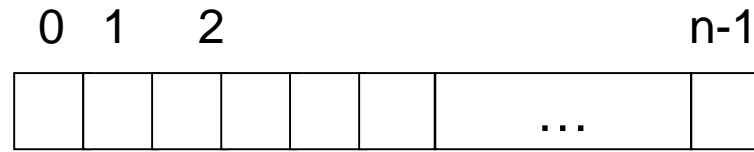


FREE-SPACE MANAGEMENT

- Bit vector (n blocks)



$$\text{bit}[i] = \begin{cases} 0 \Rightarrow \text{block}[i] \text{ free} \\ 1 \Rightarrow \text{block}[i] \text{ occupied} \end{cases}$$

Block number calculation

(number of bits per word) *
(number of 0-value words) +
offset of first 1 bit

Free-Space Management

Free-Space Management (Cont.)

- Bit map requires extra space. Example:

block size = 2^{12} bytes

disk size = 2^{30} bytes (1 gigabyte)

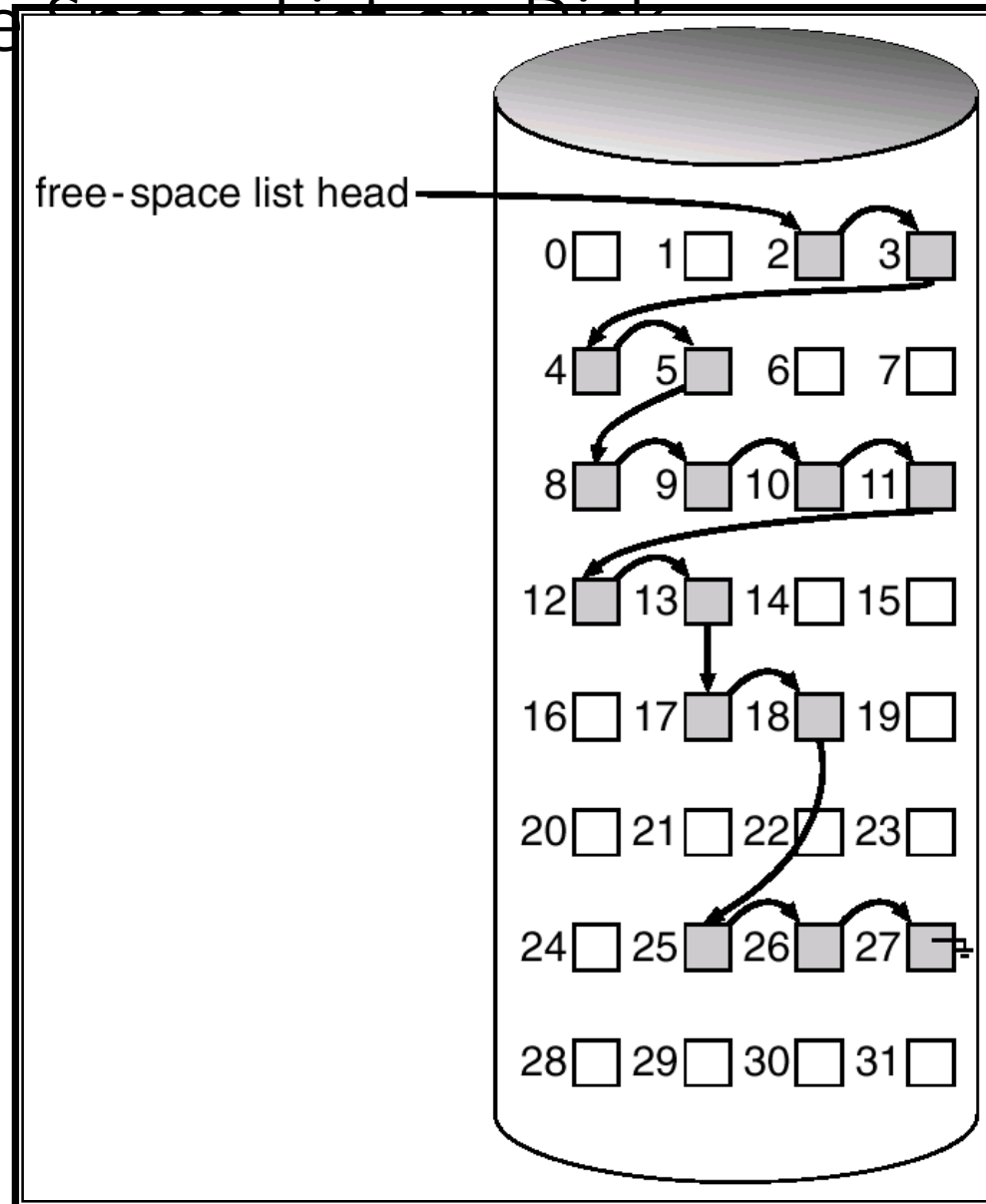
$n = 2^{30}/2^{12} = 2^{18}$ bits (or 32K bytes)

