

Block pointers and maximum file size

So far, each inode has 15 block pointers

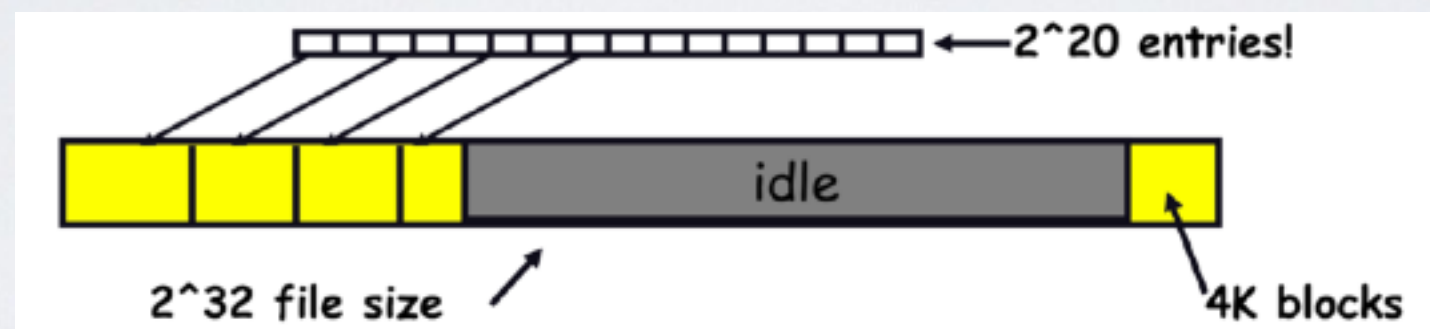
➡ The maximum file size can be $15 * 4 \text{ KB} = 60 \text{ KB}$ (only?!)

- Should we increase the number of block pointers to increase the file size?

More issues with indexed Files

Large file size with lots of unused entries means

- The mapping table requires large chunk of contiguous space



- ➔ Solution : mapping table structured as a multi-level index array



- but ... you know the story (similar to VM two-level page lookup)