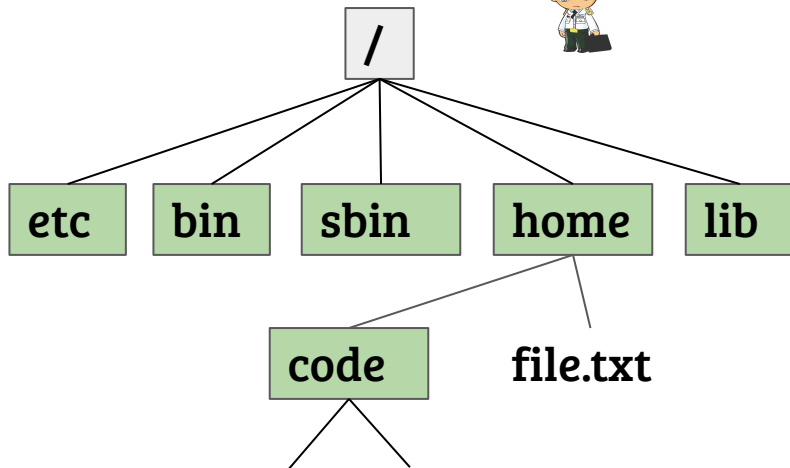


CS330: Operating Systems

Files

The file system

USER



End-user wants see a nice tree view. Let me enable it through a simple system call APIs.

