## OPERATING SYSTEMS Lecture #5: File Management

Written by David Goodwin based on the lecture series of Dr. Dayou Li and the book *Understanding Operating Systems* 4<sup>th</sup> ed. by *I.M.Flynn and A.McIver McHoes* (2006)

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**Operating Systems**, 2013

 $25^{th}$  February 2013



## Outline

### Lecture #5 File Management

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- Interaction with the file manager
- Files
- Physical storage allocation
- Directories
- File system
- Access
- Data compression
- summary

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## INTRODUCTION



## Introduction

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## Responsibilities of the file manager

- 1 Keep track of where each file is stored
- ② Use a policy that will determine where and how the files will be stored, making sure to efficiently use the available storage space and provide efficient access to the files.
- S Allocate each file when a user has been cleared for access to it, and then record its use.
- Obeallocate the file when the file is to be returned to storage, and communicate its availability to others who may be waiting for it.

## Definitions

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field is a group of related bytes that can be identified by the user with a name, type, and size.

record is a group of related fields.

file is a group of related records that contains information to be used by specific application programs to generate reports. This type of file contains data and is sometimes called a "flat file" because it has no connections to other file; unlike databases it has no dimensionality.

database appear to be a type of file, but databases are more complex. They are groups of related files that are interconnected at various levels to give flexibility of access to the data stored.

program files contain instructions.

data files contain data.

directories are listings of filenames and their attributes.



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# INTERACTION WITH THE FILE MANAGER



## Interacting with the File Manager

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• User communicates via commands, either embedded in user's program or submitted interactively by user.

- embedded commands are:
  - OPEN / CLOSE pertain to the availability of a file for the program invoking it.
  - READ / WRITE are I/O commands.
  - MODIFY specialised WRITE command for existing data files, allows for appending records or for rewriting selected records in their origional place in the file.

## interactive commands are:

- CREATE / DELETE deal with the system's knowledge of the file (some systems have the first instance of SAVE command, others OPEN NEW, OPEN...FOR OUTPUT.
- RENAME allows users to change the name of an existing file.
- COPY lets users make duplicate copies of existing files.

• These commands (and many more) are designed to be simple to make them **device independent**.



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## Example - READ instruction:

- Move the read/write heads of the cylinder where the record is to be found.
- Wait for the rotational delay until the sector containing the desired record passes under the read/write head.
- ③ Activate the appropriate read/write head and read the record.④ Transfer the record to main memory.
- Send a flag to indicate that the device is free to satisfy another request.

## **Volume Configuration**

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- Each storage unit is considered a volume.
- Each volume in the system is given a name and other descriptive information contained on an easy-to-access place (innermaost part of CD, first sector of outermost track of a disk pack). Volume Descriptor:
  - Creation date date when volume was created.
  - Pointer to diectory area indicates first sector where directory is stored.
  - Pointer to file area indicates first sector where file is stored.
  - File system code used to detect volumes with incorrect formats.
  - Volume name user-allocated name.

• The Master file directory (MFD) is stored immediately after the volume descriptor

• lists the names and characteristics of every file contained in that volume.



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## File attributes

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- Information about files is kept in the directory structure, which is also maintained on the disk.
  - Name only information kept in human-readable form.
  - Identifier non-human readable unique tag (usually a number).
  - 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.



## **File operations**

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- Create
- Write
- Read
- Reposition within file file seek
- Delete
- Truncate
- 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.

## File types

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## OS recognises and supports file types

- helps prevent user mistakes
- convenient by automatically doing various jobs after a command
- must define every file type allowed and difficult to create new file types
- Commonly implemented by using an extension name
- Creator attribute used to identify the file type and invoke the creator application program
- Internal file structure can be indicated by file types

## File Types

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- Two components are common to most filenames:
  - relative filename
  - extension (called a suffix in UNIX/Linux)
- A complete filename identifies a file's **absolute filename**; being the long name that includes path information.
- there are restrictions on filename with each operating system:
  - MS-DOS allows names from one to eight alphanumeric characters, but without spaces
  - most modern operating systems do not have restrictions on filenames.
- An extension usually 2 or 3 characters long and is separated by a period (.). The purpose is to identify the file type or its contents.
- NOTE: some extensions are associated with more than one application

