

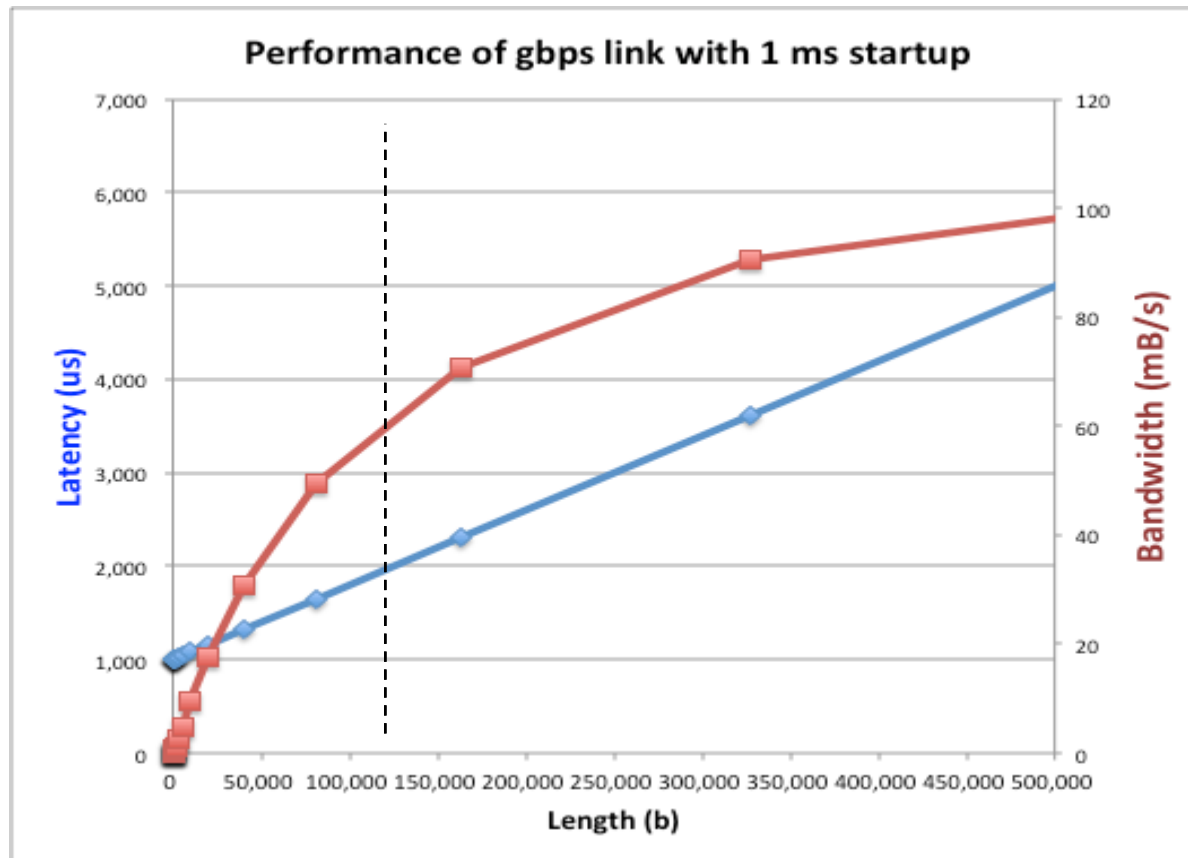
# Lecture 11: File System

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Bo Tang @ 2020, Spring

# Clarification

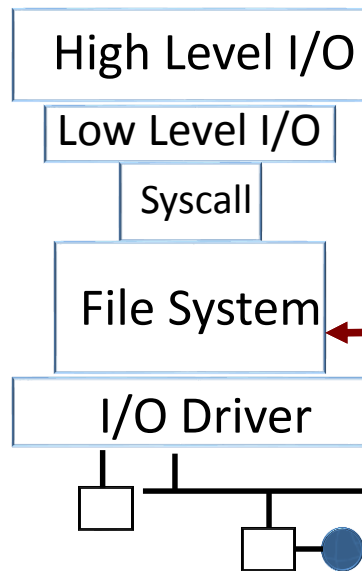
- ◆ Consider a 1 Gb/s (100Mb/s) link (Transfer capacity  $B = 125$  MB/s)
  - ◆ With a startup cost  $S = 1$  ms
  - ◆ What is the cost to transfer 1 GB (1024MB) data?



# I/O & Storage Layers

## Operations, Entities and Interface

### Application / Service



*streams*

*handles*

*registers*

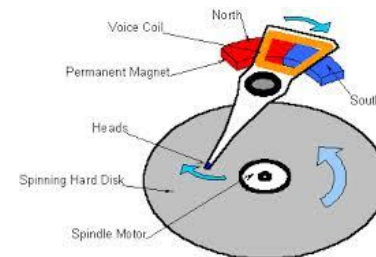
`file_open, file_read, ... on struct file * & void *`

*descriptors*

***we are here ...***

*Commands and Data Transfers*

*Disks, Flash, Controllers, DMA*



# Recall: C Low level I/O

- ❖ Operations on File Descriptors – as OS object representing the state of a file
  - ❖ User has a “handle” on the descriptor

```
#include <fcntl.h>
#include <unistd.h>
#include <sys/types.h>

int open (const char *filename, int flags [, mode_t mode])
int create (const char *filename, mode_t mode)
int close (int filedes)
```

Bit vector of:

- Access modes (Rd, Wr, ...)
- Open Flags (Create, ...)
- Operating modes (Appends, ...)

Bit vector of Permission Bits:

- User | Group | Other X R | W | X

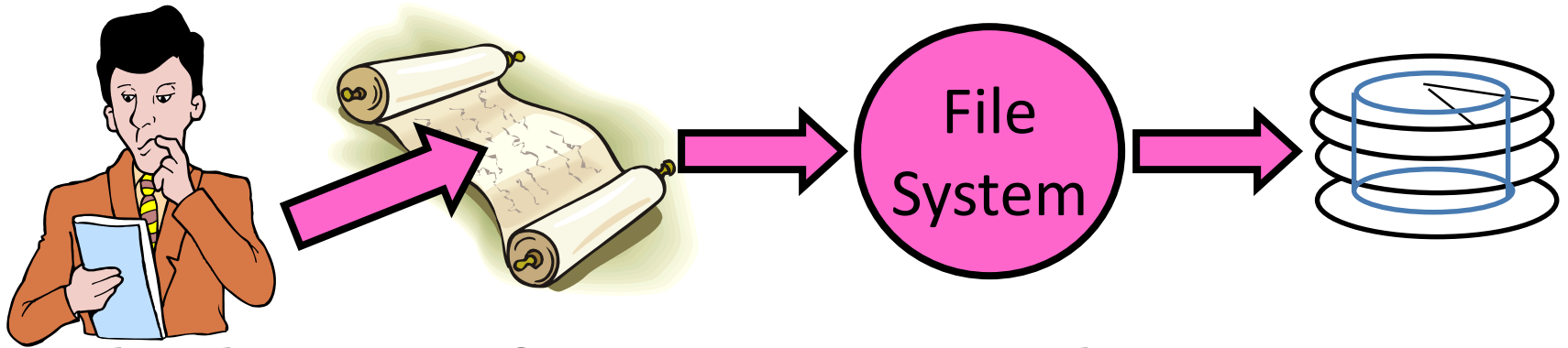
# File System

- ◆ **File System:** Layer of OS that transforms block interface of disks (or other block devices) into Files, Directories, etc.
- ◆ File System Components
  - ◆ **Naming:** Interface to find files by name, not by blocks
  - ◆ **Disk Management:** collecting disk blocks into files
  - ◆ **Protection:** Layers to keep data secure
  - ◆ **Reliability/Durability:** Keeping of files durable despite crashes, media failures, attacks, etc.

# User vs. System View of a File

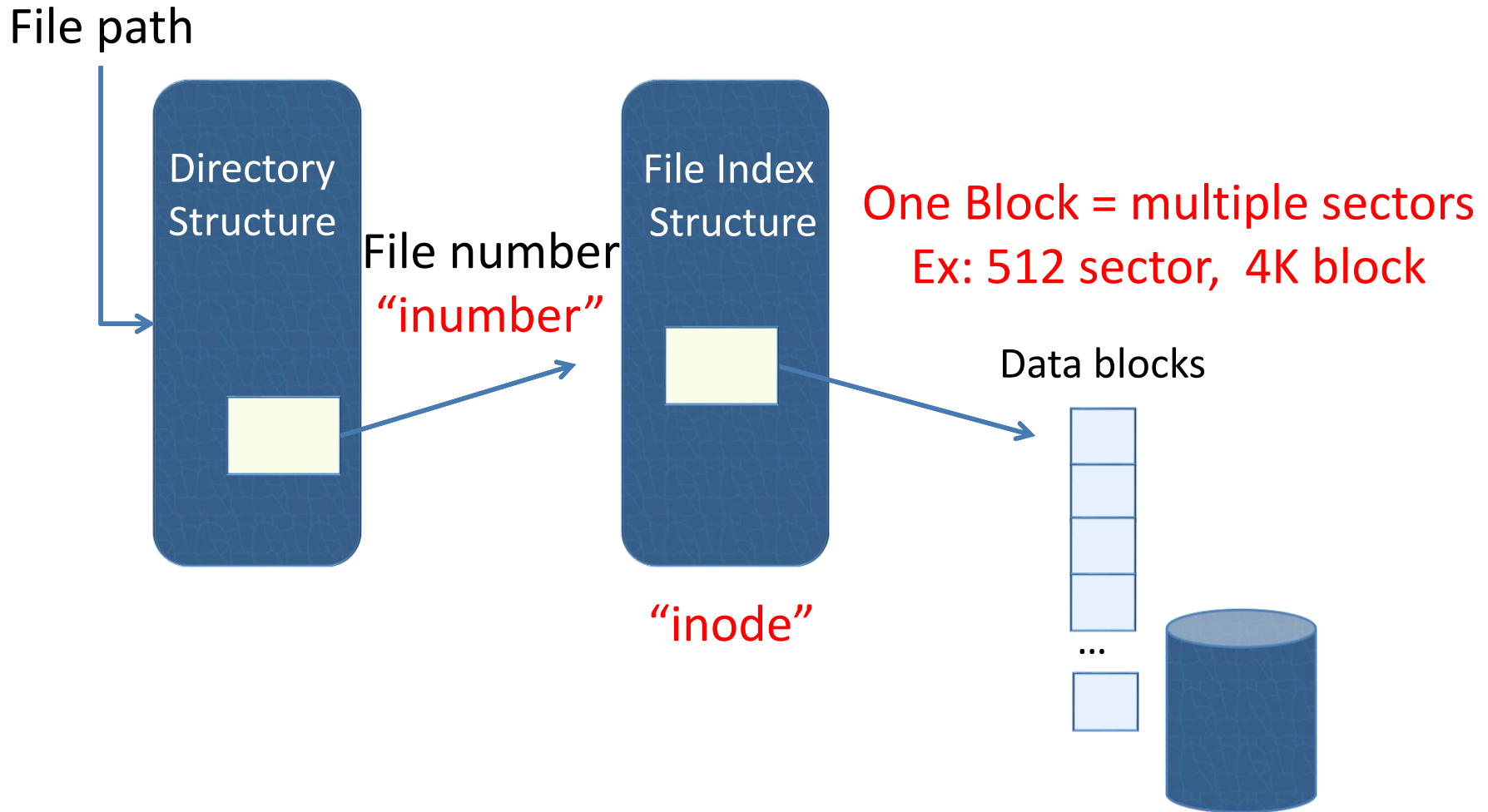
- ◆ User's view:
  - ◆ Durable Data Structures
- ◆ System's view (system call interface):
  - ◆ Collection of Bytes (UNIX)
  - ◆ Doesn't matter to system what kind of data structures you want to store on disk!
- ◆ System's view (inside OS):
  - ◆ Collection of blocks (a block is a logical transfer unit, while a sector is the physical transfer unit)
  - ◆ Block size  $\geq$  sector size; in UNIX, block size is 4KB

