Associative Way of Data Storage

Valery Kirkizh

State University of Aerospace Instrumentation Saint-Petersburg, Russia

Overview

File system – defines a way to organize, store and name of content



Widespread hierarchical approach:

- The directory tree
- Unique file paths

Relevance

 An exponential growth of the information content

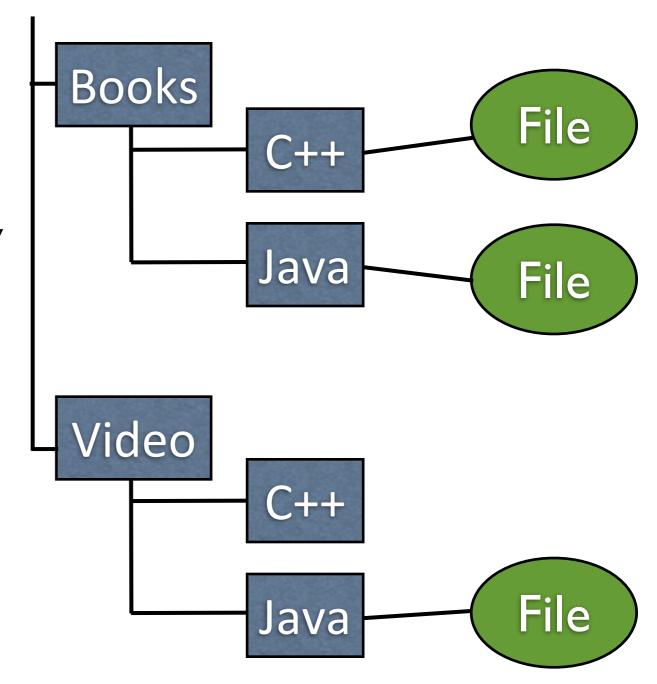


- Low cost of data storage
- Hierarchical content storage systems have a lot of disadvantages

- → Twenty years ago: how to **save** file?
- → Nowadays: how to **find** file?

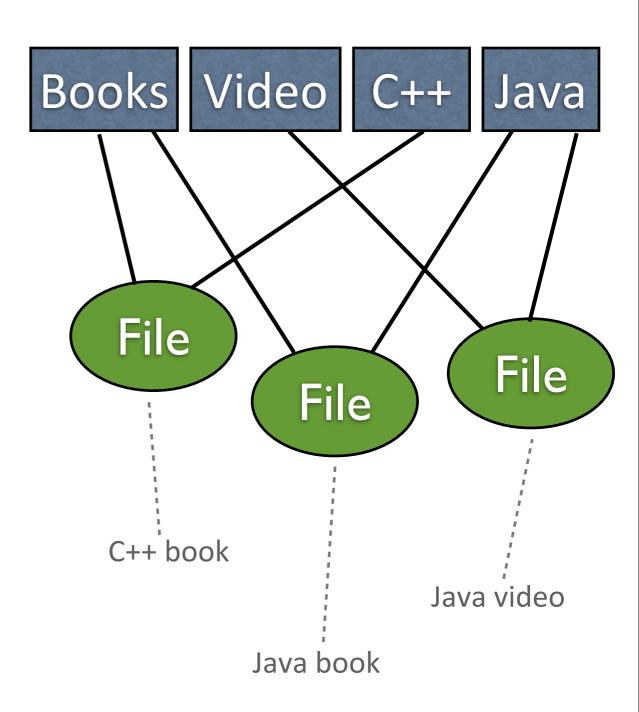
Hierarchical Approach Disadvantages

- User freedom restriction
- Information redundancy
- Files search complexity
- Necessity to plan the directories structure in advance



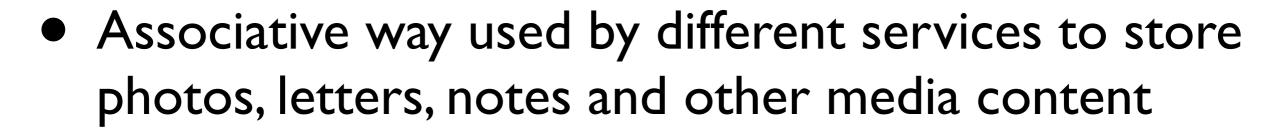
Associative Way

- Tags instead of directories
- Directory tree becomes graph of tags
- Allows to remove artificially created limitations of the hierarchical method



Examples

- Picasa photos
- Google Mail letters
- Evernote notes



 It's necessary to summarize existed solutions and use associative way to store all types files







Existed Solutions

- Elyse (Windows, Mac OS)
 - simple file manager, working with hierarchical file systems

- TaggedFS (Linux) and XTagFS (Mac OS)
 - file systems building on FUSE
 (Filesystem in Userspace), working over hierarchical file systems

Associative Way Issues

- Violation of compatibility with existing programs – necessity to rewrite source code of existed programs
- Increased performance requirements
- The complexity of organization multi-user access if you want to give access for the sets of files

My project

- Remote file storage service
- Files and tags management
- API for third-party applications
- Web-based file manager
- Multi-user access to files and the files sets with different access rights

Conclusion

- Associative way allows to remove artificially created limitations of the hierarchical method and do files search easier and more comfortable
- But this way has some own issues
- These issues can be solved via weboriented storage system implementation
- See the prototype at FRUCT13