

Disk and File Utilities

ComS 252 — Iowa State University

Andrew Miner

/dev

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- ▶ Like the keyboard

Block device : can read/write a block of characters at a time

- ▶ Like a disk

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- ▶ Ok, so what's happening in /dev?
- ▶ In UNIX, devices **act like files**
- ▶ There are virtual files in /dev, that are actually devices
 - ▶ Write to a file → send data to a device
 - ▶ Read from a file → read data from a device

Some important devices

`/dev/null` : Null device

- ▶ Ignores all data written to it
- ▶ Produces nothing

`/dev/zero` : Zero device

- ▶ Provides null (zero) characters, forever

`/dev/random` : random stream

- ▶ Blocking: will wait if the stream is exhausted

`/dev/urandom` : random stream

- ▶ Non-Blocking

`/dev/tty` : terminals

`/dev/audio` : sound — old school

`/dev/dsp` : digital sampling device

Drives in Linux

`/dev/hda` : First IDE drive

`/dev/hdb` : Second IDE drive

`/dev/hdc` : Third IDE drive

`/dev/hdd` : Fourth IDE drive

`/dev/sda` : First SATA or SCSI drive

`/dev/sdb` : Second SATA or SCSI drive

⋮

To access a particular **partition**, append the partition number; e.g.,

`/dev/hda1` : First IDE drive, partition 1

`/dev/hdc5` : Third IDE drive, partition 5

`/dev/sdb4` : Second SATA or SCSI drive, partition 4

Partitioning tools

fdisk

- ▶ Just like the old MS-DOS utility
- ▶ Not the easiest to use, but gets the job done
- ▶ Need to specify the device to partition:

```
prompt# fdisk /dev/hdb
```

parted

- ▶ GNU partition editor; “smarter” than fdisk
- ▶ Can handle GUID partition tables
- ▶ If you don't specify a device, it will guess

Logical Volume management

lvm

- ▶ Large tool for all kinds of logical volume administration
- ▶ Default gives you an interactive “lvm shell”
- ▶ Or, use the following utilities for specific actions:
 - `lvs` : Report information about logical volumes
 - `lvcreate` : Create a logical volume
 - `lvremove` : Remove a logical volume
 - `lvresize` : Resize a logical volume
 - `vgs` : Report information about volume groups
 - `vgcreate` : Create a volume group
 - `vgremove` : Remove a volume group
- ▶ The above “utilities” simply invoke `lvm` appropriately

Formatting and such

mkfs

- ▶ Builds a filesystem (“formats a disk”)
- ▶ You need to specify the device (usually, a partition)
 - ▶ Or you can specify a file and a size to build a “disk image”
 - ▶ But: use `mkisofs` instead, to build an ISO image
- t : Specify the filesystem type (or get the default)

```
prompt# mkfs -t vfat /dev/hdb3
```

resize2fs

- ▶ Resize an **ext2**, **ext3**, or **ext4** file system
- ▶ Use this before or after changing partitions or LVs

Mounting and unmounting filesystems

mount: Add a device to the filesystem tree

- ▶ Specify the device, and the mount point
- t : Specify the filesystem type (mount can sometimes guess)

```
prompt# mount -t vfat /dev/hdb2 /Win/D
```

umount: remove a device from the filesystem tree

- ▶ Only need to specify the mount point, or the device
- ▶ Will fail if the device is busy

```
prompt# umount /Win/D
```

Automatic mounting (1)

What if I have a device that

1. is always connected
2. is always mounted at the same point

Do I have to manually mount it every time I boot?

