

13.1 File concept

Introduction

Overview

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A *file* is a collection of related information defined by its creator. Files are mapped by the operating system onto physical mass-storage devices. A file system describes how files are mapped onto physical devices, as well as how they are accessed and manipulated by both users and programs.

Accessing physical storage can often be slow, so file systems must be designed for efficient access. Other requirements may be important as well, including providing support for file sharing and remote access to files.

For most users, the file system is the most visible aspect of a general-purpose operating system. It provides the mechanism for on-line storage of and access to both data and programs of the operating system and all the users of the computer system. The file system consists of two distinct parts: a collection of files, each storing related data, and a directory structure, which organizes and provides information about all the files in the system. Most file systems live on storage devices, which we described in the chapter Mass-Storage Structure and will continue to discuss in the next chapter. In this chapter, we consider the various aspects of files and the major directory structures. We also discuss the semantics of sharing files among multiple processes, users, and computers. Finally, we discuss ways to handle file protection, necessary when we have multiple users and want to control who may access files and how files may be accessed.

Chapter objectives

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- Explain the function of file systems.
- Describe the interfaces to file systems.
- Discuss file-system design tradeoffs, including access methods, file sharing, file locking, and directory structures.
- Explore file-system protection.

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File concept

Computers can store information on various storage media, such as NVM devices, HDDs, magnetic tapes, and optical disks. So that the computer system will be convenient to use, the operating system provides a uniform logical view of stored information. The operating system abstracts from the physical properties of its storage devices to define a logical storage unit, the **file**. Files are mapped by the operating system onto physical devices. These storage devices are usually nonvolatile, so the contents are persistent between system reboots.

A file is a named collection of related information that is recorded on secondary storage. From a user's perspective, a file is the smallest allotment of logical secondary storage; that is, data cannot be written to secondary storage unless they are within a file. Commonly, files represent programs (both source and object forms) and data. Data files may be numeric, alphabetic, alphanumeric, or binary. Files may be free form, such as text files, or may be formatted rigidly. 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. The concept of a file is thus extremely general.

Because files are **the** method users and applications use to store and retrieve data, and because they are so general purpose, their use has stretched beyond its original confines. For example, UNIX, Linux, and some other operating systems provide a proc file system that uses file-system interfaces to provide access to system information (such as process details).

The information in a file is defined by its creator. Many different types of information may be stored in a file—source or executable programs, numeric or text data, photos, music, video, and so on. A file has a certain defined structure, which depends on its type. A **text file** is a sequence of characters organized into lines (and possibly pages). A **source file** is a sequence of functions, each of which is further organized as declarations followed by executable statements. An **executable file** is a series of code sections that the loader can bring into memory and execute.

File attributes

A file is named, for the convenience of its human users, and is referred to by its name. A name is usually a string of characters, such as example.c. Some systems differentiate between

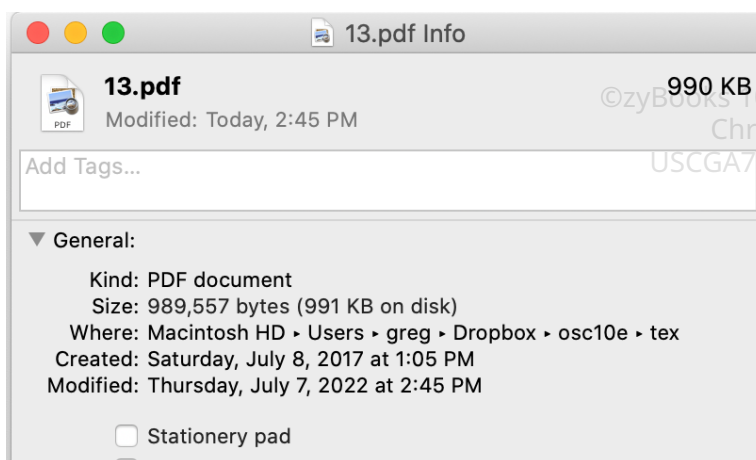
uppercase and lowercase characters in names, whereas other systems do not. When a file is named, it becomes independent of the process, the user, and even the system that created it. For instance, one user might create the file `example.c`, and another user might edit that file by specifying its name. The file's owner might write the file to a USB drive, send it as an e-mail attachment, or copy it across a network, and it could still be called `example.c` on the destination system. Unless there is a sharing and synchronization method, that second copy is now independent of the first and can be changed separately.

A file's attributes vary from one operating system to another but typically consist of these:

- **Name.** The symbolic file name is the only information kept in human-readable form.
- **Identifier.** This unique tag, usually a number, identifies the file within the file system; it is the non-human-readable name for the file.
- **Type.** This information is needed for systems that support different types of files.
- **Location.** This information is a pointer to a device and to the location of the file on that device.
- **Size.** The current size of the file (in bytes, words, or blocks) and possibly the maximum allowed size are included in this attribute.
- **Protection.** Access-control information determines who can do reading, writing, executing, and so on.
- **Timestamps and user identification.** This information may be kept for creation, last modification, and last use. These data can be useful for protection, security, and usage monitoring.

Some newer file systems also support **extended file attributes**, including character encoding of the file and security features such as a file checksum. Figure 13.1.1 illustrates a **file info window** on macOS that displays a file's attributes.

Figure 13.1.1: A file info window on macOS.





The information about all files is kept in the directory structure, which resides on the same device as the files themselves. Typically, a directory entry consists of the file's name and its unique identifier. The identifier in turn locates the other file attributes. It may take more than a kilobyte to record this information for each file. In a system with many files, the size of the directory itself may be megabytes or gigabytes. Because directories must match the volatility of the files, like files, they must be stored on the device and are usually brought into memory piecemeal, as needed.

File operations

A file is an abstract data type. To define a file properly, we need to consider the operations that can be performed on files. The operating system can provide system calls to create, write, read, reposition, delete, and truncate files. Let's examine what the operating system must do to perform each of these seven basic file operations. It should then be easy to see how other similar operations, such as renaming a file, can be implemented.

- **Creating a file.** Two steps are necessary to create a file. First, space in the file system must be found for the file. We discuss how to allocate space for the file in chapter File-System Implementation. Second, an entry for the new file must be made in a directory.
- **Opening a file.** Rather than have all file operations specify a file name, causing the operating system to evaluate the name, check access permissions, and so on, all operations except create and delete require a file open () first. If successful, the open call returns a file handle that is used as an argument in the other calls.

- **Writing a file.** To write a file, we make a system call specifying both the open file handle and the information to be written to the file. Given the name of the file, the system searches the directory to find the file's location. The system must keep a **write pointer** to the location in the file where the next write is to take place if it is sequential. The write pointer must be updated whenever a write occurs.
- **Reading a file.** To read from a file, we use a system call that specifies the file handle and where (in memory) the next block of the file should be put. Again, the directory is searched for the associated entry, and the system needs to keep a **read pointer** to the location in the file where the next read is to take place, if sequential. Once the read has taken place, the read pointer is updated. Because a process is usually either reading from or writing to a file, the current operation location can be kept as a per-process **current-file-position pointer**. Both the read and write operations use this same pointer, saving space and reducing system complexity.
- **Repositioning within a file.** The current-file-position pointer of the open file is repositioned to a given value. Repositioning within a file need not involve any actual I/O. This file operation is also known as a file **seek**.
- **Deleting a file.** To delete a file, we search the directory for the named file. Having found the associated directory entry, we release all file space, so that it can be reused by other files, and erase or mark as free the directory entry. Note that some systems allow **hard links**—multiple names (directory entries) for the same file. In this case the actual file contents is not deleted until the last link is deleted.
- **Truncating a file.** The user may want to erase the contents of a file but keep its attributes. Rather than forcing the user to delete the file and then recreate it, this function allows all attributes to remain unchanged—except for file length. The file can then be reset to length zero, and its file space can be released.

These seven basic operations comprise the minimal set of required file operations. Other common operations include appending new information to the end of an existing file and renaming an existing file. These primitive operations can then be combined to perform other file operations. For instance, we can create a copy of a file by creating a new file and then reading from the old and writing to the new. We also want to have operations that allow a user to get and set the various attributes of a file. For example, we may want to have operations that allow a user to determine the status of a file, such as the file's length, and to set file attributes, such as the file's owner.

As mentioned most of the file operations mentioned involve searching the directory for the entry associated with the named file. To avoid this constant searching, many systems require that an `open ()` system call be made before a file is first used. The operating system keeps a table, called the **open-file table**, containing information about all open files. When a file operation is requested, the file is specified via an index into this table, so no searching is required. When the file is no longer being actively used, it is closed by the process, and the operating system removes its entry from the open-file table, potentially releasing locks. `create ()` and `delete ()` are system calls that

work with closed rather than open files.

Some systems implicitly open a file when the first reference to it is made. The file is automatically closed when the job or program that opened the file terminates. Most systems, however, require that the programmer open a file explicitly with the `open ()` system call before that file can be used. The `open ()` operation takes a file name and searches the directory, copying the directory entry into the open-file table. The `open ()` call can also accept access-mode information—create, read-only, read-write, append-only, and so on. This mode is checked against the file's permissions. If the request mode is allowed, the file is opened for the process. The `open ()` system call typically returns a pointer to the entry in the open-file table. This pointer, not the actual file name, is used in all I/O operations, avoiding any further searching and simplifying the system-call interface.

The implementation of the `open ()` and `close ()` operations is more complicated in an environment where several processes may open the file simultaneously. This may occur in a system where several different applications open the same file at the same time. Typically, the operating system uses two levels of internal tables: a per-process table and a system-wide table. The per-process table tracks all files that a process has open. Stored in this table is information regarding the process's use of the file. For instance, the current file pointer for each file is found here. Access rights to the file and accounting information can also be included.

Each entry in the per-process table in turn points to a system-wide open-file table. The system-wide table contains process-independent information, such as the location of the file on disk, access dates, and file size. Once a file has been opened by one process, the system-wide table includes an entry for the file. When another process executes an `open ()` call, a new entry is simply added to the process's open-file table pointing to the appropriate entry in the system-wide table. Typically, the open-file table also has an **open count** associated with each file to indicate how many processes have the file open. Each `close ()` decreases this open count, and when the open count reaches zero, the file is no longer in use, and the file's entry is removed from the open-file table.

File locking in java

In the Java API, acquiring a lock requires first obtaining the `FileChannel` for the file to be locked. The `lock ()` method of the `FileChannel` is used to acquire the lock. The API of the `lock ()` method is

```
FileLock lock(long begin, long end, boolean shared)
```

where `begin` and `end` are the beginning and ending positions of the region being locked. Setting `shared` to `true` is for shared locks; setting `shared` to `false` acquires the lock exclusively. The lock is released by invoking the `release ()` of the `FileLock` returned by the `lock ()` operation.

The program in Figure [13.1.2](#) illustrates file locking in Java. This program acquires

two locks on the file `file.txt`. The lock for the first half of the file is an exclusive lock; the lock for the second half is a shared lock.

Figure 13.1.2: File-locking example in Java.