# Translating from User to System View



- ◆ What happens if user says: give me bytes 2—12?
  - ◆ Fetch block corresponding to those bytes
  - ◆ Return just the correct portion of the block
- ◆ What about: write bytes 2—12?
  - ◆ Fetch block
  - ◆ Modify portion
  - ◆ Write out Block
- ◆ Everything inside File System is in whole size blocks
  - ◆ For example, `getc()`, `putc()`  $\Rightarrow$  buffers something like 4096 bytes, even if interface is one byte at a time
- ◆ From now on, file is a collection of blocks

# Components of a File System

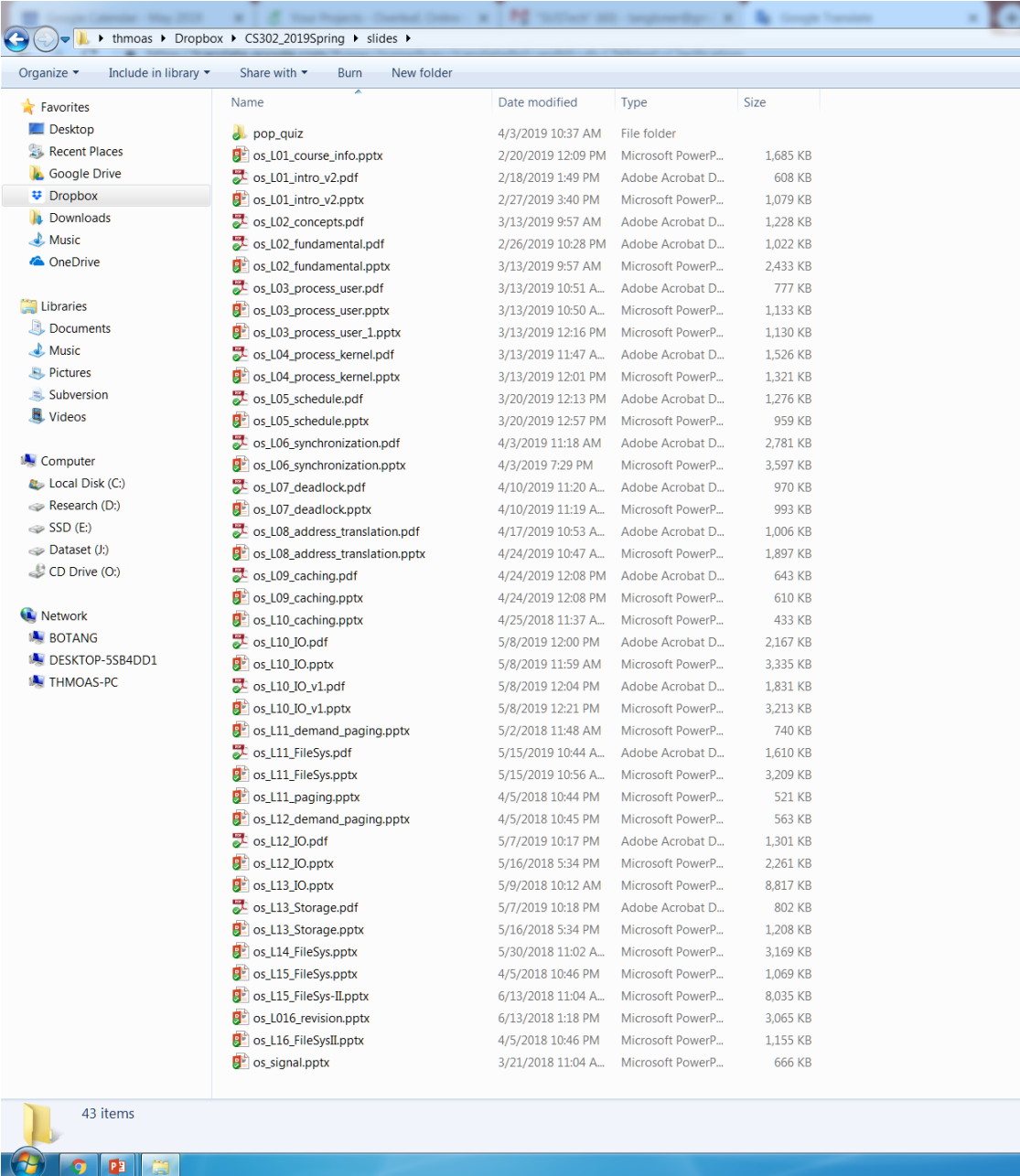




# Directory

- ◆ Basically a hierarchical structure
- ◆ Each directory entry is a collection of
  - ◆ Files
  - ◆ Directories
    - ◆ A link to another entries
- ◆ Each has a name and attributes
  - ◆ Files have data
- ◆ Links (hard links) make it a DAG, not just a tree
  - ◆ Softlinks (aliases) are another name for an entry

# Directories



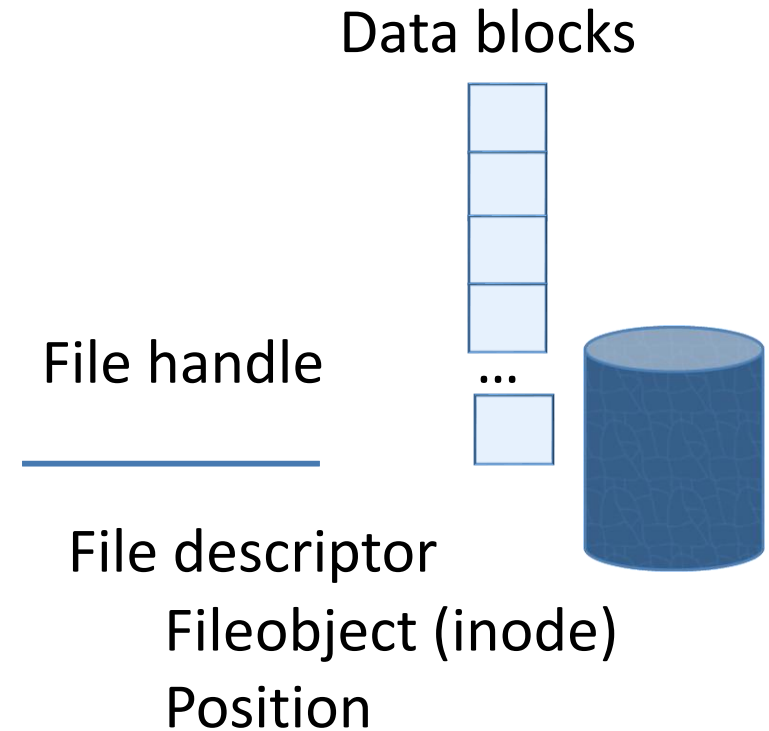
The screenshot shows a Windows File Explorer window with the address bar displaying the path: `thmoas > Dropbox > CS302_2019Spring > slides`. The left sidebar shows the navigation pane with 'Dropbox' selected. The main pane displays a list of 43 items, including folders and files, with columns for Name, Date modified, Type, and Size.

