

# 操作系统原理

## Operating Systems Principles

陈亮  
计算机学院



中山大學  
SUN YAT-SEN UNIVERSITY

计算机学院（软件学院）

SCHOOL OF COMPUTER SCIENCE AND ENGINEERING



# 第十三讲 — 文件系统





# 目标

- 文件系统的功能；
- 文件系统接口；
- 文件系统的设计权衡，访问方法、共享、加锁以及目录结构；
- 文件系统保护；



## 文件

- ❖ 操作系统对存储设备的物理属性加以抽象，从而定义逻辑存储单位，即文件，文件由操作系统映射到物理设备上。
- ❖ **Data collections created by users;**
- ❖ **The File System is one of the most important parts of the OS to a user;**

### Long-term existence

- files are stored on disk or other secondary storage and do not disappear when a user logs off

### Sharable between processes

- files have names and can have associated access permissions that permit controlled sharing

### Structure

- files can be organized into hierarchical or more complex structure to reflect the relationships among files



# 文件概念

- ❖ **Contiguous logical address space**
- ❖ **Types:**
  - **Data**
    - Numeric
    - Character
    - Binary
  - **Program**
- ❖ **Contents defined by file's creator**
  - **Many types**
    - **text file,**
    - **source file,**
    - **executable file**



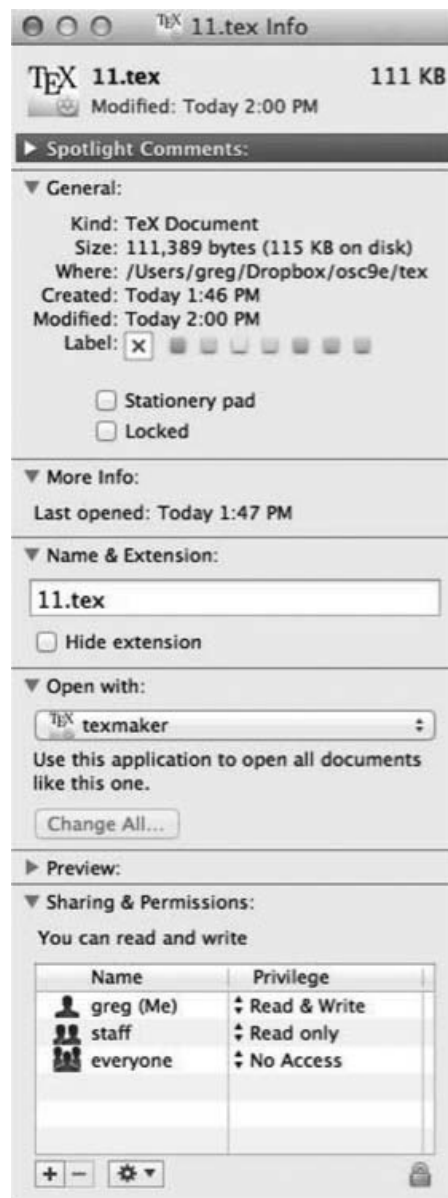
## 文件属性

- ❖ **Name** – only information kept in human-readable form
- ❖ **Identifier** – unique tag (number) identifies file within file system
- ❖ **Type** – needed for systems that support different types
- ❖ **Location** – pointer to file location on device
- ❖ **Size** – current file size
- ❖ **Protection** – controls who can do reading, writing, executing
- ❖ **Time, date, and user identification** – data for protection, security, and usage monitoring
- ❖ **Information about files are kept in the directory structure, which is maintained on the disk**
- ❖ **Many variations, including extended file attributes such as file checksum**
- ❖ **Information kept in the directory structure**





