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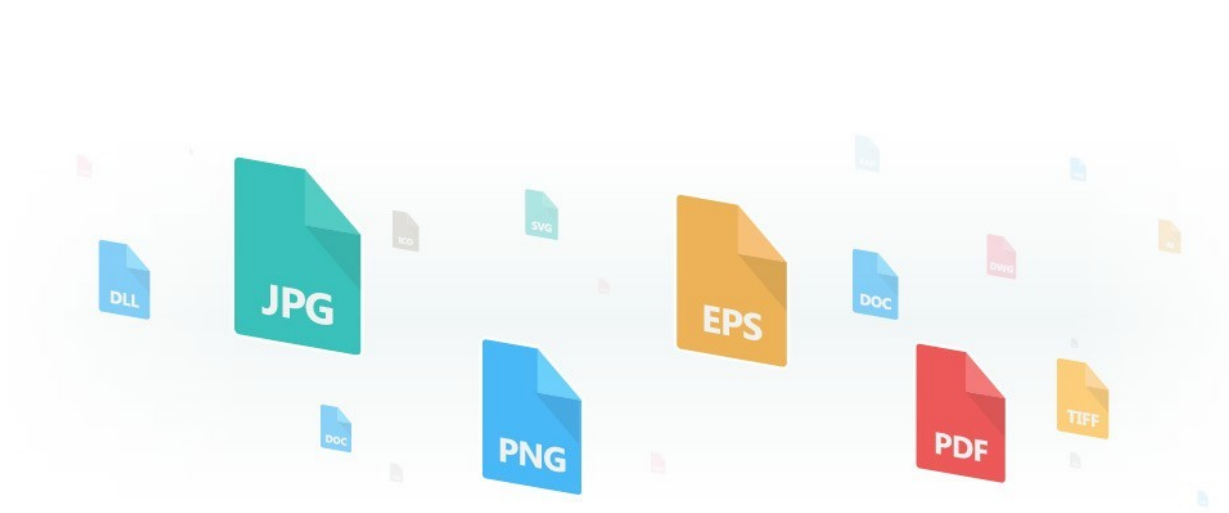
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WHAT IS A FILE?

Abstract data type with two key attributes:

- (1) **States / attributes** : file data and meta data, usage
- (2) **Interface** : 'methods' to interact with the file

Basically, it is a **named** collection of related information that is recorded on secondary storage. **Not the content itself.**



Regular files

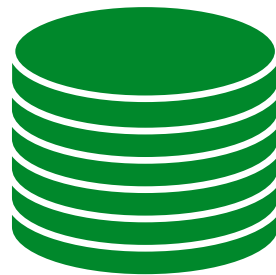


Directories or folder

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WHERE ARE THESE FILES?

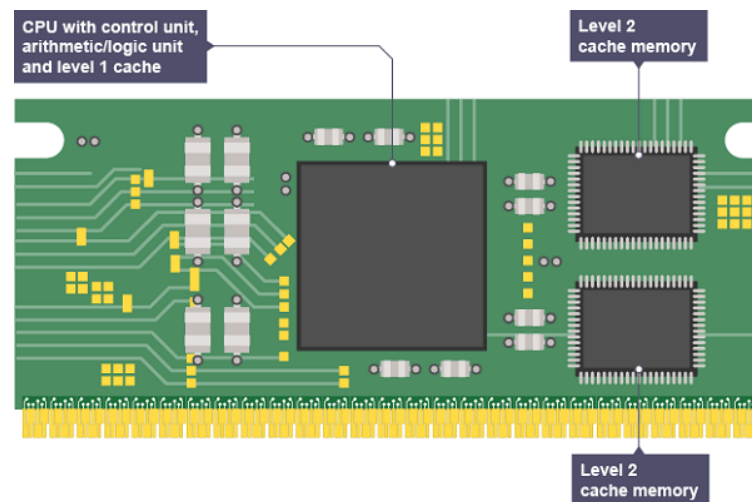
Depends



On Disk



On RAM



On Regs / Cache

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FORMATS

NONE

Uninterpreted
bytes

SIMPLE

Lines (.txt), FLE,
VLE

COMPLEX

ELF format (binary
executables)

WHO READS THEM?

