

## File Systems

- Application - API

- System Calls

- Open, close, read, write, create, delete...

# Unix/Linux System calls

fd = open ([filename], options)

↑

file

descriptor

{ does it exist?  
permissions?  
'well formed?'

filename → just a name (current dir)

→ full path name

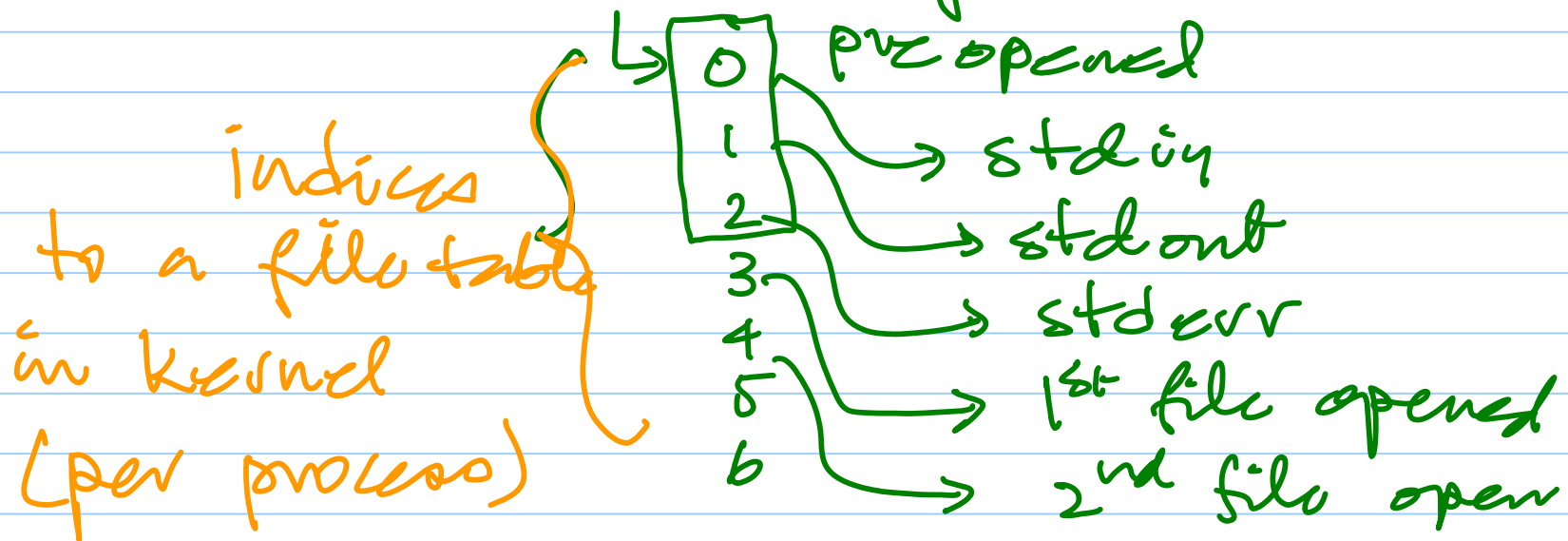
→ partial file path.