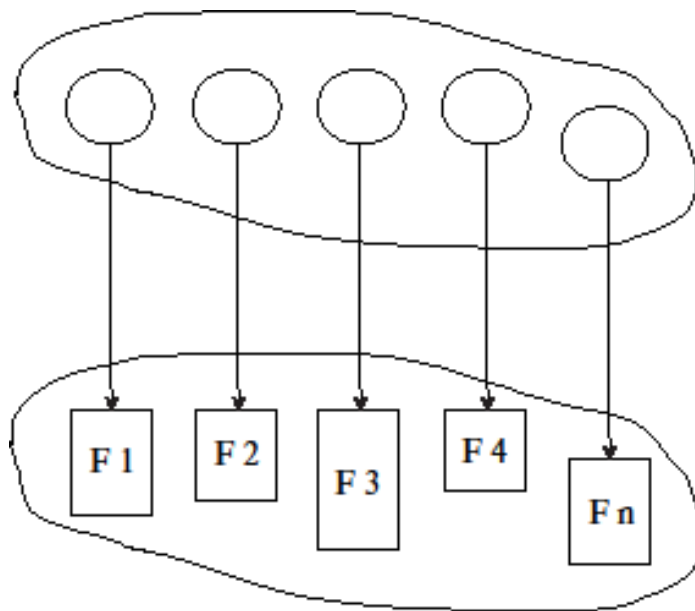
## Mac OS上的文件属性





## 文件目录结构

- ❖ A collection of nodes containing information about all files



- ❖ Both the directory structure and the files reside on disk





## 文件操作

- ❖ Create
  - ❖ Write – at write pointer location
  - ❖ Read – at read pointer location
  - ❖ Reposition within file - seek
  - ❖ Delete
  - ❖ Truncate 截断
  - ❖ *Open ( $F_i$ )* – search the directory structure on disk for entry  $F_i$ , and move the content of entry to memory
  - ❖ *Close ( $F_i$ )* – move the content of entry  $F_i$  in memory to directory structure on disk
- 这6个基本操作组成了所需文件操作的最小集合



## 文件打开 (Open)

### ❖ Several pieces of data are needed to manage open files:

- **Open-file table:** tracks open files (进程打开表、系统打开表)
- **File pointer:** pointer to last read/write location, per process that has the file open
- **File-open count:** counter of number of times a file is open – to allow removal of data from open-file table when last processes closes it
- **Disk location of the file:** cache of data access information
- **Access rights (访问权限):** per-process access mode information



# 文件锁

- ❖ **Provided by some operating systems and file systems**
  - Similar to reader-writer locks
  - **Shared lock** similar to reader lock – several processes can acquire concurrently
  - **Exclusive lock** similar to writer lock
- ❖ **Mediates access to a file**
- ❖ **Mandatory or advisory:**
  - **Mandatory** – access is denied depending on locks held and requested (Windows)
  - **Advisory** – processes can find status of locks and decide what to do (Unix)



## 文件锁案例——Java

```
import java.io.*;
import java.nio.channels.*;
public class LockingExample {
    public static final boolean EXCLUSIVE = false;
    public static final boolean SHARED = true;
    public static void main(String args[]) throws IOException {
        FileLock sharedLock = null;
        FileLock exclusiveLock = null;
        try {
            RandomAccessFile raf = new RandomAccessFile("file.txt",
                "rw");
            // get the channel for the file
            FileChannel ch = raf.getChannel();
            // this locks the first half of the file - exclusive
            exclusiveLock = ch.lock(0, raf.length()/2, EXCLUSIVE);
            /** Now modify the data . . . */
            // release the lock
            exclusiveLock.release();
        }
    }
}
```



## 文件锁案例——Java

```
// this locks the second half of the file - shared
sharedLock = ch.lock(raf.length()/2+1, raf.length(),
                    SHARED);
/** Now read the data . . . */
// release the lock
sharedLock.release();
} catch (java.io.IOException ioe) {
    System.err.println(ioe);
}finally {
    if (exclusiveLock != null)
        exclusiveLock.release();
    if (sharedLock != null)
        sharedLock.release();
}
}
```



## 文件类型

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

Windows通过扩展名识别文件类型，Unix系统通过文件开始部分的magic数字来识别类型





## 文件结构

- ❖ **None - sequence of words, bytes**
- ❖ **Simple record structure**
  - Lines
  - Fixed length
  - Variable length
- ❖ **Complex Structures**
  - Formatted document
  - Relocatable load file
- ❖ **Can simulate last two with first method by inserting appropriate control characters**
- ❖ **Who decides:**
  - Operating system
  - Program



# 文件访问方法

- ❖ A file is fixed length logical records
- ❖ Sequential Access
- ❖ Direct Access
- ❖ Other Access Methods

