

CSE 451: Operating Systems

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File Systems

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File systems

- The concept of a file system is simple
 - the implementation of the abstraction for secondary storage
 - abstraction = files
 - logical organization of files into directories
 - the directory hierarchy
 - sharing of data between processes, people and machines
 - protection (access control), consistency, synchronization, ...

Files

- A file is a collection of data with some properties
 - contents, size, owner, last read/write time, protection ...
- Files may also have types
 - understood by file system
 - device, directory, symbolic link
 - understood by other parts of OS or by runtime libraries
 - executable, dll, source code, object code, text file, ...
- Type can be encoded in the file's name or contents
 - windows encodes type in name
 - .com, .exe, .bat, .dll, .jpg, .mov, .mp3, ...
 - old Mac OS stored the name of the creating program along with the file
 - unix has a smattering of both
 - in content via magic numbers or initial characters (e.g., #!)

Basic operations

Unix

- create(name)
- open(name, mode)
- read(fd, buf, len)
- write(fd, buf, len)
- sync(fd)
- seek(fd, pos)
- close(fd)
- unlink(name)
- rename(old, new)

NT

- CreateFile(name, CREATE)
- CreateFile(name, OPEN)
- ReadFile(handle, ...)
- WriteFile(handle, ...)
- FlushFileBuffers(handle, ...)
- SetFilePointer(handle, ...)
- CloseHandle(handle, ...)
- DeleteFile(name)
- CopyFile(name)
- MoveFile(name)

File access methods

- Some file systems provide different **access methods** that specify ways the application will access data
 - sequential access
 - read bytes one at a time, in order
 - direct access
 - random access given a block/byte #
 - record access
 - file is array of fixed- or variable-sized records
 - indexed access
 - FS contains an index to a particular field of each record in a file
 - apps can find a file based on value in that record (similar to DB)
- Why do we care about distinguishing sequential from direct access?
 - what might the FS do differently in these cases?

Directories

- Directories provide:
 - a way for users to organize their files
 - a convenient file name space for both users and FS's
- Most file systems support multi-level directories
 - naming hierarchies (`/`, `/usr`, `/usr/local`, `/usr/local/bin`, ...)
- Most file systems support the notion of current directory
 - absolute names: fully-qualified starting from root of FS

```
bash$ cd /usr/local
```
 - relative names: specified with respect to current directory

```
bash$ cd /usr/local (absolute)
bash$ cd bin (relative, equivalent to cd /usr/local/bin)
```

Directory internals

- A directory is typically just a file that happens to contain special metadata
 - directory = list of (name of file, file attributes)
 - attributes include such things as:
 - size, protection, location on disk, creation time, access time, ...
 - the directory list is usually unordered (effectively random)
 - when you type “ls”, the “ls” command sorts the results for you

Path name translation

- Let's say you want to open `"/one/two/three"`

```
fd = open("/one/two/three", O_RDWR);
```
- What goes on inside the file system?
 - open directory `/` (well known, can always find)
 - search the directory for `"one"`, get location of `"one"`
 - open directory `"one"`, search for `"two"`, get location of `"two"`
 - open directory `"two"`, search for `"three"`, get loc. of `"three"`
 - open file `"three"`
 - (of course, permissions are checked at each step)
- FS spends lots of time walking down directory paths
 - this is why open is separate from read/write (session state)
 - OS will cache prefix lookups to enhance performance
 - `/a/b`, `/a/bb`, `/a/bbb` all share the `"a"` prefix

Protection systems

- FS must implement some kind of protection system
 - to control who can access a file (user)
 - to control how they can access it (e.g., read, write, or exec)
- More generally:
 - generalize files to **objects** (the “what”)
 - generalize users to **principals** (the “who”, user or program)
 - generalize read/write to **actions** (the “how”, or operations)
- A protection system dictates whether a given action performed by a given principal on a given object should be allowed
 - e.g., you can read or write your files, but others cannot
 - e.g., you can read `/etc/motd` but you cannot write to it

