS4ERR\_MOVED error, fetch the appropriate location information, and proceed to access the file system on a different server, even though it retains its logical position within the original namespace. Referrals differ from migration events in that they happen only when the client has not previously referenced the file system in question (so there is nothing to transition). Referrals can only come into effect when an absent file system is encountered at its root.

The examples given in the sections below are somewhat artificial in that an actual client will not typically do a multi-component look up, but will have cached information regarding the upper levels of the name hierarchy. However, these examples are chosen to make the required behavior clear and easy to put within the scope of a small number of requests, without getting unduly into details of how specific clients might choose to cache things.

## 11.8.1. Referral Example (LOOKUP)

Let us suppose that the following COMPOUND is sent in an environment in which /this/is/the/path is absent from the target server. This may be for a number of reasons. It may be that the file system has moved, or it may be that the target server is functioning mainly, or solely, to refer clients to the servers on which various file systems are located.

- o PUTROOTFH
- o LOOKUP "this"
- o LOOKUP "is"
- o LOOKUP "the"
- o LOOKUP "path"
- o GETFH
- o GETATTR (fsid, fileid, size, time\_modify)

Under the given circumstances, the following will be the result.

- o PUTROOTFH --> NFS\_OK. The current fh is now the root of the pseudo-fs.
- o LOOKUP "this" --> NFS\_OK. The current fh is for /this and is within the pseudo-fs.
- o LOOKUP "is" --> NFS\_OK. The current fh is for /this/is and is within the pseudo-fs.
- o LOOKUP "the" --> NFS\_OK. The current fh is for /this/is/the and is within the pseudo-fs.
- o LOOKUP "path" --> NFS\_OK. The current fh is for /this/is/the/path and is within a new, absent file system, but ... the client will never see the value of that fh.
- o GETFH --> NFS4ERR\_MOVED. Fails because current fh is in an absent file system at the start of the operation, and the specification makes no exception for GETFH.
- o GETATTR (fsid, fileid, size, time\_modify). Not executed because the failure of the GETFH stops processing of the COMPOUND.

Given the failure of the GETFH, the client has the job of determining the root of the absent file system and where to find that file system, i.e., the server and path relative to that server's root fh. Note that in this example, the client did not obtain filehandles and attribute information (e.g., fsid) for the intermediate directories, so that it would not be sure where the absent file system starts. It could be the case, for example, that /this/is/the is the root of the moved file system and that the reason that the look up of "path" succeeded is that the file system was not absent on that operation but was moved between the last LOOKUP and the GETFH (since COMPOUND is not atomic). Even if we had the fsids for all of the intermediate directories, we could have no way of knowing that /this/is/the/path was the root of a new file system, since we don't yet have its fsid.

In order to get the necessary information, let us re-send the chain of LOOKUPS with GETFHs and GETATTRs to at least get the fsids so we can be sure where the appropriate file system boundaries are. The client could choose to get fs\_locations\_info at the same time but in most cases the client will have a good guess as to where file system boundaries are (because of where NFS4ERR\_MOVED was, and was not, received) making fetching of fs\_locations\_info unnecessary.

OP01: PUTROOTFH --> NFS\_OK

- Current fh is root of pseudo-fs.

OP02: GETATTR(fsid) --> NFS\_OK

- Just for completeness. Normally, clients will know the fsid of the pseudo-fs as soon as they establish communication with a server.

OP03: LOOKUP "this" --> NFS\_OK

OP04: GETATTR(fsid) --> NFS\_OK

- Get current fsid to see where file system boundaries are. The fsid will be that for the pseudo-fs in this example, so no boundary.

OP05: GETFH --> NFS\_OK

- Current fh is for /this and is within pseudo-fs.

OP06: LOOKUP "is" --> NFS\_OK

- Current fh is for /this/is and is within pseudo-fs.

OP07: GETATTR(fsid) --> NFS\_OK

- Get current fsid to see where file system boundaries are. The fsid will be that for the pseudo-fs in this example, so no boundary.

OP08: GETFH --> NFS\_OK

- Current fh is for /this/is and is within pseudo-fs.

OP09: LOOKUP "the" --> NFS\_OK

- Current fh is for /this/is/the and is within pseudo-fs.

OP10: GETATTR(fsid) --> NFS\_OK

- Get current fsid to see where file system boundaries are. The fsid will be that for the pseudo-fs in this example, so no boundary.

OP11: GETFH --> NFS\_OK

- Current fh is for /this/is/the and is within pseudo-fs.

OP12: LOOKUP "path" --> NFS\_OK

- Current fh is for /this/is/the/path and is within a new, absent file system, but ...
- The client will never see the value of that fh.

OP13: GETATTR(fsid, fs\_locations\_info) --> NFS\_OK

- We are getting the fsid to know where the file system boundaries are. In this operation, the fsid will be different than that of the parent directory (which in turn was retrieved in OP10). Note that the fsid we are given will not necessarily be preserved at the new location. That fsid might be different, and in fact the fsid we have for this file system might be a valid fsid of a different file system on that new server.
- In this particular case, we are pretty sure anyway that what has moved is /this/is/the/path rather than /this/is/the since we have the fsid of the latter and it is that of the pseudo-fs, which presumably cannot move. However, in other examples, we might not have this kind of information to rely on (e.g., /this/is/the might be a non-pseudo file system separate from /this/is/the/path), so we need to have other reliable source information on the boundary

of the file system that is moved. If, for example, the file system `/this/is` had moved, we would have a case of migration rather than referral, and once the boundaries of the migrated file system was clear we could fetch `fs_locations_info`.

- We are fetching `fs_locations_info` because the fact that we got an `NFS4ERR_MOVED` at this point means that it is most likely that this is a referral and we need the destination. Even if it is the case that `/this/is/the` is a file system that has migrated, we will still need the location information for that file system.

OP14: `GETFH --> NFS4ERR_MOVED`

- Fails because current `fh` is in an absent file system at the start of the operation, and the specification makes no exception for `GETFH`. Note that this means the server will never send the client a filehandle from within an absent file system.

Given the above, the client knows where the root of the absent file system is (`/this/is/the/path`) by noting where the change of `fsid` occurred (between "the" and "path"). The `fs_locations_info` attribute also gives the client the actual location of the absent file system, so that the referral can proceed. The server gives the client the bare minimum of information about the absent file system so that there will be very little scope for problems of conflict between information sent by the referring server and information of the file system's home. No filehandles and very few attributes are present on the referring server, and the client can treat those it receives as transient information with the function of enabling the referral.

#### 11.8.2. Referral Example (REaddir)

Another context in which a client may encounter referrals is when it does a `REaddir` on a directory in which some of the sub-directories are the roots of absent file systems.

Suppose such a directory is read as follows:

- o `PUTROOTFH`
- o `LOOKUP "this"`
- o `LOOKUP "is"`
- o `LOOKUP "the"`
- o `REaddir (fsid, size, time_modify, mounted_on_fileid)`

In this case, because `rdattr_error` is not requested, `fs_locations_info` is not requested, and some of the attributes cannot be provided, the result will be an `NFS4ERR_MOVED` error on the `REaddir`, with the detailed results as follows:

- o `PUTROOTFH` --> `NFS_OK`. The current fh is at the root of the pseudo-fs.
- o `LOOKUP "this"` --> `NFS_OK`. The current fh is for `/this` and is within the pseudo-fs.
- o `LOOKUP "is"` --> `NFS_OK`. The current fh is for `/this/is` and is within the pseudo-fs.
- o `LOOKUP "the"` --> `NFS_OK`. The current fh is for `/this/is/the` and is within the pseudo-fs.
- o `REaddir (fsid, size, time_modify, mounted_on_fileid)` --> `NFS4ERR_MOVED`. Note that the same error would have been returned if `/this/is/the` had migrated, but it is returned because the directory contains the root of an absent file system.

So now suppose that we re-send with `rdattr_error`:

- o `PUTROOTFH`
- o `LOOKUP "this"`
- o `LOOKUP "is"`
- o `LOOKUP "the"`
- o `REaddir (rdattr_error, fsid, size, time_modify, mounted_on_fileid)`

The results will be:

- o `PUTROOTFH` --> `NFS_OK`. The current fh is at the root of the pseudo-fs.
- o `LOOKUP "this"` --> `NFS_OK`. The current fh is for `/this` and is within the pseudo-fs.
- o `LOOKUP "is"` --> `NFS_OK`. The current fh is for `/this/is` and is within the pseudo-fs.
- o `LOOKUP "the"` --> `NFS_OK`. The current fh is for `/this/is/the` and is within the pseudo-fs.



- o READDIR (rdattr\_error, fsid, size, time\_modify, mounted\_on\_fileid) --> NFS\_OK. The attributes for directory entry with the component named "path" will only contain rdattr\_error with the value NFS4ERR\_MOVED, together with an fsid value and a value for mounted\_on\_fileid.

So suppose we do another READDIR to get fs\_locations\_info (although we could have used a GETATTR directly, as in Section 11.8.1).

- o PUTROOTFH
- o LOOKUP "this"
- o LOOKUP "is"
- o LOOKUP "the"
- o READDIR (rdattr\_error, fs\_locations\_info, mounted\_on\_fileid, fsid, size, time\_modify)

The results would be:

- o PUTROOTFH --> NFS\_OK. The current fh is at the root of the pseudo-fs.
- o LOOKUP "this" --> NFS\_OK. The current fh is for /this and is within the pseudo-fs.
- o LOOKUP "is" --> NFS\_OK. The current fh is for /this/is and is within the pseudo-fs.
- o LOOKUP "the" --> NFS\_OK. The current fh is for /this/is/the and is within the pseudo-fs.
- o READDIR (rdattr\_error, fs\_locations\_info, mounted\_on\_fileid, fsid, size, time\_modify) --> NFS\_OK. The attributes will be as shown below.

The attributes for the directory entry with the component named "path" will only contain:

- o rdattr\_error (value: NFS\_OK)
- o fs\_locations\_info
- o mounted\_on\_fileid (value: unique fileid within referring file system)

- o fsid (value: unique value within referring server)

The attributes for entry "path" will not contain size or time\_modify because these attributes are not available within an absent file system.

#### 11.9. The Attribute fs\_locations

The fs\_locations attribute is structured in the following way:

```
struct fs_location4 {
    utf8str_cis    server<>;
    pathname4     rootpath;
};

struct fs_locations4 {
    pathname4     fs_root;
    fs_location4 locations<>;
};
```

The fs\_location4 data type is used to represent the location of a file system by providing a server name and the path to the root of the file system within that server's namespace. When a set of servers have corresponding file systems at the same path within their namespaces, an array of server names may be provided. An entry in the server array is a UTF-8 string and represents one of a traditional DNS host name, IPv4 address, IPv6 address, or a zero-length string. An IPv4 or IPv6 address is represented as a universal address (see Section 3.3.9 and [15]), minus the netid, and either with or without the trailing ".p1.p2" suffix that represents the port number. If the suffix is omitted, then the default port, 2049, SHOULD be assumed. A zero-length string SHOULD be used to indicate the current address being used for the RPC call. It is not a requirement that all servers that share the same rootpath be listed in one fs\_location4 instance. The array of server names is provided for convenience. Servers that share the same rootpath may also be listed in separate fs\_location4 entries in the fs\_locations attribute.

The fs\_locations4 data type and fs\_locations attribute contain an array of such locations. Since the namespace of each server may be constructed differently, the "fs\_root" field is provided. The path represented by fs\_root represents the location of the file system in the current server's namespace, i.e., that of the server from which the fs\_locations attribute was obtained. The fs\_root path is meant to aid the client by clearly referencing the root of the file system

whose locations are being reported, no matter what object within the current file system the current filehandle designates. The `fs_root` is simply the pathname the client used to reach the object on the current server (i.e., the object to which the `fs_locations` attribute applies).

When the `fs_locations` attribute is interrogated and there are no alternate file system locations, the server SHOULD return a zero-length array of `fs_location4` structures, together with a valid `fs_root`.

As an example, suppose there is a replicated file system located at two servers (`servA` and `servB`). At `servA`, the file system is located at path `/a/b/c`. At `servB` the file system is located at path `/x/y/z`. If the client were to obtain the `fs_locations` value for the directory at `/a/b/c/d`, it might not necessarily know that the file system's root is located in `servA`'s namespace at `/a/b/c`. When the client switches to `servB`, it will need to determine that the directory it first referenced at `servA` is now represented by the path `/x/y/z/d` on `servB`. To facilitate this, the `fs_locations` attribute provided by `servA` would have an `fs_root` value of `/a/b/c` and two entries in `fs_locations`. One entry in `fs_locations` will be for itself (`servA`) and the other will be for `servB` with a path of `/x/y/z`. With this information, the client is able to substitute `/x/y/z` for the `/a/b/c` at the beginning of its access path and construct `/x/y/z/d` to use for the new server.

Note that there is no requirement that the number of components in each rootpath be the same; there is no relation between the number of components in rootpath or `fs_root`, and none of the components in a rootpath and `fs_root` have to be the same. In the above example, we could have had a third element in the locations array, with server equal to "servC" and rootpath equal to "/I/II", and a fourth element in locations with server equal to "servD" and rootpath equal to "/aleph/beth/gimel/dalet/he".

The relationship between `fs_root` to a rootpath is that the client replaces the pathname indicated in `fs_root` for the current server for the substitute indicated in rootpath for the new server.

For an example of a referred or migrated file system, suppose there is a file system located at `serv1`. At `serv1`, the file system is located at `/az/buky/vedi/glagoli`. The client finds that object at `glagoli` has migrated (or is a referral). The client gets the `fs_locations` attribute, which contains an `fs_root` of `/az/buky/vedi/glagoli`, and one element in the locations array, with server equal to

serv2, and rootpath equal to /izhitsa/fita. The client replaces /az/buky/vedi/glagoli with /izhitsa/fita, and uses the latter pathname on serv2.

Thus, the server MUST return an fs\_root that is equal to the path the client used to reach the object to which the fs\_locations attribute applies. Otherwise, the client cannot determine the new path to use on the new server.

Since the fs\_locations attribute lacks information defining various attributes of the various file system choices presented, it SHOULD only be interrogated and used when fs\_locations\_info is not available. When fs\_locations is used, information about the specific locations should be assumed based on the following rules.

The following rules are general and apply irrespective of the context.

- o All listed file system instances should be considered as of the same handle class, if and only if, the current fh\_expire\_type attribute does not include the FH4\_VOL\_MIGRATION bit. Note that in the case of referral, filehandle issues do not apply since there can be no filehandles known within the current file system, nor is there any access to the fh\_expire\_type attribute on the referring (absent) file system.
- o All listed file system instances should be considered as of the same fileid class if and only if the fh\_expire\_type attribute indicates persistent filehandles and does not include the FH4\_VOL\_MIGRATION bit. Note that in the case of referral, fileid issues do not apply since there can be no fileids known within the referring (absent) file system, nor is there any access to the fh\_expire\_type attribute.
- o All file system instances servers should be considered as of different change classes.

For other class assignments, handling of file system transitions depends on the reasons for the transition:

- o When the transition is due to migration, that is, the client was directed to a new file system after receiving an NFS4ERR\_MOVED error, the target should be treated as being of the same write-verifier class as the source.

- o When the transition is due to failover to another replica, that is, the client selected another replica without receiving an NFS4ERR\_MOVED error, the target should be treated as being of a different write-verifier class from the source.

The specific choices reflect typical implementation patterns for failover and controlled migration, respectively. Since other choices are possible and useful, this information is better obtained by using `fs_locations_info`. When a server implementation needs to communicate other choices, it **MUST** support the `fs_locations_info` attribute.

See Section 21 for a discussion on the recommendations for the security flavor to be used by any GETATTR operation that requests the "fs\_locations" attribute.

#### 11.10. The Attribute `fs_locations_info`

The `fs_locations_info` attribute is intended as a more functional replacement for `fs_locations` that will continue to exist and be supported. Clients can use it to get a more complete set of information about alternative file system locations. When the server does not support `fs_locations_info`, `fs_locations` can be used to get a subset of the information. A server that supports `fs_locations_info` **MUST** support `fs_locations` as well.

There is additional information present in `fs_locations_info`, that is not available in `fs_locations`:

- o Attribute continuity information. This information will allow a client to select a location that meets the transparency requirements of the applications accessing the data and to leverage optimizations due to the server guarantees of attribute continuity (e.g., if between multiple server locations the change attribute of a file of the file system is continuous, the client does not have to invalidate the file's cache if the change attribute is the same among all locations).
- o File system identity information that indicates when multiple replicas, from the client's point of view, correspond to the same target file system, allowing them to be used interchangeably, without disruption, as multiple paths to the same thing.
- o Information that will bear on the suitability of various replicas, depending on the use that the client intends. For example, many applications need an absolutely up-to-date copy (e.g., those that write), while others may only need access to the most up-to-date copy reasonably available.

- o Server-derived preference information for replicas, which can be used to implement load-balancing while giving the client the entire file system list to be used in case the primary fails.

The `fs_locations_info` attribute is structured similarly to the `fs_locations` attribute. A top-level structure (`fs_locations_info4`) contains the entire attribute including the root pathname of the file system and an array of lower-level structures that define replicas that share a common rootpath on their respective servers. The lower-level structure in turn (`fs_locations_item4`) contains a specific pathname and information on one or more individual server replicas. For that last lowest-level, `fs_locations_info` has an `fs_locations_server4` structure that contains per-server-replica information in addition to the server name. This per-server-replica information includes a nominally opaque array, `fls_info`, in which specific pieces of information are located at the specific indices listed below.

The attribute will always contain at least a single `fs_locations_server` entry. Typically, this will be an entry with the `FS4LIGF_CUR_REQ` flag set, although in the case of a referral there will be no entry with that flag set.

It should be noted that `fs_locations_info` attributes returned by servers for various replicas may differ for various reasons. One server may know about a set of replicas that are not known to other servers. Further, compatibility attributes may differ. Filehandles might be of the same class going from replica A to replica B but not going in the reverse direction. This might happen because the filehandles are the same, but replica B's server implementation might not have provision to note and report that equivalence.

The `fs_locations_info` attribute consists of a root pathname (`fli_fs_root`, just like `fs_root` in the `fs_locations` attribute), together with an array of `fs_location_item4` structures. The `fs_location_item4` structures in turn consist of a root pathname (`fli_rootpath`) together with an array (`fli_entries`) of elements of data type `fs_locations_server4`, all defined as follows.

```
/*
 * Defines an individual server replica
 */
struct fs_locations_server4 {
    int32_t          fls_currency;
    opaque          fls_info<>;
    utf8str_cis     fls_server;
};

/*
 * Byte indices of items within
 * fls_info: flag fields, class numbers,
 * bytes indicating ranks and orders.
 */
const FSLI4BX_GFLAGS          = 0;
const FSLI4BX_TFLAGS        = 1;
const FSLI4BX_CLSIMUL       = 2;
const FSLI4BX_CLHANDLE      = 3;
const FSLI4BX_CLFILEID     = 4;
const FSLI4BX_CLWRITEEVER   = 5;
const FSLI4BX_CLCHANGE     = 6;
const FSLI4BX_CLREADDIR    = 7;

const FSLI4BX_READRANK      = 8;
const FSLI4BX_WRITERANK    = 9;
const FSLI4BX_READORDER    = 10;
const FSLI4BX_WRITEORDER   = 11;

/*
 * Bits defined within the general flag byte.
 */
const FSLI4GF_WRITABLE     = 0x01;
const FSLI4GF_CUR_REQ     = 0x02;
const FSLI4GF_ABSENT      = 0x04;
const FSLI4GF_GOING       = 0x08;
const FSLI4GF_SPLIT       = 0x10;
```

```

/*
 * Bits defined within the transport flag byte.
 */
const FSLI4TF_RDMA          = 0x01;

/*
 * Defines a set of replicas sharing
 * a common value of the rootpath
 * with in the corresponding
 * single-server namespaces.
 */
struct fs_locations_item4 {
    fs_locations_server4    fli_entries<>;
    pathname4               fli_rootpath;
};

/*
 * Defines the overall structure of
 * the fs_locations_info attribute.
 */
struct fs_locations_info4 {
    uint32_t                fli_flags;
    int32_t                 fli_valid_for;
    pathname4               fli_fs_root;
    fs_locations_item4      fli_items<>;
};

/*
 * Flag bits in fli_flags.
 */
const FSLI4IF_VAR_SUB      = 0x00000001;

typedef fs_locations_info4 fattr4_fs_locations_info;

```

As noted above, the `fs_locations_info` attribute, when supported, may be requested of absent file systems without causing `NFS4ERR_MOVED` to be returned. It is generally expected that it will be available for both present and absent file systems even if only a single `fs_locations_server4` entry is present, designating the current (present) file system, or two `fs_locations_server4` entries designating the previous location of an absent file system (the one just referenced) and its successor location. Servers are strongly urged to support this attribute on all file systems if they support it on any file system.



The data presented in the `fs_locations_info` attribute may be obtained by the server in any number of ways, including specification by the administrator or by current protocols for transferring data among replicas and protocols not yet developed. NFSv4.1 only defines how this information is presented by the server to the client.

#### 11.10.1. The `fs_locations_server4` Structure

The `fs_locations_server4` structure consists of the following items:

- o An indication of how up-to-date the file system is (`fls_currency`) in seconds. This value is relative to the master copy. A negative value indicates that the server is unable to give any reasonably useful value here. A value of zero indicates that the file system is the actual writable data or a reliably coherent and fully up-to-date copy. Positive values indicate how out-of-date this copy can normally be before it is considered for update. Such a value is not a guarantee that such updates will always be performed on the required schedule but instead serves as a hint about how far the copy of the data would be expected to be behind the most up-to-date copy.
- o A counted array of one-byte values (`fls_info`) containing information about the particular file system instance. This data includes general flags, transport capability flags, file system equivalence class information, and selection priority information. The encoding will be discussed below.
- o The server string (`fls_server`). For the case of the replica currently being accessed (via `GETATTR`), a zero-length string MAY be used to indicate the current address being used for the RPC call. The `fls_server` field can also be an IPv4 or IPv6 address, formatted the same way as an IPv4 or IPv6 address in the "server" field of the `fs_location4` data type (see Section 11.9).

Data within the `fls_info` array is in the form of 8-bit data items with constants giving the offsets within the array of various values describing this particular file system instance. This style of definition was chosen, in preference to explicit XDR structure definitions for these values, for a number of reasons.

- o The kinds of data in the `fls_info` array, representing flags, file system classes, and priorities among sets of file systems representing the same data, are such that 8 bits provide a quite acceptable range of values. Even where there might be more than 256 such file system instances, having more than 256 distinct classes or priorities is unlikely.

- o Explicit definition of the various specific data items within XDR would limit expandability in that any extension within a subsequent minor version would require yet another attribute, leading to specification and implementation clumsiness.
- o Such explicit definitions would also make it impossible to propose Standards Track extensions apart from a full minor version.

This encoding scheme can be adapted to the specification of multi-byte numeric values, even though none are currently defined. If extensions are made via Standards Track RFCs, multi-byte quantities will be encoded as a range of bytes with a range of indices, with the byte interpreted in big-endian byte order. Further, any such index assignments are constrained so that the relevant quantities will not cross XDR word boundaries.

The set of `fls_info` data is subject to expansion in a future minor version, or in a Standards Track RFC, within the context of a single minor version. The server SHOULD NOT send and the client MUST NOT use indices within the `fls_info` array that are not defined in Standards Track RFCs.

The `fls_info` array contains:

- o Two 8-bit flag fields, one devoted to general file-system characteristics and a second reserved for transport-related capabilities.
- o Six 8-bit class values that define various file system equivalence classes as explained below.
- o Four 8-bit priority values that govern file system selection as explained below.

The general file system characteristics flag (at byte index `FSLI4BX_GFLAGS`) has the following bits defined within it:

- o `FSLI4GF_WRITABLE` indicates that this file system target is writable, allowing it to be selected by clients that may need to write on this file system. When the current file system instance is writable and is defined as of the same simultaneous use class (as specified by the value at index `FSLI4BX_CLSIMUL`) to which the client was previously writing, then it must incorporate within its data any committed write made on the source file system instance. See Section 11.7.8, which discusses the write-verifier class. While there is no harm in not setting this flag for a file system that turns out to be writable, turning the flag on for a read-only

file system can cause problems for clients that select a migration or replication target based on the flag and then find themselves unable to write.

- o FSLI4GF\_CUR\_REQ indicates that this replica is the one on which the request is being made. Only a single server entry may have this flag set and, in the case of a referral, no entry will have it.
- o FSLI4GF\_ABSENT indicates that this entry corresponds to an absent file system replica. It can only be set if FSLI4GF\_CUR\_REQ is set. When both such bits are set, it indicates that a file system instance is not usable but that the information in the entry can be used to determine the sorts of continuity available when switching from this replica to other possible replicas. Since this bit can only be true if FSLI4GF\_CUR\_REQ is true, the value could be determined using the fs\_status attribute, but the information is also made available here for the convenience of the client. An entry with this bit, since it represents a true file system (albeit absent), does not appear in the event of a referral, but only when a file system has been accessed at this location and has subsequently been migrated.
- o FSLI4GF\_GOING indicates that a replica, while still available, should not be used further. The client, if using it, should make an orderly transfer to another file system instance as expeditiously as possible. It is expected that file systems going out of service will be announced as FSLI4GF\_GOING some time before the actual loss of service. It is also expected that the fli\_valid\_for value will be sufficiently small to allow clients to detect and act on scheduled events, while large enough that the cost of the requests to fetch the fs\_locations\_info values will not be excessive. Values on the order of ten minutes seem reasonable.

When this flag is seen as part of a transition into a new file system, a client might choose to transfer immediately to another replica, or it may reference the current file system and only transition when a migration event occurs. Similarly, when this flag appears as a replica in the referral, clients would likely avoid being referred to this instance whenever there is another choice.

- o FSLI4GF\_SPLIT indicates that when a transition occurs from the current file system instance to this one, the replacement may consist of multiple file systems. In this case, the client has to be prepared for the possibility that objects on the same file system before migration will be on different ones after. Note

that FSLI4GF\_SPLIT is not incompatible with the file systems belonging to the same fileid class since, if one has a set of fileids that are unique within a file system, each subset assigned to a smaller file system after migration would not have any conflicts internal to that file system.

A client, in the case of a split file system, will interrogate existing files with which it has continuing connection (it is free to simply forget cached filehandles). If the client remembers the directory filehandle associated with each open file, it may proceed upward using LOOKUPP to find the new file system boundaries. Note that in the event of a referral, there will not be any such files and so these actions will not be performed. Instead, a reference to a portion of the original file system now split off into other file systems will encounter an fsid change and possibly a further referral.

Once the client recognizes that one file system has been split into two, it can prevent the disruption of running applications by presenting the two file systems as a single one until a convenient point to recognize the transition, such as a restart. This would require a mapping from the server's fsids to fsids as seen by the client, but this is already necessary for other reasons. As noted above, existing fileids within the two descendant file systems will not conflict. Providing non-conflicting fileids for newly created files on the split file systems is the responsibility of the server (or servers working in concert). The server can encode filehandles such that filehandles generated before the split event can be discerned from those generated after the split, allowing the server to determine when the need for emulating two file systems as one is over.

Although it is possible for this flag to be present in the event of referral, it would generally be of little interest to the client, since the client is not expected to have information regarding the current contents of the absent file system.

The transport-flag field (at byte index FSLI4BX\_TFLAGS) contains the following bits related to the transport capabilities of the specific file system.

- o FSLI4TF\_RDMA indicates that this file system provides NFSv4.1 file system access using an RDMA-capable transport.

Attribute continuity and file system identity information are expressed by defining equivalence relations on the sets of file systems presented to the client. Each such relation is expressed as a set of file system equivalence classes. For each relation, a file

system has an 8-bit class number. Two file systems belong to the same class if both have identical non-zero class numbers. Zero is treated as non-matching. Most often, the relevant question for the client will be whether a given replica is identical to / continuous with the current one in a given respect, but the information should be available also as to whether two other replicas match in that respect as well.

The following fields specify the file system's class numbers for the equivalence relations used in determining the nature of file system transitions. See Section 11.7 and its various subsections for details about how this information is to be used. Servers may assign these values as they wish, so long as file system instances that share the same value have the specified relationship to one another; conversely, file systems that have the specified relationship to one another share a common class value. As each instance entry is added, the relationships of this instance to previously entered instances can be consulted, and if one is found that bears the specified relationship, that entry's class value can be copied to the new entry. When no such previous entry exists, a new value for that byte index (not previously used) can be selected, most likely by incrementing the value of the last class value assigned for that index.

- o The field with byte index FSLI4BX\_CLSIMUL defines the simultaneous-use class for the file system.
- o The field with byte index FSLI4BX\_CLHANDLE defines the handle class for the file system.
- o The field with byte index FSLI4BX\_CLFILEID defines the fileid class for the file system.
- o The field with byte index FSLI4BX\_CLWRITEVER defines the write-verifier class for the file system.
- o The field with byte index FSLI4BX\_CLCHANGE defines the change class for the file system.
- o The field with byte index FSLI4BX\_CLREADDIR defines the readdir class for the file system.

Server-specified preference information is also provided via 8-bit values within the `fls_info` array. The values provide a rank and an order (see below) to be used with separate values specifiable for the cases of read-only and writable file systems. These values are compared for different file systems to establish the server-specified preference, with lower values indicating "more preferred".

Rank is used to express a strict server-imposed ordering on clients, with lower values indicating "more preferred". Clients should attempt to use all replicas with a given rank before they use one with a higher rank. Only if all of those file systems are unavailable should the client proceed to those of a higher rank. Because specifying a rank will override client preferences, servers should be conservative about using this mechanism, particularly when the environment is one in which client communication characteristics are neither tightly controlled nor visible to the server.

Within a rank, the order value is used to specify the server's preference to guide the client's selection when the client's own preferences are not controlling, with lower values of order indicating "more preferred". If replicas are approximately equal in all respects, clients should defer to the order specified by the server. When clients look at server latency as part of their selection, they are free to use this criterion but it is suggested that when latency differences are not significant, the server-specified order should guide selection.

- o The field at byte index FSLI4BX\_READRANK gives the rank value to be used for read-only access.
- o The field at byte index FSLI4BX\_READORDER gives the order value to be used for read-only access.
- o The field at byte index FSLI4BX\_WRITERANK gives the rank value to be used for writable access.
- o The field at byte index FSLI4BX\_WRITEORDER gives the order value to be used for writable access.

Depending on the potential need for write access by a given client, one of the pairs of rank and order values is used. The read rank and order should only be used if the client knows that only reading will ever be done or if it is prepared to switch to a different replica in the event that any write access capability is required in the future.

#### 11.10.2. The fs\_locations\_info4 Structure

The fs\_locations\_info4 structure, encoding the fs\_locations\_info attribute, contains the following:

- o The fli\_flags field, which contains general flags that affect the interpretation of this fs\_locations\_info4 structure and all fs\_locations\_item4 structures within it. The only flag currently defined is FSLI4IF\_VAR\_SUB. All bits in the fli\_flags field that are not defined should always be returned as zero.

- o The `fli_fs_root` field, which contains the pathname of the root of the current file system on the current server, just as it does in the `fs_locations4` structure.
- o An array called `fli_items` of `fs_locations4_item` structures, which contain information about replicas of the current file system. Where the current file system is actually present, or has been present, i.e., this is not a referral situation, one of the `fs_locations_item4` structures will contain an `fs_locations_server4` for the current server. This structure will have `FSLI4GF_ABSENT` set if the current file system is absent, i.e., normal access to it will return `NFS4ERR_MOVED`.
- o The `fli_valid_for` field specifies a time in seconds for which it is reasonable for a client to use the `fs_locations_info` attribute without refetch. The `fli_valid_for` value does not provide a guarantee of validity since servers can unexpectedly go out of service or become inaccessible for any number of reasons. Clients are well-advised to refetch this information for an actively accessed file system at every `fli_valid_for` seconds. This is particularly important when file system replicas may go out of service in a controlled way using the `FSLI4GF_GOING` flag to communicate an ongoing change. The server should set `fli_valid_for` to a value that allows well-behaved clients to notice the `FSLI4GF_GOING` flag and make an orderly switch before the loss of service becomes effective. If this value is zero, then no refetch interval is appropriate and the client need not refetch this data on any particular schedule. In the event of a transition to a new file system instance, a new value of the `fs_locations_info` attribute will be fetched at the destination. It is to be expected that this may have a different `fli_valid_for` value, which the client should then use in the same fashion as the previous value.

The `FSLI4IF_VAR_SUB` flag within `fli_flags` controls whether variable substitution is to be enabled. See Section 11.10.3 for an explanation of variable substitution.

### 11.10.3. The `fs_locations_item4` Structure

The `fs_locations_item4` structure contains a pathname (in the field `fli_rootpath`) that encodes the path of the target file system replicas on the set of servers designated by the included `fs_locations_server4` entries. The precise manner in which this target location is specified depends on the value of the `FSLI4IF_VAR_SUB` flag within the associated `fs_locations_info4` structure.

If this flag is not set, then `fli_rootpath` simply designates the location of the target file system within each server's single-server namespace just as it does for the `rootpath` within the `fs_location4` structure. When this bit is set, however, component entries of a certain form are subject to client-specific variable substitution so as to allow a degree of namespace non-uniformity in order to accommodate the selection of client-specific file system targets to adapt to different client architectures or other characteristics.

When such substitution is in effect, a variable beginning with the string `"${"` and ending with the string `"}"` and containing a colon is to be replaced by the client-specific value associated with that variable. The string `"unknown"` should be used by the client when it has no value for such a variable. The pathname resulting from such substitutions is used to designate the target file system, so that different clients may have different file systems, corresponding to that location in the multi-server namespace.

As mentioned above, such substituted pathname variables contain a colon. The part before the colon is to be a DNS domain name, and the part after is to be a case-insensitive alphanumeric string.

Where the domain is `"ietf.org"`, only variable names defined in this document or subsequent Standards Track RFCs are subject to such substitution. Organizations are free to use their domain names to create their own sets of client-specific variables, to be subject to such substitution. In cases where such variables are intended to be used more broadly than a single organization, publication of an Informational RFC defining such variables is RECOMMENDED.

The variable `${ietf.org:CPU_ARCH}` is used to denote that the CPU architecture object files are compiled. This specification does not limit the acceptable values (except that they must be valid UTF-8 strings), but such values as `"x86"`, `"x86_64"`, and `"sparc"` would be expected to be used in line with industry practice.

The variable `${ietf.org:OS_TYPE}` is used to denote the operating system, and thus the kernel and library APIs, for which code might be compiled. This specification does not limit the acceptable values (except that they must be valid UTF-8 strings), but such values as `"linux"` and `"freebsd"` would be expected to be used in line with industry practice.

The variable `${ietf.org:OS_VERSION}` is used to denote the operating system version, and thus the specific details of versioned interfaces, for which code might be compiled. This specification does not limit the acceptable values (except that they must be valid UTF-8 strings). However, combinations of numbers and letters with



interspersed dots would be expected to be used in line with industry practice, with the details of the version format depending on the specific value of the variable `#{ietf.org:OS_TYPE}` with which it is used.

Use of these variables could result in the direction of different clients to different file systems on the same server, as appropriate to particular clients. In cases in which the target file systems are located on different servers, a single server could serve as a referral point so that each valid combination of variable values would designate a referral hosted on a single server, with the targets of those referrals on a number of different servers.

Because namespace administration is affected by the values selected to substitute for various variables, clients should provide convenient means of determining what variable substitutions a client will implement, as well as, where appropriate, providing means to control the substitutions to be used. The exact means by which this will be done is outside the scope of this specification.

Although variable substitution is most suitable for use in the context of referrals, it may be used in the context of replication and migration. If it is used in these contexts, the server must ensure that no matter what values the client presents for the substituted variables, the result is always a valid successor file system instance to that from which a transition is occurring, i.e., that the data is identical or represents a later image of a writable file system.

Note that when `fli_rootpath` is a null pathname (that is, one with zero components), the file system designated is at the root of the specified server, whether or not the `FSLI4IF_VAR_SUB` flag within the associated `fs_locations_info4` structure is set.

#### 11.11. The Attribute `fs_status`

In an environment in which multiple copies of the same basic set of data are available, information regarding the particular source of such data and the relationships among different copies can be very helpful in providing consistent data to applications.

```
enum fs4_status_type {
    STATUS4_FIXED = 1,
    STATUS4_UPDATED = 2,
    STATUS4_VERSIONED = 3,
    STATUS4_WRITABLE = 4,
    STATUS4_REFERRAL = 5
};
```

```
struct fs4_status {
    bool          fss_absent;
    fs4_status_type fss_type;
    utf8str_cs    fss_source;
    utf8str_cs    fss_current;
    int32_t       fss_age;
    nfstime4      fss_version;
};
```

The boolean `fss_absent` indicates whether the file system is currently absent. This value will be set if the file system was previously present and becomes absent, or if the file system has never been present and the type is `STATUS4_REFERRAL`. When this boolean is set and the type is not `STATUS4_REFERRAL`, the remaining information in the `fs4_status` reflects that last valid when the file system was present.

The `fss_type` field indicates the kind of file system image represented. This is of particular importance when using the version values to determine appropriate succession of file system images. When `fss_absent` is set, and the file system was previously present, the value of `fss_type` reflected is that when the file was last present. Five values are distinguished:

- o `STATUS4_FIXED`, which indicates a read-only image in the sense that it will never change. The possibility is allowed that, as a result of migration or switch to a different image, changed data can be accessed, but within the confines of this instance, no change is allowed. The client can use this fact to cache aggressively.
- o `STATUS4_VERSIONED`, which indicates that the image, like the `STATUS4_UPDATED` case, is updated externally, but it provides a guarantee that the server will carefully update an associated version value so that the client can protect itself from a situation in which it reads data from one version of the file system and then later reads data from an earlier version of the same file system. See below for a discussion of how this can be done.
- o `STATUS4_UPDATED`, which indicates an image that cannot be updated by the user writing to it but that may be changed externally, typically because it is a periodically updated copy of another writable file system somewhere else. In this case, version information is not provided, and the client does not have the responsibility of making sure that this version only advances upon a file system instance transition. In this case, it is the responsibility of the server to make sure that the data presented

after a file system instance transition is a proper successor image and includes all changes seen by the client and any change made before all such changes.

- o STATUS4\_WRITABLE, which indicates that the file system is an actual writable one. The client need not, of course, actually write to the file system, but once it does, it should not accept a transition to anything other than a writable instance of that same file system.
- o STATUS4\_REFERRAL, which indicates that the file system in question is absent and has never been present on this server.

Note that in the STATUS4\_UPDATED and STATUS4\_VERSIONED cases, the server is responsible for the appropriate handling of locks that are inconsistent with external changes to delegations. If a server gives out delegations, they SHOULD be recalled before an inconsistent change is made to the data, and MUST be revoked if this is not possible. Similarly, if an OPEN is inconsistent with data that is changed (the OPEN has OPEN4\_SHARE\_DENY\_WRITE/OPEN4\_SHARE\_DENY\_BOTH and the data is changed), that OPEN SHOULD be considered administratively revoked.

The opaque strings fss\_source and fss\_current provide a way of presenting information about the source of the file system image being present. It is not intended that the client do anything with this information other than make it available to administrative tools. It is intended that this information be helpful when researching possible problems with a file system image that might arise when it is unclear if the correct image is being accessed and, if not, how that image came to be made. This kind of diagnostic information will be helpful, if, as seems likely, copies of file systems are made in many different ways (e.g., simple user-level copies, file-system-level point-in-time copies, clones of the underlying storage), under a variety of administrative arrangements. In such environments, determining how a given set of data was constructed can be very helpful in resolving problems.

The opaque string fss\_source is used to indicate the source of a given file system with the expectation that tools capable of creating a file system image propagate this information, when possible. It is understood that this may not always be possible since a user-level copy may be thought of as creating a new data set and the tools used may have no mechanism to propagate this data. When a file system is initially created, it is desirable to associate with it data regarding how the file system was created, where it was created, who created it, etc. Making this information available in this attribute

in a human-readable string will be helpful for applications and system administrators and will also serve to make it available when the original file system is used to make subsequent copies.

The opaque string `fss_current` should provide whatever information is available about the source of the current copy. Such information includes the tool creating it, any relevant parameters to that tool, the time at which the copy was done, the user making the change, the server on which the change was made, etc. All information should be in a human-readable string.

The field `fss_age` provides an indication of how out-of-date the file system currently is with respect to its ultimate data source (in case of cascading data updates). This complements the `fls_currency` field of `fs_locations_server4` (see Section 11.10) in the following way: the information in `fls_currency` gives a bound for how out of date the data in a file system might typically get, while the value in `fss_age` gives a bound on how out-of-date that data actually is. Negative values imply that no information is available. A zero means that this data is known to be current. A positive value means that this data is known to be no older than that number of seconds with respect to the ultimate data source. Using this value, the client may be able to decide that a data copy is too old, so that it may search for a newer version to use.

The `fss_version` field provides a version identification, in the form of a time value, such that successive versions always have later time values. When the `fs_type` is anything other than `STATUS4_VERSIONED`, the server may provide such a value, but there is no guarantee as to its validity and clients will not use it except to provide additional information to add to `fss_source` and `fss_current`.

When `fss_type` is `STATUS4_VERSIONED`, servers SHOULD provide a value of `fss_version` that progresses monotonically whenever any new version of the data is established. This allows the client, if reliable image progression is important to it, to fetch this attribute as part of each `COMPOUND` where data or metadata from the file system is used.

When it is important to the client to make sure that only valid successor images are accepted, it must make sure that it does not read data or metadata from the file system without updating its sense of the current state of the image. This is to avoid the possibility that the `fs_status` that the client holds will be one for an earlier image, which would cause the client to accept a new file system instance that is later than that but still earlier than the updated data read by the client.

In order to accept valid images reliably, the client must do a GETATTR of the `fs_status` attribute that follows any interrogation of data or metadata within the file system in question. Often this is most conveniently done by appending such a GETATTR after all other operations that reference a given file system. When errors occur between reading file system data and performing such a GETATTR, care must be exercised to make sure that the data in question is not used before obtaining the proper `fs_status` value. In this connection, when an OPEN is done within such a versioned file system and the associated GETATTR of `fs_status` is not successfully completed, the open file in question must not be accessed until that `fs_status` is fetched.

The procedure above will ensure that before using any data from the file system the client has in hand a newly-fetched current version of the file system image. Multiple values for multiple requests in flight can be resolved by assembling them into the required partial order (and the elements should form a total order within the partial order) and using the last. The client may then, when switching among file system instances, decline to use an instance that does not have an `fss_type` of `STATUS4_VERSIONED` or whose `fss_version` field is earlier than the last one obtained from the predecessor file system instance.

## 12. Parallel NFS (pNFS)

### 12.1. Introduction

pNFS is an OPTIONAL feature within NFSv4.1; the pNFS feature set allows direct client access to the storage devices containing file data. When file data for a single NFSv4 server is stored on multiple and/or higher-throughput storage devices (by comparison to the server's throughput capability), the result can be significantly better file access performance. The relationship among multiple clients, a single server, and multiple storage devices for pNFS (server and clients have access to all storage devices) is shown in Figure 1.

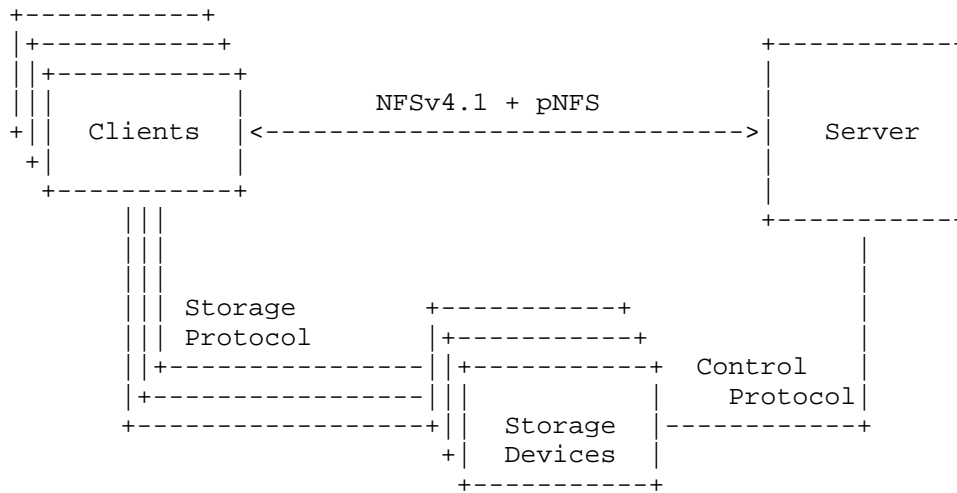


Figure 1

In this model, the clients, server, and storage devices are responsible for managing file access. This is in contrast to NFSv4 without pNFS, where it is primarily the server's responsibility; some of this responsibility may be delegated to the client under strictly specified conditions. See Section 12.2.5 for a discussion of the Storage Protocol. See Section 12.2.6 for a discussion of the Control Protocol.

pNFS takes the form of OPTIONAL operations that manage protocol objects called 'layouts' (Section 12.2.7) that contain a byte-range and storage location information. The layout is managed in a similar fashion as NFSv4.1 data delegations. For example, the layout is leased, recallable, and revocable. However, layouts are distinct abstractions and are manipulated with new operations. When a client holds a layout, it is granted the ability to directly access the byte-range at the storage location specified in the layout.

There are interactions between layouts and other NFSv4.1 abstractions such as data delegations and byte-range locking. Delegation issues are discussed in Section 12.5.5. Byte-range locking issues are discussed in Sections 12.2.9 and 12.5.1.

## 12.2. pNFS Definitions

NFSv4.1's pNFS feature provides parallel data access to a file system that stripes its content across multiple storage servers. The first instantiation of pNFS, as part of NFSv4.1, separates the file system protocol processing into two parts: metadata processing and data

processing. Data consist of the contents of regular files that are striped across storage servers. Data striping occurs in at least two ways: on a file-by-file basis and, within sufficiently large files, on a block-by-block basis. In contrast, striped access to metadata by pNFS clients is not provided in NFSv4.1, even though the file system back end of a pNFS server might stripe metadata. Metadata consist of everything else, including the contents of non-regular files (e.g., directories); see Section 12.2.1. The metadata functionality is implemented by an NFSv4.1 server that supports pNFS and the operations described in Section 18; such a server is called a metadata server (Section 12.2.2).

The data functionality is implemented by one or more storage devices, each of which are accessed by the client via a storage protocol. A subset (defined in Section 13.6) of NFSv4.1 is one such storage protocol. New terms are introduced to the NFSv4.1 nomenclature and existing terms are clarified to allow for the description of the pNFS feature.

#### 12.2.1. Metadata

Information about a file system object, such as its name, location within the namespace, owner, ACL, and other attributes. Metadata may also include storage location information, and this will vary based on the underlying storage mechanism that is used.

#### 12.2.2. Metadata Server

An NFSv4.1 server that supports the pNFS feature. A variety of architectural choices exist for the metadata server and its use of file system information held at the server. Some servers may contain metadata only for file objects residing at the metadata server, while the file data resides on associated storage devices. Other metadata servers may hold both metadata and a varying degree of file data.

#### 12.2.3. pNFS Client

An NFSv4.1 client that supports pNFS operations and supports at least one storage protocol for performing I/O to storage devices.

#### 12.2.4. Storage Device

A storage device stores a regular file's data, but leaves metadata management to the metadata server. A storage device could be another NFSv4.1 server, an object-based storage device (OSD), a block device accessed over a System Area Network (SAN, e.g., either FiberChannel or iSCSI SAN), or some other entity.

#### 12.2.5. Storage Protocol

As noted in Figure 1, the storage protocol is the method used by the client to store and retrieve data directly from the storage devices.

The NFSv4.1 pNFS feature has been structured to allow for a variety of storage protocols to be defined and used. One example storage protocol is NFSv4.1 itself (as documented in Section 13). Other options for the storage protocol are described elsewhere and include:

- o Block/volume protocols such as Internet SCSI (iSCSI) [48] and FCP [49]. The block/volume protocol support can be independent of the addressing structure of the block/volume protocol used, allowing more than one protocol to access the same file data and enabling extensibility to other block/volume protocols. See [41] for a layout specification that allows pNFS to use block/volume storage protocols.
- o Object protocols such as OSD over iSCSI or Fibre Channel [50]. See [40] for a layout specification that allows pNFS to use object storage protocols.

It is possible that various storage protocols are available to both client and server and it may be possible that a client and server do not have a matching storage protocol available to them. Because of this, the pNFS server MUST support normal NFSv4.1 access to any file accessible by the pNFS feature; this will allow for continued interoperability between an NFSv4.1 client and server.

#### 12.2.6. Control Protocol

As noted in Figure 1, the control protocol is used by the exported file system between the metadata server and storage devices. Specification of such protocols is outside the scope of the NFSv4.1 protocol. Such control protocols would be used to control activities such as the allocation and deallocation of storage, the management of state required by the storage devices to perform client access control, and, depending on the storage protocol, the enforcement of authentication and authorization so that restrictions that would be enforced by the metadata server are also enforced by the storage device.

A particular control protocol is not REQUIRED by NFSv4.1 but requirements are placed on the control protocol for maintaining attributes like modify time, the change attribute, and the end-of-file (EOF) position. Note that if pNFS is layered over a clustered,



parallel file system (e.g., PVFS [51]), the mechanisms that enable clustering and parallelism in that file system can be considered the control protocol.

#### 12.2.7. Layout Types

A layout describes the mapping of a file's data to the storage devices that hold the data. A layout is said to belong to a specific layout type (data type `layouttype4`, see Section 3.3.13). The layout type allows for variants to handle different storage protocols, such as those associated with block/volume [41], object [40], and file (Section 13) layout types. A metadata server, along with its control protocol, MUST support at least one layout type. A private sub-range of the layout type namespace is also defined. Values from the private layout type range MAY be used for internal testing or experimentation (see Section 3.3.13).

As an example, the organization of the file layout type could be an array of tuples (e.g., device ID, filehandle), along with a definition of how the data is stored across the devices (e.g., striping). A block/volume layout might be an array of tuples that store `<device ID, block number, block count>` along with information about block size and the associated file offset of the block number. An object layout might be an array of tuples `<device ID, object ID>` and an additional structure (i.e., the aggregation map) that defines how the logical byte sequence of the file data is serialized into the different objects. Note that the actual layouts are typically more complex than these simple expository examples.

Requests for pNFS-related operations will often specify a layout type. Examples of such operations are `GETDEVICEINFO` and `LAYOUTGET`. The response for these operations will include structures such as a `device_addr4` or a `layout4`, each of which includes a layout type within it. The layout type sent by the server MUST always be the same one requested by the client. When a server sends a response that includes a different layout type, the client SHOULD ignore the response and behave as if the server had returned an error response.

#### 12.2.8. Layout

A layout defines how a file's data is organized on one or more storage devices. There are many potential layout types; each of the layout types are differentiated by the storage protocol used to access data and by the aggregation scheme that lays out the file data on the underlying storage devices. A layout is precisely identified by the tuple `<client ID, filehandle, layout type, iomode, range>`, where filehandle refers to the filehandle of the file on the metadata server.

It is important to define when layouts overlap and/or conflict with each other. For two layouts with overlapping byte-ranges to actually overlap each other, both layouts must be of the same layout type, correspond to the same filehandle, and have the same iomode. Layouts conflict when they overlap and differ in the content of the layout (i.e., the storage device/file mapping parameters differ). Note that differing iomodes do not lead to conflicting layouts. It is permissible for layouts with different iomodes, pertaining to the same byte-range, to be held by the same client. An example of this would be copy-on-write functionality for a block/volume layout type.

#### 12.2.9. Layout Iomode

The layout iomode (data type `layoutiomode4`, see Section 3.3.20) indicates to the metadata server the client's intent to perform either just READ operations or a mixture containing READ and WRITE operations. For certain layout types, it is useful for a client to specify this intent at the time it sends LAYOUTGET (Section 18.43). For example, for block/volume-based protocols, block allocation could occur when a LAYOUTIOMODE4\_RW iomode is specified. A special LAYOUTIOMODE4\_ANY iomode is defined and can only be used for LAYOUTRETURN and CB\_LAYOUTRECALL, not for LAYOUTGET. It specifies that layouts pertaining to both LAYOUTIOMODE4\_READ and LAYOUTIOMODE4\_RW iomodes are being returned or recalled, respectively.

A storage device may validate I/O with regard to the iomode; this is dependent upon storage device implementation and layout type. Thus, if the client's layout iomode is inconsistent with the I/O being performed, the storage device may reject the client's I/O with an error indicating that a new layout with the correct iomode should be obtained via LAYOUTGET. For example, if a client gets a layout with a LAYOUTIOMODE4\_READ iomode and performs a WRITE to a storage device, the storage device is allowed to reject that WRITE.

The use of the layout iomode does not conflict with OPEN share modes or byte-range LOCK operations; open share mode and byte-range lock conflicts are enforced as they are without the use of pNFS and are logically separate from the pNFS layout level. Open share modes and byte-range locks are the preferred method for restricting user access to data files. For example, an OPEN of OPEN4\_SHARE\_ACCESS\_WRITE does not conflict with a LAYOUTGET containing an iomode of LAYOUTIOMODE4\_RW performed by another client. Applications that depend on writing into the same file concurrently may use byte-range locking to serialize their accesses.

### 12.2.10. Device IDs

The device ID (data type `deviceid4`, see Section 3.3.14) identifies a group of storage devices. The scope of a device ID is the pair `<client ID, layout type>`. In practice, a significant amount of information may be required to fully address a storage device. Rather than embedding all such information in a layout, layouts embed device IDs. The NFSv4.1 operation `GETDEVICEINFO` (Section 18.40) is used to retrieve the complete address information (including all device addresses for the device ID) regarding the storage device according to its layout type and device ID. For example, the address of an NFSv4.1 data server or of an object-based storage device could be an IP address and port. The address of a block storage device could be a volume label.

Clients cannot expect the mapping between a device ID and its storage device address(es) to persist across metadata server restart. See Section 12.7.4 for a description of how recovery works in that situation.

A device ID lives as long as there is a layout referring to the device ID. If there are no layouts referring to the device ID, the server is free to delete the device ID any time. Once a device ID is deleted by the server, the server **MUST NOT** reuse the device ID for the same layout type and client ID again. This requirement is feasible because the device ID is 16 bytes long, leaving sufficient room to store a generation number if the server's implementation requires most of the rest of the device ID's content to be reused. This requirement is necessary because otherwise the race conditions between asynchronous notification of device ID addition and deletion would be too difficult to sort out.

Device ID to device address mappings are not leased, and can be changed at any time. (Note that while device ID to device address mappings are likely to change after the metadata server restarts, the server is not required to change the mappings.) A server has two choices for changing mappings. It can recall all layouts referring to the device ID or it can use a notification mechanism.

The NFSv4.1 protocol has no optimal way to recall all layouts that referred to a particular device ID (unless the server associates a single device ID with a single `fsid` or a single client ID; in which case, `CB_LAYOUTRECALL` has options for recalling all layouts associated with the `fsid`, client ID pair, or just the client ID).

Via a notification mechanism (see Section 20.12), device ID to device address mappings can change over the duration of server operation without recalling or revoking the layouts that refer to device ID.

The notification mechanism can also delete a device ID, but only if the client has no layouts referring to the device ID. A notification of a change to a device ID to device address mapping will immediately or eventually invalidate some or all of the device ID's mappings. The server MUST support notifications and the client must request them before they can be used. For further information about the notification types Section 20.12.

### 12.3. pNFS Operations

NFSv4.1 has several operations that are needed for pNFS servers, regardless of layout type or storage protocol. These operations are all sent to a metadata server and summarized here. While pNFS is an OPTIONAL feature, if pNFS is implemented, some operations are REQUIRED in order to comply with pNFS. See Section 17.

These are the fore channel pNFS operations:

GETDEVICEINFO (Section 18.40), as noted previously (Section 12.2.10), returns the mapping of device ID to storage device address.

GETDEVICELIST (Section 18.41) allows clients to fetch all device IDs for a specific file system.

LAYOUTGET (Section 18.43) is used by a client to get a layout for a file.

LAYOUTCOMMIT (Section 18.42) is used to inform the metadata server of the client's intent to commit data that has been written to the storage device (the storage device as originally indicated in the return value of LAYOUTGET).

LAYOUTRETURN (Section 18.44) is used to return layouts for a file, a file system ID (FSID), or a client ID.

These are the backchannel pNFS operations:

CB\_LAYOUTRECALL (Section 20.3) recalls a layout, all layouts belonging to a file system, or all layouts belonging to a client ID.

CB\_RECALL\_ANY (Section 20.6) tells a client that it needs to return some number of recallable objects, including layouts, to the metadata server.

CB\_RECALLABLE\_OBJ\_AVAIL (Section 20.7) tells a client that a recallable object that it was denied (in case of pNFS, a layout denied by LAYOUTGET) due to resource exhaustion is now available.

CB\_NOTIFY\_DEVICEID (Section 20.12) notifies the client of changes to device IDs.

#### 12.4. pNFS Attributes

A number of attributes specific to pNFS are listed and described in Section 5.12.

#### 12.5. Layout Semantics

##### 12.5.1. Guarantees Provided by Layouts

Layouts grant to the client the ability to access data located at a storage device with the appropriate storage protocol. The client is guaranteed the layout will be recalled when one of two things occur: either a conflicting layout is requested or the state encapsulated by the layout becomes invalid (this can happen when an event directly or indirectly modifies the layout). When a layout is recalled and returned by the client, the client continues with the ability to access file data with normal NFSv4.1 operations through the metadata server. Only the ability to access the storage devices is affected.

The requirement of NFSv4.1 that all user access rights MUST be obtained through the appropriate OPEN, LOCK, and ACCESS operations is not modified with the existence of layouts. Layouts are provided to NFSv4.1 clients, and user access still follows the rules of the protocol as if they did not exist. It is a requirement that for a client to access a storage device, a layout must be held by the client. If a storage device receives an I/O request for a byte-range for which the client does not hold a layout, the storage device SHOULD reject that I/O request. Note that the act of modifying a file for which a layout is held does not necessarily conflict with the holding of the layout that describes the file being modified. Therefore, it is the requirement of the storage protocol or layout type that determines the necessary behavior. For example, block/volume layout types require that the layout's iomode agree with the type of I/O being performed.

Depending upon the layout type and storage protocol in use, storage device access permissions may be granted by LAYOUTGET and may be encoded within the type-specific layout. For an example of storage device access permissions, see an object-based protocol such as [50]. If access permissions are encoded within the layout, the metadata server SHOULD recall the layout when those permissions become invalid

for any reason -- for example, when a file becomes unwritable or inaccessible to a client. Note, clients are still required to perform the appropriate OPEN, LOCK, and ACCESS operations as described above. The degree to which it is possible for the client to circumvent these operations and the consequences of doing so must be clearly specified by the individual layout type specifications. In addition, these specifications must be clear about the requirements and non-requirements for the checking performed by the server.

In the presence of pNFS functionality, mandatory byte-range locks MUST behave as they would without pNFS. Therefore, if mandatory file locks and layouts are provided simultaneously, the storage device MUST be able to enforce the mandatory byte-range locks. For example, if one client obtains a mandatory byte-range lock and a second client accesses the storage device, the storage device MUST appropriately restrict I/O for the range of the mandatory byte-range lock. If the storage device is incapable of providing this check in the presence of mandatory byte-range locks, then the metadata server MUST NOT grant layouts and mandatory byte-range locks simultaneously.

#### 12.5.2. Getting a Layout

A client obtains a layout with the LAYOUTGET operation. The metadata server will grant layouts of a particular type (e.g., block/volume, object, or file). The client selects an appropriate layout type that the server supports and the client is prepared to use. The layout returned to the client might not exactly match the requested byte-range as described in Section 18.43.3. As needed a client may send multiple LAYOUTGET operations; these might result in multiple overlapping, non-conflicting layouts (see Section 12.2.8).

In order to get a layout, the client must first have opened the file via the OPEN operation. When a client has no layout on a file, it MUST present an open stateid, a delegation stateid, or a byte-range lock stateid in the loga\_stateid argument. A successful LAYOUTGET result includes a layout stateid. The first successful LAYOUTGET processed by the server using a non-layout stateid as an argument MUST have the "seqid" field of the layout stateid in the response set to one. Thereafter, the client MUST use a layout stateid (see Section 12.5.3) on future invocations of LAYOUTGET on the file, and the "seqid" MUST NOT be set to zero. Once the layout has been retrieved, it can be held across multiple OPEN and CLOSE sequences. Therefore, a client may hold a layout for a file that is not currently open by any user on the client. This allows for the caching of layouts beyond CLOSE.

The storage protocol used by the client to access the data on the storage device is determined by the layout's type. The client is responsible for matching the layout type with an available method to interpret and use the layout. The method for this layout type selection is outside the scope of the pNFS functionality.

Although the metadata server is in control of the layout for a file, the pNFS client can provide hints to the server when a file is opened or created about the preferred layout type and aggregation schemes. pNFS introduces a `layout_hint` attribute (Section 5.12.4) that the client can set at file creation time to provide a hint to the server for new files. Setting this attribute separately, after the file has been created might make it difficult, or impossible, for the server implementation to comply.

Because the `EXCLUSIVE4` `createmode4` does not allow the setting of attributes at file creation time, NFSv4.1 introduces the `EXCLUSIVE4_1` `createmode4`, which does allow attributes to be set at file creation time. In addition, if the session is created with persistent reply caches, `EXCLUSIVE4_1` is neither necessary nor allowed. Instead, `GUARDED4` both works better and is prescribed. Table 10 in Section 18.16.3 summarizes how a client is allowed to send an exclusive create.

### 12.5.3. Layout Stateid

As with all other stateids, the layout stateid consists of a "seqid" and "other" field. Once a layout stateid is established, the "other" field will stay constant unless the stateid is revoked or the client returns all layouts on the file and the server disposes of the stateid. The "seqid" field is initially set to one, and is never zero on any NFSv4.1 operation that uses layout stateids, whether it is a fore channel or backchannel operation. After the layout stateid is established, the server increments by one the value of the "seqid" in each subsequent `LAYOUTGET` and `LAYOUTRETURN` response, and in each `CB_LAYOUTRECALL` request.

Given the design goal of pNFS to provide parallelism, the layout stateid differs from other stateid types in that the client is expected to send `LAYOUTGET` and `LAYOUTRETURN` operations in parallel. The "seqid" value is used by the client to properly sort responses to `LAYOUTGET` and `LAYOUTRETURN`. The "seqid" is also used to prevent race conditions between `LAYOUTGET` and `CB_LAYOUTRECALL`. Given that the processing rules differ from layout stateids and other stateid types, only the pNFS sections of this document should be considered to determine proper layout stateid handling.

Once the client receives a layout stateid, it MUST use the correct "seqid" for subsequent LAYOUTGET or LAYOUTRETURN operations. The correct "seqid" is defined as the highest "seqid" value from responses of fully processed LAYOUTGET or LAYOUTRETURN operations or arguments of a fully processed CB\_LAYOUTRECALL operation. Since the server is incrementing the "seqid" value on each layout operation, the client may determine the order of operation processing by inspecting the "seqid" value. In the case of overlapping layout ranges, the ordering information will provide the client the knowledge of which layout ranges are held. Note that overlapping layout ranges may occur because of the client's specific requests or because the server is allowed to expand the range of a requested layout and notify the client in the LAYOUTRETURN results. Additional layout stateid sequencing requirements are provided in Section 12.5.5.2.

The client's receipt of a "seqid" is not sufficient for subsequent use. The client must fully process the operations before the "seqid" can be used. For LAYOUTGET results, if the client is not using the forgetful model (Section 12.5.5.1), it MUST first update its record of what ranges of the file's layout it has before using the seqid. For LAYOUTRETURN results, the client MUST delete the range from its record of what ranges of the file's layout it had before using the seqid. For CB\_LAYOUTRECALL arguments, the client MUST send a response to the recall before using the seqid. The fundamental requirement in client processing is that the "seqid" is used to provide the order of processing. LAYOUTGET results may be processed in parallel. LAYOUTRETURN results may be processed in parallel. LAYOUTGET and LAYOUTRETURN responses may be processed in parallel as long as the ranges do not overlap. CB\_LAYOUTRECALL request processing MUST be processed in "seqid" order at all times.

Once a client has no more layouts on a file, the layout stateid is no longer valid and MUST NOT be used. Any attempt to use such a layout stateid will result in NFS4ERR\_BAD\_STATEID.

#### 12.5.4. Committing a Layout

Allowing for varying storage protocol capabilities, the pNFS protocol does not require the metadata server and storage devices to have a consistent view of file attributes and data location mappings. Data location mapping refers to aspects such as which offsets store data as opposed to storing holes (see Section 13.4.4 for a discussion). Related issues arise for storage protocols where a layout may hold provisionally allocated blocks where the allocation of those blocks does not survive a complete restart of both the client and server.



Because of this inconsistency, it is necessary to resynchronize the client with the metadata server and its storage devices and make any potential changes available to other clients. This is accomplished by use of the LAYOUTCOMMIT operation.

The LAYOUTCOMMIT operation is responsible for committing a modified layout to the metadata server. The data should be written and committed to the appropriate storage devices before the LAYOUTCOMMIT occurs. The scope of the LAYOUTCOMMIT operation depends on the storage protocol in use. It is important to note that the level of synchronization is from the point of view of the client that sent the LAYOUTCOMMIT. The updated state on the metadata server need only reflect the state as of the client's last operation previous to the LAYOUTCOMMIT. The metadata server is not REQUIRED to maintain a global view that accounts for other clients' I/O that may have occurred within the same time frame.

For block/volume-based layouts, LAYOUTCOMMIT may require updating the block list that comprises the file and committing this layout to stable storage. For file-based layouts, synchronization of attributes between the metadata and storage devices, primarily the size attribute, is required.

The control protocol is free to synchronize the attributes before it receives a LAYOUTCOMMIT; however, upon successful completion of a LAYOUTCOMMIT, state that exists on the metadata server that describes the file MUST be synchronized with the state that exists on the storage devices that comprise that file as of the client's last sent operation. Thus, a client that queries the size of a file between a WRITE to a storage device and the LAYOUTCOMMIT might observe a size that does not reflect the actual data written.

The client MUST have a layout in order to send a LAYOUTCOMMIT operation.

#### 12.5.4.1. LAYOUTCOMMIT and change/time\_modify

The change and time\_modify attributes may be updated by the server when the LAYOUTCOMMIT operation is processed. The reason for this is that some layout types do not support the update of these attributes when the storage devices process I/O operations. If a client has a layout with the LAYOUTIOMODE4\_RW iomode on the file, the client MAY provide a suggested value to the server for time\_modify within the arguments to LAYOUTCOMMIT. Based on the layout type, the provided value may or may not be used. The server should sanity-check the client-provided values before they are used. For example, the server

should ensure that time does not flow backwards. The client always has the option to set `time_modify` through an explicit `SETATTR` operation.

For some layout protocols, the storage device is able to notify the metadata server of the occurrence of an I/O; as a result, the change and `time_modify` attributes may be updated at the metadata server. For a metadata server that is capable of monitoring updates to the change and `time_modify` attributes, `LAYOUTCOMMIT` processing is not required to update the change attribute. In this case, the metadata server must ensure that no further update to the data has occurred since the last update of the attributes; file-based protocols may have enough information to make this determination or may update the change attribute upon each file modification. This also applies for the `time_modify` attribute. If the server implementation is able to determine that the file has not been modified since the last `time_modify` update, the server need not update `time_modify` at `LAYOUTCOMMIT`. At `LAYOUTCOMMIT` completion, the updated attributes should be visible if that file was modified since the latest previous `LAYOUTCOMMIT` or `LAYOUTGET`.

#### 12.5.4.2. `LAYOUTCOMMIT` and size

The size of a file may be updated when the `LAYOUTCOMMIT` operation is used by the client. One of the fields in the argument to `LAYOUTCOMMIT` is `loca_last_write_offset`; this field indicates the highest byte offset written but not yet committed with the `LAYOUTCOMMIT` operation. The data type of `loca_last_write_offset` is `newoffset4` and is switched on a boolean value, `no_newoffset`, that indicates if a previous write occurred or not. If `no_newoffset` is `FALSE`, an offset is not given. If the client has a layout with `LAYOUTIOMODE4_RW` `iomode` on the file, with a byte-range (denoted by the values of `lo_offset` and `lo_length`) that overlaps `loca_last_write_offset`, then the client MAY set `no_newoffset` to `TRUE` and provide an offset that will update the file size. Keep in mind that offset is not the same as length, though they are related. For example, a `loca_last_write_offset` value of zero means that one byte was written at offset zero, and so the length of the file is at least one byte.

The metadata server may do one of the following:

1. Update the file's size using the last write offset provided by the client as either the true file size or as a hint of the file size. If the metadata server has a method available, any new value for file size should be sanity-checked. For example, the file must not be truncated if the client presents a last write offset less than the file's current size.

2. Ignore the client-provided last write offset; the metadata server must have sufficient knowledge from other sources to determine the file's size. For example, the metadata server queries the storage devices with the control protocol.

The method chosen to update the file's size will depend on the storage device's and/or the control protocol's capabilities. For example, if the storage devices are block devices with no knowledge of file size, the metadata server must rely on the client to set the last write offset appropriately.

The results of LAYOUTCOMMIT contain a new size value in the form of a newsize4 union data type. If the file's size is set as a result of LAYOUTCOMMIT, the metadata server must reply with the new size; otherwise, the new size is not provided. If the file size is updated, the metadata server SHOULD update the storage devices such that the new file size is reflected when LAYOUTCOMMIT processing is complete. For example, the client should be able to read up to the new file size.

The client can extend the length of a file or truncate a file by sending a SETATTR operation to the metadata server with the size attribute specified. If the size specified is larger than the current size of the file, the file is "zero extended", i.e., zeros are implicitly added between the file's previous EOF and the new EOF. (In many implementations, the zero-extended byte-range of the file consists of unallocated holes in the file.) When the client writes past EOF via WRITE, the SETATTR operation does not need to be used.

#### 12.5.4.3. LAYOUTCOMMIT and layoutupdate

The LAYOUTCOMMIT argument contains a `loca_layoutupdate` field (Section 18.42.1) of data type `layoutupdate4` (Section 3.3.18). This argument is a layout-type-specific structure. The structure can be used to pass arbitrary layout-type-specific information from the client to the metadata server at LAYOUTCOMMIT time. For example, if using a block/volume layout, the client can indicate to the metadata server which reserved or allocated blocks the client used or did not use. The content of `loca_layoutupdate` (field `lou_body`) need not be the same layout-type-specific content returned by LAYOUTGET (Section 18.43.2) in the `loc_body` field of the `lo_content` field of the `logr_layout` field. The content of `loca_layoutupdate` is defined by the layout type specification and is opaque to LAYOUTCOMMIT.

#### 12.5.5. Recalling a Layout

Since a layout protects a client's access to a file via a direct client-storage-device path, a layout need only be recalled when it is semantically unable to serve this function. Typically, this occurs when the layout no longer encapsulates the true location of the file over the byte-range it represents. Any operation or action, such as server-driven restriping or load balancing, that changes the layout will result in a recall of the layout. A layout is recalled by the `CB_LAYOUTRECALL` callback operation (see Section 20.3) and returned with `LAYOUTRETURN` (see Section 18.44). The `CB_LAYOUTRECALL` operation may recall a layout identified by a byte-range, all layouts associated with a file system ID (FSID), or all layouts associated with a client ID. Section 12.5.5.2 discusses sequencing issues surrounding the getting, returning, and recalling of layouts.

An `iomode` is also specified when recalling a layout. Generally, the `iomode` in the recall request must match the layout being returned; for example, a recall with an `iomode` of `LAYOUTIOMODE4_RW` should cause the client to only return `LAYOUTIOMODE4_RW` layouts and not `LAYOUTIOMODE4_READ` layouts. However, a special `LAYOUTIOMODE4_ANY` enumeration is defined to enable recalling a layout of any `iomode`; in other words, the client must return both `LAYOUTIOMODE4_READ` and `LAYOUTIOMODE4_RW` layouts.

A `REMOVE` operation SHOULD cause the metadata server to recall the layout to prevent the client from accessing a non-existent file and to reclaim state stored on the client. Since a `REMOVE` may be delayed until the last close of the file has occurred, the recall may also be delayed until this time. After the last reference on the file has been released and the file has been removed, the client should no longer be able to perform I/O using the layout. In the case of a file-based layout, the data server SHOULD return `NFS4ERR_STALE` in response to any operation on the removed file.

Once a layout has been returned, the client MUST NOT send I/Os to the storage devices for the file, byte-range, and `iomode` represented by the returned layout. If a client does send an I/O to a storage device for which it does not hold a layout, the storage device SHOULD reject the I/O.

Although `pNFS` does not alter the file data caching capabilities of clients, or their semantics, it recognizes that some clients may perform more aggressive write-behind caching to optimize the benefits provided by `pNFS`. However, write-behind caching may negatively affect the latency in returning a layout in response to a `CB_LAYOUTRECALL`; this is similar to file delegations and the impact that file data caching has on `DELEGRETURN`. Client implementations

SHOULD limit the amount of unwritten data they have outstanding at any one time in order to prevent excessively long responses to CB\_LAYOUTRECALL. Once a layout is recalled, a server MUST wait one lease period before taking further action. As soon as a lease period has passed, the server may choose to fence the client's access to the storage devices if the server perceives the client has taken too long to return a layout. However, just as in the case of data delegation and DELEGRETURN, the server may choose to wait, given that the client is showing forward progress on its way to returning the layout. This forward progress can take the form of successful interaction with the storage devices or of sub-portions of the layout being returned by the client. The server can also limit exposure to these problems by limiting the byte-ranges initially provided in the layouts and thus the amount of outstanding modified data.

#### 12.5.5.1. Layout Recall Callback Robustness

It has been assumed thus far that pNFS client state (layout ranges and iomode) for a file exactly matches that of the pNFS server for that file. This assumption leads to the implication that any callback results in a LAYOUTRETURN or set of LAYOUTRETURNS that exactly match the range in the callback, since both client and server agree about the state being maintained. However, it can be useful if this assumption does not always hold. For example:

- o If conflicts that require callbacks are very rare, and a server can use a multi-file callback to recover per-client resources (e.g., via an FSID recall or a multi-file recall within a single CB\_COMPOUND), the result may be significantly less client-server pNFS traffic.
- o It may be useful for servers to maintain information about what ranges are held by a client on a coarse-grained basis, leading to the server's layout ranges being beyond those actually held by the client. In the extreme, a server could manage conflicts on a per-file basis, only sending whole-file callbacks even though clients may request and be granted sub-file ranges.
- o It may be useful for clients to "forget" details about what layouts and ranges the client actually has, leading to the server's layout ranges being beyond those that the client "thinks" it has. As long as the client does not assume it has layouts that are beyond what the server has granted, this is a safe practice. When a client forgets what ranges and layouts it has, and it receives a CB\_LAYOUTRECALL operation, the client MUST follow up with a LAYOUTRETURN for what the server recalled, or alternatively return the NFS4ERR\_NOMATCHING\_LAYOUT error if it has no layout to return in the recalled range.

- o In order to avoid errors, it is vital that a client not assign itself layout permissions beyond what the server has granted, and that the server not forget layout permissions that have been granted. On the other hand, if a server believes that a client holds a layout that the client does not know about, it is useful for the client to cleanly indicate completion of the requested recall either by sending a LAYOUTRETURN operation for the entire requested range or by returning an NFS4ERR\_NOMATCHING\_LAYOUT error to the CB\_LAYOUTRECALL.

Thus, in light of the above, it is useful for a server to be able to send callbacks for layout ranges it has not granted to a client, and for a client to return ranges it does not hold. A pNFS client MUST always return layouts that comprise the full range specified by the recall. Note, the full recalled layout range need not be returned as part of a single operation, but may be returned in portions. This allows the client to stage the flushing of dirty data and commits and returns of layouts. Also, it indicates to the metadata server that the client is making progress.

When a layout is returned, the client MUST NOT have any outstanding I/O requests to the storage devices involved in the layout. Rephrasing, the client MUST NOT return the layout while it has outstanding I/O requests to the storage device.

Even with this requirement for the client, it is possible that I/O requests may be presented to a storage device no longer allowed to perform them. Since the server has no strict control as to when the client will return the layout, the server may later decide to unilaterally revoke the client's access to the storage devices as provided by the layout. In choosing to revoke access, the server must deal with the possibility of lingering I/O requests, i.e., I/O requests that are still in flight to storage devices identified by the revoked layout. All layout type specifications MUST define whether unilateral layout revocation by the metadata server is supported; if it is, the specification must also describe how lingering writes are processed. For example, storage devices identified by the revoked layout could be fenced off from the client that held the layout.

In order to ensure client/server convergence with regard to layout state, the final LAYOUTRETURN operation in a sequence of LAYOUTRETURN operations for a particular recall MUST specify the entire range being recalled, echoing the recalled layout type, iomode, recall/return type (FILE, FSID, or ALL), and byte-range, even if layouts pertaining to partial ranges were previously returned. In addition, if the client holds no layouts that overlap the range being recalled,

the client should return the NFS4ERR\_NOMATCHING\_LAYOUT error code to CB\_LAYOUTRECALL. This allows the server to update its view of the client's layout state.

#### 12.5.5.2. Sequencing of Layout Operations

As with other stateful operations, pNFS requires the correct sequencing of layout operations. pNFS uses the "seqid" in the layout stateid to provide the correct sequencing between regular operations and callbacks. It is the server's responsibility to avoid inconsistencies regarding the layouts provided and the client's responsibility to properly serialize its layout requests and layout returns.

##### 12.5.5.2.1. Layout Recall and Return Sequencing

One critical issue with regard to layout operations sequencing concerns callbacks. The protocol must defend against races between the reply to a LAYOUTGET or LAYOUTRETURN operation and a subsequent CB\_LAYOUTRECALL. A client MUST NOT process a CB\_LAYOUTRECALL that implies one or more outstanding LAYOUTGET or LAYOUTRETURN operations to which the client has not yet received a reply. The client detects such a CB\_LAYOUTRECALL by examining the "seqid" field of the recall's layout stateid. If the "seqid" is not exactly one higher than what the client currently has recorded, and the client has at least one LAYOUTGET and/or LAYOUTRETURN operation outstanding, the client knows the server sent the CB\_LAYOUTRECALL after sending a response to an outstanding LAYOUTGET or LAYOUTRETURN. The client MUST wait before processing such a CB\_LAYOUTRECALL until it processes all replies for outstanding LAYOUTGET and LAYOUTRETURN operations for the corresponding file with seqid less than the seqid given by CB\_LAYOUTRECALL (lor\_stateid; see Section 20.3.)

