Operating System

Lecture 16: File System Implementation

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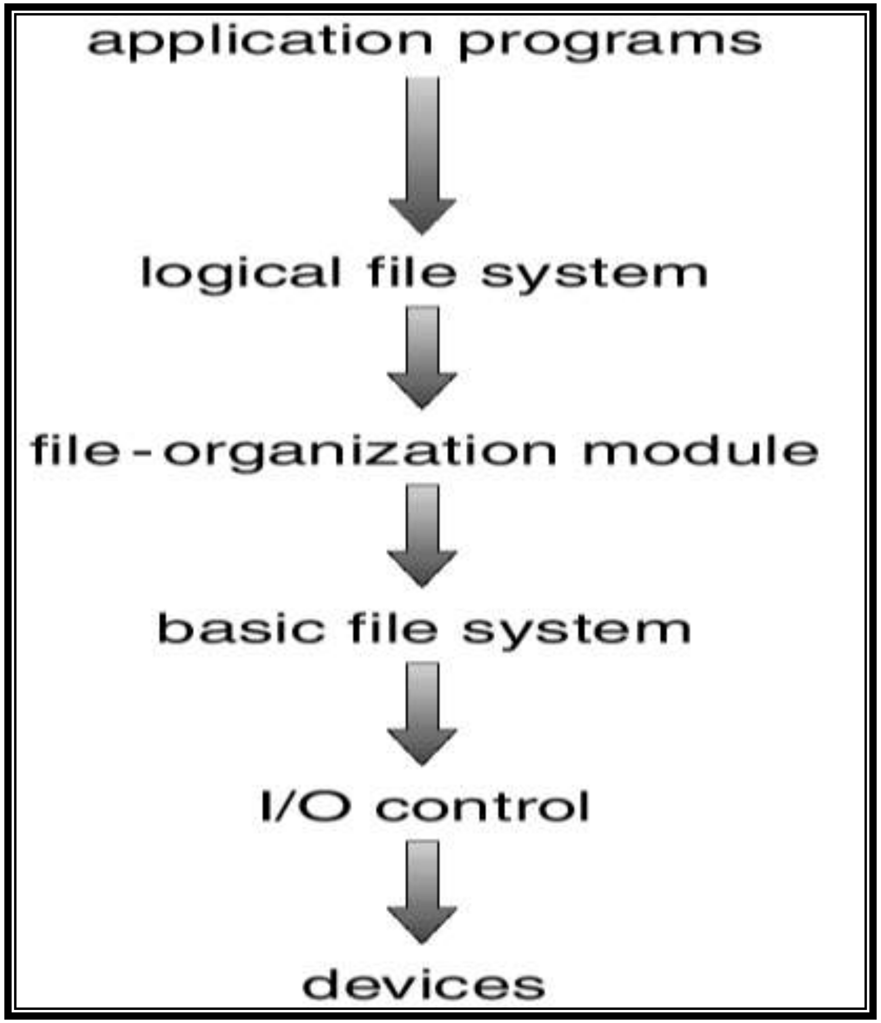
Outline

- File System Structure
- File System Implementation
- Directory Implementation
- Allocation Methods
- Free-Space Management
- Efficiency and Performance

File-System Structure

- File structure
  - Logical storage unit
  - Collection of related information
- File system resides on secondary storage (disks).
- File system organized into layers.
- *File control block* – storage structure consisting of information about a file.

Layered File System



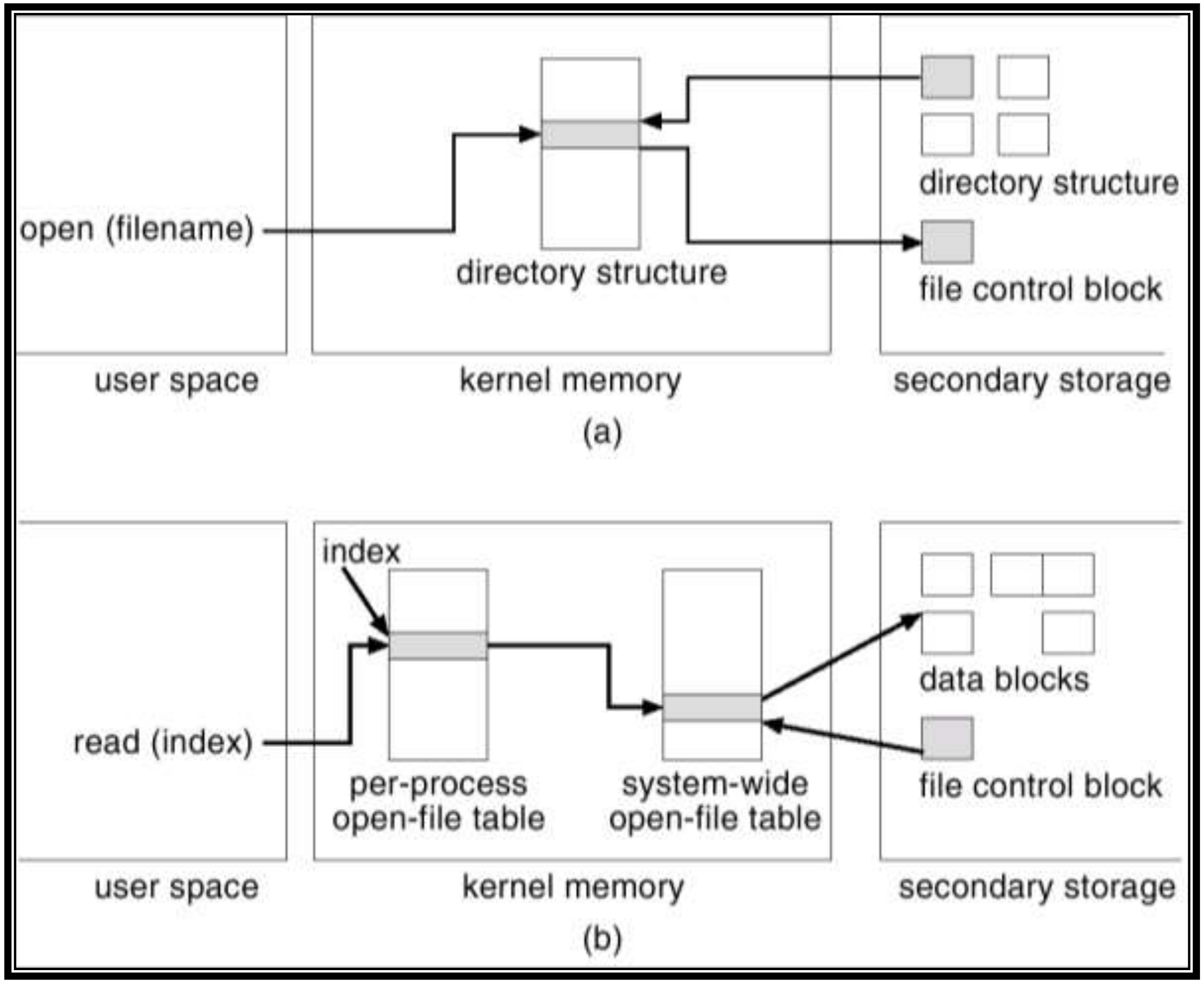
A Typical File Control Block

file permissions
file dates (create, access, write)
file owner, group, ACL
file size
file data blocks

In-Memory File System Structures

- The following figure illustrates the necessary file system structures provided by the operating systems.
- Figure 12-3(a) refers to opening a file.
- Figure 12-3(b) refers to reading a file.

