

Computer Systems B COMS20012

Introduction to Operating Systems and Security



Naïve naming

- One directory for the entire disk
- Small maximum name size
- Maximum number of files at creation
- Implementation
 - Allocate space for the directory
 - Directory structure is a big map
 - > key: char file_name[MAX_SIZE]
 - > value: file representation (see video 2) or an ID that easily map to it

- Pros:
 - Simple to implement
- Cons:
 - Hard to organize data
 - No two objects with the same name
 - Collision likely in multi-users systems
 - Names are limited

Hierarchical structure

- Tree structure
- Directories are normal files with a specific format
- Bit indicate if file or directory
- Contains directory entries
 - Map name to some ID
 - User can read
 - Only kernel can write

- Pros
 - Much better organization
 - Reuse file implementation
- Cons
 - File look up is a bit more complicated
 - > Need to traverse directories

bristol.ac.uk | bin home bristol.ac.uk | bin home bristol.ac.uk

Directory Implementation

- Directory are implemented like files
- Content of directory entries:
 - Name
 - inode number (the name come from the original UNIX)
 - Туре
- Directory grows chunk of dirent the size of a single disk block (it is just a normal file!)
- Root directory has a designated inode (so we know where to start!)

Root directory "/"

Name	inumber
home	6
etc	2254
net	3
sbin	4512
var	25615
tmp	14525

Assume:

- inode stored from block 100
- inodes 8 per block
- block 100 contains 0-7, 101 contains 8-15 etc.
- There are 100 block of inodes
- Root ("/") inode number is 2!

	Block Number				Con	tent		
	100			200				
inodes	101	202	203		201			
inodes	102	204	205					
	200	.,2	,2	bin,8	usr,16	boot,35	text,11	
	201	.,11	,2					
Data blocks	202	.,8	,2	ls, 91	cat, 105			
	203	.,9	,16	libc.a,95	ssl.a,478			
	204	.,16	,2	lib,9	share,52	old,66		

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/usr/lib/libc.a inode number is 95!

Some notes

- Full path name are cumbersome
 POSIX maintain a current directory for each processes (cwd)
 cwd inode number is a process metadata
 When solving path look for first character
 if it it form took (which inode number is known)
 Else start from working directory
- POSIX two special directory entries

 "." refers to the directory itself

 "." refers to its parent

 This is how file systems can resolve "../something"
- Nore than one directory can refer to a single file
 Hard Link: a inode number appears in more than one directory
 Need to maintain a reference count (incremented by one every time an inode is referenced in a directory)
 Nende deleting reference decrease the reference count
 If the reference count reaches 0, the file block(s) are free!
 Soft Link (aka symbolic link): file contains the name of another file
 When such file is encountered continue resolution using the name that appears in the file
 Nothing is done on deletion (or need to maintain list some and fix it)