## File types – name and extension

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file type	usual extension	function
executable	exe, com, bin or none	read to run machine- language program
object	obj, o	compiled, machine languag 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, rrf, doc	various word-processor formats
library	lib, a, so, dll, mpeg, mov, rm	libraries of routines for programmers
print or view	arc, zip, tar	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	binary file containing audio or A/V information

## **Access methods**

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## Sequential access

- Easiest
- File searched from its beginning until record is found
- Direct (relative/random) access
  - Only on direct access storage devices
  - Records identified by their relative address to the beginning of the file
- Indexed access
  - Combines the best of sequential and direct access

## Access methods - direct access example

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- Records identified by logical address, them relative to the beginning of the file.
- User identifies a field in the record format and designates it as the **key field** because it uniquely identifies each record.
- the program used to store the data follows a set of instructions called a **hashing algorithm**, that transforms each key into a number, the record's logical address.
- This is given to the File Manager, which takes the necessary steps to translate the logical address into a physical address (cylinder, surface, and record numbers), preserving the file organisation.



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# PHYSICAL STORAGE ALLOCATION





## Physical storage allocation

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## Contigious storage

records stored one after another

- any record can be found and read by knowing its starting address and size
- ease of direct access, every part of the file is stored in the same compact area
- file cant be expanded unless there is empty space immediately following it also causing fragmentation

## Physical storage allocation

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## • Noncontigious storage

- files use any space available on disk
- records stored in a contigious manner only if there's enough empty space
- any remaining records, and all other additions to the file, are stored in other sections of the disk
- sometimes called **extents** of the file linked together with pointers in one of two ways
  - at storage level each extent points to the next one in sequence
  - at directory level each extent is listed with its physical address, size, and a pointer to the next extent. A null pointer indicates it's the last one.
  - doesnt support direct access



## Physical storage allocation

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Indexed storage

- brings together into an index block, the pointers linking every extent of that file
- every file has its own index block
- deosn't improve storage
- supports direct access



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## DIRECTORIES



## **Directory structure**

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- Directory is a collection of nodes containing information about all files.
  - Users are concerned with only the logical directory and its structure.
  - Users can ignore the problems of physically allocating file space.
  - Multiple operating systems are allowed on a computer system.
  - A disk can be split into partitions or volumes, viewed as virtual disks.
  - Separate disks can be grouped into a large logical structure.
  - Each partition contains information about files in it, kept in entries in a device directory or volume table of contents.

Both the directory structure and the files reside on disk.

## A typical file system organisation



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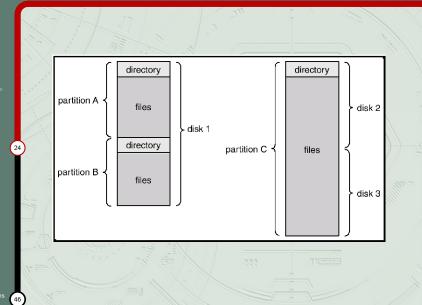
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## Information on a device directory

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- Name
- Type
- Address
- Current length
- Maximum length
- Date last accessed (for archival)
- Date last updated (for dump)
- Owner ID (who pays)
- Protection information

## Operations performed on a directory

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

## Effective organisation of a directory

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- Efficiency locating a file quickly
- Naming convenient to users
  - Different users can have the 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, ...)



## Single-level directory

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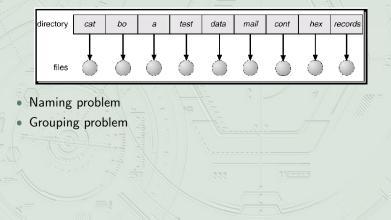
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## • A single-level directory for all users



## **Tree-structured directories**



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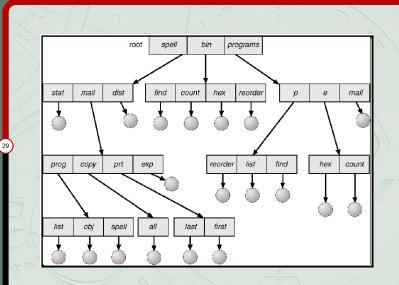
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## **Tree-structured directories**