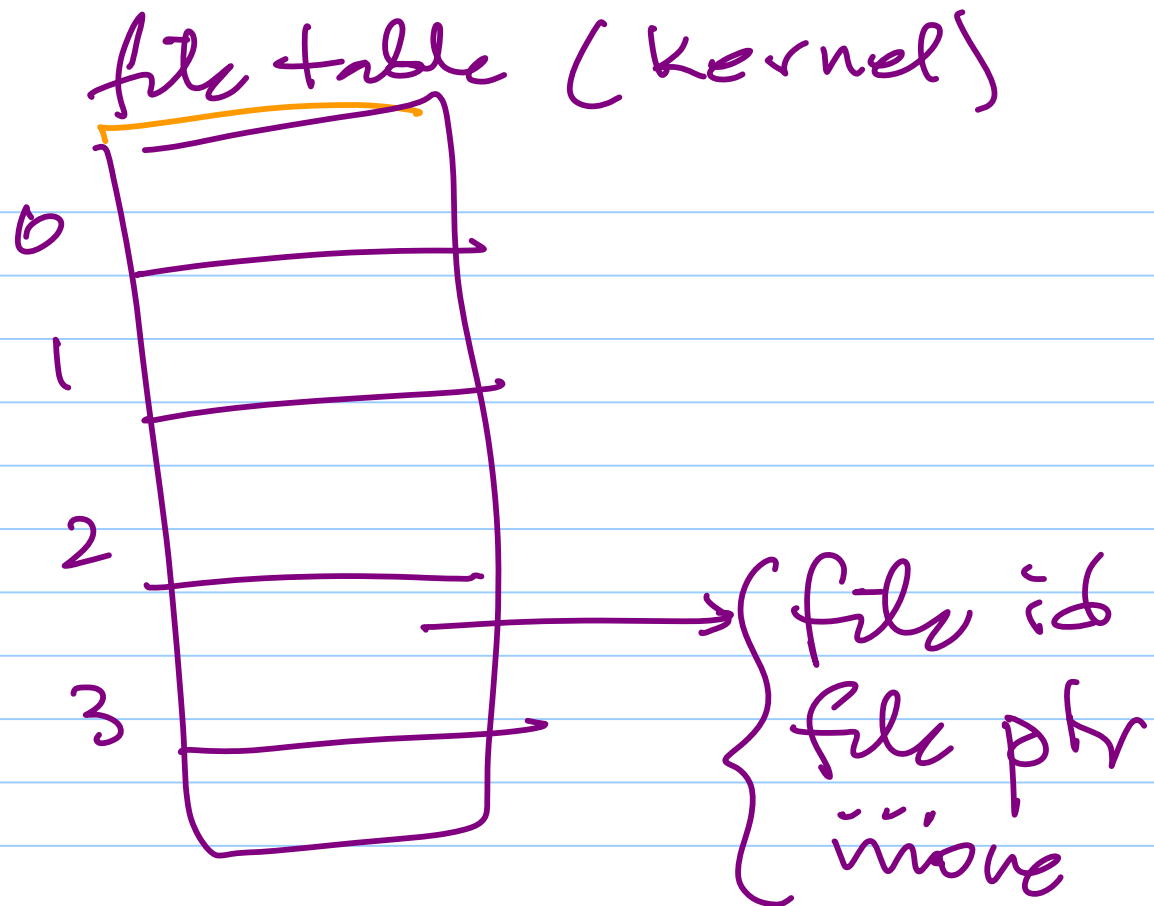
└→ exist → read or write

└→ does not → maybe create

open returns a file descriptor (fd)

fd is a "small integer"





Create a file

use open with

→ O\_CREAT flag

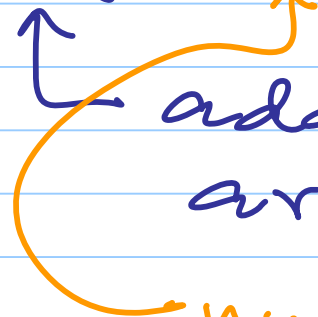
int buff[100]

num = read(fd, buff, n)



num of bytes  
actually read  
 $\leq n$

-1 error



addr of  
array

number of  
bytes to read  
 $\leq 100$

$Num = 0 \rightarrow$  all data have been read (@ EOF)

$> 0$  but  $< n$

$\Rightarrow$  reached EOF

$\rightarrow$  " EOL (for stdin)

