



File Systems - Part I

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Motivation



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- ▶ The **file system (FS)** provides mechanism to **access data/programs** on **storage**.
- ▶ The FS consists of **two** distinct parts:
 - A collection of **files**.
 - A **directory structure** that **organizes** and **provides information** about all the **files** in the system.



File Concept

File Concept

- ▶ Contiguous logical address space.
- ▶ Various types.

file type	usual extension	function
executable	exe, com, bin or none	ready-to-run machine-language program
object	obj, o	compiled, machine language, not linked
source code	c, cc, java, perl, asm	source code in various languages
batch	bat, sh	commands to the command interpreter
markup	xml, html, tex	textual data, documents
word processor	xml, rtf, docx	various word-processor formats
library	lib, a, so, dll	libraries of routines for programmers
print or view	gif, pdf, jpg	ASCII or binary file in a format for printing or viewing
archive	rar, zip, tar	related files grouped into one file, sometimes compressed, for archiving or storage
multimedia	mpeg, mov, mp3, mp4, avi	binary file containing audio or A/V information



File Attributes

- ▶ **Name**: only information kept in **human-readable** form.
- ▶ **Identifier**: **unique number** identifies file within file system.
- ▶ **Type**: needed for systems that support different types.
- ▶ **Location**: pointer to file **location on device**.
- ▶ **Size**: current **file size**.
- ▶ **Protection**: controls **who** can do **reading, writing, executing**.
- ▶ **Time, date, and user identification**: data for protection, security, and usage monitoring.
- ▶ Information about files are kept in the **directory structure**.



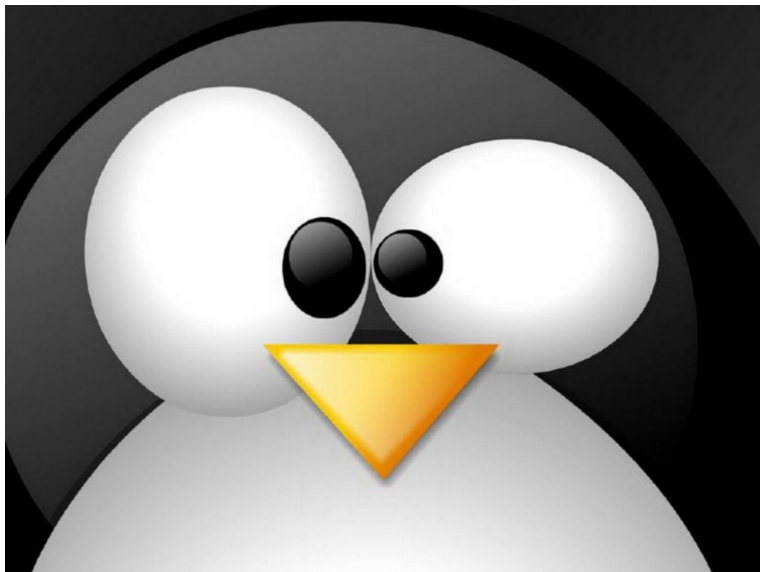
File Operations

- ▶ Create
- ▶ Write
- ▶ Read
- ▶ Delete
- ▶ `Open(f)`: move the content of entry `f` from `disk` to `memory`.
- ▶ `Close(f)`: move the content of entry `f` in `memory` to directory structure on `disk`.



File Locks

- ▶ **File locks** allow one process to **lock** a file and **prevent other processes** from gaining access to it.
- ▶ Similar to **reader-writer locks**.
 - **Shared lock** similar to **reader lock**: several processes can acquire concurrently
 - **Exclusive lock** similar to **writer lock**: only one process can acquire it



Files and Their Metadata

- ▶ The `stat` structure: the metadata of a file.
- ▶ Defined in `<sys/stat.h>`.

```
struct stat {
    dev_t st_dev;           /* ID of device containing file */
    ino_t st_ino;          /* inode number */
    mode_t st_mode;        /* permissions */
    nlink_t st_nlink;      /* number of hard links */
    uid_t st_uid;          /* user ID of owner */
    gid_t st_gid;          /* group ID of owner */
    dev_t st_rdev;         /* device ID (if special file) */
    off_t st_size;         /* total size in bytes */
    blksize_t st_blksize; /* blocksize for filesystem I/O */
    blkcnt_t st_blocks;    /* number of blocks allocated */
    time_t st_atime;       /* last access time */
    time_t st_mtime;       /* last modification time */
    time_t st_ctime;       /* last status change time */
};
```



