


File system internals

Tanenbaum, Chapter 4

COMP3231

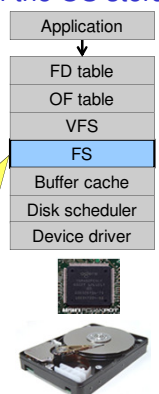
Operating Systems




Architecture of the OS storage stack

File system:

- Hides physical location of data on the disk
- Exposes: directory hierarchy, symbolic file names, random-access files, protection






Some popular file systems


• FAT16	• HFS+
• FAT32	• UFS2
• NTFS	• ZFS
• Ext2	• JFS
• Ext3	• OCFS
• Ext4	• Btrfs
• ReiserFS	• JFFS2
• XFS	• ExFAT
• ISO9660	• UBIFS

Question: why are there so many?




Why are there so many?

- Different physical nature of storage devices
 - Ext3 is optimised for magnetic disks
 - JFFS2 is optimised for flash memory devices
 - ISO9660 is optimised for CDROM
- Different storage capacities
 - FAT16 does not support drives >2GB
 - FAT32 becomes inefficient on drives >32GB
 - Btrfs is designed to scale to multi-TB disk arrays
- Different CPU and memory requirements
 - FAT16 is not suitable for modern PCs but is a good fit for many embedded devices
- Proprietary standards
 - NTFS may be a nice FS, but its specification is closed



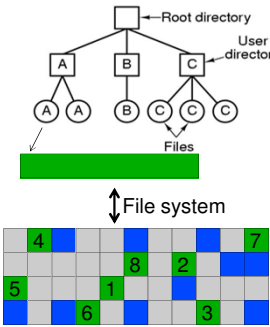
Assumptions


- In this lecture we focus on file systems for magnetic disks
 - Seek time
 - ~15ms worst case
 - Rotational delay
 - 8ms worst case for 7200rpm drive
 - For comparison, disk-to-buffer transfer speed of a modern drive is ~10µs per 4K block.
- Conclusion: keep blocks that are likely to be accessed together close to each other



Implementing a file system

- The FS must map symbolic file names into block addresses
- The FS must keep track of
 - which blocks belong to which files.
 - in what order the blocks form the file
 - which blocks are free for allocation
- Given a logical region of a file, the FS must track the corresponding block(s) on disk.
 - Stored in file system metadata

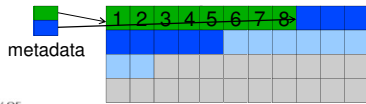




Allocation strategies

- Contiguous allocation
 - ✓ Easy bookkeeping (need to keep track of the starting block and length of the file)
 - ✓ Increases performance for sequential operations
 - ✗ Need the maximum size for the file at the time of creation
 - ✗ As files are deleted, free space becomes divided into many small chunks (external fragmentation)

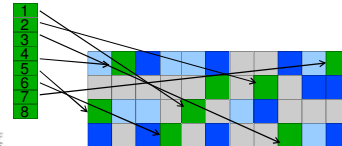
Example: ISO 9660 (CDROM FS)



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Allocation strategies

- Dynamic allocation
 - Disk space allocated in portions as needed
 - Allocation occurs in fixed-size blocks
 - ✓ No external fragmentation
 - ✓ Does not require pre-allocating disk space
 - ✗ Partially filled blocks (internal fragmentation)
 - ✗ File blocks are scattered across the disk
 - ✗ Complex metadata management (maintain the list of blocks for each file)



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External and internal fragmentation

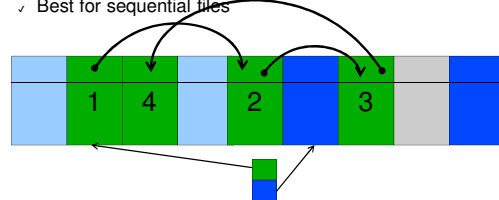
- External fragmentation
 - The space wasted external to the allocated memory regions
 - Memory space exists to satisfy a request but it is unusable as it is not contiguous
- Internal fragmentation
 - The space wasted internal to the allocated memory regions
 - Allocated memory may be slightly larger than requested memory; this size difference is wasted memory internal to a partition



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Linked list allocation

- Each block contains a pointer to the next block in the chain. Free blocks are also linked in a chain.
 - ✓ Only single metadata entry per file
 - ✓ Best for sequential files



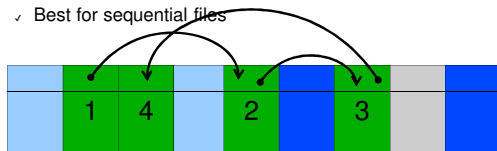
Question: What are the downsides?



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Linked list allocation

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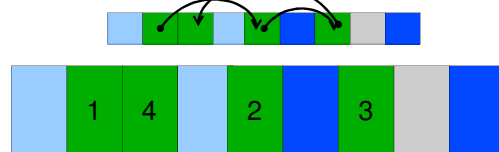
- ✗ Poor for random access
- ✗ Blocks end up scattered across the disk due to free list eventually being randomised



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File allocation table

- Keep a map of the entire FS in a separate table
 - A table entry contains the number of the next block of the file
 - The last block in a file and empty blocks are marked using reserved values
- The table is stored on the disk and is replicated in memory
- Random access is fast (following the in-memory list)



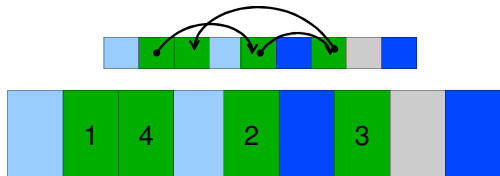
Question: any issues with this design?



