OPERATING SYSTEMS CS3500

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FILE-SYSTEM INTERFACE

Outline

- File Concept
- Access Methods
- Disk and Directory Structure
- Protection
- Memory-Mapped Files

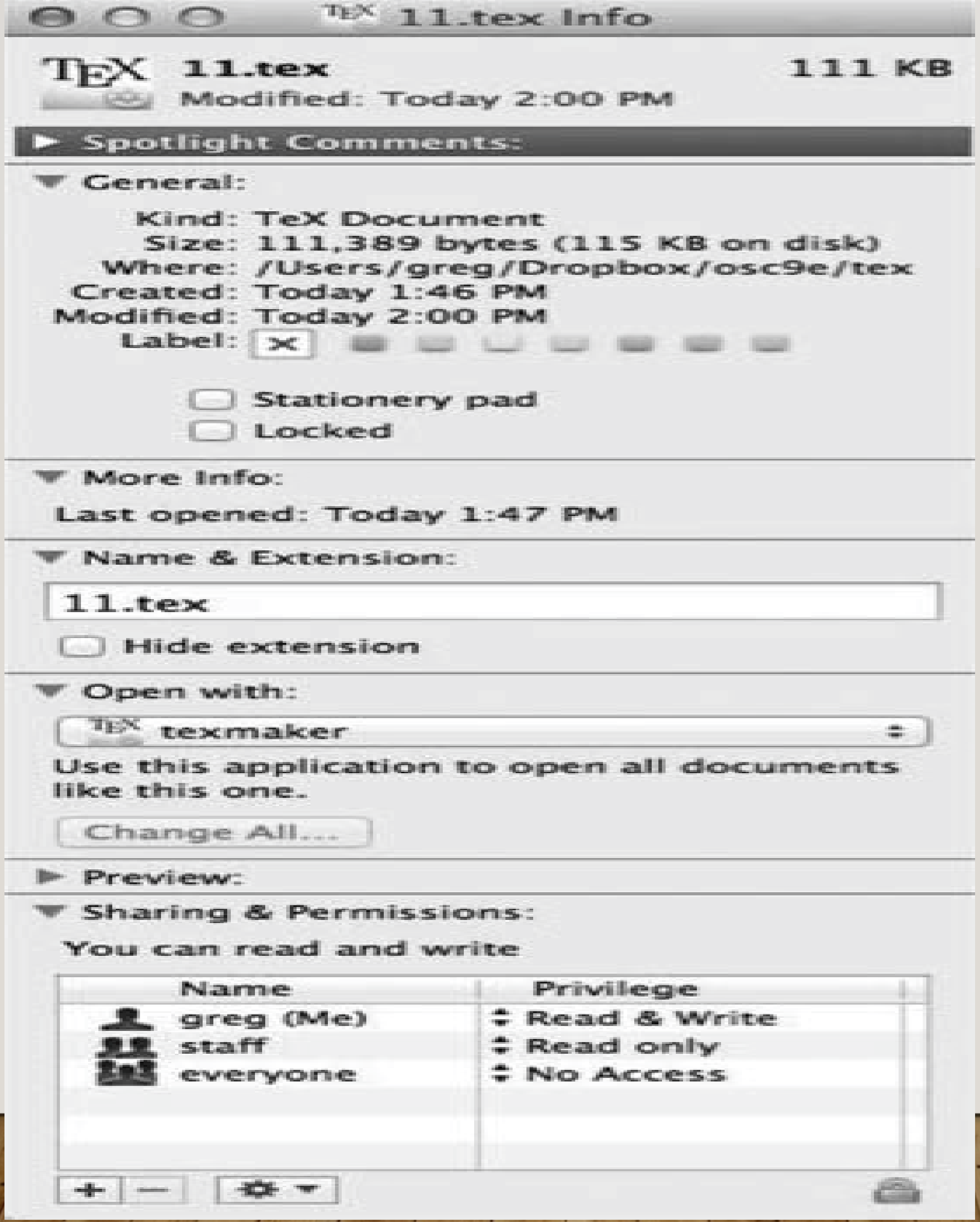
FILE CONCEPT

- A file is a named collection of related information that is recorded on secondary storage
- User's perspective: a file is the smallest allotment of logical secondary storage.
- Types:
  - Data
    - Numeric, Character, Binary
  - Program
- In general, a file is a sequence of bits, bytes, lines, or records, the meaning of which is defined by the file's creator and user
  - Many types: **text file, source file, executable file**

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
- Many variations, including extended file attributes such as file checksum
- Information kept in the directory structure

FILE INFO WINDOW ON MAC OS X



11.tex Info

11.tex 111 KB
Modified: Today 2:00 PM

▶ Spotlight Comments:

▼ General:

Kind: TeX Document
Size: 111,389 bytes (115 KB on disk)
Where: /Users/greg/Dropbox/osc9e/tex
Created: Today 1:46 PM
Modified: Today 2:00 PM
Label: ☒

□ Stationery pad
□ Locked

▼ More Info:

Last opened: Today 1:47 PM

▼ Name & Extension:

11.tex

□ Hide extension

▼ Open with:

texmaker

Use this application to open all documents like this one.

▶ Preview:

▼ Sharing & Permissions:

You can read and write

Name	Privilege
greg (Me)	Read & Write
staff	Read only
everyone	No Access

FILE OPERATIONS

- **Create**
- **Write –** at **write pointer** location
- **Read –** at **read pointer** location
- **Reposition within file - seek**
- **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

