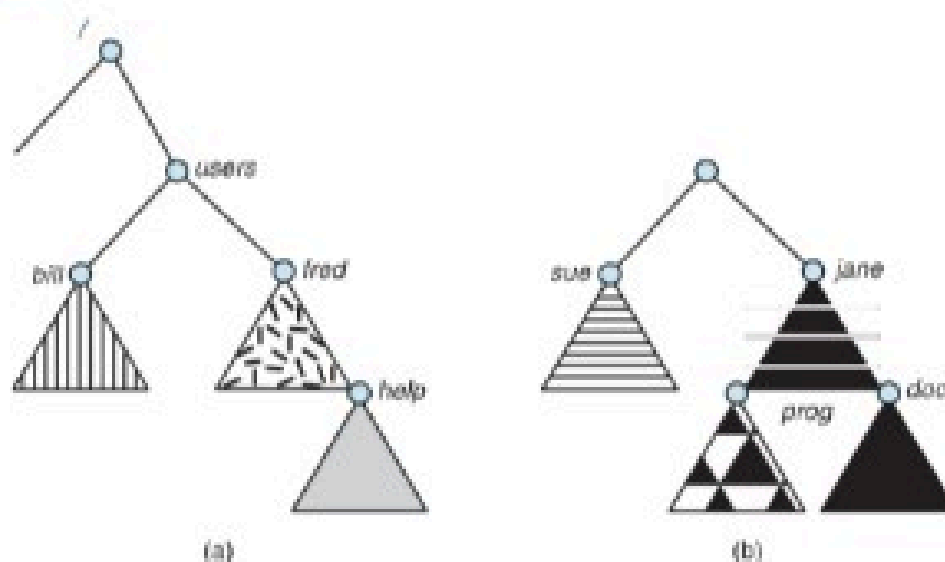


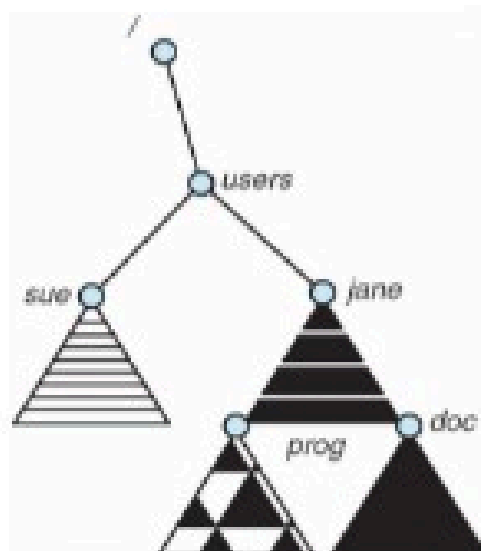


# File System Mounting

- A file system must be **mounted** before it can be accessed
- A unmounted file system (i.e., Fig. 11-11(b)) is mounted at a **mount point**