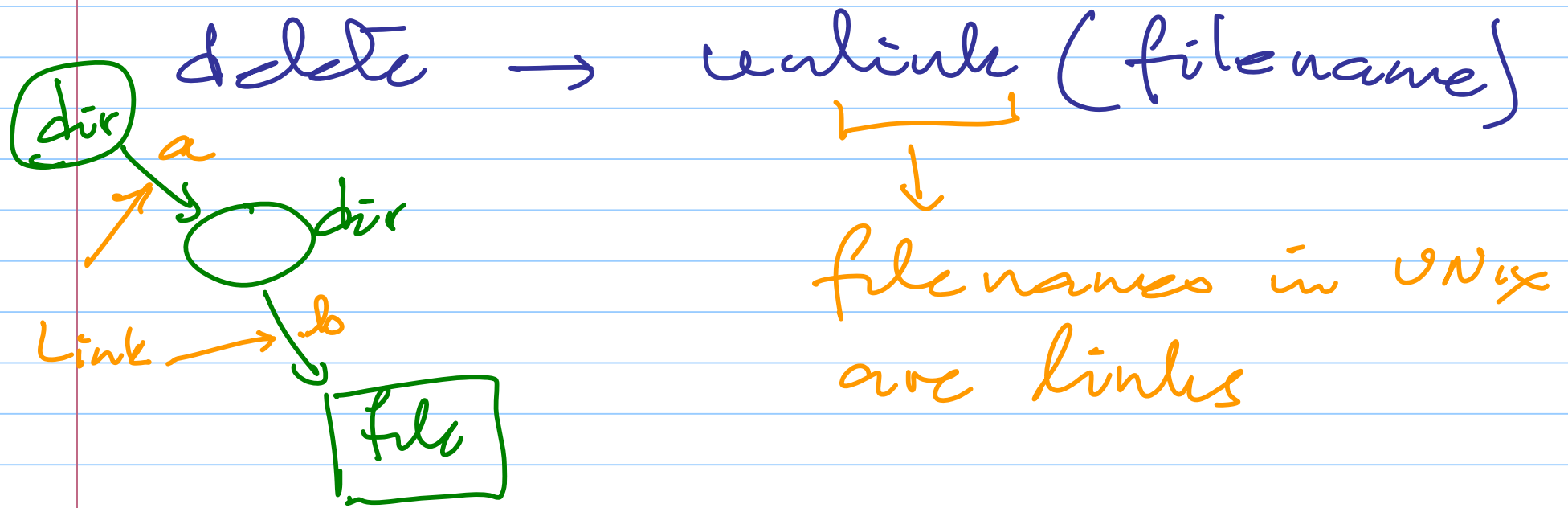


$\text{num} = \text{write}(\text{fd}, \text{buff}, n)$

same as read (almost)

$\text{num} < n \Rightarrow \text{something wrong}$

Create  $\rightarrow$  flag in Open

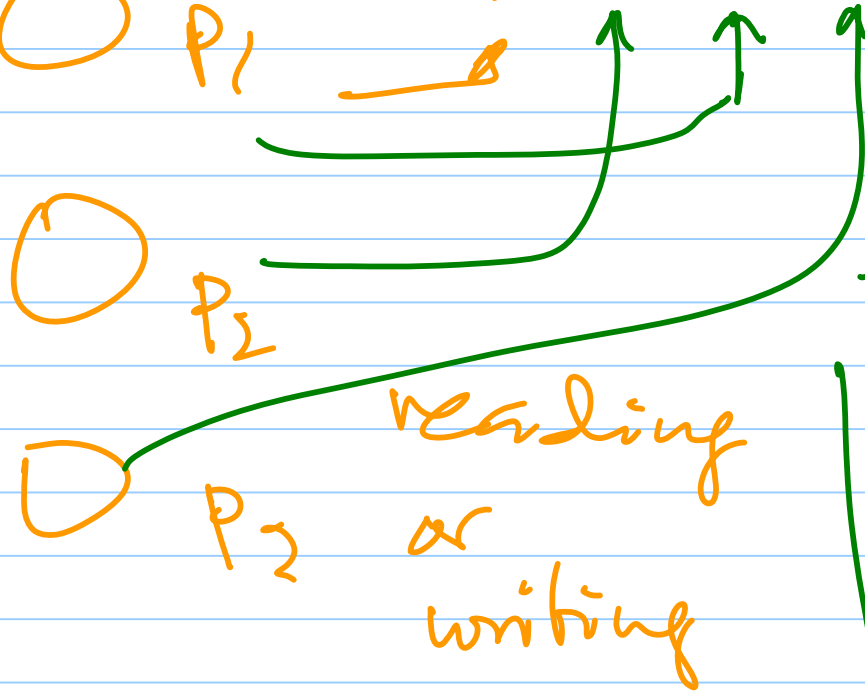
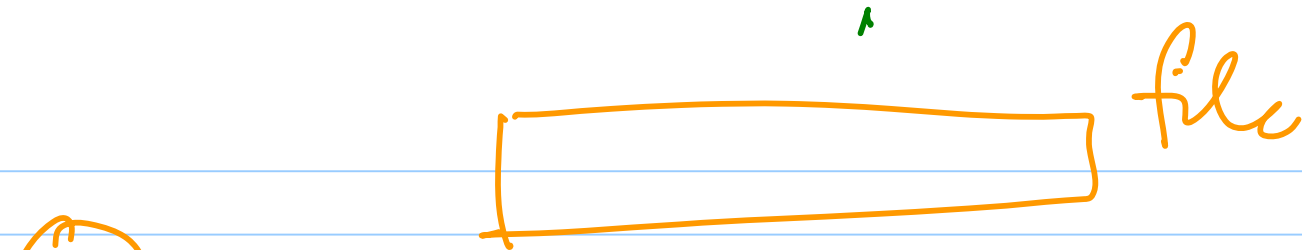


