File System Data Structures Pt. 2 - ext

CSC 712 – Data Structures

Goals

 Last lecture we learned about data structures used in the FAT file system.

But FAT is old and somewhat inefficient

Let's learn about a modern file system, ext!

File Systems

- FAT
- NTFS
- HFS
- ext (2, 3, 4)
- Btrfs
- •

- ReiserFS
- XFS
- JFS
- Iso9660
- NFS
- •

Problems with FAT

• In order to "seek" within a file, we must walk the whole FAT chain for that file.

• In order to find free blocks, we must scan the whole FAT

Improvements in ext

- In order to "seek" within a file, we must walk the whole FAT chain for that file.
 - Ext uses indexing! Index nodes ("inodes") contain many pointers to file chunks
- In order to find free blocks, we must scan the whole FAT
 - Ext uses bitmaps to indicate block usage, which is much more efficient to search.

Disclaimer

Again, I'll show you a rough approximation of how extworks

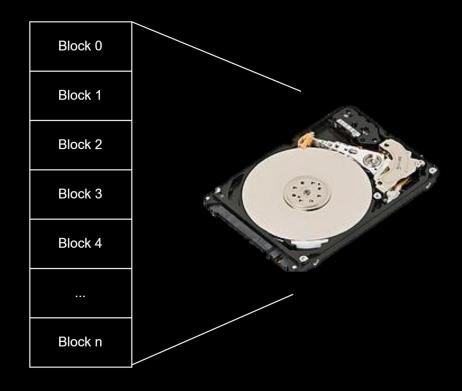
Conceptual ideas, not precise technical details

Ext has MAAAANY more features than this

Blocks

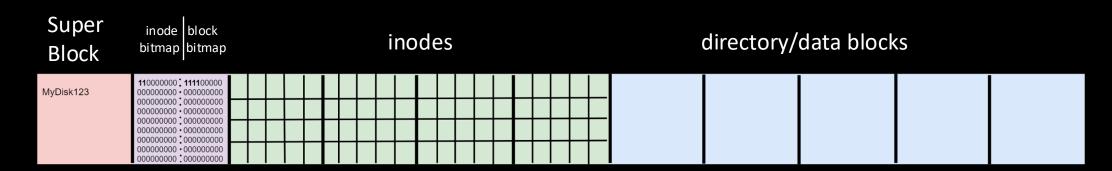
- Recall that disks are accessed by block
- Common block sizes
 - 512, 1024 (1K), 4096 (4K)

- Ext usually uses bs=4096
- We will still use bs=512 for simplicity:)



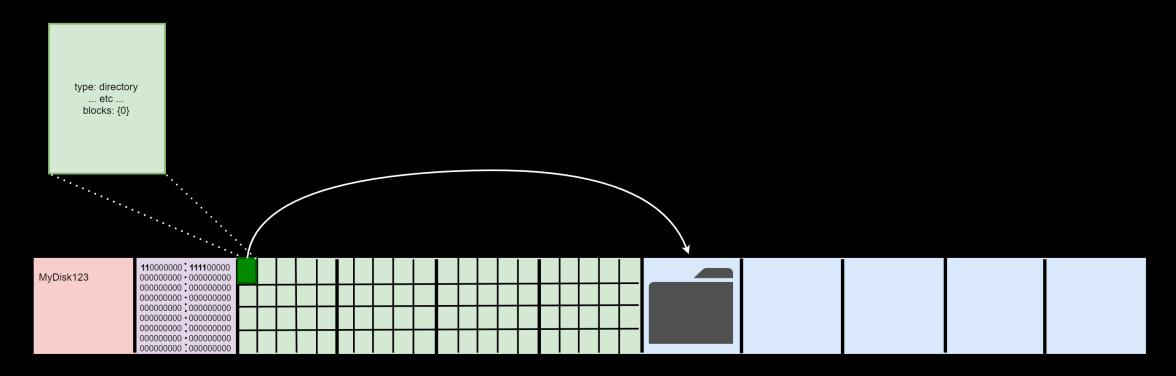
High Level ext Structure

- Superblock
 - Metadata about the disk. Label, telemetry, etc
- Bitmap block(s)
 - inode bitmap / block bitmap, showing free or used
- Inode block(s)
 - Each inode represents one file or directory, and holds its metadata
- Data blocks
 - Actual file data or directory content list



