ICS143A: Principles of Operating Systems

Lecture 18: File systems

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The role of file systems

The role of file systems

- Sharing
  - Sharing of data across users and applications
- Persistence
  - Data is available after reboot

Architecture

- On-disk and in-memory data structures represent
  - The tree of named files and directories
  - Record identities of disk blocks which hold data for each file
  - Record which areas of the disk are free

Crash recovery

- File systems must support crash recovery
  - A power loss may interrupt a sequence of updates
  - Leave file system in inconsistent state
    - E.g. a block both marked free and used

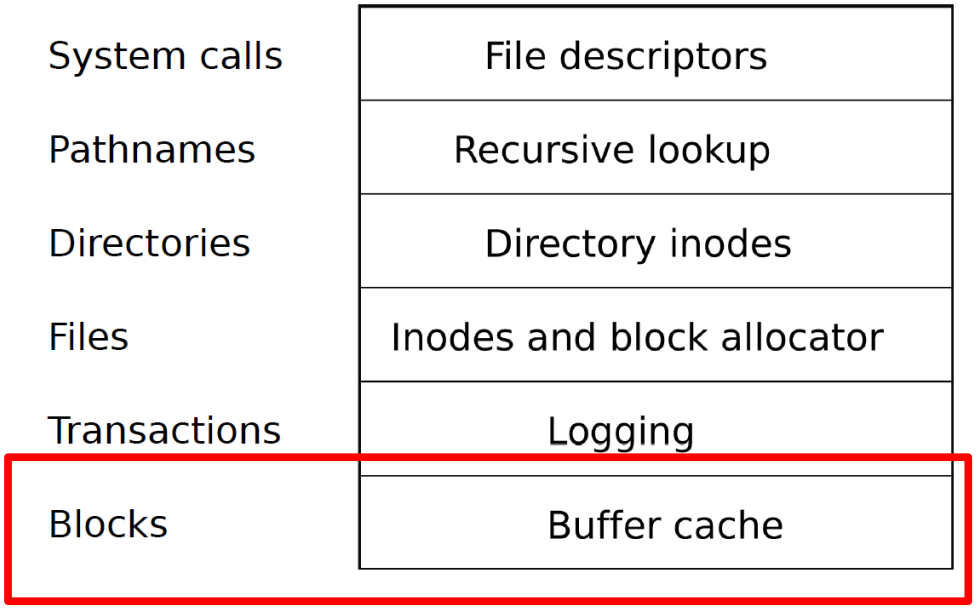
Multiple users

- Multiple users operate on a file system concurrently
  - File system must maintain invariants

Speed

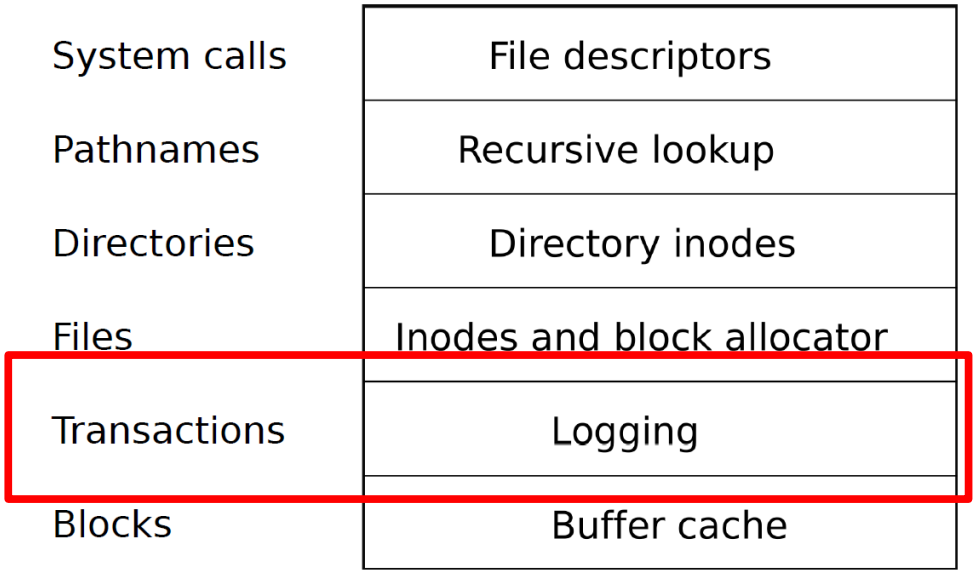
- Access to a block device is several orders of magnitude slower
  - Memory: 200 cycles
  - Disk: 20 000 000 cycles
- A file system must maintain a cache of disk blocks in memory

Block layer



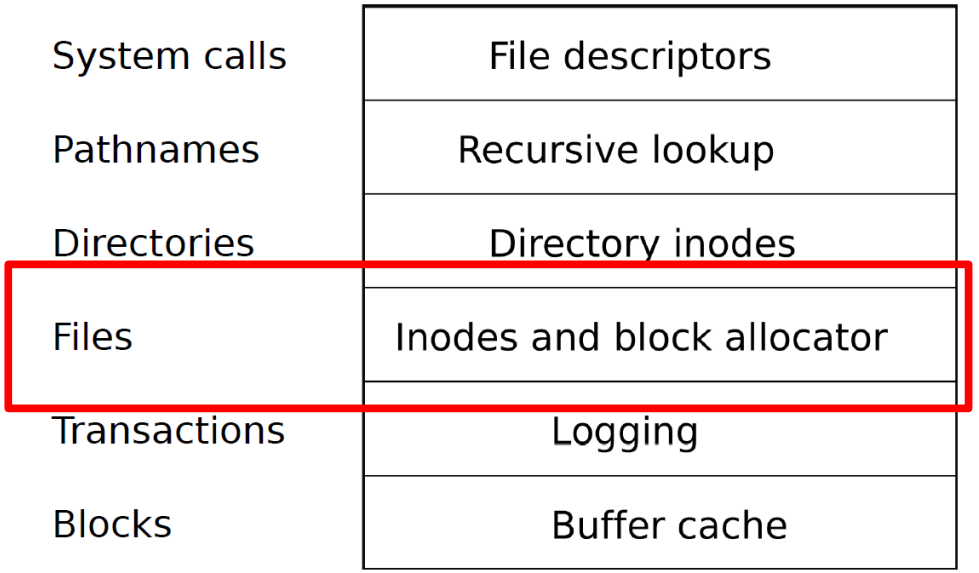
- Read and write data
  - From a block device
  - Into a buffer cache
- Synchronize across multiple readers and writers

Transactions



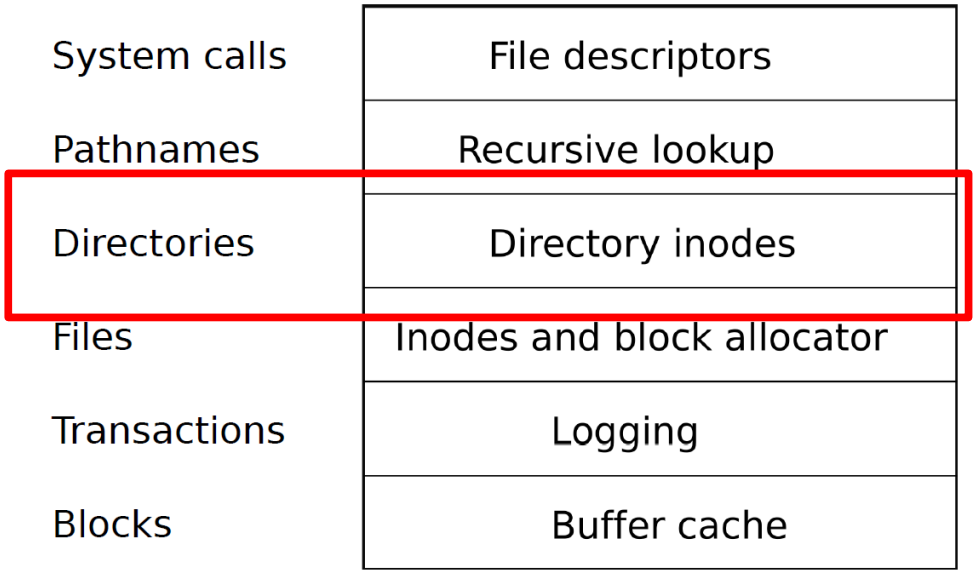
- Group multiple writes into an atomic transaction

