File Systems
Long-term Information Storage

1. Must store large amounts of data

2. Information stored must survive the termination of the process using it

3. Multiple processes must be able to access the information concurrently
# File Naming

<table>
<thead>
<tr>
<th>Extension</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>file.bak</td>
<td>Backup file</td>
</tr>
<tr>
<td>file.c</td>
<td>C source program</td>
</tr>
<tr>
<td>file.gif</td>
<td>Compuserve Graphical Interchange Format image</td>
</tr>
<tr>
<td>file.hlp</td>
<td>Help file</td>
</tr>
<tr>
<td>file.html</td>
<td>World Wide Web HyperText Markup Language document</td>
</tr>
<tr>
<td>file.jpg</td>
<td>Still picture encoded with the JPEG standard</td>
</tr>
<tr>
<td>file.mp3</td>
<td>Music encoded in MPEG layer 3 audio format</td>
</tr>
<tr>
<td>file.mpg</td>
<td>Movie encoded with the MPEG standard</td>
</tr>
<tr>
<td>file.o</td>
<td>Object file (compiler output, not yet linked)</td>
</tr>
<tr>
<td>file.pdf</td>
<td>Portable Document Format file</td>
</tr>
<tr>
<td>file.ps</td>
<td>PostScript file</td>
</tr>
<tr>
<td>file.tex</td>
<td>Input for the TEX formatting program</td>
</tr>
<tr>
<td>file.txt</td>
<td>General text file</td>
</tr>
<tr>
<td>file.zip</td>
<td>Compressed archive</td>
</tr>
</tbody>
</table>

**Typical file extensions.**
File Structure

- Three kinds of files
  - byte sequence
  - record sequence
  - tree
(a) An executable file  (b) An archive
File Access

- Sequential access
  - read all bytes/records from the beginning
  - cannot jump around, could rewind or back up
  - convenient when medium was mag tape

- Random access
  - bytes/records read in any order
  - essential for data base systems
  - read can be ...
    - move file marker (seek), then read or ...
    - read and then move file marker
# File Attributes

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Protection</td>
<td>Who can access the file and in what way</td>
</tr>
<tr>
<td>Password</td>
<td>Password needed to access the file</td>
</tr>
<tr>
<td>Creator</td>
<td>ID of the person who created the file</td>
</tr>
<tr>
<td>Owner</td>
<td>Current owner</td>
</tr>
<tr>
<td>Read-only flag</td>
<td>0 for read/write; 1 for read only</td>
</tr>
<tr>
<td>Hidden flag</td>
<td>0 for normal; 1 for do not display in listings</td>
</tr>
<tr>
<td>System flag</td>
<td>0 for normal files; 1 for system file</td>
</tr>
<tr>
<td>Archive flag</td>
<td>0 for has been backed up; 1 for needs to be backed up</td>
</tr>
<tr>
<td>ASCII/binary flag</td>
<td>0 for ASCII file; 1 for binary file</td>
</tr>
<tr>
<td>Random access flag</td>
<td>0 for sequential access only; 1 for random access</td>
</tr>
<tr>
<td>Temporary flag</td>
<td>0 for normal; 1 for delete file on process exit</td>
</tr>
<tr>
<td>Lock flags</td>
<td>0 for unlocked; nonzero for locked</td>
</tr>
<tr>
<td>Record length</td>
<td>Number of bytes in a record</td>
</tr>
<tr>
<td>Key position</td>
<td>Offset of the key within each record</td>
</tr>
<tr>
<td>Key length</td>
<td>Number of bytes in the key field</td>
</tr>
<tr>
<td>Creation time</td>
<td>Date and time the file was created</td>
</tr>
<tr>
<td>Time of last access</td>
<td>Date and time the file was last accessed</td>
</tr>
<tr>
<td>Time of last change</td>
<td>Date and time the file has last changed</td>
</tr>
<tr>
<td>Current size</td>
<td>Number of bytes in the file</td>
</tr>
<tr>
<td>Maximum size</td>
<td>Number of bytes the file may grow to</td>
</tr>
</tbody>
</table>

Possible file attributes
File Operations

1. Create
2. Delete
3. Open
4. Close
5. Read
6. Write
7. Append
8. Seek
9. Get attributes
10. Set Attributes
11. Rename
An Example Program Using File System Calls (1/2)

