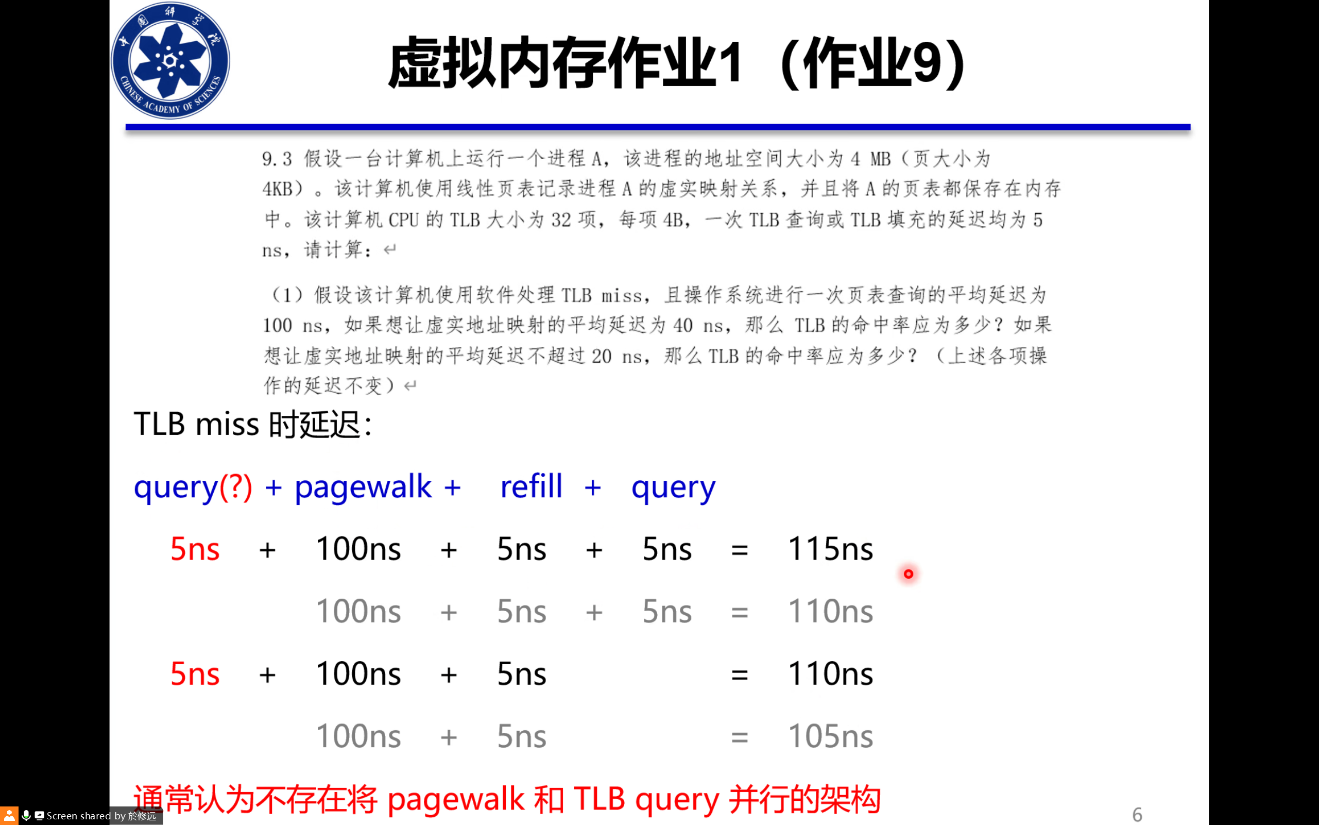
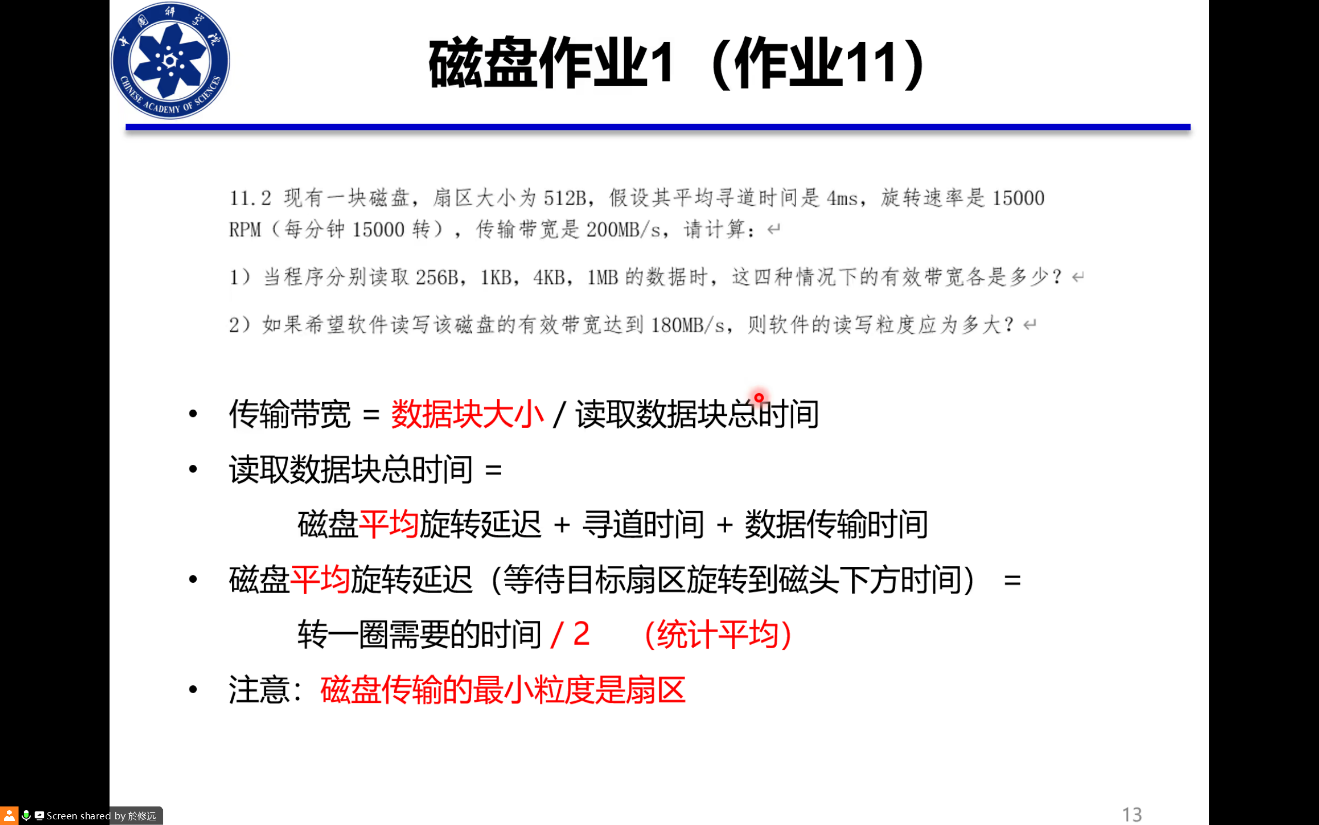
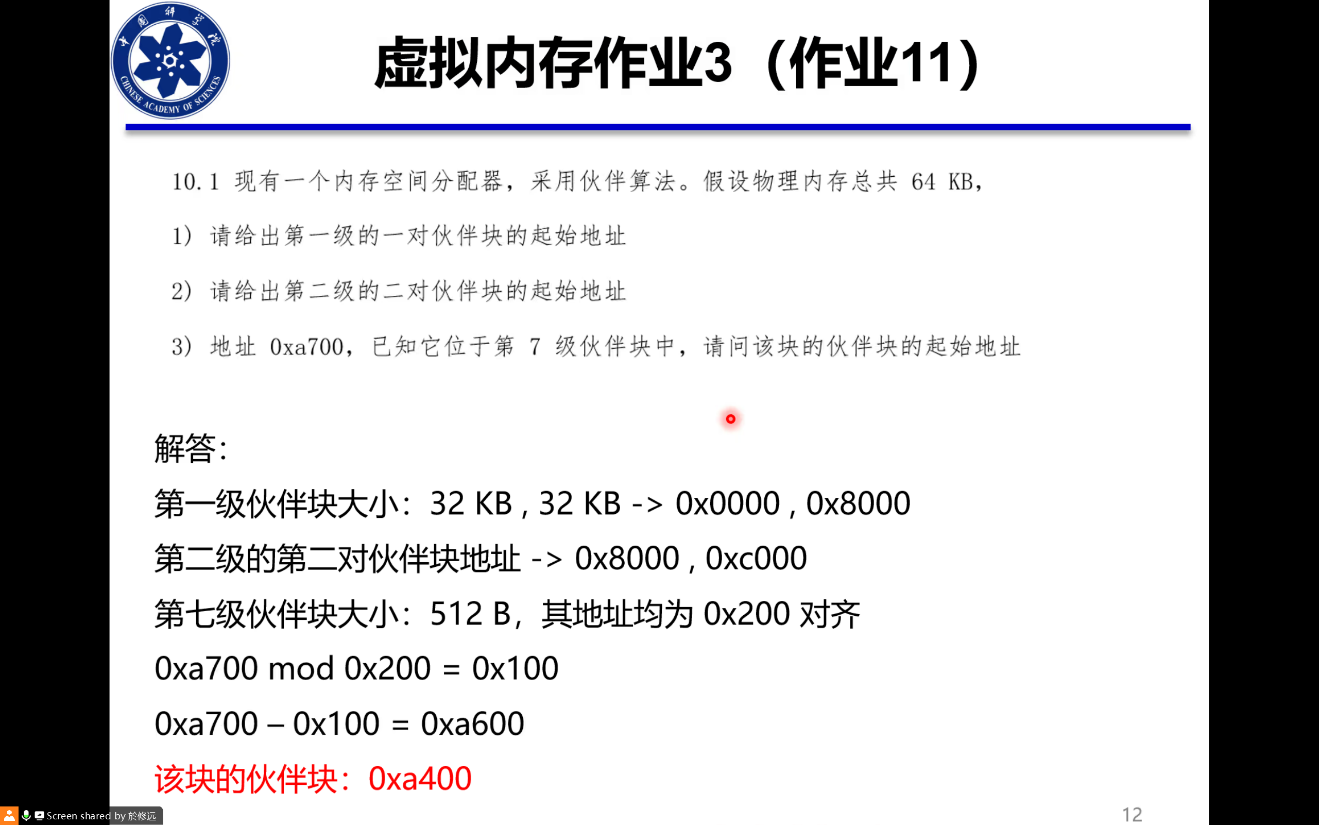
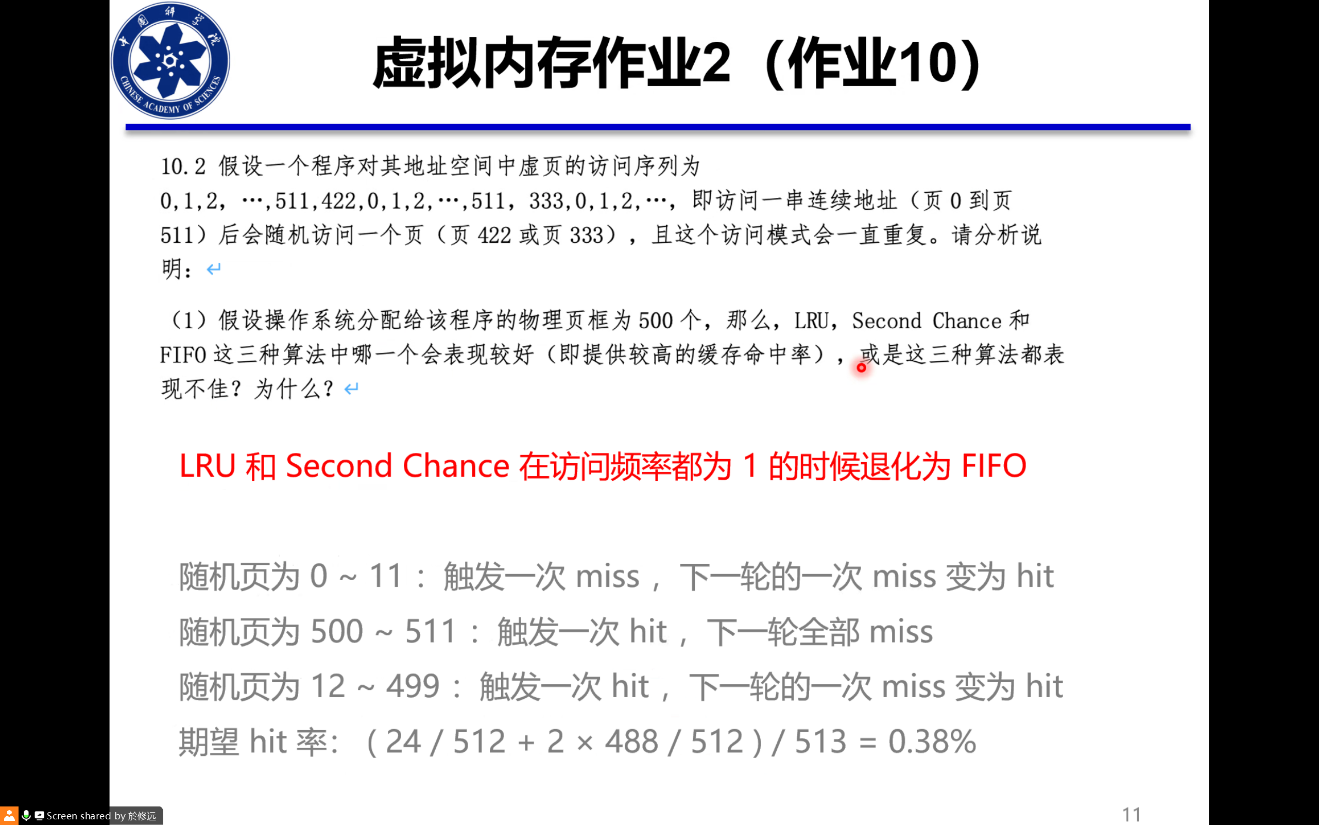
