

BUCKNELL UNIVERSITY  
Computer Science

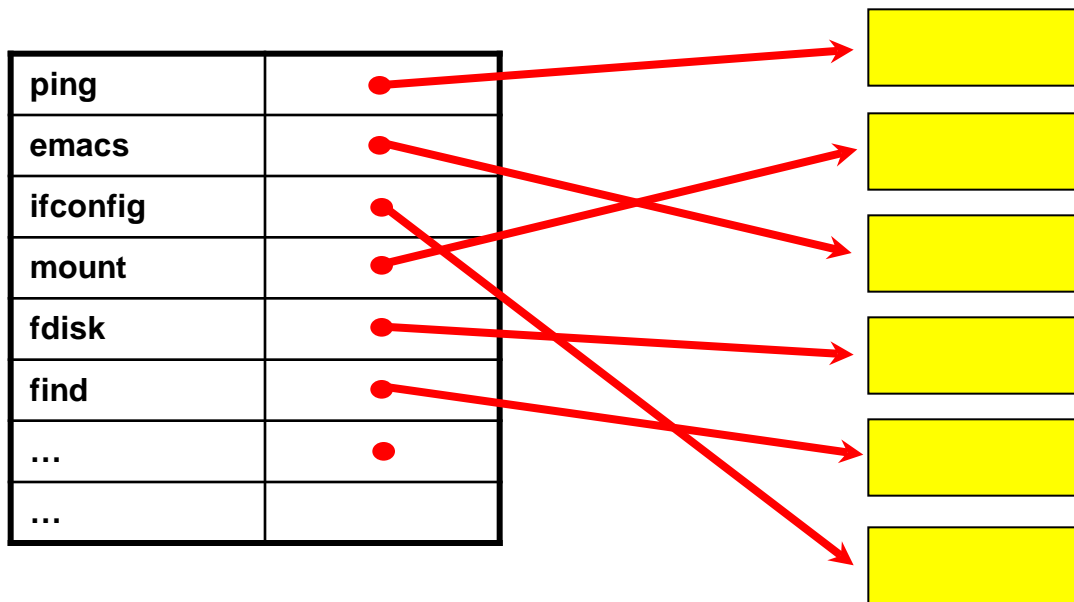
CSCI 315 Operating Systems Design

## Directories and Meta-Data

**Notice:** The slides for this lecture have been largely based on Professor Perrone's notes. Revised by Xiannong Meng.

# Directory Structure

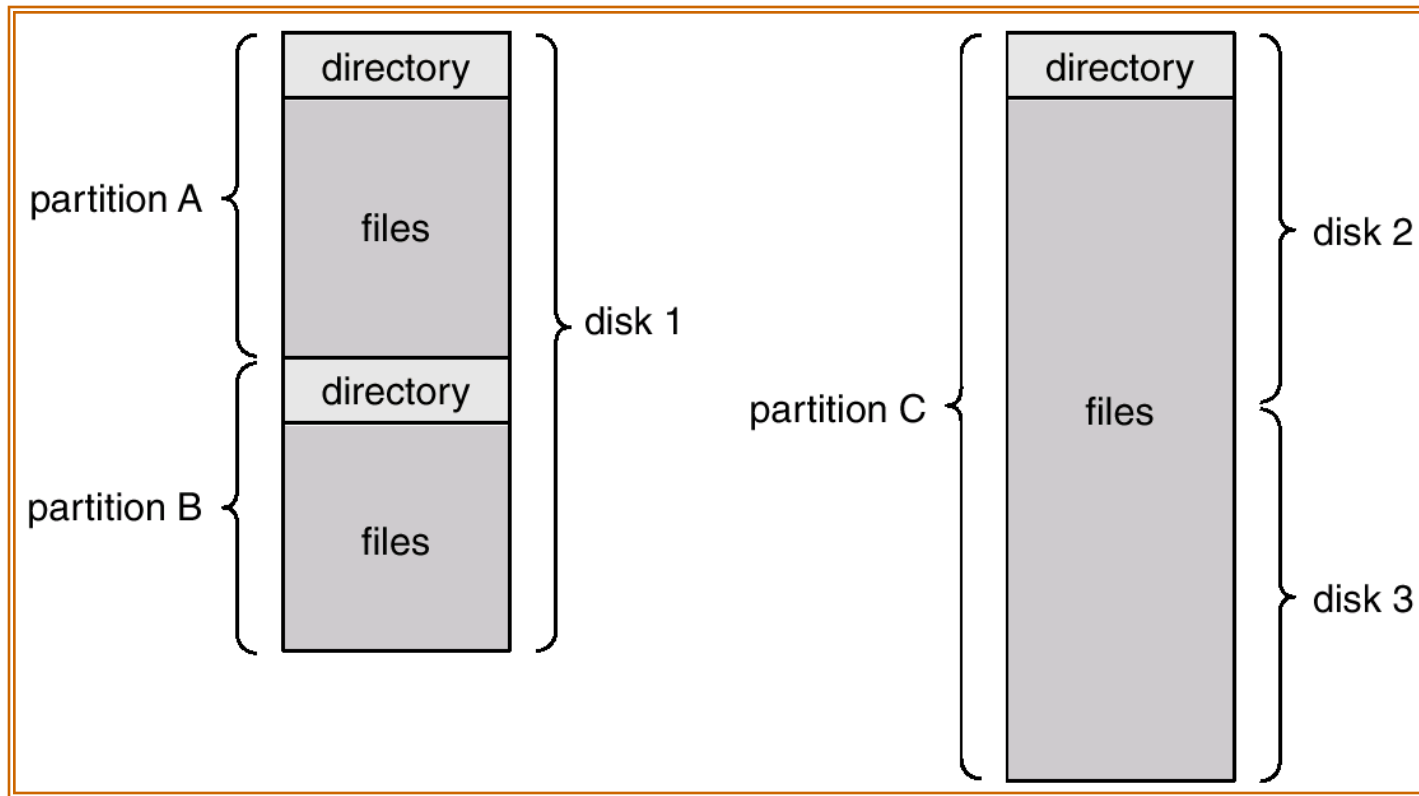
**Directory:** a symbol table that maps file names into directory entries.



Both the directory structure and the files reside on disk. Backups of these two structures are kept on back-up storage.

# Partitions and Directories

## (File system organization)



# Operations on Directories

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

# Example of Directory Listing

```
#include <stdlib.h>
#include <sys/types.h>
#include <dirent.h>

int main(int argc, char* argv[]) {