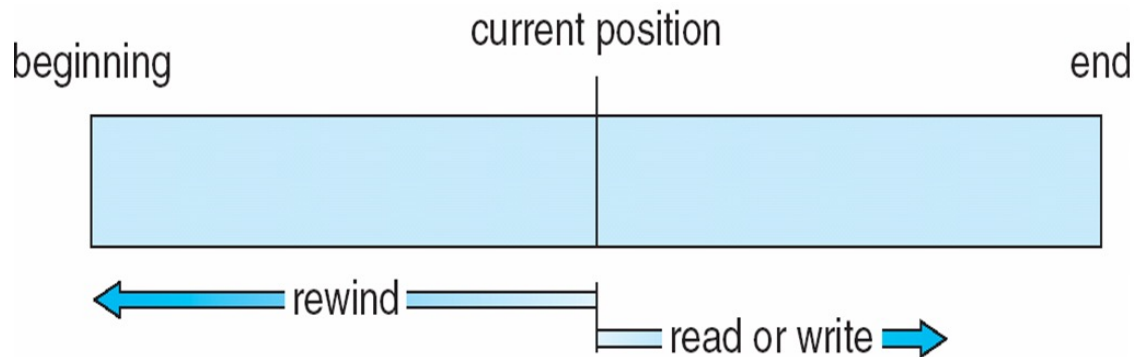


## 顺序访问

### ❖ Operations

- read next
- write next
- Reset

### ❖ Figure





## 直接访问

❖ **Operations**      适用于由固定长度的逻辑记录组成的文件;

- **read  $n$**
- **write  $n$**
- **position to  $n$** 
  - **read next**
  - **write next**
  - **rewrite  $n$**

**$n$  = relative block number**

❖ **Relative block numbers (相对块号) allow OS to decide where file should be placed**



## 直接访问模拟顺序访问

sequential access	implementation for direct access
<i>reset</i>	$cp = 0;$
<i>read next</i>	$read\ cp;$ $cp = cp + 1;$
<i>write next</i>	$write\ cp;$ $cp = cp + 1;$



## 其他访问方法

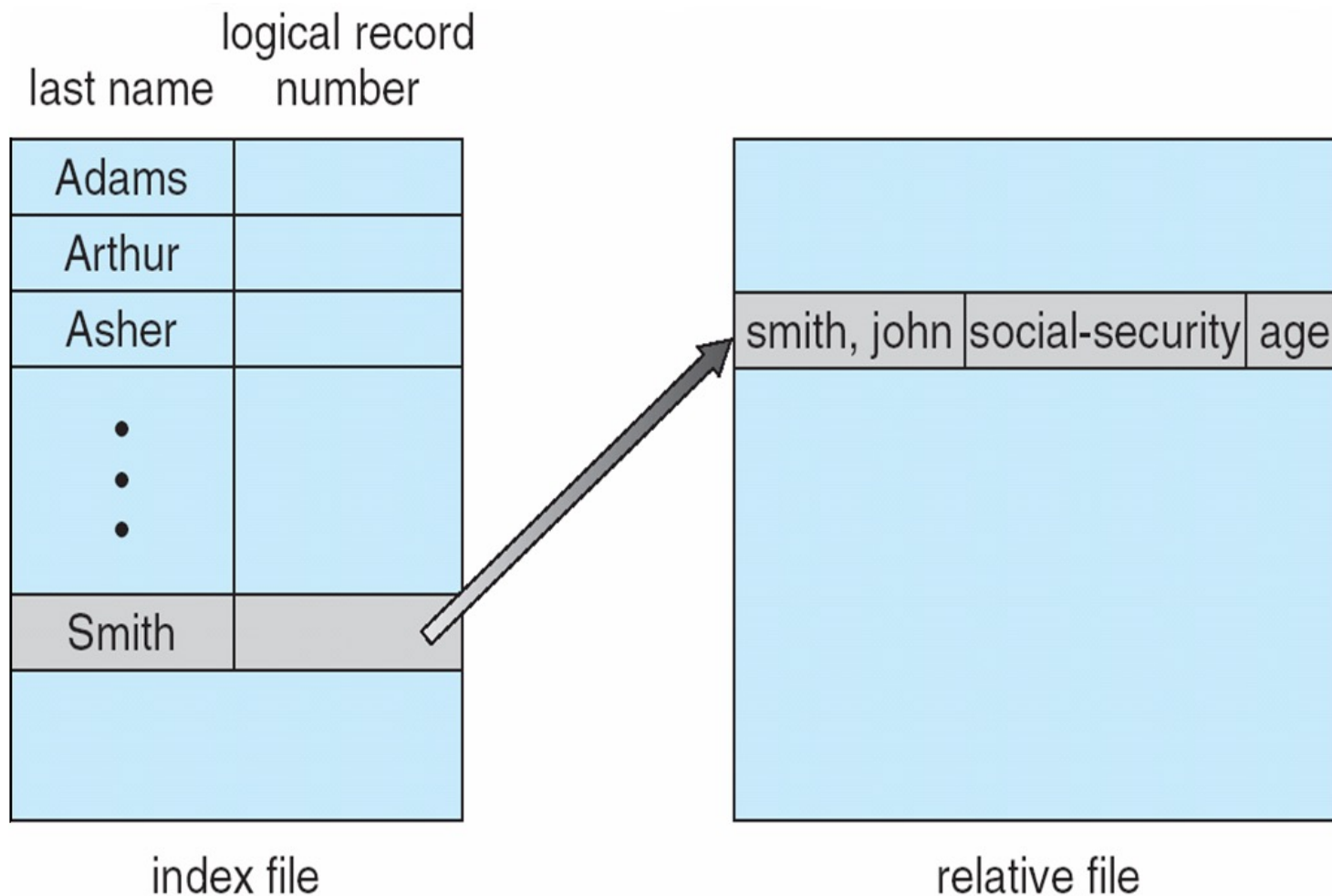
- ❖ Can be other access methods built on top of base methods
- ❖ General involve creation of an index for the file
- ❖ Keep index in memory for fast determination of location of data to be operated on (consider Universal Produce Code (UPC code) plus record of data about that item)
- ❖ If the index is too large, create an in-memory index, which an index of a disk index
- ❖ IBM indexed sequential-access method (ISAM)
  - Small master index, points to disk blocks of secondary index
  - File kept sorted on a defined key
  - All done by the OS
- ❖ VMS operating system provides index and relative files as another example (see next slide)