# Concurrency

↳ multiple processes, multiple files

→ multiple processes, 1 file

→ causes conflicts inside the file system



- file ptrs are private

- file is shared

- NO locking

Create / delete same file

by > 1 process

atomic

→ files are deleted after it  
is closed

• if no other link exists -

→ all blocks  
added to free list

close a file ... why?

↳ files are closed when <sup>auto</sup> a process terminates

→ there is a limit of # of open files / processes.

# File System implementation

- disk  $\rightarrow$  huge # of blocks.

1TB disk

$\rightarrow$

1KB/block

std

adv

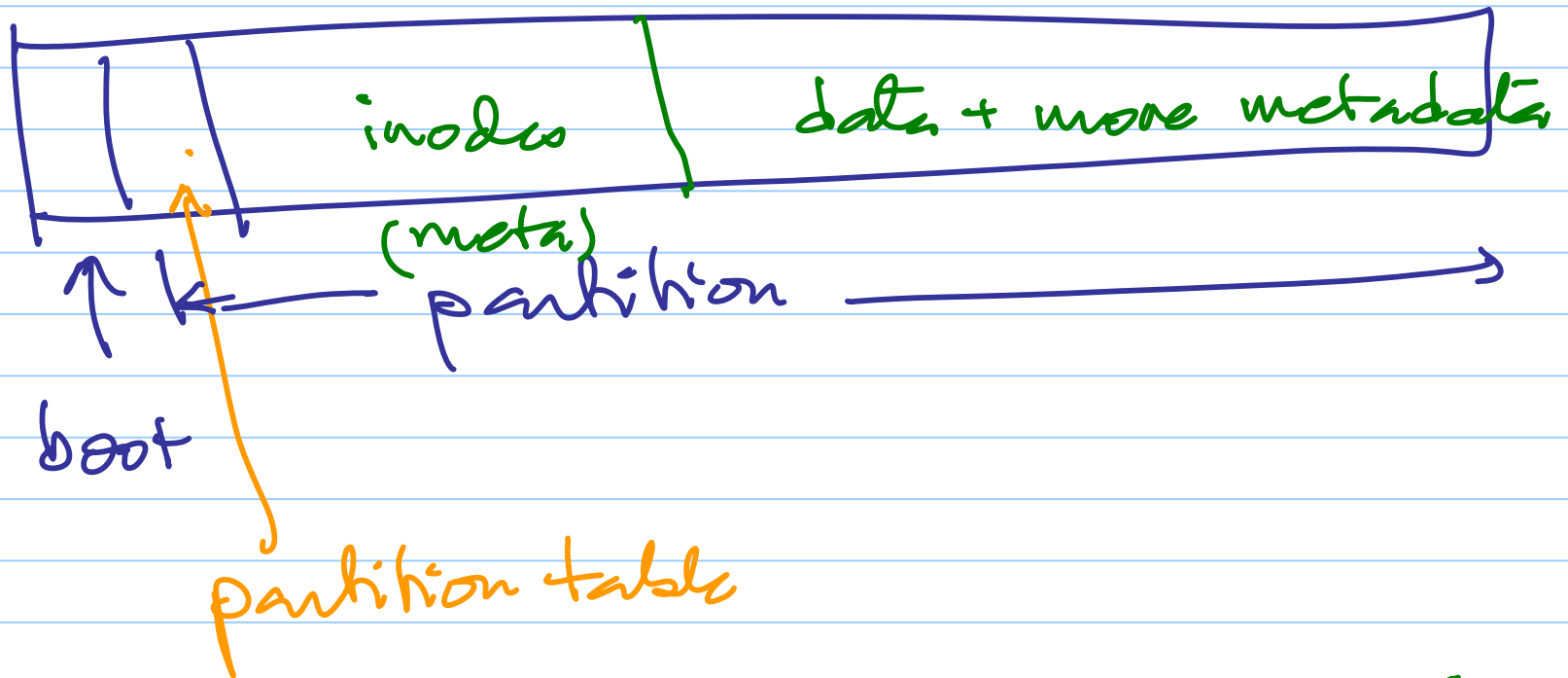
bytes/block
512
4096

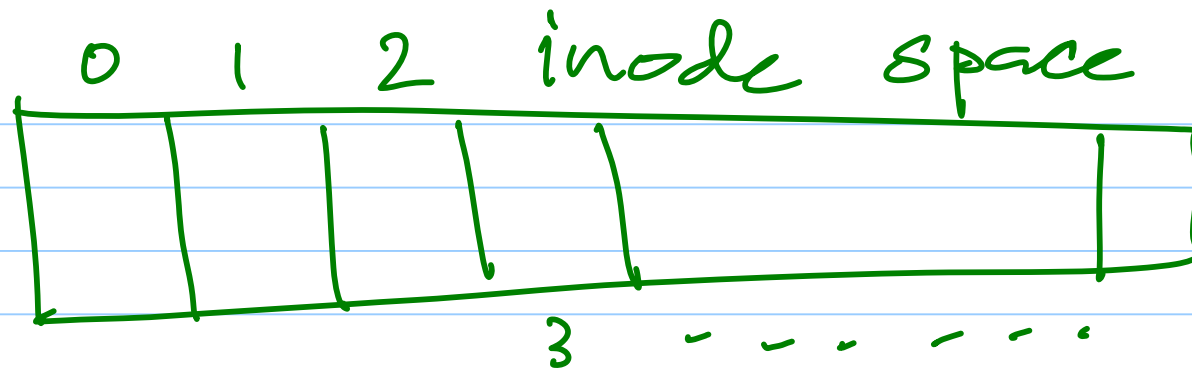
File system manage data on a disk