USER APPS

SYSTEM PROGRAMS

KERNEL

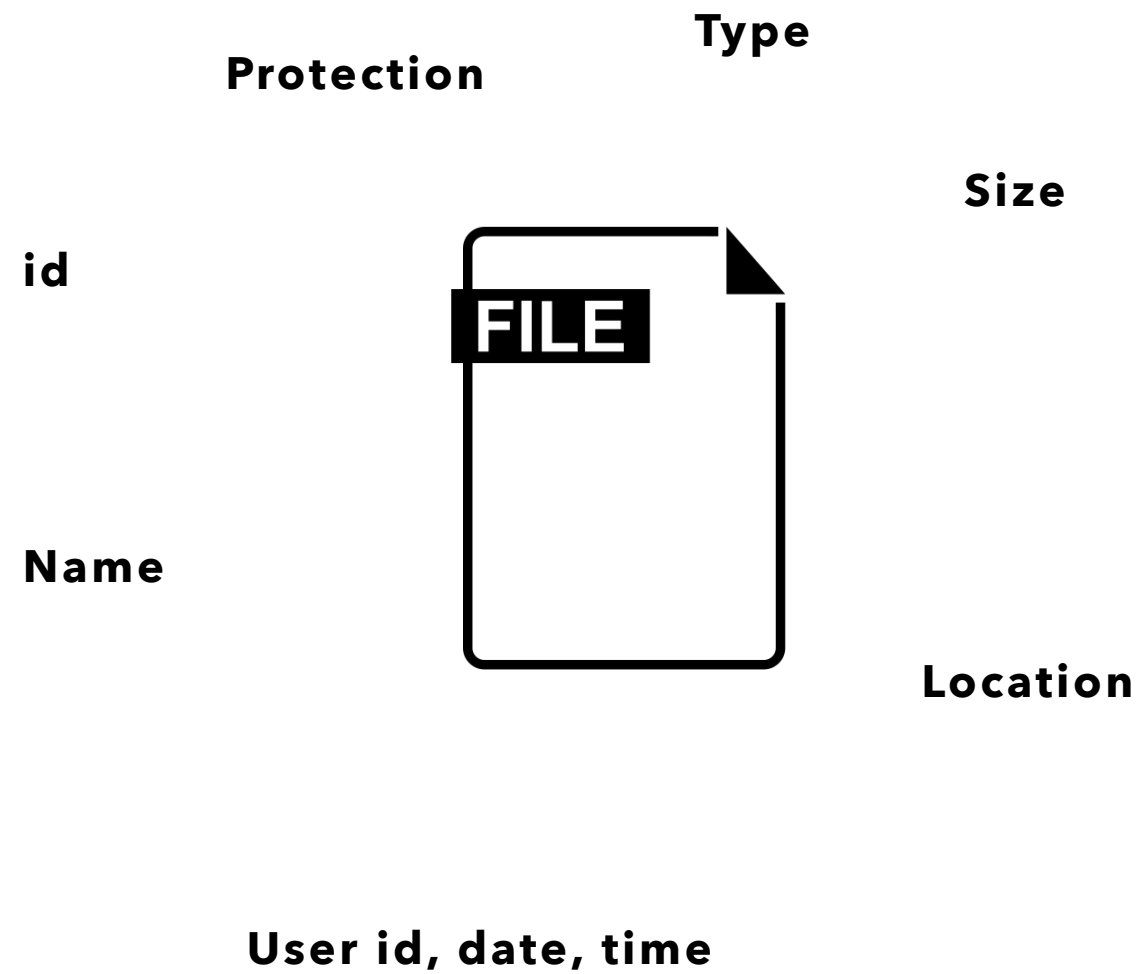
file type	usual extension	function
executable	exe, com, bin or none	ready-to-run machine- language program
object	obj, o	compiled, machine language, not linked
source code	c, cc, java, pas, asm, a	source code in various languages
batch	bat, sh	commands to the command interpreter
text	txt, doc	textual data, documents
word processor	wp, tex, rtf, doc	various word-processor formats
library	lib, a, so, dll	libraries of routines for programmers
print or view	ps, pdf, jpg	ASCII or binary file in a format for printing or viewing
archive	arc, zip, tar	related files grouped into one file, sometimes com- pressed, for archiving or storage
multimedia	mpeg, mov, rm, mp3, avi	binary file containing audio or A/V information