通过记录的键至多两次的直接访问就可以定位记录





## 索引文件和相关文件的例子



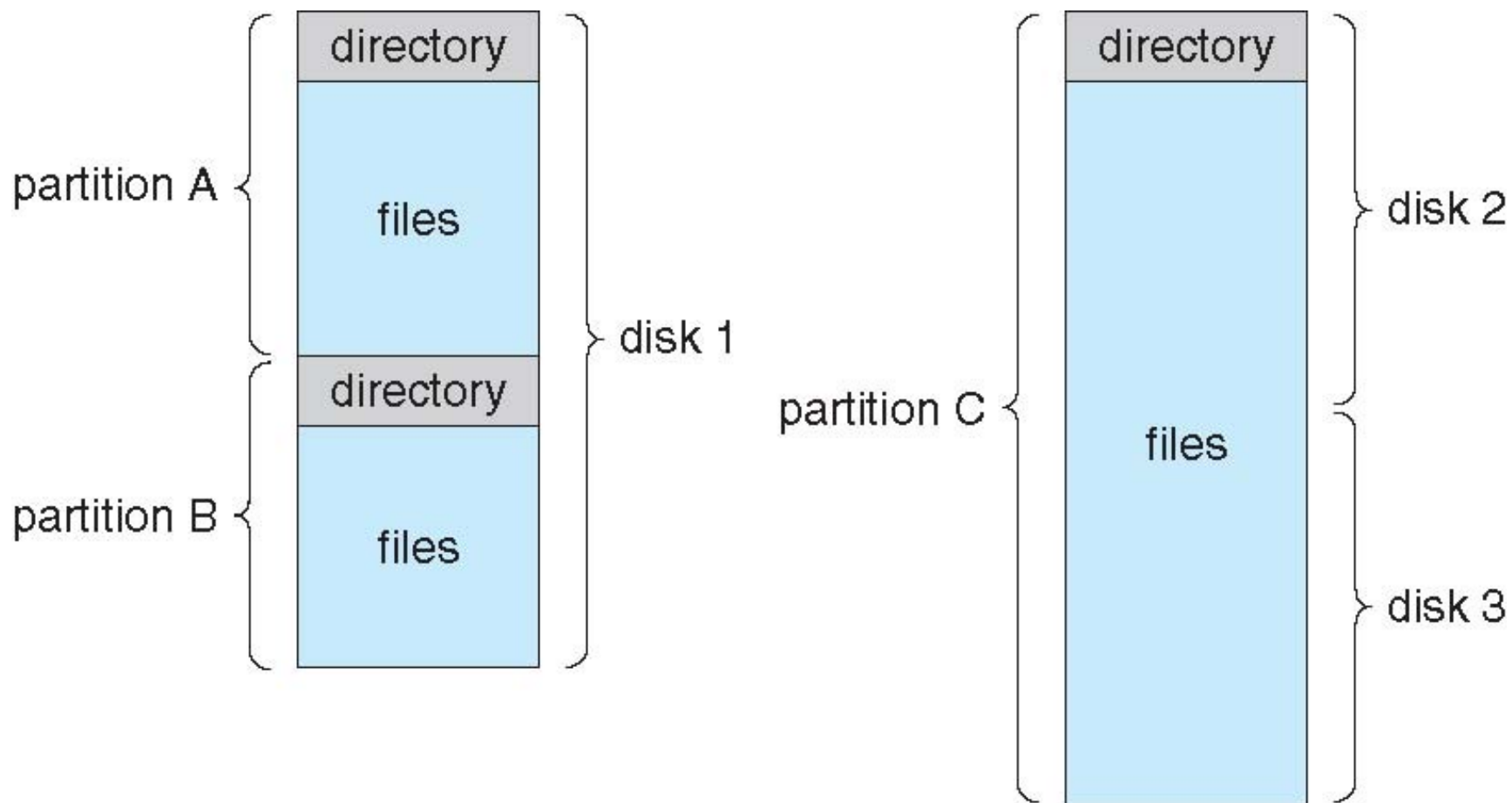


## 磁盘结构

- ❖ Disk can be subdivided into partitions
- ❖ Disks or partitions can be RAID protected against failure
- ❖ Disk or partition can be used raw – without a file system, or formatted with a file system
- ❖ Partitions also known as minidisks, slices
- ❖ Entity containing file system is known as a volume(卷)
- ❖ Each volume containing a file system also tracks that file system's info in device directory or volume table of contents
- ❖ In addition to general-purpose file systems there are many special-purpose file systems, frequently all within the same operating system or computer



# 存储结构





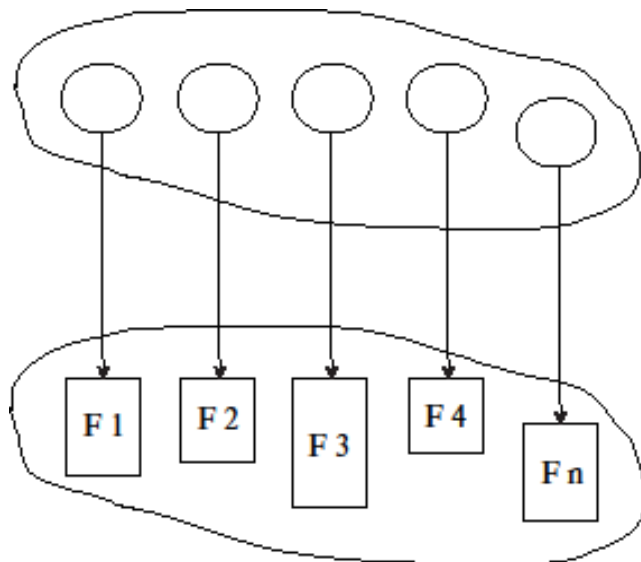
## 文件系统的类型

- ❖ We mostly talk of general-purpose file systems