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```
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 args[]) 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();

            // 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();
        }
    }
}
```

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In summary, several pieces of information are associated with an open file.

- **File pointer.** On systems that do not include a file offset as part of the `read()` and `write()` system calls, the system must track the last read-write location as a current-file-position pointer. This pointer is unique to each process operating on the file and therefore must be kept separate from the on-disk file attributes.
- **File-open count.** As files are closed, the operating system must reuse its open-file table entries, or it could run out of space in the table. Multiple processes may have opened a file, and the system must wait for the last file to close before removing the open-file table entry. The file-open count tracks the number of opens and closes and reaches zero on the last close. The system can then remove the entry.
- **Location of the file.** Most file operations require the system to read or write data within the file. The information needed to locate the file (wherever it is located, be it on mass storage, on a file server across the network, or on a RAM drive) is kept in memory so that the system does not have to read it from the directory structure for each operation.
- **Access rights.** Each process opens a file in an access mode. This information is stored on the per-process table so the operating system can allow or deny subsequent I/O requests.

Some operating systems provide facilities for locking an open file (or sections of a file). File locks allow one process to lock a file and prevent other processes from gaining access to it. File locks are useful for files that are shared by several processes—for example, a system log file that can be accessed and modified by a number of processes in the system.

File locks provide functionality similar to reader-writer locks, covered in Section The readers-writers problem. A **shared lock** is akin to a reader lock in that several processes can acquire the lock concurrently. An **exclusive lock** behaves like a writer lock; only one process at a time can acquire such a lock. It is important to note that not all operating systems provide both types of locks: some systems provide only exclusive file locking.

Furthermore, operating systems may provide either **mandatory** or **advisory** file-locking mechanisms. With mandatory locking, once a process acquires an exclusive lock, the operating system will prevent any other process from accessing the locked file. For example, assume a process acquires an exclusive lock on the file `system.log`. If we attempt to open `system.log` from another process—for example, a text editor—the operating system will prevent access until the exclusive lock is released. Alternatively, if the lock is advisory, then the operating system will not prevent the text editor from acquiring access to `system.log`. Rather, the text editor must be written so that it manually acquires the lock before accessing the file. In other words, if the locking scheme is mandatory, the operating system ensures locking integrity. For advisory locking, it is up to software developers to ensure that locks are appropriately acquired and released. As a general rule, Windows operating systems adopt mandatory locking, and UNIX systems employ advisory locks.

The use of file locks requires the same precautions as ordinary process synchronization. For example, programmers developing on systems with mandatory locking must be careful to hold exclusive file locks only while they are accessing the file. Otherwise, they will prevent other processes from accessing the file as well. Furthermore, some measures must be taken to ensure that two or more processes do not become involved in a deadlock while trying to acquire file locks.

File types

When we design a file system—indeed, an entire operating system—we always consider whether the operating system should recognize and support file types. If an operating system recognizes the type of a file, it can then operate on the file in reasonable ways. For example, a common mistake occurs when a user tries to output the binary-object form of a program. This attempt normally produces garbage; however, the attempt can succeed if the operating system has been told that the file is a binary-object program.

A common technique for implementing file types is to include the type as part of the file name. The name is split into two parts—a name and an extension, usually separated by a period (Figure 13.1.3). In this way, the user and the operating system can tell from the name alone what the type of a file is. Most operating systems allow users to specify a file name as a sequence of characters followed by a period and terminated by an extension made up of additional characters. Examples include `resume.docx`, `server.c`, and `ReaderThread.cpp`.

Figure 13.1.3: Common file 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 com-

		pressed, for archiving or storage
multimedia	mpeg, mov, mp3, mp4, avi	binary file containing audio or A/V information

The system uses the extension to indicate the type of the file and the type of operations that can be done on that file. Only a file with a .com, .exe, or .sh extension can be executed, for instance. The .com and .exe files are two forms of binary executable files, whereas the .sh file is a **shell script** containing, in ASCII format, commands to the operating system. Application programs also use extensions to indicate file types in which they are interested. For example, Java compilers expect source files to have a .java extension, and the Microsoft Word word processor expects its files to end with a .doc or .docx extension. These extensions are not always required, so a user may specify a file without the extension (to save typing), and the application will look for a file with the given name and the extension it expects. Because these extensions are not supported by the operating system, they can be considered "hints" to the applications that operate on them.

Consider, too, the macOS operating system. In this system, each file has a type, such as .app (for application). Each file also has a creator attribute containing the name of the program that created it. This attribute is set by the operating system during the `create()` call, so its use is enforced and supported by the system. For instance, a file produced by a word processor has the word processor's name as its creator. When the user opens that file, by double-clicking the mouse on the icon representing the file, the word processor is invoked automatically, and the file is loaded, ready to be edited.

The UNIX system uses a **magic number** stored at the beginning of some binary files to indicate the type of data in the file (for example, the format of an image file). Likewise, it uses a text magic number at the start of text files to indicate the type of file (which shell language a script is written in) and so on. (For more details on magic numbers and other computer jargon, see <http://www.catb.org/esr/jargon/>.) Not all files have magic numbers, so system features cannot be based solely on this information. UNIX does not record the name of the creating program, either. UNIX does allow file-name-extension hints, but these extensions are neither enforced nor depended on by the operating system; they are meant mostly to aid users in determining what type of contents the file contains. Extensions can be used or ignored by a given application, but that is up to the application's programmer.

File structure

File types also can be used to indicate the internal structure of the file. Source and object files have structures that match the expectations of the programs that read them. Further, certain files must conform to a required structure that is understood by the operating system. For example, the operating system requires that an executable file have a specific structure so that it can determine where in memory to load the file and what the location of the first instruction is. Some operating

systems extend this idea into a set of system-supported file structures, with sets of special operations for manipulating files with those structures.

This point brings us to one of the disadvantages of having the operating system support multiple file structures: it makes the operating system large and cumbersome. If the operating system defines five different file structures, it needs to contain the code to support these file structures. In addition, it may be necessary to define every file as one of the file types supported by the operating system. When new applications require information structured in ways not supported by the operating system, severe problems may result.

For example, assume that a system supports two types of files: text files (composed of ASCII characters separated by a carriage return and line feed) and executable binary files. Now, if we (as users) want to define an encrypted file to protect the contents from being read by unauthorized people, we may find neither file type to be appropriate. The encrypted file is not ASCII text lines but rather is (apparently) random bits. Although it may appear to be a binary file, it is not executable. As a result, we may have to circumvent or misuse the operating system's file-type mechanism or abandon our encryption scheme.

Some operating systems impose (and support) a minimal number of file structures. This approach has been adopted in UNIX, Windows, and others. UNIX considers each file to be a sequence of 8-bit bytes; no interpretation of these bits is made by the operating system. This scheme provides maximum flexibility but little support. Each application program must include its own code to interpret an input file as to the appropriate structure. However, all operating systems must support at least one structure—that of an executable file—so that the system is able to load and run programs.

Internal file structure

Internally, locating an offset within a file can be complicated for the operating system. Disk systems typically have a well-defined block size determined by the size of a sector. All disk I/O is performed in units of one block (physical record), and all blocks are the same size. It is unlikely that the physical record size will exactly match the length of the desired logical record. Logical records may even vary in length. Packing a number of logical records into physical blocks is a common solution to this problem.

For example, the UNIX operating system defines all files to be simply streams of bytes. Each byte is individually addressable by its offset from the beginning (or end) of the file. In this case, the logical record size is 1 byte. The file system automatically packs and unpacks bytes into physical disk blocks—say, 512 bytes per block—as necessary.

The logical record size, physical block size, and packing technique determine how many logical records are in each physical block. The packing can be done either by the user's application program or by the operating system. In either case, the file may be considered a sequence of blocks. All the basic I/O functions operate in terms of blocks. The conversion from logical records to physical blocks is a relatively simple software problem.

Because disk space is always allocated in blocks, some portion of the last block of each file is generally wasted. If each block were 512 bytes, for example, then a file of 1,949 bytes would be allocated four blocks (2,048 bytes); the last 99 bytes would be wasted. The waste incurred to keep everything in units of blocks (instead of bytes) is internal fragmentation. All file systems suffer from internal fragmentation; the larger the block size, the greater the internal fragmentation.

**PARTICIPATION
ACTIVITY**

13.1.1: Section review questions.

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1) Values such as identifier, size, and protection are known as _____ .

- ☐ a file name
- ☐ file attributes
- ☐ file operations

2) The current-file-position-pointer _____ .

- ☐ Can be repositioned using the seek operation.
- ☐ is only updated when there is a read or write operation.
- ☐ is the return value from the `open ()` system call.

Section glossary

file: The smallest logical storage unit; a collection of related information defined by its creator.

text file: A type of file containing text (alphanumeric characters).

source file: A file containing the source code of a program.

executable file: A file containing a program that is ready to be loaded into memory and executed.

extended file attributes: Extended metadata about a file, including items such as character encoding details, file checksums, etc.

file info window: A GUI view of the file metadata.

write pointer: The location in a file to which the next write will occur.

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read pointer: The location in a file from which the next read will occur.

current-file-position pointer: A per-process pointer to the location in a file to which the next read or from which the next write will occur.

seek: The operation of changing the current file-position pointer.

hard links: File-system links in which a file has two or more names pointing to the same inode.

open-file table: An operating system data structure containing details of every file open within the system.

open count: The number of processes having an open file.

shared lock: A file lock similar to a reader lock in that several processes can obtain the lock concurrently.