Files



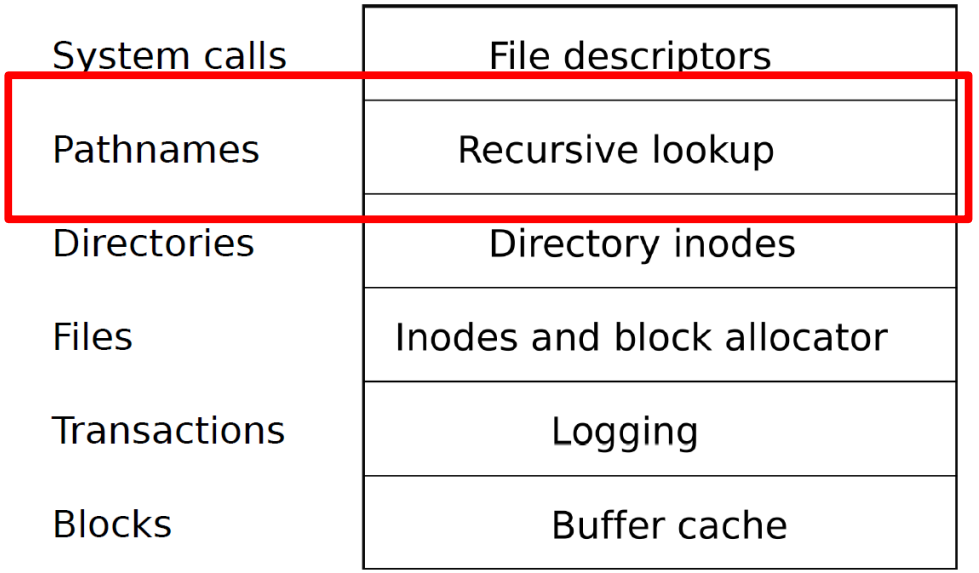
- Unnamed files
  - Represented as inodes
  - Sequence of blocks holding file's data

Directories



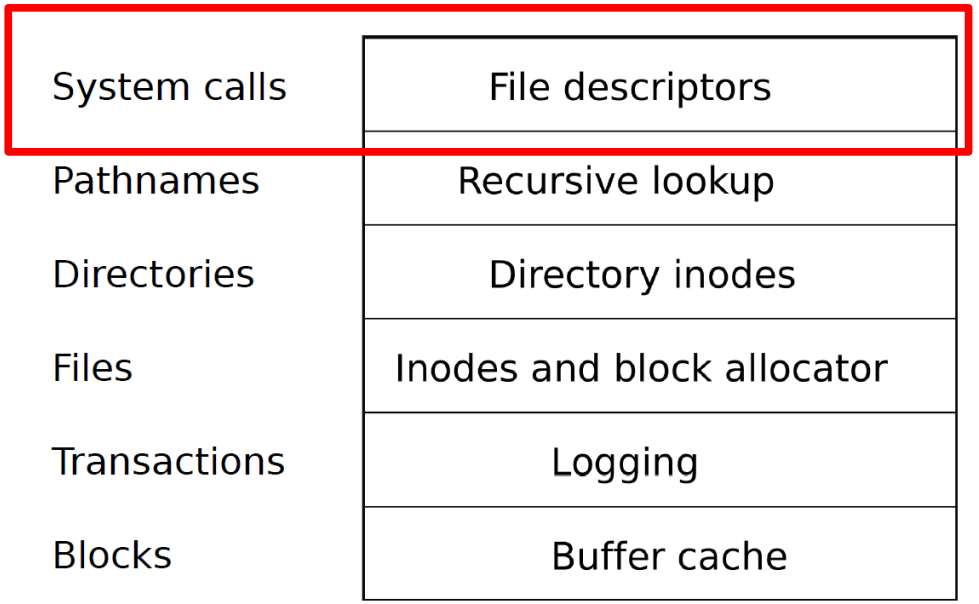
- Special kind of inode
  - Sequence of directory entries
  - Each contains name and a pointer to an unnamed inode

Pathnames



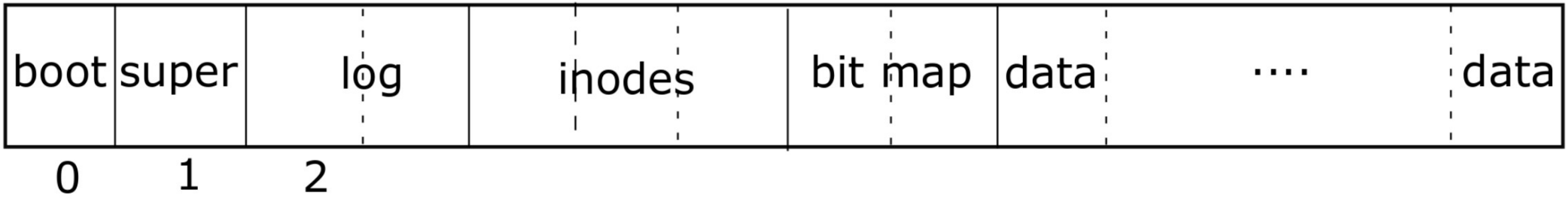
- Hierarchical path names
  - /usr/bin/sh
  - Recursive lookup

System call



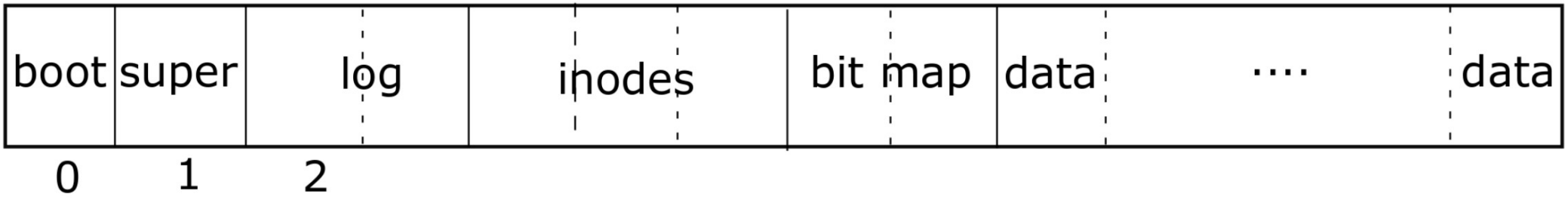
- Abstract UNIX resources as files
  - Files, sockets, devices, pipes, etc.
- Unified programming interface