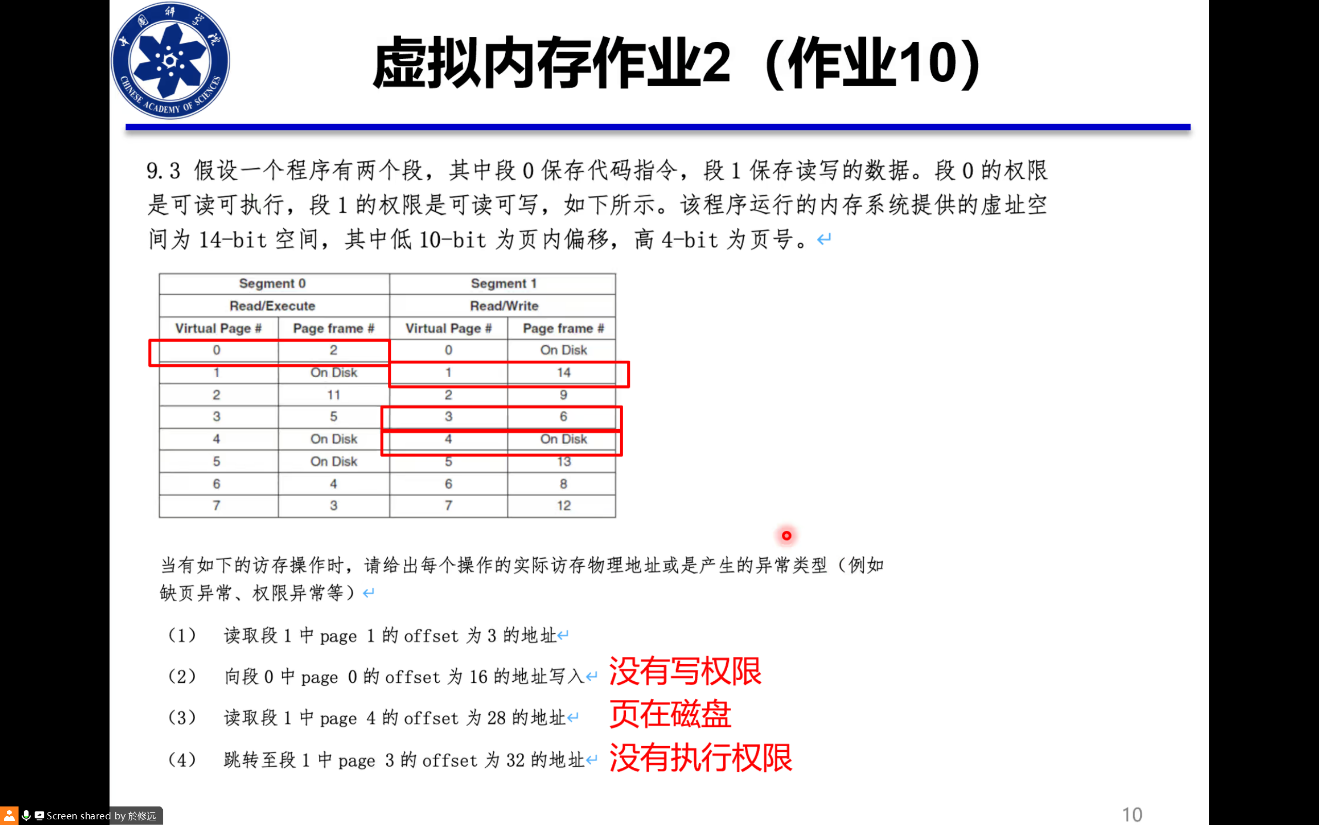
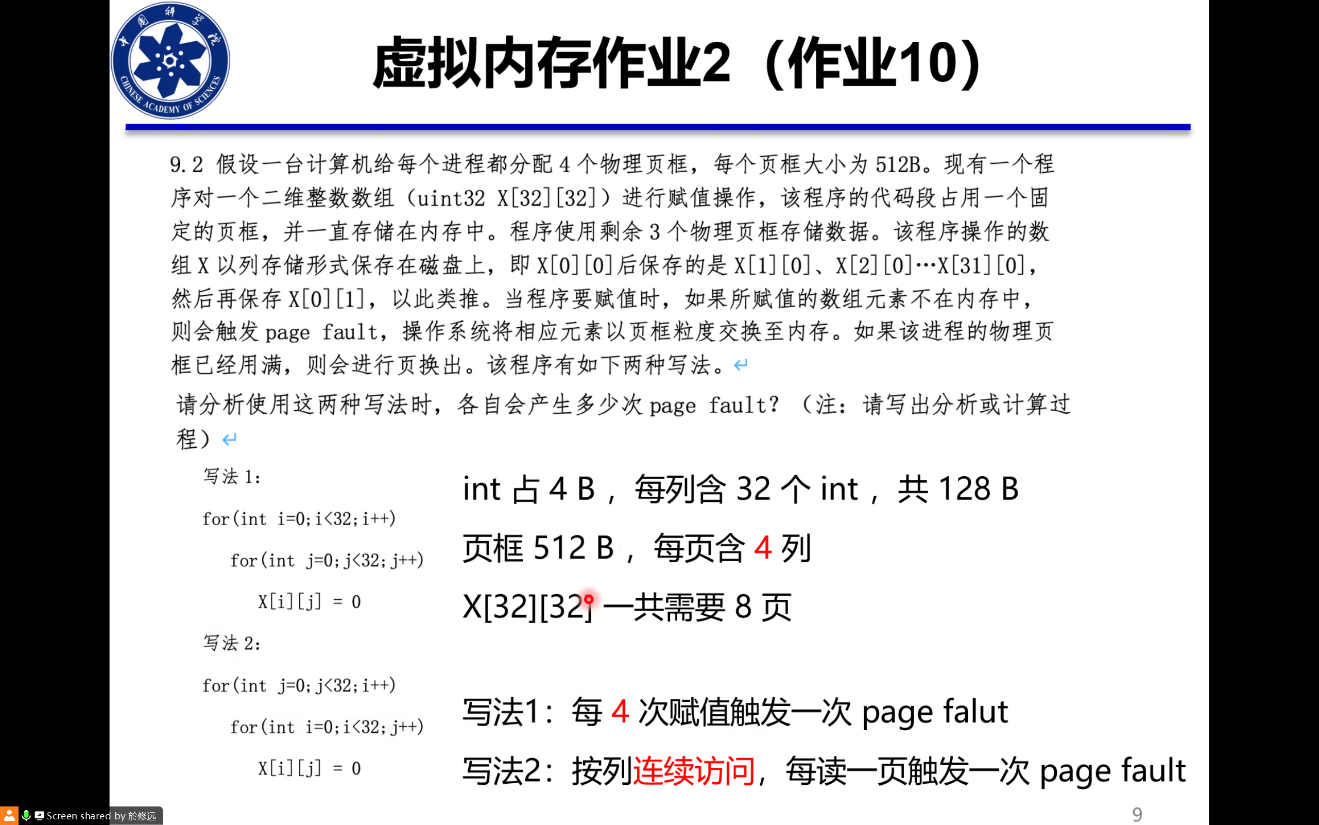
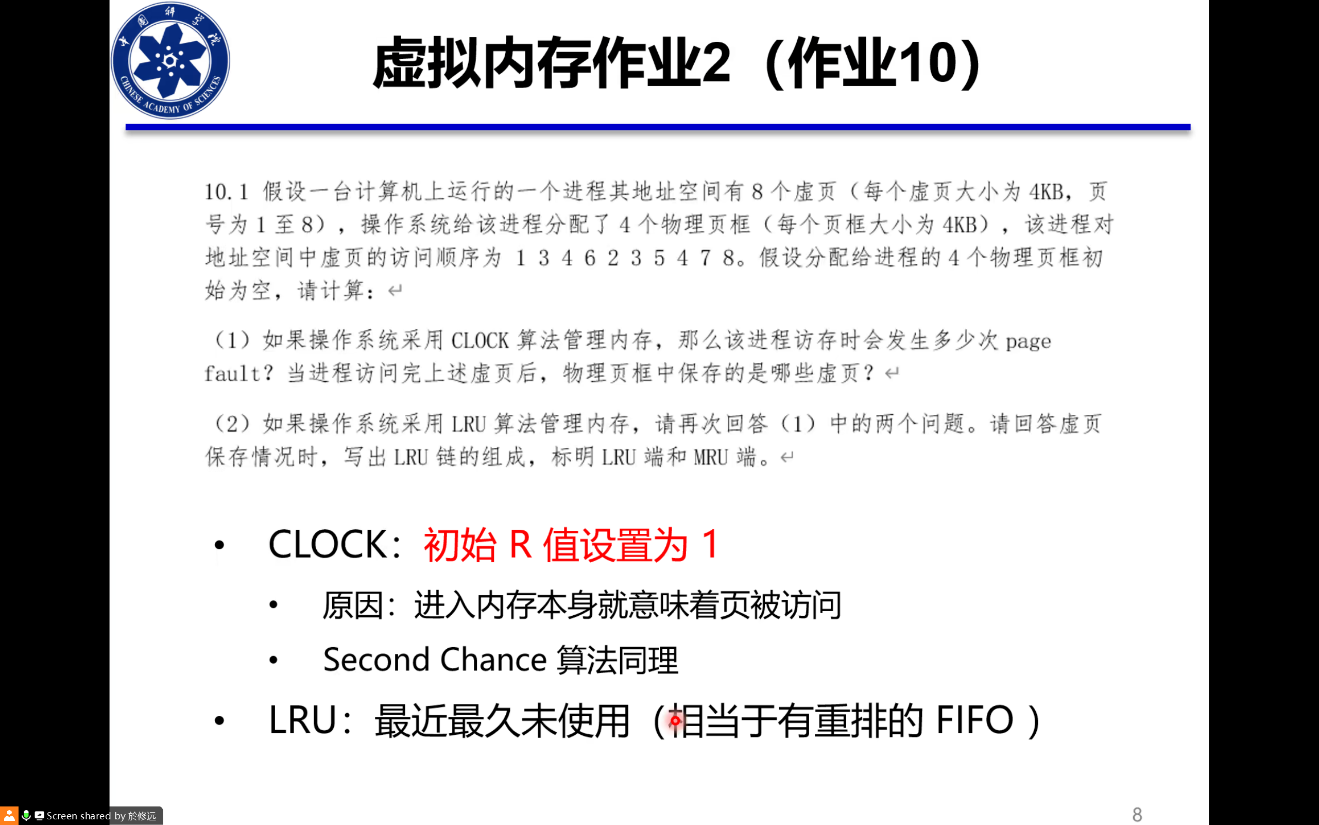
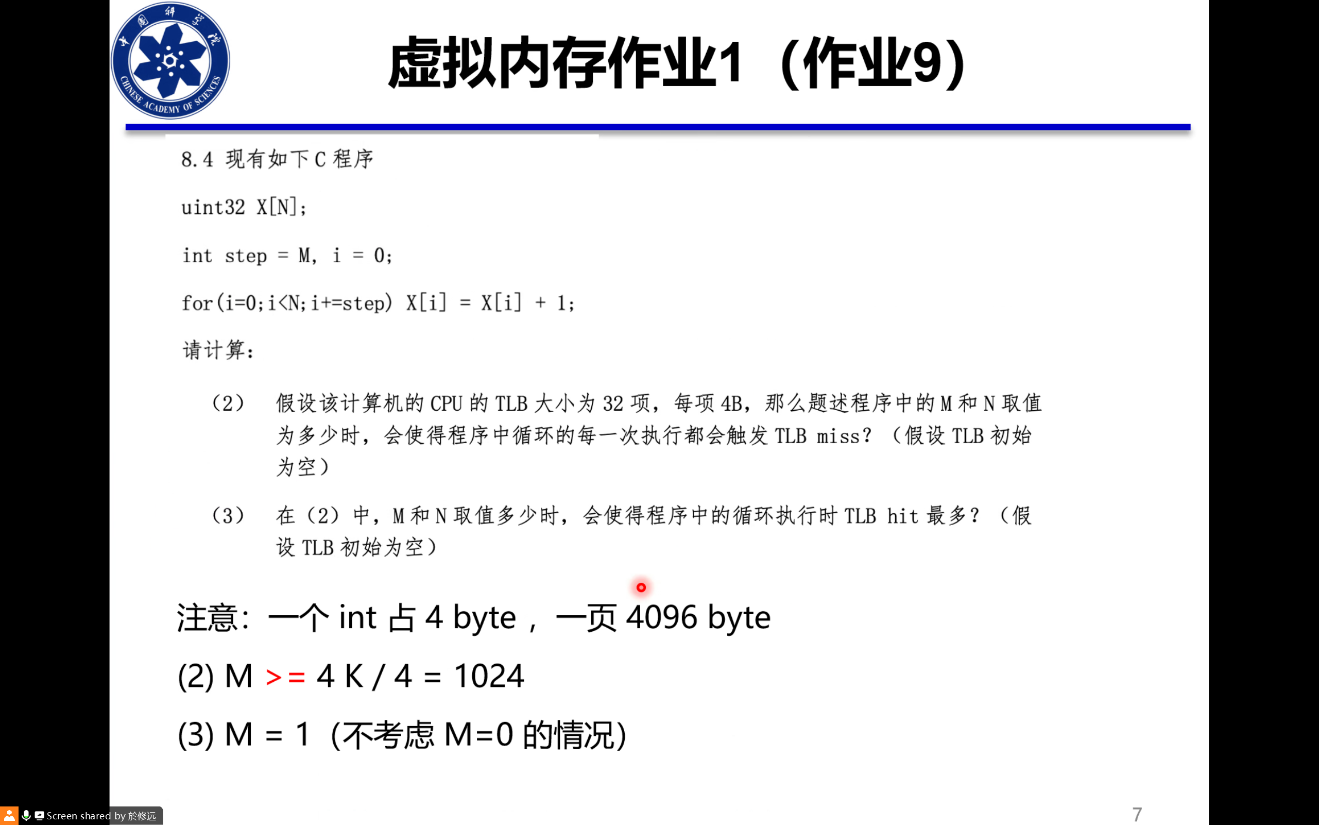


