

NAME

`statfs`, `fstatfs` – get filesystem statistics

SYNOPSIS

```
#include <sys/vfs.h> /* or <sys/statfs.h> */
int statfs(const char *path, struct statfs *buf);
int fstatfs(int fd, struct statfs *buf);
```

DESCRIPTION

The `statfs()` system call returns information about a mounted filesystem. *path* is the pathname of any file within the mounted filesystem. *buf* is a pointer to a `statfs` structure defined approximately as follows:

```
struct statfs {
    __fsword_t f_type;      /* Type of filesystem (see below) */
    __fsword_t f_bsize;     /* Optimal transfer block size */
    fsblkcnt_t f_blocks;   /* Total data blocks in filesystem */
    fsblkcnt_t f_bfree;    /* Free blocks in filesystem */
    fsblkcnt_t f_bavail;   /* Free blocks available to
                           unprivileged user */
    fsfilcnt_t f_files;    /* Total file nodes in filesystem */
    fsfilcnt_t f_ffree;    /* Free file nodes in filesystem */
    fsid_t f_fsid;         /* Filesystem ID */
    __fsword_t f_namelen;  /* Maximum length of filenames */
    __fsword_t f_frsize;   /* Fragment size (since Linux 2.6) */
    __fsword_t f_flags;    /* Mount flags of filesystem
                           (since Linux 2.6.36) */
    __fsword_t f_spare[xxx];
    /* Padding bytes reserved for future use */
};
```

The following filesystem types may appear in *f_type*:

ADFS_SUPER_MAGIC	0xadf5
AFFS_SUPER_MAGIC	0xadff
AFS_SUPER_MAGIC	0x5346414f
ANON_INODE_FS_MAGIC	0x09041934 /* Anonymous inode FS (for pseudofiles that have no name; e.g., epoll, signalfd, bpf) */
AUTOFS_SUPER_MAGIC	0x0187
BDEVFS_MAGIC	0x62646576
BEFS_SUPER_MAGIC	0x42465331
BFS_MAGIC	0x1badface
BINFMTFS_MAGIC	0x42494e4d
BPF_FS_MAGIC	0xcafe4a11
BTRFS_SUPER_MAGIC	0x9123683e
BTRFS_TEST_MAGIC	0x73727279
CGROUP_SUPER_MAGIC	0x27e0eb /* Cgroup pseudo FS */
CGROUP2_SUPER_MAGIC	0x63677270 /* Cgroup v2 pseudo FS */
CIFS_MAGIC_NUMBER	0xff534d42
CODA_SUPER_MAGIC	0x73757245
COH_SUPER_MAGIC	0x012ff7b7
CRAMFS_MAGIC	0x28cd3d45
DEBUGFS_MAGIC	0x64626720
DEVFS_SUPER_MAGIC	0x1373 /* Linux 2.6.17 and earlier */
DEVPTS_SUPER_MAGIC	0x1cd1
ECRYPTFS_SUPER_MAGIC	0xf15f
EFIVARFS_MAGIC	0xde5e81e4

EFS_SUPER_MAGIC	0x00414a53
EXT_SUPER_MAGIC	0x137d /* Linux 2.0 and earlier */
EXT2_OLD_SUPER_MAGIC	0xef51
EXT2_SUPER_MAGIC	0xef53
EXT3_SUPER_MAGIC	0xef53
EXT4_SUPER_MAGIC	0xef53
F2FS_SUPER_MAGIC	0xf2f52010
FUSE_SUPER_MAGIC	0x65735546
FUTEXFS_SUPER_MAGIC	0xbad1dea /* Unused */
HFS_SUPER_MAGIC	0x4244
HOSTFS_SUPER_MAGIC	0x00c0ffee
HPFS_SUPER_MAGIC	0xf995e849
HUGETLBFS_MAGIC	0x958458f6
ISOFS_SUPER_MAGIC	0x9660
JFFS2_SUPER_MAGIC	0x72b6
JFS_SUPER_MAGIC	0x3153464a
MINIX_SUPER_MAGIC	0x137f /* original minix FS */
MINIX_SUPER_MAGIC2	0x138f /* 30 char minix FS */
MINIX2_SUPER_MAGIC	0x2468 /* minix V2 FS */
MINIX2_SUPER_MAGIC2	0x2478 /* minix V2 FS, 30 char names */
MINIX3_SUPER_MAGIC	0x4d5a /* minix V3 FS, 60 char names */
MQUEUE_MAGIC	0x19800202 /* POSIX message queue FS */
MSDOS_SUPER_MAGIC	0x4d44
MTD_INODE_FS_MAGIC	0x11307854
NCP_SUPER_MAGIC	0x564c
NFS_SUPER_MAGIC	0x6969
NILFS_SUPER_MAGIC	0x3434
NSFS_MAGIC	0x6e736673
NTFS_SB_MAGIC	0x5346544e
OCFS2_SUPER_MAGIC	0x7461636f
OPENPROM_SUPER_MAGIC	0x9fa1
OVERLAYFS_SUPER_MAGIC	0x794c7630
PIPEFS_MAGIC	0x50495045
PROC_SUPER_MAGIC	0x9fa0 /* /proc FS */
PSTOREFS_MAGIC	0x6165676c
QNX4_SUPER_MAGIC	0x002f
QNX6_SUPER_MAGIC	0x68191122
RAMFS_MAGIC	0x858458f6
REISERFS_SUPER_MAGIC	0x52654973
ROMFS_MAGIC	0x7275
SECURITYFS_MAGIC	0x73636673
SELINUX_MAGIC	0xf97cff8c
SMACK_MAGIC	0x43415d53
SMB_SUPER_MAGIC	0x517b
SOCKFS_MAGIC	0x534f434b
SQUASHFS_MAGIC	0x73717368
SYSFS_MAGIC	0x62656572
SYSV2_SUPER_MAGIC	0x012ff7b6
SYSV4_SUPER_MAGIC	0x012ff7b5
TMPFS_MAGIC	0x01021994
TRACEFS_MAGIC	0x74726163
UDF_SUPER_MAGIC	0x15013346
UFS_MAGIC	0x00011954
USBDEVICE_SUPER_MAGIC	0x9fa2

