

## Virtual File System

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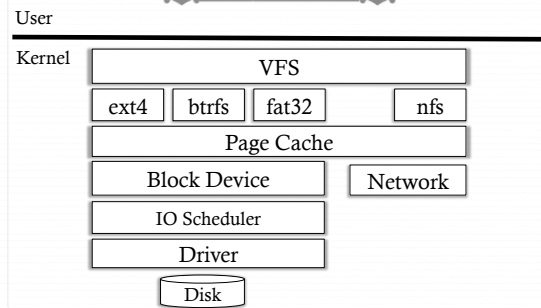
## History

- ✦ Early OSes provided a single file system
  - ✦ In general, system was pretty tailored to target hardware
- ✦ In the early 80s, people became interested in supporting more than one file system type on a single system
  - ✦ Any guesses why?
  - ✦ Networked file systems – sharing parts of a file system transparently across a network of workstations

## Modern VFS

- ✦ Dozens of supported file systems
  - ✦ Allows experimentation with new features and designs transparent to applications
  - ✦ Interoperability with removable media and other OSes
- ✦ Independent layer from backing storage
  - ✦ Pseudo FSes used for configuration (/proc, /devtmps...) only backed by kernel data structures
- ✦ And, of course, networked file system support

## More detailed diagram



## User's perspective

- ✦ Single programming interface
  - ✦ (POSIX file system calls – open, read, write, etc.)
- ✦ Single file system tree
  - ✦ A remote file system with home directories can be transparently mounted at /home
- ✦ Alternative: Custom library for each file system
  - ✦ Much more trouble for the programmer

## What the VFS does

- ✦ The VFS is a substantial piece of code, not just an API wrapper
- ✦ Caches file system metadata (e.g., file names, attributes)
  - ✦ Coordinates data caching with the page cache
- ✦ Enforces a common access control model
- ✦ Implements complex, common routines, such as path lookup, file opening, and file handle management

## FS Developer's Perspective

- ✦ FS developer responsible for implementing a set of standard objects/functions, which are called by the VFS
  - ✦ Primarily populating in-memory objects from stable storage, and writing them back
- ✦ Can use block device interfaces to schedule disk I/O
  - ✦ And page cache functions
  - ✦ And some VFS helpers
- ✦ Analogous to implementing Java abstract classes

## High-level FS dev. tasks

- ✦ Translate between volatile VFS objects and backing storage (whether device, remote system, or other/none)
  - ✦ Potentially includes requesting I/O
- ✦ Read and write file pages

## Opportunities

- ✦ VFS doesn't prescribe all aspects of FS design
  - ✦ More of a lowest common denominator
- ✦ Opportunities: (to name a few)
  - ✦ More optimal media usage/scheduling
  - ✦ Varying on-disk consistency guarantees
  - ✦ Features (e.g., encryption, virus scanning, snapshotting)

## Core VFS abstractions

- ✦ super block – FS-global data
  - ✦ Early/many file systems put this as first block of partition
- ✦ inode (index node) – metadata for one file
  - ✦ In memory inode not the same thing as the on-disk inode
- ✦ dentry (directory entry) – file name to inode mapping
- ✦ file – a file handle – refers to a dentry and a cursor in the file (offset)

## Super blocks

- ✦ SB + inodes are *extended* by FS developer
- ✦ Stores all FS-global data
  - ✦ Opaque pointer (s\_fs\_info) for fs-specific data
- ✦ Includes many hooks for tasks such as creating or destroying inodes
- ✦ Dirty flag for when it needs to be synced with disk
- ✦ Kernel keeps a circular list of all of these

## Inode

- ✦ We've already seen the concept of an inode on disk
- ✦ VFS has a generalized in-memory inode (think parent class in Java)
- ✦ The second object extended by the FS
  - ✦ Huge – more fields than we can talk about
- ✦ Tracks:
  - ✦ File attributes: permissions, size, modification time, etc.
  - ✦ File contents:
    - ✦ Address space for contents cached in memory
    - ✦ Low-level file system stores block locations on disk
  - ✦ Flags, including dirty inode and dirty data

## Inode history

- ✦ Name goes back to file systems that stored file metadata at fixed intervals on the disk
  - ✦ If you knew the file's index number, you could find its metadata on disk
- ✦ Hence, the name 'index node'
- ✦ Original VFS design called them 'vnode' for virtual node (perhaps more appropriately)
- ✦ Linux uses the name inode

## Linking

- ✦ An inode uniquely identifies a file for its lifespan
  - ✦ Does not change when renamed
- ✦ Model: Inode tracks "links" or references on disk
  - ✦ Created by file names in a directory that point to the inode
  - ✦ Ex: renaming the file temporarily increases link count and then lowers it again
- ✦ When link count is zero, inode (and contents) deleted
  - ✦ There is no 'delete' system call, only 'unlink'

## Linking, cont.

- ✦ "Hard" link (link system call/`ln` utility): creates a second name for the same file; modifications to either name changes **contents**.
  - ✦ This is not a copy
- ✦ Open files create an in-memory reference to a file
  - ✦ If an open file is unlinked, the directory entry is deleted immediately, but the inode and data are retained until all in-memory references are deleted
- ✦ Common trick for temporary files:
  - ✦ create (1 link)
  - ✦ open (1 link, 1 ref)
  - ✦ unlink (0 link)
  - ✦ File gets cleaned up when program dies
    - ✦ (kernel removes last reference on exit)

