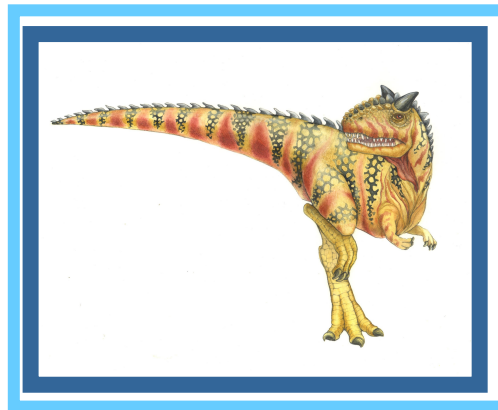


# Chapter 10: File-System Interface

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# Chapter 10: File-System Interface

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- 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



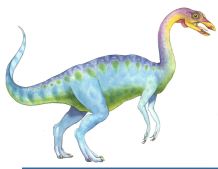


# File Concept

---

- 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 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 compressed, 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

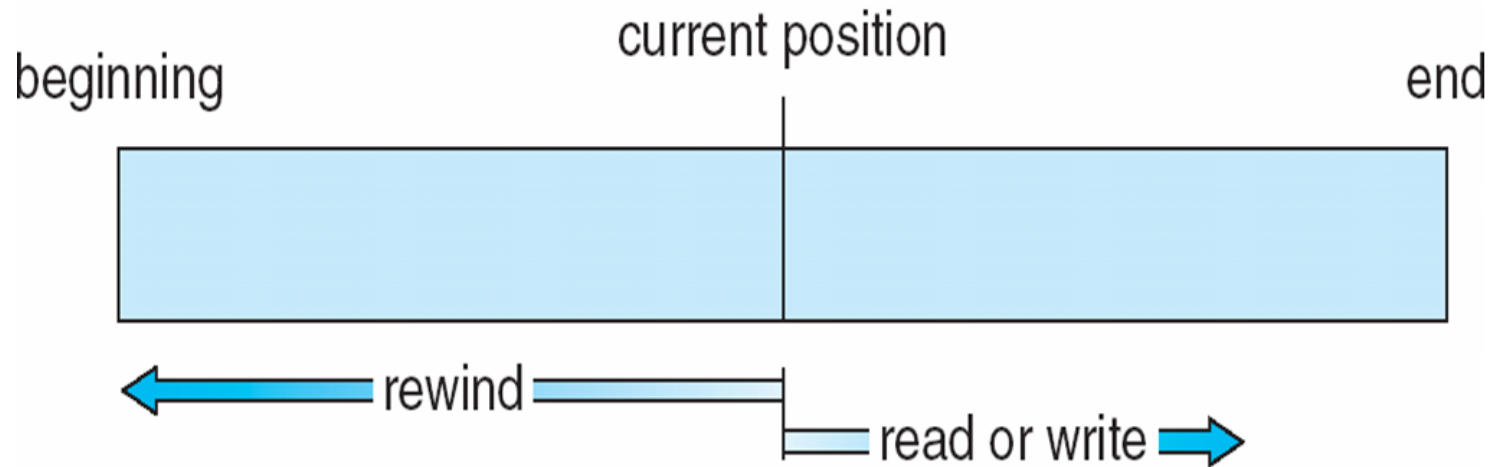
- read  $n$
- write  $n$
- position to  $n$ 
  - read next
  - write next
- rewrite  $n$

$n$  = relative block number





# Sequential-access File





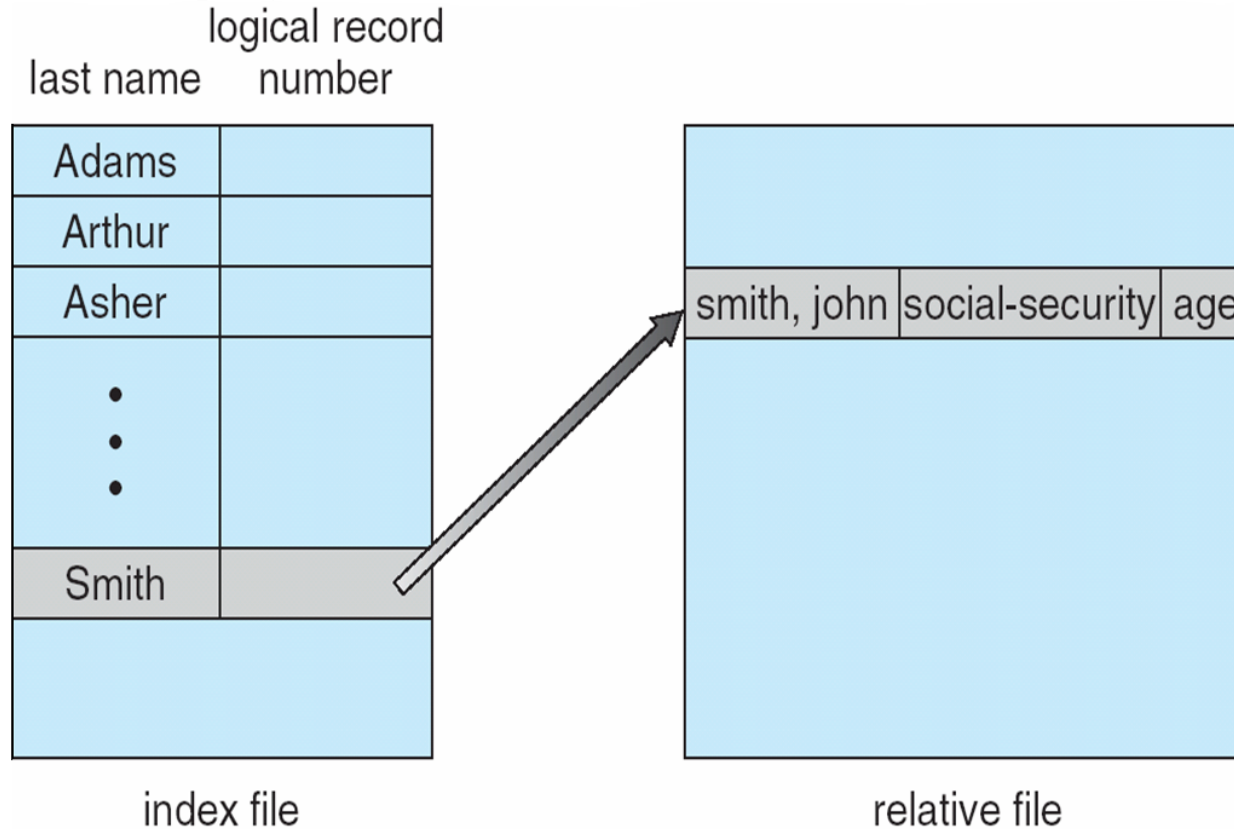
# Simulation of Sequential Access on Direct-access File

sequential access	implementation for direct access
<i>reset</i>	<i>cp = 0;</i>
<i>read next</i>	<i>read cp;</i> <i>cp = cp + 1;</i>
<i>write next</i>	<i>write cp;</i> <i>cp = cp + 1;</i>