- data in files (payload)  
user data
- data about the data in files → metadata

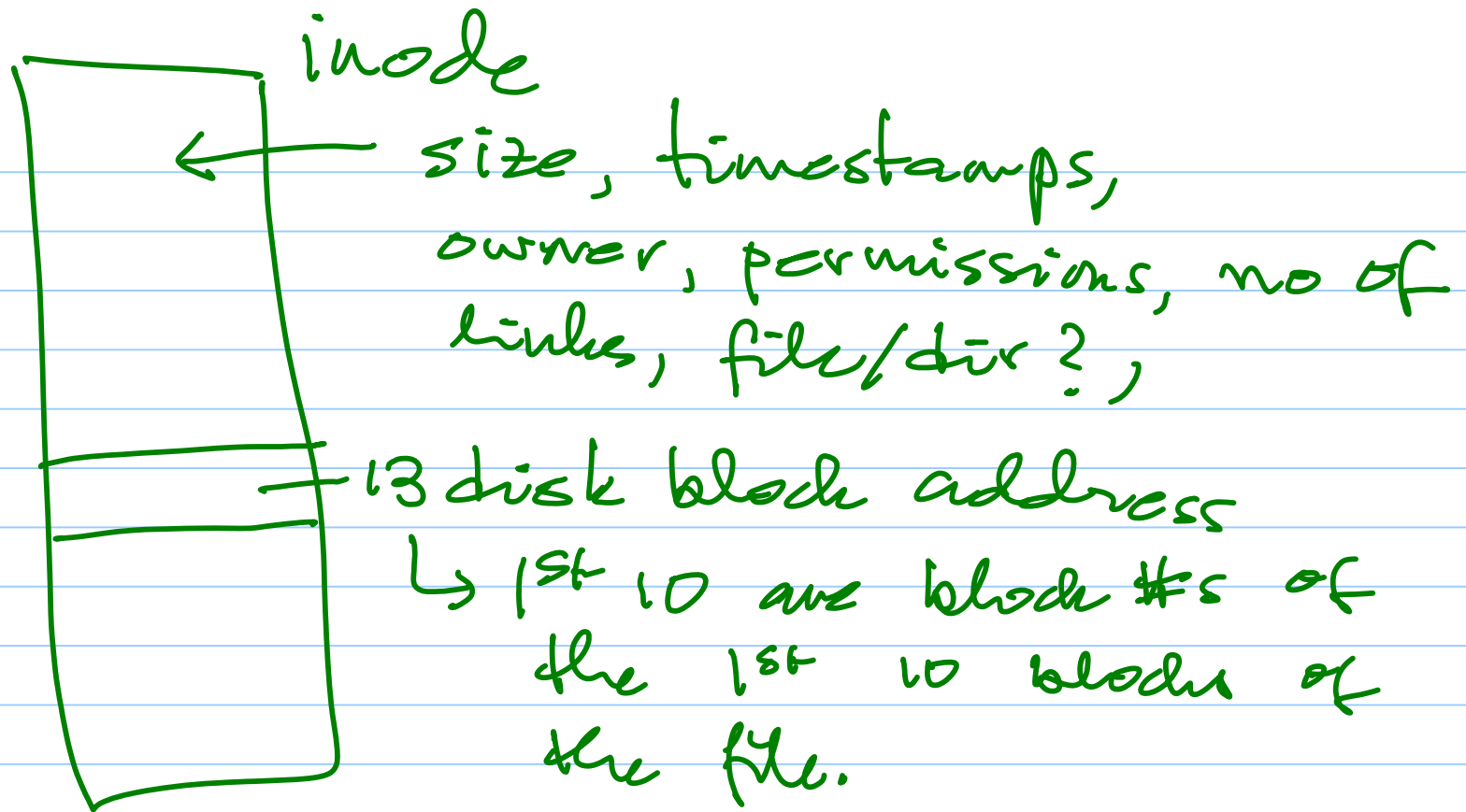


disk  $\rightarrow$  seq of blocks

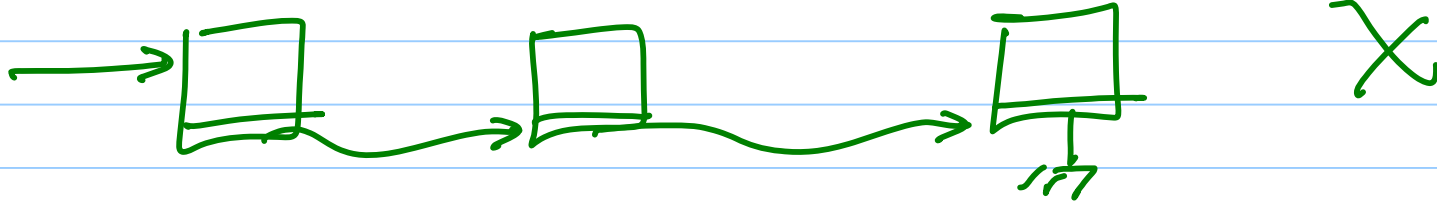




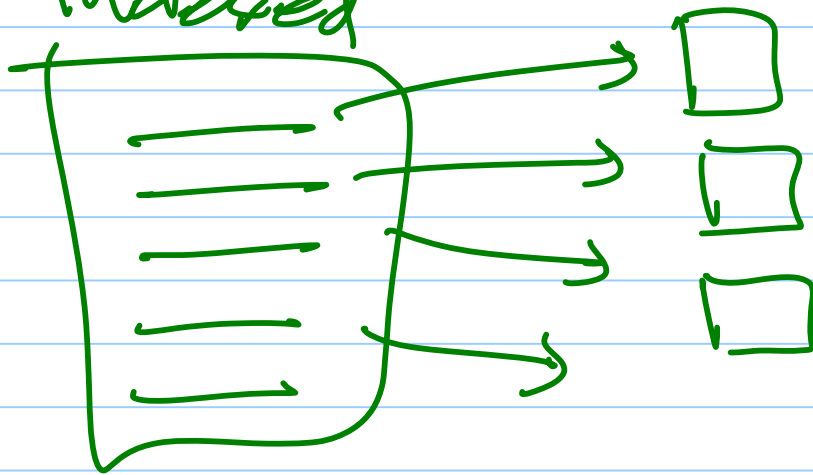
- inode →
- fixed size, one per file
  - uniquely ids the file/dir
  - contains file properties

