#### **CS310 Operating Systems**

Lecture 37 : File System System – 5 File Descriptor Manipulation

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#### **Acknowledgements!**

- Contents of this class presentation has been taken from various sources. Thanks are due to the original content creators:
  - CS162, Operating System and Systems Programming, University of California, Berkeley

#### Reading

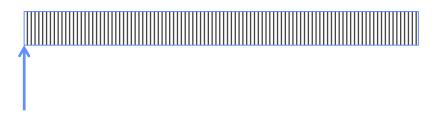
- Book: Linux System Programming: talking directly to the kernel and C library, by Robert Love
- Class presentation: University of California, Berkeley, CS162

# **Previous Classes**

#### C library High level APSs vs Linux Syscalls

- A C library function is a function implemented by the C library implementation
  - C interface the library provides programmers to access kernel related functions
- If a C programmers directly uses file syscalls, he/she needs to read the documentation
- Each syscall has a number of arguments makes programming complicated
  - A user most of the time may not use all arguments
  - User space programs are expected to find out arguments for each syscall by for example inspecting the documentation
- A C library function is a function implemented by the C library implementation

#### **Opening a file**



```
#include <stdio.h>
FILE *fopen( const char *path, const char *mode );
```

This function opens the file path with the behavior given by mode and associates a new stream with it.

#### read() syscall vs fread() API - User space

```
Int main(){
     int fd = open("foo.txt", "O_RDONLY"); // for I/O syscall
    FILE *fs = fopen('bar.txt", "w");
                                        // for C lib I/O
                 Process 1101
User space
       main
                                         fd1
            fd
                                         buff
            fs
                                      struct sfio-s (aka FILE)
             Call stack
                                     Heap
```

#### **Kernel Maintains State**

```
char buffer1[100];
char buffer2[100];
int fd = open("foo.txt", O_RDONLY);
read(fd, buffer1, 100);
read(fd, buffer2, 100);
The kernel remembers that the fd corresponds to foo.txt

The kernel picks up where it left off in the file
```

#### **State Maintained by the Kernel**

On a successful call to open():

- A *file descriptor* (int) is returned to the user
- An open file description is created in the kernel
- For each process, the kernel maintains a mapping from file descriptor to open file description
- On future system calls (e.g., read()), the kernel looks up the open file description corresponding to the provided file descriptor and uses it to service the system call

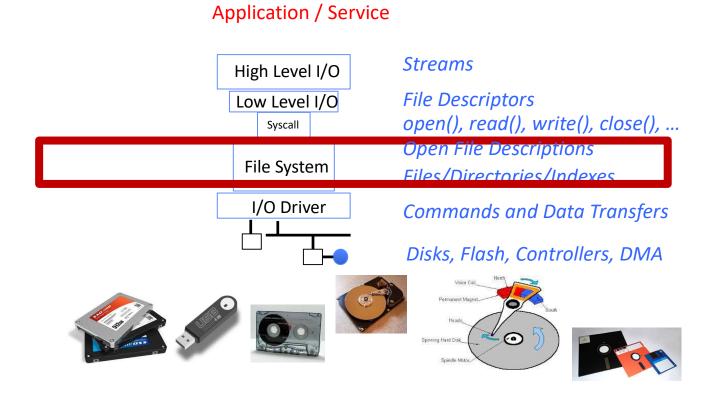
#### What's in an Open File Description?