exclusive lock: A file lock similar to a writer lock in that only one process at a time can obtain the lock.

advisory file-lock mechanism: A file-locking system in which the operating system does not enforce locking and file access, leaving it to processes to implement the details.

shell script: A file containing a set series of commands (similar to a batch file) that are specific to the shell being used.

magic number: A crude method of storing a number at the start of a file to indicate the type of the data in the file.

13.2 Access methods

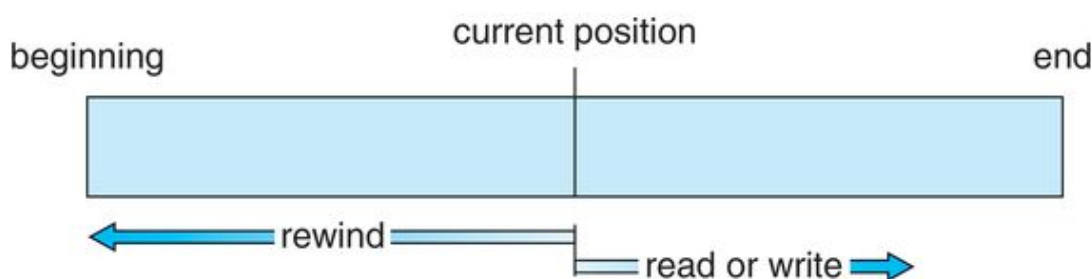
Files store information. When it is used, this information must be accessed and read into computer memory. The information in the file can be accessed in several ways. Some systems provide only one access method for files. Others (such as mainframe operating systems) support many access methods, and choosing the right one for a particular application is a major design problem.

Sequential access

The simplest access method is **sequential access**. Information in the file is processed in order, one record after the other. This mode of access is by far the most common; for example, editors and compilers usually access files in this fashion.

Reads and writes make up the bulk of the operations on a file. A read operation—`read_next()`—reads the next portion of the file and automatically advances a file pointer, which tracks the I/O location. Similarly, the write operation—`write_next()`—appends to the end of the file and advances to the end of the newly written material (the new end of file). Such a file can be reset to the beginning, and on some systems, a program may be able to skip forward or backward records for some integer `n`—perhaps only for `n = 1`. Sequential access, which is depicted in Figure 13.2.1, is based on a tape model of a file and works as well on sequential-access devices as it does on random-access ones.

Figure 13.2.1: Sequential-access file.



Direct access

Another method is **direct access** (or **relative access**). Here, a file is made up of fixed-length **logical records** that allow programs to read and write records rapidly in no particular order. The direct-access method is based on a disk model of a file, since disks allow random access to any file block. For direct access, the file is viewed as a numbered sequence of blocks or records. Thus, we may read block 14, then read block 53, and then write block 7. There are no restrictions on the order of reading or writing for a direct-access file.

Direct-access files are of great use for immediate access to large amounts of information. Databases are often of this type. When a query concerning a particular subject arrives, we compute which block contains the answer and then read that block directly to provide the desired information.

As a simple example, on an airline-reservation system, we might store all the information about a particular flight (for example, flight 713) in the block identified by the flight number. Thus, the number of available seats for flight 713 is stored in block 713 of the reservation file. To store information about a larger set, such as people, we might compute a hash function on the people's names or search a small in-memory index to determine a block to read and search.

For the direct-access method, the file operations must be modified to include the block number as a parameter. Thus, we have `read(n)`, where `n` is the block number, rather than `read_next()`, and `write(n)` rather than `write_next()`. An alternative approach is to retain `read_next()`

and `write_next()` and to add an operation `position_file(n)` where `n` is the block number. Then, to effect a `read(n)`, we would `position_file(n)` and then `read_next()`.

The block number provided by the user to the operating system is normally a **relative block number**. A relative block number is an index relative to the beginning of the file. Thus, the first relative block of the file is 0, the next is 1, and so on, even though the absolute disk address may be 14703 for the first block and 3192 for the second. The use of relative block numbers allows the operating system to decide where the file should be placed (called the **allocation problem**, as we discuss in chapter File-System Implementation) and helps to prevent the user from accessing portions of the file system that may not be part of her file. Some systems start their relative block numbers at 0; others start at 1.

How, then, does the system satisfy a request for record `n` in a file? Assuming we have a logical record length `l`, the request for record `n` is turned into an I/O request for `l` bytes starting at location `n * l` within the file (assuming the first record is `n = 0`). Since logical records are of a fixed size, it is also easy to read, write, or delete a record.

Not all operating systems support both sequential and direct access for files. Some systems allow only sequential file access; others allow only direct access. Some systems require that a file be defined as sequential or direct when it is created. Such a file can be accessed only in a manner consistent with its declaration. We can easily simulate sequential access on a direct-access file by simply keeping a variable `cp` that defines our current position, as shown in Figure 13.2.2. Simulating a direct-access file on a sequential-access file, however, is extremely inefficient and clumsy.

Figure 13.2.2: Simulation of sequential access on a direct-access file.

sequential access	implementation for direct access
reset	<code>cp = 0;</code>
read_next	<code>read cp;</code> <code>cp = cp + 1;</code>
write_next	<code>write cp;</code> <code>cp = cp + 1;</code>

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Other access methods

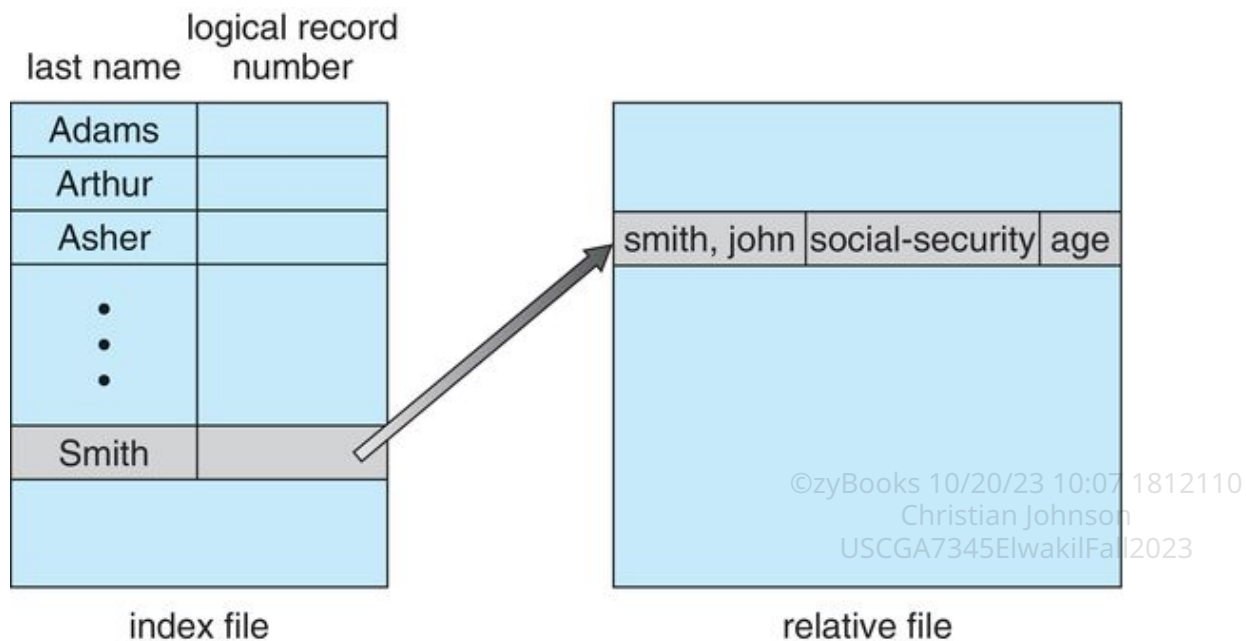
Other access methods can be built on top of a direct-access method. These methods generally involve the construction of an index for the file. The **index**, like an index in the back of a book, contains pointers to the various blocks. To find a record in the file, we first search the index and then use the pointer to access the file directly and to find the desired record.

For example, a retail-price file might list the universal product codes (UPCs) for items, with the associated prices. Each record consists of a 10-digit UPC and a 6-digit price, for a 16-byte record. If our disk has 1,024 bytes per block, we can store 64 records per block. A file of 120,000 records would occupy about 2,000 blocks (2 million bytes). By keeping the file sorted by UPC, we can define an index consisting of the first UPC in each block. This index would have 2,000 entries of 10 digits each, or 20,000 bytes, and thus could be kept in memory. To find the price of a particular item, we can make a binary search of the index. From this search, we learn exactly which block contains the desired record and access that block. This structure allows us to search a large file doing little I/O.

With large files, the index file itself may become too large to be kept in memory. One solution is to create an index for the index file. The primary index file contains pointers to secondary index files, which point to the actual data items.

For example, IBM's indexed sequential-access method (ISAM) uses a small main index that points to disk blocks of a secondary index. The secondary index blocks point to the actual file blocks. The file is kept sorted on a defined key. To find a particular item, we first make a binary search of the main index, which provides the block number of the secondary index. This block is read in, and again a binary search is used to find the block containing the desired record. Finally, this block is searched sequentially. In this way, any record can be located from its key by at most two direct-access reads. Figure 13.2.3 shows a similar situation as implemented by OpenVMS index and relative files.

Figure 13.2.3: Example of index and relative files.





1) Which access type should be used when there is a need for immediate access to large amounts of data?

- ☐ sequential access
- ☐ direct access

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Section glossary

sequential access: A file-access method in which contents are read in order, from beginning to end.

direct access: A file-access method in which contents are read in random order, or at least not sequentially.

relative access: A file-access method in which contents are read in random order, or at least not sequentially.

logical records: File contents logically designated as fixed-length structured data.

relative block number: An index relative to the beginning of a file. The first relative block of the file is block 0, the next is block 1, and so on through the end of the file.

allocation problem: The determination by the operating system of where to store the blocks of a file.

index: In file systems, an access method built on top of direct access in which a file contains an index with pointers to the contents of the file.

13.3 Directory structure

The directory can be viewed as a symbol table that translates file names into their file control blocks. If we take such a view, we see that the directory itself can be organized in many ways. The organization must allow us to insert entries, to delete entries, to search for a named entry, and to list all the entries in the directory. In this section, we examine several schemes for defining the logical structure of the directory system.

When considering a particular directory structure, we need to keep in mind the operations that are to be performed on a directory:

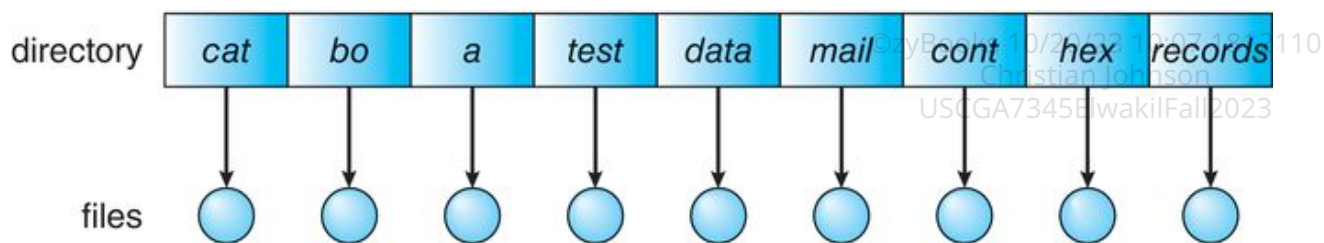
- **Search for a file.** We need to be able to search a directory structure to find the entry for a particular file. Since files have symbolic names, and similar names may indicate a relationship among files, we may want to be able to find all files whose names match a particular pattern.
- **Create a file.** New files need to be created and added to the directory.
- **Delete a file.** When a file is no longer needed, we want to be able to remove it from the directory. Note a delete leaves a hole in the directory structure and the file system may have a method to defragment the directory structure.
- **List a directory.** We need to be able to list the files in a directory and the contents of the directory entry for each file in the list.
- **Rename a file.** Because the name of a file represents its contents to its users, we must be able to change the name when the contents or use of the file changes. Renaming a file may also allow its position within the directory structure to be changed.
- **Traverse the file system.** We may wish to access every directory and every file within a directory structure. For reliability, it is a good idea to save the contents and structure of the entire file system at regular intervals. Often, we do this by copying all files to magnetic tape, other secondary storage, or across a network to another system or the cloud. This technique provides a backup copy in case of system failure. In addition, if a file is no longer in use, the file can be copied the backup target and the disk space of that file released for reuse by another file.

In the following sections, we describe the most common schemes for defining the logical structure of a directory.

Single-level directory

The simplest directory structure is the single-level directory. All files are contained in the same directory, which is easy to support and understand (Figure 13.3.1).

Figure 13.3.1: Single-level directory.



A single-level directory has significant limitations, however, when the number of files increases or

when the system has more than one user. Since all files are in the same directory, they must have unique names. If two users call their data file `test.txt`, then the unique-name rule is violated. For example, in one programming class, 23 students called the program for their second assignment `prog2.c`; another 11 called it `assign2.c`. Fortunately, most file systems support file names of up to 255 characters, so it is relatively easy to select unique file names.

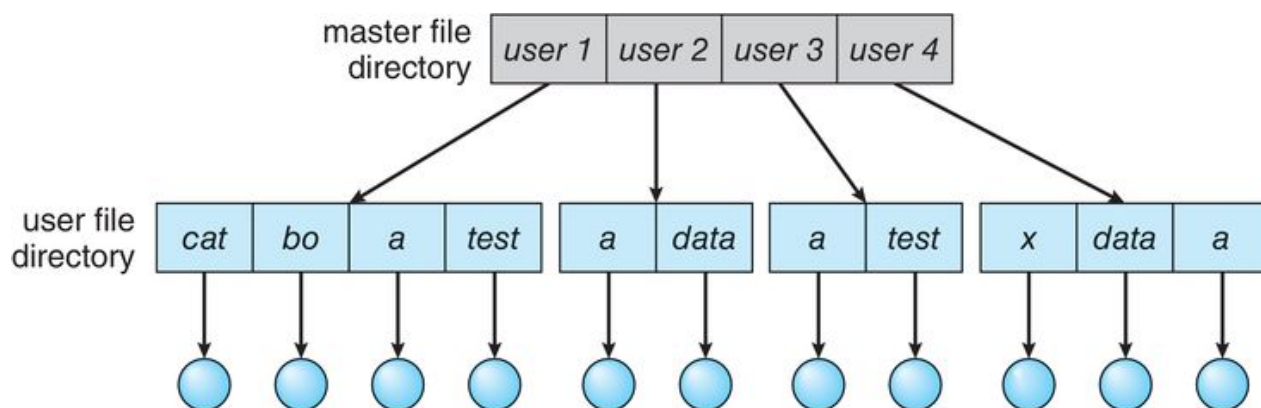
Even a single user on a single-level directory may find it difficult to remember the names of all the files as the number of files increases. It is not uncommon for a user to have hundreds of files on one computer system and an equal number of additional files on another system. Keeping track of so many files is a daunting task.

Two-level directory

As we have seen, a single-level directory often leads to confusion of file names among different users. The standard solution is to create a separate directory for each user.

In the two-level directory structure, each user has his own **user file directory** (UFD). The UFDs have similar structures, but each lists only the files of a single user. When a user job starts or a user logs in, the system's **main file directory** (MFD) is searched. The MFD is indexed by user name or account number, and each entry points to the UFD for that user (Figure 13.3.2).

Figure 13.3.2: Two-level directory structure.



When a user refers to a particular file, only his own UFD is searched. Thus, different users may have files with the same name, as long as all the file names within each UFD are unique. To create a file for a user, the operating system searches only that user's UFD to ascertain whether another file of that name exists. To delete a file, the operating system confines its search to the local UFD; thus, it cannot accidentally delete another user's file that has the same name.

The user directories themselves must be created and deleted as necessary. A special system program is run with the appropriate user name and account information. The program creates a new UFD and adds an entry for it to the MFD. The execution of this program might be restricted to