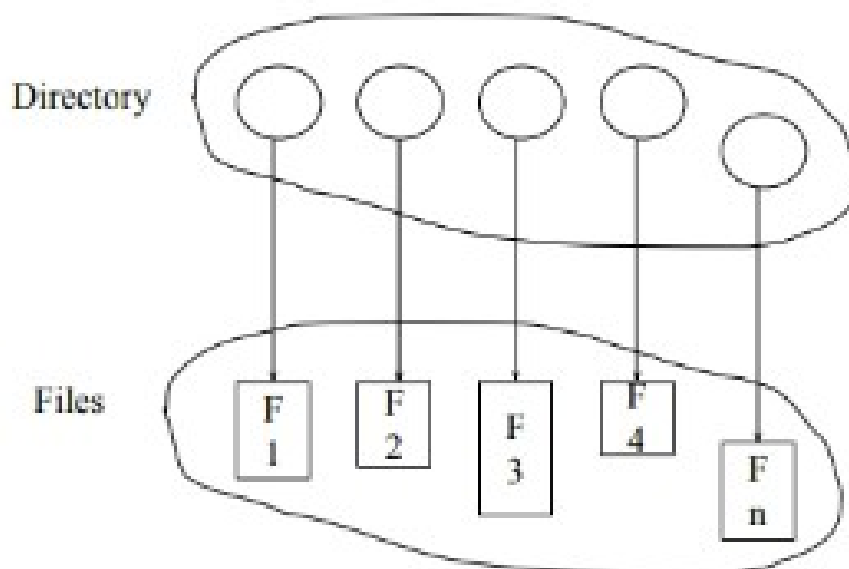
# Mount Point





# Directory Structure

- A collection of nodes containing information about all files



Both the directory structure and the files reside on disk





# Operations Performed on 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



# Directory Organization

---

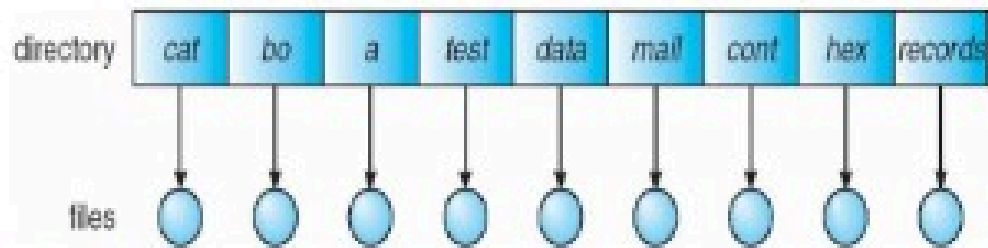
The directory is organized logically to obtain

- 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

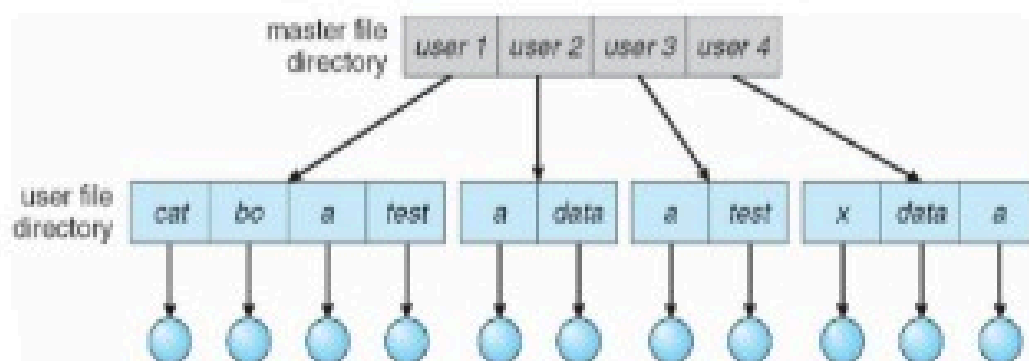


- Naming problem
- Grouping problem



## Two-Level Directory

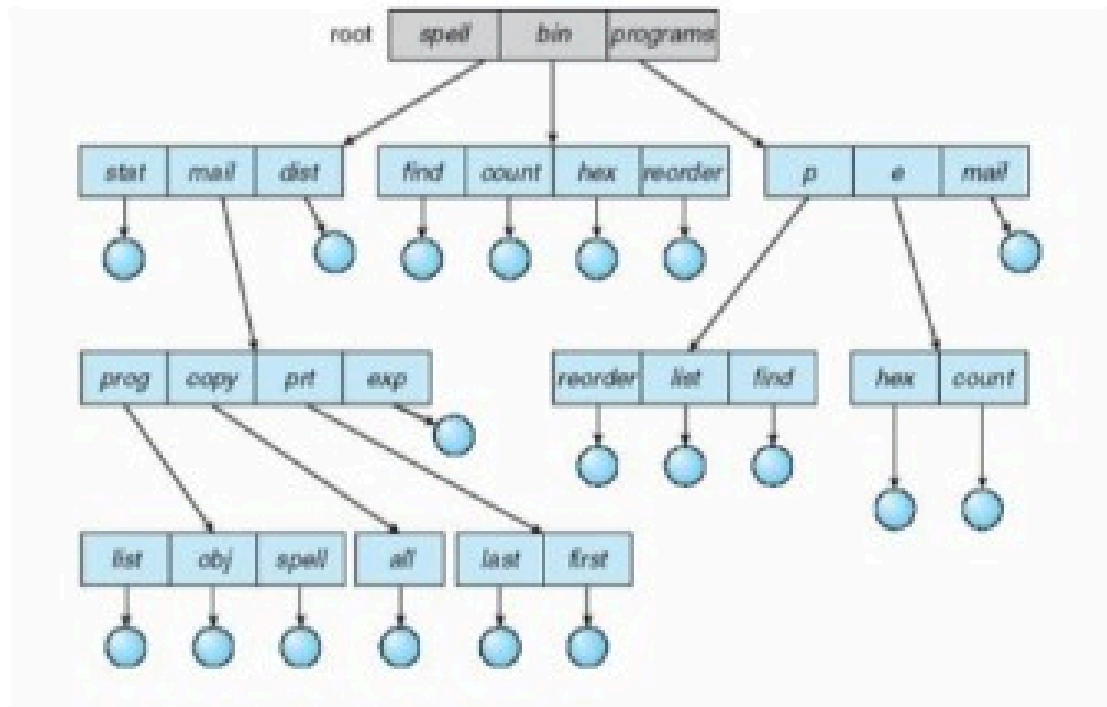
- Separate directory for each user



- 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`

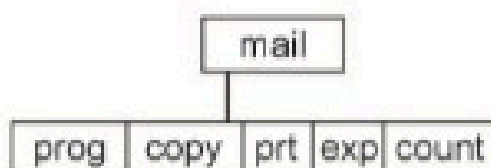


## Tree-Structured Directories (Cont)

- **Absolute** or **relative** path name
- Creating a new file is done in current directory
- 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`