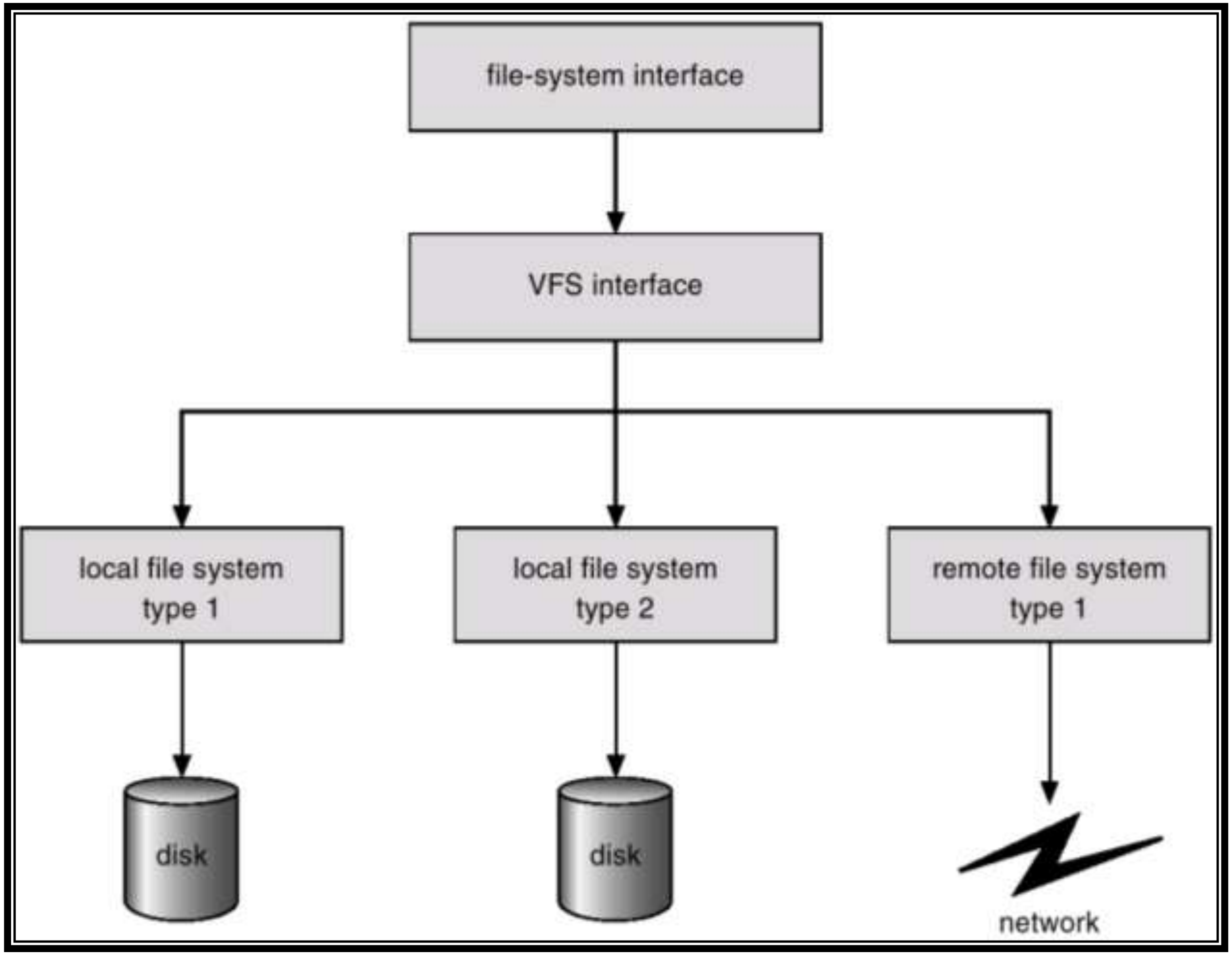
In-Memory File System Structures



Virtual File Systems

- Virtual File Systems (VFS) provide an object-oriented way of implementing file systems.
- VFS allows the same system call interface (the API) to be used for different types of file systems.
- The API is to the VFS interface, rather than any specific type of file system.

Schematic View of Virtual File System



Directory Implementation

- Linear list of file names with pointer to the data blocks.
  - simple to program
  - time-consuming to execute

- Hash Table – linear list with hash data structure.
  - decreases directory search time
  - *collisions* – situations where two file names hash to the same location
  - fixed size

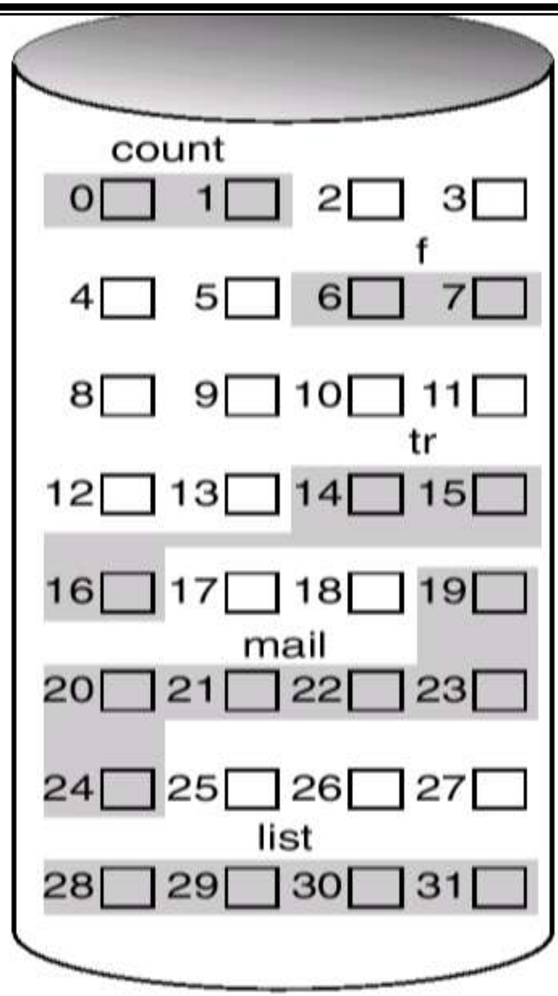
Allocation Methods

- An allocation method refers to how disk blocks are allocated for files:
- Contiguous allocation
- Linked allocation
- Indexed allocation

Contiguous Allocation

- Each file occupies a set of contiguous blocks on the disk.
- Simple – only starting location (block #) and length (number of blocks) are required.
- Random access.
- Wasteful of space (dynamic storage-allocation problem).
- Files cannot grow.