- Easy to get contiguous files
- Linked list (free list)
 - Cannot get contiguous space easily
 - No waste of space
- Grouping
- Counting

Free-Space Management (Cont.)

- Need to protect:
 - Pointer to free list
 - Bit map
 - Must be kept on disk
 - Copy in memory and disk may differ.
 - Cannot allow for block[i] to have a situation where bit[i] = 1 in memory and bit[i] = 0 on disk.
- Solution:
 - Set bit[i] = 1 in disk.
 - Allocate block[i]
 - Set bit[i] = 1 in memory

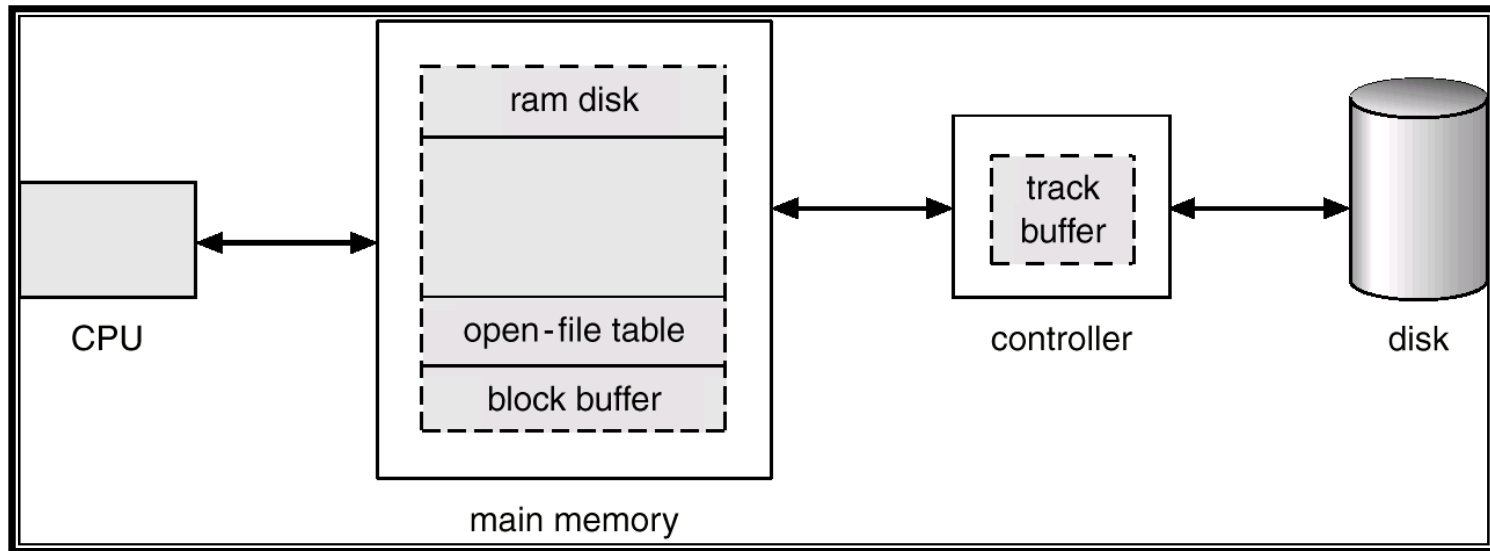
Linked Free Space List on Disk



Efficiency and Performance

- Efficiency dependent on:
 - disk allocation and directory algorithms
 - types of data kept in file's directory entry
- Performance
 - disk cache – separate section of main memory for frequently used blocks
 - free-behind and read-ahead – techniques to optimize sequential access
 - improve PC performance by dedicating section of memory as virtual disk, or RAM disk.