Opening and Closing a File

```
FILE *fopen(const char *filename, const char * mode);  
  
int fclose(FILE *fd);
```



Writing a File (1/2)

- ▶ `putc` writes a character to a file.
- ▶ `fputs` writes a string to a file.
- ▶ `fprintf` writes a formatted data to a file.

```
int putc(int c, FILE *fd)
```

```
int fputs(const char *str, FILE *fd)
```

```
int fprintf(FILE *fd, const char *format, ...)
```



Writing a File (2/2)

```
#include <stdio.h>

int main() {
    FILE *fd;
    fd = fopen("test.txt", "w");

    fputs("This is a sample text file.", fd);

    fclose(fd);
    return 0;
}
```



Reading From a File (1/2)

```
int getc(FILE *fd)
```

```
char *fgets(char *str, int n, FILE *fd)
```

```
int fscanf(FILE *fd, const char *format, ...)
```



Reading From a File (2/2)

```
#include <stdio.h>

int main(void) {
    FILE* fd;
    char ch[100];

    fd = fopen("myfile.txt", "r");

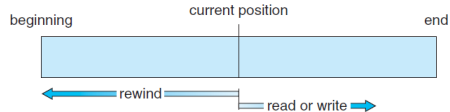
    printf("%s", fgets(ch, 50, fd));

    fclose(fd);
    return 0;
}
```

Access Methods

Access Methods - Sequential Access

- ▶ Sequential access is based on a **tape model** of a file.
- ▶ Information in the file is processed **in order**, **one record after the other**.
- ▶ A **read** operation (`read_next()`): reads the **next portion** of the file and automatically **advances a file pointer**.
- ▶ A **write** operation (`write_next()`): **appends** to the end of the file and advances to the end of the newly written material.





Access Methods - Direct Access

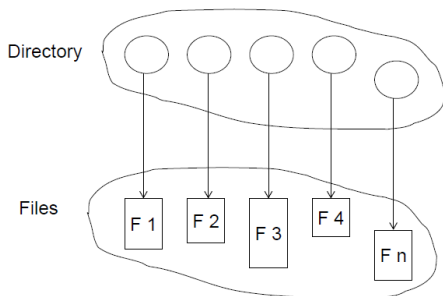
- ▶ A file is made up of **fixed-length logical records** that allow programs to read and write records rapidly in **no particular order**.
- ▶ **Immediate access** to large amounts of information.
 - **Databases** are often of this type.
- ▶ **read(n)** rather than **read_next()**.
 - **n** is the **block number**.
- ▶ **write(n)** rather than **write_next()**.



Directory Structure

Directory Structure

- ▶ The directory can be viewed as a **symbol table** that **translates file names into their directory entries**.
- ▶ Both the directory structure and the files reside on **disk**.





Operations Performed on Directory

- ▶ Search for a file
- ▶ Create a file
- ▶ Delete a file
- ▶ List a directory
- ▶ Rename a file
- ▶ Traverse the file system

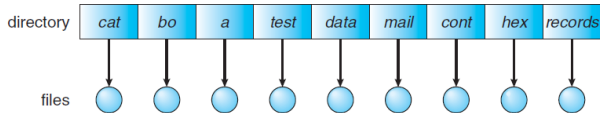


Directory Organization

- ▶ The directory itself can be **organized in many ways**.
 - **Single-level** directories
 - **Two-level** directories
 - **Tree-level** directories
 - **Acyclic-graph** directories

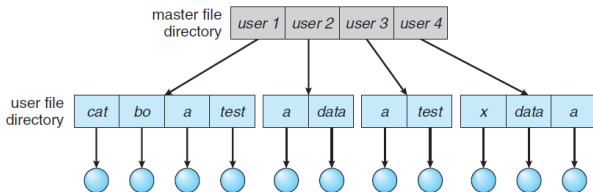
Single-Level Directory

- ▶ A single directory for **all users**.
- ▶ Naming problem: they must have **unique names**.
- ▶ Grouping problem



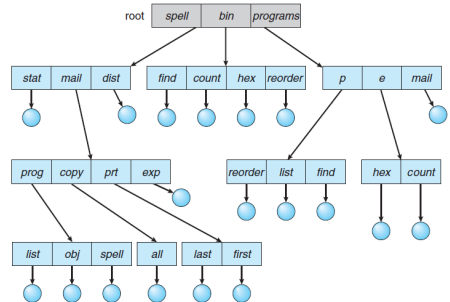
Two-Level Directory

- ▶ Separate directory for **each user**.
- ▶ Can have the **same file name** for **different users**.
- ▶ Efficient searching
- ▶ **Path name**: two level path, e.g., `/userB/file.txt`
- ▶ **No grouping** capability



Tree-Structured Directories

- ▶ Efficient **searching** and **grouping capability**
- ▶ **Current directory** (working directory)
 - `cd /spell/mail/prog`
- ▶ Two types of **path names**:
 - **Absolute** path name: a path from the **root**.
 - **Relative** path name: a path from the **current directory**.