Contiguous Allocation of Disk Space



file	start	length
count	0	2
tr	14	3
mail	19	6
list	28	4
f	6	2

Extent-Based Systems

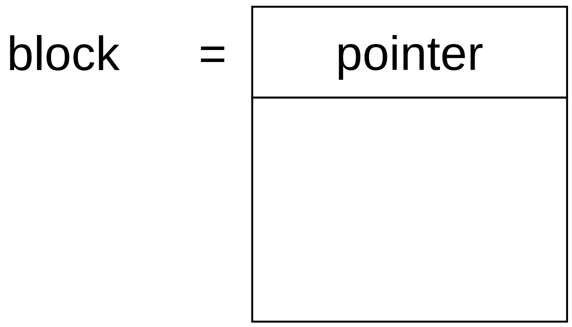
- Many newer file systems (I.e. Veritas File System) use a modified contiguous allocation scheme.

- Extent-based file systems allocate disk blocks in **extents**.

- An **extent** is a contiguous block of disks. Extents are allocated for file allocation. A file consists of one or more extents.

Linked Allocation

- Each file is a linked list of disk blocks: blocks may be scattered anywhere on the disk.



Linked Allocation (Cont.)

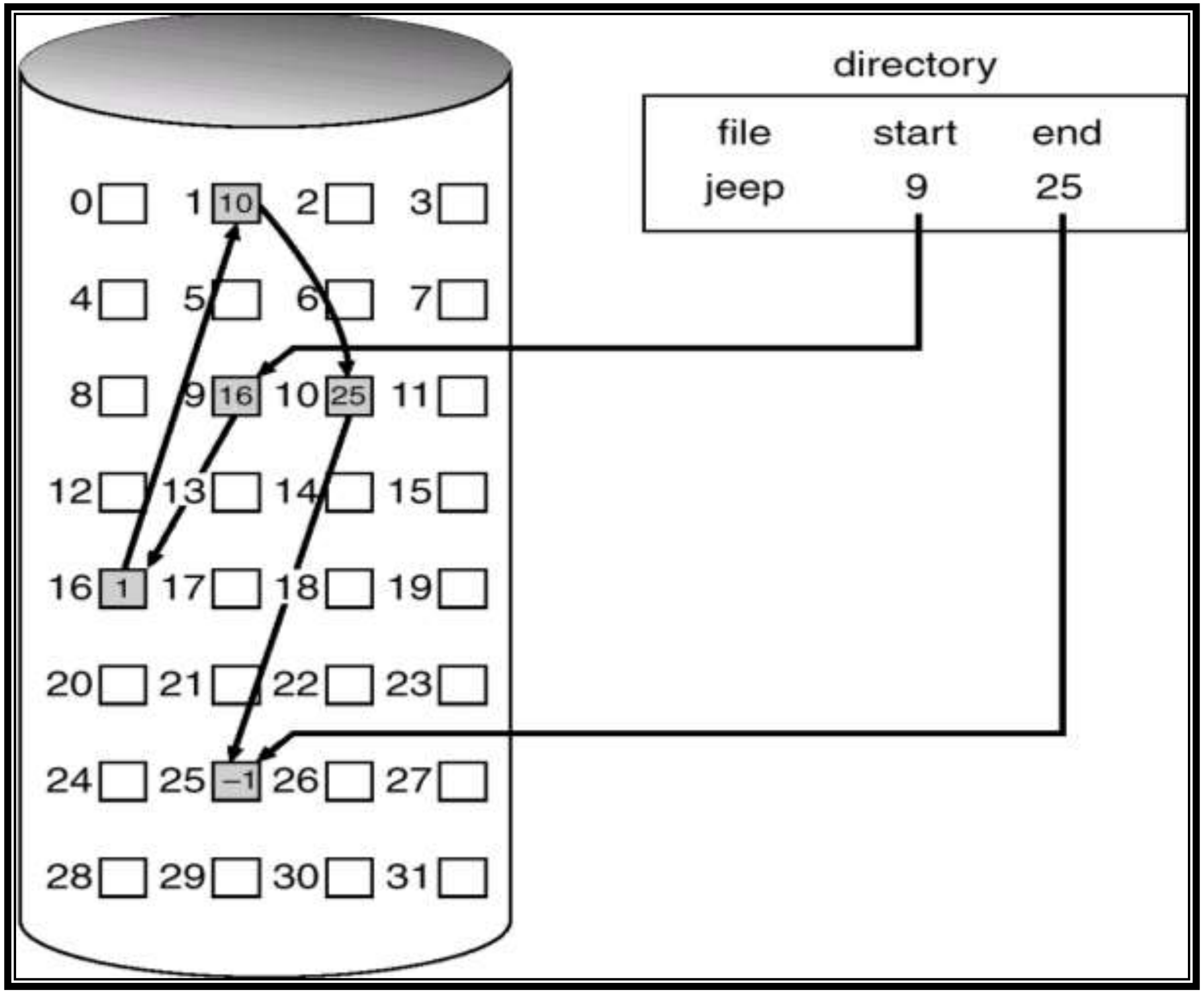
- Simple – need only starting address
- Free-space management system – no waste of space
- No random access
- Mapping

