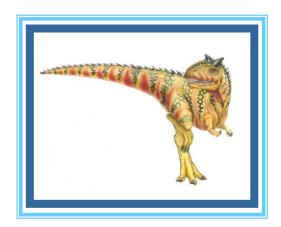
Chapter 10: File-System Interface

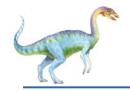




Chapter 10: File-System Interface

- File Concept
- Access Methods
- Directory Structure
- File-System Mounting
- File Sharing
- Protection





Objectives

- To explain the function of file systems
- To describe the interfaces to file systems
- To discuss file-system design tradeoffs, including access methods, file sharing, file locking, and directory structures
- To explore file-system protection

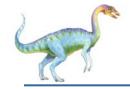




File Concept

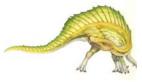
- Contiguous logical address space
- Types:
 - Data
 - numeric
 - character
 - binary
 - Program





File Structure

- None sequence of words, bytes
- Simple record structure
 - Lines
 - Fixed length
 - Variable length
- Complex Structures
 - Formatted document
 - Relocatable load file
- Can simulate last two with first method by inserting appropriate control characters
- Who decides:
 - Operating system
 - Program

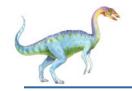




File Attributes

- Name only information kept in human-readable form
- Identifier unique tag (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, which is maintained on the disk





File Operations

- File is an abstract data type
- Create
- Write
- Read
- Reposition within file
- Delete
- Truncate
- $Open(F_i)$ search the directory structure on disk for entry F_i , and move the content of entry to memory
- Close (F_i) move the content of entry F_i in memory to directory structure on disk





Open Files

- Several pieces of data are needed to manage open files:
 - File pointer: pointer to last read/write location, per process that has the file open
 - File-open count: counter of number of times a file is open to allow removal of data from open-file table when last processes closes it
 - Disk location of the file: cache of data access information
 - Access rights: per-process access mode information

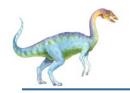




Open File Locking

- Provided by some operating systems and file systems
- Mediates access to a file
- Mandatory or advisory:
 - Mandatory access is denied depending on locks held and requested
 - Advisory processes can find status of locks and decide what to do





File Locking Example – Java API

```
import java.io.*;
import java.nio.channels.*;
public class LockingExample {
    public static final boolean EXCLUSIVE = false;
    public static final boolean SHARED = true;
    public static void main(String arsg[]) throws IOException {
            FileLock sharedLock = null;
            FileLock exclusiveLock = null;
            try {
                        RandomAccessFile raf = new RandomAccessFile("file.txt", "rw");
                        // get the channel for the file
                        FileChannel ch = raf.getChannel();
                        // this locks the first half of the file - exclusive
                        exclusiveLock = ch.lock(0, raf.length()/2, EXCLUSIVE);
                        /** Now modify the data . . . */
                        // release the lock
                        exclusiveLock.release();
```





File Locking Example – Java API (Cont.)

```
// this locks the second half of the file - shared
          sharedLock = ch.lock(raf.length()/2+1, raf.length(),
                                SHARED):
          /** Now read the data . . . */
          // release the lock
          sharedLock.release();
} catch (java.io.IOException ioe) {
          System.err.println(ioe);
}finally {
          if (exclusiveLock != null)
          exclusiveLock.release();
          if (sharedLock != null)
          sharedLock.release();
```





File Types – Name, Extension

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, pas, asm, a	source code in various languages	
batch	bat, sh	commands to the command interpreter	
text	txt, doc	textual data, documents	
word processor	wp, tex, rtf, doc	various word-processor formats	
library	lib, a, so, dll	libraries of routines for programmers	
print or view	ps, pdf, jpg	ASCII or binary file in a format for printing or viewing	
archive	arc, zip, tar	related files grouped into one file, sometimes com- pressed, for archiving or storage	
multimedia	mpeg, mov, rm, mp3, avi	binary file containing audio or A/V information	