- ❖ But systems frequently have many file systems, some general- and some special- purpose
- ❖ Consider Solaris has
  - tmpfs – memory-based volatile FS for fast, temporary I/O
  - objfs – interface into kernel memory to get kernel symbols for debugging
  - ctfs – contract file system for managing daemons
  - lofs – loopback file system allows one FS to be accessed in place of another
  - procfs – kernel interface to process structures
  - ufs, zfs – general purpose file systems



## 目录结构

- ❖ A collection of nodes containing information about all files



- ❖ Both the directory structure and the files reside on disk



## 目录结构

- ❖ Search for a file
- ❖ Create a file
- ❖ Delete a file
- ❖ List a directory
- ❖ Rename a file
- ❖ Traverse the file system 遍历





## 目录结构

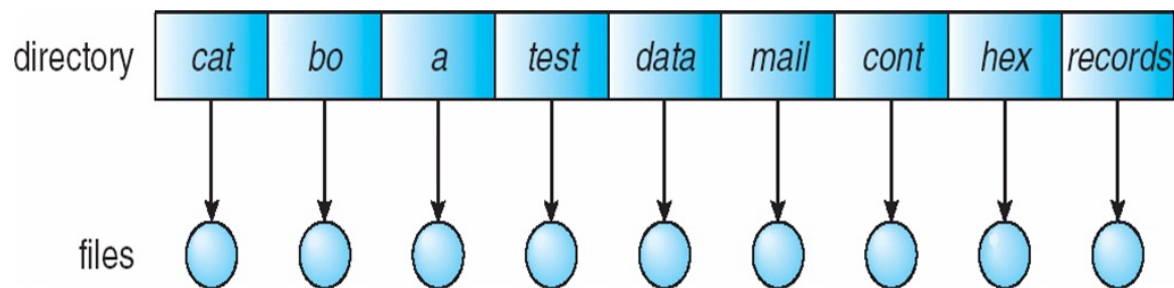
The directory is organized logically to obtain

