File and Directories

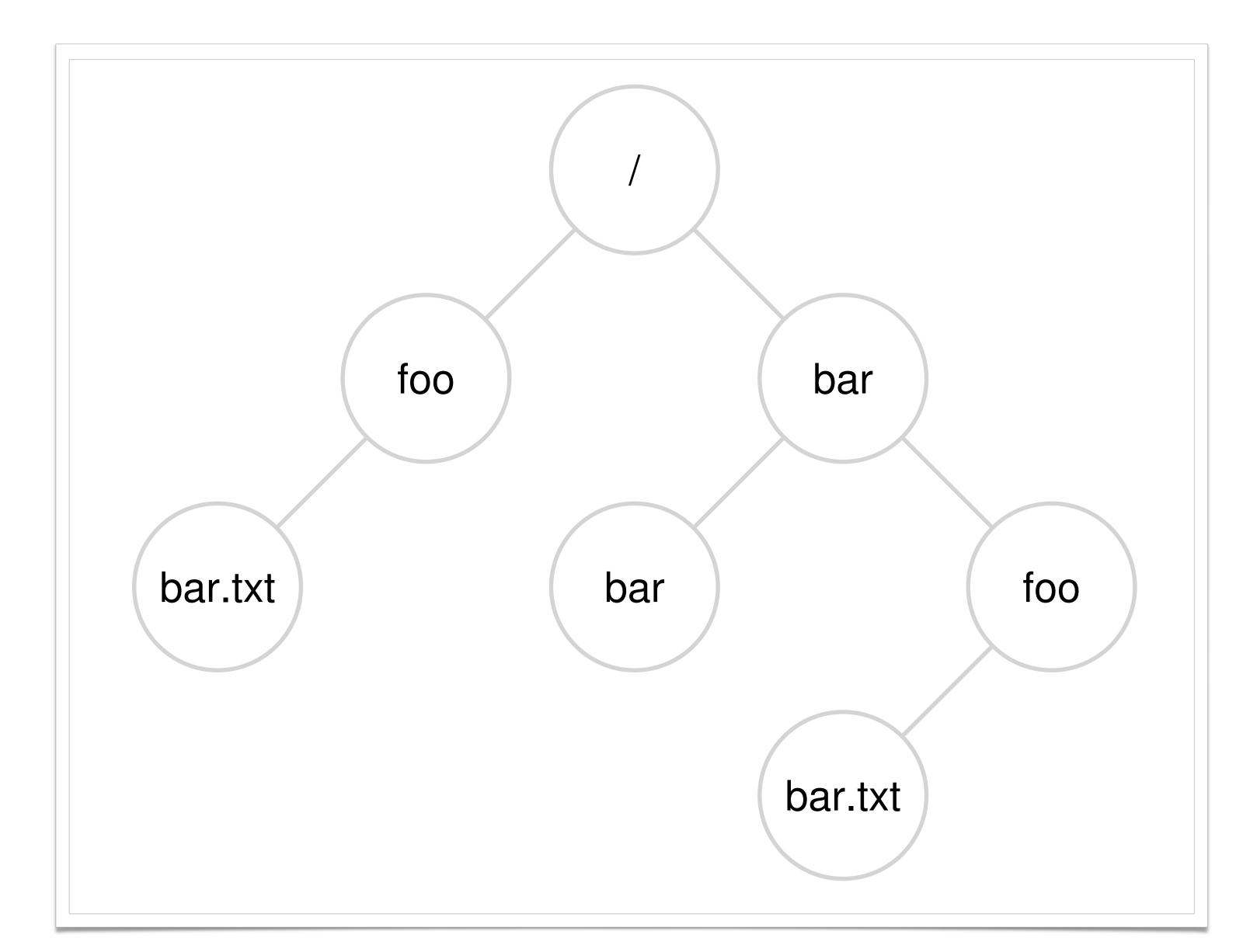
Virtualization of storage

Two key abstractions

» File

» Directory

Directory hierarchy



int fd = open("foo", O_CREAT | O_WRONLY | O_TRUNC);



File system interface: Reading and writing files

prompt> echo hello > foo
prompt> cat foo
hello
prompt>

File system interface: Reading and writing files

prompt> strace cat foo

open("foo", O_RDONLY|O_LARGEFILE) = 3
read(3, "hellon", 4096) = 6
write(1, "hellon", 6) = 6
hello

read(3, "", 4096)
close(3)

• • •

prompt>

= 0

= 0

File system interface: Writing immediately with fsync()

write(): Please, write this data to the disk at some point in the future. The data is written to a buffer, and later written to the persistent storage.

Data loss is rare. But it could happen if program crashes before the data is actually transfered to the disk.

File system interface: Writing immediately with fsync()

Application such as Data Base Management Systems need sometimes to force writes to disk.

fsync(int fd);

File system interface: Writing immediately with fsync()

assert (fd > -1); int rc = write(fd, buffer, size); assert(rc == size); rc = fsync(fd);assert(rc == 0);

int fd = open("foo", O_CREAT | O_WRONLY | O_TRUNC);



mv foo bar

strace shows that my calls the system call rename().

- mv foo bar
- strace shows that my calls the system call rename(char *old, char *new)
- rename() is implemented as an atomic call.

