# File System Implementation

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#### **OVERVIEW**

- ☐ File-System Structure
- ☐ File-System Implementation
- Allocation Methods
  - Contiguous allocation
  - Linked allocation
  - Indexed allocation

## File-System Structure

- ☐ File structure
  - Logical storage unit
  - Collection of related information
- ☐ File system resides on secondary storage (disks)
- □ File system organized into layers
- □ File control block storage structure consisting of information about a file

## A Typical File Control Block

file permissions

file dates (create, access, write)

file owner, group, ACL

file size

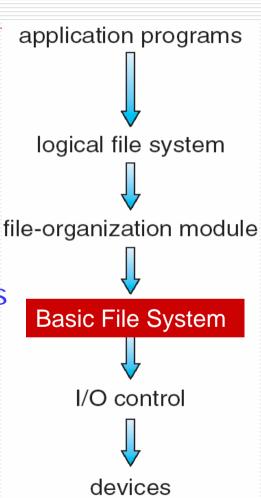
file data blocks or pointers to file data blocks

## Layered File System

## **Basic File System**

Issue generic commands to read and write PB

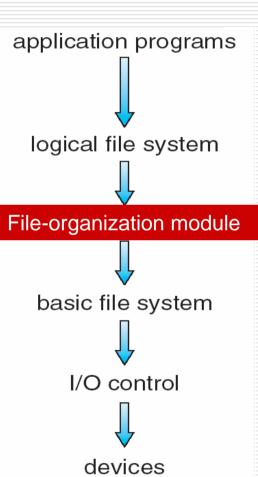
☐ PB is identified by its numeric disk address



## Layered File System

#### **File-organization Module**

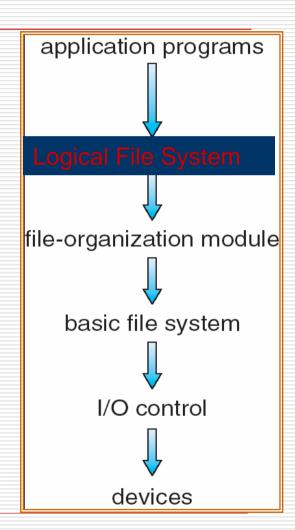
- knows about files and their logical and PB
- Translate LBA to PB addresses for the basic file system to transfer.
- Includes the free-space manager
  - which tracks unallocated blocks



## Layered File System

### Logical File System (LFS)

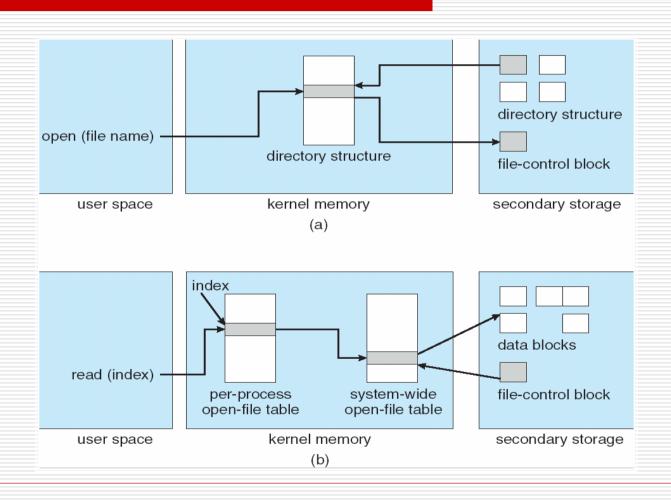
- LFS manage
  - metadata information.
  - directory structure to provide the file organization module
  - file structure via file-control blocks (FCB).
- Responsible for protection and security



# In-Memory File System Structures

- □ in-memory mount table Contains
  - information about each mounted volume.
- □ in-memory directory-structure cache holds
  - directory information of recently accessed directories.
- system-wide open-file table contains
  - copy of the FCB of each open file, as well as other information.
- per-process open-file table contains
  - pointer to the appropriate entry in the system-wide open-file table