A paper with text on it

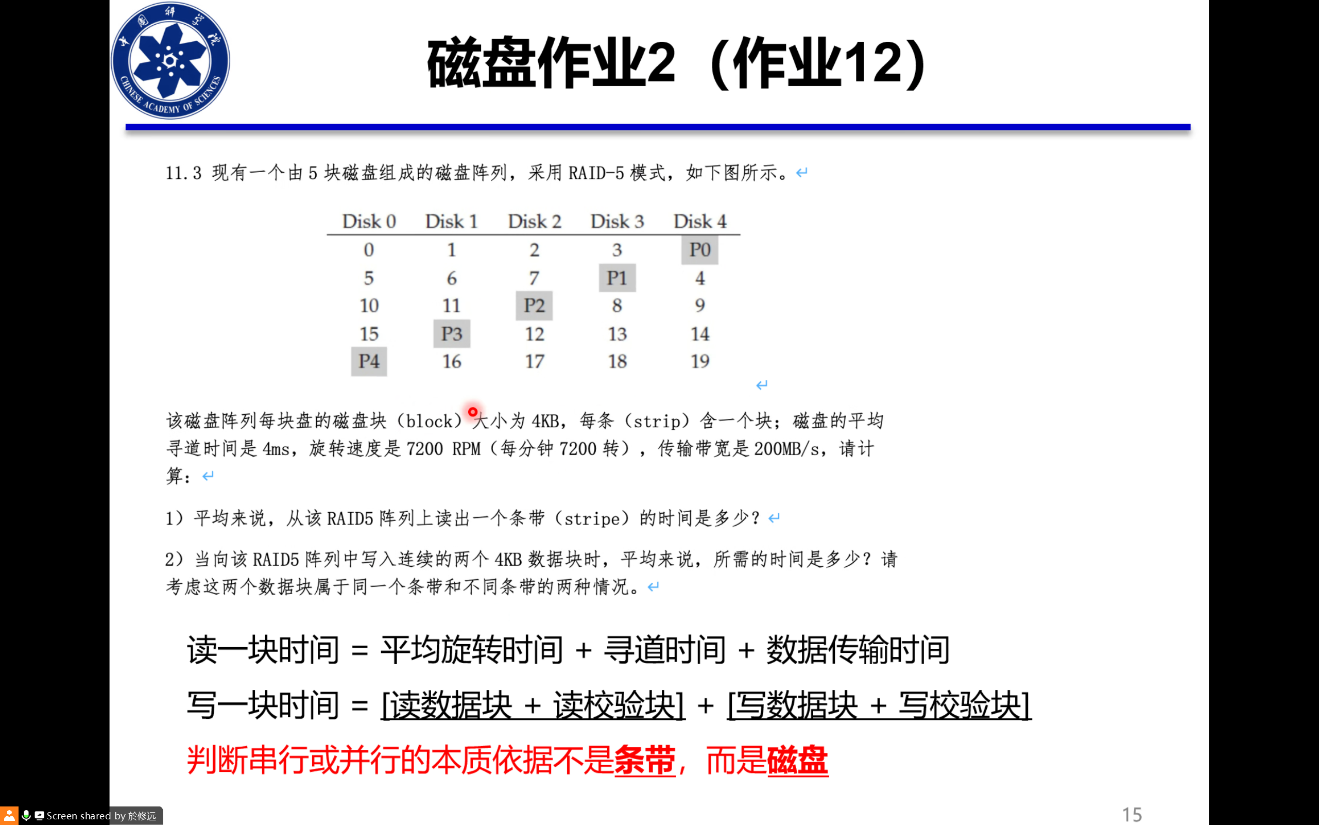
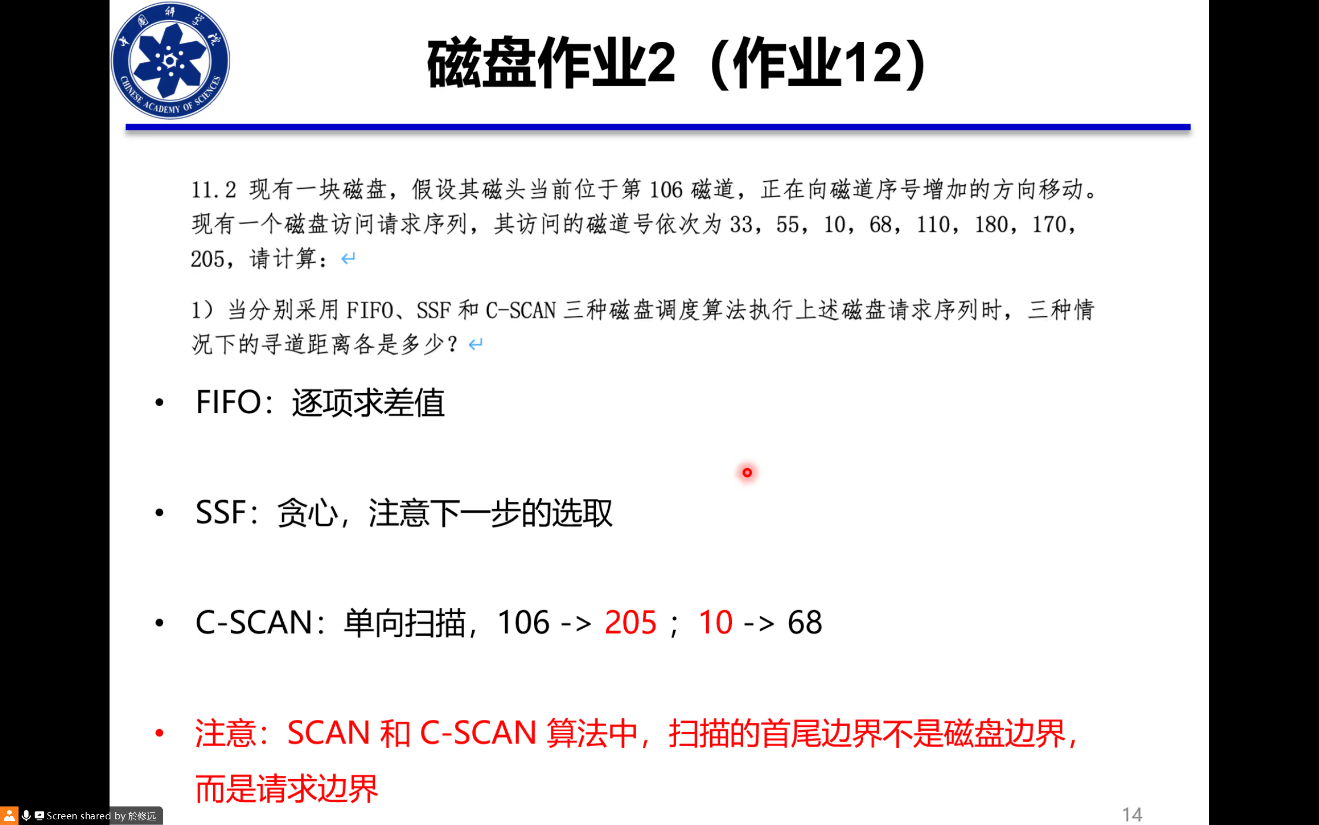
Description automatically generated

