

Lecture 23⁽²⁴⁾: Sockets & Naming, Demo & Quiz

- o Sockets

- o Demos (next time)

 - Wireshark

 - socket API

 - ports (services, netstat)

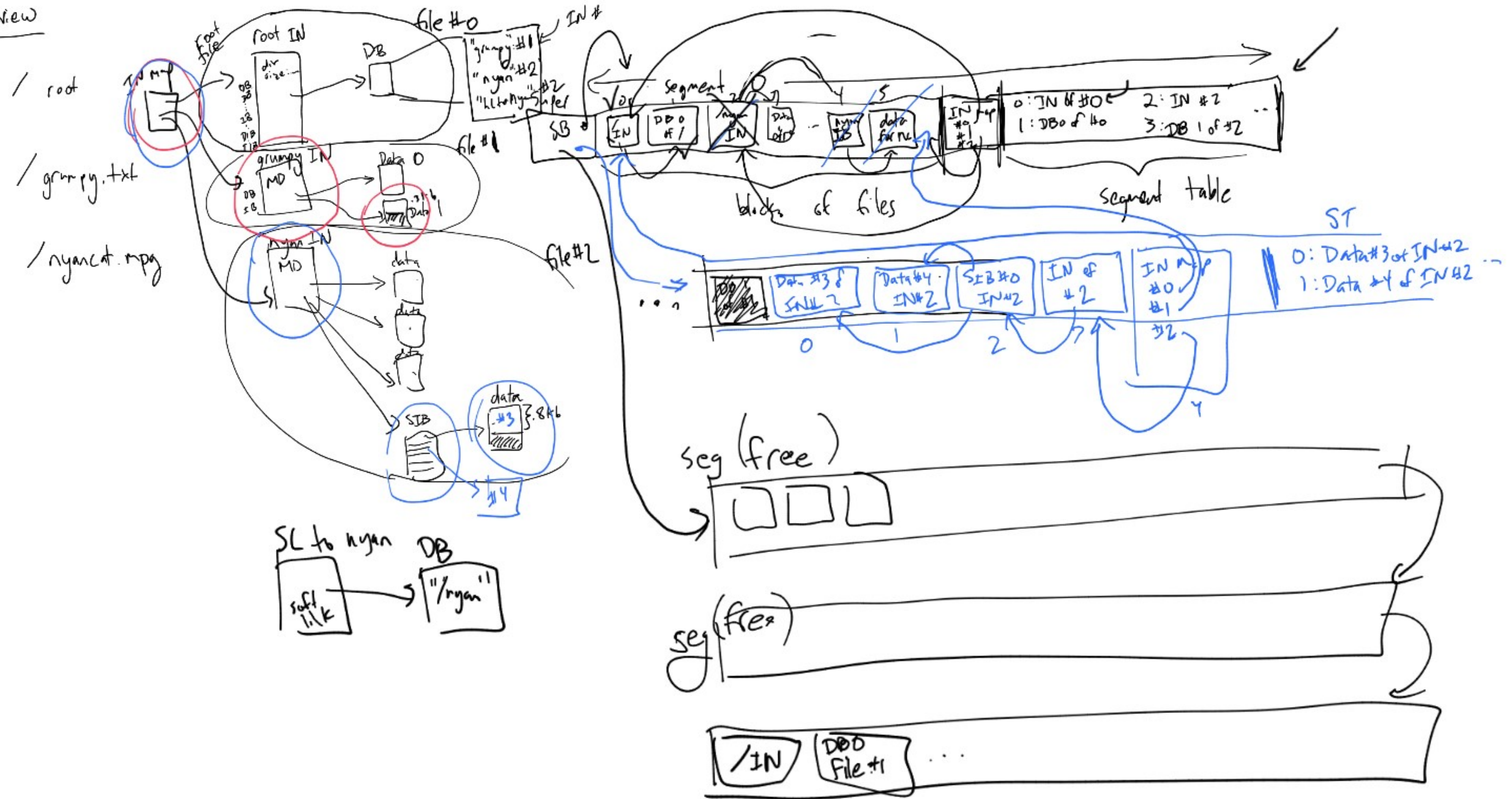
 - traceroute

 - telnet & HTTP

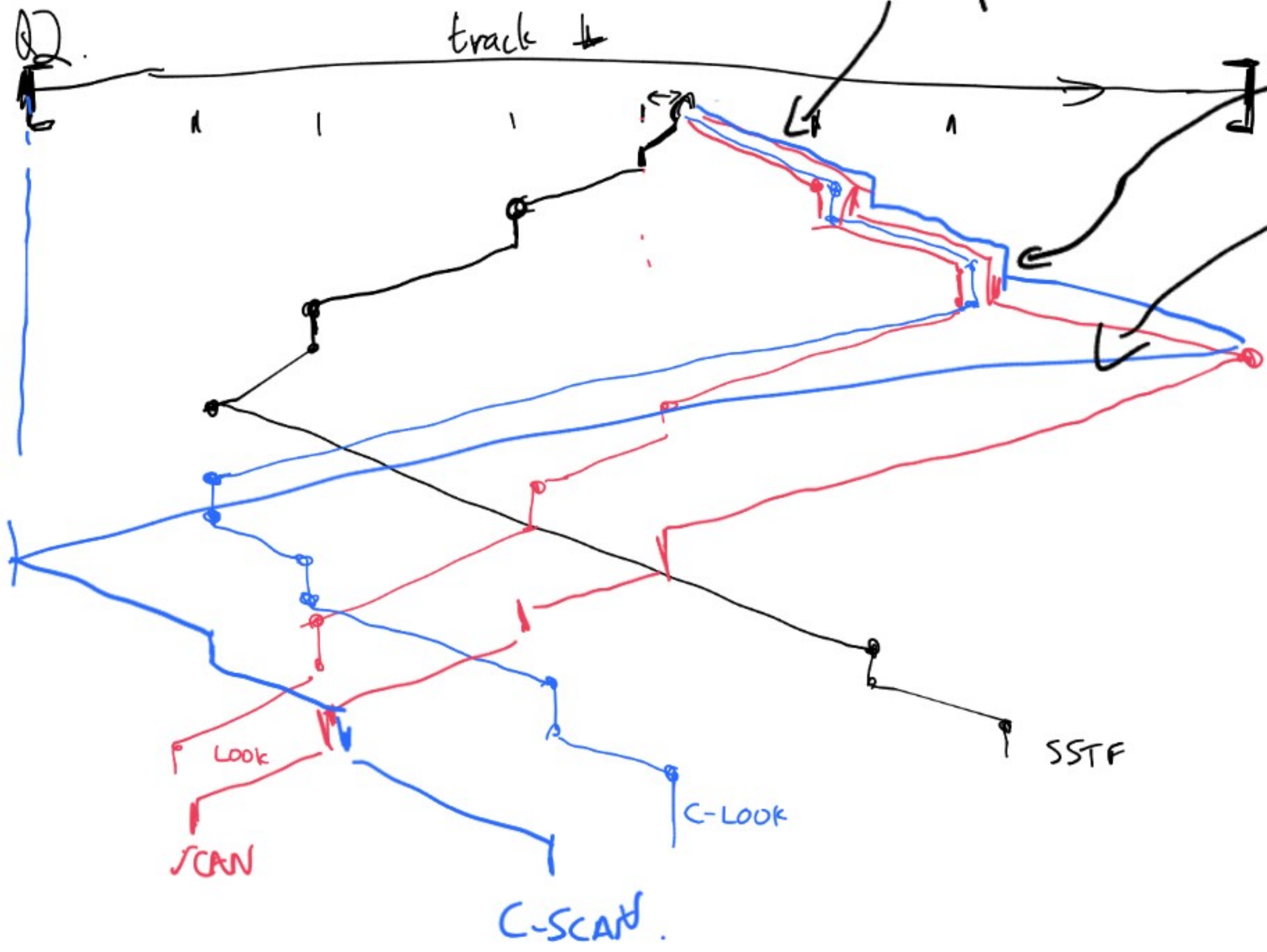
- o (Time permitting) DNS (next time)

