



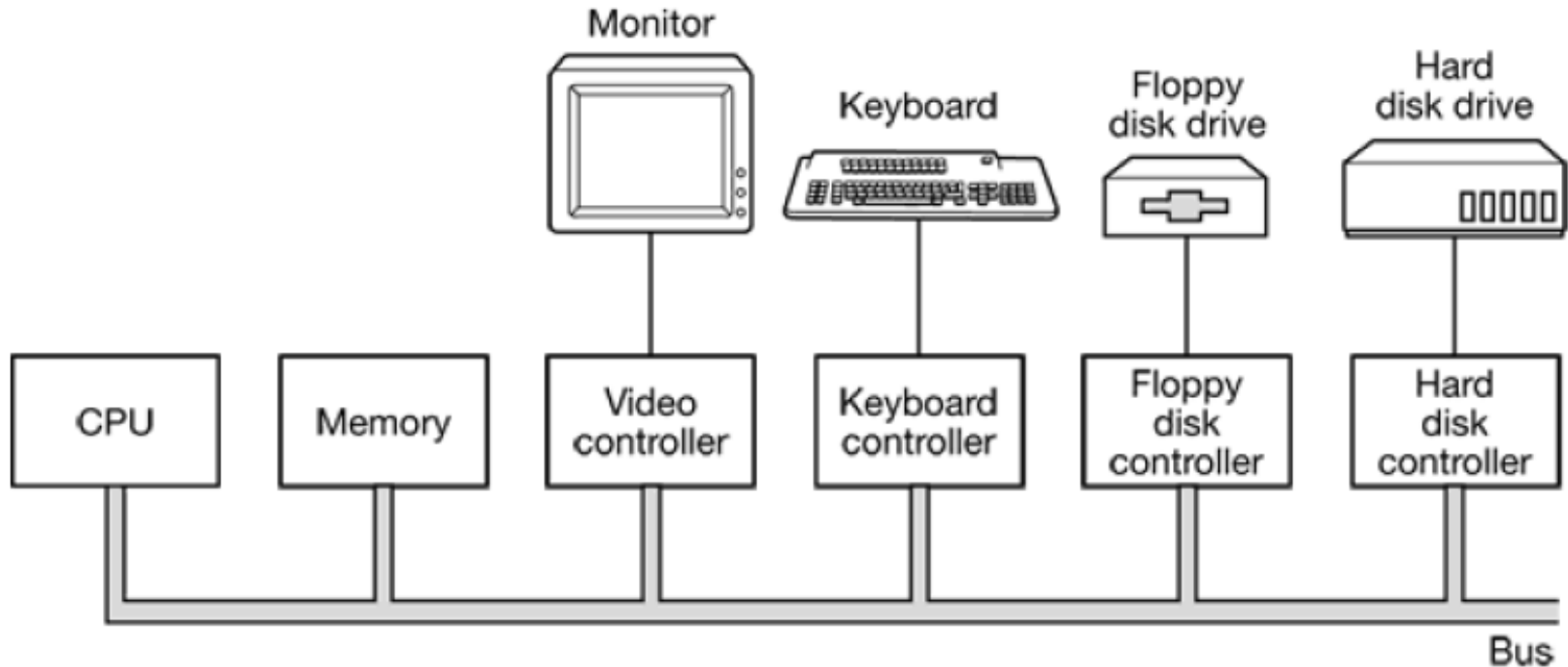
# Architectures des Systèmes de Bases de Données

File system : Hard Disk Organisation

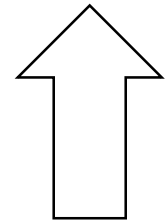


Traduction en cours

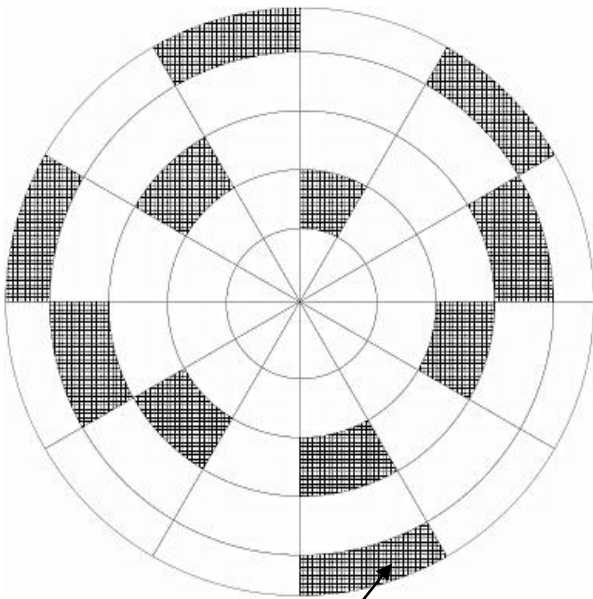
# Computer Physical Architecture



Source MOS : MODERN OPERATING SYSTEMS ANDREW S. TANENBAUM (A.S.T)

