FORFUN

Week 2 NTFS File System

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What happens when we start our computer?

 The PC is turned on & the BIOS initializes the hardware.

BIOS

MBR

 The BIOS calls code stored in the MBR at the start of disk 0. The MBR loads code from the bootsector of the active partition.

Active Partition

Bootloader

 The bootsector loads & runs the bootloader from its filesystem.

Master Boot Record

- Master Boot Record is a special type of boot sector at the very beginning of partitioned computer storage devices;
- It contains executable code that the system BIOS loads into memory.
- The code scans the MBR to find the partition table to determine which partition is the active, or bootable.
- Boot signature: 0x55AA

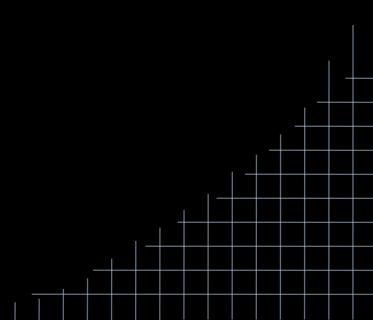


Partition Table

- Information of 4 primary partitions are stored in the partition table and each record contains:
 - 1st byte: 0x80 bootable/active, 0x00 inactive
 - 2-4 bytes: Cylinder-Head-Sector (CHS) of first absolute sector in partition
 - 5th byte: partition type (0x0E: FAT 16; 0x0C; FAT 32; 0x07 NTFS)
 - 6-8 bytes: CHS address of last absolute sector in partition.
 - 9-12 bytes: Logical block addressing of first absolute sector in the partition
 - 13-16 bytes: Number of sectors in partition



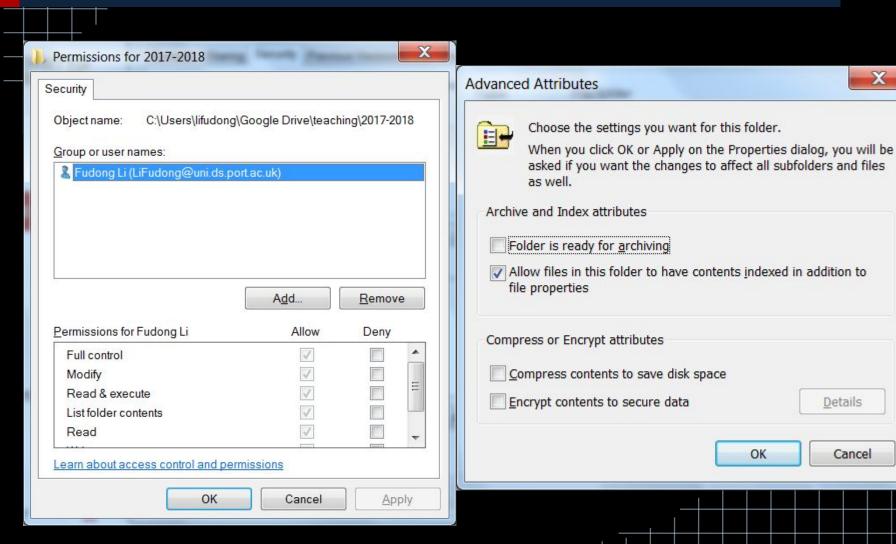
NTFS



NTFS – Overview

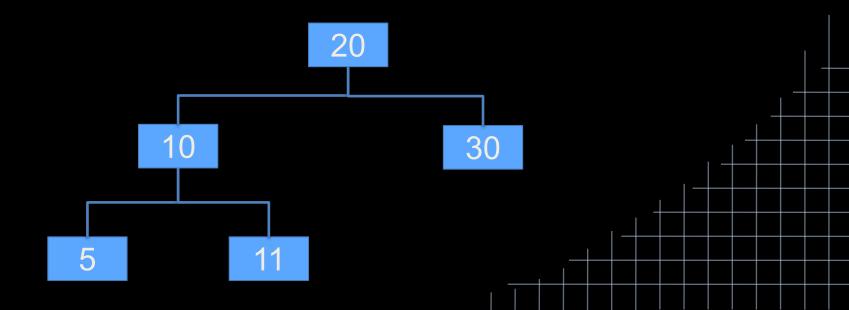
- NTFS is a proprietary file system developed by Microsoft in 1993; default file system of Windows NT family
- Notable features of NTFS
 - Security: by using an Access Control List (ACL), an administrator controls who can access specific files.
 - Encryption: Encryption File System (EFS) provides strong and user-transparent encryption of any files or folder on an NTFS volume
 - Performance : B-tree- faster file look up times
 - Journaling: records a transaction before the system carries it out
 - Support large file sizes: up to 16 exbibytes (2GB for FAT16 and 4GB for FAT32)