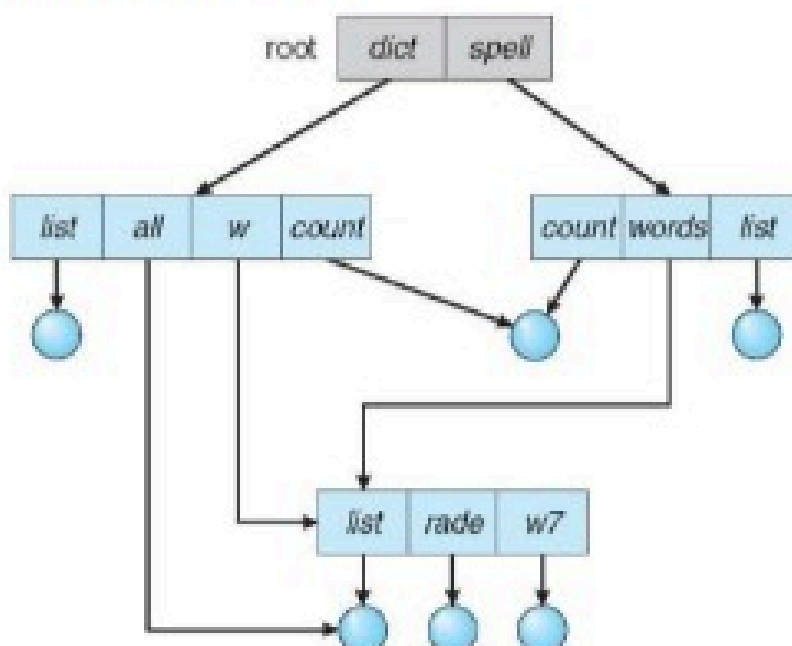


Deleting "mail"  $\Rightarrow$  deleting the entire subtree rooted by "mail"



## Acyclic-Graph Directories

- Have shared subdirectories and files





## Acyclic-Graph Directories (Cont.)

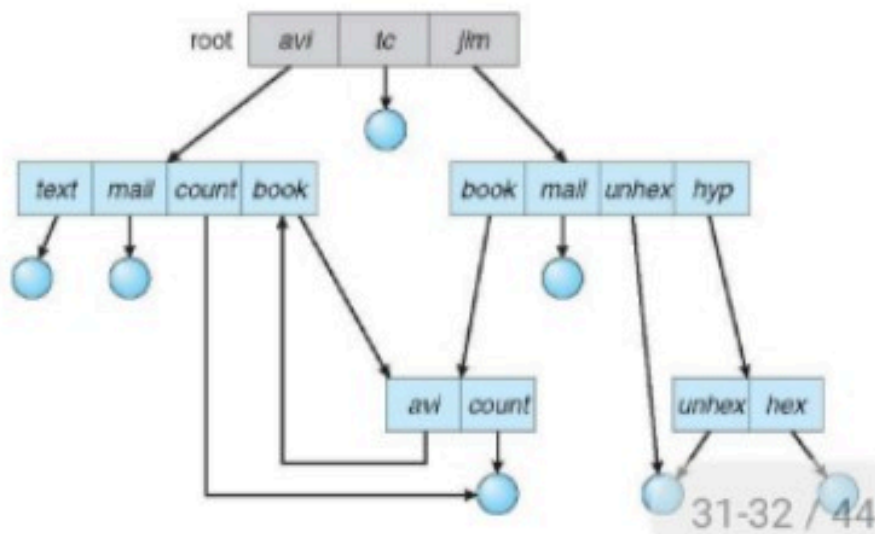
- Two different names (aliasing)
- If *dict* deletes *list*  $\Rightarrow$  dangling pointer

Solutions:

- Backpointers, so we can delete all pointers  
Variable size records a problem
- Backpointers using a daisy chain organization
- Entry-hold-count solution
- New directory entry type
  - **Link** – another name (pointer) to an existing file
  - **Resolve the link** – follow pointer to locate the file



## 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