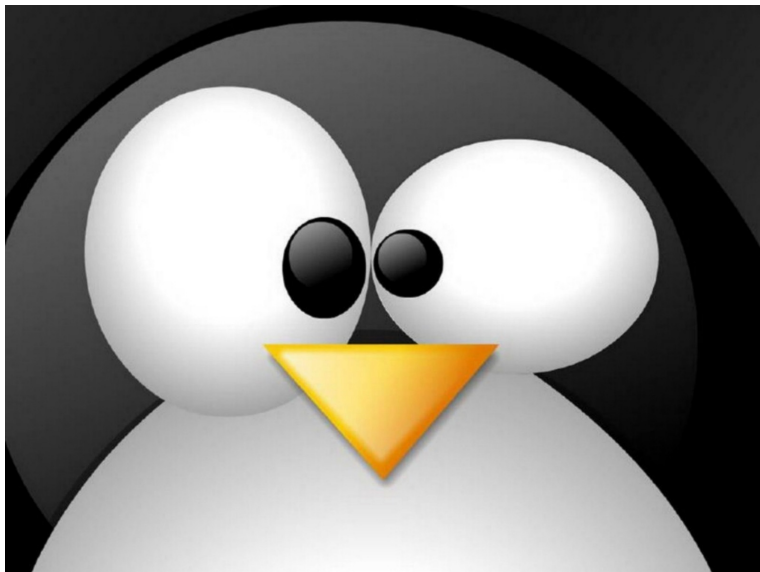
Acyclic-Graph Directories (2/3)

- ▶ Two approaches to implement **shared files**.
- ▶ 1. **Duplicate** all information about the file.
 - Both entries are **identical and equal**.
 - **Consistency?**
- ▶ 2. **Link**: another **name (pointer)** to an **existing file**.
 - **Resolve** the link: follow **pointer** to locate the file.



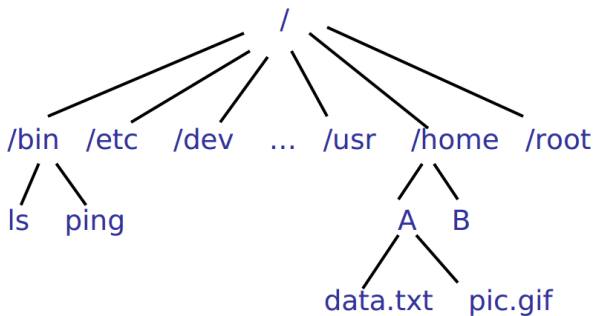
Acyclic-Graph Directories (3/3)

- ▶ **Deletion** possibilities?
- ▶ **Remove** the file content whenever anyone deletes it.
 - **Dangling pointers**: pointing to the **nonexistent file**.
 - What if the remaining file pointers contain actual disk addresses?
 - Easy with **soft-links** (symbolic links)
- ▶ **Preserve** the file until all references to it are deleted.
 - **Hard links**





Linux File System





/bin

- ▶ Hold the most commonly used **essential user programs**.
 - `login`
 - Shells (`bash`, `ksh`, `csch`)
 - File manipulation utilities (`cp`, `mv`, `rm`, `ln`, `tar`)
 - Editors (`ed`, `vi`)
 - File system utilities (`dd`, `df`, `mount`, `umount`, `sync`)
 - System utilities (`uname`, `hostname`, `arch`)
 - GNU utilities (`gzip`, `gunzip`)



/sbin

- ▶ Hold essential maintenance or **system programs**:
 - `fsck`, `fdisk`, `mkfs`, `shutdown`, `init`, ...
- ▶ The main **difference** between the programs stored in `/bin` and `/sbin` is that the programs in `/sbin` are executable only by **root**.



/etc

- ▶ Store the **system wide configuration files** required by many programs:
 - `passwd`, `shadow`, `fstab`, `hosts`, ...



/home and /root

- ▶ The `/home` directory: the **home directories** for **all users**.
- ▶ The `/root` directory: the **home directories** for **root user**.



