

# Using a Bitmap

Allocate block close to block  $x$

- Check for blocks near  $\text{bmap}[x/32]$
- 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)



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

- How to keep inode close to data block?