$$LA/511 \begin{cases} Q \\ R \end{cases}$$

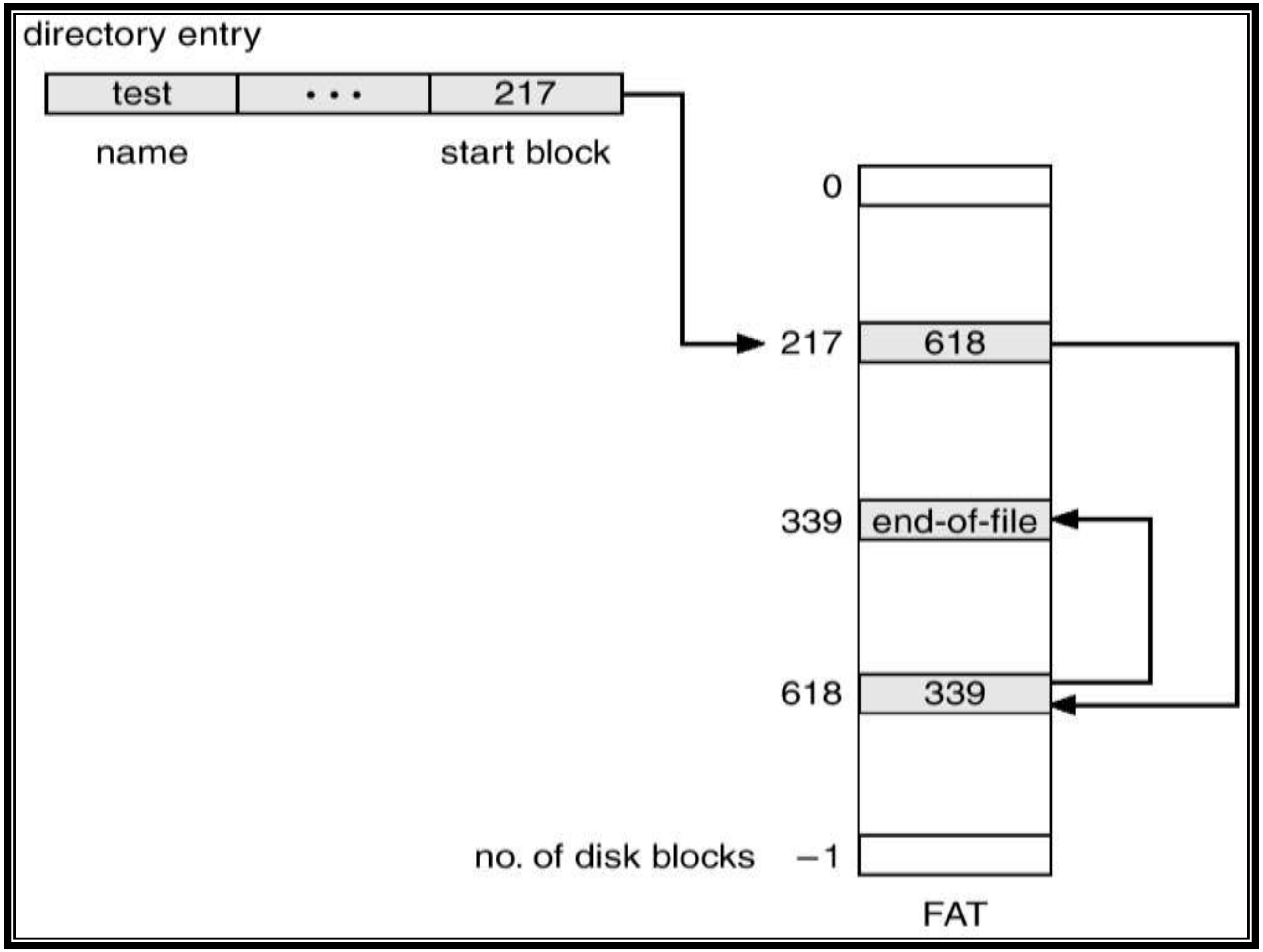
Block to be accessed is the Qth block in the linked chain of blocks representing the file.
Displacement into block = R + 1

File-allocation table (FAT) – disk-space allocation used by MS-DOS and OS/2.

Linked Allocation

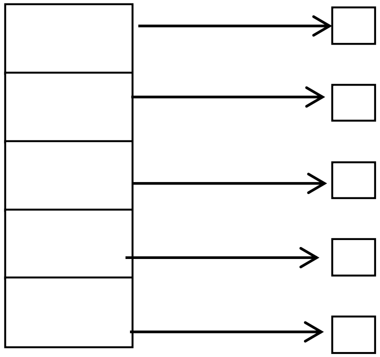


File-Allocation Table



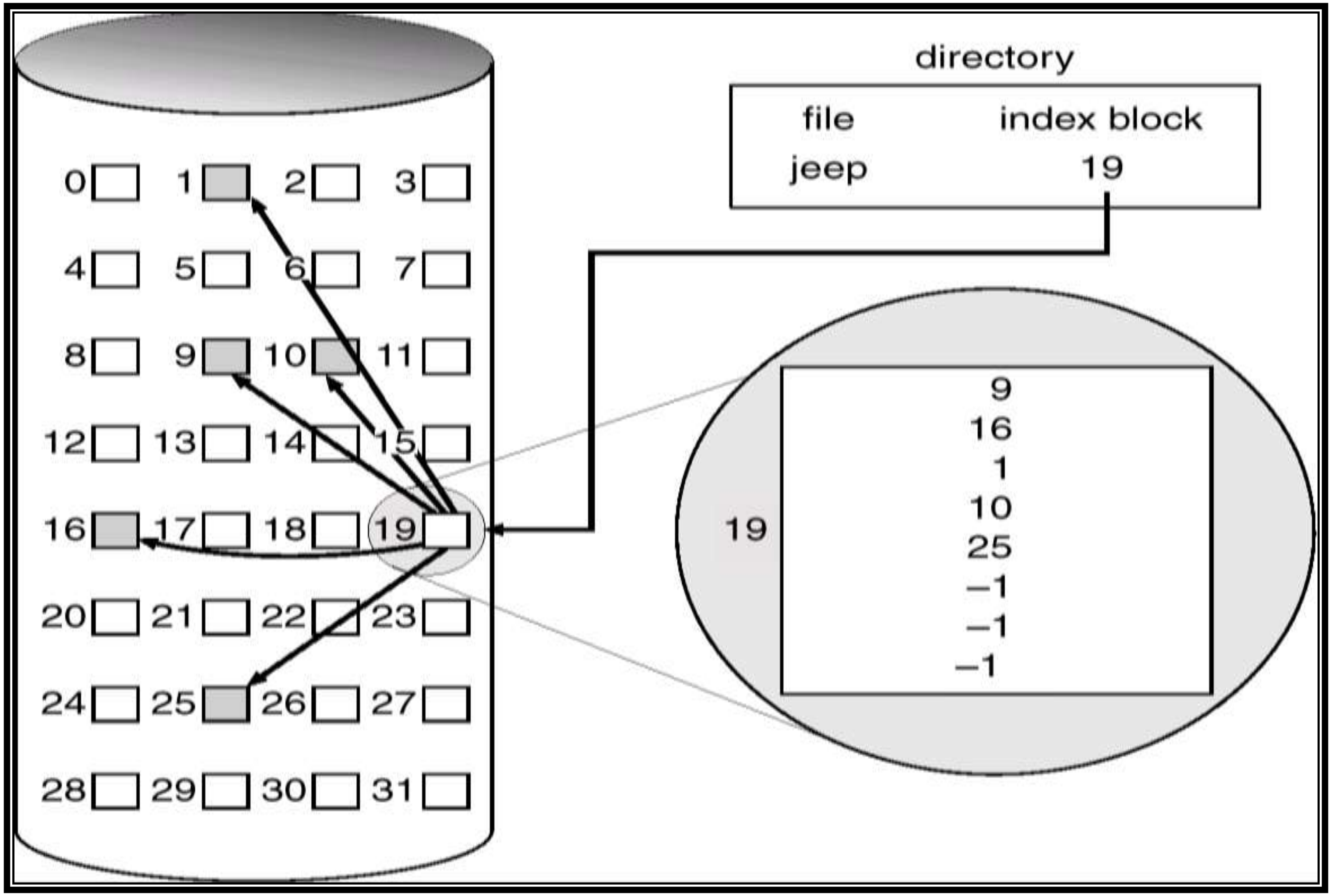
Indexed Allocation

- Brings all pointers together into the *index block.*
- Logical view.



index table

Example of Indexed Allocation



Indexed Allocation (Cont.)