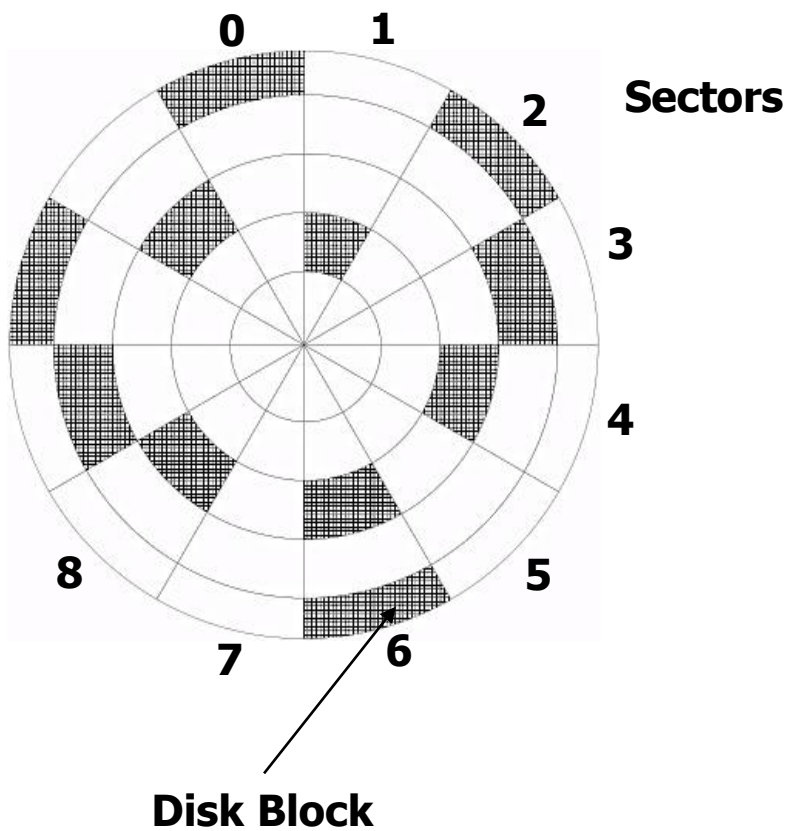


# HDD Block Layout equivalent

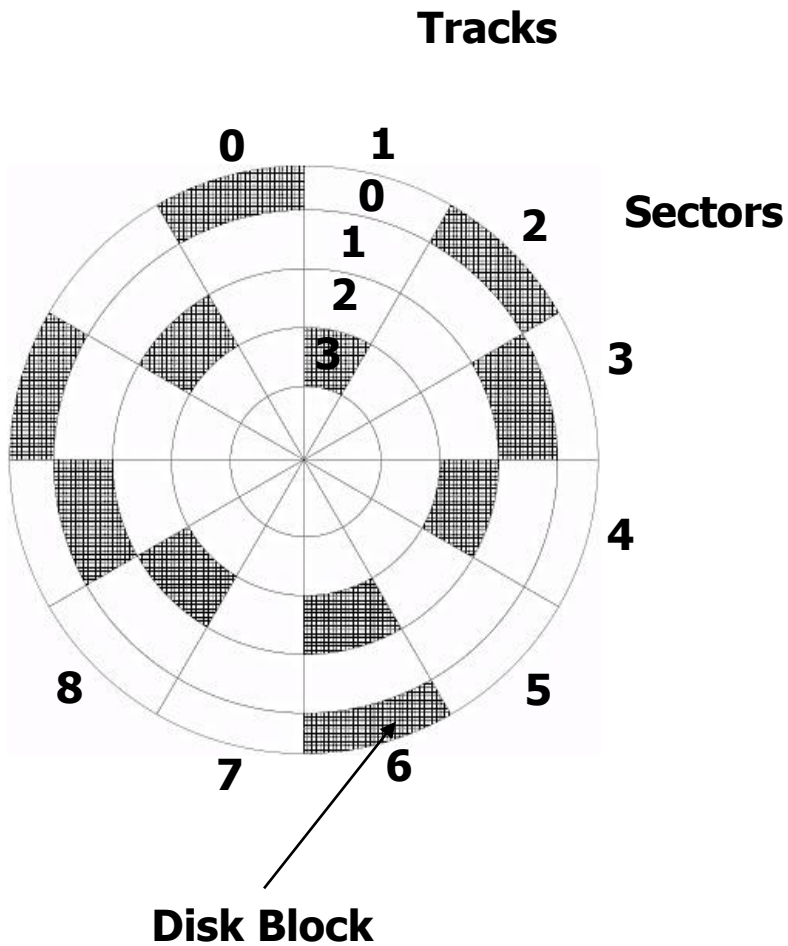


**Disk Block**

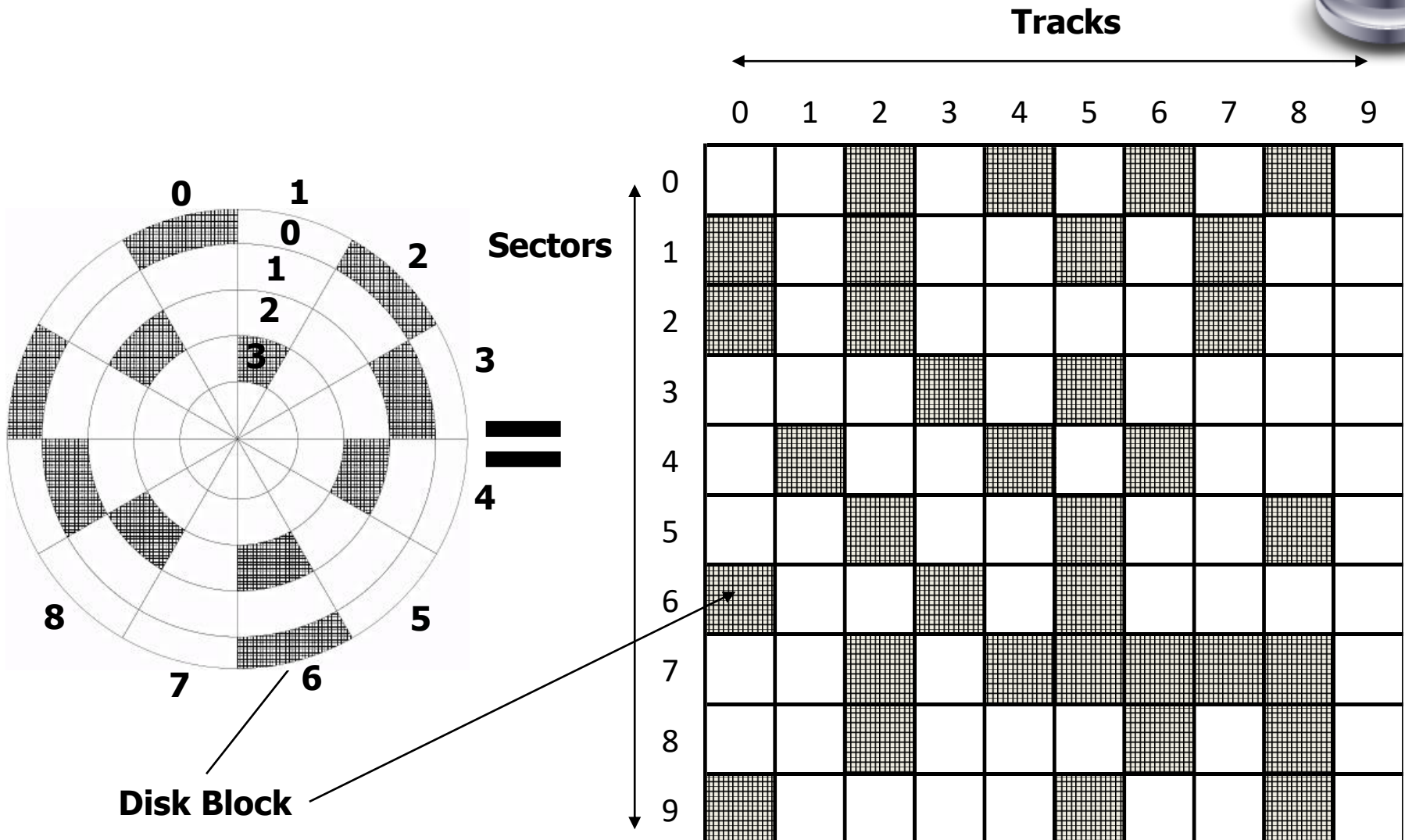
# HDD Block Layout equivalent



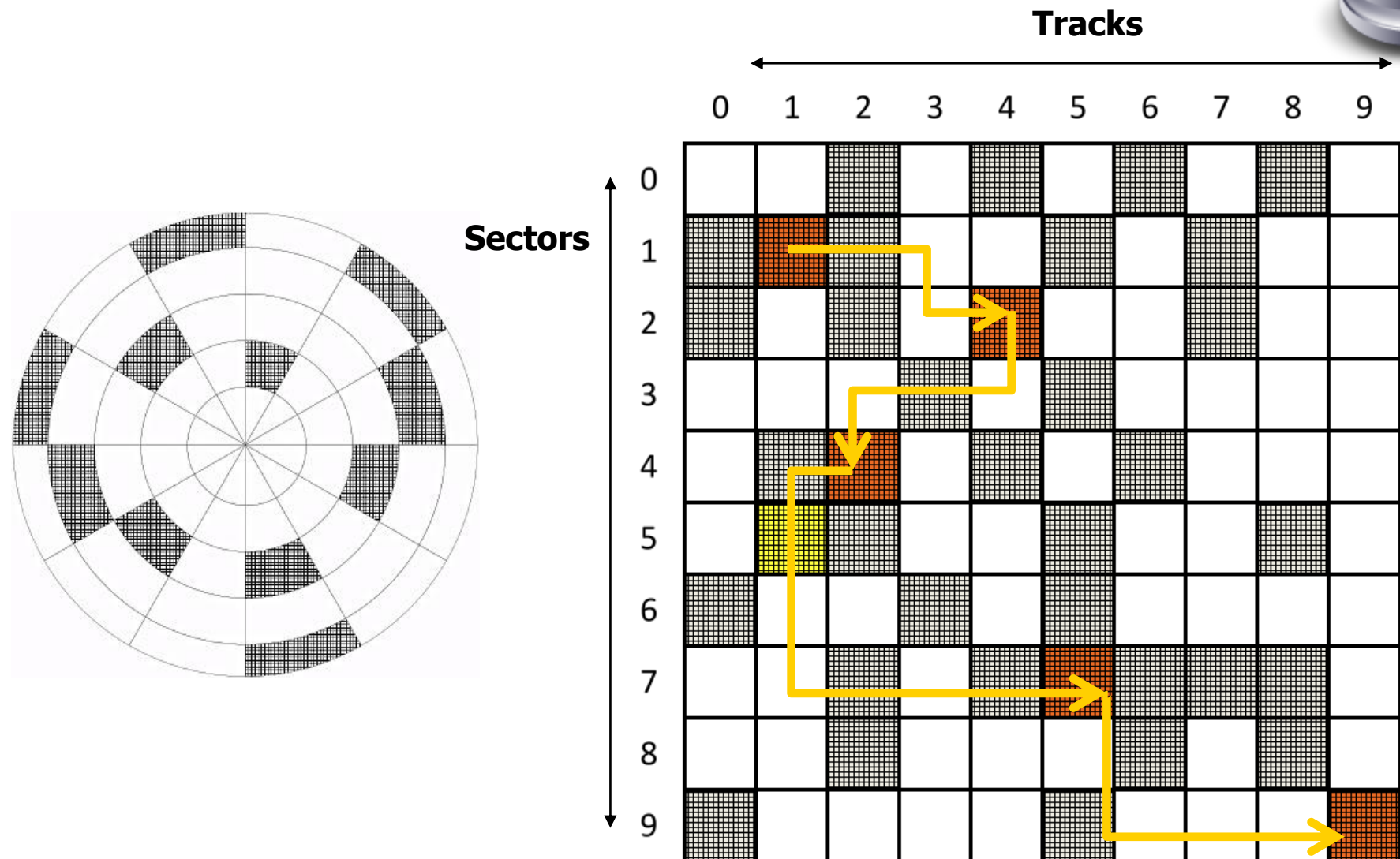
# HDD Block Layout equivalent



# HDD Block Layout equivalent

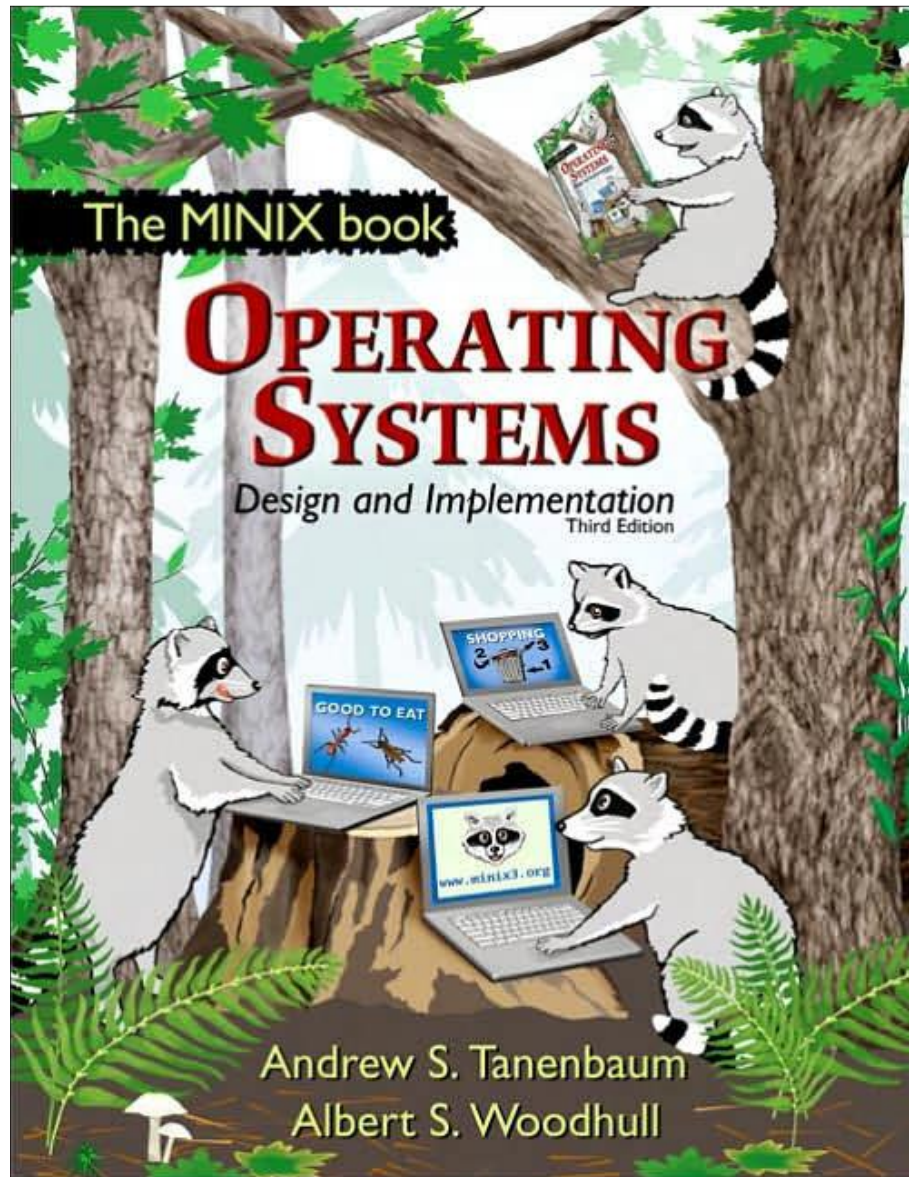


# File Block list Layout equivalent



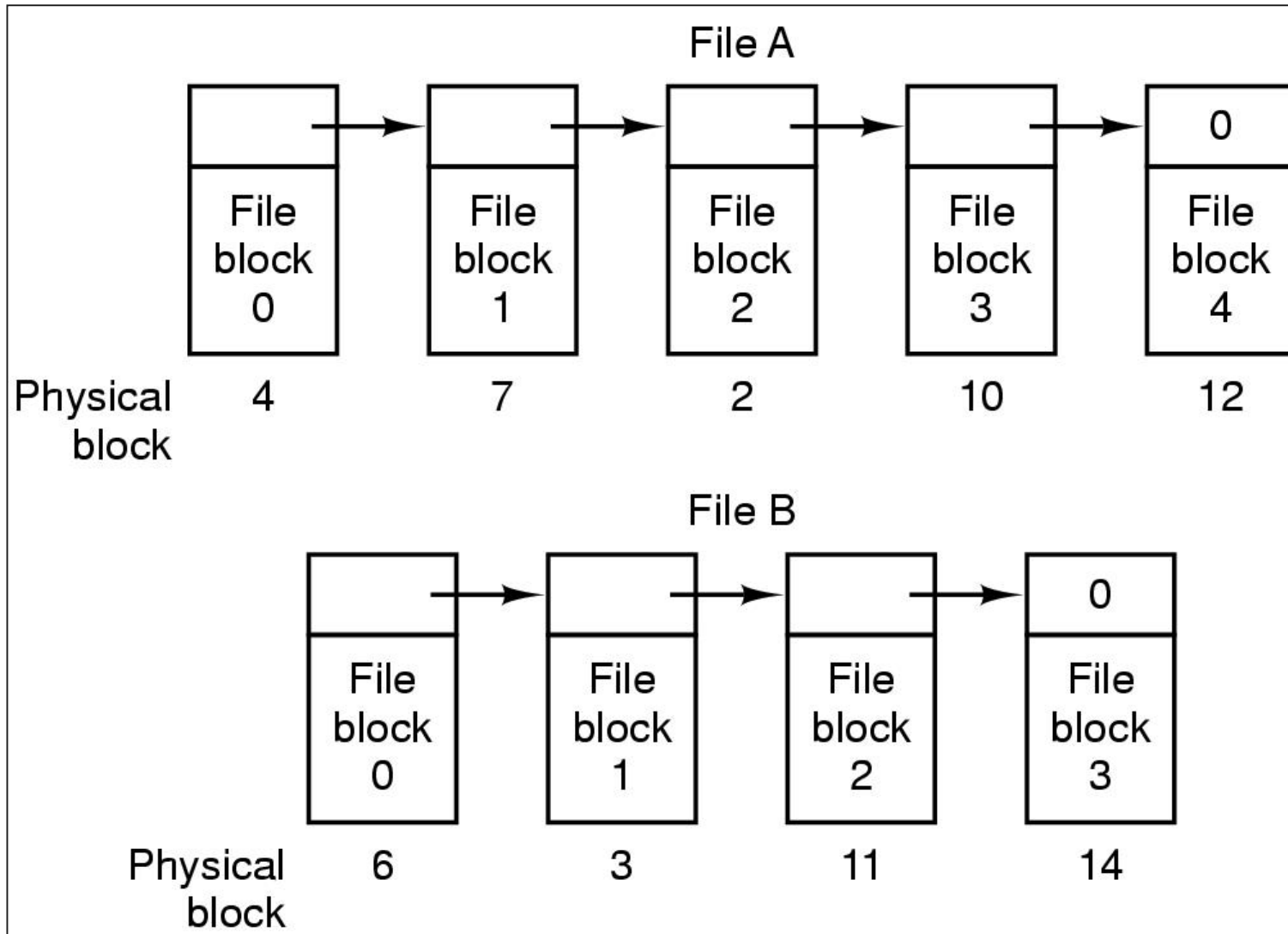


