

# CS & IT ENGINEERING



## Operating System

File System

Lecture – 01

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# Recap of Previous Lecture



**Topic**

**Access Time in Multilevel Paging**

**Topic**

**Inverted Paging**

**Topic**

**Hashed Page Table**



# Topics to be Covered



**Topic**

**File System**

**Topic**

**Directory**

**Topic**

**Disk Blocks**



## Topic : File



A file is a named collection of related information that is recorded on secondary storage.



## Topic : File Attributes

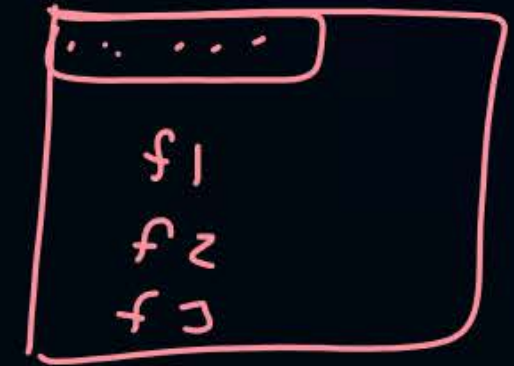
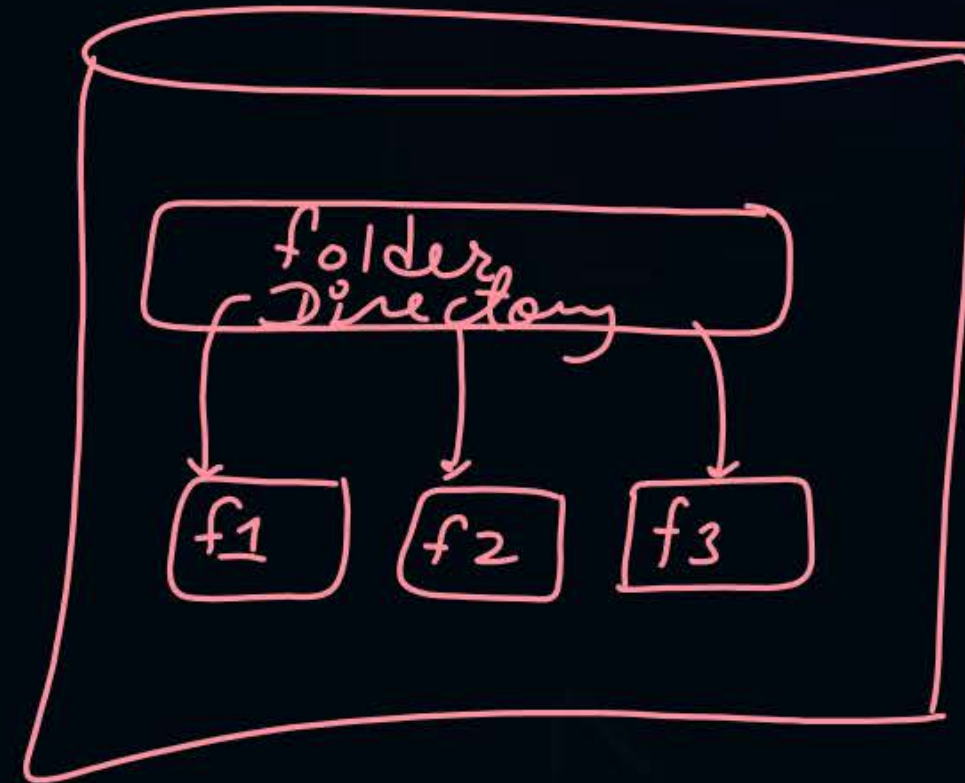
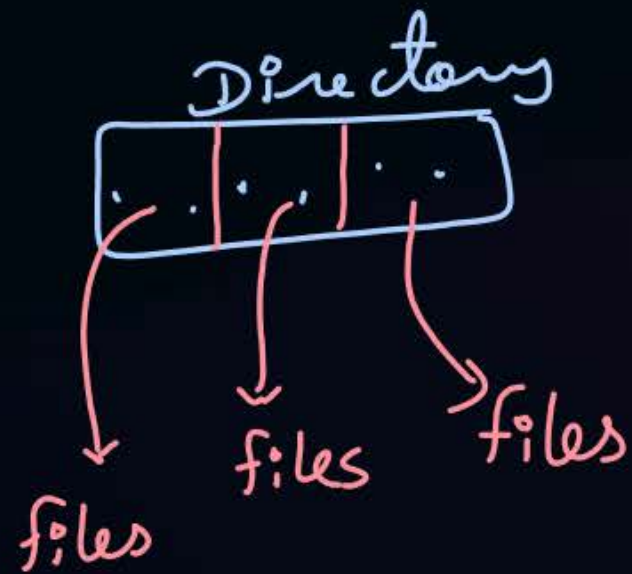
1. Name
2. Extension
3. Size
4. Date
5. Author
6. Created, Modified, Accessed
7. Attributes: Read-only, hidden
8. Default Program
9. Security Details