- Need index table
- Random access
- Dynamic access without external fragmentation, but have overhead of index block.
- Mapping from logical to physical in a file of maximum size of 256K words and block size of 512 words. We need only 1 block for index table.

$$LA/512 \begin{cases} Q \\ R \end{cases}$$

Q = displacement into index table
R = displacement into block

Indexed Allocation – Mapping (Cont.)

- Mapping from logical to physical in a file of unbounded length (block size of 512 words).
- Linked scheme – Link blocks of index table (no limit on size).

$$LA / (512 \text{ x } 511) \begin{cases} Q_1 \\ R_1 \end{cases}$$

Q_1 = block of index table
R_1 is used as follows:

$$R_1 / 512 \begin{cases} Q_2 \\ R_2 \end{cases}$$

Q_2 = displacement into block of index table
R_2 displacement into block of file:

Indexed Allocation – Mapping (Cont.)

- Two-level index (maximum file size is 512^3)

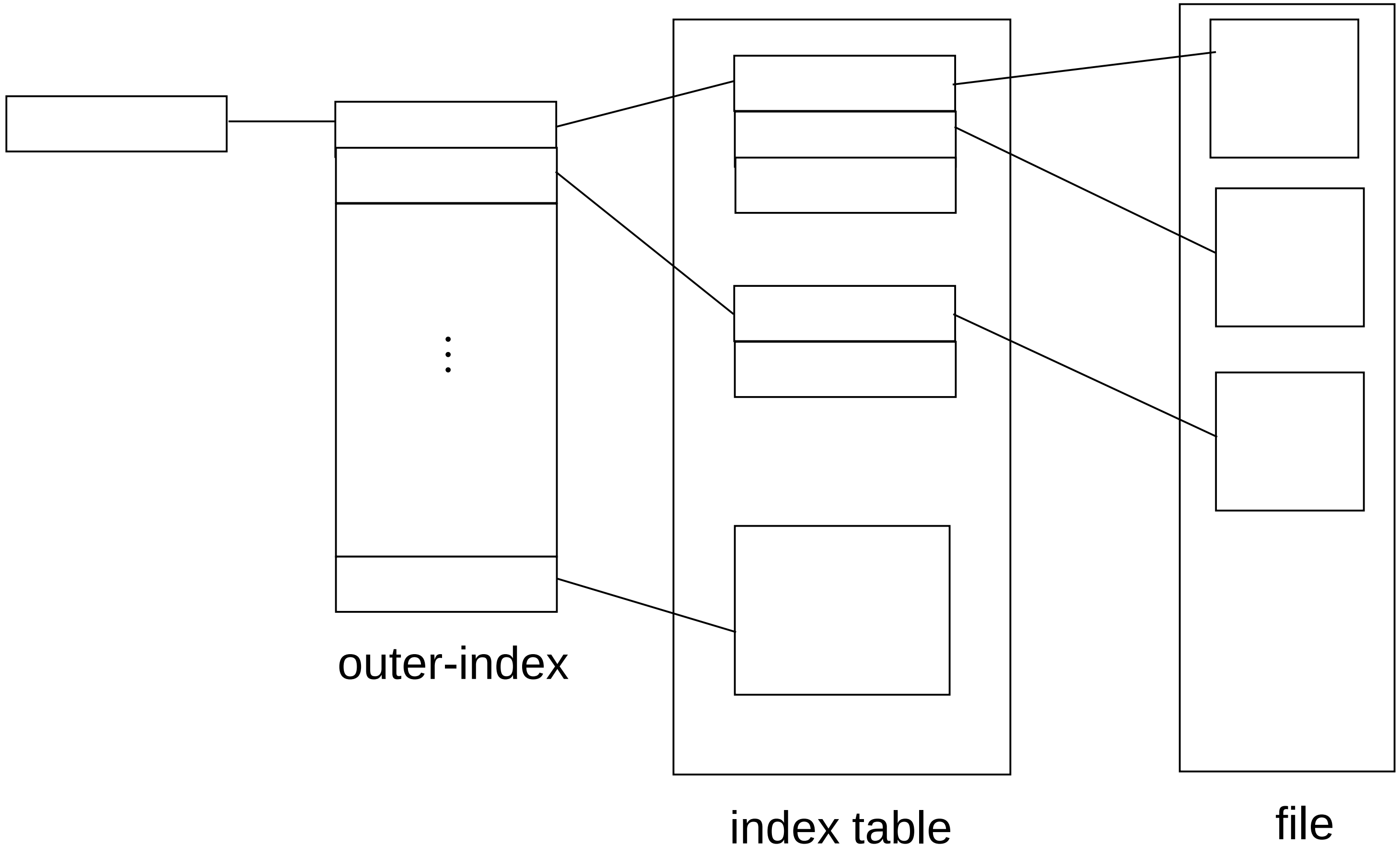
$$\text{LA} / (512 \text{ x } 512) \begin{cases} Q_1 \\ R_1 \end{cases}$$

Q_1 = displacement into outer-index
R_1 is used as follows:

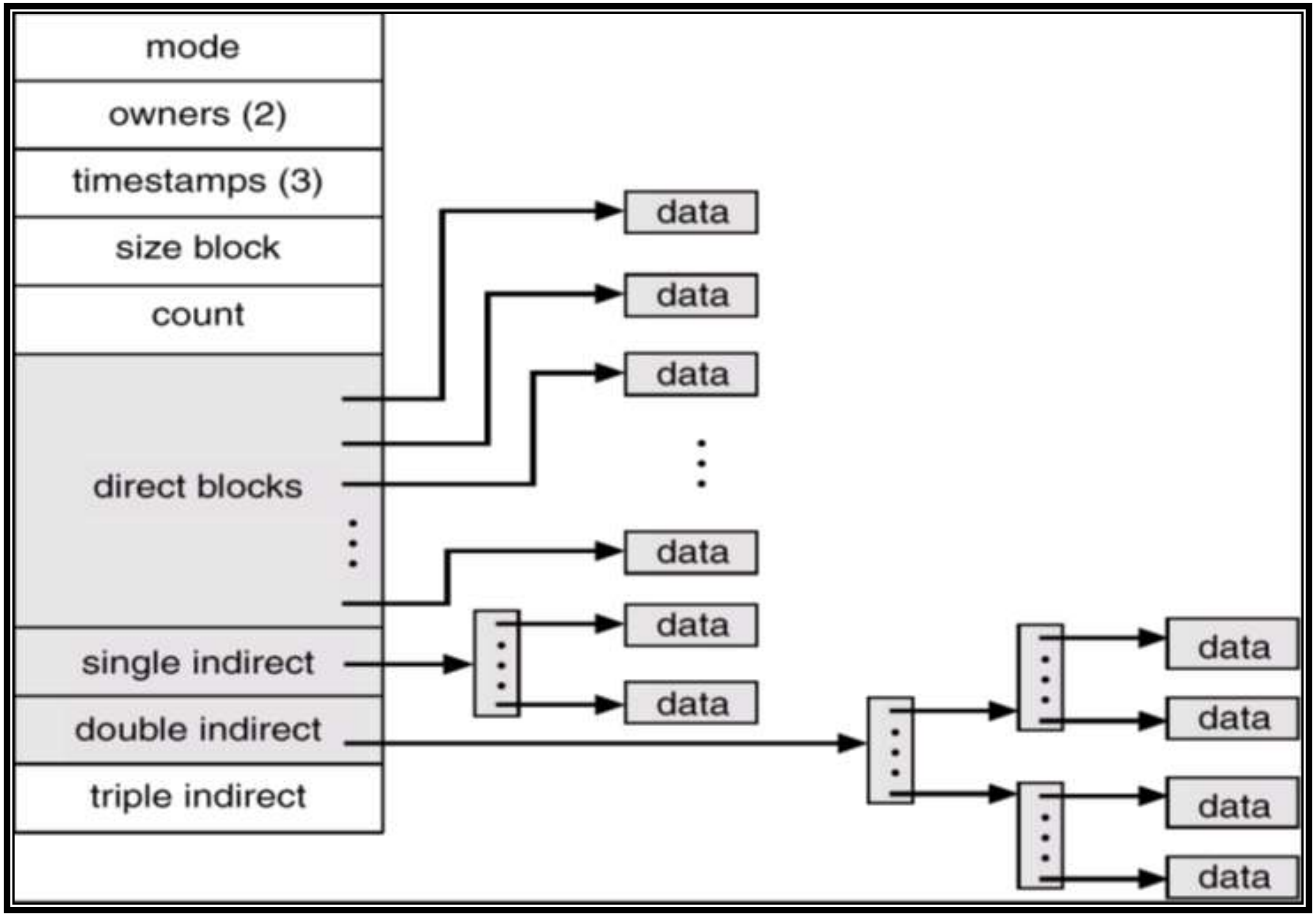
$$R_1 / 512 \begin{cases} Q_2 \\ R_2 \end{cases}$$

Q_2 = displacement into block of index table
R_2 displacement into block of file:

Indexed Allocation – Mapping (Cont.)



Combined Scheme: UNIX (4K bytes per block)



Free-Space Management

- Bit vector (*n* blocks)

0	1	2					n-1
						…	

$$\text{bit}[i] = \begin{cases} 0 \Rightarrow \text{block}[i] \text{ free} \\ 1 \Rightarrow \text{block}[i] \text{ occupied} \end{cases}$$

Block number calculation

(number of bits per word) *
(number of 0-value words) +
offset of first 1 bit

Free-Space Management (Cont.)

- Bit map requires extra space. Example:

  block size = 2^{12} bytes

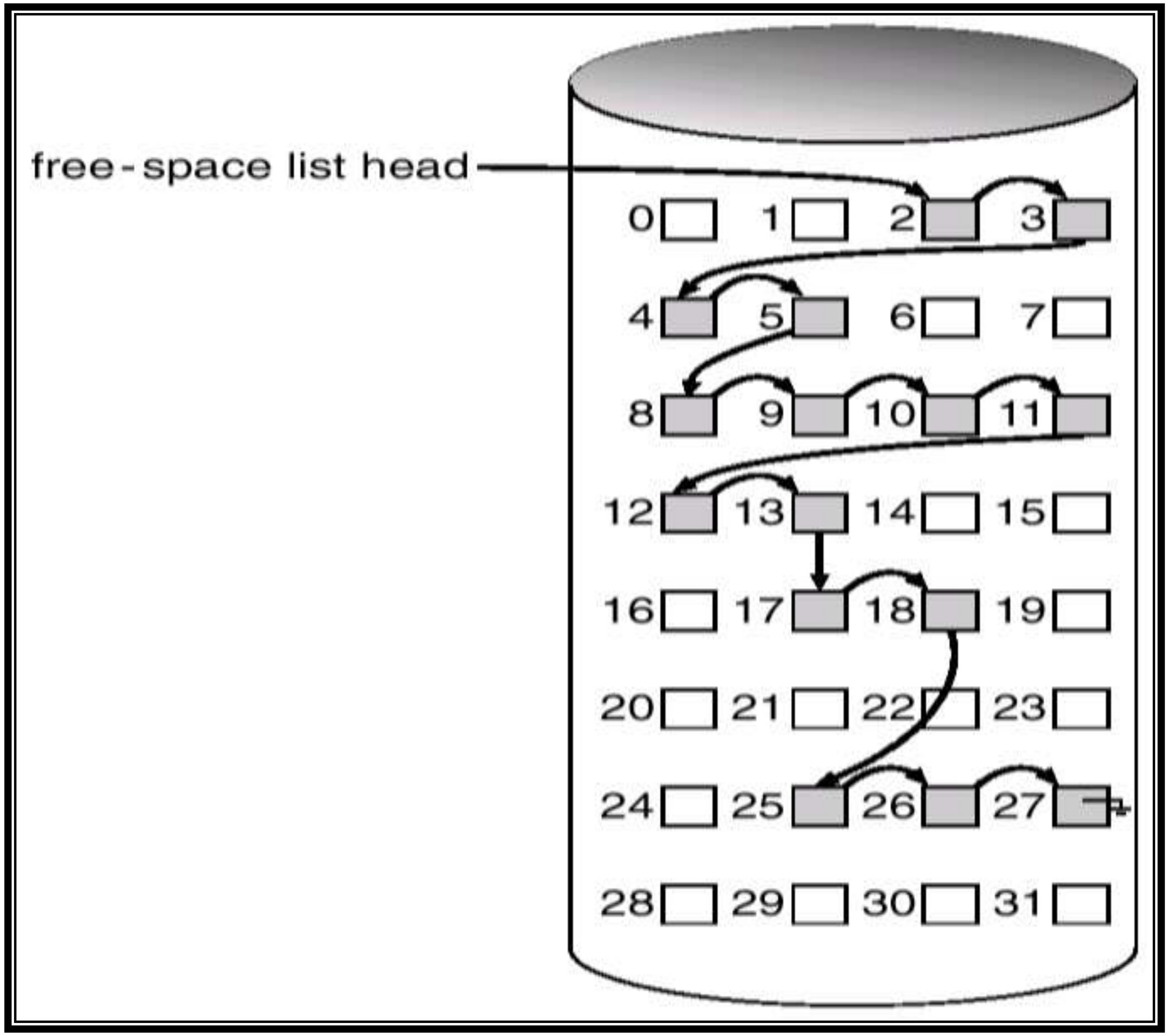
  disk size = 2^{30} bytes (1 gigabyte)