system administrators. The allocation of disk space for user directories can be handled with the techniques discussed in chapter File-System Implementation for files themselves.

Although the two-level directory structure solves the name-collision problem, it still has disadvantages. This structure effectively isolates one user from another. Isolation is an advantage when the users are completely independent but is a disadvantage when the users want to cooperate on some task and to access one another's files. Some systems simply do not allow local user files to be accessed by other users.

If access is to be permitted, one user must have the ability to name a file in another user's directory. To name a particular file uniquely in a two-level directory, we must give both the user name and the file name. A two-level directory can be thought of as a tree, or an inverted tree, of height 2. The root of the tree is the MFD. Its direct descendants are the UFDs. The descendants of the UFDs are the files themselves. The files are the leaves of the tree. Specifying a user name and a file name defines a path in the tree from the root (the MFD) to a leaf (the specified file). Thus, a user name and a file name define a **path name**. Every file in the system has a path name. To name a file uniquely, a user must know the path name of the file desired.

For example, if user A wishes to access her own test file named `test.txt`, she can simply refer to `test.txt`. To access the file named `test.txt` of user B (with directory-entry name `userb`), however, she might have to refer to `/userb/test.txt`. Every system has its own syntax for naming files in directories other than the user's own.

Additional syntax is needed to specify the volume of a file. For instance, in Windows a volume is specified by a letter followed by a colon. Thus, a file specification might be `C:\userb\test`. Some systems go even further and separate the volume, directory name, and file name parts of the specification. In OpenVMS, for instance, the file `login.com` might be specified as:

`u:[sst.crissmeyer]login.com;1`, where `u` is the name of the volume, `sst` is the name of the directory, `crissmeyer` is the name of the subdirectory, and `1` is the version number. Other systems—such as UNIX and Linux—simply treat the volume name as part of the directory name. The first name given is that of the volume, and the rest is the directory and file. For instance, `/u/pgalvin/test` might specify volume `u`, directory `pgalvin`, and file `test`.

A special instance of this situation occurs with the system files. Programs provided as part of the system—loaders, assemblers, compilers, utility routines, libraries, and so on—are generally defined as files. When the appropriate commands are given to the operating system, these files are read by the loader and executed. Many command interpreters simply treat such a command as the name of a file to load and execute. In the directory system as we defined it above, this file name would be searched for in the current UFD. One solution would be to copy the system files into each UFD. However, copying all the system files would waste an enormous amount of space. (If the system files require 5 MB, then supporting 12 users would require $5 \times 12 = 60$ MB just for copies of the system files.)

The standard solution is to complicate the search procedure slightly. A special user directory is defined to contain the system files (for example, user 0). Whenever a file name is given to be

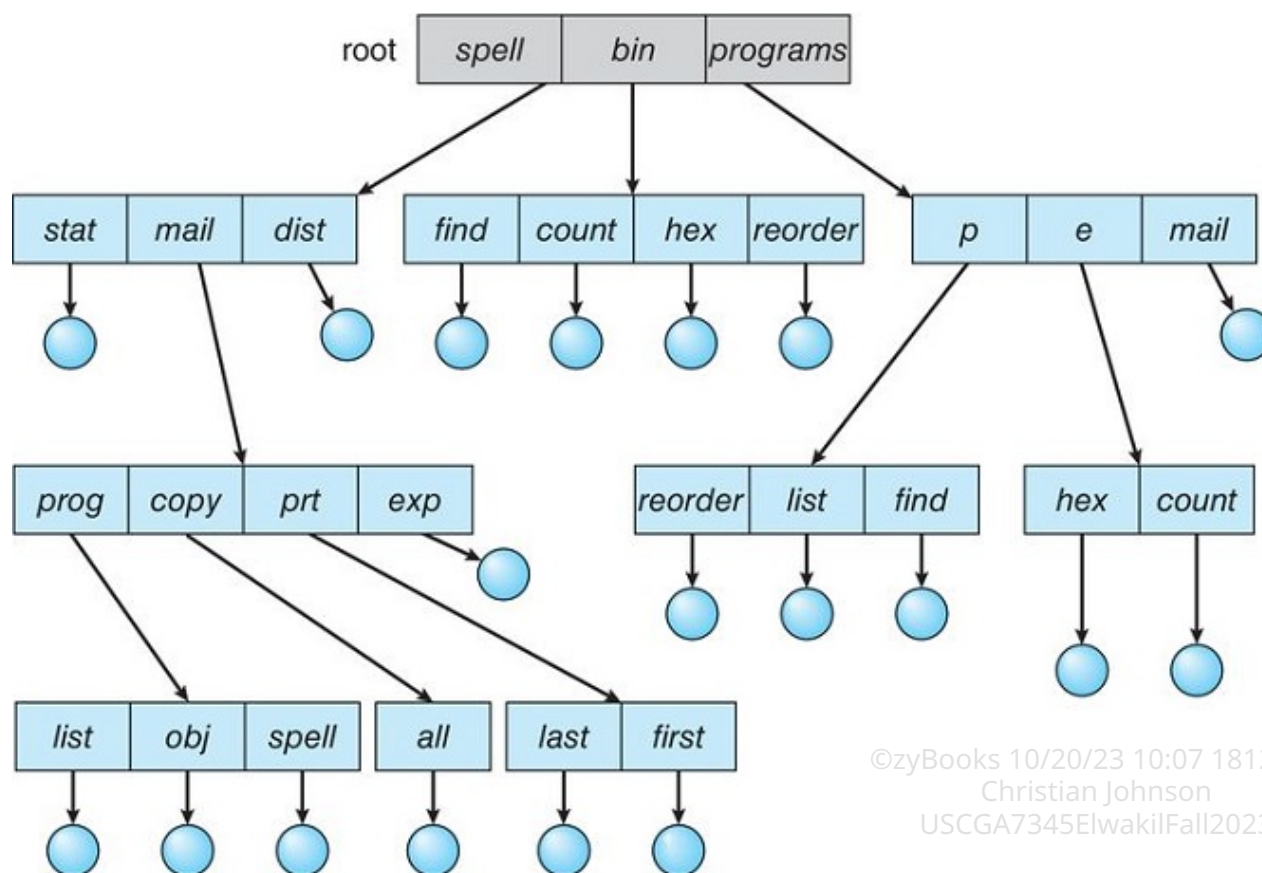
loaded, the operating system first searches the local UFD. If the file is found, it is used. If it is not found, the system automatically searches the special user directory that contains the system files. The sequence of directories searched when a file is named is called the **search path**. The search path can be extended to contain an unlimited list of directories to search when a command name is given. This method is the one most used in UNIX and Windows. Systems can also be designed so that each user has his own search path.

Tree-structured directories

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Once we have seen how to view a two-level directory as a two-level tree, the natural generalization is to extend the directory structure to a tree of arbitrary height (Figure 13.3.3). This generalization allows users to create their own subdirectories and to organize their files accordingly. A tree is the most common directory structure. The tree has a root directory, and every file in the system has a unique path name.

Figure 13.3.3: Tree-structured directory structure.



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A directory (or subdirectory) contains a set of files or subdirectories. In many implementations, a directory is simply another file, but it is treated in a special way. All directories have the same internal format. One bit in each directory entry defines the entry as a file (0) or as a subdirectory (1).

Special system calls are used to create and delete directories. In this case the operating system (or the file system code) implements another file format, that of a directory.

In normal use, each process has a current directory. The **current directory** should contain most of the files that are of current interest to the process. When reference is made to a file, the current directory is searched. If a file is needed that is not in the current directory, then the user usually must either specify a path name or change the current directory to be the directory holding that file. To change directories, a system call could be provided that takes a directory name as a parameter and uses it to redefine the current directory. Thus, the user can change her current directory whenever she wants. Other systems leave it to the application (say, a shell) to track and operate on a current directory, as each process could have different current directories.

The initial current directory of a user's login shell is designated when the user job starts or the user logs in. The operating system searches the accounting file (or some other predefined location) to find an entry for this user (for accounting purposes). In the accounting file is a pointer to (or the name of) the user's initial directory. This pointer is copied to a local variable for this user that specifies the user's initial current directory. From that shell, other processes can be spawned. The current directory of any subprocess is usually the current directory of the parent when it was spawned.

Path names can be of two types: absolute and relative. In UNIX and Linux, an **absolute path name** begins at the root (which is designated by an initial "/") and follows a path down to the specified file, giving the directory names on the path. A **relative path name** defines a path from the current directory. For example, in the tree-structured file system of Figure 13.3.3, if the current directory is /spell/mail, then the relative path name prt/first refers to the same file as does the absolute path name /spell/mail/prt/first.

Allowing a user to define her own subdirectories permits her to impose a structure on her files. This structure might result in separate directories for files associated with different topics (for example, a subdirectory was created to hold the text of this book) or different forms of information. For example, the directory programs may contain source programs; the directory bin may store all the binaries. (As a side note, executable files were known in many systems as "binaries" which led to them being stored in the bin directory.)

An interesting policy decision in a tree-structured directory concerns how to handle the deletion of a directory. If a directory is empty, its entry in the directory that contains it can simply be deleted. However, suppose the directory to be deleted is not empty but contains several files or subdirectories. One of two approaches can be taken. Some systems will not delete a directory unless it is empty. Thus, to delete a directory, the user must first delete all the files in that directory. If any subdirectories exist, this procedure must be applied recursively to them, so that they can be deleted also. This approach can result in a substantial amount of work. An alternative approach, such as that taken by the UNIX rm command, is to provide an option: when a request is made to delete a directory, all that directory's files and subdirectories are also to be deleted. Either approach is fairly easy to implement; the choice is one of policy. The latter policy is more convenient, but it is also more dangerous, because an entire directory structure can be removed with one command. If

that command is issued in error, a large number of files and directories will need to be restored (assuming a backup exists).

With a tree-structured directory system, users can be allowed to access, in addition to their files, the files of other users. For example, user B can access a file of user A by specifying its path name. User B can specify either an absolute or a relative path name. Alternatively, user B can change her current directory to be user A's directory and access the file by its file name.

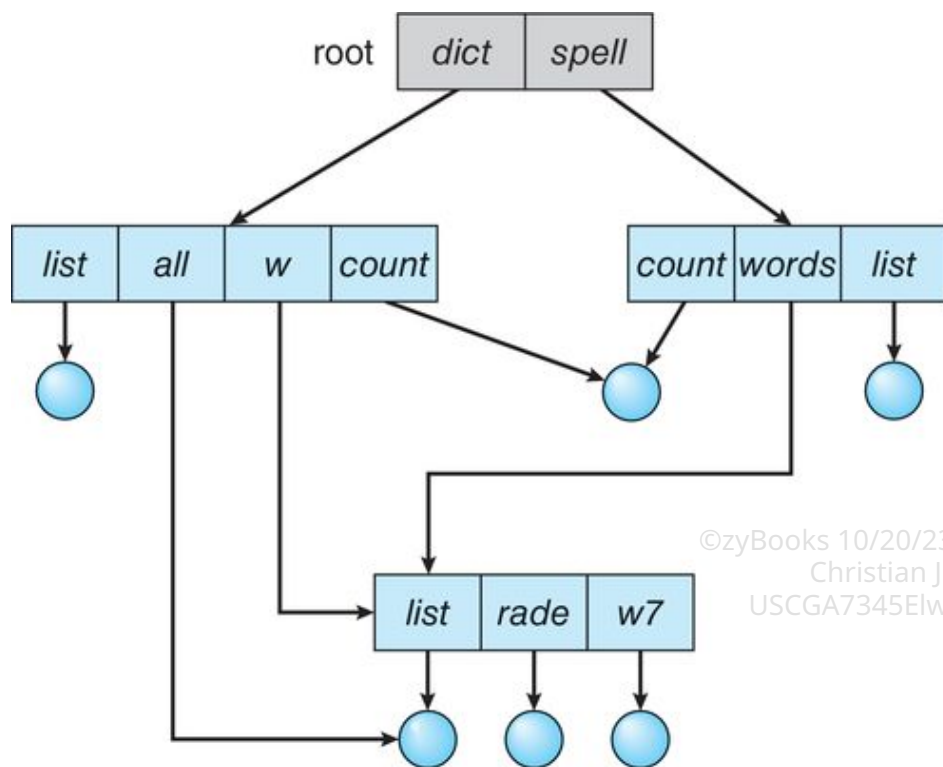
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Acyclic-graph directories

Consider two programmers who are working on a joint project. The files associated with that project can be stored in a subdirectory, separating them from other projects and files of the two programmers. But since both programmers are equally responsible for the project, both want the subdirectory to be in their own directories. In this situation, the common subdirectory should be **shared**. A shared directory or file exists in the file system in two (or more) places at once.

A tree structure prohibits the sharing of files or directories. An **acyclic graph**—that is, a graph with no cycles—allows directories to share subdirectories and files (Figure 13.3.4). The same file or subdirectory may be in two different directories. The acyclic graph is a natural generalization of the tree-structured directory scheme.

Figure 13.3.4: Acyclic-graph directory structure.



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It is important to note that a shared file (or directory) is not the same as two copies of the file. With two copies, each programmer can view the copy rather than the original, but if one programmer changes the file, the changes will not appear in the other's copy. With a shared file, only one actual file exists, so any changes made by one person are immediately visible to the other. Sharing is particularly important for subdirectories; a new file created by one person will automatically appear in all the shared subdirectories.

When people are working as a team, all the files they want to share can be put into one directory. The home directory of each team member could contain this directory of shared files as a subdirectory. Even in the case of a single user, the user's file organization may require that some file be placed in different subdirectories. For example, a program written for a particular project should be both in the directory of all programs and in the directory for that project.

Shared files and subdirectories can be implemented in several ways. A common way, exemplified by many of the UNIX systems, is to create a new directory entry called a link. A **link** is effectively a pointer to another file or subdirectory. For example, a link may be implemented as an absolute or a relative path name. When a reference to a file is made, we search the directory. If the directory entry is marked as a link, then the name of the real file is included in the link information. We **resolve** the link by using that path name to locate the real file. Links are easily identified by their format in the directory entry (or by having a special type on systems that support types) and are effectively indirect pointers. The operating system ignores these links when traversing directory trees to preserve the acyclic structure of the system.

Another common approach to implementing shared files is simply to duplicate all information about them in both sharing directories. Thus, both entries are identical and equal. Consider the difference between this approach and the creation of a link. The link is clearly different from the original directory entry; thus, the two are not equal. Duplicate directory entries, however, make the original and the copy indistinguishable. A major problem with duplicate directory entries is maintaining consistency when a file is modified.

An acyclic-graph directory structure is more flexible than a simple tree structure, but it is also more complex. Several problems must be considered carefully. A file may now have multiple absolute path names. Consequently, distinct file names may refer to the same file. This situation is similar to the aliasing problem for programming languages. If we are trying to traverse the entire file system—to find a file, to accumulate statistics on all files, or to copy all files to backup storage—this problem becomes significant, since we do not want to traverse shared structures more than once.

Another problem involves deletion. When can the space allocated to a shared file be deallocated and reused? One possibility is to remove the file whenever anyone deletes it, but this action may leave dangling pointers to the now-nonexistent file. Worse, if the remaining file pointers contain actual disk addresses, and the space is subsequently reused for other files, these dangling pointers may point into the middle of other files.