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FILE ATTRIBUTES

a.k.a metadata

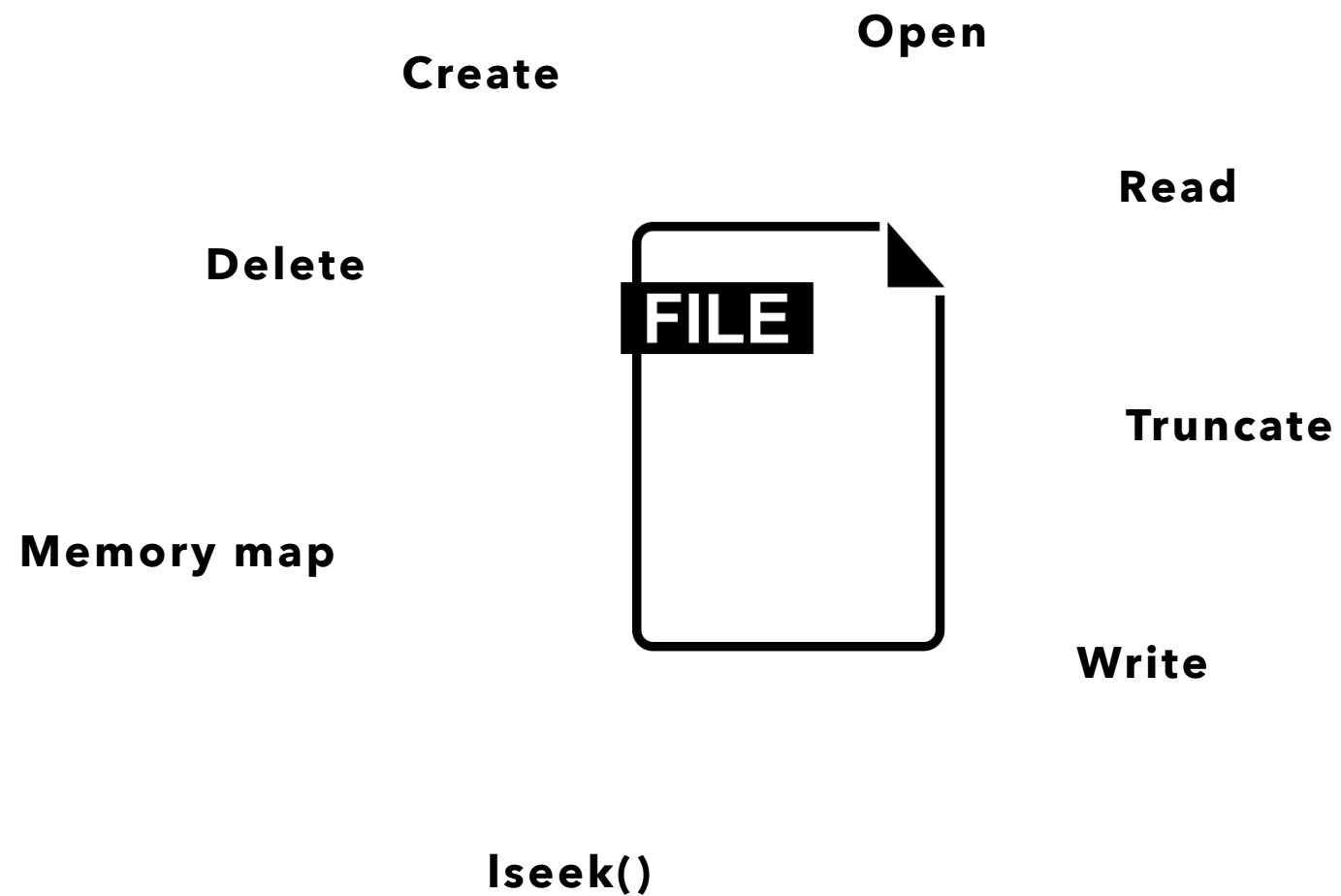
a set of data that gives information about other data



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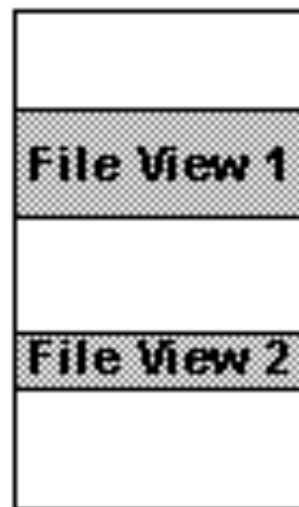
FILE INTERFACE

what can we do with a file?

