

## 14. File System

### Lab 5 File System



- SSI <-> SDC
- eDisk <-> physical blocks
- eFile <-> logical data

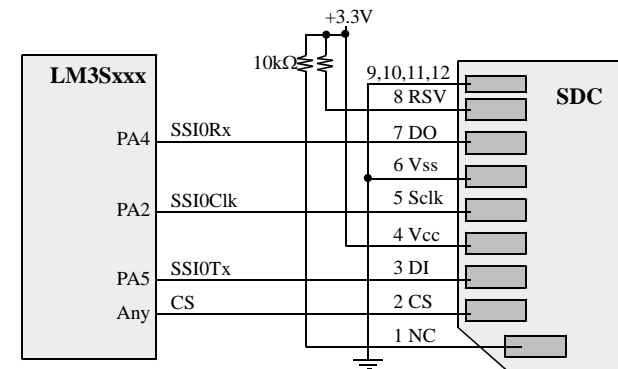
Reference EE445M book, chapter 14

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14.1

## SSI to SDC interface



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## Know your problem

- Read access
  - Sequential versus random access
- Write access
  - Sequential versus random access
  - Insert/Append/Remove
  - Write once (data logger, flight recorder)
- Size, bandwidth, response time
- Reliability
- Security (fail-safe)

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## Know your disk

- Block size
- Disk size
- Read/write speed
- Types and chances of error
  - Wear leveling
  - Conditional probability



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## File system responsibilities

- Logical to physical translation
  - Byte number to block number
- Directory
  - File name to physical translation
- Free space
  - Used
  - Free
  - Damaged



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## File system performance

- File size
- Disk size
- Number of files
- Speed
  - Time to create, open, close
  - Write bandwidth
  - Read bandwidth
- Fragmentation
  - External if max file size < total free space



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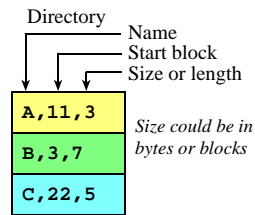
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## File system allocation

### Contiguous allocation

- First fit
- Best fit
- Worst fit



Good for sequential write, never erase  
Fast random read access

Internal fragmentation: on average, each file wastes a half a block

External fragmentation

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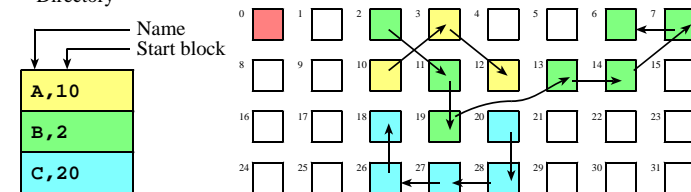
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## File system allocation

### Linked allocation

- Directory



Good for erase, append, delete  
No external fragmentation

Each block has a link and a size

Slow for random access

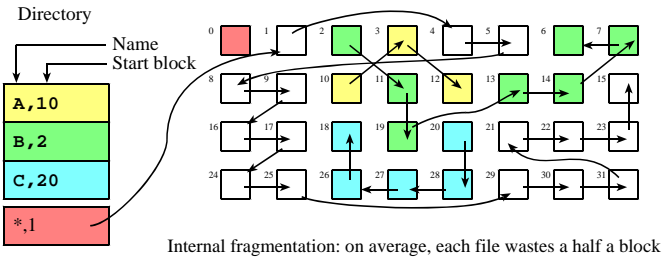
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# Free space management

- Linked allocation of free space



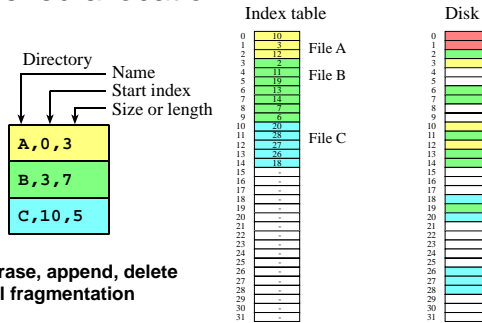
Internal fragmentation: on average, each file wastes a half a block

To handle wear-leveling  
free to one end of list  
allocate from other end

What if bad block?

# File system allocation

- Indexed allocation



Good for erase, append, delete  
No external fragmentation

Reliable?

