Announcements

- Reading Chapter 13
- Project #4 is due Friday at 6:00 PM
- Midterm #2 is next Thursday (11/17)

CMSC 412 - F11 (lect 19)

UNIX Shell and Current Directory

• Current Directory

- Maintained on a per process basis by kernel
- System Calls: get/set the current directory
- Open system Call
 - File name checked and if it lacks a leading /, pre-pend cwd onto path

• Shell (file path)

- Entirely implemented in user space
- PATH Environment variable
 - Lists directories to search
- Hash table of commands and their location (file, or internal)

Log Structured File Systems

• Key Idea

- Use transactions like model for filesystem updates
- Write data to a log (also called a journal)
 - Records meta data changes
 - Records data blocks written
 - File operation is committed once it is to the log
 - Partial updates to log are lost on failure
- Next Step
 - Eliminate the filesystem and just keep the log
 - Requires a process called a cleaner
 - Copies old data from log to head of log to allow compaction



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Access Times

- Seek: Move disk arm over appropriate track
 - Seek times vary depending on locality
 - Times are order of milliseconds
- Rotational delay: Wait until desired information is under disk arm
 - A disk that rotates at 10,000 RPM will take 6.0 ms to complete a full rotation
 - Improving only a few percent per year
- Transfer time: time taken to transfer a block of bits
 - Minimum transfer is one sector
 - Depends on recording density of track, rotation speed, block size
 - Achieved transfer rate for many blocks can also be influenced by other system bottlenecks (software, hardware)
 - Rates range from 2 to 40 MB per second

Solid State Disks (SSD)

- Random Access nearly as fast as sequential
- Limited number of writes to a sector possible
 - Controller needs to move things around
- Implemented to provide same HW interface as disks
 - IDE and SCSI attached
- Long Term reliability of media still unknown
 - Will they be readable if idle for 5-10 years?