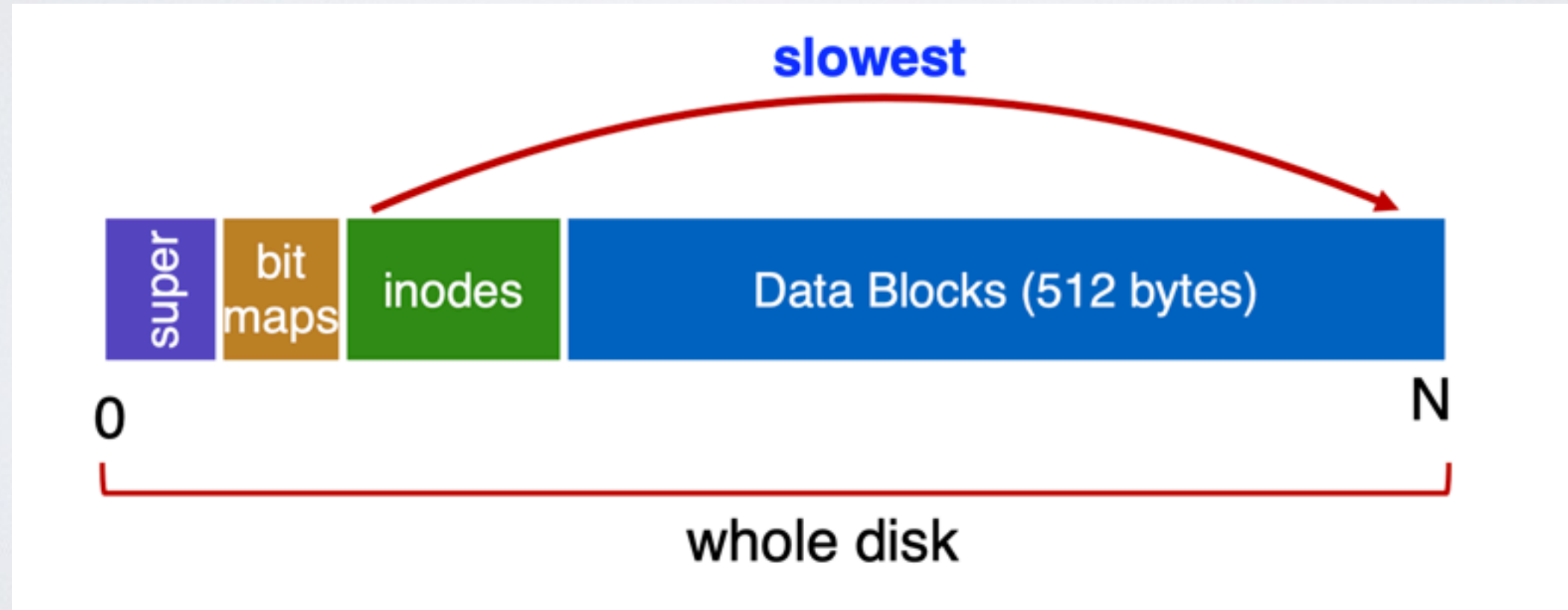# Problem 3 - Poor Locality (for hard disk drive)

- How to keep inode close to data block?

FFS Solution - Cylinder Group

➡ Group sets of consecutive cylinders into "cylinder groups"

- Can access any block in a cylinder without performing a seek (next fastest place is adjacent cylinder)

- Tries to put everything related in same cylinder group

- Tries to put everything not related in different group