In addition to the seqid-based mechanism, Section 2.10.6.3 describes the sessions mechanism for allowing the client to detect callback race conditions and delay processing such a CB\_LAYOUTRECALL. The server MAY reference conflicting operations in the CB\_SEQUENCE that precedes the CB\_LAYOUTRECALL. Because the server has already sent replies for these operations before sending the callback, the replies may race with the CB\_LAYOUTRECALL. The client MUST wait for all the referenced calls to complete and update its view of the layout state before processing the CB\_LAYOUTRECALL.

##### 12.5.5.2.1.1. Get/Return Sequencing

The protocol allows the client to send concurrent LAYOUTGET and LAYOUTRETURN operations to the server. The protocol does not provide any means for the server to process the requests in the same order in

which they were created. However, through the use of the "seqid" field in the layout stateid, the client can determine the order in which parallel outstanding operations were processed by the server. Thus, when a layout retrieved by an outstanding LAYOUTGET operation intersects with a layout returned by an outstanding LAYOUTRETURN on the same file, the order in which the two conflicting operations are processed determines the final state of the overlapping layout. The order is determined by the "seqid" returned in each operation: the operation with the higher seqid was executed later.

It is permissible for the client to send multiple parallel LAYOUTGET operations for the same file or multiple parallel LAYOUTRETURN operations for the same file or a mix of both.

It is permissible for the client to use the current stateid (see Section 16.2.3.1.2) for LAYOUTGET operations, for example, when compounding LAYOUTGETs or compounding OPEN and LAYOUTGETs. It is also permissible to use the current stateid when compounding LAYOUTRETURNS.

It is permissible for the client to use the current stateid when combining LAYOUTRETURN and LAYOUTGET operations for the same file in the same COMPOUND request since the server MUST process these in order. However, if a client does send such COMPOUND requests, it MUST NOT have more than one outstanding for the same file at the same time, and it MUST NOT have other LAYOUTGET or LAYOUTRETURN operations outstanding at the same time for that same file.

#### 12.5.5.2.1.2. Client Considerations

Consider a pNFS client that has sent a LAYOUTGET, and before it receives the reply to LAYOUTGET, it receives a CB\_LAYOUTRECALL for the same file with an overlapping range. There are two possibilities, which the client can distinguish via the layout stateid in the recall.

1. The server processed the LAYOUTGET before sending the recall, so the LAYOUTGET must be waited for because it may be carrying layout information that will need to be returned to deal with the CB\_LAYOUTRECALL.
2. The server sent the callback before receiving the LAYOUTGET. The server will not respond to the LAYOUTGET until the CB\_LAYOUTRECALL is processed.

If these possibilities cannot be distinguished, a deadlock could result, as the client must wait for the LAYOUTGET response before processing the recall in the first case, but that response will not



arrive until after the recall is processed in the second case. Note that in the first case, the "seqid" in the layout stateid of the recall is two greater than what the client has recorded; in the second case, the "seqid" is one greater than what the client has recorded. This allows the client to disambiguate between the two cases. The client thus knows precisely which possibility applies.

In case 1, the client knows it needs to wait for the LAYOUTGET response before processing the recall (or the client can return NFS4ERR\_DELAY).

In case 2, the client will not wait for the LAYOUTGET response before processing the recall because waiting would cause deadlock. Therefore, the action at the client will only require waiting in the case that the client has not yet seen the server's earlier responses to the LAYOUTGET operation(s).

The recall process can be considered completed when the final LAYOUTRETURN operation for the recalled range is completed. The LAYOUTRETURN uses the layout stateid (with seqid) specified in CB\_LAYOUTRECALL. If the client uses multiple LAYOUTRETURNS in processing the recall, the first LAYOUTRETURN will use the layout stateid as specified in CB\_LAYOUTRECALL. Subsequent LAYOUTRETURNS will use the highest seqid as is the usual case.

#### 12.5.5.2.1.3. Server Considerations

Consider a race from the metadata server's point of view. The metadata server has sent a CB\_LAYOUTRECALL and receives an overlapping LAYOUTGET for the same file before the LAYOUTRETURN(s) that respond to the CB\_LAYOUTRECALL. There are three cases:

1. The client sent the LAYOUTGET before processing the CB\_LAYOUTRECALL. The "seqid" in the layout stateid of the arguments of LAYOUTGET is one less than the "seqid" in CB\_LAYOUTRECALL. The server returns NFS4ERR\_RECALLCONFLICT to the client, which indicates to the client that there is a pending recall.
2. The client sent the LAYOUTGET after processing the CB\_LAYOUTRECALL, but the LAYOUTGET arrived before the LAYOUTRETURN and the response to CB\_LAYOUTRECALL that completed that processing. The "seqid" in the layout stateid of LAYOUTGET is equal to or greater than that of the "seqid" in CB\_LAYOUTRECALL. The server has not received a response to the CB\_LAYOUTRECALL, so it returns NFS4ERR\_RECALLCONFLICT.
3. The client sent the LAYOUTGET after processing the

CB\_LAYOUTRECALL; the server received the CB\_LAYOUTRECALL response, but the LAYOUTGET arrived before the LAYOUTRETURN that completed that processing. The "seqid" in the layout stateid of LAYOUTGET is equal to that of the "seqid" in CB\_LAYOUTRECALL.

The server has received a response to the CB\_LAYOUTRECALL, so it returns NFS4ERR\_RETURNCONFLICT.

#### 12.5.5.2.1.4. Wraparound and Validation of Seqid

The rules for layout stateid processing differ from other stateids in the protocol because the "seqid" value cannot be zero and the stateid's "seqid" value changes in a CB\_LAYOUTRECALL operation. The non-zero requirement combined with the inherent parallelism of layout operations means that a set of LAYOUTGET and LAYOUTRETURN operations may contain the same value for "seqid". The server uses a slightly modified version of the modulo arithmetic as described in Section 2.10.6.1 when incrementing the layout stateid's "seqid". The difference is that zero is not a valid value for "seqid"; when the value of a "seqid" is 0xFFFFFFFF, the next valid value will be 0x00000001. The modulo arithmetic is also used for the comparisons of "seqid" values in the processing of CB\_LAYOUTRECALL events as described above in Section 12.5.5.2.1.3.

Just as the server validates the "seqid" in the event of CB\_LAYOUTRECALL usage, as described in Section 12.5.5.2.1.3, the server also validates the "seqid" value to ensure that it is within an appropriate range. This range represents the degree of parallelism the server supports for layout stateids. If the client is sending multiple layout operations to the server in parallel, by definition, the "seqid" value in the supplied stateid will not be the current "seqid" as held by the server. The range of parallelism spans from the highest or current "seqid" to a "seqid" value in the past. To assist in the discussion, the server's current "seqid" value for a layout stateid is defined as SERVER\_CURRENT\_SEQID. The lowest "seqid" value that is acceptable to the server is represented by PAST\_SEQID. And the value for the range of valid "seqid"s or range of parallelism is VALID\_SEQID\_RANGE. Therefore, the following holds:  $VALID\_SEQID\_RANGE = SERVER\_CURRENT\_SEQID - PAST\_SEQID$ . In the following, all arithmetic is the modulo arithmetic as described above.

The server MUST support a minimum VALID\_SEQID\_RANGE. The minimum is defined as:  $VALID\_SEQID\_RANGE = \text{summation over } 1..N \text{ of } (ca\_maxoperations(i) - 1)$ , where N is the number of session fore channels and ca\_maxoperations(i) is the value of the ca\_maxoperations returned from CREATE\_SESSION of the i'th session. The reason for "-1" is to allow for the required SEQUENCE operation. The server MAY

support a `VALID_SEQID_RANGE` value larger than the minimum. The maximum `VALID_SEQID_RANGE` is  $(2^{32} - 2)$  (accounting for zero not being a valid "seqid" value).

If the server finds the "seqid" is zero, the `NFS4ERR_BAD_STATEID` error is returned to the client. The server further validates the "seqid" to ensure it is within the range of parallelism, `VALID_SEQID_RANGE`. If the "seqid" value is outside of that range, the error `NFS4ERR_OLD_STATEID` is returned to the client. Upon receipt of `NFS4ERR_OLD_STATEID`, the client updates the stateid in the layout request based on processing of other layout requests and re-sends the operation to the server.

#### 12.5.5.2.1.5. Bulk Recall and Return

pNFS supports recalling and returning all layouts that are for files belonging to a particular fsid (`LAYOUTRECALL4_FSID`, `LAYOUTRETURN4_FSID`) or client ID (`LAYOUTRECALL4_ALL`, `LAYOUTRETURN4_ALL`). There are no "bulk" stateids, so detection of races via the seqid is not possible. The server MUST NOT initiate bulk recall while another recall is in progress, or the corresponding `LAYOUTRETURN` is in progress or pending. In the event the server sends a bulk recall while the client has a pending or in-progress `LAYOUTRETURN`, `CB_LAYOUTRECALL`, or `LAYOUTGET`, the client returns `NFS4ERR_DELAY`. In the event the client sends a `LAYOUTGET` or `LAYOUTRETURN` while a bulk recall is in progress, the server returns `NFS4ERR_RECALLCONFLICT`. If the client sends a `LAYOUTGET` or `LAYOUTRETURN` after the server receives `NFS4ERR_DELAY` from a bulk recall, then to ensure forward progress, the server MAY return `NFS4ERR_RECALLCONFLICT`.

Once a `CB_LAYOUTRECALL` of `LAYOUTRECALL4_ALL` is sent, the server MUST NOT allow the client to use any layout stateid except for `LAYOUTCOMMIT` operations. Once the client receives a `CB_LAYOUTRECALL` of `LAYOUTRECALL4_ALL`, it MUST NOT use any layout stateid except for `LAYOUTCOMMIT` operations. Once a `LAYOUTRETURN` of `LAYOUTRETURN4_ALL` is sent, all layout stateids granted to the client ID are freed. The client MUST NOT use the layout stateids again. It MUST use `LAYOUTGET` to obtain new layout stateids.

Once a `CB_LAYOUTRECALL` of `LAYOUTRECALL4_FSID` is sent, the server MUST NOT allow the client to use any layout stateid that refers to a file with the specified fsid except for `LAYOUTCOMMIT` operations. Once the client receives a `CB_LAYOUTRECALL` of `LAYOUTRECALL4_ALL`, it MUST NOT use any layout stateid that refers to a file with the specified fsid except for `LAYOUTCOMMIT` operations. Once a `LAYOUTRETURN` of `LAYOUTRETURN4_FSID` is sent, all layout stateids granted to the referenced fsid are freed. The client MUST NOT use those freed

layout stateids for files with the referenced fsid again. Subsequently, for any file with the referenced fsid, to use a layout, the client MUST first send a LAYOUTGET operation in order to obtain a new layout stateid for that file.

If the server has sent a bulk CB\_LAYOUTRECALL and receives a LAYOUTGET, or a LAYOUTRETURN with a stateid, the server MUST return NFS4ERR\_RECALLCONFLICT. If the server has sent a bulk CB\_LAYOUTRECALL and receives a LAYOUTRETURN with an lr\_returntype that is not equal to the lor\_recalltype of the CB\_LAYOUTRECALL, the server MUST return NFS4ERR\_RECALLCONFLICT.

#### 12.5.6. Revoking Layouts

Parallel NFS permits servers to revoke layouts from clients that fail to respond to recalls and/or fail to renew their lease in time. Depending on the layout type, the server might revoke the layout and might take certain actions with respect to the client's I/O to data servers.

#### 12.5.7. Metadata Server Write Propagation

Asynchronous writes written through the metadata server may be propagated lazily to the storage devices. For data written asynchronously through the metadata server, a client performing a read at the appropriate storage device is not guaranteed to see the newly written data until a COMMIT occurs at the metadata server. While the write is pending, reads to the storage device may give out either the old data, the new data, or a mixture of new and old. Upon completion of a synchronous WRITE or COMMIT (for asynchronously written data), the metadata server MUST ensure that storage devices give out the new data and that the data has been written to stable storage. If the server implements its storage in any way such that it cannot obey these constraints, then it MUST recall the layouts to prevent reads being done that cannot be handled correctly. Note that the layouts MUST be recalled prior to the server responding to the associated WRITE operations.

#### 12.6. pNFS Mechanics

This section describes the operations flow taken by a pNFS client to a metadata server and storage device.

When a pNFS client encounters a new FSID, it sends a GETATTR to the NFSv4.1 server for the fs\_layout\_type (Section 5.12.1) attribute. If the attribute returns at least one layout type, and the layout types returned are among the set supported by the client, the client knows that pNFS is a possibility for the file system. If, from the server

that returned the new FSID, the client does not have a client ID that came from an EXCHANGE\_ID result that returned EXCHGID4\_FLAG\_USE\_PNFS\_MDS, it MUST send an EXCHANGE\_ID to the server with the EXCHGID4\_FLAG\_USE\_PNFS\_MDS bit set. If the server's response does not have EXCHGID4\_FLAG\_USE\_PNFS\_MDS, then contrary to what the fs\_layout\_type attribute said, the server does not support pNFS, and the client will not be able to use pNFS to that server; in this case, the server MUST return NFS4ERR\_NOTSUPP in response to any pNFS operation.

The client then creates a session, requesting a persistent session, so that exclusive creates can be done with single round trip via the createmode4 of GUARDED4. If the session ends up not being persistent, the client will use EXCLUSIVE4\_1 for exclusive creates.

If a file is to be created on a pNFS-enabled file system, the client uses the OPEN operation. With the normal set of attributes that may be provided upon OPEN used for creation, there is an OPTIONAL layout\_hint attribute. The client's use of layout\_hint allows the client to express its preference for a layout type and its associated layout details. The use of a createmode4 of UNCHECKED4, GUARDED4, or EXCLUSIVE4\_1 will allow the client to provide the layout\_hint attribute at create time. The client MUST NOT use EXCLUSIVE4 (see Table 10). The client is RECOMMENDED to combine a GETATTR operation after the OPEN within the same COMPOUND. The GETATTR may then retrieve the layout\_type attribute for the newly created file. The client will then know what layout type the server has chosen for the file and therefore what storage protocol the client must use.

If the client wants to open an existing file, then it also includes a GETATTR to determine what layout type the file supports.

The GETATTR in either the file creation or plain file open case can also include the layout\_blksize and layout\_alignment attributes so that the client can determine optimal offsets and lengths for I/O on the file.

Assuming the client supports the layout type returned by GETATTR and it chooses to use pNFS for data access, it then sends LAYOUTGET using the filehandle and stateid returned by OPEN, specifying the range it wants to do I/O on. The response is a layout, which may be a subset of the range for which the client asked. It also includes device IDs and a description of how data is organized (or in the case of writing, how data is to be organized) across the devices. The device IDs and data description are encoded in a format that is specific to the layout type, but the client is expected to understand.

When the client wants to send an I/O, it determines to which device ID it needs to send the I/O command by examining the data description in the layout. It then sends a GETDEVICEINFO to find the device address(es) of the device ID. The client then sends the I/O request to one of device ID's device addresses, using the storage protocol defined for the layout type. Note that if a client has multiple I/Os to send, these I/O requests may be done in parallel.

If the I/O was a WRITE, then at some point the client may want to use LAYOUTCOMMIT to commit the modification time and the new size of the file (if it believes it extended the file size) to the metadata server and the modified data to the file system.

## 12.7. Recovery

Recovery is complicated by the distributed nature of the pNFS protocol. In general, crash recovery for layouts is similar to crash recovery for delegations in the base NFSv4.1 protocol. However, the client's ability to perform I/O without contacting the metadata server introduces subtleties that must be handled correctly if the possibility of file system corruption is to be avoided.

### 12.7.1. Recovery from Client Restart

Client recovery for layouts is similar to client recovery for other lock and delegation state. When a pNFS client restarts, it will lose all information about the layouts that it previously owned. There are two methods by which the server can reclaim these resources and allow otherwise conflicting layouts to be provided to other clients.

The first is through the expiry of the client's lease. If the client recovery time is longer than the lease period, the client's lease will expire and the server will know that state may be released. For layouts, the server may release the state immediately upon lease expiry or it may allow the layout to persist, awaiting possible lease revival, as long as no other layout conflicts.

The second is through the client restarting in less time than it takes for the lease period to expire. In such a case, the client will contact the server through the standard EXCHANGE\_ID protocol. The server will find that the client's co\_ownerid matches the co\_ownerid of the previous client invocation, but that the verifier is different. The server uses this as a signal to release all layout state associated with the client's previous invocation. In this scenario, the data written by the client but not covered by a successful LAYOUTCOMMIT is in an undefined state; it may have been

written or it may now be lost. This is acceptable behavior and it is the client's responsibility to use LAYOUTCOMMIT to achieve the desired level of stability.

#### 12.7.2. Dealing with Lease Expiration on the Client

If a client believes its lease has expired, it MUST NOT send I/O to the storage device until it has validated its lease. The client can send a SEQUENCE operation to the metadata server. If the SEQUENCE operation is successful, but `sr_status_flag` has `SEQ4_STATUS_EXPIRED_ALL_STATE_REVOKED`, `SEQ4_STATUS_EXPIRED_SOME_STATE_REVOKED`, or `SEQ4_STATUS_ADMIN_STATE_REVOKED` set, the client MUST NOT use currently held layouts. The client has two choices to recover from the lease expiration. First, for all modified but uncommitted data, the client writes it to the metadata server using the `FILE_SYNC4` flag for the WRITES, or WRITE and COMMIT. Second, the client re-establishes a client ID and session with the server and obtains new layouts and device-ID-to-device-address mappings for the modified data ranges and then writes the data to the storage devices with the newly obtained layouts.

If `sr_status_flags` from the metadata server has `SEQ4_STATUS_RESTART_RECLAIM_NEEDED` set (or SEQUENCE returns `NFS4ERR_BAD_SESSION` and `CREATE_SESSION` returns `NFS4ERR_STALE_CLIENTID`), then the metadata server has restarted, and the client SHOULD recover using the methods described in Section 12.7.4.

If `sr_status_flags` from the metadata server has `SEQ4_STATUS_LEASE_MOVED` set, then the client recovers by following the procedure described in Section 11.7.7.1. After that, the client may get an indication that the layout state was not moved with the file system. The client recovers as in the other applicable situations discussed in the first two paragraphs of this section.

If `sr_status_flags` reports no loss of state, then the lease for the layouts that the client has are valid and renewed, and the client can once again send I/O requests to the storage devices.

While clients SHOULD NOT send I/Os to storage devices that may extend past the lease expiration time period, this is not always possible, for example, an extended network partition that starts after the I/O is sent and does not heal until the I/O request is received by the storage device. Thus, the metadata server and/or storage devices are responsible for protecting themselves from I/Os that are both sent before the lease expires and arrive after the lease expires. See Section 12.7.3.

### 12.7.3. Dealing with Loss of Layout State on the Metadata Server

This is a description of the case where all of the following are true:

- o the metadata server has not restarted
- o a pNFS client's layouts have been discarded (usually because the client's lease expired) and are invalid
- o an I/O from the pNFS client arrives at the storage device

The metadata server and its storage devices MUST solve this by fencing the client. In other words, they MUST solve this by preventing the execution of I/O operations from the client to the storage devices after layout state loss. The details of how fencing is done are specific to the layout type. The solution for NFSv4.1 file-based layouts is described in (Section 13.11), and solutions for other layout types are in their respective external specification documents.

### 12.7.4. Recovery from Metadata Server Restart

The pNFS client will discover that the metadata server has restarted via the methods described in Section 8.4.2 and discussed in a pNFS-specific context in Paragraph 2, of Section 12.7.2. The client MUST stop using layouts and delete the device ID to device address mappings it previously received from the metadata server. Having done that, if the client wrote data to the storage device without committing the layouts via LAYOUTCOMMIT, then the client has additional work to do in order to have the client, metadata server, and storage device(s) all synchronized on the state of the data.

- o If the client has data still modified and unwritten in the client's memory, the client has only two choices.
  1. The client can obtain a layout via LAYOUTGET after the server's grace period and write the data to the storage devices.
  2. The client can WRITE that data through the metadata server using the WRITE (Section 18.32) operation, and then obtain layouts as desired.
- o If the client asynchronously wrote data to the storage device, but still has a copy of the data in its memory, then it has available to it the recovery options listed above in the previous bullet



point. If the metadata server is also in its grace period, the client has available to it the options below in the next bullet point.

- o The client does not have a copy of the data in its memory and the metadata server is still in its grace period. The client cannot use LAYOUTGET (within or outside the grace period) to reclaim a layout because the contents of the response from LAYOUTGET may not match what it had previously. The range might be different or the client might get the same range but the content of the layout might be different. Even if the content of the layout appears to be the same, the device IDs may map to different device addresses, and even if the device addresses are the same, the device addresses could have been assigned to a different storage device. The option of retrieving the data from the storage device and writing it to the metadata server per the recovery scenario described above is not available because, again, the mappings of range to device ID, device ID to device address, and device address to physical device are stale, and new mappings via new LAYOUTGET do not solve the problem.

The only recovery option for this scenario is to send a LAYOUTCOMMIT in reclaim mode, which the metadata server will accept as long as it is in its grace period. The use of LAYOUTCOMMIT in reclaim mode informs the metadata server that the layout has changed. It is critical that the metadata server receive this information before its grace period ends, and thus before it starts allowing updates to the file system.

To send LAYOUTCOMMIT in reclaim mode, the client sets the `loca_reclaim` field of the operation's arguments (Section 18.42.1) to TRUE. During the metadata server's recovery grace period (and only during the recovery grace period) the metadata server is prepared to accept LAYOUTCOMMIT requests with the `loca_reclaim` field set to TRUE.

When `loca_reclaim` is TRUE, the client is attempting to commit changes to the layout that occurred prior to the restart of the metadata server. The metadata server applies some consistency checks on the `loca_layoutupdate` field of the arguments to determine whether the client can commit the data written to the storage device to the file system. The `loca_layoutupdate` field is of data type `layoutupdate4` and contains layout-type-specific content (in the `lou_body` field of `loca_layoutupdate`). The layout-type-specific information that `loca_layoutupdate` might have is discussed in Section 12.5.4.3. If the metadata server's consistency checks on `loca_layoutupdate` succeed, then the metadata server MUST commit the data (as described by the `loca_offset`,

loca\_length, and loca\_layoutupdate fields of the arguments) that was written to the storage device. If the metadata server's consistency checks on loca\_layoutupdate fail, the metadata server rejects the LAYOUTCOMMIT operation and makes no changes to the file system. However, any time LAYOUTCOMMIT with loca\_reclaim TRUE fails, the pNFS client has lost all the data in the range defined by <loca\_offset, loca\_length>. A client can defend against this risk by caching all data, whether written synchronously or asynchronously in its memory, and by not releasing the cached data until a successful LAYOUTCOMMIT. This condition does not hold true for all layout types; for example, file-based storage devices need not suffer from this limitation.

- o The client does not have a copy of the data in its memory and the metadata server is no longer in its grace period; i.e., the metadata server returns NFS4ERR\_NO\_GRACE. As with the scenario in the above bullet point, the failure of LAYOUTCOMMIT means the data in the range <loca\_offset, loca\_length> lost. The defense against the risk is the same -- cache all written data on the client until a successful LAYOUTCOMMIT.

#### 12.7.5. Operations during Metadata Server Grace Period

Some of the recovery scenarios thus far noted that some operations (namely, WRITE and LAYOUTGET) might be permitted during the metadata server's grace period. The metadata server may allow these operations during its grace period. For LAYOUTGET, the metadata server must reliably determine that servicing such a request will not conflict with an impending LAYOUTCOMMIT reclaim request. For WRITE, the metadata server must reliably determine that servicing the request will not conflict with an impending OPEN or with a LOCK where the file has mandatory byte-range locking enabled.

As mentioned previously, for expediency, the metadata server might reject some operations (namely, WRITE and LAYOUTGET) during its grace period, because the simplest correct approach is to reject all non-reclaim pNFS requests and WRITE operations by returning the NFS4ERR\_GRACE error. However, depending on the storage protocol (which is specific to the layout type) and metadata server implementation, the metadata server may be able to determine that a particular request is safe. For example, a metadata server may save provisional allocation mappings for each file to stable storage, as well as information about potentially conflicting OPEN share modes and mandatory byte-range locks that might have been in effect at the time of restart, and the metadata server may use this information during the recovery grace period to determine that a WRITE request is safe.

### 12.7.6. Storage Device Recovery

Recovery from storage device restart is mostly dependent upon the layout type in use. However, there are a few general techniques a client can use if it discovers a storage device has crashed while holding modified, uncommitted data that was asynchronously written. First and foremost, it is important to realize that the client is the only one that has the information necessary to recover non-committed data since it holds the modified data and probably nothing else does. Second, the best solution is for the client to err on the side of caution and attempt to rewrite the modified data through another path.

The client SHOULD immediately WRITE the data to the metadata server, with the stable field in the WRITE4args set to FILE\_SYNC4. Once it does this, there is no need to wait for the original storage device.

### 12.8. Metadata and Storage Device Roles

If the same physical hardware is used to implement both a metadata server and storage device, then the same hardware entity is to be understood to be implementing two distinct roles and it is important that it be clearly understood on behalf of which role the hardware is executing at any given time.

Two sub-cases can be distinguished.

1. The storage device uses NFSv4.1 as the storage protocol, i.e., the same physical hardware is used to implement both a metadata and data server. See Section 13.1 for a description of how multiple roles are handled.
2. The storage device does not use NFSv4.1 as the storage protocol, and the same physical hardware is used to implement both a metadata and storage device. Whether distinct network addresses are used to access the metadata server and storage device is immaterial. This is because it is always clear to the pNFS client and server, from the upper-layer protocol being used (NFSv4.1 or non-NFSv4.1), to which role the request to the common server network address is directed.

### 12.9. Security Considerations for pNFS

pNFS separates file system metadata and data and provides access to both. There are pNFS-specific operations (listed in Section 12.3) that provide access to the metadata; all existing NFSv4.1 conventional (non-pNFS) security mechanisms and features apply to accessing the metadata. The combination of components in a pNFS

system (see Figure 1) is required to preserve the security properties of NFSv4.1 with respect to an entity that is accessing a storage device from a client, including security countermeasures to defend against threats for which NFSv4.1 provides defenses in environments where these threats are considered significant.

In some cases, the security countermeasures for connections to storage devices may take the form of physical isolation or a recommendation to avoid the use of pNFS in an environment. For example, it may be impractical to provide confidentiality protection for some storage protocols to protect against eavesdropping. In environments where eavesdropping on such protocols is of sufficient concern to require countermeasures, physical isolation of the communication channel (e.g., via direct connection from client(s) to storage device(s)) and/or a decision to forgo use of pNFS (e.g., and fall back to conventional NFSv4.1) may be appropriate courses of action.

Where communication with storage devices is subject to the same threats as client-to-metadata server communication, the protocols used for that communication need to provide security mechanisms as strong as or no weaker than those available via RPCSEC\_GSS for NFSv4.1. Except for the storage protocol used for the LAYOUT4\_NFSV4\_1\_FILES layout (see Section 13), i.e., except for NFSv4.1, it is beyond the scope of this document to specify the security mechanisms for storage access protocols.

pNFS implementations MUST NOT remove NFSv4.1's access controls. The combination of clients, storage devices, and the metadata server are responsible for ensuring that all client-to-storage-device file data access respects NFSv4.1's ACLs and file open modes. This entails performing both of these checks on every access in the client, the storage device, or both (as applicable; when the storage device is an NFSv4.1 server, the storage device is ultimately responsible for controlling access as described in Section 13.9.2). If a pNFS configuration performs these checks only in the client, the risk of a misbehaving client obtaining unauthorized access is an important consideration in determining when it is appropriate to use such a pNFS configuration. Such layout types SHOULD NOT be used when client-only access checks do not provide sufficient assurance that NFSv4.1 access control is being applied correctly. (This is not a problem for the file layout type described in Section 13 because the storage access protocol for LAYOUT4\_NFSV4\_1\_FILES is NFSv4.1, and thus the security model for storage device access via LAYOUT4\_NFSV4\_1\_FILES is the same as that of the metadata server.) For handling of access control specific to a layout, the reader

should examine the layout specification, such as the NFSv4.1/ file-based layout (Section 13) of this document, the blocks layout [41], and objects layout [40].

### 13. NFSv4.1 as a Storage Protocol in pNFS: the File Layout Type

This section describes the semantics and format of NFSv4.1 file-based layouts for pNFS. NFSv4.1 file-based layouts use the LAYOUT4\_NFSV4\_1\_FILES layout type. The LAYOUT4\_NFSV4\_1\_FILES type defines striping data across multiple NFSv4.1 data servers.

#### 13.1. Client ID and Session Considerations

Sessions are a REQUIRED feature of NFSv4.1, and this extends to both the metadata server and file-based (NFSv4.1-based) data servers.

The role a server plays in pNFS is determined by the result it returns from EXCHANGE\_ID. The roles are:

- o Metadata server (EXCHGID4\_FLAG\_USE\_PNFS\_MDS is set in the result `eir_flags`).
- o Data server (EXCHGID4\_FLAG\_USE\_PNFS\_DS).
- o Non-metadata server (EXCHGID4\_FLAG\_USE\_NON\_PNFS). This is an NFSv4.1 server that does not support operations (e.g., LAYOUTGET) or attributes that pertain to pNFS.

The client MAY request zero or more of EXCHGID4\_FLAG\_USE\_NON\_PNFS, EXCHGID4\_FLAG\_USE\_PNFS\_DS, or EXCHGID4\_FLAG\_USE\_PNFS\_MDS, even though some combinations (e.g., EXCHGID4\_FLAG\_USE\_NON\_PNFS | EXCHGID4\_FLAG\_USE\_PNFS\_MDS) are contradictory. However, the server MUST only return the following acceptable combinations:

Acceptable Results from EXCHANGE_ID	
EXCHGID4_FLAG_USE_PNFS_MDS	
EXCHGID4_FLAG_USE_PNFS_MDS   EXCHGID4_FLAG_USE_PNFS_DS	
EXCHGID4_FLAG_USE_PNFS_DS	
EXCHGID4_FLAG_USE_NON_PNFS	
EXCHGID4_FLAG_USE_PNFS_DS   EXCHGID4_FLAG_USE_NON_PNFS	

As the above table implies, a server can have one or two roles. A server can be both a metadata server and a data server, or it can be both a data server and non-metadata server. In addition to returning two roles in the EXCHANGE\_ID's results, and thus serving both roles

via a common client ID, a server can serve two roles by returning a unique client ID and server owner for each role in each of two EXCHANGE\_ID results, with each result indicating each role.

In the case of a server with concurrent pNFS roles that are served by a common client ID, if the EXCHANGE\_ID request from the client has zero or a combination of the bits set in eia\_flags, the server result should set bits that represent the higher of the acceptable combination of the server roles, with a preference to match the roles requested by the client. Thus, if a client request has (EXCHGID4\_FLAG\_USE\_NON\_PNFS | EXCHGID4\_FLAG\_USE\_PNFS\_MDS | EXCHGID4\_FLAG\_USE\_PNFS\_DS) flags set, and the server is both a metadata server and a data server, serving both the roles by a common client ID, the server SHOULD return with (EXCHGID4\_FLAG\_USE\_PNFS\_MDS | EXCHGID4\_FLAG\_USE\_PNFS\_DS) set.

In the case of a server that has multiple concurrent pNFS roles, each role served by a unique client ID, if the client specifies zero or a combination of roles in the request, the server results SHOULD return only one of the roles from the combination specified by the client request. If the role specified by the server result does not match the intended use by the client, the client should send the EXCHANGE\_ID specifying just the interested pNFS role.

If a pNFS metadata client gets a layout that refers it to an NFSv4.1 data server, it needs a client ID on that data server. If it does not yet have a client ID from the server that had the EXCHGID4\_FLAG\_USE\_PNFS\_DS flag set in the EXCHANGE\_ID results, then the client needs to send an EXCHANGE\_ID to the data server, using the same co\_ownerid as it sent to the metadata server, with the EXCHGID4\_FLAG\_USE\_PNFS\_DS flag set in the arguments. If the server's EXCHANGE\_ID results have EXCHGID4\_FLAG\_USE\_PNFS\_DS set, then the client may use the client ID to create sessions that will exchange pNFS data operations. The client ID returned by the data server has no relationship with the client ID returned by a metadata server unless the client IDs are equal, and the server owners and server scopes of the data server and metadata server are equal.

In NFSv4.1, the session ID in the SEQUENCE operation implies the client ID, which in turn might be used by the server to map the stateid to the right client/server pair. However, when a data server is presented with a READ or WRITE operation with a stateid, because the stateid is associated with a client ID on a metadata server, and because the session ID in the preceding SEQUENCE operation is tied to the client ID of the data server, the data server has no obvious way to determine the metadata server from the COMPOUND procedure, and

thus has no way to validate the stateid. One RECOMMENDED approach is for pNFS servers to encode metadata server routing and/or identity information in the data server filehandles as returned in the layout.

If metadata server routing and/or identity information is encoded in data server filehandles, when the metadata server identity or location changes, the data server filehandles it gave out will become invalid (stale), and so the metadata server MUST first recall the layouts. Invalidating a data server filehandle does not render the NFS client's data cache invalid. The client's cache should map a data server filehandle to a metadata server filehandle, and a metadata server filehandle to cached data.

If a server is both a metadata server and a data server, the server might need to distinguish operations on files that are directed to the metadata server from those that are directed to the data server. It is RECOMMENDED that the values of the filehandles returned by the LAYOUTGET operation be different than the value of the filehandle returned by the OPEN of the same file.

Another scenario is for the metadata server and the storage device to be distinct from one client's point of view, and the roles reversed from another client's point of view. For example, in the cluster file system model, a metadata server to one client might be a data server to another client. If NFSv4.1 is being used as the storage protocol, then pNFS servers need to encode the values of filehandles according to their specific roles.

#### 13.1.1.1. Sessions Considerations for Data Servers

Section 2.10.11.2 states that a client has to keep its lease renewed in order to prevent a session from being deleted by the server. If the reply to EXCHANGE\_ID has just the EXCHGID4\_FLAG\_USE\_PNFS\_DS role set, then (as noted in Section 13.6) the client will not be able to determine the data server's lease\_time attribute because GETATTR will not be permitted. Instead, the rule is that any time a client receives a layout referring it to a data server that returns just the EXCHGID4\_FLAG\_USE\_PNFS\_DS role, the client MAY assume that the lease\_time attribute from the metadata server that returned the layout applies to the data server. Thus, the data server MUST be aware of the values of all lease\_time attributes of all metadata servers for which it is providing I/O, and it MUST use the maximum of all such lease\_time values as the lease interval for all client IDs and sessions established on it.

For example, if one metadata server has a lease\_time attribute of 20 seconds, and a second metadata server has a lease\_time attribute of 10 seconds, then if both servers return layouts that refer to an

EXCHGID4\_FLAG\_USE\_PNFS\_DS-only data server, the data server MUST renew a client's lease if the interval between two SEQUENCE operations on different COMPOUND requests is less than 20 seconds.

### 13.2. File Layout Definitions

The following definitions apply to the LAYOUT4\_NFSV4\_1\_FILES layout type and may be applicable to other layout types.

Unit. A unit is a fixed-size quantity of data written to a data server.

Pattern. A pattern is a method of distributing one or more equal sized units across a set of data servers. A pattern is iterated one or more times.

Stripe. A stripe is a set of data distributed across a set of data servers in a pattern before that pattern repeats.

Stripe Count. A stripe count is the number of units in a pattern.

Stripe Width. A stripe width is the size of a stripe in bytes. The stripe width = the stripe count \* the size of the stripe unit.

Hereafter, this document will refer to a unit that is written in a pattern as a "stripe unit".

A pattern may have more stripe units than data servers. If so, some data servers will have more than one stripe unit per stripe. A data server that has multiple stripe units per stripe MAY store each unit in a different data file (and depending on the implementation, will possibly assign a unique data filehandle to each data file).

### 13.3. File Layout Data Types

The high level NFSv4.1 layout types are `nfsv4_1_file_layouthint4`, `nfsv4_1_file_layout_ds_addr4`, and `nfsv4_1_file_layout4`.

The SETATTR operation supports a layout hint attribute (Section 5.12.4). When the client sets a layout hint (data type `layouthint4`) with a layout type of LAYOUT4\_NFSV4\_1\_FILES (the `loh_type` field), the `loh_body` field contains a value of data type `nfsv4_1_file_layouthint4`.



```

const NFL4_UFLG_MASK           = 0x0000003F;
const NFL4_UFLG_DENSE         = 0x00000001;
const NFL4_UFLG_COMMIT_THRU_MDS = 0x00000002;
const NFL4_UFLG_STRIPE_UNIT_SIZE_MASK
                               = 0xFFFFF0;

typedef uint32_t nfl_util4;

enum filelayout_hint_care4 {
    NFLH4_CARE_DENSE           = NFL4_UFLG_DENSE,

    NFLH4_CARE_COMMIT_THRU_MDS
                               = NFL4_UFLG_COMMIT_THRU_MDS,

    NFLH4_CARE_STRIPE_UNIT_SIZE
                               = 0x00000040,

    NFLH4_CARE_STRIPE_COUNT = 0x00000080
};

/* Encoded in the loh_body field of data type layouthint4: */

struct nfsv4_1_file_layouthint4 {
    uint32_t      nflh_care;
    nfl_util4     nflh_util;
    count4        nflh_stripe_count;
};

```

The generic layout hint structure is described in Section 3.3.19. The client uses the layout hint in the `layout_hint` (Section 5.12.4) attribute to indicate the preferred type of layout to be used for a newly created file. The `LAYOUT4_NFSV4_1_FILES` layout-type-specific content for the layout hint is composed of three fields. The first field, `nflh_care`, is a set of flags indicating which values of the hint the client cares about. If the `NFLH4_CARE_DENSE` flag is set, then the client indicates in the second field, `nflh_util`, a preference for how the data file is packed (Section 13.4.4), which is controlled by the value of the expression `nflh_util & NFL4_UFLG_DENSE` ("`&`" represents the bitwise AND operator). If the `NFLH4_CARE_COMMIT_THRU_MDS` flag is set, then the client indicates a preference for whether the client should send COMMIT operations to the metadata server or data server (Section 13.7), which is controlled by the value of `nflh_util & NFL4_UFLG_COMMIT_THRU_MDS`. If the `NFLH4_CARE_STRIPE_UNIT_SIZE` flag is set, the client indicates its preferred stripe unit size, which is indicated in `nflh_util & NFL4_UFLG_STRIPE_UNIT_SIZE_MASK` (thus, the stripe unit size MUST be a multiple of 64 bytes). The minimum stripe unit size is 64 bytes. If

the `NFLH4_CARE_STRIPE_COUNT` flag is set, the client indicates in the third field, `nflh_stripe_count`, the stripe count. The stripe count multiplied by the stripe unit size is the stripe width.

When `LAYOUTGET` returns a `LAYOUT4_NFSV4_1_FILES` layout (indicated in the `loc_type` field of the `lo_content` field), the `loc_body` field of the `lo_content` field contains a value of data type `nfsv4_1_file_layout4`. Among other content, `nfsv4_1_file_layout4` has a storage device ID (field `nfl_deviceid`) of data type `deviceid4`. The `GETDEVICEINFO` operation maps a device ID to a storage device address (type `device_addr4`). When `GETDEVICEINFO` returns a device address with a layout type of `LAYOUT4_NFSV4_1_FILES` (the `da_layout_type` field), the `da_addr_body` field contains a value of data type `nfsv4_1_file_layout_ds_addr4`.

```
typedef netaddr4 multipath_list4<>;

/*
 * Encoded in the da_addr_body field of
 * data type device_addr4:
 */
struct nfsv4_1_file_layout_ds_addr4 {
    uint32_t      nflda_stripe_indices<>;
    multipath_list4 nflda_multipath_ds_list<>;
};
```

The `nfsv4_1_file_layout_ds_addr4` data type represents the device address. It is composed of two fields:

1. `nflda_multipath_ds_list`: An array of lists of data servers, where each list can be one or more elements, and each element represents a data server address that may serve equally as the target of I/O operations (see Section 13.5). The length of this array might be different than the stripe count.
2. `nflda_stripe_indices`: An array of indices used to index into `nflda_multipath_ds_list`. The value of each element of `nflda_stripe_indices` MUST be less than the number of elements in `nflda_multipath_ds_list`. Each element of `nflda_multipath_ds_list` SHOULD be referred to by one or more elements of `nflda_stripe_indices`. The number of elements in `nflda_stripe_indices` is always equal to the stripe count.

```

/*
 * Encoded in the loc_body field of
 * data type layout_content4:
 */
struct nfsv4_1_file_layout4 {
    deviceid4      nfl_deviceid;
    nfl_util4      nfl_util;
    uint32_t       nfl_first_stripe_index;
    offset4        nfl_pattern_offset;
    nfs_fh4        nfl_fh_list<>;
};

```

The `nfsv4_1_file_layout4` data type represents the layout. It is composed of the following fields:

1. `nfl_deviceid`: The device ID that maps to a value of type `nfsv4_1_file_layout_ds_addr4`.
2. `nfl_util`: Like the `nflh_util` field of data type `nfsv4_1_file_layouthint4`, a compact representation of how the data on a file on each data server is packed, whether the client should send COMMIT operations to the metadata server or data server, and the stripe unit size. If a server returns two or more overlapping layouts, each stripe unit size in each overlapping layout MUST be the same.
3. `nfl_first_stripe_index`: The index into the first element of the `nfl_da_stripe_indices` array to use.
4. `nfl_pattern_offset`: This field is the logical offset into the file where the striping pattern starts. It is required for converting the client's logical I/O offset (e.g., the current offset in a POSIX file descriptor before the `read()` or `write()` system call is sent) into the stripe unit number (see Section 13.4.1).

If dense packing is used, then `nfl_pattern_offset` is also needed to convert the client's logical I/O offset to an offset on the file on the data server corresponding to the stripe unit number (see Section 13.4.4).

Note that `nfl_pattern_offset` is not always the same as `lo_offset`. For example, via the LAYOUTGET operation, a client might request a layout starting at offset 1000 of a file that has its striping pattern start at offset zero.

5. `nfl_fh_list`: An array of data server filehandles for each list of data servers in each element of the `nfl_da_multipath_ds_list` array. The number of elements in `nfl_fh_list` depends on whether sparse or dense packing is being used.

- \* If sparse packing is being used, the number of elements in `nfl_fh_list` MUST be one of three values:
  - + Zero. This means that filehandles used for each data server are the same as the filehandle returned by the OPEN operation from the metadata server.
  - + One. This means that every data server uses the same filehandle: what is specified in `nfl_fh_list[0]`.
  - + The same number of elements in `nfl_da_multipath_ds_list`. Thus, in this case, when sending an I/O operation to any data server in `nfl_da_multipath_ds_list[X]`, the filehandle in `nfl_fh_list[X]` MUST be used.

See the discussion on sparse packing in Section 13.4.4.

- \* If dense packing is being used, the number of elements in `nfl_fh_list` MUST be the same as the number of elements in `nfl_da_stripe_indices`. Thus, when sending an I/O operation to any data server in `nfl_da_multipath_ds_list[nfl_da_stripe_indices[Y]]`, the filehandle in `nfl_fh_list[Y]` MUST be used. In addition, any time there exists `i` and `j`, (`i != j`), such that the intersection of `nfl_da_multipath_ds_list[nfl_da_stripe_indices[i]]` and `nfl_da_multipath_ds_list[nfl_da_stripe_indices[j]]` is not empty, then `nfl_fh_list[i]` MUST NOT equal `nfl_fh_list[j]`. In other words, when dense packing is being used, if a data server appears in two or more units of a striping pattern, each reference to the data server MUST use a different filehandle.

Indeed, if there are multiple striping patterns, as indicated by the presence of multiple objects of data type `layout4` (either returned in one or multiple `LAYOUTGET` operations), and a data server is the target of a unit of one pattern and another unit of another pattern, then each reference to each data server MUST use a different filehandle.

See the discussion on dense packing in Section 13.4.4.

The details on the interpretation of the layout are in Section 13.4.

## 13.4. Interpreting the File Layout

### 13.4.1. Determining the Stripe Unit Number

To find the stripe unit number that corresponds to the client's logical file offset, the pattern offset will also be used. The  $i$ 'th stripe unit (SU $i$ ) is:

```
relative_offset = file_offset - nfl_pattern_offset;
SU $i$  = floor(relative_offset / stripe_unit_size);
```

### 13.4.2. Interpreting the File Layout Using Sparse Packing

When sparse packing is used, the algorithm for determining the filehandle and set of data-server network addresses to write stripe unit  $i$  (SU $i$ ) to is:

```
stripe_count = number of elements in nflda_stripe_indices;
j = (SU $i$  + nfl_first_stripe_index) % stripe_count;
idx = nflda_stripe_indices[j];
fh_count = number of elements in nfl_fh_list;
ds_count = number of elements in nflda_multipath_ds_list;
switch (fh_count) {
  case ds_count:
    fh = nfl_fh_list[idx];
    break;
  case 1:
    fh = nfl_fh_list[0];
    break;
  case 0:
    fh = filehandle returned by OPEN;
    break;
  default:
    throw a fatal exception;
    break;
}
address_list = nflda_multipath_ds_list[idx];
```

The client would then select a data server from `address_list`, and send a READ or WRITE operation using the filehandle specified in `fh`.

Consider the following example:

Suppose we have a device address consisting of seven data servers, arranged in three equivalence (Section 13.5) classes:

```
{ A, B, C, D }, { E }, { F, G }
```

where A through G are network addresses.

Then

```
nfl_da_multipath_ds_list<> = { A, B, C, D }, { E }, { F, G }
```

i.e.,

```
nfl_da_multipath_ds_list[0] = { A, B, C, D }
```

```
nfl_da_multipath_ds_list[1] = { E }
```

```
nfl_da_multipath_ds_list[2] = { F, G }
```

Suppose the striping index array is:

```
nfl_da_stripe_indices<> = { 2, 0, 1, 0 }
```

Now suppose the client gets a layout that has a device ID that maps to the above device address. The initial index contains

```
nfl_first_stripe_index = 2,
```

and the filehandle list is

```
nfl_fh_list = { 0x36, 0x87, 0x67 }.
```

If the client wants to write to SU0, the set of valid { network address, filehandle } combinations for SUi are determined by:

```
nfl_first_stripe_index = 2
```

So

```
idx = nflda_stripe_indices[(0 + 2) % 4]
    = nflda_stripe_indices[2]
    = 1
```

So

```
nflda_multipath_ds_list[1] = { E }
```

and

```
nfl_fh_list[1] = { 0x87 }
```

The client can thus write SU0 to { 0x87, { E } }.

The destinations of the first 13 storage units are:

SUi	filehandle	data servers
0	87	E
1	36	A,B,C,D
2	67	F,G
3	36	A,B,C,D
4	87	E
5	36	A,B,C,D
6	67	F,G
7	36	A,B,C,D
8	87	E
9	36	A,B,C,D
10	67	F,G
11	36	A,B,C,D
12	87	E

#### 13.4.3. Interpreting the File Layout Using Dense Packing

When dense packing is used, the algorithm for determining the filehandle and set of data server network addresses to write stripe unit  $i$  (SU $i$ ) to is:

```

stripe_count = number of elements in nflda_stripe_indices;

j = (SUi + nfl_first_stripe_index) % stripe_count;

idx = nflda_stripe_indices[j];

fh_count = number of elements in nfl_fh_list;
ds_count = number of elements in nflda_multipath_ds_list;

switch (fh_count) {
  case stripe_count:
    fh = nfl_fh_list[j];
    break;

  default:
    throw a fatal exception;
    break;
}

address_list = nflda_multipath_ds_list[idx];

```

The client would then select a data server from `address_list`, and send a READ or WRITE operation using the filehandle specified in `fh`.

Consider the following example (which is the same as the sparse packing example, except for the filehandle list):

Suppose we have a device address consisting of seven data servers, arranged in three equivalence (Section 13.5) classes:

```
{ A, B, C, D }, { E }, { F, G }
```

where A through G are network addresses.

Then

```
nflda_multipath_ds_list<> = { A, B, C, D }, { E }, { F, G }
```

i.e.,

```
nflda_multipath_ds_list[0] = { A, B, C, D }
```

```
nflda_multipath_ds_list[1] = { E }
```

```
nflda_multipath_ds_list[2] = { F, G }
```



Suppose the striping index array is:

```
nflda_stripe_indices<> = { 2, 0, 1, 0 }
```

Now suppose the client gets a layout that has a device ID that maps to the above device address. The initial index contains

```
nfl_first_stripe_index = 2,
```

and

```
nfl_fh_list = { 0x67, 0x37, 0x87, 0x36 }.
```

The interesting examples for dense packing are SU1 and SU3 because each stripe unit refers to the same data server list, yet each stripe unit MUST use a different filehandle. If the client wants to write to SU1, the set of valid { network address, filehandle } combinations for SU<sub>i</sub> are determined by:

```
nfl_first_stripe_index = 2
```

So

```
j = (1 + 2) % 4 = 3
```

```
idx = nflda_stripe_indices[j]
```

```
= nflda_stripe_indices[3]
```

```
= 0
```

So

```
nflda_multipath_ds_list[0] = { A, B, C, D }
```

and

```
nfl_fh_list[3] = { 0x36 }
```

The client can thus write SU1 to { 0x36, { A, B, C, D } }.

For SU3,  $j = (3 + 2) \% 4 = 1$ , and `nflda_stripe_indices[1] = 0`. Then `nflda_multipath_ds_list[0] = { A, B, C, D }`, and `nfl_fh_list[1] = 0x37`. The client can thus write SU3 to { 0x37, { A, B, C, D } }.

The destinations of the first 13 storage units are:

SUi	filehandle	data servers
0	87	E
1	36	A,B,C,D
2	67	F,G
3	37	A,B,C,D
4	87	E
5	36	A,B,C,D
6	67	F,G
7	37	A,B,C,D
8	87	E
9	36	A,B,C,D
10	67	F,G
11	37	A,B,C,D
12	87	E

#### 13.4.4. Sparse and Dense Stripe Unit Packing

The flag `NFL4_UFLG_DENSE` of the `nfl_util4` data type (field `nflh_util` of the data type `nfsv4_1_file_layouthint4` and field `nfl_util` of data type `nfsv4_1_file_layout_ds_addr4`) specifies how the data is packed within the data file on a data server. It allows for two different data packings: sparse and dense. The packing type determines the calculation that will be made to map the client-visible file offset to the offset within the data file located on the data server.

If `nfl_util & NFL4_UFLG_DENSE` is zero, this means that sparse packing is being used. Hence, the logical offsets of the file as viewed by a client sending `READS` and `WRITES` directly to the metadata server are the same offsets each data server uses when storing a stripe unit. The effect then, for striping patterns consisting of at least two stripe units, is for each data server file to be sparse or "holey". So for example, suppose there is a pattern with three stripe units, the stripe unit size is 4096 bytes, and there are three data servers in the pattern. Then, the file in data server 1 will have stripe units 0, 3, 6, 9, ... filled; data server 2's file will have stripe units 1, 4, 7, 10, ... filled; and data server 3's file will have stripe units 2, 5, 8, 11, ... filled. The unfilled stripe units of each file will be holes; hence, the files in each data server are sparse.

If sparse packing is being used and a client attempts I/O to one of the holes, then an error **MUST** be returned by the data server. Using the above example, if data server 3 received a `READ` or `WRITE`

operation for block 4, the data server would return NFS4ERR\_PNFS\_IO\_HOLE. Thus, data servers need to understand the striping pattern in order to support sparse packing.

If `nfl_util & NFL4_UFLG_DENSE` is one, this means that dense packing is being used, and the data server files have no holes. Dense packing might be selected because the data server does not (efficiently) support holey files or because the data server cannot recognize read-ahead unless there are no holes. If dense packing is indicated in the layout, the data files will be packed. Using the same striping pattern and stripe unit size that were used for the sparse packing example, the corresponding dense packing example would have all stripe units of all data files filled as follows:

- o Logical stripe units 0, 3, 6, ... of the file would live on stripe units 0, 1, 2, ... of the file of data server 1.
- o Logical stripe units 1, 4, 7, ... of the file would live on stripe units 0, 1, 2, ... of the file of data server 2.
- o Logical stripe units 2, 5, 8, ... of the file would live on stripe units 0, 1, 2, ... of the file of data server 3.

Because dense packing does not leave holes on the data servers, the pNFS client is allowed to write to any offset of any data file of any data server in the stripe. Thus, the data servers need not know the file's striping pattern.

The calculation to determine the byte offset within the data file for dense data server layouts is:

```
stripe_width = stripe_unit_size * N;
  where N = number of elements in nfl_da_stripe_indices.

relative_offset = file_offset - nfl_pattern_offset;

data_file_offset = floor(relative_offset / stripe_width)
  * stripe_unit_size
  + relative_offset % stripe_unit_size
```

If dense packing is being used, and a data server appears more than once in a striping pattern, then to distinguish one stripe unit from another, the data server MUST use a different filehandle. Let's suppose there are two data servers. Logical stripe units 0, 3, 6 are served by data server 1; logical stripe units 1, 4, 7 are served by data server 2; and logical stripe units 2, 5, 8 are also served by data server 2. Unless data server 2 has two filehandles (each referring to a different data file), then, for example, a write to

logical stripe unit 1 overwrites the write to logical stripe unit 2 because both logical stripe units are located in the same stripe unit (0) of data server 2.

### 13.5. Data Server Multipathing

The NFSv4.1 file layout supports multipathing to multiple data server addresses. Data-server-level multipathing is used for bandwidth scaling via trunking (Section 2.10.5) and for higher availability of use in the case of a data-server failure. Multipathing allows the client to switch to another data server address which may be that of another data server that is exporting the same data stripe unit, without having to contact the metadata server for a new layout.

To support data server multipathing, each element of the `nfl_da_multipath_ds_list` contains an array of one more data server network addresses. This array (data type `multipath_list4`) represents a list of data servers (each identified by a network address), with the possibility that some data servers will appear in the list multiple times.

The client is free to use any of the network addresses as a destination to send data server requests. If some network addresses are less optimal paths to the data than others, then the MDS SHOULD NOT include those network addresses in an element of `nfl_da_multipath_ds_list`. If less optimal network addresses exist to provide failover, the RECOMMENDED method to offer the addresses is to provide them in a replacement device-ID-to-device-address mapping, or a replacement device ID. When a client finds that no data server in an element of `nfl_da_multipath_ds_list` responds, it SHOULD send a `GETDEVICEINFO` to attempt to replace the existing device-ID-to-device-address mappings. If the MDS detects that all data servers represented by an element of `nfl_da_multipath_ds_list` are unavailable, the MDS SHOULD send a `CB_NOTIFY_DEVICEID` (if the client has indicated it wants device ID notifications for changed device IDs) to change the device-ID-to-device-address mappings to the available data servers. If the device ID itself will be replaced, the MDS SHOULD recall all layouts with the device ID, and thus force the client to get new layouts and device ID mappings via `LAYOUTGET` and `GETDEVICEINFO`.

Generally, if two network addresses appear in an element of `nfl_da_multipath_ds_list`, they will designate the same data server, and the two data server addresses will support the implementation of client ID or session trunking (the latter is RECOMMENDED) as defined in Section 2.10.5. The two data server addresses will share the same server owner or major ID of the server owner. It is not always

necessary for the two data server addresses to designate the same server with trunking being used. For example, the data could be read-only, and the data consist of exact replicas.

### 13.6. Operations Sent to NFSv4.1 Data Servers

Clients accessing data on an NFSv4.1 data server MUST send only the NULL procedure and COMPOUND procedures whose operations are taken only from two restricted subsets of the operations defined as valid NFSv4.1 operations. Clients MUST use the filehandle specified by the layout when accessing data on NFSv4.1 data servers.

The first of these operation subsets consists of management operations. This subset consists of the BACKCHANNEL\_CTL, BIND\_CONN\_TO\_SESSION, CREATE\_SESSION, DESTROY\_CLIENTID, DESTROY\_SESSION, EXCHANGE\_ID, SECINFO\_NO\_NAME, SET\_SSV, and SEQUENCE operations. The client may use these operations in order to set up and maintain the appropriate client IDs, sessions, and security contexts involved in communication with the data server. Henceforth, these will be referred to as data-server housekeeping operations.

The second subset consists of COMMIT, READ, WRITE, and PUTFH. These operations MUST be used with a current filehandle specified by the layout. In the case of PUTFH, the new current filehandle MUST be one taken from the layout. Henceforth, these will be referred to as data-server I/O operations. As described in Section 12.5.1, a client MUST NOT send an I/O to a data server for which it does not hold a valid layout; the data server MUST reject such an I/O.

Unless the server has a concurrent non-data-server personality -- i.e., EXCHANGE\_ID results returned (EXCHGID4\_FLAG\_USE\_PNFS\_DS | EXCHGID4\_FLAG\_USE\_PNFS\_MDS) or (EXCHGID4\_FLAG\_USE\_PNFS\_DS | EXCHGID4\_FLAG\_USE\_NON\_PNFS) see Section 13.1 -- any attempted use of operations against a data server other than those specified in the two subsets above MUST return NFS4ERR\_NOTSUPP to the client.

When the server has concurrent data-server and non-data-server personalities, each COMPOUND sent by the client MUST be constructed so that it is appropriate to one of the two personalities, and it MUST NOT contain operations directed to a mix of those personalities. The server MUST enforce this. To understand the constraints, operations within a COMPOUND are divided into the following three classes:

1. An operation that is ambiguous regarding its personality assignment. This includes all of the data-server housekeeping operations. Additionally, if the server has assigned filehandles so that the ones defined by the layout are the same as those used

by the metadata server, all operations using such filehandles are within this class, with the following exception. The exception is that if the operation uses a stateid that is incompatible with a data-server personality (e.g., a special stateid or the stateid has a non-zero "seqid" field, see Section 13.9.1), the operation is in class 3, as described below. A COMPOUND containing multiple class 1 operations (and operations of no other class) MAY be sent to a server with multiple concurrent data server and non-data-server personalities.

2. An operation that is unambiguously referable to the data-server personality. This includes data-server I/O operations where the filehandle is one that can only be validly directed to the data-server personality.
3. An operation that is unambiguously referable to the non-data-server personality. This includes all COMPOUND operations that are neither data-server housekeeping nor data-server I/O operations, plus data-server I/O operations where the current fh (or the one to be made the current fh in the case of PUTFH) is only valid on the metadata server or where a stateid is used that is incompatible with the data server, i.e., is a special stateid or has a non-zero seqid value.

When a COMPOUND first executes an operation from class 3 above, it acts as a normal COMPOUND on any other server, and the data-server personality ceases to be relevant. There are no special restrictions on the operations in the COMPOUND to limit them to those for a data server. When a PUTFH is done, filehandles derived from the layout are not valid. If their format is not normally acceptable, then NFS4ERR\_BADHANDLE MUST result. Similarly, current filehandles for other operations do not accept filehandles derived from layouts and are not normally usable on the metadata server. Using these will result in NFS4ERR\_STALE.

When a COMPOUND first executes an operation from class 2, which would be PUTFH where the filehandle is one from a layout, the COMPOUND henceforth is interpreted with respect to the data-server personality. Operations outside the two classes discussed above MUST result in NFS4ERR\_NOTSUPP. Filehandles are validated using the rules of the data server, resulting in NFS4ERR\_BADHANDLE and/or NFS4ERR\_STALE even when they would not normally do so when addressed to the non-data-server personality. Stateids must obey the rules of the data server in that any use of special stateids or stateids with non-zero seqid values must result in NFS4ERR\_BAD\_STATEID.

Until the server first executes an operation from class 2 or class 3, the client MUST NOT depend on the operation being executed by either the data-server or the non-data-server personality. The server MUST pick one personality consistently for a given COMPOUND, with the only possible transition being a single one when the first operation from class 2 or class 3 is executed.

Because of the complexity induced by assigning filehandles so they can be used on both a data server and a metadata server, it is RECOMMENDED that where the same server can have both personalities, the server assign separate unique filehandles to both personalities. This makes it unambiguous for which server a given request is intended.

GETATTR and SETATTR MUST be directed to the metadata server. In the case of a SETATTR of the size attribute, the control protocol is responsible for propagating size updates/truncations to the data servers. In the case of extending WRITES to the data servers, the new size must be visible on the metadata server once a LAYOUTCOMMIT has completed (see Section 12.5.4.2). Section 13.10 describes the mechanism by which the client is to handle data-server files that do not reflect the metadata server's size.

### 13.7. COMMIT through Metadata Server

The file layout provides two alternate means of providing for the commit of data written through data servers. The flag `NFL4_UFLG_COMMIT_THRU_MDS` in the field `nfl_util` of the file layout (data type `nfsv4_1_file_layout4`) is an indication from the metadata server to the client of the REQUIRED way of performing COMMIT, either by sending the COMMIT to the data server or the metadata server. These two methods of dealing with the issue correspond to broad styles of implementation for a pNFS server supporting the file layout type.

- o When the flag is FALSE, COMMIT operations MUST to be sent to the data server to which the corresponding WRITE operations were sent. This approach is sometimes useful when file striping is implemented within the pNFS server (instead of the file system), with the individual data servers each implementing their own file systems.
- o When the flag is TRUE, COMMIT operations MUST be sent to the metadata server, rather than to the individual data servers. This approach is sometimes useful when file striping is implemented within the clustered file system that is the backend to the pNFS server. In such an implementation, each COMMIT to each data server might result in repeated writes of metadata blocks to the

detriment of write performance. Sending a single COMMIT to the metadata server can be more efficient when there exists a clustered file system capable of implementing such a coordinated COMMIT.

If `nfl_util & NFL4_UFLG_COMMIT_THRU_MDS` is TRUE, then in order to maintain the current NFSv4.1 commit and recovery model, the data servers MUST return a common `writeverf` verifier in all WRITE responses for a given file layout, and the metadata server's COMMIT implementation must return the same `writeverf`. The value of the `writeverf` verifier MUST be changed at the metadata server or any data server that is referenced in the layout, whenever there is a server event that can possibly lead to loss of uncommitted data. The scope of the verifier can be for a file or for the entire pNFS server. It might be more difficult for the server to maintain the verifier at the file level, but the benefit is that only events that impact a given file will require recovery action.

Note that if the layout specified dense packing, then the offset used to a COMMIT to the MDS may differ than that of an offset used to a COMMIT to the data server.

The single COMMIT to the metadata server will return a verifier, and the client should compare it to all the verifiers from the WRITES and fail the COMMIT if there are any mismatched verifiers. If COMMIT to the metadata server fails, the client should re-send WRITES for all the modified data in the file. The client should treat modified data with a mismatched verifier as a WRITE failure and try to recover by resending the WRITES to the original data server or using another path to that data if the layout has not been recalled. Alternatively, the client can obtain a new layout or it could rewrite the data directly to the metadata server. If `nfl_util & NFL4_UFLG_COMMIT_THRU_MDS` is FALSE, sending a COMMIT to the metadata server might have no effect. If `nfl_util & NFL4_UFLG_COMMIT_THRU_MDS` is FALSE, a COMMIT sent to the metadata server should be used only to commit data that was written to the metadata server. See Section 12.7.6 for recovery options.

### 13.8. The Layout Iomode

The layout `iomode` need not be used by the metadata server when servicing NFSv4.1 file-based layouts, although in some circumstances it may be useful. For example, if the server implementation supports reading from read-only replicas or mirrors, it would be useful for the server to return a layout enabling the client to do so. As such, the client SHOULD set the `iomode` based on its intent to read or write the data. The client may default to an `iomode` of `LAYOUTIOMODE4_RW`.



The iomode need not be checked by the data servers when clients perform I/O. However, the data servers SHOULD still validate that the client holds a valid layout and return an error if the client does not.

### 13.9. Metadata and Data Server State Coordination

#### 13.9.1. Global Stateid Requirements

When the client sends I/O to a data server, the stateid used MUST NOT be a layout stateid as returned by LAYOUTGET or sent by CB\_LAYOUTRECALL. Permitted stateids are based on one of the following: an OPEN stateid (the stateid field of data type OPEN4resok as returned by OPEN), a delegation stateid (the stateid field of data types open\_read\_delegation4 and open\_write\_delegation4 as returned by OPEN or WANT\_DELEGATION, or as sent by CB\_PUSH\_DELEG), or a stateid returned by the LOCK or LOCKU operations. The stateid sent to the data server MUST be sent with the seqid set to zero, indicating the most current version of that stateid, rather than indicating a specific non-zero seqid value. In no case is the use of special stateid values allowed.

The stateid used for I/O MUST have the same effect and be subject to the same validation on a data server as it would if the I/O was being performed on the metadata server itself in the absence of pNFS. This has the implication that stateids are globally valid on both the metadata and data servers. This requires the metadata server to propagate changes in LOCK and OPEN state to the data servers, so that the data servers can validate I/O accesses. This is discussed further in Section 13.9.2. Depending on when stateids are propagated, the existence of a valid stateid on the data server may act as proof of a valid layout.

Clients performing I/O operations need to select an appropriate stateid based on the locks (including opens and delegations) held by the client and the various types of state-owners sending the I/O requests. The rules for doing so when referencing data servers are somewhat different from those discussed in Section 8.2.5, which apply when accessing metadata servers.

The following rules, applied in order of decreasing priority, govern the selection of the appropriate stateid:

- o If the client holds a delegation for the file in question, the delegation stateid should be used.

- o Otherwise, there must be an OPEN stateid for the current open-owner, and that OPEN stateid for the open file in question is used, unless mandatory locking prevents that. See below.
- o If the data server had previously responded with NFS4ERR\_LOCKED to use of the OPEN stateid, then the client should use the byte-range lock stateid whenever one exists for that open file with the current lock-owner.
- o Special stateids should never be used. If they are used, the data server MUST reject the I/O with an NFS4ERR\_BAD\_STATEID error.

### 13.9.2. Data Server State Propagation

Since the metadata server, which handles byte-range lock and open-mode state changes as well as ACLs, might not be co-located with the data servers where I/O accesses are validated, the server implementation MUST take care of propagating changes of this state to the data servers. Once the propagation to the data servers is complete, the full effect of those changes MUST be in effect at the data servers. However, some state changes need not be propagated immediately, although all changes SHOULD be propagated promptly. These state propagations have an impact on the design of the control protocol, even though the control protocol is outside of the scope of this specification. Immediate propagation refers to the synchronous propagation of state from the metadata server to the data server(s); the propagation must be complete before returning to the client.

#### 13.9.2.1. Lock State Propagation

If the pNFS server supports mandatory byte-range locking, any mandatory byte-range locks on a file MUST be made effective at the data servers before the request that establishes them returns to the caller. The effect MUST be the same as if the mandatory byte-range lock state were synchronously propagated to the data servers, even though the details of the control protocol may avoid actual transfer of the state under certain circumstances.

On the other hand, since advisory byte-range lock state is not used for checking I/O accesses at the data servers, there is no semantic reason for propagating advisory byte-range lock state to the data servers. Since updates to advisory locks neither confer nor remove privileges, these changes need not be propagated immediately, and may not need to be propagated promptly. The updates to advisory locks need only be propagated when the data server needs to resolve a question about a stateid. In fact, if byte-range locking is not mandatory (i.e., is advisory) the clients are advised to avoid using

the byte-range lock-based stateids for I/O. The stateids returned by OPEN are sufficient and eliminate overhead for this kind of state propagation.

If a client gets back an NFS4ERR\_LOCKED error from a data server, this is an indication that mandatory byte-range locking is in force. The client recovers from this by getting a byte-range lock that covers the affected range and re-sends the I/O with the stateid of the byte-range lock.

#### 13.9.2.2. Open and Deny Mode Validation

Open and deny mode validation MUST be performed against the open and deny mode(s) held by the data servers. When access is reduced or a deny mode made more restrictive (because of CLOSE or OPEN\_DOWNGRADE), the data server MUST prevent any I/Os that would be denied if performed on the metadata server. When access is expanded, the data server MUST make sure that no requests are subsequently rejected because of open or deny issues that no longer apply, given the previous relaxation.

#### 13.9.2.3. File Attributes

Since the SETATTR operation has the ability to modify state that is visible on both the metadata and data servers (e.g., the size), care must be taken to ensure that the resultant state across the set of data servers is consistent, especially when truncating or growing the file.

As described earlier, the LAYOUTCOMMIT operation is used to ensure that the metadata is synchronized with changes made to the data servers. For the NFSv4.1-based data storage protocol, it is necessary to re-synchronize state such as the size attribute, and the setting of mtime/change/atime. See Section 12.5.4 for a full description of the semantics regarding LAYOUTCOMMIT and attribute synchronization. It should be noted that by using an NFSv4.1-based layout type, it is possible to synchronize this state before LAYOUTCOMMIT occurs. For example, the control protocol can be used to query the attributes present on the data servers.

Any changes to file attributes that control authorization or access as reflected by ACCESS calls or READs and WRITEs on the metadata server, MUST be propagated to the data servers for enforcement on READ and WRITE I/O calls. If the changes made on the metadata server result in more restrictive access permissions for any user, those changes MUST be propagated to the data servers synchronously.

The OPEN operation (Section 18.16.4) does not impose any requirement that I/O operations on an open file have the same credentials as the OPEN itself (unless EXCHGID4\_FLAG\_BIND\_PRINC\_STATEID is set when EXCHANGE\_ID creates the client ID), and so it requires the server's READ and WRITE operations to perform appropriate access checking. Changes to ACLs also require new access checking by READ and WRITE on the server. The propagation of access-right changes due to changes in ACLs may be asynchronous only if the server implementation is able to determine that the updated ACL is not more restrictive for any user specified in the old ACL. Due to the relative infrequency of ACL updates, it is suggested that all changes be propagated synchronously.

### 13.10. Data Server Component File Size

A potential problem exists when a component data file on a particular data server has grown past EOF; the problem exists for both dense and sparse layouts. Imagine the following scenario: a client creates a new file (size == 0) and writes to byte 131072; the client then seeks to the beginning of the file and reads byte 100. The client should receive zeroes back as a result of the READ. However, if the striping pattern directs the client to send the READ to a data server other than the one that received the client's original WRITE, the data server servicing the READ may believe that the file's size is still 0 bytes. In that event, the data server's READ response will contain zero bytes and an indication of EOF. The data server can only return zeroes if it knows that the file's size has been extended. This would require the immediate propagation of the file's size to all data servers, which is potentially very costly. Therefore, the client that has initiated the extension of the file's size MUST be prepared to deal with these EOF conditions. When the offset in the arguments to READ is less than the client's view of the file size, if the READ response indicates EOF and/or contains fewer bytes than requested, the client will interpret such a response as a hole in the file, and the NFS client will substitute zeroes for the data.

The NFSv4.1 protocol only provides close-to-open file data cache semantics; meaning that when the file is closed, all modified data is written to the server. When a subsequent OPEN of the file is done, the change attribute is inspected for a difference from a cached value for the change attribute. For the case above, this means that a LAYOUTCOMMIT will be done at close (along with the data WRITES) and will update the file's size and change attribute. Access from another client after that point will result in the appropriate size being returned.

### 13.11. Layout Revocation and Fencing

As described in Section 12.7, the layout-type-specific storage protocol is responsible for handling the effects of I/Os that started before lease expiration and extend through lease expiration. The LAYOUT4\_NFSV4\_1\_FILES layout type can prevent all I/Os to data servers from being executed after lease expiration (this prevention is called "fencing"), without relying on a precise client lease timer and without requiring data servers to maintain lease timers. The LAYOUT4\_NFSV4\_1\_FILES pNFS server has the flexibility to revoke individual layouts, and thus fence I/O on a per-file basis.

In addition to lease expiration, the reasons a layout can be revoked include: client fails to respond to a CB\_LAYOUTRECALL, the metadata server restarts, or administrative intervention. Regardless of the reason, once a client's layout has been revoked, the pNFS server MUST prevent the client from sending I/O for the affected file from and to all data servers; in other words, it MUST fence the client from the affected file on the data servers.

Fencing works as follows. As described in Section 13.1, in COMPOUND procedure requests to the data server, the data filehandle provided by the PUTFH operation and the stateid in the READ or WRITE operation are used to ensure that the client has a valid layout for the I/O being performed; if it does not, the I/O is rejected with NFS4ERR\_PNFS\_NO\_LAYOUT. The server can simply check the stateid and, additionally, make the data filehandle stale if the layout specified a data filehandle that is different from the metadata server's filehandle for the file (see the nfl\_fh\_list description in Section 13.3).

Before the metadata server takes any action to revoke layout state given out by a previous instance, it must make sure that all layout state from that previous instance are invalidated at the data servers. This has the following implications.

- o The metadata server must not restripe a file until it has contacted all of the data servers to invalidate the layouts from the previous instance.
- o The metadata server must not give out mandatory locks that conflict with layouts from the previous instance without either doing a specific layout invalidation (as it would have to do anyway) or doing a global data server invalidation.

### 13.12. Security Considerations for the File Layout Type

The NFSv4.1 file layout type MUST adhere to the security considerations outlined in Section 12.9. NFSv4.1 data servers MUST make all of the required access checks on each READ or WRITE I/O as determined by the NFSv4.1 protocol. If the metadata server would deny a READ or WRITE operation on a file due to its ACL, mode attribute, open access mode, open deny mode, mandatory byte-range lock state, or any other attributes and state, the data server MUST also deny the READ or WRITE operation. This impacts the control protocol and the propagation of state from the metadata server to the data servers; see Section 13.9.2 for more details.

The methods for authentication, integrity, and privacy for data servers based on the LAYOUT4\_NFSV4\_1\_FILES layout type are the same as those used by metadata servers. Metadata and data servers use ONC RPC security flavors to authenticate, and SECINFO and SECINFO\_NO\_NAME to negotiate the security mechanism and services to be used. Thus, when using the LAYOUT4\_NFSV4\_1\_FILES layout type, the impact on the RPC-based security model due to pNFS (as alluded to in Sections 1.7.1 and 1.7.2.2) is zero.

For a given file object, a metadata server MAY require different security parameters (secinfo4 value) than the data server. For a given file object with multiple data servers, the secinfo4 value SHOULD be the same across all data servers. If the secinfo4 values across a metadata server and its data servers differ for a specific file, the mapping of the principal to the server's internal user identifier MUST be the same in order for the access-control checks based on ACL, mode, open and deny mode, and mandatory locking to be consistent across on the pNFS server.

If an NFSv4.1 implementation supports pNFS and supports NFSv4.1 file layouts, then the implementation MUST support the SECINFO\_NO\_NAME operation on both the metadata and data servers.

## 14. Internationalization

The primary issue in which NFSv4.1 needs to deal with internationalization, or I18N, is with respect to file names and other strings as used within the protocol. The choice of string representation must allow reasonable name/string access to clients that use various languages. The UTF-8 encoding of the UCS (Universal Multiple-Octet Coded Character Set) as defined by ISO10646 [21] allows for this type of access and follows the policy described in "IETF Policy on Character Sets and Languages", RFC 2277 [22].

RFC 3454 [19], otherwise known as "stringprep", documents a framework for using Unicode/UTF-8 in networking protocols so as "to increase the likelihood that string input and string comparison work in ways that make sense for typical users throughout the world". A protocol must define a profile of stringprep "in order to fully specify the processing options". The remainder of this section defines the NFSv4.1 stringprep profiles. Much of the terminology used for the remainder of this section comes from stringprep.

There are three UTF-8 string types defined for NFSv4.1: `utf8str_cs`, `utf8str_cis`, and `utf8str_mixed`. Separate profiles are defined for each. Each profile defines the following, as required by stringprep:

- o The intended applicability of the profile.
- o The character repertoire that is the input and output to stringprep (which is Unicode 3.2 for the referenced version of stringprep). However, NFSv4.1 implementations are not limited to 3.2.
- o The mapping tables from stringprep used (as described in Section 3 of stringprep).
- o Any additional mapping tables specific to the profile.
- o The Unicode normalization used, if any (as described in Section 4 of stringprep).
- o The tables from the stringprep listing of characters that are prohibited as output (as described in Section 5 of stringprep).
- o The bidirectional string testing used, if any (as described in Section 6 of stringprep).
- o Any additional characters that are prohibited as output specific to the profile.

Stringprep discusses Unicode characters, whereas NFSv4.1 renders UTF-8 characters. Since there is a one-to-one mapping from UTF-8 to Unicode, when the remainder of this document refers to Unicode, the reader should assume UTF-8.

Much of the text for the profiles comes from RFC 3491 [23].

#### 14.1. Stringprep Profile for the utf8str\_cs Type

Every use of the utf8str\_cs type definition in the NFSv4 protocol specification follows the profile named nfs4\_cs\_prep.

##### 14.1.1. Intended Applicability of the nfs4\_cs\_prep Profile

The utf8str\_cs type is a case-sensitive string of UTF-8 characters. Its primary use in NFSv4.1 is for naming components and pathnames. Components and pathnames are stored on the server's file system. Two valid distinct UTF-8 strings might be the same after processing via the utf8str\_cs profile. If the strings are two names inside a directory, the NFSv4.1 server will need to either:

- o disallow the creation of a second name if its post-processed form collides with that of an existing name, or
- o allow the creation of the second name, but arrange so that after post-processing, the second name is different than the post-processed form of the first name.

##### 14.1.2. Character Repertoire of nfs4\_cs\_prep

The nfs4\_cs\_prep profile uses Unicode 3.2, as defined in stringprep's Appendix A.1. However, NFSv4.1 implementations are not limited to 3.2.

##### 14.1.3. Mapping Used by nfs4\_cs\_prep

The nfs4\_cs\_prep profile specifies mapping using the following tables from stringprep:

###### Table B.1

Table B.2 is normally not part of the nfs4\_cs\_prep profile as it is primarily for dealing with case-insensitive comparisons. However, if the NFSv4.1 file server supports the case\_insensitive file system attribute, and if case\_insensitive is TRUE, the NFSv4.1 server MUST use Table B.2 (in addition to Table B.1) when processing utf8str\_cs strings, and the NFSv4.1 client MUST assume Table B.2 (in addition to Table B.1) is being used.

If the case\_preserving attribute is present and set to FALSE, then the NFSv4.1 server MUST use Table B.2 to map case when processing utf8str\_cs strings. Whether the server maps from lower to upper case or from upper to lower case is an implementation dependency.



#### 14.1.4. Normalization used by nfs4\_cs\_prep

The nfs4\_cs\_prep profile does not specify a normalization form. A later revision of this specification may specify a particular normalization form. Therefore, the server and client can expect that they may receive unnormalized characters within protocol requests and responses. If the operating environment requires normalization, then the implementation must normalize utf8str\_cs strings within the protocol before presenting the information to an application (at the client) or local file system (at the server).

#### 14.1.5. Prohibited Output for nfs4\_cs\_prep

The nfs4\_cs\_prep profile RECOMMENDS prohibiting the use of the following tables from stringprep:

Table C.5

Table C.6

#### 14.1.6. Bidirectional Output for nfs4\_cs\_prep

The nfs4\_cs\_prep profile does not specify any checking of bidirectional strings.

