

LECTURE - XV  
FILE SYSTEMS - I

Tevfik Koşar

Louisiana State University  
March 20<sup>th</sup>, 2007

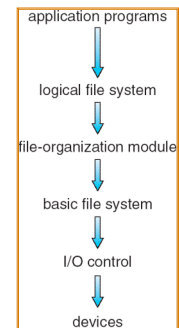
## File-System Structure

- Provides organized and efficient access to data on secondary storage, E.g.:
  - Organizing data into files and directories
  - Improve I/O efficiency between disk and memory (perform I/O in units of blocks rather than bytes)
  - Contains file structure via a File Control Block (FCB)
    - Ownership, permissions, location..

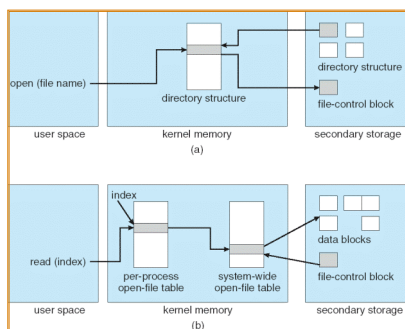
## A Typical File Control Block

file permissions
file dates (create, access, write)
file owner, group, ACL
file size
file data blocks or pointers to file data blocks

## Layered File System



## In-Memory File System Structures

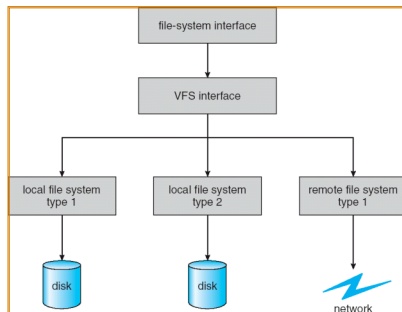


## Virtual File Systems

- Virtual File Systems (VFS) provide an object-oriented way of implementing file systems.
- VFS allows the same system call interface (the API) to be used for different types of file systems.
- The API is to the VFS interface, rather than any specific type of file system.



## Schematic View of Virtual File System



## Directory Implementation

- **Linear list** of file names with pointer to the data blocks.
  - simple to program
  - time-consuming to execute
- **Hash Table** - linear list with hash data structure.
  - decreases directory search time
  - **collisions** - situations where two file names hash to the same location
  - fixed size

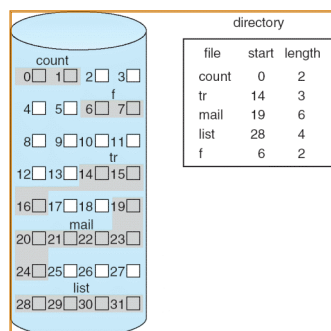
## Allocation Methods

- An allocation method refers to how disk blocks are allocated for files:
- **Contiguous allocation**
- **Linked allocation**
- **Indexed allocation**

## Contiguous Allocation

- Each file occupies a set of contiguous blocks on the disk
- Simple - only starting location (block #) and length (number of blocks) are required
- Wasteful of space (dynamic storage-allocation problem)
- Files cannot grow

## Contiguous Allocation of Disk Space



## Linked Allocation

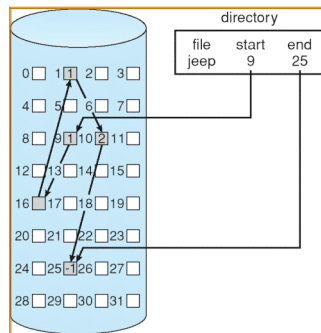
- Each file is a linked list of disk blocks: blocks may be scattered anywhere on the disk.



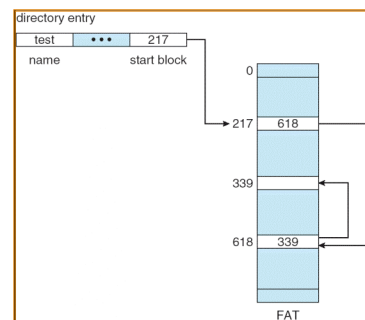
- + Simple - need only starting address
- + Free-space management system - no waste of space
- No random access
- Extra space required for pointers
- Reliability: what if a pointer gets corrupted?



### Linked Allocation

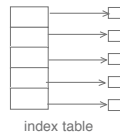


### File-Allocation Table



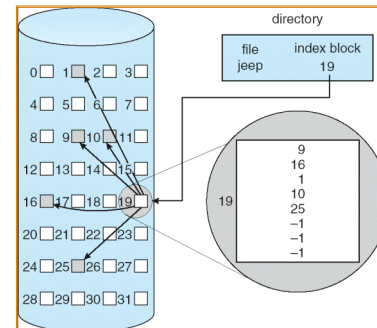
### Indexed Allocation

- Brings all pointers together into the *index block*, to allow random access to file blocks.
- Logical view.



- + Supports direct access
- + Prevents external fragmentation
- High pointer overhead --> wasted space

### Example of Indexed Allocation



### Any Questions?



### Reading Assignment

- Read chapter 11 from Silberschatz.



## Acknowledgements

- “Operating Systems Concepts” book and supplementary material by Silberschatz, Galvin and Gagne.