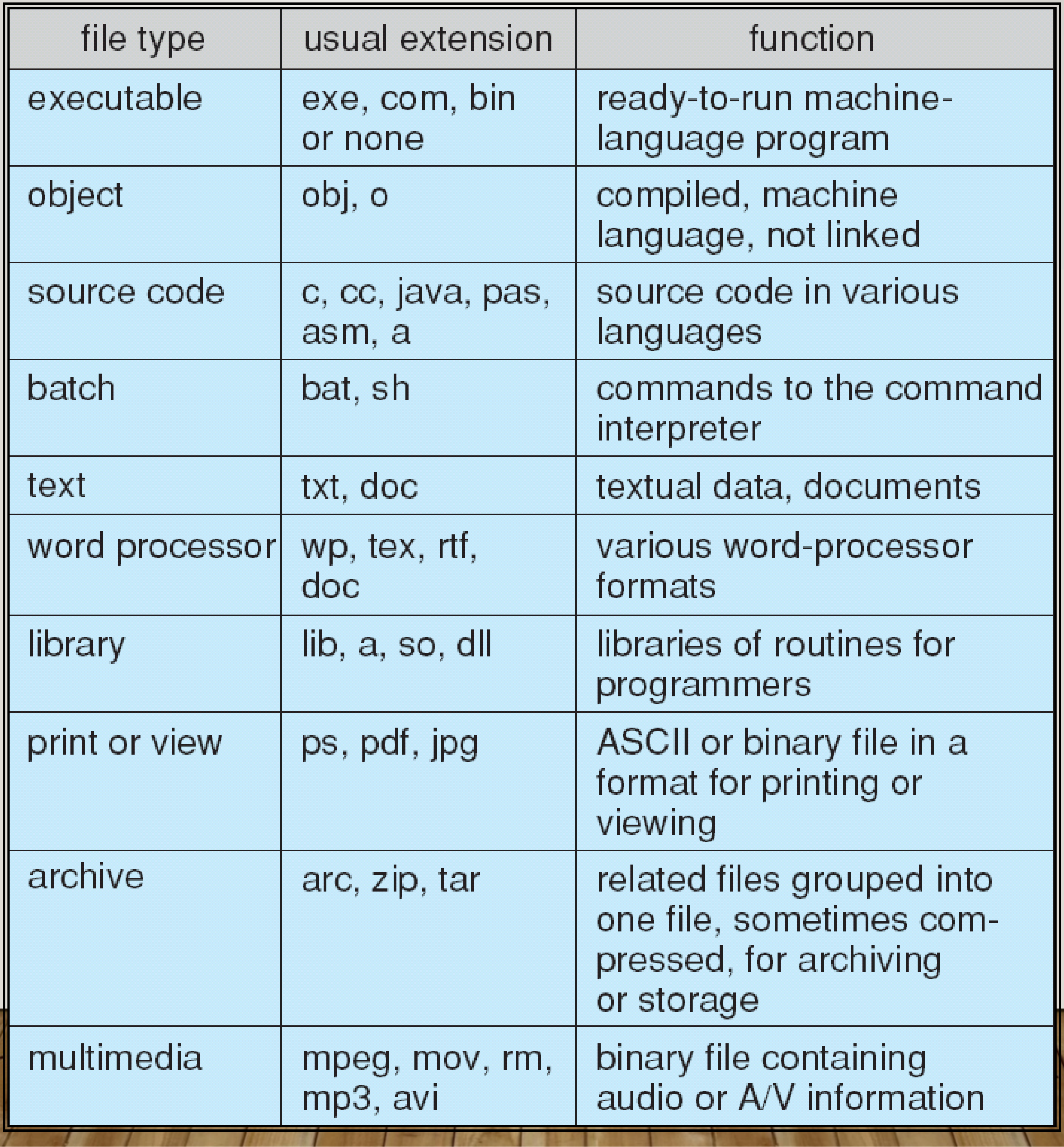
OPEN FILES

- Several pieces of data are needed to manage open files:
  - **Open-file table**: tracks 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

FILE LOCKING

- Provided by some operating systems and file systems
  - Similar to reader-writer locks
  - **Shared lock** similar to reader lock – several processes can acquire concurrently
  - **Exclusive lock** similar to writer lock
- 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

FILE STRUCTURE

- 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

ACCESS METHODS

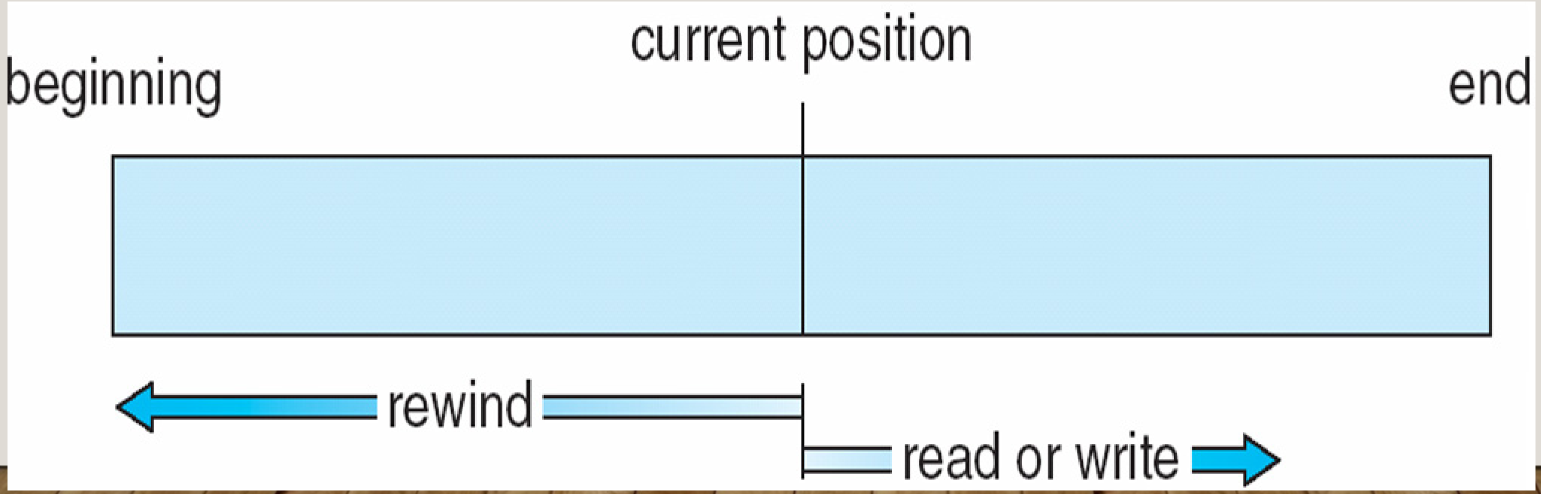
- A file is fixed length **logical records.**

- The information in the file can be accessed in several ways:

- **Sequential Access**
- **Direct Access**
- **Other Access Methods**

SEQUENTIAL ACCESS

- Information in the file is processed in order, one record after the other
- Operations
  - `read next`
  - `write next`
  - `Reset`
  - no read after last write (rewrite)