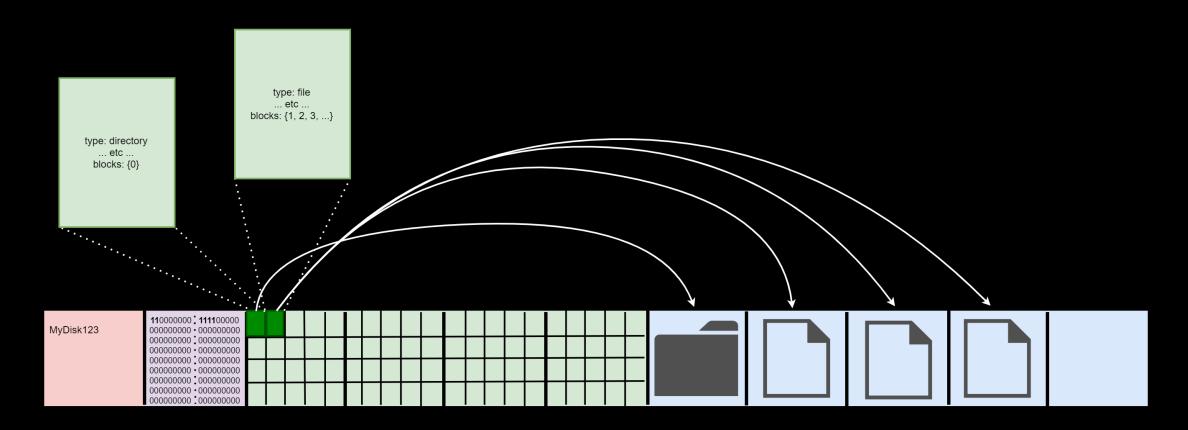
Inodes

- inodes represent files/directories
- Also contain meta-data about that file/directory