In a system where sharing is implemented by symbolic links, this situation is somewhat easier to handle. The deletion of a link need not affect the original file; only the link is removed. If the file entry itself is deleted, the space for the file is deallocated, leaving the links dangling. We can search for

these links and remove them as well, but unless a list of the associated links is kept with each file, this search can be expensive. Alternatively, we can leave the links until an attempt is made to use them. At that time, we can determine that the file of the name given by the link does not exist and can fail to resolve the link name; the access is treated just as with any other illegal file name. (In this case, the system designer should consider carefully what to do when a file is deleted and another file of the same name is created, before a symbolic link to the original file is used.) In the case of UNIX, symbolic links are left when a file is deleted, and it is up to the user to realize that the original file is gone or has been replaced. Microsoft Windows uses the same approach.

Another approach to deletion is to preserve the file until all references to it are deleted. To implement this approach, we must have some mechanism for determining that the last reference to the file has been deleted. We could keep a list of all references to a file (directory entries or symbolic links). When a link or a copy of the directory entry is established, a new entry is added to the file-reference list. When a link or directory entry is deleted, we remove its entry on the list. The file is deleted when its file-reference list is empty.

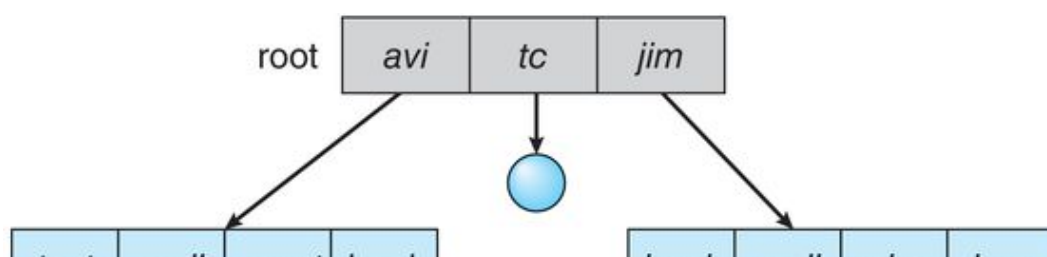
The trouble with this approach is the variable and potentially large size of the file-reference list. However, we really do not need to keep the entire list—we need to keep only a count of the number of references. Adding a new link or directory entry increments the reference count. Deleting a link or entry decrements the count. When the count is 0, the file can be deleted; there are no remaining references to it. The UNIX operating system uses this approach for nonsymbolic links (or **hard links**), keeping a reference count in the file information block (or inode; see Appendix C: Section Inodes). By effectively prohibiting multiple references to directories, we maintain an acyclic-graph structure.

To avoid problems such as the ones just discussed, some systems simply do not allow shared directories or links.

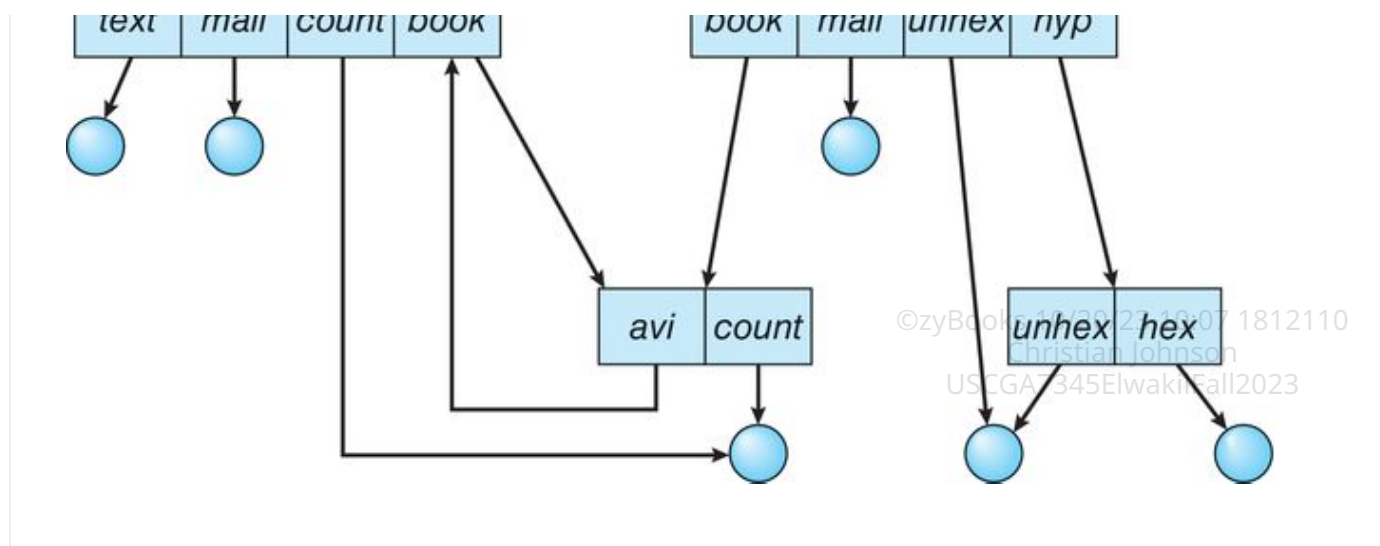
General graph directory

A serious problem with using an acyclic-graph structure is ensuring that there are no cycles. If we start with a two-level directory and allow users to create subdirectories, a tree-structured directory results. It should be fairly easy to see that simply adding new files and subdirectories to an existing tree-structured directory preserves the tree-structured nature. However, when we add links, the tree structure is destroyed, resulting in a simple graph structure (Figure 13.3.5).

Figure 13.3.5: General graph directory.



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The primary advantage of an acyclic graph is the relative simplicity of the algorithms to traverse the graph and to determine when there are no more references to a file. We want to avoid traversing shared sections of an acyclic graph twice, mainly for performance reasons. If we have just searched a major shared subdirectory for a particular file without finding it, we want to avoid searching that subdirectory again; the second search would be a waste of time.

If cycles are allowed to exist in the directory, we likewise want to avoid searching any component twice, for reasons of correctness as well as performance. A poorly designed algorithm might result in an infinite loop continually searching through the cycle and never terminating. One solution is to limit arbitrarily the number of directories that will be accessed during a search.

A similar problem exists when we are trying to determine when a file can be deleted. With acyclic-graph directory structures, a value of 0 in the reference count means that there are no more references to the file or directory, and the file can be deleted. However, when cycles exist, the reference count may not be 0 even when it is no longer possible to refer to a directory or file. This anomaly results from the possibility of self-referencing (or a cycle) in the directory structure. In this case, we generally need to use a **garbage collection** scheme to determine when the last reference has been deleted and the disk space can be reallocated. Garbage collection involves traversing the entire file system, marking everything that can be accessed. Then, a second pass collects everything that is not marked onto a list of free space. (A similar marking procedure can be used to ensure that a traversal or search will cover everything in the file system once and only once.) Garbage collection for a disk-based file system, however, is extremely time consuming and is thus seldom attempted.

Garbage collection is necessary only because of possible cycles in the graph. Thus, an acyclic-graph structure is much easier to work with. The difficulty is to avoid cycles as new links are added to the structure. How do we know when a new link will complete a cycle? There are algorithms to detect cycles in graphs; however, they are computationally expensive, especially when the graph is on disk storage. A simpler algorithm in the special case of directories and links is to bypass links during directory traversal. Cycles are avoided, and no extra overhead is incurred.

ACTIVITY

13.3.1: Section review questions.

- 1) The ____ directory is the most common directory structure.
- ☐ single-level
 - ☐ two-level
 - ☐ acyclic-structured
- 2) The path `"/usr/home/oscuser/homework/HW1.c"` is an example of a(n) _____ path.
- ☐ absolute
 - ☐ relative

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Section glossary

user file directory (UFD): In two-level directory implementation, a per-user directory of files.

main file directory (MFD): In two-level directory implementation, the index pointing to each UFD.

path name: The file-system name for a file, which contains all the mount-point and directory-entry information needed to locate the file (e.g., `"C:/foo/bar.txt"` and `"/foo/bar.txt"`)

search path: In some operating systems, the sequence of directories searched for an executable file when a command is executed.

absolute path name: A path name starting at the top of the file system hierarchy.

relative path name: A path name starting at a relative location (such as the current directory).

acyclic graph: In directory structure implementation, a structure that contains no cycles (loops).

link: In file naming, a file that has no contents but rather points to another file.

resolve: Generally, to translate from a symbolic representation to a numeric one. In networking, to translate from a host name to a host-id. With files, to follow a link and find the target file.

hard links: File-system links in which a file has two or more names pointing to the

same inode.

garbage collection: In general, recovery of space containing no-longer-valid data.

13.4 Protection

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When information is stored in a computer system, we want to keep it safe from physical damage (the issue of reliability) and improper access (the issue of protection).

Reliability is generally provided by duplicate copies of files. Many computers have systems programs that automatically (or through computer-operator intervention) copy disk files to tape at regular intervals (once per day or week or month) to maintain a copy should a file system be accidentally destroyed. File systems can be damaged by hardware problems (such as errors in reading or writing), power surges or failures, head crashes, dirt, temperature extremes, and vandalism. Files may be deleted accidentally. Bugs in the file-system software can also cause file contents to be lost. Reliability was covered in more detail in chapter Mass-Storage Structure.

Protection can be provided in many ways. For a laptop system running a modern operating system, we might provide protection by requiring a user name and password authentication to access it, encrypting the secondary storage so even someone opening the laptop and removing the drive would have a difficult time accessing its data, and firewalling network access so that when it is in use it is difficult to break in via its network connection. In multiuser system, even valid access of the system needs more advanced mechanisms to allow only valid access of the data.

Types of access

The need to protect files is a direct result of the ability to access files. Systems that do not permit access to the files of other users do not need protection. Thus, we could provide complete protection by prohibiting access. Alternatively, we could provide free access with no protection. Both approaches are too extreme for general use. What is needed is controlled access.

Protection mechanisms provide controlled access by limiting the types of file access that can be made. Access is permitted or denied depending on several factors, one of which is the type of access requested. Several different types of operations may be controlled:

- **Read.** Read from the file.
- **Write.** Write or rewrite the file.
- **Execute.** Load the file into memory and execute it.
- **Append.** Write new information at the end of the file.
- **Delete.** Delete the file and free its space for possible reuse.
- **List.** List the name and attributes of the file.

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- **Attribute change.** Changing the attributes of the file.

Other operations, such as renaming, copying, and editing the file, may also be controlled. For many systems, however, these higher-level functions may be implemented by a system program that makes lower-level system calls. Protection is provided at only the lower level. For instance, copying a file may be implemented simply by a sequence of read requests. In this case, a user with read access can also cause the file to be copied, printed, and so on.

Many protection mechanisms have been proposed. Each has advantages and disadvantages and must be appropriate for its intended application. A small computer system that is used by only a few members of a research group, for example, may not need the same types of protection as a large corporate computer that is used for research, finance, and personnel operations. We discuss some approaches to protection in the following sections and present a more complete treatment in chapter Protection.

Access control

The most common approach to the protection problem is to make access dependent on the identity of the user. Different users may need different types of access to a file or directory. The most general scheme to implement identity-dependent access is to associate with each file and directory an **access-control list** () specifying user names and the types of access allowed for each user. When a user requests access to a particular file, the operating system checks the access list associated with that file. If that user is listed for the requested access, the access is allowed. Otherwise, a protection violation occurs, and the user job is denied access to the file.

This approach has the advantage of enabling complex access methodologies. The main problem with access lists is their length. If we want to allow everyone to read a file, we must list all users with read access. This technique has two undesirable consequences:

- Constructing such a list may be a tedious and unrewarding task, especially if we do not know in advance the list of users in the system.
- The directory entry, previously of fixed size, now must be of variable size, resulting in more complicated space management.

These problems can be resolved by use of a condensed version of the access list.

To condense the length of the access-control list, many systems recognize three classifications of users in connection with each file:

- **Owner.** The user who created the file is the owner.
- **Group.** A set of users who are sharing the file and need similar access is a group, or work group.
- **Other.** All other users in the system.

The most common recent approach is to combine access-control lists with the more general (and

easier to implement) owner, group, and universe access-control scheme just described. For example, Solaris uses the three categories of access by default but allows access-control lists to be added to specific files and directories when more fine-grained access control is desired.

To illustrate, consider a person, Sara, who is writing a new book. She has hired three graduate students (Jim, Dawn, and Jill) to help with the project. The text of the book is kept in a file named `book.tex`. The protection associated with this file is as follows:

- Sara should be able to invoke all operations on the file.
- Jim, Dawn, and Jill should be able only to read and write the file; they should not be allowed to delete the file.
- All other users should be able to read, but not write, the file. (Sara is interested in letting as many people as possible read the text so that she can obtain feedback.)

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Permissions in a UNIX system

In the UNIX system, directory protection and file protection are handled similarly. Associated with each file and directory are three fields—owner, group, and universe—each consisting of the three bits `rwX`, where `r` controls **r**ead access, `w` controls **w**rite access, and `X` controls **e**xecution. Thus, a user can list the content of a subdirectory only if the `r` bit is set in the appropriate field. Similarly, a user can change his current directory to another current directory (say, `foo`) only if the `x` bit associated with the `foo` subdirectory is set in the appropriate field.