#### 14.2. Stringprep Profile for the utf8str\_cis Type

Every use of the utf8str\_cis type definition in the NFSv4.1 protocol specification follows the profile named nfs4\_cis\_prep.

##### 14.2.1. Intended Applicability of the nfs4\_cis\_prep Profile

The utf8str\_cis type is a case-insensitive string of UTF-8 characters. Its primary use in NFSv4.1 is for naming NFS servers.

##### 14.2.2. Character Repertoire of nfs4\_cis\_prep

The nfs4\_cis\_prep profile uses Unicode 3.2, as defined in stringprep's Appendix A.1. However, NFSv4.1 implementations are not limited to 3.2.

#### 14.2.3. Mapping Used by `nfs4_cis_prep`

The `nfs4_cis_prep` profile specifies mapping using the following tables from `stringprep`:

Table B.1

Table B.2

#### 14.2.4. Normalization Used by `nfs4_cis_prep`

The `nfs4_cis_prep` profile specifies using Unicode normalization form KC, as described in `stringprep`.

#### 14.2.5. Prohibited Output for `nfs4_cis_prep`

The `nfs4_cis_prep` profile specifies prohibiting using the following tables from `stringprep`:

Table C.1.2

Table C.2.2

Table C.3

Table C.4

Table C.5

Table C.6

Table C.7

Table C.8

Table C.9

#### 14.2.6. Bidirectional Output for `nfs4_cis_prep`

The `nfs4_cis_prep` profile specifies checking bidirectional strings as described in `stringprep`'s Section 6.

#### 14.3. Stringprep Profile for the `utf8str_mixed` Type

Every use of the `utf8str_mixed` type definition in the NFSv4.1 protocol specification follows the profile named `nfs4_mixed_prep`.

#### 14.3.1. Intended Applicability of the `nfs4_mixed_prep` Profile

The `utf8str_mixed` type is a string of UTF-8 characters, with a prefix that is case sensitive, a separator equal to '@', and a suffix that is a fully qualified domain name. Its primary use in NFSv4.1 is for naming principals identified in an Access Control Entry.

#### 14.3.2. Character Repertoire of `nfs4_mixed_prep`

The `nfs4_mixed_prep` profile uses Unicode 3.2, as defined in `stringprep`'s Appendix A.1. However, NFSv4.1 implementations are not limited to 3.2.

#### 14.3.3. Mapping Used by `nfs4_cis_prep`

For the prefix and the separator of a `utf8str_mixed` string, the `nfs4_mixed_prep` profile specifies mapping using the following table from `stringprep`:

Table B.1

For the suffix of a `utf8str_mixed` string, the `nfs4_mixed_prep` profile specifies mapping using the following tables from `stringprep`:

Table B.1

Table B.2

#### 14.3.4. Normalization Used by `nfs4_mixed_prep`

The `nfs4_mixed_prep` profile specifies using Unicode normalization form KC, as described in `stringprep`.

#### 14.3.5. Prohibited Output for `nfs4_mixed_prep`

The `nfs4_mixed_prep` profile specifies prohibiting using the following tables from `stringprep`:

Table C.1.2

Table C.2.2

Table C.3

Table C.4

Table C.5

Table C.6

Table C.7

Table C.8

Table C.9

#### 14.3.6. Bidirectional Output for `nfs4_mixed_prep`

The `nfs4_mixed_prep` profile specifies checking bidirectional strings as described in `stringprep`'s Section 6.

#### 14.4. UTF-8 Capabilities

```
const FSCHARSET_CAP4_CONTAINS_NON_UTF8 = 0x1;
const FSCHARSET_CAP4_ALLOWS_ONLY_UTF8  = 0x2;
```

```
typedef uint32_t      fs_charset_cap4;
```

Because some operating environments and file systems do not enforce character set encodings, NFSv4.1 supports the `fs_charset_cap` attribute (Section 5.8.2.11) that indicates to the client a file system's UTF-8 capabilities. The attribute is an integer containing a pair of flags. The first flag is `FSCHARSET_CAP4_CONTAINS_NON_UTF8`, which, if set to one, tells the client that the file system contains non-UTF-8 characters, and the server will not convert non-UTF characters to UTF-8 if the client reads a symlink or directory, neither will operations with component names or pathnames in the arguments convert the strings to UTF-8. The second flag is `FSCHARSET_CAP4_ALLOWS_ONLY_UTF8`, which, if set to one, indicates that the server will accept (and generate) only UTF-8 characters on the file system. If `FSCHARSET_CAP4_ALLOWS_ONLY_UTF8` is set to one, `FSCHARSET_CAP4_CONTAINS_NON_UTF8` MUST be set to zero. `FSCHARSET_CAP4_ALLOWS_ONLY_UTF8` SHOULD always be set to one.

#### 14.5. UTF-8 Related Errors

Where the client sends an invalid UTF-8 string, the server should return `NFS4ERR_INVALID` (see Table 5). This includes cases in which inappropriate prefixes are detected and where the count includes trailing bytes that do not constitute a full UCS character.

Where the client-supplied string is valid UTF-8 but contains characters that are not supported by the server as a value for that string (e.g., names containing characters outside of Unicode plane 0

on file systems that fail to support such characters despite their presence in the Unicode standard), the server should return NFS4ERR\_BADCHAR.

Where a UTF-8 string is used as a file name, and the file system (while supporting all of the characters within the name) does not allow that particular name to be used, the server should return the error NFS4ERR\_BADNAME (Table 5). This includes situations in which the server file system imposes a normalization constraint on name strings, but will also include such situations as file system prohibitions of "." and ".." as file names for certain operations, and other such constraints.

## 15. Error Values

NFS error numbers are assigned to failed operations within a Compound (COMPOUND or CB\_COMPOUND) request. A Compound request contains a number of NFS operations that have their results encoded in sequence in a Compound reply. The results of successful operations will consist of an NFS4\_OK status followed by the encoded results of the operation. If an NFS operation fails, an error status will be entered in the reply and the Compound request will be terminated.

### 15.1. Error Definitions

#### Protocol Error Definitions

Error	Number	Description
NFS4_OK	0	Section 15.1.3.1
NFS4ERR_ACCESS	13	Section 15.1.6.1
NFS4ERR_ATTRNOTSUPP	10032	Section 15.1.15.1
NFS4ERR_ADMIN_REVOKED	10047	Section 15.1.5.1
NFS4ERR_BACK_CHAN_BUSY	10057	Section 15.1.12.1
NFS4ERR_BADCHAR	10040	Section 15.1.7.1
NFS4ERR_BADHANDLE	10001	Section 15.1.2.1
NFS4ERR_BADIOMODE	10049	Section 15.1.10.1
NFS4ERR_BADLAYOUT	10050	Section 15.1.10.2
NFS4ERR_BADNAME	10041	Section 15.1.7.2
NFS4ERR_BADOWNER	10039	Section 15.1.15.2
NFS4ERR_BADSESSION	10052	Section 15.1.11.1
NFS4ERR_BADSLOT	10053	Section 15.1.11.2
NFS4ERR_BADTYPE	10007	Section 15.1.4.1
NFS4ERR_BADXDR	10036	Section 15.1.1.1
NFS4ERR_BAD_COOKIE	10003	Section 15.1.1.2
NFS4ERR_BAD_HIGH_SLOT	10077	Section 15.1.11.3
NFS4ERR_BAD_RANGE	10042	Section 15.1.8.1

NFS4ERR_BAD_SEQID	10026	Section 15.1.16.1
NFS4ERR_BAD_SESSION_DIGEST	10051	Section 15.1.12.2
NFS4ERR_BAD_STATEID	10025	Section 15.1.5.2
NFS4ERR_CB_PATH_DOWN	10048	Section 15.1.11.4
NFS4ERR_CLID_INUSE	10017	Section 15.1.13.2
NFS4ERR_CLIENTID_BUSY	10074	Section 15.1.13.1
NFS4ERR_COMPLETE_ALREADY	10054	Section 15.1.9.1
NFS4ERR_CONN_NOT_BOUND_TO_SESSION	10055	Section 15.1.11.6
NFS4ERR_DEADLOCK	10045	Section 15.1.8.2
NFS4ERR_DEADSESSION	10078	Section 15.1.11.5
NFS4ERR_DELAY	10008	Section 15.1.1.3
NFS4ERR_DELEG_ALREADY_WANTED	10056	Section 15.1.14.1
NFS4ERR_DELEG_REVOKED	10087	Section 15.1.5.3
NFS4ERR_DENIED	10010	Section 15.1.8.3
NFS4ERR_DIRDELEG_UNAVAIL	10084	Section 15.1.14.2
NFS4ERR_DQUOT	69	Section 15.1.4.2
NFS4ERR_ENCR_ALG_UNSUPP	10079	Section 15.1.13.3
NFS4ERR_EXIST	17	Section 15.1.4.3
NFS4ERR_EXPIRED	10011	Section 15.1.5.4
NFS4ERR_FBIG	27	Section 15.1.4.4
NFS4ERR_FHEXPIRED	10014	Section 15.1.2.2
NFS4ERR_FILE_OPEN	10046	Section 15.1.4.5
NFS4ERR_GRACE	10013	Section 15.1.9.2
NFS4ERR_HASH_ALG_UNSUPP	10072	Section 15.1.13.4
NFS4ERR_INVAL	22	Section 15.1.1.4
NFS4ERR_IO	5	Section 15.1.4.6
NFS4ERR_ISDIR	21	Section 15.1.2.3
NFS4ERR_LAYOUTTRYLATER	10058	Section 15.1.10.3
NFS4ERR_LAYOUTUNAVAILABLE	10059	Section 15.1.10.4
NFS4ERR_LEASE_MOVED	10031	Section 15.1.16.2
NFS4ERR_LOCKED	10012	Section 15.1.8.4
NFS4ERR_LOCKS_HELD	10037	Section 15.1.8.5
NFS4ERR_LOCK_NOTSUPP	10043	Section 15.1.8.6
NFS4ERR_LOCK_RANGE	10028	Section 15.1.8.7
NFS4ERR_MINOR_VERS_MISMATCH	10021	Section 15.1.3.2
NFS4ERR_MLINK	31	Section 15.1.4.7
NFS4ERR_MOVED	10019	Section 15.1.2.4
NFS4ERR_NAMETOOLONG	63	Section 15.1.7.3
NFS4ERR_NOENT	2	Section 15.1.4.8
NFS4ERR_NOFILEHANDLE	10020	Section 15.1.2.5
NFS4ERR_NOMATCHING_LAYOUT	10060	Section 15.1.10.5
NFS4ERR_NOSPC	28	Section 15.1.4.9
NFS4ERR_NOTDIR	20	Section 15.1.2.6
NFS4ERR_NOTEMPTY	66	Section 15.1.4.10
NFS4ERR_NOTSUPP	10004	Section 15.1.1.5
NFS4ERR_NOT_ONLY_OP	10081	Section 15.1.3.3
NFS4ERR_NOT_SAME	10027	Section 15.1.15.3
NFS4ERR_NO_GRACE	10033	Section 15.1.9.3

NFS4ERR_NXIO	6	Section 15.1.16.3
NFS4ERR_OLD_STATEID	10024	Section 15.1.5.5
NFS4ERR_OPENMODE	10038	Section 15.1.8.8
NFS4ERR_OP_ILLEGAL	10044	Section 15.1.3.4
NFS4ERR_OP_NOT_IN_SESSION	10071	Section 15.1.3.5
NFS4ERR_PERM	1	Section 15.1.6.2
NFS4ERR_PNFS_IO_HOLE	10075	Section 15.1.10.6
NFS4ERR_PNFS_NO_LAYOUT	10080	Section 15.1.10.7
NFS4ERR_RECALLCONFLICT	10061	Section 15.1.14.3
NFS4ERR_RECLAIM_BAD	10034	Section 15.1.9.4
NFS4ERR_RECLAIM_CONFLICT	10035	Section 15.1.9.5
NFS4ERR_REJECT_DELEG	10085	Section 15.1.14.4
NFS4ERR_REP_TOO_BIG	10066	Section 15.1.3.6
NFS4ERR_REP_TOO_BIG_TO_CACHE	10067	Section 15.1.3.7
NFS4ERR_REQ_TOO_BIG	10065	Section 15.1.3.8
NFS4ERR_RESTOREFH	10030	Section 15.1.16.4
NFS4ERR_RETRY_UNCACHED_REP	10068	Section 15.1.3.9
NFS4ERR_RETURNCONFLICT	10086	Section 15.1.10.8
NFS4ERR_ROFS	30	Section 15.1.4.11
NFS4ERR_SAME	10009	Section 15.1.15.4
NFS4ERR_SHARE_DENIED	10015	Section 15.1.8.9
NFS4ERR_SEQUENCE_POS	10064	Section 15.1.3.10
NFS4ERR_SEQ_FALSE_RETRY	10076	Section 15.1.11.7
NFS4ERR_SEQ_MISORDERED	10063	Section 15.1.11.8
NFS4ERR_SERVERFAULT	10006	Section 15.1.1.6
NFS4ERR_STALE	70	Section 15.1.2.7
NFS4ERR_STALE_CLIENTID	10022	Section 15.1.13.5
NFS4ERR_STALE_STATEID	10023	Section 15.1.16.5
NFS4ERR_SYMLINK	10029	Section 15.1.2.8
NFS4ERR_TOOSMALL	10005	Section 15.1.1.7
NFS4ERR_TOO_MANY_OPS	10070	Section 15.1.3.11
NFS4ERR_UNKNOWN_LAYOUTTYPE	10062	Section 15.1.10.9
NFS4ERR_UNSAFE_COMPOUND	10069	Section 15.1.3.12
NFS4ERR_WRONGSEC	10016	Section 15.1.6.3
NFS4ERR_WRONG_CRED	10082	Section 15.1.6.4
NFS4ERR_WRONG_TYPE	10083	Section 15.1.2.9
NFS4ERR_XDEV	18	Section 15.1.4.12

Table 5

## 15.1.1.1. General Errors

This section deals with errors that are applicable to a broad set of different purposes.

## 15.1.1.1. NFS4ERR\_BADXDR (Error Code 10036)

The arguments for this operation do not match those specified in the XDR definition. This includes situations in which the request ends before all the arguments have been seen. Note that this error applies when fixed enumerations (these include booleans) have a value within the input stream that is not valid for the enum. A replier may pre-parse all operations for a Compound procedure before doing any operation execution and return RPC-level XDR errors in that case.

## 15.1.1.2. NFS4ERR\_BAD\_COOKIE (Error Code 10003)

Used for operations that provide a set of information indexed by some quantity provided by the client or cookie sent by the server for an earlier invocation. Where the value cannot be used for its intended purpose, this error results.

## 15.1.1.3. NFS4ERR\_DELAY (Error Code 10008)

For any of a number of reasons, the replier could not process this operation in what was deemed a reasonable time. The client should wait and then try the request with a new slot and sequence value.

Some examples of scenarios that might lead to this situation:

- o A server that supports hierarchical storage receives a request to process a file that had been migrated.
- o An operation requires a delegation recall to proceed, and waiting for this delegation recall makes processing this request in a timely fashion impossible.

In such cases, the error NFS4ERR\_DELAY allows these preparatory operations to proceed without holding up client resources such as a session slot. After delaying for period of time, the client can then re-send the operation in question (but not with the same slot ID and sequence ID; one or both MUST be different on the re-send).

Note that without the ability to return NFS4ERR\_DELAY and the client's willingness to re-send when receiving it, deadlock might result. For example, if a recall is done, and if the delegation return or operations preparatory to delegation return are held up by other operations that need the delegation to be returned, session slots might not be available. The result could be deadlock.



#### 15.1.1.4. NFS4ERR\_INVALID (Error Code 22)

The arguments for this operation are not valid for some reason, even though they do match those specified in the XDR definition for the request.

#### 15.1.1.5. NFS4ERR\_NOTSUPP (Error Code 10004)

Operation not supported, either because the operation is an OPTIONAL one and is not supported by this server or because the operation MUST NOT be implemented in the current minor version.

#### 15.1.1.6. NFS4ERR\_SERVERFAULT (Error Code 10006)

An error occurred on the server that does not map to any of the specific legal NFSv4.1 protocol error values. The client should translate this into an appropriate error. UNIX clients may choose to translate this to EIO.

#### 15.1.1.7. NFS4ERR\_TOOSMALL (Error Code 10005)

Used where an operation returns a variable amount of data, with a limit specified by the client. Where the data returned cannot be fit within the limit specified by the client, this error results.

### 15.1.2. Filehandle Errors

These errors deal with the situation in which the current or saved filehandle, or the filehandle passed to PUTFH intended to become the current filehandle, is invalid in some way. This includes situations in which the filehandle is a valid filehandle in general but is not of the appropriate object type for the current operation.

Where the error description indicates a problem with the current or saved filehandle, it is to be understood that filehandles are only checked for the condition if they are implicit arguments of the operation in question.

#### 15.1.2.1. NFS4ERR\_BADHANDLE (Error Code 10001)

Illegal NFS filehandle for the current server. The current file handle failed internal consistency checks. Once accepted as valid (by PUTFH), no subsequent status change can cause the filehandle to generate this error.

## 15.1.2.2. NFS4ERR\_FHEXPIRED (Error Code 10014)

A current or saved filehandle that is an argument to the current operation is volatile and has expired at the server.

## 15.1.2.3. NFS4ERR\_ISDIR (Error Code 21)

The current or saved filehandle designates a directory when the current operation does not allow a directory to be accepted as the target of this operation.

## 15.1.2.4. NFS4ERR\_MOVED (Error Code 10019)

The file system that contains the current filehandle object is not present at the server. It may have been relocated or migrated to another server, or it may have never been present. The client may obtain the new file system location by obtaining the "fs\_locations" or "fs\_locations\_info" attribute for the current filehandle. For further discussion, refer to Section 11.2.

## 15.1.2.5. NFS4ERR\_NOFILEHANDLE (Error Code 10020)

The logical current or saved filehandle value is required by the current operation and is not set. This may be a result of a malformed COMPOUND operation (i.e., no PUTFH or PUTROOTFH before an operation that requires the current filehandle be set).

## 15.1.2.6. NFS4ERR\_NOTDIR (Error Code 20)

The current (or saved) filehandle designates an object that is not a directory for an operation in which a directory is required.

## 15.1.2.7. NFS4ERR\_STALE (Error Code 70)

The current or saved filehandle value designating an argument to the current operation is invalid. The file referred to by that filehandle no longer exists or access to it has been revoked.

## 15.1.2.8. NFS4ERR\_SYMLINK (Error Code 10029)

The current filehandle designates a symbolic link when the current operation does not allow a symbolic link as the target.

#### 15.1.2.9. NFS4ERR\_WRONG\_TYPE (Error Code 10083)

The current (or saved) filehandle designates an object that is of an invalid type for the current operation, and there is no more specific error (such as NFS4ERR\_ISDIR or NFS4ERR\_SYMLINK) that applies. Note that in NFSv4.0, such situations generally resulted in the less-specific error NFS4ERR\_INVALID.

#### 15.1.3. Compound Structure Errors

This section deals with errors that relate to the overall structure of a Compound request (by which we mean to include both COMPOUND and CB\_COMPOUND), rather than to particular operations.

There are a number of basic constraints on the operations that may appear in a Compound request. Sessions add to these basic constraints by requiring a Sequence operation (either SEQUENCE or CB\_SEQUENCE) at the start of the Compound.

##### 15.1.3.1. NFS\_OK (Error code 0)

Indicates the operation completed successfully, in that all of the constituent operations completed without error.

##### 15.1.3.2. NFS4ERR\_MINOR\_VERS\_MISMATCH (Error code 10021)

The minor version specified is not one that the current listener supports. This value is returned in the overall status for the Compound but is not associated with a specific operation since the results will specify a result count of zero.

##### 15.1.3.3. NFS4ERR\_NOT\_ONLY\_OP (Error Code 10081)

Certain operations, which are allowed to be executed outside of a session, MUST be the only operation within a Compound whenever the Compound does not start with a Sequence operation. This error results when that constraint is not met.

##### 15.1.3.4. NFS4ERR\_OP\_ILLEGAL (Error Code 10044)

The operation code is not a valid one for the current Compound procedure. The opcode in the result stream matched with this error is the ILLEGAL value, although the value that appears in the request stream may be different. Where an illegal value appears and the replier pre-parses all operations for a Compound procedure before doing any operation execution, an RPC-level XDR error may be returned.

#### 15.1.3.5. NFS4ERR\_OP\_NOT\_IN\_SESSION (Error Code 10071)

Most forward operations and all callback operations are only valid within the context of a session, so that the Compound request in question MUST begin with a Sequence operation. If an attempt is made to execute these operations outside the context of session, this error results.

#### 15.1.3.6. NFS4ERR\_REP\_TOO\_BIG (Error Code 10066)

The reply to a Compound would exceed the channel's negotiated maximum response size.

#### 15.1.3.7. NFS4ERR\_REP\_TOO\_BIG\_TO\_CACHE (Error Code 10067)

The reply to a Compound would exceed the channel's negotiated maximum size for replies cached in the reply cache when the Sequence for the current request specifies that this request is to be cached.

#### 15.1.3.8. NFS4ERR\_REQ\_TOO\_BIG (Error Code 10065)

The Compound request exceeds the channel's negotiated maximum size for requests.

#### 15.1.3.9. NFS4ERR\_RETRY\_UNCACHED\_REP (Error Code 10068)

The requester has attempted a retry of a Compound that it previously requested not be placed in the reply cache.

#### 15.1.3.10. NFS4ERR\_SEQUENCE\_POS (Error Code 10064)

A Sequence operation appeared in a position other than the first operation of a Compound request.

#### 15.1.3.11. NFS4ERR\_TOO\_MANY\_OPS (Error Code 10070)

The Compound request has too many operations, exceeding the count negotiated when the session was created.

#### 15.1.3.12. NFS4ERR\_UNSAFE\_COMPOUND (Error Code 10068)

The client has sent a COMPOUND request with an unsafe mix of operations -- specifically, with a non-idempotent operation that changes the current filehandle and that is not followed by a GETFH.

#### 15.1.4. File System Errors

These errors describe situations that occurred in the underlying file system implementation rather than in the protocol or any NFSv4.x feature.

##### 15.1.4.1. NFS4ERR\_BADTYPE (Error Code 10007)

An attempt was made to create an object with an inappropriate type specified to CREATE. This may be because the type is undefined, because the type is not supported by the server, or because the type is not intended to be created by CREATE (such as a regular file or named attribute, for which OPEN is used to do the file creation).

##### 15.1.4.2. NFS4ERR\_DQUOT (Error Code 19)

Resource (quota) hard limit exceeded. The user's resource limit on the server has been exceeded.

##### 15.1.4.3. NFS4ERR\_EXIST (Error Code 17)

A file of the specified target name (when creating, renaming, or linking) already exists.

##### 15.1.4.4. NFS4ERR\_FBIG (Error Code 27)

The file is too large. The operation would have caused the file to grow beyond the server's limit.

##### 15.1.4.5. NFS4ERR\_FILE\_OPEN (Error Code 10046)

The operation is not allowed because a file involved in the operation is currently open. Servers may, but are not required to, disallow linking-to, removing, or renaming open files.

##### 15.1.4.6. NFS4ERR\_IO (Error Code 5)

Indicates that an I/O error occurred for which the file system was unable to provide recovery.

##### 15.1.4.7. NFS4ERR\_MLINK (Error Code 31)

The request would have caused the server's limit for the number of hard links a file may have to be exceeded.

## 15.1.4.8. NFS4ERR\_NOENT (Error Code 2)

Indicates no such file or directory. The file or directory name specified does not exist.

## 15.1.4.9. NFS4ERR\_NOSPC (Error Code 28)

Indicates there is no space left on the device. The operation would have caused the server's file system to exceed its limit.

## 15.1.4.10. NFS4ERR\_NOTEMPTY (Error Code 66)

An attempt was made to remove a directory that was not empty.

## 15.1.4.11. NFS4ERR\_ROFS (Error Code 30)

Indicates a read-only file system. A modifying operation was attempted on a read-only file system.

## 15.1.4.12. NFS4ERR\_XDEV (Error Code 18)

Indicates an attempt to do an operation, such as linking, that inappropriately crosses a boundary. This may be due to such boundaries as:

- o that between file systems (where the fsids are different).
- o that between different named attribute directories or between a named attribute directory and an ordinary directory.
- o that between byte-ranges of a file system that the file system implementation treats as separate (for example, for space accounting purposes), and where cross-connection between the byte-ranges are not allowed.

## 15.1.5. State Management Errors

These errors indicate problems with the stateid (or one of the stateids) passed to a given operation. This includes situations in which the stateid is invalid as well as situations in which the stateid is valid but designates locking state that has been revoked. Depending on the operation, the stateid when valid may designate opens, byte-range locks, file or directory delegations, layouts, or device maps.

#### 15.1.5.1. NFS4ERR\_ADMIN\_REVOKED (Error Code 10047)

A stateid designates locking state of any type that has been revoked due to administrative interaction, possibly while the lease is valid.

#### 15.1.5.2. NFS4ERR\_BAD\_STATEID (Error Code 10026)

A stateid does not properly designate any valid state. See Sections 8.2.4 and 8.2.3 for a discussion of how stateids are validated.

#### 15.1.5.3. NFS4ERR\_DELEG\_REVOKED (Error Code 10087)

A stateid designates recallable locking state of any type (delegation or layout) that has been revoked due to the failure of the client to return the lock when it was recalled.

#### 15.1.5.4. NFS4ERR\_EXPIRED (Error Code 10011)

A stateid designates locking state of any type that has been revoked due to expiration of the client's lease, either immediately upon lease expiration, or following a later request for a conflicting lock.

#### 15.1.5.5. NFS4ERR\_OLD\_STATEID (Error Code 10024)

A stateid with a non-zero seqid value does not match the current seqid for the state designated by the user.

#### 15.1.6. Security Errors

These are the various permission-related errors in NFSv4.1.

##### 15.1.6.1. NFS4ERR\_ACCESS (Error Code 13)

Indicates permission denied. The caller does not have the correct permission to perform the requested operation. Contrast this with NFS4ERR\_PERM (Section 15.1.6.2), which restricts itself to owner or privileged-user permission failures, and NFS4ERR\_WRONG\_CRED (Section 15.1.6.4), which deals with appropriate permission to delete or modify transient objects based on the credentials of the user that created them.

##### 15.1.6.2. NFS4ERR\_PERM (Error Code 1)

Indicates requester is not the owner. The operation was not allowed because the caller is neither a privileged user (root) nor the owner of the target of the operation.

#### 15.1.6.3. NFS4ERR\_WRONGSEC (Error Code 10016)

Indicates that the security mechanism being used by the client for the operation does not match the server's security policy. The client should change the security mechanism being used and re-send the operation (but not with the same slot ID and sequence ID; one or both MUST be different on the re-send). SECINFO and SECINFO\_NO\_NAME can be used to determine the appropriate mechanism.

#### 15.1.6.4. NFS4ERR\_WRONG\_CRED (Error Code 10082)

An operation that manipulates state was attempted by a principal that was not allowed to modify that piece of state.

#### 15.1.7. Name Errors

Names in NFSv4 are UTF-8 strings. When the strings are not valid UTF-8 or are of length zero, the error NFS4ERR\_INVALID results. Besides this, there are a number of other errors to indicate specific problems with names.

##### 15.1.7.1. NFS4ERR\_BADCHAR (Error Code 10040)

A UTF-8 string contains a character that is not supported by the server in the context in which it being used.

##### 15.1.7.2. NFS4ERR\_BADNAME (Error Code 10041)

A name string in a request consisted of valid UTF-8 characters supported by the server, but the name is not supported by the server as a valid name for the current operation. An example might be creating a file or directory named ".." on a server whose file system uses that name for links to parent directories.

##### 15.1.7.3. NFS4ERR\_NAMETOOLONG (Error Code 63)

Returned when the filename in an operation exceeds the server's implementation limit.

#### 15.1.8. Locking Errors

This section deals with errors related to locking, both as to share reservations and byte-range locking. It does not deal with errors specific to the process of reclaiming locks. Those are dealt with in Section 15.1.9.



#### 15.1.8.1. NFS4ERR\_BAD\_RANGE (Error Code 10042)

The byte-range of a LOCK, LOCKT, or LOCKU operation is not allowed by the server. For example, this error results when a server that only supports 32-bit ranges receives a range that cannot be handled by that server. (See Section 18.10.3.)

#### 15.1.8.2. NFS4ERR\_DEADLOCK (Error Code 10045)

The server has been able to determine a byte-range locking deadlock condition for a READW\_LT or WRITEW\_LT LOCK operation.

#### 15.1.8.3. NFS4ERR\_DENIED (Error Code 10010)

An attempt to lock a file is denied. Since this may be a temporary condition, the client is encouraged to re-send the lock request (but not with the same slot ID and sequence ID; one or both MUST be different on the re-send) until the lock is accepted. See Section 9.6 for a discussion of the re-send.

#### 15.1.8.4. NFS4ERR\_LOCKED (Error Code 10012)

A READ or WRITE operation was attempted on a file where there was a conflict between the I/O and an existing lock:

- o There is a share reservation inconsistent with the I/O being done.
- o The range to be read or written intersects an existing mandatory byte-range lock.

#### 15.1.8.5. NFS4ERR\_LOCKS\_HELD (Error Code 10037)

An operation was prevented by the unexpected presence of locks.

#### 15.1.8.6. NFS4ERR\_LOCK\_NOTSUPP (Error Code 10043)

A LOCK operation was attempted that would require the upgrade or downgrade of a byte-range lock range already held by the owner, and the server does not support atomic upgrade or downgrade of locks.

#### 15.1.8.7. NFS4ERR\_LOCK\_RANGE (Error Code 10028)

A LOCK operation is operating on a range that overlaps in part a currently held byte-range lock for the current lock-owner and does not precisely match a single such byte-range lock where the server does not support this type of request, and thus does not implement

POSIX locking semantics [24]. See Sections 18.10.4, 18.11.4, and 18.12.4 for a discussion of how this applies to LOCK, LOCKT, and LOCKU respectively.

#### 15.1.8.8. NFS4ERR\_OPENMODE (Error Code 10038)

The client attempted a READ, WRITE, LOCK, or other operation not sanctioned by the stateid passed (e.g., writing to a file opened for read-only access).

#### 15.1.8.9. NFS4ERR\_SHARE\_DENIED (Error Code 10015)

An attempt to OPEN a file with a share reservation has failed because of a share conflict.

#### 15.1.9. Reclaim Errors

These errors relate to the process of reclaiming locks after a server restart.

##### 15.1.9.1. NFS4ERR\_COMPLETE\_ALREADY (Error Code 10054)

The client previously sent a successful RECLAIM\_COMPLETE operation. An additional RECLAIM\_COMPLETE operation is not necessary and results in this error.

##### 15.1.9.2. NFS4ERR\_GRACE (Error Code 10013)

The server was in its recovery or grace period. The locking request was not a reclaim request and so could not be granted during that period.

##### 15.1.9.3. NFS4ERR\_NO\_GRACE (Error Code 10033)

A reclaim of client state was attempted in circumstances in which the server cannot guarantee that conflicting state has not been provided to another client. This can occur because the reclaim has been done outside of the grace period of the server, after the client has done a RECLAIM\_COMPLETE operation, or because previous operations have created a situation in which the server is not able to determine that a reclaim-interfering edge condition does not exist.

##### 15.1.9.4. NFS4ERR\_RECLAIM\_BAD (Error Code 10034)

The server has determined that a reclaim attempted by the client is not valid, i.e. the lock specified as being reclaimed could not possibly have existed before the server restart. A server is not obliged to make this determination and will typically rely on the

client to only reclaim locks that the client was granted prior to restart. However, when a server does have reliable information to enable it make this determination, this error indicates that the reclaim has been rejected as invalid. This is as opposed to the error `NFS4ERR_RECLAIM_CONFLICT` (see Section 15.1.9.5) where the server can only determine that there has been an invalid reclaim, but cannot determine which request is invalid.

#### 15.1.9.5. `NFS4ERR_RECLAIM_CONFLICT` (Error Code 10035)

The reclaim attempted by the client has encountered a conflict and cannot be satisfied. Potentially indicates a misbehaving client, although not necessarily the one receiving the error. The misbehavior might be on the part of the client that established the lock with which this client conflicted. See also Section 15.1.9.4 for the related error, `NFS4ERR_RECLAIM_BAD`.

#### 15.1.10. pNFS Errors

This section deals with pNFS-related errors including those that are associated with using NFSv4.1 to communicate with a data server.

##### 15.1.10.1. `NFS4ERR_BADIOMODE` (Error Code 10049)

An invalid or inappropriate layout iomode was specified. For example an inappropriate layout iomode, suppose a client's `LAYOUTGET` operation specified an iomode of `LAYOUTIOMODE4_RW`, and the server is neither able nor willing to let the client send write requests to data servers; the server can reply with `NFS4ERR_BADIOMODE`. The client would then send another `LAYOUTGET` with an iomode of `LAYOUTIOMODE4_READ`.

##### 15.1.10.2. `NFS4ERR_BADLAYOUT` (Error Code 10050)

The layout specified is invalid in some way. For `LAYOUTCOMMIT`, this indicates that the specified layout is not held by the client or is not of mode `LAYOUTIOMODE4_RW`. For `LAYOUTGET`, it indicates that a layout matching the client's specification as to minimum length cannot be granted.

##### 15.1.10.3. `NFS4ERR_LAYOUTTRYLATER` (Error Code 10058)

Layouts are temporarily unavailable for the file. The client should re-send later (but not with the same slot ID and sequence ID; one or both MUST be different on the re-send).

#### 15.1.10.4. NFS4ERR\_LAYOUTUNAVAILABLE (Error Code 10059)

Returned when layouts are not available for the current file system or the particular specified file.

#### 15.1.10.5. NFS4ERR\_NOMATCHING\_LAYOUT (Error Code 10060)

Returned when layouts are recalled and the client has no layouts matching the specification of the layouts being recalled.

#### 15.1.10.6. NFS4ERR\_PNFS\_IO\_HOLE (Error Code 10075)

The pNFS client has attempted to read from or write to an illegal hole of a file of a data server that is using sparse packing. See Section 13.4.4.

#### 15.1.10.7. NFS4ERR\_PNFS\_NO\_LAYOUT (Error Code 10080)

The pNFS client has attempted to read from or write to a file (using a request to a data server) without holding a valid layout. This includes the case where the client had a layout, but the iomode does not allow a WRITE.

#### 15.1.10.8. NFS4ERR\_RETURNCONFLICT (Error Code 10086)

A layout is unavailable due to an attempt to perform the LAYOUTGET before a pending LAYOUTRETURN on the file has been received. See Section 12.5.5.2.1.3.

#### 15.1.10.9. NFS4ERR\_UNKNOWN\_LAYOUTTYPE (Error Code 10062)

The client has specified a layout type that is not supported by the server.

#### 15.1.11. Session Use Errors

This section deals with errors encountered when using sessions, that is, errors encountered when a request uses a Sequence (i.e., either SEQUENCE or CB\_SEQUENCE) operation.

##### 15.1.11.1. NFS4ERR\_BADSESSION (Error Code 10052)

The specified session ID is unknown to the server to which the operation is addressed.

#### 15.1.11.2. NFS4ERR\_BADSLOT (Error Code 10053)

The requester sent a Sequence operation that attempted to use a slot the replier does not have in its slot table. It is possible the slot may have been retired.

#### 15.1.11.3. NFS4ERR\_BAD\_HIGH\_SLOT (Error Code 10077)

The `highest_slot` argument in a Sequence operation exceeds the replier's enforced `highest_slotid`.

#### 15.1.11.4. NFS4ERR\_CB\_PATH\_DOWN (Error Code 10048)

There is a problem contacting the client via the callback path. The function of this error has been mostly superseded by the use of status flags in the reply to the SEQUENCE operation (see Section 18.46).

#### 15.1.11.5. NFS4ERR\_DEADSESSION (Error Code 10078)

The specified session is a persistent session that is dead and does not accept new requests or perform new operations on existing requests (in the case in which a request was partially executed before server restart).

#### 15.1.11.6. NFS4ERR\_CONN\_NOT\_BOUND\_TO\_SESSION (Error Code 10055)

A Sequence operation was sent on a connection that has not been associated with the specified session, where the client specified that connection association was to be enforced with `SP4_MACH_CRED` or `SP4_SSV` state protection.

#### 15.1.11.7. NFS4ERR\_SEQ\_FALSE\_RETRY (Error Code 10076)

The requester sent a Sequence operation with a slot ID and sequence ID that are in the reply cache, but the replier has detected that the retried request is not the same as the original request. See Section 2.10.6.1.3.1.

#### 15.1.11.8. NFS4ERR\_SEQ\_MISORDERED (Error Code 10063)

The requester sent a Sequence operation with an invalid sequence ID.

#### 15.1.12. Session Management Errors

This section deals with errors associated with requests used in session management.

#### 15.1.12.1. NFS4ERR\_BACK\_CHAN\_BUSY (Error Code 10057)

An attempt was made to destroy a session when the session cannot be destroyed because the server has callback requests outstanding.

#### 15.1.12.2. NFS4ERR\_BAD\_SESSION\_DIGEST (Error Code 10051)

The digest used in a SET\_SSV request is not valid.

#### 15.1.13. Client Management Errors

This section deals with errors associated with requests used to create and manage client IDs.

#### 15.1.13.1. NFS4ERR\_CLIENTID\_BUSY (Error Code 10074)

The DESTROY\_CLIENTID operation has found there are sessions and/or unexpired state associated with the client ID to be destroyed.

#### 15.1.13.2. NFS4ERR\_CLID\_INUSE (Error Code 10017)

While processing an EXCHANGE\_ID operation, the server was presented with a co\_ownerid field that matches an existing client with valid leased state, but the principal sending the EXCHANGE\_ID operation differs from the principal that established the existing client. This indicates a collision (most likely due to chance) between clients. The client should recover by changing the co\_ownerid and re-sending EXCHANGE\_ID (but not with the same slot ID and sequence ID; one or both MUST be different on the re-send).

#### 15.1.13.3. NFS4ERR\_ENCR\_ALG\_UNSUPP (Error Code 10079)

An EXCHANGE\_ID was sent that specified state protection via SSV, and where the set of encryption algorithms presented by the client did not include any supported by the server.

#### 15.1.13.4. NFS4ERR\_HASH\_ALG\_UNSUPP (Error Code 10072)

An EXCHANGE\_ID was sent that specified state protection via SSV, and where the set of hashing algorithms presented by the client did not include any supported by the server.

#### 15.1.13.5. NFS4ERR\_STALE\_CLIENTID (Error Code 10022)

A client ID not recognized by the server was passed to an operation. Note that unlike the case of NFSv4.0, client IDs are not passed explicitly to the server in ordinary locking operations and cannot result in this error. Instead, when there is a server restart, it is

first manifested through an error on the associated session, and the staleness of the client ID is detected when trying to associate a client ID with a new session.

#### 15.1.14. Delegation Errors

This section deals with errors associated with requesting and returning delegations.

##### 15.1.14.1. NFS4ERR\_DELEG\_ALREADY\_WANTED (Error Code 10056)

The client has requested a delegation when it had already registered that it wants that same delegation.

##### 15.1.14.2. NFS4ERR\_DIRDELEG\_UNAVAIL (Error Code 10084)

This error is returned when the server is unable or unwilling to provide a requested directory delegation.

##### 15.1.14.3. NFS4ERR\_RECALLCONFLICT (Error Code 10061)

A recallable object (i.e., a layout or delegation) is unavailable due to a conflicting recall operation that is currently in progress for that object.

##### 15.1.14.4. NFS4ERR\_REJECT\_DELEG (Error Code 10085)

The callback operation invoked to deal with a new delegation has rejected it.

#### 15.1.15. Attribute Handling Errors

This section deals with errors specific to attribute handling within NFSv4.

##### 15.1.15.1. NFS4ERR\_ATTRNOTSUPP (Error Code 10032)

An attribute specified is not supported by the server. This error MUST NOT be returned by the GETATTR operation.

##### 15.1.15.2. NFS4ERR\_BADOWNER (Error Code 10039)

This error is returned when an owner or owner\_group attribute value or the who field of an ACE within an ACL attribute value cannot be translated to a local representation.

#### 15.1.15.3. NFS4ERR\_NOT\_SAME (Error Code 10027)

This error is returned by the VERIFY operation to signify that the attributes compared were not the same as those provided in the client's request.

#### 15.1.15.4. NFS4ERR\_SAME (Error Code 10009)

This error is returned by the NVERIFY operation to signify that the attributes compared were the same as those provided in the client's request.

#### 15.1.16. Obsolete Errors

These errors MUST NOT be generated by any NFSv4.1 operation. This can be for a number of reasons.

- o The function provided by the error has been superseded by one of the status bits returned by the SEQUENCE operation.
- o The new session structure and associated change in locking have made the error unnecessary.
- o There has been a restructuring of some errors for NFSv4.1 that resulted in the elimination of certain errors.

##### 15.1.16.1. NFS4ERR\_BAD\_SEQID (Error Code 10026)

The sequence number (seqid) in a locking request is neither the next expected number or the last number processed. These seqids are ignored in NFSv4.1.

##### 15.1.16.2. NFS4ERR\_LEASE\_MOVED (Error Code 10031)

A lease being renewed is associated with a file system that has been migrated to a new server. The error has been superseded by the SEQ4\_STATUS\_LEASE\_MOVED status bit (see Section 18.46).

##### 15.1.16.3. NFS4ERR\_NXIO (Error Code 5)

I/O error. No such device or address. This error is for errors involving block and character device access, but because NFSv4.1 is not a device-access protocol, this error is not applicable.



#### 15.1.16.4. NFS4ERR\_RESTOREFH (Error Code 10030)

The RESTOREFH operation does not have a saved filehandle (identified by SAVEFH) to operate upon. In NFSv4.1, this error has been superseded by NFS4ERR\_NOFILEHANDLE.

#### 15.1.16.5. NFS4ERR\_STALE\_STATEID (Error Code 10023)

A stateid generated by an earlier server instance was used. This error is moot in NFSv4.1 because all operations that take a stateid MUST be preceded by the SEQUENCE operation, and the earlier server instance is detected by the session infrastructure that supports SEQUENCE.

### 15.2. Operations and Their Valid Errors

This section contains a table that gives the valid error returns for each protocol operation. The error code NFS4\_OK (indicating no error) is not listed but should be understood to be returnable by all operations with two important exceptions:

- o The operations that MUST NOT be implemented: OPEN\_CONFIRM, RELEASE\_LOCKOWNER, RENEW, SETCLIENTID, and SETCLIENTID\_CONFIRM.
- o The invalid operation: ILLEGAL.

## Valid Error Returns for Each Protocol Operation

Operation	Errors
ACCESS	NFS4ERR_ACCESS, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED, NFS4ERR_INVALID, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS
BACKCHANNEL_CTL	NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_INVALID, NFS4ERR_NOENT, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_TOO_MANY_OPS
BIND_CONN_TO_SESSION	NFS4ERR_BADSESSION, NFS4ERR_BADXDR, NFS4ERR_BAD_SESSION_DIGEST, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_INVALID, NFS4ERR_NOT_ONLY_OP, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS
CLOSE	NFS4ERR_ADMIN_REVOKED, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_EXPIRED, NFS4ERR_FHEXPIRED, NFS4ERR_LOCKS_HELD, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OLD_STATEID, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_CRED
COMMIT	NFS4ERR_ACCESS, NFS4ERR_BADXDR,

CREATE	NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED, NFS4ERR_IO, NFS4ERR_ISDIR, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_SYMLINK, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_TYPE NFS4ERR_ACCESS, NFS4ERR_ATTRNOTSUPP, NFS4ERR_BADCHAR, NFS4ERR_BADNAME, NFS4ERR_BADOWNER, NFS4ERR_BADTYPE, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DQUOT, NFS4ERR_EXIST, NFS4ERR_FHEXPIRED, NFS4ERR_INVAL, NFS4ERR_IO, NFS4ERR_MLINK, NFS4ERR_MOVED, NFS4ERR_NAMETOOLONG, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOSPC, NFS4ERR_NOTDIR, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_PERM, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_ROFS, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_UNSAFE_COMPOUND
CREATE_SESSION	NFS4ERR_BADXDR, NFS4ERR_CLID_INUSE, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_INVAL, NFS4ERR_NOENT, NFS4ERR_NOT_ONLY_OP, NFS4ERR_NOSPC, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SEQ_MISORDERED, NFS4ERR_SERVERFAULT, NFS4ERR_STALE_CLIENTID, NFS4ERR_TOOSMALL, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_CRED
DELEGPURGE	NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP,

DELEGRETURN	NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_CRED NFS4ERR_ADMIN_REVOKED, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DELEG_REVOKED, NFS4ERR_EXPIRED, NFS4ERR_FHEXPIRED, NFS4ERR_INVAL, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOTSUPP, NFS4ERR_OLD_STATEID, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_CRED
DESTROY_CLIENTID	NFS4ERR_BADXDR, NFS4ERR_CLIENTID_BUSY, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_NOT_ONLY_OP, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE_CLIENTID, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_CRED
DESTROY_SESSION	NFS4ERR_BACK_CHAN_BUSY, NFS4ERR_BADSESSION, NFS4ERR_BADXDR, NFS4ERR_CB_PATH_DOWN, NFS4ERR_CONN_NOT_BOUND_TO_SESSION, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_NOT_ONLY_OP, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE_CLIENTID, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_CRED
EXCHANGE_ID	NFS4ERR_BADCHAR, NFS4ERR_BADXDR, NFS4ERR_CLID_INUSE, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_ENCR_ALG_UNSUPP, NFS4ERR_HASH_ALG_UNSUPP, NFS4ERR_INVAL, NFS4ERR_NOENT, NFS4ERR_NOT_ONLY_OP, NFS4ERR_NOT_SAME, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS
FREE_STATEID	NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID,

	NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_LOCKS_HELD, NFS4ERR_OLD_STATEID, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_CRED
GET_DIR_DELEGATION	NFS4ERR_ACCESS, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DIRDELEG_UNAVAIL, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVAL, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOTDIR, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS
GETATTR	NFS4ERR_ACCESS, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVAL, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_TYPE
GETDEVICEINFO	NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_INVAL, NFS4ERR_NOENT, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOOSMALL, NFS4ERR_TOO_MANY_OPS, NFS4ERR_UNKNOWN_LAYOUTTYPE
GETDEVICELIST	NFS4ERR_BADXDR, NFS4ERR_BAD_COOKIE, NFS4ERR_DEADSESSION, NFS4ERR_DELAY,

	NFS4ERR_FHEXPIRED, NFS4ERR_INVALID, NFS4ERR_IO, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOTSUPP, NFS4ERR_NOT_SAME, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS, NFS4ERR_UNKNOWN_LAYOUTTYPE
GETFH	NFS4ERR_FHEXPIRED, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_STALE
ILLEGAL LAYOUTCOMMIT	NFS4ERR_BADXDR, NFS4ERR_OP_ILLEGAL NFS4ERR_ACCESS, NFS4ERR_ADMIN_REVOKED, NFS4ERR_ATTRNOTSUPP, NFS4ERR_BADIOMODE, NFS4ERR_BADLAYOUT, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DELEG_REVOKED, NFS4ERR_EXPIRED, NFS4ERR_FBIG, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_IO, NFS4ERR_ISDIR NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOTSUPP, NFS4ERR_NO_GRACE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_RECLAIM_BAD, NFS4ERR_RECLAIM_CONFLICT, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_SYMLINK, NFS4ERR_TOO_MANY_OPS, NFS4ERR_UNKNOWN_LAYOUTTYPE, NFS4ERR_WRONG_CRED
LAYOUTGET	NFS4ERR_ACCESS, NFS4ERR_ADMIN_REVOKED, NFS4ERR_BADIOMODE, NFS4ERR_BADLAYOUT, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DELEG_REVOKED, NFS4ERR_DQUOT, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_IO, NFS4ERR_LAYOUTTRYLATER, NFS4ERR_LAYOUTUNAVAILABLE, NFS4ERR_LOCKED, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOSPC, NFS4ERR_NOTSUPP, NFS4ERR_OLD_STATEID, NFS4ERR_OPENMODE, NFS4ERR_OP_NOT_IN_SESSION,

LAYOUTRETURN	NFS4ERR_RECALLCONFLICT, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOOSMALL, NFS4ERR_TOO_MANY_OPS, NFS4ERR_UNKNOWN_LAYOUTTYPE, NFS4ERR_WRONG_TYPE NFS4ERR_ADMIN_REVOKED, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DELEG_REVOKED, NFS4ERR_EXPIRED, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_ISDIR, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOTSUPP, NFS4ERR_NO_GRACE, NFS4ERR_OLD_STATEID, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_UNKNOWN_LAYOUTTYPE, NFS4ERR_WRONG_CRED, NFS4ERR_WRONG_TYPE
LINK	NFS4ERR_ACCESS, NFS4ERR_BADCHAR, NFS4ERR_BADNAME, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DQUOT, NFS4ERR_EXIST, NFS4ERR_FHEXPIRED, NFS4ERR_FILE_OPEN, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_ISDIR, NFS4ERR_IO, NFS4ERR_MLINK, NFS4ERR_MOVED, NFS4ERR_NAMETOOLONG, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOSPC, NFS4ERR_NOTDIR, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_ROFS, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_SYMLINK, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONGSEC, NFS4ERR_WRONG_TYPE, NFS4ERR_XDEV
LOCK	NFS4ERR_ACCESS, NFS4ERR_ADMIN_REVOKED, NFS4ERR_BADXDR, NFS4ERR_BAD_RANGE, NFS4ERR_BAD_STATEID, NFS4ERR_DEADLOCK,

	NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DENIED, NFS4ERR_EXPIRED, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_ISDIR, NFS4ERR_LOCK_NOTSUPP, NFS4ERR_LOCK_RANGE, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_NO_GRACE, NFS4ERR_OLD_STATEID, NFS4ERR_OPENMODE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_RECLAIM_BAD, NFS4ERR_RECLAIM_CONFLICT, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_ROFS, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_SYMLINK, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_CRED, NFS4ERR_WRONG_TYPE
LOCKT	NFS4ERR_ACCESS, NFS4ERR_BADXDR, NFS4ERR_BAD_RANGE, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DENIED, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_ISDIR, NFS4ERR_LOCK_RANGE, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_ROFS, NFS4ERR_STALE, NFS4ERR_SYMLINK, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_CRED, NFS4ERR_WRONG_TYPE
LOCKU	NFS4ERR_ACCESS, NFS4ERR_ADMIN_REVOKED, NFS4ERR_BADXDR, NFS4ERR_BAD_RANGE, NFS4ERR_BAD_STATEID, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_EXPIRED, NFS4ERR_FHEXPIRED, NFS4ERR_INVALID, NFS4ERR_LOCK_RANGE, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OLD_STATEID, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_CRED
LOOKUP	NFS4ERR_ACCESS, NFS4ERR_BADCHAR,



	NFS4ERR_BADNAME, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED, NFS4ERR_INVALID, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NAMETOOLONG, NFS4ERR_NOENT, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOTDIR, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_SYMLINK, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONGSEC
LOOKUPP	NFS4ERR_ACCESS, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NOENT, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOTDIR, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_SYMLINK, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONGSEC
NVERIFY	NFS4ERR_ACCESS, NFS4ERR_ATTRNOTSUPP, NFS4ERR_BADCHAR, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SAME, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_UNKNOWN_LAYOUTTYPE, NFS4ERR_WRONG_TYPE
OPEN	NFS4ERR_ACCESS, NFS4ERR_ADMIN_REVOKED, NFS4ERR_ATTRNOTSUPP, NFS4ERR_BADCHAR, NFS4ERR_BADNAME, NFS4ERR_BADOWNER, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DELEG_ALREADY_WANTED, NFS4ERR_DELEG_REVOKED, NFS4ERR_DQUOT,

	NFS4ERR_EXIST, NFS4ERR_EXPIRED, NFS4ERR_FBIG, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_ISDIR, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NAMETOOLONG, NFS4ERR_NOENT, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOSPC, NFS4ERR_NOTDIR, NFS4ERR_NO_GRACE, NFS4ERR_OLD_STATEID, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_PERM, NFS4ERR_RECLAIM_BAD, NFS4ERR_RECLAIM_CONFLICT, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_ROFS, NFS4ERR_SERVERFAULT, NFS4ERR_SHARE_DENIED, NFS4ERR_STALE, NFS4ERR_SYMLINK, NFS4ERR_TOO_MANY_OPS, NFS4ERR_UNSAFE_COMPOUND, NFS4ERR_WRONGSEC, NFS4ERR_WRONG_TYPE
OPEN_CONFIRM	NFS4ERR_NOTSUPP
OPEN_DOWNGRADE	NFS4ERR_ADMIN_REVOKED, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_EXPIRED, NFS4ERR_FHEXPIRED, NFS4ERR_INVALID, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OLD_STATEID, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_ROFS, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_CRED
OPENATTR	NFS4ERR_ACCESS, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DQUOT, NFS4ERR_FHEXPIRED, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NOENT, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOSPC, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_ROFS, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_UNSAFE_COMPOUND,

PUTFH	NFS4ERR_WRONG_TYPE NFS4ERR_BADHANDLE, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_MOVED, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONGSEC
PUTPUBFH	NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONGSEC
PUTROOTFH	NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONGSEC
READ	NFS4ERR_ACCESS, NFS4ERR_ADMIN_REVOKED, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DELEG_REVOKED, NFS4ERR_EXPIRED, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVAL, NFS4ERR_ISDIR, NFS4ERR_IO, NFS4ERR_LOCKED, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OLD_STATEID, NFS4ERR_OPENMODE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_PNFS_IO_HOLE, NFS4ERR_PNFS_NO_LAYOUT, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_SYMLINK, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_TYPE
READDIR	NFS4ERR_ACCESS, NFS4ERR_BADXDR, NFS4ERR_BAD_COOKIE, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED,

READLINK	NFS4ERR_INVAL, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOTDIR, NFS4ERR_NOT_SAME, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOOSMALL, NFS4ERR_TOO_MANY_OPS NFS4ERR_ACCESS, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED, NFS4ERR_INVAL, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_TYPE
RECLAIM_COMPLETE	NFS4ERR_BADXDR, NFS4ERR_COMPLETE_ALREADY, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED, NFS4ERR_INVAL, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_CRED, NFS4ERR_WRONG_TYPE
RELEASE_LOCKOWNER REMOVE	NFS4ERR_NOTSUPP NFS4ERR_ACCESS, NFS4ERR_BADCHAR, NFS4ERR_BADNAME, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED, NFS4ERR_FILE_OPEN, NFS4ERR_GRACE, NFS4ERR_INVAL, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NAMETOOLONG, NFS4ERR_NOENT, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOTDIR, NFS4ERR_NOTEMPTY, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_ROFS, NFS4ERR_SERVERFAULT, NFS4ERR_STALE,

RENAME	NFS4ERR_TOO_MANY_OPS NFS4ERR_ACCESS, NFS4ERR_BADCHAR, NFS4ERR_BADNAME, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DQUOT, NFS4ERR_EXIST, NFS4ERR_FHEXPIRED, NFS4ERR_FILE_OPEN, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_IO, NFS4ERR_MLINK, NFS4ERR_MOVED, NFS4ERR_NAMETOOLONG, NFS4ERR_NOENT, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOSPC, NFS4ERR_NOTDIR, NFS4ERR_NOTEMPTY, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_ROFS, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONGSEC, NFS4ERR_XDEV
RENEW	NFS4ERR_NOTSUPP
RESTOREFH	NFS4ERR_DEADSESSION, NFS4ERR_FHEXPIRED, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONGSEC
SAVEFH	NFS4ERR_DEADSESSION, NFS4ERR_FHEXPIRED, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS
SECINFO	NFS4ERR_ACCESS, NFS4ERR_BADCHAR, NFS4ERR_BADNAME, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED, NFS4ERR_INVALID, NFS4ERR_MOVED, NFS4ERR_NAMETOOLONG, NFS4ERR_NOENT, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOTDIR, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG,

SECINFO_NO_NAME	NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS NFS4ERR_ACCESS, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED, NFS4ERR_INVALID, NFS4ERR_MOVED, NFS4ERR_NOENT, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOTDIR, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS
SEQUENCE	NFS4ERR_BADSESSION, NFS4ERR_BADSLOT, NFS4ERR_BADXDR, NFS4ERR_BAD_HIGH_SLOT, NFS4ERR_CONN_NOT_BOUND_TO_SESSION, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SEQUENCE_POS, NFS4ERR_SEQ_FALSE_RETRY, NFS4ERR_SEQ_MISORDERED, NFS4ERR_TOO_MANY_OPS
SET_SSV	NFS4ERR_BADXDR, NFS4ERR_BAD_SESSION_DIGEST, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_INVALID, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_TOO_MANY_OPS
SETATTR	NFS4ERR_ACCESS, NFS4ERR_ADMIN_REVOKED, NFS4ERR_ATTRNOTSUPP, NFS4ERR_BADCHAR, NFS4ERR_BADOWNER, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DELEG_REVOKED, NFS4ERR_DQUOT, NFS4ERR_EXPIRED, NFS4ERR_FBIG, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_IO, NFS4ERR_LOCKED, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOSPC, NFS4ERR_OLD_STATEID, NFS4ERR_OPENMODE,

	NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_PERM, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_ROFS, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_UNKNOWN_LAYOUTTYPE, NFS4ERR_WRONG_TYPE
SETCLIENTID	NFS4ERR_NOTSUPP
SETCLIENTID_CONFIRM	NFS4ERR_NOTSUPP
TEST_STATEID	NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS
VERIFY	NFS4ERR_ACCESS, NFS4ERR_ATTRNOTSUPP, NFS4ERR_BADCHAR, NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOT_SAME, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_UNKNOWN_LAYOUTTYPE, NFS4ERR_WRONG_TYPE
WANT_DELEGATION	NFS4ERR_BADXDR, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DELEG_ALREADY_WANTED, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_IO, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOTSUPP, NFS4ERR_NO_GRACE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_RECALLCONFLICT, NFS4ERR_RECLAIM_BAD, NFS4ERR_RECLAIM_CONFLICT, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP,

WRITE	NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_TYPE NFS4ERR_ACCESS, NFS4ERR_ADMIN_REVOKED, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DEADSESSION, NFS4ERR_DELAY, NFS4ERR_DELEG_REVOKED, NFS4ERR_DQUOT, NFS4ERR_EXPIRED, NFS4ERR_FBIG, NFS4ERR_FHEXPIRED, NFS4ERR_GRACE, NFS4ERR_INVALID, NFS4ERR_IO, NFS4ERR_ISDIR, NFS4ERR_LOCKED, NFS4ERR_MOVED, NFS4ERR_NOFILEHANDLE, NFS4ERR_NOSPC, NFS4ERR_OLD_STATEID, NFS4ERR_OPENMODE, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_PNFS_IO_HOLE, NFS4ERR_PNFS_NO_LAYOUT, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_ROFS, NFS4ERR_SERVERFAULT, NFS4ERR_STALE, NFS4ERR_SYMLINK, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_TYPE
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Table 6

### 15.3. Callback Operations and Their Valid Errors

This section contains a table that gives the valid error returns for each callback operation. The error code NFS4\_OK (indicating no error) is not listed but should be understood to be returnable by all callback operations with the exception of CB\_ILLEGAL.

#### Valid Error Returns for Each Protocol Callback Operation

Callback Operation	Errors
CB_GETATTR	NFS4ERR_BADHANDLE, NFS4ERR_BADXDR, NFS4ERR_DELAY, NFS4ERR_INVALID, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS,
CB_ILLEGAL	NFS4ERR_BADXDR, NFS4ERR_OP_ILLEGAL



CB_LAYOUTRECALL	NFS4ERR_BADHANDLE, NFS4ERR_BADIOMODE, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DELAY, NFS4ERR_INVAL, NFS4ERR_NOMATCHING_LAYOUT, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_TOO_MANY_OPS, NFS4ERR_UNKNOWN_LAYOUTTYPE, NFS4ERR_WRONG_TYPE
CB_NOTIFY	NFS4ERR_BADHANDLE, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DELAY, NFS4ERR_INVAL, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS
CB_NOTIFY_DEVICEID	NFS4ERR_BADXDR, NFS4ERR_DELAY, NFS4ERR_INVAL, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS
CB_NOTIFY_LOCK	NFS4ERR_BADHANDLE, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DELAY, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS
CB_PUSH_DELEG	NFS4ERR_BADHANDLE, NFS4ERR_BADXDR, NFS4ERR_DELAY, NFS4ERR_INVAL, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REJECT_DELEG, NFS4ERR_REP_TOO_BIG,

CB_RECALL	NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS, NFS4ERR_WRONG_TYPE NFS4ERR_BADHANDLE, NFS4ERR_BADXDR, NFS4ERR_BAD_STATEID, NFS4ERR_DELAY, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS
CB_RECALL_ANY	NFS4ERR_BADXDR, NFS4ERR_DELAY, NFS4ERR_INVALID, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_TOO_MANY_OPS
CB_RECALLABLE_OBJ_AVAIL	NFS4ERR_BADXDR, NFS4ERR_DELAY, NFS4ERR_INVALID, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS
CB_RECALL_SLOT	NFS4ERR_BADXDR, NFS4ERR_BAD_HIGH_SLOT, NFS4ERR_DELAY, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_TOO_MANY_OPS
CB_SEQUENCE	NFS4ERR_BADSESSION, NFS4ERR_BADSLOT, NFS4ERR_BADXDR, NFS4ERR_BAD_HIGH_SLOT, NFS4ERR_CONN_NOT_BOUND_TO_SESSION, NFS4ERR_DELAY, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SEQUENCE_POS,

CB_WANTS_CANCELLED	NFS4ERR_SEQ_FALSE_RETRY, NFS4ERR_SEQ_MISORDERED, NFS4ERR_TOO_MANY_OPS NFS4ERR_BADXDR, NFS4ERR_DELAY, NFS4ERR_NOTSUPP, NFS4ERR_OP_NOT_IN_SESSION, NFS4ERR_REP_TOO_BIG, NFS4ERR_REP_TOO_BIG_TO_CACHE, NFS4ERR_REQ_TOO_BIG, NFS4ERR_RETRY_UNCACHED_REP, NFS4ERR_SERVERFAULT, NFS4ERR_TOO_MANY_OPS
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Table 7

## 15.4. Errors and the Operations That Use Them

Error	Operations
NFS4ERR_ACCESS	ACCESS, COMMIT, CREATE, GETATTR, GET_DIR_DELEGATION, LAYOUTCOMMIT, LAYOUTGET, LINK, LOCK, LOCKT, LOCKU, LOOKUP, LOOKUPP, NVERIFY, OPEN, OPENATTR, READ, READDIR, READLINK, REMOVE, RENAME, SECINFO, SECINFO_NO_NAME, SETATTR, VERIFY, WRITE
NFS4ERR_ADMIN_REVOKED	CLOSE, DELEGRETURN, LAYOUTCOMMIT, LAYOUTGET, LAYOUTRETURN, LOCK, LOCKU, OPEN, OPEN_DOWNGRADE, READ, SETATTR, WRITE
NFS4ERR_ATTRNOTSUPP	CREATE, LAYOUTCOMMIT, NVERIFY, OPEN, SETATTR, VERIFY
NFS4ERR_BACK_CHAN_BUSY	DESTROY_SESSION
NFS4ERR_BADCHAR	CREATE, EXCHANGE_ID, LINK, LOOKUP, NVERIFY, OPEN, REMOVE, RENAME, SECINFO, SETATTR, VERIFY
NFS4ERR_BADHANDLE	CB_GETATTR, CB_LAYOUTRECALL, CB_NOTIFY, CB_NOTIFY_LOCK, CB_PUSH_DELEG, CB_RECALL, PUTFH

NFS4ERR_BADIOMODE	CB_LAYOUTRECALL, LAYOUTCOMMIT, LAYOUTGET
NFS4ERR_BADLAYOUT	LAYOUTCOMMIT, LAYOUTGET
NFS4ERR_BADNAME	CREATE, LINK, LOOKUP, OPEN, REMOVE, RENAME, SECINFO
NFS4ERR_BADOWNER	CREATE, OPEN, SETATTR
NFS4ERR_BADSESSION	BIND_CONN_TO_SESSION, CB_SEQUENCE, DESTROY_SESSION, SEQUENCE
NFS4ERR_BADSLOT	CB_SEQUENCE, SEQUENCE
NFS4ERR_BADTYPE	CREATE
NFS4ERR_BADXDR	ACCESS, BACKCHANNEL_CTL, BIND_CONN_TO_SESSION, CB_GETATTR, CB_ILLEGAL, CB_LAYOUTRECALL, CB_NOTIFY, CB_NOTIFY_DEVICEID, CB_NOTIFY_LOCK, CB_PUSH_DELEG, CB_RECALL, CB_RECALLABLE_OBJ_AVAIL, CB_RECALL_ANY, CB_RECALL_SLOT, CB_SEQUENCE, CB_WANTS_CANCELLED, CLOSE, COMMIT, CREATE, CREATE_SESSION, DELEGPURGE, DELEGRETURN, DESTROY_CLIENTID, DESTROY_SESSION, EXCHANGE_ID, FREE_STATEID, GETATTR, GETDEVICEINFO, GETDEVICELIST, GET_DIR_DELEGATION, ILLEGAL, LAYOUTCOMMIT, LAYOUTGET, LAYOUTRETURN, LINK, LOCK, LOCKT, LOCKU, LOOKUP, NVERIFY, OPEN, OPENATTR, OPEN_DOWNGRADE, PUTFH, READ, READDIR, RECLAIM_COMPLETE, REMOVE, RENAME, SECINFO, SECINFO_NO_NAME, SEQUENCE, SETATTR, SET_SSV, TEST_STATEID, VERIFY, WANT_DELEGATION, WRITE
NFS4ERR_BAD_COOKIE	GETDEVICELIST, READDIR
NFS4ERR_BAD_HIGH_SLOT	CB_RECALL_SLOT, CB_SEQUENCE, SEQUENCE
NFS4ERR_BAD_RANGE	LOCK, LOCKT, LOCKU
NFS4ERR_BAD_SESSION_DIGEST	BIND_CONN_TO_SESSION, SET_SSV
NFS4ERR_BAD_STATEID	CB_LAYOUTRECALL, CB_NOTIFY, CB_NOTIFY_LOCK, CB_RECALL,

NFS4ERR_CB_PATH_DOWN	CLOSE, DELEGRETURN,
NFS4ERR_CLID_INUSE	FREE_STATEID, LAYOUTGET,
NFS4ERR_CLIENTID_BUSY	LAYOUTRETURN, LOCK, LOCKU,
NFS4ERR_COMPLETE_ALREADY	OPEN, OPEN_DOWNGRADE, READ,
NFS4ERR_CONN_NOT_BOUND_TO_SESSION	SETATTR, WRITE
NFS4ERR_DEADLOCK	DESTROY_SESSION
NFS4ERR_DEADSESSION	CREATE_SESSION, EXCHANGE_ID
	DESTROY_CLIENTID
	RECLAIM_COMPLETE
	CB_SEQUENCE, DESTROY_SESSION,
	SEQUENCE
	LOCK
	ACCESS, BACKCHANNEL_CTL,
	BIND_CONN_TO_SESSION, CLOSE,
	COMMIT, CREATE,
	CREATE_SESSION, DELEGPURGE,
	DELEGRETURN,
	DESTROY_CLIENTID,
	DESTROY_SESSION, EXCHANGE_ID,
	FREE_STATEID, GETATTR,
	GETDEVICEINFO, GETDEVICELIST,
	GET_DIR_DELEGATION,
	LAYOUTCOMMIT, LAYOUTGET,
	LAYOUTRETURN, LINK, LOCK,
	LOCKT, LOCKU, LOOKUP,
	LOOKUPP, NVERIFY, OPEN,
	OPENATTR, OPEN_DOWNGRADE,
	PUTFH, PUTPUBFH, PUTROOTFH,
	READ, READDIR, READLINK,
	RECLAIM_COMPLETE, REMOVE,
	RENAME, RESTOREFH, SAVEFH,
	SECINFO, SECINFO_NO_NAME,
	SEQUENCE, SETATTR, SET_SSV,
	TEST_STATEID, VERIFY,
	WANT_DELEGATION, WRITE
NFS4ERR_DELAY	ACCESS, BACKCHANNEL_CTL,
	BIND_CONN_TO_SESSION,
	CB_GETATTR, CB_LAYOUTRECALL,
	CB_NOTIFY,
	CB_NOTIFY_DEVICEID,
	CB_NOTIFY_LOCK,
	CB_PUSH_DELEG, CB_RECALL,
	CB_RECALLABLE_OBJ_AVAIL,
	CB_RECALL_ANY,
	CB_RECALL_SLOT, CB_SEQUENCE,
	CB_WANTS_CANCELLED, CLOSE,
	COMMIT, CREATE,
	CREATE_SESSION, DELEGPURGE,

	DELEGRETURN,
	DESTROY_CLIENTID,
	DESTROY_SESSION, EXCHANGE_ID,
	FREE_STATEID, GETATTR,
	GETDEVICEINFO, GETDEVICELIST,
	GET_DIR_DELEGATION,
	LAYOUTCOMMIT, LAYOUTGET,
	LAYOUTRETURN, LINK, LOCK,
	LOCKT, LOCKU, LOOKUP,
	LOOKUPP, NVERIFY, OPEN,
	OPENATTR, OPEN_DOWNGRADE,
	PUTFH, PUTPUBFH, PUTROOTFH,
	READ, READDIR, READLINK,
	RECLAIM_COMPLETE, REMOVE,
	RENAME, SECINFO,
	SECINFO_NO_NAME, SEQUENCE,
	SETATTR, SET_SSV,
	TEST_STATEID, VERIFY,
	WANT_DELEGATION, WRITE
NFS4ERR_DELEG_ALREADY_WANTED	OPEN, WANT_DELEGATION
NFS4ERR_DELEG_REVOKED	DELEGRETURN, LAYOUTCOMMIT,
	LAYOUTGET, LAYOUTRETURN,
	OPEN, READ, SETATTR, WRITE
	LOCK, LOCKT
NFS4ERR_DENIED	GET_DIR_DELEGATION
NFS4ERR_DIRDELEG_UNAVAIL	CREATE, LAYOUTGET, LINK,
NFS4ERR_DQUOT	OPEN, OPENATTR, RENAME,
	SETATTR, WRITE
	EXCHANGE_ID
NFS4ERR_ENCR_ALG_UNSUPP	CREATE, LINK, OPEN, RENAME
NFS4ERR_EXIST	CLOSE, DELEGRETURN,
NFS4ERR_EXPIRED	LAYOUTCOMMIT, LAYOUTRETURN,
	LOCK, LOCKU, OPEN,
	OPEN_DOWNGRADE, READ,
	SETATTR, WRITE
NFS4ERR_FBIG	LAYOUTCOMMIT, OPEN, SETATTR,
	WRITE
NFS4ERR_FHEXPIRED	ACCESS, CLOSE, COMMIT,
	CREATE, DELEGRETURN, GETATTR,
	GETDEVICELIST, GETFH,
	GET_DIR_DELEGATION,
	LAYOUTCOMMIT, LAYOUTGET,
	LAYOUTRETURN, LINK, LOCK,
	LOCKT, LOCKU, LOOKUP,
	LOOKUPP, NVERIFY, OPEN,
	OPENATTR, OPEN_DOWNGRADE,
	READ, READDIR, READLINK,
	RECLAIM_COMPLETE, REMOVE,

NFS4ERR_FILE_OPEN	RENAME, RESTOREFH, SAVEFH, SECINFO, SECINFO_NO_NAME, SETATTR, VERIFY, WANT_DELEGATION, WRITE
NFS4ERR_GRACE	LINK, REMOVE, RENAME GETATTR, GET_DIR_DELEGATION, LAYOUTCOMMIT, LAYOUTGET, LAYOUTRETURN, LINK, LOCK, LOCKT, NVERIFY, OPEN, READ, REMOVE, RENAME, SETATTR, VERIFY, WANT_DELEGATION, WRITE
NFS4ERR_HASH_ALG_UNSUPP	EXCHANGE_ID
NFS4ERR_INVALID	ACCESS, BACKCHANNEL_CTL, BIND_CONN_TO_SESSION, CB_GETATTR, CB_LAYOUTRECALL, CB_NOTIFY, CB_NOTIFY_DEVICEID, CB_PUSH_DELEG, CB_RECALLABLE_OBJ_AVAIL, CB_RECALL_ANY, CREATE, CREATE_SESSION, DELEGRETURN, EXCHANGE_ID, GETATTR, GETDEVICEINFO, GETDEVICELIST, GET_DIR_DELEGATION, LAYOUTCOMMIT, LAYOUTGET, LAYOUTRETURN, LINK, LOCK, LOCKT, LOCKU, LOOKUP, NVERIFY, OPEN, OPEN_DOWNGRADE, READ, REaddir, READLINK, RECLAIM_COMPLETE, REMOVE, RENAME, SECINFO, SECINFO_NO_NAME, SETATTR, SET_SSV, VERIFY, WANT_DELEGATION, WRITE
NFS4ERR_IO	ACCESS, COMMIT, CREATE, GETATTR, GETDEVICELIST, GET_DIR_DELEGATION, LAYOUTCOMMIT, LAYOUTGET, LINK, LOOKUP, LOOKUPP, NVERIFY, OPEN, OPENATTR, READ, REaddir, READLINK, REMOVE, RENAME, SETATTR, VERIFY, WANT_DELEGATION, WRITE
NFS4ERR_ISDIR	COMMIT, LAYOUTCOMMIT, LAYOUTRETURN, LINK, LOCK,

NFS4ERR_LAYOUTTRYLATER	LOCKT, OPEN, READ, WRITE
NFS4ERR_LAYOUTUNAVAILABLE	LAYOUTGET
NFS4ERR_LOCKED	LAYOUTGET, READ, SETATTR, WRITE
NFS4ERR_LOCKS_HELD	CLOSE, FREE_STATEID
NFS4ERR_LOCK_NOTSUPP	LOCK
NFS4ERR_LOCK_RANGE	LOCK, LOCKT, LOCKU
NFS4ERR_MLINK	CREATE, LINK, RENAME
NFS4ERR_MOVED	ACCESS, CLOSE, COMMIT, CREATE, DELEGRETURN, GETATTR, GETFH, GET_DIR_DELEGATION, LAYOUTCOMMIT, LAYOUTGET, LAYOUTRETURN, LINK, LOCK, LOCKT, LOCKU, LOOKUP, LOOKUPP, NVERIFY, OPEN, OPENATTR, OPEN_DOWNGRADE, PUTFH, READ, READDIR, READLINK, RECLAIM_COMPLETE, REMOVE, RENAME, RESTOREFH, SAVEFH, SECINFO, SECINFO_NO_NAME, SETATTR, VERIFY, WANT_DELEGATION, WRITE
NFS4ERR_NAMETOOLONG	CREATE, LINK, LOOKUP, OPEN, REMOVE, RENAME, SECINFO
NFS4ERR_NOENT	BACKCHANNEL_CTL, CREATE_SESSION, EXCHANGE_ID, GETDEVICEINFO, LOOKUP, LOOKUPP, OPEN, OPENATTR, REMOVE, RENAME, SECINFO, SECINFO_NO_NAME
NFS4ERR_NOFILEHANDLE	ACCESS, CLOSE, COMMIT, CREATE, DELEGRETURN, GETATTR, GETDEVICELIST, GETFH, GET_DIR_DELEGATION, LAYOUTCOMMIT, LAYOUTGET, LAYOUTRETURN, LINK, LOCK, LOCKT, LOCKU, LOOKUP, LOOKUPP, NVERIFY, OPEN, OPENATTR, OPEN_DOWNGRADE, READ, READDIR, READLINK, RECLAIM_COMPLETE, REMOVE, RENAME, RESTOREFH, SAVEFH, SECINFO, SECINFO_NO_NAME, SETATTR, VERIFY, WANT_DELEGATION, WRITE
NFS4ERR_NOMATCHING_LAYOUT	CB_LAYOUTRECALL



NFS4ERR_NOSPC	CREATE, CREATE_SESSION, LAYOUTGET, LINK, OPEN, OPENATTR, RENAME, SETATTR, WRITE
NFS4ERR_NOTDIR	CREATE, GET_DIR_DELEGATION, LINK, LOOKUP, LOOKUPP, OPEN, READDIR, REMOVE, RENAME, SECINFO, SECINFO_NO_NAME
NFS4ERR_NOTEMPTY	REMOVE, RENAME
NFS4ERR_NOTSUPP	CB_LAYOUTRECALL, CB_NOTIFY, CB_NOTIFY_DEVICEID, CB_NOTIFY_LOCK, CB_PUSH_DELEG, CB_RECALLABLE_OBJ_AVAIL, CB_WANTS_CANCELLED, DELEGPURGE, DELEGRETURN, GETDEVICEINFO, GETDEVICELIST, GET_DIR_DELEGATION, LAYOUTCOMMIT, LAYOUTGET, LAYOUTRETURN, LINK, OPENATTR, OPEN_CONFIRM, RELEASE_LOCKOWNER, RENEW, SECINFO_NO_NAME, SETCLIENTID, SETCLIENTID_CONFIRM, WANT_DELEGATION
NFS4ERR_NOT_ONLY_OP	BIND_CONN_TO_SESSION, CREATE_SESSION, DESTROY_CLIENTID, DESTROY_SESSION, EXCHANGE_ID
NFS4ERR_NOT_SAME	EXCHANGE_ID, GETDEVICELIST, READDIR, VERIFY
NFS4ERR_NO_GRACE	LAYOUTCOMMIT, LAYOUTRETURN, LOCK, OPEN, WANT_DELEGATION
NFS4ERR_OLD_STATEID	CLOSE, DELEGRETURN, FREE_STATEID, LAYOUTGET, LAYOUTRETURN, LOCK, LOCKU, OPEN, OPEN_DOWNGRADE, READ, SETATTR, WRITE
NFS4ERR_OPENMODE	LAYOUTGET, LOCK, READ, SETATTR, WRITE
NFS4ERR_OP_ILLEGAL	CB_ILLEGAL, ILLEGAL
NFS4ERR_OP_NOT_IN_SESSION	ACCESS, BACKCHANNEL_CTL, CB_GETATTR, CB_LAYOUTRECALL, CB_NOTIFY, CB_NOTIFY_DEVICEID, CB_NOTIFY_LOCK, CB_PUSH_DELEG, CB_RECALL, CB_RECALLABLE_OBJ_AVAIL,