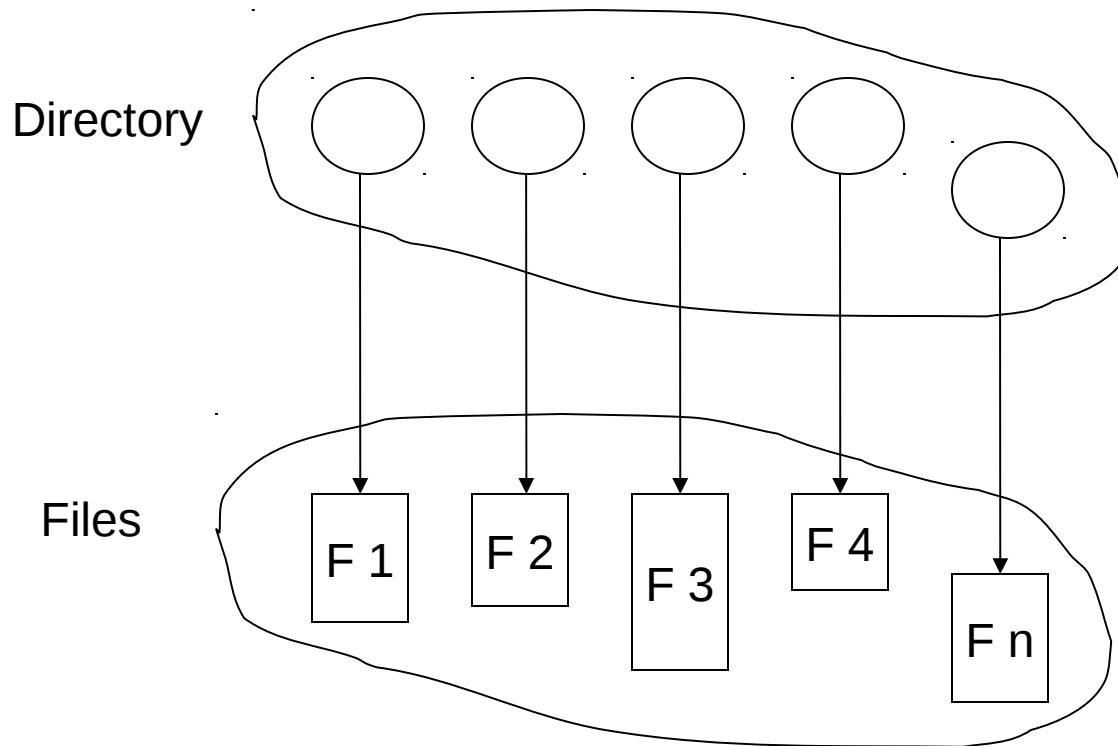
# Example of Index and Relative Files





# 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

---

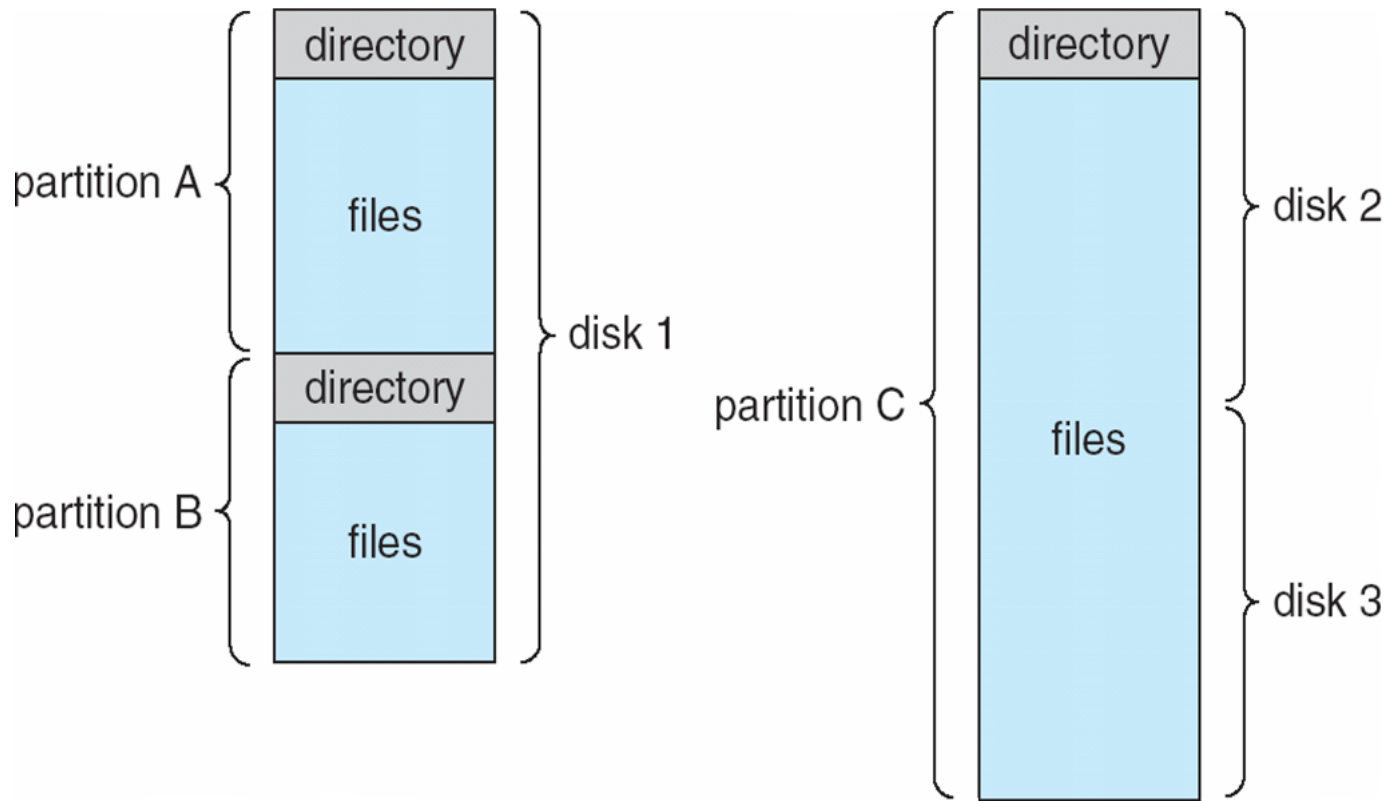
- Disk can be subdivided into **partitions**
- Disks or partitions can be **RAID** protected against failure
- Disk or partition can be used **raw** – without a file system, or **formatted** with a file system
- Partitions also known as minidisks, slices
- Entity containing file system known as a **volume**
- 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