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File allocation table

- Issues
 - Requires a lot of memory for large disks
 - $200\text{GB} = 200 \times 10^6 \times 1\text{K-blocks} \implies 200 \times 10^6 \text{ FAT entries} = 800\text{MB}$
 - Free block lookup is slow



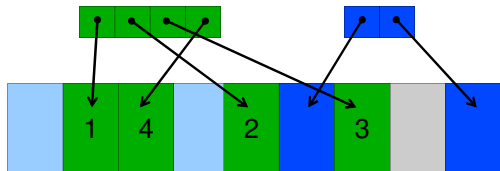
File allocation table

- Examples
 - FAT12, FAT16, FAT32



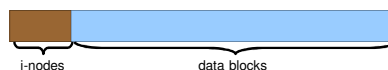
inode-based FS structure

- Idea: separate table (index-node or i-node) for each file.
 - Only keep table for open files in memory
 - Fast random access
- The most popular FS structure today

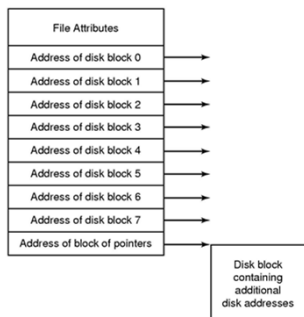


i-node implementation issues

- i-nodes occupy one or several disk areas
 - Use fixed-size i-nodes to simplify dynamic allocation
 - Reserve the last i-node entry for a pointer to an extension i-node
- i-nodes are allocated dynamically, hence free-space management is required for i-nodes

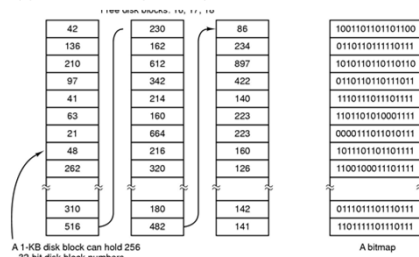


i-node implementation issues



i-node implementation issues

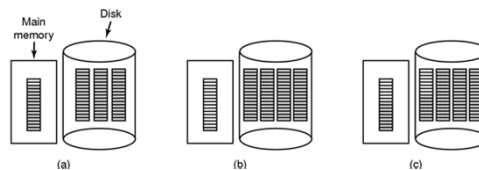
- Free-space management
 - Approach 1: linked list of free blocks
 - Approach 2: keep bitmaps of free blocks and free i-nodes



Free block list

- List of all unallocated blocks
- Background jobs can re-order list for better contiguity
- Store in free blocks themselves
 - Does not reduce disk capacity
- Only one block of pointers need be kept in the main memory

Free block list



- (a) Almost-full block of pointers to free disk blocks in RAM
- three blocks of pointers on disk
- (b) Result of freeing a 3-block file
- (c) Alternative strategy for handling 3 free blocks
- shaded entries are pointers to free disk blocks

Bit tables

- Individual bits in a bit vector flags used/free blocks
- 16GB disk with 512-byte blocks --> 4MB table
- May be too large to hold in main memory
- Expensive to search
 - But may use a two level table
- Concentrating (de)allocations in a portion of the bitmap has desirable effect of concentrating access
- Simple to find contiguous free space

Implementing directories

- Directories are stored like normal files
 - directory entries are contained inside data blocks
- The FS assigns special meaning to the content of these files
 - a directory file is a list of directory entries
 - a directory entry contains file name, attributes, and the file i-node number
 - maps human-oriented file name to a system-oriented name

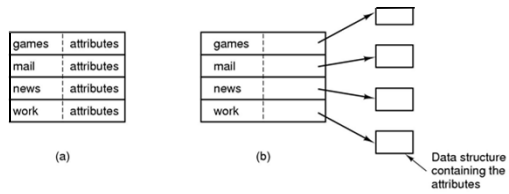
Fixed-size vs variable-size directory entries

- Fixed-size directory entries
 - Either too small
 - Example: DOS 8+3 characters
 - Or waste too much space
 - Example: 255 characters per file name
- Variable-size directory entries
 - Freeing variable length entries can create external fragmentation in directory blocks
 - Can compact when block is in RAM

Directory listing

- Locating a file in a directory
 - Linear scan
 - Use a directory cache to speed-up search
 - Hash lookup
 - B-tree (100's of thousands entries)

Storing file attributes



(a) disk addresses and attributes in directory entry

– FAT

(b) directory in which each entry just refers to an i-node

– UNIX

Trade-off in FS block size

- File systems deal with 2 types of blocks
 - Disk blocks or sectors (usually 512 bytes)
 - File system blocks $512 * 2^N$ bytes
 - What is the optimal N?
- Larger blocks require less FS metadata
- Smaller blocks waste less disk space
- Sequential Access
 - The larger the block size, the fewer I/O operations required
- Random Access
 - The larger the block size, the more unrelated data loaded.
 - Spatial locality of access improves the situation
- Choosing an appropriate block size is a compromise