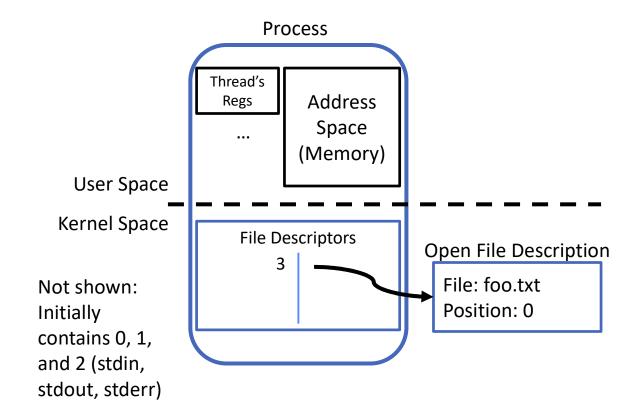
C | lxr.free-electrons.com/source/include/linux/fs.h#L747 BCal UCB CS162 cullermayeno W Wikipedia Yahoo! News For our purposes, the two most important things are: 747 struct file 748 union { struct llist\_node fu\_llist; 750 struct rcu\_head fu\_rcuhead; 751 } f\_u; 752 struct path f\_path; 753 #define f\_dentry f\_path.dentry struct inode \*f\_inode; Where to find the file data on disk 755 const struct file\_operations \*f\_op; 756 757 \* Protects f\_ep\_links, f\_flags. 758 \* Must not be taken from IRQ context. 759 760 761 spinlock\_t f\_lock; 762 atomic\_long\_t f\_count; The current position within the file 763 unsigned int f\_flags; 764 fmode\_t f\_mode; struct mutex f\_pos\_lock; loff\_t f\_pos; 767 struct fown\_struct f owner const struct cred \*f\_cred; 769 struct file\_ra\_state f\_ra; 770 771 f\_version; 772 #ifdef CONFIG\_SECURITY 773 \*f\_security; 774 #endif /\* needed for tty driver, and maybe others \*/ void \*private\_data; 778 #ifdef CONFIG\_EPOLL /\* Used by fs/eventpoll.c to link all the hook: struct list\_head f\_ep\_links; struct list\_head f\_tfile\_llink; 782 #endif /\* #ifdef CONFIG\_EPOLL \*/ \*f\_mapping; struct address\_space 784 } \_\_attribute\_\_((aligned(4))); /\* lest something weire

### Today, we will study

 Use of file descriptor within a process or across multiple processes

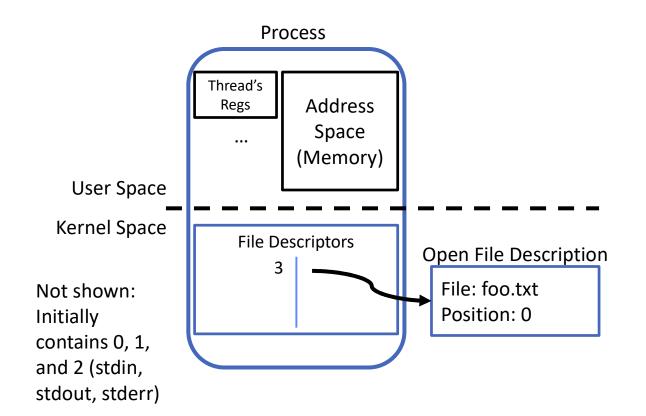
#### Today, we will study...



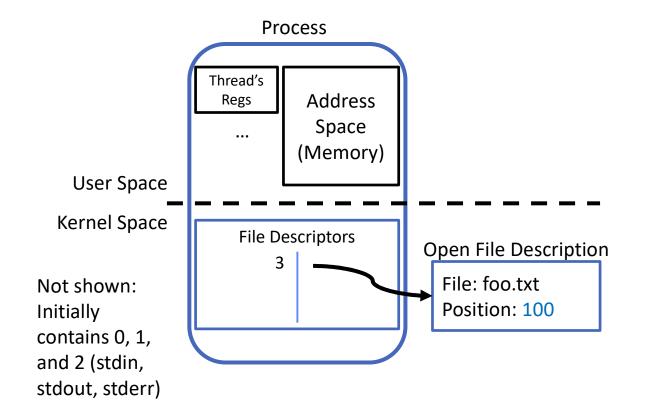


Suppose that we execute open("foo.txt")

and that the result is 3

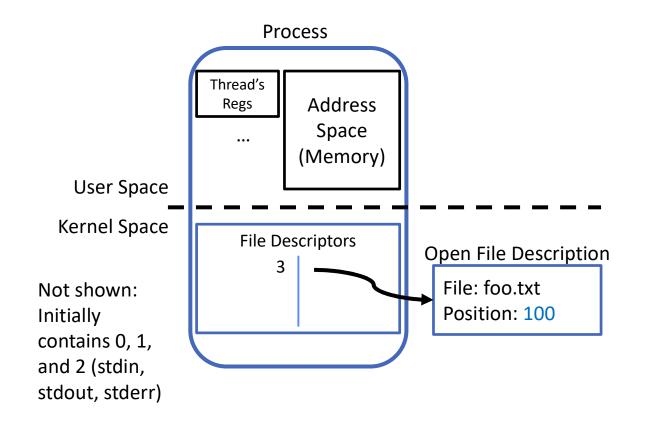


Suppose that we execute open("foo.txt") and that the result is 3 Next, suppose that we execute read(3, buf, 100)