## Topic : File Directory

### Collection of files



Assume a directory has 4 files  
each file directory entry  $\Rightarrow 8$  bytes long  
(pointer to file)

Total directory entry  
space needed  $= 8 * 4$   
 $= 32 \text{ Bytes}$



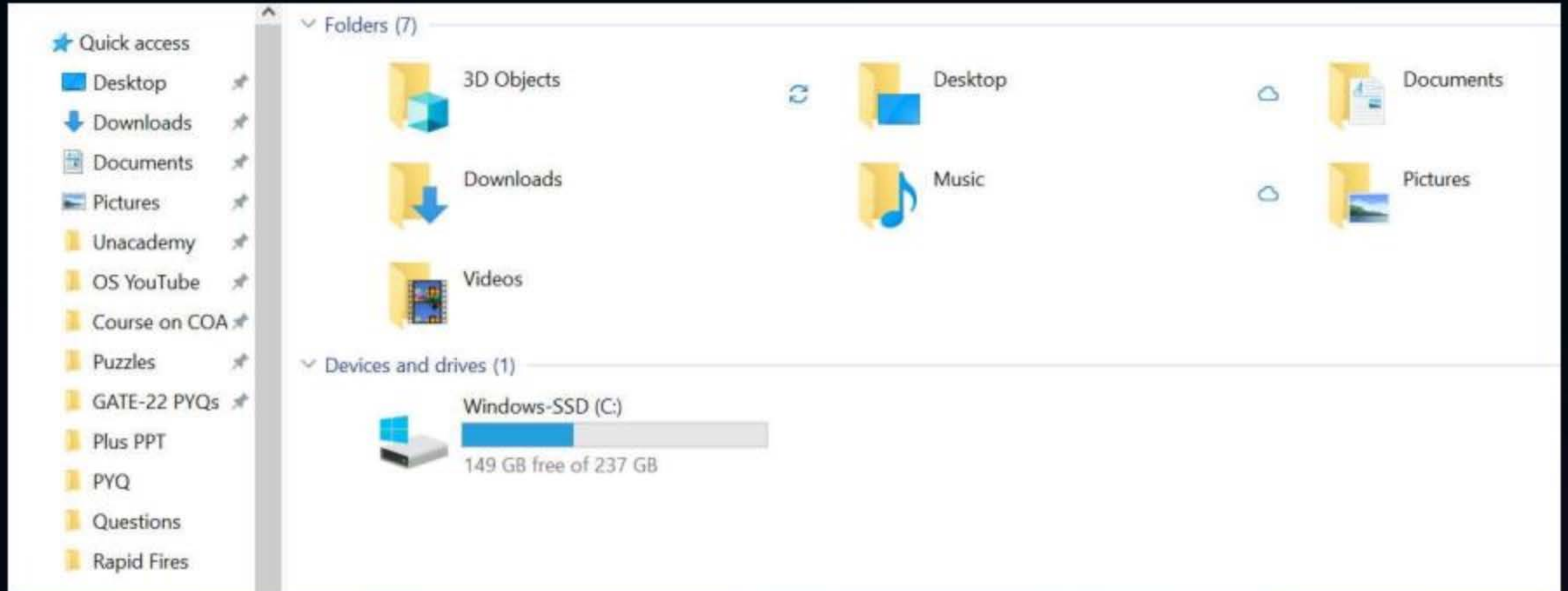
## Topic : File System



Module of OS which manages, controls and organizes files and related structures



# Topic : File System







## Topic : Types of File Systems

1. FAT32 ✓
2. NTFS ✓
3. HFS+ ✓
4. Ext2 / Ext3 / Ext4
5. Swap



# Topic : File System



Windows-SSD (C:) Properties


Security | Previous Versions | Quota  