File system layout on disk



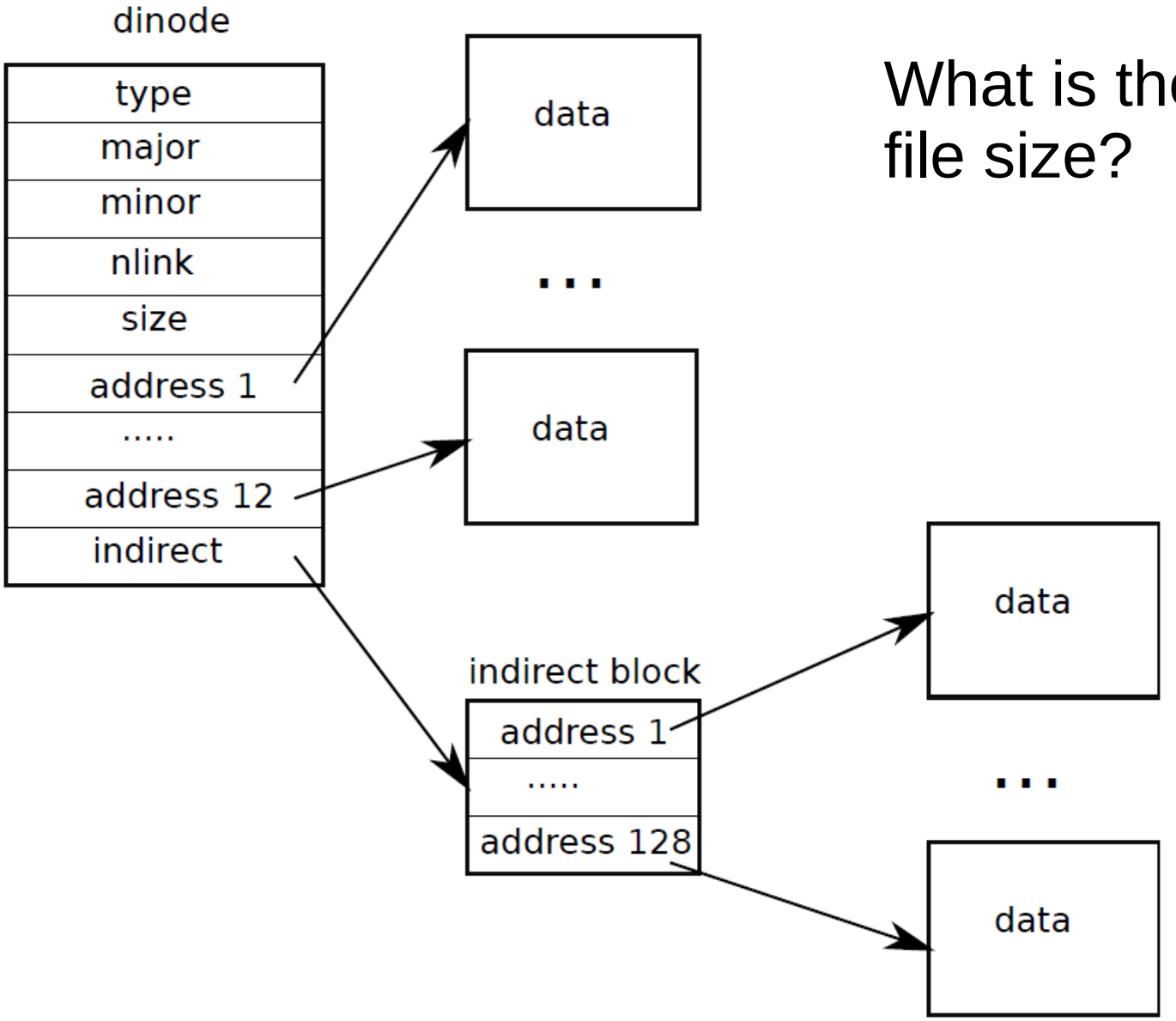
- Block #0: Boot code
- Block #1: (superblock) Metadata about the file system
  - Size (number of blocks)
  - Number of data blocks
  - Number of inodes
  - Number of blocks in log

File system layout on disk



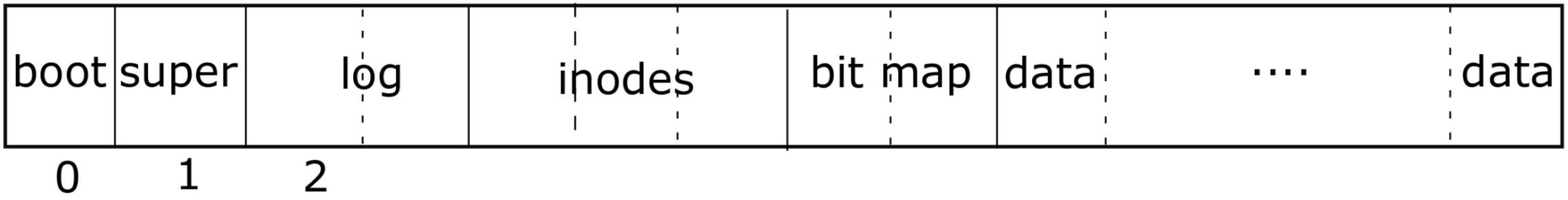
- Block #2: Log area: maintaining consistency in case of a power outage or system crash
- Inode area
  - Unnamed files

Representing files on disk



What is the max file size?

File system layout on disk



- Block #2: Log area: maintaining consistency in case of a power outage or system crash
- Inode area
  - Unnamed files
- Bit map area: track which blocks are in use
- Data area: actual file data

Buffer cache layer

Buffer cache layer

- Two goals:
  - Synchronization:
    - Only one copy of a data block exist in the kernel
    - Only one writer updates this copy at a time
  - Caching
    - Frequently used copies are cached for efficient reads and writes

```
3750 struct buf {
3751   int flags;
3752   uint dev;
3753   uint blockno;
3754   struct buf *prev; // LRU cache list
3755   struct buf *next;
3756   struct buf *qnext; // disk queue
3757   uchar data[BSIZE];
3758 };
3759 #define B_BUSY  0x1  // buffer is locked by some process
3760 #define B_VALID 0x2  // buffer has been read from disk
3761 #define B_DIRTY 0x4  // buffer needs to be written to disk
```

- Flags

```
4329 struct {
4330   struct spinlock lock;
4331   struct buf buf[NBUF];
4332
4333   // Linked list of all buffers, through prev/next.
4334   // head.next is most recently used.
4335   struct buf head;
4336 } bcache;
```

Buffer cache: linked list

```
3750 struct buf {
3751   int flags;
3752   uint dev;
3753   uint blockno;
3754   struct buf *prev; // LRU cache list
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4333   // Linked list of all buffers, through prev/next.
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4335   struct buf head;
4336 } bcache;
```

- Device
  - We might have multiple disks

Buffer cache: linked list

```
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3752   uint dev;
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```

- Block number on disk

```
4329 struct {
4330   struct spinlock lock;
4331   struct buf buf[NBUF];
4332
4333   // Linked list of all buffers, through prev/next.
4334   // head.next is most recently used.
4335   struct buf head;
4336 } bcache;
```

Buffer cache: linked list

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4329 struct {
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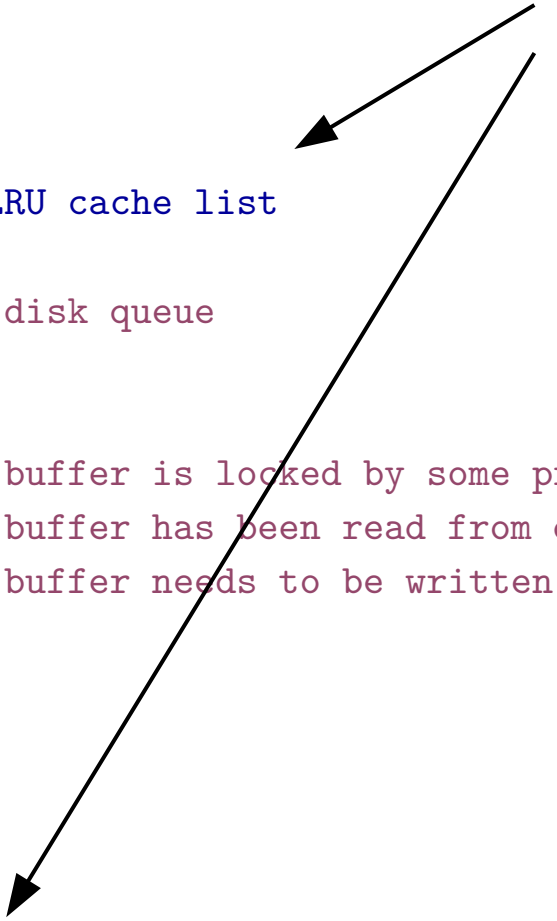
4336 } bcache;
```

- LRU list



Buffer cache: linked list

```
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3751   int flags;
3752   uint dev;
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3754   struct buf *prev; // LRU cache list
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3757   uchar data[BSIZE];
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3759 #define B_BUSY  0x1  // buffer is locked by some process
3760 #define B_VALID 0x2  // buffer has been read from disk
3761 #define B_DIRTY 0x4  // buffer needs to be written to disk
```

- Cached data
  - 512 bytes

```
4329 struct {
4330   struct spinlock lock;
4331   struct buf buf[NBUF];
4332
4333   // Linked list of all buffers, through prev/next.
4334   // head.next is most recently used.
4335   struct buf head;
4336 } bcache;
```