---

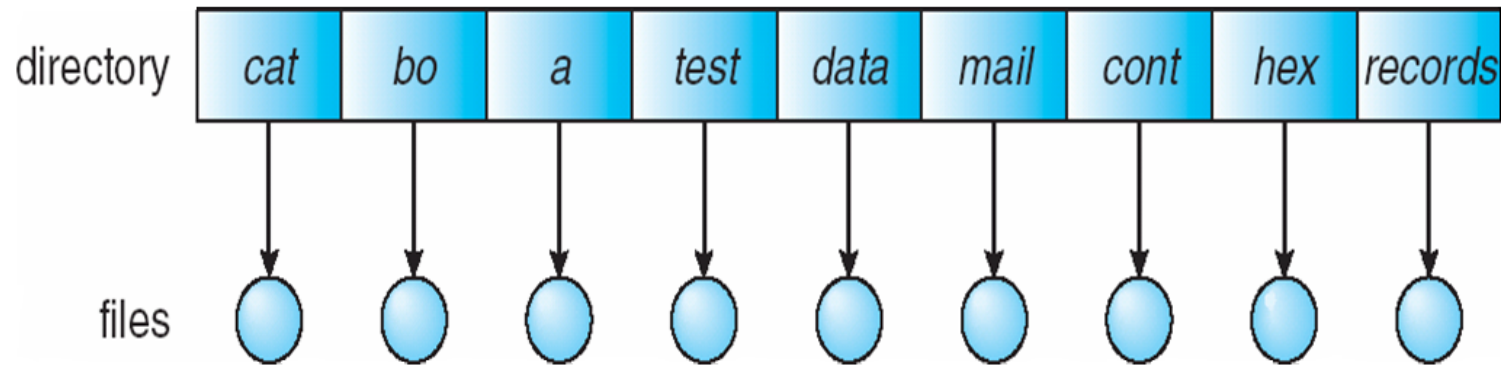
- Efficiency – locating a file quickly
- Naming – convenient to users
  - Two users can have same name for different files
  - The same file can have several different names
- Grouping – logical grouping of files by properties, (e.g., all Java programs, all games, ...)