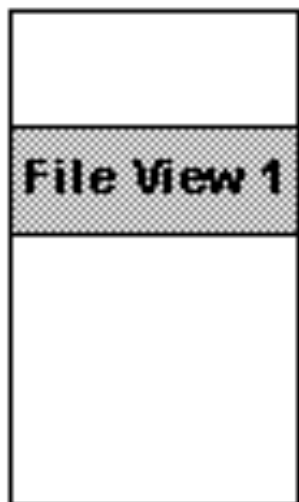


View: a portion of the file
Mapping: move from disk to RAM

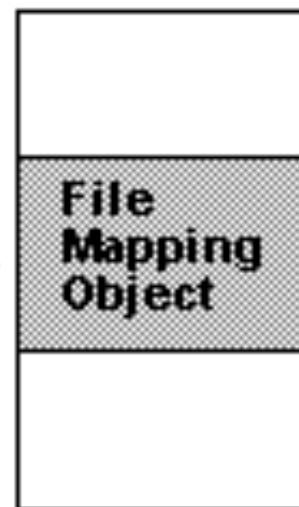
Process 1
Virtual Memory



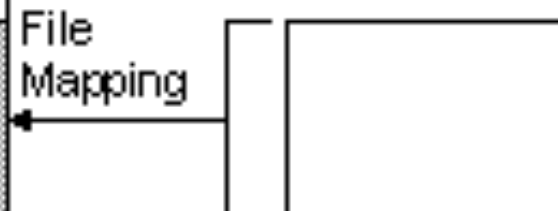
Process 2
Virtual Memory



Physical
Memory



File on Disk



Memory map steps:

1. System call to create virtual mappings - very expensive
2. Process accesses memory for the first time, causing a page fault - expensive (and may need to be repeated if paged out)
3. **Process actually reads the memory**

read() steps:

1. System call copies data from disk to page cache (may or may not page fault, data may already be in page cache causing this to be skipped)
2. Data **copied from page cache to process memory** (may or may not page fault) - *skipped in memory mapping*

Memory map:

- more exp in the beginning, after that can refer easily
- when you want to open a file, it moves the entire file over to the memory.

- good for something if you just want to read-only

Read:

- whatever line u reading, it will copy from disk to its space.
- if you want to change the stuffs