Buffer cache: linked list

Buffer cache layer: interface

- bread() and bwrite() - obtain a copy for reading or writing
  - Owned until brelse()
  - Locking with a flag (B_BUSY)
- Other threads will be blocked and wait until brelse()

```
4401 struct buf*
4402 bread(uint dev, uint sector)
4403 {
4404   struct buf *b;
4405
4406   b = bget(dev, sector);
4407   if(!(b->flags & B_VALID)) {
4408     iderw(b);
4409   }
4410   return b;
4411 }

4415 bwrite(struct buf *b)
4416 {
4417   if((b->flags & B_BUSY) == 0)
4418     panic("bwrite");
4419   b->flags |= B_DIRTY;
4420   iderw(b);
4421 }
```

Block read and write operations

```
4366 bget(uint dev, uint sector)
4367 {
4368   struct buf *b;
4370   acquire(&bcache.lock);
4372 loop:
4373   // Is the sector already cached?
4374   for(b = bcache.head.next; b != &bcache.head; b = b->next){
4375     if(b->dev == dev && b->sector == sector){
4376       if(!(b->flags & B_BUSY)){
4377         b->flags |= B_BUSY;
4378         release(&bcache.lock);
4379         return b;
4380       }
4381       sleep(b, &bcache.lock);
4382       goto loop;
4383     }
4384   }
4385
...
4399 }
```

Getting a block from a buffer cache (part 1)

```
4466 bget(uint dev, uint sector)
4467 {
4468   struct buf *b;
4470   acquire(&bcache.lock);
4472 loop:
...
4485
4486 // Not cached; recycle some non-busy and clean buffer.
4487   for(b = bcache.head.prev; b != &bcache.head; b = b->prev){
4488     if((b->flags & B_BUSY) == 0 && (b->flags & B_DIRTY) == 0){
4489       b->dev = dev;
4490       b->sector = sector;
4491       b->flags = B_BUSY;
4492       release(&bcache.lock);
4493       return b;
4494     }
4495   }
4496   panic("bget: no buffers");
4497 }
```

Getting a block from a buffer cache (part 2)

```
4401 struct buf*
4402 bread(uint dev, uint sector)
4403 {
4404   struct buf *b;
4405
4406   b = bget(dev, sector);
4407   if(!(b->flags & B_VALID)) {
4408     iderw(b);
4409   }
4410   return b;
4411 }

4415 bwrite(struct buf *b)
4416 {
4417   if((b->flags & B_BUSY) == 0)
4418     panic("bwrite");
4419   b->flags |= B_DIRTY;
4420   iderw(b);
4421 }
```

Block read and write operations

```
4423 // Release a B_BUSY buffer.
4424 // Move to the head of the MRU list.
4425 void
4426 brelse(struct buf *b)
4427 {
4428   if((b->flags & B_BUSY) == 0)
4429     panic("brelse");
4430
4431   acquire(&bcache.lock);
4432
4433   b->next->prev = b->prev;
4434   b->prev->next = b->next;
4435   b->next = bcache.head.next;
4436   b->prev = &bcache.head;
4437   bcache.head.next->prev = b;
4438   bcache.head.next = b;
4439
4440   b->flags &= ~B_BUSY;
4441   wakeup(b);
4442
4443   release(&bcache.lock);
4444 }
```

Release buffer

- Maintain least recently used list
  - Move to the head

```
4570 // Copy committed blocks from log to their home location
4571 static void
4572 install_trans(void)
4573 {
4574   int tail;
4575
4576   for (tail = 0; tail < log.lh.n; tail++) {
4577     struct buf *lbuf = bread(log.dev, log.start+tail+1); // read log
block
4578     struct buf *dbuf = bread(log.dev, log.lh.block[tail]); // read dst
4579     memmove(dbuf->data, lbuf->data, BSIZE);  // copy block to dst
4580     bwrite(dbuf);  // write dst to disk
4581     brelse(lbuf);
4582     brelse(dbuf);
4583   }
4584 }
```

Example

Logging layer

Logging layer

- Consistency
  - File system operations involve multiple writes to disk
  - During the crash, subset of writes might leave the file system in an inconsistent state
  - E.g. file delete can crash leaving:
    - Directory entry pointing to a free inode
    - Allocated but unlinked inode

Logging

- Writes don't directly go to disk
  - Instead they are logged in a journal
  - Once all writes are logged, the system writes a special commit record
    - Indicating that log contains a complete operation
- At this point file system copies writes to the on-disk data structures
  - After copy completes, log record is erased

Recovery

- After reboot, copy the log
  - For operations marked as complete
    - Copy blocks to disk
  - For operations partially complete
    - Discard all writes
    - Information might be lost (output consistency, e.g. can launch the rocket twice)

Typical use of transactions

```
begin_op();
...
bp = bread(...);
bp->data[...] = ...;
log_write(bp);
...
end_op();
```

Log (in memory)

```
4532 struct logheader {
4533   int n;
4534   int block[LOGSIZE];
4535 };
4536
4537 struct log {
4538   struct spinlock lock;
4539   int start;
4540   int size;
4541   int outstanding; // how many FS sys calls are
                          executing.
4542   int committing; // in commit(), please wait.
4543   int dev;
4544   struct logheader lh;
4545 };
```

Typical use of transactions

```
begin_op();
...
bp = bread(...);
bp->data[...] = ...;
log_write(bp);
...
end_op();
```

```
4626 // called at the start of each FS system call.
4627 void
4628 begin_op(void)
4629 {
4630   acquire(&log.lock);
4631   while(1){
4632     if(log.committing){
4633       sleep(&log, &log.lock);
4634     } else if(log.lh.n + (log.outstanding+1)*MAXOPBLOCKS > LOGSIZE){
4635       // this op might exhaust log space; wait for commit.
4636       sleep(&log, &log.lock);
4637     } else {
4638       log.outstanding += 1;
4639       release(&log.lock);
4640       break;
4641     }
4642   }
4643 }
```

begin_op()

Typical use of transactions

```
begin_op();
...
bp = bread(...);
bp->data[...] = ...;
log_write(bp);
...
end_op();
```

log_write

```
4722 log_write(struct buf *b)
4723 {
4724   int i;
4725
4726   if (log.lh.n >= LOGSIZE || log.lh.n >= log.size - 1)
4727     panic("too big a transaction");
4728   if (log.outstanding < 1)
4729     panic("log_write outside of trans");
4730
4731   acquire(&log.lock);
4732   for (i = 0; i < log.lh.n; i++) {
4733     if (log.lh.block[i] == b->blockno) // log absorbtion
4734       break;
4735   }
4736   log.lh.block[i] = b->blockno;
4737   if (i == log.lh.n)
4738     log.lh.n++;
4739   b->flags |= B_DIRTY; // prevent eviction
4740   release(&log.lock);
4741 }
```

- Check if already in log

log_write

```
4722 log_write(struct buf *b)
4723 {
4724   int i;
4725
4726   if (log.lh.n >= LOGSIZE || log.lh.n >= log.size - 1)
4727     panic("too big a transaction");
4728   if (log.outstanding < 1)
4729     panic("log_write outside of trans");
4730
4731   acquire(&log.lock);
4732   for (i = 0; i < log.lh.n; i++) {
4733     if (log.lh.block[i] == b->blockno) // log absorbtion
4734       break;
4735   }
4736   log.lh.block[i] = b->blockno;
4737   if (i == log.lh.n)
4738     log.lh.n++;
4739   b->flags |= B_DIRTY; // prevent eviction
4740   release(&log.lock);
4741 }
```