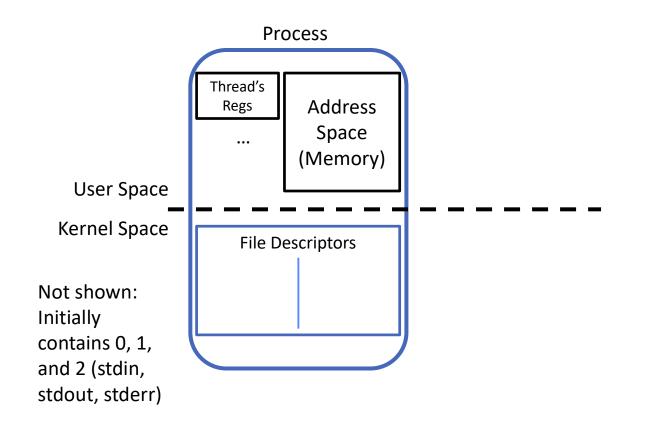
Suppose that we execute open("foo.txt") and that the result is 3 Next, suppose that we execute read(3, buf, 100)

The file position is 100



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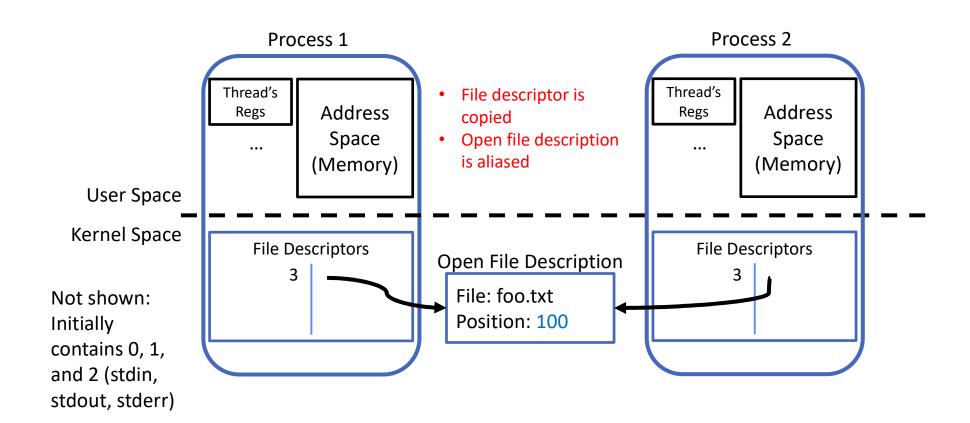
Finally, suppose that we execute close(3)