# MOS MINIX





# File Block Chain

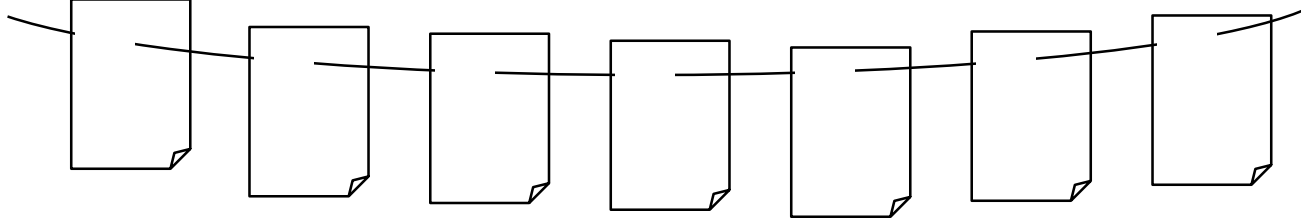


Source MOS : MODERN OPERATING SYSTEMS ANDREW S. TANENBAUM (A.S.T)

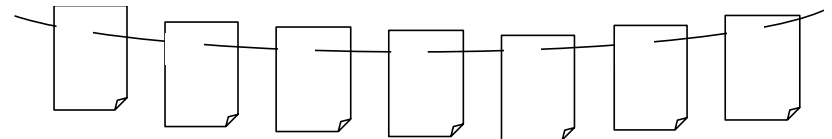
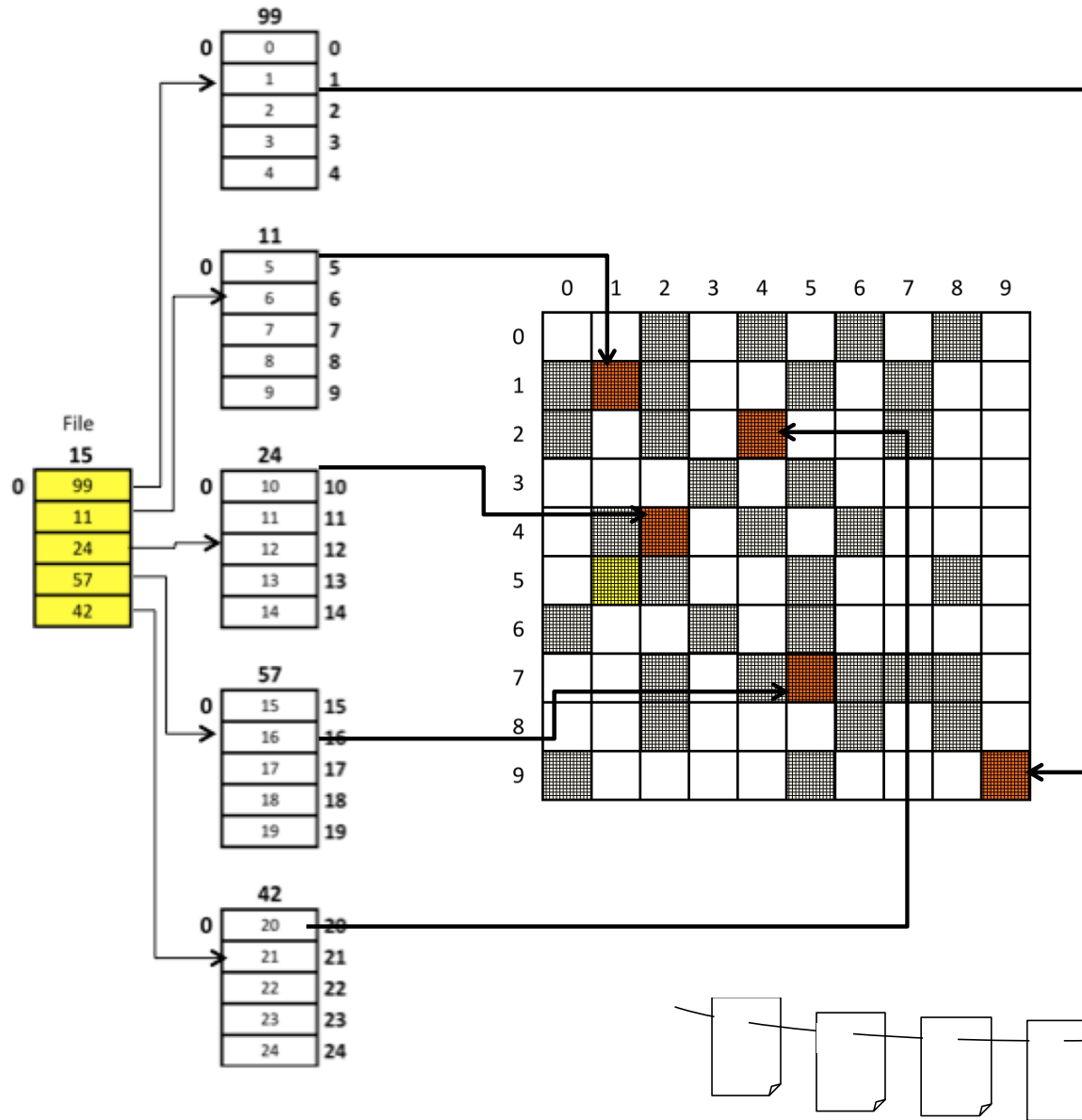
# File Word Origin



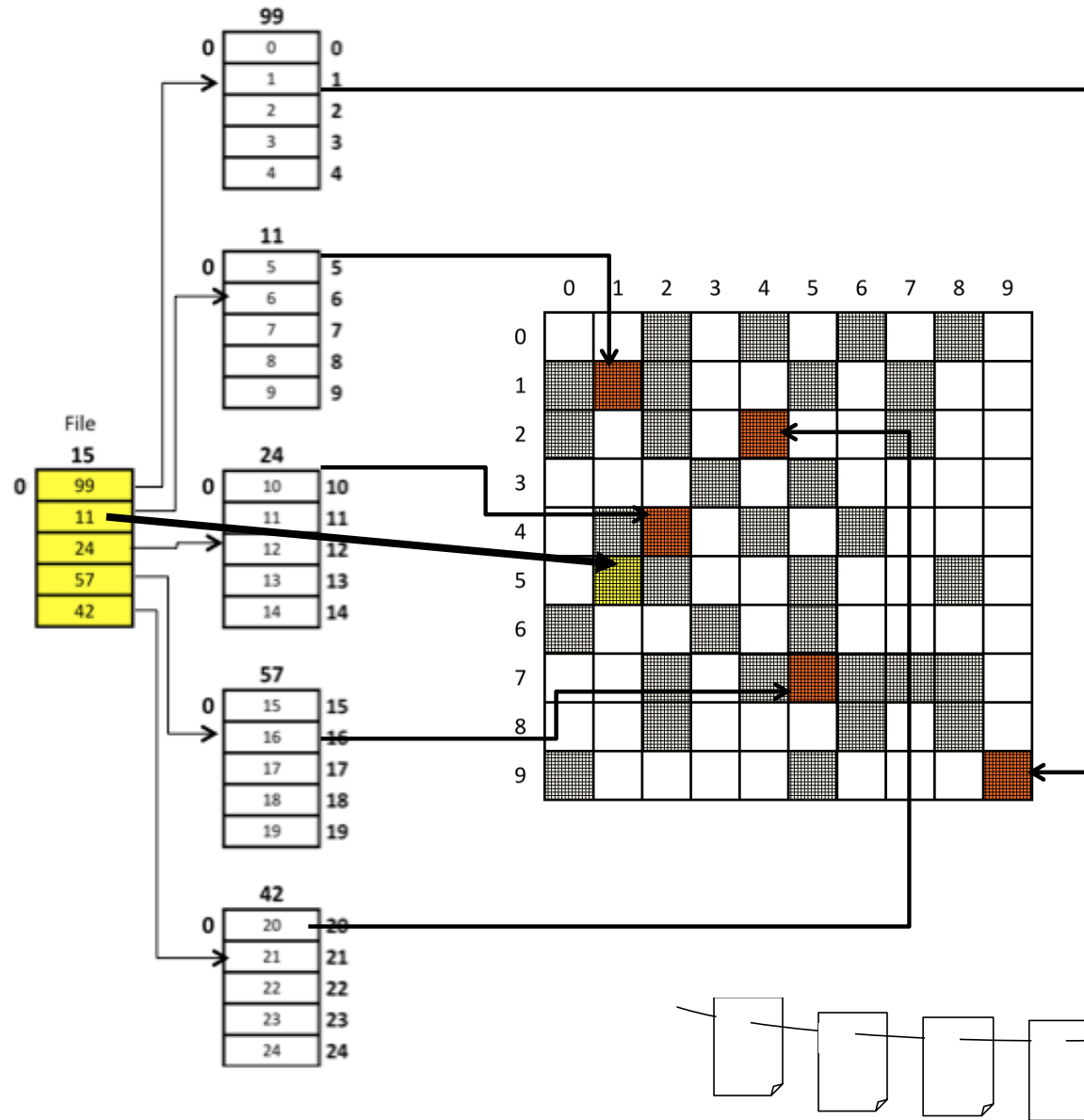
- From French : *filer*
  - to string documents on a thread or wire,
- The word "file" derives from the Latin *filum* ("a thread").