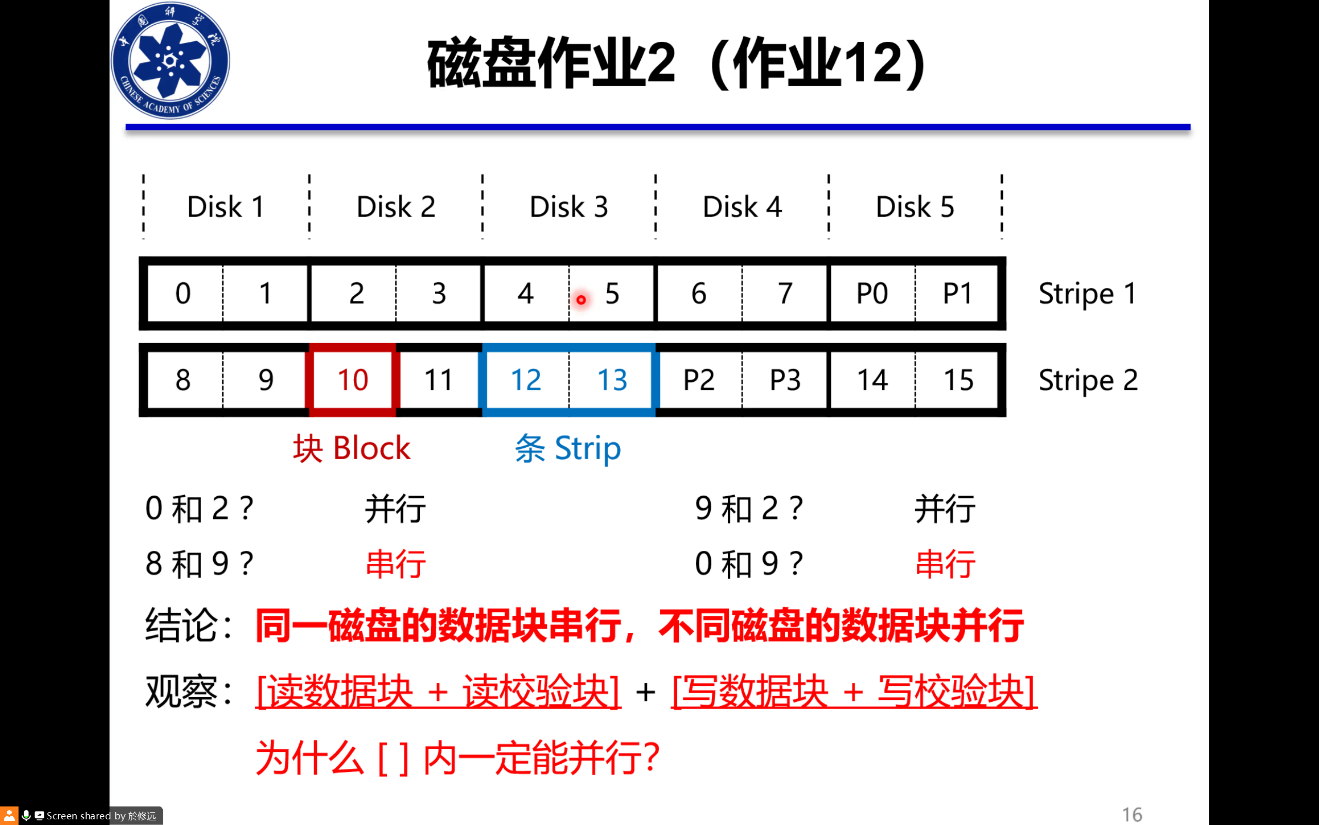
不建议认为这个是对的



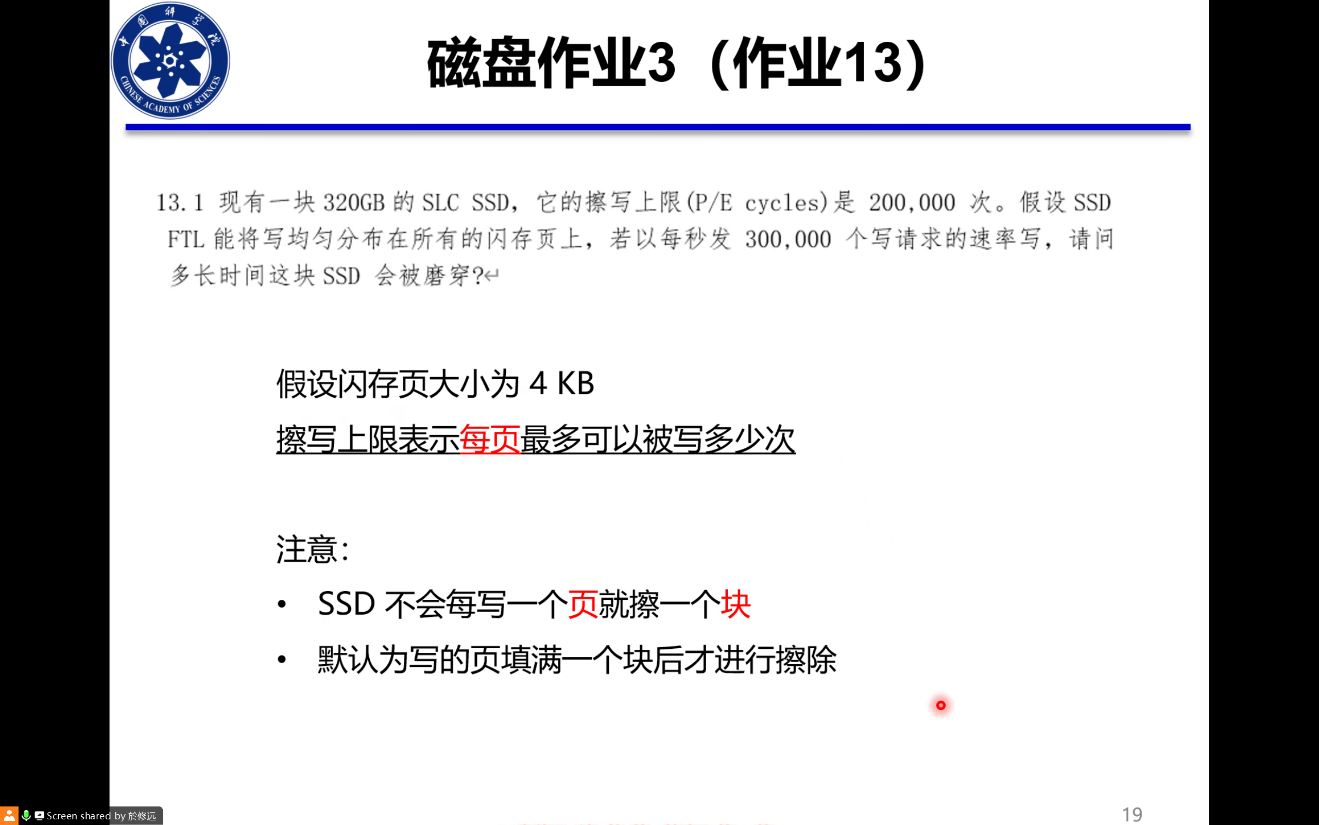
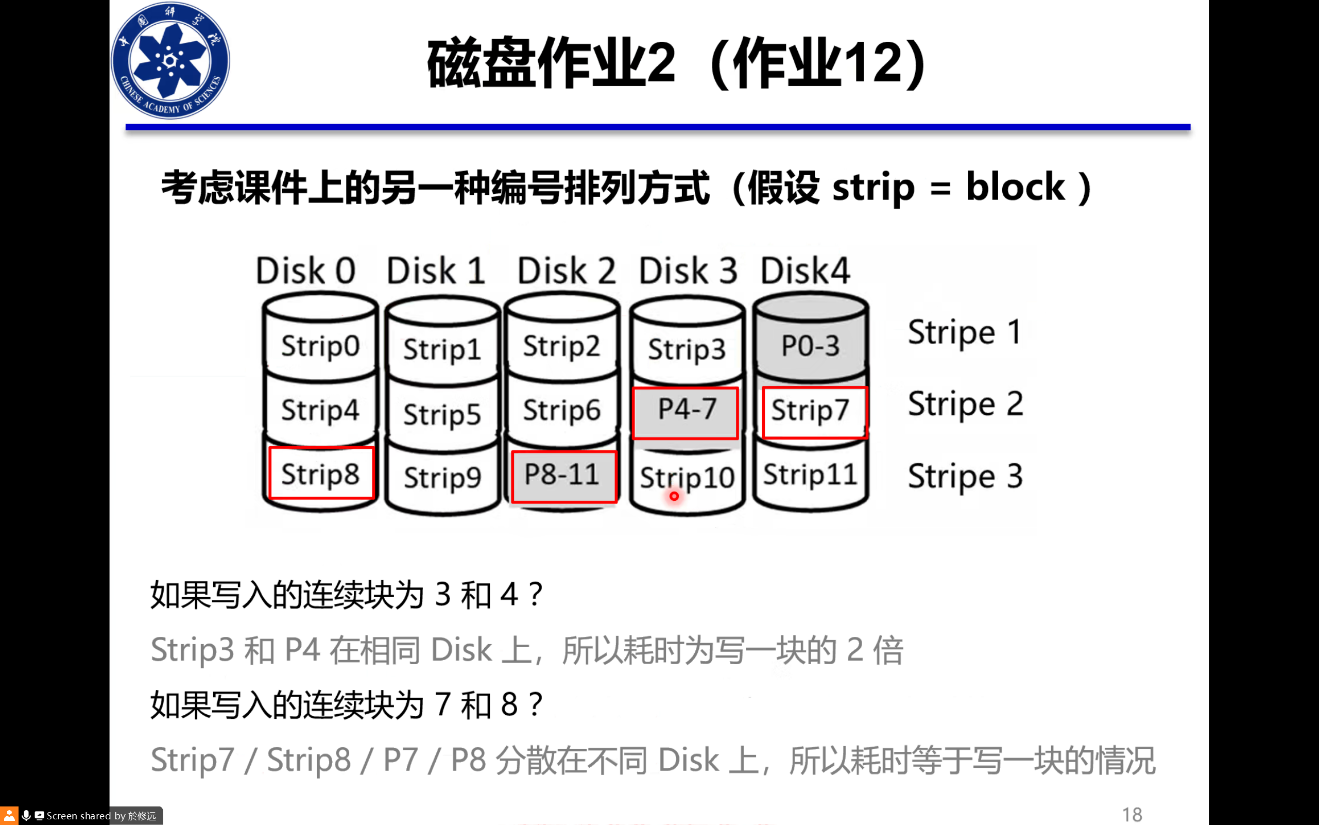
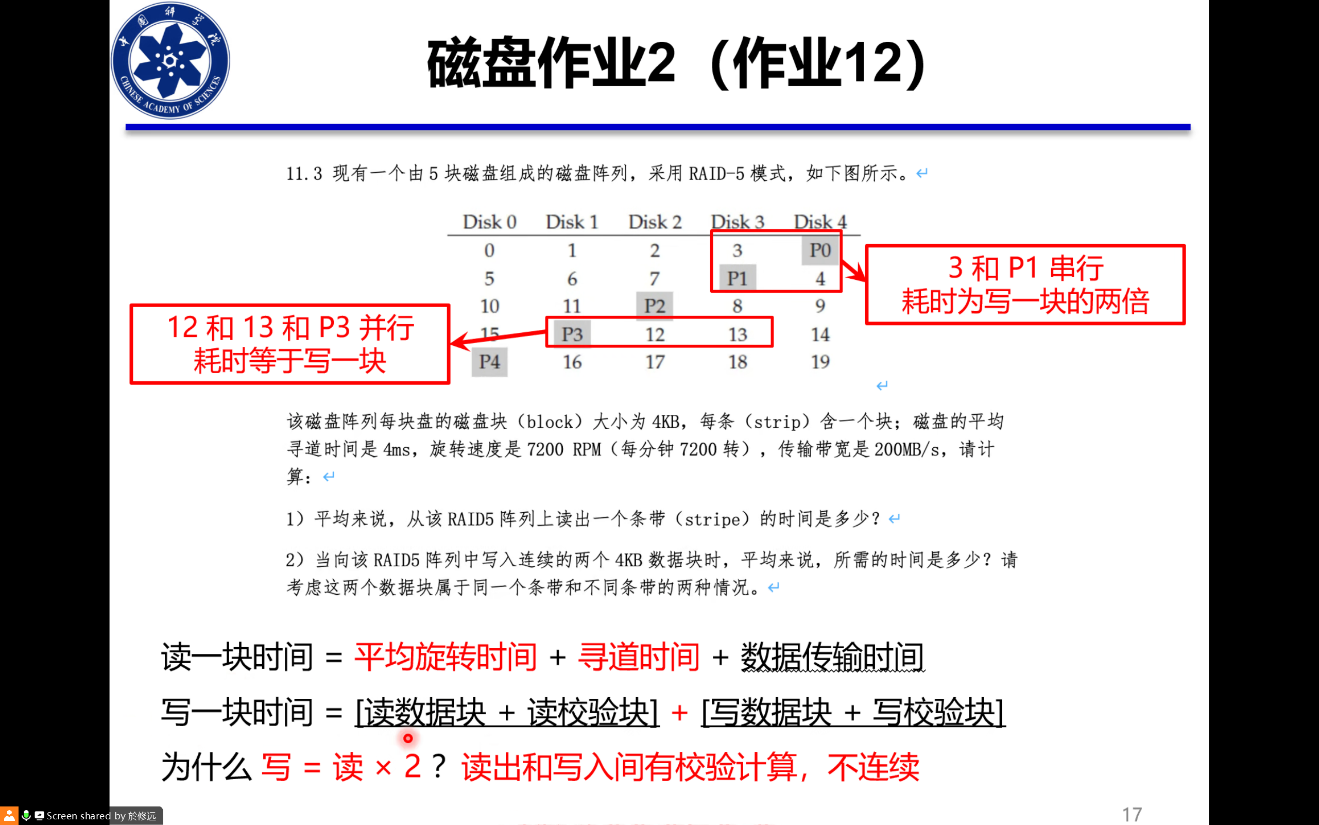
磁盘最小也需要按照扇区对齐传输