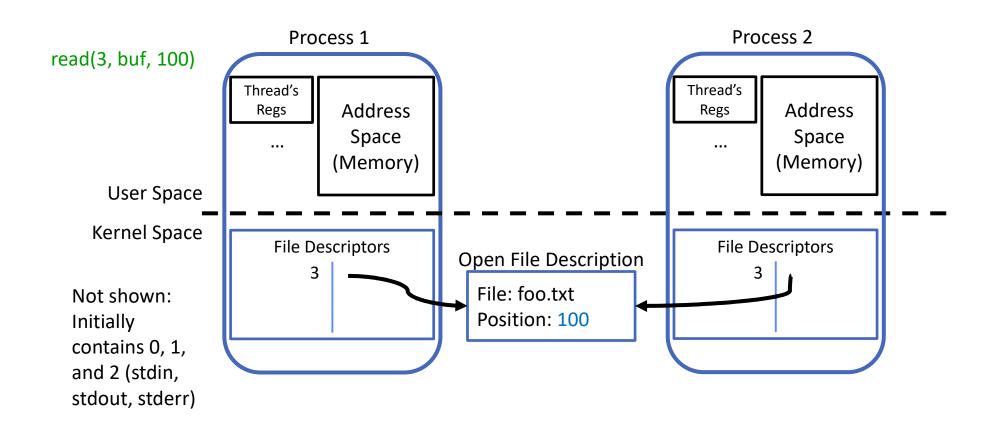


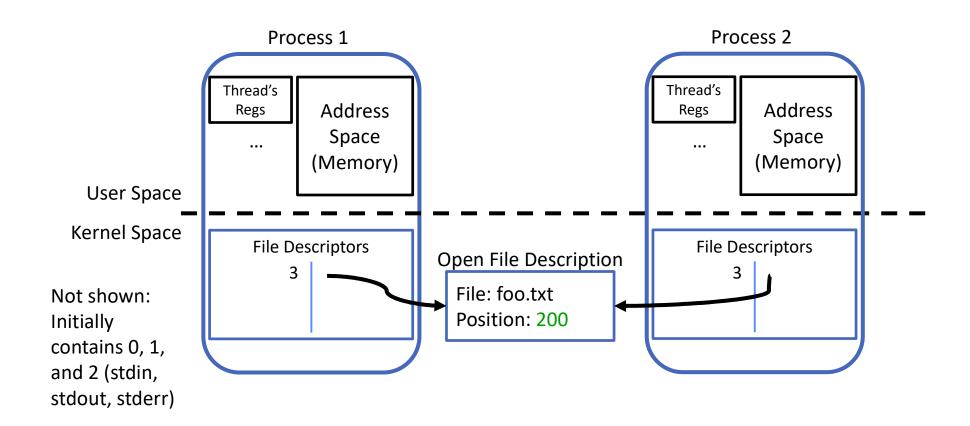
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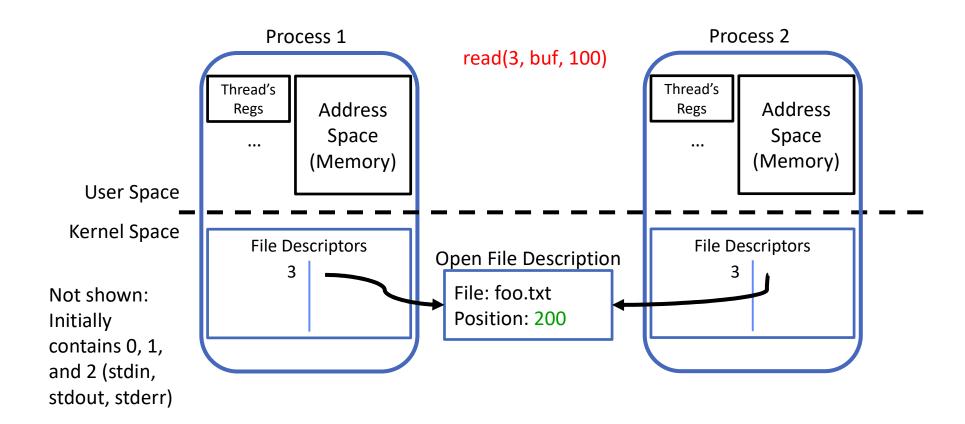
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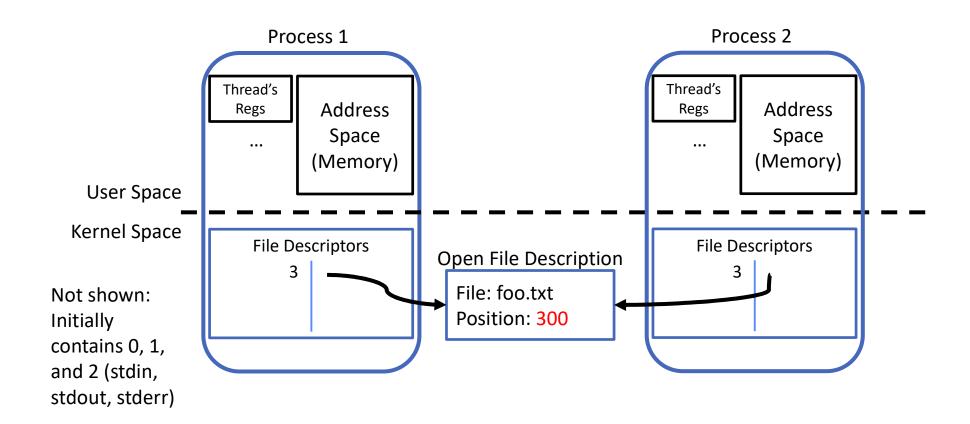
# Now, let's fork()!