 - Quiz

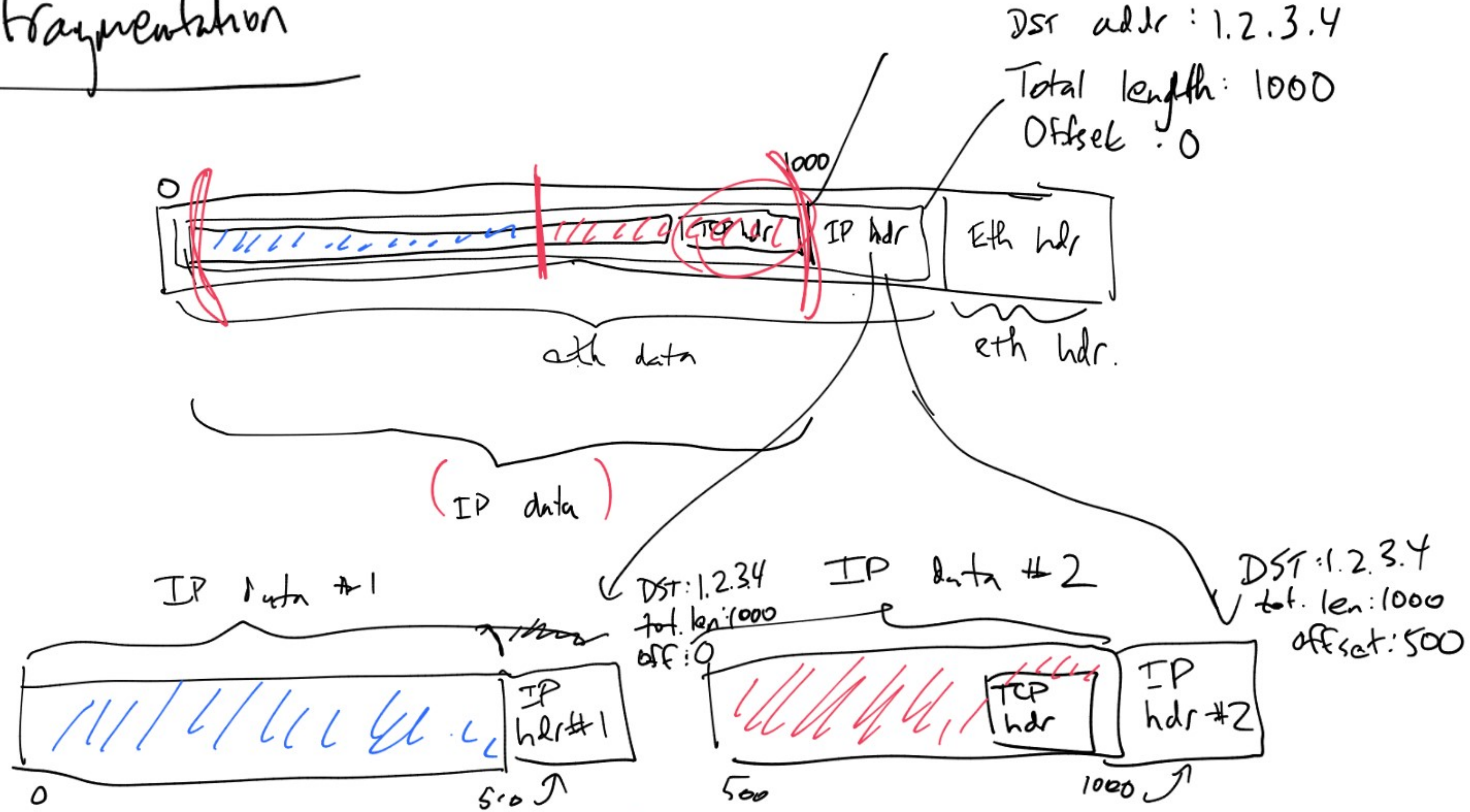
LFS review



Disk seek



IP fragmentation



Take a look @ FS impl (linked on Piazza):


- structs correspond to different components
(in types.h & blockstore.c): block, segment, block-addr,
superblock, disk, ...

- find & touch (blockstore.c): algorithm for finding
INodes & data blocks, putting them in next seg.

- initialize & sync: used mmap to make in-memory
data structures exactly match data structures
in file (no need to worry about cache
management, etc: VM for OS handles it for
me).

- sync: used mprotect to set up ^(memory) segmentation
OS will give me segfault ^(disk) if I write to
disk outside of next segment.

Using VM
system to
my advantage.



} disk is 64 GB,
but still fast
because I'm
not using most of
it.