所有粒度都需要对齐



可以部分并行

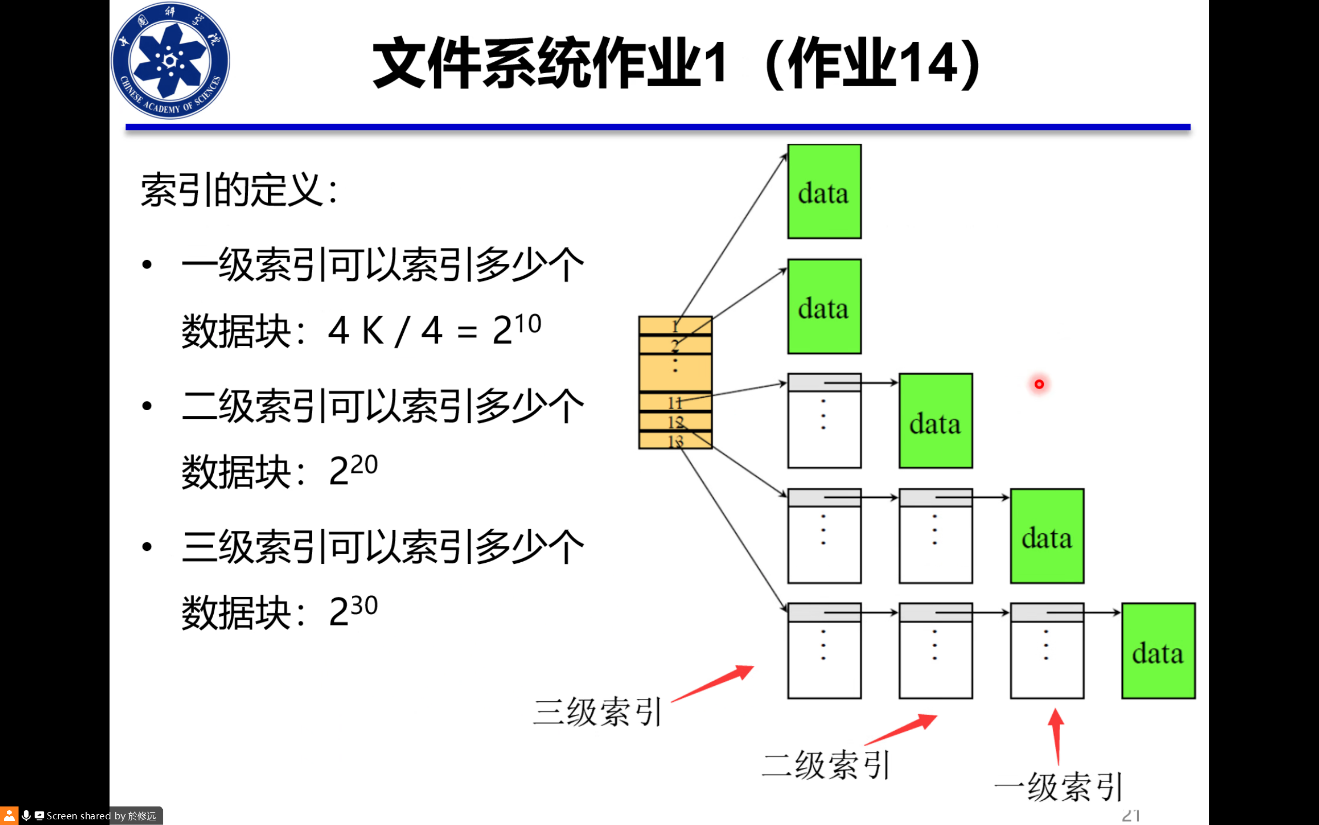
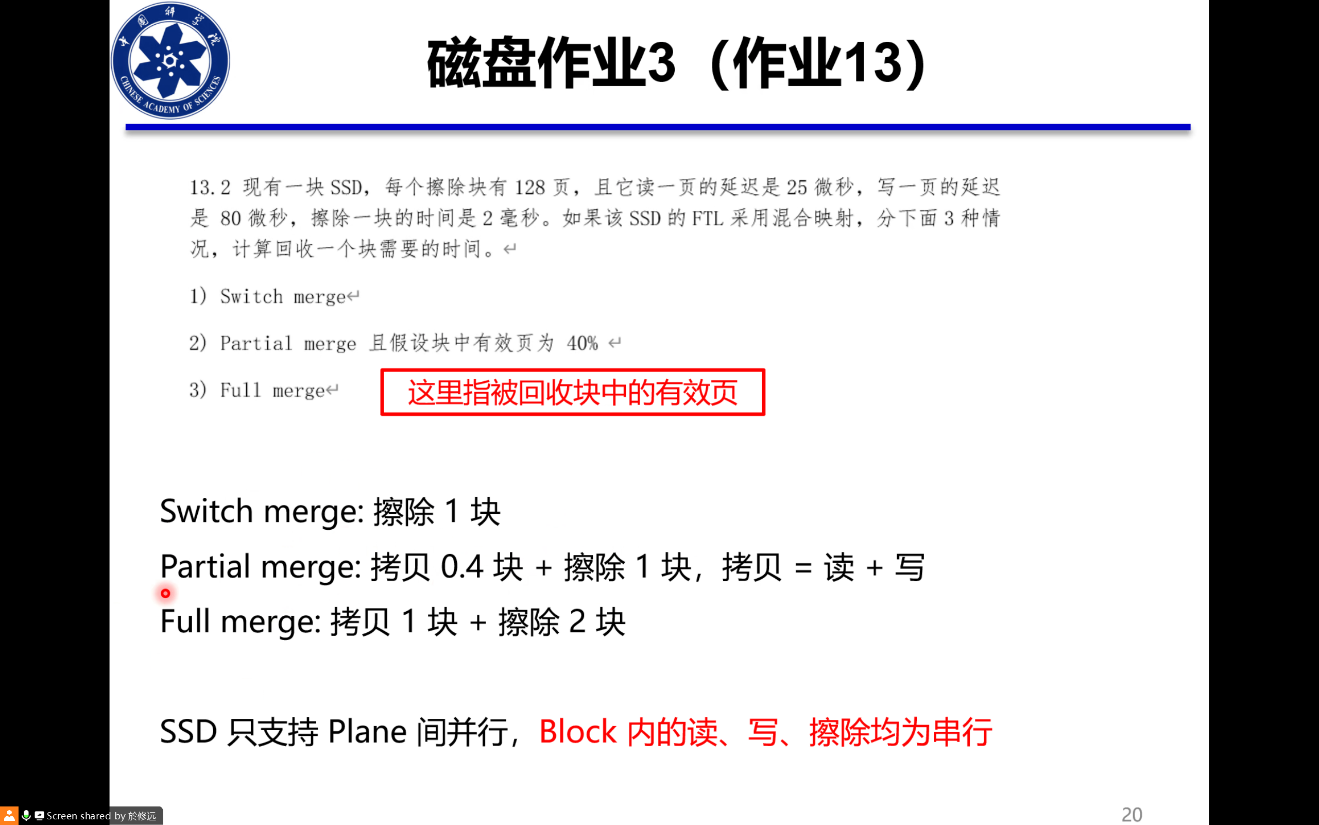
一般做题会有Block=Strip