# Single-Level Directory

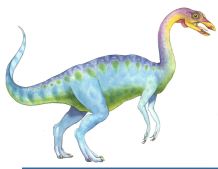
- A single directory for all users



Naming problem

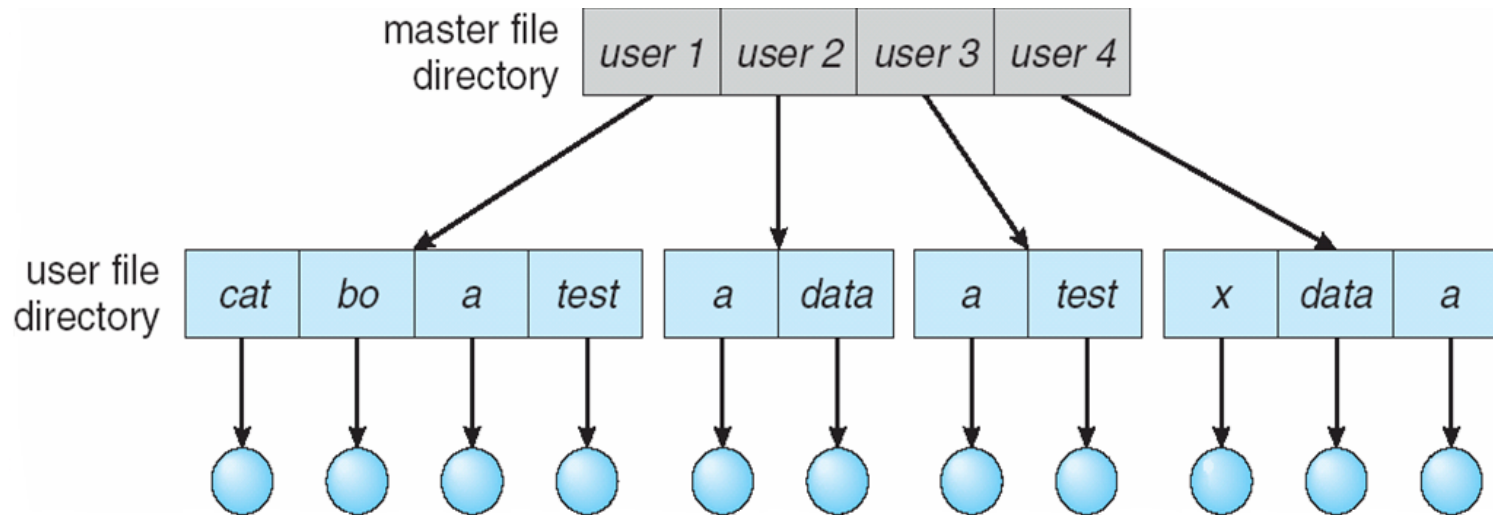
Grouping problem





# Two-Level Directory

- Separate directory for each user

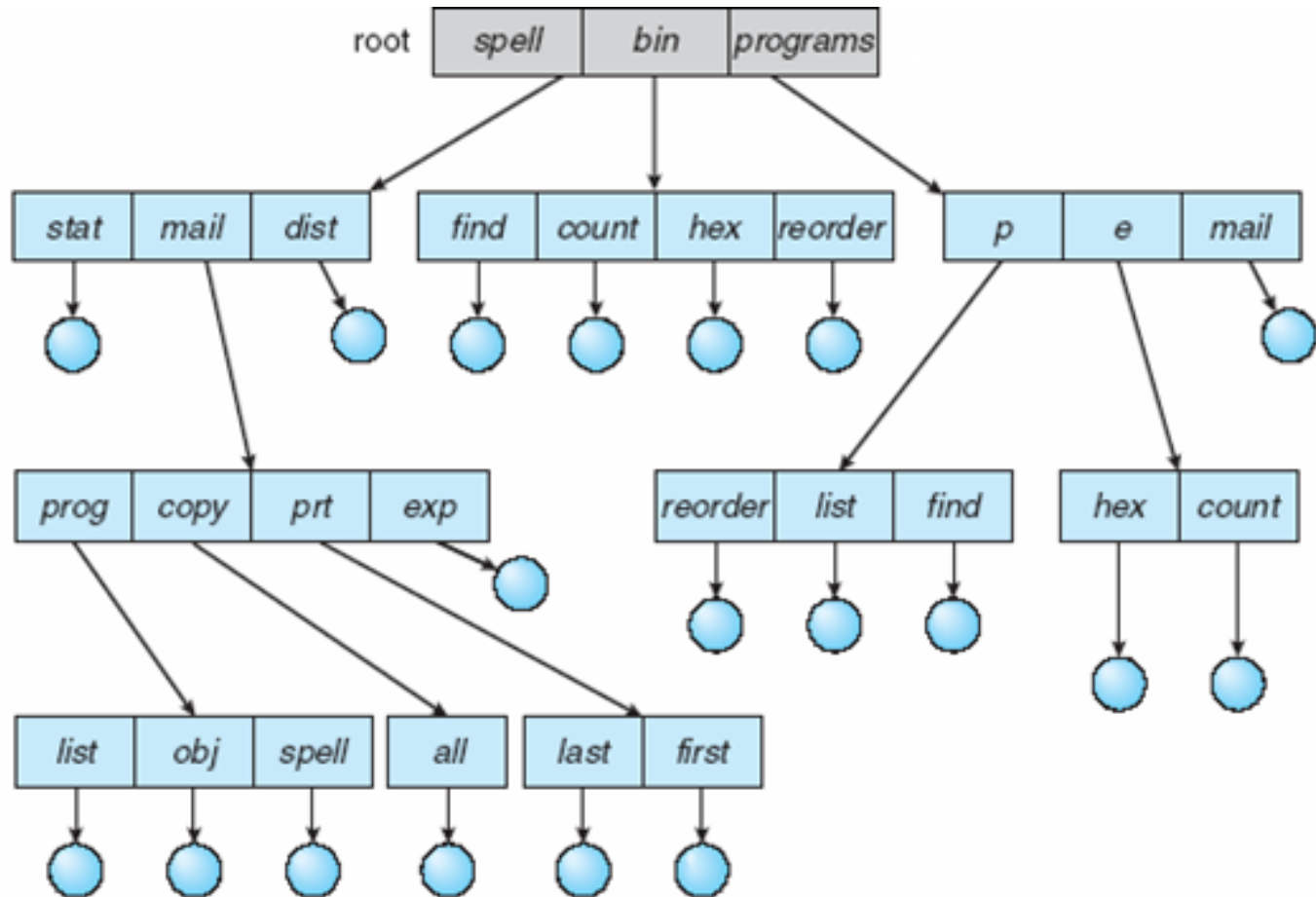


- Path name
- Can have the same file name for different user
- Efficient searching
- No grouping capability





# Tree-Structured Directories





# Tree-Structured Directories (Cont)

---

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

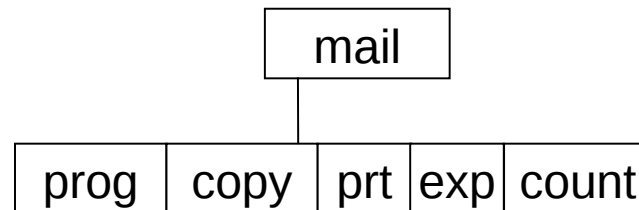




# Tree-Structured Directories (Cont)

- **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”  $\Rightarrow$  deleting the entire subtree rooted by “mail”

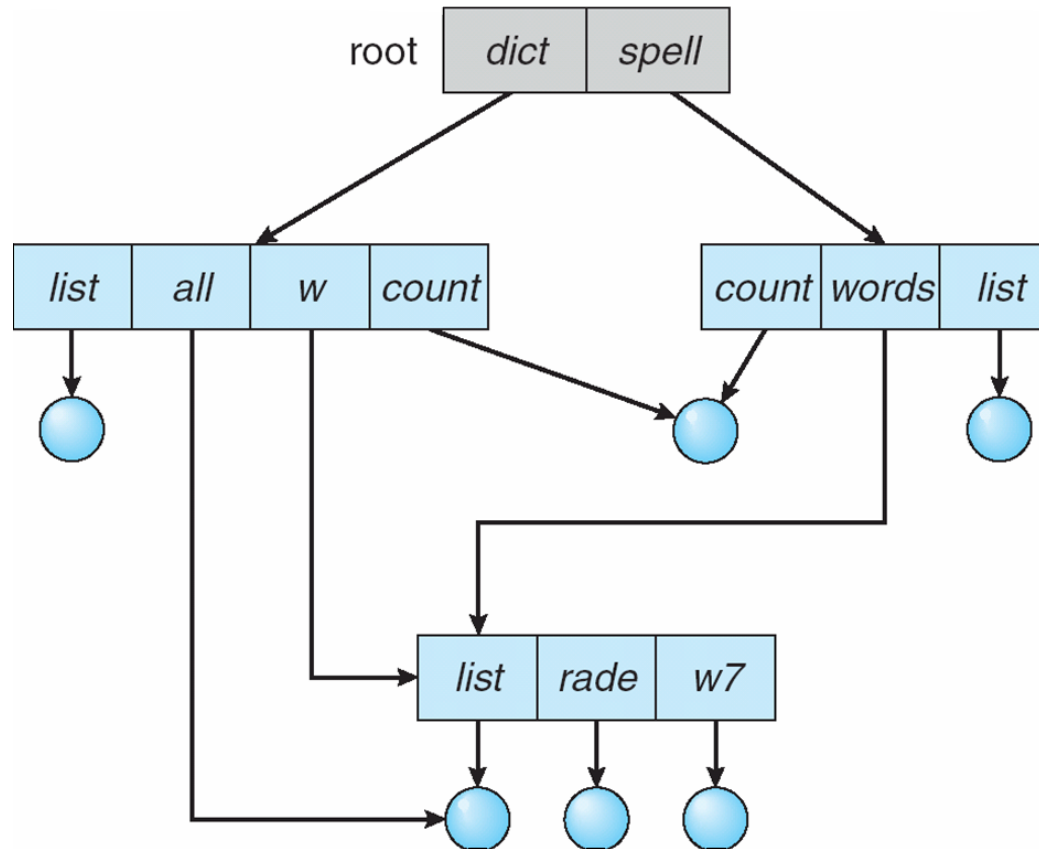






# Acyclic-Graph Directories

- Have shared subdirectories and files





# Acyclic-Graph Directories (Cont.)

---

- Two different names (aliasing)
- If *dict* deletes *list*  $\Rightarrow$  dangling pointer

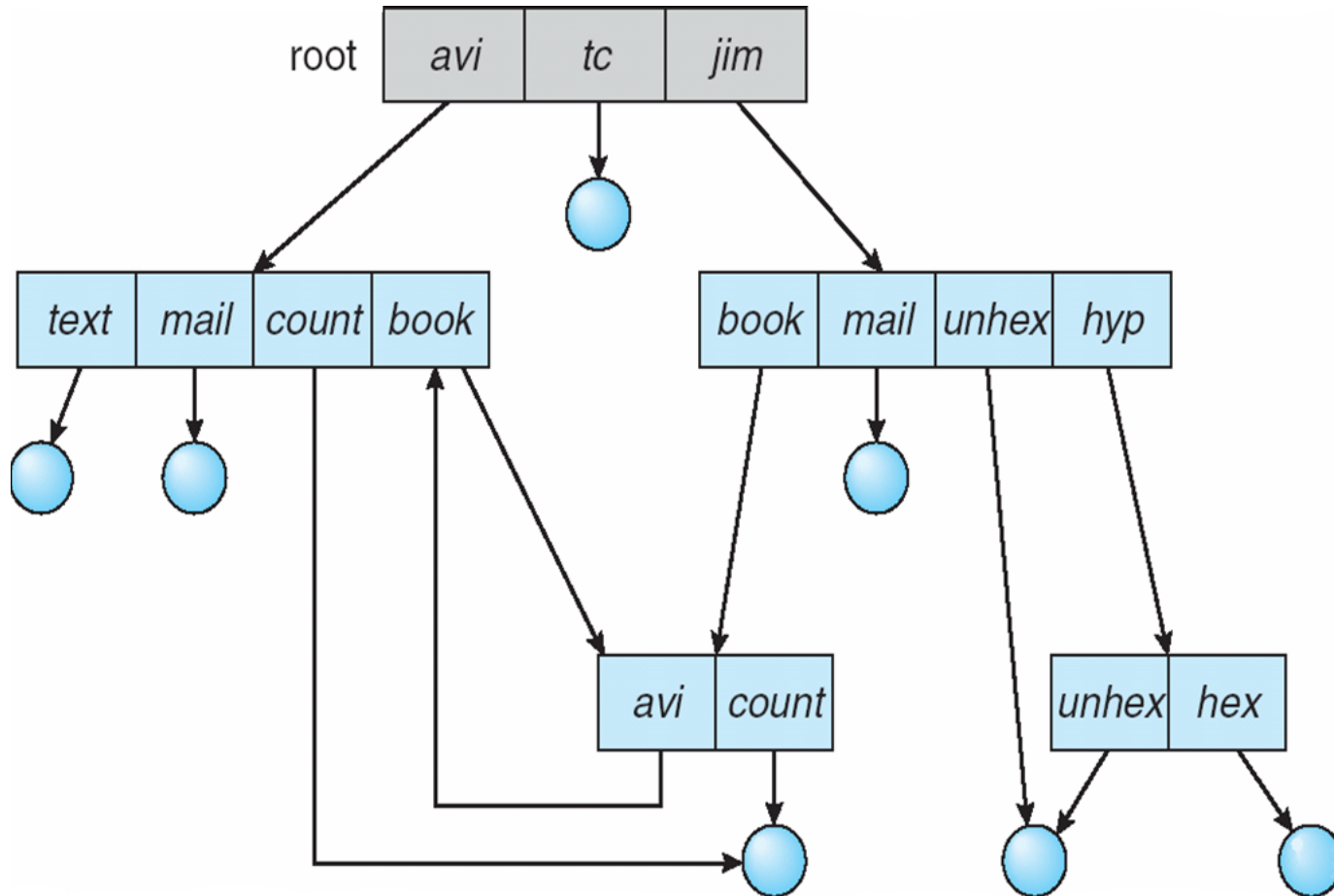
Solutions:

- 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

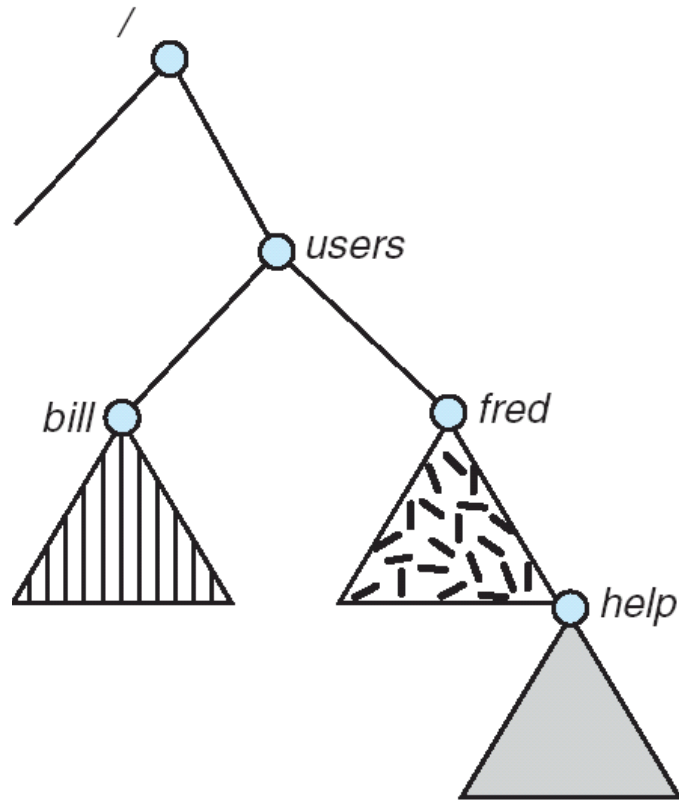
---

- 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**

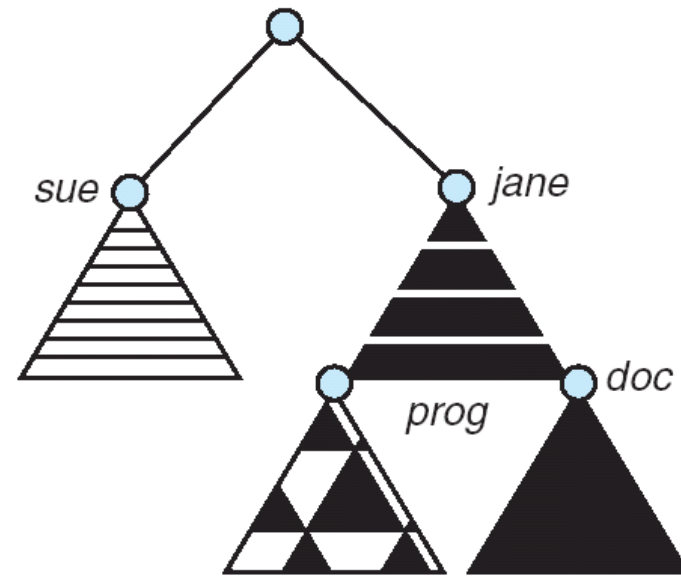




# (a) Existing. (b) Unmounted Partition



(a)

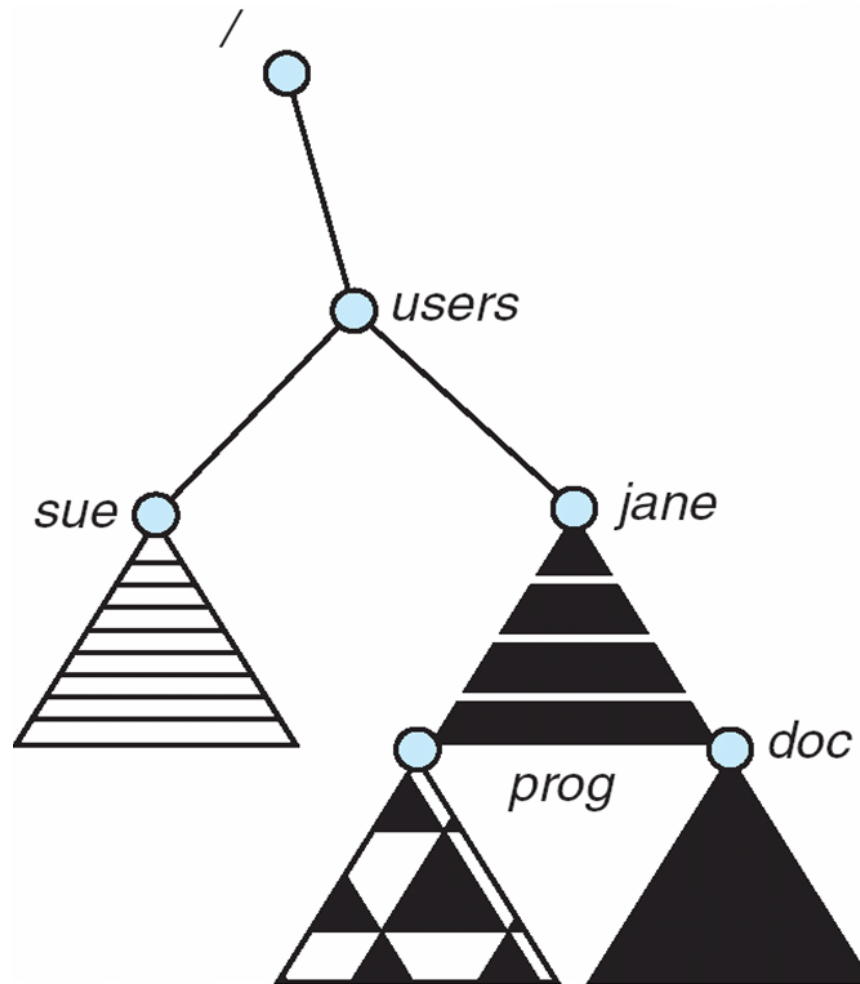


(b)