General | Tools | Hardware | Sharing

 Windows-SSD

Type: Local Disk  
File system: NTFS

Used space:	93,87,61,70,752 bytes	87.4 GB
Free space:	1,60,84,49,55,648 bytes	149 GB

Capacity: 2,54,72,11,26,400 bytes 237 GB



Drive C: [Disk Cleanup](#)

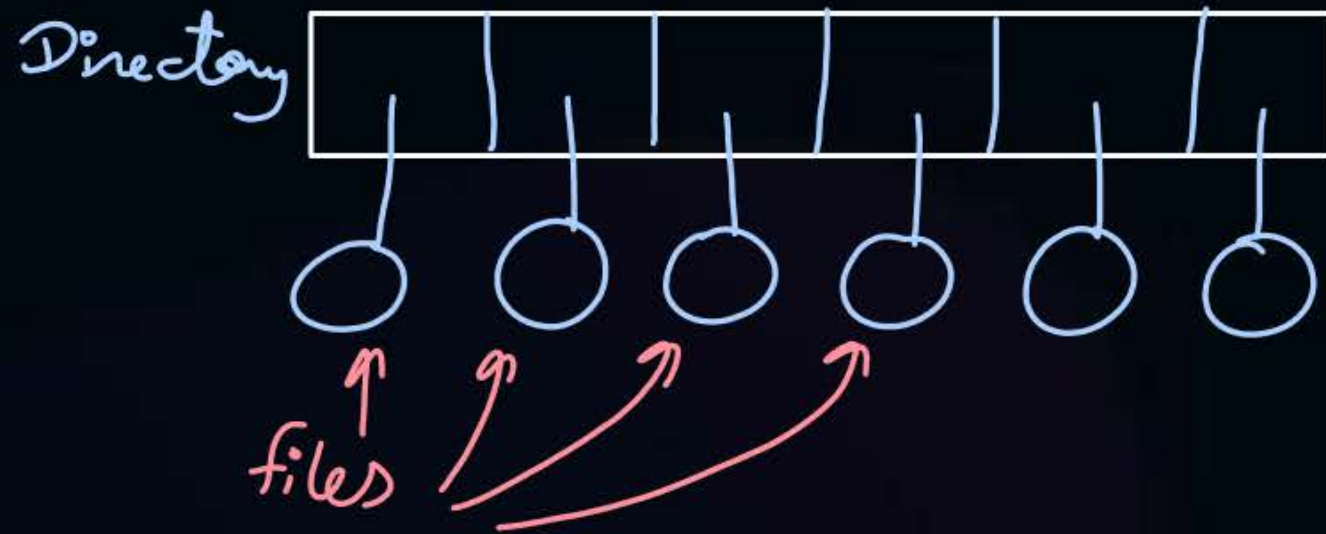
☐ Compress this drive to save disk space  
☒ Allow files on this drive to have contents indexed in addition to file properties

OK Cancel Apply



## Topic : File Directory Structure

### 1. Single-Level Directory



2 files can not have same name.  
(even if type of files are different)





