

# File System in OS:

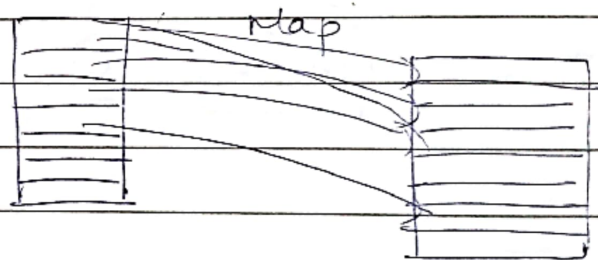
Softw.

File: It is a collection of related information that is recorded on secondary storage.

file-system is a software which manages the storage & retrieval of files.

File system stores the mappings of the blocks to various sectors.

User → file → folder/directory → file system



Operations on files

- 1) Creating
- 2) Reading
- 3) Writing
- 4) Deleting
- 5) Truncating
- 6) Re-positioning

File attributes

- 1) Name
- 2) Extension (.jpg, .docx etc.)
- 3) Identifier (file ID for OS)
- 4) Location
- 5) Size
- 6) Modified date, created date
- 7) Protection / Permission (read/write)
- 8) Encryption, Compression

Attributes are meta-data

Deletion: Entire file gets deleted along with attributes

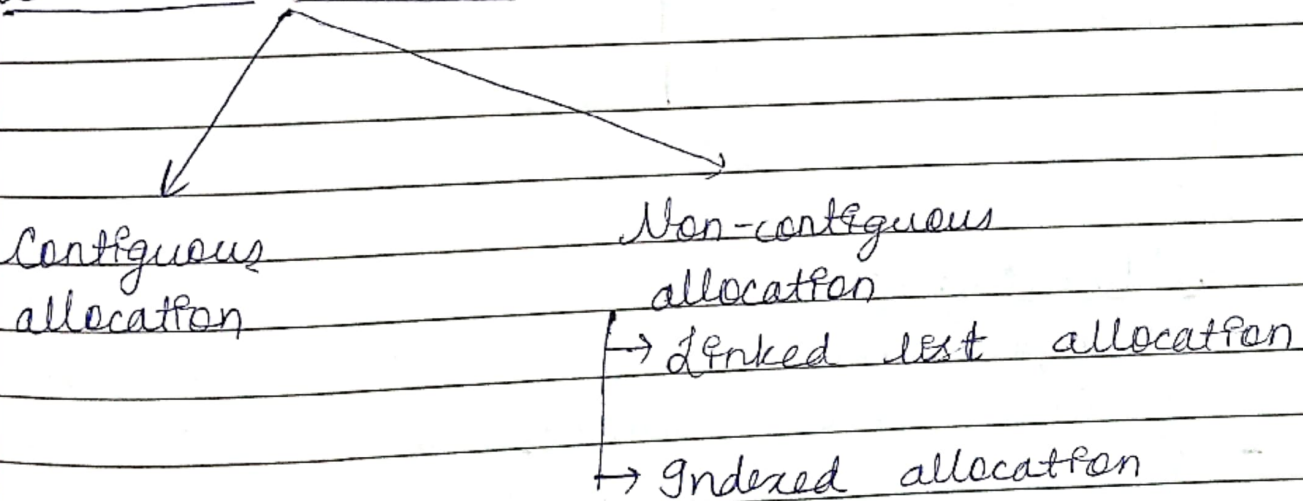
Truncation: Contents of file are deleted but attributes remain as it is

Re-positioning: When a file is opened initially the R/W head is at the beginning of the file, if we change the position of pointer we do its re-positioning.

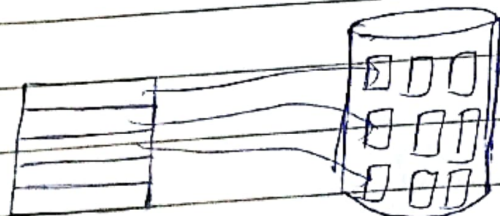
For e-g.     a b c d 1 2 3 4  
                  ↑            ↑

If we change the location of pointer from a to 1, then we re-position it.

Allocation Methods:



File is divided into logically & stored in the sectors of the disk on HD.



