NOTES ON THE FILE SYSTEM IN UNIX

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1. FILE HIERARCHY

The file system is grouped into directories and subdirectories. The standard way to organize this taxonomy of directories and subdirectories is specified by the File Hierarchy Standard [1]. We specifically have one directory everything lives in, we call this special directory the **root directory**. We denote it by / to emphasize in the absolute path there is nothing before it. In fact it *starts* all (absolute) paths.

The subdirectories of the root directories constitute the bulk of what we interact with.

In Minix, the file hierarchy is a toy version of what one would expect on a full blown Unix system. We'll consider the subdirectories in its root directory as a warm up:

- /bin/ Most common system binaries (e.g. commands on the command line) are stored here.
- /boot Boot loader files (e.g. kernels, initrd, etc.); often this will be its own partition
- /dev/ Special file system for input/output devices.
- /etc/ Miscellaneous system administration.
- /lib/ Most common libraries are copied to here.
- /minix MINIX 3 kernel image.
- /tmp/ Some utilities generate their temporary data here.
- /usr/ Root of the user file system.
- /usr/bin System binaries are kept here.
- /usr/include System header files.
- /usr/lib Libraries, compiler passes, misc.
- /usr/man Manual pages are stored here, and looked up here.

The directory that is odd at first sight is the /dev/ directory. No one really thinks of a device as a file, nor a file as a device. But think about it: you open, close, read from, and write to a file. Isn't that the same thing you do to the screen? Or to the hard disk? Or to a lot of devices for that matter.

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On most Linux systems, the file hierarchy is far more than this. For example, there is /usr/local/ which has the same subdirectories as /usr/ except its role is different: it is there for quirky programs that are found on the web, or written by the user, that may not need to be patched up or looked after.

2. Test section

```
Algorithm 2.1 Calculate y = x^n
Input: n \ge 0 \lor x \ne 0
Output: y = x^n
  y \Leftarrow 1
  if n < 0 then
        X \Leftarrow 1/x
        N \Leftarrow -n
  else
         X \Leftarrow x
         N \Leftarrow n
  end if
  while N \neq 0 do
        if N is even then
              X \Leftarrow X \times X
              N \Leftarrow N/2
        else (N \text{ is odd})
              y \Leftarrow y \times X
              N \Leftarrow N - 1
         end if
  end while
```

References

[1] R. Russell, D. Quinlan, and C. Yeoh, *Filesystem Hierarchy Standard*. Filesystem Hierarchy Standard Group, 2004. http://www.pathname.com/fhs/.

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