Model for representing protection

- Two different ways of thinking about it:
 - access control lists (ACLs)
 - for each object, keep list of principals and principals' allowed actions
 - capabilities
 - for each principal, keep list of objects and principal's allowed actions
- Both can be represented with the following matrix:

	objects		
	/etc/passwd	/home/gribble	/home/guest
root	rw	rw	rw
gribble	r	rw	r
guest			r

principals

ACL

capability

ACLs vs. Capabilities

- Capabilities are easy to transfer
 - they are like keys: can hand them off
 - they make sharing easy
- ACLs are easier to manage
 - object-centric, easy to grant and revoke
 - to revoke capability, need to keep track of principals that have it
 - hard to do, given that principals can hand off capabilities
- ACLs grow large when object is heavily shared
 - can simplify by using “groups”
 - put users in groups, put groups in ACLs
 - you are all in the “VMware powerusers” group on Windows
 - additional benefit
 - change group membership, affects ALL objects that have this group in its ACL

The original Unix file system

- Dennis Ritchie and Ken Thompson, Bell Labs, 1969
- “UNIX rose from the ashes of a multi-organizational effort in the early 1960s to develop a dependable timesharing operating system” -- Multics
- Designed for a “workgroup” sharing a single system
- Did its job exceedingly well
 - Although it has been stretched in many directions and made ugly in the process
- A wonderful study in engineering tradeoffs



(old) Unix disks are divided into five parts

- **Boot block**
 - can boot the system by loading from this block
- **Superblock**
 - specifies boundaries of next 3 areas, and contains head of freelists of inodes and file blocks
- **i-node area**
 - contains descriptors (i-nodes) for each file on the disk; all i-nodes are the same size; head of freelist is in the superblock
- **File contents area**
 - fixed-size blocks; head of freelist is in the superblock
- **Swap area**
 - holds processes that have been swapped out of memory

So ...

- You can attach a disk to a dead system ...
- Boot it up ...
- Find, create, and modify files ...
 - because the superblock is at a fixed place, and it tells you where the i-node area and file contents area are
 - by convention, the second i-node is the root directory of the volume

i-node format

- User number
- Group number
- Protection bits
- Times (file last read, file last written, inode last written)
- File code: specifies if the i-node represents a directory, an ordinary user file, or a “special file” (typically an I/O device)
- Size: length of file in bytes
- Block list: locates contents of file (in the file contents area)
 - [more on this soon!](#)
- Link count: number of directories referencing this i-node

The flat (i-node) file system

- Each file is known by a number, which is the number of the i-node
 - seriously – 1, 2, 3, etc.!
 - why is it called “flat”?
- Files are created empty, and grow when extended through writes

The tree (directory, hierarchical) file system

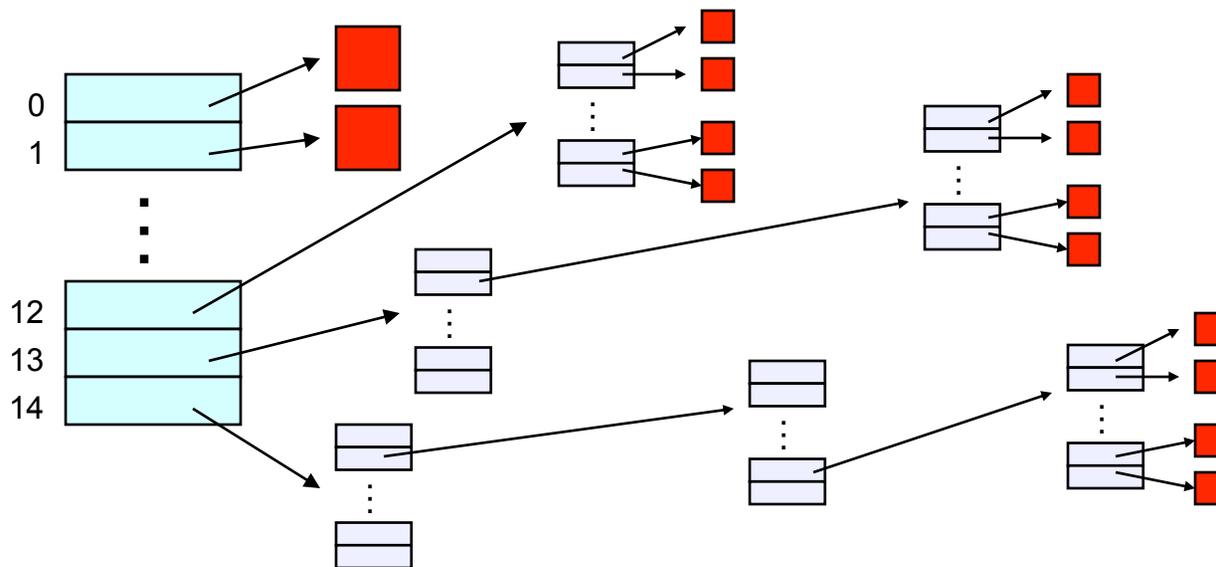
- A directory is a flat file of fixed-size entries
- Each entry consists of an i-node number and a file name