Name	Date modified	Type	Size
pop_quiz	4/3/2019 10:37 AM	File folder	
os_l01_course_info.pptx	2/20/2019 12:09 PM	Microsoft PowerP...	1,685 KB
os_l01_intro_v2.pdf	2/18/2019 1:49 PM	Adobe Acrobat D...	608 KB
os_l01_intro_v2.pptx	2/27/2019 3:40 PM	Microsoft PowerP...	1,079 KB
os_l02_concepts.pdf	3/13/2019 9:57 AM	Adobe Acrobat D...	1,228 KB
os_l02_fundamental.pdf	2/26/2019 10:28 PM	Adobe Acrobat D...	1,022 KB
os_l02_fundamental.pptx	3/13/2019 9:57 AM	Microsoft PowerP...	2,433 KB
os_l03_process_user.pdf	3/13/2019 10:51 A...	Adobe Acrobat D...	777 KB
os_l03_process_user.pptx	3/13/2019 10:50 A...	Microsoft PowerP...	1,133 KB
os_l03_process_user_1.pptx	3/13/2019 12:16 PM	Microsoft PowerP...	1,130 KB
os_l04_process_kernel.pdf	3/13/2019 11:47 A...	Adobe Acrobat D...	1,526 KB
os_l04_process_kernel.pptx	3/13/2019 12:01 PM	Microsoft PowerP...	1,321 KB
os_l05_schedule.pdf	3/20/2019 12:13 PM	Adobe Acrobat D...	1,276 KB
os_l05_schedule.pptx	3/20/2019 12:57 PM	Microsoft PowerP...	959 KB
os_l06_synchronization.pdf	4/3/2019 11:18 AM	Adobe Acrobat D...	2,781 KB
os_l06_synchronization.pptx	4/3/2019 7:29 PM	Microsoft PowerP...	3,597 KB
os_l07_deadlock.pdf	4/10/2019 11:20 A...	Adobe Acrobat D...	970 KB
os_l07_deadlock.pptx	4/10/2019 11:19 A...	Microsoft PowerP...	993 KB
os_l08_address_translation.pdf	4/17/2019 10:53 A...	Adobe Acrobat D...	1,006 KB
os_l08_address_translation.pptx	4/24/2019 10:47 A...	Microsoft PowerP...	1,897 KB
os_l09_caching.pdf	4/24/2019 12:08 PM	Adobe Acrobat D...	643 KB
os_l09_caching.pptx	4/24/2019 12:08 PM	Microsoft PowerP...	610 KB
os_l10_caching.pptx	4/25/2018 11:37 A...	Microsoft PowerP...	433 KB
os_l10_IO.pdf	5/8/2019 12:00 PM	Adobe Acrobat D...	2,167 KB
os_l10_IO.pptx	5/8/2019 11:59 AM	Microsoft PowerP...	3,335 KB
os_l10_IO_v1.pdf	5/8/2019 12:04 PM	Adobe Acrobat D...	1,831 KB
os_l10_IO_v1.pptx	5/8/2019 12:21 PM	Microsoft PowerP...	3,213 KB
os_l11_demand_paging.pptx	5/2/2018 11:48 AM	Microsoft PowerP...	740 KB
os_l11_FileSys.pdf	5/15/2019 10:44 A...	Adobe Acrobat D...	1,610 KB
os_l11_FileSys.pptx	5/15/2019 10:56 A...	Microsoft PowerP...	3,209 KB
os_l11_paging.pptx	4/5/2018 10:44 PM	Microsoft PowerP...	521 KB
os_l12_demand_paging.pptx	4/5/2018 10:45 PM	Microsoft PowerP...	563 KB
os_l12_IO.pdf	5/7/2019 10:17 PM	Adobe Acrobat D...	1,301 KB
os_l12_IO.pptx	5/16/2018 5:34 PM	Microsoft PowerP...	2,261 KB
os_l13_IO.pptx	5/9/2018 10:12 AM	Microsoft PowerP...	8,817 KB
os_l13_Storage.pdf	5/7/2019 10:18 PM	Adobe Acrobat D...	802 KB
os_l13_Storage.pptx	5/16/2018 5:34 PM	Microsoft PowerP...	1,208 KB
os_l14_FileSys.pptx	5/30/2018 11:02 A...	Microsoft PowerP...	3,169 KB
os_l15_FileSys.pptx	4/5/2018 10:46 PM	Microsoft PowerP...	1,069 KB
os_l15_FileSys-II.pptx	6/13/2018 11:04 A...	Microsoft PowerP...	8,035 KB
os_l016_revision.pptx	6/13/2018 1:18 PM	Microsoft PowerP...	3,065 KB
os_l16_FileSysII.pptx	4/5/2018 10:46 PM	Microsoft PowerP...	1,155 KB
os_signal.pptx	3/21/2018 11:04 A...	Microsoft PowerP...	666 KB

43 items

# File

- ◆ Named permanent storage
- ◆ Contains
  - ◆ Data
    - ◆ Blocks on disk somewhere
  - ◆ Metadata (Attributes)
    - ◆ Owner, size, last opened, ...
    - ◆ Access rights
      - ◆ R, W, X
      - ◆ Owner, Group, Other (in Unix systems)
      - ◆ Access control list in Windows system



# File

AutoSave (On) os\_101\_intro\_v2.pptx - Saved to this PC Tang Bo

File Home Insert Design Transitions Animations Slide Show Review View Help Tell me what you want to do

Clipboard Slides Font Paragraph Drawing Editing

1 Lecture 1  
OS Introduction  
Bo Tang @ 2019, Spring

2 Our Roadmap

- What is an OS?
- What does an OS do?
- OS basics
- What is a process?
- What is a shell?
- What is a system call?
- OS components

3 What Is an OS

- Special layer of software that provides application software access to hardware resources:
  - Convenient abstraction of complex hardware device
  - Protected access to shared resources
  - Security and authentication
  - Communication amongst logical entities

4 An OS

- Includes a **program**
  - called "kernel" (e.g. kernel.exe), which manages all the physical devices (e.g. CPU, RAM and hard disk)
  - requires some functions as **system calls** for others to configure the kernel or build things (e.g. C library) on top
- Includes some more **programs**
  - called "drivers" which handles the interaction between the kernel and the external devices (e.g. keyboard)
  - called a "shell" which renders a simple command-line user interface with a full set of commands
- Includes some "optional" **programs**
  - GUI, Browser, Paintbrush, ...

5 What does an OS do

- Provide abstractions to apps
  - File systems
  - Processes, threads
  - VM, containers
- Manage resources
  - Memory, CPU, Storage

Lecture 1  
OS Introduction

Bo Tang @ 2019, Spring

Click to add notes

Slide 1 of 28 English (United States) 117% 10:58 AM

# Disk Management Policies (1/2)

- ◆ Basic entities on a disk:
  - ◆ **File**: user-visible group of blocks arranged sequentially in logical space
  - ◆ **Directory**: user-visible index mapping names to files
- ◆ Access disk as linear array of sectors.
  - ◆ Two Options:
    - ◆ Identify sectors as vectors [cylinder, surface, sector], sort in cylinder-major order, not used anymore
    - ◆ **Logical Block Addressing (LBA)**: Every sector has integer address from zero up to max number of sectors
  - ◆ Controller translates from address  $\Rightarrow$  physical position
    - ◆ First case: OS/BIOS must deal with bad sectors
    - ◆ Second case: hardware shields OS from structure of disk

# Disk Management Policies (2/2)

- ◆ Need way to track free disk blocks
  - ◆ Link free blocks together  $\Rightarrow$  too slow today
  - ◆ Use bitmap to represent free space on disk
- ◆ Need way to structure files: **File Header**
  - ◆ Track which blocks belong at which offsets within the logical file structure
  - ◆ **Optimize placement of files' disk blocks to match access and usage patterns**

# File System

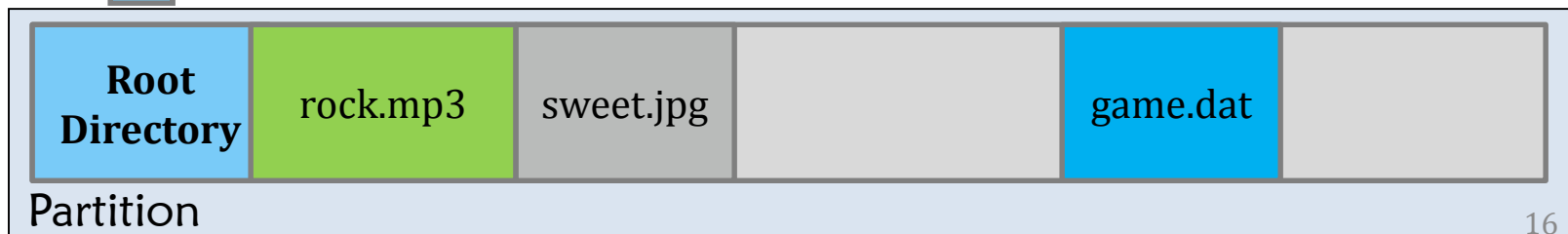
- ◆ Layout
  - ◆ contiguous allocation
  - ◆ linked allocation
  - ◆ inode allocation (next lecture)

# Contiguous allocation – basics

Locate files easily.

Filename	Starting Address	Size
rock.mp3	100	1900
sweet.jpg	2001	1234
game.dat	5000	1000

Free space is here

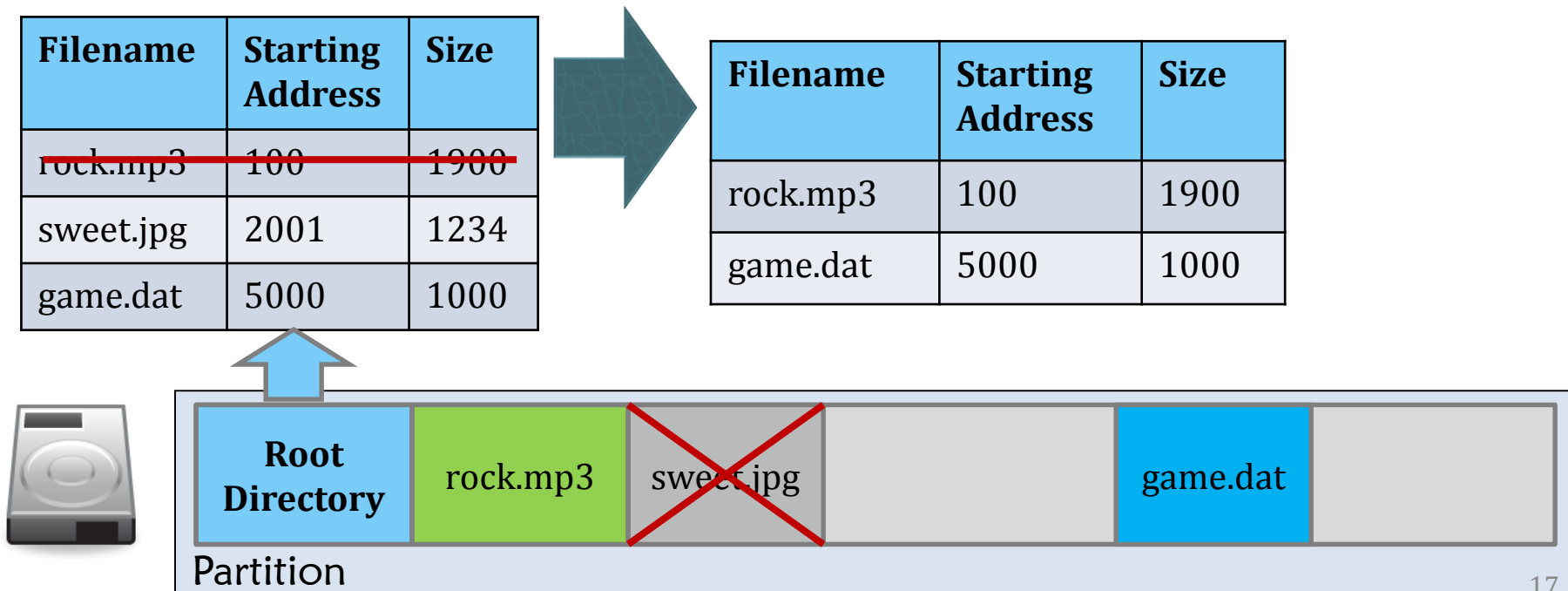




# Contiguous allocation – basics

**File deletion** is easy! Space de-allocation is the same as updating the root directory!

Yet, how about file creation?