- ❖ **Efficiency – locating a file quickly**
- ❖ **Naming – convenient to users**
  - Two users can have same name for different files
  - The same file can have several different names
- ❖ **Grouping – logical grouping of files by properties, (e.g., all Java programs, all games, ...)**



# 单级目录

## ❖ A single directory for all users



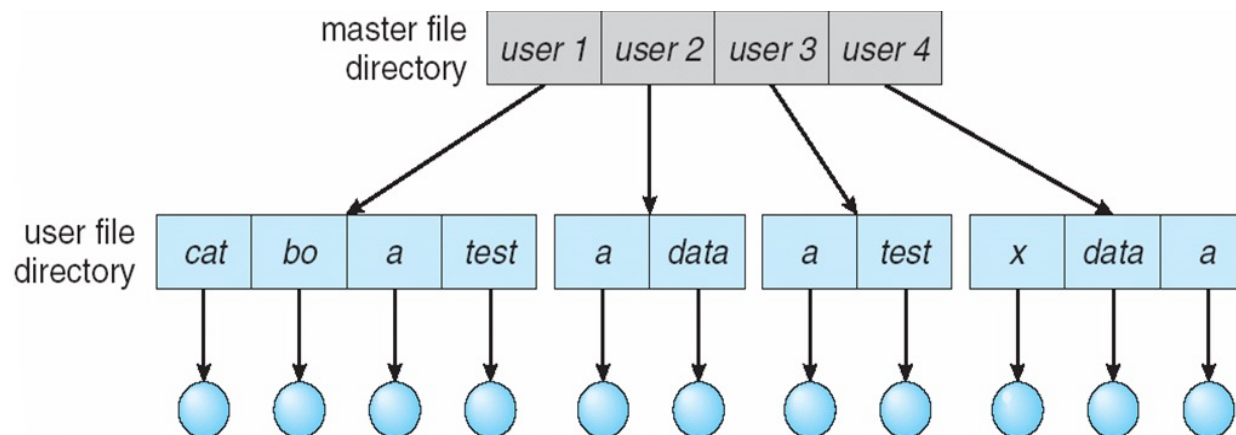
## ❖ Naming problem

## ❖ Grouping problem



## 两级目录结构

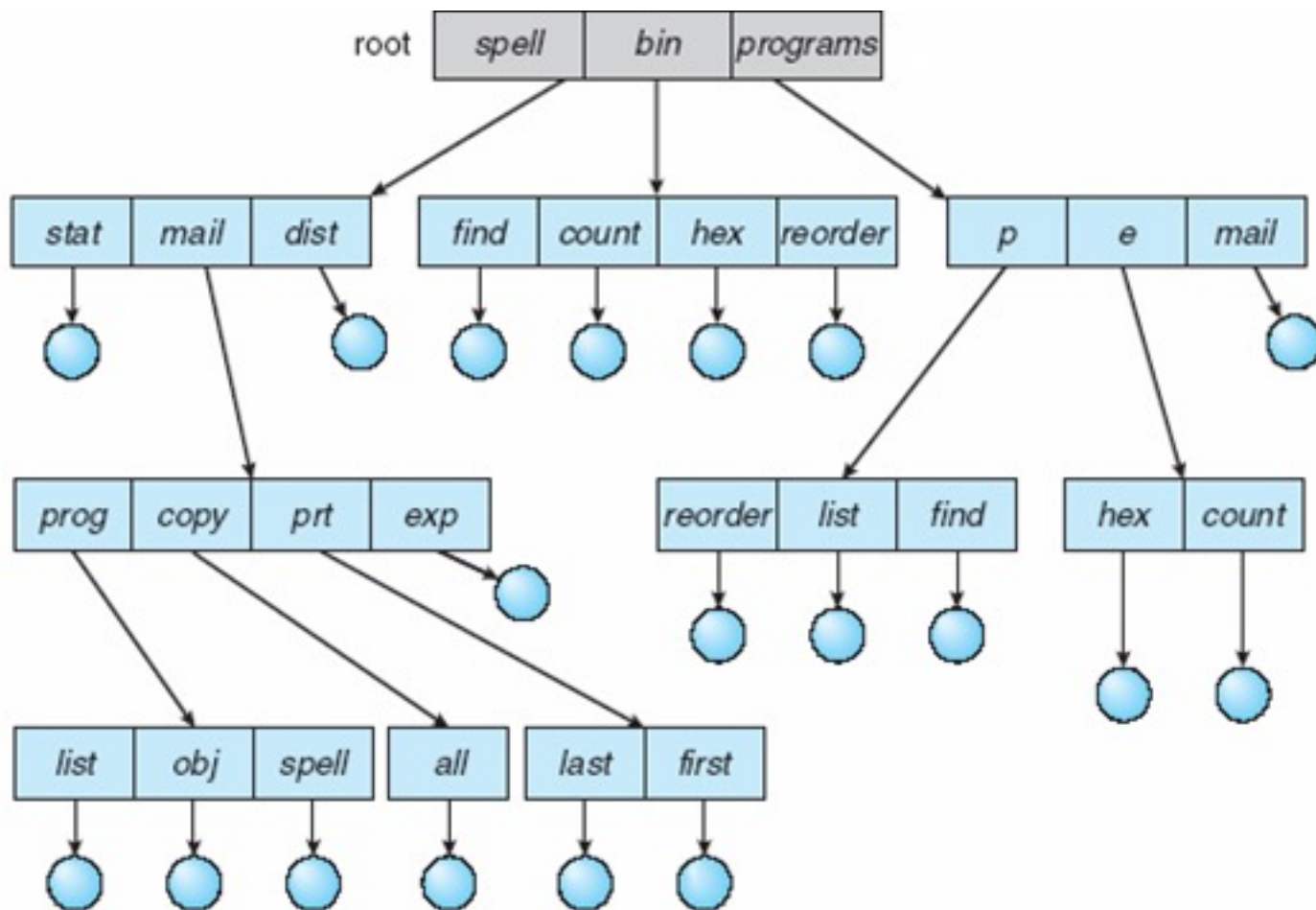
### ❖ Separate directory for each user



- Path name