OS



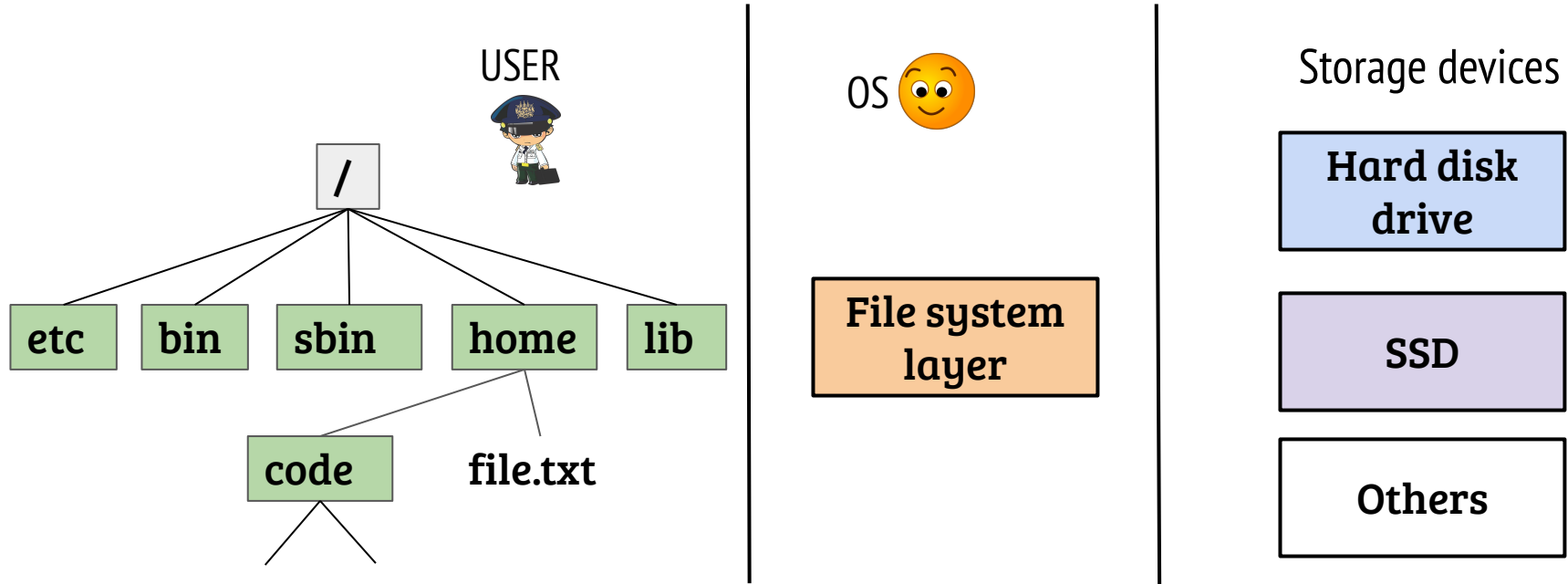
Storage devices

Hard disk drive

SSD

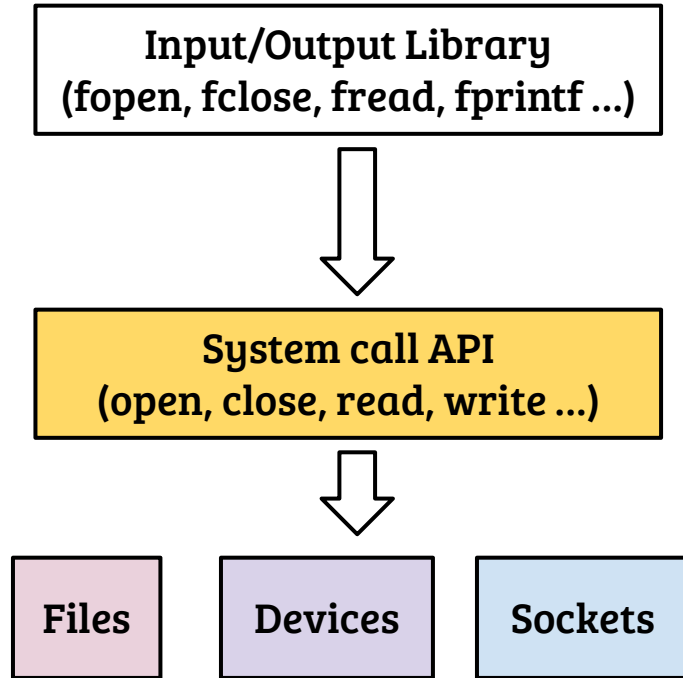
Others

The file system



- File system is an important OS subsystem
 - Provides abstractions like files and directories
 - Hides the complexity of underlying storage devices

File system interfacing



- Processes identify files through a file handle a.k.a. file descriptors
- In UNIX, the **POSIX** file API is used to access files, devices, sockets etc.
- What is the mapping between library functions and system calls?

open: getting a handle

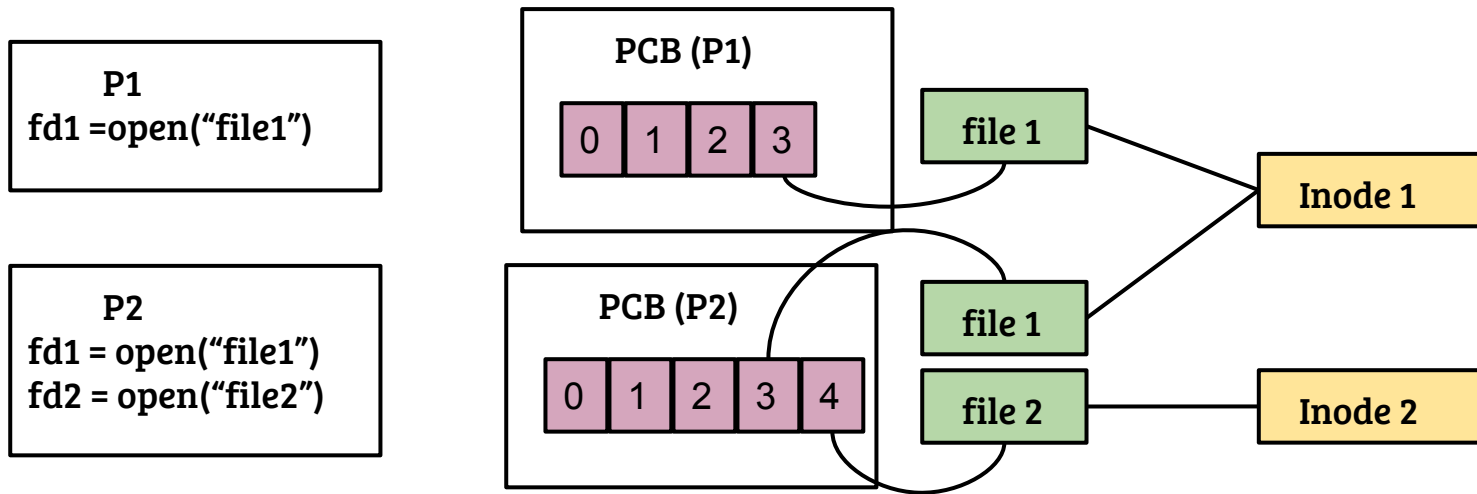
```
int open (char *path, int flags, mode_t mode)
```

open: getting a handle

```
int open (char *path, int flags, mode_t mode)
```

- Access mode specified in flags : O_RDONLY, O_RDWR, O_WRONLY
- Access permissions check performed by the OS
- On success, a file descriptor (integer) is returned
- If flags contain O_CREAT, mode specifies the file creation mode
- Refer man page ("man 2 open")