/* File copy program. Error checking and reporting is minimal. */

#include <sys/types.h>   /* include necessary header files */
#include <fcntl.h>
#include <stdlib.h>
#include <unistd.h>

int main(int argc, char *argv[]);   /* ANSI prototype */

#define BUF_SIZE 4096    /* use a buffer size of 4096 bytes */
#define OUTPUT_MODE 0700  /* protection bits for output file */

int main(int argc, char *argv[])
{
    int in_fd, out_fd, rd_count, wt_count;
    char buffer[BUF_SIZE];

    if (argc != 3) exit(1);   /* syntax error if argc is not 3 */
An Example Program Using File System Calls (2/2)

/* Open the input file and create the output file */
in_fd = open(argv[1], O_RDONLY);  /* open the source file */
if (in_fd < 0) exit(2);           /* if it cannot be opened, exit */
out_fd = creat(argv[2], OUTPUT_MODE); /* create the destination file */
if (out_fd < 0) exit(3);         /* if it cannot be created, exit */

/* Copy loop */
while (TRUE) {
    rd_count = read(in_fd, buffer, BUF_SIZE); /* read a block of data */
    if (rd_count <= 0) break; /* if end of file or error, exit loop */
    wt_count = write(out_fd, buffer, rd_count); /* write data */
    if (wt_count <= 0) exit(4); /* wt_count <= 0 is an error */
}

/* Close the files */
close(in_fd);
close(out_fd);
if (rd_count == 0)  /* no error on last read */
    exit(0);
else
    exit(5); /* error on last read */
Memory-Mapped Files

(a) Segmented process before mapping files into its address space

(b) Process after mapping existing file *abc* into one segment creating new segment for *xyz*
Directories: Single-Level Directory Systems

- A single level directory system
  - contains 4 files
  - owned by 3 different people, A, B, and C
Two-level Directory Systems

Letters indicate *owners* of the directories and files
Hierarchical Directory Systems

A hierarchical directory system
Path Names

A UNIX directory tree

CS 3204: Operating Systems, Fall 2002
© Mir Farooq Ali, 2002
Directory Operations

1. Create
2. Delete
3. Opendir
4. Closedir
5. Readdir
6. Rename
7. Link
8. Unlink
File System Implementation

A possible file system layout
Implementing Files (1)

(a) Contiguous allocation of disk space for 7 files
(b) State of the disk after files $D$ and $E$ have been removed
Implementing Files (2)

Storing a file as a linked list of disk blocks
Implementing Files (3)

Linked list allocation using a file allocation table in RAM
Implementing Files (4)

An example i-node
Implementing Directories (1)

(a) A simple directory
   fixed size entries
   disk addresses and attributes in directory entry

(b) Directory in which each entry just refers to an i-node
- **Two ways of handling long file names in directory**
  - (a) In-line
  - (b) In a heap
Shared Files (1)

File system containing a shared file
Shared Files (2)

(a) Situation prior to linking
(b) After the link is created
(c) After the original owner removes the file
Disk structure

- track $t$
- sector $s$
- cylinder $c$
- platter
- spindle
- arm assembly
- read-write head
- arm
- rotation
Disk Space Management (1)

- Dark line (left hand scale) gives data rate of a disk
- Dotted line (right hand scale) gives disk space efficiency
- All files 2KB
Disk Space Management (2)

(a) Storing the free list on a linked list
(b) A bit map
1. Almost-full block of pointers to free disk blocks in RAM
   - three blocks of pointers on disk
2. Result of freeing a 3-block file
3. Alternative strategy for handling 3 free blocks
   - shaded entries are pointers to free disk blocks
Disk Space Management (4)

Open file table

Attributes
disk addresses
User = 8

Quota pointer

Quota table

Soft block limit
Hard block limit
Current # of blocks
# Block warnings left
Soft file limit
Hard file limit
Current # of files
# File warnings left

Quota record for user 8

Quotas for keeping track of each user’s disk use
File System Performance (1)

The block cache data structures
File System Performance (2)

- I-nodes placed at the start of the disk
- Disk divided into cylinder groups
  - each with its own blocks and i-nodes
Log-Structured File Systems

- With CPUs faster, memory larger
  - disk caches can also be larger
  - increasing number of read requests can come from cache
  - thus, most disk accesses will be writes

- LFS Strategy structures entire disk as a log
  - have all writes initially buffered in memory
  - periodically write these to the end of the disk log
  - when file opened, locate i-node, then find blocks