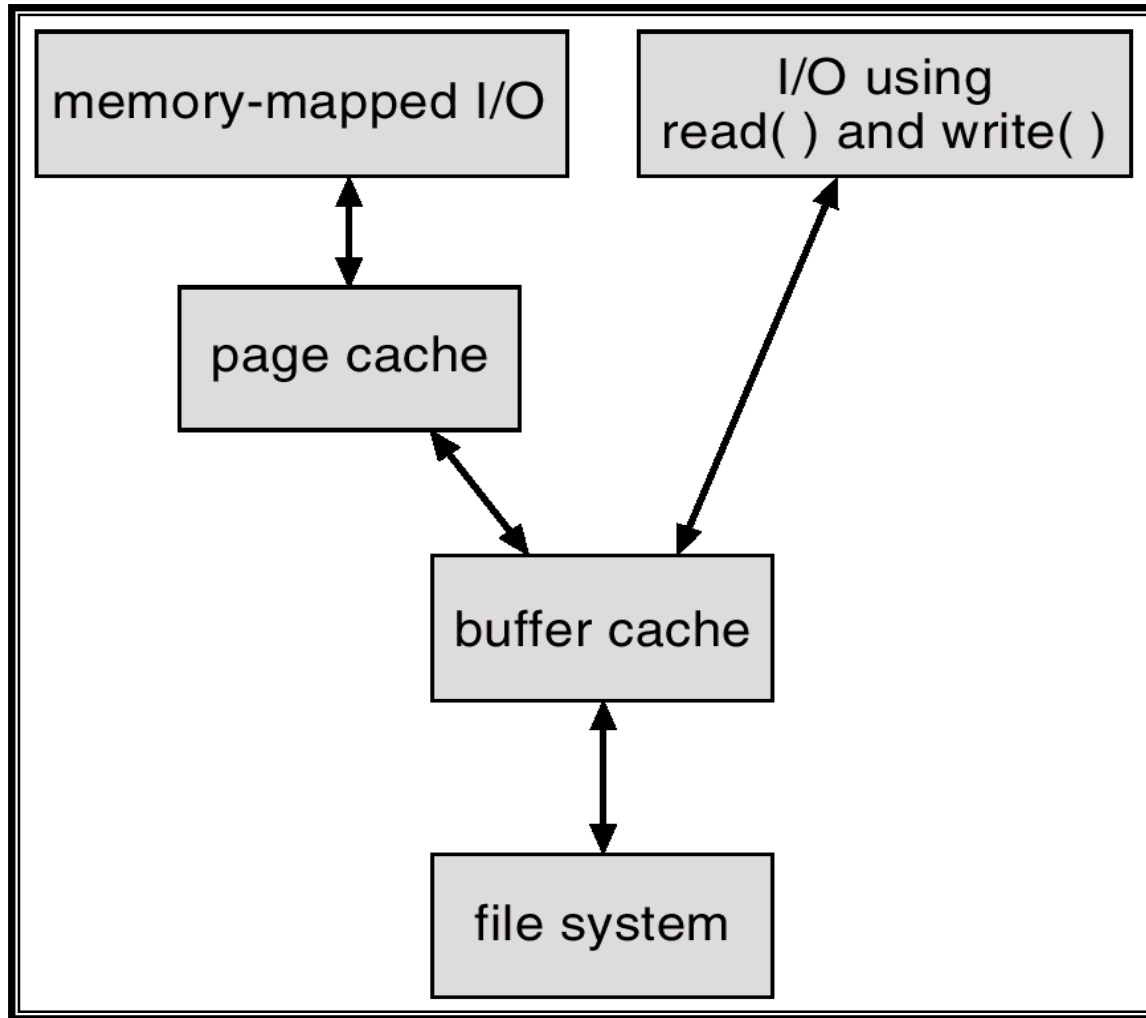
Various Disk-Caching Locations



Page Cache

- A **page cache** caches pages rather than disk blocks using virtual memory techniques.
- Memory-mapped I/O uses a page cache.
- Routine I/O through the file system uses the buffer (disk) cache.
- This leads to the following figure.