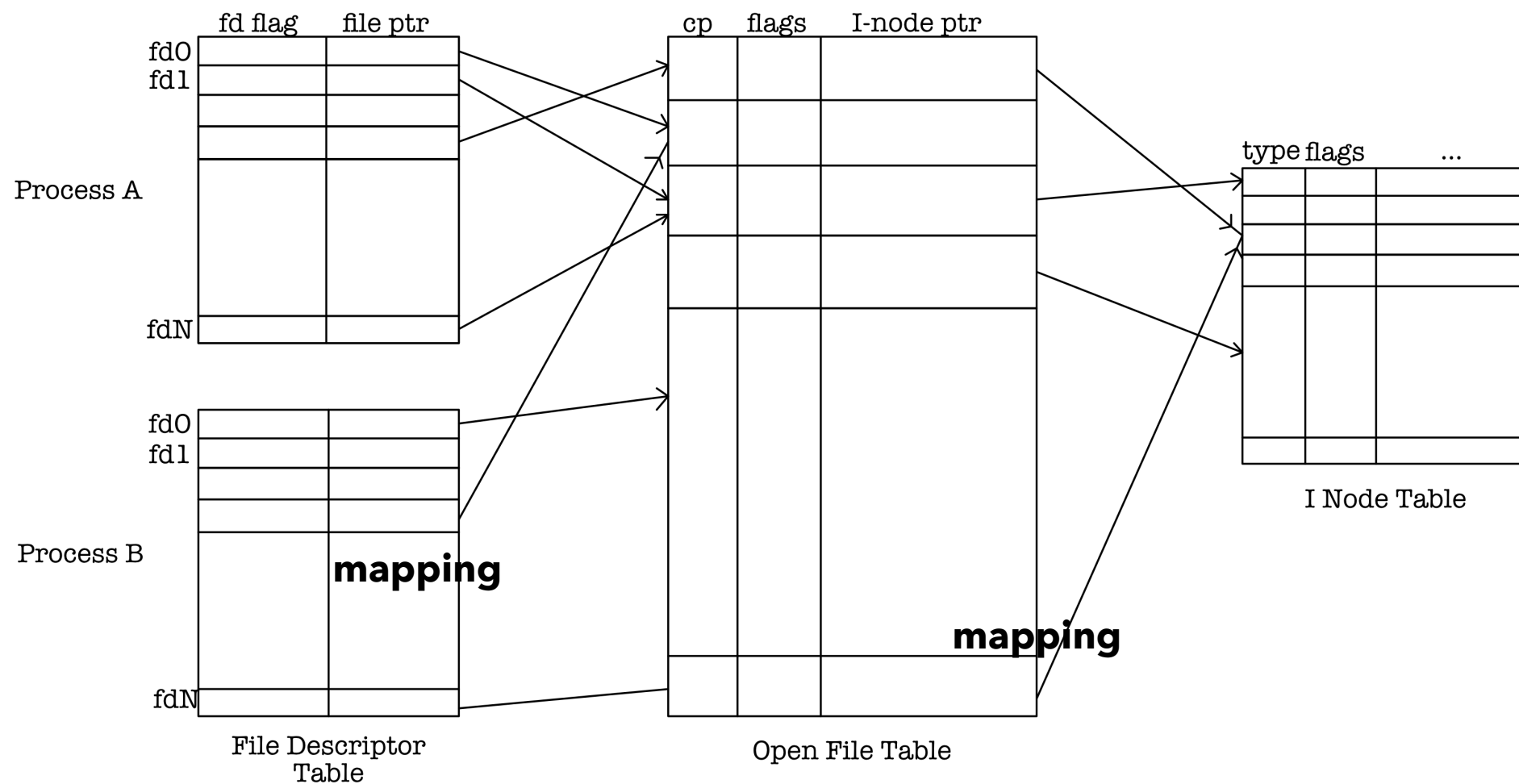


OPENING REGULAR FILES (UNIX)