## Topic : File Directory Structure

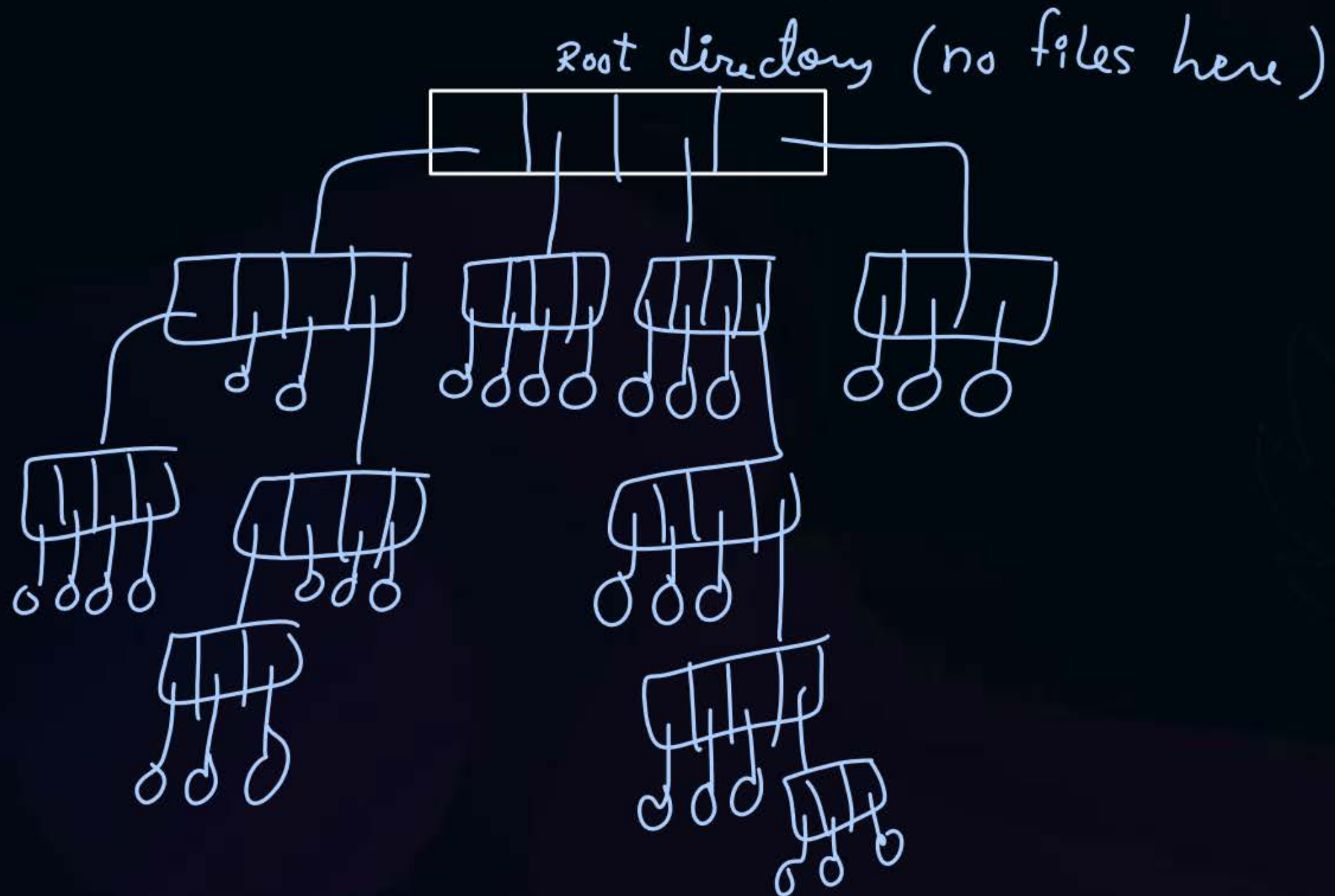
### 2. Two-Level Directory <sup>for</sup> (multiple user)