/dev

- ▶ The **special files** representing **hardware** are kept in it.
 - /dev/hda1
 - /dev/ttyS0
 - /dev/mouse
 - /dev/fd0
 - /dev/fifo1
 - /dev/loop2



/tmp and /var

- ▶ The `/tmp` and `/var` directories: hold **temporary files** or files with **constantly varying content**.
- ▶ The `/tmp` directory: files that only need to be used **briefly** and can afford to be deleted at any time.
- ▶ The `/var` directory: a bit more structured than `/tmp`.



/usr

- ▶ Most programs and files directly relating to **users of the system** are stored.
- ▶ It is in some ways a mini version of the `/` directory.
 - `/usr/bin`
 - `/usr/sbin`
 - `/usr/spool`



/proc

- ▶ It is a **virtual file system**
- ▶ Provided by the **kernel**
- ▶ Provides information about the **kernel and processes**.



File and Directory Management

- ▶ `getcwd()` returns the current working directory.
- ▶ `chdir()` changes the current working directory to `path`

```
#include <unistd.h>

char *getcwd(char *buf, size_t size);
int chdir(const char *path);
```



File and Directory Management

- ▶ `mkdir()` creates the directory path.

```
#include <sys/stat.h>
#include <sys/types.h>

int mkdir(const char *path, mode_t mode);
```

- ▶ `rmdir()` removes a directory from the filesystem.

```
#include <unistd.h>

int rmdir(const char *path);
```




File and Directory Management

- ▶ `opendir()` creates a directory stream representing.
- ▶ `readdir()` returns the next entry in the directory.
- ▶ `closedir()` closes the directory stream.

```
#include <sys/types.h>
#include <dirent.h>

DIR *opendir(const char *name);
struct dirent *readdir(DIR *dir);
int closedir(DIR *dir);
```



File System Commands (1/3)

- ▶ `pwd`: where am I?
- ▶ `cd`: changes working directory.
- ▶ `ls`: shows the contents of current directory.
- ▶ `cat`: takes all input and outputs it to a file or other source.
- ▶ `mkdir`: creates a new directory
- ▶ `rmdir`: removes empty directory



File System Commands (2/3)

- ▶ `mv`: moves files
- ▶ `cp`: copies files
- ▶ `rm`: removes directory
- ▶ `gzip/gunzip`: to compress and uncompress a file
- ▶ `tar`: to compress and uncompress a file
- ▶ `e2fsck`: check a Linux ext2/ext3/ext4 file system



File System Commands (3/3)

- ▶ `dd`: converts and copies a file
- ▶ `df`: reports File System disk space usage
- ▶ `du`: estimates file space usage
- ▶ `ln`: makes links between files
- ▶ `file`: determines file type



File Sharing and Protection



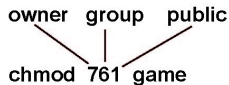
File Sharing

- ▶ **Sharing** of files on **multi-user** systems is desirable.
- ▶ Sharing may be done through a **protection scheme**.
 - User IDs identify user
 - **Owner** of a file/directory: the user who **can change attributes** and grant access and who has the most control over the file.
 - **Group** of a file/directory: a **subset of users** who can share access to the file.



Access Lists and Groups (1/2)

- ▶ Mode of access: read, write, execute (**rwX**)
- ▶ Three classes of users:
 - Owner: the user who created the file.
 - Group: a set of users who are sharing the file and need similar access.
 - Universe: all other users in the system.
- ▶ Owner access **rwX**: 111 (7)
Group access **rwX**: 110 (6)
Public access **rwX**: 001 (1)





Access Lists and Groups (2/2)

-rw-rw-r--	1	pbg	staff	31200	Sep 3 08:30	intro.ps
drwx-----	5	pbg	staff	512	Jul 8 09:33	private/
drwxrwxr-x	2	pbg	staff	512	Jul 8 09:35	doc/
drwxrwx---	2	jwg	student	512	Aug 3 14:13	student-proj/
-rw-r--r--	1	pbg	staff	9423	Feb 24 2012	program.c
-rwxr-xr-x	1	pbg	staff	20471	Feb 24 2012	program
drwx--x--x	4	tag	faculty	512	Jul 31 10:31	lib/
drwx-----	3	pbg	staff	1024	Aug 29 06:52	mail/
drwxrwxrwx	3	pbg	staff	512	Jul 8 09:35	test/

Summary



Summary

- ▶ File concept: types, attributes, operations, locks
- ▶ Access methods: sequential, direct
- ▶ Directory structure: single-level, two-level, tree-structured, acyclic-graph, general-graph
- ▶ File sharing and protection: rwx, owner, group, universe

Questions?

Acknowledgements

Some slides were derived from Avi Silberschatz slides.