Process view of file



- Per-process file descriptor table with pointer to a “file” object
- file object → inode is many-to-one

Process view of file



- What do file descriptors 0, 1 and 2 represent?
- What happens to the FD table and the file objects across `fork()`?
 - What happens in `exec()`?
- Can multiple FDs point to the same file object?

Read and Write

```
ssize_t read (int fd, void *buf, size_t count);
```

- fd → file handle
- buf → user buffer as read destination
- count → #of bytes to read
- read () returns #of bytes actually read, can be smaller than count

Read and Write

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- fd → file handle
- buf → user buffer as read destination
- count → #of bytes to read
- read () returns #of bytes actually read, can be smaller than count

```
ssize_t write (int fd, void *buf, size_t count);
```

- Similar to read

Process view of file



- What do file descriptors 0, 1 and 2 represent?
- 0 \rightarrow STDIN, 1 \rightarrow STDOUT and 2 \rightarrow STDERR
- What happens to the FD table and the file objects across `fork()`?
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- Can multiple FDs point to the same file object?

lseek

```
off_t lseek(int fd, off_t offset, int whence);
```

- fd → file handle
- offset → target offset
- whence → SEEK_SET, SEEK_CUR, SEEK_END
- On success, returns offset from *the starting of the file*

lseek

`off_t lseek(int fd, off_t offset, int whence);`

- `fd` → file handle
- `offset` → target offset
- `whence` → `SEEK_SET`, `SEEK_CUR`, `SEEK_END`
- On success, returns offset from *the starting of the file*
- Examples
 - `lseek(fd, 100, SEEK_CUR)` → forwards the file position by 100 bytes
 - `lseek(fd, 0, SEEK_END)` → file pos at EOF, returns the file size
 - `lseek(fd, 0, SEEK_SET)` → file pos at beginning of file

File information (stat, fstat)

```
int stat(const char *path, struct stat *sbuf);
```

- Returns the information about file/dir in the argument `path`
- The information is filled up in structure called `stat`

File information (stat, fstat)

```
int stat(const char *path, struct stat *sbuf);
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- Returns the information about file/dir in the argument `path`
- The information is filled up in structure called `stat`

```
struct stat sbuf;
```

```
stat("/home/user/tmp.txt", &sbuf);
```

```
printf("inode = %d size = %ld\n", sbuf.st_ino, sbuf.st_size);
```

- Other useful fields in *struct stat* : `st_uid`, `st_mode` (Refer stat man page)

Process view of file

PCB (P1)

- What do file descriptors 0, 1 and 2 represent?
- 0 \rightarrow STDIN, 1 \rightarrow STDOUT and 2 \rightarrow STDERR
- What happens to the FD table and the file objects across `fork()`?
 - What happens in `exec()`?
- The FD table is copied across `fork()` \Rightarrow File objects are shared
- On `exec`, open files remain shared by default
- Can multiple FDs point to the same file object?

Duplicate file handles (dup and dup2)

```
int dup(int oldfd);
```

- The dup() system call creates a “copy” of the file descriptor `oldfd`
- Returns the lowest-numbered unused descriptor as the new descriptor
- The old and new file descriptors represent the same file

Duplicate file handles (dup and dup2)

```
int fd, dupfd;
```

```
fd = open("tmp.txt");
```

```
close(1);
```

```
dupfd = dup(fd);    //What will be the value of dupfd?
```

```
printf("Hello world\n"); // Where will be the output?
```

Duplicate file handles (dup and dup2)