Access Methods

Sequential Access

read next
write next
reset
no read after last write
(rewrite)

Direct Access

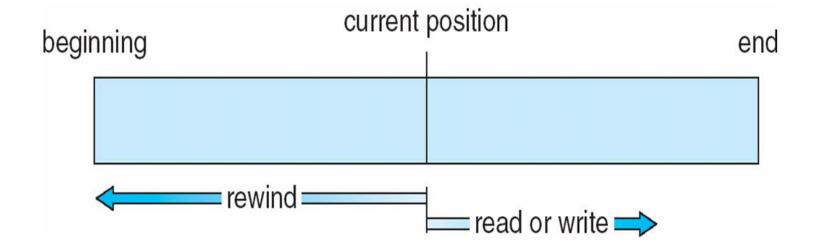
read *n*write *n*position to *n*read next
write next
rewrite *n*

n = relative block number

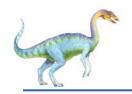




Sequential-access File



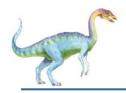




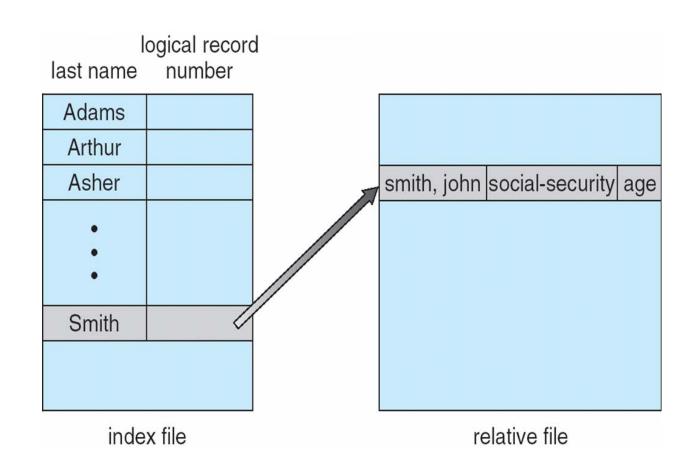
Simulation of Sequential Access on Direct-access File

sequential access	implementation for direct access	
reset	cp = 0;	
read next	read cp ; cp = cp + 1;	
write next	write cp ; cp = cp + 1;	

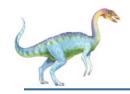




Example of Index and Relative Files

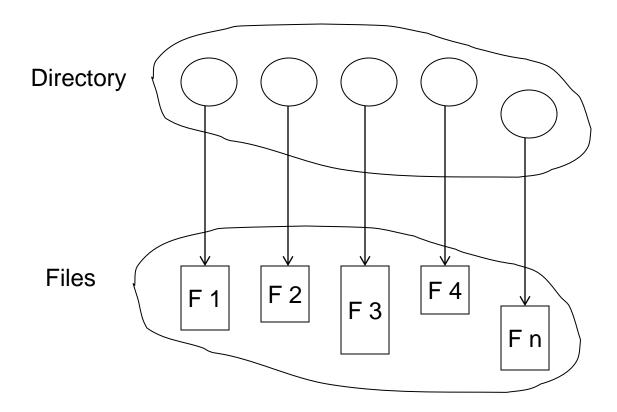






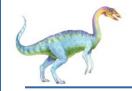
Directory Structure

A collection of nodes containing information about all files



Both the directory structure and the files reside on disk Backups of these two structures are kept on tapes