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Do I have to manually mount it every time I boot? **No.**

/etc/fstab

- ▶ Configuration file; can edit in any text editor
- ▶ One entry per line:
 1. The device
 2. The mount point
 3. Filesystem type
 4. Other mount options (comma separated list)
 5. For backups; use 0 for none
 6. For file system checks
- ▶ `man fstab` for more details

Automatic mounting (2)

- ▶ Items in `/etc/fstab` are mounted at boot time
 - ▶ ...except for those specifying “noauto” in the options
- ▶ Items in `/etc/fstab` can be mounted manually
 - ▶ Only need to specify device or mount point, e.g:

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prompt# mount /Win/D
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prompt# mount /Win/D
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- ▶ Must use `noauto` if there is an entry in `/etc/fstab`
- ▶ Must manually mount and `umount` the device
- ▶ ...or, use `automount`
 - ▶ We will discuss this later

Example /etc/fstab

```
/dev/mapper/vg_mbp13-lv01  /          ext4      defaults  1    1
/dev/sda5                  /boot      ext4      defaults  1    2
/dev/sda4                  /boot/efi  hfsplus   defaults  0    2
/dev/sda7                  /home      ext4      defaults  1    2
/dev/mapper/vg_mbp13-lv00  swap       swap      defaults  0    0
/dev/sda2                  /mnt/Mac   hfsplus   defaults  0    0
/dev/sda3                  /mnt/Win   ntfs      defaults  0    0
```

Almost actual file, on a triple-boot Macintosh

Disk usage

df

- ▶ For each mounted filesystem, shows
 - ▶ The space used
 - ▶ The space available
- h : Use “human readable” sizes
 - ▶ E.g., “1.2G” instead of “1288490189”

Example df

```
prompt$ df -h
Filesystem      Size  Used Avail Use% Mounted on
rootfs          34G   3.0G   31G   9%  /
devtmpfs        3.8G     0   3.8G   0%  /dev
tmpfs           3.8G     0   3.8G   0%  /dev/shm
tmpfs           3.8G  936K   3.8G   1%  /run
tmpfs           3.8G     0   3.8G   0%  /sys/fs/cgroup
tmpfs           3.8G     0   3.8G   0%  /media
/dev/sda3        48G   26G   23G  53%  /mnt/Win
/dev/sda2       355G   66G  290G  19%  /mnt/Mac
/dev/sda7        20G  824M   18G   5%  /home
/dev/sda5       497M   75M  398M  16%  /boot
/dev/sda4       128M   4.1M  124M   4%  /boot/efi
prompt$
```

Almost actual output, on a triple-boot Macintosh

Links

Question: can one file have two different path names?

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Of course, I can do things like

```
/home/alice/foo.txt
```

```
~/foo.txt
```

```
/home/alice/../alice/foo.txt
```


Links

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But what if we don't use relative path tricks. Can the path names

```
/home/alice/foo.txt
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```
/home/alice/Notes/bar.txt
```

refer to the same file?

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But what if we don't use relative path tricks. Can the path names

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refer to the same file?

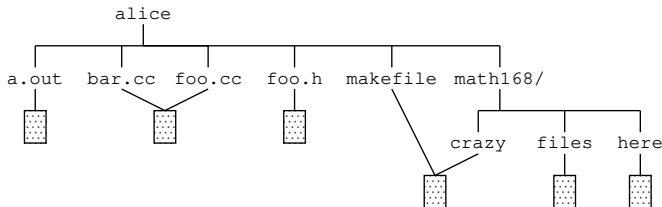
Answer: **YES** (depending on the filesystem type)

Two different ways to do this:

1. "Hard" links
2. "Soft" or "symbolic" links

Hard Links

- ▶ Different names for the same file
 - ▶ There are multiple directory entries
 - ▶ The entries “point” to the same file
 - ▶ Can be across directories



- ▶ Must be within a filesystem (the same partition)
- ▶ To set this up: use **ln**
 - ▶ Syntax is **identical to cp**
- ▶ Fun fact: directories **.** and **..** are hard links

Example: hard links

```
prompt$ █
```

Example: hard links

```
prompt$ ls
```

Example: hard links

```
prompt$ ls  
foo.txt  
prompt$ █
```

Example: hard links

```
prompt$ ls  
foo.txt  
prompt$ ln foo.txt bar.txt
```

Example: hard links

```
prompt$ ls  
foo.txt  
prompt$ ln foo.txt bar.txt  
prompt$ █
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Example: hard links