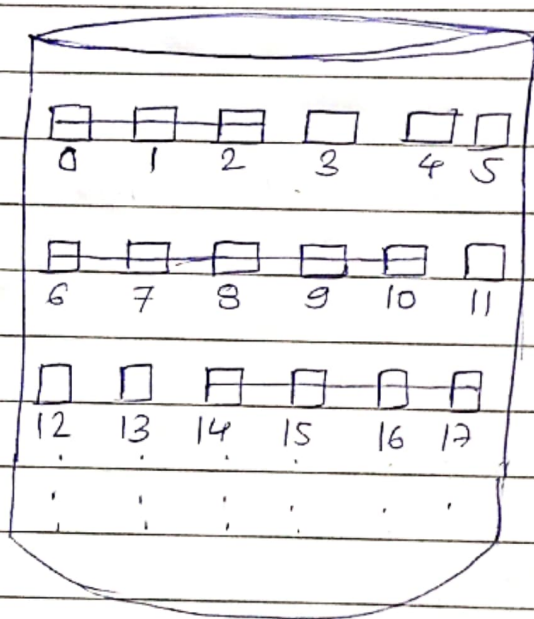


Purpose:

- 1) Efficient disk utilization
- 2) Faster access.

Contiguous allocation:

A single continuous set of blocks is allocated to a file at the time of file creation



Directory

file	start	length
A	0	3
B	6	5
C	14	4

Advantages:

- Multiple blocks can be read in at a time to improve I/O performance for sequential processing.
- Easy to retrieve a single block.  
e.g. if a file starts at block  $b$  &  $i$ th block is wanted then its location is  $b+i-1$
- Easy to implement
- Excellent read performance

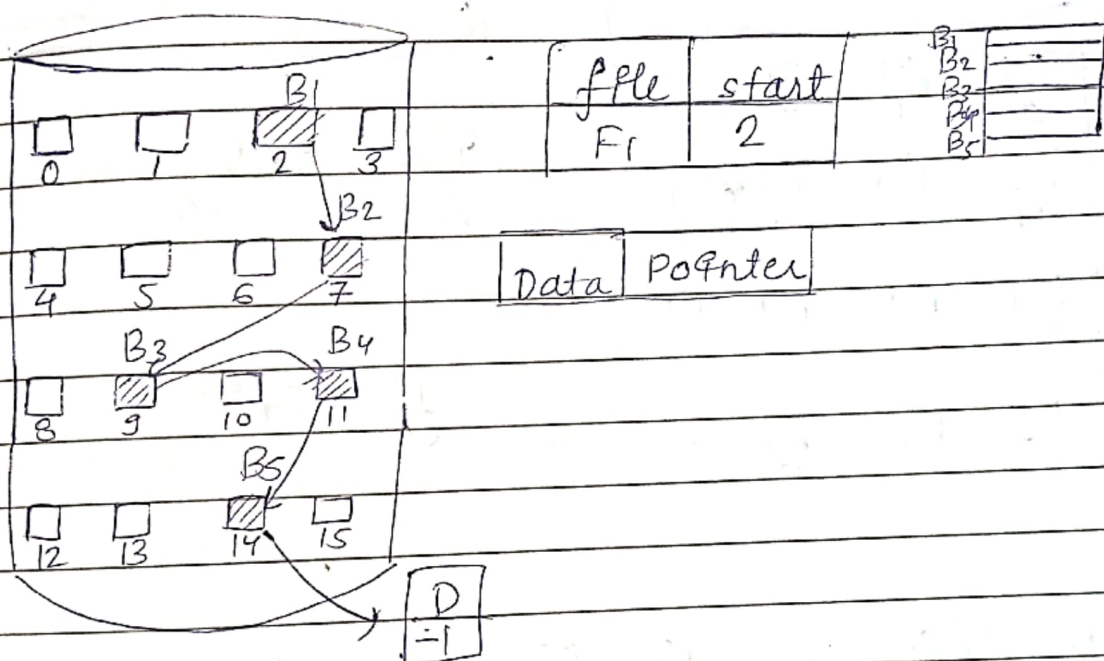
Disadvantages:

- Internal fragmentation is there.
- External - " - " - " would be there, making it difficult to find contiguous blocks of space of

sufficient length.