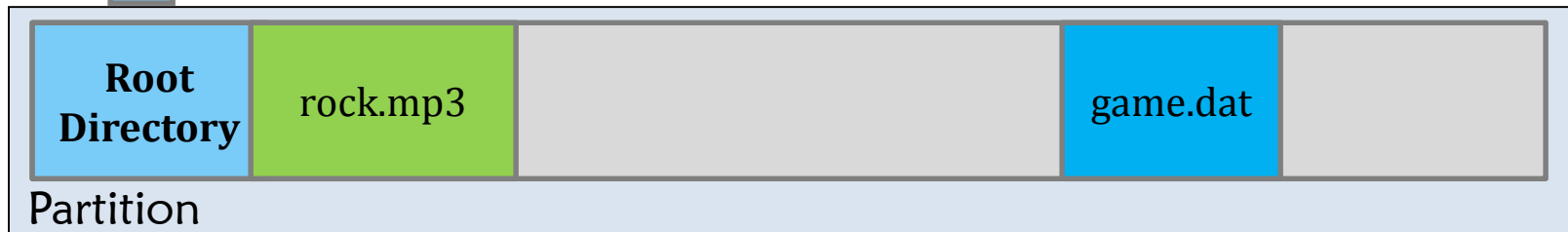


# Contiguous allocation – basics

**Really BAD! We have enough space, but there is no holes that I can satisfy the request. The name of the problem is called:**

**External Fragmentation**

Filename	Starting Address	Size
rock.mp3	100	1900
game.dat	5000	1000

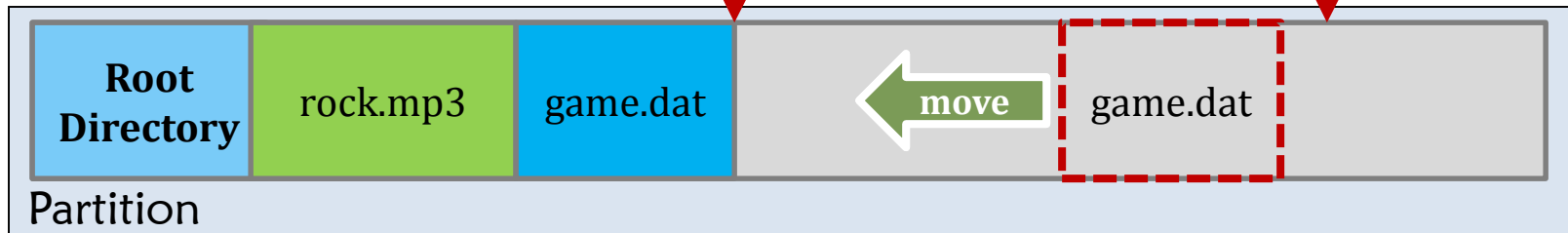


# Contiguous allocation – basics

**Defragmentation process** may help!

You know, this is very expensive as you're working on disks.

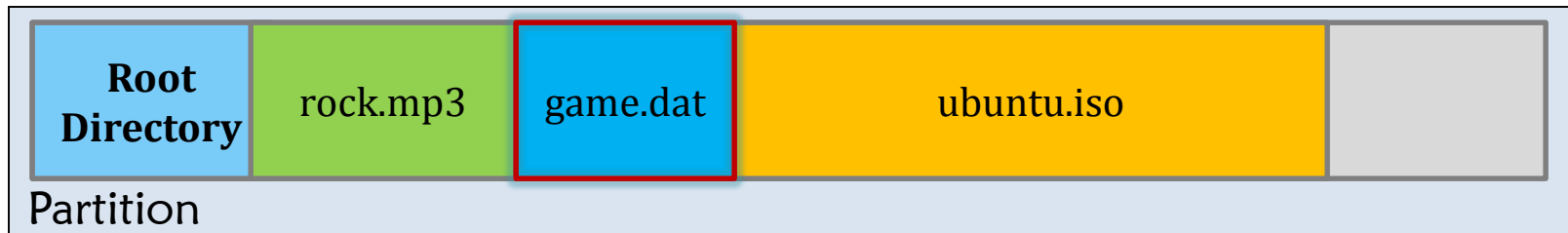
Filename	Starting Address	Size
rock.mp3	100	1900
<b>game.dat</b>	<b>2001</b>	<b>1000</b>
<b>ubuntu...</b>	<b>3001</b>	<b>9000</b>



# Contiguous allocation – basics

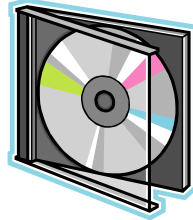
Filename	Starting Address	Size
rock.mp3	100	1900
game.dat	2001	1000
ubuntu...	3001	9000

Growth problem!



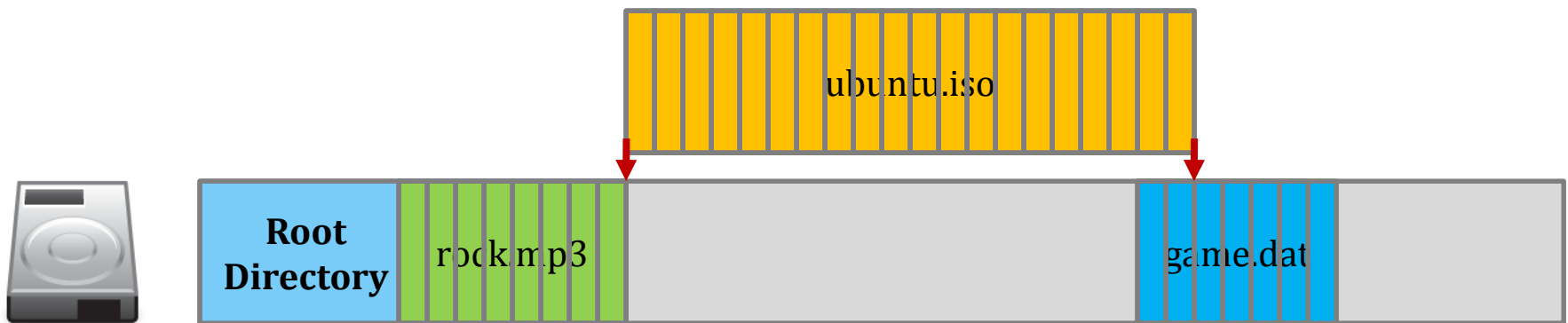
# Contiguous allocation – application?

- ◆ ISO 9660
- ◆ CD-ROM
  - ◆ .iso image



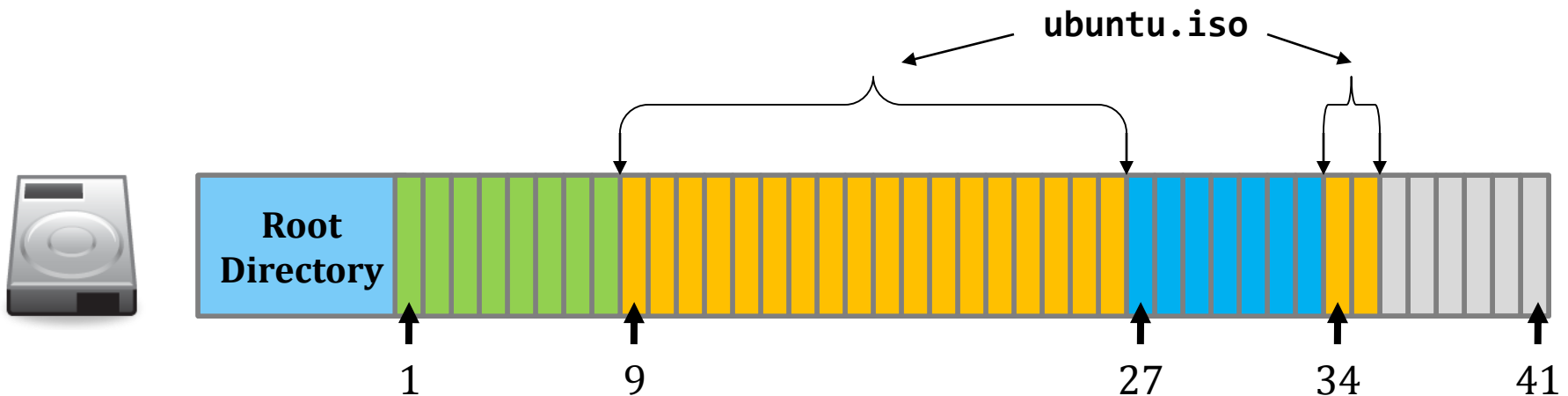
# Linked allocation

- ◆ Let's borrow the idea from linked list...
  - ◆ Step (1) Chop the storage device and data into **equal-sized blocks**.