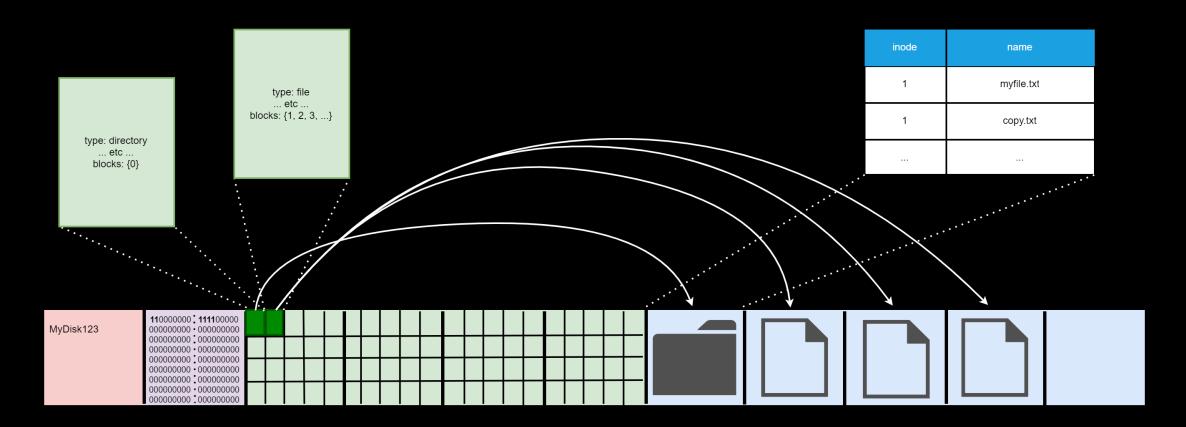
Files

May span one or more blocks



Directory Entries

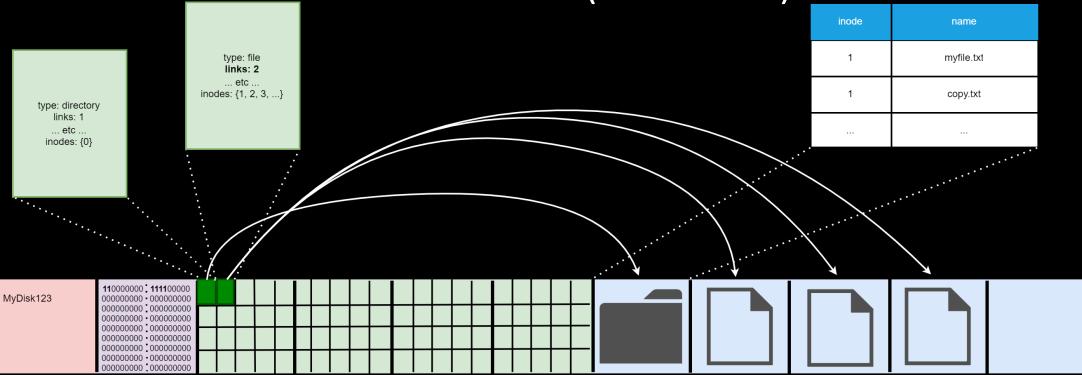
• Directories hold inode:name pairs



Hard Links

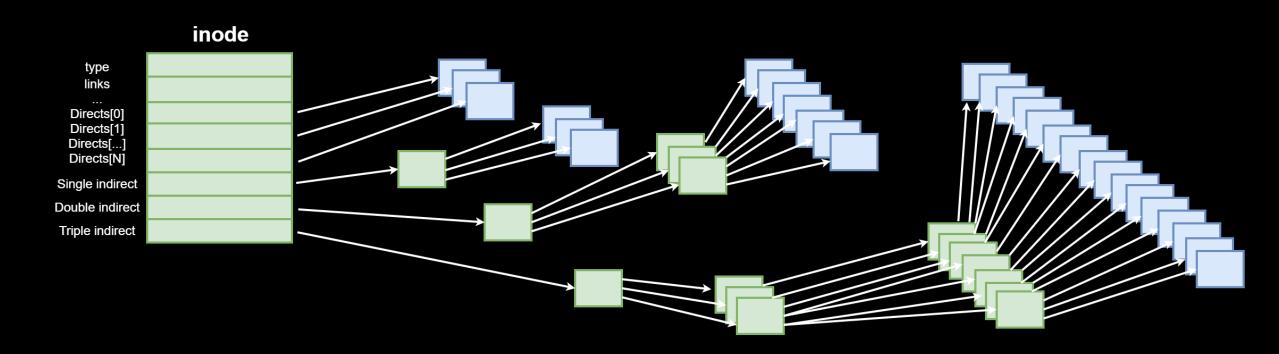
• Many directory listings may point to the same inode! :)

Need to track number of links (references)



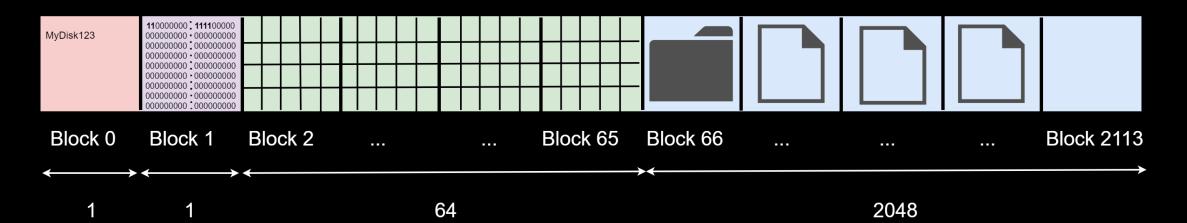
Block Indirection

- Files might be huge! How do we point to 1TB of blocks using only one inode?
 - directs = KB, single = MB, double = GB, triple = TB



Our Ext implementation (bs=512)