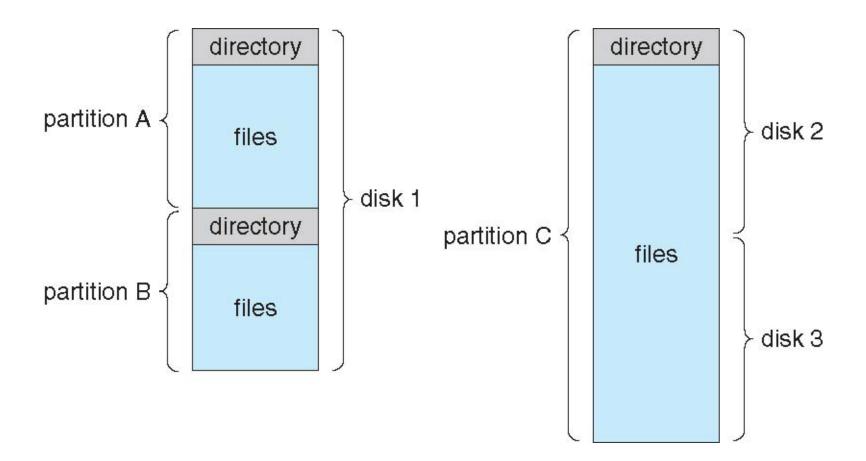
Disk Structure

- Disk can be subdivided into partitions
- Disks or partitions can be RAID protected against failure
- Disk or partition can be used raw without a file system, or formatted with a file system
- Partitions also known as minidisks, slices
- Entity containing file system known as a volume
- Each volume containing file system also tracks that file system's info in device directory or volume table of contents
- As well as general-purpose file systems there are many special-purpose file systems, frequently all within the same operating system or computer

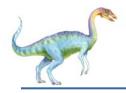




A Typical File-system Organization







Operations Performed on Directory

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

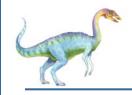




Organize the Directory (Logically) to Obtain

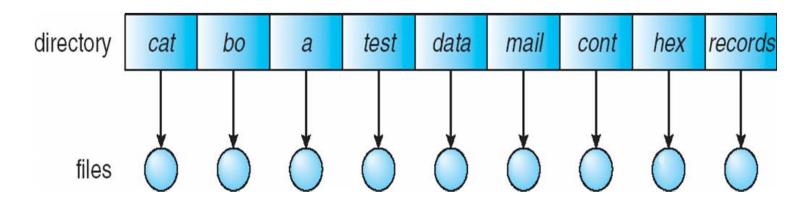
- Efficiency locating a file quickly
- Naming convenient to users
 - Two users can have same name for different files
 - The same file can have several different names
- Grouping logical grouping of files by properties, (e.g., all Java programs, all games, ...)