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- Efficient searching
- Grouping capability
- Current directory (working directory) cd /spell/mail/prog type list
- Absolute path name begins at the root
- Relative path name defines a path from current directory
  - Creating a new file done in current directory
- Delete a file
   rm <file-name>
- Creating a new subdirectory is done in current directory mkdir <dir-name>

## Acyclic graph directories



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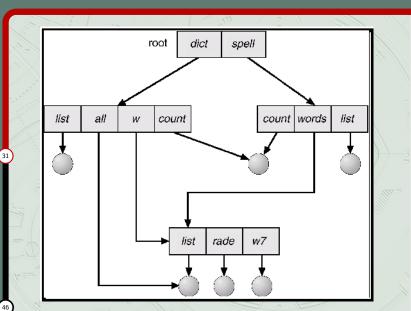
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## Acyclic graph directories

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- There are shared subdirectories and files.
- Different absolute path names (aliasing).
- If words deletes list  $\rightarrow$  dangling pointer. Solutions:
  - Backpointers, so we can delete all pointers.
  - Backpointers using a daisy chain organisation.
  - Entry-hold-count solution.



## General graph directories

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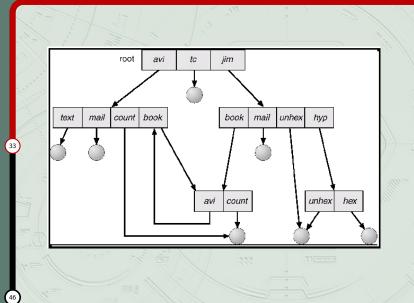
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## General graph directories

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- How do we guarantee no cycles?
  - Allow only links to file not subdirectories.
  - Garbage collection.
  - Every time a new link is added, a cycle detection algorithm is used to determine whether it is OK.



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## FILE SYSTEM



## File system mounting

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- A file system must be mounted before it can be accessed.An unmounted file system (device) is mounted at a mount point.
- Typical example UNIX systems

   e.g. user's directories can be mounted as
   /home or /users
   and thus a user's directory may become
   /home/user01 or /users/user01
   where /home or /users is the mount point

## File system mounting

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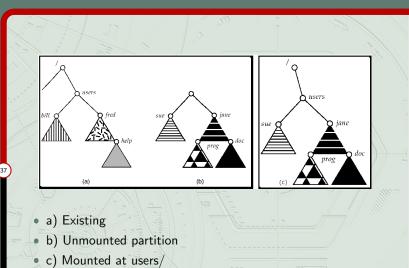
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## File sharing

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- Sharing of files on multi-user systems is desirable.
- Sharing may be done through a protection scheme.
- On distributed systems, files may be shared across a network.
  Network File System (NFS) is a common distributed file-sharing method.



## Protection

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- File owner/creator should be able to control:
  - What can be done
  - By whom
- Types of access
  - Read
  - Write
  - Execute
  - Append
  - Delete
  - List



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## Access lists and groups

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## • Mode of access: read, write, execute

- Three classes of users
  - 1 a) owner access 7 ightarrow 1 1 1 (RWX)
  - **2** b) group access  $6 \rightarrow 1 \ 1 \ 0 \ (RWX)$
  - $oldsymbol{3}$  c) public access 1 ightarrow 0 0 1 (RWX)
- Ask manager to create a group (unique name), say G, and add some users to the group.

• For a particular file (say game) or subdirectory, define an appropriate access.

owner group public

chmod 761 game

Attach a group to a file

chgrp G game



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## DATA COMPRESSION



## Data compression

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- Technique to save space in files
- Repeated terms represented with symbols Smith, Betty; Smith, Gino; Smithberger, John; Smithbren, Ali
  - Smith, Betty; 7Gino; 5berger, John; 6ren, Ali
- Front-end compression
- Trade-off Storage space saving at cost of processing time



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## SUMMARY





## Key Terms

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absolute filename contigious storage current directory data compression data file database device independent direct record organisation directory extension field file



## Key Terms

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