- We need to declare file size at the time of creation
- Difficult to grow file.

## Linked List Allocation: (NON-CONT.)



Allocation is on an individual block basis. Each block contains a pointer to the next block in the chain. File table just needs a single entry showing the starting block & length of each file.

### Advantages:

- No external fragmentation
- File size can increase

(If there are non-contiguous empty blocks, they can be filled here)

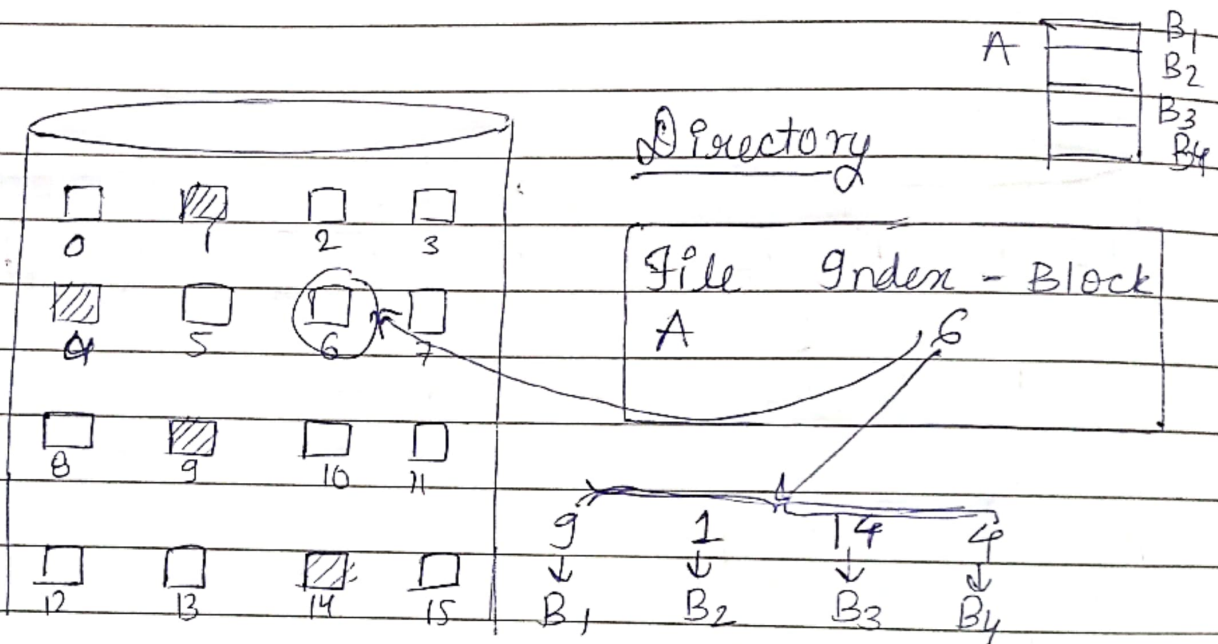
### Disadvantages:

- Internal fragmentation exists in last disk block of a file.



- Overhead of maintaining pointer in every disk block.
- If pointer of any disk block is lost, the file would be truncated.
- Supports only sequential access of files.

## Indexed Allocation:



In this case, the file allocation table contains a separate one-level index for each file. The index has one entry for each block allocated to the file.

(This concept is same like the index of a book, like every book has its index which indicates the pos<sup>n</sup> of a particular chapter, each file has a index)