Single-Level Directory

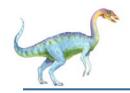
A single directory for all users



Naming problem

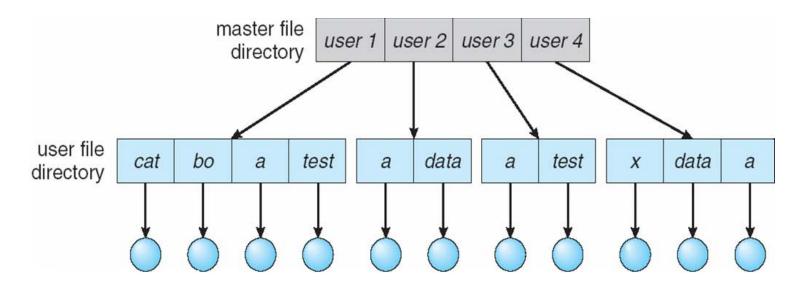
Grouping problem



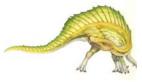


Two-Level Directory

Separate directory for each user

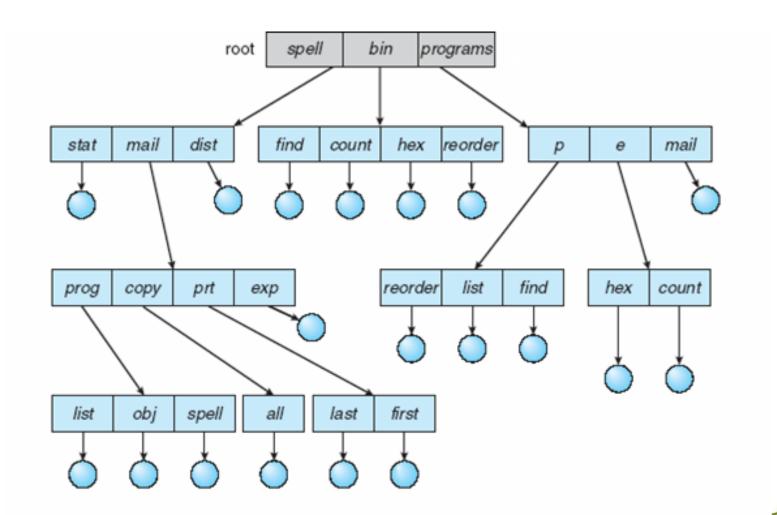


- Path name
- Can have the same file name for different user
- Efficient searching
- No grouping capability

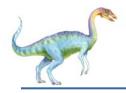




Tree-Structured Directories



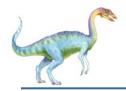




Tree-Structured Directories (Cont.)

- Efficient searching
- Grouping Capability
- Current directory (working directory)
 - cd /spell/mail/prog
 - type list





Tree-Structured Directories (Cont)

- Absolute or relative path name
- Creating a new file is done in current directory
- Delete a file

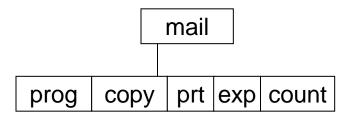
rm <file-name>

Creating a new subdirectory is done in current directory

mkdir <dir-name>

Example: if in current directory /mail

mkdir count



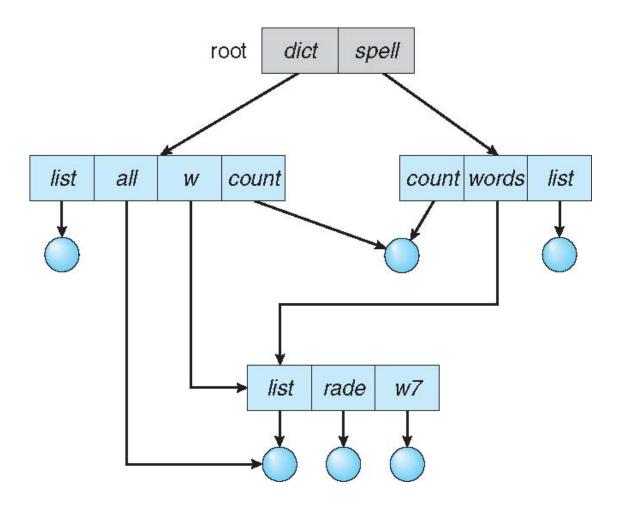
Deleting "mail" ⇒ deleting the entire subtree rooted by "mail"



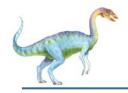


Acyclic-Graph Directories

Have shared subdirectories and files







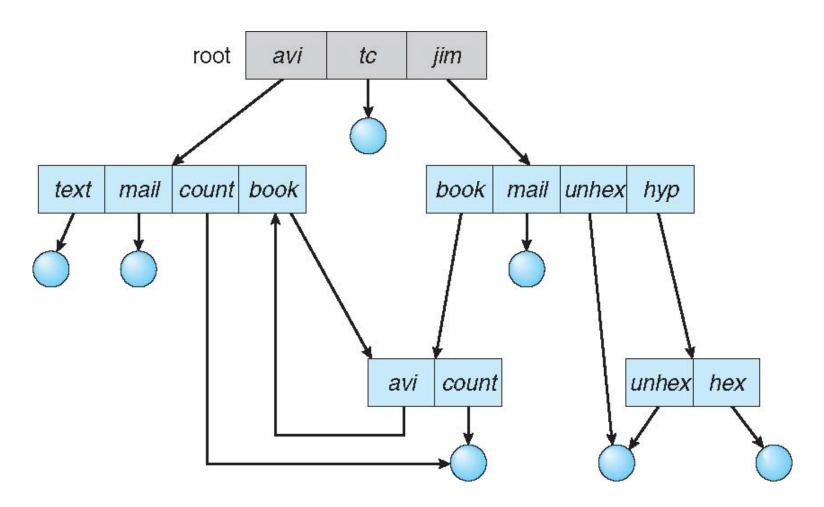
Acyclic-Graph Directories (Cont.)