```
prompt$ ls
foo.txt
prompt$ ln foo.txt bar.txt
prompt$ ls -l
```

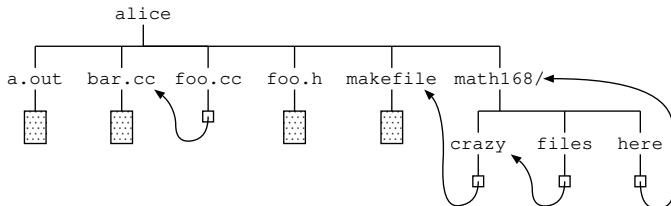
Example: hard links

```
prompt$ ls
foo.txt
prompt$ ln foo.txt bar.txt
prompt$ ls -l
total 42
-rw-r----- 2 alice hackers 20935 Jul 11 15:21 bar.txt
-rw-r----- 2 alice hackers 20935 Jul 11 15:21 foo.txt
prompt$ █
```

- ▶ The second column of the long listing: **link count**
 - ▶ Number of incoming links to the file
- ▶ The entries for `bar.txt` and `foo.txt` **will remain identical**
 - ▶ Except for the names

Symbolic Links

- ▶ Like “shortcuts” in NTFS
- ▶ A tiny, special file that points to another file or directory
- ▶ Can be across directories and across filesystems



- ▶ To set this up: use `ln -s`

Example: symbolic links

```
prompt$ █
```

Example: symbolic links

```
prompt$ ls
```

Example: symbolic links

```
prompt$ ls  
foo.txt  
prompt$ █
```

Example: symbolic links

```
prompt$ ls  
foo.txt  
prompt$ ln -s foo.txt bar.txt
```

Example: symbolic links

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prompt$ ls  
foo.txt  
prompt$ ln -s foo.txt bar.txt  
prompt$ █
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Example: symbolic links

```
prompt$ ls
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prompt$ ln -s foo.txt bar.txt
prompt$ ln -s . loop
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prompt$ █
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Example: symbolic links

```
prompt$ ls
foo.txt
prompt$ ln -s foo.txt bar.txt
prompt$ ln -s . loop
prompt$ ls -F
```

Example: symbolic links

```
prompt$ ls
foo.txt
prompt$ ln -s foo.txt bar.txt
prompt$ ln -s . loop
prompt$ ls -F
bar.txt@    foo.txt    loop@
prompt$ █
```

Example: symbolic links

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prompt$ ls
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prompt$ ln -s foo.txt bar.txt
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prompt$ ls -F
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total 42
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prompt$ cd loop
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prompt$ ls
bar.txt    foo.txt    loop
prompt$ pwd
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prompt$ cd loop
prompt$ ls
bar.txt    foo.txt    loop
prompt$ pwd
/home/alice/Test/loop
prompt$ █
```

Example: symbolic links

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/home/alice/Test/loop
prompt$ cd loop/loop/loop
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prompt$ ls
bar.txt    foo.txt    loop
prompt$ pwd
/home/alice/Test/loop/loop/loop/loop
prompt$ █
```

Removing links: use `rm`

Hard links

- ▶ When you `rm` a file, its link count decreases by one
- ▶ The file is removed when the link count becomes zero

Symbolic links

- ▶ When you `rm` a symlink, the special file goes away
- ▶ If you remove or move the target of a symlink
 - ▶ You get a broken link
 - ▶ Will cause interesting error messages

Example: broken links

```
prompt$ █
```

Example: broken links

```
prompt$ mv foo.txt oops.txt
```

Example: broken links

```
prompt$ mv foo.txt oops.txt  
prompt$ █
```

Example: broken links

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prompt$ mv foo.txt oops.txt  
prompt$ ls -l
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-rw-r----- 1 alice hackers 20935 Jul 11 15:21 oops.txt
prompt$ cat bar.txt
cat: bar.txt: No such file or directory
prompt$ rm loop
prompt$ mv bar.txt foo.txt
prompt$ ls -l
total 42
lrwxrwxrwx 1 alice hackers      7 Sep 14 12:03 foo.txt -> foo.txt
-rw-r----- 1 alice hackers 20935 Jul 11 15:21 oops.txt
prompt$ █
```


Example: broken links

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cat: foo.txt: Too many levels of symbolic links
prompt$ █
```