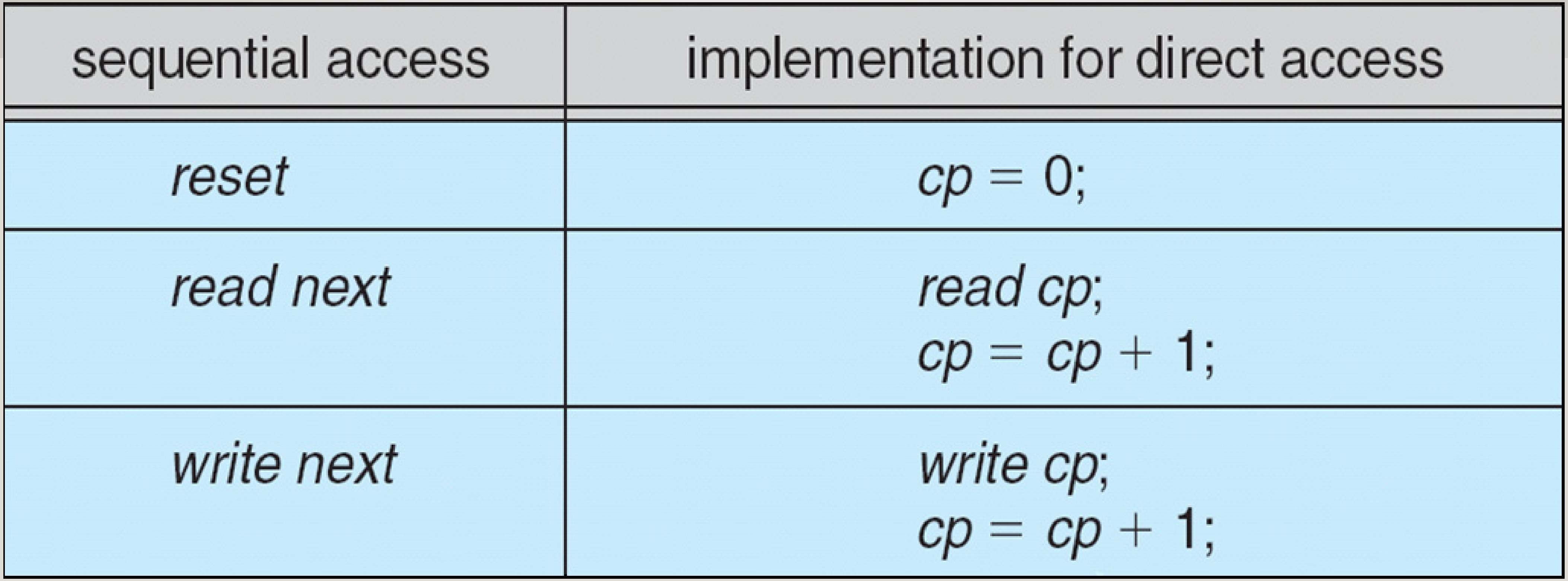


DIRECT ACCESS

- A file is made up of fixed-length logical records that allow programs to read and write records rapidly in no particular order.
- Based on a disk model of a file.
- Operations
  - **read *n***
  - **write *n***
  - **position to *n***
    - **read next**
    - **write next**
    - **rewrite *n***

  n = **relative block number**
- Relative block numbers allow OS to decide where file should be placed