	CB_RECALL_ANY,
	CB_RECALL_SLOT,
	CB_WANTS_CANCELLED, CLOSE,
	COMMIT, CREATE, DELEGPURGE,
	DELEGRETURN, FREE_STATEID,
	GETATTR, GETDEVICEINFO,
	GETDEVICELIST, GETFH,
	GET_DIR_DELEGATION,
	LAYOUTCOMMIT, LAYOUTGET,
	LAYOUTRETURN, LINK, LOCK,
	LOCKT, LOCKU, LOOKUP,
	LOOKUPP, NVERIFY, OPEN,
	OPENATTR, OPEN_DOWNGRADE,
	PUTFH, PUTPUBFH, PUTROOTFH,
	READ, READDIR, READLINK,
	RECLAIM_COMPLETE, REMOVE,
	RENAME, RESTOREFH, SAVEFH,
	SECINFO, SECINFO_NO_NAME,
	SETATTR, SET_SSV,
	TEST_STATEID, VERIFY,
	WANT_DELEGATION, WRITE
NFS4ERR_PERM	CREATE, OPEN, SETATTR
NFS4ERR_PNFS_IO_HOLE	READ, WRITE
NFS4ERR_PNFS_NO_LAYOUT	READ, WRITE
NFS4ERR_RECALLCONFLICT	LAYOUTGET, WANT_DELEGATION
NFS4ERR_RECLAIM_BAD	LAYOUTCOMMIT, LOCK, OPEN,
	WANT_DELEGATION
NFS4ERR_RECLAIM_CONFLICT	LAYOUTCOMMIT, LOCK, OPEN,
	WANT_DELEGATION
NFS4ERR_REJECT_DELEG	CB_PUSH_DELEG
NFS4ERR_REP_TOO_BIG	ACCESS, BACKCHANNEL_CTL,
	BIND_CONN_TO_SESSION,
	CB_GETATTR, CB_LAYOUTRECALL,
	CB_NOTIFY,
	CB_NOTIFY_DEVICEID,
	CB_NOTIFY_LOCK,
	CB_PUSH_DELEG, CB_RECALL,
	CB_RECALLABLE_OBJ_AVAIL,
	CB_RECALL_ANY,
	CB_RECALL_SLOT, CB_SEQUENCE,
	CB_WANTS_CANCELLED, CLOSE,
	COMMIT, CREATE,
	CREATE_SESSION, DELEGPURGE,
	DELEGRETURN,
	DESTROY_CLIENTID,
	DESTROY_SESSION, EXCHANGE_ID,
	FREE_STATEID, GETATTR,
	GETDEVICEINFO, GETDEVICELIST,

NFS4ERR\_REP\_TOO\_BIG\_TO\_CACHE

```

GET_DIR_DELEGATION,
LAYOUTCOMMIT, LAYOUTGET,
LAYOUTRETURN, LINK, LOCK,
LOCKT, LOCKU, LOOKUP,
LOOKUPP, NVERIFY, OPEN,
OPENATTR, OPEN_DOWNGRADE,
PUTFH, PUTPUBFH, PUTROOTFH,
READ, READDIR, READLINK,
RECLAIM_COMPLETE, REMOVE,
RENAME, RESTOREFH, SAVEFH,
SECINFO, SECINFO_NO_NAME,
SEQUENCE, SETATTR, SET_SSV,
TEST_STATEID, VERIFY,
WANT_DELEGATION, WRITE
ACCESS, BACKCHANNEL_CTL,
BIND_CONN_TO_SESSION,
CB_GETATTR, CB_LAYOUTRECALL,
CB_NOTIFY,
CB_NOTIFY_DEVICEID,
CB_NOTIFY_LOCK,
CB_PUSH_DELEG, CB_RECALL,
CB_RECALLABLE_OBJ_AVAIL,
CB_RECALL_ANY,
CB_RECALL_SLOT, CB_SEQUENCE,
CB_WANTS_CANCELLED, CLOSE,
COMMIT, CREATE,
CREATE_SESSION, DELEGPURGE,
DELEGRETURN,
DESTROY_CLIENTID,
DESTROY_SESSION, EXCHANGE_ID,
FREE_STATEID, GETATTR,
GETDEVICEINFO, GETDEVICELIST,
GET_DIR_DELEGATION,
LAYOUTCOMMIT, LAYOUTGET,
LAYOUTRETURN, LINK, LOCK,
LOCKT, LOCKU, LOOKUP,
LOOKUPP, NVERIFY, OPEN,
OPENATTR, OPEN_DOWNGRADE,
PUTFH, PUTPUBFH, PUTROOTFH,
READ, READDIR, READLINK,
RECLAIM_COMPLETE, REMOVE,
RENAME, RESTOREFH, SAVEFH,
SECINFO, SECINFO_NO_NAME,
SEQUENCE, SETATTR, SET_SSV,
TEST_STATEID, VERIFY,
WANT_DELEGATION, WRITE
ACCESS, BACKCHANNEL_CTL,
BIND_CONN_TO_SESSION,

```

NFS4ERR\_REQ\_TOO\_BIG

NFS4ERR\_RETRY\_UNCACHED\_REP

CB\_GETATTR, CB\_LAYOUTRECALL,  
 CB\_NOTIFY,  
 CB\_NOTIFY\_DEVICEID,  
 CB\_NOTIFY\_LOCK,  
 CB\_PUSH\_DELEG, CB\_RECALL,  
 CB\_RECALLABLE\_OBJ\_AVAIL,  
 CB\_RECALL\_ANY,  
 CB\_RECALL\_SLOT, CB\_SEQUENCE,  
 CB\_WANTS\_CANCELLED, CLOSE,  
 COMMIT, CREATE,  
 CREATE\_SESSION, DELEGPURGE,  
 DELEGRETURN,  
 DESTROY\_CLIENTID,  
 DESTROY\_SESSION, EXCHANGE\_ID,  
 FREE\_STATEID, GETATTR,  
 GETDEVICEINFO, GETDEVICELIST,  
 GET\_DIR\_DELEGATION,  
 LAYOUTCOMMIT, LAYOUTGET,  
 LAYOUTRETURN, LINK, LOCK,  
 LOCKT, LOCKU, LOOKUP,  
 LOOKUPP, NVERIFY, OPEN,  
 OPENATTR, OPEN\_DOWNGRADE,  
 PUTFH, PUTPUBFH, PUTROOTFH,  
 READ, READDIR, READLINK,  
 RECLAIM\_COMPLETE, REMOVE,  
 RENAME, RESTOREFH, SAVEFH,  
 SECINFO, SECINFO\_NO\_NAME,  
 SEQUENCE, SETATTR, SET\_SSV,  
 TEST\_STATEID, VERIFY,  
 WANT\_DELEGATION, WRITE  
 ACCESS, BACKCHANNEL\_CTL,  
 BIND\_CONN\_TO\_SESSION,  
 CB\_GETATTR, CB\_LAYOUTRECALL,  
 CB\_NOTIFY,  
 CB\_NOTIFY\_DEVICEID,  
 CB\_NOTIFY\_LOCK,  
 CB\_PUSH\_DELEG, CB\_RECALL,  
 CB\_RECALLABLE\_OBJ\_AVAIL,  
 CB\_RECALL\_ANY,  
 CB\_RECALL\_SLOT, CB\_SEQUENCE,  
 CB\_WANTS\_CANCELLED, CLOSE,  
 COMMIT, CREATE,  
 CREATE\_SESSION, DELEGPURGE,  
 DELEGRETURN,  
 DESTROY\_CLIENTID,  
 DESTROY\_SESSION, EXCHANGE\_ID,  
 FREE\_STATEID, GETATTR,  
 GETDEVICEINFO, GETDEVICELIST,

NFS4ERR_ROFS	GET_DIR_DELEGATION, LAYOUTCOMMIT, LAYOUTGET, LAYOUTRETURN, LINK, LOCK, LOCKT, LOCKU, LOOKUP, LOOKUPP, NVERIFY, OPEN, OPENATTR, OPEN_DOWNGRADE, PUTFH, PUTPUBFH, PUTROOTFH, READ, READDIR, READLINK, RECLAIM_COMPLETE, REMOVE, RENAME, RESTOREFH, SAVEFH, SECINFO, SECINFO_NO_NAME, SEQUENCE, SETATTR, SET_SSV, TEST_STATEID, VERIFY, WANT_DELEGATION, WRITE
NFS4ERR_SAME	CREATE, LINK, LOCK, LOCKT, OPEN, OPENATTR, OPEN_DOWNGRADE, REMOVE, RENAME, SETATTR, WRITE
NFS4ERR_SEQUENCE_POS	NVERIFY
NFS4ERR_SEQ_FALSE_RETRY	CB_SEQUENCE, SEQUENCE
NFS4ERR_SEQ_MISORDERED	CB_SEQUENCE, SEQUENCE
NFS4ERR_SERVERFAULT	CB_SEQUENCE, CREATE_SESSION, SEQUENCE ACCESS, BIND_CONN_TO_SESSION, CB_GETATTR, CB_NOTIFY, CB_NOTIFY_DEVICEID, CB_NOTIFY_LOCK, CB_PUSH_DELEG, CB_RECALL, CB_RECALLABLE_OBJ_AVAIL, CB_WANTS_CANCELLED, CLOSE, COMMIT, CREATE, CREATE_SESSION, DELEGPURGE, DELEGRETURN, DESTROY_CLIENTID, DESTROY_SESSION, EXCHANGE_ID, FREE_STATEID, GETATTR, GETDEVICEINFO, GETDEVICELIST, GET_DIR_DELEGATION, LAYOUTCOMMIT, LAYOUTGET, LAYOUTRETURN, LINK, LOCK, LOCKU, LOOKUP, LOOKUPP, NVERIFY, OPEN, OPENATTR, OPEN_DOWNGRADE, PUTFH, PUTPUBFH, PUTROOTFH, READ, READDIR, READLINK, RECLAIM_COMPLETE, REMOVE, RENAME, RESTOREFH, SAVEFH, SECINFO, SECINFO_NO_NAME,

NFS4ERR_SHARE_DENIED	SETATTR, TEST_STATEID,
NFS4ERR_STALE	VERIFY, WANT_DELEGATION,
	WRITE
	OPEN
	ACCESS, CLOSE, COMMIT,
	CREATE, DELEGRETURN, GETATTR,
	GETFH, GET_DIR_DELEGATION,
	LAYOUTCOMMIT, LAYOUTGET,
	LAYOUTRETURN, LINK, LOCK,
	LOCKT, LOCKU, LOOKUP,
	LOOKUPP, NVERIFY, OPEN,
	OPENATTR, OPEN_DOWNGRADE,
	PUTFH, READ, READDIR,
	READLINK, RECLAIM_COMPLETE,
	REMOVE, RENAME, RESTOREFH,
	SAVEFH, SECINFO,
	SECINFO_NO_NAME, SETATTR,
	VERIFY, WANT_DELEGATION,
	WRITE
NFS4ERR_STALE_CLIENTID	CREATE_SESSION,
	DESTROY_CLIENTID,
	DESTROY_SESSION
NFS4ERR_SYMLINK	COMMIT, LAYOUTCOMMIT, LINK,
	LOCK, LOCKT, LOOKUP, LOOKUPP,
	OPEN, READ, WRITE
NFS4ERR_TOOSMALL	CREATE_SESSION,
	GETDEVICEINFO, LAYOUTGET,
	READDIR
NFS4ERR_TOO_MANY_OPS	ACCESS, BACKCHANNEL_CTL,
	BIND_CONN_TO_SESSION,
	CB_GETATTR, CB_LAYOUTRECALL,
	CB_NOTIFY,
	CB_NOTIFY_DEVICEID,
	CB_NOTIFY_LOCK,
	CB_PUSH_DELEG, CB_RECALL,
	CB_RECALLABLE_OBJ_AVAIL,
	CB_RECALL_ANY,
	CB_RECALL_SLOT, CB_SEQUENCE,
	CB_WANTS_CANCELLED, CLOSE,
	COMMIT, CREATE,
	CREATE_SESSION, DELEGPURGE,
	DELEGRETURN,
	DESTROY_CLIENTID,
	DESTROY_SESSION, EXCHANGE_ID,
	FREE_STATEID, GETATTR,
	GETDEVICEINFO, GETDEVICELIST,
	GET_DIR_DELEGATION,
	LAYOUTCOMMIT, LAYOUTGET,

NFS4ERR_UNKNOWN_LAYOUTTYPE	LAYOUTRETURN, LINK, LOCK, LOCKT, LOCKU, LOOKUP, LOOKUPP, NVERIFY, OPEN, OPENATTR, OPEN_DOWNGRADE, PUTFH, PUTPUBFH, PUTROOTFH, READ, READDIR, READLINK, RECLAIM_COMPLETE, REMOVE, RENAME, RESTOREFH, SAVEFH, SECINFO, SECINFO_NO_NAME, SEQUENCE, SETATTR, SET_SSV, TEST_STATEID, VERIFY, WANT_DELEGATION, WRITE
NFS4ERR_UNSAFE_COMPOUND	CB_LAYOUTRECALL, GETDEVICEINFO, GETDEVICELIST, LAYOUTCOMMIT, LAYOUTGET, LAYOUTRETURN, NVERIFY, SETATTR, VERIFY
NFS4ERR_WRONGSEC	CREATE, OPEN, OPENATTR
NFS4ERR_WRONG_CRED	LINK, LOOKUP, LOOKUPP, OPEN, PUTFH, PUTPUBFH, PUTROOTFH, RENAME, RESTOREFH
NFS4ERR_WRONG_TYPE	CLOSE, CREATE_SESSION, DELEGPURGE, DELEGRETURN, DESTROY_CLIENTID, DESTROY_SESSION, FREE_STATEID, LAYOUTCOMMIT, LAYOUTRETURN, LOCK, LOCKT, LOCKU, OPEN_DOWNGRADE, RECLAIM_COMPLETE
NFS4ERR_XDEV	CB_LAYOUTRECALL, CB_PUSH_DELEG, COMMIT, GETATTR, LAYOUTGET, LAYOUTRETURN, LINK, LOCK, LOCKT, NVERIFY, OPEN, OPENATTR, READ, READLINK, RECLAIM_COMPLETE, SETATTR, VERIFY, WANT_DELEGATION, WRITE
	LINK, RENAME

Table 8

## 16. NFSv4.1 Procedures

Both procedures, NULL and COMPOUND, MUST be implemented.

## 16.1. Procedure 0: NULL - No Operation

### 16.1.1. ARGUMENTS

void;

### 16.1.2. RESULTS

void;

### 16.1.3. DESCRIPTION

This is the standard NULL procedure with the standard void argument and void response. This procedure has no functionality associated with it. Because of this, it is sometimes used to measure the overhead of processing a service request. Therefore, the server SHOULD ensure that no unnecessary work is done in servicing this procedure.

### 16.1.4. ERRORS

None.

## 16.2. Procedure 1: COMPOUND - Compound Operations

### 16.2.1. ARGUMENTS

```
enum nfs_opnum4 {
    OP_ACCESS           = 3,
    OP_CLOSE           = 4,
    OP_COMMIT          = 5,
    OP_CREATE          = 6,
    OP_DELEGPURGE      = 7,
    OP_DELEGRETURN     = 8,
    OP_GETATTR         = 9,
    OP_GETFH           = 10,
    OP_LINK            = 11,
    OP_LOCK            = 12,
    OP_LOCKT           = 13,
    OP_LOCKU           = 14,
    OP_LOOKUP          = 15,
    OP_LOOKUPP         = 16,
    OP_NVERIFY         = 17,
    OP_OPEN            = 18,
    OP_OPENATTR        = 19,
    OP_OPEN_CONFIRM    = 20, /*Mandatory not-to-implement */
    OP_OPEN_DOWNGRADE = 21,
    OP_PUTFH           = 22,
```



```
OP_PUTPUBFH           = 23,
OP_PUTROOTFH          = 24,
OP_READ               = 25,
OP_READDIR            = 26,
OP_READLINK           = 27,
OP_REMOVE             = 28,
OP_RENAME             = 29,
OP_RENEW              = 30, /* Mandatory not-to-implement */
OP_RESTOREFH          = 31,
OP_SAVEFH             = 32,
OP_SECINFO            = 33,
OP_SETATTR            = 34,
OP_SETCLIENTID        = 35, /* Mandatory not-to-implement */
OP_SETCLIENTID_CONFIRM = 36, /* Mandatory not-to-implement */
OP_VERIFY             = 37,
OP_WRITE              = 38,
OP_RELEASE_LOCKOWNER  = 39, /* Mandatory not-to-implement */

/* new operations for NFSv4.1 */
OP_BACKCHANNEL_CTL    = 40,
OP_BIND_CONN_TO_SESSION = 41,
OP_EXCHANGE_ID        = 42,
OP_CREATE_SESSION     = 43,
OP_DESTROY_SESSION    = 44,
OP_FREE_STATEID       = 45,
OP_GET_DIR_DELEGATION = 46,
OP_GETDEVICEINFO      = 47,
OP_GETDEVICELIST     = 48,
OP_LAYOUTCOMMIT       = 49,
OP_LAYOUTGET          = 50,
OP_LAYOUTRETURN       = 51,
OP_SECINFO_NO_NAME    = 52,
OP_SEQUENCE           = 53,
OP_SET_SSV            = 54,
OP_TEST_STATEID       = 55,
OP_WANT_DELEGATION    = 56,
OP_DESTROY_CLIENTID   = 57,
OP_RECLAIM_COMPLETE   = 58,
OP_ILLEGAL            = 10044
};
```

```

union nfs_argop4 switch (nfs_opnum4 argop) {
  case OP_ACCESS:      ACCESS4args opaccess;
  case OP_CLOSE:      CLOSE4args opclose;
  case OP_COMMIT:     COMMIT4args opcommit;
  case OP_CREATE:     CREATE4args opcreate;
  case OP_DELEGPURGE: DELEGPURGE4args opdelegpurge;
  case OP_DELEGRETURN: DELEGRETURN4args opdelegreturn;
  case OP_GETATTR:    GETATTR4args opgetattr;
  case OP_GETFH:      void;
  case OP_LINK:       LINK4args oplink;
  case OP_LOCK:       LOCK4args oplock;
  case OP_LOCKT:      LOCKT4args oplockt;
  case OP_LOCKU:      LOCKU4args oplocku;
  case OP_LOOKUP:     LOOKUP4args opllookup;
  case OP_LOOKUPP:    void;
  case OP_NVERIFY:    NVERIFY4args opnverify;
  case OP_OPEN:       OPEN4args opopen;
  case OP_OPENATTR:   OPENATTR4args opopenattr;

  /* Not for NFSv4.1 */
  case OP_OPEN_CONFIRM: OPEN_CONFIRM4args opopen_confirm;

  case OP_OPEN_DOWNGRADE:
      OPEN_DOWNGRADE4args opopen_downgrade;

  case OP_PUTFH:      PUTFH4args opputfh;
  case OP_PUTPUBFH:   void;
  case OP_PUTROOTFH:  void;
  case OP_READ:       READ4args opread;
  case OP_READDIR:    READDIR4args opreaddir;
  case OP_READLINK:   void;
  case OP_REMOVE:     REMOVE4args opremove;
  case OP_RENAME:     RENAME4args oprename;

  /* Not for NFSv4.1 */
  case OP_RENEW:      RENEW4args oprenew;

  case OP_RESTOREFH:  void;
  case OP_SAVEFH:     void;
  case OP_SECINFO:    SECINFO4args opsecinfo;
  case OP_SETATTR:    SETATTR4args opsetattr;

  /* Not for NFSv4.1 */
  case OP_SETCLIENTID: SETCLIENTID4args opsetclientid;

```

```

/* Not for NFSv4.1 */
case OP_SETCLIENTID_CONFIRM: SETCLIENTID_CONFIRM4args
                               opsetclientid_confirm;
case OP_VERIFY:              VERIFY4args opverify;
case OP_WRITE:               WRITE4args opwrite;

/* Not for NFSv4.1 */
case OP_RELEASE_LOCKOWNER:
                               RELEASE_LOCKOWNER4args
                               oprelease_lockowner;

/* Operations new to NFSv4.1 */
case OP_BACKCHANNEL_CTL:
                               BACKCHANNEL_CTL4args opbackchannel_ctl;

case OP_BIND_CONN_TO_SESSION:
                               BIND_CONN_TO_SESSION4args
                               opbind_conn_to_session;

case OP_EXCHANGE_ID:         EXCHANGE_ID4args opexchange_id;

case OP_CREATE_SESSION:
                               CREATE_SESSION4args opcreate_session;

case OP_DESTROY_SESSION:
                               DESTROY_SESSION4args opdestroy_session;

case OP_FREE_STATEID:        FREE_STATEID4args opfree_stateid;

case OP_GET_DIR_DELEGATION:
                               GET_DIR_DELEGATION4args
                               opget_dir_delegation;

case OP_GETDEVICEINFO:       GETDEVICEINFO4args opgetdeviceinfo;
case OP_GETDEVICELIST:       GETDEVICELIST4args opgetdevicelist;
case OP_LAYOUTCOMMIT:        LAYOUTCOMMIT4args oplayoutcommit;
case OP_LAYOUTGET:           LAYOUTGET4args oplayoutget;
case OP_LAYOUTRETURN:        LAYOUTRETURN4args oplayoutreturn;

case OP_SECINFO_NO_NAME:
                               SECINFO_NO_NAME4args opsecinfo_no_name;

case OP_SEQUENCE:            SEQUENCE4args opsequence;
case OP_SET_SSV:             SET_SSV4args opset_ssv;
case OP_TEST_STATEID:        TEST_STATEID4args optest_stateid;

case OP_WANT_DELEGATION:
                               WANT_DELEGATION4args opwant_delegation;

```

```

case OP_DESTROY_CLIENTID:
    DESTROY_CLIENTID4args
    opdestroy_clientid;

case OP_RECLAIM_COMPLETE:
    RECLAIM_COMPLETE4args
    opreclaim_complete;

/* Operations not new to NFSv4.1 */
case OP_ILLEGAL:    void;
};

struct COMPOUND4args {
    utf8str_cs    tag;
    uint32_t      minorversion;
    nfs_argop4    argarray<>;
};

```

#### 16.2.2. RESULTS

```

union nfs_resop4 switch (nfs_opnum4 resop) {
case OP_ACCESS:    ACCESS4res opaccess;
case OP_CLOSE:    CLOSE4res opclose;
case OP_COMMIT:   COMMIT4res opcommit;
case OP_CREATE:   CREATE4res opcreate;
case OP_DELEGPURGE: DELEGPURGE4res opdelegpurge;
case OP_DELEGRETURN: DELEGRETURN4res opdelegreturn;
case OP_GETATTR:  GETATTR4res opgetattr;
case OP_GETFH:   GETFH4res opgetfh;
case OP_LINK:    LINK4res oplink;
case OP_LOCK:    LOCK4res oplock;
case OP_LOCKT:   LOCKT4res oplockt;
case OP_LOCKU:   LOCKU4res oplocku;
case OP_LOOKUP:  LOOKUP4res oplookup;
case OP_LOOKUPP: LOOKUPP4res oplookupp;
case OP_NVERIFY: NVERIFY4res opnverify;
case OP_OPEN:    OPEN4res opopen;
case OP_OPENATTR: OPENATTR4res opopenattr;
/* Not for NFSv4.1 */
case OP_OPEN_CONFIRM: OPEN_CONFIRM4res opopen_confirm;

case OP_OPEN_DOWNGRADE:
    OPEN_DOWNGRADE4res
    opopen_downgrade;

case OP_PUTFH:    PUTFH4res opputfh;
case OP_PUTPUBFH: PUTPUBFH4res opputpubfh;

```

```

case OP_PUTROOTFH:      PUTROOTFH4res opputrootfh;
case OP_READ:          READ4res opread;
case OP_READDIR:      READDIR4res opreaddir;
case OP_READLINK:     READLINK4res opreadlink;
case OP_REMOVE:       REMOVE4res opremove;
case OP_RENAME:       RENAME4res oprename;
/* Not for NFSv4.1 */
case OP_RENEW:        RENEW4res oprenew;
case OP_RESTOREFH:    RESTOREFH4res oprestorefh;
case OP_SAVEFH:      SAVEFH4res opsavefh;
case OP_SECINFO:     SECINFO4res opsecinfo;
case OP_SETATTR:     SETATTR4res opsetattr;
/* Not for NFSv4.1 */
case OP_SETCLIENTID: SETCLIENTID4res opsetclientid;

/* Not for NFSv4.1 */
case OP_SETCLIENTID_CONFIRM:
                        SETCLIENTID_CONFIRM4res
                        opsetclientid_confirm;
case OP_VERIFY:       VERIFY4res opverify;
case OP_WRITE:        WRITE4res opwrite;

/* Not for NFSv4.1 */
case OP_RELEASE_LOCKOWNER:
                        RELEASE_LOCKOWNER4res
                        oprelease_lockowner;

/* Operations new to NFSv4.1 */

case OP_BACKCHANNEL_CTL:
                        BACKCHANNEL_CTL4res
                        opbackchannel_ctl;

case OP_BIND_CONN_TO_SESSION:
                        BIND_CONN_TO_SESSION4res
                        opbind_conn_to_session;

case OP_EXCHANGE_ID:  EXCHANGE_ID4res opexchange_id;

case OP_CREATE_SESSION:
                        CREATE_SESSION4res
                        opcreate_session;

case OP_DESTROY_SESSION:
                        DESTROY_SESSION4res
                        opdestroy_session;

```

```

case OP_FREE_STATEID:  FREE_STATEID4res
                        opfree_stateid;

case OP_GET_DIR_DELEGATION:
                        GET_DIR_DELEGATION4res
                        opget_dir_delegation;

case OP_GETDEVICEINFO: GETDEVICEINFO4res
                        opgetdeviceinfo;

case OP_GETDEVICELIST: GETDEVICELIST4res
                        opgetdevicelist;

case OP_LAYOUTCOMMIT:  LAYOUTCOMMIT4res oplayoutcommit;
case OP_LAYOUTGET:     LAYOUTGET4res oplayoutget;
case OP_LAYOUTRETURN:  LAYOUTRETURN4res oplayoutreturn;

case OP_SECINFO_NO_NAME:
                        SECINFO_NO_NAME4res
                        opsecinfo_no_name;

case OP_SEQUENCE:      SEQUENCE4res opsequence;
case OP_SET_SSV:       SET_SSV4res opset_ssv;
case OP_TEST_STATEID:  TEST_STATEID4res optest_stateid;

case OP_WANT_DELEGATION:
                        WANT_DELEGATION4res
                        opwant_delegation;

case OP_DESTROY_CLIENTID:
                        DESTROY_CLIENTID4res
                        opdestroy_clientid;

case OP_RECLAIM_COMPLETE:
                        RECLAIM_COMPLETE4res
                        opreclaim_complete;

/* Operations not new to NFSv4.1 */
case OP_ILLEGAL:       ILLEGAL4res opillegal;
};

struct COMPOUND4res {
    nfsstat4          status;
    utf8str_cs        tag;
    nfs_resop4        resarray<>;
};

```

### 16.2.3. DESCRIPTION

The COMPOUND procedure is used to combine one or more NFSv4 operations into a single RPC request. The server interprets each of the operations in turn. If an operation is executed by the server and the status of that operation is NFS4\_OK, then the next operation in the COMPOUND procedure is executed. The server continues this process until there are no more operations to be executed or until one of the operations has a status value other than NFS4\_OK.

In the processing of the COMPOUND procedure, the server may find that it does not have the available resources to execute any or all of the operations within the COMPOUND sequence. See Section 2.10.6.4 for a more detailed discussion.

The server will generally choose between two methods of decoding the client's request. The first would be the traditional one-pass XDR decode. If there is an XDR decoding error in this case, the RPC XDR decode error would be returned. The second method would be to make an initial pass to decode the basic COMPOUND request and then to XDR decode the individual operations; the most interesting is the decode of attributes. In this case, the server may encounter an XDR decode error during the second pass. If it does, the server would return the error NFS4ERR\_BADXDR to signify the decode error.

The COMPOUND arguments contain a "minorversion" field. For NFSv4.1, the value for this field is 1. If the server receives a COMPOUND procedure with a minorversion field value that it does not support, the server MUST return an error of NFS4ERR\_MINOR\_VERS\_MISMATCH and a zero-length resultdata array.

Contained within the COMPOUND results is a "status" field. If the results array length is non-zero, this status must be equivalent to the status of the last operation that was executed within the COMPOUND procedure. Therefore, if an operation incurred an error then the "status" value will be the same error value as is being returned for the operation that failed.

Note that operations zero and one are not defined for the COMPOUND procedure. Operation 2 is not defined and is reserved for future definition and use with minor versioning. If the server receives an operation array that contains operation 2 and the minorversion field has a value of zero, an error of NFS4ERR\_OP\_ILLEGAL, as described in the next paragraph, is returned to the client. If an operation array contains an operation 2 and the minorversion field is non-zero and the server does not support the minor version, the server returns an

error of NFS4ERR\_MINOR\_VERS\_MISMATCH. Therefore, the NFS4ERR\_MINOR\_VERS\_MISMATCH error takes precedence over all other errors.

It is possible that the server receives a request that contains an operation that is less than the first legal operation (OP\_ACCESS) or greater than the last legal operation (OP\_RELEASE\_LOCKOWNER). In this case, the server's response will encode the opcode OP\_ILLEGAL rather than the illegal opcode of the request. The status field in the ILLEGAL return results will be set to NFS4ERR\_OP\_ILLEGAL. The COMPOUND procedure's return results will also be NFS4ERR\_OP\_ILLEGAL.

The definition of the "tag" in the request is left to the implementor. It may be used to summarize the content of the Compound request for the benefit of packet-sniffers and engineers debugging implementations. However, the value of "tag" in the response SHOULD be the same value as provided in the request. This applies to the tag field of the CB\_COMPOUND procedure as well.

#### 16.2.3.1. Current Filehandle and Stateid

The COMPOUND procedure offers a simple environment for the execution of the operations specified by the client. The first two relate to the filehandle while the second two relate to the current stateid.

##### 16.2.3.1.1. Current Filehandle

The current and saved filehandles are used throughout the protocol. Most operations implicitly use the current filehandle as an argument, and many set the current filehandle as part of the results. The combination of client-specified sequences of operations and current and saved filehandle arguments and results allows for greater protocol flexibility. The best or easiest example of current filehandle usage is a sequence like the following:

```

PUTFH fh1           {fh1}
LOOKUP "compA"     {fh2}
GETATTR            {fh2}
LOOKUP "compB"     {fh3}
GETATTR            {fh3}
LOOKUP "compC"     {fh4}
GETATTR            {fh4}
GETFH

```

Figure 2



In this example, the PUTFH (Section 18.19) operation explicitly sets the current filehandle value while the result of each LOOKUP operation sets the current filehandle value to the resultant file system object. Also, the client is able to insert GETATTR operations using the current filehandle as an argument.

The PUTROOTFH (Section 18.21) and PUTPUBFH (Section 18.20) operations also set the current filehandle. The above example would replace "PUTFH fh1" with PUTROOTFH or PUTPUBFH with no filehandle argument in order to achieve the same effect (on the assumption that "compA" is directly below the root of the namespace).

Along with the current filehandle, there is a saved filehandle. While the current filehandle is set as the result of operations like LOOKUP, the saved filehandle must be set directly with the use of the SAVEFH operation. The SAVEFH operation copies the current filehandle value to the saved value. The saved filehandle value is used in combination with the current filehandle value for the LINK and RENAME operations. The RESTOREFH operation will copy the saved filehandle value to the current filehandle value; as a result, the saved filehandle value may be used a sort of "scratch" area for the client's series of operations.

#### 16.2.3.1.2. Current Stateid

With NFSv4.1, additions of a current stateid and a saved stateid have been made to the COMPOUND processing environment; this allows for the passing of stateids between operations. There are no changes to the syntax of the protocol, only changes to the semantics of a few operations.

A "current stateid" is the stateid that is associated with the current filehandle. The current stateid may only be changed by an operation that modifies the current filehandle or returns a stateid.

If an operation returns a stateid, it MUST set the current stateid to the returned value. If an operation sets the current filehandle but does not return a stateid, the current stateid MUST be set to the all-zeros special stateid, i.e., (seqid, other) = (0, 0). If an operation uses a stateid as an argument but does not return a stateid, the current stateid MUST NOT be changed. For example, PUTFH, PUTROOTFH, and PUTPUBFH will change the current server state from {ocfh, (osid)} to {cfh, (0, 0)}, while LOCK will change the current state from {cfh, (osid)} to {cfh, (nsid)}. Operations like LOOKUP that transform a current filehandle and component name into a new current filehandle will also change the current state to {0, 0}. The SAVEFH and RESTOREFH operations will save and restore both the current filehandle and the current stateid as a set.

The following example is the common case of a simple READ operation with a normal stateid showing that the PUTFH initializes the current stateid to (0, 0). The subsequent READ with stateid (sid1) leaves the current stateid unchanged.

```
PUTFH fh1 - -> {fh1, (0, 0)}
READ (sid1), 0, 1024 {fh1, (0, 0)} -> {fh1, (0, 0)}
```

Figure 3

This next example performs an OPEN with the root filehandle and, as a result, generates stateid (sid1). The next operation specifies the READ with the argument stateid set such that (seqid, other) are equal to (1, 0), but the current stateid set by the previous operation is actually used when the operation is evaluated. This allows correct interaction with any existing, potentially conflicting, locks.

```
PUTROOTFH - -> {fh1, (0, 0)}
OPEN "compA" {fh1, (0, 0)} -> {fh2, (sid1)}
READ (1, 0), 0, 1024 {fh2, (sid1)} -> {fh2, (sid1)}
CLOSE (1, 0) {fh2, (sid1)} -> {fh2, (sid2)}
```

Figure 4

This next example is similar to the second in how it passes the stateid sid2 generated by the LOCK operation to the next READ operation. This allows the client to explicitly surround a single I/O operation with a lock and its appropriate stateid to guarantee correctness with other client locks. The example also shows how SAVEFH and RESTOREFH can save and later reuse a filehandle and stateid, passing them as the current filehandle and stateid to a READ operation.

```
PUTFH fh1 - -> {fh1, (0, 0)}
LOCK 0, 1024, (sid1) {fh1, (sid1)} -> {fh1, (sid2)}
READ (1, 0), 0, 1024 {fh1, (sid2)} -> {fh1, (sid2)}
LOCKU 0, 1024, (1, 0) {fh1, (sid2)} -> {fh1, (sid3)}
SAVEFH {fh1, (sid3)} -> {fh1, (sid3)}

PUTFH fh2 {fh1, (sid3)} -> {fh2, (0, 0)}
WRITE (1, 0), 0, 1024 {fh2, (0, 0)} -> {fh2, (0, 0)}

RESTOREFH {fh2, (0, 0)} -> {fh1, (sid3)}
READ (1, 0), 1024, 1024 {fh1, (sid3)} -> {fh1, (sid3)}
```

Figure 5

The final example shows a disallowed use of the current stateid. The client is attempting to implicitly pass an anonymous special stateid, (0,0), to the READ operation. The server MUST return NFS4ERR\_BAD\_STATEID in the reply to the READ operation.

```
PUTFH fh1                                - -> {fh1, (0, 0)}
READ (1, 0), 0, 1024                      {fh1, (0, 0)} -> NFS4ERR_BAD_STATEID
```

Figure 6

#### 16.2.4. ERRORS

COMPOUND will of course return every error that each operation on the fore channel can return (see Table 6). However, if COMPOUND returns zero operations, obviously the error returned by COMPOUND has nothing to do with an error returned by an operation. The list of errors COMPOUND will return if it processes zero operations include:

COMPOUND Error Returns

Error	Notes
NFS4ERR_BADCHAR	The tag argument has a character the replier does not support.
NFS4ERR_BADXDR	
NFS4ERR_DELAY	The tag argument is not in UTF-8 encoding.
NFS4ERR_INVALID	
NFS4ERR_MINOR_VERS_MISMATCH	
NFS4ERR_SERVERFAULT	
NFS4ERR_TOO_MANY_OPS	
NFS4ERR_REP_TOO_BIG	
NFS4ERR_REP_TOO_BIG_TO_CACHE	
NFS4ERR_REQ_TOO_BIG	

Table 9

#### 17. Operations: REQUIRED, RECOMMENDED, or OPTIONAL

The following tables summarize the operations of the NFSv4.1 protocol and the corresponding designation of REQUIRED, RECOMMENDED, and OPTIONAL to implement or MUST NOT implement. The designation of MUST NOT implement is reserved for those operations that were defined in NFSv4.0 and MUST NOT be implemented in NFSv4.1.

For the most part, the REQUIRED, RECOMMENDED, or OPTIONAL designation for operations sent by the client is for the server implementation. The client is generally required to implement the operations needed for the operating environment for which it serves. For example, a read-only NFSv4.1 client would have no need to implement the WRITE operation and is not required to do so.

The REQUIRED or OPTIONAL designation for callback operations sent by the server is for both the client and server. Generally, the client has the option of creating the backchannel and sending the operations on the fore channel that will be a catalyst for the server sending callback operations. A partial exception is CB\_RECALL\_SLOT; the only way the client can avoid supporting this operation is by not creating a backchannel.

Since this is a summary of the operations and their designation, there are subtleties that are not presented here. Therefore, if there is a question of the requirements of implementation, the operation descriptions themselves must be consulted along with other relevant explanatory text within this specification.

The abbreviations used in the second and third columns of the table are defined as follows.

REQ REQUIRED to implement

REC RECOMMEND to implement

OPT OPTIONAL to implement

MNI MUST NOT implement

For the NFSv4.1 features that are OPTIONAL, the operations that support those features are OPTIONAL, and the server would return NFS4ERR\_NOTSUPP in response to the client's use of those operations. If an OPTIONAL feature is supported, it is possible that a set of operations related to the feature become REQUIRED to implement. The third column of the table designates the feature(s) and if the operation is REQUIRED or OPTIONAL in the presence of support for the feature.

The OPTIONAL features identified and their abbreviations are as follows:

pNFS Parallel NFS

FDELG File Delegations

## DDELG Directory Delegations

## Operations

Operation	REQ, REC, OPT, or MNI	Feature (REQ, REC, or OPT)	Definition
ACCESS	REQ		Section 18.1
BACKCHANNEL_CTL	REQ		Section 18.33
BIND_CONN_TO_SESSION	REQ		Section 18.34
CLOSE	REQ		Section 18.2
COMMIT	REQ		Section 18.3
CREATE	REQ		Section 18.4
CREATE_SESSION	REQ		Section 18.36
DELEGPURGE	OPT	FDELG (REQ)	Section 18.5
DELEGRETURN	OPT	FDELG, DDELG, pNFS (REQ)	Section 18.6
DESTROY_CLIENTID	REQ		Section 18.50
DESTROY_SESSION	REQ		Section 18.37
EXCHANGE_ID	REQ		Section 18.35
FREE_STATEID	REQ		Section 18.38
GETATTR	REQ		Section 18.7
GETDEVICEINFO	OPT	pNFS (REQ)	Section 18.40
GETDEVICELIST	OPT	pNFS (OPT)	Section 18.41
GETFH	REQ		Section 18.8
GET_DIR_DELEGATION	OPT	DDELG (REQ)	Section 18.39
LAYOUTCOMMIT	OPT	pNFS (REQ)	Section 18.42
LAYOUTGET	OPT	pNFS (REQ)	Section 18.43
LAYOUTRETURN	OPT	pNFS (REQ)	Section 18.44
LINK	OPT		Section 18.9
LOCK	REQ		Section 18.10
LOCKT	REQ		Section 18.11
LOCKU	REQ		Section 18.12
LOOKUP	REQ		Section 18.13
LOOKUPP	REQ		Section 18.14
NVERIFY	REQ		Section 18.15
OPEN	REQ		Section 18.16
OPENATTR	OPT		Section 18.17
OPEN_CONFIRM	MNI		N/A
OPEN_DOWNGRADE	REQ		Section 18.18
PUTFH	REQ		Section 18.19
PUTPUBFH	REQ		Section 18.20
PUTROOTFH	REQ		Section 18.21
READ	REQ		Section 18.22
READDIR	REQ		Section 18.23

READLINK	OPT		Section 18.24
RECLAIM_COMPLETE	REQ		Section 18.51
RELEASE_LOCKOWNER	MNI		N/A
REMOVE	REQ		Section 18.25
RENAME	REQ		Section 18.26
RENEW	MNI		N/A
RESTOREFH	REQ		Section 18.27
SAVEFH	REQ		Section 18.28
SECINFO	REQ		Section 18.29
SECINFO_NO_NAME	REC	pNFS file layout (REQ)	Section 18.45, Section 13.12
SEQUENCE	REQ		Section 18.46
SETATTR	REQ		Section 18.30
SETCLIENTID	MNI		N/A
SETCLIENTID_CONFIRM	MNI		N/A
SET_SSV	REQ		Section 18.47
TEST_STATEID	REQ		Section 18.48
VERIFY	REQ		Section 18.31
WANT_DELEGATION	OPT	FDELG (OPT)	Section 18.49
WRITE	REQ		Section 18.32

## Callback Operations

Operation	REQ, REC, OPT, or MNI	Feature (REQ, REC, or OPT)	Definition
CB_GETATTR	OPT	FDELG (REQ)	Section 20.1
CB_LAYOUTRECALL	OPT	pNFS (REQ)	Section 20.3
CB_NOTIFY	OPT	DDELG (REQ)	Section 20.4
CB_NOTIFY_DEVICEID	OPT	pNFS (OPT)	Section 20.12
CB_NOTIFY_LOCK	OPT		Section 20.11
CB_PUSH_DELEG	OPT	FDELG (OPT)	Section 20.5
CB_RECALL	OPT	FDELG, DDELG, pNFS (REQ)	Section 20.2
CB_RECALL_ANY	OPT	FDELG, DDELG, pNFS (REQ)	Section 20.6
CB_RECALL_SLOT	REQ		Section 20.8
CB_RECALLABLE_OBJ_AVAIL	OPT	DDELG, pNFS (REQ)	Section 20.7
CB_SEQUENCE	OPT	FDELG, DDELG, pNFS (REQ)	Section 20.9
CB_WANTS_CANCELLED	OPT	FDELG, DDELG, pNFS (REQ)	Section 20.10

## 18. NFSv4.1 Operations

## 18.1. Operation 3: ACCESS - Check Access Rights

## 18.1.1. ARGUMENTS

```

const ACCESS4_READ      = 0x00000001;
const ACCESS4_LOOKUP    = 0x00000002;
const ACCESS4_MODIFY    = 0x00000004;
const ACCESS4_EXTEND    = 0x00000008;
const ACCESS4_DELETE    = 0x00000010;
const ACCESS4_EXECUTE   = 0x00000020;

```

```

struct ACCESS4args {
    /* CURRENT_FH: object */
    uint32_t      access;
};

```

## 18.1.2. RESULTS

```

struct ACCESS4resok {
    uint32_t    supported;
    uint32_t    access;
};

union ACCESS4res switch (nfsstat4 status) {
    case NFS4_OK:
        ACCESS4resok    resok4;
    default:
        void;
};

```

## 18.1.3. DESCRIPTION

ACCESS determines the access rights that a user, as identified by the credentials in the RPC request, has with respect to the file system object specified by the current filehandle. The client encodes the set of access rights that are to be checked in the bit mask "access". The server checks the permissions encoded in the bit mask. If a status of NFS4\_OK is returned, two bit masks are included in the response. The first, "supported", represents the access rights for which the server can verify reliably. The second, "access", represents the access rights available to the user for the filehandle provided. On success, the current filehandle retains its value.

Note that the reply's supported and access fields MUST NOT contain more values than originally set in the request's access field. For example, if the client sends an ACCESS operation with just the ACCESS4\_READ value set and the server supports this value, the server MUST NOT set more than ACCESS4\_READ in the supported field even if it could have reliably checked other values.

The reply's access field MUST NOT contain more values than the supported field.

The results of this operation are necessarily advisory in nature. A return status of NFS4\_OK and the appropriate bit set in the bit mask do not imply that such access will be allowed to the file system object in the future. This is because access rights can be revoked by the server at any time.

The following access permissions may be requested:

ACCESS4\_READ Read data from file or read a directory.



ACCESS4\_LOOKUP Look up a name in a directory (no meaning for non-directory objects).

ACCESS4\_MODIFY Rewrite existing file data or modify existing directory entries.

ACCESS4\_EXTEND Write new data or add directory entries.

ACCESS4\_DELETE Delete an existing directory entry.

ACCESS4\_EXECUTE Execute a regular file (no meaning for a directory).

On success, the current filehandle retains its value.

ACCESS4\_EXECUTE is a challenging semantic to implement because NFS provides remote file access, not remote execution. This leads to the following:

- o Whether or not a regular file is executable ought to be the responsibility of the NFS client and not the server. And yet the ACCESS operation is specified to seemingly require a server to own that responsibility.
- o When a client executes a regular file, it has to read the file from the server. Strictly speaking, the server should not allow the client to read a file being executed unless the user has read permissions on the file. Requiring explicit read permissions on executable files in order to access them over NFS is not going to be acceptable to some users and storage administrators. Historically, NFS servers have allowed a user to READ a file if the user has execute access to the file.

As a practical example, the UNIX specification [52] states that an implementation claiming conformance to UNIX may indicate in the access() programming interface's result that a privileged user has execute rights, even if no execute permission bits are set on the regular file's attributes. It is possible to claim conformance to the UNIX specification and instead not indicate execute rights in that situation, which is true for some operating environments. Suppose the operating environments of the client and server are implementing the access() semantics for privileged users differently, and the ACCESS operation implementations of the client and server follow their respective access() semantics. This can cause undesired behavior:

- o Suppose the client's access() interface returns X\_OK if the user is privileged and no execute permission bits are set on the regular file's attribute, and the server's access() interface does

not return X\_OK in that situation. Then the client will be unable to execute files stored on the NFS server that could be executed if stored on a non-NFS file system.

- o Suppose the client's access() interface does not return X\_OK if the user is privileged, and no execute permission bits are set on the regular file's attribute, and the server's access() interface does return X\_OK in that situation. Then:
  - \* The client will be able to execute files stored on the NFS server that could be executed if stored on a non-NFS file system, unless the client's execution subsystem also checks for execute permission bits.
  - \* Even if the execution subsystem is checking for execute permission bits, there are more potential issues. For example, suppose the client is invoking access() to build a "path search table" of all executable files in the user's "search path", where the path is a list of directories each containing executable files. Suppose there are two files each in separate directories of the search path, such that files have the same component name. In the first directory the file has no execute permission bits set, and in the second directory the file has execute bits set. The path search table will indicate that the first directory has the executable file, but the execute subsystem will fail to execute it. The command shell might fail to try the second file in the second directory. And even if it did, this is a potential performance issue. Clearly, the desired outcome for the client is for the path search table to not contain the first file.

To deal with the problems described above, the "smart client, stupid server" principle is used. The client owns overall responsibility for determining execute access and relies on the server to parse the execution permissions within the file's mode, acl, and dacl attributes. The rules for the client and server follow:

- o If the client is sending ACCESS in order to determine if the user can read the file, the client SHOULD set ACCESS4\_READ in the request's access field.
- o If the client's operating environment only grants execution to the user if the user has execute access according to the execute permissions in the mode, acl, and dacl attributes, then if the client wants to determine execute access, the client SHOULD send an ACCESS request with ACCESS4\_EXECUTE bit set in the request's access field.

- o If the client's operating environment grants execution to the user even if the user does not have execute access according to the execute permissions in the mode, acl, and dacl attributes, then if the client wants to determine execute access, it SHOULD send an ACCESS request with both the ACCESS4\_EXECUTE and ACCESS4\_READ bits set in the request's access field. This way, if any read or execute permission grants the user read or execute access (or if the server interprets the user as privileged), as indicated by the presence of ACCESS4\_EXECUTE and/or ACCESS4\_READ in the reply's access field, the client will be able to grant the user execute access to the file.
- o If the server supports execute permission bits, or some other method for denoting executability (e.g., the suffix of the name of the file might indicate execute), it MUST check only execute permissions, not read permissions, when determining whether or not the reply will have ACCESS4\_EXECUTE set in the access field. The server MUST NOT also examine read permission bits when determining whether or not the reply will have ACCESS4\_EXECUTE set in the access field. Even if the server's operating environment would grant execute access to the user (e.g., the user is privileged), the server MUST NOT reply with ACCESS4\_EXECUTE set in reply's access field unless there is at least one execute permission bit set in the mode, acl, or dacl attributes. In the case of acl and dacl, the "one execute permission bit" MUST be an ACE4\_EXECUTE bit set in an ALLOW ACE.
- o If the server does not support execute permission bits or some other method for denoting executability, it MUST NOT set ACCESS4\_EXECUTE in the reply's supported and access fields. If the client set ACCESS4\_EXECUTE in the ACCESS request's access field, and ACCESS4\_EXECUTE is not set in the reply's supported field, then the client will have to send an ACCESS request with the ACCESS4\_READ bit set in the request's access field.
- o If the server supports read permission bits, it MUST only check for read permissions in the mode, acl, and dacl attributes when it receives an ACCESS request with ACCESS4\_READ set in the access field. The server MUST NOT also examine execute permission bits when determining whether the reply will have ACCESS4\_READ set in the access field or not.

Note that if the ACCESS reply has ACCESS4\_READ or ACCESS\_EXECUTE set, then the user also has permissions to OPEN (Section 18.16) or READ (Section 18.22) the file. In other words, if the client sends an ACCESS request with the ACCESS4\_READ and ACCESS\_EXECUTE set in the access field (or two separate requests, one with ACCESS4\_READ set and the other with ACCESS4\_EXECUTE set), and the reply has just

ACCESS4\_EXECUTE set in the access field (or just one reply has ACCESS4\_EXECUTE set), then the user has authorization to OPEN or READ the file.

#### 18.1.4. IMPLEMENTATION

In general, it is not sufficient for the client to attempt to deduce access permissions by inspecting the uid, gid, and mode fields in the file attributes or by attempting to interpret the contents of the ACL attribute. This is because the server may perform uid or gid mapping or enforce additional access-control restrictions. It is also possible that the server may not be in the same ID space as the client. In these cases (and perhaps others), the client cannot reliably perform an access check with only current file attributes.

In the NFSv2 protocol, the only reliable way to determine whether an operation was allowed was to try it and see if it succeeded or failed. Using the ACCESS operation in the NFSv4.1 protocol, the client can ask the server to indicate whether or not one or more classes of operations are permitted. The ACCESS operation is provided to allow clients to check before doing a series of operations that will result in an access failure. The OPEN operation provides a point where the server can verify access to the file object and a method to return that information to the client. The ACCESS operation is still useful for directory operations or for use in the case that the UNIX interface access() is used on the client.

The information returned by the server in response to an ACCESS call is not permanent. It was correct at the exact time that the server performed the checks, but not necessarily afterwards. The server can revoke access permission at any time.

The client should use the effective credentials of the user to build the authentication information in the ACCESS request used to determine access rights. It is the effective user and group credentials that are used in subsequent READ and WRITE operations.

Many implementations do not directly support the ACCESS4\_DELETE permission. Operating systems like UNIX will ignore the ACCESS4\_DELETE bit if set on an access request on a non-directory object. In these systems, delete permission on a file is determined by the access permissions on the directory in which the file resides, instead of being determined by the permissions of the file itself. Therefore, the mask returned enumerating which access rights can be determined will have the ACCESS4\_DELETE value set to 0. This indicates to the client that the server was unable to check that particular access right. The ACCESS4\_DELETE bit in the access mask returned will then be ignored by the client.

## 18.2. Operation 4: CLOSE - Close File

## 18.2.1. ARGUMENTS

```

struct CLOSE4args {
    /* CURRENT_FH: object */
    seqid4      seqid;
    stateid4    open_stateid;
};

```

## 18.2.2. RESULTS

```

union CLOSE4res switch (nfsstat4 status) {
    case NFS4_OK:
        stateid4      open_stateid;
    default:
        void;
};

```

## 18.2.3. DESCRIPTION

The CLOSE operation releases share reservations for the regular or named attribute file as specified by the current filehandle. The share reservations and other state information released at the server as a result of this CLOSE are only those associated with the supplied stateid. State associated with other OPENS is not affected.

If byte-range locks are held, the client SHOULD release all locks before sending a CLOSE. The server MAY free all outstanding locks on CLOSE, but some servers may not support the CLOSE of a file that still has byte-range locks held. The server MUST return failure if any locks would exist after the CLOSE.

The argument seqid MAY have any value, and the server MUST ignore seqid.

On success, the current filehandle retains its value.

The server MAY require that the combination of principal, security flavor, and, if applicable, GSS mechanism that sent the OPEN request also be the one to CLOSE the file. This might not be possible if credentials for the principal are no longer available. The server MAY allow the machine credential or SSV credential (see Section 18.35) to send CLOSE.

## 18.2.4. IMPLEMENTATION

Even though CLOSE returns a stateid, this stateid is not useful to the client and should be treated as deprecated. CLOSE "shuts down" the state associated with all OPENS for the file by a single open-owner. As noted above, CLOSE will either release all file-locking state or return an error. Therefore, the stateid returned by CLOSE is not useful for operations that follow. To help find any uses of this stateid by clients, the server SHOULD return the invalid special stateid (the "other" value is zero and the "seqid" field is NFS4\_UINT32\_MAX, see Section 8.2.3).

A CLOSE operation may make delegations grantable where they were not previously. Servers may choose to respond immediately if there are pending delegation want requests or may respond to the situation at a later time.

## 18.3. Operation 5: COMMIT - Commit Cached Data

## 18.3.1. ARGUMENTS

```
struct COMMIT4args {
    /* CURRENT_FH: file */
    offset4      offset;
    count4      count;
};
```

## 18.3.2. RESULTS

```
struct COMMIT4resok {
    verifier4    writeverf;
};

union COMMIT4res switch (nfsstat4 status) {
    case NFS4_OK:
        COMMIT4resok  resok4;
    default:
        void;
};
```

### 18.3.3. DESCRIPTION

The COMMIT operation forces or flushes uncommitted, modified data to stable storage for the file specified by the current filehandle. The flushed data is that which was previously written with one or more WRITE operations that had the "committed" field of their results field set to UNSTABLE4.

The offset specifies the position within the file where the flush is to begin. An offset value of zero means to flush data starting at the beginning of the file. The count specifies the number of bytes of data to flush. If the count is zero, a flush from the offset to the end of the file is done.

The server returns a write verifier upon successful completion of the COMMIT. The write verifier is used by the client to determine if the server has restarted between the initial WRITE operations and the COMMIT. The client does this by comparing the write verifier returned from the initial WRITE operations and the verifier returned by the COMMIT operation. The server must vary the value of the write verifier at each server event or instantiation that may lead to a loss of uncommitted data. Most commonly this occurs when the server is restarted; however, other events at the server may result in uncommitted data loss as well.

On success, the current filehandle retains its value.

### 18.3.4. IMPLEMENTATION

The COMMIT operation is similar in operation and semantics to the POSIX fsync() [25] system interface that synchronizes a file's state with the disk (file data and metadata is flushed to disk or stable storage). COMMIT performs the same operation for a client, flushing any unsynchronized data and metadata on the server to the server's disk or stable storage for the specified file. Like fsync(), it may be that there is some modified data or no modified data to synchronize. The data may have been synchronized by the server's normal periodic buffer synchronization activity. COMMIT should return NFS4\_OK, unless there has been an unexpected error.

COMMIT differs from fsync() in that it is possible for the client to flush a range of the file (most likely triggered by a buffer-reclamation scheme on the client before the file has been completely written).

The server implementation of COMMIT is reasonably simple. If the server receives a full file COMMIT request, that is, starting at offset zero and count zero, it should do the equivalent of applying

fsync() to the entire file. Otherwise, it should arrange to have the modified data in the range specified by offset and count to be flushed to stable storage. In both cases, any metadata associated with the file must be flushed to stable storage before returning. It is not an error for there to be nothing to flush on the server. This means that the data and metadata that needed to be flushed have already been flushed or lost during the last server failure.

The client implementation of COMMIT is a little more complex. There are two reasons for wanting to commit a client buffer to stable storage. The first is that the client wants to reuse a buffer. In this case, the offset and count of the buffer are sent to the server in the COMMIT request. The server then flushes any modified data based on the offset and count, and flushes any modified metadata associated with the file. It then returns the status of the flush and the write verifier. The second reason for the client to generate a COMMIT is for a full file flush, such as may be done at close. In this case, the client would gather all of the buffers for this file that contain uncommitted data, do the COMMIT operation with an offset of zero and count of zero, and then free all of those buffers. Any other dirty buffers would be sent to the server in the normal fashion.

After a buffer is written (via the WRITE operation) by the client with the "committed" field in the result of WRITE set to UNSTABLE4, the buffer must be considered as modified by the client until the buffer has either been flushed via a COMMIT operation or written via a WRITE operation with the "committed" field in the result set to FILE\_SYNC4 or DATA\_SYNC4. This is done to prevent the buffer from being freed and reused before the data can be flushed to stable storage on the server.

When a response is returned from either a WRITE or a COMMIT operation and it contains a write verifier that differs from that previously returned by the server, the client will need to retransmit all of the buffers containing uncommitted data to the server. How this is to be done is up to the implementor. If there is only one buffer of interest, then it should be sent in a WRITE request with the FILE\_SYNC4 stable parameter. If there is more than one buffer, it might be worthwhile retransmitting all of the buffers in WRITE operations with the stable parameter set to UNSTABLE4 and then retransmitting the COMMIT operation to flush all of the data on the server to stable storage. However, if the server repeatably returns from COMMIT a verifier that differs from that returned by WRITE, the only way to ensure progress is to retransmit all of the buffers with WRITE requests with the FILE\_SYNC4 stable parameter.



The above description applies to page-cache-based systems as well as buffer-cache-based systems. In the former systems, the virtual memory system will need to be modified instead of the buffer cache.

#### 18.4. Operation 6: CREATE - Create a Non-Regular File Object

##### 18.4.1. ARGUMENTS

```
union createtype4 switch (nfs_ftype4 type) {
  case NF4LNK:
    linktext4 linkdata;
  case NF4BLK:
  case NF4CHR:
    specdata4 devdata;
  case NF4SOCK:
  case NF4FIFO:
  case NF4DIR:
    void;
  default:
    void; /* server should return NFS4ERR_BADTYPE */
};

struct CREATE4args {
  /* CURRENT_FH: directory for creation */
  createtype4      objtype;
  component4       objname;
  fattr4           createattrs;
};
```

##### 18.4.2. RESULTS

```
struct CREATE4resok {
  change_info4     cinfo;
  bitmap4          attrset; /* attributes set */
};

union CREATE4res switch (nfsstat4 status) {
  case NFS4_OK:
    /* new CURRENTFH: created object */
    CREATE4resok resok4;
  default:
    void;
};
```

### 18.4.3. DESCRIPTION

The CREATE operation creates a file object other than an ordinary file in a directory with a given name. The OPEN operation MUST be used to create a regular file or a named attribute.

The current filehandle must be a directory: an object of type NF4DIR. If the current filehandle is an attribute directory (type NF4ATTRDIR), the error NFS4ERR\_WRONG\_TYPE is returned. If the current file handle designates any other type of object, the error NFS4ERR\_NOTDIR results.

The objname specifies the name for the new object. The objtype determines the type of object to be created: directory, symlink, etc. If the object type specified is that of an ordinary file, a named attribute, or a named attribute directory, the error NFS4ERR\_BADTYPE results.

If an object of the same name already exists in the directory, the server will return the error NFS4ERR\_EXIST.

For the directory where the new file object was created, the server returns change\_info4 information in cinfo. With the atomic field of the change\_info4 data type, the server will indicate if the before and after change attributes were obtained atomically with respect to the file object creation.

If the objname has a length of zero, or if objname does not obey the UTF-8 definition, the error NFS4ERR\_INVALID will be returned.

The current filehandle is replaced by that of the new object.

The createattrs specifies the initial set of attributes for the object. The set of attributes may include any writable attribute valid for the object type. When the operation is successful, the server will return to the client an attribute mask signifying which attributes were successfully set for the object.

If createattrs includes neither the owner attribute nor an ACL with an ACE for the owner, and if the server's file system both supports and requires an owner attribute (or an owner ACE), then the server MUST derive the owner (or the owner ACE). This would typically be from the principal indicated in the RPC credentials of the call, but the server's operating environment or file system semantics may dictate other methods of derivation. Similarly, if createattrs includes neither the group attribute nor a group ACE, and if the server's file system both supports and requires the notion of a group attribute (or group ACE), the server MUST derive the group attribute

(or the corresponding owner ACE) for the file. This could be from the RPC call's credentials, such as the group principal if the credentials include it (such as with AUTH\_SYS), from the group identifier associated with the principal in the credentials (e.g., POSIX systems have a user database [26] that has a group identifier for every user identifier), inherited from the directory in which the object is created, or whatever else the server's operating environment or file system semantics dictate. This applies to the OPEN operation too.

Conversely, it is possible that the client will specify in createattrs an owner attribute, group attribute, or ACL that the principal indicated the RPC call's credentials does not have permissions to create files for. The error to be returned in this instance is NFS4ERR\_PERM. This applies to the OPEN operation too.

If the current filehandle designates a directory for which another client holds a directory delegation, then, unless the delegation is such that the situation can be resolved by sending a notification, the delegation MUST be recalled, and the CREATE operation MUST NOT proceed until the delegation is returned or revoked. Except where this happens very quickly, one or more NFS4ERR\_DELAY errors will be returned to requests made while delegation remains outstanding.

When the current filehandle designates a directory for which one or more directory delegations exist, then, when those delegations request such notifications, NOTIFY4\_ADD\_ENTRY will be generated as a result of this operation.

If the capability FSCHARSET\_CAP4\_ALLOWS\_ONLY\_UTF8 is set (Section 14.4), and a symbolic link is being created, then the content of the symbolic link MUST be in UTF-8 encoding.

#### 18.4.4. IMPLEMENTATION

If the client desires to set attribute values after the create, a SETATTR operation can be added to the COMPOUND request so that the appropriate attributes will be set.

### 18.5. Operation 7: DELEGPURGE - Purge Delegations Awaiting Recovery

#### 18.5.1. ARGUMENTS

```
struct DELEGPURGE4args {
    clientid4      clientid;
};
```

## 18.5.2. RESULTS

```
struct DELEGPURGE4res {
    nfsstat4      status;
};
```

## 18.5.3. DESCRIPTION

This operation purges all of the delegations awaiting recovery for a given client. This is useful for clients that do not commit delegation information to stable storage to indicate that conflicting requests need not be delayed by the server awaiting recovery of delegation information.

The client is NOT specified by the clientid field of the request. The client SHOULD set the client field to zero, and the server MUST ignore the clientid field. Instead, the server MUST derive the client ID from the value of the session ID in the arguments of the SEQUENCE operation that precedes DELEGPURGE in the COMPOUND request.

The DELEGPURGE operation should be used by clients that record delegation information on stable storage on the client. In this case, after the client recovers all delegations it knows of, it should immediately send a DELEGPURGE operation. Doing so will notify the server that no additional delegations for the client will be recovered allowing it to free resources, and avoid delaying other clients which make requests that conflict with the unrecovered delegations. The set of delegations known to the server and the client might be different. The reason for this is that after sending a request that resulted in a delegation, the client might experience a failure before it both received the delegation and committed the delegation to the client's stable storage.

The server MAY support DELEGPURGE, but if it does not, it MUST NOT support CLAIM\_DELEGATE\_PREV and MUST NOT support CLAIM\_DELEG\_PREV\_FH.

## 18.6. Operation 8: DELEGRETURN - Return Delegation

## 18.6.1. ARGUMENTS

```
struct DELEGRETURN4args {
    /* CURRENT_FH: delegated object */
    stateid4      deleg_stateid;
};
```

## 18.6.2. RESULTS

```
struct DELEGRETURN4res {
    nfsstat4      status;
};
```

## 18.6.3. DESCRIPTION

The DELEGRETURN operation returns the delegation represented by the current filehandle and stateid.

Delegations may be returned voluntarily (i.e., before the server has recalled them) or when recalled. In either case, the client must properly propagate state changed under the context of the delegation to the server before returning the delegation.

The server MAY require that the principal, security flavor, and if applicable, the GSS mechanism, combination that acquired the delegation also be the one to send DELEGRETURN on the file. This might not be possible if credentials for the principal are no longer available. The server MAY allow the machine credential or SSV credential (see Section 18.35) to send DELEGRETURN.

## 18.7. Operation 9: GETATTR - Get Attributes

## 18.7.1. ARGUMENTS

```
struct GETATTR4args {
    /* CURRENT_FH: object */
    bitmap4      attr_request;
};
```

## 18.7.2. RESULTS

```
struct GETATTR4resok {
    fattr4      obj_attributes;
};

union GETATTR4res switch (nfsstat4 status) {
    case NFS4_OK:
        GETATTR4resok  resok4;
    default:
        void;
};
```

### 18.7.3. DESCRIPTION

The GETATTR operation will obtain attributes for the file system object specified by the current filehandle. The client sets a bit in the bitmap argument for each attribute value that it would like the server to return. The server returns an attribute bitmap that indicates the attribute values that it was able to return, which will include all attributes requested by the client that are attributes supported by the server for the target file system. This bitmap is followed by the attribute values ordered lowest attribute number first.

The server MUST return a value for each attribute that the client requests if the attribute is supported by the server for the target file system. If the server does not support a particular attribute on the target file system, then it MUST NOT return the attribute value and MUST NOT set the attribute bit in the result bitmap. The server MUST return an error if it supports an attribute on the target but cannot obtain its value. In that case, no attribute values will be returned.

File systems that are absent should be treated as having support for a very small set of attributes as described in Section 11.3.1, even if previously, when the file system was present, more attributes were supported.

All servers MUST support the REQUIRED attributes as specified in Section 5.6, for all file systems, with the exception of absent file systems.

On success, the current filehandle retains its value.

### 18.7.4. IMPLEMENTATION

Suppose there is an OPEN\_DELEGATE\_WRITE delegation held by another client for the file in question and size and/or change are among the set of attributes being interrogated. The server has two choices. First, the server can obtain the actual current value of these attributes from the client holding the delegation by using the CB\_GETATTR callback. Second, the server, particularly when the delegated client is unresponsive, can recall the delegation in question. The GETATTR MUST NOT proceed until one of the following occurs:

- o The requested attribute values are returned in the response to CB\_GETATTR.
- o The OPEN\_DELEGATE\_WRITE delegation is returned.

- o The OPEN\_DELEGATE\_WRITE delegation is revoked.

Unless one of the above happens very quickly, one or more NFS4ERR\_DELAY errors will be returned while a delegation is outstanding.

## 18.8. Operation 10: GETFH - Get Current Filehandle

### 18.8.1. ARGUMENTS

```
/* CURRENT_FH: */
void;
```

### 18.8.2. RESULTS

```
struct GETFH4resok {
    nfs_fh4      object;
};

union GETFH4res switch (nfsstat4 status) {
    case NFS4_OK:
        GETFH4resok      resok4;
    default:
        void;
};
```

### 18.8.3. DESCRIPTION

This operation returns the current filehandle value.

On success, the current filehandle retains its value.

As described in Section 2.10.6.4, GETFH is REQUIRED or RECOMMENDED to immediately follow certain operations, and servers are free to reject such operations if the client fails to insert GETFH in the request as REQUIRED or RECOMMENDED. Section 18.16.4.1 provides additional justification for why GETFH MUST follow OPEN.

### 18.8.4. IMPLEMENTATION

Operations that change the current filehandle like LOOKUP or CREATE do not automatically return the new filehandle as a result. For instance, if a client needs to look up a directory entry and obtain its filehandle, then the following request is needed.

```
PUTFH (directory filehandle)
LOOKUP (entry name)
GETFH
```

## 18.9. Operation 11: LINK - Create Link to a File

## 18.9.1. ARGUMENTS

```

struct LINK4args {
    /* SAVED_FH: source object */
    /* CURRENT_FH: target directory */
    component4    newname;
};

```

## 18.9.2. RESULTS

```

struct LINK4resok {
    change_info4    cinfo;
};

union LINK4res switch (nfsstat4 status) {
    case NFS4_OK:
        LINK4resok resok4;
    default:
        void;
};

```

## 18.9.3. DESCRIPTION

The LINK operation creates an additional newname for the file represented by the saved filehandle, as set by the SAVEFH operation, in the directory represented by the current filehandle. The existing file and the target directory must reside within the same file system on the server. On success, the current filehandle will continue to be the target directory. If an object exists in the target directory with the same name as newname, the server must return NFS4ERR\_EXIST.

For the target directory, the server returns change\_info4 information in cinfo. With the atomic field of the change\_info4 data type, the server will indicate if the before and after change attributes were obtained atomically with respect to the link creation.

If the newname has a length of zero, or if newname does not obey the UTF-8 definition, the error NFS4ERR\_INVALID will be returned.

## 18.9.4. IMPLEMENTATION

The server MAY impose restrictions on the LINK operation such that LINK may not be done when the file is open or when that open is done by particular protocols, or with particular options or access modes. When LINK is rejected because of such restrictions, the error NFS4ERR\_FILE\_OPEN is returned.



If a server does implement such restrictions and those restrictions include cases of NFSv4 opens preventing successful execution of a link, the server needs to recall any delegations that could hide the existence of opens relevant to that decision. The reason is that when a client holds a delegation, the server might not have an accurate account of the opens for that client, since the client may execute OPENS and CLOSEs locally. The LINK operation must be delayed only until a definitive result can be obtained. For example, suppose there are multiple delegations and one of them establishes an open whose presence would prevent the link. Given the server's semantics, NFS4ERR\_FILE\_OPEN may be returned to the caller as soon as that delegation is returned without waiting for other delegations to be returned. Similarly, if such opens are not associated with delegations, NFS4ERR\_FILE\_OPEN can be returned immediately with no delegation recall being done.

If the current filehandle designates a directory for which another client holds a directory delegation, then, unless the delegation is such that the situation can be resolved by sending a notification, the delegation MUST be recalled, and the operation cannot be performed successfully until the delegation is returned or revoked. Except where this happens very quickly, one or more NFS4ERR\_DELAY errors will be returned to requests made while delegation remains outstanding.

When the current filehandle designates a directory for which one or more directory delegations exist, then, when those delegations request such notifications, instead of a recall, NOTIFY4\_ADD\_ENTRY will be generated as a result of the LINK operation.

If the current file system supports the numlinks attribute, and other clients have delegations to the file being linked, then those delegations MUST be recalled and the LINK operation MUST NOT proceed until all delegations are returned or revoked. Except where this happens very quickly, one or more NFS4ERR\_DELAY errors will be returned to requests made while delegation remains outstanding.

Changes to any property of the "hard" linked files are reflected in all of the linked files. When a link is made to a file, the attributes for the file should have a value for numlinks that is one greater than the value before the LINK operation.

The statement "file and the target directory must reside within the same file system on the server" means that the fsid fields in the attributes for the objects are the same. If they reside on different file systems, the error NFS4ERR\_XDEV is returned. This error may be returned by some servers when there is an internal partitioning of a file system that the LINK operation would violate.

On some servers, "." and ".." are illegal values for newname and the error NFS4ERR\_BADNAME will be returned if they are specified.

When the current filehandle designates a named attribute directory and the object to be linked (the saved filehandle) is not a named attribute for the same object, the error NFS4ERR\_XDEV MUST be returned. When the saved filehandle designates a named attribute and the current filehandle is not the appropriate named attribute directory, the error NFS4ERR\_XDEV MUST also be returned.

When the current filehandle designates a named attribute directory and the object to be linked (the saved filehandle) is a named attribute within that directory, the server may return the error NFS4ERR\_NOTSUPP.

In the case that newname is already linked to the file represented by the saved filehandle, the server will return NFS4ERR\_EXIST.

Note that symbolic links are created with the CREATE operation.

## 18.10. Operation 12: LOCK - Create Lock

### 18.10.1. ARGUMENTS

```

/*
 * For LOCK, transition from open_stateid and lock_owner
 * to a lock stateid.
 */
struct open_to_lock_owner4 {
    seqid4      open_seqid;
    stateid4    open_stateid;
    seqid4      lock_seqid;
    lock_owner4 lock_owner;
};

/*
 * For LOCK, existing lock stateid continues to request new
 * file lock for the same lock_owner and open_stateid.
 */
struct exist_lock_owner4 {
    stateid4    lock_stateid;
    seqid4      lock_seqid;
};

```

```

union locker4 switch (bool new_lock_owner) {
    case TRUE:
        open_to_lock_owner4    open_owner;
    case FALSE:
        exist_lock_owner4      lock_owner;
};

/*
 * LOCK/LOCKT/LOCKU: Record lock management
 */
struct LOCK4args {
    /* CURRENT_FH: file */
    nfs_lock_type4    locktype;
    bool              reclaim;
    offset4           offset;
    length4           length;
    locker4           locker;
};

```

#### 18.10.2. RESULTS

```

struct LOCK4denied {
    offset4           offset;
    length4           length;
    nfs_lock_type4    locktype;
    lock_owner4       owner;
};

struct LOCK4resok {
    stateid4          lock_stateid;
};

union LOCK4res switch (nfsstat4 status) {
    case NFS4_OK:
        LOCK4resok     resok4;
    case NFS4ERR_DENIED:
        LOCK4denied     denied;
    default:
        void;
};

```

#### 18.10.3. DESCRIPTION

The LOCK operation requests a byte-range lock for the byte-range specified by the offset and length parameters, and lock type specified in the locktype parameter. If this is a reclaim request, the reclaim parameter will be TRUE.

Bytes in a file may be locked even if those bytes are not currently allocated to the file. To lock the file from a specific offset through the end-of-file (no matter how long the file actually is) use a length field equal to `NFS4_UINT64_MAX`. The server MUST return `NFS4ERR_INVALID` under the following combinations of length and offset:

- o Length is equal to zero.
- o Length is not equal to `NFS4_UINT64_MAX`, and the sum of length and offset exceeds `NFS4_UINT64_MAX`.

32-bit servers are servers that support locking for byte offsets that fit within 32 bits (i.e., less than or equal to `NFS4_UINT32_MAX`). If the client specifies a range that overlaps one or more bytes beyond offset `NFS4_UINT32_MAX` but does not end at offset `NFS4_UINT64_MAX`, then such a 32-bit server MUST return the error `NFS4ERR_BAD_RANGE`.

If the server returns `NFS4ERR_DENIED`, the owner, offset, and length of a conflicting lock are returned.

The `locker` argument specifies the lock-owner that is associated with the `LOCK` operation. The `locker4` structure is a switched union that indicates whether the client has already created byte-range locking state associated with the current open file and lock-owner. In the case in which it has, the argument is just a `stateid` representing the set of locks associated with that open file and lock-owner, together with a `lock_seqid` value that MAY be any value and MUST be ignored by the server. In the case where no byte-range locking state has been established, or the client does not have the `stateid` available, the argument contains the `stateid` of the open file with which this lock is to be associated, together with the lock-owner with which the lock is to be associated. The `open_to_lock_owner` case covers the very first lock done by a lock-owner for a given open file and offers a method to use the established state of the `open_stateid` to transition to the use of a lock `stateid`.

The following fields of the `locker` parameter MAY be set to any value by the client and MUST be ignored by the server:

- o The `clientid` field of the `lock_owner` field of the `open_owner` field (`locker.open_owner.lock_owner.clientid`). The reason the server MUST ignore the `clientid` field is that the server MUST derive the client ID from the session ID from the `SEQUENCE` operation of the `COMPOUND` request.
- o The `open_seqid` and `lock_seqid` fields of the `open_owner` field (`locker.open_owner.open_seqid` and `locker.open_owner.lock_seqid`).

- o The `lock_seqid` field of the `lock_owner` field (`locker.lock_owner.lock_seqid`).

Note that the client ID appearing in a `LOCK4denied` structure is the actual client associated with the conflicting lock, whether this is the client ID associated with the current session or a different one. Thus, if the server returns `NFS4ERR_DENIED`, it MUST set the `clientid` field of the `owner` field of the `denied` field.

If the current filehandle is not an ordinary file, an error will be returned to the client. In the case that the current filehandle represents an object of type `NF4DIR`, `NFS4ERR_ISDIR` is returned. If the current filehandle designates a symbolic link, `NFS4ERR_SYMLINK` is returned. In all other cases, `NFS4ERR_WRONG_TYPE` is returned.

On success, the current filehandle retains its value.

#### 18.10.4. IMPLEMENTATION

If the server is unable to determine the exact offset and length of the conflicting byte-range lock, the same offset and length that were provided in the arguments should be returned in the denied results.

LOCK operations are subject to permission checks and to checks against the access type of the associated file. However, the specific right and modes required for various types of locks reflect the semantics of the server-exported file system, and are not specified by the protocol. For example, Windows 2000 allows a write lock of a file open for read access, while a POSIX-compliant system does not.

When the client sends a LOCK operation that corresponds to a range that the lock-owner has locked already (with the same or different lock type), or to a sub-range of such a range, or to a byte-range that includes multiple locks already granted to that lock-owner, in whole or in part, and the server does not support such locking operations (i.e., does not support POSIX locking semantics), the server will return the error `NFS4ERR_LOCK_RANGE`. In that case, the client may return an error, or it may emulate the required operations, using only LOCK for ranges that do not include any bytes already locked by that lock-owner and LOCKU of locks held by that lock-owner (specifying an exactly matching range and type). Similarly, when the client sends a LOCK operation that amounts to upgrading (changing from a `READ_LT` lock to a `WRITE_LT` lock) or downgrading (changing from `WRITE_LT` lock to a `READ_LT` lock) an existing byte-range lock, and the server does not support such a

lock, the server will return NFS4ERR\_LOCK\_NOTSUPP. Such operations may not perfectly reflect the required semantics in the face of conflicting LOCK operations from other clients.

When a client holds an OPEN\_DELEGATE\_WRITE delegation, the client holding that delegation is assured that there are no opens by other clients. Thus, there can be no conflicting LOCK operations from such clients. Therefore, the client may be handling locking requests locally, without doing LOCK operations on the server. If it does that, it must be prepared to update the lock status on the server, by sending appropriate LOCK and LOCKU operations before returning the delegation.

When one or more clients hold OPEN\_DELEGATE\_READ delegations, any LOCK operation where the server is implementing mandatory locking semantics MUST result in the recall of all such delegations. The LOCK operation may not be granted until all such delegations are returned or revoked. Except where this happens very quickly, one or more NFS4ERR\_DELAY errors will be returned to requests made while the delegation remains outstanding.