File times in UNIX

A file has 3 times associated with it

1. Modification time: when its contents changed
 2. Status time: when its group, owner, permissions changed
 3. Access time: when it was last read
- ▶ `ls -l`: gives modification time by default
 - ▶ `ls -cl`: show status time
 - ▶ `ls -ul`: show access time

Changing the file time

touch: change file time

- ▶ Usage: `touch file1 ... filen`
- ▶ Default: sets modification and access times to “now”
- ▶ Will create empty files for any that do not exist
- ▶ Can set an arbitrary¹ time in the future or past
- ▶ Check the [man page](#) for more details

¹Within limits, see the next slides

Unix epoch

File times are stored

- ▶ as the number of seconds since the UNIX epoch
 - ▶ January 1, 1970, midnight
- ▶ using UTC (Coordinated Universal Time)
 - ▶ Within fractions of a second of GMT
 - ▶ No issues with time zone changes, daylight savings, leap year. . .

Examples:

- ▶ 1,234,567,890 seconds since the Unix epoch:
 - ▶ $1234567890 / (365 \cdot 24 \cdot 60 \cdot 60) \approx 39.1$ years after Jan 1, 1970

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Examples:

- ▶ 1,234,567,890 seconds since the Unix epoch:
 - ▶ $1234567890 / (365 \cdot 24 \cdot 60 \cdot 60) \approx 39.1$ years after Jan 1, 1970
 - ▶ More precisely, Feb 13, 2009 at 23:31:30 (UTC)
 - ▶ Apparently, there were parties
- ▶ -60 seconds since the Unix epoch:
 - ▶ Dec 31, 1969 at 23:59:00 (UTC)

Y2038 problem

If we store times using 32-bit signed integers

- ▶ Legal times are between -2^{31} and $2^{31} - 1$ seconds since epoch
- ▶ 2^{31} seconds \approx 68 years
- ▶ Range is Unix epoch \pm 68 years
- ▶ Precise limits: between 1901 – 12 – 13 and 2038 – 01 – 19
- ▶ For UNIX, there was no Y2k problem — it's Y2038

Y2038 potential solutions

If we store times using 64-bit signed integers

- ▶ Legal times are between -2^{63} and $2^{63} - 1$ seconds since epoch
- ▶ Range is Unix epoch \pm 293 billion years
- ▶ Creationists: universe is 6 – 7 thousand years old
- ▶ Big bang theorists: universe is 14 – 20 billion years old
- ▶ Either way, this solution is a bit overkill

If we use 64 bits and store milliseconds since epoch

- ▶ Range is Unix epoch \pm 293 million years
- ▶ Get better file time resolution
- ▶ Do you really need files as old as the universe?

Summary of today's commands

`df` : show disk space available on devices

`fdisk` : disk partitioning

`ln` : link files

`mkfs` : create a filesystem ("format a disk")

`mount` : mount a filesystem

`touch` : change file time

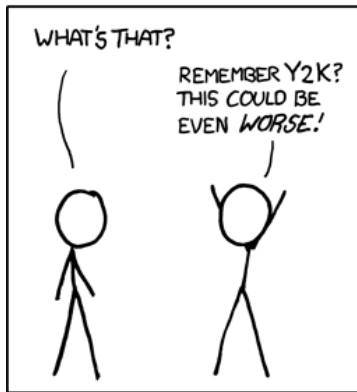
`umount` : un-mount a filesystem

Two relevant xkcd comics



<http://www.xkcd.org/376>

I'M GLAD WE'RE SWITCHING TO 64-BIT, BECAUSE I WASN'T LOOKING FORWARD TO CONVINCING PEOPLE TO CARE ABOUT THE UNIX 2038 PROBLEM.



<http://www.xkcd.org/607>

End of lecture