A sample directory listing from a UNIX environment is shown in below:

<code>-rw-rw-r--</code>	1 pbg	staff	31200	Sep 3 08:30	intro.ps
<code>drwx-----</code>	5 pbg	staff	512	Jul 8 09:33	private/
<code>drwxrwxr-x</code>	2 pbg	staff	512	Jul 8 09:35	doc/
<code>drwxrwx---</code>	2 jwg	student	512	Aug 3 14:13	student-proj/
<code>-rw-r--r--</code>	1 pbg	staff	9423	Feb 24 2017	program.c
<code>-rwxr-xr-x</code>	1 pbg	staff	20471	Feb 24 2017	program
<code>drwx--x--x</code>	4 tag	faculty	512	Jul 31 10:31	lib/
<code>drwx-----</code>	3 pbg	staff	1024	Aug 29 06:52	mail/
<code>drwxrwxrwx</code>	3 pbg	staff	512	Jul 8 09:35	test/

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The first field describes the protection of the file or directory. A `d` as the first character indicates a subdirectory. Also shown are the number of links to the file, the owner's name, the group's name, the size of the file in bytes, the date of last modification, and finally the file's name (with optional extension).

To achieve such protection, we must create a new group—say, `text`—with members Jim, Dawn, and Jill. The name of the group, `text`, must then be associated with the file `book.tex`, and the access rights must be set in accordance with the policy we have outlined.

Now consider a visitor to whom Sara would like to grant temporary access to chapter Introduction. The visitor cannot be added to the `text` group because that would give him access to all chapters. Because a file can be in only one group, Sara cannot add another group to chapter Introduction. With the addition of access-control-list functionality, though, the visitor can be added to the access control list of chapter Introduction.

For this scheme to work properly, permissions and access lists must be controlled tightly. This control can be accomplished in several ways. For example, in the UNIX system, groups can be created and modified only by the manager of the facility (or by any superuser). Thus, control is achieved through human interaction. Access lists are discussed further in Section Access list for objects.

With the more limited protection classification, only three fields are needed to define protection. Often, each field is a collection of bits, and each bit either allows or prevents the access associated with it. For example, the UNIX system defines three fields of three bits each—`rxw`, where `r` controls read access, `w` controls write access, and `x` controls execution. A separate field is kept for the file owner, for the file's group, and for all other users. In this scheme, nine bits per file are needed to record protection information. Thus, for our example, the protection fields for the file `book.tex` are as follows: for the owner Sara, all bits are set; for the group `text`, the `r` and `w` bits are set; and for the universe, only the `r` bit is set.

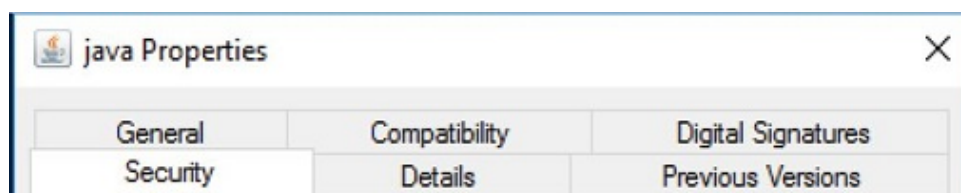
One difficulty in combining approaches comes in the user interface. Users must be able to tell when the optional ACL permissions are set on a file. In the Solaris example, a "+" is appended to the regular permissions, as in:

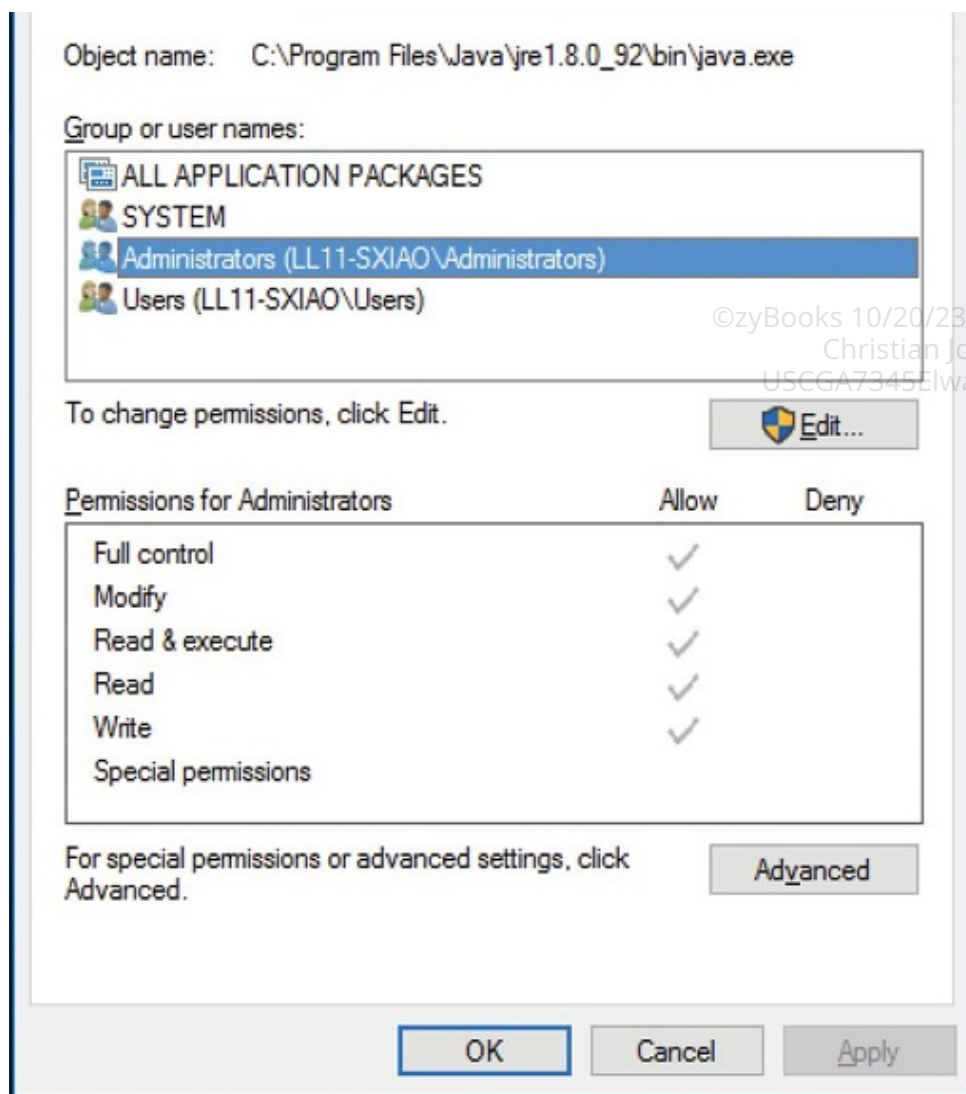
```
19 -rw-r--r--+ 1 jim staff 130 May 25 22:13 file1
```

A separate set of commands, `setfacl` and `getfacl`, is used to manage the ACLs.

Windows users typically manage access-control lists via the GUI. Figure 13.4.1 shows a file-permission window on Windows 7 NTFS file system. In this example, user "guest" is specifically denied access to the file `ListPanel1.java`.

Figure 13.4.1: Windows 10 access-control list management.





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Another difficulty is assigning precedence when permission and ACLs conflict. For example, if Walter is in a file's group, which has read permission, but the file has an ACL granting Walter read and write permission, should a write by Walter be granted or denied? Solaris and other operating systems give ACLs precedence (as they are more fine-grained and are not assigned by default). This follows the general rule that specificity should have priority.

Other protection approaches

Another approach to the protection problem is to associate a password with each file. Just as access to the computer system is often controlled by a password, access to each file can be controlled in the same way. If the passwords are chosen randomly and changed often, this scheme may be effective in limiting access to a file. The use of passwords has a few disadvantages, however. First, the number of passwords that a user needs to remember may become large, making the scheme impractical. Second, if only one password is used for all the files, then once it is discovered, all files are accessible; protection is on an all-or-none basis. Some systems allow a user to associate a password with a subdirectory, rather than with an individual file, to address this

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problem. More commonly encryption of a partition or individual files provides strong protection, but password management is key.

In a multilevel directory structure, we need to protect not only individual files but also collections of files in subdirectories; that is, we need to provide a mechanism for directory protection. The directory operations that must be protected are somewhat different from the file operations. We want to control the creation and deletion of files in a directory. In addition, we probably want to control whether a user can determine the existence of a file in a directory. Sometimes, knowledge of the existence and name of a file is significant in itself. Thus, listing the contents of a directory must be a protected operation. Similarly, if a path name refers to a file in a directory, the user must be allowed access to both the directory and the file. In systems where files may have numerous path names (such as acyclic and general graphs), a given user may have different access rights to a particular file, depending on the path name used.

PARTICIPATION ACTIVITY

13.4.1: Section review question.



1) Which of the following UNIX permissions provide read/write access for the owner of the file program1.c?



- ☐ r-xr--r--
- ☐ rw-r--r--
- ☐ r-----

Section glossary

access-control list: A list of user names allowed to access a file.

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13.5 Memory-mapped files

There is one other method of accessing files, and it is very commonly used. Consider a sequential read of a file on disk using the standard system calls `open()`, `read()`, and `write()`. Each file access requires a system call and disk access. Alternatively, we can use the virtual memory

techniques discussed in chapter Virtual Memory to treat file I/O as routine memory accesses. This approach, known as **memory mapping** a file, allows a part of the virtual address space to be logically associated with the file. As we shall see, this can lead to significant performance increases.

Basic mechanism

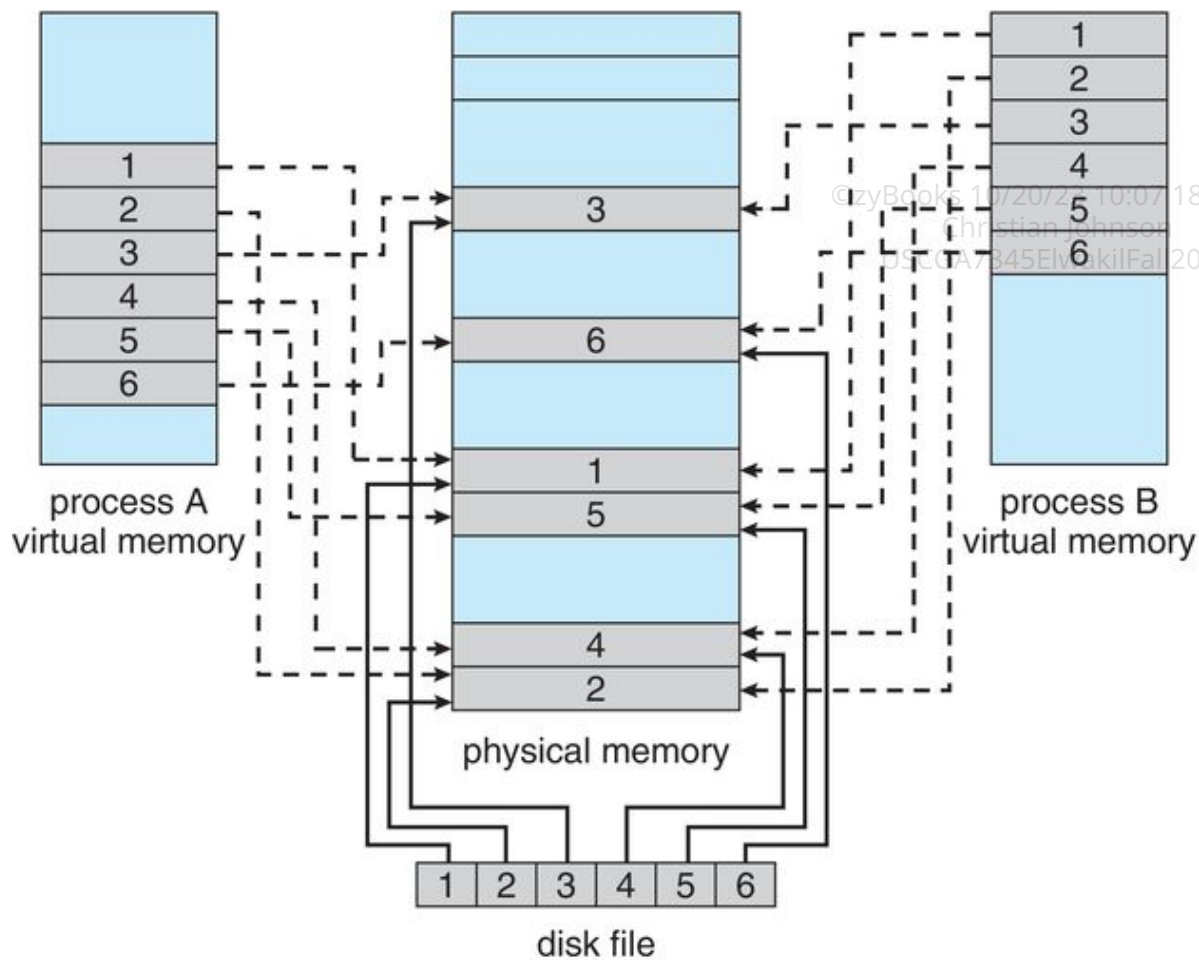
Memory mapping a file is accomplished by mapping a disk block to a page (or pages) in memory. Initial access to the file proceeds through ordinary demand paging, resulting in a page fault. However, a page-sized portion of the file is read from the file system into a physical page (some systems may opt to read in more than a page-sized chunk of memory at a time). Subsequent reads and writes to the file are handled as routine memory accesses. Manipulating files through memory rather than incurring the overhead of using the `read()` and `write()` system calls simplifies and speeds up file access and usage.

Note that writes to the file mapped in memory are not necessarily immediate (synchronous) writes to the file on secondary storage. Generally, systems update the file based on changes to the memory image only when the file is closed. Under memory pressure, systems will have any intermediate changes to swap space to not lose them when freeing memory for other uses. When the file is closed, all the memory-mapped data are written back to the file on secondary storage and removed from the virtual memory of the process.

Some operating systems provide memory mapping only through a specific system call and use the standard system calls to perform all other file I/O. However, some systems choose to memory-map a file regardless of whether the file was specified as memory-mapped. Let's take Solaris as an example. If a file is specified as memory-mapped (using the `mmap()` system call), Solaris maps the file into the address space of the process. If a file is opened and accessed using ordinary system calls, such as `open()`, `read()`, and `write()`, Solaris still memory-maps the file; however, the file is mapped to the kernel address space. Regardless of how the file is opened, then, Solaris treats all file I/O as memory-mapped, allowing file access to take place via the efficient memory subsystem and avoiding system call overhead caused by each traditional `read()` and `write()`.

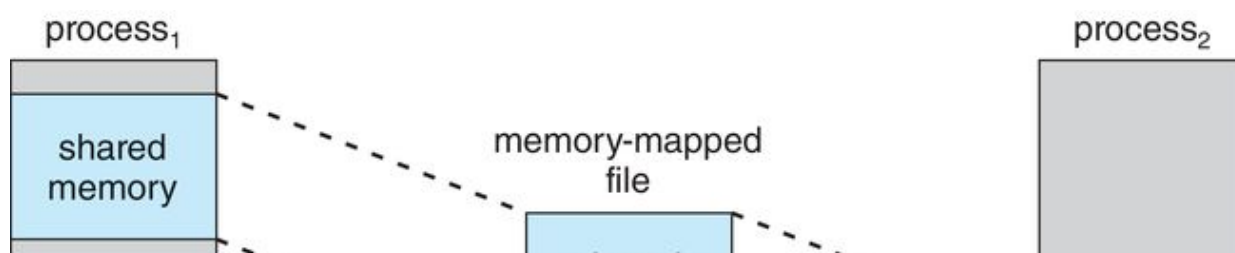
Multiple processes may be allowed to map the same file concurrently, to allow sharing of data. Writes by any of the processes modify the data in virtual memory and can be seen by all others that map the same section of the file. Given our earlier discussions of virtual memory, it should be clear how the sharing of memory-mapped sections of memory is implemented: the virtual memory map of each sharing process points to the same page of physical memory—the page that holds a copy of the disk block. This memory sharing is illustrated in Figure 13.5.1. The memory-mapping system calls can also support copy-on-write functionality, allowing processes to share a file in read-only mode but to have their own copies of any data they modify. So that access to the shared data is coordinated, the processes involved might use one of the mechanisms for achieving mutual exclusion described in chapter Synchronization Tools.

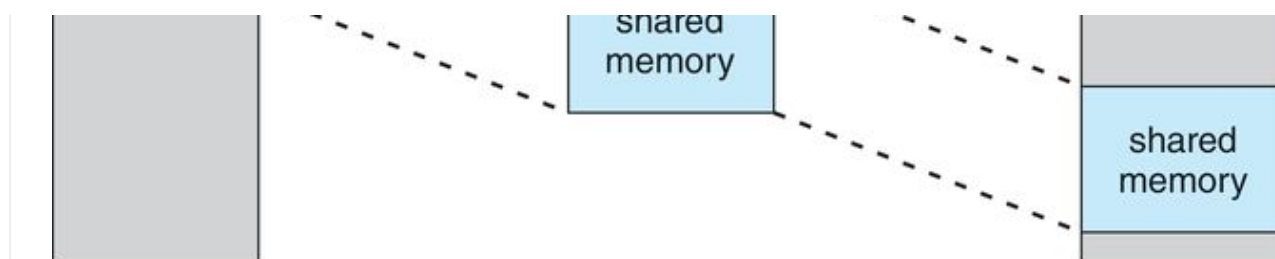
Figure 13.5.1: Memory-mapped files.



Quite often, shared memory is in fact implemented by memory mapping files. Under this scenario, processes can communicate using shared memory by having the communicating processes memory-map the same file into their virtual address spaces. The memory-mapped file serves as the region of shared memory between the communicating processes (Figure 13.5.2). We have already seen this in Section 3.5, where a POSIX shared-memory object is created and each communicating process memory-maps the object into its address space. In the following section, we discuss support in the Windows API for shared memory using memory-mapped files.

Figure 13.5.2: Shared memory using memory-mapped I/O.





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Shared memory in the windows API

The general outline for creating a region of shared memory using memory-mapped files in the Windows API involves first creating a **file mapping** for the file to be mapped and then establishing a **view** of the mapped file in a process's virtual address space. A second process can then open and create a view of the mapped file in its virtual address space. The mapped file represents the shared-memory object that will enable communication to take place between the processes.

We next illustrate these steps in more detail. In this example, a producer process first creates a shared-memory object using the memory-mapping features available in the Windows API. The producer then writes a message to shared memory. After that, a consumer process opens a mapping to the shared-memory object and reads the message written by the consumer.

To establish a memory-mapped file, a process first opens the file to be mapped with the `CreateFile()` function, which returns a `HANDLE` to the opened file. The process then creates a mapping of this file `HANDLE` using the `CreateFileMapping()` function. Once the file mapping is done, the process establishes a view of the mapped file in its virtual address space with the `MapViewOfFile()` function. The view of the mapped file represents the portion of the file being mapped in the virtual address space of the process—the entire file or only a portion of it may be mapped. This sequence in the program is shown in Figure 13.5.3. (We eliminate much of the error checking for code brevity.)

Figure 13.5.3: Producer writing to shared memory using the Windows API.

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```
#include <windows.h>
#include <stdio.h>

int main(int argc, char *argv[])
{
    HANDLE hFile, hMapFile;
    LPVOID lpMapAddress;

    hFile = CreateFile("temp.txt", /* file name */
        GENERIC_READ | GENERIC_WRITE, /* read/write access */
        0, /* no sharing of the file */
        NULL, /* default security */
        OPEN_ALWAYS, /* open new or existing file */
        FILE_ATTRIBUTE_NORMAL, /* routine file attributes */
        NULL); /* no file template */

    hMapFile = CreateFileMapping(hFile, /* file handle */
        NULL, /* default security */
        PAGE_READWRITE, /* read/write access to mapped pages */
        0, /* map entire file */
        0,
        TEXT("SharedObject")); /* named shared memory object */

    lpMapAddress = MapViewOfFile(hMapFile, /* mapped object
handle */
        FILE_MAP_ALL_ACCESS, /* read/write access */
        0, /* mapped view of entire file */
        0,
        0);

    /* write to shared memory */
    sprintf(lpMapAddress, "Shared memory message");

    UnmapViewOfFile(lpMapAddress);
    CloseHandle(hFile);
    CloseHandle(hMapFile);
}
```