SIMULATION OF SEQUENTIAL ACCESS ON DIRECT-ACCESS FILE

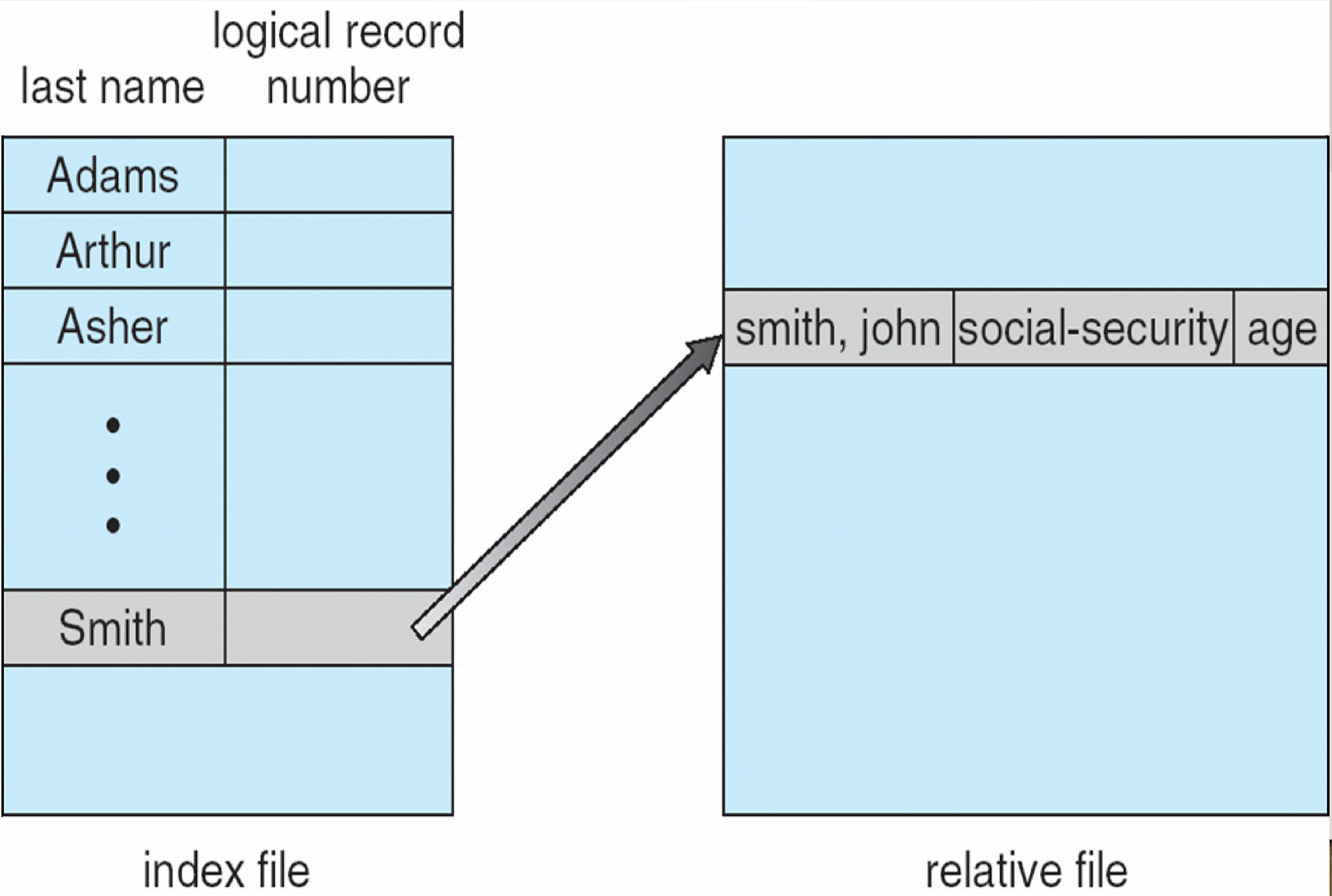


sequential access	implementation for direct access
reset	*cp* = 0;
read next	*read cp*; *cp* = *cp* + 1;
write next	*write cp*; *cp* = *cp* + 1;

OTHER ACCESS METHODS

- Can be other access methods built on top of base methods
- General involve creation of an **index** for the file
- Keep index in memory for fast determination of location of data to be operated on (consider Universal Produce Code (UPC code) plus record of data about that item)
- If the index is too large, create an in-memory index, which is an index of a disk index
- IBM indexed sequential-access method (ISAM)
  - Small master index, points to disk blocks of secondary index
  - File kept sorted on a defined key
  - All done by the OS
- VMS operating system provides index and relative files as another example (see next slide)

EXAMPLE OF INDEX AND RELATIVE FILES



last name	logical record number
Adams	
Arthur	
Asher	
• • •	
Smith	

index file

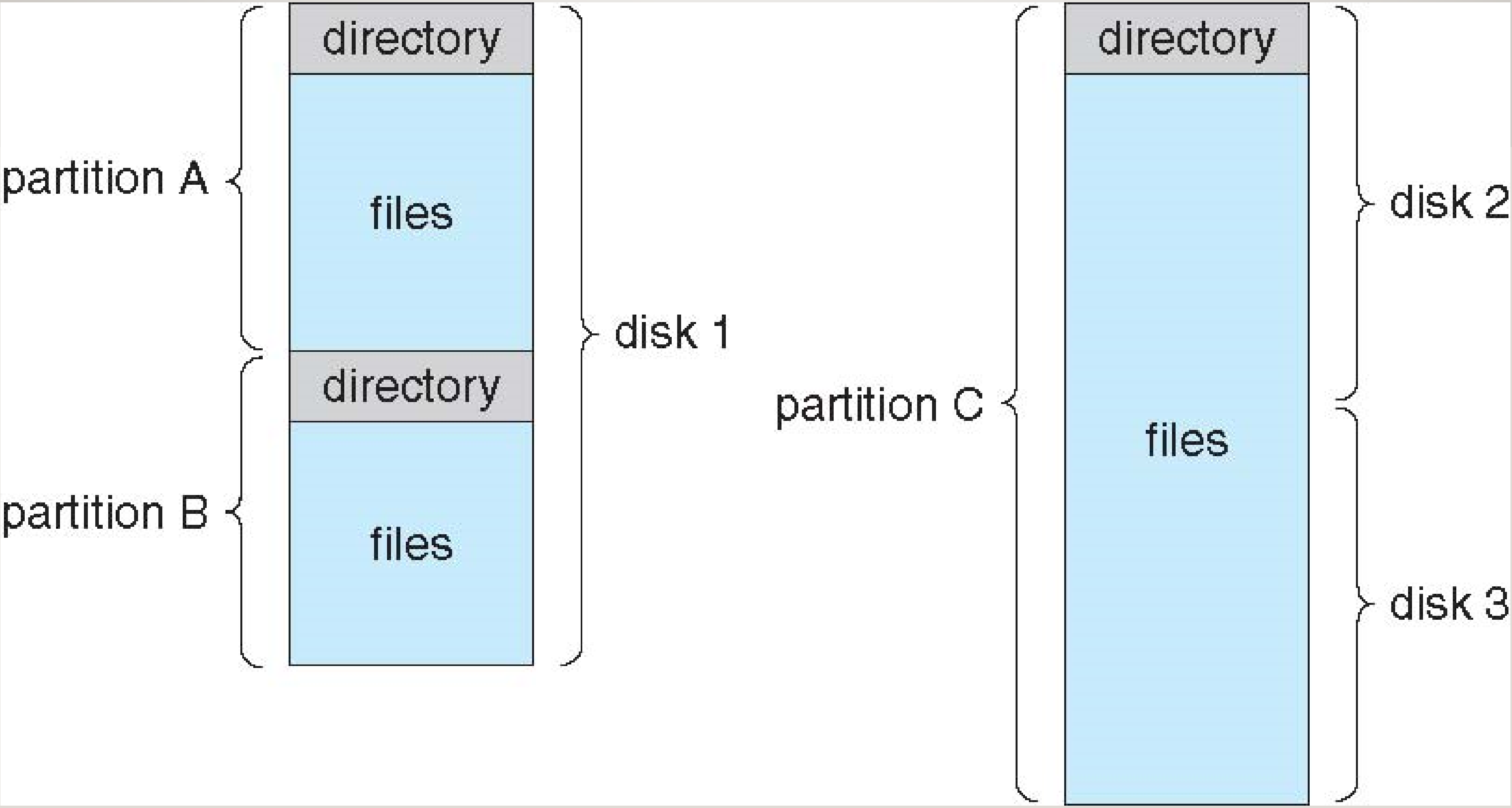
smith, john	social-security	age

relative file

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 is known as a **volume**
- Each volume containing a file system also tracks that file system's info in **device directory** or **volume table of contents**
- In addition to **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