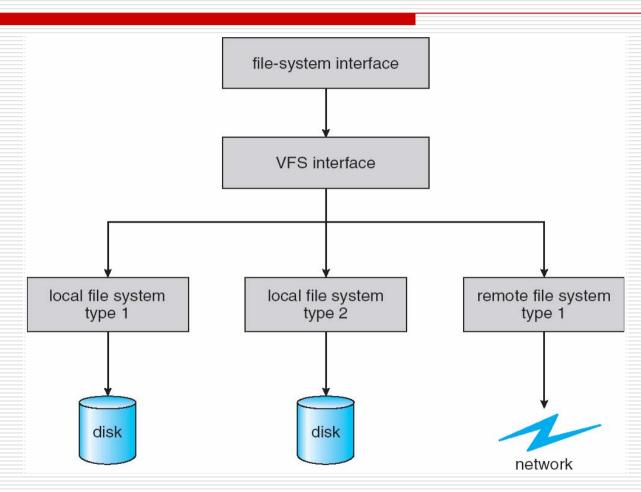
# In-Memory File System Structures



## Virtual File Systems (VFS)

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

# Schematic View of Virtual File System



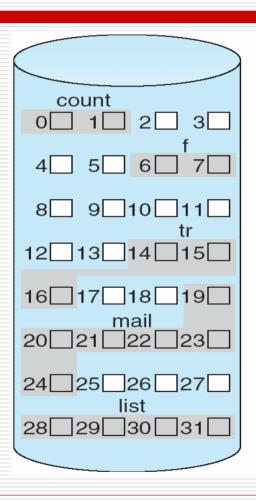
#### **Allocation Methods**

- 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
- Its Simple
  - starting location (block #)
  - length (number of blocks) are required
- Random access

# Contiguous Allocation of Disk Space



directory		
file	start	length
count	0	2
tr	14	3
mail	19	6
list	28	4
f	6	2

directory

## Contiguous Allocation (Cont.)

#### PROBLEMS?

- ☐ Finding space for a new file.
- Wasteful of space
- How much space is needed for a file
- ☐ Files cannot grow

## **Extent-Based Systems**

- Many newer file systems use a modified contiguous allocation scheme
- Extent-based file systems allocate disk blocks in extents
- An extent is a contiguous block of disks
  - Extents are allocated for file allocation
  - A file consists of one or more extents.

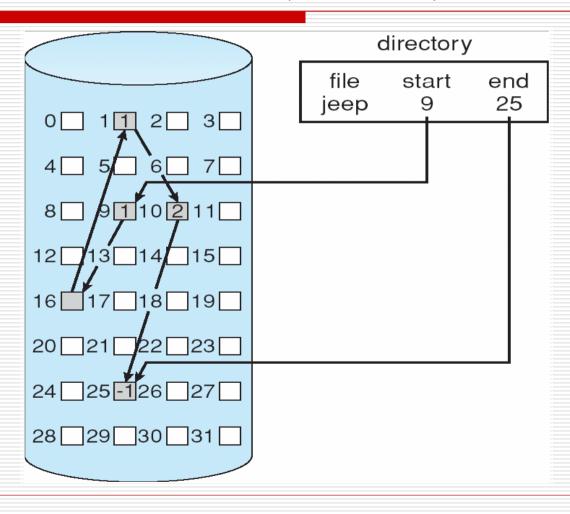
### Linked Allocation

- ☐ Each file is a linked list of disk blocks
- Blocks may be scattered any where on the disk.

## Linked Allocation (Cont.)

- □ Simple need only starting address
- □ Free-space management system no waste of space
- No random access
- Mapping
- ☐ File-allocation table (FAT) -
  - disk-space allocation used by MS-DOS and OS/2.

## Linked Allocation (Cont.)

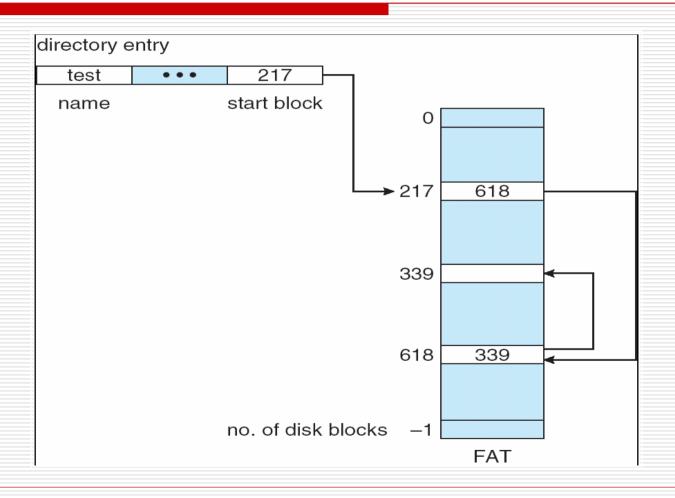


## Linked Allocation (Cont.)

#### PROBLEMS?

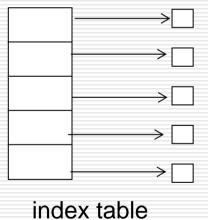
- ☐ It can be used effectively only for sequential-access files
- Space required for the pointer
- Reliability