```
int fd, dupfd;
```

```
fd = open("tmp.txt");
```

```
close(1);
```

```
dupfd = dup(fd);    //What will be the value of dupfd?
```

```
printf("Hello world\n"); // Where will be the output?
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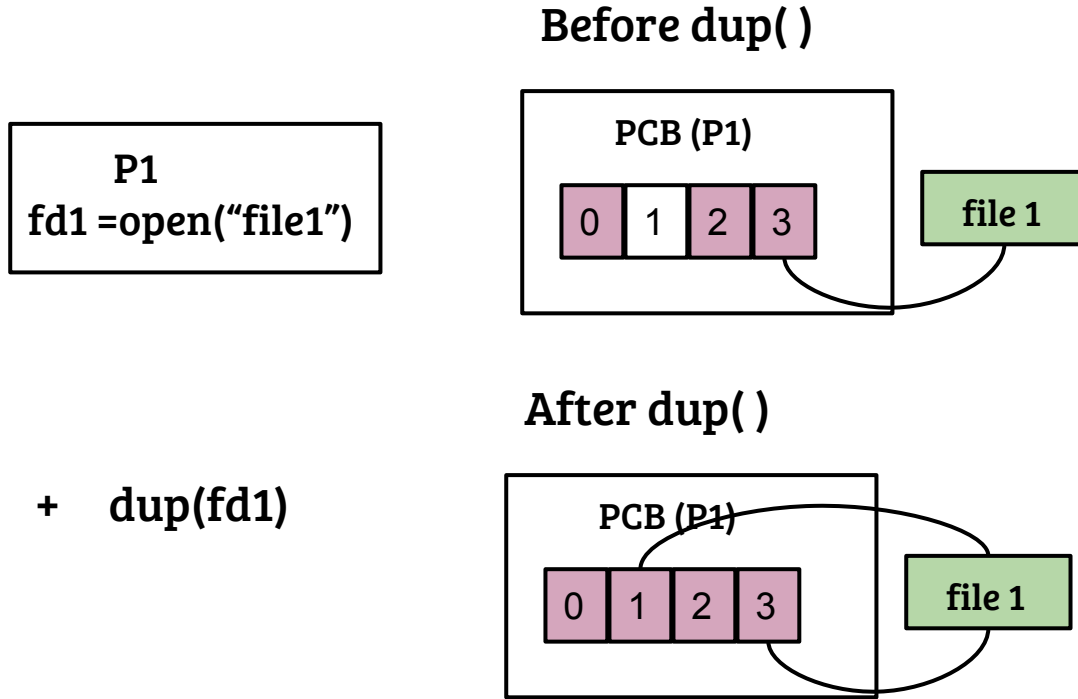
- Value of dupfd = 1 (assuming STDIN is open)
- "Hello world" will be written to tmp.txt file

Duplicate file handles (dup and dup2)

```
int dup2(int oldfd, int newfd);
```

- Close `newfd` before duping the file descriptor `oldfd`
- `dup2 (fd, 1)` equivalent to
 - `close(1);`
 - `dup(fd);`

Duplicate file handles (dup and dup2)



- Lowest numbered unused fd (i.e., 1) is used (Assume STDOUT is closed before)
- Duplicate descriptors share the same file state
- Closing one file descriptor *does not* close the file

Use of dup: shell redirection

- Example: `ls > tmp.txt`
- How implemented?

Use of dup: shell redirection

- Example: `ls > tmp.txt`
- How implemented?

```
fd = open ("tmp.txt")
```

```
close( 1); close(2);    // close STDOUT and STDERR
```

```
dup(fd); dup(fd)        // 1→ fd, 2 → fd
```