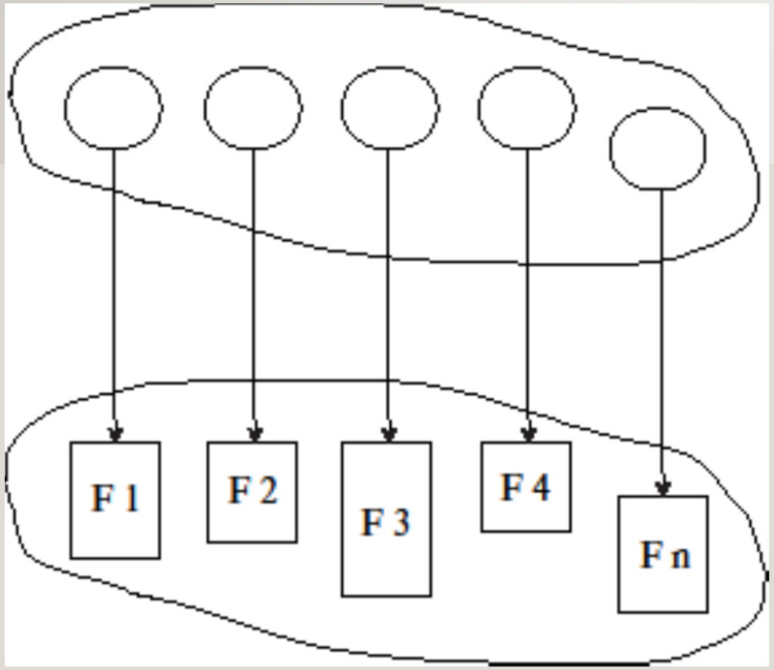


TYPES OF FILE SYSTEMS

- Typically, general-purpose file systems but systems may have some special- purpose file systems.
- Consider Solaris has
  - tmpfs – memory-based volatile FS for fast, temporary I/O
  - objfs – interface into kernel memory to get kernel symbols for debugging
  - ctfs – contract file system for managing daemons
  - lofs – loopback file system allows one FS to be accessed in place of another
  - procfs – kernel interface to process structures
  - ufs, zfs – general purpose file systems

DIRECTORY STRUCTURE

- A collection of nodes containing information about all files



Operations performed on directory:
search, create, delete, list, rename, traverse.

- Typically, a directory entry consists of the file's name and its unique identifier.
- Both the directory structure and the files reside on disk

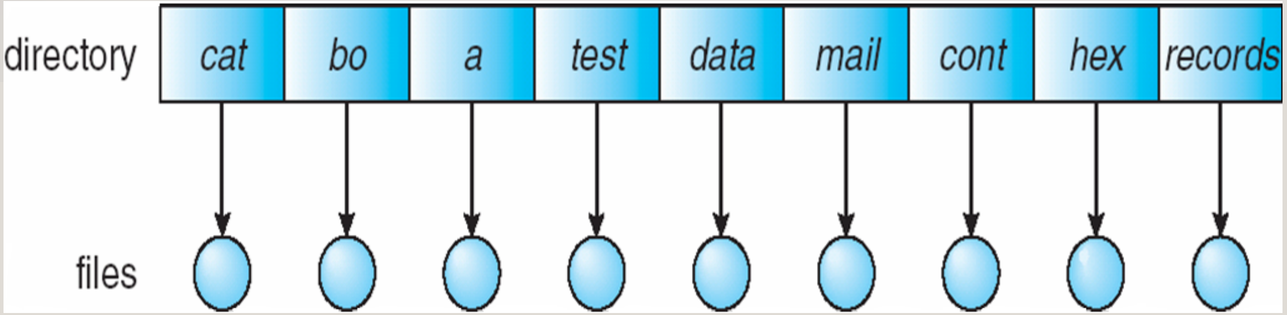
DIRECTORY ORGANIZATION

The directory is organized 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

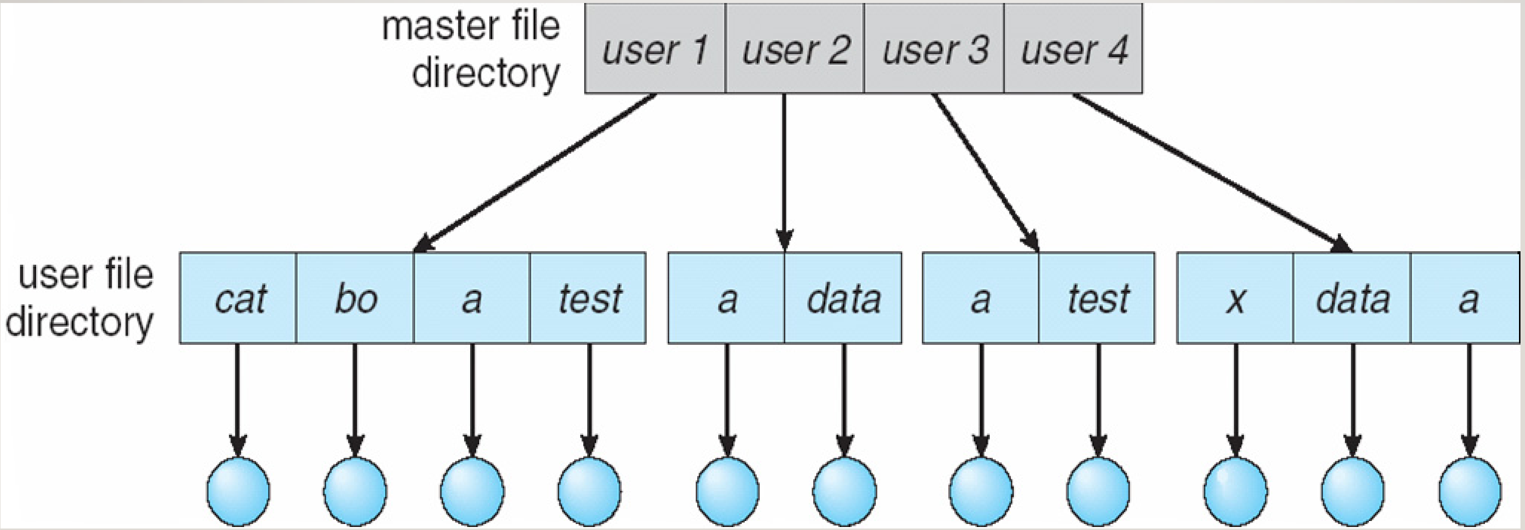
- A single directory for all users



- Significant limitations, when the number of files increases or when the system has more than one user
- Naming problem
- Grouping problem