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87
90 int fd = open("/Users/natalieagus/Dropbox/50.005 Computer System Engineering/C_Codes/foo.txt", O_WRONLY | O_CREAT | O_TRUNC, 0644);
91

```

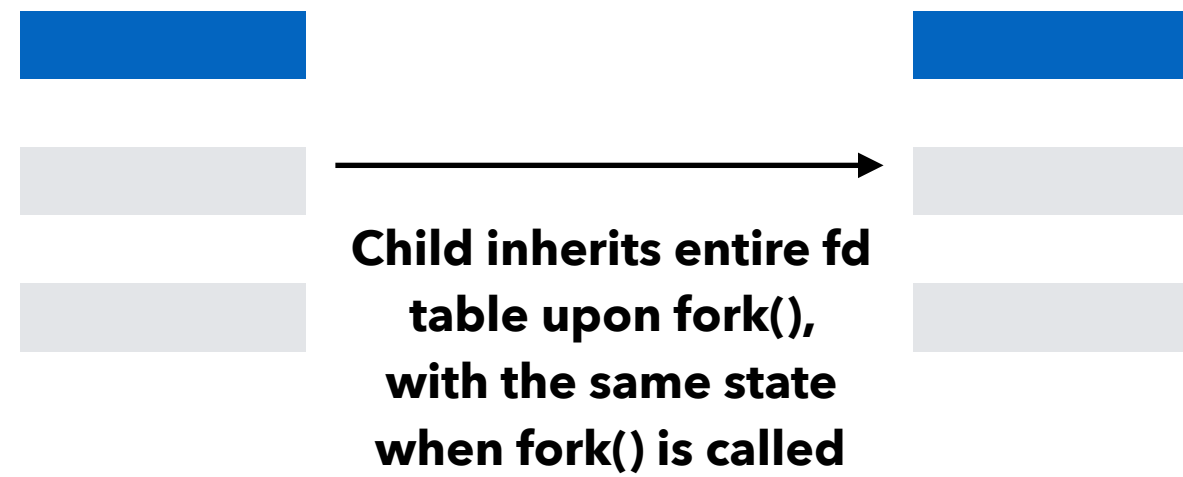


Each table **keeps track of reference count**. Entry is deleted when reference count is zero

Note: Open File Table isn't the only table pointing to I-node table. Files also point to I-node table.

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C H I L D ' S F D T A B L E