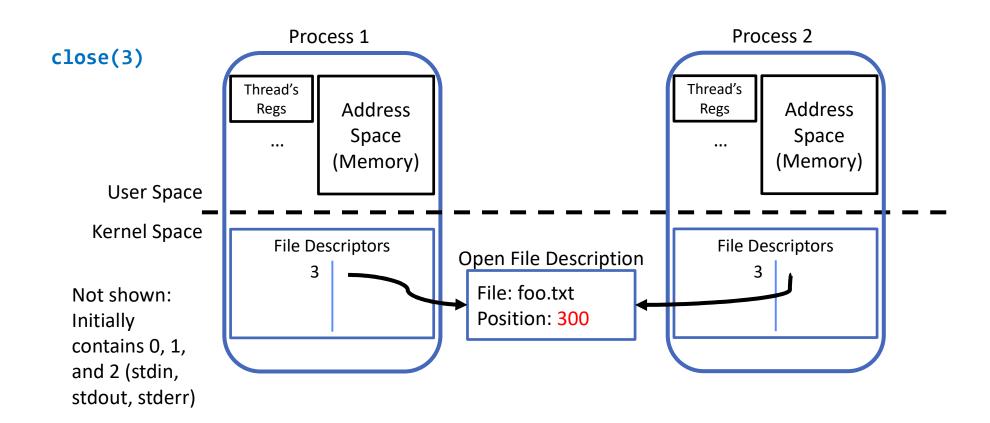




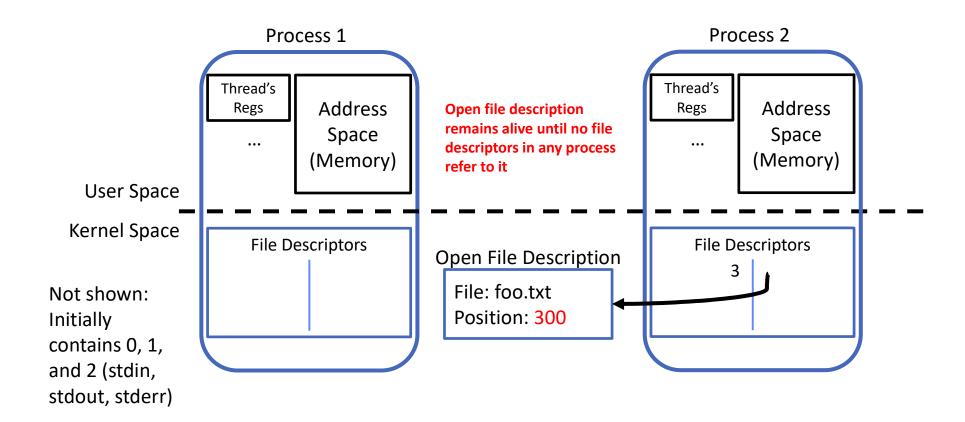




#### File Descriptor is Copied



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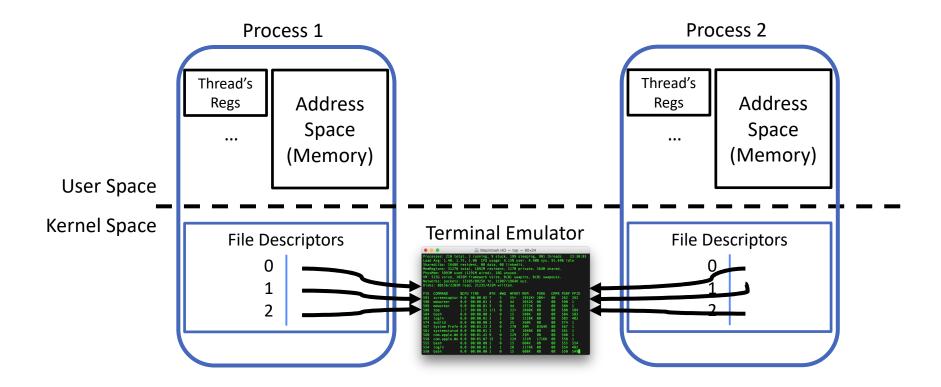
#### Why is Aliasing the Open File Description a Good Idea?