## Inode 'stats'

- ✦ The 'stat' word encodes both permissions and type
- ✦ High bits encode the type: regular file, directory, pipe, char device, socket, block device, etc.
  - ✦ Unix: Everything's a file! VFS involved even with sockets!
- ✦ Lower bits encode permissions:
  - ✦ 3 bits for each of User, Group, Other + 3 special bits
  - ✦ Bits: 2 = read, 1 = write, 0 = execute
  - ✦ Ex: 750 – User RWX, Group RX, Other nothing

## File objects

- ✦ Represent an open file; point to a dentry and cursor
  - ✦ Each process has a table of pointers to them
  - ✦ The `int fd` returned by `open` is an offset into this table
- ✦ These are VFS-only abstractions; the FS doesn't need to track which process has a reference to a file
- ✦ Files have a reference count. Why?
  - ✦ Fork also copies the file handles
  - ✦ If your child reads from the handle, it advances your (shared) cursor

## File handle games

- ✦ `dup`, `dup2` – Copy a file handle
  - ✦ Just creates 2 table entries for same file struct, increments the reference count
- ✦ `seek` – adjust the cursor position
  - ✦ Obviously a throw-back to when files were on tapes
- ✦ `fcntl` – Like `ioctl` (misc operations), but for files
- ✦ `CLOSE_ON_EXEC` – a bit that prevents file inheritance if a new binary is exec'ed (set by `open` or `fcntl`)

## Dentries

- ✦ These store:
  - ✦ A file name
  - ✦ A link to an inode
  - ✦ A parent pointer (null for root of file system)
- ✦ Ex: /home/porter/vfs.pptx would have 4 dentries:
  - ✦ /, home, porter, & vfs.pptx
  - ✦ Parent pointer distinguishes /home/porter from /tmp/porter
- ✦ These are also VFS-only abstractions
  - ✦ Although inode hooks on directories can populate them

## Why dentries?

- ✦ A simple directory model might just treat it as a file listing <name, inode> tuples
- ✦ Why not just use the page cache for this?
  - ✦ FS directory tree traversal very common; optimize with special data structures
- ✦ The dentry cache is a complex data structure we will discuss in much more detail later

## Summary of abstractions

- ✦ Super blocks – FS- global data
- ✦ Inodes – stores a given file
- ✦ File (handle) – Essentially a <dentry, offset> tuple
- ✦ Dentry – Essentially a <name, parent dentry, inode> tuple

## More on the user's perspective

- ✦ Let's wrap today by discussing some common FS system calls in more detail
- ✦ Let's play it as a trivia game
  - ✦ What call would you use to...

## Create a file?

- ✦ creat
- ✦ More commonly, open with the O\_CREAT flag
  - ✦ Avoid race conditions between creation and open
- ✦ What does O\_EXCL do?
  - ✦ Fails if the file already exists

## Create a directory?

- ✦ mkdir
- ✦ But I thought everything in Unix was a file!!
  - ✦ This means that *sometimes* you can read/write an existing handle, even if you don't know what is behind it.
  - ✦ Even this doesn't work for directories

## Remove a directory

- ✦ `rmdir`

## Remove a file

- ✦ `unlink`

## Read a file?

- ✦ `read()`
- ✦ How do you change cursor position?
  - ✦ `lseek` (or `pread`)

## Read a directory?

- ✦ `readdir` or `getdents`

## Shorten a file

- ✦ `truncate`/`ftruncate`
- ✦ Can also be used to create a file full of zeros of arbitrary length
  - ✦ Often blocks on disk are demand-allocated (laziness rules!)

## What is a symbolic link?

- ✦ A special file type that stores the name of another file
- ✦ How different from a hard link?
  - ✦ Doesn't raise the link count of the file
  - ✦ Can be "broken," or point to a missing file
- ✦ How created?
  - ✦ `symlink` system call or `'ln -s'` command

## Let's step it up a bit

## How does an editor save a file?

- ✦ Hint: we don't want the program to crash with a half-written file
- ✦ Create a backup (using open)
- ✦ Write the full backup (using read old/ write new)
- ✦ Close both
- ✦ Do a rename(old, new) to atomically replace

## How does 'ls' work?

- ✦ dh = open(dir)
- ✦ for each file (while readdir(dh))
  - ✦ Print file name
- ✦ close(dh)

## What about that cool colored text?

- ✦ dh = open(dir)
- ✦ for each file (while readdir(dh))
  - ✦ stat(file, &stat\_buf)
  - ✦ if (stat & execute bit) color == green
  - ✦ else if ...
  - ✦ Print file name
  - ✦ Reset color
- ✦ close(dh)

## Summary

- ✦ Today's goal: VFS overview from many perspectives
  - ✦ User (application programmer)
  - ✦ FS implementer
    - ✦ Used many page cache and disk I/O tools we've seen
- ✦ Key VFS objects
- ✦ Important to be able to pick POSIX fs system calls from a line up
  - ✦ Homework: think about pseudocode from any simple command-line file system utilities you type this weekend