  $n = 2^{30}/2^{12} = 2^{18}$ bits (or 32K bytes)
- Easy to get contiguous files
- Linked list (free list)
  - Cannot get contiguous space easily
  - No waste of space
- Grouping
- Counting

Free-Space Management (Cont.)

- Need to protect:
  - Pointer to free list
  - Bit map
    - Must be kept on disk
    - Copy in memory and disk may differ.
    - Cannot allow for block[*i*] to have a situation where bit[*i*] = 1 in memory and bit[*i*] = 0 on disk.
  - Solution:
    - Set bit[*i*] = 1 in disk.
    - Allocate block[*i*]
    - Set bit[*i*] = 1 in memory

Linked Free Space List on Disk

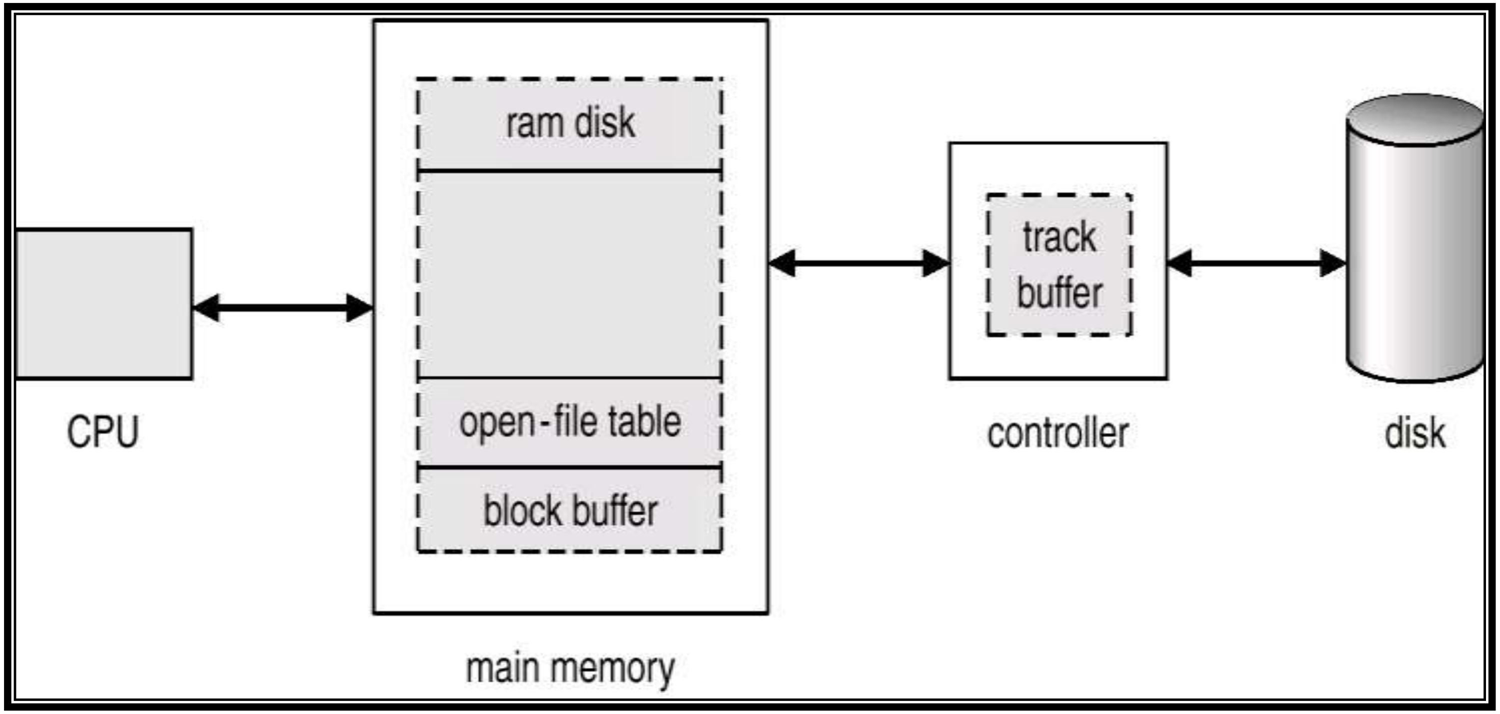


Efficiency and Performance

- Efficiency dependent on:
  - disk allocation and directory algorithms
  - types of data kept in file's directory entry

- Performance
  - disk cache – separate section of main memory for frequently used blocks
  - free-behind and read-ahead – techniques to optimize sequential access
  - improve PC performance by dedicating section of memory as virtual disk, or RAM disk.