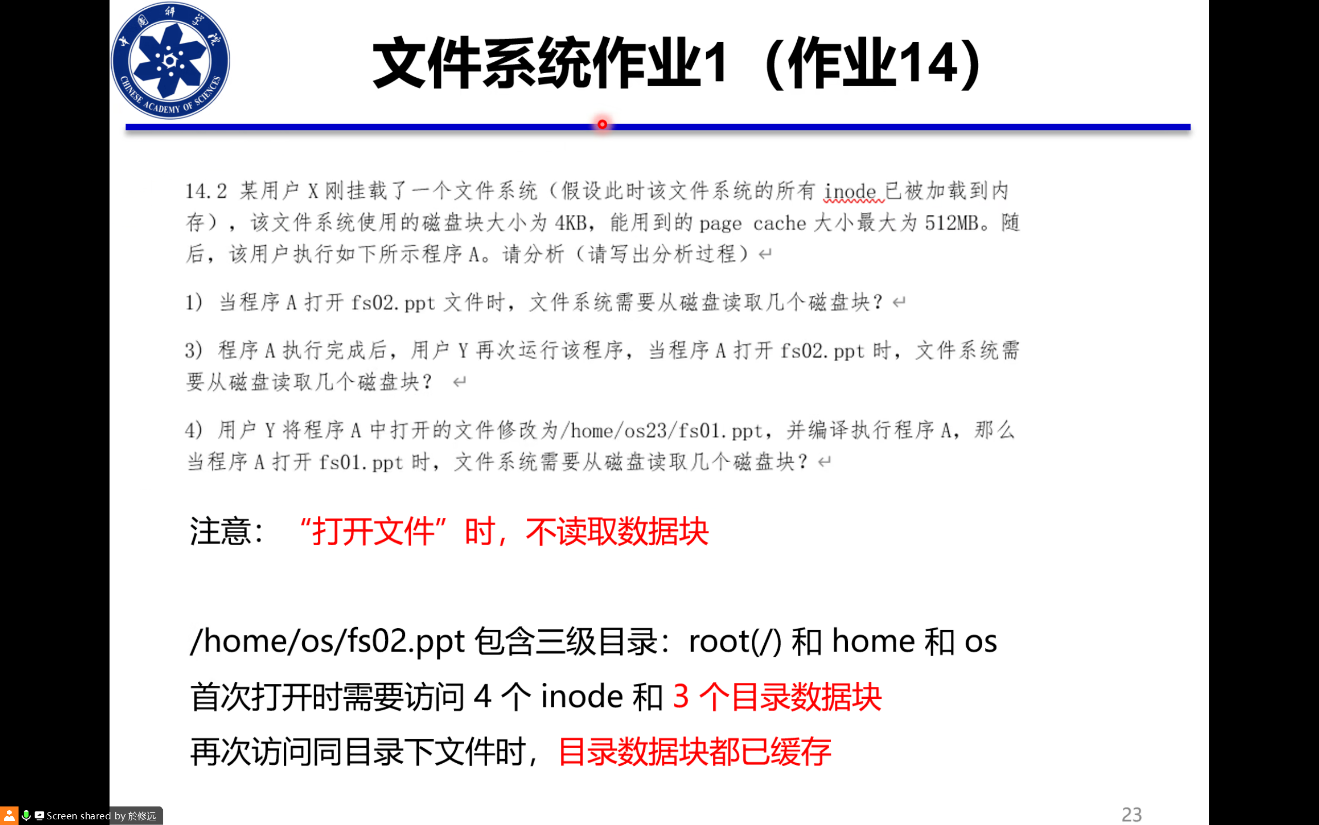
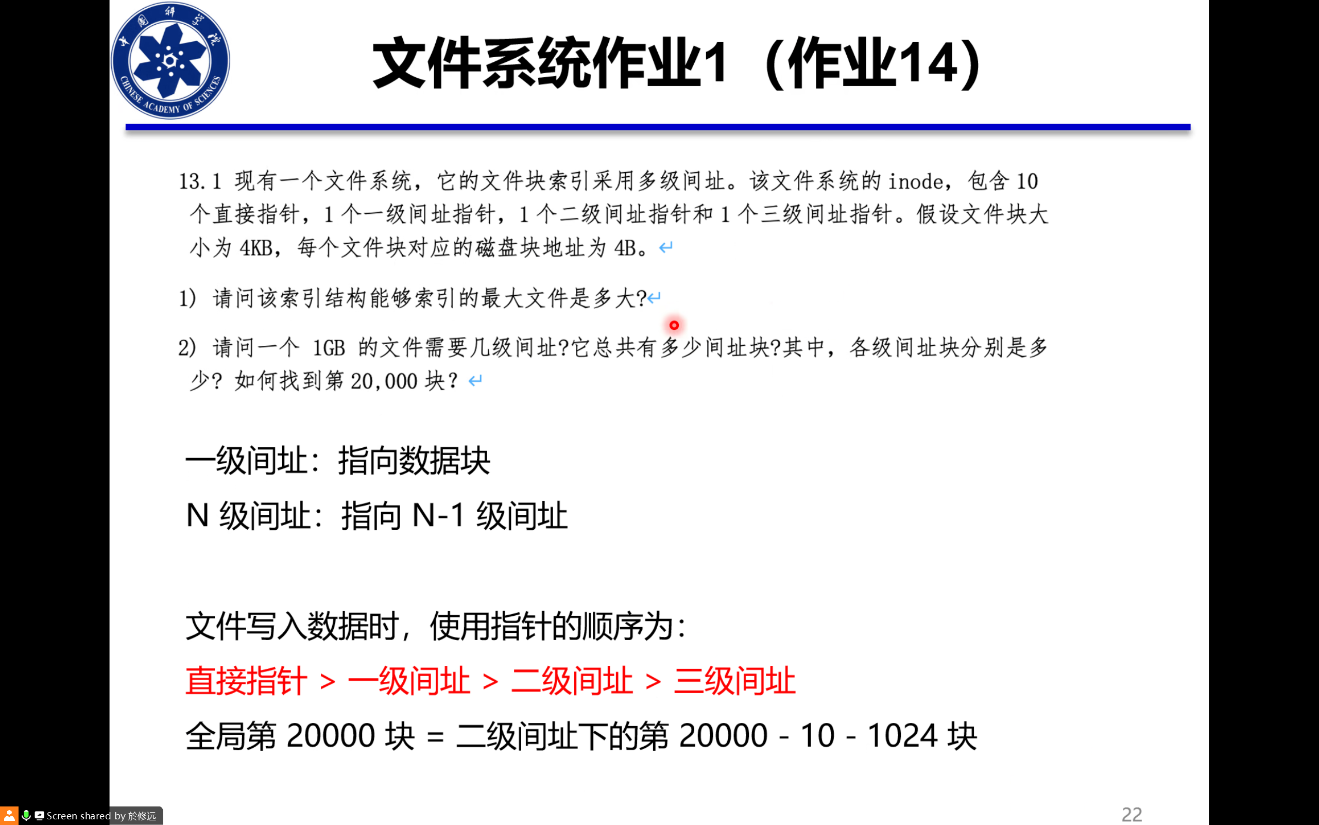
不需要除以2或者乘以2，擦和写算同一个操作