- Add to the log
- Prevent eviction

Typical use of transactions

```
begin_op();
...
bp = bread(...);
bp->data[...] = ...;
log_write(bp);
...
end_op();
```

end_op()

```
4653 end_op(void)
4654 {
4655   int do_commit = 0;
4656
4657   acquire(&log.lock);
4658   log.outstanding -= 1;
4661   if(log.outstanding == 0){
4662     do_commit = 1;
4663     log.committing = 1;
4664   } else {
4665     // begin_op() may be waiting for log space.
4666     wakeup(&log);
4667   }
4668   release(&log.lock);
4669
4670   if(do_commit){
4671     // call commit w/o holding locks, since not allowed
4672     // to sleep with locks.
4673     commit();
4674     acquire(&log.lock);
4675     log.committing = 0;
4676     wakeup(&log);
4677     release(&log.lock);
4678   }
4679 }
```

end_op()

```
4653 end_op(void)
4654 {
4655   int do_commit = 0;
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4657   acquire(&log.lock);
4658   log.outstanding -= 1;
4661   if(log.outstanding == 0){
4662     do_commit = 1;
4663     log.committing = 1;
4664   } else {
4665     // begin_op() may be waiting for log space.
4666     wakeup(&log);
4667   }
4668   release(&log.lock);
4669
4670   if(do_commit){
4671     // call commit w/o holding locks, since not allowed
4672     // to sleep with locks.
4673     commit();
4674     acquire(&log.lock);
4675     log.committing = 0;
4676     wakeup(&log);
4677     release(&log.lock);
4678   }
4679 }
```

commit()

```
4701 commit()
4702 {
4703   if (log.lh.n > 0) {
4704     write_log(); // Write modified blocks
                        from cache to log
4705     write_head(); // Write header to disk --
                        the real commit
4706     install_trans(); // Now install writes
                           to home locations
4707     log.lh.n = 0;
4708     write_head(); // Erase the transaction
                        from the log
4709   }
4710 }
```

```
4681 // Copy modified blocks from cache to log.
4682 static void
4683 write_log(void)
4684 {
4685   int tail;
4686
4687   for (tail = 0; tail < log.lh.n; tail++) {
4688     struct buf *to = bread(log.dev,
                            log.start+tail+1); // log block
4689     struct buf *from = bread(log.dev,
                            log.lh.block[tail]); // cache block
4690     memmove(to->data, from->data, BSIZE);
4691     bwrite(to); // write the log
4692     brelse(from);
4693     brelse(to);
4694   }
4695 }
```

write_log()

commit()

```
4701 commit()
4702 {
4703   if (log.lh.n > 0) {
4704     write_log(); // Write modified blocks
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                        the real commit
4706     install_trans(); // Now install writes
                           to home locations
4707     log.lh.n = 0;
4708     write_head(); // Erase the transaction
                        from the log
4709   }
4710 }
```

```
4600 // Write in-memory log header to disk.
4601 // This is the true point at which the
4602 // current transaction commits.
4603 static void
4604 write_head(void)
4605 {
4606   struct buf *buf = bread(log.dev, log.start);
4607   struct logheader *hb = (struct logheader *)
                                        (buf->data);
4608   int i;
4609   hb->n = log.lh.n;
4610   for (i = 0; i < log.lh.n; i++) {
4611     hb->block[i] = log.lh.block[i];
4612   }
4613   bwrite(buf);
4614   brelse(buf);
4615 }
```

write_head()

commit()