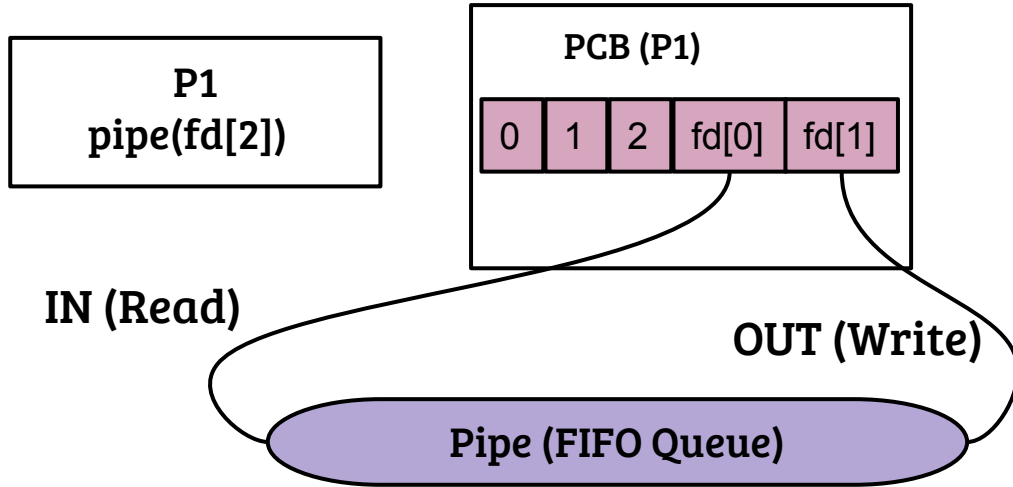
```
exec(ls )
```

Process view of file

PCB (P1)

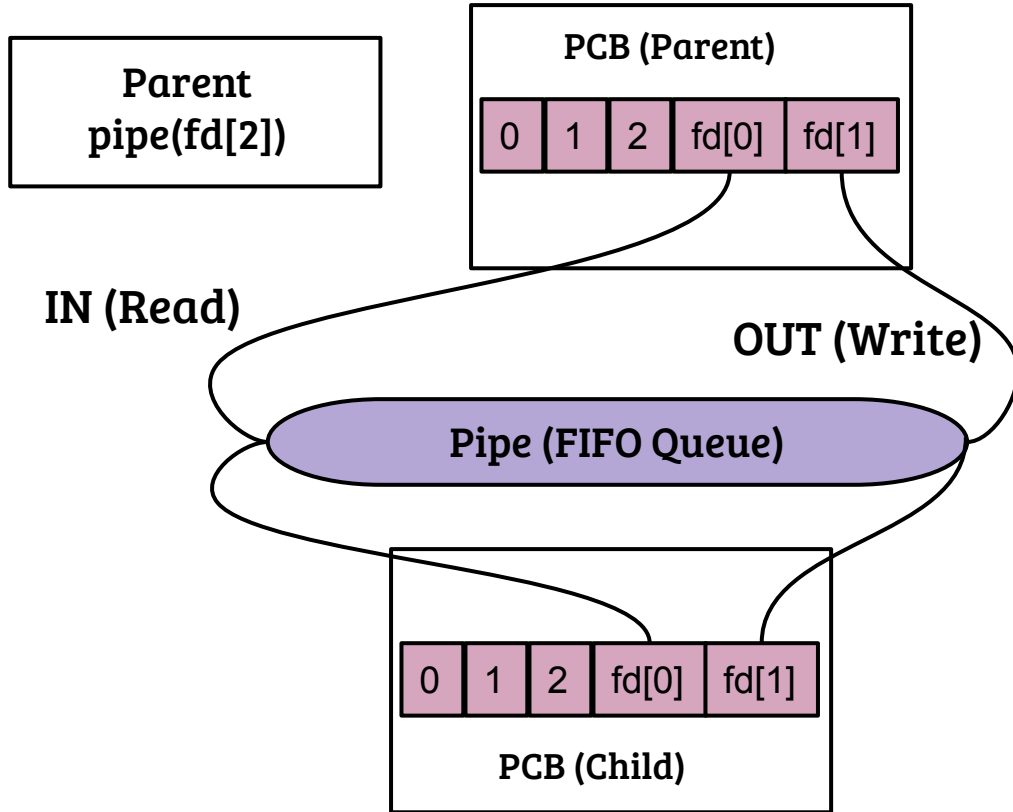
- What do file descriptors 0, 1 and 2 represent?
- 0 \rightarrow STDIN, 1 \rightarrow STDOUT and 2 \rightarrow STDERR
- What happens to the FD table and the file objects across `fork()`?
 - What happens in `exec()`?
- The FD table is copied across `fork()` \Rightarrow File objects are shared
- On `exec`, open files remain shared by default
- Can multiple FDs point to the same file object?
- Yes, `duped` FDs share the same file object (within a process)