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V9FS_MAGIC          0x01021997
VXFS_SUPER_MAGIC   0xa501fcf5
XENFS_SUPER_MAGIC  0xabbab1974
XENIX_SUPER_MAGIC  0x012ff7b4
XFS_SUPER_MAGIC    0x58465342
_XIAFS_SUPER_MAGIC 0x012fd16d /* Linux 2.0 and earlier */
```

Most of these MAGIC constants are defined in */usr/include/linux/magic.h*, and some are hardcoded in kernel sources.

The *f_flags* field is a bit mask indicating mount options for the filesystem. It contains zero or more of the following bits:

ST_MANDLOCK

Mandatory locking is permitted on the filesystem (see [fcntl\(2\)](#)).

ST_NOATIME

Do not update access times; see [mount\(2\)](#).

ST_NODEV

Disallow access to device special files on this filesystem.

ST_NODIRATIME

Do not update directory access times; see [mount\(2\)](#).

ST_NOEXEC

Execution of programs is disallowed on this filesystem.

ST_NOSUID

The set-user-ID and set-group-ID bits are ignored by [exec\(3\)](#) for executable files on this filesystem

ST_RDONLY

This filesystem is mounted read-only.

ST_RELATIME

Update atime relative to mtime/ctime; see [mount\(2\)](#).

ST_SYNCHRONOUS

Writes are synched to the filesystem immediately (see the description of **O_SYNC** in [open\(2\)](#)).

Nobody knows what *f_fsid* is supposed to contain (but see below).

Fields that are undefined for a particular filesystem are set to 0.

fstatfs() returns the same information about an open file referenced by descriptor *fd*.

RETURN VALUE

On success, zero is returned. On error, -1 is returned, and *errno* is set appropriately.

ERRORS

EACCES

(**statfs()**) Search permission is denied for a component of the path prefix of *path*. (See also [path_resolution\(7\)](#).)

EBADF

(**fstatfs()**) *fd* is not a valid open file descriptor.

EFAULT

buf or *path* points to an invalid address.

EINTR

The call was interrupted by a signal; see [signal\(7\)](#).

EIO An I/O error occurred while reading from the filesystem.

ELOOP

(**statfs()**) Too many symbolic links were encountered in translating *path*.

ENAMETOOLONG

(**statfs()**) *path* is too long.

ENOENT

(**statfs()**) The file referred to by *path* does not exist.

ENOMEM

Insufficient kernel memory was available.

ENOSYS

The filesystem does not support this call.

ENOTDIR

(**statfs()**) A component of the path prefix of *path* is not a directory.

EOVERFLOW

Some values were too large to be represented in the returned struct.

CONFORMING TO

Linux-specific. The Linux **statfs()** was inspired by the 4.4BSD one (but they do not use the same structure).

NOTES

The *_fword_t* type used for various fields in the *statfs* structure definition is a glibc internal type, not intended for public use. This leaves the programmer in a bit of a conundrum when trying to copy or compare these fields to local variables in a program. Using *unsigned int* for such variables suffices on most systems.

The original Linux **statfs()** and **fstatfs()** system calls were not designed with extremely large file sizes in mind. Subsequently, Linux 2.6 added new **statfs64()** and **fstatfs64()** system calls that employ a new structure, *statfs64*. The new structure contains the same fields as the original *statfs* structure, but the sizes of various fields are increased, to accommodate large file sizes. The glibc **statfs()** and **fstatfs()** wrapper functions transparently deal with the kernel differences.

Some systems have only `<sys/vfs.h>`, other systems also have `<sys/statfs.h>`, where the former includes the latter. So it seems including the former is the best choice.

LSB has deprecated the library calls **statfs()** and **fstatfs()** and tells us to use **statvfs(2)** and **fstatvfs(2)** instead.

The f_fsid field

Solaris, Irix and POSIX have a system call **statvfs(2)** that returns a *struct statvfs* (defined in `<sys/statvfs.h>`) containing an *unsigned long f_fsid*. Linux, SunOS, HP-UX, 4.4BSD have a system call **statfs()** that returns a *struct statfs* (defined in `<sys/vfs.h>`) containing a *fsid_t f_fsid*, where *fsid_t* is defined as *struct { int val[2]; }*. The same holds for FreeBSD, except that it uses the include file `<sys/mount.h>`.

The general idea is that *f_fsid* contains some random stuff such that the pair (*f_fsid,ino*) uniquely determines a file. Some operating systems use (a variation on) the device number, or the device number combined with the filesystem type. Several operating systems restrict giving out the *f_fsid* field to the superuser only (and zero it for unprivileged users), because this field is used in the filehandle of the filesystem when NFS-exported, and giving it out is a security concern.

Under some operating systems, the *fsid* can be used as the second argument to the **sysfs(2)** system call.

BUGS

From Linux 2.6.38 up to and including Linux 3.1, **fstatfs()** failed with the error **ENOSYS** for file descriptors created by **pipe(2)**.

SEE ALSO

[stat\(2\)](#), [statvfs\(3\)](#), [path_resolution\(7\)](#)

COLOPHON

This page is part of release 4.16 of the Linux *man-pages* project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at <https://www.kernel.org/doc/man-pages/>.