    struct dirent *dp;
    DIR *dirp;

    if (argc != 2) {
        fprintf(stderr, "usage %s dir_name\n", argv[0]);
        exit(1);
    }
    char * dname = argv[1];

    dirp = opendir(dname);
    if (dirp != NULL) { // it is a directory

        printf("directory : %s\n", dname);

        for (dp = readdir(dirp); NULL != dp; dp = readdir(dirp)) {
            printf("%s\n", dp->d_name);
        }
        closedir (dirp);
    }

    return 0;
}
```

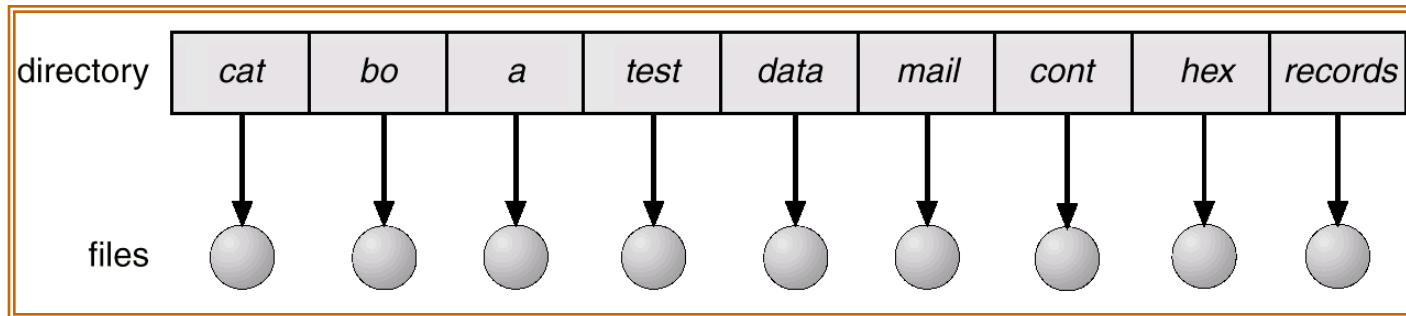
```
[xmeng@linuxremote1 files]$ gcc list_dir.c
[xmeng@linuxremote1 files]$ ./a.out ../
directory : ../
.
..
thread
sync
process
deadlock
scheduling
memory
files
[xmeng@linuxremote1 files]$ ./a.out ./
directory : ./
.
..
file-test.c
a.out
file-test.c~
list_dir.c
hello.txt
list_dir.c~
[xmeng@linuxremote1 files]$
```