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4701 commit()
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4573 {
4574   int tail;
4575
4576   for (tail = 0; tail < log.lh.n; tail++) {
4577     struct buf *lbuf = bread(log.dev,
                          log.start+tail+1); // read log block
4578     struct buf *dbuf = bread(log.dev,
                          log.lh.block[tail]); // read dst
4579     memmove(dbuf->data, lbuf->data, BSIZE); // copy block
                                                //  to dst
4580     bwrite(dbuf); // write dst to disk
4581     brelse(lbuf);
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4584 }
```

install_trans()

commit()

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                        from the log
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```

Block allocator

- Bitmap of free blocks
  - balloc()/bfree()
- Read the bitmap block by block
  - Scan for a “free” bit
- Access to the bitmap is synchronized with bread()/bwrite()/brelse() operations

balloc()

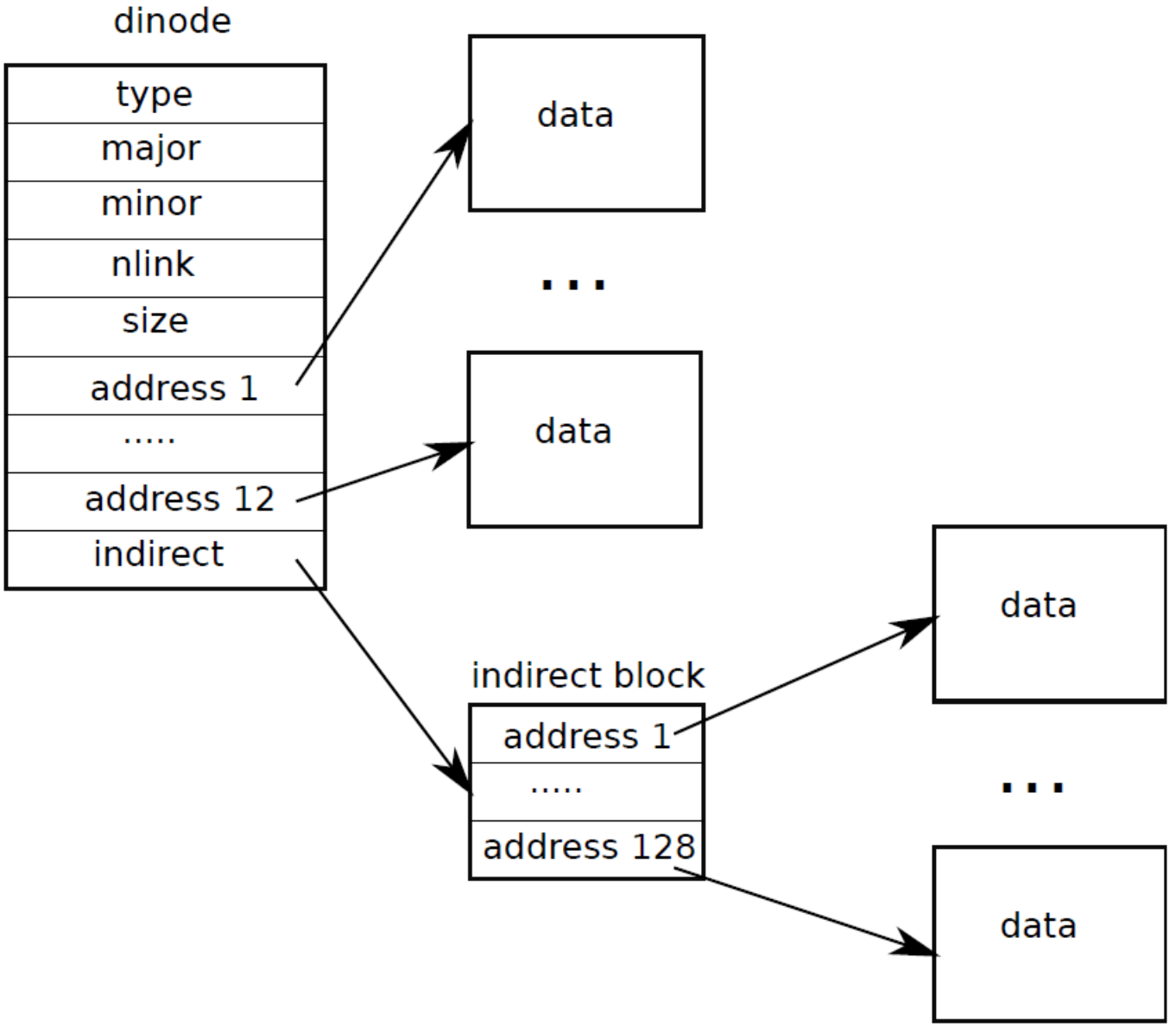
```
4802 // Allocate a zeroed disk block.
4803 static uint
4804 balloc(uint dev)
4805 {
4806   int b, bi, m;
4807   struct buf *bp;
4808
4809   bp = 0;
4810   for(b = 0; b < sb.size; b += BPB){
4811     bp = bread(dev, BBLOCK(b, sb));
4812     for(bi = 0; bi < BPB && b + bi < sb.size; bi++){
4813       m = 1 << (bi % 8);
4814       if((bp->data[bi/8] & m) == 0){ // Is block free?
4815         bp->data[bi/8] |= m; // Mark block in use.
4816         log_write(bp);
4817         brelse(bp);
4818         bzero(dev, b + bi);
4819         return b + bi;
4820       }
4821     }
4822     brelse(bp);
4823   }
4824   panic("balloc: out of blocks");
4825 }
```

Inode layer

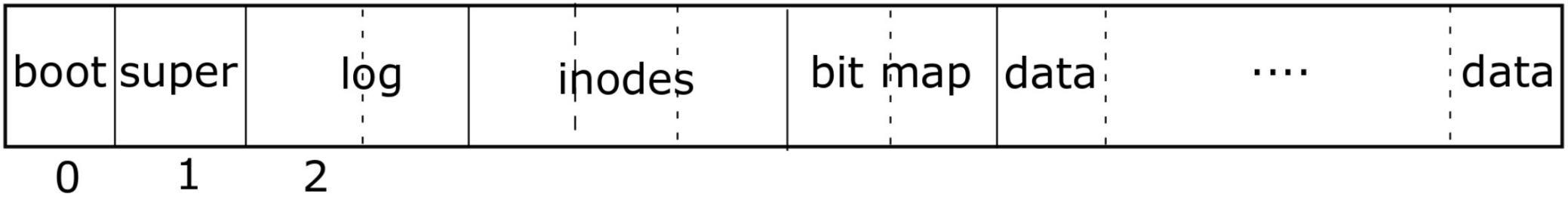
Inode

- Describes a single unnamed file
- The inode on disk holds metadata
  - File type, size, # of links referring to it, list of blocks with data
- In memory
  - A copy of an on-disk inode + some additional kernel information
    - Reference counter (ip->ref)
    - Synchronization flags (ip->flags)

Representing files on disk



File system layout on disk

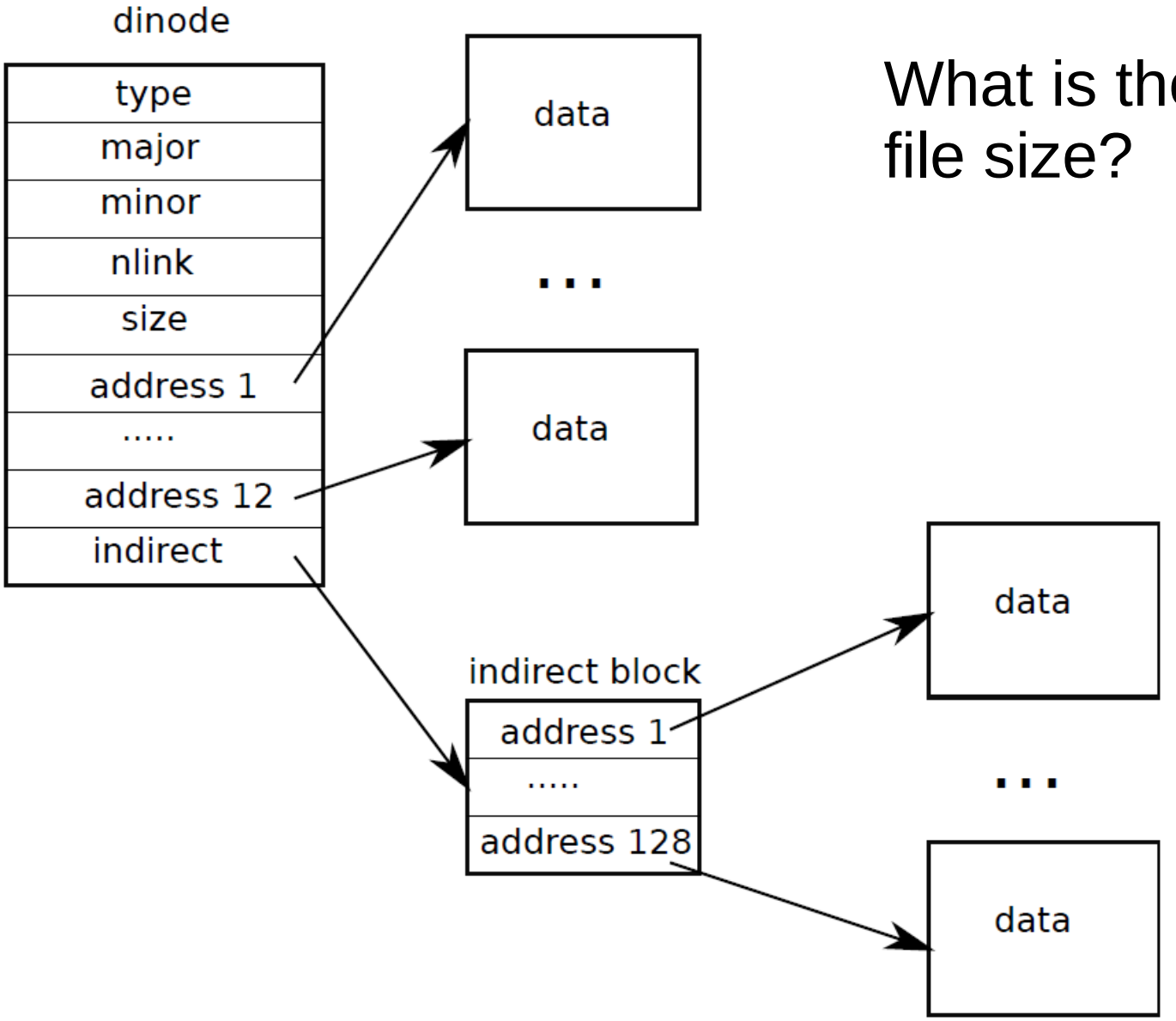


- Inodes are stored as an array on disk
  - sb.startinode
- Each inode has a number (indicating its position on disk)
- The kernel keeps a cache of inodes in memory
  - Synchronization

Inode on disk

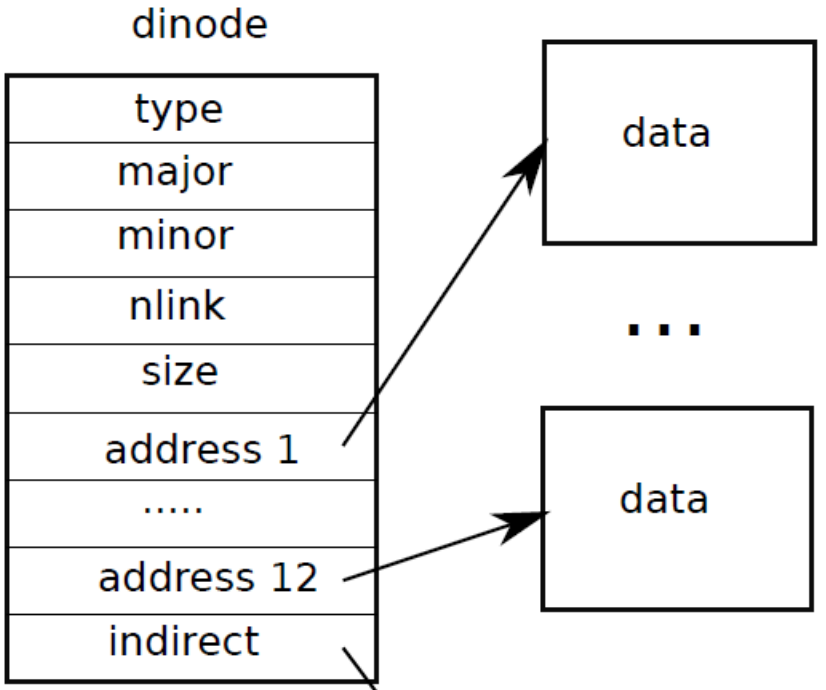
```
3927 // On-disk inode structure
3928 struct dinode {
3929   short type; // File type
3930   short major; // Major device number (T_DEV
                    only)
3931   short minor; // Minor device number (T_DEV
                    only)
3932   short nlink; // Number of links to inode in
                    file system
3933   uint size; // Size of file (bytes)
3934   uint addrs[NDIRECT+1]; // Data block addresses
3935 };
```

Representing files on disk

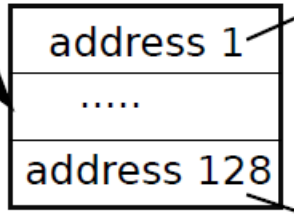


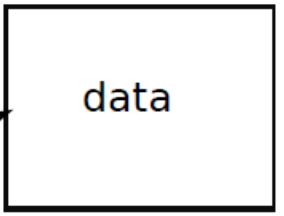
What is the max file size?

Representing files on disk

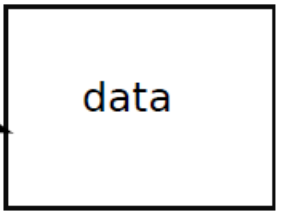


...





...



What is the max file size?

128*512 + 12*512
= 71680

Inode in memory

