

Jin-Soo Kim
(jinsoo.kim@snu.ac.kr)

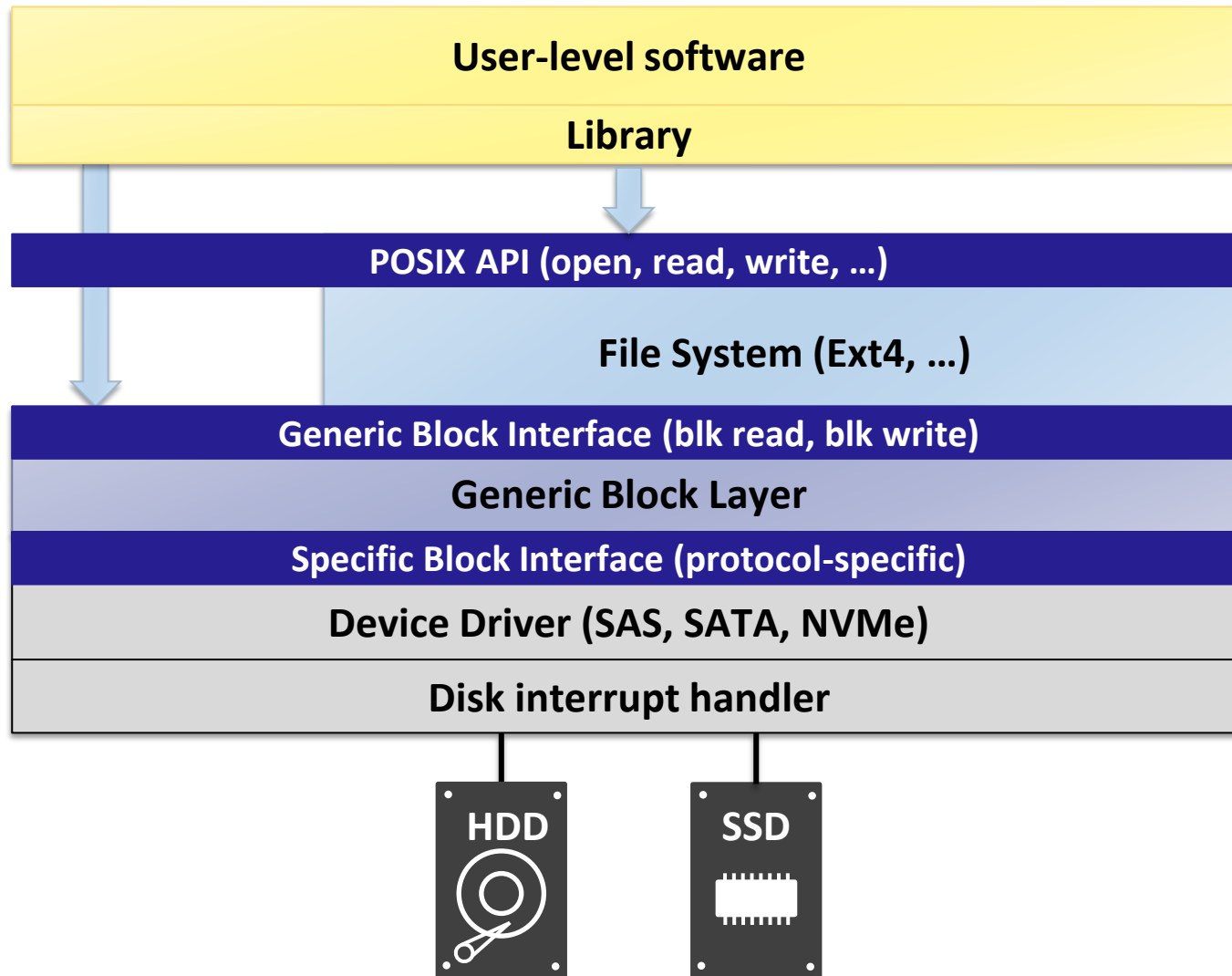
Systems Software &
Architecture Lab.
Seoul National University

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File Systems



File System Layers



Storage: A Logical View

- Block interface abstraction



- Operations

- Identify(): returns N
- Read(start sector #, # of sectors, buffer addresses)
- Write(start sector #, # of sectors, buffer addresses)

Abstraction for Storage

■ File

- A named collection of related information that is recorded on persistent storage
- Each file has an associated inode number (internal file ID)
- Inodes are unique within a file system