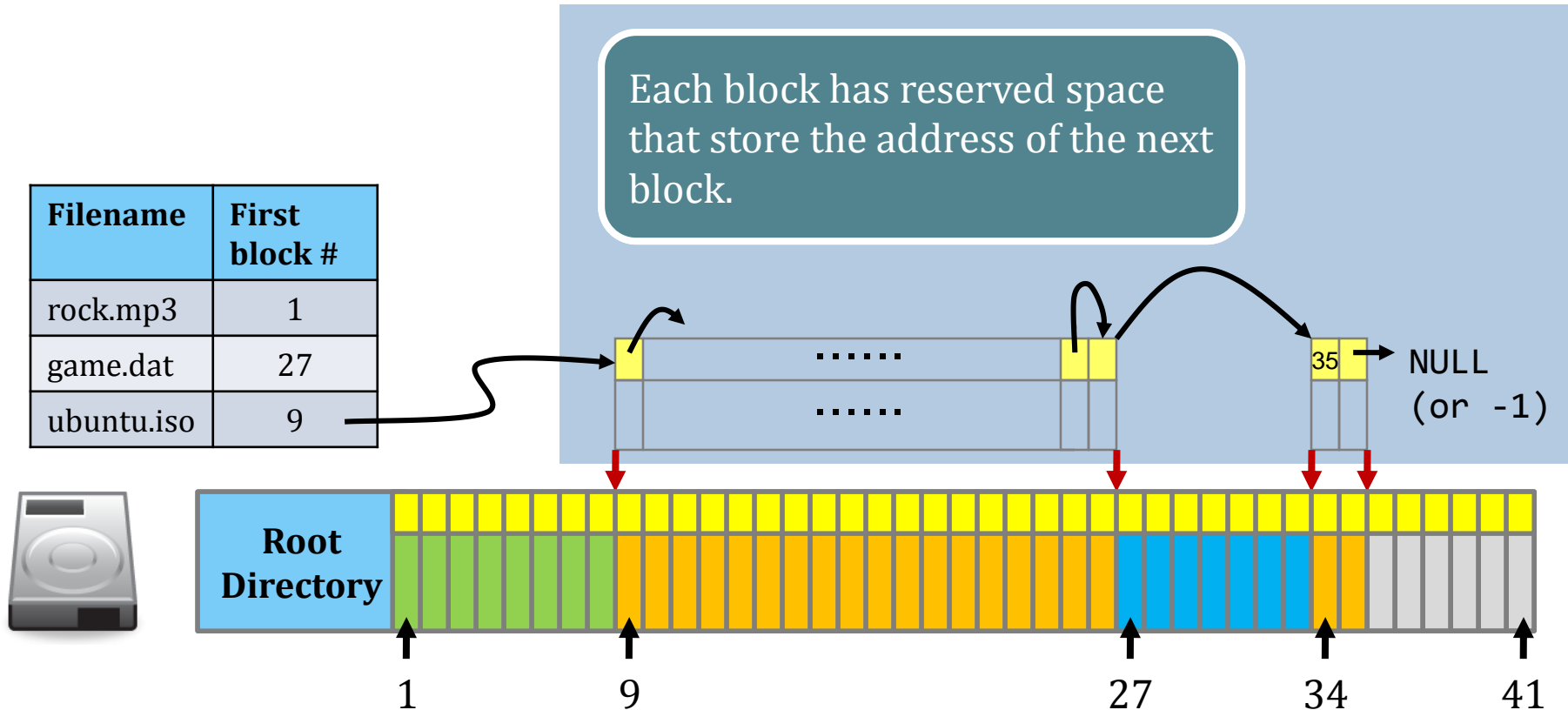
# Linked allocation

- ◆ Let's borrow the idea from the linked list ...
  - ◆ Step (1) Chop the storage device into **equal-sized blocks**.
  - ◆ Step (2) Fill the empty space in a **block-by-block** manner.



# Linked allocation

- ◆ Leave **4 bytes from each block** as the “pointer”
  - ◆ To write the block # of the next block into the first 4 bytes of each block.

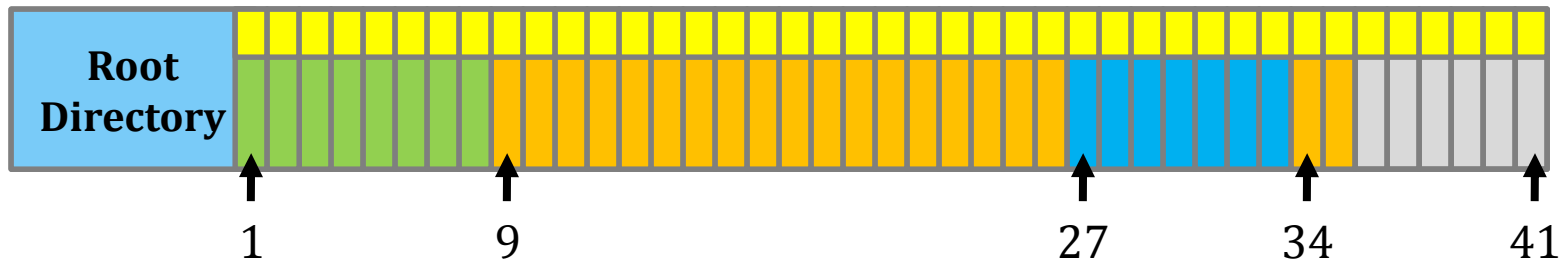




# Linked allocation

- ◆ Also keep the file size in the root directory table
  - ◆ To facilitate “ls -l” that lists the file size of each file
  - ◆ (otherwise needs to live counting how many blocks each file has)

Filename	First block #	Size
rock.mp3	1	1900
game.dat	27	1000
ubuntu.iso	9	9000



# Linked allocation

- ◆ So, how would you grade this file system?
  - ◆ External fragmentation?
  - ◆ File growth?

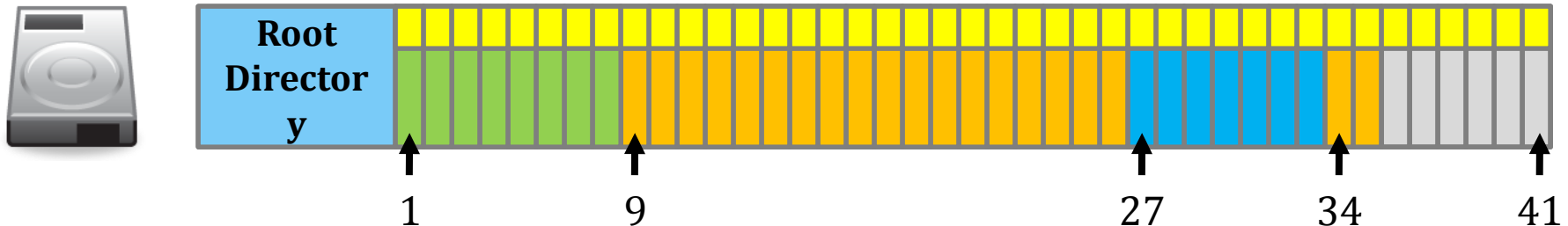
Filename	First block #	Size
rock.mp3	1	1900
game.dat	27	1000
ubuntu.iso	9	9000



# Linked allocation

## ◆ Internal Fragmentation.

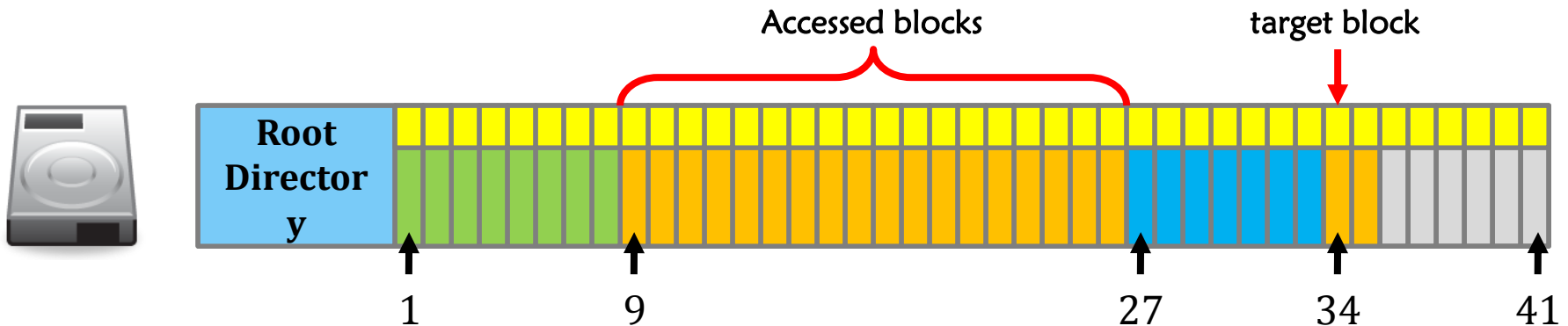
- ◆ A file is not always a multiple of the block size.
  - ◆ The last block of a file may not be **fully filled**.
  - ◆ E.g., a file of size 1 byte still occupies one block.
- ◆ The remaining space will be wasted since no other files can be allowed to fill such space.



# Linked allocation

## ❖ **Poor random access performance.**

- ❖ What if I want to access the 2019-th block of ubuntu.iso?
- ❖ **You have to access blocks 1 – 2018 of ubuntu.iso until the 2019-th block**



# FAT

- ◆ Centralize all the block links as File Allocation Table



# FAT

Task: read “ubuntu.iso” sequentially.