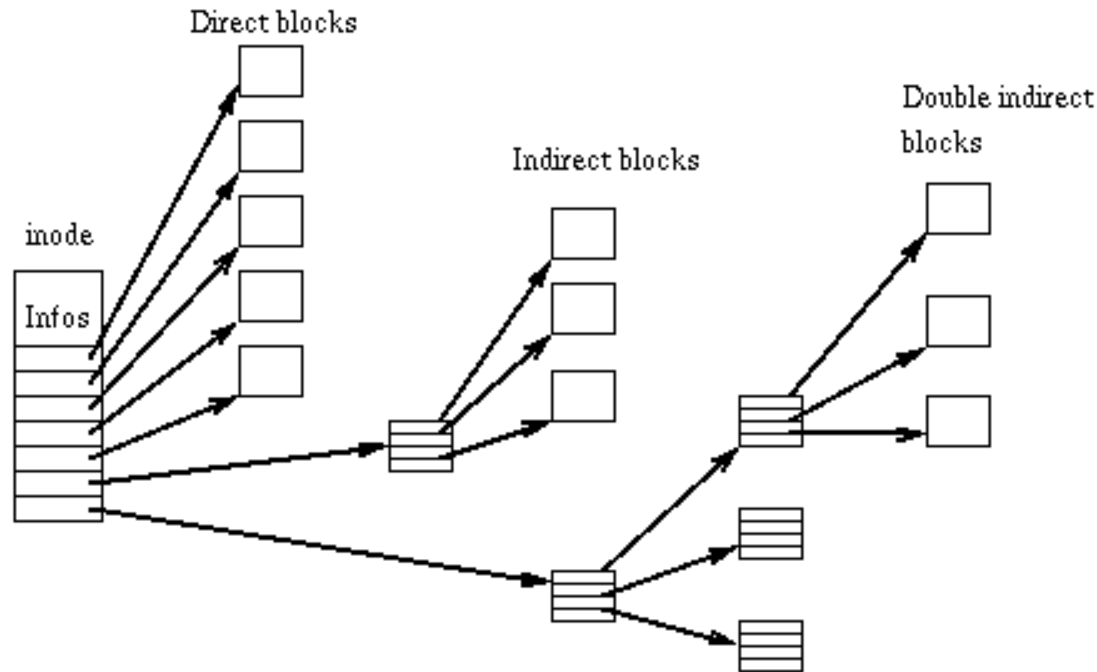
# File descriptor



# File descriptor



# Unix File descriptor or inode

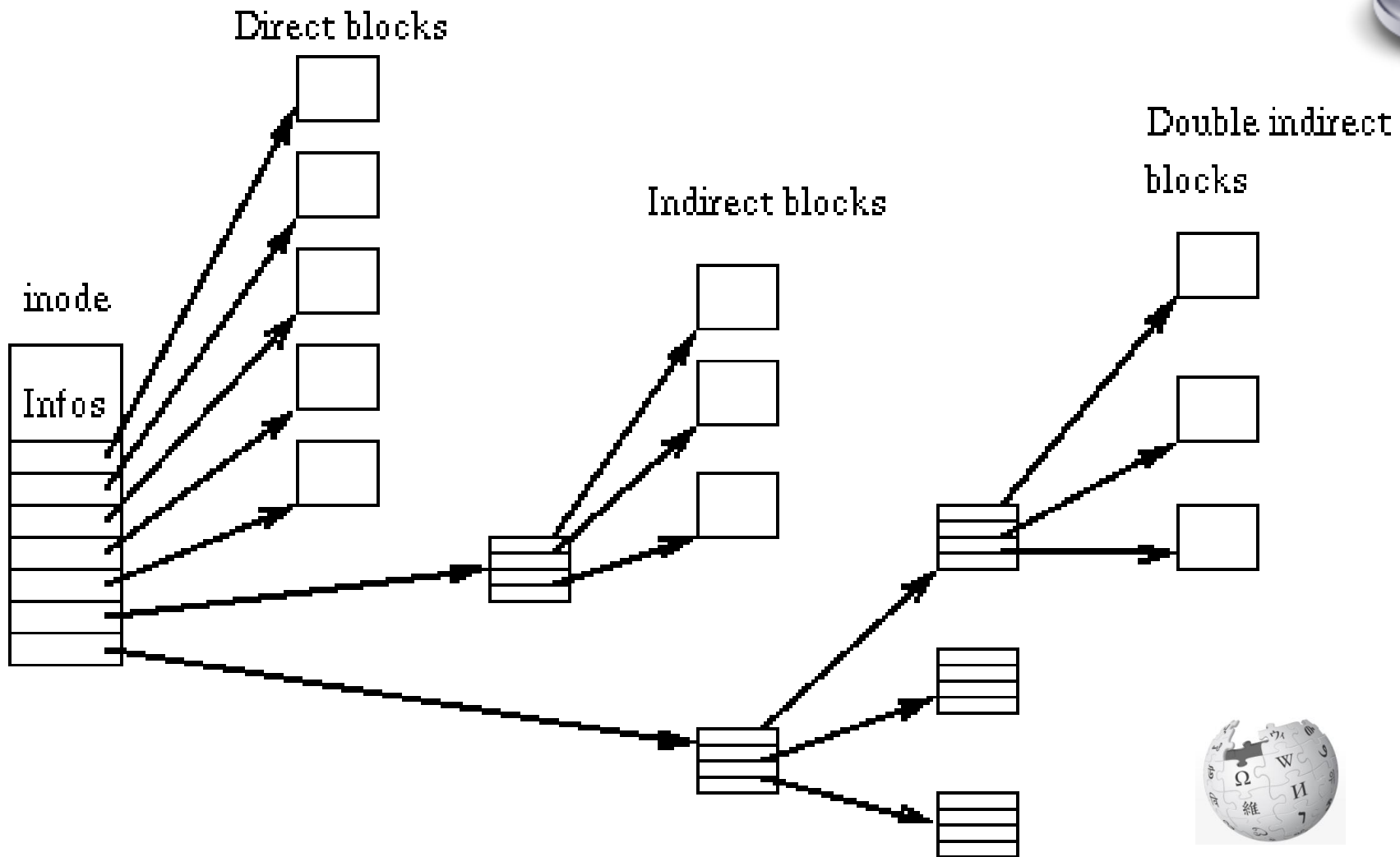


# UNIX

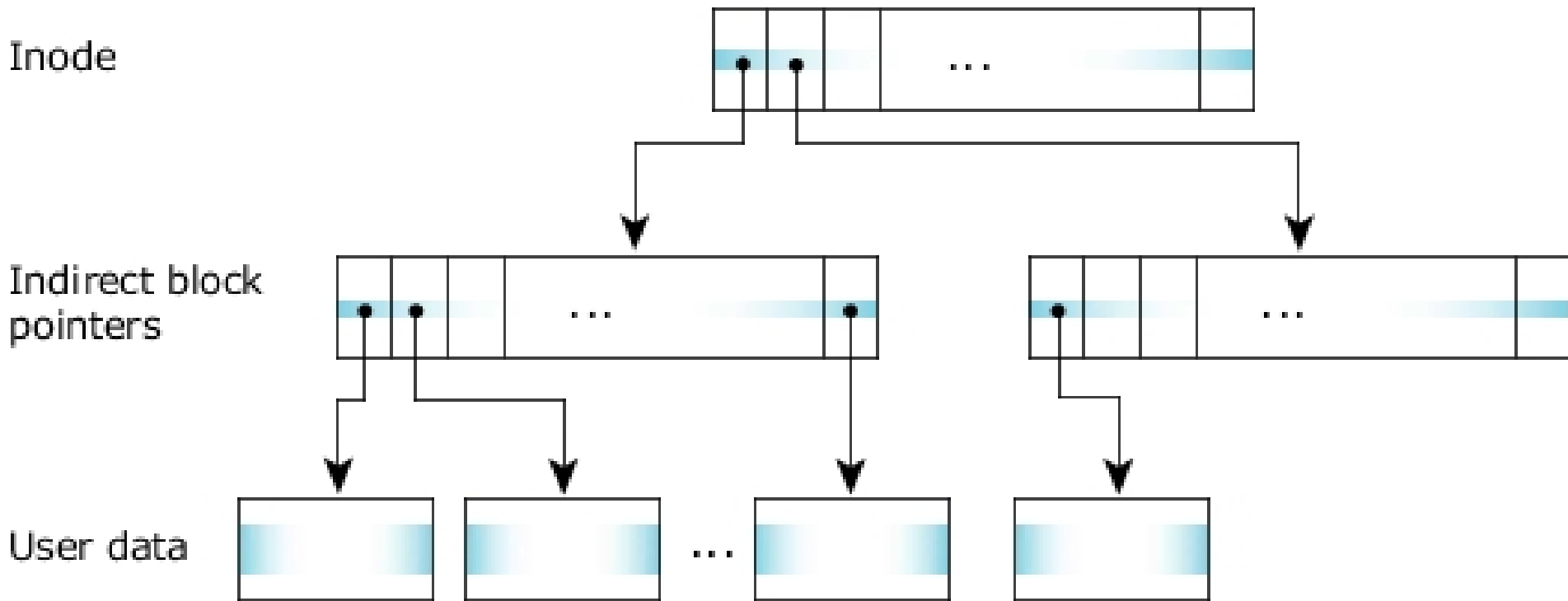
Unix is 32-bit multi-tasking, multi-user OS ( Operating System ) invented by Bell Labs that is used on many type of computer systems. UNIX was designed to be a small, flexible system used exclusively by programmers.



# Unix Linux Inode



# Unix Linux Inode : indirect block pointers





# Unix Linux Inode



## I-nodes

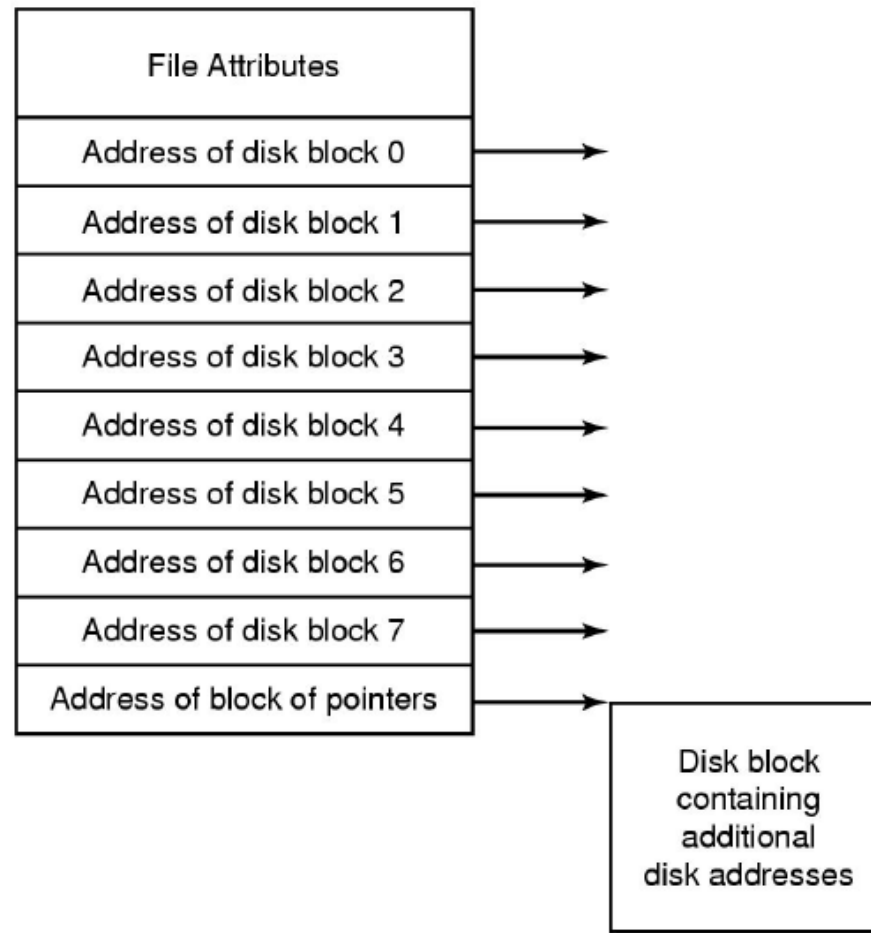
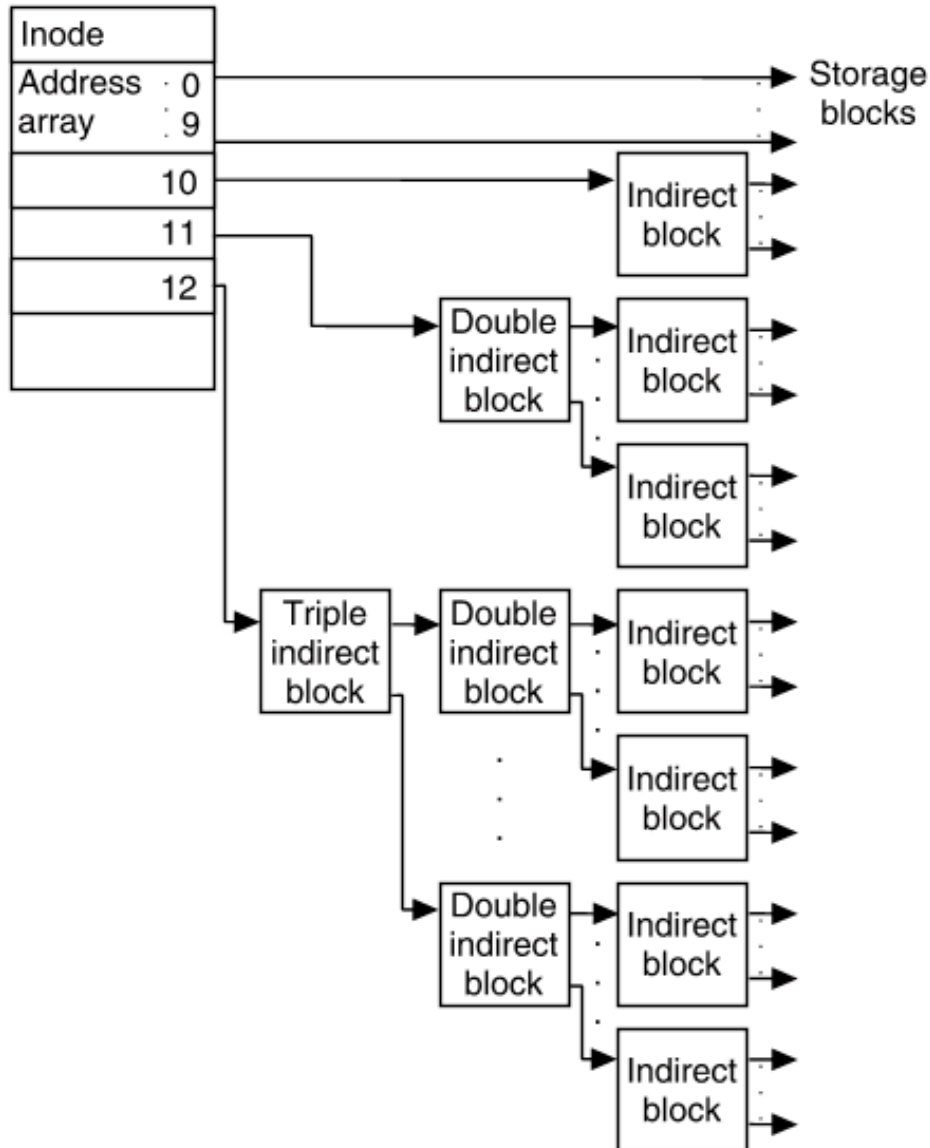