The call to `CreateFileMapping()` creates a **named shared-memory object** called `SharedObject`. The consumer process will communicate using this shared-memory segment by creating a mapping to the same named object. The producer then creates a view of the memory-mapped file in its virtual address space. By passing the last three parameters the value 0, it indicates that the mapped view is the entire file. It could instead have passed values specifying an offset and size, thus creating a view containing only a subsection of the file. (It is important to note that the entire mapping may not be loaded into memory when the mapping is established. Rather, the mapped file may be demand-paged, thus bringing pages into memory only as they are accessed.) The `MapViewOfFile()` function returns a pointer to the shared-memory object; any accesses to this memory location are thus accesses to the memory-mapped file. In this instance, the producer process writes the message "Shared memory message" to shared memory.

A program illustrating how the consumer process establishes a view of the named shared-memory object is shown in Figure 13.5.4. This program is somewhat simpler than the one shown in Figure 13.5.3, as all that is necessary is for the process to create a mapping to the existing named shared-memory object. The consumer process must also create a view of the mapped file, just as the producer process did in the program in Figure 13.5.3. The consumer then reads from shared memory the message "Shared memory message" that was written by the producer process.

Figure 13.5.4: Consumer reading from shared memory using the Windows API.

```
#include <windows.h>
#include <stdio.h>

int main(int argc, char *argv[])
{
    HANDLE hMapFile;
    LPVOID lpMapAddress;

    hMapFile = OpenFileMapping(FILE_MAP_ALL_ACCESS, /* R/W access
*/
        FALSE, /* no inheritance */
        TEXT("SharedObject")); /* name of mapped file object */

    lpMapAddress = MapViewOfFile(hMapFile, /* mapped object
handle */
        FILE_MAP_ALL_ACCESS, /* read/write access */
        0, /* mapped view of entire file */
        0,
        0);

    /* read from shared memory */
    printf("Read message %s", lpMapAddress);

    UnmapViewOfFile(lpMapAddress);
    CloseHandle(hMapFile);
}
```

