

### **Fast File System (Ch. 41) Discussion Questions**

- What is the basic design principle behind FFS?
  - keeping related things together
- Why not put all directories in 1<sup>st</sup> non-full cylinder group?
- How does FFS determine where to put file data blocks?
  - put all\* blocks from a file in the same CG
  - put all files from same directory in same CG
- Why does FFS have a large file exception?
- Why are the inodes spread across the cylinder groups in FFS?
- Why is the superblock stored in every cylinder group in FFS?
  - how does this differ from the way inodes are spread across cylinder groups?

- What is the problem with the FS implementation presented in Ch 40?
  - no policy about where to place files, only how to store files
  - non-locality of FS metadata
  - non-locality of files in same directory