NTFS – Security



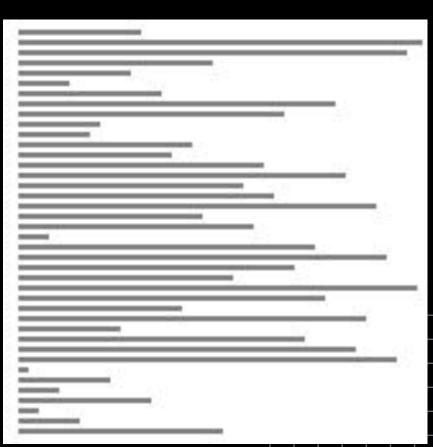
B-tree

A B-tree is a method of placing and locating files in a file system. It minimises the number of times a medium must be accessed to locate a desired record, hence speeding up the process.

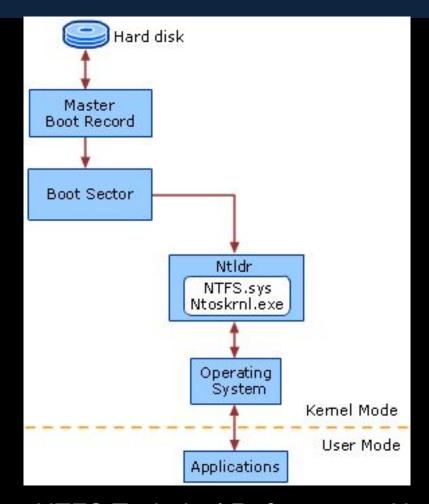


B-tree





NTFS - Architecture



Source: NTFS Technical Reference – How NTFS works https://technet.microsoft.com/en-us/library/cc781134(v=ws.10).aspx

NTFS Partition Organization

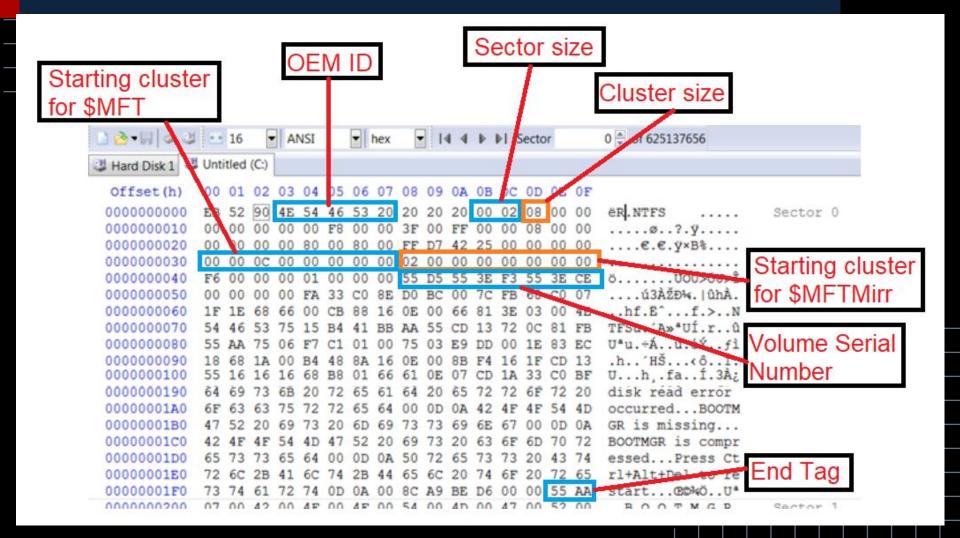
- NTFS Boot Sector
 - Contains the BIOS parameter block that stores information about the layout of the volume and the file system structures.
- Master File Table
 - Contains the information necessary to retrieve files from the NTFS partition, such as the attributes of a file
- File System Data
 - Stores data that is not contained within the Master File Table
- Master File Table Copy
 - Includes copies of the records essential for the recovery of the file system if there is a problem with the original copy