#### 18.11. Operation 13: LOCKT - Test for Lock

##### 18.11.1. ARGUMENTS

```
struct LOCKT4args {
    /* CURRENT_FH: file */
    nfs_lock_type4  locktype;
    offset4        offset;
    length4        length;
    lock_owner4    owner;
};
```

##### 18.11.2. RESULTS

```
union LOCKT4res switch (nfsstat4 status) {
    case NFS4ERR_DENIED:
        LOCK4denied    denied;
    case NFS4_OK:
        void;
    default:
        void;
};
```

### 18.11.3. DESCRIPTION

The LOCKT operation tests the lock as specified in the arguments. If a conflicting lock exists, the owner, offset, length, and type of the conflicting lock are returned. The owner field in the results includes the client ID of the owner of the conflicting lock, whether this is the client ID associated with the current session or a different client ID. If no lock is held, nothing other than NFS4\_OK is returned. Lock types READ\_LT and READW\_LT are processed in the same way in that a conflicting lock test is done without regard to blocking or non-blocking. The same is true for WRITE\_LT and WRITEW\_LT.

The ranges are specified as for LOCK. The NFS4ERR\_INVALID and NFS4ERR\_BAD\_RANGE errors are returned under the same circumstances as for LOCK.

The clientid field of the owner MAY be set to any value by the client and MUST be ignored by the server. The reason the server MUST ignore the clientid field is that the server MUST derive the client ID from the session ID from the SEQUENCE operation of the COMPOUND request.

If the current filehandle is not an ordinary file, an error will be returned to the client. In the case that the current filehandle represents an object of type NF4DIR, NFS4ERR\_ISDIR is returned. If the current filehandle designates a symbolic link, NFS4ERR\_SYMLINK is returned. In all other cases, NFS4ERR\_WRONG\_TYPE is returned.

On success, the current filehandle retains its value.

### 18.11.4. IMPLEMENTATION

If the server is unable to determine the exact offset and length of the conflicting lock, the same offset and length that were provided in the arguments should be returned in the denied results.

LOCKT uses a lock\_owner4 rather a stateid4, as is used in LOCK to identify the owner. This is because the client does not have to open the file to test for the existence of a lock, so a stateid might not be available.

As noted in Section 18.10.4, some servers may return NFS4ERR\_LOCK\_RANGE to certain (otherwise non-conflicting) LOCK operations that overlap ranges already granted to the current lock-owner.

The LOCKT operation's test for conflicting locks SHOULD exclude locks for the current lock-owner, and thus should return NFS4\_OK in such cases. Note that this means that a server might return NFS4\_OK to a LOCKT request even though a LOCK operation for the same range and lock-owner would fail with NFS4ERR\_LOCK\_RANGE.

When a client holds an OPEN\_DELEGATE\_WRITE delegation, it may choose (see Section 18.10.4) to handle LOCK requests locally. In such a case, LOCKT requests will similarly be handled locally.

## 18.12. Operation 14: LOCKU - Unlock File

### 18.12.1. ARGUMENTS

```
struct LOCKU4args {
    /* CURRENT_FH: file */
    nfs_lock_type4 locktype;
    seqid4         seqid;
    stateid4       lock_stateid;
    offset4        offset;
    length4        length;
};
```

### 18.12.2. RESULTS

```
union LOCKU4res switch (nfsstat4 status) {
    case NFS4_OK:
        stateid4         lock_stateid;
    default:
        void;
};
```

### 18.12.3. DESCRIPTION

The LOCKU operation unlocks the byte-range lock specified by the parameters. The client may set the locktype field to any value that is legal for the nfs\_lock\_type4 enumerated type, and the server MUST accept any legal value for locktype. Any legal value for locktype has no effect on the success or failure of the LOCKU operation.

The ranges are specified as for LOCK. The NFS4ERR\_INVALID and NFS4ERR\_BAD\_RANGE errors are returned under the same circumstances as for LOCK.

The seqid parameter MAY be any value and the server MUST ignore it.



If the current filehandle is not an ordinary file, an error will be returned to the client. In the case that the current filehandle represents an object of type NF4DIR, NFS4ERR\_ISDIR is returned. If the current filehandle designates a symbolic link, NFS4ERR\_SYMLINK is returned. In all other cases, NFS4ERR\_WRONG\_TYPE is returned.

On success, the current filehandle retains its value.

The server MAY require that the principal, security flavor, and if applicable, the GSS mechanism, combination that sent a LOCK operation also be the one to send LOCKU on the file. This might not be possible if credentials for the principal are no longer available. The server MAY allow the machine credential or SSV credential (see Section 18.35) to send LOCKU.

#### 18.12.4. IMPLEMENTATION

If the area to be unlocked does not correspond exactly to a lock actually held by the lock-owner, the server may return the error NFS4ERR\_LOCK\_RANGE. This includes the case in which the area is not locked, where the area is a sub-range of the area locked, where it overlaps the area locked without matching exactly, or the area specified includes multiple locks held by the lock-owner. In all of these cases, allowed by POSIX locking [24] semantics, a client receiving this error should, if it desires support for such operations, simulate the operation using LOCKU on ranges corresponding to locks it actually holds, possibly followed by LOCK operations for the sub-ranges not being unlocked.

When a client holds an OPEN\_DELEGATE\_WRITE delegation, it may choose (see Section 18.10.4) to handle LOCK requests locally. In such a case, LOCKU operations will similarly be handled locally.

#### 18.13. Operation 15: LOOKUP - Lookup Filename

##### 18.13.1. ARGUMENTS

```
struct LOOKUP4args {
    /* CURRENT_FH: directory */
    component4    objname;
};
```

##### 18.13.2. RESULTS

```
struct LOOKUP4res {
    /* New CURRENT_FH: object */
    nfsstat4      status;
};
```

### 18.13.3. DESCRIPTION

The LOOKUP operation looks up or finds a file system object using the directory specified by the current filehandle. LOOKUP evaluates the component and if the object exists, the current filehandle is replaced with the component's filehandle.

If the component cannot be evaluated either because it does not exist or because the client does not have permission to evaluate the component, then an error will be returned and the current filehandle will be unchanged.

If the component is a zero-length string or if any component does not obey the UTF-8 definition, the error NFS4ERR\_INVAL will be returned.

### 18.13.4. IMPLEMENTATION

If the client wants to achieve the effect of a multi-component look up, it may construct a COMPOUND request such as (and obtain each filehandle):

```
PUTFH (directory filehandle)
LOOKUP "pub"
GETFH
LOOKUP "foo"
GETFH
LOOKUP "bar"
GETFH
```

Unlike NFSv3, NFSv4.1 allows LOOKUP requests to cross mountpoints on the server. The client can detect a mountpoint crossing by comparing the fsid attribute of the directory with the fsid attribute of the directory looked up. If the fsids are different, then the new directory is a server mountpoint. UNIX clients that detect a mountpoint crossing will need to mount the server's file system. This needs to be done to maintain the file object identity checking mechanisms common to UNIX clients.

Servers that limit NFS access to "shared" or "exported" file systems should provide a pseudo file system into which the exported file systems can be integrated, so that clients can browse the server's namespace. The clients view of a pseudo file system will be limited to paths that lead to exported file systems.

Note: previous versions of the protocol assigned special semantics to the names "." and "..". NFSv4.1 assigns no special semantics to these names. The LOOKUP operator must be used to look up a parent directory.

Note that this operation does not follow symbolic links. The client is responsible for all parsing of filenames including filenames that are modified by symbolic links encountered during the look up process.

If the current filehandle supplied is not a directory but a symbolic link, the error NFS4ERR\_SYMLINK is returned as the error. For all other non-directory file types, the error NFS4ERR\_NOTDIR is returned.

#### 18.14. Operation 16: LOOKUPP - Lookup Parent Directory

##### 18.14.1. ARGUMENTS

```
/* CURRENT_FH: object */
void;
```

##### 18.14.2. RESULTS

```
struct LOOKUPP4res {
    /* new CURRENT_FH: parent directory */
    nfsstat4      status;
};
```

##### 18.14.3. DESCRIPTION

The current filehandle is assumed to refer to a regular directory or a named attribute directory. LOOKUPP assigns the filehandle for its parent directory to be the current filehandle. If there is no parent directory, an NFS4ERR\_NOENT error must be returned. Therefore, NFS4ERR\_NOENT will be returned by the server when the current filehandle is at the root or top of the server's file tree.

As is the case with LOOKUP, LOOKUPP will also cross mountpoints.

If the current filehandle is not a directory or named attribute directory, the error NFS4ERR\_NOTDIR is returned.

If the requester's security flavor does not match that configured for the parent directory, then the server SHOULD return NFS4ERR\_WRONGSEC (a future minor revision of NFSv4 may upgrade this to MUST) in the LOOKUPP response. However, if the server does so, it MUST support the SECINFO\_NO\_NAME operation (Section 18.45), so that the client can gracefully determine the correct security flavor.

If the current filehandle is a named attribute directory that is associated with a file system object via OPENATTR (i.e., not a sub-directory of a named attribute directory), LOOKUPP SHOULD return the filehandle of the associated file system object.

## 18.14.4. IMPLEMENTATION

An issue to note is upward navigation from named attribute directories. The named attribute directories are essentially detached from the namespace, and this property should be safely represented in the client operating environment. LOOKUPP on a named attribute directory may return the filehandle of the associated file, and conveying this to applications might be unsafe as many applications expect the parent of an object to always be a directory. Therefore, the client may want to hide the parent of named attribute directories (represented as "." in UNIX) or represent the named attribute directory as its own parent (as is typically done for the file system root directory in UNIX).

## 18.15. Operation 17: NVERIFY - Verify Difference in Attributes

## 18.15.1. ARGUMENTS

```
struct NVERIFY4args {
    /* CURRENT_FH: object */
    fattr4          obj_attributes;
};
```

## 18.15.2. RESULTS

```
struct NVERIFY4res {
    nfsstat4      status;
};
```

## 18.15.3. DESCRIPTION

This operation is used to prefix a sequence of operations to be performed if one or more attributes have changed on some file system object. If all the attributes match, then the error NFS4ERR\_SAME MUST be returned.

On success, the current filehandle retains its value.

## 18.15.4. IMPLEMENTATION

This operation is useful as a cache validation operator. If the object to which the attributes belong has changed, then the following operations may obtain new data associated with that object, for instance, to check if a file has been changed and obtain new data if it has:

```
SEQUENCE
PUTFH fh
NVERIFY attrbits attrs
READ 0 32767
```

Contrast this with NFSv3, which would first send a GETATTR in one request/reply round trip, and then if attributes indicated that the client's cache was stale, then send a READ in another request/reply round trip.

In the case that a RECOMMENDED attribute is specified in the NVERIFY operation and the server does not support that attribute for the file system object, the error NFS4ERR\_ATTRNOTSUPP is returned to the client.

When the attribute rdattrib\_error or any set-only attribute (e.g., time\_modify\_set) is specified, the error NFS4ERR\_INVALID is returned to the client.

## 18.16. Operation 18: OPEN - Open a Regular File

## 18.16.1. ARGUMENTS

```
/*
 * Various definitions for OPEN
 */
enum createmode4 {
    UNCHECKED4      = 0,
    GUARDED4        = 1,
    /* Deprecated in NFSv4.1. */
    EXCLUSIVE4      = 2,
    /*
     * New to NFSv4.1. If session is persistent,
     * GUARDED4 MUST be used. Otherwise, use
     * EXCLUSIVE4_1 instead of EXCLUSIVE4.
     */
    EXCLUSIVE4_1    = 3
};
```

```

struct creatverfattn {
    verifier4      cva_verf;
    fattn4         cva_attr;
};

union createhow4 switch (createmode4 mode) {
    case UNCHECKED4:
    case GUARDED4:
        fattn4      createattr;
    case EXCLUSIVE4:
        verifier4   createverf;
    case EXCLUSIVE4_1:
        creatverfattn ch_createboth;
};

enum opentype4 {
    OPEN4_NOCREATE = 0,
    OPEN4_CREATE  = 1
};

union openflag4 switch (opentype4 opentype) {
    case OPEN4_CREATE:
        createhow4   how;
    default:
        void;
};

/* Next definitions used for OPEN delegation */
enum limit_by4 {
    NFS_LIMIT_SIZE      = 1,
    NFS_LIMIT_BLOCKS    = 2
    /* others as needed */
};

struct nfs_modified_limit4 {
    uint32_t      num_blocks;
    uint32_t      bytes_per_block;
};

union nfs_space_limit4 switch (limit_by4 limitby) {
    /* limit specified as file size */
    case NFS_LIMIT_SIZE:
        uint64_t      filesize;
    /* limit specified by number of blocks */
    case NFS_LIMIT_BLOCKS:
        nfs_modified_limit4 mod_blocks;
} ;

```

```

/*
 * Share Access and Deny constants for open argument
 */
const OPEN4_SHARE_ACCESS_READ    = 0x00000001;
const OPEN4_SHARE_ACCESS_WRITE  = 0x00000002;
const OPEN4_SHARE_ACCESS_BOTH   = 0x00000003;

const OPEN4_SHARE_DENY_NONE     = 0x00000000;
const OPEN4_SHARE_DENY_READ    = 0x00000001;
const OPEN4_SHARE_DENY_WRITE   = 0x00000002;
const OPEN4_SHARE_DENY_BOTH    = 0x00000003;

/* new flags for share_access field of OPEN4args */
const OPEN4_SHARE_ACCESS_WANT_DELEG_MASK      = 0xFF00;
const OPEN4_SHARE_ACCESS_WANT_NO_PREFERENCE  = 0x0000;
const OPEN4_SHARE_ACCESS_WANT_READ_DELEG     = 0x0100;
const OPEN4_SHARE_ACCESS_WANT_WRITE_DELEG    = 0x0200;
const OPEN4_SHARE_ACCESS_WANT_ANY_DELEG      = 0x0300;
const OPEN4_SHARE_ACCESS_WANT_NO_DELEG       = 0x0400;
const OPEN4_SHARE_ACCESS_WANT_CANCEL         = 0x0500;

const
  OPEN4_SHARE_ACCESS_WANT_SIGNAL_DELEG_WHEN_RESRC_AVAIL
  = 0x10000;

const
  OPEN4_SHARE_ACCESS_WANT_PUSH_DELEG_WHEN_UNCONTENDED
  = 0x20000;

enum open_delegation_type4 {
    OPEN_DELEGATE_NONE      = 0,
    OPEN_DELEGATE_READ      = 1,
    OPEN_DELEGATE_WRITE     = 2,
    OPEN_DELEGATE_NONE_EXT  = 3 /* new to v4.1 */
};

enum open_claim_type4 {
    /*
     * Not a reclaim.
     */
    CLAIM_NULL              = 0,

    CLAIM_PREVIOUS          = 1,
    CLAIM_DELEGATE_CUR      = 2,
    CLAIM_DELEGATE_PREV     = 3,

```

```

/*
 * Not a reclaim.
 *
 * Like CLAIM_NULL, but object identified
 * by the current filehandle.
 */
CLAIM_FH          = 4, /* new to v4.1 */

/*
 * Like CLAIM_DELEGATE_CUR, but object identified
 * by current filehandle.
 */
CLAIM_DELEG_CUR_FH    = 5, /* new to v4.1 */

/*
 * Like CLAIM_DELEGATE_PREV, but object identified
 * by current filehandle.
 */
CLAIM_DELEG_PREV_FH  = 6 /* new to v4.1 */
};

struct open_claim_delegate_cur4 {
    stateid4      delegate_stateid;
    component4    file;
};

union open_claim4 switch (open_claim_type4 claim) {
/*
 * No special rights to file.
 * Ordinary OPEN of the specified file.
 */
case CLAIM_NULL:
    /* CURRENT_FH: directory */
    component4    file;
/*
 * Right to the file established by an
 * open previous to server reboot. File
 * identified by filehandle obtained at
 * that time rather than by name.
 */
case CLAIM_PREVIOUS:
    /* CURRENT_FH: file being reclaimed */
    open_delegation_type4  delegate_type;
};

```



```
/*
 * Right to file based on a delegation
 * granted by the server.  File is
 * specified by name.
 */
case CLAIM_DELEGATE_CUR:
    /* CURRENT_FH: directory */
    open_claim_delegate_cur4          delegate_cur_info;

/*
 * Right to file based on a delegation
 * granted to a previous boot instance
 * of the client.  File is specified by name.
 */
case CLAIM_DELEGATE_PREV:
    /* CURRENT_FH: directory */
    component4          file_delegate_prev;

/*
 * Like CLAIM_NULL.  No special rights
 * to file.  Ordinary OPEN of the
 * specified file by current filehandle.
 */
case CLAIM_FH: /* new to v4.1 */
    /* CURRENT_FH: regular file to open */
    void;

/*
 * Like CLAIM_DELEGATE_PREV.  Right to file based on a
 * delegation granted to a previous boot
 * instance of the client.  File is identified by
 * by filehandle.
 */
case CLAIM_DELEG_PREV_FH: /* new to v4.1 */
    /* CURRENT_FH: file being opened */
    void;

/*
 * Like CLAIM_DELEGATE_CUR.  Right to file based on
 * a delegation granted by the server.
 * File is identified by filehandle.
 */
case CLAIM_DELEG_CUR_FH: /* new to v4.1 */
    /* CURRENT_FH: file being opened */
    stateid4          oc_delegate_stateid;

};
```

```

/*
 * OPEN: Open a file, potentially receiving an OPEN delegation
 */
struct OPEN4args {
    seqid4          seqid;
    uint32_t        share_access;
    uint32_t        share_deny;
    open_owner4     owner;
    openflag4       openhow;
    open_claim4     claim;
};

```

#### 18.16.2. RESULTS

```

struct open_read_delegation4 {
    stateid4 stateid; /* Stateid for delegation*/
    bool      recall; /* Pre-recalled flag for
                      delegations obtained
                      by reclaim (CLAIM_PREVIOUS) */

    nfsace4 permissions; /* Defines users who don't
                          need an ACCESS call to
                          open for read */
};

struct open_write_delegation4 {
    stateid4 stateid; /* Stateid for delegation */
    bool      recall; /* Pre-recalled flag for
                      delegations obtained
                      by reclaim
                      (CLAIM_PREVIOUS) */

    nfs_space_limit4
        space_limit; /* Defines condition that
                     the client must check to
                     determine whether the
                     file needs to be flushed
                     to the server on close. */

    nfsace4 permissions; /* Defines users who don't
                          need an ACCESS call as
                          part of a delegated
                          open. */
};

```

```

enum why_no_delegation4 { /* new to v4.1 */
    WND4_NOT_WANTED          = 0,
    WND4_CONTENTION         = 1,
    WND4_RESOURCE           = 2,
    WND4_NOT_SUPP_FTYPE     = 3,
    WND4_WRITE_DELEG_NOT_SUPP_FTYPE = 4,
    WND4_NOT_SUPP_UPGRADE   = 5,
    WND4_NOT_SUPP_DOWNGRADE = 6,
    WND4_CANCELLED         = 7,
    WND4_IS_DIR            = 8
};

union open_none_delegation4 /* new to v4.1 */
switch (why_no_delegation4 ond_why) {
    case WND4_CONTENTION:
        bool ond_server_will_push_deleg;
    case WND4_RESOURCE:
        bool ond_server_will_signal_avail;
    default:
        void;
};

union open_delegation4
switch (open_delegation_type4 delegation_type) {
    case OPEN_DELEGATE_NONE:
        void;
    case OPEN_DELEGATE_READ:
        open_read_delegation4 read;
    case OPEN_DELEGATE_WRITE:
        open_write_delegation4 write;
    case OPEN_DELEGATE_NONE_EXT: /* new to v4.1 */
        open_none_delegation4 od_whynone;
};

/*
 * Result flags
 */

/* Client must confirm open */
const OPEN4_RESULT_CONFIRM      = 0x00000002;
/* Type of file locking behavior at the server */
const OPEN4_RESULT_LOCKTYPE_POSIX = 0x00000004;
/* Server will preserve file if removed while open */
const OPEN4_RESULT_PRESERVE_UNLINKED = 0x00000008;

```

```

/*
 * Server may use CB_NOTIFY_LOCK on locks
 * derived from this open
 */
const OPEN4_RESULT_MAY_NOTIFY_LOCK = 0x00000020;

struct OPEN4resok {
    stateid4      stateid;      /* Stateid for open */
    change_info4  cinfo;        /* Directory Change Info */
    uint32_t      rflags;       /* Result flags */
    bitmap4       attrset;      /* attribute set for create*/
    open_delegation4 delegation; /* Info on any open
                                delegation */
};

union OPEN4res switch (nfsstat4 status) {
    case NFS4_OK:
        /* New CURRENT_FH: opened file */
        OPEN4resok      resok4;
    default:
        void;
};

```

### 18.16.3. DESCRIPTION

The OPEN operation opens a regular file in a directory with the provided name or filehandle. OPEN can also create a file if a name is provided, and the client specifies it wants to create a file. Specification of whether or not a file is to be created, and the method of creation is via the openhow parameter. The openhow parameter consists of a switched union (data type opengflag4), which switches on the value of opentype (OPEN4\_NOCREATE or OPEN4\_CREATE). If OPEN4\_CREATE is specified, this leads to another switched union (data type createhow4) that supports four cases of creation methods: UNCHECKED4, GUARDED4, EXCLUSIVE4, or EXCLUSIVE4\_1. If opentype is OPEN4\_CREATE, then the claim field of the claim field MUST be one of CLAIM\_NULL, CLAIM\_DELEGATE\_CUR, or CLAIM\_DELEGATE\_PREV, because these claim methods include a component of a file name.

Upon success (which might entail creation of a new file), the current filehandle is replaced by that of the created or existing object.

If the current filehandle is a named attribute directory, OPEN will then create or open a named attribute file. Note that exclusive create of a named attribute is not supported. If the createmode is EXCLUSIVE4 or EXCLUSIVE4\_1 and the current filehandle is a named attribute directory, the server will return EINVAL.

UNCHECKED4 means that the file should be created if a file of that name does not exist and encountering an existing regular file of that name is not an error. For this type of create, createattrs specifies the initial set of attributes for the file. The set of attributes may include any writable attribute valid for regular files. When an UNCHECKED4 create encounters an existing file, the attributes specified by createattrs are not used, except that when createattrs specifies the size attribute with a size of zero, the existing file is truncated.

If GUARDED4 is specified, the server checks for the presence of a duplicate object by name before performing the create. If a duplicate exists, NFS4ERR\_EXIST is returned. If the object does not exist, the request is performed as described for UNCHECKED4.

For the UNCHECKED4 and GUARDED4 cases, where the operation is successful, the server will return to the client an attribute mask signifying which attributes were successfully set for the object.

EXCLUSIVE4\_1 and EXCLUSIVE4 specify that the server is to follow exclusive creation semantics, using the verifier to ensure exclusive creation of the target. The server should check for the presence of a duplicate object by name. If the object does not exist, the server creates the object and stores the verifier with the object. If the object does exist and the stored verifier matches the client provided verifier, the server uses the existing object as the newly created object. If the stored verifier does not match, then an error of NFS4ERR\_EXIST is returned.

If using EXCLUSIVE4, and if the server uses attributes to store the exclusive create verifier, the server will signify which attributes it used by setting the appropriate bits in the attribute mask that is returned in the results. Unlike UNCHECKED4, GUARDED4, and EXCLUSIVE4\_1, EXCLUSIVE4 does not support the setting of attributes at file creation, and after a successful OPEN via EXCLUSIVE4, the client MUST send a SETATTR to set attributes to a known state.

In NFSv4.1, EXCLUSIVE4 has been deprecated in favor of EXCLUSIVE4\_1. Unlike EXCLUSIVE4, attributes may be provided in the EXCLUSIVE4\_1 case, but because the server may use attributes of the target object to store the verifier, the set of allowable attributes may be fewer than the set of attributes SETATTR allows. The allowable attributes for EXCLUSIVE4\_1 are indicated in the `suppattr_exclcreat` (Section 5.8.1.14) attribute. If the client attempts to set in `cva_attrs` an attribute that is not in `suppattr_exclcreat`, the server MUST return NFS4ERR\_INVALID. The response field, `attrset`, indicates both which attributes the server set from `cva_attrs` and which attributes the server used to store the verifier. As described in

Section 18.16.4, the client can compare `cva_attrs.attrmask` with `attrset` to determine which attributes were used to store the verifier.

With the addition of persistent sessions and pNFS, under some conditions EXCLUSIVE4 MUST NOT be used by the client or supported by the server. The following table summarizes the appropriate and mandated exclusive create methods for implementations of NFSv4.1:

Required methods for exclusive create

Persistent Reply Cache Enabled	Server Supports pNFS	Server REQUIRED	Client Allowed
no	no	EXCLUSIVE4_1 and EXCLUSIVE4	EXCLUSIVE4_1 (SHOULD) or EXCLUSIVE4 (SHOULD NOT)
no	yes	EXCLUSIVE4_1	EXCLUSIVE4_1
yes	no	GUARDED4	GUARDED4
yes	yes	GUARDED4	GUARDED4

Table 10

If `CREATE_SESSION4_FLAG_PERSIST` is set in the results of `CREATE_SESSION`, the reply cache is persistent (see Section 18.36). If the `EXCHGID4_FLAG_USE_PNFS_MDS` flag is set in the results from `EXCHANGE_ID`, the server is a pNFS server (see Section 18.35). If the client attempts to use EXCLUSIVE4 on a persistent session, or a session derived from an `EXCHGID4_FLAG_USE_PNFS_MDS` client ID, the server MUST return `NFS4ERR_INVAL`.

With persistent sessions, exclusive create semantics are fully achievable via GUARDED4, and so EXCLUSIVE4 or EXCLUSIVE4\_1 MUST NOT be used. When pNFS is being used, the `layout_hint` attribute might not be supported after the file is created. Only the EXCLUSIVE4\_1 and GUARDED methods of exclusive file creation allow the atomic setting of attributes.

For the target directory, the server returns `change_info4` information in `cinfo`. With the `atomic` field of the `change_info4` data type, the server will indicate if the before and after change attributes were obtained atomically with respect to the link creation.

The OPEN operation provides for Windows share reservation capability with the use of the share\_access and share\_deny fields of the OPEN arguments. The client specifies at OPEN the required share\_access and share\_deny modes. For clients that do not directly support SHARES (i.e., UNIX), the expected deny value is OPEN4\_SHARE\_DENY\_NONE. In the case that there is an existing SHARE reservation that conflicts with the OPEN request, the server returns the error NFS4ERR\_SHARE\_DENIED. For additional discussion of SHARE semantics, see Section 9.7.

For each OPEN, the client provides a value for the owner field of the OPEN argument. The owner field is of data type open\_owner4, and contains a field called clientid and a field called owner. The client can set the clientid field to any value and the server MUST ignore it. Instead, the server MUST derive the client ID from the session ID of the SEQUENCE operation of the COMPOUND request.

The "seqid" field of the request is not used in NFSv4.1, but it MAY be any value and the server MUST ignore it.

In the case that the client is recovering state from a server failure, the claim field of the OPEN argument is used to signify that the request is meant to reclaim state previously held.

The "claim" field of the OPEN argument is used to specify the file to be opened and the state information that the client claims to possess. There are seven claim types as follows:

open type	description
CLAIM_NULL, CLAIM_FH	For the client, this is a new OPEN request and there is no previous state associated with the file for the client. With CLAIM_NULL, the file is identified by the current filehandle and the specified component name. With CLAIM_FH (new to NFSv4.1), the file is identified by just the current filehandle.
CLAIM_PREVIOUS	The client is claiming basic OPEN state for a file that was held previous to a server restart. Generally used when a server is returning persistent filehandles; the client may not have the file name to reclaim the OPEN.
CLAIM_DELEGATE_CUR, CLAIM_DELEG_CUR_FH	The client is claiming a delegation for OPEN as granted by the server. Generally, this is done as part of recalling a delegation. With CLAIM_DELEGATE_CUR, the file is identified by the current filehandle and the specified component name. With CLAIM_DELEG_CUR_FH (new to NFSv4.1), the file is identified by just the current filehandle.
CLAIM_DELEGATE_PREV, CLAIM_DELEG_PREV_FH	The client is claiming a delegation granted to a previous client instance; used after the client restarts. The server MAY support CLAIM_DELEGATE_PREV and/or CLAIM_DELEG_PREV_FH (new to NFSv4.1). If it does support either claim type, CREATE_SESSION MUST NOT remove the client's delegation state, and the server MUST support the DELEGPURGE operation.

For OPEN requests that reach the server during the grace period, the server returns an error of NFS4ERR\_GRACE. The following claim types are exceptions:

- o OPEN requests specifying the claim type CLAIM\_PREVIOUS are devoted to reclaiming opens after a server restart and are typically only valid during the grace period.
- o OPEN requests specifying the claim types CLAIM\_DELEGATE\_CUR and CLAIM\_DELEG\_CUR\_FH are valid both during and after the grace period. Since the granting of the delegation that they are



subordinate to assures that there is no conflict with locks to be reclaimed by other clients, the server need not return NFS4ERR\_GRACE when these are received during the grace period.

For any OPEN request, the server may return an OPEN delegation, which allows further opens and closes to be handled locally on the client as described in Section 10.4. Note that delegation is up to the server to decide. The client should never assume that delegation will or will not be granted in a particular instance. It should always be prepared for either case. A partial exception is the reclaim (CLAIM\_PREVIOUS) case, in which a delegation type is claimed. In this case, delegation will always be granted, although the server may specify an immediate recall in the delegation structure.

The rflags returned by a successful OPEN allow the server to return information governing how the open file is to be handled.

- o OPEN4\_RESULT\_CONFIRM is deprecated and MUST NOT be returned by an NFSv4.1 server.
- o OPEN4\_RESULT\_LOCKTYPE\_POSIX indicates that the server's byte-range locking behavior supports the complete set of POSIX locking techniques [24]. From this, the client can choose to manage byte-range locking state in a way to handle a mismatch of byte-range locking management.
- o OPEN4\_RESULT\_PRESERVE\_UNLINKED indicates that the server will preserve the open file if the client (or any other client) removes the file as long as it is open. Furthermore, the server promises to preserve the file through the grace period after server restart, thereby giving the client the opportunity to reclaim its open.
- o OPEN4\_RESULT\_MAY\_NOTIFY\_LOCK indicates that the server may attempt CB\_NOTIFY\_LOCK callbacks for locks on this file. This flag is a hint only, and may be safely ignored by the client.

If the component is of zero length, NFS4ERR\_INVALID will be returned. The component is also subject to the normal UTF-8, character support, and name checks. See Section 14.5 for further discussion.

When an OPEN is done and the specified open-owner already has the resulting filehandle open, the result is to "OR" together the new share and deny status together with the existing status. In this case, only a single CLOSE need be done, even though multiple OPENS were completed. When such an OPEN is done, checking of share reservations for the new OPEN proceeds normally, with no exception for the existing OPEN held by the same open-owner. In this case, the

stateid returned as an "other" field that matches that of the previous open while the "seqid" field is incremented to reflect the change status due to the new open.

If the underlying file system at the server is only accessible in a read-only mode and the OPEN request has specified ACCESS\_WRITE or ACCESS\_BOTH, the server will return NFS4ERR\_ROFS to indicate a read-only file system.

As with the CREATE operation, the server MUST derive the owner, owner ACE, group, or group ACE if any of the four attributes are required and supported by the server's file system. For an OPEN with the EXCLUSIVE4 createmode, the server has no choice, since such OPEN calls do not include the createattrs field. Conversely, if createattrs (UNCHECKED4 or GUARDED4) or cva\_attrs (EXCLUSIVE4\_1) is specified, and includes an owner, owner\_group, or ACE that the principal in the RPC call's credentials does not have authorization to create files for, then the server may return NFS4ERR\_PERM.

In the case of an OPEN that specifies a size of zero (e.g., truncation) and the file has named attributes, the named attributes are left as is and are not removed.

NFSv4.1 gives more precise control to clients over acquisition of delegations via the following new flags for the share\_access field of OPEN4args:

OPEN4\_SHARE\_ACCESS\_WANT\_READ\_DELEG

OPEN4\_SHARE\_ACCESS\_WANT\_WRITE\_DELEG

OPEN4\_SHARE\_ACCESS\_WANT\_ANY\_DELEG

OPEN4\_SHARE\_ACCESS\_WANT\_NO\_DELEG

OPEN4\_SHARE\_ACCESS\_WANT\_CANCEL

OPEN4\_SHARE\_ACCESS\_WANT\_SIGNAL\_DELEG\_WHEN\_RESRC\_AVAIL

OPEN4\_SHARE\_ACCESS\_WANT\_PUSH\_DELEG\_WHEN\_UNCONTENDED

If (share\_access & OPEN4\_SHARE\_ACCESS\_WANT\_DELEG\_MASK) is not zero, then the client will have specified one and only one of:

OPEN4\_SHARE\_ACCESS\_WANT\_READ\_DELEG

OPEN4\_SHARE\_ACCESS\_WANT\_WRITE\_DELEG

OPEN4\_SHARE\_ACCESS\_WANT\_ANY\_DELEG

OPEN4\_SHARE\_ACCESS\_WANT\_NO\_DELEG

OPEN4\_SHARE\_ACCESS\_WANT\_CANCEL

Otherwise, the client is neither indicating a desire nor a non-desire for a delegation, and the server MAY or MAY not return a delegation in the OPEN response.

If the server supports the new `_WANT_` flags and the client sends one or more of the new flags, then in the event the server does not return a delegation, it MUST return a delegation type of `OPEN_DELEGATE_NONE_EXT`. The field `ond_why` in the reply indicates why no delegation was returned and will be one of:

WND4\_NOT\_WANTED The client specified  
OPEN4\_SHARE\_ACCESS\_WANT\_NO\_DELEG.

WND4\_CONTENTION There is a conflicting delegation or open on the  
file.

WND4\_RESOURCE Resource limitations prevent the server from granting  
a delegation.

WND4\_NOT\_SUPP\_FTYPE The server does not support delegations on this  
file type.

WND4\_WRITE\_DELEG\_NOT\_SUPP\_FTYPE The server does not support  
OPEN\_DELEGATE\_WRITE delegations on this file type.

WND4\_NOT\_SUPP\_UPGRADE The server does not support atomic upgrade of  
an OPEN\_DELEGATE\_READ delegation to an OPEN\_DELEGATE\_WRITE  
delegation.

WND4\_NOT\_SUPP\_DOWNGRADE The server does not support atomic downgrade  
of an OPEN\_DELEGATE\_WRITE delegation to an OPEN\_DELEGATE\_READ  
delegation.

WND4\_CANCELED The client specified OPEN4\_SHARE\_ACCESS\_WANT\_CANCEL  
and now any "want" for this file object is cancelled.

WND4\_IS\_DIR The specified file object is a directory, and the  
operation is OPEN or WANT\_DELEGATION, which do not support  
delegations on directories.

OPEN4\_SHARE\_ACCESS\_WANT\_READ\_DELEG, OPEN\_SHARE\_ACCESS\_WANT\_WRITE\_DELEG, or OPEN\_SHARE\_ACCESS\_WANT\_ANY\_DELEG mean, respectively, the client wants an OPEN\_DELEGATE\_READ, OPEN\_DELEGATE\_WRITE, or any delegation regardless which of OPEN4\_SHARE\_ACCESS\_READ, OPEN4\_SHARE\_ACCESS\_WRITE, or OPEN4\_SHARE\_ACCESS\_BOTH is set. If the client has an OPEN\_DELEGATE\_READ delegation on a file and requests an OPEN\_DELEGATE\_WRITE delegation, then the client is requesting atomic upgrade of its OPEN\_DELEGATE\_READ delegation to an OPEN\_DELEGATE\_WRITE delegation. If the client has an OPEN\_DELEGATE\_WRITE delegation on a file and requests an OPEN\_DELEGATE\_READ delegation, then the client is requesting atomic downgrade to an OPEN\_DELEGATE\_READ delegation. A server MAY support atomic upgrade or downgrade. If it does, then the returned delegation\_type of OPEN\_DELEGATE\_READ or OPEN\_DELEGATE\_WRITE that is different from the delegation type the client currently has, indicates successful upgrade or downgrade. If the server does not support atomic delegation upgrade or downgrade, then ond\_why will be set to WND4\_NOT\_SUPP\_UPGRADE or WND4\_NOT\_SUPP\_DOWNGRADE.

OPEN4\_SHARE\_ACCESS\_WANT\_NO\_DELEG means that the client wants no delegation.

OPEN4\_SHARE\_ACCESS\_WANT\_CANCEL means that the client wants no delegation and wants to cancel any previously registered "want" for a delegation.

The client may set one or both of OPEN4\_SHARE\_ACCESS\_WANT\_SIGNAL\_DELEG\_WHEN\_RESRC\_AVAIL and OPEN4\_SHARE\_ACCESS\_WANT\_PUSH\_DELEG\_WHEN\_UNCONTENDED. However, they will have no effect unless one of following is set:

- o OPEN4\_SHARE\_ACCESS\_WANT\_READ\_DELEG
- o OPEN4\_SHARE\_ACCESS\_WANT\_WRITE\_DELEG
- o OPEN4\_SHARE\_ACCESS\_WANT\_ANY\_DELEG

If the client specifies OPEN4\_SHARE\_ACCESS\_WANT\_SIGNAL\_DELEG\_WHEN\_RESRC\_AVAIL, then it wishes to register a "want" for a delegation, in the event the OPEN results do not include a delegation. If so and the server denies the delegation due to insufficient resources, the server MAY later inform the client, via the CB\_RECALLABLE\_OBJ\_AVAIL operation, that the resource limitation condition has eased. The server will tell the client that it intends to send a future CB\_RECALLABLE\_OBJ\_AVAIL operation by setting delegation\_type in the results to OPEN\_DELEGATE\_NONE\_EXT, ond\_why to WND4\_RESOURCE, and

ond\_server\_will\_signal\_avail set to TRUE. If ond\_server\_will\_signal\_avail is set to TRUE, the server MUST later send a CB\_RECALLABLE\_OBJ\_AVAIL operation.

If the client specifies OPEN4\_SHARE\_ACCESS\_WANT\_SIGNAL\_DELEG\_WHEN\_UNCONTENDED, then it wishes to register a "want" for a delegation, in the event the OPEN results do not include a delegation. If so and the server denies the delegation due to contention, the server MAY later inform the client, via the CB\_PUSH\_DELEG operation, that the contention condition has eased. The server will tell the client that it intends to send a future CB\_PUSH\_DELEG operation by setting delegation\_type in the results to OPEN\_DELEGATE\_NONE\_EXT, ond\_why to WND4\_CONTENTION, and ond\_server\_will\_push\_deleg to TRUE. If ond\_server\_will\_push\_deleg is TRUE, the server MUST later send a CB\_PUSH\_DELEG operation.

If the client has previously registered a want for a delegation on a file, and then sends a request to register a want for a delegation on the same file, the server MUST return a new error: NFS4ERR\_DELEG\_ALREADY\_WANTED. If the client wishes to register a different type of delegation want for the same file, it MUST cancel the existing delegation WANT.

#### 18.16.4. IMPLEMENTATION

In absence of a persistent session, the client invokes exclusive create by setting the how parameter to EXCLUSIVE4 or EXCLUSIVE4\_1. In these cases, the client provides a verifier that can reasonably be expected to be unique. A combination of a client identifier, perhaps the client network address, and a unique number generated by the client, perhaps the RPC transaction identifier, may be appropriate.

If the object does not exist, the server creates the object and stores the verifier in stable storage. For file systems that do not provide a mechanism for the storage of arbitrary file attributes, the server may use one or more elements of the object's metadata to store the verifier. The verifier MUST be stored in stable storage to prevent erroneous failure on retransmission of the request. It is assumed that an exclusive create is being performed because exclusive semantics are critical to the application. Because of the expected usage, exclusive CREATE does not rely solely on the server's reply cache for storage of the verifier. A nonpersistent reply cache does not survive a crash and the session and reply cache may be deleted after a network partition that exceeds the lease time, thus opening failure windows.

An NFSv4.1 server SHOULD NOT store the verifier in any of the file's RECOMMENDED or REQUIRED attributes. If it does, the server SHOULD use `time_modify_set` or `time_access_set` to store the verifier. The server SHOULD NOT store the verifier in the following attributes:

- `acl` (it is desirable for access control to be established at creation),
- `dacl` (ditto),
- `mode` (ditto),
- `owner` (ditto),
- `owner_group` (ditto),
- `retentevt_set` (it may be desired to establish retention at creation)
- `retention_hold` (ditto),
- `retention_set` (ditto),
- `sacl` (it is desirable for auditing control to be established at creation),
- `size` (on some servers, size may have a limited range of values),
- `mode_set_masked` (as with `mode`),

and

- `time_creation` (a meaningful file creation should be set when the file is created).

Another alternative for the server is to use a named attribute to store the verifier.

Because the EXCLUSIVE4 create method does not specify initial attributes when processing an EXCLUSIVE4 create, the server

- o SHOULD set the owner of the file to that corresponding to the credential of request's RPC header.
- o SHOULD NOT leave the file's access control to anyone but the owner of the file.

If the server cannot support exclusive create semantics, possibly because of the requirement to commit the verifier to stable storage, it should fail the OPEN request with the error NFS4ERR\_NOTSUPP.

During an exclusive CREATE request, if the object already exists, the server reconstructs the object's verifier and compares it with the verifier in the request. If they match, the server treats the request as a success. The request is presumed to be a duplicate of an earlier, successful request for which the reply was lost and that the server duplicate request cache mechanism did not detect. If the verifiers do not match, the request is rejected with the status NFS4ERR\_EXIST.

After the client has performed a successful exclusive create, the attrset response indicates which attributes were used to store the verifier. If EXCLUSIVE4 was used, the attributes set in attrset were used for the verifier. If EXCLUSIVE4\_1 was used, the client determines the attributes used for the verifier by comparing attrset with cva\_attrs.attrmask; any bits set in the former but not the latter identify the attributes used to store the verifier. The client MUST immediately send a SETATTR to set attributes used to store the verifier. Until it does so, the attributes used to store the verifier cannot be relied upon. The subsequent SETATTR MUST NOT occur in the same COMPOUND request as the OPEN.

Unless a persistent session is used, use of the GUARDED4 attribute does not provide exactly once semantics. In particular, if a reply is lost and the server does not detect the retransmission of the request, the operation can fail with NFS4ERR\_EXIST, even though the create was performed successfully. The client would use this behavior in the case that the application has not requested an exclusive create but has asked to have the file truncated when the file is opened. In the case of the client timing out and retransmitting the create request, the client can use GUARDED4 to prevent against a sequence like create, write, create (retransmitted) from occurring.

For SHARE reservations, the value of the expression (share\_access & ~OPEN4\_SHARE\_ACCESS\_WANT\_DELEG\_MASK) MUST be one of OPEN4\_SHARE\_ACCESS\_READ, OPEN4\_SHARE\_ACCESS\_WRITE, or OPEN4\_SHARE\_ACCESS\_BOTH. If not, the server MUST return NFS4ERR\_INVALID. The value of share\_deny MUST be one of OPEN4\_SHARE\_DENY\_NONE, OPEN4\_SHARE\_DENY\_READ, OPEN4\_SHARE\_DENY\_WRITE, or OPEN4\_SHARE\_DENY\_BOTH. If not, the server MUST return NFS4ERR\_INVALID.

Based on the `share_access` value (`OPEN4_SHARE_ACCESS_READ`, `OPEN4_SHARE_ACCESS_WRITE`, or `OPEN4_SHARE_ACCESS_BOTH`), the client should check that the requester has the proper access rights to perform the specified operation. This would generally be the results of applying the ACL access rules to the file for the current requester. However, just as with the `ACCESS` operation, the client should not attempt to second-guess the server's decisions, as access rights may change and may be subject to server administrative controls outside the ACL framework. If the requester's `READ` or `WRITE` operation is not authorized (depending on the `share_access` value), the server **MUST** return `NFS4ERR_ACCESS`.

Note that if the client ID was not created with the `EXCHGID4_FLAG_BIND_PRINC_STATEID` capability set in the reply to `EXCHANGE_ID`, then the server **MUST NOT** impose any requirement that `READs` and `WRITEs` sent for an open file have the same credentials as the `OPEN` itself, and the server is **REQUIRED** to perform access checking on the `READs` and `WRITEs` themselves. Otherwise, if the reply to `EXCHANGE_ID` did have `EXCHGID4_FLAG_BIND_PRINC_STATEID` set, then with one exception, the credentials used in the `OPEN` request **MUST** match those used in the `READs` and `WRITEs`, and the stateids in the `READs` and `WRITEs` **MUST** match, or be derived from the stateid from the reply to `OPEN`. The exception is if `SP4_SSV` or `SP4_MACH_CRED` state protection is used, and the `spo_must_allow` result of `EXCHANGE_ID` includes the `READ` and/or `WRITE` operations. In that case, the machine or `SSV` credential will be allowed to send `READ` and/or `WRITE`. See Section 18.35.

If the component provided to `OPEN` is a symbolic link, the error `NFS4ERR_SYMLINK` will be returned to the client, while if it is a directory the error `NFS4ERR_ISDIR` will be returned. If the component is neither of those but not an ordinary file, the error `NFS4ERR_WRONG_TYPE` is returned. If the current filehandle is not a directory, the error `NFS4ERR_NOTDIR` will be returned.

The use of the `OPEN4_RESULT_PRESERVE_UNLINKED` result flag allows a client to avoid the common implementation practice of renaming an open file to `".nfs<unique value>"` after it removes the file. After the server returns `OPEN4_RESULT_PRESERVE_UNLINKED`, if a client sends a `REMOVE` operation that would reduce the file's link count to zero, the server **SHOULD** report a value of zero for the `numlinks` attribute on the file.

If another client has a delegation of the file being opened that conflicts with open being done (sometimes depending on the `share_access` or `share_deny` value specified), the delegation(s) **MUST** be recalled, and the operation cannot proceed until each such delegation is returned or revoked. Except where this happens very



quickly, one or more NFS4ERR\_DELAY errors will be returned to requests made while delegation remains outstanding. In the case of an OPEN\_DELEGATE\_WRITE delegation, any open by a different client will conflict, while for an OPEN\_DELEGATE\_READ delegation, only opens with one of the following characteristics will be considered conflicting:

- o The value of share\_access includes the bit OPEN4\_SHARE\_ACCESS\_WRITE.
- o The value of share\_deny specifies OPEN4\_SHARE\_DENY\_READ or OPEN4\_SHARE\_DENY\_BOTH.
- o OPEN4\_CREATE is specified together with UNCHECKED4, the size attribute is specified as zero (for truncation), and an existing file is truncated.

If OPEN4\_CREATE is specified and the file does not exist and the current filehandle designates a directory for which another client holds a directory delegation, then, unless the delegation is such that the situation can be resolved by sending a notification, the delegation MUST be recalled, and the operation cannot proceed until the delegation is returned or revoked. Except where this happens very quickly, one or more NFS4ERR\_DELAY errors will be returned to requests made while delegation remains outstanding.

If OPEN4\_CREATE is specified and the file does not exist and the current filehandle designates a directory for which one or more directory delegations exist, then, when those delegations request such notifications, NOTIFY4\_ADD\_ENTRY will be generated as a result of this operation.

#### 18.16.4.1. Warning to Client Implementors

OPEN resembles LOOKUP in that it generates a filehandle for the client to use. Unlike LOOKUP though, OPEN creates server state on the filehandle. In normal circumstances, the client can only release this state with a CLOSE operation. CLOSE uses the current filehandle to determine which file to close. Therefore, the client MUST follow every OPEN operation with a GETFH operation in the same COMPOUND procedure. This will supply the client with the filehandle such that CLOSE can be used appropriately.

Simply waiting for the lease on the file to expire is insufficient because the server may maintain the state indefinitely as long as another client does not attempt to make a conflicting access to the same file.

See also Section 2.10.6.4.

## 18.17. Operation 19: OPENATTR - Open Named Attribute Directory

### 18.17.1. ARGUMENTS

```
struct OPENATTR4args {
    /* CURRENT_FH: object */
    bool    createdir;
};
```

### 18.17.2. RESULTS

```
struct OPENATTR4res {
    /*
     * If status is NFS4_OK,
     *   new CURRENT_FH: named attribute
     *                       directory
     */
    nfsstat4    status;
};
```

### 18.17.3. DESCRIPTION

The OPENATTR operation is used to obtain the filehandle of the named attribute directory associated with the current filehandle. The result of the OPENATTR will be a filehandle to an object of type NF4ATTRDIR. From this filehandle, READDIR and LOOKUP operations can be used to obtain filehandles for the various named attributes associated with the original file system object. Filehandles returned within the named attribute directory will designate objects of type of NF4NAMEDATTR.

The createdir argument allows the client to signify if a named attribute directory should be created as a result of the OPENATTR operation. Some clients may use the OPENATTR operation with a value of FALSE for createdir to determine if any named attributes exist for the object. If none exist, then NFS4ERR\_NOENT will be returned. If createdir has a value of TRUE and no named attribute directory exists, one is created and its filehandle becomes the current filehandle. On the other hand, if createdir has a value of TRUE and the named attribute directory already exists, no error results and the filehandle of the existing directory becomes the current filehandle. The creation of a named attribute directory assumes that the server has implemented named attribute support in this fashion and is not required to do so by this definition.

If the current file handle designates an object of type NF4NAMEDATTR (a named attribute) or NF4ATTRDIR (a named attribute directory), an error of NFS4ERR\_WRONG\_TYPE is returned to the client. Named attributes or a named attribute directory MUST NOT have their own named attributes.

#### 18.17.4. IMPLEMENTATION

If the server does not support named attributes for the current filehandle, an error of NFS4ERR\_NOTSUPP will be returned to the client.

#### 18.18. Operation 21: OPEN\_DOWNGRADE - Reduce Open File Access

##### 18.18.1. ARGUMENTS

```
struct OPEN_DOWNGRADE4args {
    /* CURRENT_FH: opened file */
    stateid4      open_stateid;
    seqid4        seqid;
    uint32_t      share_access;
    uint32_t      share_deny;
};
```

##### 18.18.2. RESULTS

```
struct OPEN_DOWNGRADE4resok {
    stateid4      open_stateid;
};

union OPEN_DOWNGRADE4res switch(nfsstat4 status) {
    case NFS4_OK:
        OPEN_DOWNGRADE4resok      resok4;
    default:
        void;
};
```

##### 18.18.3. DESCRIPTION

This operation is used to adjust the access and deny states for a given open. This is necessary when a given open-owner opens the same file multiple times with different access and deny values. In this situation, a close of one of the opens may change the appropriate share\_access and share\_deny flags to remove bits associated with opens no longer in effect.

Valid values for the expression (share\_access & ~OPEN4\_SHARE\_ACCESS\_WANT\_DELEG\_MASK) are OPEN4\_SHARE\_ACCESS\_READ, OPEN4\_SHARE\_ACCESS\_WRITE, or OPEN4\_SHARE\_ACCESS\_BOTH. If the client specifies other values, the server MUST reply with NFS4ERR\_INVALID.

Valid values for the share\_deny field are OPEN4\_SHARE\_DENY\_NONE, OPEN4\_SHARE\_DENY\_READ, OPEN4\_SHARE\_DENY\_WRITE, or OPEN4\_SHARE\_DENY\_BOTH. If the client specifies other values, the server MUST reply with NFS4ERR\_INVALID.

After checking for valid values of share\_access and share\_deny, the server replaces the current access and deny modes on the file with share\_access and share\_deny subject to the following constraints:

- o The bits in share\_access SHOULD equal the union of the share\_access bits (not including OPEN4\_SHARE\_WANT\_\* bits) specified for some subset of the OPENS in effect for the current open-owner on the current file.
- o The bits in share\_deny SHOULD equal the union of the share\_deny bits specified for some subset of the OPENS in effect for the current open-owner on the current file.

If the above constraints are not respected, the server SHOULD return the error NFS4ERR\_INVALID. Since share\_access and share\_deny bits should be subsets of those already granted, short of a defect in the client or server implementation, it is not possible for the OPEN\_DOWNGRADE request to be denied because of conflicting share reservations.

The seqid argument is not used in NFSv4.1, MAY be any value, and MUST be ignored by the server.

On success, the current filehandle retains its value.

#### 18.18.4. IMPLEMENTATION

An OPEN\_DOWNGRADE operation may make OPEN\_DELEGATE\_READ delegations grantable where they were not previously. Servers may choose to respond immediately if there are pending delegation want requests or may respond to the situation at a later time.

## 18.19. Operation 22: PUTFH - Set Current Filehandle

## 18.19.1. ARGUMENTS

```

struct PUTFH4args {
    nfs_fh4      object;
};

```

## 18.19.2. RESULTS

```

struct PUTFH4res {
    /*
     * If status is NFS4_OK,
     *   new CURRENT_FH: argument to PUTFH
     */
    nfsstat4      status;
};

```

## 18.19.3. DESCRIPTION

This operation replaces the current filehandle with the filehandle provided as an argument. It clears the current stateid.

If the security mechanism used by the requester does not meet the requirements of the filehandle provided to this operation, the server MUST return NFS4ERR\_WRONGSEC.

See Section 16.2.3.1.1 for more details on the current filehandle.

See Section 16.2.3.1.2 for more details on the current stateid.

## 18.19.4. IMPLEMENTATION

This operation is used in an NFS request to set the context for file accessing operations that follow in the same COMPOUND request.

## 18.20. Operation 23: PUTPUBFH - Set Public Filehandle

## 18.20.1. ARGUMENT

```

void;

```

## 18.20.2. RESULT

```
struct PUTPUBFH4res {
    /*
     * If status is NFS4_OK,
     *   new CURRENT_FH: public fh
     */
    nfsstat4      status;
};
```

## 18.20.3. DESCRIPTION

This operation replaces the current filehandle with the filehandle that represents the public filehandle of the server's namespace. This filehandle may be different from the "root" filehandle that may be associated with some other directory on the server.

PUTPUBFH also clears the current stateid.

The public filehandle represents the concepts embodied in RFC 2054 [42], RFC 2055 [43], and RFC 2224 [53]. The intent for NFSv4.1 is that the public filehandle (represented by the PUTPUBFH operation) be used as a method of providing WebNFS server compatibility with NFSv3.

The public filehandle and the root filehandle (represented by the PUTROOTFH operation) SHOULD be equivalent. If the public and root filehandles are not equivalent, then the directory corresponding to the public filehandle MUST be a descendant of the directory corresponding to the root filehandle.

See Section 16.2.3.1.1 for more details on the current filehandle.

See Section 16.2.3.1.2 for more details on the current stateid.

## 18.20.4. IMPLEMENTATION

This operation is used in an NFS request to set the context for file accessing operations that follow in the same COMPOUND request.

With the NFSv3 public filehandle, the client is able to specify whether the pathname provided in the LOOKUP should be evaluated as either an absolute path relative to the server's root or relative to the public filehandle. RFC 2224 [53] contains further discussion of the functionality. With NFSv4.1, that type of specification is not directly available in the LOOKUP operation. The reason for this is because the component separators needed to specify absolute vs. relative are not allowed in NFSv4. Therefore, the client is

responsible for constructing its request such that the use of either PUTROOTFH or PUTPUBFH signifies absolute or relative evaluation of an NFS URL, respectively.

Note that there are warnings mentioned in RFC 2224 [53] with respect to the use of absolute evaluation and the restrictions the server may place on that evaluation with respect to how much of its namespace has been made available. These same warnings apply to NFSv4.1. It is likely, therefore, that because of server implementation details, an NFSv3 absolute public filehandle look up may behave differently than an NFSv4.1 absolute resolution.

There is a form of security negotiation as described in RFC 2755 [54] that uses the public filehandle and an overloading of the pathname. This method is not available with NFSv4.1 as filehandles are not overloaded with special meaning and therefore do not provide the same framework as NFSv3. Clients should therefore use the security negotiation mechanisms described in Section 2.6.

## 18.21. Operation 24: PUTROOTFH - Set Root Filehandle

### 18.21.1. ARGUMENTS

```
void;
```

### 18.21.2. RESULTS

```
struct PUTROOTFH4res {
    /*
     * If status is NFS4_OK,
     *   new CURRENT_FH: root fh
     */
    nfsstat4      status;
};
```

### 18.21.3. DESCRIPTION

This operation replaces the current filehandle with the filehandle that represents the root of the server's namespace. From this filehandle, a LOOKUP operation can locate any other filehandle on the server. This filehandle may be different from the "public" filehandle that may be associated with some other directory on the server.

PUTROOTFH also clears the current stateid.

See Section 16.2.3.1.1 for more details on the current filehandle.

See Section 16.2.3.1.2 for more details on the current stateid.

#### 18.21.4. IMPLEMENTATION

This operation is used in an NFS request to set the context for file accessing operations that follow in the same COMPOUND request.

#### 18.22. Operation 25: READ - Read from File

##### 18.22.1. ARGUMENTS

```
struct READ4args {
    /* CURRENT_FH: file */
    stateid4      stateid;
    offset4       offset;
    count4        count;
};
```

##### 18.22.2. RESULTS

```
struct READ4resok {
    bool          eof;
    opaque        data<>;
};

union READ4res switch (nfsstat4 status) {
    case NFS4_OK:
        READ4resok      resok4;
    default:
        void;
};
```

##### 18.22.3. DESCRIPTION

The READ operation reads data from the regular file identified by the current filehandle.

The client provides an offset of where the READ is to start and a count of how many bytes are to be read. An offset of zero means to read data starting at the beginning of the file. If offset is greater than or equal to the size of the file, the status NFS4\_OK is returned with a data length set to zero and eof is set to TRUE. The READ is subject to access permissions checking.



If the client specifies a count value of zero, the READ succeeds and returns zero bytes of data again subject to access permissions checking. The server may choose to return fewer bytes than specified by the client. The client needs to check for this condition and handle the condition appropriately.

Except when special stateids are used, the stateid value for a READ request represents a value returned from a previous byte-range lock or share reservation request or the stateid associated with a delegation. The stateid identifies the associated owners if any and is used by the server to verify that the associated locks are still valid (e.g., have not been revoked).

If the read ended at the end-of-file (formally, in a correctly formed READ operation, if offset + count is equal to the size of the file), or the READ operation extends beyond the size of the file (if offset + count is greater than the size of the file), eof is returned as TRUE; otherwise, it is FALSE. A successful READ of an empty file will always return eof as TRUE.

If the current filehandle is not an ordinary file, an error will be returned to the client. In the case that the current filehandle represents an object of type NF4DIR, NFS4ERR\_ISDIR is returned. If the current filehandle designates a symbolic link, NFS4ERR\_SYMLINK is returned. In all other cases, NFS4ERR\_WRONG\_TYPE is returned.

For a READ with a stateid value of all bits equal to zero, the server MAY allow the READ to be serviced subject to mandatory byte-range locks or the current share deny modes for the file. For a READ with a stateid value of all bits equal to one, the server MAY allow READ operations to bypass locking checks at the server.

On success, the current filehandle retains its value.

#### 18.22.4. IMPLEMENTATION

If the server returns a "short read" (i.e., fewer data than requested and eof is set to FALSE), the client should send another READ to get the remaining data. A server may return less data than requested under several circumstances. The file may have been truncated by another client or perhaps on the server itself, changing the file size from what the requesting client believes to be the case. This would reduce the actual amount of data available to the client. It is possible that the server reduce the transfer size and so return a short read result. Server resource exhaustion may also occur in a short read.

If mandatory byte-range locking is in effect for the file, and if the byte-range corresponding to the data to be read from the file is WRITE\_LT locked by an owner not associated with the stateid, the server will return the NFS4ERR\_LOCKED error. The client should try to get the appropriate READ\_LT via the LOCK operation before re-attempting the READ. When the READ completes, the client should release the byte-range lock via LOCKU.

If another client has an OPEN\_DELEGATE\_WRITE delegation for the file being read, the delegation must be recalled, and the operation cannot proceed until that delegation is returned or revoked. Except where this happens very quickly, one or more NFS4ERR\_DELAY errors will be returned to requests made while the delegation remains outstanding. Normally, delegations will not be recalled as a result of a READ operation since the recall will occur as a result of an earlier OPEN. However, since it is possible for a READ to be done with a special stateid, the server needs to check for this case even though the client should have done an OPEN previously.

### 18.23. Operation 26: READDIR - Read Directory

#### 18.23.1. ARGUMENTS

```
struct READDIR4args {
    /* CURRENT_FH: directory */
    nfs_cookie4    cookie;
    verifier4     cookieverf;
    count4        dircount;
    count4        maxcount;
    bitmap4       attr_request;
};
```

#### 18.23.2. RESULTS

```
struct entry4 {
    nfs_cookie4    cookie;
    component4     name;
    fattr4        attrs;
    entry4        *nextentry;
};

struct dirlist4 {
    entry4        *entries;
    bool          eof;
};
```

```

struct READDIR4resok {
    verifier4      cookieverf;
    dirlist4       reply;
};

union READDIR4res switch (nfsstat4 status) {
    case NFS4_OK:
        READDIR4resok  resok4;
    default:
        void;
};

```

### 18.23.3. DESCRIPTION

The READDIR operation retrieves a variable number of entries from a file system directory and returns client-requested attributes for each entry along with information to allow the client to request additional directory entries in a subsequent READDIR.

The arguments contain a cookie value that represents where the READDIR should start within the directory. A value of zero for the cookie is used to start reading at the beginning of the directory. For subsequent READDIR requests, the client specifies a cookie value that is provided by the server on a previous READDIR request.

The request's cookieverf field should be set to 0 (zero) when the request's cookie field is zero (first read of the directory). On subsequent requests, the cookieverf field must match the cookieverf returned by the READDIR in which the cookie was acquired. If the server determines that the cookieverf is no longer valid for the directory, the error NFS4ERR\_NOT\_SAME must be returned.

The dircount field of the request is a hint of the maximum number of bytes of directory information that should be returned. This value represents the total length of the names of the directory entries and the cookie value for these entries. This length represents the XDR encoding of the data (names and cookies) and not the length in the native format of the server.

The maxcount field of the request represents the maximum total size of all of the data being returned within the READDIR4resok structure and includes the XDR overhead. The server MAY return less data. If the server is unable to return a single directory entry within the maxcount limit, the error NFS4ERR\_TOOSMALL MUST be returned to the client.

Finally, the request's `attr_request` field represents the list of attributes to be returned for each directory entry supplied by the server.

A successful reply consists of a list of directory entries. Each of these entries contains the name of the directory entry, a cookie value for that entry, and the associated attributes as requested. The "eof" flag has a value of TRUE if there are no more entries in the directory.

The cookie value is only meaningful to the server and is used as a cursor for the directory entry. As mentioned, this cookie is used by the client for subsequent READDIR operations so that it may continue reading a directory. The cookie is similar in concept to a READ offset but MUST NOT be interpreted as such by the client. Ideally, the cookie value SHOULD NOT change if the directory is modified since the client may be caching these values.

In some cases, the server may encounter an error while obtaining the attributes for a directory entry. Instead of returning an error for the entire READDIR operation, the server can instead return the attribute `rdattr_error` (Section 5.8.1.12). With this, the server is able to communicate the failure to the client and not fail the entire operation in the instance of what might be a transient failure. Obviously, the client must request the `fattr4_rdattr_error` attribute for this method to work properly. If the client does not request the attribute, the server has no choice but to return failure for the entire READDIR operation.

For some file system environments, the directory entries "." and ".." have special meaning, and in other environments, they do not. If the server supports these special entries within a directory, they SHOULD NOT be returned to the client as part of the READDIR response. To enable some client environments, the cookie values of zero, 1, and 2 are to be considered reserved. Note that the UNIX client will use these values when combining the server's response and local representations to enable a fully formed UNIX directory presentation to the application.

For READDIR arguments, cookie values of one and two SHOULD NOT be used, and for READDIR results, cookie values of zero, one, and two SHOULD NOT be returned.

On success, the current filehandle retains its value.

## 18.23.4. IMPLEMENTATION

The server's file system directory representations can differ greatly. A client's programming interfaces may also be bound to the local operating environment in a way that does not translate well into the NFS protocol. Therefore, the use of the `dircount` and `maxcount` fields are provided to enable the client to provide hints to the server. If the client is aggressive about attribute collection during a `REaddir`, the server has an idea of how to limit the encoded response.

If `dircount` is zero, the server bounds the reply's size based on the request's `maxcount` field.

The `cookieverf` may be used by the server to help manage cookie values that may become stale. It should be a rare occurrence that a server is unable to continue properly reading a directory with the provided `cookie/cookieverf` pair. The server SHOULD make every effort to avoid this condition since the application at the client might be unable to properly handle this type of failure.

The use of the `cookieverf` will also protect the client from using `REaddir` cookie values that might be stale. For example, if the file system has been migrated, the server might or might not be able to use the same cookie values to service `REaddir` as the previous server used. With the client providing the `cookieverf`, the server is able to provide the appropriate response to the client. This prevents the case where the server accepts a cookie value but the underlying directory has changed and the response is invalid from the client's context of its previous `REaddir`.

Since some servers will not be returning "." and ".." entries as has been done with previous versions of the NFS protocol, the client that requires these entries be present in `REaddir` responses must fabricate them.

## 18.24. Operation 27: READLINK - Read Symbolic Link

## 18.24.1. ARGUMENTS

```
/* CURRENT_FH: symlink */
void;
```

## 18.24.2. RESULTS

```
struct READLINK4resok {
    linktext4    link;
};
```

```

union READLINK4res switch (nfsstat4 status) {
  case NFS4_OK:
    READLINK4resok resok4;
  default:
    void;
};

```

#### 18.24.3. DESCRIPTION

READLINK reads the data associated with a symbolic link. Depending on the value of the UTF-8 capability attribute (Section 14.4), the data is encoded in UTF-8. Whether created by an NFS client or created locally on the server, the data in a symbolic link is not interpreted (except possibly to check for proper UTF-8 encoding) when created, but is simply stored.

On success, the current filehandle retains its value.

#### 18.24.4. IMPLEMENTATION

A symbolic link is nominally a pointer to another file. The data is not necessarily interpreted by the server, just stored in the file. It is possible for a client implementation to store a pathname that is not meaningful to the server operating system in a symbolic link. A READLINK operation returns the data to the client for interpretation. If different implementations want to share access to symbolic links, then they must agree on the interpretation of the data in the symbolic link.

The READLINK operation is only allowed on objects of type NF4LNK. The server should return the error NFS4ERR\_WRONG\_TYPE if the object is not of type NF4LNK.

### 18.25. Operation 28: REMOVE - Remove File System Object

#### 18.25.1. ARGUMENTS

```

struct REMOVE4args {
  /* CURRENT_FH: directory */
  component4      target;
};

```

#### 18.25.2. RESULTS

```

struct REMOVE4resok {
  change_info4    cinfo;
};

```

```

union REMOVE4res switch (nfsstat4 status) {
  case NFS4_OK:
    REMOVE4resok   resok4;
  default:
    void;
};

```

#### 18.25.3. DESCRIPTION

The REMOVE operation removes (deletes) a directory entry named by filename from the directory corresponding to the current filehandle. If the entry in the directory was the last reference to the corresponding file system object, the object may be destroyed. The directory may be either of type NF4DIR or NF4ATTRDIR.

For the directory where the filename was removed, the server returns change\_info4 information in cinfo. With the atomic field of the change\_info4 data type, the server will indicate if the before and after change attributes were obtained atomically with respect to the removal.

If the target has a length of zero, or if the target does not obey the UTF-8 definition (and the server is enforcing UTF-8 encoding; see Section 14.4), the error NFS4ERR\_INVAL will be returned.

On success, the current filehandle retains its value.

#### 18.25.4. IMPLEMENTATION

NFSv3 required a different operator RMDIR for directory removal and REMOVE for non-directory removal. This allowed clients to skip checking the file type when being passed a non-directory delete system call (e.g., unlink() [27] in POSIX) to remove a directory, as well as the converse (e.g., a rmdir() on a non-directory) because they knew the server would check the file type. NFSv4.1 REMOVE can be used to delete any directory entry independent of its file type. The implementor of an NFSv4.1 client's entry points from the unlink() and rmdir() system calls should first check the file type against the types the system call is allowed to remove before sending a REMOVE operation. Alternatively, the implementor can produce a COMPOUND call that includes a LOOKUP/VERIFY sequence of operations to verify the file type before a REMOVE operation in the same COMPOUND call.

The concept of last reference is server specific. However, if the numlinks field in the previous attributes of the object had the value 1, the client should not rely on referring to the object via a filehandle. Likewise, the client should not rely on the resources (disk space, directory entry, and so on) formerly associated with the

object becoming immediately available. Thus, if a client needs to be able to continue to access a file after using REMOVE to remove it, the client should take steps to make sure that the file will still be accessible. While the traditional mechanism used is to RENAME the file from its old name to a new hidden name, the NFSv4.1 OPEN operation MAY return a result flag, OPEN4\_RESULT\_PRESERVE\_UNLINKED, which indicates to the client that the file will be preserved if the file has an outstanding open (see Section 18.16).

If the server finds that the file is still open when the REMOVE arrives:

- o The server SHOULD NOT delete the file's directory entry if the file was opened with OPEN4\_SHARE\_DENY\_WRITE or OPEN4\_SHARE\_DENY\_BOTH.
- o If the file was not opened with OPEN4\_SHARE\_DENY\_WRITE or OPEN4\_SHARE\_DENY\_BOTH, the server SHOULD delete the file's directory entry. However, until last CLOSE of the file, the server MAY continue to allow access to the file via its filehandle.
- o The server MUST NOT delete the directory entry if the reply from OPEN had the flag OPEN4\_RESULT\_PRESERVE\_UNLINKED set.

The server MAY implement its own restrictions on removal of a file while it is open. The server might disallow such a REMOVE (or a removal that occurs as part of RENAME). The conditions that influence the restrictions on removal of a file while it is still open include:

- o Whether certain access protocols (i.e., not just NFS) are holding the file open.
- o Whether particular options, access modes, or policies on the server are enabled.

If a file has an outstanding OPEN and this prevents the removal of the file's directory entry, the error NFS4ERR\_FILE\_OPEN is returned.

Where the determination above cannot be made definitively because delegations are being held, they MUST be recalled to allow processing of the REMOVE to continue. When a delegation is held, the server has no reliable knowledge of the status of OPENS for that client, so unless there are files opened with the particular deny modes by clients without delegations, the determination cannot be made until



delegations are recalled, and the operation cannot proceed until each sufficient delegation has been returned or revoked to allow the server to make a correct determination.

In all cases in which delegations are recalled, the server is likely to return one or more NFS4ERR\_DELAY errors while delegations remain outstanding.

If the current filehandle designates a directory for which another client holds a directory delegation, then, unless the situation can be resolved by sending a notification, the directory delegation MUST be recalled, and the operation MUST NOT proceed until the delegation is returned or revoked. Except where this happens very quickly, one or more NFS4ERR\_DELAY errors will be returned to requests made while delegation remains outstanding.

When the current filehandle designates a directory for which one or more directory delegations exist, then, when those delegations request such notifications, NOTIFY4\_REMOVE\_ENTRY will be generated as a result of this operation.

Note that when a remove occurs as a result of a RENAME, NOTIFY4\_REMOVE\_ENTRY will only be generated if the removal happens as a separate operation. In the case in which the removal is integrated and atomic with RENAME, the notification of the removal is integrated with notification for the RENAME. See the discussion of the NOTIFY4\_RENAME\_ENTRY notification in Section 20.4.

## 18.26. Operation 29: RENAME - Rename Directory Entry

### 18.26.1. ARGUMENTS

```
struct RENAME4args {
    /* SAVED_FH: source directory */
    component4    oldname;
    /* CURRENT_FH: target directory */
    component4    newname;
};
```

### 18.26.2. RESULTS

```
struct RENAME4resok {
    change_info4    source_cinfo;
    change_info4    target_cinfo;
};
```

```
union RENAME4res switch (nfsstat4 status) {
  case NFS4_OK:
    RENAME4resok   resok4;
  default:
    void;
};
```

### 18.26.3. DESCRIPTION

The RENAME operation renames the object identified by oldname in the source directory corresponding to the saved filehandle, as set by the SAVEFH operation, to newname in the target directory corresponding to the current filehandle. The operation is required to be atomic to the client. Source and target directories MUST reside on the same file system on the server. On success, the current filehandle will continue to be the target directory.

If the target directory already contains an entry with the name newname, the source object MUST be compatible with the target: either both are non-directories or both are directories and the target MUST be empty. If compatible, the existing target is removed before the rename occurs or, preferably, the target is removed atomically as part of the rename. See Section 18.25.4 for client and server actions whenever a target is removed. Note however that when the removal is performed atomically with the rename, certain parts of the removal described there are integrated with the rename. For example, notification of the removal will not be via a NOTIFY4\_REMOVE\_ENTRY but will be indicated as part of the NOTIFY4\_ADD\_ENTRY or NOTIFY4\_RENAME\_ENTRY generated by the rename.

If the source object and the target are not compatible or if the target is a directory but not empty, the server will return the error NFS4ERR\_EXIST.

If oldname and newname both refer to the same file (e.g., they might be hard links of each other), then unless the file is open (see Section 18.26.4), RENAME MUST perform no action and return NFS4\_OK.

For both directories involved in the RENAME, the server returns change\_info4 information. With the atomic field of the change\_info4 data type, the server will indicate if the before and after change attributes were obtained atomically with respect to the rename.

If oldname refers to a named attribute and the saved and current filehandles refer to different file system objects, the server will return NFS4ERR\_XDEV just as if the saved and current filehandles represented directories on different file systems.

If oldname or newname has a length of zero, or if oldname or newname does not obey the UTF-8 definition, the error NFS4ERR\_INVALID will be returned.

#### 18.26.4. IMPLEMENTATION

The server MAY impose restrictions on the RENAME operation such that RENAME may not be done when the file being renamed is open or when that open is done by particular protocols, or with particular options or access modes. Similar restrictions may be applied when a file exists with the target name and is open. When RENAME is rejected because of such restrictions, the error NFS4ERR\_FILE\_OPEN is returned.

When oldname and rename refer to the same file and that file is open in a fashion such that RENAME would normally be rejected with NFS4ERR\_FILE\_OPEN if oldname and newname were different files, then RENAME SHOULD be rejected with NFS4ERR\_FILE\_OPEN.

If a server does implement such restrictions and those restrictions include cases of NFSv4 opens preventing successful execution of a rename, the server needs to recall any delegations that could hide the existence of opens relevant to that decision. This is because when a client holds a delegation, the server might not have an accurate account of the opens for that client, since the client may execute OPENS and CLOSEs locally. The RENAME operation need only be delayed until a definitive result can be obtained. For example, if there are multiple delegations and one of them establishes an open whose presence would prevent the rename, given the server's semantics, NFS4ERR\_FILE\_OPEN may be returned to the caller as soon as that delegation is returned without waiting for other delegations to be returned. Similarly, if such opens are not associated with delegations, NFS4ERR\_FILE\_OPEN can be returned immediately with no delegation recall being done.

If the current filehandle or the saved filehandle designates a directory for which another client holds a directory delegation, then, unless the situation can be resolved by sending a notification, the delegation MUST be recalled, and the operation cannot proceed until the delegation is returned or revoked. Except where this happens very quickly, one or more NFS4ERR\_DELAY errors will be returned to requests made while delegation remains outstanding.

When the current and saved filehandles are the same and they designate a directory for which one or more directory delegations exist, then, when those delegations request such notifications, a notification of type NOTIFY4\_RENAME\_ENTRY will be generated as a result of this operation. When oldname and rename refer to the same

file, no notification is generated (because, as Section 18.26.3 states, the server MUST take no action). When a file is removed because it has the same name as the target, if that removal is done atomically with the rename, a NOTIFY4\_REMOVE\_ENTRY notification will not be generated. Instead, the deletion of the file will be reported as part of the NOTIFY4\_RENAME\_ENTRY notification.

When the current and saved filehandles are not the same:

- o If the current filehandle designates a directory for which one or more directory delegations exist, then, when those delegations request such notifications, NOTIFY4\_ADD\_ENTRY will be generated as a result of this operation. When a file is removed because it has the same name as the target, if that removal is done atomically with the rename, a NOTIFY4\_REMOVE\_ENTRY notification will not be generated. Instead, the deletion of the file will be reported as part of the NOTIFY4\_ADD\_ENTRY notification.
- o If the saved filehandle designates a directory for which one or more directory delegations exist, then, when those delegations request such notifications, NOTIFY4\_REMOVE\_ENTRY will be generated as a result of this operation.

If the object being renamed has file delegations held by clients other than the one doing the RENAME, the delegations MUST be recalled, and the operation cannot proceed until each such delegation is returned or revoked. Note that in the case of multiply linked files, the delegation recall requirement applies even if the delegation was obtained through a different name than the one being renamed. In all cases in which delegations are recalled, the server is likely to return one or more NFS4ERR\_DELAY errors while the delegation(s) remains outstanding, although it might not do that if the delegations are returned quickly.

The RENAME operation must be atomic to the client. The statement "source and target directories MUST reside on the same file system on the server" means that the fsid fields in the attributes for the directories are the same. If they reside on different file systems, the error NFS4ERR\_XDEV is returned.

Based on the value of the fh\_expire\_type attribute for the object, the filehandle may or may not expire on a RENAME. However, server implementors are strongly encouraged to attempt to keep filehandles from expiring in this fashion.

On some servers, the file names "." and ".." are illegal as either oldname or newname, and will result in the error NFS4ERR\_BADNAME. In addition, on many servers the case of oldname or newname being an alias for the source directory will be checked for. Such servers will return the error NFS4ERR\_INVALID in these cases.

If either of the source or target filehandles are not directories, the server will return NFS4ERR\_NOTDIR.

## 18.27. Operation 31: RESTOREFH - Restore Saved Filehandle

### 18.27.1. ARGUMENTS

```
/* SAVED_FH: */
void;
```

### 18.27.2. RESULTS

```
struct RESTOREFH4res {
    /*
     * If status is NFS4_OK,
     *   new CURRENT_FH: value of saved fh
     */
    nfsstat4      status;
};
```

### 18.27.3. DESCRIPTION

The RESTOREFH operation sets the current filehandle and stateid to the values in the saved filehandle and stateid. If there is no saved filehandle, then the server will return the error NFS4ERR\_NOFILEHANDLE.

See Section 16.2.3.1.1 for more details on the current filehandle.

See Section 16.2.3.1.2 for more details on the current stateid.

## 18.27.4. IMPLEMENTATION

Operations like OPEN and LOOKUP use the current filehandle to represent a directory and replace it with a new filehandle. Assuming that the previous filehandle was saved with a SAVEFH operator, the previous filehandle can be restored as the current filehandle. This is commonly used to obtain post-operation attributes for the directory, e.g.,

```

    PUTFH (directory filehandle)
    SAVEFH
    GETATTR attrbits      (pre-op dir attrs)
    CREATE optbits "foo" attrs
    GETATTR attrbits      (file attributes)
    RESTOREFH
    GETATTR attrbits      (post-op dir attrs)

```

## 18.28. Operation 32: SAVEFH - Save Current Filehandle

## 18.28.1. ARGUMENTS

```

/* CURRENT_FH: */
void;

```

## 18.28.2. RESULTS

```

struct SAVEFH4res {
    /*
     * If status is NFS4_OK,
     *   new SAVED_FH: value of current fh
     */
    nfsstat4      status;
};

```

## 18.28.3. DESCRIPTION

The SAVEFH operation saves the current filehandle and stateid. If a previous filehandle was saved, then it is no longer accessible. The saved filehandle can be restored as the current filehandle with the RESTOREFH operator.

