

UNIX File Systems

System Administration Decal
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Lecture #2
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Last time...

- Commands: cd, ls, pwd, mkdir, rmdir, cp, mv, rm, grep, find, locate
- Pipes – chain output of one command into input of another.
- Input/output redirection with > and <
- Command substitution
- /dev/null – the ‘bit bucket’, or a file that’s always empty

Today

- How are files, programs, and user directories organized in Unix?
- Types of files: it isn’t just “files” and “directories”
- How do you do ‘shortcuts’ in Unix like aliases in OS X or shortcuts on Windows?

Windows Filesystem Hierarchy

- Your data in “C:\Documents and Settings”
- Core system files, libraries in “C:\windows”
- Extra programs in “C:\Program Files”

Mac OS Filesystem Hierarchy

- Your data in “/Users/yourname”
- Core system files in “/System”
- Extra programs in “/Applications”
- Configuration data in “/Library”
- Despite being much more concise/readable, a relative of...

UNIX Filesystem Hierarchy

- / - root directory, generally contains nothing
- /home – personal user directories
- /etc – contains system configuration files
- /bin – contains core system programs
- /sbin – contains core system admin tools
- /dev – contains device files (more later)

UNIX Filesystem Hierarchy

- /boot – contains the kernel image, etc.
- /lib – contains system libraries (think DLLs)
- /tmp – contains temp files, writable by all
- /usr – contains nonessential data and programs
- /var – contains “database” type information

UNIX FS in Practice: Ubuntu

- **/bin**/ls: Duh
- **/sbin**/shutdown: Power off/reboot machine
- **/var**/lib/dpkg: Contains information about the packages installed on your machine
- **/usr**/share/{doc,man}: Documentation, man pages for all packages
- **/etc**/cron.d: Configure scheduled tasks
- **/dev**/hda1: Device file for first partition of first IDE disk on system

4 Types of Files

- Should be familiar:
 - Regular files are exactly what you think; simply data files, e.g. text, music, programs
 - Directories: Simply contain other files.
- Probably not familiar:
 - Device files: look like normal files, but reading/writing them interacts with kernel, like /dev/hda1 from before
 - Named pipes.. described by example!

Just for Fun: Named Pipes

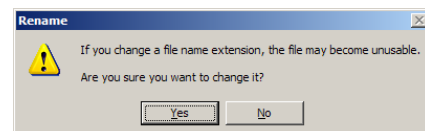
EXAMPLE

Symbolic and Hard Links

- Like ‘shortcuts’; use the **ln** command to make them.
- Symbolic links (**ln -s**): If you remove the file the shortcut points to, the link is broken!
- Hard link (**ln**): like an ‘extra pointer’ to the same data on disk. Looks like a copy, doesn’t take up extra space.

File Extensions

- On Windows, file extensions are very scary and meaningful!



- Unix? Not so much. “A rose by any other name smells just as sweet.”

File Extensions

- Recall the **file** command used in week 2 that identifies files based on their content.

```
joshk@nigiri:~$ file music3.doc
music3.doc: Rich Text Format data, version 1, ANSI
joshk@nigiri:~$ mv music3.doc music3.mp3
joshk@nigiri:~$ file music3.mp3
music3.mp3: Rich Text Format data, version 1, ANSI
joshk@nigiri:~$ mv music3.mp3 music3
joshk@nigiri:~$ file music3
music3: Rich Text Format data, version 1, ANSI
```

- **Some** Linux programs will infer based on the extension, *but it's not central to the OS like on Windows.*