# 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





# File Sharing – Consistency Semantics

- **Consistency semantics** specify how multiple users are to access a shared file simultaneously
  - The problem here is similar to process synchronization of Chap 5
    - ▶ Acceptable solutions 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 become visible immediately (after save) to other users of the same open file
    - ▶ Users can elect to be notified when the file has been changed externally
    - ▶ Allows for sharing file pointer in order to allow multiple users to read and write simultaneously
  - AFS has **session semantics**
    - ▶ Writes only visible to sessions starting after the file is saved and closed





# Protection

---

**The remainder of this deck is optional for all students**

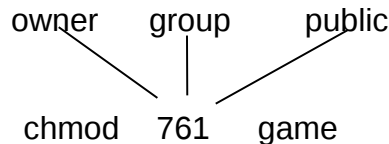
- File owner/creator should be able to control:
  - what can be done
  - by whom
  
- Types of access
  - Read
  - Write
  - Execute
  - Append
  - Delete
  - List





# Access Lists and Groups

- Mode of access: read, write, execute
- Three classes of users
  - RWX
  - a) **owner access** 7  $\Rightarrow$  1 1 1
  - RWX
  - b) **group access** 6  $\Rightarrow$  1 1 0
  - RWX
  - c) **public access** 1  $\Rightarrow$  0 0 1
- 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.