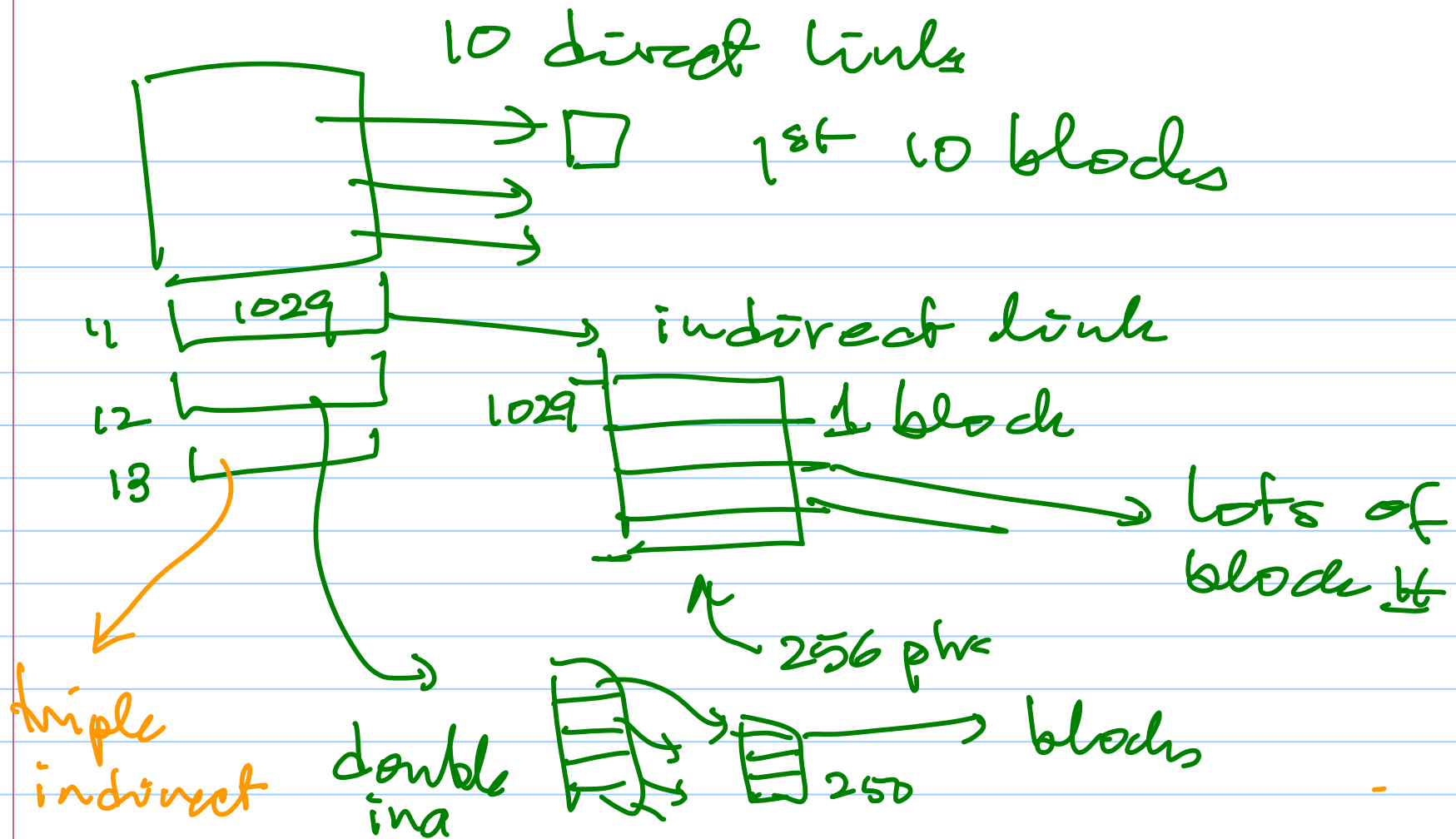


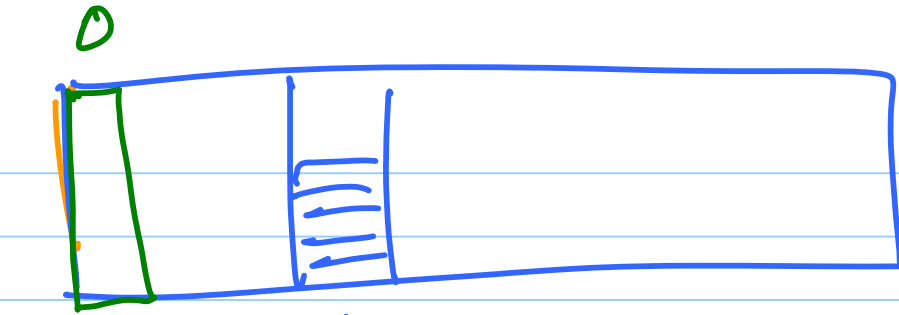
free



indexed







root



ind