I/O Without a Unified Buffer Cache

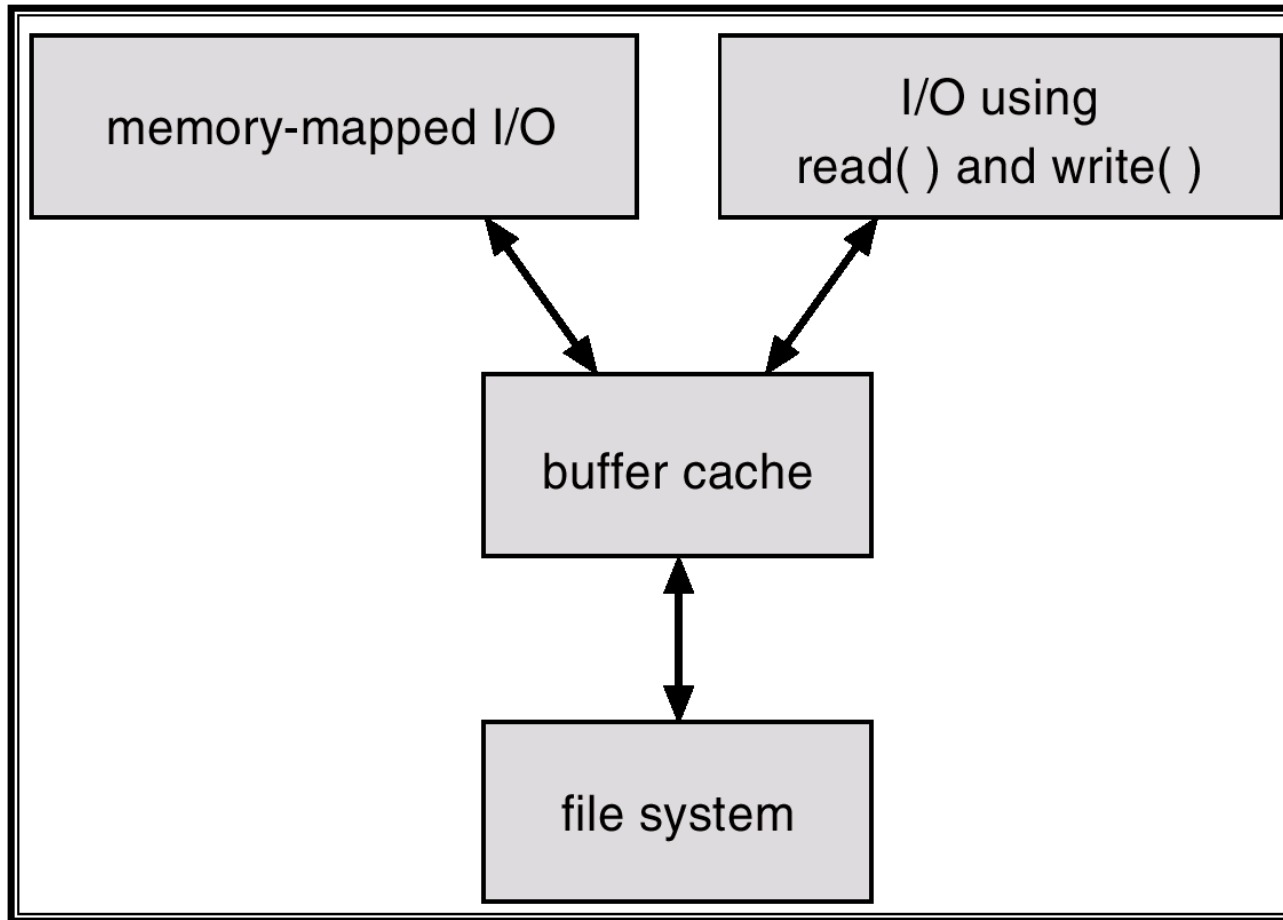


Free-Space Management

Unified Buffer Cache

- A unified buffer cache uses the same page cache to cache both memory-mapped pages and ordinary file system I/O.

I/O Using a Unified Buffer Cache



Recovery

- Consistency checking – compares data in directory structure with data blocks on disk, and tries to fix inconsistencies.
- Use system programs to *back up* data from disk to another storage device (floppy disk, magnetic tape).
- Recover lost file or disk by *restoring* data from backup.