• It allows for *shared resources* between processes

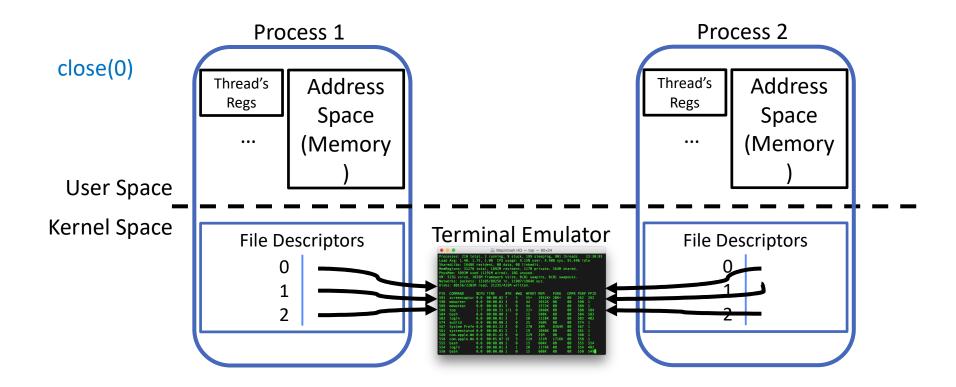
#### In Linux, Everything is a File

- Identical interface for:
  - Files on disk
  - Devices (terminals, printers, etc.)
  - Regular files on disk
  - Networking (sockets)
  - Local inter-process communication (pipes, sockets)
- Based on the system calls open(), read(), write(), and close()

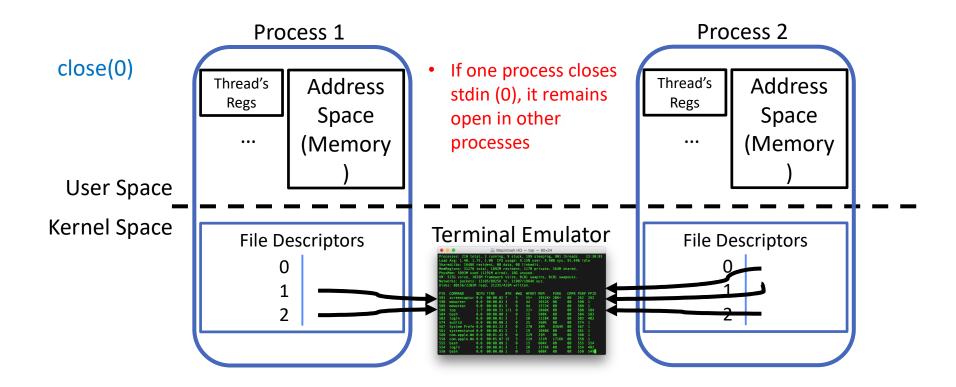
#### **Example: Shared Terminal Emulator**



# **Example: Shared Terminal Emulator**



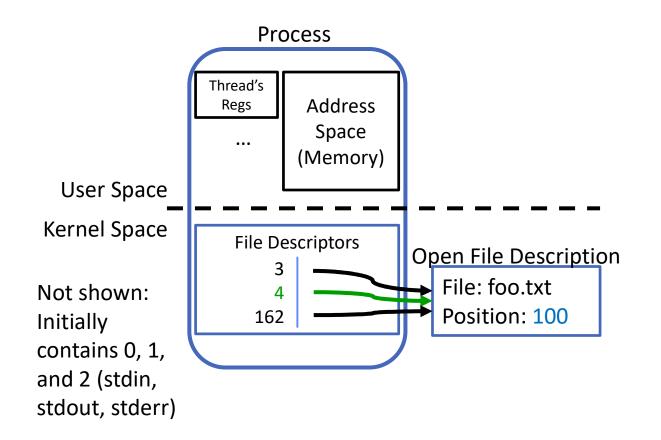
#### **Example: Shared Terminal Emulator**