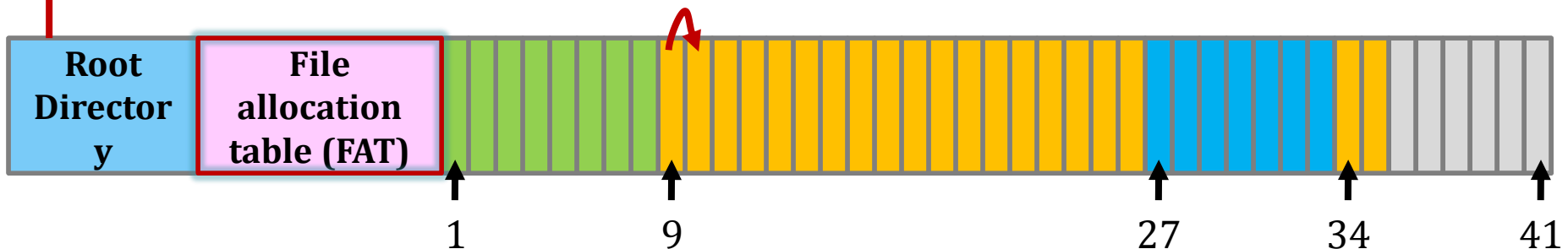
Filename	First block #	Size
rock.mp3	1	1900
game.dat	27	1000
ubuntu.iso	9	9000

**Step 1.** Read the root directory and retrieve the **first block number**.

**Step 2.** Read the FAT to determine the location of next block.

File allocation table (FAT)

Block #	1	...	7	8	9	...	26	27	...	32	33	34	35	...	41
Next Block #	2	...	8	-1	10	...	34	28	...	33	-1	35	-1	...	0



# FAT

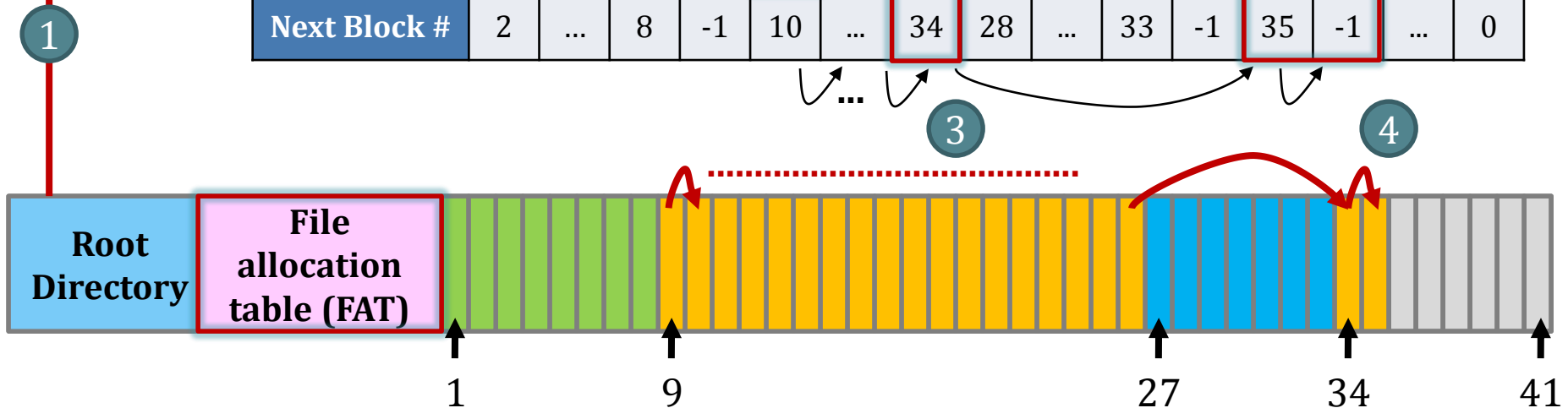
Task: read “ubuntu.iso” sequentially.

Filename	First block #	Size
rock.mp3	1	1900
game.dat	27	1000
ubuntu.iso	9	9000

**Step 3.** After reading the 2<sup>nd</sup> block, the process continues. Note that the blocks **may not be contiguously allocated**.

**Step 4.** The process stops until the FAT says the next block # is -1.

Block #	1	...	7	8	9	...	26	27	...	32	33	34	35	...	41
Next Block #	2	...	8	-1	10	...	34	28	...	33	-1	35	-1	...	0

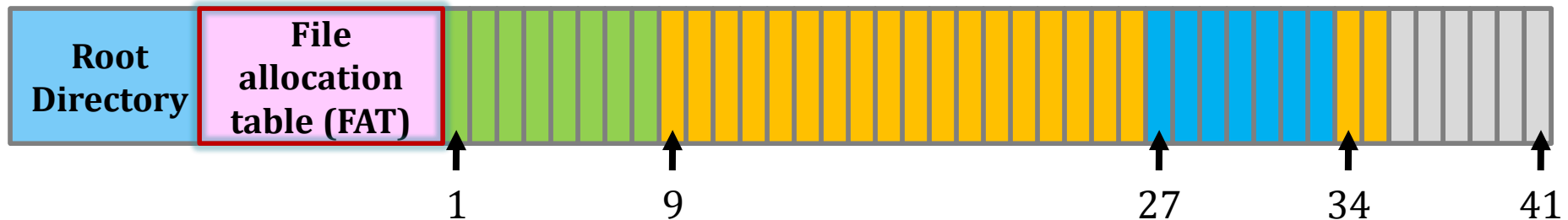


# FAT

Resulting layout & file allocation.

Filename	First block #	Size
rock.mp3	1	1900
game.dat	27	1000
ubuntu.iso	9	9000

Block #	1	...	7	8	9	...	26	27	...	32	33	34	35	...	41
Next Block #	2	...	8	-1	10	...	34	28	...	33	-1	35	-1	...	0

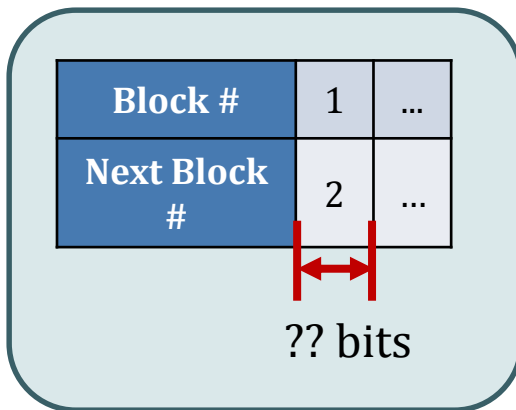




# FAT



- ◆ Start from floppy disk and DOS
- ◆ On DOS, a block is called as a '**cluster**'
- ◆ E.g., FAT12
  - ◆ 12-bit cluster address
  - ◆ Can point up to  $2^{12} = 4096$  blocks



	FAT12	FAT16	FAT32
Cluster address length	12 bits	16 bits	28 bits
Number of clusters	$2^{12}$ (4,096)	$2^{16}$ (65,536)	$2^{28}$

MS reserves 4 bits (but nobody eventually used those)

# FAT

## ◆ Size of a block (cluster):

Available block sizes (bytes)								
512	1K	2K	8K	16K	32K	64K	128K	256K

block size: 32KB

block address: 28 bits

E.g.,

File system  
size.

$$\begin{aligned}(32 \times 2^{10}) \times 2^{28} &= 2^5 \times 2^{10} \times 2^{28} \\ &= 2^{43} \quad (8 \text{ TB})\end{aligned}$$

**\* but MS deliberately set its formatting tool to format it up to 32GB only to lure you to use NTFS**

# FAT series – layout overview

	Propose	Size
Reserved sectors	<b>Boot sector</b>	FS-specific parameters
	<b>FSINFO</b>	Free-space management
	<b>More reserved sectors</b>	Optional
	<b>FAT (2 pieces)</b>	1 copy as backup
	<b>Root directory</b>	Start of the directory tree.
		Variable, can be changed during formatting
		Variable, depends on disk size and cluster size.
		At least one cluster, depend on the number of directory entries.



A FAT partition

# FAT series – directory traversal

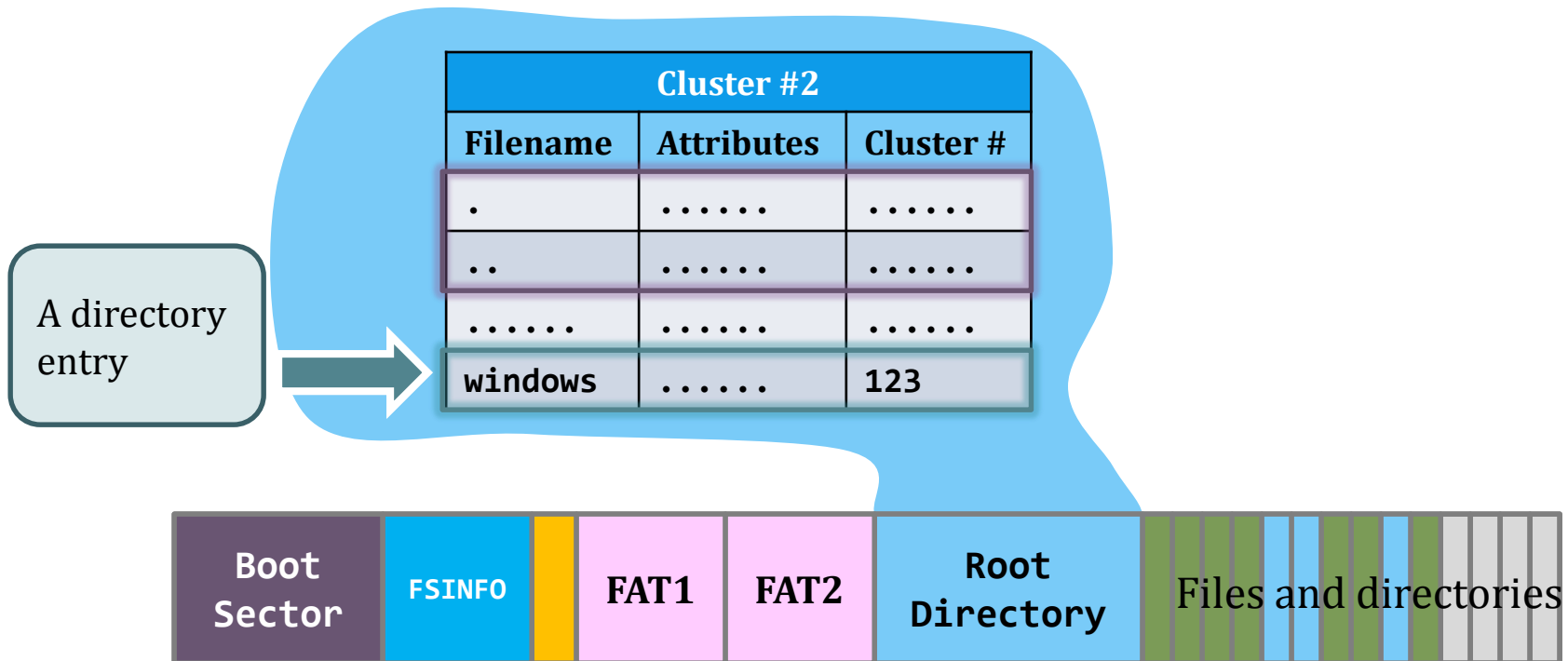
**Step (1)** Read the directory file of the root directory starting from **Cluster #2**.