Figure 4-13. An example i-node.

# UnixWare



[ic.xinuos.com/en/Navpages/index.html](http://ic.xinuos.com/en/Navpages/index.html)

# Inode



## The UNIX V7 File System (2)

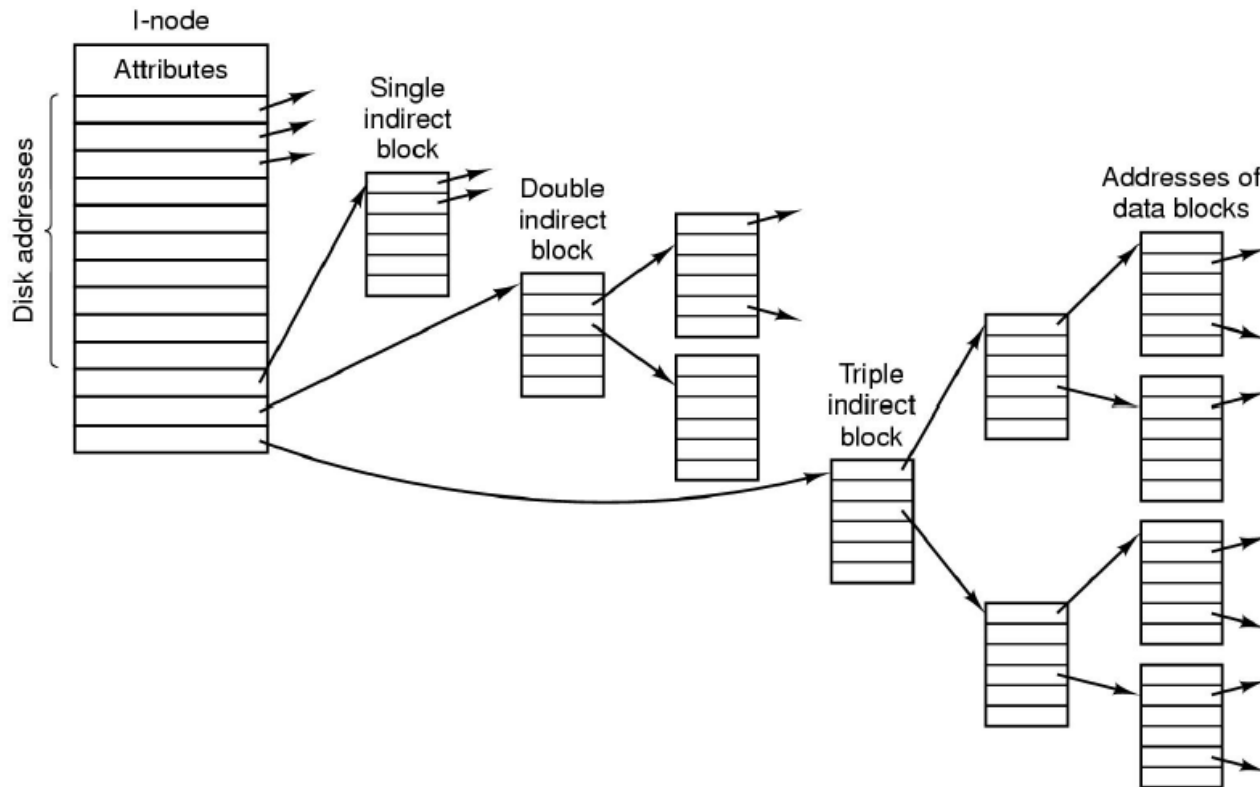


Figure 4-34. A UNIX i-node.

# Unix Linux Inode

## Hierarchical Directory Systems (2)

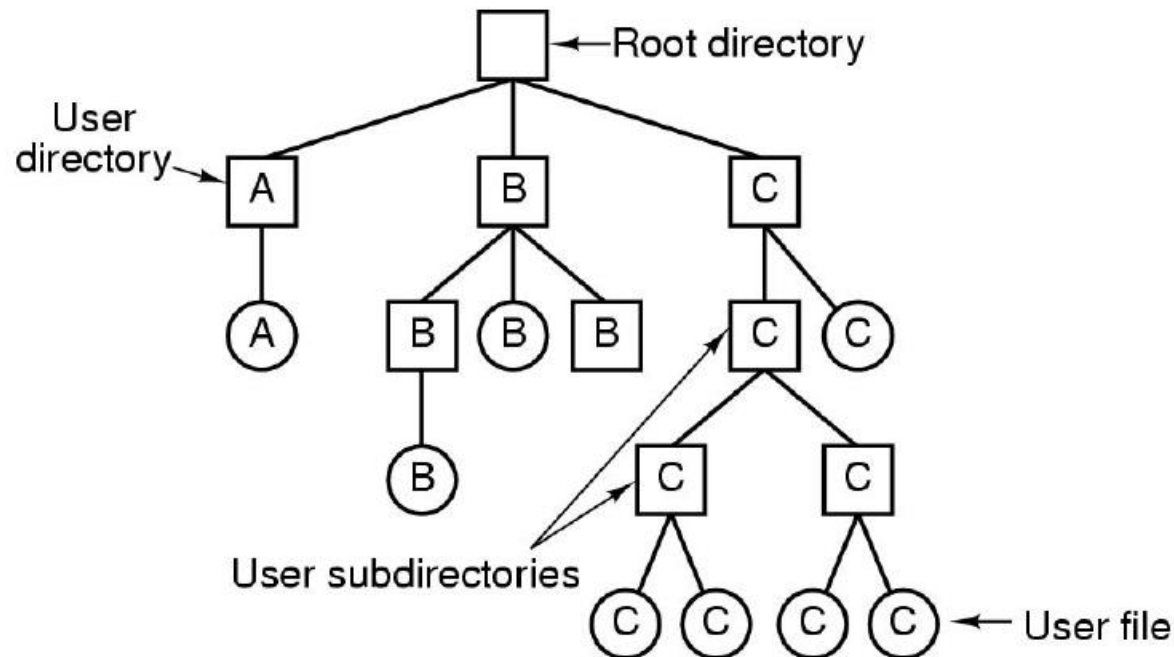


Figure 4-7. A hierarchical directory system.

# UFS (Unix File System) structure : Directory



## Directory inode (128B)

Type	Mode
User ID	Group ID
File size	# blocks
# links	Flags
Timestamps (×3)	
Direct blocks (×12)	
Single indirect	
Double indirect	
Triple indirect	

[https://en.wikipedia.org/wiki/Unix\\_File\\_System](https://en.wikipedia.org/wiki/Unix_File_System)

## Directory block

.	inode #
..	inode #
passwd	inode #
fstab	inode #
...	...

## Indirect block

Direct blocks (×512)

## File inode (128B)

Type	Mode
User ID	Group ID
File size	# blocks
# links	Flags
Timestamps (×3)	
Direct blocks (×12)	
Single indirect	
Double indirect	
Triple indirect	

