# 操作系统

Operating system

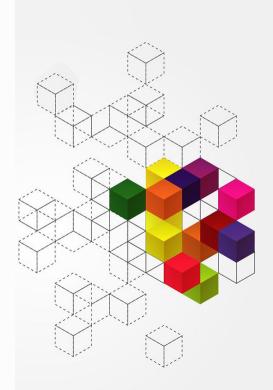
孔维强 大连理工大学



## 内容纲要

# 11.2 文件系统实现

- 一、文件系统实现考虑
- 二、文件系统的磁盘数据结构
- 三、文件系统的内存数据结构



#### 一、文件系统实现考虑



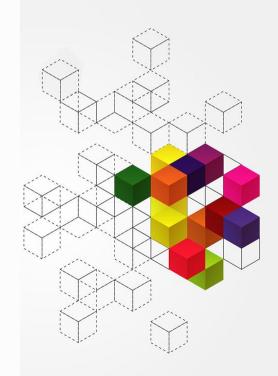
#### ■磁盘数据结构

启动控制块(Boot Control Block) 超级块 (Superblock) 文件控制块 (File Control Block)



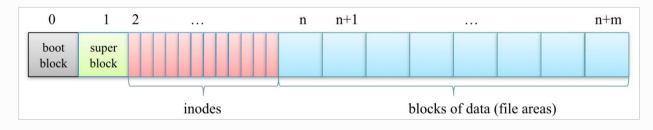
#### ■ 内存数据结构

文件加载表 目录缓存 系统打开文件表 进程打开文件表

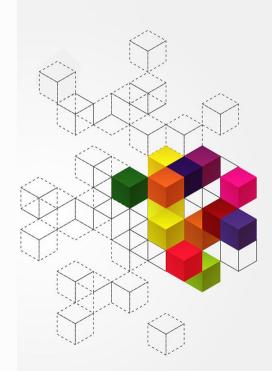


#### 二、文件系统磁盘数据结构

- ·启动扇区(Boot block)
  - 包含加载内核的初始代码
- ・超级块 (包含分区信息)
- ・文件控制块 (inodes in Unix)



#### 磁盘数据结构逻辑示意图



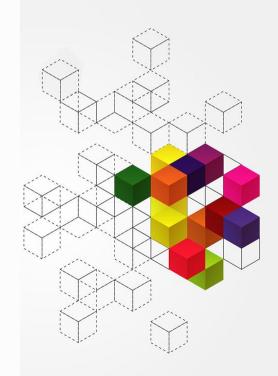
#### 二、文件系统磁盘数据结构

#### ・超级块 (包含分区信息)

Block is a segment of data that contains data for the file, binary, dll, metadata, etc. Block is used to store information about files. Some blocks hold metadata about file system and called superblock.

The superblock is a segment of metadata that contains information about the file system on a block device. Superblock provides the following information about a file, binary, dll, metadata, etc.

超级块中保存了全局文件信息,如硬盘已用空间、 数据块可用空间、inode结点信息等等

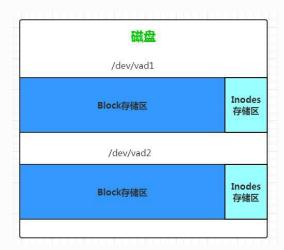


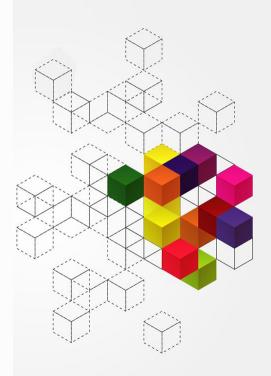
#### 二、文件系统磁盘数据结构

#### Innodes

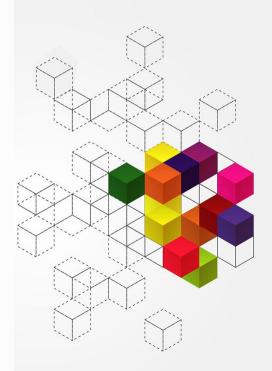
安装操作系统或格式化磁盘分区的时候,操作系统会自动把磁盘分区分为两个区域:Block存储区和inodes 存储区: (1) Block存储区主要存储文件的内容; (2) inodes存储区是由许多的inode组成的列表,每个 inode 中存储文件元信息(文件大小,创建者,

