

- because the server is stateless
- read/write calls are self-contained
  - contain file handle, offset
- file locking is not supported (although part of Unix)
- State is only kept for optimizations: read-ahead is supported and data are read in large chunks
- No strong cache consistency is supported, but periodic updates are issued
  - write buffers are flushed every 30 seconds
  - caches are invalidated every few seconds (3 secs for data blocks, 30 for directories?)
  - the server is polled for more recent versions on every “open” call