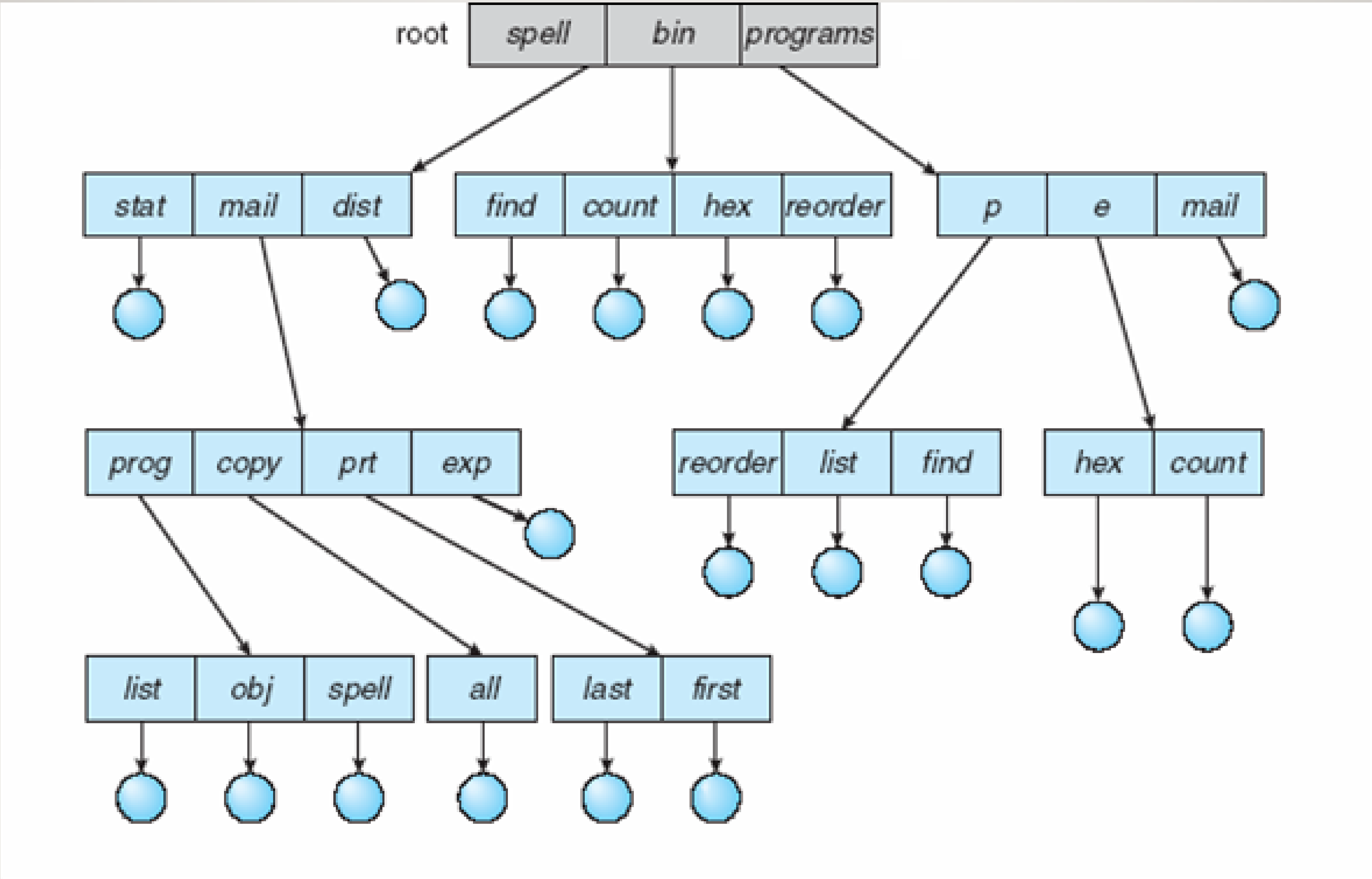
TWO-LEVEL DIRECTORY

- Separate directory for each user



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

TREE-STRUCTURED DIRECTORIES

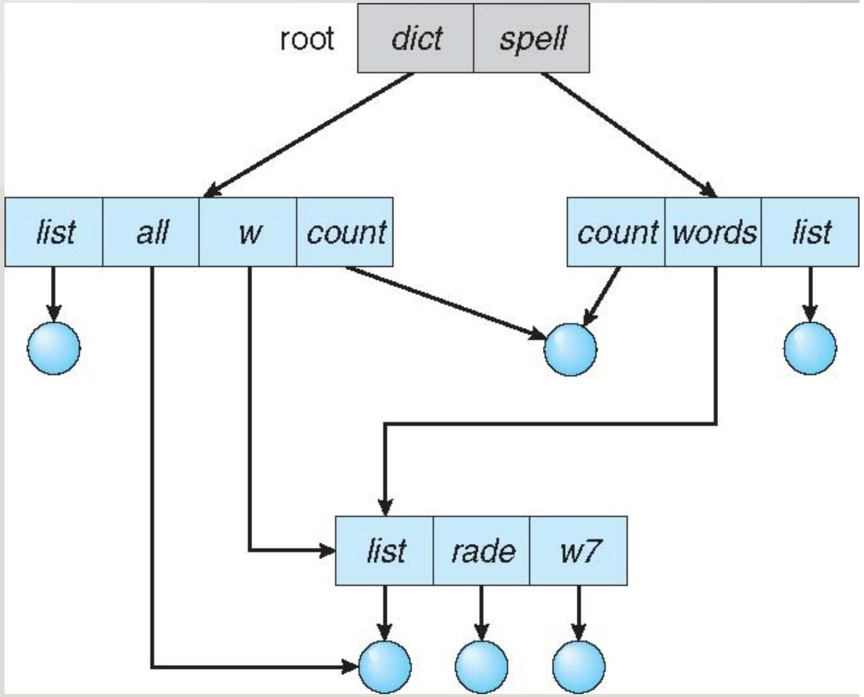


ACYCLIC-GRAPH DIRECTORIES

- Have shared subdirectories and files.
- Two different names (aliasing)
- If ***dict*** deletes **w/*list*** ⇒ dangling pointer