On success, the current filehandle retains its value.

See Section 16.2.3.1.1 for more details on the current filehandle.

See Section 16.2.3.1.2 for more details on the current stateid.

## 18.28.4. IMPLEMENTATION

## 18.29. Operation 33: SECINFO - Obtain Available Security

## 18.29.1. ARGUMENTS

```

struct SECINFO4args {
    /* CURRENT_FH: directory */
    component4      name;
};

```

## 18.29.2. RESULTS

```

/*
 * From RFC 2203
 */
enum rpc_gss_svc_t {
    RPC_GSS_SVC_NONE          = 1,
    RPC_GSS_SVC_INTEGRITY     = 2,
    RPC_GSS_SVC_PRIVACY       = 3
};

struct rpcsec_gss_info {
    sec_oid4      oid;
    qop4          qop;
    rpc_gss_svc_t service;
};

/* RPCSEC_GSS has a value of '6' - See RFC 2203 */
union secinfo4 switch (uint32_t flavor) {
    case RPCSEC_GSS:
        rpcsec_gss_info      flavor_info;
    default:
        void;
};

typedef secinfo4 SECINFO4resok<>;

union SECINFO4res switch (nfsstat4 status) {
    case NFS4_OK:
        /* CURRENT_FH: consumed */
        SECINFO4resok resok4;
    default:
        void;
};

```

### 18.29.3. DESCRIPTION

The SECINFO operation is used by the client to obtain a list of valid RPC authentication flavors for a specific directory filehandle, file name pair. SECINFO should apply the same access methodology used for LOOKUP when evaluating the name. Therefore, if the requester does not have the appropriate access to LOOKUP the name, then SECINFO MUST behave the same way and return NFS4ERR\_ACCESS.

The result will contain an array that represents the security mechanisms available, with an order corresponding to the server's preferences, the most preferred being first in the array. The client is free to pick whatever security mechanism it both desires and supports, or to pick in the server's preference order the first one it supports. The array entries are represented by the secinfo4 structure. The field 'flavor' will contain a value of AUTH\_NONE, AUTH\_SYS (as defined in RFC 5531 [3]), or RPCSEC\_GSS (as defined in RFC 2203 [4]). The field flavor can also be any other security flavor registered with IANA.

For the flavors AUTH\_NONE and AUTH\_SYS, no additional security information is returned. The same is true of many (if not most) other security flavors, including AUTH\_DH. For a return value of RPCSEC\_GSS, a security triple is returned that contains the mechanism object identifier (OID, as defined in RFC 2743 [7]), the quality of protection (as defined in RFC 2743 [7]), and the service type (as defined in RFC 2203 [4]). It is possible for SECINFO to return multiple entries with flavor equal to RPCSEC\_GSS with different security triple values.

On success, the current filehandle is consumed (see Section 2.6.3.1.1.8), and if the next operation after SECINFO tries to use the current filehandle, that operation will fail with the status NFS4ERR\_NOFILEHANDLE.

If the name has a length of zero, or if the name does not obey the UTF-8 definition (assuming UTF-8 capabilities are enabled; see Section 14.4), the error NFS4ERR\_INVALID will be returned.

See Section 2.6 for additional information on the use of SECINFO.

### 18.29.4. IMPLEMENTATION

The SECINFO operation is expected to be used by the NFS client when the error value of NFS4ERR\_WRONGSEC is returned from another NFS operation. This signifies to the client that the server's security



policy is different from what the client is currently using. At this point, the client is expected to obtain a list of possible security flavors and choose what best suits its policies.

As mentioned, the server's security policies will determine when a client request receives NFS4ERR\_WRONGSEC. See Table 8 for a list of operations that can return NFS4ERR\_WRONGSEC. In addition, when READDIR returns attributes, the rgetattr\_error (Section 5.8.1.12) can contain NFS4ERR\_WRONGSEC. Note that CREATE and REMOVE MUST NOT return NFS4ERR\_WRONGSEC. The rationale for CREATE is that unless the target name exists, it cannot have a separate security policy from the parent directory, and the security policy of the parent was checked when its filehandle was injected into the COMPOUND request's operations stream (for similar reasons, an OPEN operation that creates the target MUST NOT return NFS4ERR\_WRONGSEC). If the target name exists, while it might have a separate security policy, that is irrelevant because CREATE MUST return NFS4ERR\_EXIST. The rationale for REMOVE is that while that target might have a separate security policy, the target is going to be removed, and so the security policy of the parent trumps that of the object being removed. RENAME and LINK MAY return NFS4ERR\_WRONGSEC, but the NFS4ERR\_WRONGSEC error applies only to the saved filehandle (see Section 2.6.3.1.2). Any NFS4ERR\_WRONGSEC error on the current filehandle used by LINK and RENAME MUST be returned by the PUTFH, PUTPUBFH, PUTROOTFH, or RESTOREFH operation that injected the current filehandle.

With the exception of LINK and RENAME, the set of operations that can return NFS4ERR\_WRONGSEC represents the point at which the client can inject a filehandle into the "current filehandle" at the server. The filehandle is either provided by the client (PUTFH, PUTPUBFH, PUTROOTFH), generated as a result of a name-to-filehandle translation (LOOKUP and OPEN), or generated from the saved filehandle via RESTOREFH. As Section 2.6.3.1.1.1 states, a put filehandle operation followed by SAVEFH MUST NOT return NFS4ERR\_WRONGSEC. Thus, the RESTOREFH operation, under certain conditions (see Section 2.6.3.1.1), is permitted to return NFS4ERR\_WRONGSEC so that security policies can be honored.

The READDIR operation will not directly return the NFS4ERR\_WRONGSEC error. However, if the READDIR request included a request for attributes, it is possible that the READDIR request's security triple did not match that of a directory entry. If this is the case and the client has requested the rgetattr\_error attribute, the server will return the NFS4ERR\_WRONGSEC error in rgetattr\_error for the entry.

To resolve an error return of NFS4ERR\_WRONGSEC, the client does the following:

- o For LOOKUP and OPEN, the client will use SECINFO with the same current filehandle and name as provided in the original LOOKUP or OPEN to enumerate the available security triples.
- o For the rgetattr\_error, the client will use SECINFO with the same current filehandle as provided in the original REaddir. The name passed to SECINFO will be that of the directory entry (as returned from REaddir) that had the NFS4ERR\_WRONGSEC error in the rgetattr\_error attribute.
- o For PUTFH, PUTROOTFH, PUTPUBFH, RESTOREFH, LINK, and RENAME, the client will use SECINFO\_NO\_NAME { style = SECINFO\_STYLE4\_CURRENT\_FH }. The client will prefix the SECINFO\_NO\_NAME operation with the appropriate PUTFH, PUTPUBFH, or PUTROOTFH operation that provides the filehandle originally provided by the PUTFH, PUTPUBFH, PUTROOTFH, or RESTOREFH operation.

NOTE: In NFSv4.0, the client was required to use SECINFO, and had to reconstruct the parent of the original filehandle and the component name of the original filehandle. The introduction in NFSv4.1 of SECINFO\_NO\_NAME obviates the need for reconstruction.

- o For LOOKUPP, the client will use SECINFO\_NO\_NAME { style = SECINFO\_STYLE4\_PARENT } and provide the filehandle that equals the filehandle originally provided to LOOKUPP.

See Section 21 for a discussion on the recommendations for the security flavor used by SECINFO and SECINFO\_NO\_NAME.

### 18.30. Operation 34: SETATTR - Set Attributes

#### 18.30.1. ARGUMENTS

```
struct SETATTR4args {
    /* CURRENT_FH: target object */
    stateid4      stateid;
    fattr4        obj_attributes;
};
```

#### 18.30.2. RESULTS

```
struct SETATTR4res {
    nfsstat4      status;
    bitmap4       attrset;
};
```

### 18.30.3. DESCRIPTION

The SETATTR operation changes one or more of the attributes of a file system object. The new attributes are specified with a bitmap and the attributes that follow the bitmap in bit order.

The stateid argument for SETATTR is used to provide byte-range locking context that is necessary for SETATTR requests that set the size attribute. Since setting the size attribute modifies the file's data, it has the same locking requirements as a corresponding WRITE. Any SETATTR that sets the size attribute is incompatible with a share reservation that specifies OPEN4\_SHARE\_DENY\_WRITE. The area between the old end-of-file and the new end-of-file is considered to be modified just as would have been the case had the area in question been specified as the target of WRITE, for the purpose of checking conflicts with byte-range locks, for those cases in which a server is implementing mandatory byte-range locking behavior. A valid stateid SHOULD always be specified. When the file size attribute is not set, the special stateid consisting of all bits equal to zero MAY be passed.

On either success or failure of the operation, the server will return the attrset bitmask to represent what (if any) attributes were successfully set. The attrset in the response is a subset of the attrmask field of the obj\_attributes field in the argument.

On success, the current filehandle retains its value.

### 18.30.4. IMPLEMENTATION

If the request specifies the owner attribute to be set, the server SHOULD allow the operation to succeed if the current owner of the object matches the value specified in the request. Some servers may be implemented in a way as to prohibit the setting of the owner attribute unless the requester has privilege to do so. If the server is lenient in this one case of matching owner values, the client implementation may be simplified in cases of creation of an object (e.g., an exclusive create via OPEN) followed by a SETATTR.

The file size attribute is used to request changes to the size of a file. A value of zero causes the file to be truncated, a value less than the current size of the file causes data from new size to the end of the file to be discarded, and a size greater than the current size of the file causes logically zeroed data bytes to be added to the end of the file. Servers are free to implement this using unallocated bytes (holes) or allocated data bytes set to zero. Clients should not make any assumptions regarding a server's

implementation of this feature, beyond that the bytes in the affected byte-range returned by READ will be zeroed. Servers MUST support extending the file size via SETATTR.

SETATTR is not guaranteed to be atomic. A failed SETATTR may partially change a file's attributes, hence the reason why the reply always includes the status and the list of attributes that were set.

If the object whose attributes are being changed has a file delegation that is held by a client other than the one doing the SETATTR, the delegation(s) must be recalled, and the operation cannot proceed to actually change an attribute until each such delegation is returned or revoked. In all cases in which delegations are recalled, the server is likely to return one or more NFS4ERR\_DELAY errors while the delegation(s) remains outstanding, although it might not do that if the delegations are returned quickly.

If the object whose attributes are being set is a directory and another client holds a directory delegation for that directory, then if enabled, asynchronous notifications will be generated when the set of attributes changed has a non-null intersection with the set of attributes for which notification is requested. Notifications of type NOTIFY4\_CHANGE\_DIR\_ATTRS will be sent to the appropriate client(s), but the SETATTR is not delayed by waiting for these notifications to be sent.

If the object whose attributes are being set is a member of the directory for which another client holds a directory delegation, then asynchronous notifications will be generated when the set of attributes changed has a non-null intersection with the set of attributes for which notification is requested. Notifications of type NOTIFY4\_CHANGE\_CHILD\_ATTRS will be sent to the appropriate clients, but the SETATTR is not delayed by waiting for these notifications to be sent.

Changing the size of a file with SETATTR indirectly changes the time\_modify and change attributes. A client must account for this as size changes can result in data deletion.

The attributes time\_access\_set and time\_modify\_set are write-only attributes constructed as a switched union so the client can direct the server in setting the time values. If the switched union specifies SET\_TO\_CLIENT\_TIME4, the client has provided an nfstime4 to be used for the operation. If the switch union does not specify SET\_TO\_CLIENT\_TIME4, the server is to use its current time for the SETATTR operation.

If server and client times differ, programs that compare client time to file times can break. A time synchronization protocol should be used to limit client/server time skew.

Use of a COMPOUND containing a VERIFY operation specifying only the change attribute, immediately followed by a SETATTR, provides a means whereby a client may specify a request that emulates the functionality of the SETATTR guard mechanism of NFSv3. Since the function of the guard mechanism is to avoid changes to the file attributes based on stale information, delays between checking of the guard condition and the setting of the attributes have the potential to compromise this function, as would the corresponding delay in the NFSv4 emulation. Therefore, NFSv4.1 servers SHOULD take care to avoid such delays, to the degree possible, when executing such a request.

If the server does not support an attribute as requested by the client, the server SHOULD return NFS4ERR\_ATTRNOTSUPP.

A mask of the attributes actually set is returned by SETATTR in all cases. That mask MUST NOT include attribute bits not requested to be set by the client. If the attribute masks in the request and reply are equal, the status field in the reply MUST be NFS4\_OK.

### 18.31. Operation 37: VERIFY - Verify Same Attributes

#### 18.31.1. ARGUMENTS

```
struct VERIFY4args {
    /* CURRENT_FH: object */
    fattr4      obj_attributes;
};
```

#### 18.31.2. RESULTS

```
struct VERIFY4res {
    nfsstat4      status;
};
```

#### 18.31.3. DESCRIPTION

The VERIFY operation is used to verify that attributes have the value assumed by the client before proceeding with the following operations in the COMPOUND request. If any of the attributes do not match, then the error NFS4ERR\_NOT\_SAME must be returned. The current filehandle retains its value after successful completion of the operation.

## 18.31.4. IMPLEMENTATION

One possible use of the VERIFY operation is the following series of operations. With this, the client is attempting to verify that the file being removed will match what the client expects to be removed. This series can help prevent the unintended deletion of a file.

```

PUTFH (directory filehandle)
LOOKUP (file name)
VERIFY (filehandle == fh)
PUTFH (directory filehandle)
REMOVE (file name)

```

This series does not prevent a second client from removing and creating a new file in the middle of this sequence, but it does help avoid the unintended result.

In the case that a RECOMMENDED attribute is specified in the VERIFY operation and the server does not support that attribute for the file system object, the error NFS4ERR\_ATTRNOTSUPP is returned to the client.

When the attribute rdatatr\_error or any set-only attribute (e.g., time\_modify\_set) is specified, the error NFS4ERR\_INVALID is returned to the client.

## 18.32. Operation 38: WRITE - Write to File

## 18.32.1. ARGUMENTS

```

enum stable_how4 {
    UNSTABLE4      = 0,
    DATA_SYNC4    = 1,
    FILE_SYNC4     = 2
};

struct WRITE4args {
    /* CURRENT_FH: file */
    stateid4      stateid;
    offset4       offset;
    stable_how4   stable;
    opaque        data<>;
};

```

## 18.32.2. RESULTS

```

struct WRITE4resok {
    count4          count;
    stable_how4     committed;
    verifier4       writeverf;
};

union WRITE4res switch (nfsstat4 status) {
    case NFS4_OK:
        WRITE4resok   resok4;
    default:
        void;
};

```

## 18.32.3. DESCRIPTION

The WRITE operation is used to write data to a regular file. The target file is specified by the current filehandle. The offset specifies the offset where the data should be written. An offset of zero specifies that the write should start at the beginning of the file. The count, as encoded as part of the opaque data parameter, represents the number of bytes of data that are to be written. If the count is zero, the WRITE will succeed and return a count of zero subject to permissions checking. The server MAY write fewer bytes than requested by the client.

The client specifies with the stable parameter the method of how the data is to be processed by the server. If stable is FILE\_SYNC4, the server MUST commit the data written plus all file system metadata to stable storage before returning results. This corresponds to the NFSv2 protocol semantics. Any other behavior constitutes a protocol violation. If stable is DATA\_SYNC4, then the server MUST commit all of the data to stable storage and enough of the metadata to retrieve the data before returning. The server implementor is free to implement DATA\_SYNC4 in the same fashion as FILE\_SYNC4, but with a possible performance drop. If stable is UNSTABLE4, the server is free to commit any part of the data and the metadata to stable storage, including all or none, before returning a reply to the client. There is no guarantee whether or when any uncommitted data will subsequently be committed to stable storage. The only guarantees made by the server are that it will not destroy any data without changing the value of writeverf and that it will not commit the data and metadata at a level less than that requested by the client.

Except when special stateids are used, the stateid value for a WRITE request represents a value returned from a previous byte-range LOCK or OPEN request or the stateid associated with a delegation. The stateid identifies the associated owners if any and is used by the server to verify that the associated locks are still valid (e.g., have not been revoked).

Upon successful completion, the following results are returned. The count result is the number of bytes of data written to the file. The server may write fewer bytes than requested. If so, the actual number of bytes written starting at location, offset, is returned.

The server also returns an indication of the level of commitment of the data and metadata via committed. Per Table 11,

- o The server MAY commit the data at a stronger level than requested.
- o The server MUST commit the data at a level at least as high as that committed.

Valid combinations of the fields stable in the request and committed in the reply.

stable	committed
UNSTABLE4	FILE_SYNC4, DATA_SYNC4, UNSTABLE4
DATA_SYNC4	FILE_SYNC4, DATA_SYNC4
FILE_SYNC4	FILE_SYNC4

Table 11

The final portion of the result is the field writeverf. This field is the write verifier and is a cookie that the client can use to determine whether a server has changed instance state (e.g., server restart) between a call to WRITE and a subsequent call to either WRITE or COMMIT. This cookie MUST be unchanged during a single instance of the NFSv4.1 server and MUST be unique between instances of the NFSv4.1 server. If the cookie changes, then the client MUST assume that any data written with an UNSTABLE4 value for committed and an old writeverf in the reply has been lost and will need to be recovered.

If a client writes data to the server with the stable argument set to UNSTABLE4 and the reply yields a committed response of DATA\_SYNC4 or UNSTABLE4, the client will follow up some time in the future with a COMMIT operation to synchronize outstanding asynchronous data and



metadata with the server's stable storage, barring client error. It is possible that due to client crash or other error that a subsequent COMMIT will not be received by the server.

For a WRITE with a stateid value of all bits equal to zero, the server MAY allow the WRITE to be serviced subject to mandatory byte-range locks or the current share deny modes for the file. For a WRITE with a stateid value of all bits equal to 1, the server MUST NOT allow the WRITE operation to bypass locking checks at the server and otherwise is treated as if a stateid of all bits equal to zero were used.

On success, the current filehandle retains its value.

#### 18.32.4. IMPLEMENTATION

It is possible for the server to write fewer bytes of data than requested by the client. In this case, the server SHOULD NOT return an error unless no data was written at all. If the server writes less than the number of bytes specified, the client will need to send another WRITE to write the remaining data.

It is assumed that the act of writing data to a file will cause the time\_modified and change attributes of the file to be updated. However, these attributes SHOULD NOT be changed unless the contents of the file are changed. Thus, a WRITE request with count set to zero SHOULD NOT cause the time\_modified and change attributes of the file to be updated.

Stable storage is persistent storage that survives:

1. Repeated power failures.
2. Hardware failures (of any board, power supply, etc.).
3. Repeated software crashes and restarts.

This definition does not address failure of the stable storage module itself.

The verifier is defined to allow a client to detect different instances of an NFSv4.1 protocol server over which cached, uncommitted data may be lost. In the most likely case, the verifier allows the client to detect server restarts. This information is required so that the client can safely determine whether the server could have lost cached data. If the server fails unexpectedly and the client has uncommitted data from previous WRITE requests (done with the stable argument set to UNSTABLE4 and in which the result

committed was returned as UNSTABLE4 as well), the server might not have flushed cached data to stable storage. The burden of recovery is on the client, and the client will need to retransmit the data to the server.

A suggested verifier would be to use the time that the server was last started (if restarting the server results in lost buffers).

The reply's committed field allows the client to do more effective caching. If the server is committing all WRITE requests to stable storage, then it SHOULD return with committed set to FILE\_SYNC4, regardless of the value of the stable field in the arguments. A server that uses an NVRAM accelerator may choose to implement this policy. The client can use this to increase the effectiveness of the cache by discarding cached data that has already been committed on the server.

Some implementations may return NFS4ERR\_NOSPC instead of NFS4ERR\_DQUOT when a user's quota is exceeded.

In the case that the current filehandle is of type NF4DIR, the server will return NFS4ERR\_ISDIR. If the current file is a symbolic link, the error NFS4ERR\_SYMLINK will be returned. Otherwise, if the current filehandle does not designate an ordinary file, the server will return NFS4ERR\_WRONG\_TYPE.

If mandatory byte-range locking is in effect for the file, and the corresponding byte-range of the data to be written to the file is READ\_LT or WRITE\_LT locked by an owner that is not associated with the stateid, the server MUST return NFS4ERR\_LOCKED. If so, the client MUST check if the owner corresponding to the stateid used with the WRITE operation has a conflicting READ\_LT lock that overlaps with the byte-range that was to be written. If the stateid's owner has no conflicting READ\_LT lock, then the client SHOULD try to get the appropriate write byte-range lock via the LOCK operation before re-attempting the WRITE. When the WRITE completes, the client SHOULD release the byte-range lock via LOCKU.

If the stateid's owner had a conflicting READ\_LT lock, then the client has no choice but to return an error to the application that attempted the WRITE. The reason is that since the stateid's owner had a READ\_LT lock, either the server attempted to temporarily effectively upgrade this READ\_LT lock to a WRITE\_LT lock or the server has no upgrade capability. If the server attempted to upgrade the READ\_LT lock and failed, it is pointless for the client to re-attempt the upgrade via the LOCK operation, because there might be another client also trying to upgrade. If two clients are blocked

trying to upgrade the same lock, the clients deadlock. If the server has no upgrade capability, then it is pointless to try a LOCK operation to upgrade.

If one or more other clients have delegations for the file being written, those delegations MUST be recalled, and the operation cannot proceed until those delegations are returned or revoked. Except where this happens very quickly, one or more NFS4ERR\_DELAY errors will be returned to requests made while the delegation remains outstanding. Normally, delegations will not be recalled as a result of a WRITE operation since the recall will occur as a result of an earlier OPEN. However, since it is possible for a WRITE to be done with a special stateid, the server needs to check for this case even though the client should have done an OPEN previously.

### 18.33. Operation 40: BACKCHANNEL\_CTL - Backchannel Control

#### 18.33.1. ARGUMENT

```
typedef opaque gsshandle4_t<>;

struct gss_cb_handles4 {
    rpc_gss_svc_t          gcbp_service; /* RFC 2203 */
    gsshandle4_t          gcbp_handle_from_server;
    gsshandle4_t          gcbp_handle_from_client;
};

union callback_sec_parms4 switch (uint32_t cb_secflavor) {
case AUTH_NONE:
    void;
case AUTH_SYS:
    authsys_parms    cbsp_sys_cred; /* RFC 1831 */
case RPCSEC_GSS:
    gss_cb_handles4 cbsp_gss_handles;
};

struct BACKCHANNEL_CTL4args {
    uint32_t          bca_cb_program;
    callback_sec_parms4 bca_sec_parms<>;
};
```

#### 18.33.2. RESULT

```
struct BACKCHANNEL_CTL4res {
    nfsstat4          bcr_status;
};
```

## 18.33.3. DESCRIPTION

The BACKCHANNEL\_CTL operation replaces the backchannel's callback program number and adds (not replaces) RPCSEC\_GSS handles for use by the backchannel.

The arguments of the BACKCHANNEL\_CTL call are a subset of the CREATE\_SESSION parameters. In the arguments of BACKCHANNEL\_CTL, the bca\_cb\_program field and bca\_sec\_parms fields correspond respectively to the csa\_cb\_program and csa\_sec\_parms fields of the arguments of CREATE\_SESSION (Section 18.36).

BACKCHANNEL\_CTL MUST appear in a COMPOUND that starts with SEQUENCE.

If the RPCSEC\_GSS handle identified by gcbp\_handle\_from\_server does not exist on the server, the server MUST return NFS4ERR\_NOENT.

If an RPCSEC\_GSS handle is using the SSV context (see Section 2.10.9), then because each SSV RPCSEC\_GSS handle shares a common SSV GSS context, there are security considerations specific to this situation discussed in Section 2.10.10.

## 18.34. Operation 41: BIND\_CONN\_TO\_SESSION - Associate Connection with Session

## 18.34.1. ARGUMENT

```
enum channel_dir_from_client4 {
    CDFC4_FORE           = 0x1,
    CDFC4_BACK           = 0x2,
    CDFC4_FORE_OR_BOTH  = 0x3,
    CDFC4_BACK_OR_BOTH  = 0x7
};

struct BIND_CONN_TO_SESSION4args {
    sessionid4          bctsa_sessid;

    channel_dir_from_client4
        bctsa_dir;

    bool                bctsa_use_conn_in_rdma_mode;
};
```

## 18.34.2. RESULT

```

enum channel_dir_from_server4 {
    CDFS4_FORE      = 0x1,
    CDFS4_BACK      = 0x2,
    CDFS4_BOTH      = 0x3
};

struct BIND_CONN_TO_SESSION4resok {
    sessionid4      bctsr_sessid;

    channel_dir_from_server4
                    bctsr_dir;

    bool            bctsr_use_conn_in_rdma_mode;
};

union BIND_CONN_TO_SESSION4res
switch (nfsstat4 bctsr_status) {

    case NFS4_OK:
        BIND_CONN_TO_SESSION4resok
            bctsr_resok4;

    default:
        void;
};

```

## 18.34.3. DESCRIPTION

BIND\_CONN\_TO\_SESSION is used to associate additional connections with a session. It MUST be used on the connection being associated with the session. It MUST be the only operation in the COMPOUND procedure. If SP4\_NONE (Section 18.35) state protection is used, any principal, security flavor, or RPCSEC\_GSS context MAY be used to invoke the operation. If SP4\_MACH\_CRED is used, RPCSEC\_GSS MUST be used with the integrity or privacy services, using the principal that created the client ID. If SP4\_SSV is used, RPCSEC\_GSS with the SSV GSS mechanism (Section 2.10.9) and integrity or privacy MUST be used.

If, when the client ID was created, the client opted for SP4\_NONE state protection, the client is not required to use BIND\_CONN\_TO\_SESSION to associate the connection with the session, unless the client wishes to associate the connection with the backchannel. When SP4\_NONE protection is used, simply sending a COMPOUND request with a SEQUENCE operation is sufficient to associate the connection with the session specified in SEQUENCE.

The field `bctsa_dir` indicates whether the client wants to associate the connection with the fore channel or the backchannel or both channels. The value `CDFC4_FORE_OR_BOTH` indicates that the client wants to associate the connection with both the fore channel and backchannel, but will accept the connection being associated to just the fore channel. The value `CDFC4_BACK_OR_BOTH` indicates that the client wants to associate with both the fore channel and backchannel, but will accept the connection being associated with just the backchannel. The server replies in `bctsr_dir` which channel(s) the connection is associated with. If the client specified `CDFC4_FORE`, the server MUST return `CDFS4_FORE`. If the client specified `CDFC4_BACK`, the server MUST return `CDFS4_BACK`. If the client specified `CDFC4_FORE_OR_BOTH`, the server MUST return `CDFS4_FORE` or `CDFS4_BOTH`. If the client specified `CDFC4_BACK_OR_BOTH`, the server MUST return `CDFS4_BACK` or `CDFS4_BOTH`.

See the `CREATE_SESSION` operation (Section 18.36), and the description of the argument `csa_use_conn_in_rdma_mode` to understand `bctsa_use_conn_in_rdma_mode`, and the description of `csr_use_conn_in_rdma_mode` to understand `bctsr_use_conn_in_rdma_mode`.

Invoking `BIND_CONN_TO_SESSION` on a connection already associated with the specified session has no effect, and the server MUST respond with `NFS4_OK`, unless the client is demanding changes to the set of channels the connection is associated with. If so, the server MUST return `NFS4ERR_INVALID`.

#### 18.34.4. IMPLEMENTATION

If a session's channel loses all connections, depending on the client ID's state protection and type of channel, the client might need to use `BIND_CONN_TO_SESSION` to associate a new connection. If the server restarted and does not keep the reply cache in stable storage, the server will not recognize the session ID. The client will ultimately have to invoke `EXCHANGE_ID` to create a new client ID and session.

Suppose `SP4_SSV` state protection is being used, and `BIND_CONN_TO_SESSION` is among the operations included in the `spo_must_enforce` set when the client ID was created (Section 18.35). If so, there is an issue if `SET_SSV` is sent, no response is returned, and the last connection associated with the client ID drops. The client, per the sessions model, MUST retry the `SET_SSV`. But it needs a new connection to do so, and MUST associate that connection with the session via a `BIND_CONN_TO_SESSION` authenticated with the `SSV_GSS` mechanism. The problem is that the `RPCSEC_GSS` message integrity

codes use a subkey derived from the SSV as the key and the SSV may have changed. While there are multiple recovery strategies, a single, general strategy is described here.

- o The client reconnects.
- o The client assumes that the SET\_SSV was executed, and so sends BIND\_CONN\_TO\_SESSION with the subkey (derived from the new SSV, i.e., what SET\_SSV would have set the SSV to) used as the key for the RPCSEC\_GSS credential message integrity codes.
- o If the request succeeds, this means that the original attempted SET\_SSV did execute successfully. The client re-sends the original SET\_SSV, which the server will reply to via the reply cache.
- o If the server returns an RPC authentication error, this means that the server's current SSV was not changed (and the SET\_SSV was likely not executed). The client then tries BIND\_CONN\_TO\_SESSION with the subkey derived from the old SSV as the key for the RPCSEC\_GSS message integrity codes.
- o The attempted BIND\_CONN\_TO\_SESSION with the old SSV should succeed. If so, the client re-sends the original SET\_SSV. If the original SET\_SSV was not executed, then the server executes it. If the original SET\_SSV was executed but failed, the server will return the SET\_SSV from the reply cache.

#### 18.35. Operation 42: EXCHANGE\_ID - Instantiate Client ID

The EXCHANGE\_ID exchanges long-hand client and server identifiers (owners), and creates a client ID.

##### 18.35.1. ARGUMENT

```

const EXCHGID4_FLAG_SUPP_MOVED_REFER    = 0x00000001;
const EXCHGID4_FLAG_SUPP_MOVED_MIGR    = 0x00000002;

const EXCHGID4_FLAG_BIND_PRINC_STATEID  = 0x00000100;

const EXCHGID4_FLAG_USE_NON_PNFS        = 0x00010000;
const EXCHGID4_FLAG_USE_PNFS_MDS        = 0x00020000;
const EXCHGID4_FLAG_USE_PNFS_DS         = 0x00040000;

const EXCHGID4_FLAG_MASK_PNFS           = 0x00070000;

const EXCHGID4_FLAG_UPD_CONFIRMED_REC_A = 0x40000000;
const EXCHGID4_FLAG_CONFIRMED_R        = 0x80000000;

```

```

struct state_protect_ops4 {
    bitmap4 spo_must_enforce;
    bitmap4 spo_must_allow;
};

struct ssv_sp_parms4 {
    state_protect_ops4    ssp_ops;
    sec_oid4              ssp_hash_algs<>;
    sec_oid4              ssp_encr_algs<>;
    uint32_t              ssp_window;
    uint32_t              ssp_num_gss_handles;
};

enum state_protect_how4 {
    SP4_NONE = 0,
    SP4_MACH_CRED = 1,
    SP4_SSV = 2
};

union state_protect4_a switch(state_protect_how4 spa_how) {
    case SP4_NONE:
        void;
    case SP4_MACH_CRED:
        state_protect_ops4    spa_mach_ops;
    case SP4_SSV:
        ssv_sp_parms4        spa_ssv_parms;
};

struct EXCHANGE_ID4args {
    client_owner4          eia_clientowner;
    uint32_t               eia_flags;
    state_protect4_a       eia_state_protect;
    nfs_impl_id4          eia_client_impl_id<1>;
};

```

#### 18.35.2. RESULT

```

struct ssv_prot_info4 {
    state_protect_ops4    spi_ops;
    uint32_t              spi_hash_alg;
    uint32_t              spi_encr_alg;
    uint32_t              spi_ssv_len;
    uint32_t              spi_window;
    gsshandle4_t          spi_handles<>;
};

```



```

union state_protect4_r switch(state_protect_how4 spr_how) {
    case SP4_NONE:
        void;
    case SP4_MACH_CRED:
        state_protect_ops4      spr_mach_ops;
    case SP4_SSV:
        ssv_prot_info4          spr_ssv_info;
};

struct EXCHANGE_ID4resok {
    clientid4      eir_clientid;
    sequenceid4   eir_sequenceid;
    uint32_t      eir_flags;
    state_protect4_r eir_state_protect;
    server_owner4 eir_server_owner;
    opaque        eir_server_scope<NFS4_OPAQUE_LIMIT>;
    nfs_impl_id4  eir_server_impl_id<1>;
};

union EXCHANGE_ID4res switch (nfsstat4 eir_status) {
case NFS4_OK:
    EXCHANGE_ID4resok      eir_resok4;

default:
    void;
};

```

### 18.35.3. DESCRIPTION

The client uses the EXCHANGE\_ID operation to register a particular client owner with the server. The client ID returned from this operation will be necessary for requests that create state on the server and will serve as a parent object to sessions created by the client. In order to confirm the client ID it must first be used, along with the returned eir\_sequenceid, as arguments to CREATE\_SESSION. If the flag EXCHGID4\_FLAG\_CONFIRMED\_R is set in the result, eir\_flags, then eir\_sequenceid MUST be ignored, as it has no relevancy.

EXCHANGE\_ID MAY be sent in a COMPOUND procedure that starts with SEQUENCE. However, when a client communicates with a server for the first time, it will not have a session, so using SEQUENCE will not be possible. If EXCHANGE\_ID is sent without a preceding SEQUENCE, then it MUST be the only operation in the COMPOUND procedure's request. If it is not, the server MUST return NFS4ERR\_NOT\_ONLY\_OP.

The `eia_clientowner` field is composed of a `co_verifier` field and a `co_ownerid` string. As noted in Section 2.4, the `co_ownerid` describes the client, and the `co_verifier` is the incarnation of the client. An `EXCHANGE_ID` sent with a new incarnation of the client will lead to the server removing lock state of the old incarnation. Whereas an `EXCHANGE_ID` sent with the current incarnation and `co_ownerid` will result in an error or an update of the client ID's properties, depending on the arguments to `EXCHANGE_ID`.

A server MUST NOT use the same client ID for two different incarnations of an `eir_clientowner`.

In addition to the client ID and sequence ID, the server returns a server owner (`eir_server_owner`) and server scope (`eir_server_scope`). The former field is used for network trunking as described in Section 2.10.5. The latter field is used to allow clients to determine when client IDs sent by one server may be recognized by another in the event of file system migration (see Section 11.7.7).

The client ID returned by `EXCHANGE_ID` is only unique relative to the combination of `eir_server_owner.so_major_id` and `eir_server_scope`. Thus, if two servers return the same client ID, the onus is on the client to distinguish the client IDs on the basis of `eir_server_owner.so_major_id` and `eir_server_scope`. In the event two different servers claim matching `server_owner.so_major_id` and `eir_server_scope`, the client can use the verification techniques discussed in Section 2.10.5 to determine if the servers are distinct. If they are distinct, then the client will need to note the destination network addresses of the connections used with each server, and use the network address as the final discriminator.

The server, as defined by the unique identity expressed in the `so_major_id` of the server owner and the server scope, needs to track several properties of each client ID it hands out. The properties apply to the client ID and all sessions associated with the client ID. The properties are derived from the arguments and results of `EXCHANGE_ID`. The client ID properties include:

- o The capabilities expressed by the following bits, which come from the results of `EXCHANGE_ID`:
  - \* `EXCHGID4_FLAG_SUPP_MOVED_REFERER`
  - \* `EXCHGID4_FLAG_SUPP_MOVED_MIGR`
  - \* `EXCHGID4_FLAG_BIND_PRINC_STATEID`
  - \* `EXCHGID4_FLAG_USE_NON_PNFS`

- \* EXCHGID4\_FLAG\_USE\_PNFS\_MDS
- \* EXCHGID4\_FLAG\_USE\_PNFS\_DS

These properties may be updated by subsequent `EXCHANGE_ID` requests on confirmed client IDs though the server MAY refuse to change them.

- o The state protection method used, one of `SP4_NONE`, `SP4_MACH_CRED`, or `SP4_SSV`, as set by the `spa_how` field of the arguments to `EXCHANGE_ID`. Once the client ID is confirmed, this property cannot be updated by subsequent `EXCHANGE_ID` requests.
- o For `SP4_MACH_CRED` or `SP4_SSV` state protection:
  - \* The list of operations (`spo_must_enforce`) that MUST use the specified state protection. This list comes from the results of `EXCHANGE_ID`.
  - \* The list of operations (`spo_must_allow`) that MAY use the specified state protection. This list comes from the results of `EXCHANGE_ID`.

Once the client ID is confirmed, these properties cannot be updated by subsequent `EXCHANGE_ID` requests.

- o For `SP4_SSV` protection:
  - \* The OID of the hash algorithm. This property is represented by one of the algorithms in the `ssp_hash_algs` field of the `EXCHANGE_ID` arguments. Once the client ID is confirmed, this property cannot be updated by subsequent `EXCHANGE_ID` requests.
  - \* The OID of the encryption algorithm. This property is represented by one of the algorithms in the `ssp_encr_algs` field of the `EXCHANGE_ID` arguments. Once the client ID is confirmed, this property cannot be updated by subsequent `EXCHANGE_ID` requests.
  - \* The length of the SSV. This property is represented by the `spi_ssv_len` field in the `EXCHANGE_ID` results. Once the client ID is confirmed, this property cannot be updated by subsequent `EXCHANGE_ID` requests.

There are REQUIRED and RECOMMENDED relationships among the length of the key of the encryption algorithm ("key length"), the length of the output of hash algorithm ("hash length"), and the length of the SSV ("SSV length").

- + key length MUST be  $\leq$  hash length. This is because the keys used for the encryption algorithm are actually subkeys derived from the SSV, and the derivation is via the hash algorithm. The selection of an encryption algorithm with a key length that exceeded the length of the output of the hash algorithm would require padding, and thus weaken the use of the encryption algorithm.
  - + hash length SHOULD be  $\leq$  SSV length. This is because the SSV is a key used to derive subkeys via an HMAC, and it is recommended that the key used as input to an HMAC be at least as long as the length of the HMAC's hash algorithm's output (see Section 3 of RFC2104 [11]).
  - + key length SHOULD be  $\leq$  SSV length. This is a transitive result of the above two invariants.
  - + key length SHOULD be  $\geq$  hash length / 2. This is because the subkey derivation is via an HMAC and it is recommended that if the HMAC has to be truncated, it should not be truncated to less than half the hash length (see Section 4 of RFC2104 [11]).
- \* Number of concurrent versions of the SSV the client and server will support (Section 2.10.9). This property is represented by `spi_window` in the `EXCHANGE_ID` results. The property may be updated by subsequent `EXCHANGE_ID` requests.
- o The client's implementation ID as represented by the `eia_client_impl_id` field of the arguments. The property may be updated by subsequent `EXCHANGE_ID` requests.
  - o The server's implementation ID as represented by the `eir_server_impl_id` field of the reply. The property may be updated by replies to subsequent `EXCHANGE_ID` requests.

The `eia_flags` passed as part of the arguments and the `eir_flags` results allow the client and server to inform each other of their capabilities as well as indicate how the client ID will be used. Whether a bit is set or cleared on the arguments' flags does not force the server to set or clear the same bit on the results' side. Bits not defined above cannot be set in the `eia_flags` field. If they are, the server MUST reject the operation with `NFS4ERR_INVALID`.

The `EXCHGID4_FLAG_UPD_CONFIRMED_REC_A` bit can only be set in `eia_flags`; it is always off in `eir_flags`. The `EXCHGID4_FLAG_CONFIRMED_R` bit can only be set in `eir_flags`; it is always off in `eia_flags`. If the server recognizes the `co_ownerid` and

co\_verifier as mapping to a confirmed client ID, it sets EXCHGID4\_FLAG\_CONFIRMED\_R in eir\_flags. The EXCHGID4\_FLAG\_CONFIRMED\_R flag allows a client to tell if the client ID it is trying to create already exists and is confirmed.

If EXCHGID4\_FLAG\_UPD\_CONFIRMED\_REC\_A is set in eia\_flags, this means that the client is attempting to update properties of an existing confirmed client ID (if the client wants to update properties of an unconfirmed client ID, it MUST NOT set EXCHGID4\_FLAG\_UPD\_CONFIRMED\_REC\_A). If so, it is RECOMMENDED that the client send the update EXCHANGE\_ID operation in the same COMPOUND as a SEQUENCE so that the EXCHANGE\_ID is executed exactly once. Whether the client can update the properties of client ID depends on the state protection it selected when the client ID was created, and the principal and security flavor it uses when sending the EXCHANGE\_ID request. The situations described in items 6, 7, 8, or 9 of the second numbered list of Section 18.35.4 will apply. Note that if the operation succeeds and returns a client ID that is already confirmed, the server MUST set the EXCHGID4\_FLAG\_CONFIRMED\_R bit in eir\_flags.

If EXCHGID4\_FLAG\_UPD\_CONFIRMED\_REC\_A is not set in eia\_flags, this means that the client is trying to establish a new client ID; it is attempting to trunk data communication to the server (Section 2.10.5); or it is attempting to update properties of an unconfirmed client ID. The situations described in items 1, 2, 3, 4, or 5 of the second numbered list of Section 18.35.4 will apply. Note that if the operation succeeds and returns a client ID that was previously confirmed, the server MUST set the EXCHGID4\_FLAG\_CONFIRMED\_R bit in eir\_flags.

When the EXCHGID4\_FLAG\_SUPP\_MOVED\_REFERER flag bit is set, the client indicates that it is capable of dealing with an NFS4ERR\_MOVED error as part of a referral sequence. When this bit is not set, it is still legal for the server to perform a referral sequence. However, a server may use the fact that the client is incapable of correctly responding to a referral, by avoiding it for that particular client. It may, for instance, act as a proxy for that particular file system, at some cost in performance, although it is not obligated to do so. If the server will potentially perform a referral, it MUST set EXCHGID4\_FLAG\_SUPP\_MOVED\_REFERER in eir\_flags.

When the EXCHGID4\_FLAG\_SUPP\_MOVED\_MIGR is set, the client indicates that it is capable of dealing with an NFS4ERR\_MOVED error as part of a file system migration sequence. When this bit is not set, it is still legal for the server to indicate that a file system has moved, when this in fact happens. However, a server may use the fact that the client is incapable of correctly responding to a migration in its

scheduling of file systems to migrate so as to avoid migration of file systems being actively used. It may also hide actual migrations from clients unable to deal with them by acting as a proxy for a migrated file system for particular clients, at some cost in performance, although it is not obligated to do so. If the server will potentially perform a migration, it MUST set `EXCHGID4_FLAG_SUPP_MOVED_MIGR` in `eir_flags`.

When `EXCHGID4_FLAG_BIND_PRINC_STATEID` is set, the client indicates that it wants the server to bind the stateid to the principal. This means that when a principal creates a stateid, it has to be the one to use the stateid. If the server will perform binding, it will return `EXCHGID4_FLAG_BIND_PRINC_STATEID`. The server MAY return `EXCHGID4_FLAG_BIND_PRINC_STATEID` even if the client does not request it. If an update to the client ID changes the value of `EXCHGID4_FLAG_BIND_PRINC_STATEID`'s client ID property, the effect applies only to new stateids. Existing stateids (and all stateids with the same "other" field) that were created with stateid to principal binding in force will continue to have binding in force. Existing stateids (and all stateids with the same "other" field) that were created with stateid to principal not in force will continue to have binding not in force.

The `EXCHGID4_FLAG_USE_NON_PNFS`, `EXCHGID4_FLAG_USE_PNFS_MDS`, and `EXCHGID4_FLAG_USE_PNFS_DS` bits are described in Section 13.1 and convey roles the client ID is to be used for in a pNFS environment. The server MUST set one of the acceptable combinations of these bits (roles) in `eir_flags`, as specified in Section 13.1. Note that the same client owner/server owner pair can have multiple roles. Multiple roles can be associated with the same client ID or with different client IDs. Thus, if a client sends `EXCHANGE_ID` from the same client owner to the same server owner multiple times, but specifies different pNFS roles each time, the server might return different client IDs. Given that different pNFS roles might have different client IDs, the client may ask for different properties for each role/client ID.

The `spa_how` field of the `eia_state_protect` field specifies how the client wants to protect its client, locking, and session states from unauthorized changes (Section 2.10.8.3):

- o `SP4_NONE`. The client does not request the NFSv4.1 server to enforce state protection. The NFSv4.1 server MUST NOT enforce state protection for the returned client ID.
- o `SP4_MACH_CRED`. If `spa_how` is `SP4_MACH_CRED`, then the client MUST send the `EXCHANGE_ID` request with `RPCSEC_GSS` as the security flavor, and with a service of `RPC_GSS_SVC_INTEGRITY` or

RPC\_GSS\_SVC\_PRIVACY. If SP4\_MACH\_CRED is specified, then the client wants to use an RPCSEC\_GSS-based machine credential to protect its state. The server MUST note the principal the EXCHANGE\_ID operation was sent with, and the GSS mechanism used. These notes collectively comprise the machine credential.

After the client ID is confirmed, as long as the lease associated with the client ID is unexpired, a subsequent EXCHANGE\_ID operation that uses the same eia\_clientowner.co\_owner as the first EXCHANGE\_ID MUST also use the same machine credential as the first EXCHANGE\_ID. The server returns the same client ID for the subsequent EXCHANGE\_ID as that returned from the first EXCHANGE\_ID.

- o SP4\_SSV. If spa\_how is SP4\_SSV, then the client MUST send the EXCHANGE\_ID request with RPCSEC\_GSS as the security flavor, and with a service of RPC\_GSS\_SVC\_INTEGRITY or RPC\_GSS\_SVC\_PRIVACY. If SP4\_SSV is specified, then the client wants to use the SSV to protect its state. The server records the credential used in the request as the machine credential (as defined above) for the eia\_clientowner.co\_owner. The CREATE\_SESSION operation that confirms the client ID MUST use the same machine credential.

When a client specifies SP4\_MACH\_CRED or SP4\_SSV, it also provides two lists of operations (each expressed as a bitmap). The first list is spo\_must\_enforce and consists of those operations the client MUST send (subject to the server confirming the list of operations in the result of EXCHANGE\_ID) with the machine credential (if SP4\_MACH\_CRED protection is specified) or the SSV-based credential (if SP4\_SSV protection is used). The client MUST send the operations with RPCSEC\_GSS credentials that specify the RPC\_GSS\_SVC\_INTEGRITY or RPC\_GSS\_SVC\_PRIVACY security service. Typically, the first list of operations includes EXCHANGE\_ID, CREATE\_SESSION, DELEGPURGE, DESTROY\_SESSION, BIND\_CONN\_TO\_SESSION, and DESTROY\_CLIENTID. The client SHOULD NOT specify in this list any operations that require a filehandle because the server's access policies MAY conflict with the client's choice, and thus the client would then be unable to access a subset of the server's namespace.

Note that if SP4\_SSV protection is specified, and the client indicates that CREATE\_SESSION must be protected with SP4\_SSV, because the SSV cannot exist without a confirmed client ID, the first CREATE\_SESSION MUST instead be sent using the machine credential, and the server MUST accept the machine credential.

There is a corresponding result, also called spo\_must\_enforce, of the operations for which the server will require SP4\_MACH\_CRED or SP4\_SSV protection. Normally, the server's result equals the client's

argument, but the result MAY be different. If the client requests one or more operations in the set { EXCHANGE\_ID, CREATE\_SESSION, DELEGPURGE, DESTROY\_SESSION, BIND\_CONN\_TO\_SESSION, DESTROY\_CLIENTID }, then the result `spo_must_enforce` MUST include the operations the client requested from that set.

If `spo_must_enforce` in the results has `BIND_CONN_TO_SESSION` set, then connection binding enforcement is enabled, and the client MUST use the machine (if `SP4_MACH_CRED` protection is used) or SSV (if `SP4_SSV` protection is used) credential on calls to `BIND_CONN_TO_SESSION`.

The second list is `spo_must_allow` and consists of those operations the client wants to have the option of sending with the machine credential or the SSV-based credential, even if the object the operations are performed on is not owned by the machine or SSV credential.

The corresponding result, also called `spo_must_allow`, consists of the operations the server will allow the client to use `SP4_SSV` or `SP4_MACH_CRED` credentials with. Normally, the server's result equals the client's argument, but the result MAY be different.

The purpose of `spo_must_allow` is to allow clients to solve the following conundrum. Suppose the client ID is confirmed with `EXCHGID4_FLAG_BIND_PRINC_STATEID`, and it calls `OPEN` with the `RPCSEC_GSS` credentials of a normal user. Now suppose the user's credentials expire, and cannot be renewed (e.g., a Kerberos ticket granting ticket expires, and the user has logged off and will not be acquiring a new ticket granting ticket). The client will be unable to send `CLOSE` without the user's credentials, which is to say the client has to either leave the state on the server or re-send `EXCHANGE_ID` with a new verifier to clear all state, that is, unless the client includes `CLOSE` on the list of operations in `spo_must_allow` and the server agrees.

The `SP4_SSV` protection parameters also have:

`ssp_hash_algs`:

This is the set of algorithms the client supports for the purpose of computing the digests needed for the internal SSV GSS mechanism and for the `SET_SSV` operation. Each algorithm is specified as an object identifier (OID). The REQUIRED algorithms for a server are `id-sha1`, `id-sha224`, `id-sha256`, `id-sha384`, and `id-sha512` [28]. The algorithm the server selects among the set is indicated in `spi_hash_alg`, a field of `spr_ssv_prot_info`. The field `spi_hash_alg` is an index into the array `ssp_hash_algs`. If the



server does not support any of the offered algorithms, it returns NFS4ERR\_HASH\_ALG\_UNSUPP. If `ssp_hash_algs` is empty, the server MUST return NFS4ERR\_INVALID.

#### `ssp_encr_algs`:

This is the set of algorithms the client supports for the purpose of providing privacy protection for the internal SSV GSS mechanism. Each algorithm is specified as an OID. The REQUIRED algorithm for a server is `id-aes256-CBC`. The RECOMMENDED algorithms are `id-aes192-CBC` and `id-aes128-CBC` [29]. The selected algorithm is returned in `spi_encr_alg`, an index into `ssp_encr_algs`. If the server does not support any of the offered algorithms, it returns NFS4ERR\_ENCR\_ALG\_UNSUPP. If `ssp_encr_algs` is empty, the server MUST return NFS4ERR\_INVALID. Note that due to previously stated requirements and recommendations on the relationships between key length and hash length, some combinations of RECOMMENDED and REQUIRED encryption algorithm and hash algorithm either SHOULD NOT or MUST NOT be used. Table 12 summarizes the illegal and discouraged combinations.

#### `ssp_window`:

This is the number of SSV versions the client wants the server to maintain (i.e., each successful call to SET\_SSV produces a new version of the SSV). If `ssp_window` is zero, the server MUST return NFS4ERR\_INVALID. The server responds with `spi_window`, which MUST NOT exceed `ssp_window`, and MUST be at least one. Any requests on the backchannel or fore channel that are using a version of the SSV that is outside the window will fail with an ONC RPC authentication error, and the requester will have to retry them with the same slot ID and sequence ID.

#### `ssp_num_gss_handles`:

This is the number of RPCSEC\_GSS handles the server should create that are based on the GSS SSV mechanism (Section 2.10.9). It is not the total number of RPCSEC\_GSS handles for the client ID. Indeed, subsequent calls to EXCHANGE\_ID will add RPCSEC\_GSS handles. The server responds with a list of handles in `spi_handles`. If the client asks for at least one handle and the server cannot create it, the server MUST return an error. The handles in `spi_handles` are not available for use until the client ID is confirmed, which could be immediately if EXCHANGE\_ID returns EXCHGID4\_FLAG\_CONFIRMED\_R, or upon successful confirmation from CREATE\_SESSION.

While a client ID can span all the connections that are connected to a server sharing the same `eir_server_owner.so_major_id`, the `RPCSEC_GSS` handles returned in `spi_handles` can only be used on connections connected to a server that returns the same the `eir_server_owner.so_major_id` and `eir_server_owner.so_minor_id` on each connection. It is permissible for the client to set `ssp_num_gss_handles` to zero; the client can create more handles with another `EXCHANGE_ID` call.

Because each SSV `RPCSEC_GSS` handle shares a common SSV GSS context, there are security considerations specific to this situation discussed in Section 2.10.10.

The `seq_window` (see Section 5.2.3.1 of RFC2203 [4]) of each `RPCSEC_GSS` handle in `spi_handle` MUST be the same as the `seq_window` of the `RPCSEC_GSS` handle used for the credential of the RPC request that the `EXCHANGE_ID` request was sent with.

Encryption Algorithm	MUST NOT be combined with	SHOULD NOT be combined with
id-aes128-CBC		id-sha384, id-sha512
id-aes192-CBC	id-sha1	id-sha512
id-aes256-CBC	id-sha1, id-sha224	

Table 12

The arguments include an array of up to one element in length called `eia_client_impl_id`. If `eia_client_impl_id` is present, it contains the information identifying the implementation of the client. Similarly, the results include an array of up to one element in length called `eir_server_impl_id` that identifies the implementation of the server. Servers MUST accept a zero-length `eia_client_impl_id` array, and clients MUST accept a zero-length `eir_server_impl_id` array.

An example use for implementation identifiers would be diagnostic software that extracts this information in an attempt to identify interoperability problems, performance workload behaviors, or general usage statistics. Since the intent of having access to this information is for planning or general diagnosis only, the client and server MUST NOT interpret this implementation identity information in a way that affects interoperational behavior of the implementation. The reason is that if clients and servers did such a thing, they might use fewer capabilities of the protocol than the peer can support, or the client and server might refuse to interoperate.

Because it is possible that some implementations will violate the protocol specification and interpret the identity information, implementations MUST allow the users of the NFSv4 client and server to set the contents of the sent `nfs_impl_id` structure to any value.

#### 18.35.4. IMPLEMENTATION

A server's client record is a 5-tuple:

1. `co_ownerid`

The client identifier string, from the `eia_clientowner` structure of the `EXCHANGE_ID4args` structure.

2. `co_verifier`:

A client-specific value used to indicate incarnations (where a client restart represents a new incarnation), from the `eia_clientowner` structure of the `EXCHANGE_ID4args` structure.

3. `principal`:

The principal that was defined in the RPC header's credential and/or verifier at the time the client record was established.

4. `client ID`:

The shorthand client identifier, generated by the server and returned via the `eir_clientid` field in the `EXCHANGE_ID4resok` structure.

5. `confirmed`:

A private field on the server indicating whether or not a client record has been confirmed. A client record is confirmed if there has been a successful `CREATE_SESSION` operation to confirm it. Otherwise, it is unconfirmed. An unconfirmed record is established by an `EXCHANGE_ID` call. Any unconfirmed record that is not confirmed within a lease period SHOULD be removed.

The following identifiers represent special values for the fields in the records.

`ownerid_arg`:

The value of the `eia_clientowner.co_ownerid` subfield of the `EXCHANGE_ID4args` structure of the current request.

**verifier\_arg:**

The value of the `eia_clientowner.co_verifier` subfield of the `EXCHANGE_ID4args` structure of the current request.

**old\_verifier\_arg:**

A value of the `eia_clientowner.co_verifier` field of a client record received in a previous request; this is distinct from `verifier_arg`.

**principal\_arg:**

The value of the `RPCSEC_GSS` principal for the current request.

**old\_principal\_arg:**

A value of the principal of a client record as defined by the RPC header's credential or verifier of a previous request. This is distinct from `principal_arg`.

**clientid\_ret:**

The value of the `eir_clientid` field the server will return in the `EXCHANGE_ID4resok` structure for the current request.

**old\_clientid\_ret:**

The value of the `eir_clientid` field the server returned in the `EXCHANGE_ID4resok` structure for a previous request. This is distinct from `clientid_ret`.

**confirmed:**

The client ID has been confirmed.

**unconfirmed:**

The client ID has not been confirmed.

Since `EXCHANGE_ID` is a non-idempotent operation, we must consider the possibility that retries occur as a result of a client restart, network partition, malfunctioning router, etc. Retries are identified by the value of the `eia_clientowner` field of `EXCHANGE_ID4args`, and the method for dealing with them is outlined in the scenarios below.

The scenarios are described in terms of the client record(s) a server has for a given `co_ownerid`. Note that if the client ID was created specifying `SP4_SSV` state protection and `EXCHANGE_ID` as the one of the operations in `spo_must_allow`, then the server MUST authorize `EXCHANGE_IDs` with the `SSV` principal in addition to the principal that created the client ID.

### 1. New Owner ID

If the server has no client records with `eia_clientowner.co_ownerid` matching `ownerid_arg`, and `EXCHGID4_FLAG_UPD_CONFIRMED_REC_A` is not set in the `EXCHANGE_ID`, then a new shorthand client ID (let us call it `clientid_ret`) is generated, and the following unconfirmed record is added to the server's state.

```
{ ownerid_arg, verifier_arg, principal_arg, clientid_ret,
  unconfirmed }
```

Subsequently, the server returns `clientid_ret`.

### 2. Non-Update on Existing Client ID

If the server has the following confirmed record, and the request does not have `EXCHGID4_FLAG_UPD_CONFIRMED_REC_A` set, then the request is the result of a retried request due to a faulty router or lost connection, or the client is trying to determine if it can perform trunking.

```
{ ownerid_arg, verifier_arg, principal_arg, clientid_ret,
  confirmed }
```

Since the record has been confirmed, the client must have received the server's reply from the initial `EXCHANGE_ID` request. Since the server has a confirmed record, and since `EXCHGID4_FLAG_UPD_CONFIRMED_REC_A` is not set, with the possible exception of `eir_server_owner.so_minor_id`, the server returns the same result it did when the client ID's properties were last updated (or if never updated, the result when the client ID was created). The confirmed record is unchanged.

### 3. Client Collision

If `EXCHGID4_FLAG_UPD_CONFIRMED_REC_A` is not set, and if the server has the following confirmed record, then this request is likely the result of a chance collision between the values of the `eia_clientowner.co_ownerid` subfield of `EXCHANGE_ID4args` for two different clients.

```
{ ownerid_arg, *, old_principal_arg, old_clientid_ret,
confirmed }
```

If there is currently no state associated with `old_clientid_ret`, or if there is state but the lease has expired, then this case is effectively equivalent to the New Owner ID case of Paragraph 1. The confirmed record is deleted, the `old_clientid_ret` and its lock state are deleted, a new shorthand client ID is generated, and the following unconfirmed record is added to the server's state.

```
{ ownerid_arg, verifier_arg, principal_arg, clientid_ret,
unconfirmed }
```

Subsequently, the server returns `clientid_ret`.

If `old_clientid_ret` has an unexpired lease with state, then no state of `old_clientid_ret` is changed or deleted. The server returns `NFS4ERR_CLID_INUSE` to indicate that the client should retry with a different value for the `eia_clientowner.co_ownerid` subfield of `EXCHANGE_ID4args`. The client record is not changed.

#### 4. Replacement of Unconfirmed Record

If the `EXCHGID4_FLAG_UPD_CONFIRMED_REC_A` flag is not set, and the server has the following unconfirmed record, then the client is attempting `EXCHANGE_ID` again on an unconfirmed client ID, perhaps due to a retry, a client restart before client ID confirmation (i.e., before `CREATE_SESSION` was called), or some other reason.

```
{ ownerid_arg, *, *, old_clientid_ret, unconfirmed }
```

It is possible that the properties of `old_clientid_ret` are different than those specified in the current `EXCHANGE_ID`. Whether or not the properties are being updated, to eliminate ambiguity, the server deletes the unconfirmed record, generates a new client ID (`clientid_ret`), and establishes the following unconfirmed record:

```
{ ownerid_arg, verifier_arg, principal_arg, clientid_ret,
unconfirmed }
```

## 5. Client Restart

If EXCHGID4\_FLAG\_UPD\_CONFIRMED\_REC\_A is not set, and if the server has the following confirmed client record, then this request is likely from a previously confirmed client that has restarted.

```
{ ownerid_arg, old_verifier_arg, principal_arg,
  old_clientid_ret, confirmed }
```

Since the previous incarnation of the same client will no longer be making requests, once the new client ID is confirmed by CREATE\_SESSION, byte-range locks and share reservations should be released immediately rather than forcing the new incarnation to wait for the lease time on the previous incarnation to expire. Furthermore, session state should be removed since if the client had maintained that information across restart, this request would not have been sent. If the server supports neither the CLAIM\_DELEGATE\_PREV nor CLAIM\_DELEG\_PREV\_FH claim types, associated delegations should be purged as well; otherwise, delegations are retained and recovery proceeds according to Section 10.2.1.

After processing, clientid\_ret is returned to the client and thisclient record is added:

```
{ ownerid_arg, verifier_arg, principal_arg, clientid_ret,
  unconfirmed }
```

The previously described confirmed record continues to exist, and thus the same ownerid\_arg exists in both a confirmed and unconfirmed state at the same time. The number of states can collapse to one once the server receives an applicable CREATE\_SESSION or EXCHANGE\_ID.

- + If the server subsequently receives a successful CREATE\_SESSION that confirms clientid\_ret, then the server atomically destroys the confirmed record and makes the unconfirmed record confirmed as described in Section 18.36.4.
- + If the server instead subsequently receives an EXCHANGE\_ID with the client owner equal to ownerid\_arg, one strategy is to simply delete the unconfirmed record, and process the EXCHANGE\_ID as described in the entirety of Section 18.35.4.

## 6. Update

If EXCHGID4\_FLAG\_UPD\_CONFIRMED\_REC\_A is set, and the server has the following confirmed record, then this request is an attempt at an update.

```
{ ownerid_arg, verifier_arg, principal_arg, clientid_ret,
  confirmed }
```

Since the record has been confirmed, the client must have received the server's reply from the initial EXCHANGE\_ID request. The server allows the update, and the client record is left intact.

## 7. Update but No Confirmed Record

If EXCHGID4\_FLAG\_UPD\_CONFIRMED\_REC\_A is set, and the server has no confirmed record corresponding ownerid\_arg, then the server returns NFS4ERR\_NOENT and leaves any unconfirmed record intact.

## 8. Update but Wrong Verifier

If EXCHGID4\_FLAG\_UPD\_CONFIRMED\_REC\_A is set, and the server has the following confirmed record, then this request is an illegal attempt at an update, perhaps because of a retry from a previous client incarnation.

```
{ ownerid_arg, old_verifier_arg, *, clientid_ret, confirmed }
```

The server returns NFS4ERR\_NOT\_SAME and leaves the client record intact.

## 9. Update but Wrong Principal

If EXCHGID4\_FLAG\_UPD\_CONFIRMED\_REC\_A is set, and the server has the following confirmed record, then this request is an illegal attempt at an update by an unauthorized principal.

```
{ ownerid_arg, verifier_arg, old_principal_arg, clientid_ret,
  confirmed }
```

The server returns NFS4ERR\_PERM and leaves the client record intact.



### 18.36. Operation 43: CREATE\_SESSION - Create New Session and Confirm Client ID

#### 18.36.1. ARGUMENT

```

struct channel_attrs4 {
    count4          ca_headerpadsize;
    count4          ca_maxrequestsize;
    count4          ca_maxresponsesize;
    count4          ca_maxresponsesize_cached;
    count4          ca_maxoperations;
    count4          ca_maxrequests;
    uint32_t        ca_rdma_ird<1>;
};

const CREATE_SESSION4_FLAG_PERSIST          = 0x00000001;
const CREATE_SESSION4_FLAG_CONN_BACK_CHAN  = 0x00000002;
const CREATE_SESSION4_FLAG_CONN_RDMA      = 0x00000004;

struct CREATE_SESSION4args {
    clientid4      csa_clientid;
    sequenceid4    csa_sequence;

    uint32_t       csa_flags;

    channel_attrs4 csa_fore_chan_attrs;
    channel_attrs4 csa_back_chan_attrs;

    uint32_t       csa_cb_program;
    callback_sec_parms4 csa_sec_parms<>;
};

```

#### 18.36.2. RESULT

```

struct CREATE_SESSION4resok {
    sessionid4      csr_sessionid;
    sequenceid4     csr_sequence;

    uint32_t        csr_flags;

    channel_attrs4  csr_fore_chan_attrs;
    channel_attrs4  csr_back_chan_attrs;
};

```

```

union CREATE_SESSION4res switch (nfsstat4 csr_status) {
case NFS4_OK:
    CREATE_SESSION4resok    csr_resok4;
default:
    void;
};

```

### 18.36.3. DESCRIPTION

This operation is used by the client to create new session objects on the server.

CREATE\_SESSION can be sent with or without a preceding SEQUENCE operation in the same COMPOUND procedure. If CREATE\_SESSION is sent with a preceding SEQUENCE operation, any session created by CREATE\_SESSION has no direct relation to the session specified in the SEQUENCE operation, although the two sessions might be associated with the same client ID. If CREATE\_SESSION is sent without a preceding SEQUENCE, then it MUST be the only operation in the COMPOUND procedure's request. If it is not, the server MUST return NFS4ERR\_NOT\_ONLY\_OP.

In addition to creating a session, CREATE\_SESSION has the following effects:

- o The first session created with a new client ID serves to confirm the creation of that client's state on the server. The server returns the parameter values for the new session.
- o The connection CREATE\_SESSION that is sent over is associated with the session's fore channel.

The arguments and results of CREATE\_SESSION are described as follows:

csa\_clientid:

This is the client ID with which the new session will be associated. The corresponding result is csr\_sessionid, the session ID of the new session.

csa\_sequence:

Each client ID serializes CREATE\_SESSION via a per-client ID sequence number (see Section 18.36.4). The corresponding result is csr\_sequence, which MUST be equal to csa\_sequence.

In the next three arguments, the client offers a value that is to be a property of the session. Except where stated otherwise, it is RECOMMENDED that the server accept the value. If it is not acceptable, the server MAY use a different value. Regardless, the server MUST return the value the session will use (which will be either what the client offered, or what the server is insisting on) to the client.

`csa_flags`:

The `csa_flags` field contains a list of the following flag bits:

`CREATE_SESSION4_FLAG_PERSIST`:

If `CREATE_SESSION4_FLAG_PERSIST` is set, the client wants the server to provide a persistent reply cache. For sessions in which only idempotent operations will be used (e.g., a read-only session), clients SHOULD NOT set `CREATE_SESSION4_FLAG_PERSIST`. If the server does not or cannot provide a persistent reply cache, the server MUST NOT set `CREATE_SESSION4_FLAG_PERSIST` in the field `csr_flags`.

If the server is a pNFS metadata server, for reasons described in Section 12.5.2 it SHOULD support `CREATE_SESSION4_FLAG_PERSIST` if it supports the `layout_hint` (Section 5.12.4) attribute.

`CREATE_SESSION4_FLAG_CONN_BACK_CHAN`:

If `CREATE_SESSION4_FLAG_CONN_BACK_CHAN` is set in `csa_flags`, the client is requesting that the connection over which the `CREATE_SESSION` operation arrived be associated with the session's backchannel in addition to its fore channel. If the server agrees, it sets `CREATE_SESSION4_FLAG_CONN_BACK_CHAN` in the result field `csr_flags`. If `CREATE_SESSION4_FLAG_CONN_BACK_CHAN` is not set in `csa_flags`, then `CREATE_SESSION4_FLAG_CONN_BACK_CHAN` MUST NOT be set in `csr_flags`.

`CREATE_SESSION4_FLAG_CONN_RDMA`:

If `CREATE_SESSION4_FLAG_CONN_RDMA` is set in `csa_flags`, and if the connection over which the `CREATE_SESSION` operation arrived is currently in non-RDMA mode but has the capability to operate in RDMA mode, then the client is requesting that the server "step up" to RDMA mode on the connection. If the server agrees, it sets `CREATE_SESSION4_FLAG_CONN_RDMA` in the result field `csr_flags`. If `CREATE_SESSION4_FLAG_CONN_RDMA` is not set

in `csa_flags`, then `CREATE_SESSION4_FLAG_CONN_RDMA` MUST NOT be set in `csr_flags`. Note that once the server agrees to step up, it and the client MUST exchange all future traffic on the connection with RPC RDMA framing and not Record Marking ([8]).

`csa_fore_chan_attrs`, `csa_back_chan_attrs`:

The `csa_fore_chan_attrs` and `csa_back_chan_attrs` fields apply to attributes of the fore channel (which conveys requests originating from the client to the server), and the backchannel (the channel that conveys callback requests originating from the server to the client), respectively. The results are in corresponding structures called `csr_fore_chan_attrs` and `csr_back_chan_attrs`. The results establish attributes for each channel, and on all subsequent use of each channel of the session. Each structure has the following fields:

`ca_headerpadsize`:

The maximum amount of padding the requester is willing to apply to ensure that write payloads are aligned on some boundary at the replier. For each channel, the server

- + will reply in `ca_headerpadsize` with its preferred value, or zero if padding is not in use, and
- + MAY decrease this value but MUST NOT increase it.

`ca_maxrequestsize`:

The maximum size of a COMPOUND or CB\_COMPOUND request that will be sent. This size represents the XDR encoded size of the request, including the RPC headers (including security flavor credentials and verifiers) but excludes any RPC transport framing headers. Imagine a request coming over a non-RDMA TCP/IP connection, and that it has a single Record Marking header preceding it. The maximum allowable count encoded in the header will be `ca_maxrequestsize`. If a requester sends a request that exceeds `ca_maxrequestsize`, the error `NFS4ERR_REQ_TOO_BIG` will be returned per the description in Section 2.10.6.4. For each channel, the server MAY decrease this value but MUST NOT increase it.

`ca_maxresponsesize`:

The maximum size of a COMPOUND or CB\_COMPOUND reply that the requester will accept from the replier including RPC headers (see the `ca_maxrequestsize` definition). For each channel, the

server MAY decrease this value, but MUST NOT increase it. However, if the client selects a value for `ca_maxresponsesize` such that a replier on a channel could never send a response, the server SHOULD return `NFS4ERR_TOOSMALL` in the `CREATE_SESSION` reply. After the session is created, if a requester sends a request for which the size of the reply would exceed this value, the replier will return `NFS4ERR_REP_TOO_BIG`, per the description in Section 2.10.6.4.

`ca_maxresponsesize_cached`:

Like `ca_maxresponsesize`, but the maximum size of a reply that will be stored in the reply cache (Section 2.10.6.1). For each channel, the server MAY decrease this value, but MUST NOT increase it. If, in the reply to `CREATE_SESSION`, the value of `ca_maxresponsesize_cached` of a channel is less than the value of `ca_maxresponsesize` of the same channel, then this is an indication to the requester that it needs to be selective about which replies it directs the replier to cache; for example, large replies from nonidempotent operations (e.g., `COMPOUND` requests with a `READ` operation) should not be cached. The requester decides which replies to cache via an argument to the `SEQUENCE` (the `sa_cachethis` field, see Section 18.46) or `CB_SEQUENCE` (the `csa_cachethis` field, see Section 20.9) operations. After the session is created, if a requester sends a request for which the size of the reply would exceed `ca_maxresponsesize_cached`, the replier will return `NFS4ERR_REP_TOO_BIG_TO_CACHE`, per the description in Section 2.10.6.4.

`ca_maxoperations`:

The maximum number of operations the replier will accept in a `COMPOUND` or `CB_COMPOUND`. For the backchannel, the server MUST NOT change the value the client offers. For the fore channel, the server MAY change the requested value. After the session is created, if a requester sends a `COMPOUND` or `CB_COMPOUND` with more operations than `ca_maxoperations`, the replier MUST return `NFS4ERR_TOO_MANY_OPS`.

`ca_maxrequests`:

The maximum number of concurrent `COMPOUND` or `CB_COMPOUND` requests the requester will send on the session. Subsequent requests will each be assigned a slot identifier by the requester within the range zero to `ca_maxrequests - 1`

inclusive. For the backchannel, the server MUST NOT change the value the client offers. For the fore channel, the server MAY change the requested value.

#### ca\_rdma\_ird:

This array has a maximum of one element. If this array has one element, then the element contains the inbound RDMA read queue depth (IRD). For each channel, the server MAY decrease this value, but MUST NOT increase it.

#### csa\_cb\_program

This is the ONC RPC program number the server MUST use in any callbacks sent through the backchannel to the client. The server MUST specify an ONC RPC program number equal to `csa_cb_program` and an ONC RPC version number equal to 4 in callbacks sent to the client. If a `CB_COMPOUND` is sent to the client, the server MUST use a minor version number of 1. There is no corresponding result.

#### csa\_sec\_parms

The field `csa_sec_parms` is an array of acceptable security credentials the server can use on the session's backchannel. Three security flavors are supported: `AUTH_NONE`, `AUTH_SYS`, and `RPCSEC_GSS`. If `AUTH_NONE` is specified for a credential, then this says the client is authorizing the server to use `AUTH_NONE` on all callbacks for the session. If `AUTH_SYS` is specified, then the client is authorizing the server to use `AUTH_SYS` on all callbacks, using the credential specified `cbsp_sys_cred`. If `RPCSEC_GSS` is specified, then the server is allowed to use the `RPCSEC_GSS` context specified in `cbsp_gss_parms` as the `RPCSEC_GSS` context in the credential of the RPC header of callbacks to the client. There is no corresponding result.

The `RPCSEC_GSS` context for the backchannel is specified via a pair of values of data type `gsshandle4_t`. The data type `gsshandle4_t` represents an `RPCSEC_GSS` handle, and is precisely the same as the data type of the "handle" field of the `rpc_gss_init_res` data type defined in Section 5.2.3.1, "Context Creation Response - Successful Acceptance", of [4].

The first `RPCSEC_GSS` handle, `gcbp_handle_from_server`, is the fore handle the server returned to the client (either in the `handle` field of data type `rpc_gss_init_res` or as one of the elements of the `spi_handles` field returned in the reply to `EXCHANGE_ID`) when the `RPCSEC_GSS` context was created on the server. The second

handle, `gcbp_handle_from_client`, is the back handle to which the client will map the `RPCSEC_GSS` context. The server can immediately use the value of `gcbp_handle_from_client` in the `RPCSEC_GSS` credential in callback RPCs. That is, the value in `gcbp_handle_from_client` can be used as the value of the field "handle" in data type `rpc_gss_cred_t` (see Section 5, "Elements of the `RPCSEC_GSS` Security Protocol", of [4]) in callback RPCs. The server MUST use the `RPCSEC_GSS` security service specified in `gcbp_service`, i.e., it MUST set the "service" field of the `rpc_gss_cred_t` data type in `RPCSEC_GSS` credential to the value of `gcbp_service` (see Section 5.3.1, "RPC Request Header", of [4]).

If the `RPCSEC_GSS` handle identified by `gcbp_handle_from_server` does not exist on the server, the server will return `NFS4ERR_NOENT`.

Within each element of `csa_sec_parms`, the fore and back `RPCSEC_GSS` contexts MUST share the same GSS context and MUST have the same `seq_window` (see Section 5.2.3.1 of RFC2203 [4]). The fore and back `RPCSEC_GSS` context state are independent of each other as far as the `RPCSEC_GSS` sequence number (see the `seq_num` field in the `rpc_gss_cred_t` data type of Sections 5 and 5.3.1 of [4]).

If an `RPCSEC_GSS` handle is using the SSV context (see Section 2.10.9), then because each SSV `RPCSEC_GSS` handle shares a common SSV GSS context, there are security considerations specific to this situation discussed in Section 2.10.10.

Once the session is created, the first `SEQUENCE` or `CB_SEQUENCE` received on a slot MUST have a sequence ID equal to 1; if not, the replier MUST return `NFS4ERR_SEQ_MISORDERED`.

#### 18.36.4. IMPLEMENTATION

To describe a possible implementation, the same notation for client records introduced in the description of `EXCHANGE_ID` is used with the following addition:

`clientid_arg`: The value of the `csa_clientid` field of the `CREATE_SESSION4args` structure of the current request.

Since `CREATE_SESSION` is a non-idempotent operation, we need to consider the possibility that retries may occur as a result of a client restart, network partition, malfunctioning router, etc. For each client ID created by `EXCHANGE_ID`, the server maintains a separate reply cache (called the `CREATE_SESSION` reply cache) similar to the session reply cache used for `SEQUENCE` operations, with two distinctions.

- o First, this is a reply cache just for detecting and processing CREATE\_SESSION requests for a given client ID.
- o Second, the size of the client ID reply cache is of one slot (and as a result, the CREATE\_SESSION request does not carry a slot number). This means that at most one CREATE\_SESSION request for a given client ID can be outstanding.

As previously stated, CREATE\_SESSION can be sent with or without a preceding SEQUENCE operation. Even if a SEQUENCE precedes CREATE\_SESSION, the server MUST maintain the CREATE\_SESSION reply cache, which is separate from the reply cache for the session associated with a SEQUENCE. If CREATE\_SESSION was originally sent by itself, the client MAY send a retry of the CREATE\_SESSION operation within a COMPOUND preceded by a SEQUENCE. If CREATE\_SESSION was originally sent in a COMPOUND that started with a SEQUENCE, then the client SHOULD send a retry in a COMPOUND that starts with a SEQUENCE that has the same session ID as the SEQUENCE of the original request. However, the client MAY send a retry in a COMPOUND that either has no preceding SEQUENCE, or has a preceding SEQUENCE that refers to a different session than the original CREATE\_SESSION. This might be necessary if the client sends a CREATE\_SESSION in a COMPOUND preceded by a SEQUENCE with session ID X, and session X no longer exists. Regardless, any retry of CREATE\_SESSION, with or without a preceding SEQUENCE, MUST use the same value of csa\_sequence as the original.

After the client received a reply to an EXCHANGE\_ID operation that contains a new, unconfirmed client ID, the server expects the client to follow with a CREATE\_SESSION operation to confirm the client ID. The server expects value of csa\_sequenceid in the arguments to that CREATE\_SESSION to be equal to the value of the field eir\_sequenceid that was returned in results of the EXCHANGE\_ID that returned the unconfirmed client ID. Before the server replies to that EXCHANGE\_ID operation, it initializes the client ID slot to be equal to eir\_sequenceid - 1 (accounting for underflow), and records a contrived CREATE\_SESSION result with a "cached" result of NFS4ERR\_SEQ\_MISORDERED. With the client ID slot thus initialized, the processing of the CREATE\_SESSION operation is divided into four phases:

1. Client record look up. The server looks up the client ID in its client record table. If the server contains no records with client ID equal to clientid\_arg, then most likely the client's state has been purged during a period of inactivity, possibly due to a loss of connectivity. NFS4ERR\_STALE\_CLIENTID is returned, and no changes are made to any client records on the server. Otherwise, the server goes to phase 2.