NTFS Boot	Master	File System	Master File
Sector	File Table	Data	Table Copy

NTFS Boot Sector

Offset		
from	Length	Description
start		
0x03	4 bytes	Original equipment manufacturer ID
0x0b	2 bytes	Number of bytes per sector
0x0d	1 byte	Number of sectors per allocation unit
0x30	8 bytes	Logical Cluster Number for \$MFT
0x38	8 bytes	Logical Cluster Number for \$MFTMirr
0x48	4 bytes	32-bit Volume Serial Number
0x48	8 bytes	64-bit Volume Serial Number
0x1fe	2 bytes	Boot sector signature

NTFS Boot Sector



Master File Table

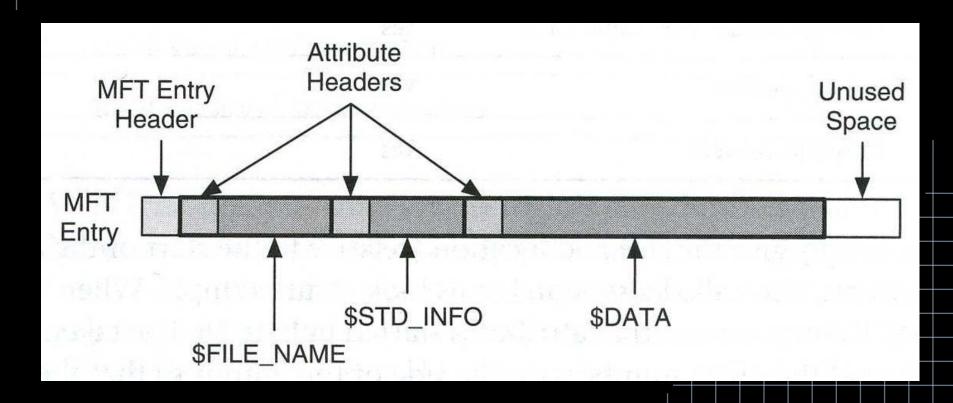
- Each file on an NTFS volume is represented by a record in a special file called the master file table (MFT)
- Starting location of the MFT is given in the boot sector;
- 12.5% of space allocated but only used when necessary
- Each entry is 1024 bytes (1Kibi Bytes)
 - Only first 42 bytes defined, containing 12 fields
 - The rest are allocated to numerous/various attributes
- 0x46494C45 (FILE): beginning of each record
- 0xFFFFFFFFF: end of record marker for each record

\$MFT Entries

Entry	Filename	Description	
0	\$MFT	The entry for the MFT itself	
1	\$MFTMirr	Backup of the MFT	
2	\$LogFile	Journal containing records of metadata transactions	
3	\$Volume	Volume information	
4	\$AttrDef	Attribute information (identifier values, name)	
5	\$.	Root directory of the file system	
6	\$Bitmap	Allocation status of each cluster in the file system	
7	\$Boot	Boot sector and boot code for the file system	
8	\$BadClus	Clusters that have bad sectors	
9	\$Secure	Security and access control for the files	
10	\$Upcase	Contains the uppercase version of every Unicode character	
11	\$Extend	Directory containing files for optional extensions	

Single File Record in \$MFT

 NTFS reads attributes from the record – not files – files are simply one of the attributes