- Block 0: superblock
- Block 1: bitmaps 512 * 8 = 4096 (2048 inodes & 2048 data)
- Blocks 2-65: inodes size = 16 (16 * 2048 = 32768, 32768 / 512 = 64)
- Blocks 66-2113: data



Our Inodes

- Type: 2 bytes
- Links: 2 bytes
- Size: 4 bytes
- Directs[3]: 3 * 2 bytes = 6 bytes
- Indirects: 2 bytes

• Total size = 2 + 2 + 4 + 6 + 2 = 16 bytes

Our Directory Entries

inode: 2 bytes

Name: 30 bytes

Total size = 32

• 512 / 32 = 16 directory listings per block

Block 0: Superblock

- Just contains the disk label
- Null terminated

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ı	00000040	00	00	ΘΘ	00	00	ΘΘ	00	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	00	Ш	
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ı	00000060	00	00	ΘΘ	00	00	99	00	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	00	Ш	
ı	00000070	00	00	ΘΘ	00	00	ΘΘ	00	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	00	Ш	
ı	00000080	00	00	ΘΘ	00	00	ΘΘ	00	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	00	Ш	
ı	00000090	00	00	ΘΘ	00	00	99	00	00	ΘΘ	ΘΘ	99	00	ΘΘ	00	00	ΘΘ	Ш	
ı	000000A0	00	00	ΘΘ	00	00	99	00	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	ΘΘ	Ш	
ı	000000В0	00	00	ΘΘ	00	00	ΘΘ	00	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	99	Ш	
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I	000000D0	00	00	ΘΘ	00	00	ΘΘ	00	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	99	Ш	
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ı	00000170	00	00	ΘΘ	00	00	ΘΘ	00	00	ΘΘ	ΘΘ	99	00	ΘΘ	00	00	99	Ш	
I	00000180	00	00	ΘΘ	00	00	99	00	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	99	Ш	
ı	00000190	00	00	ΘΘ	00	00	99	00	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	00	Ш	
ı	000001A0	00	00	ΘΘ	00	00	ΘΘ	00	00	ΘΘ	ΘΘ	99	00	ΘΘ	00	00	99	Ш	
ı	000001B0	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	99	ΘΘ	ΘΘ	99	00	ΘΘ	00	00	99	Ш	
	000001C0	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	ΘΘ		
	000001D0	00	ΘΘ	ΘΘ	00	00	99	00	00	ΘΘ	ΘΘ	00	ΘΘ	99	00	00	ΘΘ		
	000001E0	00	00	ΘΘ	00	00	99	00	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	ΘΘ		
	000001F0	00	00	ΘΘ	00	00	99	00	00	ΘΘ	ΘΘ	00	00	ΘΘ	00	00	00		

Block 1: Bitmaps

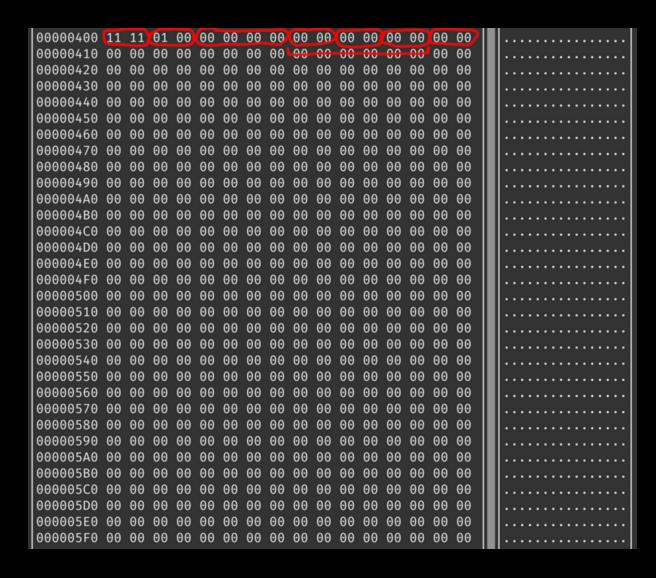
- 256 bytes (2048 bits) for inodes
- 256 bytes (2048 bits) for data