2. Sequence ID processing. If `csa_sequenceid` is equal to the sequence ID in the client ID's slot, then this is a replay of the previous `CREATE_SESSION` request, and the server returns the cached result. If `csa_sequenceid` is not equal to the sequence ID in the slot, and is more than one greater (accounting for wraparound), then the server returns the error `NFS4ERR_SEQ_MISORDERED`, and does not change the slot. If `csa_sequenceid` is equal to the slot's sequence ID + 1 (accounting for wraparound), then the slot's sequence ID is set to `csa_sequenceid`, and the `CREATE_SESSION` processing goes to the next phase. A subsequent new `CREATE_SESSION` call over the same client ID MUST use a `csa_sequenceid` that is one greater than the sequence ID in the slot.
3. Client ID confirmation. If this would be the first session for the client ID, the `CREATE_SESSION` operation serves to confirm the client ID. Otherwise, the client ID confirmation phase is skipped and only the session creation phase occurs. Any case in which there is more than one record with identical values for client ID represents a server implementation error. Operation in the potential valid cases is summarized as follows.

\* Successful Confirmation

If the server has the following unconfirmed record, then this is the expected confirmation of an unconfirmed record.

```
{ ownerid, verifier, principal_arg, clientid_arg,
  unconfirmed }
```

As noted in Section 18.35.4, the server might also have the following confirmed record.

```
{ ownerid, old_verifier, principal_arg, old_clientid,
  confirmed }
```

The server schedules the replacement of both records with:

```
{ ownerid, verifier, principal_arg, clientid_arg, confirmed
}
```

The processing of `CREATE_SESSION` continues on to session creation. Once the session is successfully created, the scheduled client record replacement is committed. If the session is not successfully created, then no changes are made to any client records on the server.

\* Unsuccessful Confirmation

If the server has the following record, then the client has changed principals after the previous EXCHANGE\_ID request, or there has been a chance collision between shorthand client identifiers.

```
{ *, *, old_principal_arg, clientid_arg, * }
```

Neither of these cases is permissible. Processing stops and NFS4ERR\_CLID\_INUSE is returned to the client. No changes are made to any client records on the server.

4. Session creation. The server confirmed the client ID, either in this CREATE\_SESSION operation, or a previous CREATE\_SESSION operation. The server examines the remaining fields of the arguments.

The server creates the session by recording the parameter values used (including whether the CREATE\_SESSION4\_FLAG\_PERSIST flag is set and has been accepted by the server) and allocating space for the session reply cache (if there is not enough space, the server returns NFS4ERR\_NOSPC). For each slot in the reply cache, the server sets the sequence ID to zero, and records an entry containing a COMPOUND reply with zero operations and the error NFS4ERR\_SEQ\_MISORDERED. This way, if the first SEQUENCE request sent has a sequence ID equal to zero, the server can simply return what is in the reply cache: NFS4ERR\_SEQ\_MISORDERED. The client initializes its reply cache for receiving callbacks in the same way, and similarly, the first CB\_SEQUENCE operation on a slot after session creation MUST have a sequence ID of one.

If the session state is created successfully, the server associates the session with the client ID provided by the client.

When a request that had CREATE\_SESSION4\_FLAG\_CONN\_RDMA set needs to be retried, the retry MUST be done on a new connection that is in non-RDMA mode. If properties of the new connection are different enough that the arguments to CREATE\_SESSION need to change, then a non-retry MUST be sent. The server will eventually dispose of any session that was created on the original connection.

On the backchannel, the client and server might wish to have many slots, in some cases perhaps more than the fore channel, in order to deal with the situations where the network link has high latency and

is the primary bottleneck for response to recalls. If so, and if the client provides too few slots to the backchannel, the server might limit the number of recallable objects it gives to the client.

Implementing RPCSEC\_GSS callback support requires changes to both the client and server implementations of RPCSEC\_GSS. One possible set of changes includes:

- o Adding a data structure that wraps the GSS-API context with a reference count.
- o New functions to increment and decrement the reference count. If the reference count is decremented to zero, the wrapper data structure and the GSS-API context it refers to would be freed.
- o Change RPCSEC\_GSS to create the wrapper data structure upon receiving GSS-API context from `gss_accept_sec_context()` and `gss_init_sec_context()`. The reference count would be initialized to 1.
- o Adding a function to map an existing RPCSEC\_GSS handle to a pointer to the wrapper data structure. The reference count would be incremented.
- o Adding a function to create a new RPCSEC\_GSS handle from a pointer to the wrapper data structure. The reference count would be incremented.
- o Replacing calls from RPCSEC\_GSS that free GSS-API contexts, with calls to decrement the reference count on the wrapper data structure.

#### 18.37. Operation 44: DESTROY\_SESSION - Destroy a Session

##### 18.37.1. ARGUMENT

```
struct DESTROY_SESSION4args {
    sessionid4    dsa_sessionid;
};
```

##### 18.37.2. RESULT

```
struct DESTROY_SESSION4res {
    nfsstat4      dsr_status;
};
```

## 18.37.3. DESCRIPTION

The DESTROY\_SESSION operation closes the session and discards the session's reply cache, if any. Any remaining connections associated with the session are immediately disassociated. If the connection has no remaining associated sessions, the connection MAY be closed by the server. Locks, delegations, layouts, wants, and the lease, which are all tied to the client ID, are not affected by DESTROY\_SESSION.

DESTROY\_SESSION MUST be invoked on a connection that is associated with the session being destroyed. In addition, if SP4\_MACH\_CRED state protection was specified when the client ID was created, the RPCSEC\_GSS principal that created the session MUST be the one that destroys the session, using RPCSEC\_GSS privacy or integrity. If SP4\_SSV state protection was specified when the client ID was created, RPCSEC\_GSS using the SSV mechanism (Section 2.10.9) MUST be used, with integrity or privacy.

If the COMPOUND request starts with SEQUENCE, and if the sessionids specified in SEQUENCE and DESTROY\_SESSION are the same, then

- o DESTROY\_SESSION MUST be the final operation in the COMPOUND request.
- o It is advisable to avoid placing DESTROY\_SESSION in a COMPOUND request with other state-modifying operations, because the DESTROY\_SESSION will destroy the reply cache.
- o Because the session and its reply cache are destroyed, a client that retries the request may receive an error in reply to the retry, even though the original request was successful.

If the COMPOUND request starts with SEQUENCE, and if the sessionids specified in SEQUENCE and DESTROY\_SESSION are different, then DESTROY\_SESSION can appear in any position of the COMPOUND request (except for the first position). The two sessionids can belong to different client IDs.

If the COMPOUND request does not start with SEQUENCE, and if DESTROY\_SESSION is not the sole operation, then server MUST return NFS4ERR\_NOT\_ONLY\_OP.

If there is a backchannel on the session and the server has outstanding CB\_COMPOUND operations for the session which have not been replied to, then the server MAY refuse to destroy the session and return an error. If so, then in the event the backchannel is down, the server SHOULD return NFS4ERR\_CB\_PATH\_DOWN to inform the client that the backchannel needs to be repaired before the server

will allow the session to be destroyed. Otherwise, the error `CB_BACK_CHAN_BUSY SHOULD` be returned to indicate that there are `CB_COMPOUNDS` that need to be replied to. The client `SHOULD` reply to all outstanding `CB_COMPOUNDS` before re-sending `DESTROY_SESSION`.

### 18.38. Operation 45: `FREE_STATEID` - Free Stateid with No Locks

#### 18.38.1. ARGUMENT

```
struct FREE_STATEID4args {
    stateid4      fsa_stateid;
};
```

#### 18.38.2. RESULT

```
struct FREE_STATEID4res {
    nfsstat4      fsr_status;
};
```

#### 18.38.3. DESCRIPTION

The `FREE_STATEID` operation is used to free a stateid that no longer has any associated locks (including opens, byte-range locks, delegations, and layouts). This may be because of client `LOCKU` operations or because of server revocation. If there are valid locks (of any kind) associated with the stateid in question, the error `NFS4ERR_LOCKS_HELD` will be returned, and the associated stateid will not be freed.

When a stateid is freed that had been associated with revoked locks, by sending the `FREE_STATEID` operation, the client acknowledges the loss of those locks. This allows the server, once all such revoked state is acknowledged, to allow that client again to reclaim locks, without encountering the edge conditions discussed in Section 8.4.2.

Once a successful `FREE_STATEID` is done for a given stateid, any subsequent use of that stateid will result in an `NFS4ERR_BAD_STATEID` error.

## 18.39. Operation 46: GET\_DIR\_DELEGATION - Get a Directory Delegation

## 18.39.1. ARGUMENT

```
typedef nfstime4 attr_notice4;

struct GET_DIR_DELEGATION4args {
    /* CURRENT_FH: delegated directory */
    bool          gdda_signal_deleg_avail;
    bitmap4       gdda_notification_types;
    attr_notice4  gdda_child_attr_delay;
    attr_notice4  gdda_dir_attr_delay;
    bitmap4       gdda_child_attributes;
    bitmap4       gdda_dir_attributes;
};
```

## 18.39.2. RESULT

```
struct GET_DIR_DELEGATION4resok {
    verifier4     gddr_cookieverf;
    /* Stateid for get_dir_delegation */
    stateid4      gddr_stateid;
    /* Which notifications can the server support */
    bitmap4       gddr_notification;
    bitmap4       gddr_child_attributes;
    bitmap4       gddr_dir_attributes;
};

enum gddrnf4_status {
    GDD4_OK          = 0,
    GDD4_UNAVAIL     = 1
};

union GET_DIR_DELEGATION4res_non_fatal
switch (gddrnf4_status gddrnf_status) {
case GDD4_OK:
    GET_DIR_DELEGATION4resok      gddrnf_resok4;
case GDD4_UNAVAIL:
    bool                          gddrnf_will_signal_deleg_avail;
};
```

```

union GET_DIR_DELEGATION4res
  switch (nfsstat4 gddr_status) {
  case NFS4_OK:
    GET_DIR_DELEGATION4res_non_fatal      gddr_res_non_fatal4;
  default:
    void;
  };

```

### 18.39.3. DESCRIPTION

The GET\_DIR\_DELEGATION operation is used by a client to request a directory delegation. The directory is represented by the current filehandle. The client also specifies whether it wants the server to notify it when the directory changes in certain ways by setting one or more bits in a bitmap. The server may refuse to grant the delegation. In that case, the server will return NFS4ERR\_DIRDELEG\_UNAVAIL. If the server decides to hand out the delegation, it will return a cookie verifier for that directory. If the cookie verifier changes when the client is holding the delegation, the delegation will be recalled unless the client has asked for notification for this event.

The server will also return a directory delegation stateid, gddr\_stateid, as a result of the GET\_DIR\_DELEGATION operation. This stateid will appear in callback messages related to the delegation, such as notifications and delegation recalls. The client will use this stateid to return the delegation voluntarily or upon recall. A delegation is returned by calling the DELEGRETURN operation.

The server might not be able to support notifications of certain events. If the client asks for such notifications, the server MUST inform the client of its inability to do so as part of the GET\_DIR\_DELEGATION reply by not setting the appropriate bits in the supported notifications bitmask, gddr\_notification, contained in the reply. The server MUST NOT add bits to gddr\_notification that the client did not request.

The GET\_DIR\_DELEGATION operation can be used for both normal and named attribute directories.

If client sets gdda\_signal\_deleg\_avail to TRUE, then it is registering with the client a "want" for a directory delegation. If the delegation is not available, and the server supports and will honor the "want", the results will have gddrnf\_will\_signal\_deleg\_avail set to TRUE and no error will be indicated on return. If so, the client should expect a future CB\_RECALLABLE\_OBJ\_AVAIL operation to indicate that a directory delegation is available. If the server does not wish to honor the

"want" or is not able to do so, it returns the error NFS4ERR\_DIRDELEG\_UNAVAIL. If the delegation is immediately available, the server SHOULD return it with the response to the operation, rather than via a callback.

When a client makes a request for a directory delegation while it already holds a directory delegation for that directory (including the case where it has been recalled but not yet returned by the client or revoked by the server), the server MUST reply with the value of `gddr_status` set to NFS4\_OK, the value of `gddrnf_status` set to GDD4\_UNAVAIL, and the value of `gddrnf_will_signal_deleg_avail` set to FALSE. The delegation the client held before the request remains intact, and its state is unchanged. The current stateid is not changed (see Section 16.2.3.1.2 for a description of the current stateid).

#### 18.39.4. IMPLEMENTATION

Directory delegations provide the benefit of improving cache consistency of namespace information. This is done through synchronous callbacks. A server must support synchronous callbacks in order to support directory delegations. In addition to that, asynchronous notifications provide a way to reduce network traffic as well as improve client performance in certain conditions.

Notifications are specified in terms of potential changes to the directory. A client can ask to be notified of events by setting one or more bits in `gdda_notification_types`. The client can ask for notifications on addition of entries to a directory (by setting the NOTIFY4\_ADD\_ENTRY in `gdda_notification_types`), notifications on entry removal (NOTIFY4\_REMOVE\_ENTRY), renames (NOTIFY4\_RENAME\_ENTRY), directory attribute changes (NOTIFY4\_CHANGE\_DIR\_ATTRIBUTES), and cookie verifier changes (NOTIFY4\_CHANGE\_COOKIE\_VERIFIER) by setting one or more corresponding bits in the `gdda_notification_types` field.

The client can also ask for notifications of changes to attributes of directory entries (NOTIFY4\_CHANGE\_CHILD\_ATTRIBUTES) in order to keep its attribute cache up to date. However, any changes made to child attributes do not cause the delegation to be recalled. If a client is interested in directory entry caching or negative name caching, it can set the `gdda_notification_types` appropriately to its particular need and the server will notify it of all changes that would otherwise invalidate its name cache. The kind of notification a client asks for may depend on the directory size, its rate of change, and the applications being used to access that directory. The enumeration of the conditions under which a client might ask for a notification is out of the scope of this specification.



For attribute notifications, the client will set bits in the `gdda_dir_attributes` bitmap to indicate which attributes it wants to be notified of. If the server does not support notifications for changes to a certain attribute, it SHOULD NOT set that attribute in the supported attribute bitmap specified in the reply (`gddr_dir_attributes`). The client will also set in the `gdda_child_attributes` bitmap the attributes of directory entries it wants to be notified of, and the server will indicate in `gddr_child_attributes` which attributes of directory entries it will notify the client of.

The client will also let the server know if it wants to get the notification as soon as the attribute change occurs or after a certain delay by setting a delay factor; `gdda_child_attr_delay` is for attribute changes to directory entries and `gdda_dir_attr_delay` is for attribute changes to the directory. If this delay factor is set to zero, that indicates to the server that the client wants to be notified of any attribute changes as soon as they occur. If the delay factor is set to N seconds, the server will make a best-effort guarantee that attribute updates are synchronized within N seconds. If the client asks for a delay factor that the server does not support or that may cause significant resource consumption on the server by causing the server to send a lot of notifications, the server should not commit to sending out notifications for attributes and therefore must not set the appropriate bit in the `gddr_child_attributes` and `gddr_dir_attributes` bitmaps in the response.

The client MUST use a security tuple (Section 2.6.1) that the directory or its applicable ancestor (Section 2.6) is exported with. If not, the server MUST return `NFS4ERR_WRONGSEC` to the operation that both precedes `GET_DIR_DELEGATION` and sets the current filehandle (see Section 2.6.3.1).

The directory delegation covers all the entries in the directory except the parent entry. That means if a directory and its parent both hold directory delegations, any changes to the parent will not cause a notification to be sent for the child even though the child's parent entry points to the parent directory.

## 18.40. Operation 47: GETDEVICEINFO - Get Device Information

## 18.40.1. ARGUMENT

```

struct GETDEVICEINFO4args {
    deviceid4      gdia_device_id;
    layouttype4   gdia_layout_type;
    count4        gdia_maxcount;
    bitmap4       gdia_notify_types;
};

```

## 18.40.2. RESULT

```

struct GETDEVICEINFO4resok {
    device_addr4   gdir_device_addr;
    bitmap4       gdir_notification;
};

union GETDEVICEINFO4res switch (nfsstat4 gdir_status) {
case NFS4_OK:
    GETDEVICEINFO4resok      gdir_resok4;
case NFS4ERR_TOOSMALL:
    count4                   gdir_mincount;
default:
    void;
};

```

## 18.40.3. DESCRIPTION

The GETDEVICEINFO operation returns pNFS storage device address information for the specified device ID. The client identifies the device information to be returned by providing the `gdia_device_id` and `gdia_layout_type` that uniquely identify the device. The client provides `gdia_maxcount` to limit the number of bytes for the result. This maximum size represents all of the data being returned within the GETDEVICEINFO4resok structure and includes the XDR overhead. The server may return less data. If the server is unable to return any information within the `gdia_maxcount` limit, the error NFS4ERR\_TOOSMALL will be returned. However, if `gdia_maxcount` is zero, NFS4ERR\_TOOSMALL MUST NOT be returned.

The `da_layout_type` field of the `gdir_device_addr` returned by the server MUST be equal to the `gdia_layout_type` specified by the client. If it is not equal, the client SHOULD ignore the response as invalid and behave as if the server returned an error, even if the client does have support for the layout type returned.

The client also provides a notification bitmap, `gdia_notify_types`, for the device ID mapping notification for which it is interested in receiving; the server must support device ID notifications for the notification request to have affect. The notification mask is composed in the same manner as the bitmap for file attributes (Section 3.3.7). The numbers of bit positions are listed in the `notify_device_type4` enumeration type (Section 20.12). Only two enumerated values of `notify_device_type4` currently apply to `GETDEVICEINFO`: `NOTIFY_DEVICEID4_CHANGE` and `NOTIFY_DEVICEID4_DELETE` (see Section 20.12).

The notification bitmap applies only to the specified device ID. If a client sends a `GETDEVICEINFO` operation on a deviceID multiple times, the last notification bitmap is used by the server for subsequent notifications. If the bitmap is zero or empty, then the device ID's notifications are turned off.

If the client wants to just update or turn off notifications, it MAY send a `GETDEVICEINFO` operation with `gdia_maxcount` set to zero. In that event, if the device ID is valid, the reply's `da_addr_body` field of the `gdir_device_addr` field will be of zero length.

If an unknown device ID is given in `gdia_device_id`, the server returns `NFS4ERR_NOENT`. Otherwise, the device address information is returned in `gdir_device_addr`. Finally, if the server supports notifications for device ID mappings, the `gdir_notification` result will contain a bitmap of which notifications it will actually send to the client (via `CB_NOTIFY_DEVICEID`, see Section 20.12).

If `NFS4ERR_TOOSMALL` is returned, the results also contain `gdir_mincount`. The value of `gdir_mincount` represents the minimum size necessary to obtain the device information.

#### 18.40.4. IMPLEMENTATION

Aside from updating or turning off notifications, another use case for `gdia_maxcount` being set to zero is to validate a device ID.

The client SHOULD request a notification for changes or deletion of a device ID to device address mapping so that the server can allow the client gracefully use a new mapping, without having pending I/O fail abruptly, or force layouts using the device ID to be recalled or revoked.

It is possible that `GETDEVICEINFO` (and `GETDEVICELIST`) will race with `CB_NOTIFY_DEVICEID`, i.e., `CB_NOTIFY_DEVICEID` arrives before the client gets and processes the response to `GETDEVICEINFO` or

GETDEVICELIST. The analysis of the race leverages the fact that the server MUST NOT delete a device ID that is referred to by a layout the client has.

- o CB\_NOTIFY\_DEVICEID deletes a device ID. If the client believes it has layouts that refer to the device ID, then it is possible that layouts referring to the deleted device ID have been revoked. The client should send a TEST\_STATEID request using the stateid for each layout that might have been revoked. If TEST\_STATEID indicates that any layouts have been revoked, the client must recover from layout revocation as described in Section 12.5.6. If TEST\_STATEID indicates that at least one layout has not been revoked, the client should send a GETDEVICEINFO operation on the supposedly deleted device ID to verify that the device ID has been deleted.

If GETDEVICEINFO indicates that the device ID does not exist, then the client assumes the server is faulty and recovers by sending an EXCHANGE\_ID operation. If GETDEVICEINFO indicates that the device ID does exist, then while the server is faulty for sending an erroneous device ID deletion notification, the degree to which it is faulty does not require the client to create a new client ID.

If the client does not have layouts that refer to the device ID, no harm is done. The client should mark the device ID as deleted, and when GETDEVICEINFO or GETDEVICELIST results are received that indicate that the device ID has been in fact deleted, the device ID should be removed from the client's cache.

- o CB\_NOTIFY\_DEVICEID indicates that a device ID's device addressing mappings have changed. The client should assume that the results from the in-progress GETDEVICEINFO will be stale for the device ID once received, and so it should send another GETDEVICEINFO on the device ID.

## 18.41. Operation 48: GETDEVICELIST - Get All Device Mappings for a File System

### 18.41.1. ARGUMENT

```

struct GETDEVICELIST4args {
    /* CURRENT_FH: object belonging to the file system */
    layouttype4      gdla_layout_type;

    /* number of deviceIDs to return */
    count4           gdla_maxdevices;

    nfs_cookie4      gdla_cookie;
    verifier4        gdla_cookieverf;
};

```

### 18.41.2. RESULT

```

struct GETDEVICELIST4resok {
    nfs_cookie4      gdlr_cookie;
    verifier4        gdlr_cookieverf;
    deviceid4        gdlr_deviceid_list<>;
    bool             gdlr_eof;
};

union GETDEVICELIST4res switch (nfsstat4 gdlr_status) {
case NFS4_OK:
    GETDEVICELIST4resok      gdlr_resok4;
default:
    void;
};

```

### 18.41.3. DESCRIPTION

This operation is used by the client to enumerate all of the device IDs that a server's file system uses.

The client provides a current filehandle of a file object that belongs to the file system (i.e., all file objects sharing the same fsid as that of the current filehandle) and the layout type in `gdla_layout_type`. Since this operation might require multiple calls to enumerate all the device IDs (and is thus similar to the READDIR (Section 18.23) operation), the client also provides `gdia_cookie` and `gdia_cookieverf` to specify the current cursor position in the list. When the client wants to read from the beginning of the file system's device mappings, it sets `gdla_cookie` to zero. The field `gdla_cookieverf` MUST be ignored by the server when `gdla_cookie` is

zero. The client provides `gdla_maxdevices` to limit the number of device IDs in the result. If `gdla_maxdevices` is zero, the server MUST return `NFS4ERR_INVALID`. The server MAY return fewer device IDs.

The successful response to the operation will contain the cookie, `gdlr_cookie`, and the cookie verifier, `gdlr_cookieverf`, to be used on the subsequent `GETDEVICELIST`. A `gdlr_eof` value of `TRUE` signifies that there are no remaining entries in the server's device list. Each element of `gdlr_deviceid_list` contains a device ID.

#### 18.41.4. IMPLEMENTATION

An example of the use of this operation is for pNFS clients and servers that use `LAYOUT4_BLOCK_VOLUME` layouts. In these environments it may be helpful for a client to determine device accessibility upon first file system access.

### 18.42. Operation 49: LAYOUTCOMMIT - Commit Writes Made Using a Layout

#### 18.42.1. ARGUMENT

```
union newtime4 switch (bool nt_timechanged) {
case TRUE:
    nfstime4          nt_time;
case FALSE:
    void;
};

union newoffset4 switch (bool no_newoffset) {
case TRUE:
    offset4           no_offset;
case FALSE:
    void;
};

struct LAYOUTCOMMIT4args {
    /* CURRENT_FH: file */
    offset4          loca_offset;
    length4         loca_length;
    bool            loca_reclaim;
    stateid4       loca_stateid;
    newoffset4     loca_last_write_offset;
    newtime4       loca_time_modify;
    layoutupdate4  loca_layoutupdate;
};
```

## 18.42.2. RESULT

```

union newsize4 switch (bool ns_sizechanged) {
case TRUE:
    length4          ns_size;
case FALSE:
    void;
};

struct LAYOUTCOMMIT4resok {
    newsize4          locr_newsize;
};

union LAYOUTCOMMIT4res switch (nfsstat4 locr_status) {
case NFS4_OK:
    LAYOUTCOMMIT4resok    locr_resok4;
default:
    void;
};

```

## 18.42.3. DESCRIPTION

The LAYOUTCOMMIT operation commits changes in the layout represented by the current filehandle, client ID (derived from the session ID in the preceding SEQUENCE operation), byte-range, and stateid. Since layouts are sub-dividable, a smaller portion of a layout, retrieved via LAYOUTGET, can be committed. The byte-range being committed is specified through the byte-range (loca\_offset and loca\_length). This byte-range MUST overlap with one or more existing layouts previously granted via LAYOUTGET (Section 18.43), each with an iomode of LAYOUTIOMODE4\_RW. In the case where the iomode of any held layout segment is not LAYOUTIOMODE4\_RW, the server should return the error NFS4ERR\_BAD\_IOMODE. For the case where the client does not hold matching layout segment(s) for the defined byte-range, the server should return the error NFS4ERR\_BAD\_LAYOUT.

The LAYOUTCOMMIT operation indicates that the client has completed writes using a layout obtained by a previous LAYOUTGET. The client may have only written a subset of the data range it previously requested. LAYOUTCOMMIT allows it to commit or discard provisionally allocated space and to update the server with a new end-of-file. The layout referenced by LAYOUTCOMMIT is still valid after the operation completes and can be continued to be referenced by the client ID, filehandle, byte-range, layout type, and stateid.

If the loca\_reclaim field is set to TRUE, this indicates that the client is attempting to commit changes to a layout after the restart of the metadata server during the metadata server's recovery grace

period (see Section 12.7.4). This type of request may be necessary when the client has uncommitted writes to provisionally allocated byte-ranges of a file that were sent to the storage devices before the restart of the metadata server. In this case, the layout provided by the client MUST be a subset of a writable layout that the client held immediately before the restart of the metadata server. The value of the field `loca_stateid` MUST be a value that the metadata server returned before it restarted. The metadata server is free to accept or reject this request based on its own internal metadata consistency checks. If the metadata server finds that the layout provided by the client does not pass its consistency checks, it MUST reject the request with the status `NFS4ERR_RECLAIM_BAD`. The successful completion of the `LAYOUTCOMMIT` request with `loca_reclaim` set to `TRUE` does NOT provide the client with a layout for the file. It simply commits the changes to the layout specified in the `loca_layoutupdate` field. To obtain a layout for the file, the client must send a `LAYOUTGET` request to the server after the server's grace period has expired. If the metadata server receives a `LAYOUTCOMMIT` request with `loca_reclaim` set to `TRUE` when the metadata server is not in its recovery grace period, it MUST reject the request with the status `NFS4ERR_NO_GRACE`.

Setting the `loca_reclaim` field to `TRUE` is required if and only if the committed layout was acquired before the metadata server restart. If the client is committing a layout that was acquired during the metadata server's grace period, it MUST set the "reclaim" field to `FALSE`.

The `loca_stateid` is a layout stateid value as returned by previously successful layout operations (see Section 12.5.3).

The `loca_last_write_offset` field specifies the offset of the last byte written by the client previous to the `LAYOUTCOMMIT`. Note that this value is never equal to the file's size (at most it is one byte less than the file's size) and MUST be less than or equal to `NFS4_MAXFILEOFF`. Also, `loca_last_write_offset` MUST overlap the range described by `loca_offset` and `loca_length`. The metadata server may use this information to determine whether the file's size needs to be updated. If the metadata server updates the file's size as the result of the `LAYOUTCOMMIT` operation, it must return the new size (`locr_newsize.ns_size`) as part of the results.

The `loca_time_modify` field allows the client to suggest a modification time it would like the metadata server to set. The metadata server may use the suggestion or it may use the time of the `LAYOUTCOMMIT` operation to set the modification time. If the metadata server uses the client-provided modification time, it should ensure that time does not flow backwards. If the client wants to force the



metadata server to set an exact time, the client should use a SETATTR operation in a COMPOUND right after LAYOUTCOMMIT. See Section 12.5.4 for more details. If the client desires the resultant modification time, it should construct the COMPOUND so that a GETATTR follows the LAYOUTCOMMIT.

The `loca_layoutupdate` argument to LAYOUTCOMMIT provides a mechanism for a client to provide layout-specific updates to the metadata server. For example, the layout update can describe what byte-ranges of the original layout have been used and what byte-ranges can be deallocated. There is no NFSv4.1 file layout-specific `layoutupdate4` structure.

The layout information is more verbose for block devices than for objects and files because the latter two hide the details of block allocation behind their storage protocols. At the minimum, the client needs to communicate changes to the end-of-file location back to the server, and, if desired, its view of the file's modification time. For block/volume layouts, it needs to specify precisely which blocks have been used.

If the layout identified in the arguments does not exist, the error `NFS4ERR_BADLAYOUT` is returned. The layout being committed may also be rejected if it does not correspond to an existing layout with an `iomode` of `LAYOUTIOMODE4_RW`.

On success, the current filehandle retains its value and the current `stateid` retains its value.

#### 18.42.4. IMPLEMENTATION

The client MAY also use LAYOUTCOMMIT with the `loca_reclaim` field set to `TRUE` to convey hints to modified file attributes or to report layout-type specific information such as I/O errors for object-based storage layouts, as normally done during normal operation. Doing so may help the metadata server to recover files more efficiently after restart. For example, some file system implementations may require expansive recovery of file system objects if the metadata server does not get a positive indication from all clients holding a `LAYOUTIOMODE4_RW` layout that they have successfully completed all their writes. Sending a LAYOUTCOMMIT (if required) and then following with LAYOUTRETURN can provide such an indication and allow for graceful and efficient recovery.

If `loca_reclaim` is `TRUE`, the metadata server is free to either examine or ignore the value in the field `loca_stateid`. The metadata server implementation might or might not encode in its layout `stateid` information that allows the metadata server to perform a consistency check on the `LAYOUTCOMMIT` request.

### 18.43. Operation 50: LAYOUTGET - Get Layout Information

#### 18.43.1. ARGUMENT

```
struct LAYOUTGET4args {
    /* CURRENT_FH: file */
    bool                loga_signal_layout_avail;
    layouttype4        loga_layout_type;
    layoutiomode4      loga_iomode;
    offset4            loga_offset;
    length4            loga_length;
    length4            loga_minlength;
    stateid4           loga_stateid;
    count4             loga_maxcount;
};
```

#### 18.43.2. RESULT

```
struct LAYOUTGET4resok {
    bool                logr_return_on_close;
    stateid4           logr_stateid;
    layout4            logr_layout<>;
};

union LAYOUTGET4res switch (nfsstat4 logr_status) {
case NFS4_OK:
    LAYOUTGET4resok    logr_resok4;
case NFS4ERR_LAYOUTTRYLATER:
    bool                logr_will_signal_layout_avail;
default:
    void;
};
```

#### 18.43.3. DESCRIPTION

The `LAYOUTGET` operation requests a layout from the metadata server for reading or writing the file given by the filehandle at the byte-range specified by offset and length. Layouts are identified by the client ID (derived from the session ID in the preceding `SEQUENCE` operation), current filehandle, layout type (`loga_layout_type`), and

the layout stateid (`loga_stateid`). The use of the `loga_iomode` field depends upon the layout type, but should reflect the client's data access intent.

If the metadata server is in a grace period, and does not persist layouts and device ID to device address mappings, then it MUST return `NFS4ERR_GRACE` (see Section 8.4.2.1).

The `LAYOUTGET` operation returns layout information for the specified byte-range: a layout. The client actually specifies two ranges, both starting at the offset in the `loga_offset` field. The first range is between `loga_offset` and `loga_offset + loga_length - 1` inclusive. This range indicates the desired range the client wants the layout to cover. The second range is between `loga_offset` and `loga_offset + loga_minlength - 1` inclusive. This range indicates the required range the client needs the layout to cover. Thus, `loga_minlength` MUST be less than or equal to `loga_length`.

When a length field is set to `NFS4_UINT64_MAX`, this indicates a desire (when `loga_length` is `NFS4_UINT64_MAX`) or requirement (when `loga_minlength` is `NFS4_UINT64_MAX`) to get a layout from `loga_offset` through the end-of-file, regardless of the file's length.

The following rules govern the relationships among, and the minima of, `loga_length`, `loga_minlength`, and `loga_offset`.

- o If `loga_length` is less than `loga_minlength`, the metadata server MUST return `NFS4ERR_INVALID`.
- o If `loga_minlength` is zero, this is an indication to the metadata server that the client desires any layout at offset `loga_offset` or less that the metadata server has "readily available". Readily is subjective, and depends on the layout type and the pNFS server implementation. For example, some metadata servers might have to pre-allocate stable storage when they receive a request for a range of a file that goes beyond the file's current length. If `loga_minlength` is zero and `loga_length` is greater than zero, this tells the metadata server what range of the layout the client would prefer to have. If `loga_length` and `loga_minlength` are both zero, then the client is indicating that it desires a layout of any length with the ending offset of the range no less than the value specified `loga_offset`, and the starting offset at or below `loga_offset`. If the metadata server does not have a layout that is readily available, then it MUST return `NFS4ERR_LAYOUTTRYLATER`.
- o If the sum of `loga_offset` and `loga_minlength` exceeds `NFS4_UINT64_MAX`, and `loga_minlength` is not `NFS4_UINT64_MAX`, the error `NFS4ERR_INVALID` MUST result.

- o If the sum of `loga_offset` and `loga_length` exceeds `NFS4_UINT64_MAX`, and `loga_length` is not `NFS4_UINT64_MAX`, the error `NFS4ERR_INVALID` MUST result.

After the metadata server has performed the above checks on `loga_offset`, `loga_minlength`, and `loga_offset`, the metadata server MUST return a layout according to the rules in Table 13.

Acceptable layouts based on `loga_minlength`. Note: `u64m` = `NFS4_UINT64_MAX`; `a_off` = `loga_offset`; `a_minlen` = `loga_minlength`.

Layout iomode of request	Layout <code>a_minlen</code> of request	Layout iomode of reply	Layout offset of reply	Layout length of reply
<code>_READ</code>	<code>u64m</code>	MAY be <code>_READ</code>	MUST be <code>&lt;= a_off</code>	MUST be <code>&gt;= file length - layout offset</code>
<code>_READ</code>	<code>u64m</code>	MAY be <code>_RW</code>	MUST be <code>&lt;= a_off</code>	MUST be <code>u64m</code>
<code>_READ</code>	<code>&gt; 0</code> and <code>&lt; u64m</code>	MAY be <code>_READ</code>	MUST be <code>&lt;= a_off</code>	MUST be <code>&gt;= MIN(file length, <code>a_minlen</code> + <code>a_off</code>) - layout offset</code>
<code>_READ</code>	<code>&gt; 0</code> and <code>&lt; u64m</code>	MAY be <code>_RW</code>	MUST be <code>&lt;= a_off</code>	MUST be <code>&gt;= a_off - layout offset + <code>a_minlen</code></code>
<code>_READ</code>	<code>0</code>	MAY be <code>_READ</code>	MUST be <code>&lt;= a_off</code>	MUST be <code>&gt; 0</code>
<code>_READ</code>	<code>0</code>	MAY be <code>_RW</code>	MUST be <code>&lt;= a_off</code>	MUST be <code>&gt; 0</code>
<code>_RW</code>	<code>u64m</code>	MUST be <code>_RW</code>	MUST be <code>&lt;= a_off</code>	MUST be <code>u64m</code>
<code>_RW</code>	<code>&gt; 0</code> and <code>&lt; u64m</code>	MUST be <code>_RW</code>	MUST be <code>&lt;= a_off</code>	MUST be <code>&gt;= a_off - layout offset + <code>a_minlen</code></code>
<code>_RW</code>	<code>0</code>	MUST be <code>_RW</code>	MUST be <code>&lt;= a_off</code>	MUST be <code>&gt; 0</code>

Table 13

If `loga_minlength` is not zero and the metadata server cannot return a layout according to the rules in Table 13, then the metadata server MUST return the error `NFS4ERR_BADLAYOUT`. If `loga_minlength` is zero and the metadata server cannot or will not return a layout according

to the rules in Table 13, then the metadata server MUST return the error NFS4ERR\_LAYOUTTRYLATER. Assuming that `loga_length` is greater than `loga_minlength` or equal to zero, the metadata server SHOULD return a layout according to the rules in Table 14.

Desired layouts based on `loga_length`. The rules of Table 13 MUST be applied first. Note: `u64m = NFS4_UINT64_MAX`; `a_off = loga_offset`; `a_len = loga_length`.

Layout iomode of request	Layout a_len of request	Layout iomode of reply	Layout offset of reply	Layout length of reply
_READ	u64m	MAY be _READ	MUST be $\leq a\_off$	SHOULD be u64m
_READ	u64m	MAY be _RW	MUST be $\leq a\_off$	SHOULD be u64m
_READ	$> 0$ and $< u64m$	MAY be _READ	MUST be $\leq a\_off$	SHOULD be $\geq a\_off - \text{layout offset} + a\_len$
_READ	$> 0$ and $< u64m$	MAY be _RW	MUST be $\leq a\_off$	SHOULD be $\geq a\_off - \text{layout offset} + a\_len$
_READ	0	MAY be _READ	MUST be $\leq a\_off$	SHOULD be $> a\_off - \text{layout offset}$
_READ	0	MAY be _READ	MUST be $\leq a\_off$	SHOULD be $> a\_off - \text{layout offset}$
_RW	u64m	MUST be _RW	MUST be $\leq a\_off$	SHOULD be u64m
_RW	$> 0$ and $< u64m$	MUST be _RW	MUST be $\leq a\_off$	SHOULD be $\geq a\_off - \text{layout offset} + a\_len$
_RW	0	MUST be _RW	MUST be $\leq a\_off$	SHOULD be $> a\_off - \text{layout offset}$

Table 14

The `loga_stateid` field specifies a valid stateid. If a layout is not currently held by the client, the `loga_stateid` field represents a stateid reflecting the correspondingly valid open, byte-range lock, or delegation stateid. Once a layout is held on the file by the

client, the `loga_stateid` field MUST be a `stateid` as returned from a previous `LAYOUTGET` or `LAYOUTRETURN` operation or provided by a `CB_LAYOUTRECALL` operation (see Section 12.5.3).

The `loga_maxcount` field specifies the maximum layout size (in bytes) that the client can handle. If the size of the layout structure exceeds the size specified by `maxcount`, the metadata server will return the `NFS4ERR_TOOSMALL` error.

The returned layout is expressed as an array, `logr_layout`, with each element of type `layout4`. If a file has a single striping pattern, then `logr_layout` SHOULD contain just one entry. Otherwise, if the requested range overlaps more than one striping pattern, `logr_layout` will contain the required number of entries. The elements of `logr_layout` MUST be sorted in ascending order of the value of the `lo_offset` field of each element. There MUST be no gaps or overlaps in the range between two successive elements of `logr_layout`. The `lo_iomode` field in each element of `logr_layout` MUST be the same.

Table 13 and Table 14 both refer to a returned layout `iomode`, `offset`, and `length`. Because the returned layout is encoded in the `logr_layout` array, more description is required.

#### `iomode`

The value of the returned layout `iomode` listed in Table 13 and Table 14 is equal to the value of the `lo_iomode` field in each element of `logr_layout`. As shown in Table 13 and Table 14, the metadata server MAY return a layout with an `lo_iomode` different from the requested `iomode` (field `loga_iomode` of the request). If it does so, it MUST ensure that the `lo_iomode` is more permissive than the `loga_iomode` requested. For example, this behavior allows an implementation to upgrade `LAYOUTIOMODE4_READ` requests to `LAYOUTIOMODE4_RW` requests at its discretion, within the limits of the layout type specific protocol. A `lo_iomode` of either `LAYOUTIOMODE4_READ` or `LAYOUTIOMODE4_RW` MUST be returned.

#### `offset`

The value of the returned layout `offset` listed in Table 13 and Table 14 is always equal to the `lo_offset` field of the first element `logr_layout`.

#### `length`

When setting the value of the returned layout `length`, the situation is complicated by the possibility that the special layout `length` value `NFS4_UINT64_MAX` is involved. For a

logr\_layout array of N elements, the lo\_length field in the first N-1 elements MUST NOT be NFS4\_UINT64\_MAX. The lo\_length field of the last element of logr\_layout can be NFS4\_UINT64\_MAX under some conditions as described in the following list.

- \* If an applicable rule of Table 13 states that the metadata server MUST return a layout of length NFS4\_UINT64\_MAX, then the lo\_length field of the last element of logr\_layout MUST be NFS4\_UINT64\_MAX.
- \* If an applicable rule of Table 13 states that the metadata server MUST NOT return a layout of length NFS4\_UINT64\_MAX, then the lo\_length field of the last element of logr\_layout MUST NOT be NFS4\_UINT64\_MAX.
- \* If an applicable rule of Table 14 states that the metadata server SHOULD return a layout of length NFS4\_UINT64\_MAX, then the lo\_length field of the last element of logr\_layout SHOULD be NFS4\_UINT64\_MAX.
- \* When the value of the returned layout length of Table 13 and Table 14 is not NFS4\_UINT64\_MAX, then the returned layout length is equal to the sum of the lo\_length fields of each element of logr\_layout.

The logr\_return\_on\_close result field is a directive to return the layout before closing the file. When the metadata server sets this return value to TRUE, it MUST be prepared to recall the layout in the case in which the client fails to return the layout before close. For the metadata server that knows a layout must be returned before a close of the file, this return value can be used to communicate the desired behavior to the client and thus remove one extra step from the client's and metadata server's interaction.

The logr\_stateid stateid is returned to the client for use in subsequent layout related operations. See Sections 8.2, 12.5.3, and 12.5.5.2 for a further discussion and requirements.

The format of the returned layout (lo\_content) is specific to the layout type. The value of the layout type (lo\_content.loc\_type) for each of the elements of the array of layouts returned by the metadata server (logr\_layout) MUST be equal to the loga\_layout\_type specified by the client. If it is not equal, the client SHOULD ignore the response as invalid and behave as if the metadata server returned an error, even if the client does have support for the layout type returned.

If neither the requested file nor its containing file system support layouts, the metadata server MUST return NFS4ERR\_LAYOUTUNAVAILABLE. If the layout type is not supported, the metadata server MUST return NFS4ERR\_UNKNOWN\_LAYOUTTYPE. If layouts are supported but no layout matches the client provided layout identification, the metadata server MUST return NFS4ERR\_BADLAYOUT. If an invalid loga\_iomode is specified, or a loga\_iomode of LAYOUTIOMODE4\_ANY is specified, the metadata server MUST return NFS4ERR\_BADIOMODE.

If the layout for the file is unavailable due to transient conditions, e.g., file sharing prohibits layouts, the metadata server MUST return NFS4ERR\_LAYOUTTRYLATER.

If the layout request is rejected due to an overlapping layout recall, the metadata server MUST return NFS4ERR\_RECALLCONFLICT. See Section 12.5.5.2 for details.

If the layout conflicts with a mandatory byte-range lock held on the file, and if the storage devices have no method of enforcing mandatory locks, other than through the restriction of layouts, the metadata server SHOULD return NFS4ERR\_LOCKED.

If client sets loga\_signal\_layout\_avail to TRUE, then it is registering with the client a "want" for a layout in the event the layout cannot be obtained due to resource exhaustion. If the metadata server supports and will honor the "want", the results will have logr\_will\_signal\_layout\_avail set to TRUE. If so, the client should expect a CB\_RECALLABLE\_OBJ\_AVAIL operation to indicate that a layout is available.

On success, the current filehandle retains its value and the current stateid is updated to match the value as returned in the results.

#### 18.43.4. IMPLEMENTATION

Typically, LAYOUTGET will be called as part of a COMPOUND request after an OPEN operation and results in the client having location information for the file. This requires that loga\_stateid be set to the special stateid that tells the metadata server to use the current stateid, which is set by OPEN (see Section 16.2.3.1.2). A client may also hold a layout across multiple OPENS. The client specifies a layout type that limits what kind of layout the metadata server will return. This prevents metadata servers from granting layouts that are unusable by the client.



As indicated by Table 13 and Table 14, the specification of LAYOUTGET allows a pNFS client and server considerable flexibility. A pNFS client can take several strategies for sending LAYOUTGET. Some examples are as follows.

- o If LAYOUTGET is preceded by OPEN in the same COMPOUND request and the OPEN requests OPEN4\_SHARE\_ACCESS\_READ access, the client might opt to request a \_READ layout with loga\_offset set to zero, loga\_minlength set to zero, and loga\_length set to NFS4\_UINT64\_MAX. If the file has space allocated to it, that space is striped over one or more storage devices, and there is either no conflicting layout or the concept of a conflicting layout does not apply to the pNFS server's layout type or implementation, then the metadata server might return a layout with a starting offset of zero, and a length equal to the length of the file, if not NFS4\_UINT64\_MAX. If the length of the file is not a multiple of the pNFS server's stripe width (see Section 13.2 for a formal definition), the metadata server might round up the returned layout's length.
- o If LAYOUTGET is preceded by OPEN in the same COMPOUND request, and the OPEN requests OPEN4\_SHARE\_ACCESS\_WRITE access and does not truncate the file, the client might opt to request a \_RW layout with loga\_offset set to zero, loga\_minlength set to zero, and loga\_length set to the file's current length (if known), or NFS4\_UINT64\_MAX. As with the previous case, under some conditions the metadata server might return a layout that covers the entire length of the file or beyond.
- o This strategy is as above, but the OPEN truncates the file. In this case, the client might anticipate it will be writing to the file from offset zero, and so loga\_offset and loga\_minlength are set to zero, and loga\_length is set to the value of threshold4\_write\_iosize. The metadata server might return a layout from offset zero with a length at least as long as threshold4\_write\_iosize.
- o A process on the client invokes a request to read from offset 10000 for length 50000. The client is using buffered I/O, and has buffer sizes of 4096 bytes. The client intends to map the request of the process into a series of READ requests starting at offset 8192. The end offset needs to be higher than  $10000 + 50000 = 60000$ , and the next offset that is a multiple of 4096 is 61440. The difference between 61440 and that starting offset of the layout is 53248 (which is the product of 4096 and 15). The value of threshold4\_read\_iosize is less than 53248, so the client sends a LAYOUTGET request with loga\_offset set to 8192, loga\_minlength set to 53248, and loga\_length set to the file's length (if known)

minus 8192 or NFS4\_UINT64\_MAX (if the file's length is not known). Since this LAYOUTGET request exceeds the metadata server's threshold, it grants the layout, possibly with an initial offset of zero, with an end offset of at least  $8192 + 53248 - 1 = 61439$ , but preferably a layout with an offset aligned on the stripe width and a length that is a multiple of the stripe width.

- o This strategy is as above, but the client is not using buffered I/O, and instead all internal I/O requests are sent directly to the server. The LAYOUTGET request has `loga_offset` equal to 10000 and `loga_minlength` set to 50000. The value of `loga_length` is set to the length of the file. The metadata server is free to return a layout that fully overlaps the requested range, with a starting offset and length aligned on the stripe width.
- o Again, a process on the client invokes a request to read from offset 10000 for length 50000 (i.e. a range with a starting offset of 10000 and an ending offset of 69999), and buffered I/O is in use. The client is expecting that the server might not be able to return the layout for the full I/O range. The client intends to map the request of the process into a series of thirteen READ requests starting at offset 8192, each with length 4096, with a total length of 53248 (which equals  $13 * 4096$ ), which fully contains the range that client's process wants to read. Because the value of `threshold4_read_iosize` is equal to 4096, it is practical and reasonable for the client to use several LAYOUTGET operations to complete the series of READs. The client sends a LAYOUTGET request with `loga_offset` set to 8192, `loga_minlength` set to 4096, and `loga_length` set to 53248 or higher. The server will grant a layout possibly with an initial offset of zero, with an end offset of at least  $8192 + 4096 - 1 = 12287$ , but preferably a layout with an offset aligned on the stripe width and a length that is a multiple of the stripe width. This will allow the client to make forward progress, possibly sending more LAYOUTGET operations for the remainder of the range.
- o An NFS client detects a sequential read pattern, and so sends a LAYOUTGET operation that goes well beyond any current or pending read requests to the server. The server might likewise detect this pattern, and grant the LAYOUTGET request. Once the client reads from an offset of the file that represents 50% of the way through the range of the last layout it received, in order to avoid stalling I/O that would wait for a layout, the client sends more operations from an offset of the file that represents 50% of the way through the last layout it received. The client continues to request layouts with byte-ranges that are well in advance of the byte-ranges of recent and/or read requests of processes running on the client.

- o This strategy is as above, but the client fails to detect the pattern, but the server does. The next time the metadata server gets a LAYOUTGET, it returns a layout with a length that is well beyond `loga_minlength`.
- o A client is using buffered I/O, and has a long queue of write-behinds to process and also detects a sequential write pattern. It sends a LAYOUTGET for a layout that spans the range of the queued write-behinds and well beyond, including ranges beyond the filer's current length. The client continues to send LAYOUTGET operations once the write-behind queue reaches 50% of the maximum queue length.

Once the client has obtained a layout referring to a particular device ID, the metadata server MUST NOT delete the device ID until the layout is returned or revoked.

CB\_NOTIFY\_DEVICEID can race with LAYOUTGET. One race scenario is that LAYOUTGET returns a device ID for which the client does not have device address mappings, and the metadata server sends a CB\_NOTIFY\_DEVICEID to add the device ID to the client's awareness and meanwhile the client sends GETDEVICEINFO on the device ID. This scenario is discussed in Section 18.40.4. Another scenario is that the CB\_NOTIFY\_DEVICEID is processed by the client before it processes the results from LAYOUTGET. The client will send a GETDEVICEINFO on the device ID. If the results from GETDEVICEINFO are received before the client gets results from LAYOUTGET, then there is no longer a race. If the results from LAYOUTGET are received before the results from GETDEVICEINFO, the client can either wait for results of GETDEVICEINFO or send another one to get possibly more up-to-date device address mappings for the device ID.

#### 18.44. Operation 51: LAYOUTRETURN - Release Layout Information

##### 18.44.1. ARGUMENT

```
/* Constants used for LAYOUTRETURN and CB_LAYOUTRECALL */
const LAYOUT4_RET_REC_FILE      = 1;
const LAYOUT4_RET_REC_FSID     = 2;
const LAYOUT4_RET_REC_ALL      = 3;

enum layoutreturn_type4 {
    LAYOUTRETURN4_FILE = LAYOUT4_RET_REC_FILE,
    LAYOUTRETURN4_FSID = LAYOUT4_RET_REC_FSID,
    LAYOUTRETURN4_ALL  = LAYOUT4_RET_REC_ALL
};
```

```

struct layoutreturn_file4 {
    offset4      lrf_offset;
    length4      lrf_length;
    stateid4     lrf_stateid;
    /* layouttype4 specific data */
    opaque       lrf_body<>;
};

union layoutreturn4 switch(layoutreturn_type4 lr_returntype) {
    case LAYOUTRETURN4_FILE:
        layoutreturn_file4      lr_layout;
    default:
        void;
};

struct LAYOUTRETURN4args {
    /* CURRENT_FH: file */
    bool          lora_reclaim;
    layouttype4   lora_layout_type;
    layoutiomode4 lora_iomode;
    layoutreturn4 lora_layoutreturn;
};

```

#### 18.44.2. RESULT

```

union layoutreturn_stateid switch (bool lrs_present) {
    case TRUE:
        stateid4          lrs_stateid;
    case FALSE:
        void;
};

union LAYOUTRETURN4res switch (nfsstat4 lorr_status) {
    case NFS4_OK:
        layoutreturn_stateid    lorr_stateid;
    default:
        void;
};

```

#### 18.44.3. DESCRIPTION

This operation returns from the client to the server one or more layouts represented by the client ID (derived from the session ID in the preceding SEQUENCE operation), `lora_layout_type`, and `lora_iomode`. When `lr_returntype` is `LAYOUTRETURN4_FILE`, the returned layout is further identified by the current filehandle, `lrf_offset`, `lrf_length`, and `lrf_stateid`. If the `lrf_length` field is `NFS4_UINT64_MAX`, all

bytes of the layout, starting at `lrf_offset`, are returned. When `lr_returntype` is `LAYOUTRETURN4_FSID`, the current filehandle is used to identify the file system and all layouts matching the client ID, the fsid of the file system, `lora_layout_type`, and `lora_iomode` are returned. When `lr_returntype` is `LAYOUTRETURN4_ALL`, all layouts matching the client ID, `lora_layout_type`, and `lora_iomode` are returned and the current filehandle is not used. After this call, the client MUST NOT use the returned layout(s) and the associated storage protocol to access the file data.

If the set of layouts designated in the case of `LAYOUTRETURN4_FSID` or `LAYOUTRETURN4_ALL` is empty, then no error results. In the case of `LAYOUTRETURN4_FILE`, the byte-range specified is returned even if it is a subdivision of a layout previously obtained with `LAYOUTGET`, a combination of multiple layouts previously obtained with `LAYOUTGET`, or a combination including some layouts previously obtained with `LAYOUTGET`, and one or more subdivisions of such layouts. When the byte-range does not designate any bytes for which a layout is held for the specified file, client ID, layout type and mode, no error results. See Section 12.5.5.2.1.5 for considerations with "bulk" return of layouts.

The layout being returned may be a subset or superset of a layout specified by `CB_LAYOUTRECALL`. However, if it is a subset, the recall is not complete until the full recalled scope has been returned. Recalled scope refers to the byte-range in the case of `LAYOUTRETURN4_FILE`, the use of `LAYOUTRETURN4_FSID`, or the use of `LAYOUTRETURN4_ALL`. There must be a `LAYOUTRETURN` with a matching scope to complete the return even if all current layout ranges have been previously individually returned.

For all `lr_returntype` values, an `iomode` of `LAYOUTIOMODE4_ANY` specifies that all layouts that match the other arguments to `LAYOUTRETURN` (i.e., client ID, `lora_layout_type`, and one of current filehandle and range; fsid derived from current filehandle; or `LAYOUTRETURN4_ALL`) are being returned.

In the case that `lr_returntype` is `LAYOUTRETURN4_FILE`, the `lrf_stateid` provided by the client is a layout stateid as returned from previous layout operations. Note that the "seqid" field of `lrf_stateid` MUST NOT be zero. See Sections 8.2, 12.5.3, and 12.5.5.2 for a further discussion and requirements.

Return of a layout or all layouts does not invalidate the mapping of storage device ID to a storage device address. The mapping remains in effect until specifically changed or deleted via device ID notification callbacks. Of course if there are no remaining layouts

that refer to a previously used device ID, the server is free to delete a device ID without a notification callback, which will be the case when notifications are not in effect.

If the `lora_reclaim` field is set to `TRUE`, the client is attempting to return a layout that was acquired before the restart of the metadata server during the metadata server's grace period. When returning layouts that were acquired during the metadata server's grace period, the client **MUST** set the `lora_reclaim` field to `FALSE`. The `lora_reclaim` field **MUST** be set to `FALSE` also when `lr_layoutreturn` is `LAYOUTRETURN4_FSID` or `LAYOUTRETURN4_ALL`. See `LAYOUTCOMMIT` (Section 18.42) for more details.

Layouts may be returned when recalled or voluntarily (i.e., before the server has recalled them). In either case, the client must properly propagate state changed under the context of the layout to the storage device(s) or to the metadata server before returning the layout.

If the client returns the layout in response to a `CB_LAYOUTRECALL` where the `lor_recalltype` field of the `clora_recall` field was `LAYOUTRECALL4_FILE`, the client should use the `lor_stateid` value from `CB_LAYOUTRECALL` as the value for `lrf_stateid`. Otherwise, it should use `logr_stateid` (from a previous `LAYOUTGET` result) or `lorr_stateid` (from a previous `LAYRETURN` result). This is done to indicate the point in time (in terms of layout stateid transitions) when the recall was sent. The client uses the precise `lora_recallstateid` value and **MUST NOT** set the stateid's `seqid` to zero; otherwise, `NFS4ERR_BAD_STATEID` **MUST** be returned. `NFS4ERR_OLD_STATEID` can be returned if the client is using an old `seqid`, and the server knows the client should not be using the old `seqid`. For example, the client uses the `seqid` on slot 1 of the session, receives the response with the new `seqid`, and uses the slot to send another request with the old `seqid`.

If a client fails to return a layout in a timely manner, then the metadata server **SHOULD** use its control protocol with the storage devices to fence the client from accessing the data referenced by the layout. See Section 12.5.5 for more details.

If the `LAYOUTRETURN` request sets the `lora_reclaim` field to `TRUE` after the metadata server's grace period, `NFS4ERR_NO_GRACE` is returned.

If the `LAYOUTRETURN` request sets the `lora_reclaim` field to `TRUE` and `lr_returntype` is set to `LAYOUTRETURN4_FSID` or `LAYOUTRETURN4_ALL`, `NFS4ERR_INVALID` is returned.

If the client sets the `lr_returntype` field to `LAYOUTRETURN4_FILE`, then the `lrs_stateid` field will represent the layout stateid as updated for this operation's processing; the current stateid will also be updated to match the returned value. If the last byte of any layout for the current file, client ID, and layout type is being returned and there are no remaining pending `CB_LAYOUTRECALL` operations for which a `LAYOUTRETURN` operation must be done, `lrs_present` MUST be `FALSE`, and no stateid will be returned. In addition, the `COMPOUND` request's current stateid will be set to the all-zeroes special stateid (see Section 16.2.3.1.2). The server MUST reject with `NFS4ERR_BAD_STATEID` any further use of the current stateid in that `COMPOUND` until the current stateid is re-established by a later stateid-returning operation.

On success, the current filehandle retains its value.

If the `EXCHGID4_FLAG_BIND_PRINC_STATEID` capability is set on the client ID (see Section 18.35), the server will require that the principal, security flavor, and if applicable, the GSS mechanism, combination that acquired the layout also be the one to send `LAYOUTRETURN`. This might not be possible if credentials for the principal are no longer available. The server will allow the machine credential or SSV credential (see Section 18.35) to send `LAYOUTRETURN` if `LAYOUTRETURN`'s operation code was set in the `spo_must_allow` result of `EXCHANGE_ID`.

#### 18.44.4. IMPLEMENTATION

The final `LAYOUTRETURN` operation in response to a `CB_LAYOUTRECALL` callback MUST be serialized with any outstanding, intersecting `LAYOUTRETURN` operations. Note that it is possible that while a client is returning the layout for some recalled range, the server may recall a superset of that range (e.g., `LAYOUTRECALL4_ALL`); the final return operation for the latter must block until the former layout recall is done.

Returning all layouts in a file system using `LAYOUTRETURN4_FSID` is typically done in response to a `CB_LAYOUTRECALL` for that file system as the final return operation. Similarly, `LAYOUTRETURN4_ALL` is used in response to a recall callback for all layouts. It is possible that the client already returned some outstanding layouts via individual `LAYOUTRETURN` calls and the call for `LAYOUTRETURN4_FSID` or `LAYOUTRETURN4_ALL` marks the end of the `LAYOUTRETURN` sequence. See Section 12.5.5.1 for more details.

Once the client has returned all layouts referring to a particular device ID, the server MAY delete the device ID.

## 18.45. Operation 52: SECINFO\_NO\_NAME - Get Security on Unnamed Object

## 18.45.1. ARGUMENT

```
enum secinfo_style4 {
    SECINFO_STYLE4_CURRENT_FH      = 0,
    SECINFO_STYLE4_PARENT          = 1
};

/* CURRENT_FH: object or child directory */
typedef secinfo_style4 SECINFO_NO_NAME4args;
```

## 18.45.2. RESULT

```
/* CURRENTFH: consumed if status is NFS4_OK */
typedef SECINFO4res SECINFO_NO_NAME4res;
```

## 18.45.3. DESCRIPTION

Like the SECINFO operation, SECINFO\_NO\_NAME is used by the client to obtain a list of valid RPC authentication flavors for a specific file object. Unlike SECINFO, SECINFO\_NO\_NAME only works with objects that are accessed by filehandle.

There are two styles of SECINFO\_NO\_NAME, as determined by the value of the secinfo\_style4 enumeration. If SECINFO\_STYLE4\_CURRENT\_FH is passed, then SECINFO\_NO\_NAME is querying for the required security for the current filehandle. If SECINFO\_STYLE4\_PARENT is passed, then SECINFO\_NO\_NAME is querying for the required security of the current filehandle's parent. If the style selected is SECINFO\_STYLE4\_PARENT, then SECINFO should apply the same access methodology used for LOOKUPP when evaluating the traversal to the parent directory. Therefore, if the requester does not have the appropriate access to LOOKUPP the parent, then SECINFO\_NO\_NAME must behave the same way and return NFS4ERR\_ACCESS.

If PUTFH, PUTPUBFH, PUTROOTFH, or RESTOREFH returns NFS4ERR\_WRONGSEC, then the client resolves the situation by sending a COMPOUND request that consists of PUTFH, PUTPUBFH, or PUTROOTFH immediately followed by SECINFO\_NO\_NAME, style SECINFO\_STYLE4\_CURRENT\_FH. See Section 2.6 for instructions on dealing with NFS4ERR\_WRONGSEC error returns from PUTFH, PUTROOTFH, PUTPUBFH, or RESTOREFH.

If SECINFO\_STYLE4\_PARENT is specified and there is no parent directory, SECINFO\_NO\_NAME MUST return NFS4ERR\_NOENT.



On success, the current filehandle is consumed (see Section 2.6.3.1.1.8), and if the next operation after SECINFO\_NO\_NAME tries to use the current filehandle, that operation will fail with the status NFS4ERR\_NOFILEHANDLE.

Everything else about SECINFO\_NO\_NAME is the same as SECINFO. See the discussion on SECINFO (Section 18.29.3).

#### 18.45.4. IMPLEMENTATION

See the discussion on SECINFO (Section 18.29.4).

### 18.46. Operation 53: SEQUENCE - Supply Per-Procedure Sequencing and Control

#### 18.46.1. ARGUMENT

```
struct SEQUENCE4args {
    sessionid4    sa_sessionid;
    sequenceid4   sa_sequenceid;
    slotid4       sa_slotid;
    slotid4       sa_highest_slotid;
    bool          sa_cachethis;
};
```

#### 18.46.2. RESULT

```
const SEQ4_STATUS_CB_PATH_DOWN           = 0x00000001;
const SEQ4_STATUS_CB_GSS_CONTEXTS_EXPIRING = 0x00000002;
const SEQ4_STATUS_CB_GSS_CONTEXTS_EXPIRED  = 0x00000004;
const SEQ4_STATUS_EXPIRED_ALL_STATE_REVOKED = 0x00000008;
const SEQ4_STATUS_EXPIRED_SOME_STATE_REVOKED = 0x00000010;
const SEQ4_STATUS_ADMIN_STATE_REVOKED      = 0x00000020;
const SEQ4_STATUS_RECALLABLE_STATE_REVOKED = 0x00000040;
const SEQ4_STATUS_LEASE_MOVED              = 0x00000080;
const SEQ4_STATUS_RESTART_RECLAIM_NEEDED  = 0x00000100;
const SEQ4_STATUS_CB_PATH_DOWN_SESSION    = 0x00000200;
const SEQ4_STATUS_BACKCHANNEL_FAULT       = 0x00000400;
const SEQ4_STATUS_DEVID_CHANGED           = 0x00000800;
const SEQ4_STATUS_DEVID_DELETED           = 0x00001000;
```

```

struct SEQUENCE4resok {
    sessionid4    sr_sessionid;
    sequenceid4   sr_sequenceid;
    slotid4       sr_slotid;
    slotid4       sr_highest_slotid;
    slotid4       sr_target_highest_slotid;
    uint32_t      sr_status_flags;
};

union SEQUENCE4res switch (nfsstat4 sr_status) {
case NFS4_OK:
    SEQUENCE4resok  sr_resok4;
default:
    void;
};

```

### 18.46.3. DESCRIPTION

The SEQUENCE operation is used by the server to implement session request control and the reply cache semantics.

SEQUENCE MUST appear as the first operation of any COMPOUND in which it appears. The error NFS4ERR\_SEQUENCE\_POS will be returned when it is found in any position in a COMPOUND beyond the first. Operations other than SEQUENCE, BIND\_CONN\_TO\_SESSION, EXCHANGE\_ID, CREATE\_SESSION, and DESTROY\_SESSION, MUST NOT appear as the first operation in a COMPOUND. Such operations MUST yield the error NFS4ERR\_OP\_NOT\_IN\_SESSION if they do appear at the start of a COMPOUND.

If SEQUENCE is received on a connection not associated with the session via CREATE\_SESSION or BIND\_CONN\_TO\_SESSION, and connection association enforcement is enabled (see Section 18.35), then the server returns NFS4ERR\_CONN\_NOT\_BOUND\_TO\_SESSION.

The sa\_sessionid argument identifies the session to which this request applies. The sr\_sessionid result MUST equal sa\_sessionid.

The sa\_slotid argument is the index in the reply cache for the request. The sa\_sequenceid field is the sequence number of the request for the reply cache entry (slot). The sr\_slotid result MUST equal sa\_slotid. The sr\_sequenceid result MUST equal sa\_sequenceid.

The sa\_highest\_slotid argument is the highest slot ID for which the client has a request outstanding; it could be equal to sa\_slotid. The server returns two "highest\_slotid" values: sr\_highest\_slotid and sr\_target\_highest\_slotid. The former is the highest slot ID the server will accept in future SEQUENCE operation, and SHOULD NOT be

less than the value of `sa_highest_slotid` (but see Section 2.10.6.1 for an exception). The latter is the highest slot ID the server would prefer the client use on a future SEQUENCE operation.

If `sa_cachethis` is TRUE, then the client is requesting that the server cache the entire reply in the server's reply cache; therefore, the server MUST cache the reply (see Section 2.10.6.1.3). The server MAY cache the reply if `sa_cachethis` is FALSE. If the server does not cache the entire reply, it MUST still record that it executed the request at the specified slot and sequence ID.

The response to the SEQUENCE operation contains a word of status flags (`sr_status_flags`) that can provide to the client information related to the status of the client's lock state and communications paths. Note that any status bits relating to lock state MAY be reset when lock state is lost due to a server restart (even if the session is persistent across restarts; session persistence does not imply lock state persistence) or the establishment of a new client instance.

#### SEQ4\_STATUS\_CB\_PATH\_DOWN

When set, indicates that the client has no operational backchannel path for any session associated with the client ID, making it necessary for the client to re-establish one. This bit remains set on all SEQUENCE responses on all sessions associated with the client ID until at least one backchannel is available on any session associated with the client ID. If the client fails to re-establish a backchannel for the client ID, it is subject to having recallable state revoked.

#### SEQ4\_STATUS\_CB\_PATH\_DOWN\_SESSION

When set, indicates that the session has no operational backchannel. There are two reasons why `SEQ4_STATUS_CB_PATH_DOWN_SESSION` may be set and not `SEQ4_STATUS_CB_PATH_DOWN`. First is that a callback operation that applies specifically to the session (e.g., `CB_RECALL_SLOT`, see Section 20.8) needs to be sent. Second is that the server did send a callback operation, but the connection was lost before the reply. The server cannot be sure whether or not the client received the callback operation, and so, per rules on request retry, the server MUST retry the callback operation over the same session. The `SEQ4_STATUS_CB_PATH_DOWN_SESSION` bit is the indication to the client that it needs to associate a connection to the session's backchannel. This bit remains set on all SEQUENCE responses of the session until a connection is associated with the session's a backchannel. If the client fails to re-establish a backchannel for the session, it is subject to having recallable state revoked.

**SEQ4\_STATUS\_CB\_GSS\_CONTEXTS\_EXPIRING**

When set, indicates that all GSS contexts or RPCSEC\_GSS handles assigned to the session's backchannel will expire within a period equal to the lease time. This bit remains set on all SEQUENCE replies until at least one of the following are true:

- \* All SSV RPCSEC\_GSS handles on the session's backchannel have been destroyed and all non-SSV GSS contexts have expired.
- \* At least one more SSV RPCSEC\_GSS handle has been added to the backchannel.
- \* The expiration time of at least one non-SSV GSS context of an RPCSEC\_GSS handle is beyond the lease period from the current time (relative to the time of when a SEQUENCE response was sent)

**SEQ4\_STATUS\_CB\_GSS\_CONTEXTS\_EXPIRED**

When set, indicates all non-SSV GSS contexts and all SSV RPCSEC\_GSS handles assigned to the session's backchannel have expired or have been destroyed. This bit remains set on all SEQUENCE replies until at least one non-expired non-SSV GSS context for the session's backchannel has been established or at least one SSV RPCSEC\_GSS handle has been assigned to the backchannel.

**SEQ4\_STATUS\_EXPIRED\_ALL\_STATE\_REVOKED**

When set, indicates that the lease has expired and as a result the server released all of the client's locking state. This status bit remains set on all SEQUENCE replies until the loss of all such locks has been acknowledged by use of FREE\_STATEID (see Section 18.38), or by establishing a new client instance by destroying all sessions (via DESTROY\_SESSION), the client ID (via DESTROY\_CLIENTID), and then invoking EXCHANGE\_ID and CREATE\_SESSION to establish a new client ID.

**SEQ4\_STATUS\_EXPIRED\_SOME\_STATE\_REVOKED**

When set, indicates that some subset of the client's locks have been revoked due to expiration of the lease period followed by another client's conflicting LOCK operation. This status bit remains set on all SEQUENCE replies until the loss of all such locks has been acknowledged by use of FREE\_STATEID.

**SEQ4\_STATUS\_ADMIN\_STATE\_REVOKED**

When set, indicates that one or more locks have been revoked without expiration of the lease period, due to administrative action. This status bit remains set on all SEQUENCE replies until the loss of all such locks has been acknowledged by use of FREE\_STATEID.

**SEQ4\_STATUS\_RECALLABLE\_STATE\_REVOKED**

When set, indicates that one or more recallable objects have been revoked without expiration of the lease period, due to the client's failure to return them when recalled, which may be a consequence of there being no working backchannel and the client failing to re-establish a backchannel per the SEQ4\_STATUS\_CB\_PATH\_DOWN, SEQ4\_STATUS\_CB\_PATH\_DOWN\_SESSION, or SEQ4\_STATUS\_CB\_GSS\_CONTEXTS\_EXPIRED status flags. This status bit remains set on all SEQUENCE replies until the loss of all such locks has been acknowledged by use of FREE\_STATEID.

**SEQ4\_STATUS\_LEASE\_MOVED**

When set, indicates that responsibility for lease renewal has been transferred to one or more new servers. This condition will continue until the client receives an NFS4ERR\_MOVED error and the server receives the subsequent GETATTR for the fs\_locations or fs\_locations\_info attribute for an access to each file system for which a lease has been moved to a new server. See Section 11.7.7.1.

**SEQ4\_STATUS\_RESTART\_RECLAIM\_NEEDED**

When set, indicates that due to server restart, the client must reclaim locking state. Until the client sends a global RECLAIM\_COMPLETE (Section 18.51), every SEQUENCE operation will return SEQ4\_STATUS\_RESTART\_RECLAIM\_NEEDED.

**SEQ4\_STATUS\_BACKCHANNEL\_FAULT**

The server has encountered an unrecoverable fault with the backchannel (e.g., it has lost track of the sequence ID for a slot in the backchannel). The client MUST stop sending more requests on the session's fore channel, wait for all outstanding requests to complete on the fore and back channel, and then destroy the session.

**SEQ4\_STATUS\_DEVID\_CHANGED**

The client is using device ID notifications and the server has changed a device ID mapping held by the client. This flag will stay present until the client has obtained the new mapping with GETDEVICEINFO.

**SEQ4\_STATUS\_DEVID\_DELETED**

The client is using device ID notifications and the server has deleted a device ID mapping held by the client. This flag will stay in effect until the client sends a GETDEVICEINFO on the device ID with a null value in the argument `gdia_notify_types`.

The value of the `sa_sequenceid` argument relative to the cached sequence ID on the slot falls into one of three cases.

- o If the difference between `sa_sequenceid` and the server's cached sequence ID at the slot ID is two (2) or more, or if `sa_sequenceid` is less than the cached sequence ID (accounting for wraparound of the unsigned sequence ID value), then the server MUST return `NFS4ERR_SEQ_MISORDERED`.
- o If `sa_sequenceid` and the cached sequence ID are the same, this is a retry, and the server replies with what is recorded in the reply cache. The lease is possibly renewed as described below.
- o If `sa_sequenceid` is one greater (accounting for wraparound) than the cached sequence ID, then this is a new request, and the slot's sequence ID is incremented. The operations subsequent to `SEQUENCE`, if any, are processed. If there are no other operations, the only other effects are to cache the `SEQUENCE` reply in the slot, maintain the session's activity, and possibly renew the lease.

If the client reuses a slot ID and sequence ID for a completely different request, the server MAY treat the request as if it is a retry of what it has already executed. The server MAY however detect the client's illegal reuse and return `NFS4ERR_SEQ_FALSE_RETRY`.

If `SEQUENCE` returns an error, then the state of the slot (sequence ID, cached reply) MUST NOT change, and the associated lease MUST NOT be renewed.

If `SEQUENCE` returns `NFS4_OK`, then the associated lease MUST be renewed (see Section 8.3), except if `SEQ4_STATUS_EXPIRED_ALL_STATE_REVOKED` is returned in `sr_status_flags`.

**18.46.4. IMPLEMENTATION**

The server MUST maintain a mapping of session ID to client ID in order to validate any operations that follow `SEQUENCE` that take a `stateid` as an argument and/or result.

If the client establishes a persistent session, then a SEQUENCE received after a server restart might encounter requests performed and recorded in a persistent reply cache before the server restart. In this case, SEQUENCE will be processed successfully, while requests that were not previously performed and recorded are rejected with NFS4ERR\_DEADSESSION.

Depending on which of the operations within the COMPOUND were successfully performed before the server restart, these operations will also have replies sent from the server reply cache. Note that when these operations establish locking state, it is locking state that applies to the previous server instance and to the previous client ID, even though the server restart, which logically happened after these operations, eliminated that state. In the case of a partially executed COMPOUND, processing may reach an operation not processed during the earlier server instance, making this operation a new one and not performable on the existing session. In this case, NFS4ERR\_DEADSESSION will be returned from that operation.

#### 18.47. Operation 54: SET\_SSV - Update SSV for a Client ID

##### 18.47.1. ARGUMENT

```
struct ssa_digest_input4 {
    SEQUENCE4args sdi_seqargs;
};

struct SET_SSV4args {
    opaque          ssa_ssv<>;
    opaque          ssa_digest<>;
};
```

##### 18.47.2. RESULT

```
struct ssr_digest_input4 {
    SEQUENCE4res sdi_seqres;
};

struct SET_SSV4resok {
    opaque          ssr_digest<>;
};

union SET_SSV4res switch (nfsstat4 ssr_status) {
case NFS4_OK:
    SET_SSV4resok  ssr_resok4;
default:
    void;
};
```

### 18.47.3. DESCRIPTION

This operation is used to update the SSV for a client ID. Before SET\_SSV is called the first time on a client ID, the SSV is zero. The SSV is the key used for the SSV GSS mechanism (Section 2.10.9)

SET\_SSV MUST be preceded by a SEQUENCE operation in the same COMPOUND. It MUST NOT be used if the client did not opt for SP4\_SSV state protection when the client ID was created (see Section 18.35); the server returns NFS4ERR\_INVALID in that case.

The field `ssa_digest` is computed as the output of the HMAC (RFC 2104 [11]) using the subkey derived from the SSV4\_SUBKEY\_MIC\_I2T and current SSV as the key (see Section 2.10.9 for a description of subkeys), and an XDR encoded value of data type `ssa_digest_input4`. The field `sdi_seqargs` is equal to the arguments of the SEQUENCE operation for the COMPOUND procedure that SET\_SSV is within.

The argument `ssa_ssv` is XORed with the current SSV to produce the new SSV. The argument `ssa_ssv` SHOULD be generated randomly.

In the response, `ssr_digest` is the output of the HMAC using the subkey derived from SSV4\_SUBKEY\_MIC\_T2I and new SSV as the key, and an XDR encoded value of data type `ssr_digest_input4`. The field `sdi_seqres` is equal to the results of the SEQUENCE operation for the COMPOUND procedure that SET\_SSV is within.

As noted in Section 18.35, the client and server can maintain multiple concurrent versions of the SSV. The client and server each MUST maintain an internal SSV version number, which is set to one the first time SET\_SSV executes on the server and the client receives the first SET\_SSV reply. Each subsequent SET\_SSV increases the internal SSV version number by one. The value of this version number corresponds to the `smpt_ssv_seq`, `smt_ssv_seq`, `sspt_ssv_seq`, and `ssct_ssv_seq` fields of the SSV GSS mechanism tokens (see Section 2.10.9).

### 18.47.4. IMPLEMENTATION

When the server receives `ssa_digest`, it MUST verify the digest by computing the digest the same way the client did and comparing it with `ssa_digest`. If the server gets a different result, this is an error, NFS4ERR\_BAD\_SESSION\_DIGEST. This error might be the result of another SET\_SSV from the same client ID changing the SSV. If so, the client recovers by sending a SET\_SSV operation again with a recomputed digest based on the subkey of the new SSV. If the transport connection is dropped after the SET\_SSV request is sent, but before the SET\_SSV reply is received, then there are special



considerations for recovery if the client has no more connections associated with sessions associated with the client ID of the SSV. See Section 18.34.4.

Clients SHOULD NOT send an `ssa_ssv` that is equal to a previous `ssa_ssv`, nor equal to a previous or current SSV (including an `ssa_ssv` equal to zero since the SSV is initialized to zero when the client ID is created).

Clients SHOULD send `SET_SSV` with `RPCSEC_GSS` privacy. Servers MUST support `RPCSEC_GSS` with privacy for any COMPOUND that has { `SEQUENCE`, `SET_SSV` }.

A client SHOULD NOT send `SET_SSV` with the SSV GSS mechanism's credential because the purpose of `SET_SSV` is to seed the SSV from non-SSV credentials. Instead, `SET_SSV` SHOULD be sent with the credential of a user that is accessing the client ID for the first time (Section 2.10.8.3). However, if the client does send `SET_SSV` with SSV credentials, the digest protecting the arguments uses the value of the SSV before `ssa_ssv` is XORed in, and the digest protecting the results uses the value of the SSV after the `ssa_ssv` is XORed in.

#### 18.48. Operation 55: TEST\_STATEID - Test Stateids for Validity

##### 18.48.1. ARGUMENT

```
struct TEST_STATEID4args {
    stateid4          ts_stateids<>;
};
```

##### 18.48.2. RESULT

```
struct TEST_STATEID4resok {
    nfsstat4          tsr_status_codes<>;
};

union TEST_STATEID4res switch (nfsstat4 tsr_status) {
    case NFS4_OK:
        TEST_STATEID4resok tsr_resok4;
    default:
        void;
};
```

## 18.48.3. DESCRIPTION

The TEST\_STATEID operation is used to check the validity of a set of stateids. It can be used at any time, but the client should definitely use it when it receives an indication that one or more of its stateids have been invalidated due to lock revocation. This occurs when the SEQUENCE operation returns with one of the following sr\_status\_flags set:

- o SEQ4\_STATUS\_EXPIRED\_SOME\_STATE\_REVOKED
- o SEQ4\_STATUS\_EXPIRED\_ADMIN\_STATE\_REVOKED
- o SEQ4\_STATUS\_EXPIRED\_RECALLABLE\_STATE\_REVOKED

The client can use TEST\_STATEID one or more times to test the validity of its stateids. Each use of TEST\_STATEID allows a large set of such stateids to be tested and avoids problems with earlier stateids in a COMPOUND request from interfering with the checking of subsequent stateids, as would happen if individual stateids were tested by a series of corresponding by operations in a COMPOUND request.