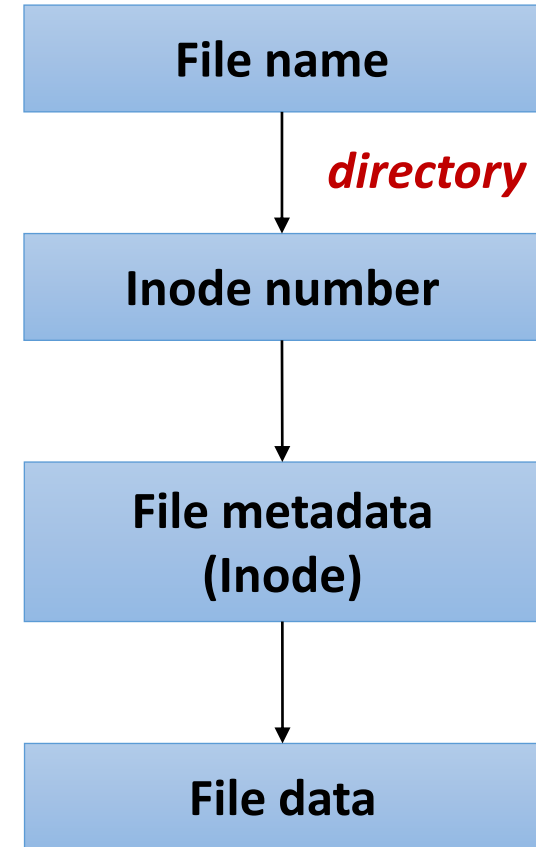
■ Directory

- Provides a structured way to organize files
- A special file used to map a user-readable file name to its inode number: a list of <file name, inode number>
- Hierarchical directory tree: directories can be placed within other directories



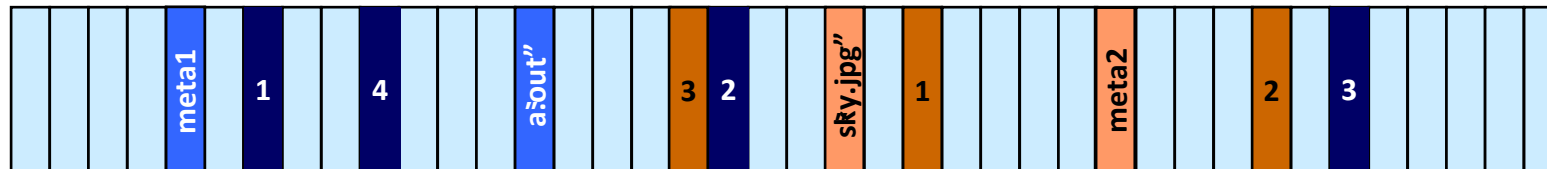
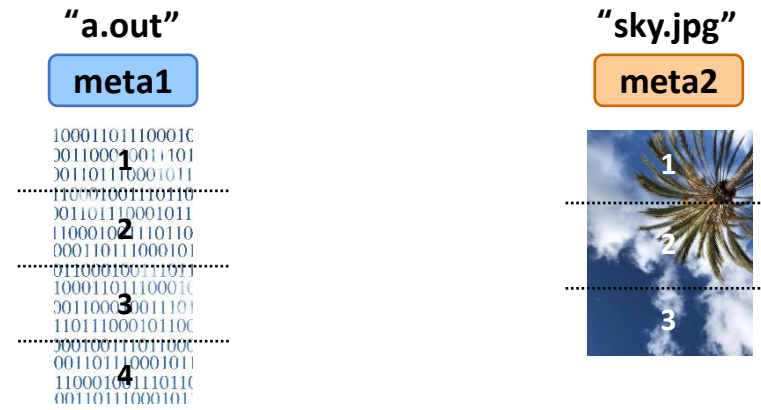
File System Components

- File contents (data)
 - A sequence of bytes
 - File systems normally do not care what they are
- File attributes (metadata or inode)
 - File size
 - Block locations
 - Owner & access control lists
 - Timestamps, ...
- File name
 - The full pathname from the root specifies a file
 - e.g., `open(“/etc/passwd”, O_RDONLY);`



File System: A Mapping Problem

- $\langle \text{filename, data, metadata} \rangle \rightarrow \langle \text{a set of blocks} \rangle$



File System Design Issues

- **Goals**
 - Performance, Reliability, Scalability, ...
- **Design issues**
 - What information should be kept in metadata?
 - How to locate metadata from file name?
 - Pathname → metadata
 - How to locate data blocks?
 - <Metadata, offset> → Data block
 - How to manage metadata and data blocks?
 - Allocation, reclamation, free space management, etc.
 - How to recover the file system after a crash?
 - ...

File Attributes

■ POSIX Inode

- File type: regular, directory, char/block dev, fifo, symbolic link, ...
- Device ID containing the file
- Inode number
- Access permission: *rxw* for owner(*u*), group(*g*), and others(*o*)
- Number of hard links
- User ID and group ID of the owner
- File size in bytes
- Number of 512B blocks allocated
- Time of last access (*atime*), time of last modification (*mtime*), time of last metadata change (*ctime*)
- ...