```
4011 // in-memory copy of an inode
4012 struct inode {
4013   uint dev; // Device number
4014   uint inum; // Inode number
4015   int ref; // Reference count
4016   int flags; // I_BUSY, I_VALID
4017
4018   short type; // copy of disk inode
4019   short major;
4020   short minor;
4021   short nlink;
4022   uint size;
4023   uint addrs[NDIRECT+1];
4024 };
```

In-memory cache of inodes

```
4912 struct {
4913   struct spinlock lock;
4914   struct inode inode[NINODE];
4915 } icache;
```

Lifecycle of inode

- Allocation (on disk)
  - ialloc()
  - iput() -- deallocates
- Referencing in cache
  - ip->ref tracks the number of active pointers to an inode in memory
  - iget()/iput()

Accessing inodes

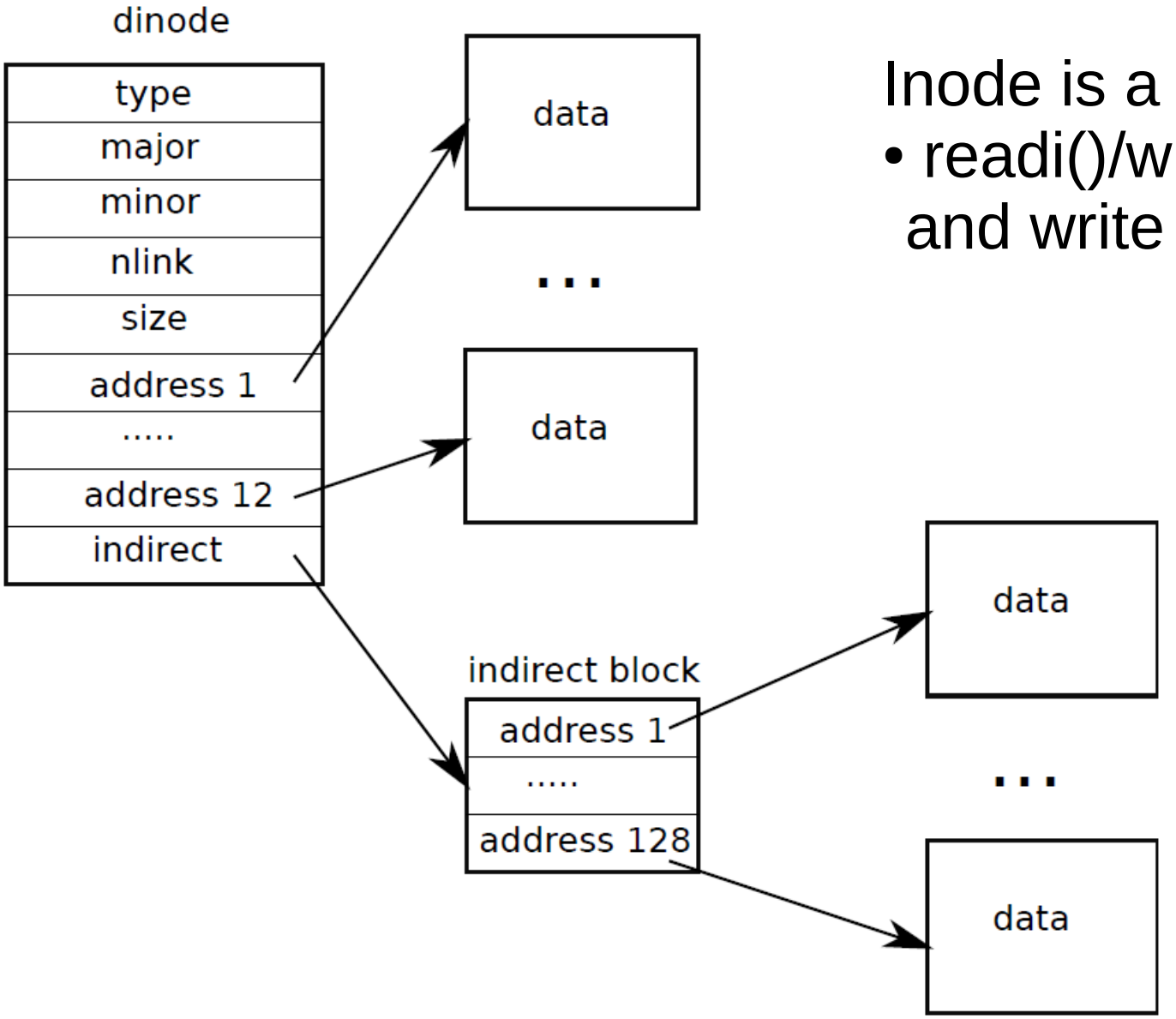
```
4894 // Thus a typical sequence is:
4895 // ip = iget(dev, inum)
4896 // ilock(ip)
4897 // ... examine and modify ip->xxx ...
4898 // iunlock(ip)
4899 // iput(ip)
```

iget()

```
5004 iget(uint dev, uint inum) {
...
5008   acquire(&icache.lock);
5010   // Is the inode already cached?
5011   empty = 0;
5012   for(ip = &icache.inode[0]; ip < &icache.inode[NINODE]; ip++){
5013     if(ip->ref > 0 && ip->dev == dev && ip->inum == inum){
5014       ip->ref++;
5015       release(&icache.lock);
5016       return ip;
5017     }
5018     if(empty == 0 && ip->ref == 0) // Remember empty slot.
5019     empty = ip;
5020   }
...

5029   ip->ref = 1;
...
5031   release(&icache.lock);
5033   return ip;
5034 }
```

Reading and writing inodes



Inode is a file

- readi()/writei() read and write it

readi()

```
5252 readi(struct inode *ip, char *dst, uint off, uint n)
5253 {
5254   uint tot, m;
5255   struct buf *bp;
5256
...
5263   if(off > ip->size || off + n < off)
5264     return -1;
5265   if(off + n > ip->size)
5266     n = ip->size - off;
5267
5268   for(tot=0; tot<n; tot+=m, off+=m, dst+=m){
5269     bp = bread(ip->dev, bmap(ip, off/BSIZE));
5270     m = min(n - tot, BSIZE - off%BSIZE);
5271     memmove(dst, bp->data + off%BSIZE, m);
5272     brelse(bp);
5273   }
5274   return n;
5275 }
```

Directory layer

Directory inodes

- A directory inode is a sequence of directory entries and inode numbers
  - Each name is max of 14 characters
  - Has a special inode type T_DIR
- dirlookup() - searches for a directory with a given name
- dirlink() - adds new file to a directory

Directory entry

```
3965 struct dirent {
3966   ushort inum;
3967   char name[DIRSIZ];
3968 };
```

```
5360 struct inode*
5361 dirlookup(struct inode *dp, char *name, uint *poff)
5362 {
...
5366   if(dp->type != T_DIR)
5367     panic("dirlookup not DIR");
5368
5369   for(off = 0; off < dp->size; off += sizeof(de)){
5370     if(readi(dp, (char*)&de, off, sizeof(de)) != sizeof(de))
5371       panic("dirlink read");
5372     if(de.inum == 0)
5373       continue;
5374     if(namecmp(name, de.name) == 0){
5375       // entry matches path element
5376       if(poff)
5377         *poff = off;
5378         inum = de.inum;
5379         return iget(dp->dev, inum);
5380       }
5381   }
5382
5383   return 0;
5384 }
```

dirlookup()

Path names layer

- Series of directory lookups to resolve a path
  - E.g. /usr/bin/sh
- Namei() - resolves a path into an inode
  - If path starts with “/” evaluation starts at the root
  - Otherwise current directory

namei()

