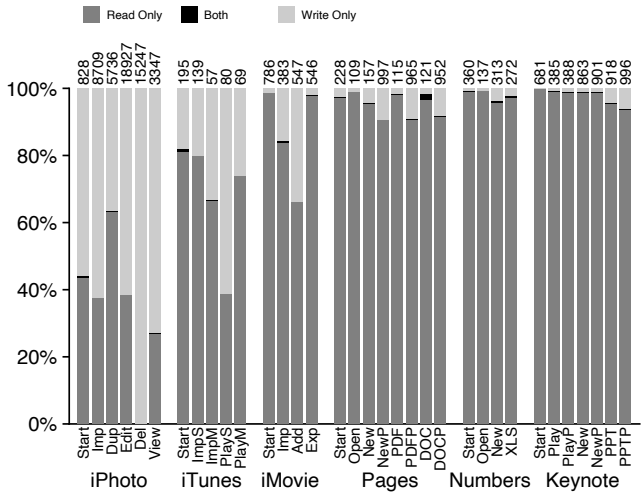

Figure 6: **Read/Write Distribution By File Descriptor.** File descriptors can be used only for reads, only for writes, or for both operations. This plot shows the percentage of file descriptors in each category. This is based on usage, not `open` flags. Any duplicate file descriptors (*e.g.*, created by `dup`) are treated as one and file descriptors on which the program does not perform any subsequent action are ignored.

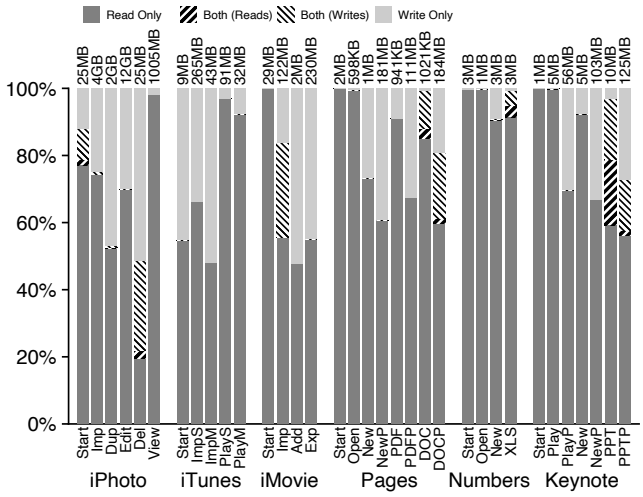

Figure 7: **Read/Write Distribution By Bytes.** The graph shows how I/O bytes are distributed among the three access categories. The unshaded dark gray indicates bytes read as a part of read-only accesses. Similarly, unshaded light gray indicates bytes written in write-only accesses. The shaded regions represent bytes touched in read-write accesses, and are divided between bytes read and bytes written.

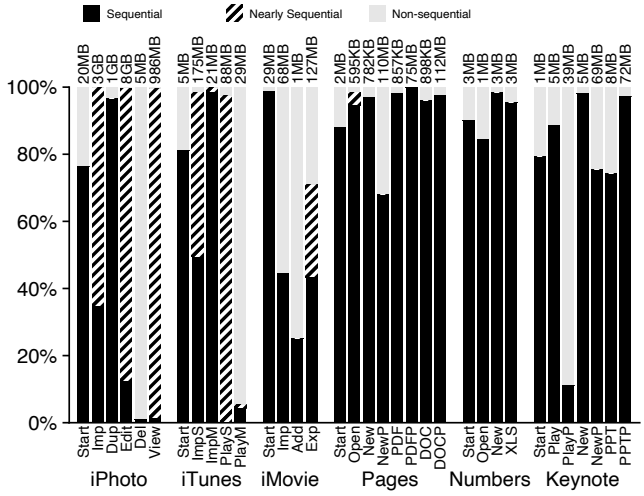

Figure 8: **Read Sequentiality.** This plot shows the portion of file read accesses (weighted by bytes) that are sequentially accessed.