File Operations

```
int open(char *pathname, int flags, mode_t mode);
int creat(char *pathname, mode_t mode);
ssize_t read(int fd, void *buf, size_t count);
ssize_t write(int fd, void *buf, size_t count);
off_t lseek(int fd, off_t offset, int whence);
int close(int fd);
int fsync(int fd);
int rename(char *oldpath, char *newpath);
int unlink(char *pathname);
int stat(char *path, struct stat *buf);
int link(char *oldpath, char *newpath);
int symlink(char *oldpath, char *newpath);
int mount(char *source, char *target, char *fstype,
          unsigned long mountflags, void *data);
int umount(char *target);
```

Pathname Translation

- `open("/a/b/c", ...)`
 - Open directory "/" (well known, can always find)
 - Search the directory entry for "a", get location of "a"
 - Open directory "a", search for "b", get location of "b"
 - Open directory "b", search for "c", get location of "c"
 - Open file "c"
 - Permissions are checked at each step
- **File system spends a lot of time walking down directory paths**
 - OS caches prefix lookups to enhance performance

Ensuring Persistence

- File system buffers writes into memory (“page cache”)
 - Write buffering improves performance
 - Up to 30 seconds in Linux
 - `fsync()` flushes all dirty data to disk, and tells disk to flush its write cache to the media too
 - Also flushes metadata information associated with the file
 - `fdatasync()` does not flush modified metadata

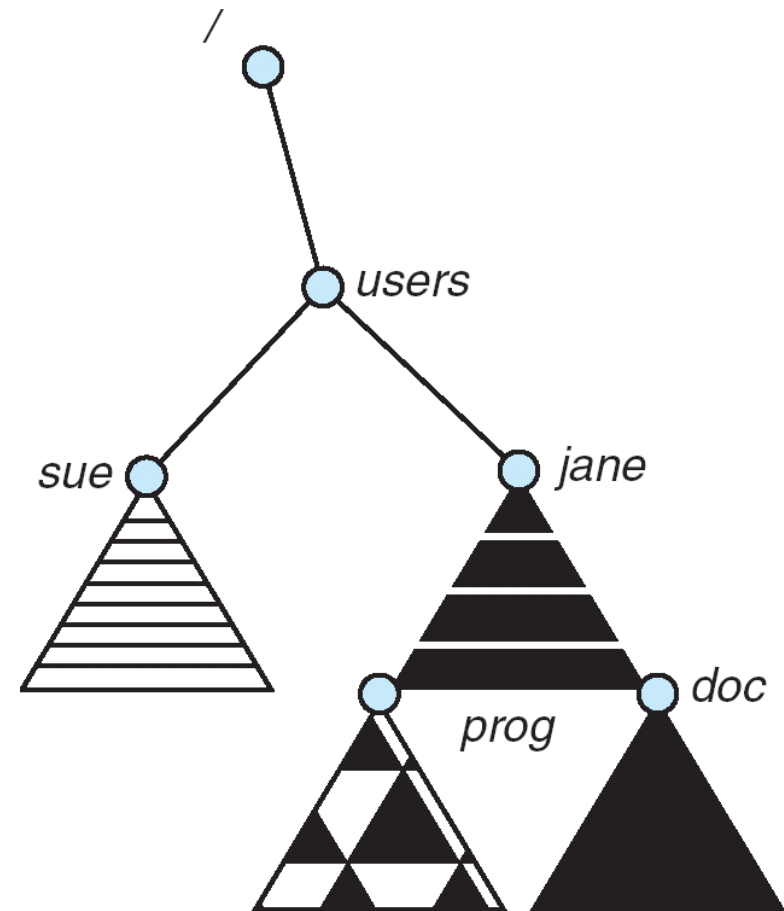
```
int fd = open("foo", O_CREAT | O_WRONLY | O_TRUNC);
int rc = write(fd, buffer, size);
rc = fsync(fd);
close(fd);
```

Hard vs. Symbolic Links

- **Hard link:** `$ ln old.txt new.txt`
 - Both pathnames use the same inode number
 - Cannot tell which name was the “original”
 - Inode maintains the number of hard links
 - Deleting (unlinking) a file decreases the link count
 - Inode is removed only when the link count becomes 0
 - Does not work across a file system boundary
- **Symbolic (or soft) link:** `$ ln -s old.txt new.txt`
 - The new file contains a reference to another file or directory in the form of an absolute or relative pathname
 - “Shortcut” in Windows

File System Mounting

- A file system must be mounted before it can be available to processes on the system
- Windows: to drive letters
 - e.g., C: \, D: \, ...
- Unix: to an existing empty directory (“_____”)
 - Different file systems can be mounted in the same tree
 - Forms a large, single directory tree



Consistency Semantics

- **Unix semantics**
 - Files can be shared among processes
 - Writes to an open file are visible immediately to other users that have this file open at the same time
- **AFS _____ semantics**
 - Writes to an open file are not visible immediately
 - Once a file is closed, the changes made to it are visible only in sessions starting later
- **Immutable-shared-files semantics**
 - Once a file is declared as shared by its creator, it cannot be modified

Summary

■ Storage

- Abstraction: a sequence of fixed-size blocks
- **read**(# start sector, # of sectors to read, buffer addresses)
- **write**(# start sector, # of sectors to write, buffer addresses)

■ File system

- Abstraction: a hierarchy of variable-size files and directories
- **open**(pathname, flags)
- **read**(file descriptor, size in bytes to read, buffer address)
- **write**(file descriptor, size in bytes to write, buffer address)
- **close**(file descriptor)