一般闪存页2KB~8KB

写请求是一个页，每个页有多少个页在这里会被约掉

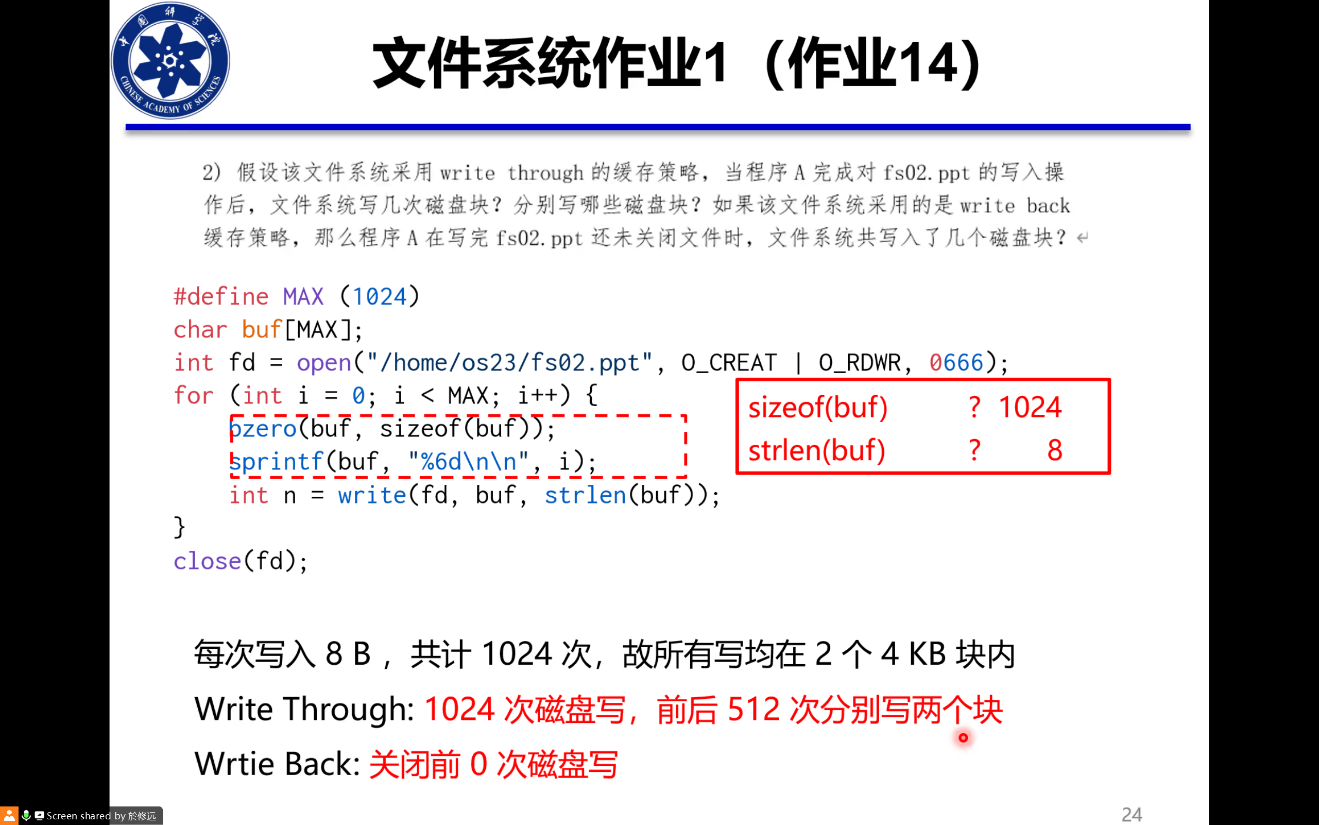


索引级数指的是离data有多近

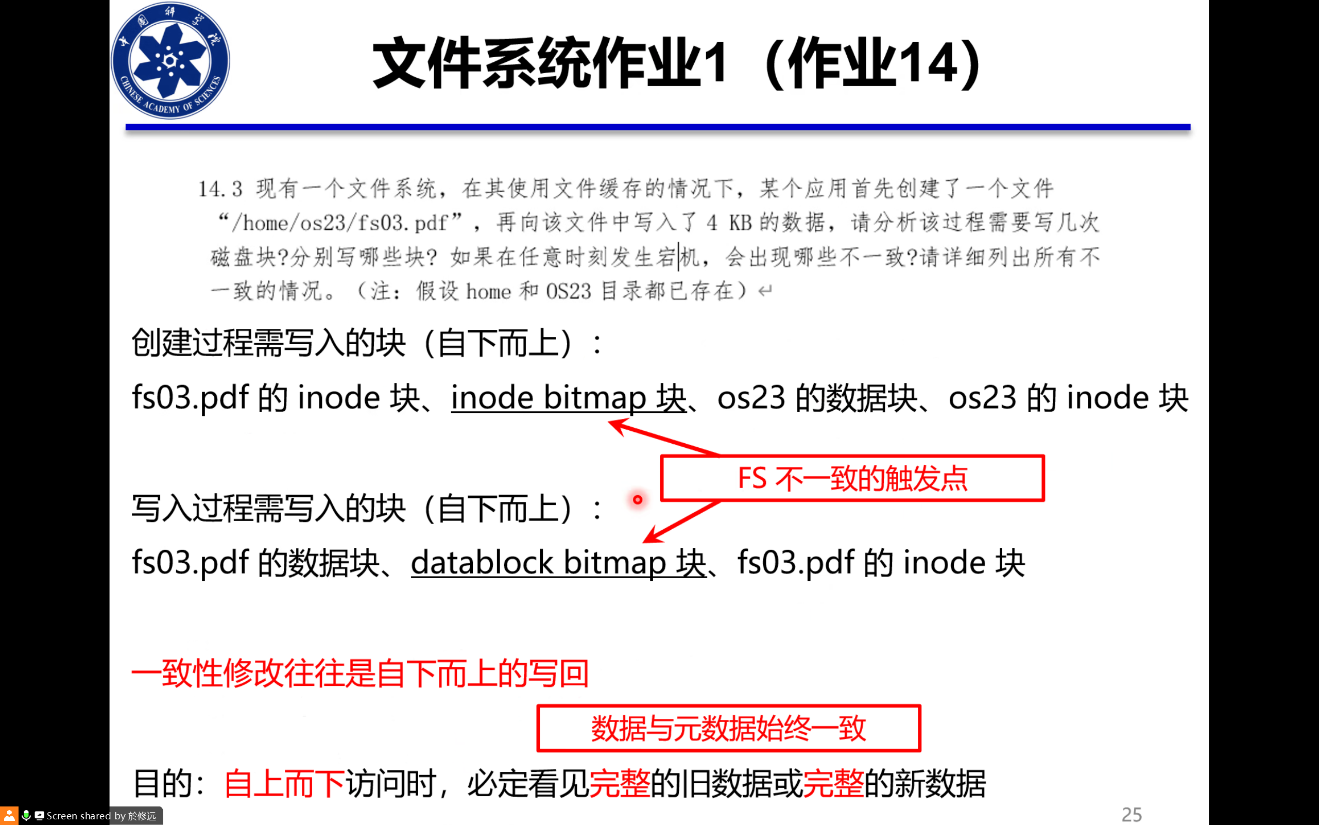


Page cache是系统的，全用户通用

第四题答案是0（因为用户Y在用户X做完以后再做的）



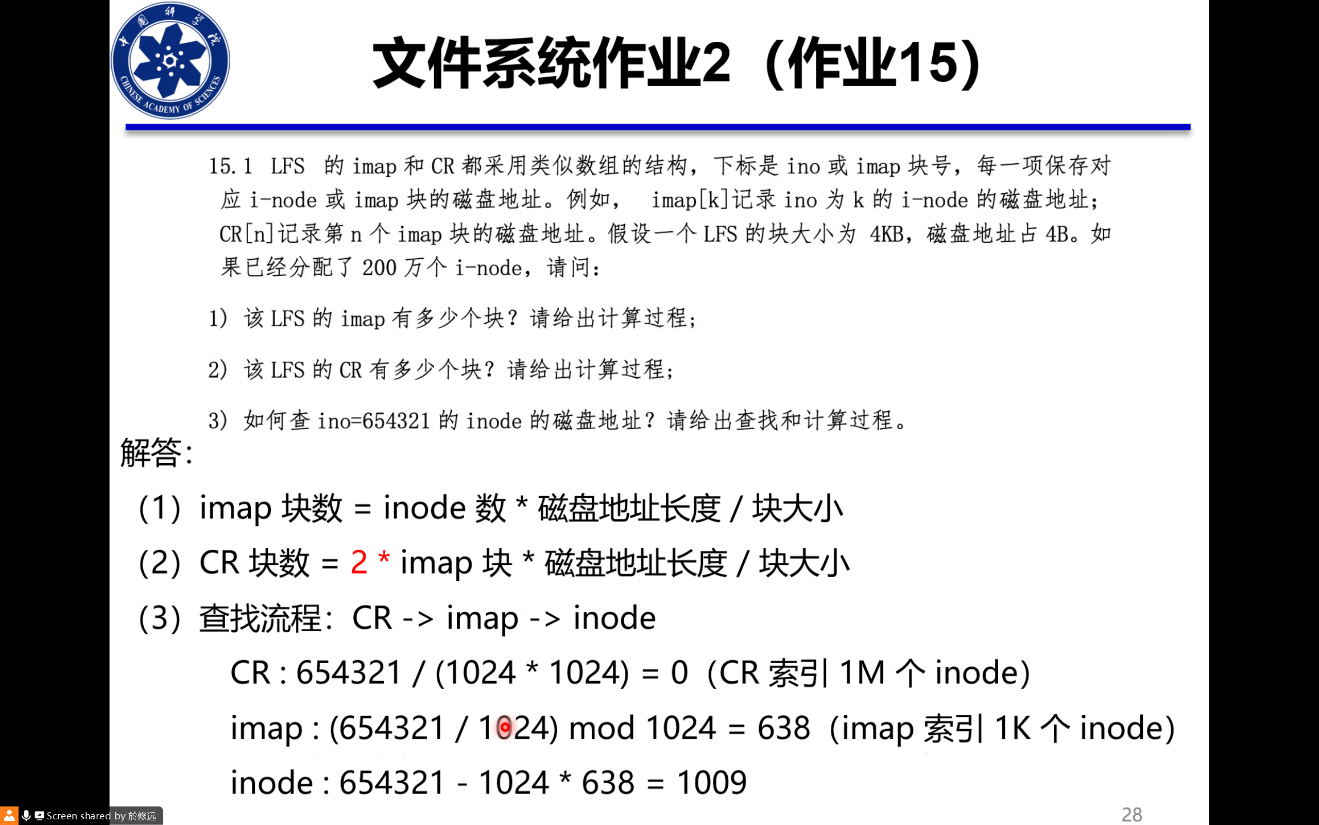
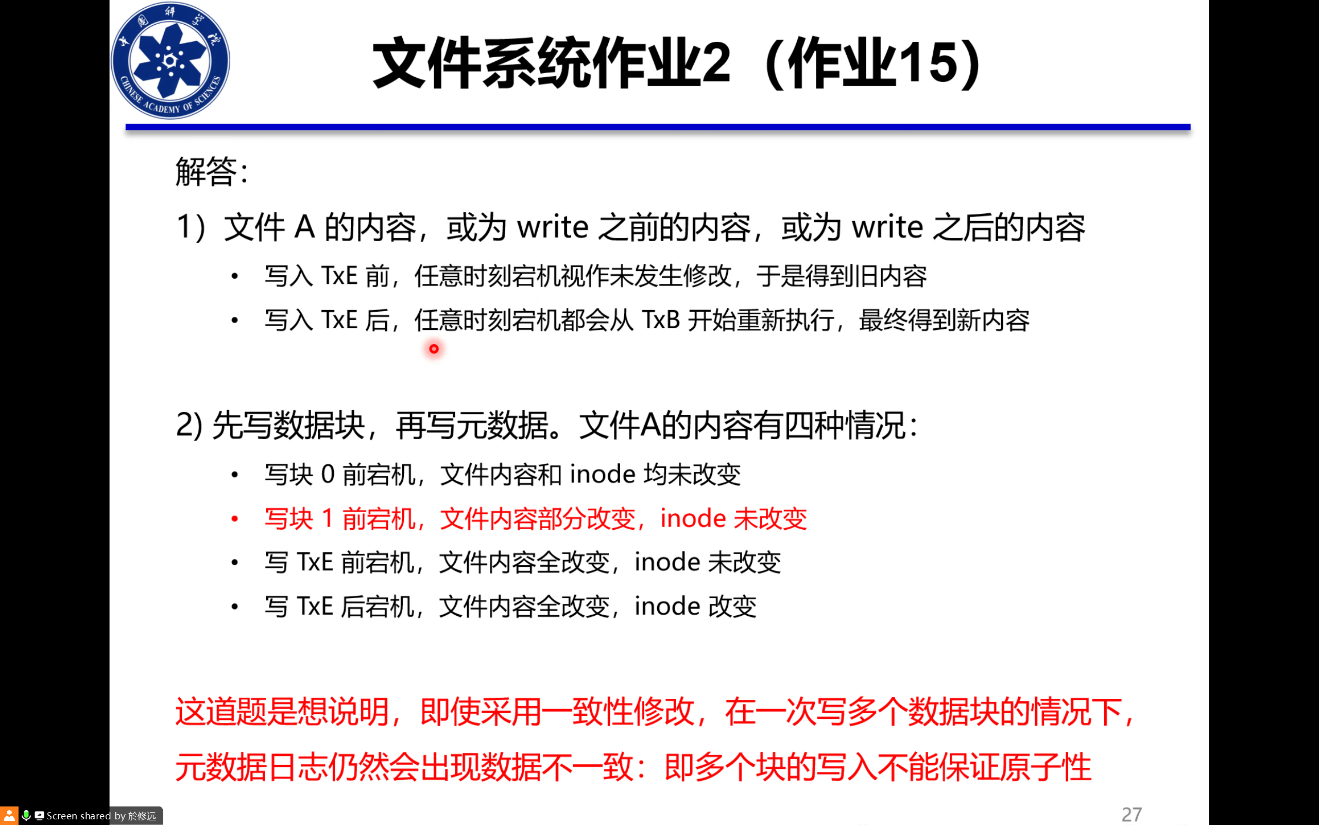
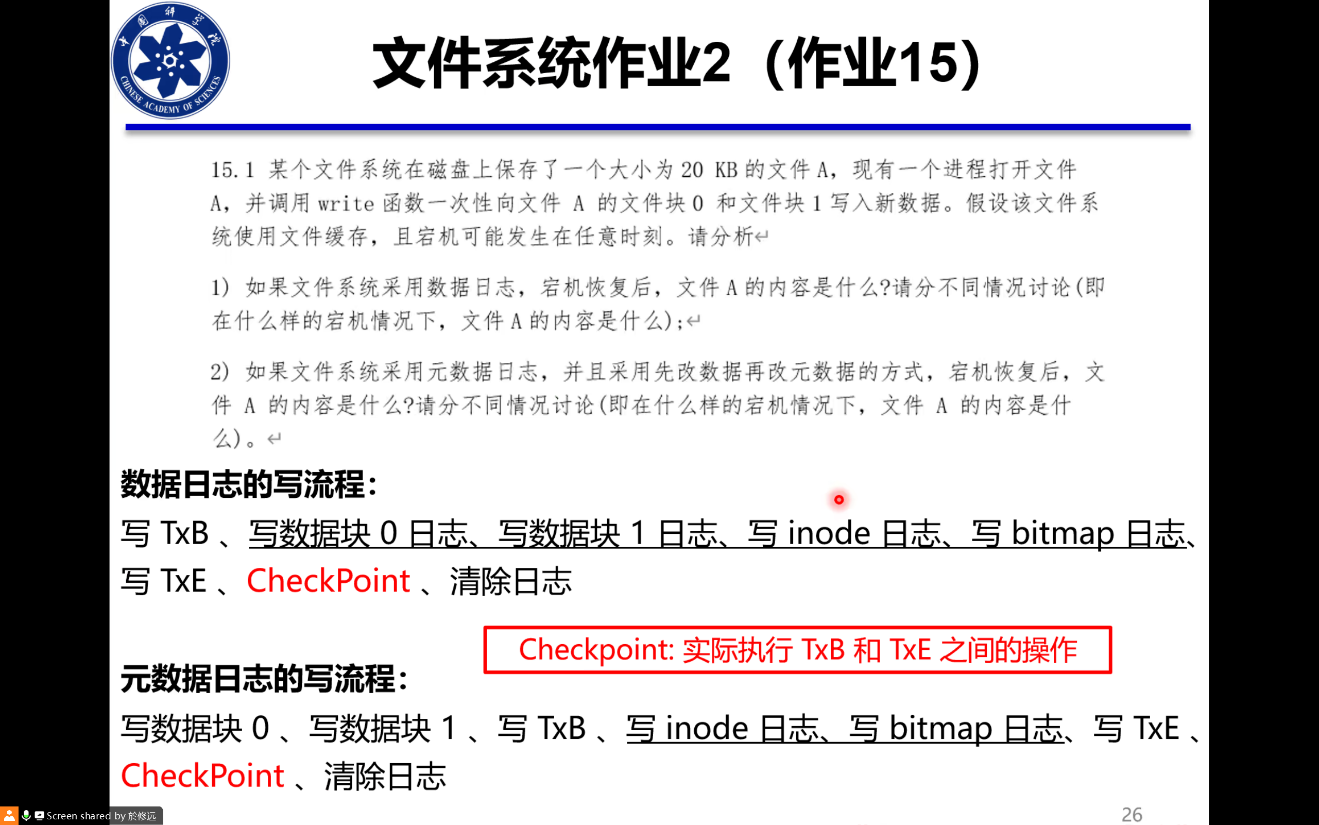
要改inode，但是这题先不考虑