For each stateid, the server returns the status code that would be returned if that stateid were to be used in normal operation. Returning such a status indication is not an error and does not cause COMPOUND processing to terminate. Checks for the validity of the stateid proceed as they would for normal operations with a number of exceptions:

- o There is no check for the type of stateid object, as would be the case for normal use of a stateid.
- o There is no reference to the current filehandle.
- o Special stateids are always considered invalid (they result in the error code NFS4ERR\_BAD\_STATEID).

All stateids are interpreted as being associated with the client for the current session. Any possible association with a previous instance of the client (as stale stateids) is not considered.

The valid status values in the returned status\_code array are NFS4ERR\_OK, NFS4ERR\_BAD\_STATEID, NFS4ERR\_OLD\_STATEID, NFS4ERR\_EXPIRED, NFS4ERR\_ADMIN\_REVOKED, and NFS4ERR\_DELEG\_REVOKED.

## 18.48.4. IMPLEMENTATION

See Sections 8.2.2 and 8.2.4 for a discussion of stateid structure, lifetime, and validation.

## 18.49. Operation 56: WANT\_DELEGATION - Request Delegation

## 18.49.1. ARGUMENT

```

union deleg_claim4 switch (open_claim_type4 dc_claim) {
/*
 * No special rights to object. Ordinary delegation
 * request of the specified object. Object identified
 * by filehandle.
 */
case CLAIM_FH: /* new to v4.1 */
    /* CURRENT_FH: object being delegated */
    void;

/*
 * Right to file based on a delegation granted
 * to a previous boot instance of the client.
 * File is specified by filehandle.
 */
case CLAIM_DELEG_PREV_FH: /* new to v4.1 */
    /* CURRENT_FH: object being delegated */
    void;

/*
 * Right to the file established by an open previous
 * to server reboot. File identified by filehandle.
 * Used during server reclaim grace period.
 */
case CLAIM_PREVIOUS:
    /* CURRENT_FH: object being reclaimed */
    open_delegation_type4    dc_delegate_type;
};

struct WANT_DELEGATION4args {
    uint32_t                wda_want;
    deleg_claim4            wda_claim;
};

```

## 18.49.2. RESULT

```

union WANT_DELEGATION4res switch (nfsstat4 wdr_status) {
case NFS4_OK:
    open_delegation4 wdr_resok4;
default:
    void;
};

```

## 18.49.3. DESCRIPTION

Where this description mandates the return of a specific error code for a specific condition, and where multiple conditions apply, the server MAY return any of the mandated error codes.

This operation allows a client to:

- o Get a delegation on all types of files except directories.
- o Register a "want" for a delegation for the specified file object, and be notified via a callback when the delegation is available. The server MAY support notifications of availability via callbacks. If the server does not support registration of wants, it MUST NOT return an error to indicate that, and instead MUST return with `ond_why` set to `WND4_CONTENTION` or `WND4_RESOURCE` and `ond_server_will_push_deleg` or `ond_server_will_signal_avail` set to `FALSE`. When the server indicates that it will notify the client by means of a callback, it will either provide the delegation using a `CB_PUSH_DELEG` operation or cancel its promise by sending a `CB_WANTS_CANCELLED` operation.
- o Cancel a want for a delegation.

The client SHOULD NOT set `OPEN4_SHARE_ACCESS_READ` and SHOULD NOT set `OPEN4_SHARE_ACCESS_WRITE` in `wda_want`. If it does, the server MUST ignore them.

The meanings of the following flags in `wda_want` are the same as they are in `OPEN`, except as noted below.

- o `OPEN4_SHARE_ACCESS_WANT_READ_DELEG`
- o `OPEN4_SHARE_ACCESS_WANT_WRITE_DELEG`
- o `OPEN4_SHARE_ACCESS_WANT_ANY_DELEG`

- o OPEN4\_SHARE\_ACCESS\_WANT\_NO\_DELEG. Unlike the OPEN operation, this flag SHOULD NOT be set by the client in the arguments to WANT\_DELEGATION, and MUST be ignored by the server.
- o OPEN4\_SHARE\_ACCESS\_WANT\_CANCEL
- o OPEN4\_SHARE\_ACCESS\_WANT\_SIGNAL\_DELEG\_WHEN\_RESRC\_AVAIL
- o OPEN4\_SHARE\_ACCESS\_WANT\_PUSH\_DELEG\_WHEN\_UNCONTENDED

The handling of the above flags in WANT\_DELEGATION is the same as in OPEN. Information about the delegation and/or the promises the server is making regarding future callbacks are the same as those described in the open\_delegation4 structure.

The successful results of WANT\_DELEGATION are of data type open\_delegation4, which is the same data type as the "delegation" field in the results of the OPEN operation (see Section 18.16.3). The server constructs wdr\_resok4 the same way it constructs OPEN's "delegation" with one difference: WANT\_DELEGATION MUST NOT return a delegation type of OPEN\_DELEGATE\_NONE.

If ((wda\_want & OPEN4\_SHARE\_ACCESS\_WANT\_DELEG\_MASK) & ~OPEN4\_SHARE\_ACCESS\_WANT\_NO\_DELEG) is zero, then the client is indicating no explicit desire or non-desire for a delegation and the server MUST return NFS4ERR\_INVAL.

The client uses the OPEN4\_SHARE\_ACCESS\_WANT\_CANCEL flag in the WANT\_DELEGATION operation to cancel a previously requested want for a delegation. Note that if the server is in the process of sending the delegation (via CB\_PUSH\_DELEG) at the time the client sends a cancellation of the want, the delegation might still be pushed to the client.

If WANT\_DELEGATION fails to return a delegation, and the server returns NFS4\_OK, the server MUST set the delegation type to OPEN4\_DELEGATE\_NONE\_EXT, and set od\_whynone, as described in Section 18.16. Write delegations are not available for file types that are not writable. This includes file objects of types NF4BLK, NF4CHR, NF4LNK, NF4SOCK, and NF4FIFO. If the client requests OPEN4\_SHARE\_ACCESS\_WANT\_WRITE\_DELEG without OPEN4\_SHARE\_ACCESS\_WANT\_READ\_DELEG on an object with one of the aforementioned file types, the server must set wdr\_resok4.od\_whynone.ond\_why to WND4\_WRITE\_DELEG\_NOT\_SUPP\_FTYPE.

## 18.49.4. IMPLEMENTATION

A request for a conflicting delegation is not normally intended to trigger the recall of the existing delegation. Servers may choose to treat some clients as having higher priority such that their wants will trigger recall of an existing delegation, although that is expected to be an unusual situation.

Servers will generally recall delegations assigned by WANT\_DELEGATION on the same basis as those assigned by OPEN. CB\_RECALL will generally be done only when other clients perform operations inconsistent with the delegation. The normal response to aging of delegations is to use CB\_RECALL\_ANY, in order to give the client the opportunity to keep the delegations most useful from its point of view.

## 18.50. Operation 57: DESTROY\_CLIENTID - Destroy a Client ID

## 18.50.1. ARGUMENT

```
struct DESTROY_CLIENTID4args {
    clientid4      dca_clientid;
};
```

## 18.50.2. RESULT

```
struct DESTROY_CLIENTID4res {
    nfsstat4      dcr_status;
};
```

## 18.50.3. DESCRIPTION

The DESTROY\_CLIENTID operation destroys the client ID. If there are sessions (both idle and non-idle), opens, locks, delegations, layouts, and/or wants (Section 18.49) associated with the unexpired lease of the client ID, the server MUST return NFS4ERR\_CLIENTID\_BUSY. DESTROY\_CLIENTID MAY be preceded with a SEQUENCE operation as long as the client ID derived from the session ID of SEQUENCE is not the same as the client ID to be destroyed. If the client IDs are the same, then the server MUST return NFS4ERR\_CLIENTID\_BUSY.

If DESTROY\_CLIENTID is not prefixed by SEQUENCE, it MUST be the only operation in the COMPOUND request (otherwise, the server MUST return NFS4ERR\_NOT\_ONLY\_OP). If the operation is sent without a SEQUENCE preceding it, a client that retransmits the request may receive an error in response, because the original request might have been successfully executed.

## 18.50.4. IMPLEMENTATION

DESTROY\_CLIENTID allows a server to immediately reclaim the resources consumed by an unused client ID, and also to forget that it ever generated the client ID. By forgetting that it ever generated the client ID, the server can safely reuse the client ID on a future EXCHANGE\_ID operation.

## 18.51. Operation 58: RECLAIM\_COMPLETE - Indicates Reclaims Finished

## 18.51.1. ARGUMENT

```
struct RECLAIM_COMPLETE4args {
    /*
     * If rca_one_fs TRUE,
     *
     * CURRENT_FH: object in
     * file system reclaim is
     * complete for.
     */
    bool          rca_one_fs;
};
```

## 18.51.2. RESULTS

```
struct RECLAIM_COMPLETE4res {
    nfsstat4      rcr_status;
};
```

## 18.51.3. DESCRIPTION

A RECLAIM\_COMPLETE operation is used to indicate that the client has reclaimed all of the locking state that it will recover, when it is recovering state due to either a server restart or the transfer of a file system to another server. There are two types of RECLAIM\_COMPLETE operations:

- o When rca\_one\_fs is FALSE, a global RECLAIM\_COMPLETE is being done. This indicates that recovery of all locks that the client held on the previous server instance have been completed.
- o When rca\_one\_fs is TRUE, a file system-specific RECLAIM\_COMPLETE is being done. This indicates that recovery of locks for a single fs (the one designated by the current filehandle) due to a file system transition have been completed. Presence of a current filehandle is only required when rca\_one\_fs is set to TRUE.

Once a RECLAIM\_COMPLETE is done, there can be no further reclaim operations for locks whose scope is defined as having completed recovery. Once the client sends RECLAIM\_COMPLETE, the server will not allow the client to do subsequent reclaims of locking state for that scope and, if these are attempted, will return NFS4ERR\_NO\_GRACE.

Whenever a client establishes a new client ID and before it does the first non-reclaim operation that obtains a lock, it MUST send a RECLAIM\_COMPLETE with `rca_one_fs` set to FALSE, even if there are no locks to reclaim. If non-reclaim locking operations are done before the RECLAIM\_COMPLETE, an NFS4ERR\_GRACE error will be returned.

Similarly, when the client accesses a file system on a new server, before it sends the first non-reclaim operation that obtains a lock on this new server, it MUST send a RECLAIM\_COMPLETE with `rca_one_fs` set to TRUE and current filehandle within that file system, even if there are no locks to reclaim. If non-reclaim locking operations are done on that file system before the RECLAIM\_COMPLETE, an NFS4ERR\_GRACE error will be returned.

Any locks not reclaimed at the point at which RECLAIM\_COMPLETE is done become non-reclaimable. The client MUST NOT attempt to reclaim them, either during the current server instance or in any subsequent server instance, or on another server to which responsibility for that file system is transferred. If the client were to do so, it would be violating the protocol by representing itself as owning locks that it does not own, and so has no right to reclaim. See Section 8.4.3 for a discussion of edge conditions related to lock reclaim.

By sending a RECLAIM\_COMPLETE, the client indicates readiness to proceed to do normal non-reclaim locking operations. The client should be aware that such operations may temporarily result in NFS4ERR\_GRACE errors until the server is ready to terminate its grace period.

#### 18.51.4. IMPLEMENTATION

Servers will typically use the information as to when reclaim activity is complete to reduce the length of the grace period. When the server maintains in persistent storage a list of clients that might have had locks, it is in a position to use the fact that all such clients have done a RECLAIM\_COMPLETE to terminate the grace period and begin normal operations (i.e., grant requests for new locks) sooner than it might otherwise.



Latency can be minimized by doing a RECLAIM\_COMPLETE as part of the COMPOUND request in which the last lock-reclaiming operation is done. When there are no reclaims to be done, RECLAIM\_COMPLETE should be done immediately in order to allow the grace period to end as soon as possible.

RECLAIM\_COMPLETE should only be done once for each server instance or occasion of the transition of a file system. If it is done a second time, the error NFS4ERR\_COMPLETE\_ALREADY will result. Note that because of the session feature's retry protection, retries of COMPOUND requests containing RECLAIM\_COMPLETE operation will not result in this error.

When a RECLAIM\_COMPLETE is sent, the client effectively acknowledges any locks not yet reclaimed as lost. This allows the server to re-enable the client to recover locks if the occurrence of edge conditions, as described in Section 8.4.3, had caused the server to disable the client from recovering locks.

## 18.52. Operation 10044: ILLEGAL - Illegal Operation

### 18.52.1. ARGUMENTS

```
void;
```

### 18.52.2. RESULTS

```
struct ILLEGAL4res {
    nfsstat4      status;
};
```

### 18.52.3. DESCRIPTION

This operation is a placeholder for encoding a result to handle the case of the client sending an operation code within COMPOUND that is not supported. See the COMPOUND procedure description for more details.

The status field of ILLEGAL4res MUST be set to NFS4ERR\_OP\_ILLEGAL.

### 18.52.4. IMPLEMENTATION

A client will probably not send an operation with code OP\_ILLEGAL but if it does, the response will be ILLEGAL4res just as it would be with any other invalid operation code. Note that if the server gets an

illegal operation code that is not OP\_ILLEGAL, and if the server checks for legal operation codes during the XDR decode phase, then the ILLEGAL4res would not be returned.

## 19. NFSv4.1 Callback Procedures

The procedures used for callbacks are defined in the following sections. In the interest of clarity, the terms "client" and "server" refer to NFS clients and servers, despite the fact that for an individual callback RPC, the sense of these terms would be precisely the opposite.

Both procedures, CB\_NULL and CB\_COMPOUND, MUST be implemented.

### 19.1. Procedure 0: CB\_NULL - No Operation

#### 19.1.1. ARGUMENTS

void;

#### 19.1.2. RESULTS

void;

#### 19.1.3. DESCRIPTION

CB\_NULL is the standard ONC RPC NULL procedure, with the standard void argument and void response. Even though there is no direct functionality associated with this procedure, the server will use CB\_NULL to confirm the existence of a path for RPCs from the server to client.

#### 19.1.4. ERRORS

None.

### 19.2. Procedure 1: CB\_COMPOUND - Compound Operations

## 19.2.1. ARGUMENTS

```

enum nfs_cb_opnum4 {
    OP_CB_GETATTR                = 3,
    OP_CB_RECALL                 = 4,
/* Callback operations new to NFSv4.1 */
    OP_CB_LAYOUTRECALL          = 5,
    OP_CB_NOTIFY                 = 6,
    OP_CB_PUSH_DELEG             = 7,
    OP_CB_RECALL_ANY            = 8,
    OP_CB_RECALLABLE_OBJ_AVAIL  = 9,
    OP_CB_RECALL_SLOT           = 10,
    OP_CB_SEQUENCE               = 11,
    OP_CB_WANTS_CANCELLED       = 12,
    OP_CB_NOTIFY_LOCK           = 13,
    OP_CB_NOTIFY_DEVICEID       = 14,

    OP_CB_ILLEGAL                = 10044
};

union nfs_cb_argop4 switch (unsigned argop) {
    case OP_CB_GETATTR:
        CB_GETATTR4args          opcbgetattr;
    case OP_CB_RECALL:
        CB_RECALL4args           opcbrecall;
    case OP_CB_LAYOUTRECALL:
        CB_LAYOUTRECALL4args     opcblayoutrecall;
    case OP_CB_NOTIFY:
        CB_NOTIFY4args           opcbnotify;
    case OP_CB_PUSH_DELEG:
        CB_PUSH_DELEG4args       opcbpush_deleg;
    case OP_CB_RECALL_ANY:
        CB_RECALL_ANY4args       opcbrecall_any;
    case OP_CB_RECALLABLE_OBJ_AVAIL:
        CB_RECALLABLE_OBJ_AVAIL4args opcbrecallable_obj_avail;
    case OP_CB_RECALL_SLOT:
        CB_RECALL_SLOT4args      opcbrecall_slot;
    case OP_CB_SEQUENCE:
        CB_SEQUENCE4args         opcbsequence;
    case OP_CB_WANTS_CANCELLED:
        CB_WANTS_CANCELLED4args  opcbwants_cancelled;
    case OP_CB_NOTIFY_LOCK:
        CB_NOTIFY_LOCK4args      opcbnotify_lock;
    case OP_CB_NOTIFY_DEVICEID:
        CB_NOTIFY_DEVICEID4args  opcbnotify_deviceid;
    case OP_CB_ILLEGAL:
        void;
};

```

```

struct CB_COMPOUND4args {
    utf8str_cs    tag;
    uint32_t      minorversion;
    uint32_t      callback_ident;
    nfs_cb_argop4 argarray<>;
};

```

#### 19.2.2. RESULTS

```

union nfs_cb_resop4 switch (unsigned resop) {
    case OP_CB_GETATTR:    CB_GETATTR4res    opcbgetattr;
    case OP_CB_RECALL:    CB_RECALL4res    opcbrecall;

    /* new NFSv4.1 operations */
    case OP_CB_LAYOUTRECALL:
        CB_LAYOUTRECALL4res
        opcblayoutrecall;

    case OP_CB_NOTIFY:    CB_NOTIFY4res    opcbnotify;

    case OP_CB_PUSH_DELEG: CB_PUSH_DELEG4res
        opcbpush_deleg;

    case OP_CB_RECALL_ANY: CB_RECALL_ANY4res
        opcbrecall_any;

    case OP_CB_RECALLABLE_OBJ_AVAIL:
        CB_RECALLABLE_OBJ_AVAIL4res
        opcbrecallable_obj_avail;

    case OP_CB_RECALL_SLOT:
        CB_RECALL_SLOT4res
        opcbrecall_slot;

    case OP_CB_SEQUENCE:  CB_SEQUENCE4res  opcbsequence;

    case OP_CB_WANTS_CANCELLED:
        CB_WANTS_CANCELLED4res
        opcbwants_cancelled;

    case OP_CB_NOTIFY_LOCK:
        CB_NOTIFY_LOCK4res
        opcbnotify_lock;

    case OP_CB_NOTIFY_DEVICEID:
        CB_NOTIFY_DEVICEID4res
        opcbnotify_deviceid;
}

```

```

/* Not new operation */
case OP_CB_ILLEGAL:    CB_ILLEGAL4res  opcbillegal;
};

struct CB_COMPOUND4res {
    nfsstat4 status;
    utf8str_cs    tag;
    nfs_cb_resop4  resarray<>;
};

```

### 19.2.3. DESCRIPTION

The CB\_COMPOUND procedure is used to combine one or more of the callback procedures into a single RPC request. The main callback RPC program has two main procedures: CB\_NULL and CB\_COMPOUND. All other operations use the CB\_COMPOUND procedure as a wrapper.

During the processing of the CB\_COMPOUND procedure, the client may find that it does not have the available resources to execute any or all of the operations within the CB\_COMPOUND sequence. Refer to Section 2.10.6.4 for details.

The minorversion field of the arguments MUST be the same as the minorversion of the COMPOUND procedure used to create the client ID and session. For NFSv4.1, minorversion MUST be set to 1.

Contained within the CB\_COMPOUND results is a "status" field. This status MUST be equal to the status of the last operation that was executed within the CB\_COMPOUND procedure. Therefore, if an operation incurred an error, then the "status" value will be the same error value as is being returned for the operation that failed.

The "tag" field is handled the same way as that of the COMPOUND procedure (see Section 16.2.3).

Illegal operation codes are handled in the same way as they are handled for the COMPOUND procedure.

### 19.2.4. IMPLEMENTATION

The CB\_COMPOUND procedure is used to combine individual operations into a single RPC request. The client interprets each of the operations in turn. If an operation is executed by the client and the status of that operation is NFS4\_OK, then the next operation in the CB\_COMPOUND procedure is executed. The client continues this process until there are no more operations to be executed or one of the operations has a status value other than NFS4\_OK.

## 19.2.5. ERRORS

CB\_COMPOUND will of course return every error that each operation on the backchannel can return (see Table 7). However, if CB\_COMPOUND returns zero operations, obviously the error returned by COMPOUND has nothing to do with an error returned by an operation. The list of errors CB\_COMPOUND will return if it processes zero operations includes:

CB\_COMPOUND error returns

Error	Notes
NFS4ERR_BADCHAR	The tag argument has a character the replier does not support.
NFS4ERR_BADXDR	
NFS4ERR_DELAY	The tag argument is not in UTF-8 encoding.
NFS4ERR_INVALID	
NFS4ERR_MINOR_VERS_MISMATCH	
NFS4ERR_SERVERFAULT	
NFS4ERR_TOO_MANY_OPS	
NFS4ERR_REP_TOO_BIG	
NFS4ERR_REP_TOO_BIG_TO_CACHE	
NFS4ERR_REQ_TOO_BIG	

Table 15

## 20. NFSv4.1 Callback Operations

## 20.1. Operation 3: CB\_GETATTR - Get Attributes

## 20.1.1. ARGUMENT

```
struct CB_GETATTR4args {
    nfs_fh4 fh;
    bitmap4 attr_request;
};
```

## 20.1.2. RESULT

```

struct CB_GETATTR4resok {
    fattr4  obj_attributes;
};

union CB_GETATTR4res switch (nfsstat4 status) {
    case NFS4_OK:
        CB_GETATTR4resok      resok4;
    default:
        void;
};

```

## 20.1.3. DESCRIPTION

The CB\_GETATTR operation is used by the server to obtain the current modified state of a file that has been OPEN\_DELEGATE\_WRITE delegated. The size and change attributes are the only ones guaranteed to be serviced by the client. See Section 10.4.3 for a full description of how the client and server are to interact with the use of CB\_GETATTR.

If the filehandle specified is not one for which the client holds an OPEN\_DELEGATE\_WRITE delegation, an NFS4ERR\_BADHANDLE error is returned.

## 20.1.4. IMPLEMENTATION

The client returns attrmask bits and the associated attribute values only for the change attribute, and attributes that it may change (time\_modify, and size).

## 20.2. Operation 4: CB\_RECALL - Recall a Delegation

## 20.2.1. ARGUMENT

```

struct CB_RECALL4args {
    stateid4  stateid;
    bool      truncate;
    nfs_fh4   fh;
};

```

## 20.2.2. RESULT

```

struct CB_RECALL4res {
    nfsstat4  status;
};

```

### 20.2.3. DESCRIPTION

The `CB_RECALL` operation is used to begin the process of recalling a delegation and returning it to the server.

The truncate flag is used to optimize recall for a file object that is a regular file and is about to be truncated to zero. When it is `TRUE`, the client is freed of the obligation to propagate modified data for the file to the server, since this data is irrelevant.

If the handle specified is not one for which the client holds a delegation, an `NFS4ERR_BADHANDLE` error is returned.

If the stateid specified is not one corresponding to an `OPEN` delegation for the file specified by the filehandle, an `NFS4ERR_BAD_STATEID` is returned.

### 20.2.4. IMPLEMENTATION

The client `SHOULD` reply to the callback immediately. Replying does not complete the recall except when the value of the reply's status field is neither `NFS4ERR_DELAY` nor `NFS4_OK`. The recall is not complete until the delegation is returned using a `DELEGRETURN` operation.

## 20.3. Operation 5: `CB_LAYOUTRECALL` - Recall Layout from Client

### 20.3.1. ARGUMENT

```

/*
 * NFSv4.1 callback arguments and results
 */

enum layoutrecall_type4 {
    LAYOUTRECALL4_FILE = LAYOUT4_RET_REC_FILE,
    LAYOUTRECALL4_FSID = LAYOUT4_RET_REC_FSID,
    LAYOUTRECALL4_ALL  = LAYOUT4_RET_REC_ALL
};

struct layoutrecall_file4 {
    nfs_fh4      lor_fh;
    offset4      lor_offset;
    length4      lor_length;
    stateid4     lor_stateid;
};

```



```

union layoutrecall4 switch(layoutrecall_type4 lor_recalltype) {
case LAYOUTRECALL4_FILE:
    layoutrecall_file4 lor_layout;
case LAYOUTRECALL4_FSID:
    fsid4                lor_fsid;
case LAYOUTRECALL4_ALL:
    void;
};

struct CB_LAYOUTRECALL4args {
    layouttype4          clora_type;
    layoutiomode4        clora_iomode;
    bool                 clora_changed;
    layoutrecall4        clora_recall;
};

```

### 20.3.2. RESULT

```

struct CB_LAYOUTRECALL4res {
    nfsstat4             clorr_status;
};

```

### 20.3.3. DESCRIPTION

The CB\_LAYOUTRECALL operation is used by the server to recall layouts from the client; as a result, the client will begin the process of returning layouts via LAYOUTRETURN. The CB\_LAYOUTRECALL operation specifies one of three forms of recall processing with the value of layoutrecall\_type4. The recall is for one of the following: a specific layout of a specific file (LAYOUTRECALL4\_FILE), an entire file system ID (LAYOUTRECALL4\_FSID), or all file systems (LAYOUTRECALL4\_ALL).

The behavior of the operation varies based on the value of the layoutrecall\_type4. The value and behaviors are:

#### LAYOUTRECALL4\_FILE

For a layout to match the recall request, the values of the following fields must match those of the layout: clora\_type, clora\_iomode, lor\_fh, and the byte-range specified by lor\_offset and lor\_length. The clora\_iomode field may have a special value of LAYOUTIOMODE4\_ANY. The special value LAYOUTIOMODE4\_ANY will match any iomode originally returned in a layout; therefore, it acts as a wild card. The other special value used is for lor\_length. If lor\_length has a value of NFS4\_UINT64\_MAX, the lor\_length field means the maximum possible file size. If a matching layout is found, it MUST be returned using the

LAYOUTRETURN operation (see Section 18.44). An example of the field's special value use is if `clora_iomode` is `LAYOUTIOMODE4_ANY`, `lor_offset` is zero, and `lor_length` is `NFS4_UINT64_MAX`, then the entire layout is to be returned.

The `NFS4ERR_NOMATCHING_LAYOUT` error is only returned when the client does not hold layouts for the file or if the client does not have any overlapping layouts for the specification in the layout recall.

#### LAYOUTRECALL4\_FSID and LAYOUTRECALL4\_ALL

If `LAYOUTRECALL4_FSID` is specified, the `fsid` specifies the file system for which any outstanding layouts MUST be returned. If `LAYOUTRECALL4_ALL` is specified, all outstanding layouts MUST be returned. In addition, `LAYOUTRECALL4_FSID` and `LAYOUTRECALL4_ALL` specify that all the storage device ID to storage device address mappings in the affected file system(s) are also recalled. The respective LAYOUTRETURN with either `LAYOUTRETURN4_FSID` or `LAYOUTRETURN4_ALL` acknowledges to the server that the client invalidated the said device mappings. See Section 12.5.5.2.1.5 for considerations with "bulk" recall of layouts.

The `NFS4ERR_NOMATCHING_LAYOUT` error is only returned when the client does not hold layouts and does not have valid deviceid mappings.

In processing the layout recall request, the client also varies its behavior based on the value of the `clora_changed` field. This field is used by the server to provide additional context for the reason why the layout is being recalled. A `FALSE` value for `clora_changed` indicates that no change in the layout is expected and the client may write modified data to the storage devices involved; this must be done prior to returning the layout via LAYOUTRETURN. A `TRUE` value for `clora_changed` indicates that the server is changing the layout. Examples of layout changes and reasons for a `TRUE` indication are the following: the metadata server is restriping the file or a permanent error has occurred on a storage device and the metadata server would like to provide a new layout for the file. Therefore, a `clora_changed` value of `TRUE` indicates some level of change for the layout and the client SHOULD NOT write and commit modified data to the storage devices. In this case, the client writes and commits data through the metadata server.

See Section 12.5.3 for a description of how the `lor_stateid` field in the arguments is to be constructed. Note that the "seqid" field of `lor_stateid` MUST NOT be zero. See Sections 8.2, 12.5.3, and 12.5.5.2 for a further discussion and requirements.

#### 20.3.4. IMPLEMENTATION

The client's processing for `CB_LAYOUTRECALL` is similar to `CB_RECALL` (recall of file delegations) in that the client responds to the request before actually returning layouts via the `LAYOUTRETURN` operation. While the client responds to the `CB_LAYOUTRECALL` immediately, the operation is not considered complete (i.e., considered pending) until all affected layouts are returned to the server via the `LAYOUTRETURN` operation.

Before returning the layout to the server via `LAYOUTRETURN`, the client should wait for the response from in-process or in-flight `READ`, `WRITE`, or `COMMIT` operations that use the recalled layout.

If the client is holding modified data that is affected by a recalled layout, the client has various options for writing the data to the server. As always, the client may write the data through the metadata server. In fact, the client may not have a choice other than writing to the metadata server when the `clora_changed` argument is `TRUE` and a new layout is unavailable from the server. However, the client may be able to write the modified data to the storage device if the `clora_changed` argument is `FALSE`; this needs to be done before returning the layout via `LAYOUTRETURN`. If the client were to obtain a new layout covering the modified data's byte-range, then writing to the storage devices is an available alternative. Note that before obtaining a new layout, the client must first return the original layout.

In the case of modified data being written while the layout is held, the client must use `LAYOUTCOMMIT` operations at the appropriate time; as required `LAYOUTCOMMIT` must be done before the `LAYOUTRETURN`. If a large amount of modified data is outstanding, the client may send `LAYOUTRETURNS` for portions of the recalled layout; this allows the server to monitor the client's progress and adherence to the original recall request. However, the last `LAYOUTRETURN` in a sequence of returns **MUST** specify the full range being recalled (see Section 12.5.5.1 for details).

If a server needs to delete a device ID and there are layouts referring to the device ID, `CB_LAYOUTRECALL` **MUST** be invoked to cause the client to return all layouts referring to the device ID before the server can delete the device ID. If the client does not return the affected layouts, the server **MAY** revoke the layouts.

## 20.4. Operation 6: CB\_NOTIFY - Notify Client of Directory Changes

## 20.4.1. ARGUMENT

```

/*
 * Directory notification types.
 */
enum notify_type4 {
    NOTIFY4_CHANGE_CHILD_ATTRS = 0,
    NOTIFY4_CHANGE_DIR_ATTRS = 1,
    NOTIFY4_REMOVE_ENTRY = 2,
    NOTIFY4_ADD_ENTRY = 3,
    NOTIFY4_RENAME_ENTRY = 4,
    NOTIFY4_CHANGE_COOKIE_VERIFIER = 5
};

/* Changed entry information. */
struct notify_entry4 {
    component4    ne_file;
    fattr4        ne_attrs;
};

/* Previous entry information */
struct prev_entry4 {
    notify_entry4 pe_prev_entry;
    /* what READDIR returned for this entry */
    nfs_cookie4   pe_prev_entry_cookie;
};

struct notify_remove4 {
    notify_entry4 nrm_old_entry;
    nfs_cookie4   nrm_old_entry_cookie;
};

struct notify_add4 {
    /*
     * Information on object
     * possibly renamed over.
     */
    notify_remove4 nad_old_entry<1>;
    notify_entry4  nad_new_entry;
    /* what READDIR would have returned for this entry */
    nfs_cookie4   nad_new_entry_cookie<1>;
    prev_entry4   nad_prev_entry<1>;
    bool          nad_last_entry;
};

```

```

struct notify_attr4 {
    notify_entry4    na_changed_entry;
};

struct notify_rename4 {
    notify_remove4  nrn_old_entry;
    notify_add4     nrn_new_entry;
};

struct notify_verifier4 {
    verifier4       nv_old_cookieverf;
    verifier4       nv_new_cookieverf;
};

/*
 * Objects of type notify_<>4 and
 * notify_device_<>4 are encoded in this.
 */
typedef opaque notifylist4<>;

struct notify4 {
    /* composed from notify_type4 or notify_deviceid_type4 */
    bitmap4         notify_mask;
    notifylist4     notify_vals;
};

struct CB_NOTIFY4args {
    stateid4        cna_stateid;
    nfs_fh4         cna_fh;
    notify4         cna_changes<>;
};

```

#### 20.4.2. RESULT

```

struct CB_NOTIFY4res {
    nfsstat4        cnr_status;
};

```

#### 20.4.3. DESCRIPTION

The CB\_NOTIFY operation is used by the server to send notifications to clients about changes to delegated directories. The registration of notifications for the directories occurs when the delegation is established using GET\_DIR\_DELEGATION. These notifications are sent over the backchannel. The notification is sent once the original request has been processed on the server. The server will send an array of notifications for changes that might have occurred in the

directory. The notifications are sent as list of pairs of bitmaps and values. See Section 3.3.7 for a description of how NFSv4.1 bitmaps work.

If the server has more notifications than can fit in the CB\_COMPOUND request, it SHOULD send a sequence of serial CB\_COMPOUND requests so that the client's view of the directory does not become confused. For example, if the server indicates that a file named "foo" is added and that the file "foo" is removed, the order in which the client receives these notifications needs to be the same as the order in which the corresponding operations occurred on the server.

If the client holding the delegation makes any changes in the directory that cause files or sub-directories to be added or removed, the server will notify that client of the resulting change(s). If the client holding the delegation is making attribute or cookie verifier changes only, the server does not need to send notifications to that client. The server will send the following information for each operation:

#### NOTIFY4\_ADD\_ENTRY

The server will send information about the new directory entry being created along with the cookie for that entry. The entry information (data type `notify_add4`) includes the component name of the entry and attributes. The server will send this type of entry when a file is actually being created, when an entry is being added to a directory as a result of a rename across directories (see below), and when a hard link is being created to an existing file. If this entry is added to the end of the directory, the server will set the `nad_last_entry` flag to TRUE. If the file is added such that there is at least one entry before it, the server will also return the previous entry information (`nad_prev_entry`, a variable-length array of up to one element. If the array is of zero length, there is no previous entry), along with its cookie. This is to help clients find the right location in their file name caches and directory caches where this entry should be cached. If the new entry's cookie is available, it will be in the `nad_new_entry_cookie` (another variable-length array of up to one element) field. If the addition of the entry causes another entry to be deleted (which can only happen in the rename case) atomically with the addition, then information on this entry is reported in `nad_old_entry`.

#### NOTIFY4\_REMOVE\_ENTRY

The server will send information about the directory entry being deleted. The server will also send the cookie value for the deleted entry so that clients can get to the cached information for this entry.

**NOTIFY4\_RENAME\_ENTRY**

The server will send information about both the old entry and the new entry. This includes the name and attributes for each entry. In addition, if the rename causes the deletion of an entry (i.e., the case of a file renamed over), then this is reported in `nrn_new_new_entry.nad_old_entry`. This notification is only sent if both entries are in the same directory. If the rename is across directories, the server will send a remove notification to one directory and an add notification to the other directory, assuming both have a directory delegation.

**NOTIFY4\_CHANGE\_CHILD\_ATTRS/NOTIFY4\_CHANGE\_DIR\_ATTRS**

The client will use the attribute mask to inform the server of attributes for which it wants to receive notifications. This change notification can be requested for changes to the attributes of the directory as well as changes to any file's attributes in the directory by using two separate attribute masks. The client cannot ask for change attribute notification for a specific file. One attribute mask covers all the files in the directory. Upon any attribute change, the server will send back the values of changed attributes. Notifications might not make sense for some file system-wide attributes, and it is up to the server to decide which subset it wants to support. The client can negotiate the frequency of attribute notifications by letting the server know how often it wants to be notified of an attribute change. The server will return supported notification frequencies or an indication that no notification is permitted for directory or child attributes by setting the `dir_notif_delay` and `dir_entry_notif_delay` attributes, respectively.

**NOTIFY4\_CHANGE\_COOKIE\_VERIFIER**

If the cookie verifier changes while a client is holding a delegation, the server will notify the client so that it can invalidate its cookies and re-send a READDIR to get the new set of cookies.

## 20.5. Operation 7: CB\_PUSH\_DELEG - Offer Previously Requested Delegation to Client

### 20.5.1. ARGUMENT

```
struct CB_PUSH_DELEG4args {
    nfs_fh4          cpda_fh;
    open_delegation4 cpda_delegation;
};
```

## 20.5.2. RESULT

```
struct CB_PUSH_DELEG4res {
    nfsstat4 cpdr_status;
};
```

## 20.5.3. DESCRIPTION

CB\_PUSH\_DELEG is used by the server both to signal to the client that the delegation it wants (previously indicated via a want established from an OPEN or WANT\_DELEGATION operation) is available and to simultaneously offer the delegation to the client. The client has the choice of accepting the delegation by returning NFS4\_OK to the server, delaying the decision to accept the offered delegation by returning NFS4ERR\_DELAY, or permanently rejecting the offer of the delegation by returning NFS4ERR\_REJECT\_DELEG. When a delegation is rejected in this fashion, the want previously established is permanently deleted and the delegation is subject to acquisition by another client.

## 20.5.4. IMPLEMENTATION

If the client does return NFS4ERR\_DELAY and there is a conflicting delegation request, the server MAY process it at the expense of the client that returned NFS4ERR\_DELAY. The client's want will not be cancelled, but MAY be processed behind other delegation requests or registered wants.

When a client returns a status other than NFS4\_OK, NFS4ERR\_DELAY, or NFS4ERR\_REJECT\_DELAY, the want remains pending, although servers may decide to cancel the want by sending a CB\_WANTS\_CANCELLED.

## 20.6. Operation 8: CB\_RECALL\_ANY - Keep Any N Recallable Objects

## 20.6.1. ARGUMENT

```
const RCA4_TYPE_MASK_RDATA_DLG      = 0;
const RCA4_TYPE_MASK_WDATA_DLG      = 1;
const RCA4_TYPE_MASK_DIR_DLG        = 2;
const RCA4_TYPE_MASK_FILE_LAYOUT    = 3;
const RCA4_TYPE_MASK_BLK_LAYOUT     = 4;
const RCA4_TYPE_MASK_OBJ_LAYOUT_MIN  = 8;
const RCA4_TYPE_MASK_OBJ_LAYOUT_MAX = 9;
const RCA4_TYPE_MASK_OTHER_LAYOUT_MIN = 12;
const RCA4_TYPE_MASK_OTHER_LAYOUT_MAX = 15;
```



```

struct CB_RECALL_ANY4args {
    uint32_t      craa_objects_to_keep;
    bitmap4      craa_type_mask;
};

```

#### 20.6.2. RESULT

```

struct CB_RECALL_ANY4res {
    nfsstat4      crar_status;
};

```

#### 20.6.3. DESCRIPTION

The server may decide that it cannot hold all of the state for recallable objects, such as delegations and layouts, without running out of resources. In such a case, while not optimal, the server is free to recall individual objects to reduce the load.

Because the general purpose of such recallable objects as delegations is to eliminate client interaction with the server, the server cannot interpret lack of recent use as indicating that the object is no longer useful. The absence of visible use is consistent with a delegation keeping potential operations from being sent to the server. In the case of layouts, while it is true that the usefulness of a layout is indicated by the use of the layout when storage devices receive I/O requests, because there is no mandate that a storage device indicate to the metadata server any past or present use of a layout, the metadata server is not likely to know which layouts are good candidates to recall in response to low resources.

In order to implement an effective reclaim scheme for such objects, the server's knowledge of available resources must be used to determine when objects must be recalled with the clients selecting the actual objects to be returned.

Server implementations may differ in their resource allocation requirements. For example, one server may share resources among all classes of recallable objects, whereas another may use separate resource pools for layouts and for delegations, or further separate resources by types of delegations.

When a given resource pool is over-utilized, the server can send a CB\_RECALL\_ANY to clients holding recallable objects of the types involved, allowing it to keep a certain number of such objects and return any excess. A mask specifies which types of objects are to be limited. The client chooses, based on its own knowledge of current usefulness, which of the objects in that class should be returned.

A number of bits are defined. For some of these, ranges are defined and it is up to the definition of the storage protocol to specify how these are to be used. There are ranges reserved for object-based storage protocols and for other experimental storage protocols. An RFC defining such a storage protocol needs to specify how particular bits within its range are to be used. For example, it may specify a mapping between attributes of the layout (read vs. write, size of area) and the bit to be used, or it may define a field in the layout where the associated bit position is made available by the server to the client.

#### RCA4\_TYPE\_MASK\_RDATA\_DLG

The client is to return OPEN\_DELEGATE\_READ delegations on non-directory file objects.

#### RCA4\_TYPE\_MASK\_WDATA\_DLG

The client is to return OPEN\_DELEGATE\_WRITE delegations on regular file objects.

#### RCA4\_TYPE\_MASK\_DIR\_DLG

The client is to return directory delegations.

#### RCA4\_TYPE\_MASK\_FILE\_LAYOUT

The client is to return layouts of type LAYOUT4\_NFSV4\_1\_FILES.

#### RCA4\_TYPE\_MASK\_BLK\_LAYOUT

See [41] for a description.

#### RCA4\_TYPE\_MASK\_OBJ\_LAYOUT\_MIN to RCA4\_TYPE\_MASK\_OBJ\_LAYOUT\_MAX

See [40] for a description.

#### RCA4\_TYPE\_MASK\_OTHER\_LAYOUT\_MIN to RCA4\_TYPE\_MASK\_OTHER\_LAYOUT\_MAX

This range is reserved for telling the client to recall layouts of experimental or site-specific layout types (see Section 3.3.13).

When a bit is set in the type mask that corresponds to an undefined type of recallable object, NFS4ERR\_INVALID MUST be returned. When a bit is set that corresponds to a defined type of object but the client does not support an object of the type, NFS4ERR\_INVALID MUST NOT be returned. Future minor versions of NFSv4 may expand the set of valid type mask bits.

CB\_RECALL\_ANY specifies a count of objects that the client may keep as opposed to a count that the client must return. This is to avoid a potential race between a CB\_RECALL\_ANY that had a count of objects to free with a set of client-originated operations to return layouts or delegations. As a result of the race, the client and server would have differing ideas as to how many objects to return. Hence, the client could mistakenly free too many.

If resource demands prompt it, the server may send another CB\_RECALL\_ANY with a lower count, even if it has not yet received an acknowledgment from the client for a previous CB\_RECALL\_ANY with the same type mask. Although the possibility exists that these will be received by the client in an order different from the order in which they were sent, any such permutation of the callback stream is harmless. It is the job of the client to bring down the size of the recallable object set in line with each CB\_RECALL\_ANY received, and until that obligation is met, it cannot be cancelled or modified by any subsequent CB\_RECALL\_ANY for the same type mask. Thus, if the server sends two CB\_RECALL\_ANYs, the effect will be the same as if the lower count was sent, whatever the order of recall receipt. Note that this means that a server may not cancel the effect of a CB\_RECALL\_ANY by sending another recall with a higher count. When a CB\_RECALL\_ANY is received and the count is already within the limit set or is above a limit that the client is working to get down to, that callback has no effect.

Servers are generally free to deny recallable objects when insufficient resources are available. Note that the effect of such a policy is implicitly to give precedence to existing objects relative to requested ones, with the result that resources might not be optimally used. To prevent this, servers are well advised to make the point at which they start sending CB\_RECALL\_ANY callbacks somewhat below that at which they cease to give out new delegations and layouts. This allows the client to purge its less-used objects whenever appropriate and so continue to have its subsequent requests given new resources freed up by object returns.

#### 20.6.4. IMPLEMENTATION

The client can choose to return any type of object specified by the mask. If a server wishes to limit the use of objects of a specific type, it should only specify that type in the mask it sends. Should the client fail to return requested objects, it is up to the server to handle this situation, typically by sending specific recalls (i.e., sending CB\_RECALL operations) to properly limit resource usage. The server should give the client enough time to return objects before proceeding to specific recalls. This time should not be less than the lease period.

## 20.7. Operation 9: CB\_RECALLABLE\_OBJ\_AVAIL - Signal Resources for Recallable Objects

### 20.7.1. ARGUMENT

```
typedef CB_RECALL_ANY4args CB_RECALLABLE_OBJ_AVAIL4args;
```

### 20.7.2. RESULT

```
struct CB_RECALLABLE_OBJ_AVAIL4res {
    nfsstat4      croa_status;
};
```

### 20.7.3. DESCRIPTION

CB\_RECALLABLE\_OBJ\_AVAIL is used by the server to signal the client that the server has resources to grant recallable objects that might previously have been denied by OPEN, WANT\_DELEGATION, GET\_DIR\_DELEG, or LAYOUTGET.

The argument `craa_objects_to_keep` means the total number of recallable objects of the types indicated in the argument `type_mask` that the server believes it can allow the client to have, including the number of such objects the client already has. A client that tries to acquire more recallable objects than the server informs it can have runs the risk of having objects recalled.

The server is not obligated to reserve the difference between the number of the objects the client currently has and the value of `craa_objects_to_keep`, nor does delaying the reply to CB\_RECALLABLE\_OBJ\_AVAIL prevent the server from using the resources of the recallable objects for another purpose. Indeed, if a client responds slowly to CB\_RECALLABLE\_OBJ\_AVAIL, the server might interpret the client as having reduced capability to manage recallable objects, and so cancel or reduce any reservation it is maintaining on behalf of the client. Thus, if the client desires to acquire more recallable objects, it needs to reply quickly to CB\_RECALLABLE\_OBJ\_AVAIL, and then send the appropriate operations to acquire recallable objects.

## 20.8. Operation 10: CB\_RECALL\_SLOT - Change Flow Control Limits

### 20.8.1. ARGUMENT

```
struct CB_RECALL_SLOT4args {
    slotid4      rsa_target_highest_slotid;
};
```

## 20.8.2. RESULT

```
struct CB_RECALL_SLOT4res {
    nfsstat4    rsr_status;
};
```

## 20.8.3. DESCRIPTION

The CB\_RECALL\_SLOT operation requests the client to return session slots, and if applicable, transport credits (e.g., RDMA credits for connections associated with the operations channel) of the session's fore channel. CB\_RECALL\_SLOT specifies `rsa_target_highest_slotid`, the value of the target highest slot ID the server wants for the session. The client MUST then progress toward reducing the session's highest slot ID to the target value.

If the session has only non-RDMA connections associated with its operations channel, then the client need only wait for all outstanding requests with a slot ID > `rsa_target_highest_slotid` to complete, then send a single COMPOUND consisting of a single SEQUENCE operation, with the `sa_highestslot` field set to `rsa_target_highest_slotid`. If there are RDMA-based connections associated with operation channel, then the client needs to also send enough zero-length "RDMA Send" messages to take the total RDMA credit count to `rsa_target_highest_slotid + 1` or below.

## 20.8.4. IMPLEMENTATION

If the client fails to reduce highest slot it has on the fore channel to what the server requests, the server can force the issue by asserting flow control on the receive side of all connections bound to the fore channel, and then finish servicing all outstanding requests that are in slots greater than `rsa_target_highest_slotid`. Once that is done, the server can then open the flow control, and any time the client sends a new request on a slot greater than `rsa_target_highest_slotid`, the server can return NFS4ERR\_BADSLOT.

## 20.9. Operation 11: CB\_SEQUENCE - Supply Backchannel Sequencing and Control

## 20.9.1. ARGUMENT

```
struct referring_call4 {
    sequenceid4    rc_sequenceid;
    slotid4        rc_slotid;
};
```

```

struct referring_call_list4 {
    sessionid4      rcl_sessionid;
    referring_call4 rcl_referring_calls<>;
};

struct CB_SEQUENCE4args {
    sessionid4      csa_sessionid;
    sequenceid4     csa_sequenceid;
    slotid4         csa_slotid;
    slotid4         csa_highest_slotid;
    bool            csa_cachethis;
    referring_call_list4 csa_referring_call_lists<>;
};

```

### 20.9.2. RESULT

```

struct CB_SEQUENCE4resok {
    sessionid4      csr_sessionid;
    sequenceid4     csr_sequenceid;
    slotid4         csr_slotid;
    slotid4         csr_highest_slotid;
    slotid4         csr_target_highest_slotid;
};

union CB_SEQUENCE4res switch (nfsstat4 csr_status) {
case NFS4_OK:
    CB_SEQUENCE4resok  csr_resok4;
default:
    void;
};

```

### 20.9.3. DESCRIPTION

The `CB_SEQUENCE` operation is used to manage operational accounting for the backchannel of the session on which a request is sent. The contents include the session ID to which this request belongs, the slot ID and sequence ID used by the server to implement session request control and exactly once semantics, and exchanged slot ID maxima that are used to adjust the size of the reply cache. In each `CB_COMPOUND` request, `CB_SEQUENCE` MUST appear once and MUST be the first operation. The error `NFS4ERR_SEQUENCE_POS` MUST be returned when `CB_SEQUENCE` is found in any position in a `CB_COMPOUND` beyond the first. If any other operation is in the first position of `CB_COMPOUND`, `NFS4ERR_OP_NOT_IN_SESSION` MUST be returned.

See Section 18.46.3 for a description of how slots are processed.

If `csa_cachethis` is TRUE, then the server is requesting that the client cache the reply in the callback reply cache. The client MUST cache the reply (see Section 2.10.6.1.3).

The `csa_referring_call_lists` array is the list of COMPOUND requests, identified by session ID, slot ID, and sequence ID. These are requests that the client previously sent to the server. These previous requests created state that some operation(s) in the same CB\_COMPOUND as the `csa_referring_call_lists` are identifying. A session ID is included because leased state is tied to a client ID, and a client ID can have multiple sessions. See Section 2.10.6.3.

The value of the `csa_sequenceid` argument relative to the cached sequence ID on the slot falls into one of three cases.

- o If the difference between `csa_sequenceid` and the client's cached sequence ID at the slot ID is two (2) or more, or if `csa_sequenceid` is less than the cached sequence ID (accounting for wraparound of the unsigned sequence ID value), then the client MUST return NFS4ERR\_SEQ\_MISORDERED.
- o If `csa_sequenceid` and the cached sequence ID are the same, this is a retry, and the client returns the CB\_COMPOUND request's cached reply.
- o If `csa_sequenceid` is one greater (accounting for wraparound) than the cached sequence ID, then this is a new request, and the slot's sequence ID is incremented. The operations subsequent to CB\_SEQUENCE, if any, are processed. If there are no other operations, the only other effects are to cache the CB\_SEQUENCE reply in the slot, maintain the session's activity, and when the server receives the CB\_SEQUENCE reply, renew the lease of state related to the client ID.

If the server reuses a slot ID and sequence ID for a completely different request, the client MAY treat the request as if it is a retry of what it has already executed. The client MAY however detect the server's illegal reuse and return NFS4ERR\_SEQ\_FALSE\_RETRY.

If CB\_SEQUENCE returns an error, then the state of the slot (sequence ID, cached reply) MUST NOT change. See Section 2.10.6.1.3 for the conditions when the error NFS4ERR\_RETRY\_UNCACHED\_REP might be returned.

The client returns two "highest\_slotid" values: `csr_highest_slotid` and `csr_target_highest_slotid`. The former is the highest slot ID the client will accept in a future CB\_SEQUENCE operation, and SHOULD NOT be less than the value of `csa_highest_slotid` (but see

Section 2.10.6.1 for an exception). The latter is the highest slot ID the client would prefer the server use on a future CB\_SEQUENCE operation.

#### 20.10. Operation 12: CB\_WANTS\_CANCELLED - Cancel Pending Delegation Wants

##### 20.10.1. ARGUMENT

```
struct CB_WANTS_CANCELLED4args {
    bool cwca_contended_wants_cancelled;
    bool cwca_resourced_wants_cancelled;
};
```

##### 20.10.2. RESULT

```
struct CB_WANTS_CANCELLED4res {
    nfsstat4          cwcsr_status;
};
```

##### 20.10.3. DESCRIPTION

The CB\_WANTS\_CANCELLED operation is used to notify the client that some or all of the wants it registered for recallable delegations and layouts have been cancelled.

If cwca\_contended\_wants\_cancelled is TRUE, this indicates that the server will not be pushing to the client any delegations that become available after contention passes.

If cwca\_resourced\_wants\_cancelled is TRUE, this indicates that the server will not notify the client when there are resources on the server to grant delegations or layouts.

After receiving a CB\_WANTS\_CANCELLED operation, the client is free to attempt to acquire the delegations or layouts it was waiting for, and possibly re-register wants.

##### 20.10.4. IMPLEMENTATION

When a client has an OPEN, WANT\_DELEGATION, or GET\_DIR\_DELEGATION request outstanding, when a CB\_WANTS\_CANCELLED is sent, the server may need to make clear to the client whether a promise to signal delegation availability happened before the CB\_WANTS\_CANCELLED and is thus covered by it, or after the CB\_WANTS\_CANCELLED in which case it was not covered by it. The server can make this distinction by putting the appropriate requests into the list of referring calls in the associated CB\_SEQUENCE.



## 20.11. Operation 13: CB\_NOTIFY\_LOCK - Notify Client of Possible Lock Availability

### 20.11.1. ARGUMENT

```
struct CB_NOTIFY_LOCK4args {
    nfs_fh4      cnla_fh;
    lock_owner4 cnla_lock_owner;
};
```

### 20.11.2. RESULT

```
struct CB_NOTIFY_LOCK4res {
    nfsstat4      cnlr_status;
};
```

### 20.11.3. DESCRIPTION

The server can use this operation to indicate that a byte-range lock for the given file and lock-owner, previously requested by the client via an unsuccessful LOCK operation, might be available.

This callback is meant to be used by servers to help reduce the latency of blocking locks in the case where they recognize that a client that has been polling for a blocking byte-range lock may now be able to acquire the lock. If the server supports this callback for a given file, it MUST set the OPEN4\_RESULT\_MAY\_NOTIFY\_LOCK flag when responding to successful opens for that file. This does not commit the server to the use of CB\_NOTIFY\_LOCK, but the client may use this as a hint to decide how frequently to poll for locks derived from that open.

If an OPEN operation results in an upgrade, in which the stateid returned has an "other" value matching that of a stateid already allocated, with a new "seqid" indicating a change in the lock being represented, then the value of the OPEN4\_RESULT\_MAY\_NOTIFY\_LOCK flag when responding to that new OPEN controls handling from that point going forward. When parallel OPENS are done on the same file and open-owner, the ordering of the "seqid" fields of the returned stateids (subject to wraparound) are to be used to select the controlling value of the OPEN4\_RESULT\_MAY\_NOTIFY\_LOCK flag.

## 20.11.4. IMPLEMENTATION

The server MUST NOT grant the byte-range lock to the client unless and until it receives a LOCK operation from the client. Similarly, the client receiving this callback cannot assume that it now has the lock or that a subsequent LOCK operation for the lock will be successful.

The server is not required to implement this callback, and even if it does, it is not required to use it in any particular case. Therefore, the client must still rely on polling for blocking locks, as described in Section 9.6.

Similarly, the client is not required to implement this callback, and even if it does, is still free to ignore it. Therefore, the server MUST NOT assume that the client will act based on the callback.

## 20.12. Operation 14: CB\_NOTIFY\_DEVICEID - Notify Client of Device ID Changes

## 20.12.1. ARGUMENT

```

/*
 * Device notification types.
 */
enum notify_deviceid_type4 {
    NOTIFY_DEVICEID4_CHANGE = 1,
    NOTIFY_DEVICEID4_DELETE = 2
};

/* For NOTIFY4_DEVICEID4_DELETE */
struct notify_deviceid_delete4 {
    layouttype4    ndd_layouttype;
    deviceid4      ndd_deviceid;
};

/* For NOTIFY4_DEVICEID4_CHANGE */
struct notify_deviceid_change4 {
    layouttype4    ndc_layouttype;
    deviceid4      ndc_deviceid;
    bool           ndc_immediate;
};

struct CB_NOTIFY_DEVICEID4args {
    notify4 cnda_changes<>;
};

```

## 20.12.2. RESULT

```
struct CB_NOTIFY_DEVICEID4res {
    nfsstat4      cndr_status;
};
```

## 20.12.3. DESCRIPTION

The CB\_NOTIFY\_DEVICEID operation is used by the server to send notifications to clients about changes to pNFS device IDs. The registration of device ID notifications is optional and is done via GETDEVICEINFO. These notifications are sent over the backchannel once the original request has been processed on the server. The server will send an array of notifications, `cnda_changes`, as a list of pairs of bitmaps and values. See Section 3.3.7 for a description of how NFSv4.1 bitmaps work.

As with CB\_NOTIFY (Section 20.4.3), it is possible the server has more notifications than can fit in a CB\_COMPOUND, thus requiring multiple CB\_COMPOUNDS. Unlike CB\_NOTIFY, serialization is not an issue because unlike directory entries, device IDs cannot be re-used after being deleted (Section 12.2.10).

All device ID notifications contain a device ID and a layout type. The layout type is necessary because two different layout types can share the same device ID, and the common device ID can have completely different mappings for each layout type.

The server will send the following notifications:

## NOTIFY\_DEVICEID4\_CHANGE

A previously provided device-ID-to-device-address mapping has changed and the client uses GETDEVICEINFO to obtain the updated mapping. The notification is encoded in a value of data type `notify_deviceid_change4`. This data type also contains a boolean field, `ndc_immediate`, which if TRUE indicates that the change will be enforced immediately, and so the client might not be able to complete any pending I/O to the device ID. If `ndc_immediate` is FALSE, then for an indefinite time, the client can complete pending I/O. After pending I/O is complete, the client SHOULD get the new device-ID-to-device-address mappings before sending new I/O requests to the storage devices addressed by the device ID.

**NOTIFY4\_DEVICEID\_DELETE**

Deletes a device ID from the mappings. This notification **MUST NOT** be sent if the client has a layout that refers to the device ID. In other words, if the server is sending a delete device ID notification, one of the following is true for layouts associated with the layout type:

- \* The client never had a layout referring to that device ID.
- \* The client has returned all layouts referring to that device ID.
- \* The server has revoked all layouts referring to that device ID.

The notification is encoded in a value of data type `notify_deviceid_delete4`. After a server deletes a device ID, it **MUST NOT** reuse that device ID for the same layout type until the client ID is deleted.

**20.13. Operation 10044: CB\_ILLEGAL - Illegal Callback Operation****20.13.1. ARGUMENT**

```
void;
```

**20.13.2. RESULT**

```
/*
 * CB_ILLEGAL: Response for illegal operation numbers
 */
struct CB_ILLEGAL4res {
    nfsstat4      status;
};
```

**20.13.3. DESCRIPTION**

This operation is a placeholder for encoding a result to handle the case of the server sending an operation code within `CB_COMPOUND` that is not defined in the NFSv4.1 specification. See Section 19.2.3 for more details.

The status field of `CB_ILLEGAL4res` **MUST** be set to `NFS4ERR_OP_ILLEGAL`.

**20.13.4. IMPLEMENTATION**

A server will probably not send an operation with code `OP_CB_ILLEGAL`, but if it does, the response will be `CB_ILLEGAL4res` just as it would be with any other invalid operation code. Note that if the client

gets an illegal operation code that is not OP\_ILLEGAL, and if the client checks for legal operation codes during the XDR decode phase, then an instance of data type CB\_ILLEGAL4res will not be returned.

## 21. Security Considerations

Historically, the authentication model of NFS was based on the entire machine being the NFS client, with the NFS server trusting the NFS client to authenticate the end-user. The NFS server in turn shared its files only to specific clients, as identified by the client's source network address. Given this model, the AUTH\_SYS RPC security flavor simply identified the end-user using the client to the NFS server. When processing NFS responses, the client ensured that the responses came from the same network address and port number to which the request was sent. While such a model is easy to implement and simple to deploy and use, it is unsafe. Thus, NFSv4.1 implementations are REQUIRED to support a security model that uses end-to-end authentication, where an end-user on a client mutually authenticates (via cryptographic schemes that do not expose passwords or keys in the clear on the network) to a principal on an NFS server. Consideration is also given to the integrity and privacy of NFS requests and responses. The issues of end-to-end mutual authentication, integrity, and privacy are discussed in Section 2.2.1.1.1. There are specific considerations when using Kerberos V5 as described in Section 2.2.1.1.1.2.1.1.

Note that being REQUIRED to implement does not mean REQUIRED to use; AUTH\_SYS can be used by NFSv4.1 clients and servers. However, AUTH\_SYS is merely an OPTIONAL security flavor in NFSv4.1, and so interoperability via AUTH\_SYS is not assured.

For reasons of reduced administration overhead, better performance, and/or reduction of CPU utilization, users of NFSv4.1 implementations might decline to use security mechanisms that enable integrity protection on each remote procedure call and response. The use of mechanisms without integrity leaves the user vulnerable to a man-in-the-middle of the NFS client and server that modifies the RPC request and/or the response. While implementations are free to provide the option to use weaker security mechanisms, there are three operations in particular that warrant the implementation overriding user choices.

- o The first two such operations are SECINFO and SECINFO\_NO\_NAME. It is RECOMMENDED that the client send both operations such that they are protected with a security flavor that has integrity protection, such as RPCSEC\_GSS with either the `rpc_gss_svc_integrity` or `rpc_gss_svc_privacy` service. Without integrity protection encapsulating SECINFO and SECINFO\_NO\_NAME and

their results, a man-in-the-middle could modify results such that the client might select a weaker algorithm in the set allowed by the server, making the client and/or server vulnerable to further attacks.

- o The third operation that SHOULD use integrity protection is any GETATTR for the `fs_locations` and `fs_locations_info` attributes, in order to mitigate the severity of a man-in-the-middle attack. The attack has two steps. First the attacker modifies the unprotected results of some operation to return `NFS4ERR_MOVED`. Second, when the client follows up with a GETATTR for the `fs_locations` or `fs_locations_info` attributes, the attacker modifies the results to cause the client to migrate its traffic to a server controlled by the attacker. With integrity protection, this attack is mitigated.

Relative to previous NFS versions, NFSv4.1 has additional security considerations for pNFS (see Sections 12.9 and 13.12), locking and session state (see Section 2.10.8.3), and state recovery during grace period (see Section 8.4.2.1.1). With respect to locking and session state, if SP4\_SSV state protection is being used, Section 2.10.10 has specific security considerations for the NFSv4.1 client and server.

## 22. IANA Considerations

This section uses terms that are defined in [55].

### 22.1. Named Attribute Definitions

IANA created a registry called the "NFSv4 Named Attribute Definitions Registry".

The NFSv4.1 protocol supports the association of a file with zero or more named attributes. The namespace identifiers for these attributes are defined as string names. The protocol does not define the specific assignment of the namespace for these file attributes. The IANA registry promotes interoperability where common interests exist. While application developers are allowed to define and use attributes as needed, they are encouraged to register the attributes with IANA.

Such registered named attributes are presumed to apply to all minor versions of NFSv4, including those defined subsequently to the registration. If the named attribute is intended to be limited to specific minor versions, this will be clearly stated in the registry's assignment.

All assignments to the registry are made on a First Come First Served basis, per Section 4.1 of [55]. The policy for each assignment is Specification Required, per Section 4.1 of [55].

Under the NFSv4.1 specification, the name of a named attribute can in theory be up to  $2^{32} - 1$  bytes in length, but in practice NFSv4.1 clients and servers will be unable to handle a string that long. IANA should reject any assignment request with a named attribute that exceeds 128 UTF-8 characters. To give the IESG the flexibility to set up bases of assignment of Experimental Use and Standards Action, the prefixes of "EXPE" and "STDS" are Reserved. The named attribute with a zero-length name is Reserved.

The prefix "PRIV" is designated for Private Use. A site that wants to make use of unregistered named attributes without risk of conflicting with an assignment in IANA's registry should use the prefix "PRIV" in all of its named attributes.

Because some NFSv4.1 clients and servers have case-insensitive semantics, the fifteen additional lower case and mixed case permutations of each of "EXPE", "PRIV", and "STDS" are Reserved (e.g., "expe", "expE", "exPe", etc. are Reserved). Similarly, IANA must not allow two assignments that would conflict if both named attributes were converted to a common case.

The registry of named attributes is a list of assignments, each containing three fields for each assignment.

1. A US-ASCII string name that is the actual name of the attribute. This name must be unique. This string name can be 1 to 128 UTF-8 characters long.
2. A reference to the specification of the named attribute. The reference can consume up to 256 bytes (or more if IANA permits).
3. The point of contact of the registrant. The point of contact can consume up to 256 bytes (or more if IANA permits).

#### 22.1.1.1. Initial Registry

There is no initial registry.

#### 22.1.1.2. Updating Registrations

The registrant is always permitted to update the point of contact field. Any other change will require Expert Review or IESG Approval.

## 22.2. Device ID Notifications

IANA created a registry called the "NFSv4 Device ID Notifications Registry".

The potential exists for new notification types to be added to the CB\_NOTIFY\_DEVICEID operation (see Section 20.12). This can be done via changes to the operations that register notifications, or by adding new operations to NFSv4. This requires a new minor version of NFSv4, and requires a Standards Track document from the IETF. Another way to add a notification is to specify a new layout type (see Section 22.4).

Hence, all assignments to the registry are made on a Standards Action basis per Section 4.1 of [55], with Expert Review required.

The registry is a list of assignments, each containing five fields per assignment.

1. The name of the notification type. This name must have the prefix "NOTIFY\_DEVICEID4\_". This name must be unique.
2. The value of the notification. IANA will assign this number, and the request from the registrant will use TBD1 instead of an actual value. IANA MUST use a whole number that can be no higher than  $2^{32}-1$ , and should be the next available value. The value assigned must be unique. A Designated Expert must be used to ensure that when the name of the notification type and its value are added to the NFSv4.1 notify\_deviceid\_type4 enumerated data type in the NFSv4.1 XDR description ([13]), the result continues to be a valid XDR description.
3. The Standards Track RFC(s) that describe the notification. If the RFC(s) have not yet been published, the registrant will use RFCTBD2, RFCTBD3, etc. instead of an actual RFC number.
4. How the RFC introduces the notification. This is indicated by a single US-ASCII value. If the value is N, it means a minor revision to the NFSv4 protocol. If the value is L, it means a new pNFS layout type. Other values can be used with IESG Approval.
5. The minor versions of NFSv4 that are allowed to use the notification. While these are numeric values, IANA will not allocate and assign them; the author of the relevant RFCs with IESG Approval assigns these numbers. Each time there is a new minor version of NFSv4 approved, a Designated Expert should review the registry to make recommended updates as needed.



### 22.2.1. Initial Registry

The initial registry is in Table 16. Note that the next available value is zero.

Notification Name	Value	RFC	How	Minor Versions
NOTIFY_DEVICEID4_CHANGE	1	RFC5661	N	1
NOTIFY_DEVICEID4_DELETE	2	RFC5661	N	1

Table 16: Initial Device ID Notification Assignments

### 22.2.2. Updating Registrations

The update of a registration will require IESG Approval on the advice of a Designated Expert.

### 22.3. Object Recall Types

IANA created a registry called the "NFSv4 Recallable Object Types Registry".

The potential exists for new object types to be added to the CB\_RECALL\_ANY operation (see Section 20.6). This can be done via changes to the operations that add recallable types, or by adding new operations to NFSv4. This requires a new minor version of NFSv4, and requires a Standards Track document from IETF. Another way to add a new recallable object is to specify a new layout type (see Section 22.4).

All assignments to the registry are made on a Standards Action basis per Section 4.1 of [55], with Expert Review required.

Recallable object types are 32-bit unsigned numbers. There are no Reserved values. Values in the range 12 through 15, inclusive, are designated for Private Use.

The registry is a list of assignments, each containing five fields per assignment.

1. The name of the recallable object type. This name must have the prefix "RCA4\_TYPE\_MASK\_". The name must be unique.
2. The value of the recallable object type. IANA will assign this number, and the request from the registrant will use TBD1 instead of an actual value. IANA MUST use a whole number that can be no

higher than  $2^{32}-1$ , and should be the next available value. The value must be unique. A Designated Expert must be used to ensure that when the name of the recallable type and its value are added to the NFSv4 XDR description [13], the result continues to be a valid XDR description.

3. The Standards Track RFC(s) that describe the recallable object type. If the RFC(s) have not yet been published, the registrant will use RFCTBD2, RFCTBD3, etc. instead of an actual RFC number.
4. How the RFC introduces the recallable object type. This is indicated by a single US-ASCII value. If the value is N, it means a minor revision to the NFSv4 protocol. If the value is L, it means a new pNFS layout type. Other values can be used with IESG Approval.
5. The minor versions of NFSv4 that are allowed to use the recallable object type. While these are numeric values, IANA will not allocate and assign them; the author of the relevant RFCs with IESG Approval assigns these numbers. Each time there is a new minor version of NFSv4 approved, a Designated Expert should review the registry to make recommended updates as needed.

### 22.3.1. Initial Registry

The initial registry is in Table 17. Note that the next available value is five.

Recallable Object Type Name	Value	RFC	How	Minor Versions
RCA4_TYPE_MASK_RDATA_DLG	0	RFC 5661	N	1
RCA4_TYPE_MASK_WDATA_DLG	1	RFC 5661	N	1
RCA4_TYPE_MASK_DIR_DLG	2	RFC 5661	N	1
RCA4_TYPE_MASK_FILE_LAYOUT	3	RFC 5661	N	1
RCA4_TYPE_MASK_BLK_LAYOUT	4	RFC 5661	L	1
RCA4_TYPE_MASK_OBJ_LAYOUT_MIN	8	RFC 5661	L	1
RCA4_TYPE_MASK_OBJ_LAYOUT_MAX	9	RFC 5661	L	1

Table 17: Initial Recallable Object Type Assignments

### 22.3.2. Updating Registrations

The update of a registration will require IESG Approval on the advice of a Designated Expert.

### 22.4. Layout Types

IANA created a registry called the "pNFS Layout Types Registry".

All assignments to the registry are made on a Standards Action basis, with Expert Review required.

Layout types are 32-bit numbers. The value zero is Reserved. Values in the range 0x80000000 to 0xFFFFFFFF inclusive are designated for Private Use. IANA will assign numbers from the range 0x00000001 to 0x7FFFFFFF inclusive.

The registry is a list of assignments, each containing five fields.

1. The name of the layout type. This name must have the prefix "LAYOUT4\_". The name must be unique.

2. The value of the layout type. IANA will assign this number, and the request from the registrant will use TBD1 instead of an actual value. The value assigned must be unique. A Designated Expert must be used to ensure that when the name of the layout type and its value are added to the NFSv4.1 layouttype4 enumerated data type in the NFSv4.1 XDR description ([13]), the result continues to be a valid XDR description.
3. The Standards Track RFC(s) that describe the notification. If the RFC(s) have not yet been published, the registrant will use RFCTBD2, RFCTBD3, etc. instead of an actual RFC number. Collectively, the RFC(s) must adhere to the guidelines listed in Section 22.4.3.
4. How the RFC introduces the layout type. This is indicated by a single US-ASCII value. If the value is N, it means a minor revision to the NFSv4 protocol. If the value is L, it means a new pNFS layout type. Other values can be used with IESG Approval.
5. The minor versions of NFSv4 that are allowed to use the notification. While these are numeric values, IANA will not allocate and assign them; the author of the relevant RFCs with IESG Approval assigns these numbers. Each time there is a new minor version of NFSv4 approved, a Designated Expert should review the registry to make recommended updates as needed.

#### 22.4.1. Initial Registry

The initial registry is in Table 18.

Layout Type Name	Value	RFC	How	Minor Versions
LAYOUT4_NFSV4_1_FILES	0x1	RFC 5661	N	1
LAYOUT4_OSD2_OBJECTS	0x2	RFC 5664	L	1
LAYOUT4_BLOCK_VOLUME	0x3	RFC 5663	L	1

Table 18: Initial Layout Type Assignments

#### 22.4.2. Updating Registrations

The update of a registration will require IESG Approval on the advice of a Designated Expert.

### 22.4.3. Guidelines for Writing Layout Type Specifications

The author of a new pNFS layout specification must follow these steps to obtain acceptance of the layout type as a Standards Track RFC:

1. The author devises the new layout specification.
2. The new layout type specification **MUST**, at a minimum:
  - \* Define the contents of the layout-type-specific fields of the following data types:
    - + the `da_addr_body` field of the `device_addr4` data type;
    - + the `loh_body` field of the `layouthint4` data type;
    - + the `loc_body` field of `layout_content4` data type (which in turn is the `lo_content` field of the `layout4` data type);
    - + the `lou_body` field of the `layoutupdate4` data type;
  - \* Describe or define the storage access protocol used to access the storage devices.
  - \* Describe whether revocation of layouts is supported.
  - \* At a minimum, describe the methods of recovery from:
    1. Failure and restart for client, server, storage device.
    2. Lease expiration from perspective of the active client, server, storage device.
    3. Loss of layout state resulting in fencing of client access to storage devices (for an example, see Section 12.7.3).
  - \* Include an IANA considerations section, which will in turn include:
    - + A request to IANA for a new layout type per Section 22.4.
    - + A list of requests to IANA for any new recallable object types for `CB_RECALL_ANY`; each entry is to be presented in the form described in Section 22.3.
    - + A list of requests to IANA for any new notification values for `CB_NOTIFY_DEVICEID`; each entry is to be presented in the form described in Section 22.2.

\* Include a security considerations section. This section MUST explain how the NFSv4.1 authentication, authorization, and access-control models are preserved. That is, if a metadata server would restrict a READ or WRITE operation, how would pNFS via the layout similarly restrict a corresponding input or output operation?

3. The author documents the new layout specification as an Internet-Draft.
4. The author submits the Internet-Draft for review through the IETF standards process as defined in "The Internet Standards Process--Revision 3" (BCP 9). The new layout specification will be submitted for eventual publication as a Standards Track RFC.
5. The layout specification progresses through the IETF standards process.

## 22.5. Path Variable Definitions

This section deals with the IANA considerations associated with the variable substitution feature for location names as described in Section 11.10.3. As described there, variables subject to substitution consist of a domain name and a specific name within that domain, with the two separated by a colon. There are two sets of IANA considerations here:

1. The list of variable names.
2. For each variable name, the list of possible values.

Thus, there will be one registry for the list of variable names, and possibly one registry for listing the values of each variable name.

### 22.5.1. Path Variables Registry

IANA created a registry called the "NFSv4 Path Variables Registry".

#### 22.5.1.1. Path Variable Values

Variable names are of the form "\${", followed by a domain name, followed by a colon (":"), followed by a domain-specific portion of the variable name, followed by "}". When the domain name is "ietf.org", all variables names must be registered with IANA on a Standards Action basis, with Expert Review required. Path variables with registered domain names neither part of nor equal to ietf.org are assigned on a Hierarchical Allocation basis (delegating to the domain owner) and thus of no concern to IANA, unless the domain owner

chooses to register a variable name from his domain. If the domain owner chooses to do so, IANA will do so on a First Come First Serve basis. To accommodate registrants who do not have their own domain, IANA will accept requests to register variables with the prefix "\${FCFS.ietf.org:" on a First Come First Served basis. Assignments on a First Come First Basis do not require Expert Review, unless the registrant also wants IANA to establish a registry for the values of the registered variable.

The registry is a list of assignments, each containing three fields.

1. The name of the variable. The name of this variable must start with a "\${" followed by a registered domain name, followed by ":", or it must start with "\${FCFS.ietf.org". The name must be no more than 64 UTF-8 characters long. The name must be unique.
2. For assignments made on Standards Action basis, the Standards Track RFC(s) that describe the variable. If the RFC(s) have not yet been published, the registrant will use RFTBD1, RFTBD2, etc. instead of an actual RFC number. Note that the RFCs do not have to be a part of an NFS minor version. For assignments made on a First Come First Serve basis, an explanation (consuming no more than 1024 bytes, or more if IANA permits) of the purpose of the variable. A reference to the explanation can be substituted.
3. The point of contact, including an email address. The point of contact can consume up to 256 bytes (or more if IANA permits). For assignments made on a Standards Action basis, the point of contact is always IESG.

#### 22.5.1.1.1. Initial Registry

The initial registry is in Table 19.

Variable Name	RFC	Point of Contact
\${ietf.org:CPU_ARCH}	RFC 5661	IESG
\${ietf.org:OS_TYPE}	RFC 5661	IESG
\${ietf.org:OS_VERSION}	RFC 5661	IESG

Table 19: Initial List of Path Variables

IANA has created registries for the values of the variable names \${ietf.org:CPU\_ARCH} and \${ietf.org:OS\_TYPE}. See Sections 22.5.2 and 22.5.3.

For the values of the variable `${ietf.org:OS_VERSION}`, no registry is needed as the specifics of the values of the variable will vary with the value of `${ietf.org:OS_TYPE}`. Thus, values for `${ietf.org:OS_VERSION}` are on a Hierarchical Allocation basis and are of no concern to IANA.

#### 22.5.1.1.2. Updating Registrations

The update of an assignment made on a Standards Action basis will require IESG Approval on the advice of a Designated Expert.

The registrant can always update the point of contact of an assignment made on a First Come First Serve basis. Any other update will require Expert Review.

#### 22.5.2. Values for the `${ietf.org:CPU_ARCH}` Variable

IANA created a registry called the "NFSv4 `${ietf.org:CPU_ARCH}` Value Registry".

Assignments to the registry are made on a First Come First Serve basis. The zero-length value of `${ietf.org:CPU_ARCH}` is Reserved. Values with a prefix of "PRIV" are designated for Private Use.

The registry is a list of assignments, each containing three fields.

1. A value of the `${ietf.org:CPU_ARCH}` variable. The value must be 1 to 32 UTF-8 characters long. The value must be unique.
2. An explanation (consuming no more than 1024 bytes, or more if IANA permits) of what CPU architecture the value denotes. A reference to the explanation can be substituted.
3. The point of contact, including an email address. The point of contact can consume up to 256 bytes (or more if IANA permits).

##### 22.5.2.1. Initial Registry

There is no initial registry.

##### 22.5.2.2. Updating Registrations

The registrant is free to update the assignment, i.e., change the explanation and/or point-of-contact fields.



### 22.5.3. Values for the `$_{ietf.org:OS_TYPE}` Variable

IANA created a registry called the "NFSv4 `$_{ietf.org:OS_TYPE}` Value Registry".

Assignments to the registry are made on a First Come First Serve basis. The zero-length value of `$_{ietf.org:OS_TYPE}` is Reserved. Values with a prefix of "PRIV" are designated for Private Use.

The registry is a list of assignments, each containing three fields.

1. A value of the `$_{ietf.org:OS_TYPE}` variable. The value must be 1 to 32 UTF-8 characters long. The value must be unique.
2. An explanation (consuming no more than 1024 bytes, or more if IANA permits) of what CPU architecture the value denotes. A reference to the explanation can be substituted.
3. The point of contact, including an email address. The point of contact can consume up to 256 bytes (or more if IANA permits).

#### 22.5.3.1. Initial Registry

There is no initial registry.

#### 22.5.3.2. Updating Registrations

The registrant is free to update the assignment, i.e., change the explanation and/or point of contact fields.

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