Using a Bitmap

Allocate block close to block x

- Check for blocks near bmap[x/32]

- If disk almost empty, will likely find one near

- As disk becomes full, search becomes more expensive and less effective

➡ Trade space for time (search time, file access time)

| super | bit maps | inodes | Data Blocks (512 bytes) |

Problem 3 - Poor Locality (for hard disk drive)

- How to keep inode close to data block?