# Goals of Directory Logical Organization

- **Efficiency** – locating a file quickly.
- **Naming** – convenient to users.
  - Two users can have 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

A single directory for all users.

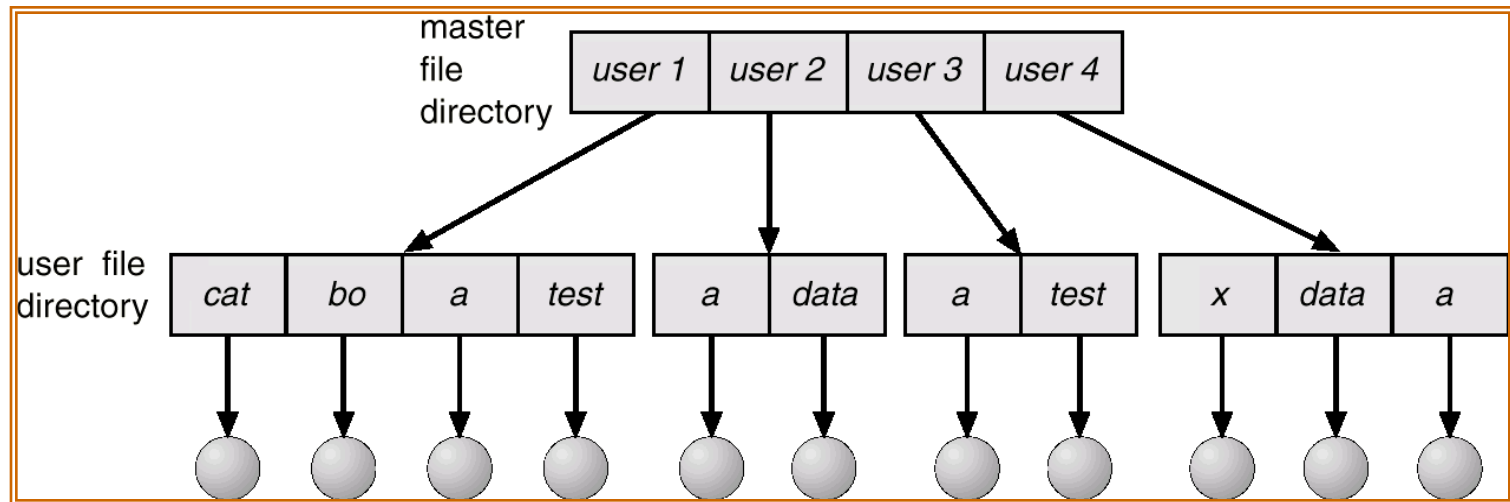


## **Drawbacks:**

Naming problem  
Grouping problem

# Two-Level Directory

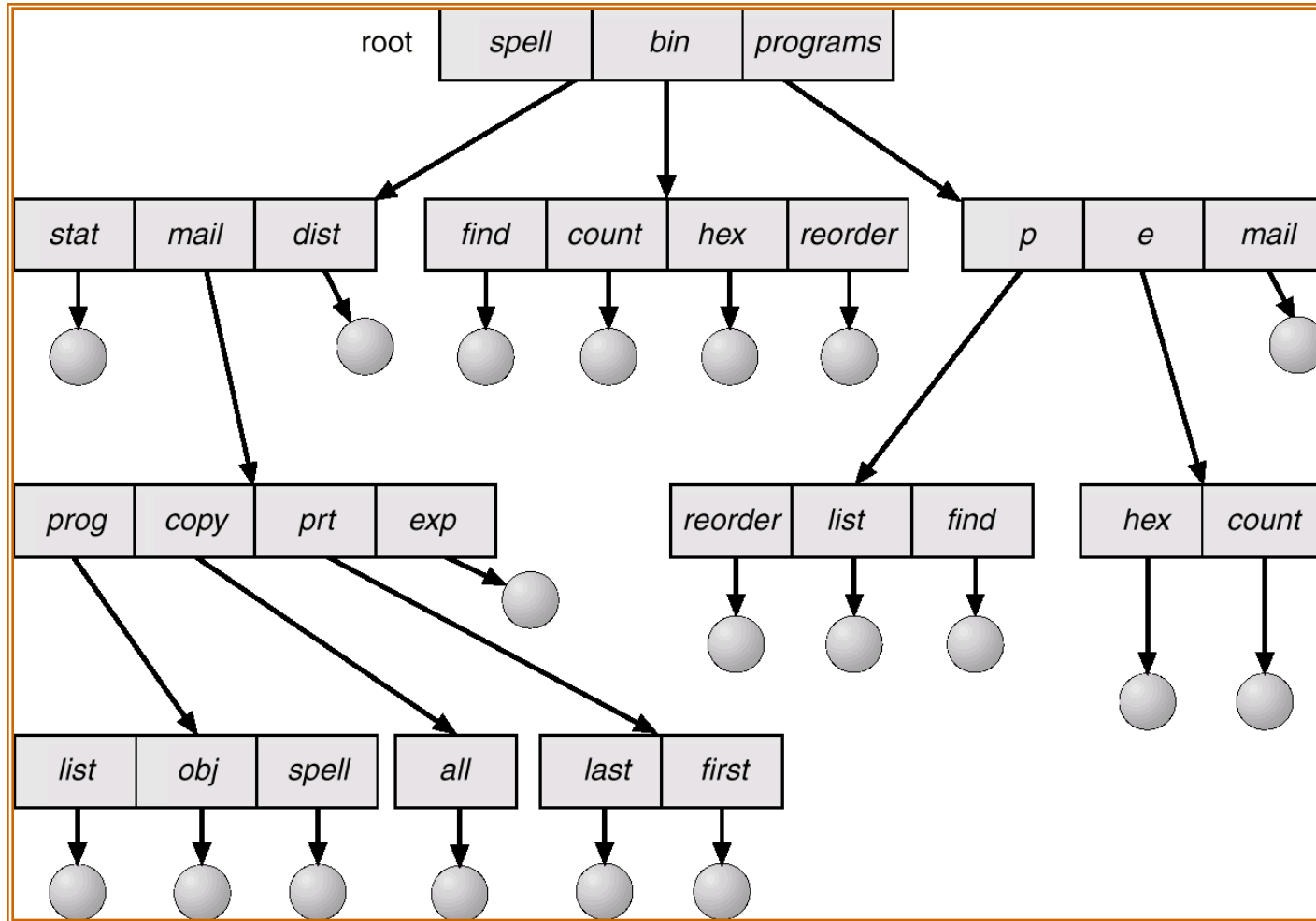
A separate directory for each user.



- Path name.
- Can have the same file name for different user.
- Efficient searching.
- No grouping capability.



# Tree-Structured Directories



# Tree-Structured Directories (Cont.)

- Efficient searching.
- Grouping Capability.
- Current directory (working directory):
  - **cd** /spell/mail/prog,
  - **type** list.

# Tree-Structured Directories (Cont.)

- **Absolute** or **relative** path name.
- Creating a new file is done in current directory by default.
- Delete a file

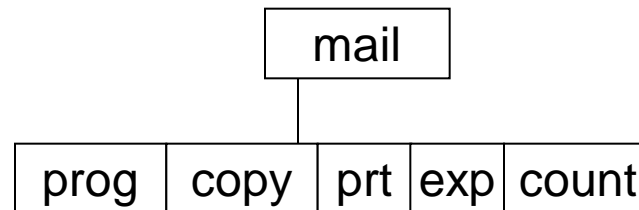
**rm** <file-name>

- Creating a new subdirectory is done in current directory.