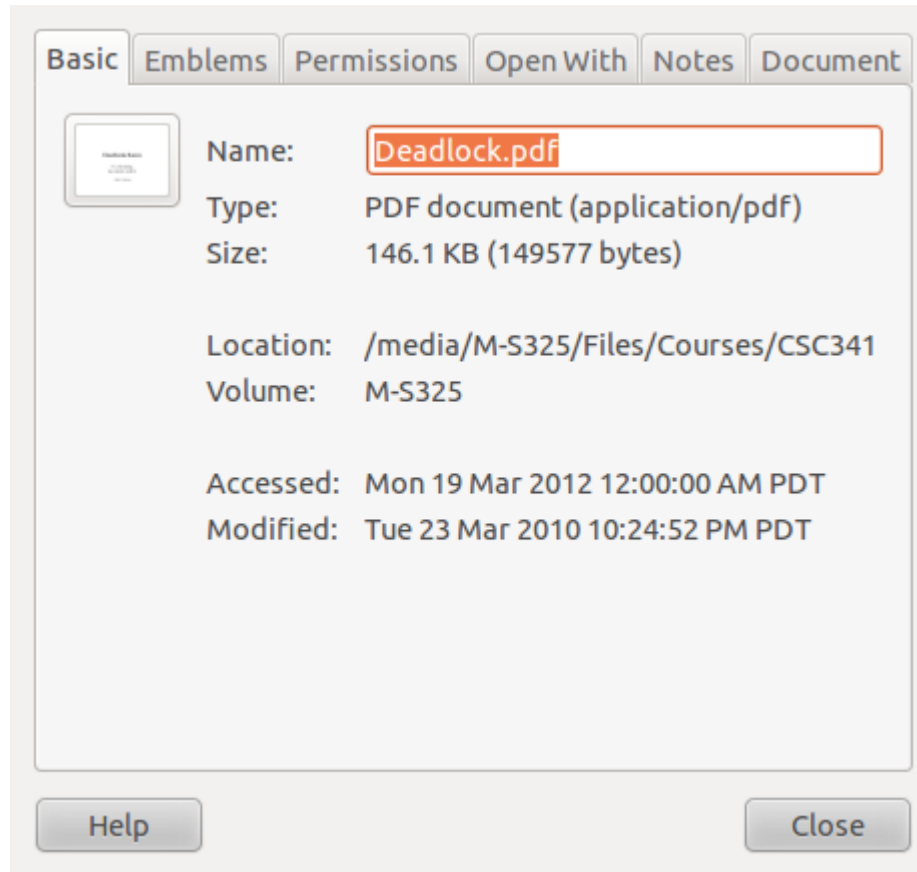
Attach a group to a file

chgrp G game





# LINUX Access-control List Management





# LINUX Access-control List Management

Basic Emblems Permissions Open With Notes Document

Owner: suchenek

Access: Read and write

Group:   
None  
Read-only  
Read and write

Access: Read-only

Others

Access: Read-only

Execute: ☐ Allow executing file as program

SELinux context: unknown

Last changed: Thu 15 Dec 2011 08:56:05 PM PST

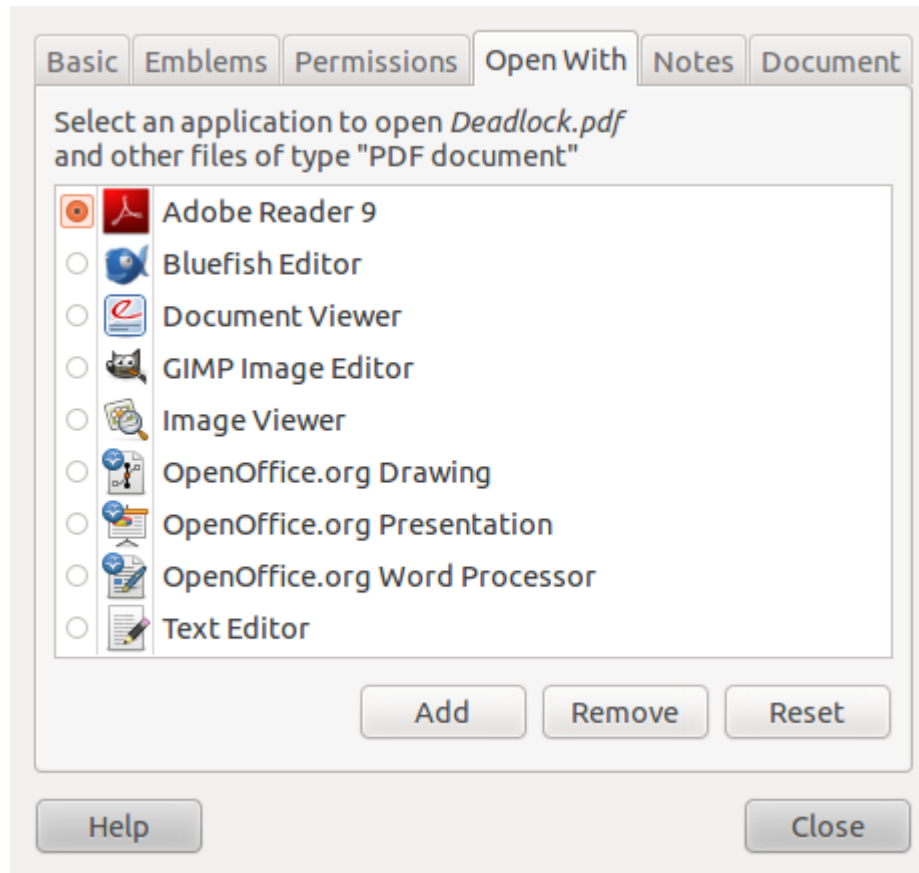
Help Close





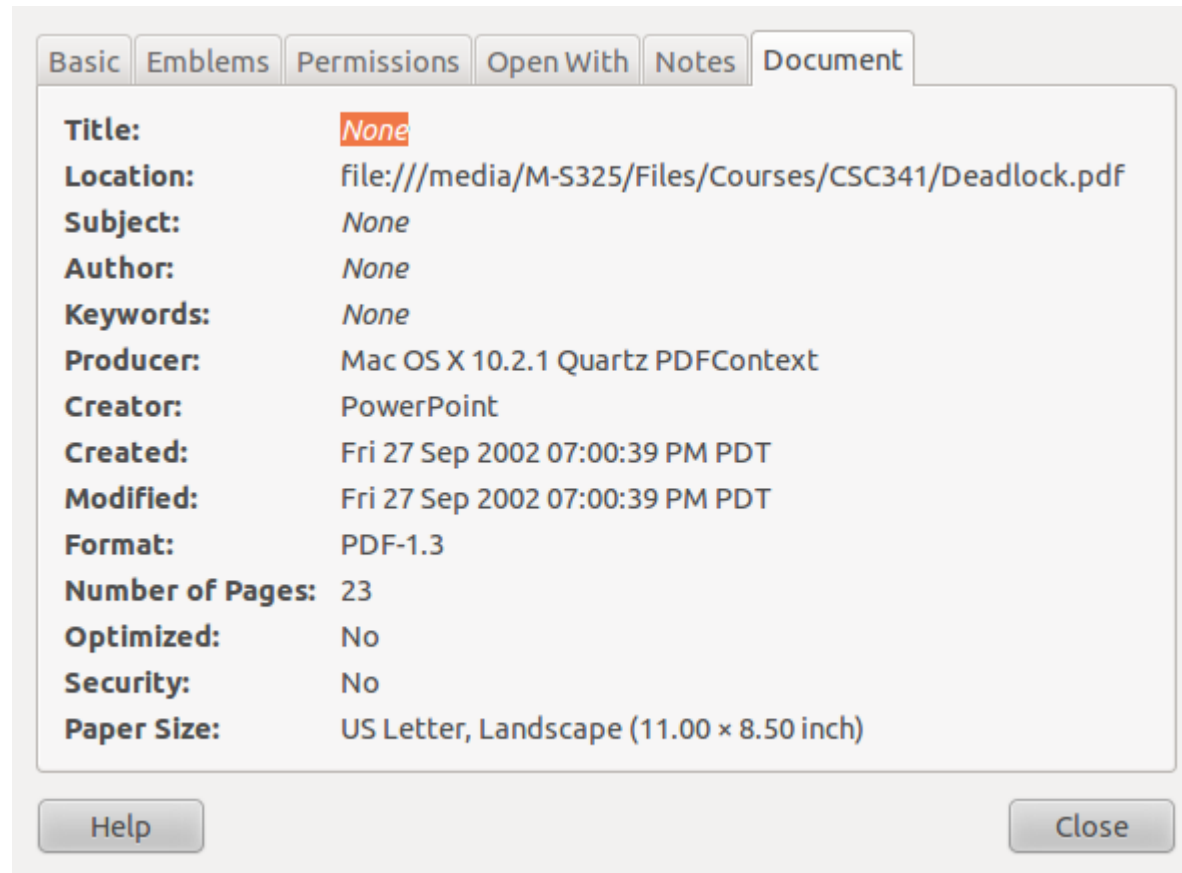


# LINUX Access-control List Management





# LINUX Access-control List Management





# A Sample LINUX Directory Listing

```
File Edit View Search Terminal Help
suchenek@nsma131-ms:/media/M-S325/Files/Courses/CSC341$ ls -o -h
total 1.7M
-rw-r--r-- 1 suchenek 1.5K 2010-01-22 22:34 Add_numbers_CSC341_Sp2010~
-rw-r--r-- 1 suchenek 1.4K 2010-01-22 22:42 Add_numbers_CSC541_Sp2010~
-rw-r--r-- 1 suchenek 90K 2010-03-23 22:24 Architecture.pdf
-rw-r--r-- 1 suchenek 4.1K 2010-03-23 22:24 Art of Operating Systems (Peter J. Denning).html
drwx----- 2 suchenek 8.0K 2010-03-23 22:21 CS571 - Operating Systems -- Spring 2002 -- P. J. Denning_files
-rw-r--r-- 1 suchenek 16K 2010-03-23 22:21 CS571 - Operating Systems -- Spring 2002 -- P. J. Denning.html
-rw-r--r-- 1 suchenek 147K 2010-03-23 22:24 Deadlock.pdf
drwx----- 2 suchenek 8.0K 2012-02-22 14:02 handouts
drwx----- 2 suchenek 8.0K 2011-12-15 19:46 Hard_disk_drive_files
-rw-r--r-- 1 suchenek 228K 2010-09-14 05:38 Hard_disk_drive.html
drwx----- 2 suchenek 8.0K 2011-12-15 19:46 HW
drwx----- 3 suchenek 8.0K 2012-04-09 15:17 Images
drwx----- 2 suchenek 8.0K 2012-02-13 20:39 JavaCode
-rw-r--r-- 1 suchenek 24 2010-02-27 00:04 Link_to_companion_website.txt
drwx----- 2 suchenek 8.0K 2012-01-19 14:43 Literature
-rw-r--r-- 1 suchenek 159K 2011-02-09 18:32 Memory_access_time.pdf
-rw-r--r-- 1 suchenek 306K 2010-03-23 22:26 MemPolicy.pdf
drwx----- 4 suchenek 8.0K 2011-12-15 19:46 news_files
-rw-r--r-- 1 suchenek 67K 2010-03-24 04:48 news.html
-rw-r--r-- 1 suchenek 105K 2010-03-23 22:19 OS_Denning.pdf
drwx----- 4 suchenek 8.0K 2012-01-16 17:51 Rosters
drwx----- 7 suchenek 8.0K 2012-04-25 11:23 Slides
drwx----- 2 suchenek 8.0K 2012-02-07 20:12 Solutions
-rw-r--r-- 1 suchenek 201K 2010-03-23 22:24 Synchronization.pdf
drwx----- 3 suchenek 48K 2012-04-25 10:03 TESTS
drwx----- 3 suchenek 8.0K 2012-03-14 11:08 Website
drwx----- 2 suchenek 8.0K 2012-01-19 11:30 Willey_rep_files
-rw-r--r-- 1 suchenek 112K 2012-01-19 11:30 Willey_rep.html
suchenek@nsma131-ms:/media/M-S325/Files/Courses/CSC341$
```