UNIX pipe() system call



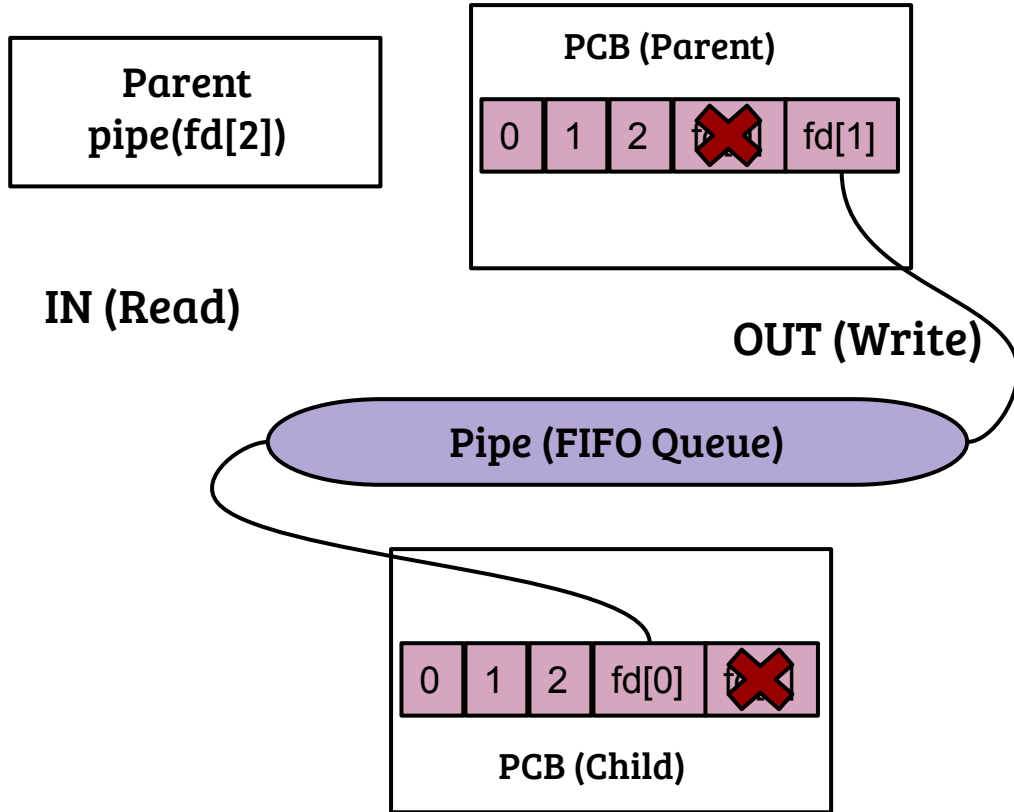
- `pipe()` takes array of two FDs as input
- `fd[0]` is the read end of the pipe
- `fd[1]` is the write end of the pipe
- Implemented as a FIFO queue in OS

UNIX pipe() with fork()



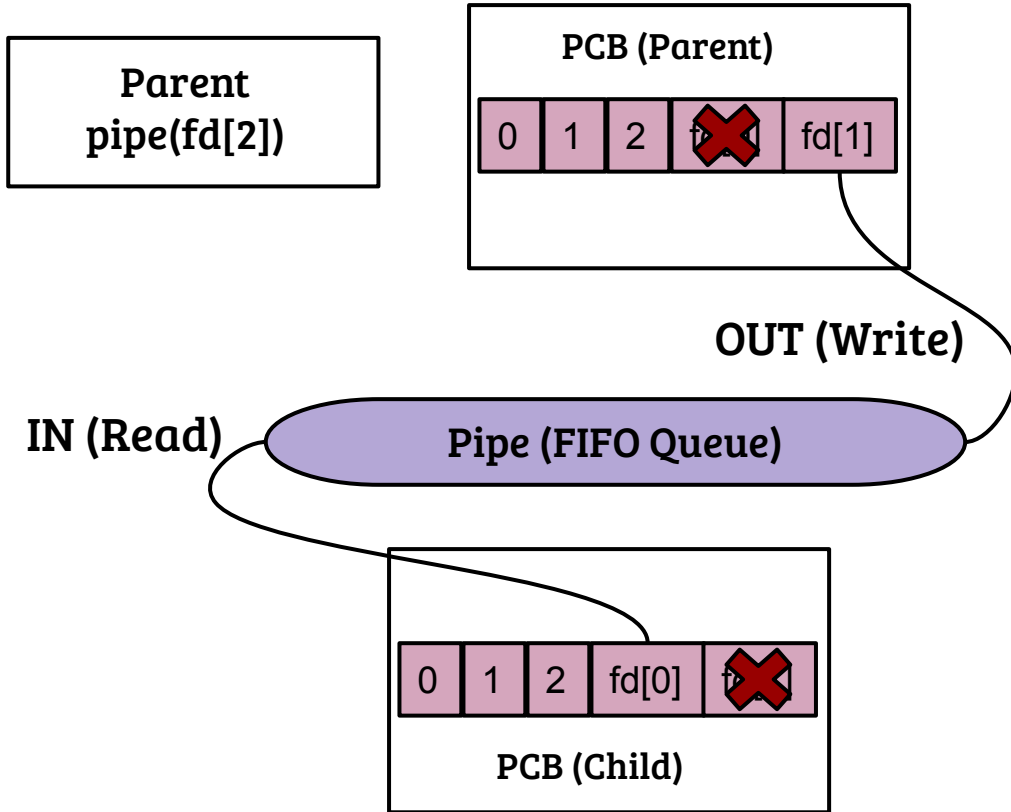
- `fork()` duplicates the file descriptors
- At this point, both the parent and the child processes can read/write to the pipe