File data block
Data

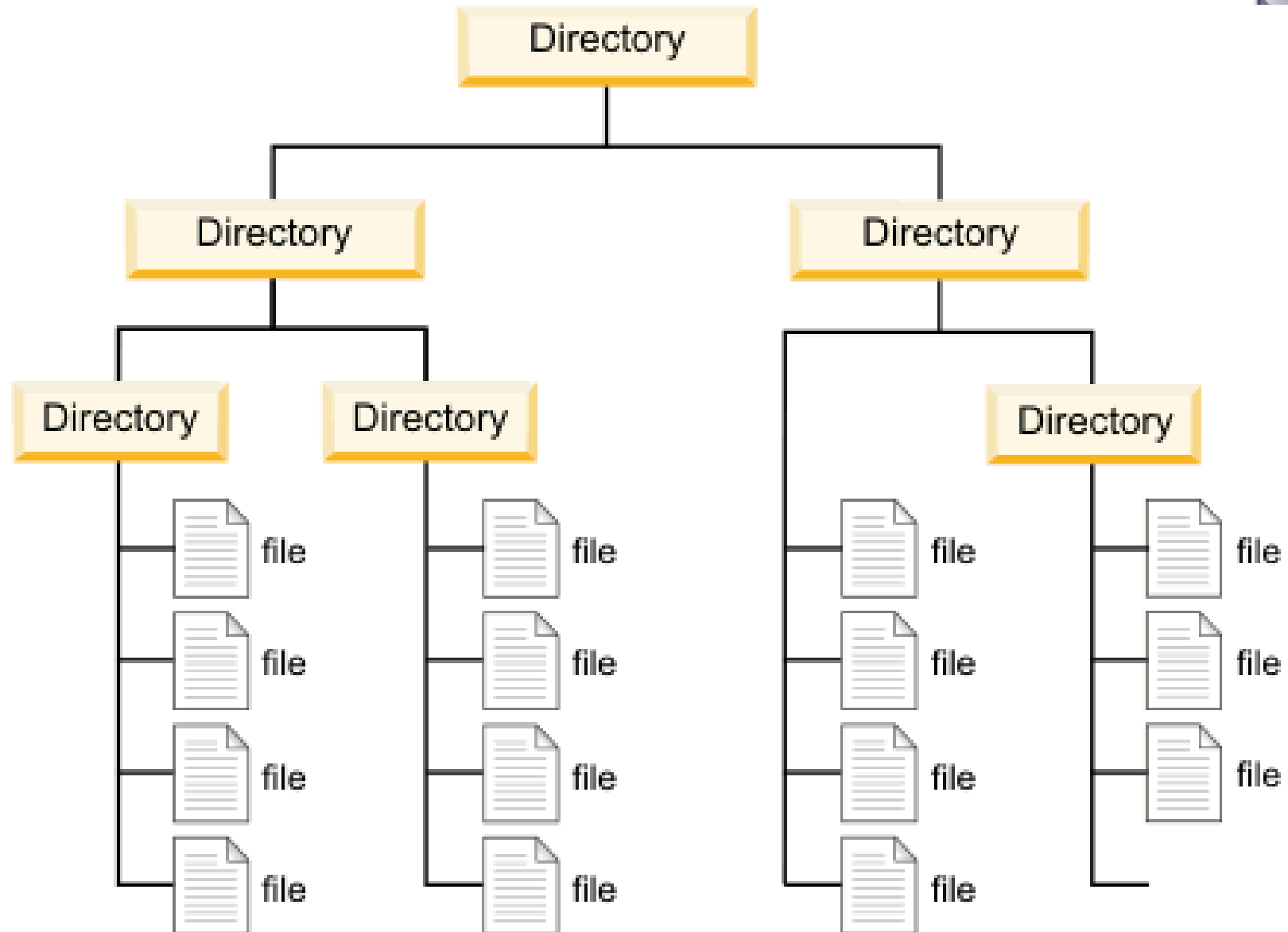
Block # of  
block with  
512 double  
indirect  
entries

Block # of  
block with  
512 single  
indirect  
entries

Block #s of  
more  
directory  
blocks



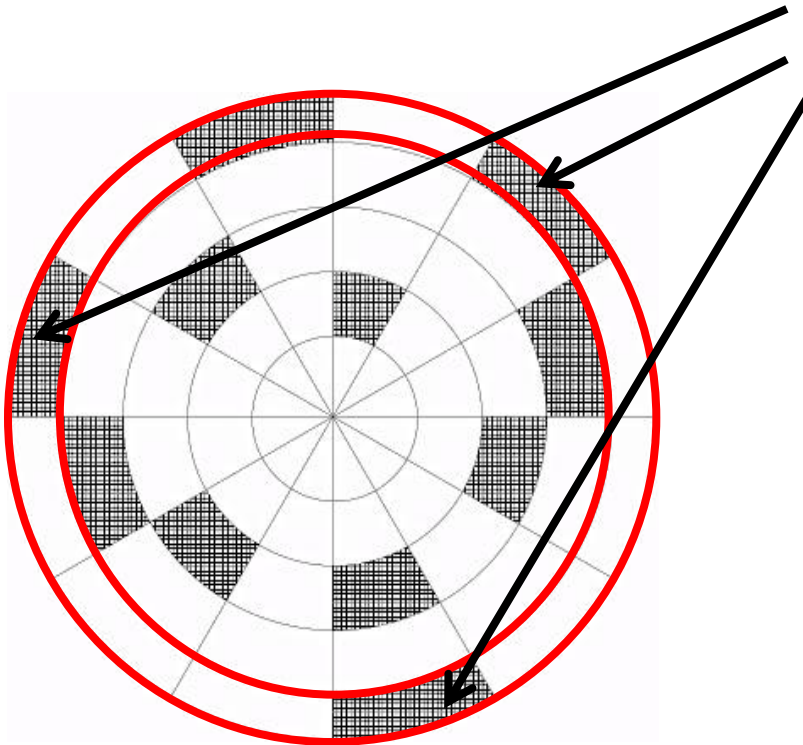
# Directory



# Directories Inodes location



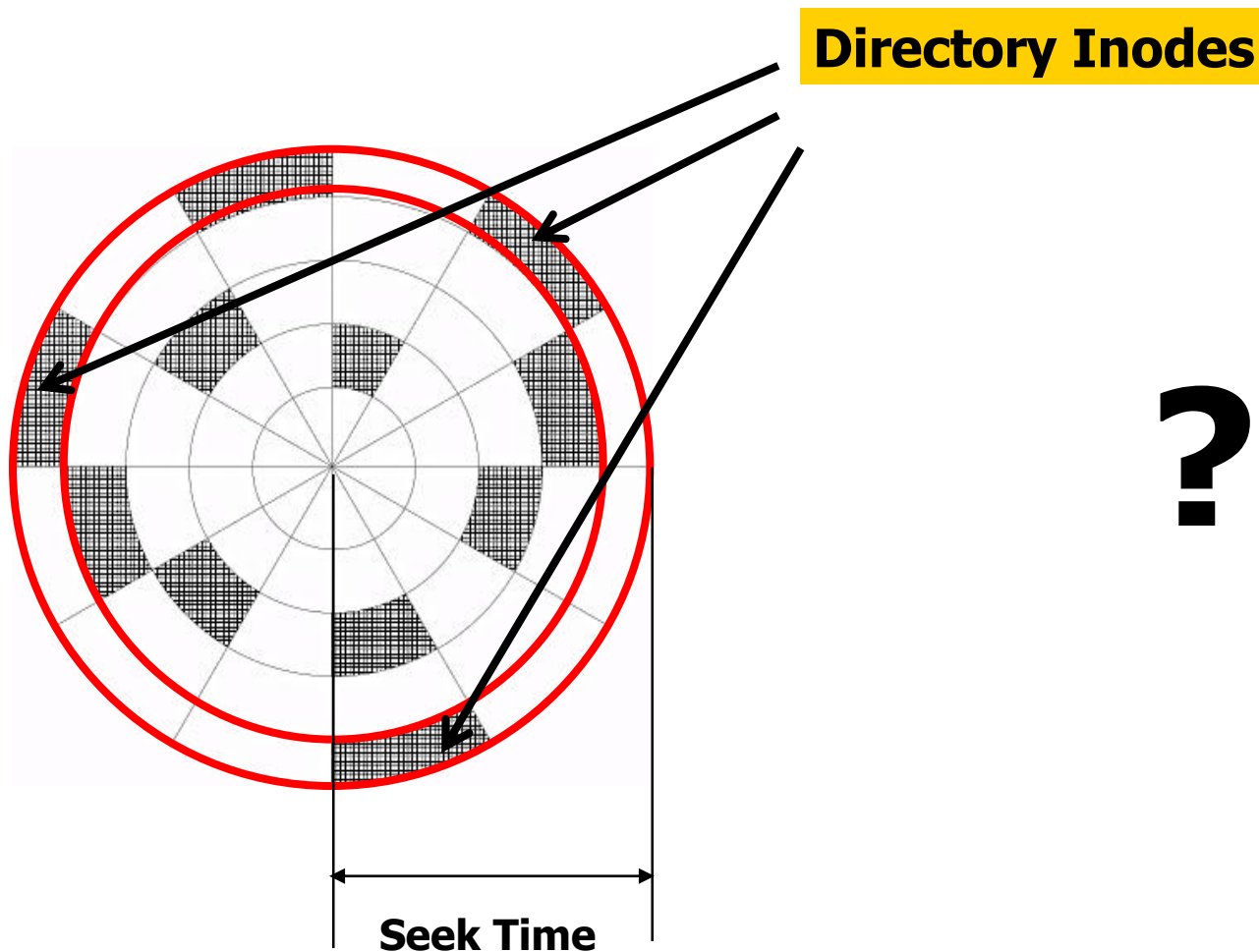
**Directory Inodes**



?