i-node number	File name
152	.
18	..
216	my_file
4	another_file
93	holy_cow
144	a_directory

- It's as simple as that!

The “block list” portion of the i-node

- Clearly it points to blocks in the file contents area
- Must be able to represent very small and very large files. **How?**
- Each inode contains 15 block pointers
 - first 12 are direct blocks (i.e., 4KB blocks of file data)
 - then, single, double, and triple indirect indexes

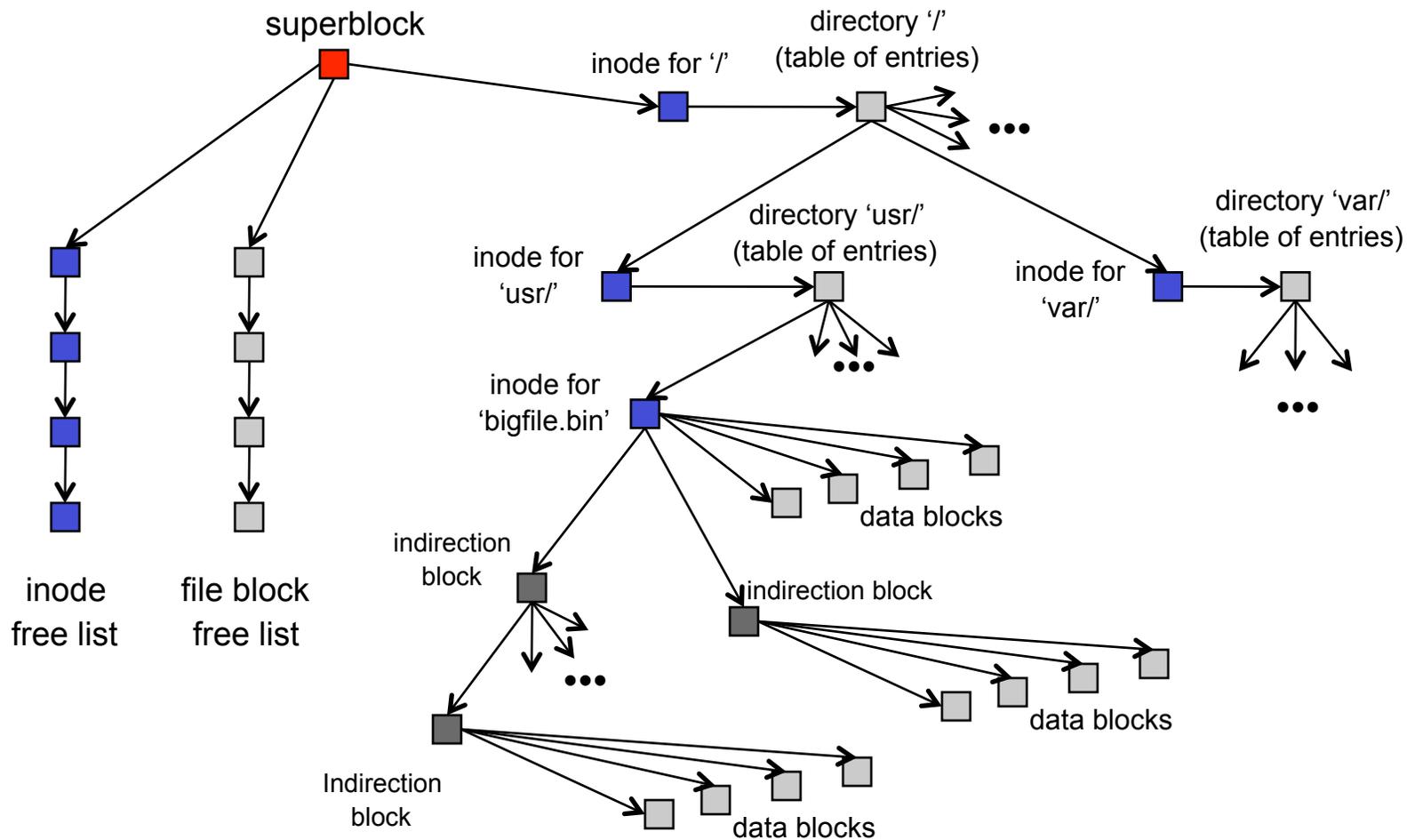


So ...

- Only occupies 15 x 4B in the i-node
- Can get to 12 x 4KB = a 48KB file directly
 - (12 direct pointers, blocks in the file contents area are 4KB)
- Can get to 1024 x 4KB = an additional 4MB with a single indirect reference
 - (the 13th pointer in the i-node gets you to a 4KB block in the file contents area that contains 1K 4B pointers to blocks holding file data)
- Can get to 1024 x 1024 x 4KB = an additional 4GB with a double indirect reference
 - (the 14th pointer in the i-node gets you to a 4KB block in the file contents area that contains 1K 4B pointers to 4KB blocks in the file contents area that contain 1K 4B pointers to blocks holding file data)
- Maximum file size is 4TB

Putting it all together

- File system is just a data structure



File system layout

- One important goal of a filesystem is to lay this data structure out on disk
 - have to keep in mind the physical characteristics of the disk itself (seeks are expensive)
 - and the characteristics of the workload (locality across files within a directory, sequential access to many files)
- Old UNIX's layout is very inefficient
 - constantly seeking back and forth between inode area and data block area as you traverse the filesystem, or even as you sequentially read files
- Newer file systems are smarter
- Newer storage devices (SSDs) change the constraints, but not the basic data structure

File system consistency