After that child and parent process progress independently, with independent fd tables

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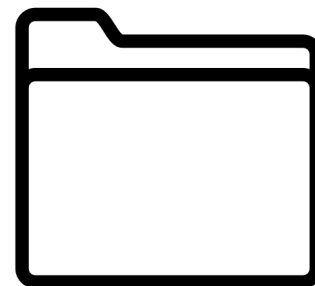
STORING A FILE: DIRECTORIES

A directory is also a file that has the names of other files as its content.

In other words, a meta-data that organizes files in a structured name space

Traverse

Create



Rename

Search a file

List

Delete

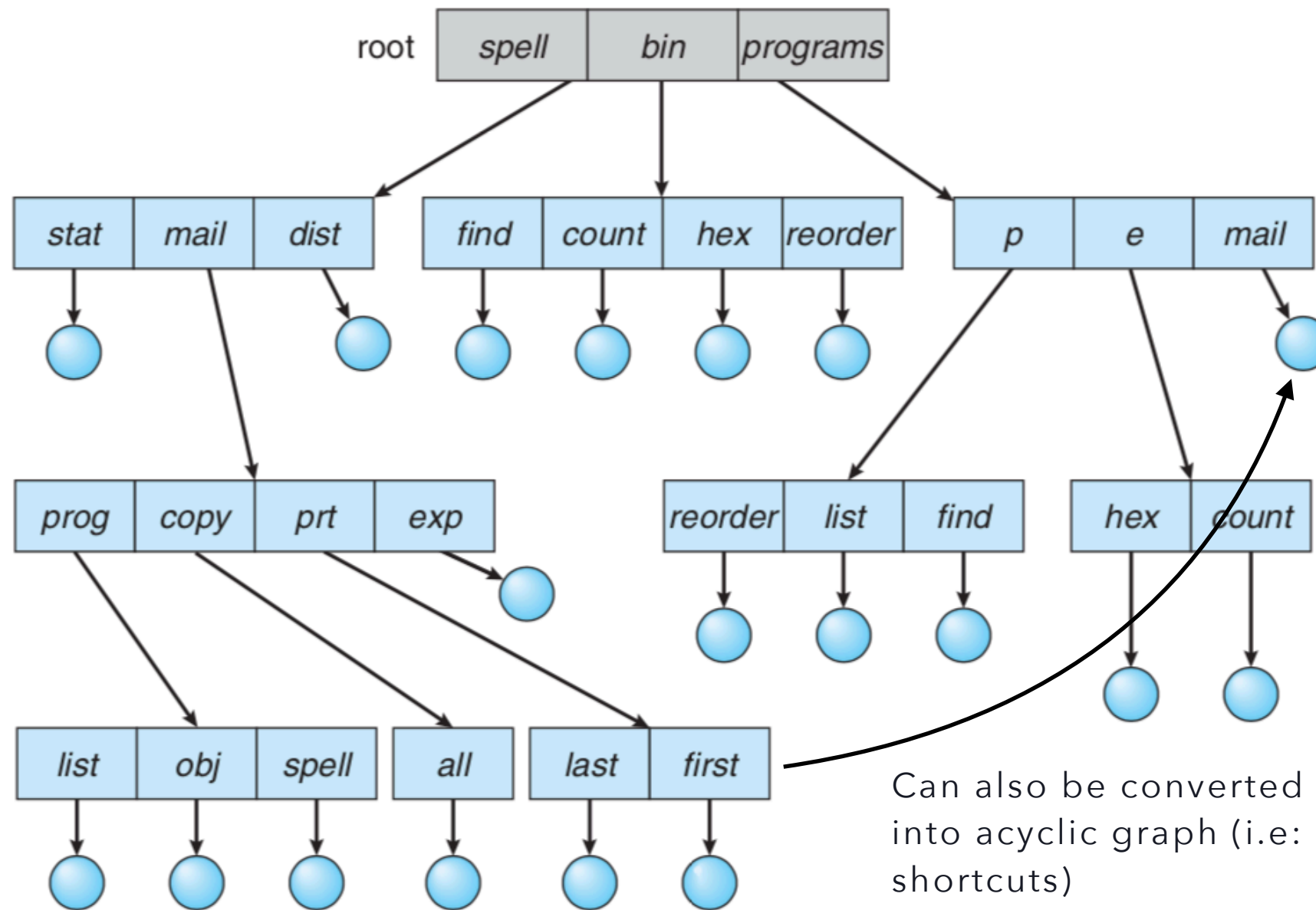