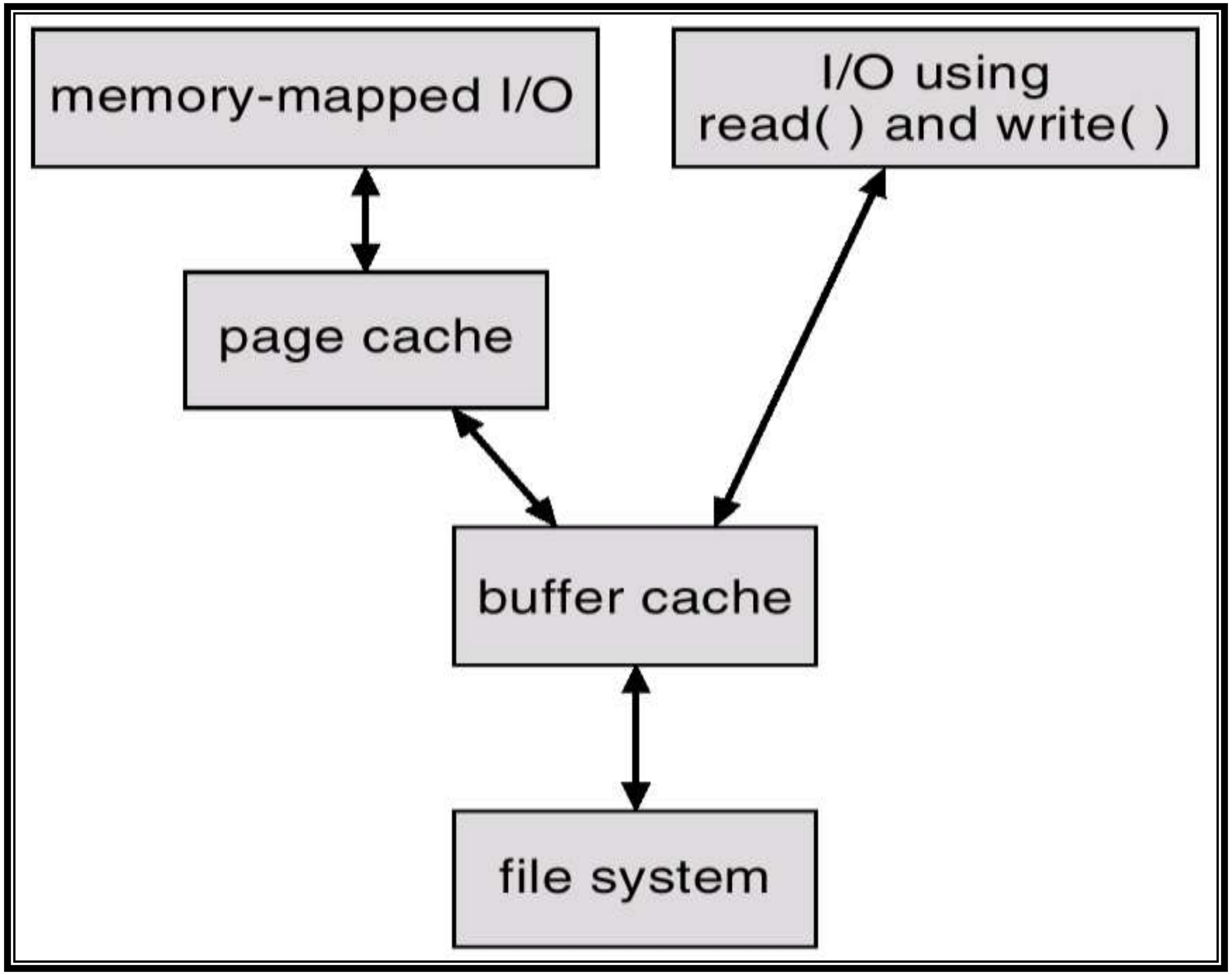
Various Disk-Caching Locations



Page Cache

- A **page cache** caches pages rather than disk blocks using virtual memory techniques.
- Memory-mapped I/O uses a page cache.
- Routine I/O through the file system uses the buffer (disk) cache.
- This leads to the following figure.

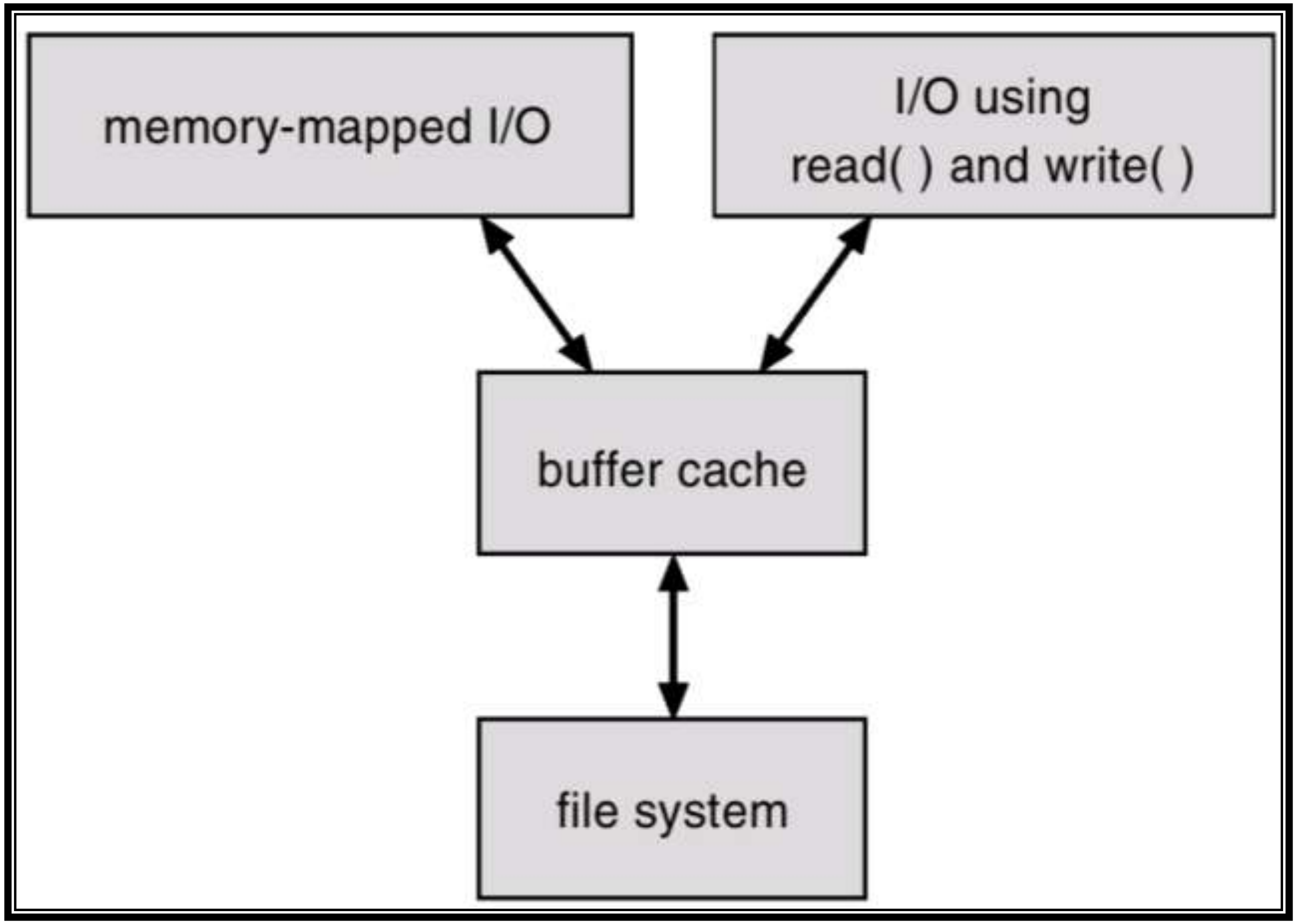
I/O Without a Unified Buffer Cache



Unified Buffer Cache

- A unified buffer cache uses the same page cache to cache both memory-mapped pages and ordinary file system I/O.

I/O Using a Unified Buffer Cache



Thanks