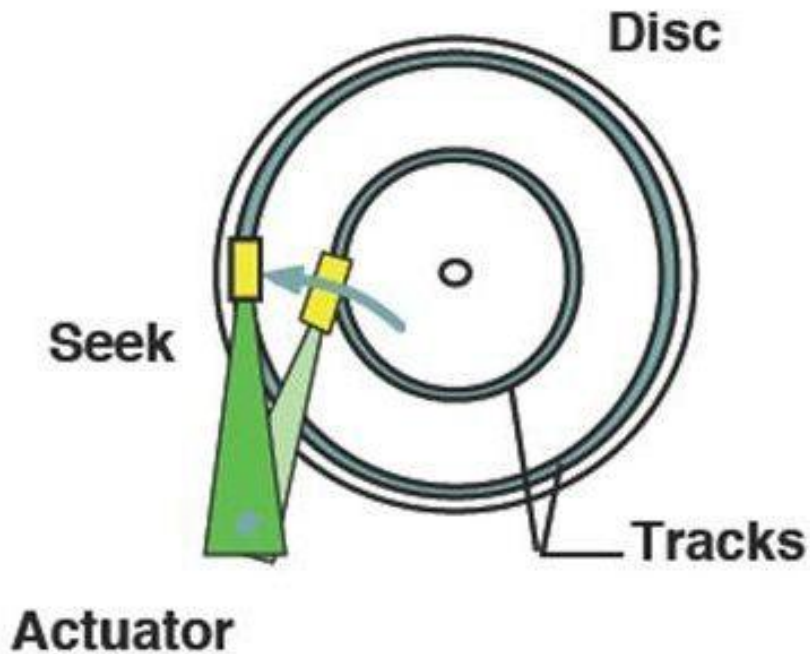
# Directories Inodes location



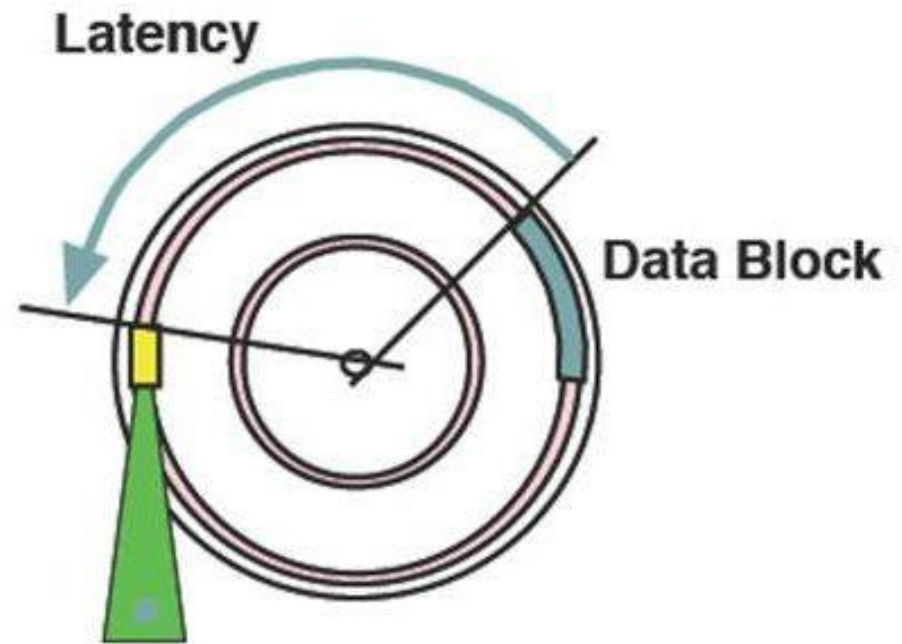
# Seek Time, Latency Time



## Seek Time



## Latency Time

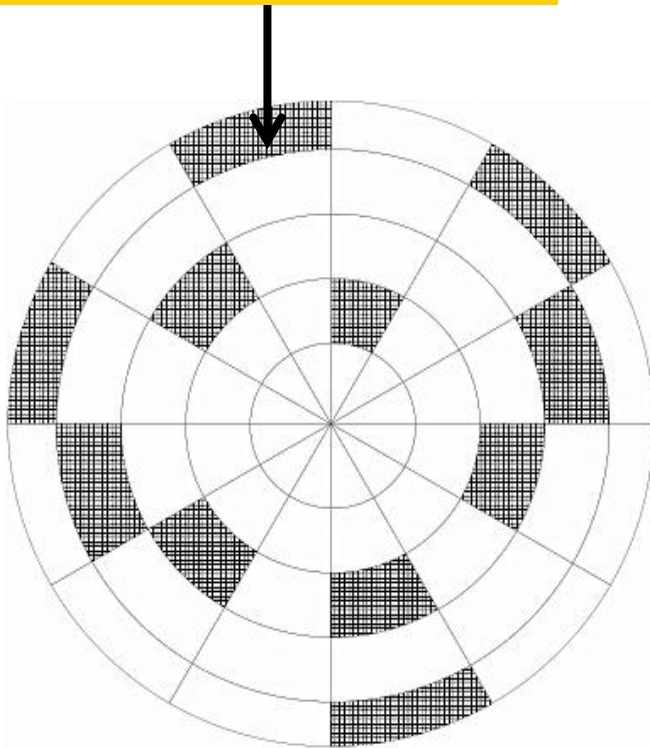


<https://dbadiaryy.wordpress.com/2018/01/31/ioping/>

# Master Block Record



## Master Block Record

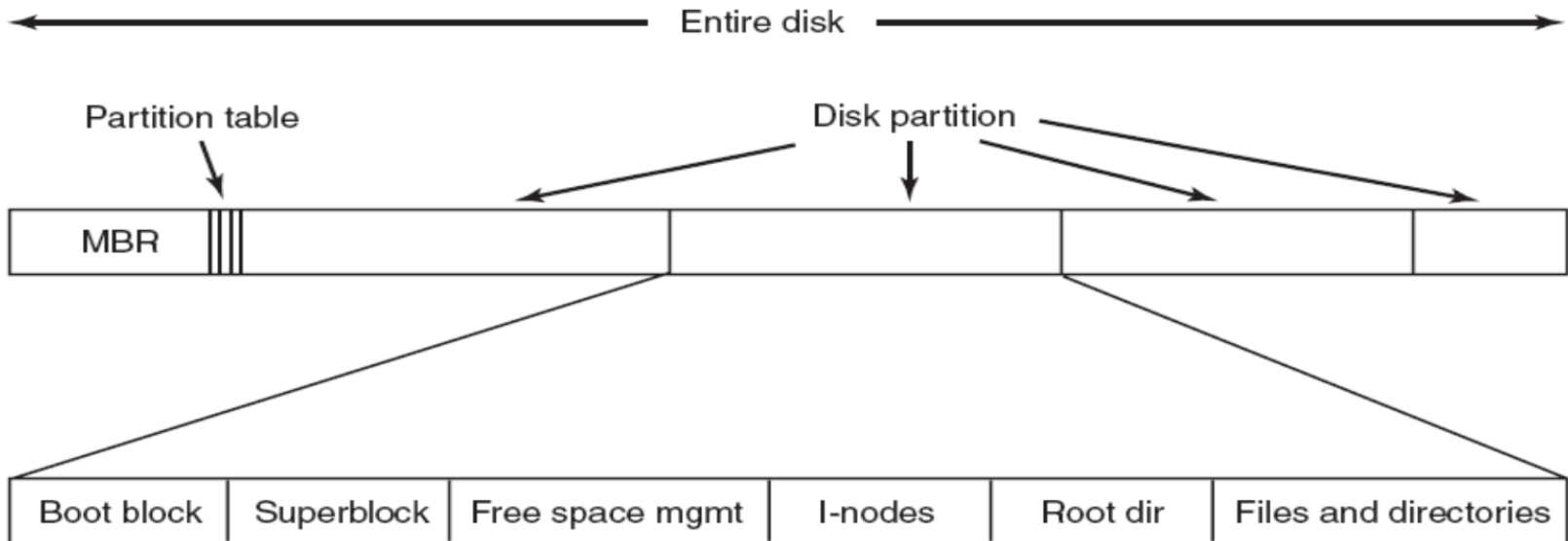


	0	1	2	3	4	5	6	7	8	9
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										

# AST : Disk Format, disk partitions



## File System Layout



# Free blocks



- Part of the hard drive stores a map of blocks that have already been used up and others that are still free.
- When the computer wants to store new information, it takes a look at the map to find some free blocks.



# Block Free List



## Free Block Number

	0	1	2	3	4	5	6	7	8	9
0	MBR	1	2	3	4	5	6	7	8	9
1	10	11	12	13	14	15	16	17	18	19
2	20	21	22	23	24	25	26	27	28	29
3	30	31	32	33	34	35	36	37	38	39
4	40	41	42	43	44	45	46	47	48	49
5	50	51	52	53	54	55	56	57	58	59
6	60	61	62	63	64	65	66	67	68	69
7	70	71	72	73	74	75	76	77	78	79
8	80	81	82	83	84	85	86	87	88	89
9	90	91	92	93	94	95	96	97	98	99



**Free Blocks**

**Free List**

0	
1	7
2	10
3	15
4	16
5	23
6	6
7	30
8	32
	.
	.
	.
	34
88	39
89	45
90	46
91	8
92	54
93	62
94	5
95	78
96	49
97	97
98	51
99	2

# Free List



Free Block Number

	0	1	2	3	4	5	6	7	8	9
0	MBR	1	2	3	4	5	6	7	8	9
1	10	11	12	13	14	15	16	17	18	19
2	20	21	22	23	24	25	26	27	28	29
3	30	31	32	33	34	35	36	37	38	39
4	40	41	42	43	44	45	46	47	48	49
5	50	51	52	53	54	55	56	57	58	59
6	60	61	62	63	64	65	66	67	68	69
7	70	71	72	73	74	75	76	77	78	79
8	80	81	82	83	84	85	86	87	88	89
9	90	91	92	93	94	95	96	97	98	99



Free List



# Free List



0	
1	7
2	10
3	15
4	16
5	23
6	6
7	30
8	32
	.
	.
	.
	34
88	39
89	45
90	46
91	8
92	54
93	62
94	5
95	78
96	49
97	97
98	51
99	2

**Free Block Number**



# Free List

0	
1	7
2	10
3	15
4	16
5	23
6	6
7	30
8	32
	.
	.
	.
	34
88	39
89	45
90	46
91	8
92	54
93	62
94	5
95	78
96	49
97	97
98	51
99	2

# Free List



Free Block Number

	0	1	2	3	4	5	6	7	8	9
0	MBR	1	2	3	4	5	6	7	8	9
1	10	11	12	13	14	15	16	17	18	19
2	20	21	22	23	24	25	26	27	28	29
3	30	31	32	33	34	35	36	37	38	39
4	40	41	42	43	44	45	46	47	48	49
5	50	51	52	53	54	55	56	57	58	59
6	60	61	62	63	64	65	66	67	68	69
7	70	71	72	73	74	75	76	77	78	79
8	80	81	82	83	84	85	86	87	88	89
9	90	91	92	93	94	95	96	97	98	99



Free List

# Free List



**Free Block Number**

0	
1	7
2	10
3	15
4	16
5	23
6	6
7	30
8	32
	.
	.
	.
88	34
	39
89	45
90	46
91	8
92	54
93	62
94	5
95	78
96	49
97	97
98	51
99	2

	0	1	2	3	4	5	6	7	8	9
0	MBR	1	2	3	4	5	6	7	8	9
1	10	11	12	13	14	15	16	17	18	19
2	20	21	22	23	24	25	26	27	28	29
3	30	31	32	33	34	35	36	37	38	39
4	40	41	42	43	44	45	46	47	48	49
5	50	51	52	53	54	55	56	57	58	59
6	60	61	62	63	64	65	66	67	68	69
7	70	71	72	73	74	75	76	77	78	79
8	80	81	82	83	84	85	86	87	88	89
9	90	91	92	93	94	95	96	97	98	99



**Free List**

# AST : Free list bitmap



## Keeping Track of Free Blocks (1)

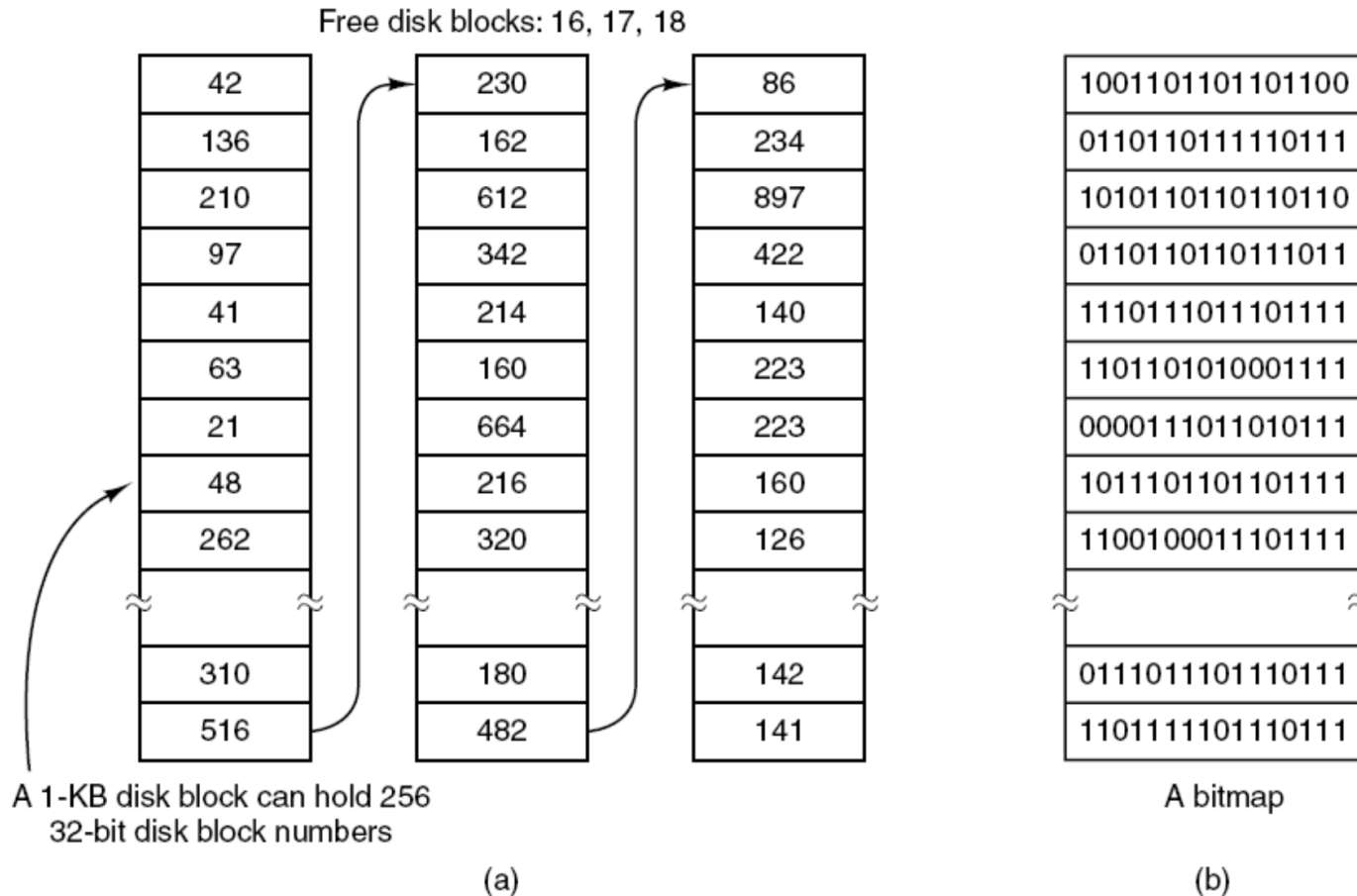
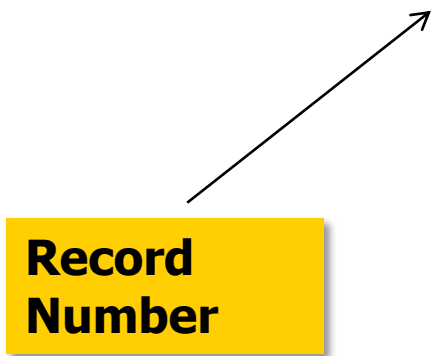