**mkdir** <dir-name>

Example: if in current directory **/mail**

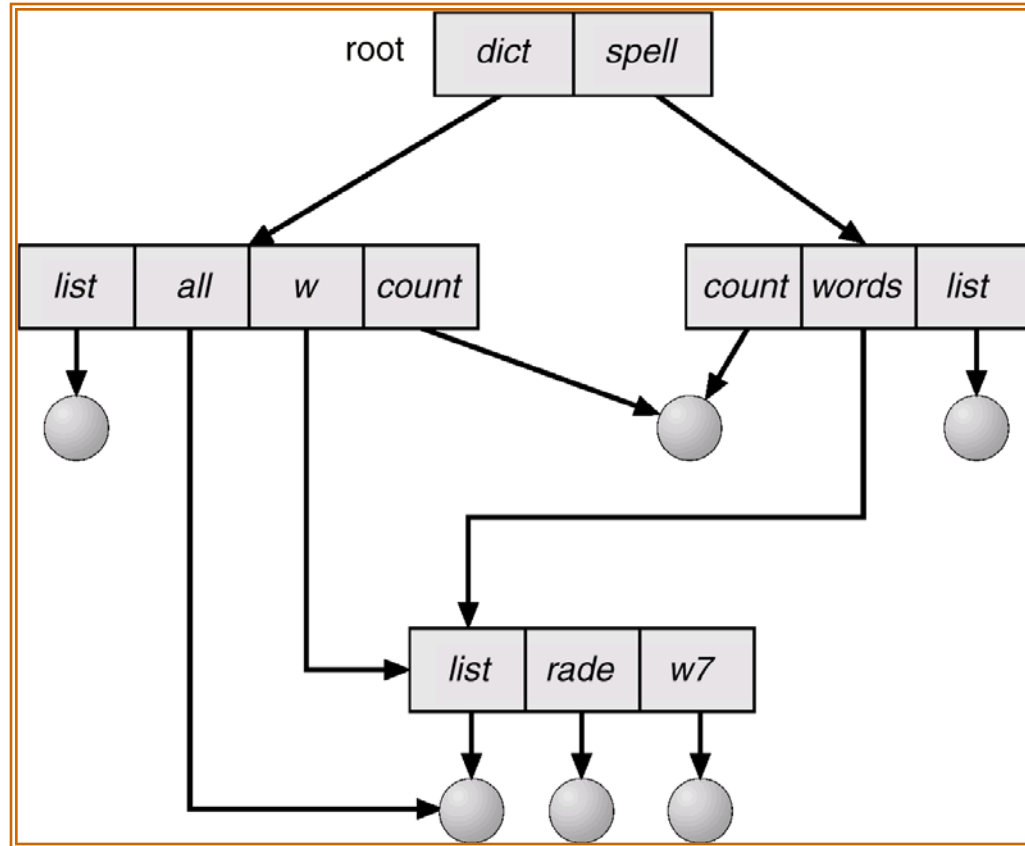
**mkdir** count



Deleting “mail”  $\Rightarrow$  deleting the entire subtree rooted by “mail”.

# Acyclic-Graph Directories

Have shared subdirectories and files.



# Acyclic-Graph Directories (Cont.)

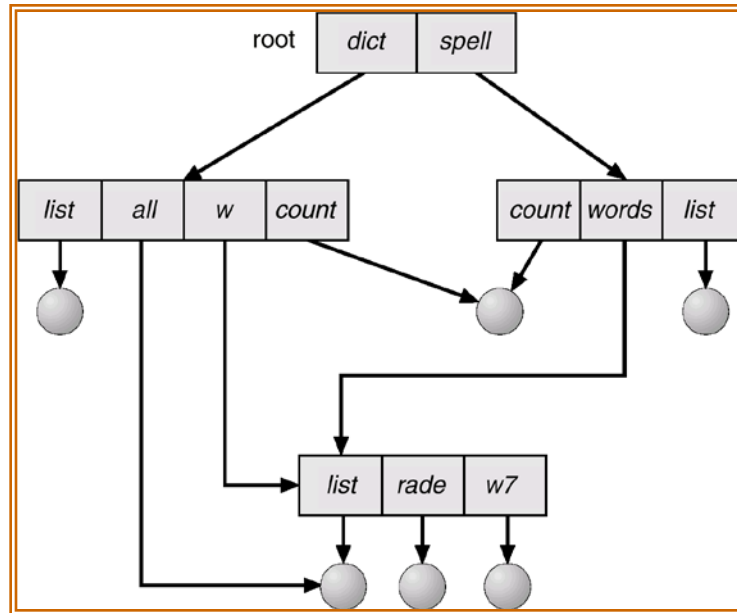
- Two different names (aliasing).
- If *dict* deletes *list*  $\Rightarrow$  dangling pointer.