- Two different names (aliasing)
- If dict deletes list ⇒ dangling pointer Solutions:
 - Backpointers, so we can delete all pointers
 Variable size records a problem
 - Backpointers using a daisy chain organization
 - Entry-hold-count solution
- New directory entry type
 - Link another name (pointer) to an existing file
 - Resolve the link follow pointer to locate the file





General Graph Directory



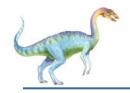




General Graph Directory (Cont.)

- How do we guarantee no cycles?
 - Allow only links to file not subdirectories
 - Garbage collection
 - Every time a new link is added use a cycle detection algorithm to determine whether it is OK





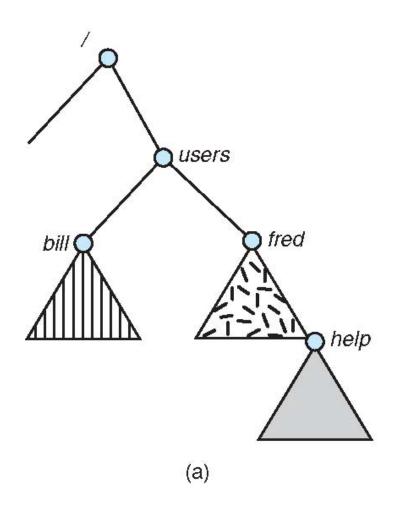
File System Mounting

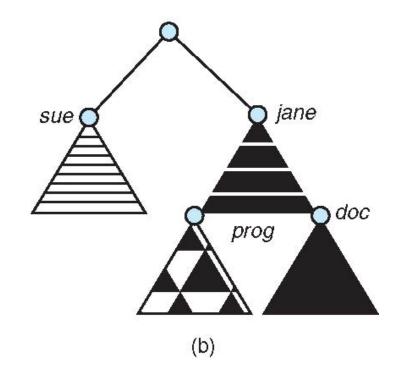
- A file system must be mounted before it can be accessed
- A unmounted file system (i.e., Fig. 11-11(b)) is mounted at a mount point



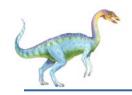


(a) Existing (b) Unmounted Partition

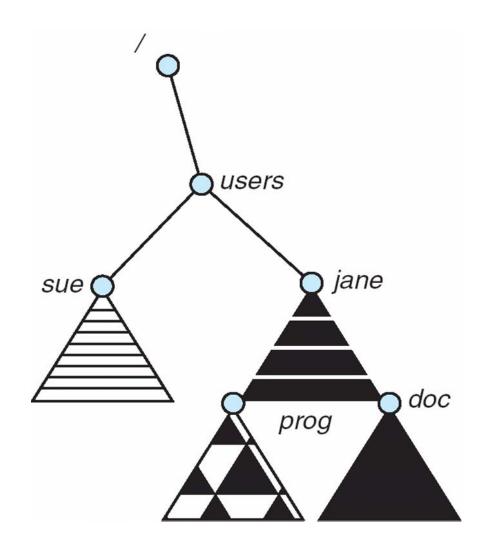




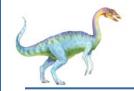




Mount Point







File Sharing

- Sharing of files on multi-user systems is desirable
- Sharing may be done through a protection scheme
- On distributed systems, files may be shared across a network
- Network File System (NFS) is a common distributed file-sharing method

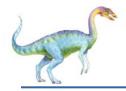




File Sharing – Multiple Users

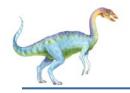
- **User IDs** identify users, allowing permissions and protections to be per-user
- Group IDs allow users to be in groups, permitting group access rights