- 0x80 = 100000...
 - Root directory entry

```
00000230 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00
00000260 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00
000002C0 00 00 00 00 00 00 00 00 00 00 00 00
00000320 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00
     00 00 00 00 00 00 00 00
00000380 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00
000003C0 00 00 00 00 00 00 00 00 00 00 00 00
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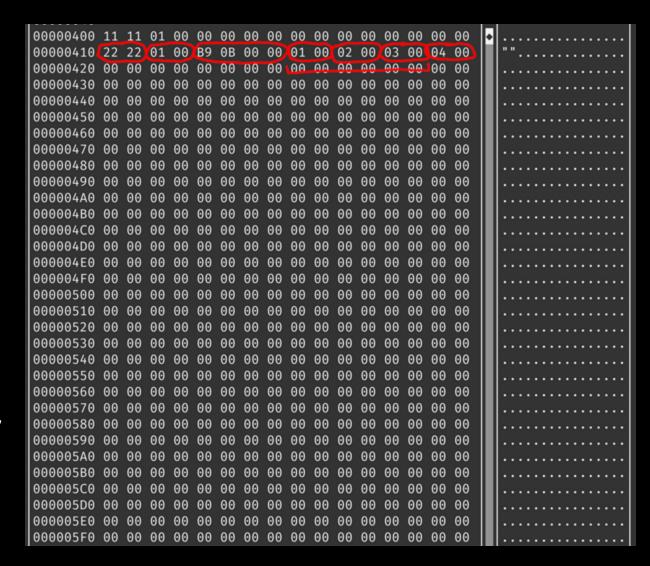
Blocks 2-65 (64 total): inodes

- $0x1111 = TYPE_DIR$
- 0x0001 = links
- 0x00000000 = size
- Directs[3]:
 - 0x0000: data 0 (block 66)
 - Unused
 - Unused
- Indirects: unused



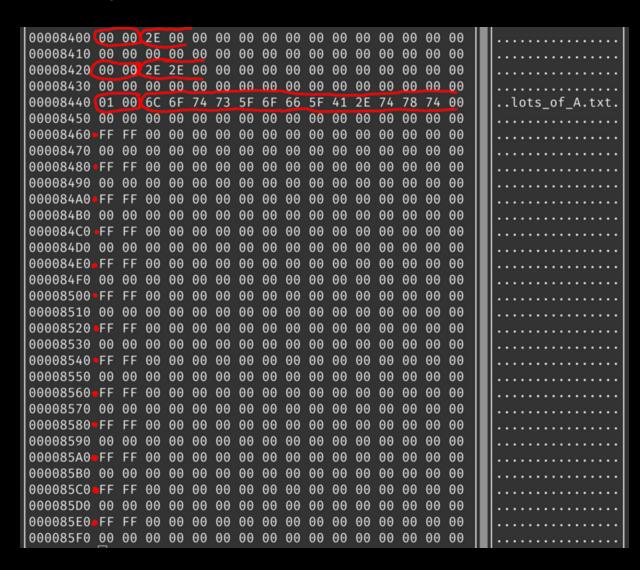
Blocks 2-65 (64 total): inodes

- 0x2222 = TYPE_FILE
- 0x0001 = links
- 0x00000BB9 = size (3001)
- Directs[3]:
 - 0x0001: data 1 (block 67)
 - 0x0002: data 2 (block 68)
 - 0x0003: data 3 (block 69)
- Indirects: 0x0004
 - Data 4 (block 70) contains an array of 2-byte datablock numbers



Blocks 66-2113 (2048 total): data

- Entry 1
 - 0x0000: inode 0
 - 0x2e 0x00: "."
- Entry 2
 - 0x0000: inode 0
 - 0x2e 0x2e 0x00: ".."
- Entry 3
 - 0x0001: inode 1
 - 0x67 0x6f ... : "lots_of_A.txt"
- Entry 4 15
 - 0xFFFF: unused



Further Reading

http://web.mit.edu/tytso/www/linux/ext2intro.html

https://www.kernel.org/doc/html/latest/filesystems/ext4/index.html

Live Demo