# A Sample LINUX Directory Listing

```
File Edit View Search Terminal Help
suchenek@nsma131-ms:/media/M-S325/Files/Courses/CSC341/Slides/ProducerConsumer$
ls -o -h -R
.:
total 40K
-rw-r--r-- 1 suchenek 3.6K 2012-03-18 14:49 build.xml
-rw-r--r-- 1 suchenek 82 2012-03-18 14:49 manifest.mf
drwx----- 3 suchenek 8.0K 2012-03-18 14:49 nbproject
drwx----- 3 suchenek 8.0K 2012-03-18 14:49 src
drwx----- 2 suchenek 8.0K 2012-03-18 14:49 test

./nbproject:
total 80K
-rw-r--r-- 1 suchenek 47K 2012-03-18 14:49 build-impl.xml
-rw-r--r-- 1 suchenek 467 2012-03-18 14:49 genfiles.properties
drwx----- 2 suchenek 8.0K 2012-03-18 19:00 private
-rw-r--r-- 1 suchenek 2.3K 2012-03-18 14:49 project.properties
-rw-r--r-- 1 suchenek 509 2012-03-18 14:49 project.xml

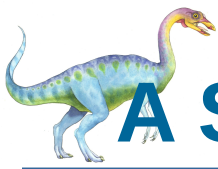
./nbproject/private:
total 16K
-rw-r--r-- 1 suchenek 88 2012-03-18 14:49 private.properties
-rw-r--r-- 1 suchenek 416 2012-03-22 11:41 private.xml

./src:
total 8.0K
drwx----- 2 suchenek 8.0K 2012-03-18 14:49 producerconsumer

./src/producerconsumer:
total 8.0K
-rw-r--r-- 1 suchenek 1.9K 2012-03-18 19:00 Main.java

./test:
total 0
suchenek@nsma131-ms:/media/M-S325/Files/Courses/CSC341/Slides/ProducerConsumer$
```





# A Sample LINUX GUI Directory Listing

Views Behavior Display **List Columns** Preview Media

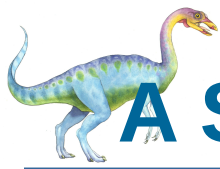
**List Columns**

Choose the order of information to appear in the list view.

<input checked="" type="checkbox"/> Name	Move Up
<input checked="" type="checkbox"/> Size	
<input checked="" type="checkbox"/> Type	
<input checked="" type="checkbox"/> Date Modified	Move Down
<input checked="" type="checkbox"/> Date Accessed	
<input type="checkbox"/> Group	Use Default
<input type="checkbox"/> Location	
<input type="checkbox"/> MIME Type	
<input type="checkbox"/> Octal Permissions	
<input type="checkbox"/> Owner	
<input checked="" type="checkbox"/> Permissions	
<input type="checkbox"/> SELinux Context	

Help Close





# A Sample LINUX GUI Directory Listing

File Edit View Go Bookmarks Help

← Back → Forward ↑ × ↺ 🏠 🖥️ 🔍 50% 🔍 List View 🔍

Places ×

📁 M-S325 📁 Files 📁 Courses 📁 CSC341

Name	Size	Type	Date Modified	Date Accessed	Permissions
JavaCode	6 items	folder	Mon 13 Feb 2012 08:39:44 PM PST	Sun 12 Feb 2012 11:00:00 PM PST	drwx---
Literature	1 item	folder	Thu 19 Jan 2012 02:43:10 PM PST	Wed 18 Jan 2012 11:00:00 PM PST	drwx---
news_files	59 items	folder	Thu 15 Dec 2011 07:46:48 PM PST	Wed 14 Dec 2011 11:00:00 PM PST	drwx---
Rosters	2 items	folder	Mon 16 Jan 2012 05:51:10 PM PST	Sun 15 Jan 2012 11:00:00 PM PST	drwx---
Slides	16 items	folder	Wed 25 Apr 2012 11:59:22 AM PDT	Wed 25 Apr 2012 11:59:22 AM PDT	drwx---
Solutions	10 items	folder	Tue 07 Feb 2012 08:12:32 PM PST	Mon 06 Feb 2012 11:00:00 PM PST	drwx---
TESTS	478 items	folder	Wed 25 Apr 2012 10:03:49 AM PDT	Wed 25 Apr 2012 10:03:49 AM PDT	drwx---
Website	46 items	folder	Wed 14 Mar 2012 11:08:38 AM PDT	Wed 14 Mar 2012 12:00:00 AM PDT	drwx---
Willey_rep_files	8 items	folder	Thu 19 Jan 2012 11:30:52 AM PST	Wed 18 Jan 2012 11:00:00 PM PST	drwx---
Architecture.pdf	89.8 KB	PDF document	Tue 23 Mar 2010 10:24:32 PM PDT	Mon 19 Mar 2012 12:00:00 AM PDT	-rw-r--r--
Art of Operating Systems (Peter J. Denning).html	4.1 KB	HTML document	Tue 23 Mar 2010 10:24:20 PM PDT	Thu 19 Apr 2012 12:00:00 AM PDT	-rw-r--r--
CS571 - Operating Systems – Spring 2002 – P. J. Denning...	15.7 KB	HTML document	Tue 23 Mar 2010 10:21:08 PM PDT	Thu 19 Apr 2012 12:00:00 AM PDT	-rw-r--r--
Deadlock.pdf	146.1 KB	PDF document	Tue 23 Mar 2010 10:24:52 PM PDT	Wed 25 Apr 2012 11:56:09 AM PDT	-rw-r--r--
Hard_disk_drive.html	227.5 KB	HTML document	Tue 14 Sep 2010 05:38:42 AM PDT	Thu 19 Apr 2012 12:00:00 AM PDT	-rw-r--r--
Link_to_companion_website.txt	24 bytes	plain text document	Sat 27 Feb 2010 12:04:28 AM PST	Thu 19 Apr 2012 12:00:00 AM PDT	-rw-r--r--
Memory_access_time.pdf	158.7 KB	PDF document	Wed 09 Feb 2011 06:32:56 PM PST	Wed 04 Apr 2012 12:00:00 AM PDT	-rw-r--r--
MemPolicy.pdf	305.5 KB	PDF document	Tue 23 Mar 2010 10:26:50 PM PDT	Wed 04 Apr 2012 12:00:00 AM PDT	-rw-r--r--
news.html	66.4 KB	HTML document	Wed 24 Mar 2010 04:48:46 AM PDT	Thu 19 Apr 2012 12:00:00 AM PDT	-rw-r--r--
OS_Denning.pdf	104.7 KB	PDF document	Tue 23 Mar 2010 10:19:24 PM PDT	Mon 19 Mar 2012 12:00:00 AM PDT	-rw-r--r--
Synchronization.pdf	200.8 KB	PDF document	Tue 23 Mar 2010 10:24:42 PM PDT	Mon 19 Mar 2012 12:00:00 AM PDT	-rw-r--r--
Willey_rep.html	111.7 KB	HTML document	Thu 19 Jan 2012 11:30:52 AM PST	Thu 19 Apr 2012 12:00:00 AM PDT	-rw-r--r--

26 items, Free space: 7.7 GB



# End of Chapter 10

---