- Can have the same file name for different user
- Efficient searching



# 树形目录



## 31



## 无环图目录

- ❖ Two different names (aliasing)
- ❖ If *dict* deletes w/*list*  $\Rightarrow$  dangling pointer

### Solutions:

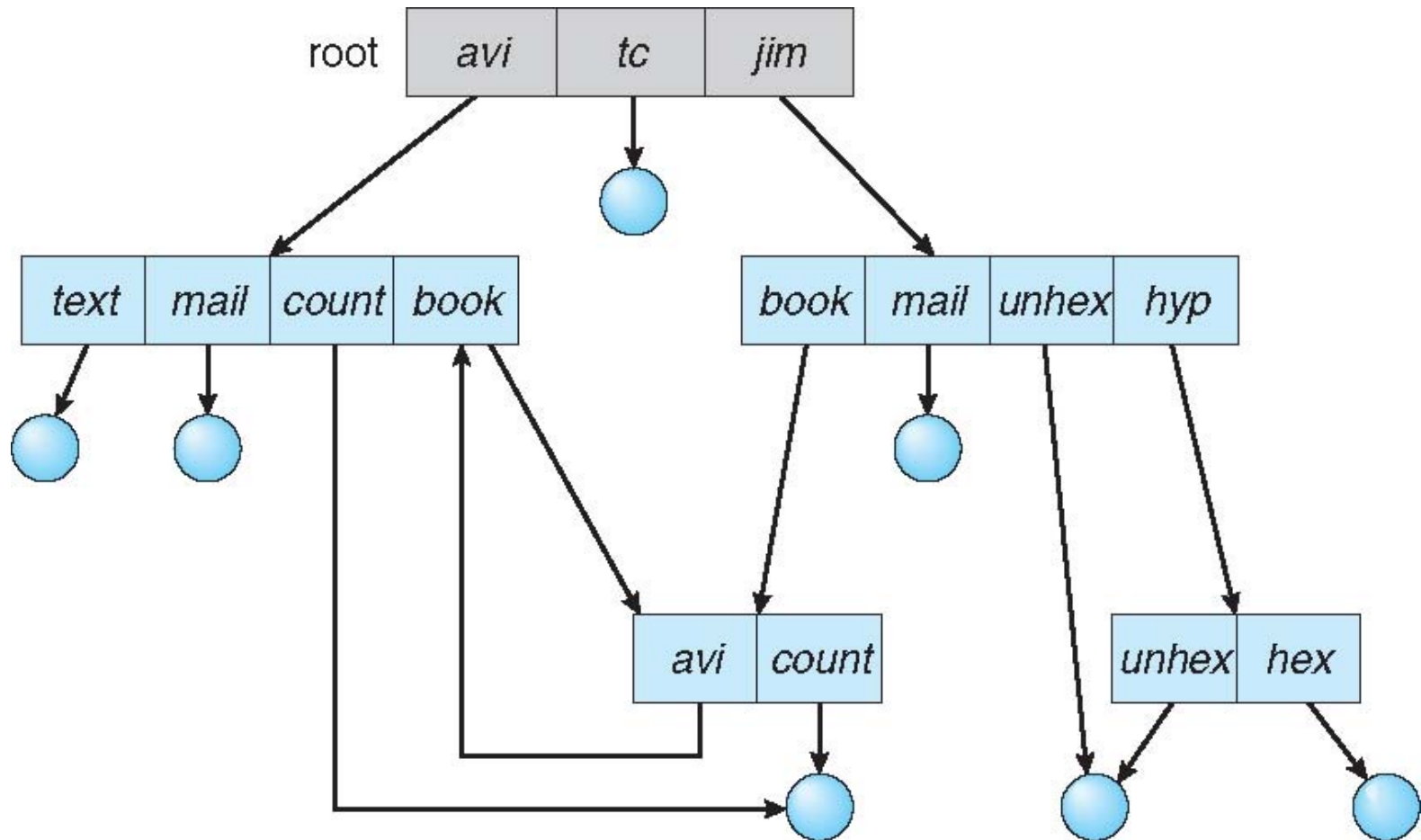
- Backpointers, so we can delete all pointers.
  - Variable size records a problem
- Backpointers using a daisy chain organization
- Entry-hold-count solution
- ❖ New directory entry type
  - **Link** – another name (pointer) to an existing file
  - **Resolve the link** – follow pointer to locate the file