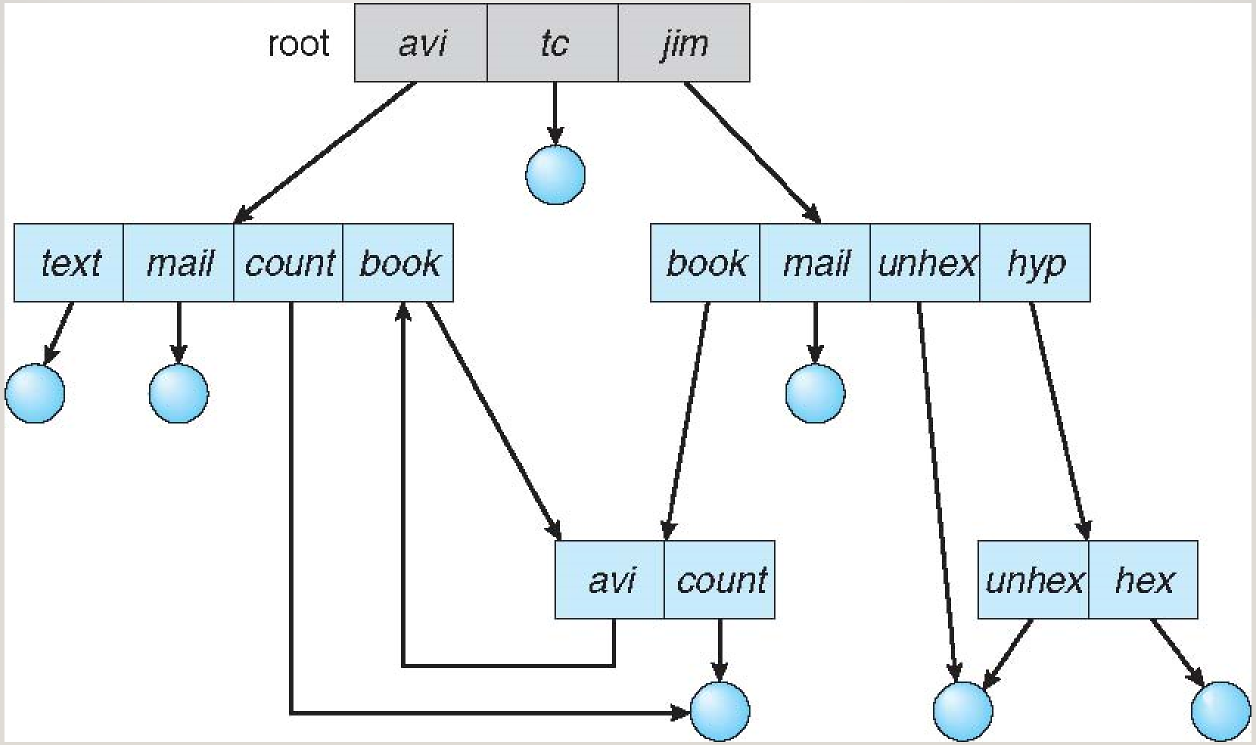
  Solutions:

  - 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



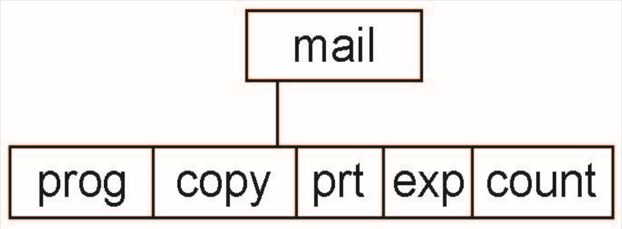
How do we guarantee no cycles?

- Allow only links to files not subdirectories
- **Garbage collection**
- Every time a new link is added use a cycle detection algorithm to determine whether it is OK

CURRENT DIRECTORY

- Can designate one of the directories as the current (working) directory
  - `cd /spell/mail/prog`
  - `type list`
- Creating and deleting a file is done in current directory
- Example of creating a new file
  - If in current directory is `/mail`
  - The command

    mkdir <dir-name>
  - Results in:



- Deleting “mail” ⇒ deleting the entire subtree rooted by “mail”