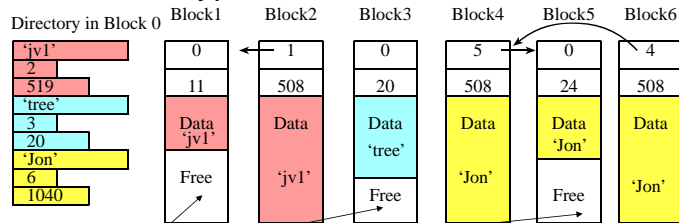
Fast for random access

Two level index table? 14.10

Smaller than 32Meb

# Directory

- Name, Type, Date, Size, How to access



Internal fragmentation

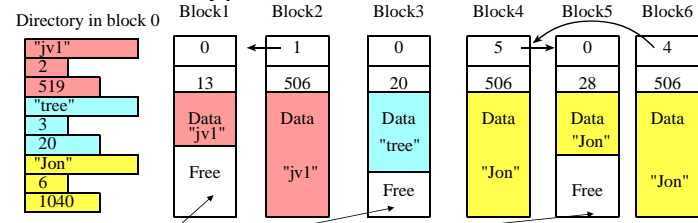
4 bytes for link to next block  
2 bytes for size

How many files?

Larger than 32Meb

# Directory

- Name, Type, Date, Size, How to access

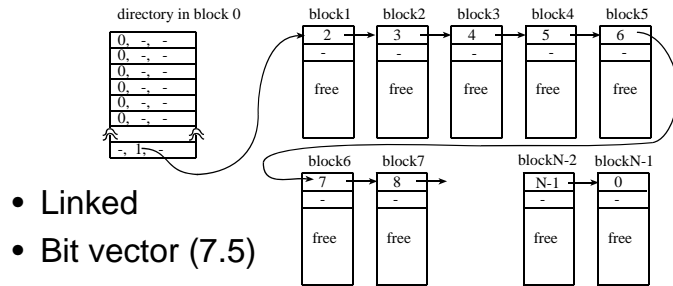


Internal fragmentation

4 bytes for link to next block  
2 bytes for size

How many files?

## Free space management



- Linked
- Bit vector (7.5)

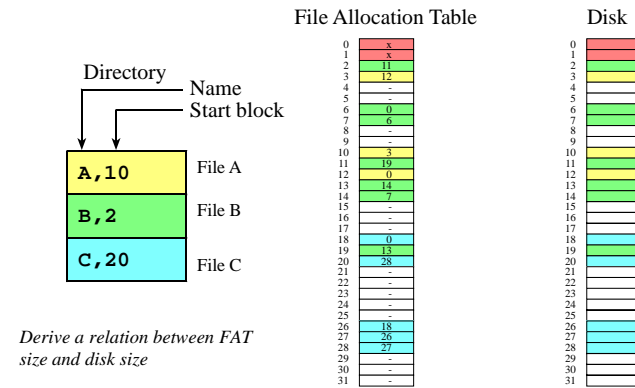
What percentage of the disk is wasted using a) linked; b) bit vector?

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## File Allocation Table



Derive a relation between FAT size and disk size

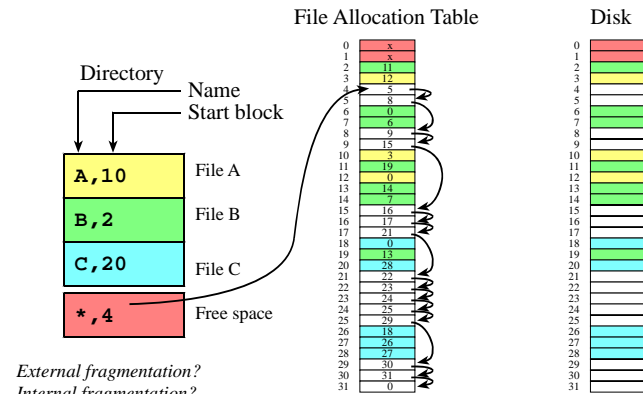
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What if bad block?

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## File Allocation Table



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Why cluster?

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## Summary

- Internal fragmentation
- External fragmentation
- Speed
  - Random versus sequential
  - Read versus write
- Reliability, recover from errors
  - Error detection
  - Redundant Array of Independent Disks
  - Wear-leveling
- Clustering
- Size
- Number of files
- Legacy
- Low voltage

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