- Both i-nodes and file blocks are cached in memory
- The “sync” command forces memory-resident disk information to be written to disk
 - system does a sync every few seconds
- A crash or power failure between sync’s can leave an inconsistent disk
- You could reduce the frequency of problems by reducing caching, but performance would suffer big-time

What do you do after a crash?

- Run a program called “fsck” to try to fix any consistency problems
- fsck has to scan the entire disk
 - as disks are getting bigger, fsck is taking longer and longer
 - modern disks: fsck can take a full day!
- Newer file systems try to help here
 - are more clever about the order in which writes happen, and where writes are directed
 - e.g., Journalling file system: collect recent writes in a log called a journal. On crash, run through journal to replay against file system.

fsck i-check

(consistency of the flat file system)

- Is each block on exactly one list?
 - create a bit vector with as many entries as there are blocks
 - follow the free list and each i-node block list
 - when a block is encountered, examine its bit
 - If the bit was 0, set it to 1
 - if the bit was already 1
 - if the block is both in a file and on the free list, remove it from the free list and cross your fingers
 - if the block is in two files, call support!
 - if there are any 0's left at the end, put those blocks on the free list

fsck d-check

(consistency of the directory file system)

- Do the directories form a tree?
- Does the link count of each file equal the number of directories links to it?
 - I will spare you the details
 - uses a zero-initialized vector of counters, one per i-node
 - walk the tree, then visit every i-node

Protection

- **Objects:** individual files
- **Principals:** owner/group/world
- **Actions:** read/write/execute

- This is pretty simple and rigid, but it has proven to be about what we can handle!