

File Systems

- File system
 - Designed for storing and managing files on disk media
 - Build logical system on top of physical disk organization
- Tasks
 - Partition and format disks to store and retrieve information
 - Establish file naming conventions
 - Provide utilities for functions such as file compression and disk fragmentation
 - Provide for file and data integrity
 - Provide storage media management functions
- File
 - Set of data that is grouped in some logical manner, assigned a name, and stored on disk
- Directory
 - Connects names to the files that are stored on disk
 - Tracks
 - File locations
 - Attributes
 - Date/time created
 - Date/time modified
 - Owner
 - RWX privileges
 - Size in bytes
- Block allocation
 - Logical blocks
 - Mapped to sector, head, track
- Disk structure
 - Tracks
 - Concentric circles
 - Cylinders
 - Tracks at same relative position
 - Sectors
 - Tracks subdivided
 - Data regarding disk allocation stored on disk
 - Two methods
 - File allocation table(FAT)
 - Windows and DOS
 - Fixed portion of disk used to store block allocation
 - Various locations on disk to store a special file used for directory and file allocation information
 - NT(NTFS) and UNIX
 - Partitions

- Divide disk into logical partitions
 - Partition table – DOS and windows
 - Disk label – UNIX
 - Where information about partition stored
- DOS/Windows 3.1 File System
 - FAT – File Allocation Table
 - Stores information on
 - About files
 - Name
 - File attributes
 - File location
 - Searched sequentially
 - Prior to DOS 4.0 limit to 32MB called FAT 12
 - After DOS 6.0 - 2GB called FAT16
 - 8.3 name
 - eight character file name
 - 3 character extension
 - partitioning
 - two partition per hard drive supported
 - primary
 - secondary
 - can be divided into maximum of three logical drives
 - assigned a letter A-Z
 - FDISK
 - Dos Program to modify partition information
 - BIOS uses Active partition to start operating system
 - Volume Label
 - Contains name of partition
 - Can be used to add and delete partitions
 - Formatting
 - Format command
 - Writes all the file structure information to the disk
 - Floppy
 - Uses first sector
 - Information about disk
 - Number of tracks
 - Number of sectors per track
 - /S option
 - - makes floppy bootable
 - next comes root directory
 - file information – ATTRIB command used to modify
 - name

- start cluster
 - file size
 - file modification date and time
 - file attributes
 - read only
 - hidden
 - archive
 - two copies of FAT
 - 12 bit entry corresponding to a cluster address on disk
 - when file written FAT entry of first cluster filled with number of second cluster
 - last cluster has FAT entry set all 1's
 - unusable clusters marked as bad and will not be allocated
 - CHKDSK
 - Verifies correctness of file system
 - DEFRAG
 - Defragment disk
 - Rewrites files so they are contiguous
- Windows 95/98 File system
 - FAT16 –similar to DOS
 - Master boot record followed by two FAT tables and root directory
 - Has support for long file names
 - 255 characters
 - not case sensitive
 - can include spaces and several characters that 8.3 could not
 - “/\ []:;=,
 - first directory entry looks like a DOS entry
 - first six characters adding a tilde and a letter behind it
 - LFN stored by using a series of additional directory entries
 - Each entry can hold 13 characters
 - FAT32
 - Started with Windows 95(OSR2)
 - Partitions up to 8 GB
 - Blocks as small as 8 KB
- Windows NT
 - Two systems
 - FAT16 extended
 - Multiple OS per disk
 - NTFS
 - features
 - Built in security

- Set per file
 - File has owner
 - Read,write, execute
 - Ability to use large files and disks
 - Ability to compress file and directory contents on fly
 - Better recoverability and stability
 - Less disk fragmentation
 - Master File Table
 - Allocated at beginning of partition
 - Boot sector before MFT
 - Just a file on the system as are other system files
 - Information on a file
 - Filename
 - Size
 - Dates and time stamp
 - Security setting and permission
- UNIX
 - Many different types
 - Example UFS
 - information node - inode
 - stores information on a file
 - owner of file
 - group in which file is placed
 - size of the file
 - date file was created
 - date last modified
 - date last read
 - the number of links to this inode
 - location of the blocks in the file system in which the file is stored
 - blocks 4096 or 8192
 - inode zero(0) is the root
 - indoe 1 contains allocation of all bad sectors on disk
 - indoe 2 link to root directory
 - superblock
 - contains information about layout of blocks, sectors and cylinders
 - filename
 - stored in directory not in inode
 - directory contains
 - filename
 - inode
 - path starts with / which indicates root
 - mount command

- maps a root node of another file system to a directory on the current file system
 - file names
 - contain any ASCII character
 - case sensitive
 - directory special file
 - symbolic links
 - special file with a flag in the inode
 - contents of file is a path to the file that it points to
 - Macintosh
 - Hierarchical File System (HFS)
 - Divides disk into at most 65536 (2^{16}) units
 - Reports in logical blocks not bytes like other file systems
 - Disk
 - First two sectors are boot blocks
 - Identify file system being used
 - Names of important system files
 - Volume information block
 - Location of system files
 - Catalog
 - Catalog b-tree
 - List of all files on volume
 - Filename
 - Logical location in the folder structure
 - Physical location on disk surface
 - Location and size of the file's data fork and resource forks
 - Data fork
 - Contains changing information
 - i.e. word processing data
 - resource fork
 - fixed data
 - menu resources, splash screens, font faces, color, font size
 - Extent tress
 - Can read and write disks from other operating systems
 - File names up to 31 characters
 - Files have
 - Type codes and Creator codes
 - Example file could be of type text and creator code of ttxt
 - The creator code tells the OS what application to use to open the file if the user clicks on the file name

- Facilitate Mac's use of Icons
 - Icons come from creating application, not stored with file