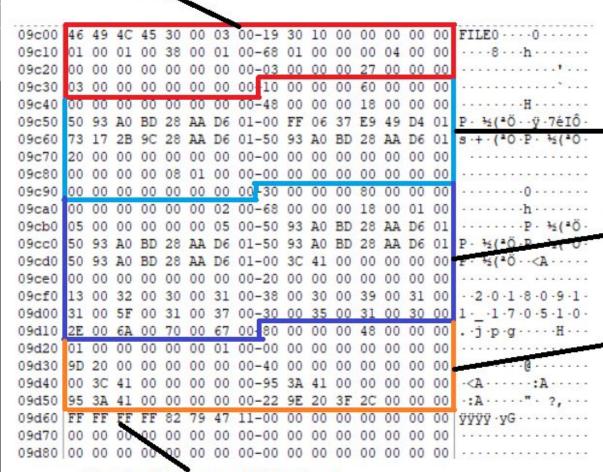


\$MFT Entry Attribute Types

ID	Purpose
0x10	\$Standard information: This field contains data on file creation,
OXIO	alterations, MFT changes, read dates and times, and DOS file permissions
0x20	\$Attribute_List: Attributes that do not fin in the MFT (non-resident
UXZU	attributes) are listed here along with their locations
	\$File_name: The long and short names for a file are contained here. Up
	to 255 Unicode bytes are available for long file names. Files with short
0x30	filenames have only one attribute ID 0x30. Long filenames have two
	attribute ID 0x30s in the MFT record: one for the short name and one for
	the long name.
	\$Object_ID: Ownership and who has access rights to the file or folder are
0x40	listed here. Every MFT record is assigned a unique GUID. Depending on
	the NTFS setup, some file records might not contain this attribute ID
0x50	\$Security_Descriptor: Contains the access control list (ACL) for the file
0x80	\$Data: File data for resident files or data runs for non-resident files.

\$MFT Entry Attribute Types

File Header



Standard Information
Attribute

File Name Attribute

Data Attribute

End of Record Marker

\$MFT Record

Magic Number	File Allocated Flag	\$LogFile record reference number
09c10 01 00 01 00 38 00 09c20 00 00 00 00 00 00 09c30 03 00 00 00 00 00 09c40 00 00 00 00 00	0 03 00-19 30 10 00 00 00 00 00 0 01 00-68 01 00 00 00 04 00 00 0 00 00-03 00 00 00 27 00 00 00 0 00 00-10 00 00 00 60 00 00 0 00 00-48 00 00 00 18 00 00 00 A D6 01-00 FF 06 37 E9 49 D4 04	MFT record number
09c60 73 17 2B 9C 28 AP 09c70 20 00 00 00 00 00 09c80 00 00 00 00 08 01	A D6 01-00 FF 06 37 E9 49 D4 6 A D6 01-50 93 A0 BD 28 AA D6 01 0 00 00-00 00 00 00 00 00 00 00 1 00 00-00 00 00 00 00 00 00 0 00 00-30 00 00 00 80 00 00	TimeDate Stamps
09cb0 05 00 00 00 00 00 09cc0 50 93 A0 BD 28 AA 09cd0 50 93 A0 BD 28 AA	0 02 00-68 00 00 00 18 00 01 00 0 05 00-50 93 A0 BD 28 AA D6 01 A D6 01-50 93 A0 BD 28 AA D6 01 A D6 01-00 3C 41 00 00 00 00 00 0 00 00-20 00 00 00 00 00 00	Attribute size in Bytes
09cf0 13 00 32 00 30 00 09d00 31 00 5F 00 31 00 09d10 2E 00 6A 00 70 00 09d20 01 00 00 00 00 00	0 31 00-38 00 30 00 39 00 31 00 0 37 00-30 00 35 00 31 00 30 00 0 67 00-80 00 00 00 48 00 00 00 0 01 00-00 00 00 00 00 00 00	11.7.0.5.1.0. j.p.gH
09d40 00 3C 41 00 00 00 09d50 95 3A 41 00 00 00 09d6 FF FF FF FF 82 79		File Size in Bytes
Resident File Flag	THE THE SERVE STATE STA	Cluster Chain

\$MFT Record Offset Info

File Header

Offset from start	Length	Description
0x00	4 bytes	FILE signature
0x08	8 bytes	\$LogFile record reference number
0x16	2 byte	File Allocated Flag
0x2C	4 bytes	MFT record number

Standard Information Attribute

Offset from the beginning of Attribute container	Length	Description
0x04	2 bytes	Attribute container size in bytes
0x18	32 bytes	First 8 bytes: Created time stamp Second 8 bytes: Last modified time stamp Third 8 bytes: Last accessed time stamp Last 8 bytes: MFT record update time stamp

\$MFT Record Offset Info

Data Attribute

Offset from the beginning of Attribute container	Length	Description
0x04	2 bytes	Attribute container size in bytes
0x08	1 byte	Resident File Flag
0x30	8 bytes	File Size in Bytes
0x40	Various bytes	Cluster chain information

Decoding Cluster Chain

 Cluster chain mapping information starts at decimal offset 64 of the Data Attribute (0x40) block of the MFT record

0x22 9E 20 3F 2C 00

2: The number of bytes to the immediate right which will provide the number of clusters in this series when converted from hex to decimal 2: The number of bytes which immediately follow the cluster run bytes, indicating the start of the cluster chain 0x00 means the end of the cluster run