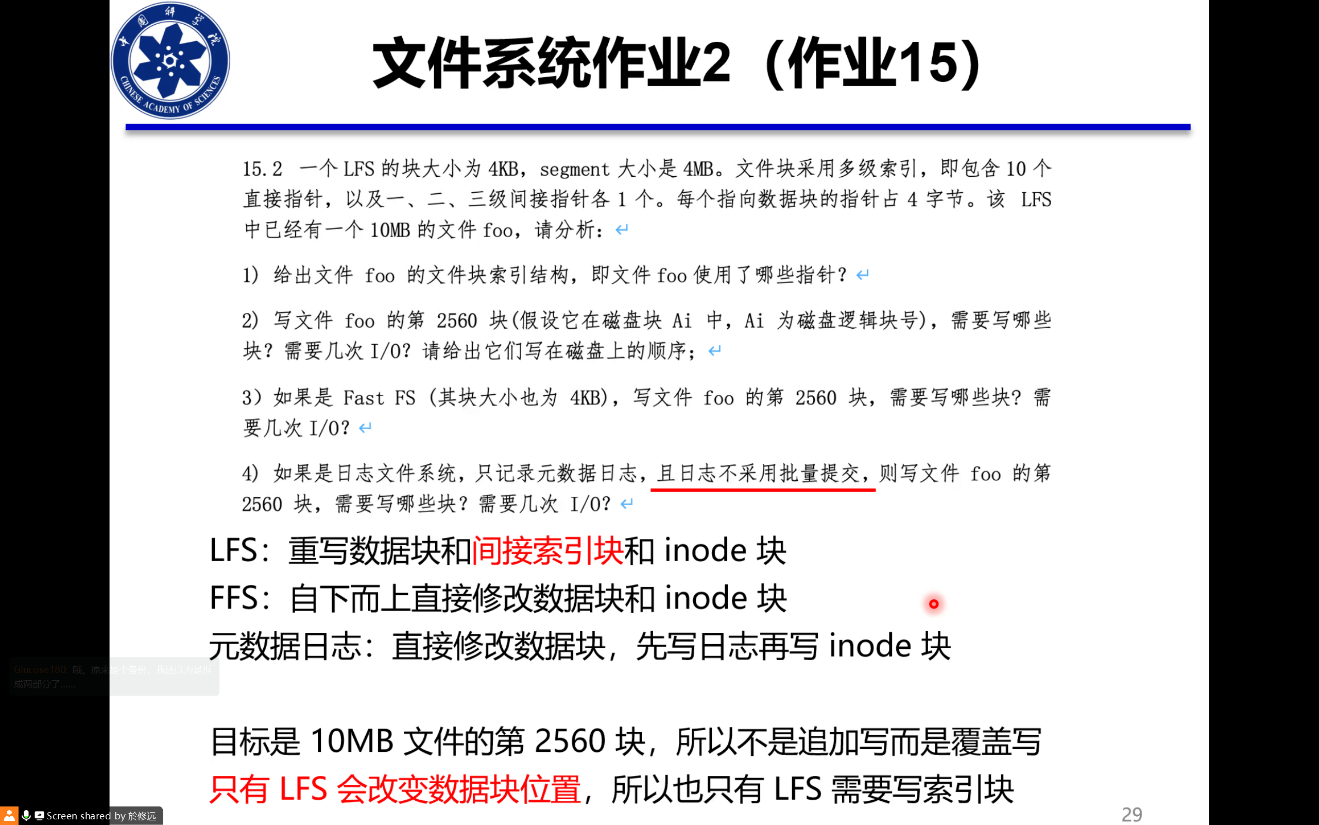
往年是打开不是创建

Open和write是独立的系统调用

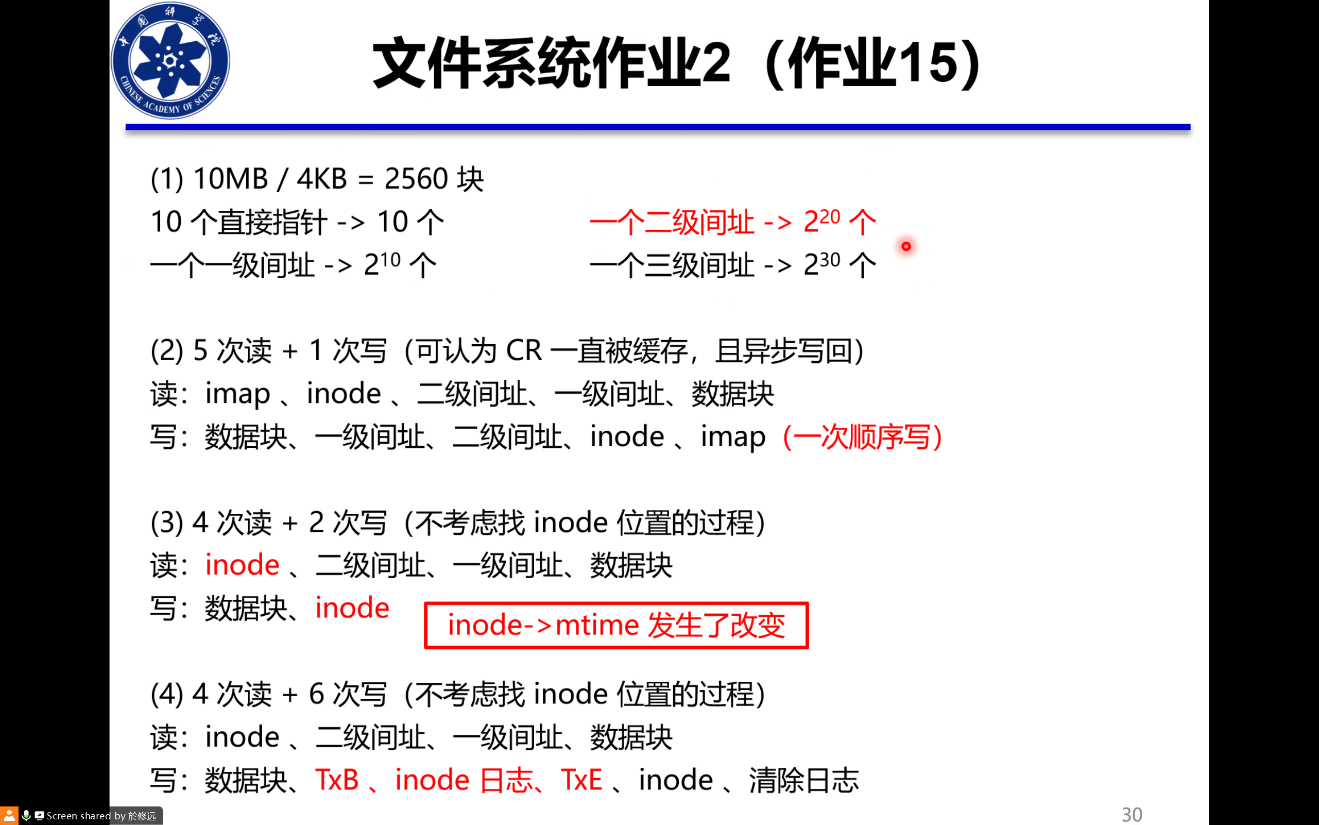
申请数据块一般不会直接改datablock bitmap（但是具体看实现）



CR块要乘以2（头+尾）



LFS需要append所以需要改间接索引块



一般来说写一定要读

