

# File Systems

Comp 305 Lecture 8  
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## File System Responsibilities

- ◆ Provide persistent, reliable storage
- ◆ Provide a logical naming system
- ◆ Give the user ability to create/modify/delete files
- ◆ Control sharing of files
- ◆ Control access to files

## File Attributes

- ◆ Name
- ◆ Type
- ◆ Location
- ◆ Size
- ◆ Owner
- ◆ Protection
- ◆ Time(s)

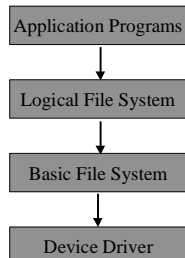
## File Types

- ◆ To type or not to type?



- ◆ Extension
- ◆ Magic Numbers
- ◆ Creator

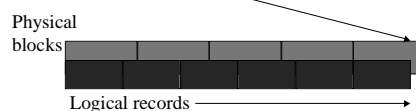
## Layered File Systems



- ◆ Application structures records
- ◆ Logical files system provides byte stream
- ◆ Basic file system is array of sectors
- ◆ Device is disk

## File Structures

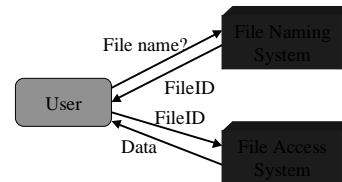
- ◆ Physical Blocks
- ◆ Logical Records
- ◆ Fragmentation



## Implications

- ◆ Advantages
  - Portability
  - Separation of system and application performance
  - Each level has simple, well defined task
  - Easier disk space management
- ◆ Disadvantages
  - Lack of optimisation
  - Application must create own indices, etc.

## Separation of Naming and Access

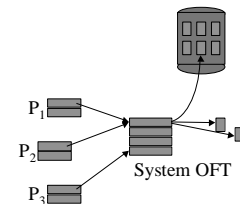


## File Operations

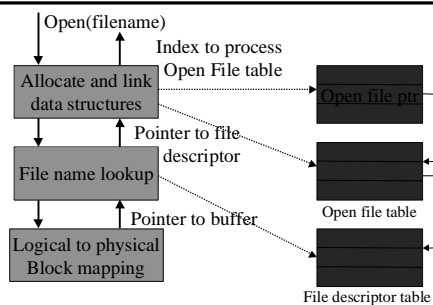
- ◆ Create
- ◆ Open
- ◆ Write
- ◆ Read
- ◆ Seek
- ◆ Delete
- ◆ Truncate

## Open Files

- ◆ Global Attributes
  - Disk Location and Size
  - Times
  - Buffers
  - Open Count
  - Lock(s)
- ◆ Process Attributes
  - File Pointer
  - Access Permissions



## Control Flow - File Open



## Access Methods

- ◆ OS interface
  - `read(f,n)` - read next n bytes of file f
  - `seek(f,k)` - position file f at byte k
- ◆ Sequential
- ◆ Direct
- ◆ Memory Mapped
- ◆ Indexed

## Directories

- ◆ Naming files
- ◆ Organising files
- ◆ Volumes
- ◆ Directory
  - Per Volume
- ◆ Maps file name to directory entry

## Directory Operations

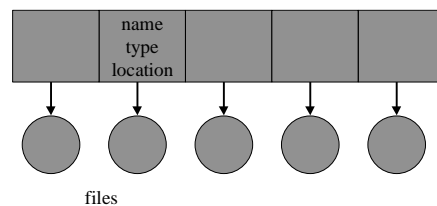
- ◆ Search
- ◆ Create a File
- ◆ Delete a File
- ◆ List a Directory
- ◆ Rename a File
- ◆ Traverse the File System

## Directory Structures

- ◆ Single Level
- ◆ Two Level
- ◆ Tree
  - Links
- ◆ Acyclic Graph

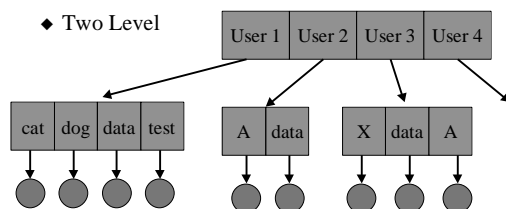
## Flat Directory Structures

- ◆ One Level

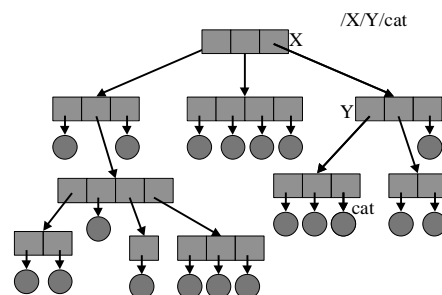


## Flat Directory Structures cont.

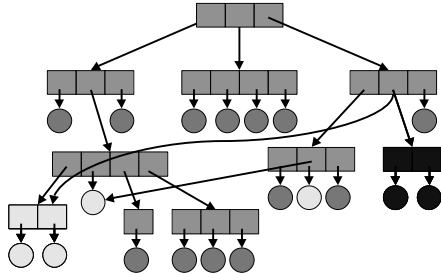
- ◆ Two Level



## Tree Structured Directory



## Graph Structured Directory



## Consistency

- ◆ What is consistency?
- ◆ UNIX
  - Writes immediately visible
  - Can share Location Pointer
- ◆ Andrew
  - Writes not immediately visible
  - Changes visible after file is closed to subsequent opens.

## Protection - Access

- ◆ Read
- ◆ Write
- ◆ Execute
- ◆ Append
- ◆ Delete
- ◆ List File Attributes
- ◆ Search a Directory

## Access Lists and Groups

- ◆ Access List
  - <User, Right(s)>
  - Tedious, large lists
- ◆ Groups
  - Owner, Group, World
  - Fine tune with Access List