“C:\windows” starts from Cluster #123.

```
c:\> dir c:\windows
```

```
.....  
06/13/2007  1,033,216  gamedata.dat  
08/04/2004    69,120  notepad.exe  
.....
```

```
c:\> _
```



# FAT series – directory traversal

**Step (2)** Read the directory **file** of the “C:\windows” starting from **Cluster #123**.

```
c:\> dir c:\windows
.....
06/13/2007  1,033,216   gamedata.dat
08/04/2004    69,120   notepad.exe
.....
c:\> _
```

Cluster #123		
Filename	Attributes	Cluster #
.	.....	.....
..	.....	.....
.....	.....	.....
notepad.exe	.....	456



# FAT series – directory entry

- ◆ A 32-byte directory entry in a directory file
- ◆ A directory entry is describing a file (or a sub-directory) under a particular directory

Bytes	Description
0-0	1 <sup>st</sup> character of the filename (0x00 or 0xe5 means unallocated)
1-10	remaining characters of filename + extension.
11-11	File attributes (e.g., read only, hidden)
12-12	Reserved.
13-19	Creation and access time information.
20-21	High 2 bytes of the first cluster address (0 for FAT16 and FAT12).
22-25	Written time information.
26-27	Low 2 bytes of first cluster address.
28-31	File size.

Filename	Attributes	Cluster #
explorer.dat	.....	32

0	e	x	p	l	o	r	e	r	7
8	e	x	e	...	...	...	...	...	15
16	...	...	...	...	00	00	...	...	23
24	...	...	20	00	00	C4	0F	00	31

**Note.** This is the 8+3 naming convention.

8 characters for name +  
3 characters for file extension

# FAT series – directory entry

◆ The 1<sup>st</sup> block address of that file

Bytes	Description
0-0	1 <sup>st</sup> character of the filename (0x00 or 0xe5 means unallocated)
1-10	7+3 characters of filename + extension.
11-11	File attributes (e.g., read only, hidden)
12-12	Reserved.
13-19	Creation and access time information.
20-21	High 2 bytes of the first cluster address (0 for FAT16 and FAT12).
22-25	Written time information.
26-27	Low 2 bytes of first cluster address.
28-31	File size.

Filename	Attributes	Cluster #
explorer.dat	.....	32

0	e	x	p	l	o	r	e	r	7
8	e	x	e	...	...	...	...	...	15
16	...	...	...	...	00	00	...	...	23
24	...	...	20	00	00	C4	0F	00	31

# FAT series – directory entry

◆ Directory entry is just a structure.

Bytes	Description
0-0	1 <sup>st</sup> character of the filename (0x00 or 0xe5 means unallocated)
1-10	7+3 characters of filename + extension.
11-11	File attributes (e.g., read only, hidden)
12-12	Reserved.
13-19	Creation and access time information.
20-21	High 2 bytes of the first cluster address (0 for FAT16 and FAT12).
22-25	Written time information.
26-27	Low 2 bytes of first cluster address.
28-31	File size.

Filename	Attributes	Cluster #
explorer.dat	.....	32

0	e	x	p	l	o	r	e	r	7
8	e	x	e	...	...	...	...	...	15
16	...	...	...	...	00	00	...	...	23
24	...	...	20	00	00	C4	0F	00	31

**So, what is the largest size of a FAT32 file?**

**4G - 1 bytes**

Bounded by the file size attribute!

**Why “- 1”?**

- Imagine 3 bits: 000, 001, ..., 110, 111
- Largest number is 111 =  $2^3 - 1$
- i.e., we also need to represent “0 bytes”



# FAT series – LFN directory entry

## ◆ LFN: Long File Name.

◆ In old days, Uncle Bill set the rule that every file should follow the 8+3 naming convention.

◆ To support LFN

- ◆ Abuse directory entries to store the file name!
- ◆ Allow to use up to 20 entries for one LFN



Directory file
LFN ...
LFN #2
LFN #1
Normal Entry

Each LFN entry represents 13 characters in Unicode, i.e., 2 bytes per character. Yet, the sequence is upside-down!

A normal directory entry is **still** there.

# FAT series – LFN directory entry

## ❖ Normal directory entry vs LFN directory entry

Bytes	Description
0-0	1 <sup>st</sup> character of the filename (0x00 or 0xe5 means unallocated)
1-10	7+3 characters of filename + extension.
11-11	File attributes (e.g., read only, hidden)
12-12	Reserved.
13-19	Creation and access time information.
20-21	High 2 bytes of the first cluster address (0 for FAT16 and FAT12).
22-25	Written time information.
26-27	Low 2 bytes of first cluster address.
28-31	File size.

Bytes	Description
0-0	Sequence Number
1-10	File name characters (5 characters in Unicode)
11-11	File attributes - always 0x0F (to indicate it is a LFN)
12-12	Reserved.
13-13	Checksum
14-25	File name characters (6 characters in Unicode)
26-27	Reserved
28-31	File name characters (2 characters in Unicode)

# FAT series – LFN directory entry

◆ Filename:

**“I\_love\_the\_operating\_system\_course.txt”.**

Byte 11 is always 0x0F to indicate that is a LFN.

LFN #3	436d 005f 0063 006f 0075 000f 0040 7200	Cm._.c.o.u...@r.
	7300 6500 2e00 7400 7800 0000 7400 0000	s.e...t.x...t...
LFN #2	0265 0072 0061 0074 0069 000f 0040 6e00	.e.r.a.t.i...@n.
	6700 5f00 7300 7900 7300 0000 7400 6500	g._.s.y.s...t.e.
LFN #1	0149 005f 006c 006f 0076 000f 0040 6500	.I._.l.o.v...@e.
	5f00 7400 6800 6500 5f00 0000 6f00 7000	_.t.h.e._...o.p.
Normal	495f 4c4f 5645 7e31 5458 5420 0064 b99e	I_LOVE~1TXT .d..
	773d 773d 0000 b99e 773d 0000 0000 0000	w=w=...w=.....

# FAT series – 1 directory entry can hold

This is the sequence number, and they are arranged in descending order.

The terminating directory entry has the sequence number **OR-ed with 0x40**.

## Directory file

LFN #3: "m_cou" "rse.tx" "t"
LFN #2: "erati" "ng_sys" "te"
LFN #1: "I_lov" "e_the_" "op"
Normal Entry

LFN #3	43	6d 005f 0063 006f 0075 000f 0040 7200	Cm._.c.o.u...@r.
		7300 6500 2e00 7400 7800 0000 7400 0000	s.e...t.x...t...
LFN #2	02	65 0072 0061 0074 0069 000f 0040 6e00	.e.r.a.t.i...@n.
		6700 5f00 7300 7900 7300 0000 7400 6500	g._.s.y.s...t.e.
LFN #1	01	49 005f 006c 006f 0076 000f 0040 6500	.I._.l.o.v...@e.
		5f00 7400 6800 6500 5f00 0000 6f00 7000	_.t.h.e._...o.p.
Normal		495f 4c4f 5645 7e31 5458 5420 0064 b99e	I_LOVE~1TXT .d..
		773d 773d 0000 b99e 773d 0000 0000 0000	w=w=...w=.....

# FAT series – directory entry: a short summary

- ◆ A directory is an extremely important part of a FAT-like file system.
  - ◆ It stores the start cluster number.
  - ◆ It stores the **file size**; without the file size, how can you know when you should stop reading a cluster?
  - ◆ It stores **all file attributes**.

# FAT series – reading a file

Task: read “C:\windows\gamedata.dat” sequentially.

FAT1

0	...
1	...
...	...
32	33
33	EOF
34	0
35	0

Damaged = 0xffffffff7

EOF >= 0xffffffff8

Unallocated = 0x0

Filename	Attributes	Cluster #
gamedata.dat	.....	32

**Step 1.** Read the content from Cluster #32.  
Note. The **file size** may also help determining if the last cluster is reached.

**Step 2.** Look for the next cluster and it is Cluster #33.



# FAT series – reading a file

Task: read “C:\windows\gamedata.dat” sequentially.

0	...
1	...
...	...
32	33
33	EOF
34	0
35	0

Filename	Attributes	Cluster #
gamedata.dat	.....	32

**Step 3.** Since the FAT has marked “EOF”, we have reached the last cluster of that file.

Note. The file size help determining **how many bytes to read** from the last cluster.



# FAT series – writing a file

Task: append data to “C:\windows\gamedata.dat”.

0	...
1	...
...	...
32	33
33	EOF
34	0
35	0

Filename	Attributes	Cluster #
gamedata.dat	.....	32

**Step 1.** Locate the last cluster.

**Step 2.** Start writing to the non-full cluster.





# FAT series – writing a file

Task: append data to “C:\windows\gamedata.dat”.

0	...
1	...
...	...
32	33
33	EOF
34	0
35	0

FSINFO	
# of free clusters	4
Next free cluster #	34

Filename	Attributes	Cluster #
gamedata.dat	.....	32

**Step 3.** Allocate the next cluster through FSINFO.



# FAT series – writing a file

Task: append data to “C:\windows\gamedata.dat”.

0	...
1	...
...	...
32	33
33	34
34	EOF
35	0

FSINFO	
# of free clusters	3
Next free cluster #	35

Filename	Attribute s	Cluster #
gamedata.dat	.....	32

**Step 3.** Allocate the next cluster through FSINFO.

**Step 4.** Update the FATs and FSINFO.

**Step 5.** When write finishes, update the file size.



# FAT series – writing a file

Task: append data to “C:\windows\gamedata.dat”.

0	...
1	...
...	...
32	33
33	34
34	EOF
35	0

Filename	Attribute s	Cluster #
gamedata.dat	.....	32

The search for the next free cluster is a circular, next-available search.

