COMP 321	































int fd:	int fd:	
char *mapped;	char *mapped;	
<pre>fd = creat("test_file.txt", 0666); mapped = mmap(NULL, FILE_SIZE, PROT_READ PROT_WRITE, MAP_SHARED, fd, 0); strcpy(mapped, "Hello world!\n"); printf("Data written: %s\n", mapped); // no msync() or any other flushing: sleep(10); // Run Program 2</pre>	fd = open("test_file.txt", O_RDONLY); mapped = mmap(NULL, FILE_SIZE, PROT_READ, MAP_SHARED, fd, 0);	
	<pre>// will likely print nothing or garbage: printf("Data read: %s\n", mapped);</pre>	
	munmap(mapped, FILE_SIZE); close(fd);	
munmap(mapped, FILE_SIZE); close(fd);		
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File System Access over a Network

Adds additional layers of buffering and latency

- Example: CLEAR home directory access over NFS (Network File System)
- Local kernel writes data over the network rather than to local disk
- Remote server machine receives data from network and writes to local disk
- Both machines have buffering at the network level
- Data or metadata changes may take longer to end up on disk
- fsync() is defined to write all the way to the remote disk before returning
- Also when the last local file descriptor to it is closed
- Otherwise, data and metadata changes should eventually get to the disk, but it can be a "long" time

COMP 321

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Page 21