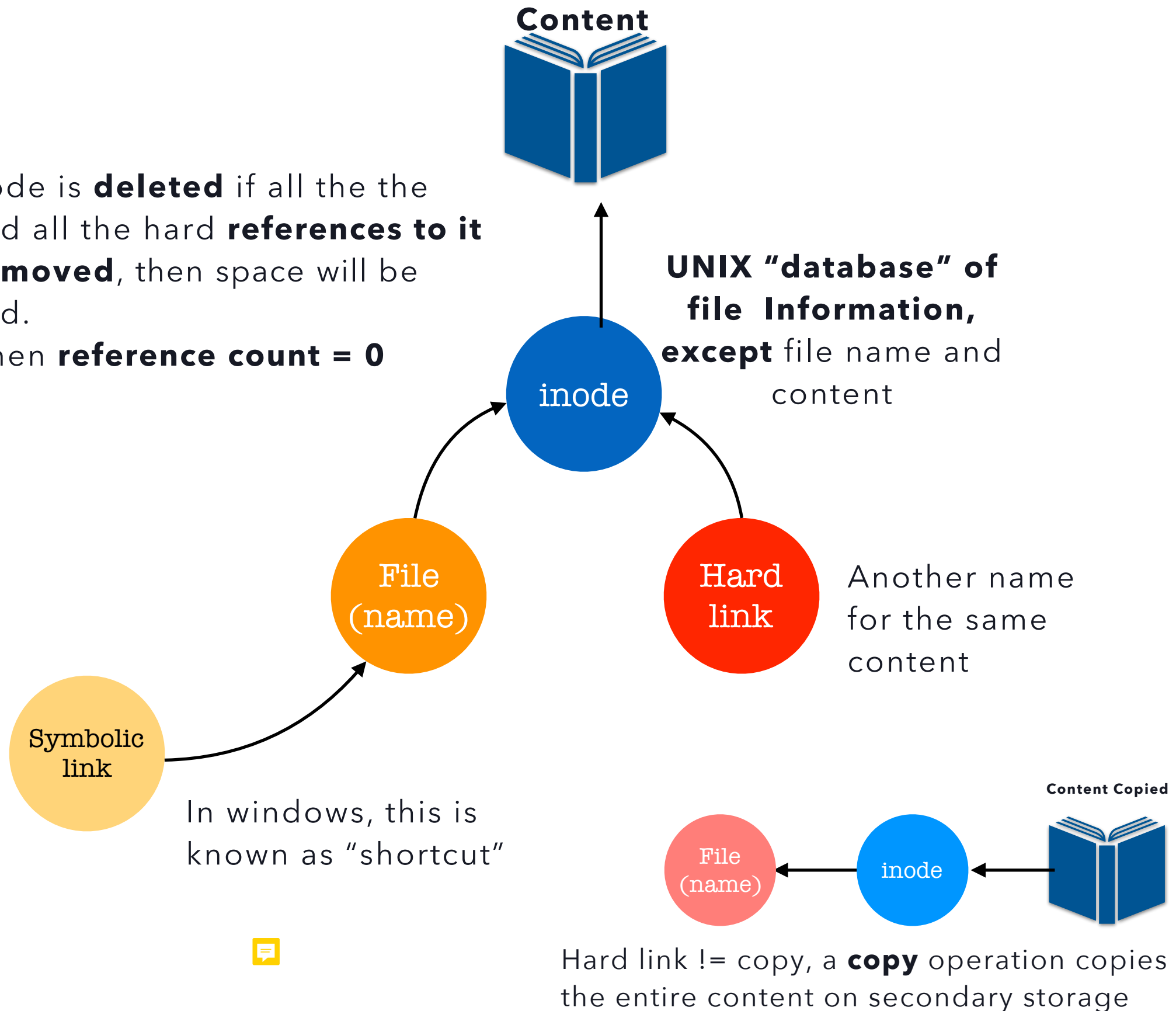


Figure 10.10 Tree-structured directory structure.

An inode is **deleted** if all the the file and all the hard **references to it are removed**, then space will be cleared.

i.e: when **reference count = 0**



CYCLIC DIRECTORIES

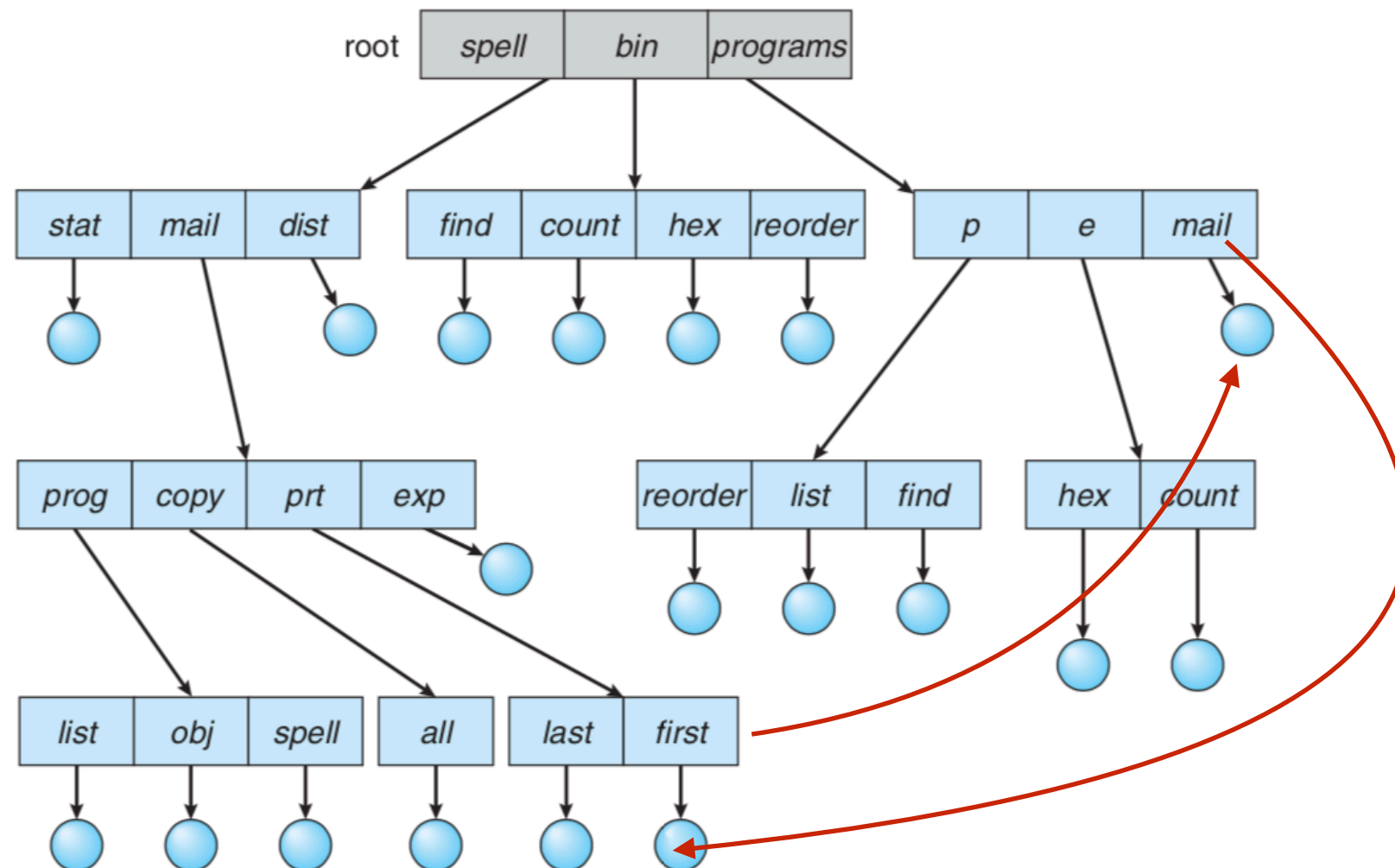


Figure 10.10 Tree-structured directory structure.

Possible, but BFS / DFS directory traversal may not terminate. Also, it will **self reference**, so reference count will never reach zero even if some root