

# What is a File System?

15-213 / 15-513: Introduction to Computer Systems  
Other Lecture, July 17, 2024

## **Instructors:**

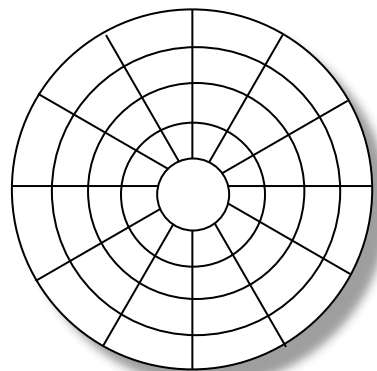
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# Today

- **What is a File System?**
- **Managing a file system**
- **Common operations**

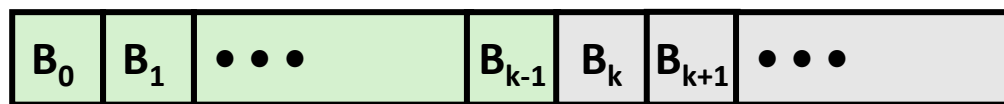
# File System

- Manages disk blocks to provide a file abstraction



**Surface\* organized into tracks**

**Tracks divided into sectors**



**Current file position =  $k$**

\*Durable storage has many architectures, but ultimately they expose “blocks”

# Making a File System

- **File systems start by formatting raw disk blocks**
  - Designate one (or more) blocks as “super”
  - Record the rest of the blocks as free

# Managing a File System

- **“Super” block is the master block with information**
  - Type information
  - Size
  - Root directory
  - Free blocks
- **SFS has a flat directory structure, so the root directory is part of the superblock**

# Finding a File

- A directory is a special file
  - Maps strings to files
  - Those files could also be directories

Index in directory

Max files in directory

```
for (fileEntry = 0; (unsigned long)fileEntry < FILE_COUNT_LIMIT;
    fileEntry++) {
    if (superBlock->files[fileEntry].first_block != 0 &&
        strcmp(superBlock->files[fileEntry].name, fileName) == 0) {
        return addOpenFileEntry(fileEntry);
    }
}
```

Allocated?

Check name

# Opening a File

- **Find the file**
- **Create the three table entries**
  - Find an available file descriptor
  - Allocate an open file table entry
    - Pos, permissions, etc
  - Load file info into memory
    - \*SFS is always in-memory, so this is implicit

# Reading a File

- The file system will map file pos to disk blocks
- Lots of ways to map
  - Contiguous
  - Linked / FAT ← SFS
  - Indexed



# Writing a File

- **Like reading, but the file could grow**
  - SFS preallocates space
  - Interesting synchronization

# Deleting a File

- **Like free(), but ...**
  - Can open files be deleted?
  
- **Two steps:**
  - Removing the mapping
  - Putting the blocks into the free list

# SFS Specific Notes

## ■ “Shark” File System

- Uses mmap to bring the entire “disk” file into memory
- Treats the disk as an array of 512-byte blocks
- Block 0 is the superblock, other references to 0 are NULLs
- Flat directory structure