## Solutions:

- Backpointers, so we can delete all pointers.  
Variable size records a problem.
- Backpointers using a daisy chain organization.
- Entry-hold-count solution.

# Acyclic-Graph Directories

Have shared subdirectories and files.



**links:** { soft (symbolic)  
hard

**Unix:** In (read man page);  
need to keep a reference count on  
each file or directory.

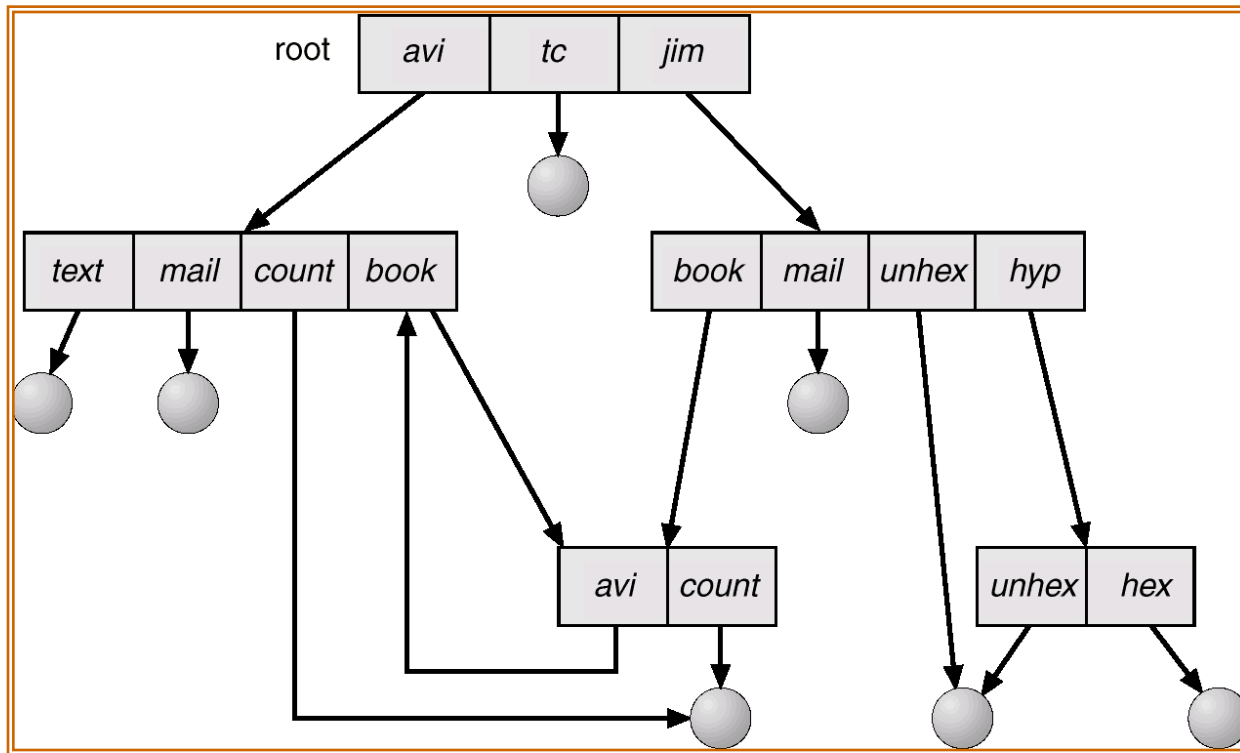
# Acyclic-Graph Directories (Cont.)

- Different names (aliasing) for the same file or directory.
- If *dict* deletes *list*  $\Rightarrow$  dangling pointer.

## Solutions:

- Backpointers, so we can delete all pointers. Variable size records a problem.
- Backpointers using a daisy chain organization.
- Entry-hold-count solution.