### Advantages:

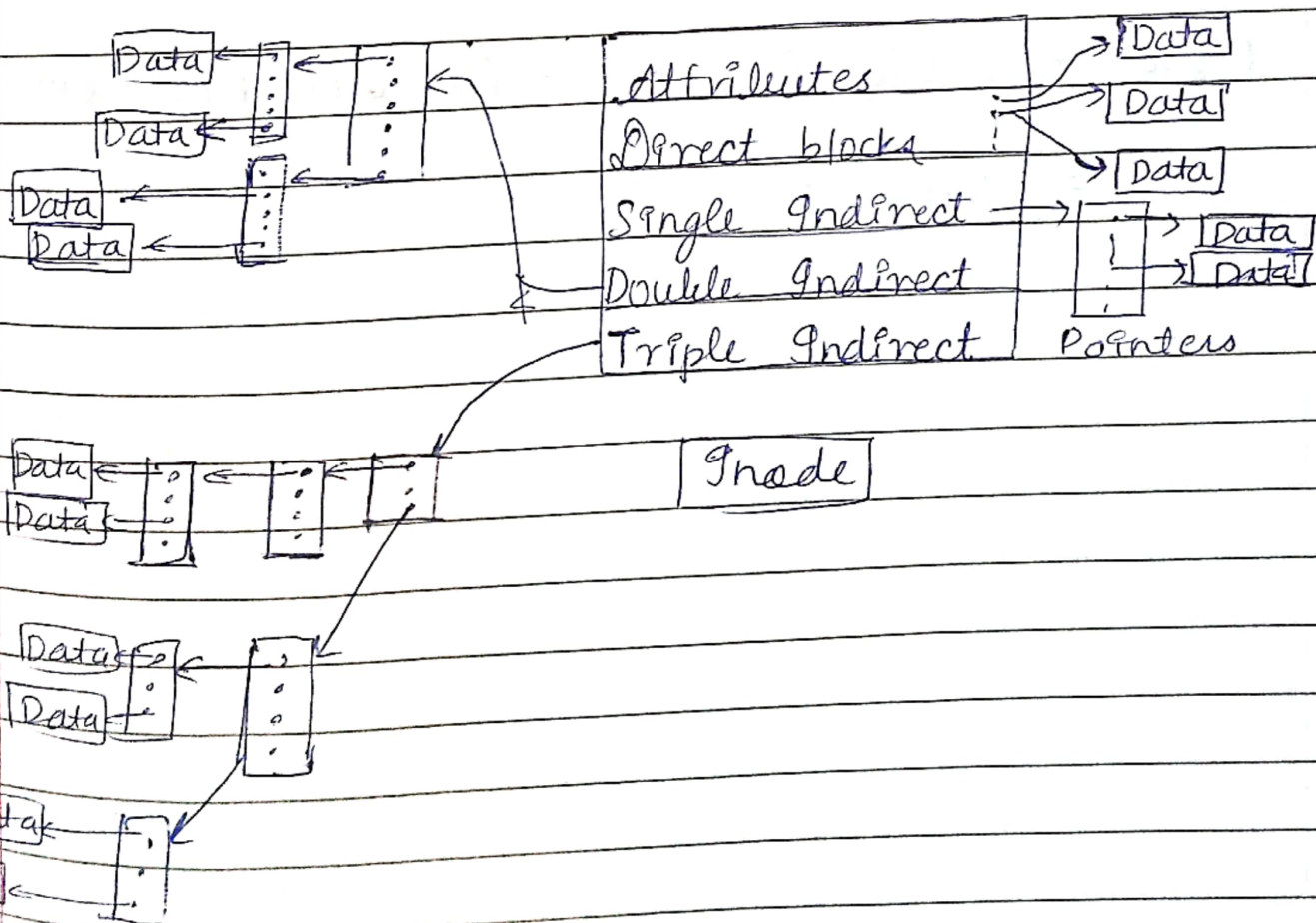
- Supports direct as well as sequential access
- No external fragmentation

## Disadvantages

- Pointer overhead
- Multi-level Index (if the file is too big, index can't fit in a block, so we have to maintain multi-level multi-level index)

UNIX file system uses I-node

## UNIX INODE STRUCTURE



Q A file system uses Unix Inode data structure which contains 8 direct block addresses, 1 indirect block address, 1 double & 1 triple indirect block. The size of each disk block is 128B & size of each block address is 8B. Find max. possible file size.

Direct block addr = 8

One indirect block addr =  $\frac{128B}{8B} = \frac{2^7}{2^3} = 2^4 = 16$

Double indirect =  $16 \times 16$

Triple —||— =  $16 \times 16 \times 16$

$\therefore \text{Total} = 8 + 16 + 16^2 + 16^3$   
pointers

=

Max. possible file size =  $(8 + 16 + 16^2 + 16^3) \times 128B$

= 547KB