Good for **spatial locality**

FSINFO	
# of free clusters	3
Next free cluster #	35



# FAT series – delete a file

Task: delete “C:\windows\gamedata.dat”.

0	...
1	...
...	...
32	33
33	34
34	EOF
35	0



0	...
1	...
...	...
32	0
33	0
34	0
35	0

Filename	Attributes	Cluster #
gamedata.dat	.....	32

**Step 1.** De-allocate all the blocks involved. Update FSINFO and FATs.

FSINFO	
# of free clusters	3
Next free cluster #	35



FSINFO	
# of free clusters	6
Next free cluster #	32



# FAT series – delete a file

Task: delete “C:\windows\gamedata.dat”.

Directory “windows”		
Filename	Attribute s	Cluster #
.	.....	?
..	.....	?
_amedata.dat	.....	32
notepad.exe	.....	456

**Step 2.** Change the first byte of the directory entry to \_ (0xE5)

**That's the end of deletion!**



# FAT series – really delete a file?

- ◆ Can you see that: **the file is not really removed from the FS layout?**
  - ◆ Perform a search in all the free space. Then, you will find all deleted file contents.
- ◆ “*Deleted data*” persists until the de-allocated clusters **are reused**.
  - ◆ This is an issue between performance (during deletion) and security.
- ◆ Any way(s) to delete a file **securely**?

# FAT series – really delete a file?



**Hard disk Degausser?**

<http://www.youtube.com/watch?v=5zKjGQAPhUs>

**Brute Force?**

<http://www.ohgizmo.com/2009/06/01/manual-hard-drive-destroyer-looks-like-fun/>

## Mac OS X Secure Disk Erase

### Secure Erase Options

These options specify how to erase the selected disk or volume to prevent disk recovery applications from recovering it.

Note: Secure Erase overwrites data accessible to Mac OS X. Certain types of media may retain data that Disk Utility cannot erase.

Fastest | Most Secure

This option meets the US Department of Defense (DOD) 5220-22 M standard for securely erasing magnetic media. It erases the information used to access your files and writes over the data 7 times.



Cancel

OK

# FAT series – how to recover a deleted file?

- ◆ If you're really care about the deleted file, then...
  - ◆ **PULL THE POWER PLUG AT ONCE!**
  - ◆ Pulling the power plug stops the target clusters from being over-written.

**File size is within one block (cluster)**

Because **the first cluster address** in the direct is still readable, the recovery is having a very high successful rate.

**File size spans more than 1 block**

Because of the next-available search, clusters of a file are likely to be contiguous allocated. This provides a hint in looking for deleted blocks.

Can you devise an undelete algorithm for FAT32?



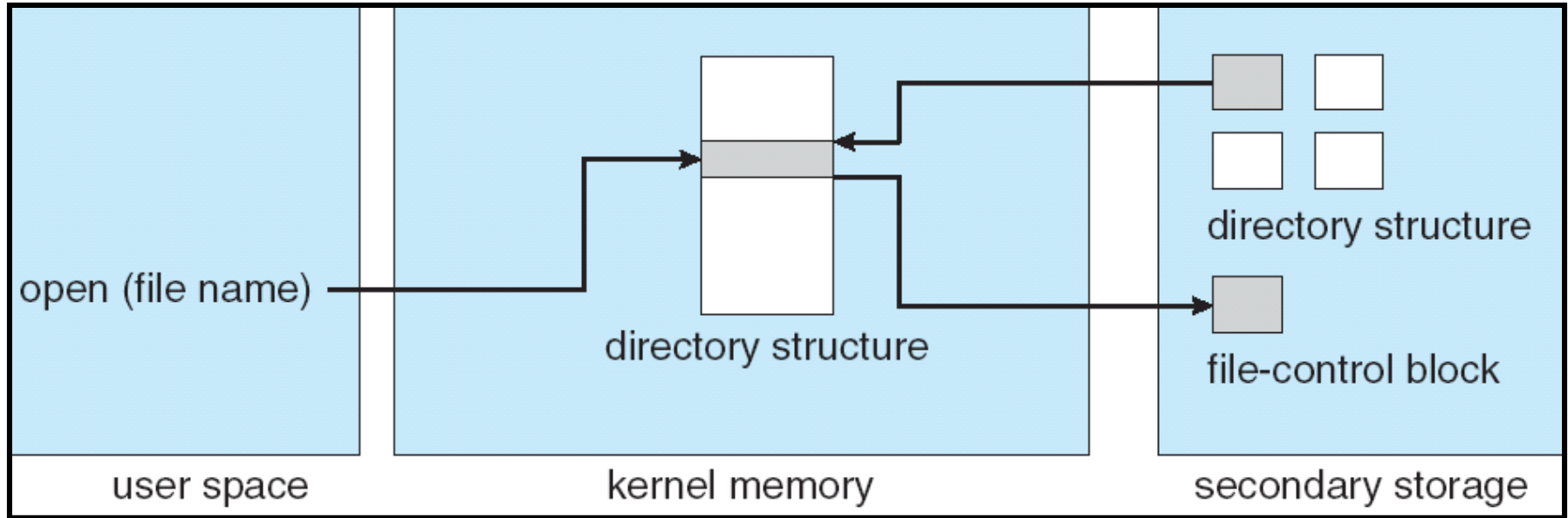
# FAT series – conclusion

- ◆ Space efficient:
  - ◆ 4 bytes overhead (FAT entry) per data cluster.
- ◆ Delete:
  - ◆ Lazy delete efficient
  - ◆ Insecure
    - ◆ designed for single-user 20+ years ago
- ◆ Deployment: (FAT32 and FAT12)
  - ◆ It is everywhere: CF cards, SD cards, USB drives
- ◆ Search:
  - ◆ Block addresses of a file may scatter discontinuously
  - ◆ To locate the 888-th block of a file?
    - ◆ Start from the first FAT entry and follow 888 pointers
- ◆ The most commonly used **filesystem** in the world

# Designing a File System ...

- ◆ What factors are critical to the design choices?
- ◆ Durable data store => it's all on disk
- ◆ (Hard) Disks Performance !!!
  - ◆ Maximize sequential access, minimize seeks
- ◆ Open before Read/Write
  - ◆ Can perform protection checks and look up where the actual file resource are, in advance
- ◆ Size is determined as they are used !!!
  - ◆ Can write (or read zeros) to expand the file
  - ◆ Start small and grow, need to make room
- ◆ Organized into directories
  - ◆ What data structure (on disk) for that?
- ◆ Need to allocate / free blocks
  - ◆ Such that access remains efficient

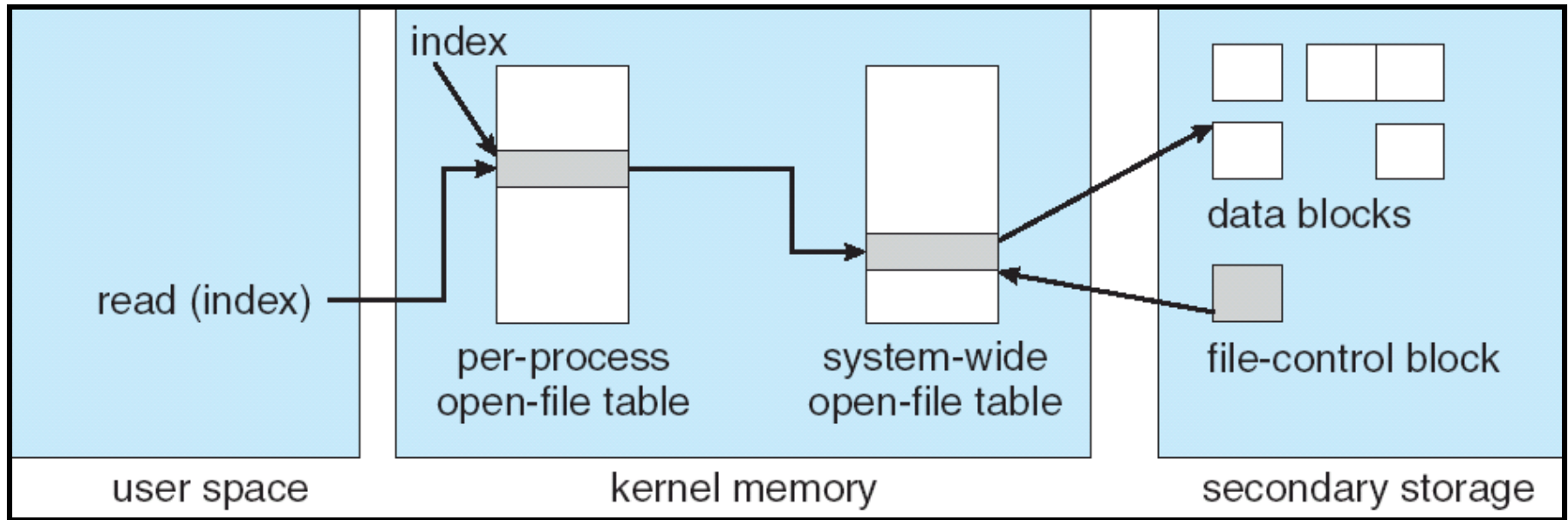
# In-Memory File System Structures



## ◆ Open system call:

- ◆ Resolves file name, finds file control block
- ◆ Makes entries in per-process and system-wide tables
- ◆ Returns index (called "file handle") in open-file table

# In-Memory File System Structures



- ◆ Read/write system calls:
  - ◆ Use file handle to locate inode
  - ◆ Perform appropriate reads or writes

# Summary

- ◆ File System:
  - ◆ Transforms blocks into Files and Directories
  - ◆ Optimize for access and usage patterns
  - ◆ Maximize sequential access, allow efficient random access
- ◆ File (and directory) defined by header, called “inode”
- ◆ File Allocation Table (FAT) Scheme
  - ◆ Linked-list approach
  - ◆ Very widely used: Cameras, USB drives, SD cards
  - ◆ Simple to implement, but poor performance and no security
- ◆ Look at actual file access patterns – many small files, but large files take up all the space!

Thank You!