# General Graph Directory



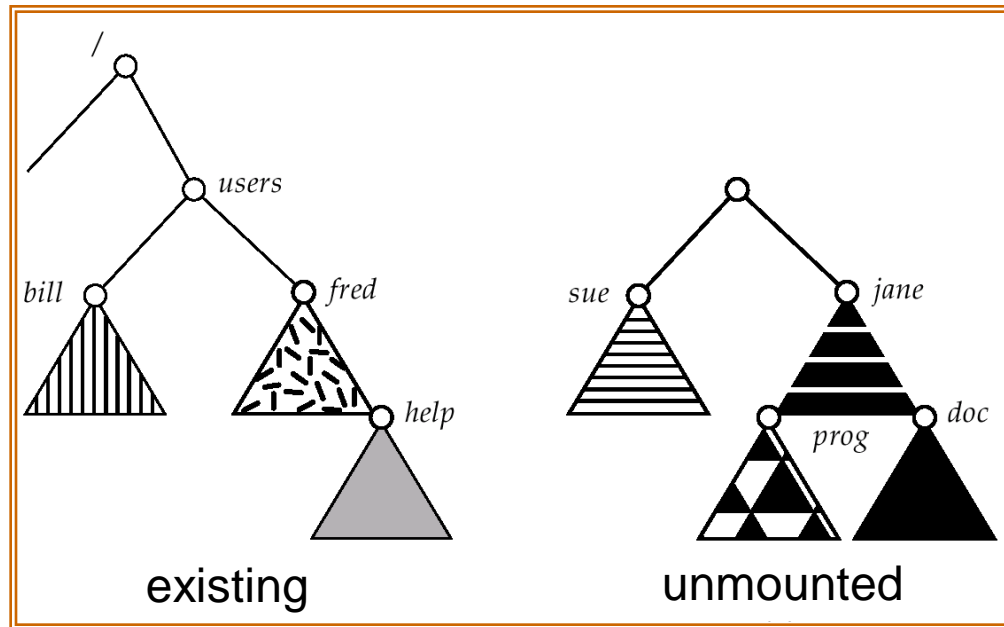


# General Graph Directory (Cont.)

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

# File System Mounting

- A file system (partition) must be **mounted** before it can be accessed. Mounting allows one to attach the file system on one device to the file system on another device.
- A unmounted file system needs to be attached to a **mount point** before it can be accessed.



# File Sharing

- 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

- **File owner/creator should be able to control:**

- what can be done,
- by whom.

**Discretionary Access Control (DAC)**

- **Types of access:**

- Read,
- Write,
- Execute,
- Append,
- Delete,
- List.

# Protection

- **Mandatory Access Control (MAC):**
  - **System policy:** files tied to access levels = (public, restricted, confidential, classified, top-secret).
  - Process also has access level: can read from and write to all files at same level, can only read from files below, can only write to files above.
- **Role-Based Access Control (RBAC):**
  - **System policy:** defines “roles” (generalization of the Unix idea of groups).
  - Roles are associated with access rules to sets of files and devices.
  - A process can change roles (in a pre-defined set of possibilities) during execution.

# Access Lists and Groups

- Mode of access: **read, write, execute**
- Three classes of users
  - a) **owner access**                      RWX  
7  $\Rightarrow$  1 1 1
  - b) **group access**                      RWX  
6  $\Rightarrow$  1 1 0
  - c) **public access**                      RWX  
1  $\Rightarrow$  0 0 1
- 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**

Associate a group with a file: **chgrp G game**

# A Sample UNIX Directory Listing

-rw-rw-r--	1	pbg	staff	31200	Sep 3 08:30	intro.ps
drwx-----	5	pbg	staff	512	Jul 8 09.33	private/
drwxrwxr-x	2	pbg	staff	512	Jul 8 09:35	doc/
drwxrwx---	2	pbg	student	512	Aug 3 14:13	student-proj/
-rw-r--r--	1	pbg	staff	9423	Feb 24 2003	program.c
-rwxr-xr-x	1	pbg	staff	20471	Feb 24 2003	program
drwx--x--x	4	pbg	faculty	512	Jul 31 10:31	lib/
drwx-----	3	pbg	staff	1024	Aug 29 06:52	mail/
drwxrwxrwx	3	pbg	staff	512	Jul 8 09:35	test/

# Windows 7 Access-Control List Management

