

Open ZFS Summit 2017

Porting with Open ZFS

Jörgen Lundman

<lundman@lundman.net>



Open ZFS on OS X

Developer speedrun



~~ Prerequisites ~~

- Xcode
- automake
- libtool
- gawk
- coreutils
- csrutil enable --without kext (or sign)

~~ Source code ~~

```
# git clone https://github.com/openzfsonosx/spl.git
```

```
# git clone https://github.com/openzfsonosx/zfs.git
```

```
# cd spl
```

```
# ./autogen.sh
```

```
# ./configure
```

```
# make
```

```
# cd ../zfs
```

```
# ./autogen.sh
```

```
# ./configure
```

```
# make
```

~~ Open ZFS On OS X ~~

- <https://openzfsonosx.org/>
- <https://github.com/openzfsonosx/>
- Version 1.6.1 (Stable)
- Apple Mac OS 10.8 – 10.12 (64bit)
- Upstream Open ZFS repo
- Missing some UI integration
- boot support(zvol boot vs dataset boot)

~~ Porting ~~

- **struct UIO** (`uio_resid()`, `uio_setoffset()`, `uio_addiov()`, ...)
- **struct vnode** (`vnode_get()`, `vnode_isdir()`, `vnode_fsnodet()`, ...)
- **struct buf** (`buf_alloc()`, `buf_setblkno()`, `buf_setdataptr()`, ...)

- Names cached in `znode_t` (`vfs_vget()`; `vnode_getattr(VA_NAME)`;))

- VFS no lock (delayed vnode attachment)

What about the Windows port??



~~ Open ZFS On Windows ~~

- <https://github.com/lundman/ZFSin.git>
- Version: ~alpha (proof-of-concept)
- Windows 10 (64bit)
- Free BSOD (test VM, test pools, test data!)
- Missing large bits (Too many to list...)
- Core ported (vdev layout, compression, checksums, encryption, dedup, ...)
- Needs resources (developers, knowledge, direction, money?)

~~ Greetings to ~~

Internet for Everyone



Microsoft

Open ZFS Summit 2017

Open ZFS On OS X

Open ZFS On Windows

Jörgen Lundman

<lundman@lundman.net>