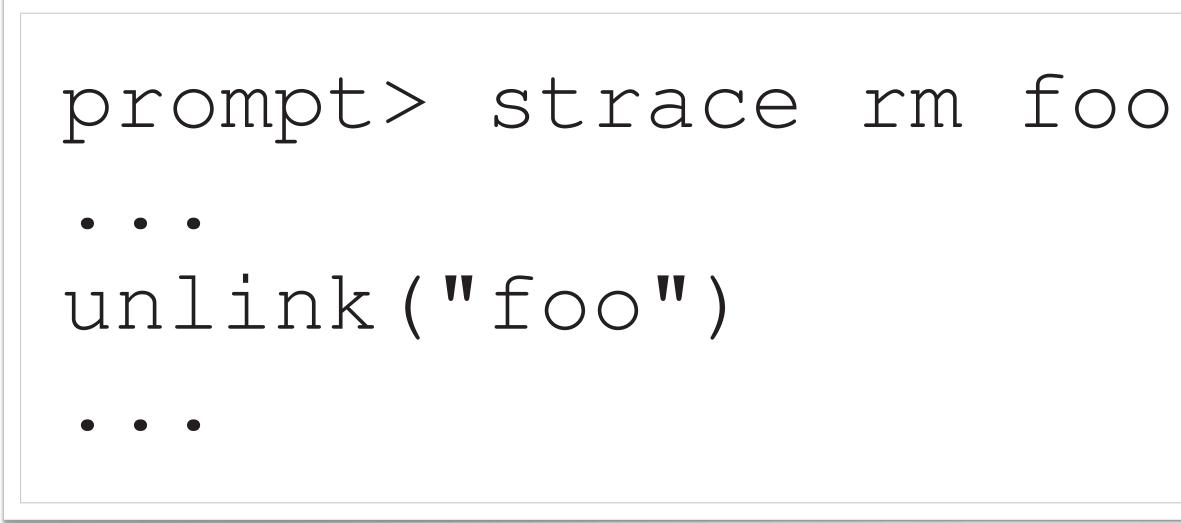
• **Example**: Editing a file using a text editor (e.g., emacs). Editor needs to guarantee that the new file has the original content as well as the recently updated text.

int fd = open("foo.txt.tmp", O_WRONLY|O_CREAT|O_TRUNC); write(fd, buffer, size); // write out new version of file fsync(fd); close(fd); rename("foo.txt.tmp", "foo.txt");

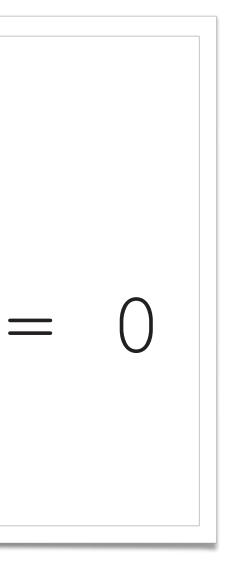


• rm foo

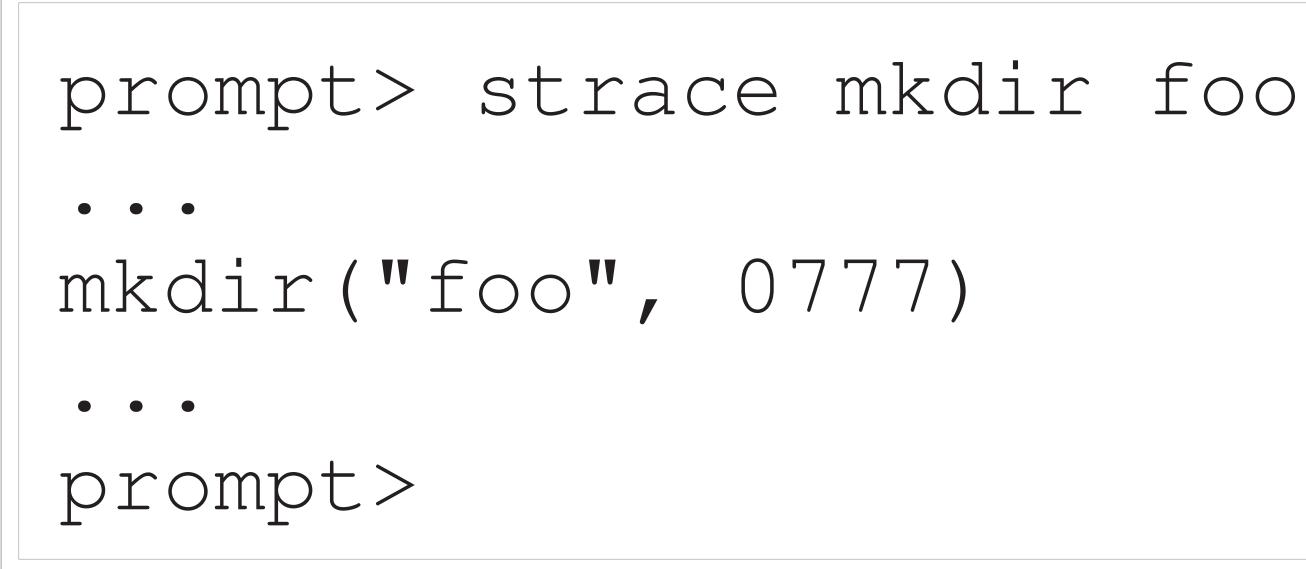
• rm foo







File system interface: Creating directories





= ()

File system interface: Creating directories