File Sharing – Remote File Systems

- Uses networking to allow file system access between systems
 - Manually via programs like FTP
 - Automatically, seamlessly using distributed file systems
 - Semi automatically via the world wide web
- Client-server model allows clients to mount remote file systems from servers
 - Server can serve multiple clients
 - Client and user-on-client identification is insecure or complicated
 - NFS is standard UNIX client-server file sharing protocol
 - CIFS is standard Windows protocol
 - Standard operating system file calls are translated into remote calls
- Distributed Information Systems (distributed naming services) such as LDAP, DNS, NIS, Active Directory implement unified access to information needed for remote computing

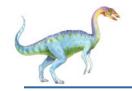


File Sharing – Failure Modes

- Remote file systems add new failure modes, due to network failure, server failure
- Recovery from failure can involve state information about status of each remote request
- Stateless protocols such as NFS include all information in each request, allowing easy recovery but less security



- Consistency semantics specify how multiple users are to access a shared file simultaneously
 - Similar to Ch 7 process synchronization algorithms
 - Tend to be less complex due to disk I/O and network latency (for remote file systems
 - Andrew File System (AFS) implemented complex remote file sharing semantics
 - Unix file system (UFS) implements:
 - Writes to an open file visible immediately to other users of the same open file
 - Sharing file pointer to allow multiple users to read and write concurrently
 - AFS has session semantics
 - Writes only visible to sessions starting after the file is closed



Protection

- File owner/creator should be able to control:
 - what can be done
 - by whom
- Types of access
 - Read
 - Write
 - Execute
 - Append
 - Delete
 - List



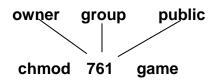


Access Lists and Groups

- Mode of access: read, write, execute
- Three classes of users

		RWX
7	\Rightarrow	111
		RWX
6	\Rightarrow	110
		RWX
1	\Rightarrow	0 0 1
	7 6 1	6 ⇒

- Ask manager to create a group (unique name), say G, and add some users to the group.
- For a particular file (say *game*) or subdirectory, define an appropriate access.



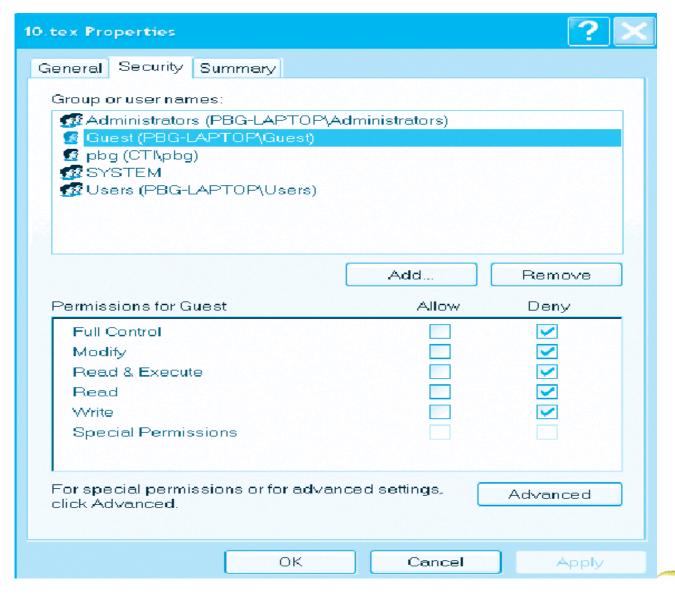
Attach a group to a file

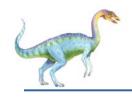
chgrp G game





Windows XP Access-Control List Management





A Sample UNIX Directory Listing

-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 pbg	student	512	Aug 3 14:13	student-proj/
-rw-rr	1 pbg	staff	9423	Feb 24 2003	program.c
-rwxr-xr-x	1 pbg	staff	20471	Feb 24 2003	program
drwxxx	4 pbg	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/



End of Chapter 10