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 IN UNIX

- Mode of access: read, write, execute
- Three classes of users on Unix / Linux

RWX

a) **owner access** 7 ⇒ 1 1 1

RWX

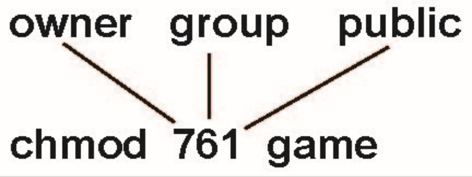
b) **group access** 6 ⇒ 1 1 0

RWX

c) **public access** 1 ⇒ 0 0 1

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

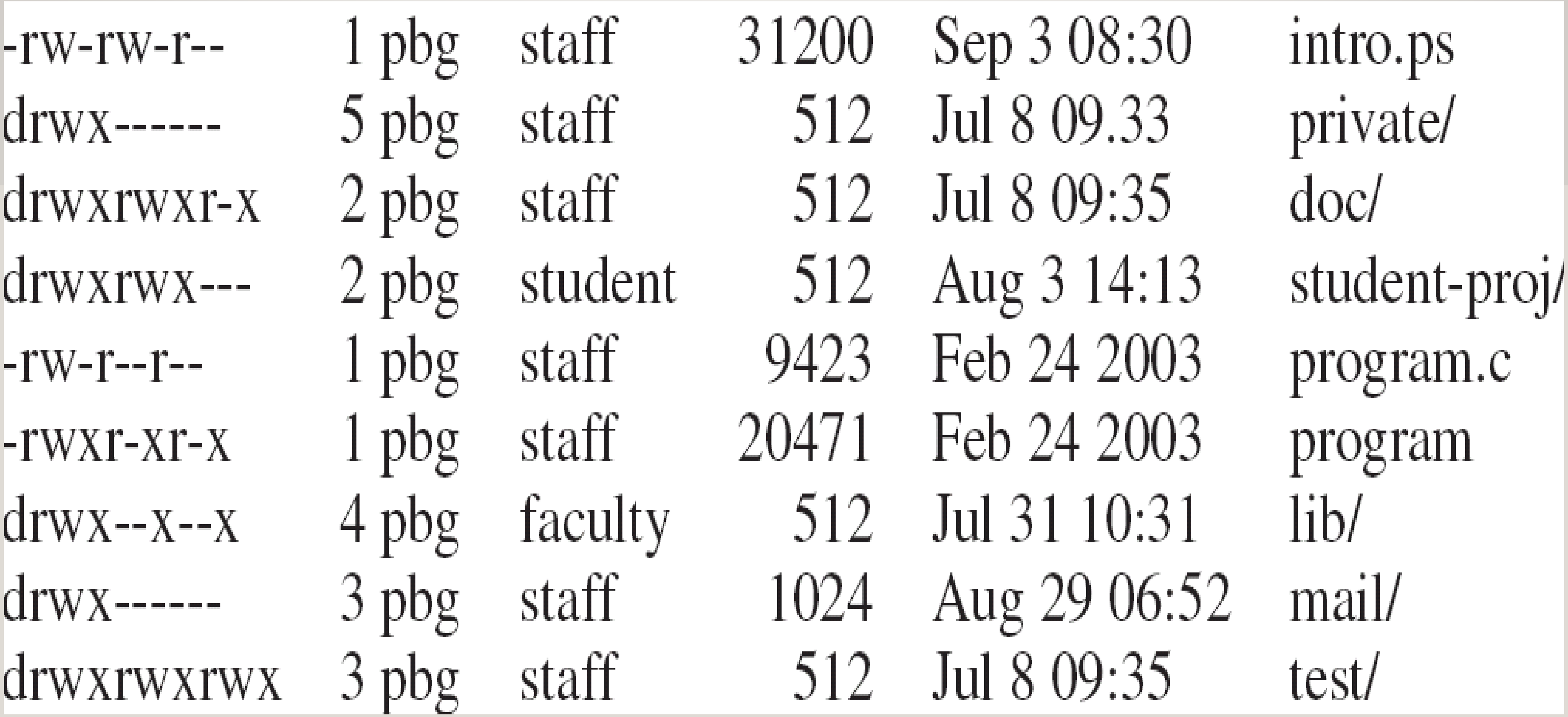
```
chgrp     G     game
```


owner group public

chmod 761 game

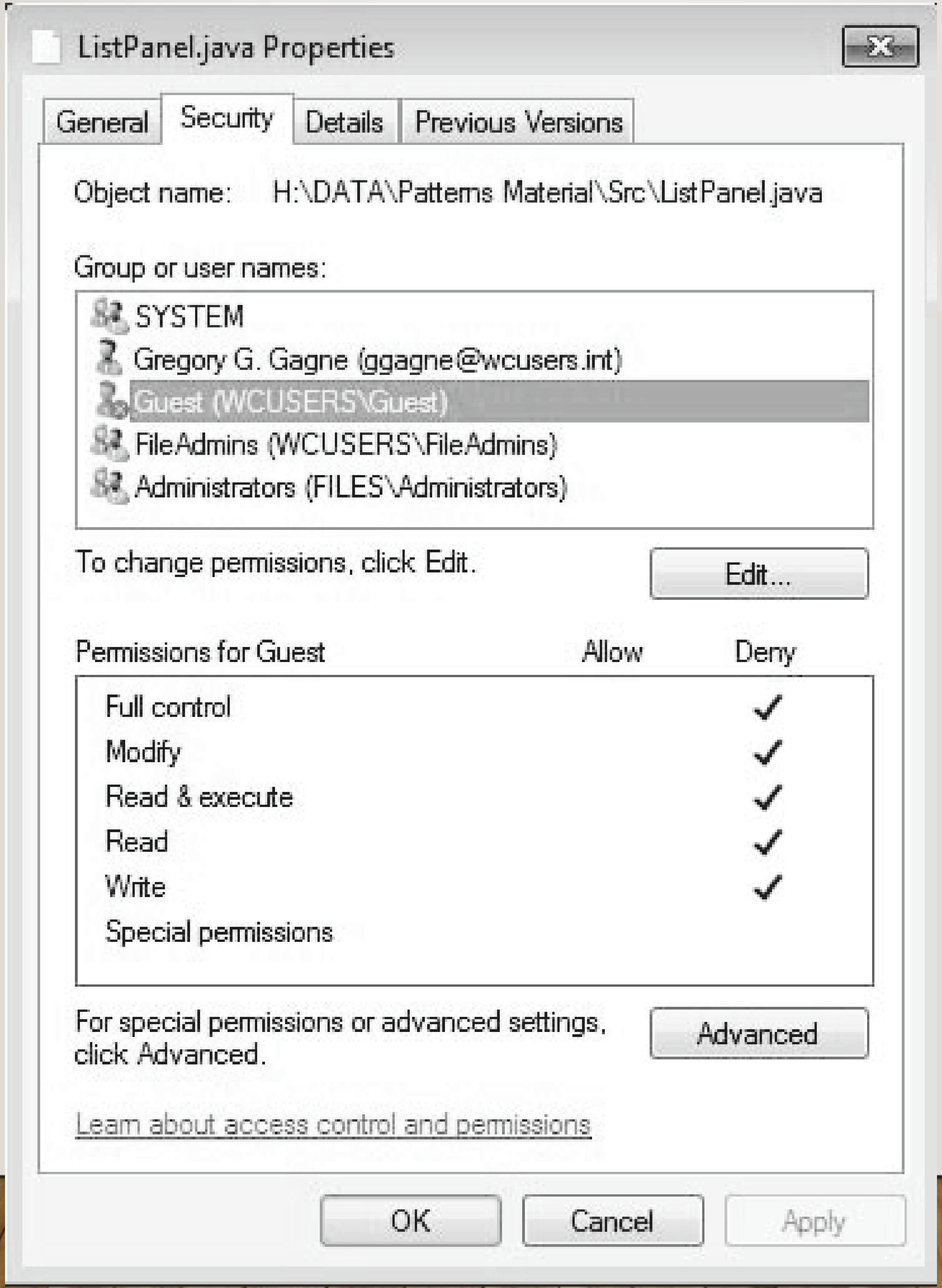
- Attach a group to a file

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-r--r--     1 pbg   staff       9423   Feb 24 2003     program.c
-rwxr-xr-x     1 pbg   staff      20471   Feb 24 2003     program
drwx--x--x     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/
```

WINDOWS 7 ACCESS-CONTROL LIST MANAGEMENT



ListPanel.java Properties

Object name: H:\DATA\Patterns Material\Src\ListPanel.java

Group or user names:

- SYSTEM
- Gregory G. Gagne (ggagne@wcusers.int)
- Guest (WCUSERS\Guest)
- FileAdmins (WCUSERS\FileAdmins)
- Administrators (FILES\Administrators)

To change permissions, click Edit.

Permissions for Guest	Allow	Deny
Full control		✓
Modify		✓
Read & execute		✓
Read		✓
Write		✓
Special permissions		

For special permissions or advanced settings, click Advanced.

Learn about access control and permissions