## File-Allocation Table

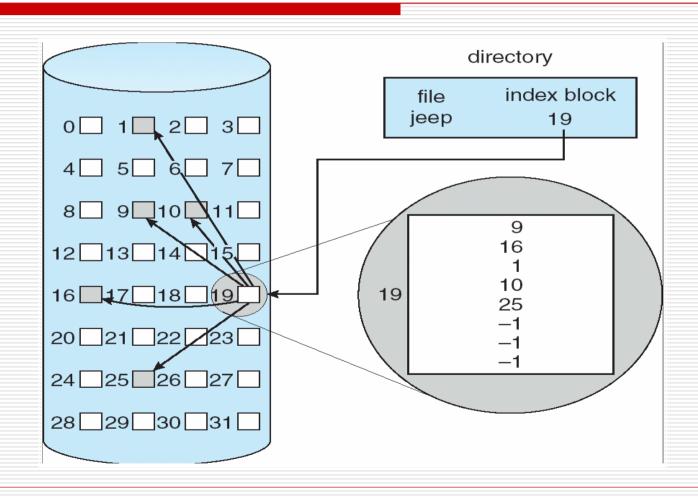


### Indexed Allocation

- ☐ Brings all pointers together into the *index block*.
- Logical view.



## Example of Indexed Allocation



- Need index table
- Random access
- Dynamic access without external fragmentation

#### Linked scheme

- Index block is normally one disk block.
  - it can be read and written directly by itself
- □ To allow for large files
- we can link together several index blocks (no limit on size).

#### Multilevel index

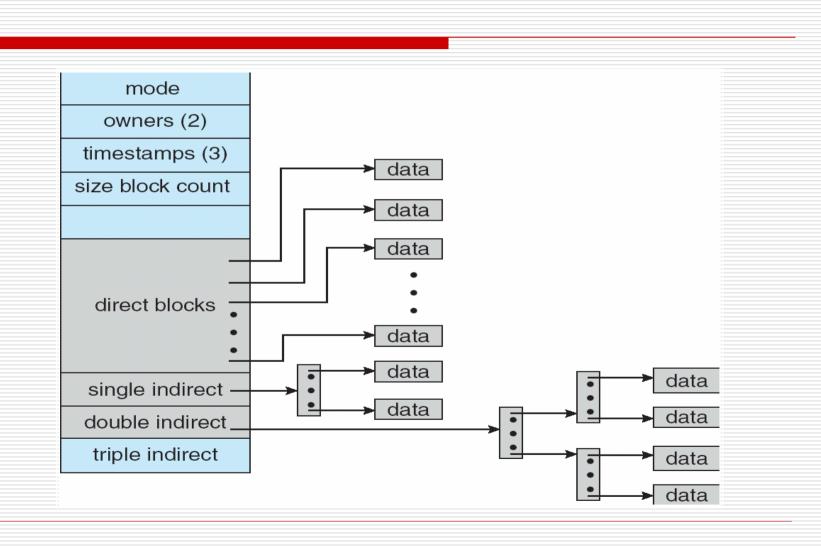
- □ Use a first-level index block
  - a set of second-level index blocks,
    - → file blocks
- To access a block
  - OS uses the first-level index
    - to find a second-level index block
      - then use block to find the desired data block

#### **Combined Scheme**

- used in the UFS
- Keep 15 pointers of the index block in the file's mode.
  - First 12 pointers point to direct blocks contain addresses of blocks that contain data of the file.
  - Next 3 pointers point to indirect blocks.
     -first points to a single indirect block,
     which is an index block containing no data
     but the addresses of blocks that do contain data.

-second points to a double indirect block
which contains the address of a block that
contains the addresses of blocks that
contain pointers to the actual data blocks.
-last pointer contains the address of a triple indirect block.

## Combined Scheme: UNIX(4K bytes per block)



Chapter 11
Operation System Principles
A.Silberschatz
7<sup>th</sup> edition

# Thank YOU