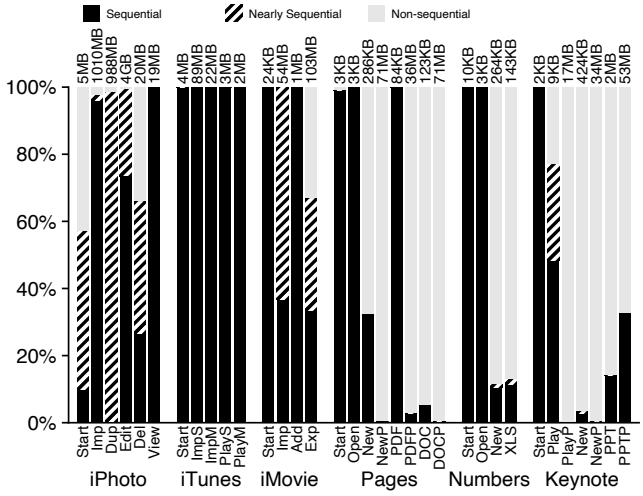

Figure 9: **Write Sequentiality.** This plot shows the portion of file write accesses (weighted by bytes) that are sequentially accessed.

fuse_operations Struct Reference

#include <fuse.h>

Data Fields

int(*	**getattr**)(const char *, struct stat *, struct **fuse_file_info** *fi)
int(*	**readlink**)(const char *, char *, size_t)
int(*	**mknod**)(const char *, mode_t, dev_t)
int(*	**mkdir**)(const char *, mode_t)
int(*	**unlink**)(const char *)
int(*	**rmdir**)(const char *)
int(*	**symlink**)(const char *, const char *)
int(*	**rename**)(const char *, const char *, unsigned int flags)
int(*	**link**)(const char *, const char *)
int(*	**chmod**)(const char *, mode_t, struct **fuse_file_info** *fi)
int(*	**chown**)(const char *, uid_t, gid_t, struct **fuse_file_info** *fi)
int(*	**truncate**)(const char *, off_t, struct **fuse_file_info** *fi)
int(*	**open**)(const char *, struct **fuse_file_info** *)
int(*	**read**)(const char *, char *, size_t, off_t, struct **fuse_file_info** *)
int(*	**write**)(const char *, const char *, size_t, off_t, struct **fuse_file_info** *)
int(*	**statfs**)(const char *, struct statvfs *)
int(*	**flush**)(const char *, struct **fuse_file_info** *)
int(*	**release**)(const char *, struct **fuse_file_info** *)
int(*	**fsync**)(const char *, int, struct **fuse_file_info** *)
int(*	**setxattr**)(const char *, const char *, const char *, size_t, int)
int(*	**getxattr**)(const char *, const char *, char *, size_t)
int(*	**listxattr**)(const char *, char *, size_t)
int(*	**removexattr**)(const char *, const char *)
int(*	**opendir**)(const char *, struct **fuse_file_info** *)
int(*	**readdir**)(const char *, void *, **fuse_fill_dir_t**, off_t, struct **fuse_file_info** *, enum **fuse_readdir_flags**)
int(*	**releasedir**)(const char *, struct **fuse_file_info** *)
int(*	**fsyncdir**)(const char *, int, struct **fuse_file_info** *)
void *(*	**init**)(struct **fuse_conn_info** *conn, struct **fuse_config** *cfg)
void(*	**destroy**)(void *private_data)
int(*	**access**)(const char *, int)
int(*	**create**)(const char *, mode_t, struct **fuse_file_info** *)
int(*	**lock**)(const char *, struct **fuse_file_info** *, int cmd, struct **flock** *)
int(*	**utimens**)(const char *, const struct timespec tv[2], struct **fuse_file_info** *fi)
int(*	**bmap**)(const char *, size_t blocksize, uint64_t *idx)
int(*	**ioctl**)(const char *, unsigned int cmd, void *arg, struct **fuse_file_info** *, unsigned int flags, void *data)
int(*	**poll**)(const char *, struct **fuse_file_info** *, struct fuse_pollhandle *ph, unsigned *reventsp)
int(*	**write_buf**)(const char *, struct **fuse_bufvec** *buf, off_t off, struct **fuse_file_info** *)
int(*	**read_buf**)(const char *, struct **fuse_bufvec** **bufp, size_t size, off_t off, struct **fuse_file_info** *)
int(*	**flock**)(const char *, struct **fuse_file_info** *, int op)
int(*	**fallocate**)(const char *, int, off_t, off_t, struct **fuse_file_info** *)
ssize_t(*	**copy_file_range**)(const char *path_in, struct **fuse_file_info** *fi_in, off_t offset_in, const char *path_out, struct **fuse_file_info** *fi_out, off_t offset_out, size_t size, int flags)
off_t(*	**lseek**)(const char *, off_t off, int whence, struct **fuse_file_info** *)