## Topic : File Directory Structure

### 3. Tree Structure Directory (Latest)







## Topic : Disk Formatting

Low-level formatting  
(physical formatting)

creating tracks, sectors  
done by manufacturer

logical formatting  
(High-level formatting)

After this OS is  
stored (installed) in one  
of the drives

Logical portions of disk

- creating drives C:\, E:, F:...
- Creating disk blocks
- installing file system



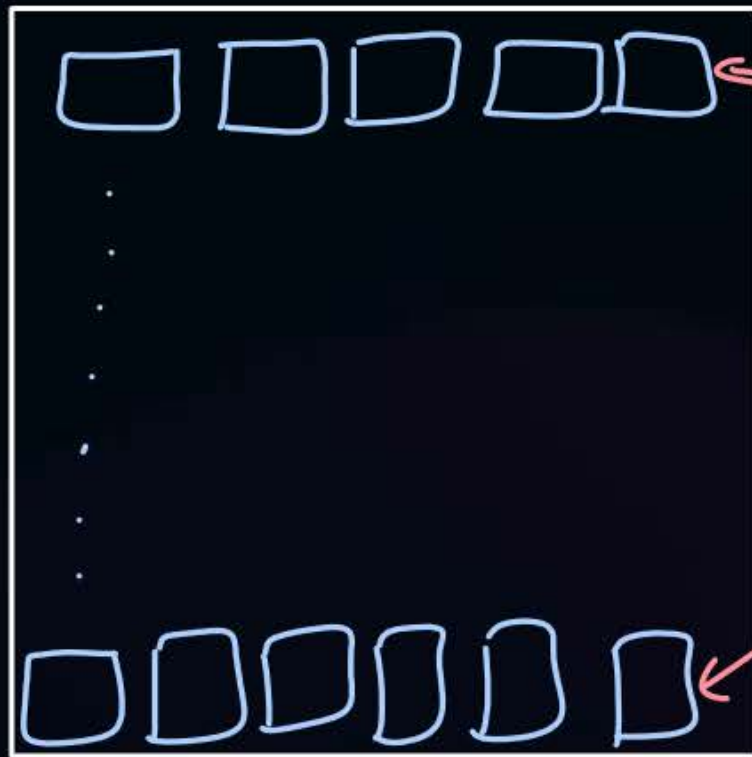
## Logical partitions :-

- 1. Primary partition  $\Rightarrow$  OS + user files  
(one or 2)
  - 2. Extended partition  $\Rightarrow$  user files  
(as many as you want)
-



## Topic : Disk Blocks

Disk



disk blocks  
(same size)

Assume

Disk  $\Rightarrow$  64 disk blocks  
 $= 2^6$

$\Downarrow$

disk block address = 6 bits



## Topic : Disk Blocks



Number of disk blocks =  $2^{16}$

Size of each block = 1KB

Total Size of disk?  $2^{16} * 1KB$   
 $= 64 MB$





## Topic : Disk Blocks



Disk block address = 24-bits  $\Rightarrow$  no. of blocks =  $2^{24}$

Size of each block = 2KB

Total Size of disk? =  $2^{24} * 2KB$   
=  $2^{35} B$   
= 32 GB



## Topic : Disk Blocks



Total disk size = 256GB

Block Size = 2KB

Disk block address?  $\Rightarrow 27$  bits

$$\text{no. of blocks in disk} = \frac{256 \cancel{\text{GB}}}{2 \cancel{\text{KB}}} = \frac{2^8 \cdot 2^{30}}{2^1 \cdot 2^{10}}$$