Finally, both processes remove the view of the mapped file with a call to `UnmapViewOfFile()`. We provide a programming exercise at the end of this chapter using shared memory with memory mapping in the Windows API.

**PARTICIPATION
ACTIVITY**

13.5.1: Section review question.



- 1) Memory-mapped files are implemented using virtual memory



techniques.

- ☐ True
- ☐ False

Section glossary

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memory mapping: A file-access method in which a file is mapped into the process memory space so that standard memory access instructions read and write the contents of the file; an alternative to the use of `read()` and `write()` calls.

file mapping: In Windows, the first step in memory-mapping a file.

view: In Windows, an address range mapped in shared memory. Also, the second step in memory-mapping a file, allowing a process to access the file contents.

named shared-memory object: In Windows API, a section of a memory-mapped file accessible by name from multiple processes.

13.6 Summary

- A file is an abstract data type defined and implemented by the operating system. It is a sequence of logical records. A logical record may be a byte, a line (of fixed or variable length), or a more complex data item. The operating system may specifically support various record types or may leave that support to the application program.
- A major task for the operating system is to map the logical file concept onto physical storage devices such as hard disk or NVM device. Since the physical record size of the device may not be the same as the logical record size, it may be necessary to order logical records into physical records. Again, this task may be supported by the operating system or left for the application program.
- Within a file system, it is useful to create directories to allow files to be organized. A single-level directory in a multiuser system causes naming problems, since each file must have a unique name. A two-level directory solves this problem by creating a separate directory for each user's files. The directory lists the files by name and includes the file's location on the disk, length, type, owner, time of creation, time of last use, and so on.
- The natural generalization of a two-level directory is a tree-structured directory. A tree-structured directory allows a user to create subdirectories to organize files. Acyclic-graph

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directory structures enable users to share subdirectories and files but complicate searching and deletion. A general graph structure allows complete flexibility in the sharing of files and directories but sometimes requires garbage collection to recover unused disk space.

- Remote file systems present challenges in reliability, performance, and security. Distributed information systems maintain user, host, and access information so that clients and servers can share state information to manage use and access.
- Since files are the main information-storage mechanism in most computer systems, file protection is needed on multiuser systems. Access to files can be controlled separately for each type of access—read, write, execute, append, delete, list directory, and so on. File protection can be provided by access lists, passwords, or other techniques.

13.7 Practice exercises



EXERCISE

13.7.1: (Problem 13.1 in the 10th edition).



- (a) Some systems automatically delete all user files when a user logs off or a job terminates, unless the user explicitly requests that they be kept. Other systems keep all files unless the user explicitly deletes them. Discuss the relative merits of each approach.



EXERCISE

13.7.2: (Problem 13.2 in the 10th edition).



- (a) Why do some systems keep track of the type of a file, while still others leave it to the user and others simply do not implement multiple file types? Which system is "better"?



EXERCISE

13.7.3: (Problem 13.3 in the 10th edition).



- (a) Similarly, some systems support many types of structures for a file's data, while others simply support a stream of bytes. What are the advantages and disadvantages of each approach?



EXERCISE

13.7.4: (Problem 13.4 in the 10th edition).



- (a) Could you simulate a multilevel directory structure with a single-level directory structure in which arbitrarily long names can be used? If your answer is yes, explain how you can do

so, and contrast this scheme with the multilevel directory scheme. If your answer is no, explain what prevents your simulation's success. How would your answer change if file names were limited to seven characters?

**EXERCISE**

13.7.5: (Problem 13.5 in the 10th edition).



- (a) Explain the purpose of the `open ()` and `close ()` operations.

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**EXERCISE**

13.7.6: (Problem 13.6 in the 10th edition).



In some systems, a subdirectory can be read and written by an authorized user, just as ordinary files can be.

- (a) Describe the protection problems that could arise.
- (b) Suggest a scheme for dealing with each of these protection problems.

**EXERCISE**

13.7.7: (Problem 13.7 in the 10th edition).



Consider a system that supports 5,000 users. Suppose that you want to allow 4,990 of these users to be able to access one file.

- (a) How would you specify this protection scheme in UNIX?
- (b) Can you suggest another protection scheme that can be used more effectively for this purpose than the scheme provided by UNIX?

**EXERCISE**

13.7.8: (Problem 13.8 in the 10th edition).



- (a) Researchers have suggested that, instead of having an access-control list associated with each file (specifying which users can access the file, and how), we should have a **user control list** associated with each user (specifying which files a user can access, and how). Discuss the relative merits of these two schemes.

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13.8 Exercises

**EXERCISE**

13.8.1: (Problem 13.9 in the 10th edition).



- (a) Consider a file system in which a file can be deleted and its disk space reclaimed while links to that file still exist. What problems may occur if a new file is created in the same storage area or with the same absolute path name? How can these problems be avoided?

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**EXERCISE**

13.8.2: (Problem 13.10 in the 10th edition).



- (a) The open-file table is used to maintain information about files that are currently open. Should the operating system maintain a separate table for each user or maintain just one table that contains references to files that are currently being accessed by all users? If the same file is being accessed by two different programs or users, should there be separate entries in the open-file table? Explain.

**EXERCISE**

13.8.3: (Problem 13.11 in the 10th edition).



- (a) What are the advantages and disadvantages of providing mandatory locks instead of advisory locks whose use is left to users' discretion?

**EXERCISE**

13.8.4: (Problem 13.12 in the 10th edition).



Provide examples of applications that typically access files according to the following methods:

- (a) Sequential
- (b) Random

**EXERCISE**

13.8.5: (Problem 13.13 in the 10th edition).



- (a) Some systems automatically open a file when it is referenced for the first time and close the file when the job terminates. Discuss the advantages and disadvantages of this scheme compared with the more traditional one, where the user has to open and close the file explicitly.

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EXERCISE

13.8.6: (Problem 13.14 in the 10th edition).



- (a) If the operating system knew that a certain application was going to access file data in a sequential manner, how could it exploit this information to improve performance?



EXERCISE

13.8.7: (Problem 13.15 in the 10th edition).

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- (a) Give an example of an application that could benefit from operating-system support for random access to indexed files.



EXERCISE

13.8.8: (Problem 13.16 in the 10th edition).



- (a) Some systems provide file sharing by maintaining a single copy of a file. Other systems maintain several copies, one for each of the users sharing the file. Discuss the relative merits of each approach.

13.9 Further reading

A multilevel directory structure was first implemented on the MULTICS system ([Organick (1972)]). Most operating systems now implement multilevel directory structures. These include Linux ([Love (2010)]), macOS ([Singh (2007)]), Solaris ([McDougall and Mauro (2007)]), and all versions of Windows ([Russeinovich et al. (2017)]).

A general discussion of Solaris file systems is found in the *Sun System Administration Guide: Devices and File Systems* (<http://docs.sun.com/app/docs/doc/817-5093>).

The network file system (NFS), designed by Sun Microsystems, allows directory structures to be spread across networked computer systems. NFS Version 4 is described in RFC3505 (<http://www.ietf.org/rfc/rfc3530.txt>).

A great source of the meanings of computer jargon is <http://www.catb.org/esr/jargon/>.

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