Figure 4-22. (a) Storing the free list on a linked list. (b) A bit



# A File

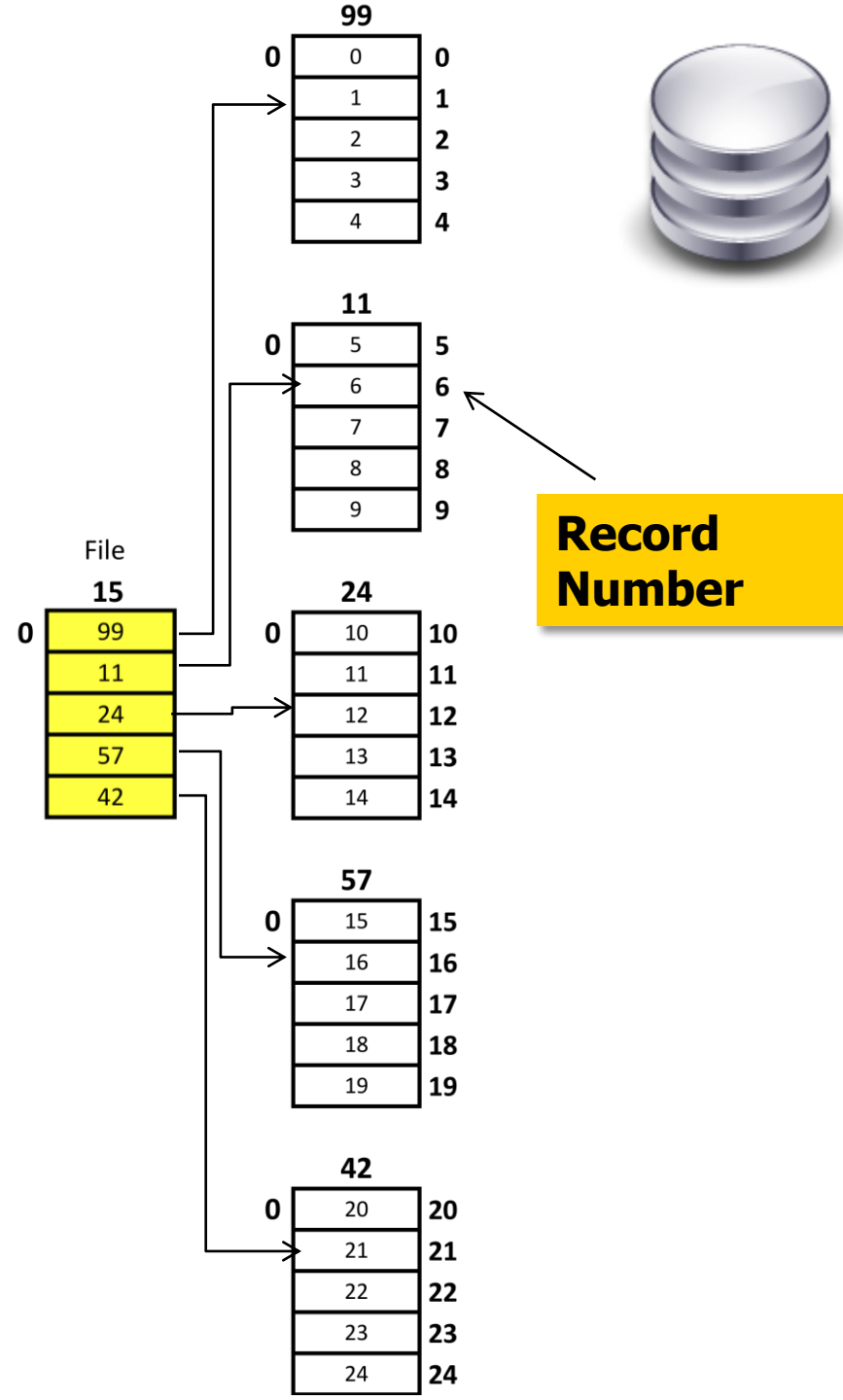


File	
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24

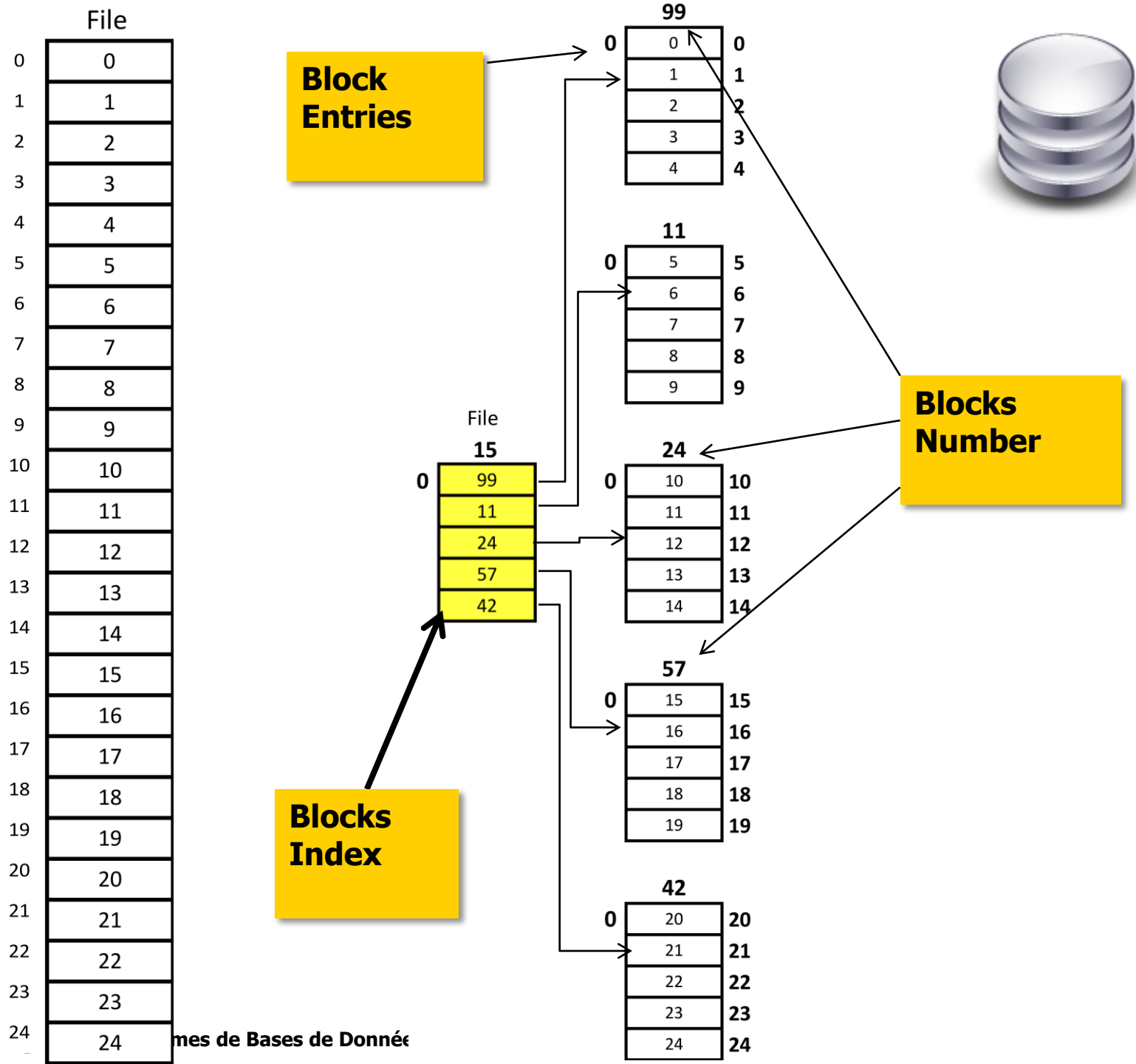
# A File

**Record  
Number**

	File
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24

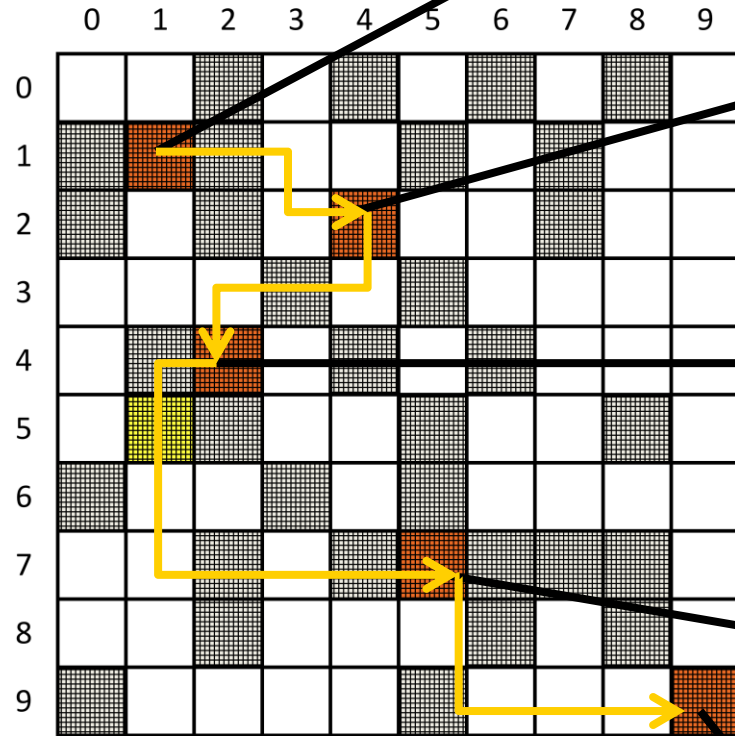


# A File





# File



**11**

0	5	1
	6	2
	7	3
	8	4
	9	5

**24**

0	10	6
	11	7
	12	8
	13	9
	14	10

**42**

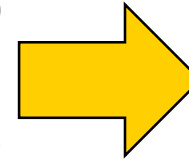
0	20	11
	21	12
	22	13
	23	14
	24	15

**57**

0	15	16
	16	17
	17	18
	18	19
	19	20

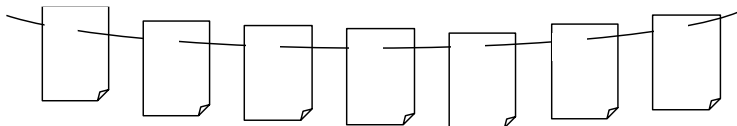
**99**

0	0	0
	1	1
	2	2
	3	3
	4	4



**File**

0	5
1	6
2	7
3	8
4	9
5	10
6	11
7	12
8	13
9	14
10	20
11	21
12	22
13	23
14	24
15	15
16	16
17	17
18	18
19	19
20	0
21	1
22	2
23	3
24	4



# Linux