UNIX pipe() with fork()



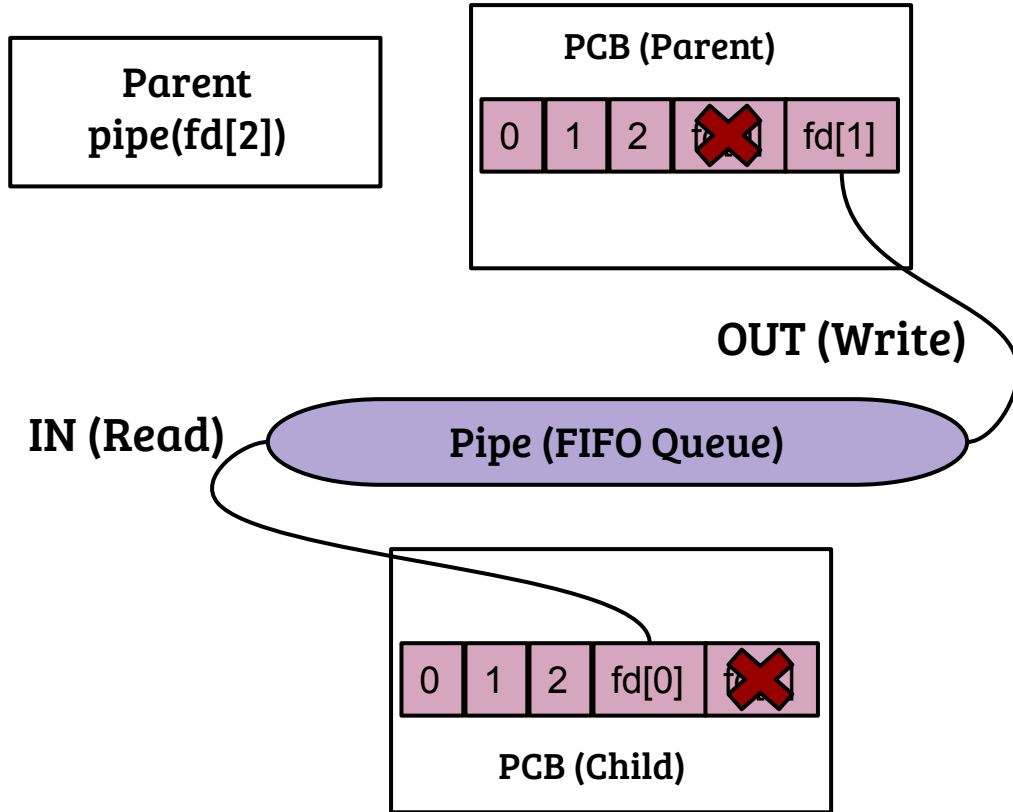
- `fork()` duplicates the file descriptors
- `close()` one end of the pipe, both in child and parent
- Result
 - A queue between parent and child

Shell piping : ls | wc -l



- `pipe()` followed by `fork()`
- Parent: `exec("ls")` after making `STDOUT` → out fd of the pipe (using `dup`)

Shell piping : ls | wc -l



- `pipe()` followed by `fork()`
- Parent: `exec("ls")` after making `STDOUT` \rightarrow out fd of the pipe (using `dup`)
- Child: `exec("wc")` after closing `STDIN` and duping in fd of pipe
- Result: input of "wc" is connected to output of "ls"