$$= 2^{27}$$



$$\text{D.B.A.} = 27 \text{ bits}$$



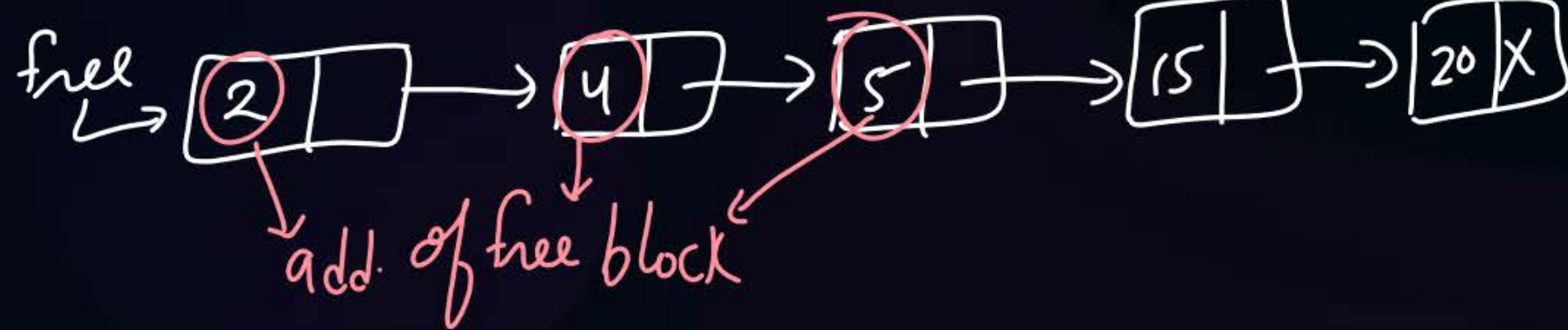
## Topic : Free Space Management

→ How file system keeps track of free disk blocks.

1. Free List
2. Bitmap Method

### 1. Free List:-

A list of free block addresses is maintained.



### 2:- Bitmap method:-

1 bit for each block stored to denote if block is free or occupied

ex:- Disk has 16 blocks =  $2^4$  blocks

↓  
16 bit bitmap

010110001010000000

Assume  $\Rightarrow 0 = \text{free}$   
 $1 = \text{occupied}$





## Topic : Free Space Management

To search free block

1. No searching in free list, but in bitmap we search for first zero
2. Free list is faster in allocating a free block
3. Free list size is variable, where as bitmap size is constant



## Topic : Question



A particular disk unit uses a bit string to record the occupancy or vacancy of its disk blocks with '0' denoting vacant block and '1' denoting occupied block. A 32-bit part of this string has Hexadecimal value of D4F2A001. The percentage of occupied blocks on the disk for this part is ?

$$\begin{array}{cccccccc} \underline{1101} & \underline{0100} & \underline{1111} & \underline{0010} & \underline{1010} & \underline{0000} & \underline{0000} & \underline{0001} \\ 3 & 1 & 4 & 1 & 2 & 0 & 0 & 1 \end{array}$$

$$\text{Total occupied blocks} = 12$$

$$\% \text{ of occupied blocks} = \frac{12}{32} * 100\% = \underline{\underline{37.5\%}} \text{ Ans.}$$

Ques)

$$\text{no. of blocks} = 2^{18}$$

$$1 \text{ block size} = 1 \text{ K bytes}$$

no. of disk blocks used to store free space bitmap?

Sol<sup>n</sup>      no. of bits needed to store bitmap =  $2^{18}$  bits

$$\text{bitmap size} = \frac{2^{18}}{8} = 2^{15} \text{ bytes} = 32 \text{ KB}$$

$$\text{no. of blocks needed to store bitmap} = \frac{32 \text{ KB}}{1 \text{ KB}} = 32 \text{ blocks}$$





## Topic : Question

H.W.



A system directory is kept in 4 disk blocks each of size 2Kbytes. It is a single level-directory and each directory entry is of size 32-bits.

1. The maximum number of files possible in this system is ?
2. The maximum size of any file is?



## 2 mins Summary

**Topic**

**File System**

**Topic**

**Directory**

**Topic**

**Disk Blocks**



**Happy Learning**

**THANK - YOU**