#### Other Syscalls: dup and dup2

- They allow you to duplicate the file descriptor
- But the open file description remains aliased

#### Other Syscalls: dup and dup2



Suppose that we execute open("foo.txt") and that the result is 3

Next, suppose that we execute read(3, buf, 100) and that the position is 100

Next, suppose that we execute dup(3)
And that the result is 4

Finally, suppose that we execute dup2(3, 162)

# Pitfalls of OS abstraction

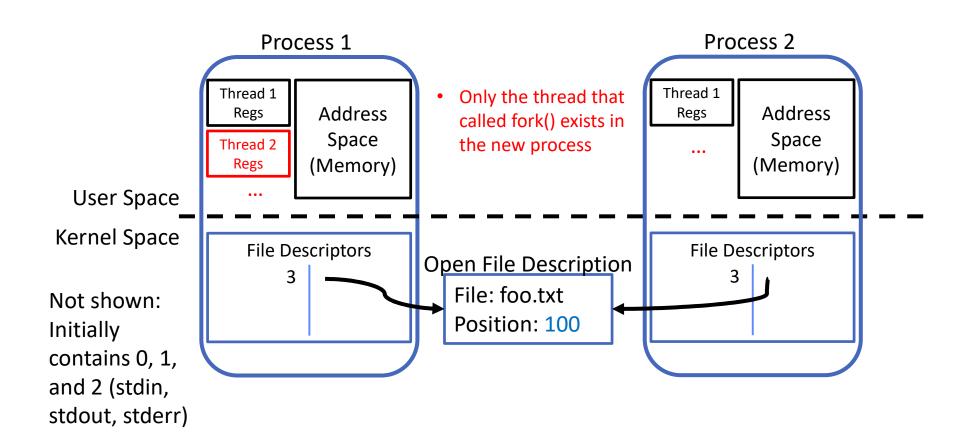
# Don't fork() in a process that already has multiple threads

• Unless you plan to call exec() in the child process

#### fork() in Multithreaded Processes (in POSIX)

- The child process always has just a single thread
  - The thread in which fork() was called
- The other threads of the child process just vanish without any notice

#### fork() in a Multithreaded Processes



```
2 // Creating a sequential file
3 #include <stdio.h>
                                                                pfile2.c
4
   int main(void){
      FILE *cfPtr = NULL; // cfPtr = clients.txt file pointer
      // fopen opens the file. Exit the program if unable to create the file
8
      if ((cfPtr = fopen("clients.txt", "w")) == NULL) {
         puts("File could not be opened");
10
      }
11
12
      else {
13
         puts("Enter the account, name, and balance.");
         puts("Enter EOF to end input.");
14
         printf("%s", "? ");
15
16
17
         int account = 0; // account number
         char name[30] = ""; // account name
18
         double balance = 0.0; // account balance
19
20
         scanf("%d%29s%lf", &account, name, &balance);
21
22
         // write account, name and balance into file with fprintf
23
         while (!feof(stdin)) {
24
            fprintf(cfPtr, "%d %s %.2f\n", account, name, balance);
25
            printf("%s", "? ");
26
            scanf("%d%29s%lf", &account, name, &balance);
27
         }
28
29
         fclose(cfPtr); // fclose closes file
30
      }
31
32 }
```

```
(base) Ravis-MacBook-Pro-2:cp ravimittal$ ./pf
Enter the account, name, and balance.
Enter EOF to end input.
? 10 ravi 10.0
? 200 ram 50.50
? 300 sam 20.0
```

#### \$ cat clients.txt

```
10 ravi 10.00
200 ram 50.50
300 sam 20.00
```

EOF character

Linux/MAC OS: <Ctrl> d

Windows: <Ctrl> z enter

#### **Lecture Summary**

• File descriptors can be manipulated within processes or across processes