创建时间等)





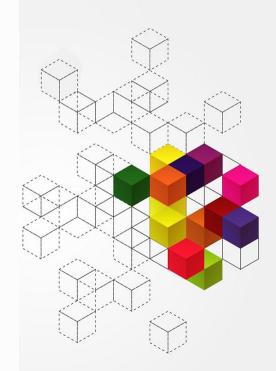
- 为了提升文件系统效率,操作系统会准备多种内存数据结构(用于缓存关键和常用的文件系统数据)
  - 文件加载表 (In-Memory Mount Table)
  - 目录缓存 (In-Memory Directory Structure Cache)
    - 近期访问目录的缓存
  - 全系统打开文件表
    - 每个打开文件的FCB的拷贝
  - 进程打开文件表
    - 指向全系统打开文件表中项的指针



• 创建文件

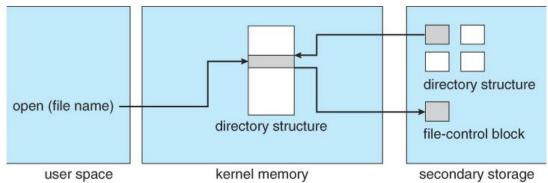
#### File Creation

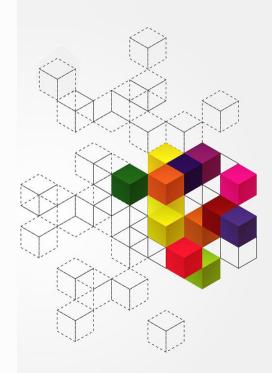
- Create FCB for the new file
- Update directory contents
- Write new directory contents to disk (and may cache it as well)



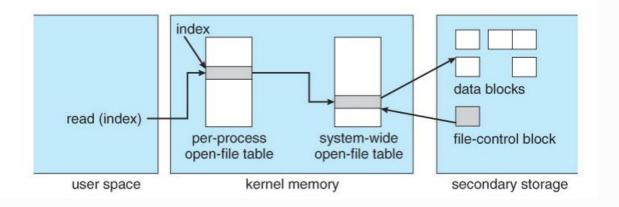
#### • 打开文件

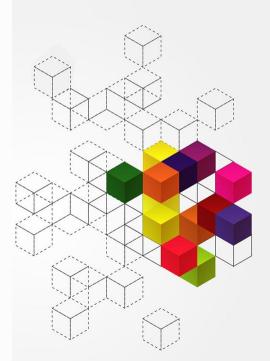
- Application passes file name through open system call
- sys\_open searches the system-wide open file table to see if the file is already in use by another process
  - If yes, then increment usage count and add pointer in per-process open file table
  - If no, search directory structure for file name (either in the cache or disk) add to system-wide open file table and per-process open file table
- The pointer (or index) in the per-process open file table is returned to application. This becomes the file descriptor



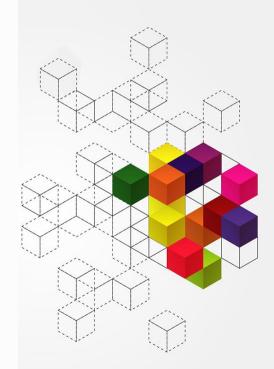


•读/写文件





- 关闭文件
  - Per process open table entry is removed
  - System wide open table reference count decremented by 1.
    - If this value becomes 0 then updates copied back to disk (if needed)
    - Remove system wide open table entry



# 本讲小结

- 文件系统实现考虑
- 文件系统磁盘数据结构
- 文件系统内存数据结构