```
5539 struct inode*
5540 namei(char *path)
5541 {
5542   char name[DIRSIZ];
5543   return namex(path, 0, name);
5544 }
```

```
5505 namex(char *path, int nameiparent, char *name)
5506 {
...
5509   if(*path == '/')
5510     ip = iget(ROOTDEV, ROOTINO);
5511   else
5512     ip = idup(proc->cwd);
5513
5514   while((path = skipelem(path, name)) != 0){
5515     ilock(ip);
5516     if(ip->type != T_DIR){
5517       iunlockput(ip);
5518       return 0;
5519     }
...
5525     if((next = dirlookup(ip, name, 0)) == 0){
5526       iunlockput(ip);
5527       return 0;
5528     }
5529     iunlockput(ip);
5530     ip = next;
5531   }
5532   if(nameiparent){
5533     iput(ip);
5534     return 0;
5535   }
5536   return ip;
5537 }
```

namex()

```
5505 namex(char *path, int nameiparent, char *name)
5506 {
...
5509   if(*path == '/')
5510     ip = iget(ROOTDEV, ROOTINO);
5511   else
5512     ip = idup(proc->cwd);
5513   // skipelem("a/bb/c", name) = "bb/c", setting name = "a"
5514   while((path = skipelem(path, name)) != 0){
5515     ilock(ip);
5516     if(ip->type != T_DIR){
5517       iunlockput(ip);
5518       return 0;
5519     }
...
5525     if((next = dirlookup(ip, name, 0)) == 0){
5526       iunlockput(ip);
5527       return 0;
5528     }
5529     iunlockput(ip);
5530     ip = next;
5531   }
5532   if(nameiparent){
5533     iput(ip);
5534     return 0;
5535   }
5536   return ip;
5537 }
```

namex()

Eaxmple: sys_open

```
6101 sys_open(void)
6102 {
...
6108   if(argstr(0, &path) < 0 || argint(1, &omode) < 0)
6109     return -1;
6110
6111   begin_op();
6112
...
6120     if((ip = namei(path)) == 0){
6121       end_op();
6122       return -1;
6123     }
...
6132   if((f = filealloc()) == 0 || (fd = fdalloc(f)) < 0){
6133     if(f)
6134       fileclose(f);
6135     iunlockput(ip);
6136     end_op();
6137     return -1;
6138   }
6139   iunlock(ip);
6140   end_op();
6141
6142   f->type = FD_INODE;
6143   f->ip = ip;
...
6147   return fd;
6148 }
```

File descriptor layer

File descriptors

- Uniform access to
  - Files
  - Devices, e.g., console
  - Pipes

```
4000 struct file {
4001   enum { FD_NONE, FD_PIPE, FD_INODE } type;
4002   int ref; // reference count
4003   char readable;
4004   char writable;
4005   struct pipe *pipe;
4006   struct inode *ip;
4007   uint off;
4008 };
```

Eaxmple: sys_open

```
6101 sys_open(void)
6102 {
...
6108   if(argstr(0, &path) < 0 || argint(1, &omode) < 0)
6109     return -1;
6110
6111   begin_op();
6112
...
6120     if((ip = namei(path)) == 0){
6121       end_op();
6122       return -1;
6123     }
...
6132   if((f = filealloc()) == 0 || (fd = fdalloc(f)) < 0){
6133     if(f)
6134       fileclose(f);
6135     iunlockput(ip);
6136     end_op();
6137     return -1;
6138   }
6139   iunlock(ip);
6140   end_op();
6141
6142   f->type = FD_INODE;
6143   f->ip = ip;
...
6147   return fd;
6148 }
```

Files and filealloc()

```
5612 struct {
5613   struct spinlock lock;
5614   struct file file[NFILE];
5615 } ftable;
...
5624 struct file*
5625 filealloc(void)
5626 {
5627   struct file *f;
5628
5629   acquire(&ftable.lock);
5630   for(f = ftable.file; f < ftable.file + NFILE; f++){
5631     if(f->ref == 0){
5632       f->ref = 1;
5633       release(&ftable.lock);
5634       return f;
5635     }
5636   }
5637   release(&ftable.lock);
5638   return 0;
5639 }
```

```
5835 // Allocate a file descriptor for the given file.
5836 // Takes over file reference from caller on
success.
5837 static int
5838 fdalloc(struct file *f)
5839 {
5840   int fd;
5841
5842   for(fd = 0; fd < NOFILE; fd++){
5843     if(proc->ofile[fd] == 0){
5844       proc->ofile[fd] = f;
5845       return fd;
5846     }
5847   }
5848   return -1;
5849 }
```

File descriptors and fdalloc()

Thank you!

ialloc()

```
4952 struct inode*
4953 ialloc(uint dev, short type)
4954 {
4955   int inum;
4956   struct buf *bp;
4957   struct dinode *dip;
4958
4959   for(inum = 1; inum < sb.ninodes; inum++) {
4960     bp = bread(dev, IBLOCK(inum, sb));
4961     dip = (struct dinode*)bp->data + inum%IPB;
4962     if(dip->type == 0){ // a free inode
4963       memset(dip, 0, sizeof(*dip));
4964       dip->type = type;
4965       log_write(bp); // mark it allocated on the disk
4966       brelse(bp);
4967       return iget(dev, inum);
4968     }
4969     brelse(bp);
4970   }
4971   panic("ialloc: no inodes");
4972 }
```

bmap()

```
5160 bmap(struct inode *ip, uint bn)
...
5165   if(bn < NDIRECT){
5166     if((addr = ip->addrs[bn]) == 0)
5167       ip->addrs[bn] = addr = balloc(ip->dev);
5168     return addr;
5169   }
5170   bn -= NDIRECT;
5171
5172   if(bn < NINDIRECT){
5173     // Load indirect block, allocating if necessary.
5174     if((addr = ip->addrs[NDIRECT]) == 0)
5175     ip->addrs[NDIRECT] = addr = balloc(ip->dev);
5176     bp = bread(ip->dev, addr);
5177     a = (uint*)bp->data;
5178     if((addr = a[bn]) == 0){
5179       a[bn] = addr = balloc(ip->dev);
5180       log_write(bp);
5181     }
5182     brelse(bp);
5183     return addr;
5184   }
5185
5186   panic("bmap: out of range");
5187 }
```

Example: write system call

Write() syscall

```
5476 int
5477 sys_write(void)
5478 {
5479   struct file *f;
5480   int n;
5481   char *p;
5482
5483   if(argfd(0, 0, &f) < 0
       || argint(2, &n) < 0 || argptr(1, &p, n) < 0)
5484     return -1;
5485   return filewrite(f, p, n);
5486 }
```

```
5352 filewrite(struct file *f, char *addr, int n)
5353 {
5360   if(f->type == FD_INODE){
...
5368     int i = 0;
5369     while(i < n){
...
5373
5374       begin_trans();
5375       ilock(f->ip);
5376       if ((r = writei(f->ip, addr + i, f->off, n1)) > 0)
5377         f->off += r;
5378       iunlock(f->ip);
5379       commit_trans();
5386   }
5390 }
```

Write several blocks at a time

```
6056 static struct inode*
6057 create(char *path, short type, short major, short minor)
6058 {
...
6067   if((ip = dirlookup(dp, name, &off)) != 0){
6068     iunlockput(dp);
6069     ilock(ip);
6070     if(type == T_FILE && ip->type == T_FILE)
6071       return ip;
6072     iunlockput(ip);
6073     return 0;
6074   }
6075
6076   if((ip = ialloc(dp->dev, type)) == 0)
6077     panic("create: ialloc");
6078
...
6085   if(type == T_DIR){ // Create . and .. entries.
6086     dp->nlink++; // for ".."
6087     iupdate(dp);
6088     // No ip->nlink++ for ".": avoid cyclic ref count.
6089     if(dirlink(ip, ".", ip->inum) < 0 || dirlink(ip, "..", dp->inum) < 0)
6090       panic("create dots");
6091   }
6092
6093   if(dirlink(dp, name, ip->inum) < 0)
6094     panic("create: dirlink");
...
6098   return ip;
6099 }
```

dirlookup()