软链接、硬链接





## 通用图目录





## 通用图目录

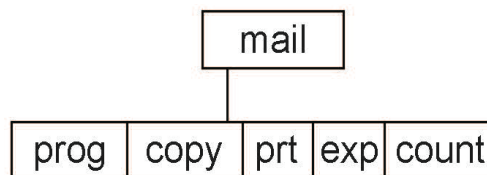
### ❖ How do we guarantee no cycles?

- Allow only links to files not subdirectories
- **Garbage collection**
- Every time a new link is added use a cycle detection algorithm to determine whether it is OK



## 当前目录

- ❖ Can designate one of the directories as the current (working) directory
  - `cd /spell/mail/prog`
  - `type list`
- ❖ Creating and deleting a file is done in current directory
- ❖ Example of creating a new file
  - If in current directory is `/mail`
  - The command
- Results in:



- Deleting “mail”  $\Rightarrow$  deleting the entire subtree rooted by “mail”



# 文件系统保护

## ❖ File owner/creator should be able to control:

- What can be done
- By whom

## ❖ Types of access

- Read
- Write
- Execute
- Append
- Delete
- List



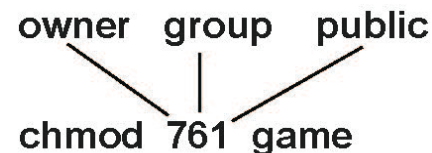
## Linux文件访问

- ❖ Mode of access: read, write, execute
- ❖ Three classes of users on Unix / Linux

			RWX
a) owner access	7	⇒	1 1 1
			RWX
b) group access	6	⇒	1 1 0
			RWX
c) public access	1	⇒	0 0 1

- ❖ Ask manager to create a group (unique name), say G, and add some users to the group.
- ❖ For a file (say *game*) or subdirectory, define an appropriate access.

chgrp G game



- ❖ Attach a group to a file 37



## Unix文件目录

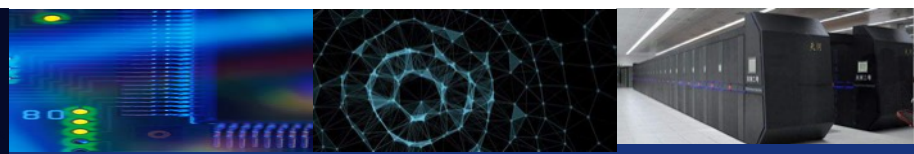
-rw-rw-r--	1 pbg	staff	31200	Sep 3 08:30	intro.ps
drwx-----	5 pbg	staff	512	Jul 8 09:33	private/
drwxrwxr-x	2 pbg	staff	512	Jul 8 09:35	doc/
drwxrwx---	2 pbg	student	512	Aug 3 14:13	student-proj/
-rw-r--r--	1 pbg	staff	9423	Feb 24 2003	program.c
-rwxr-xr-x	1 pbg	staff	20471	Feb 24 2003	program
drwx--x--x	4 pbg	faculty	512	Jul 31 10:31	lib/
drwx-----	3 pbg	staff	1024	Aug 29 06:52	mail/
drwxrwxrwx	3 pbg	staff	512	Jul 8 09:35	test/



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# 谢谢