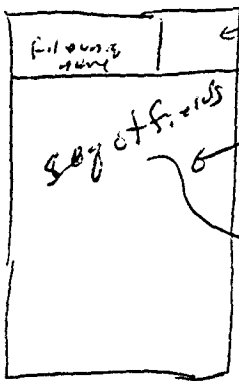


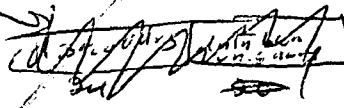
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disk representation of file

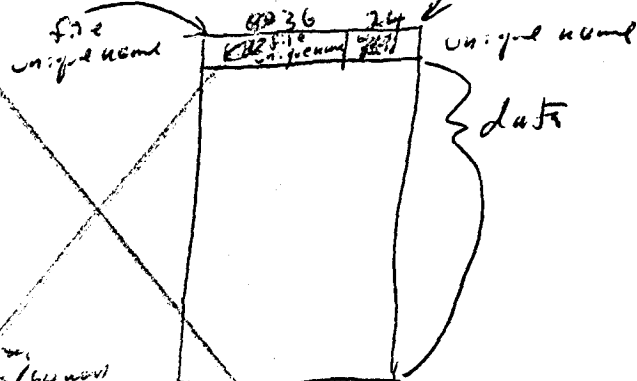
pointer block



disk address  
24  
packed  
∴ 128 disk  
addresses / 64 words

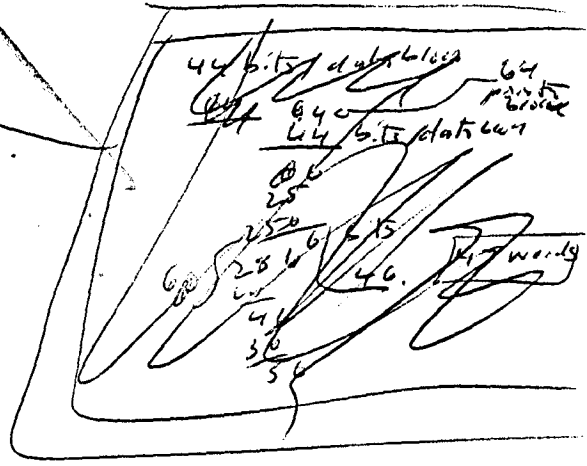


data block



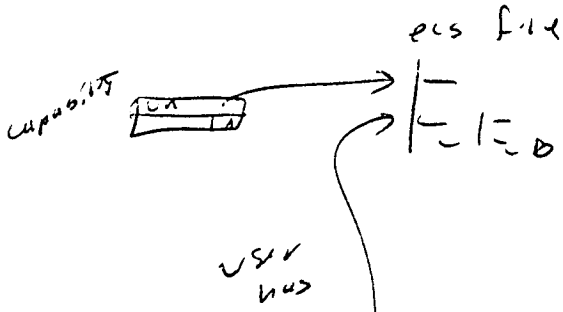
disk address  
64  
64  
64

pointer blocks in fixed areas, fixed location  
data writes anywhere and fix alloc tables



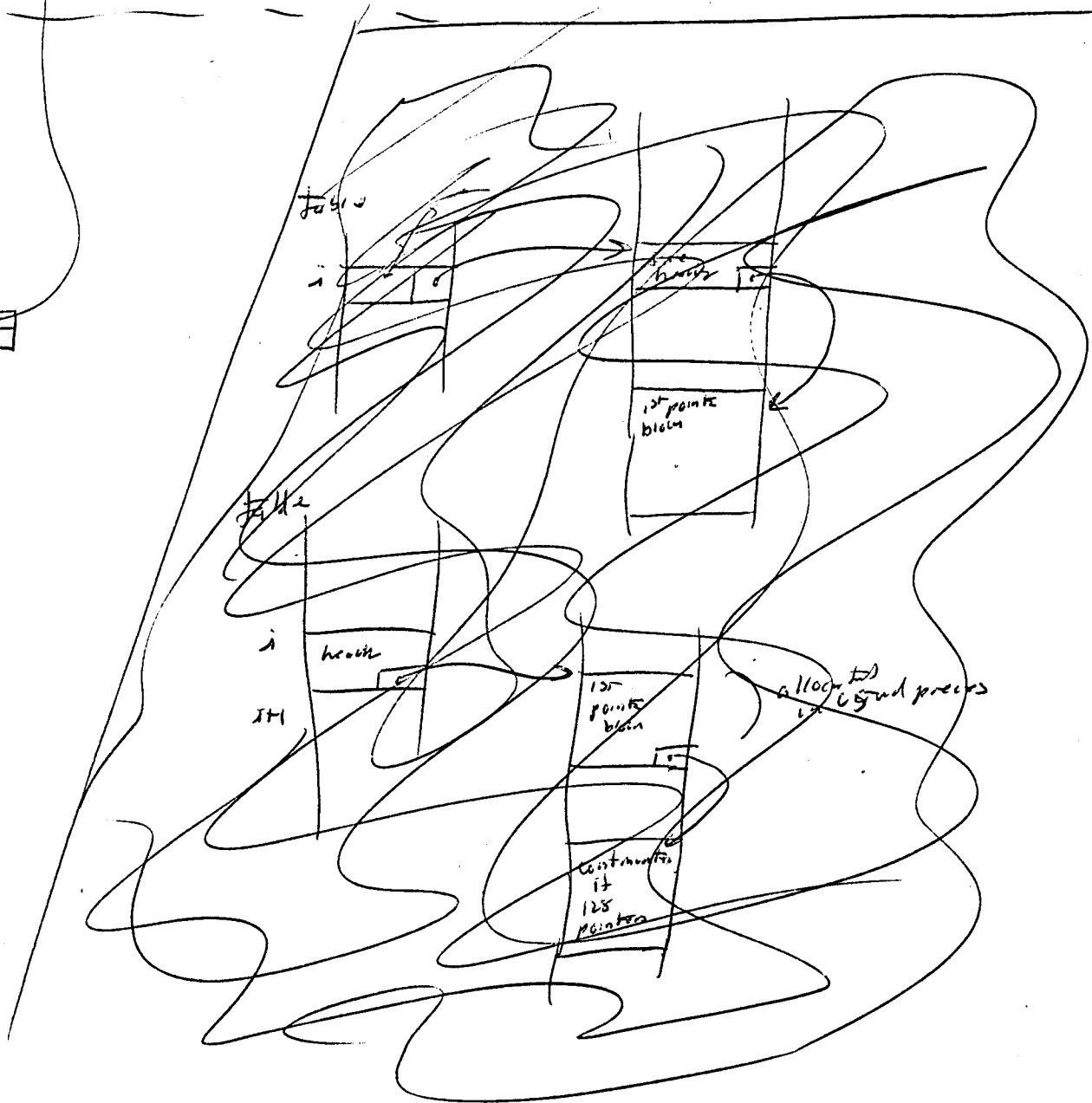
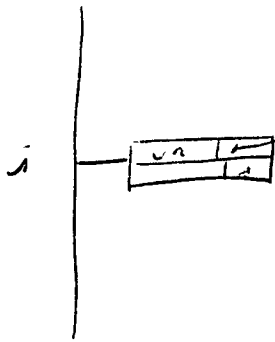
header of  
a file (or  
other objects) has  
a list of access  
keys. (How stored?)

ecs representation of a swappage file

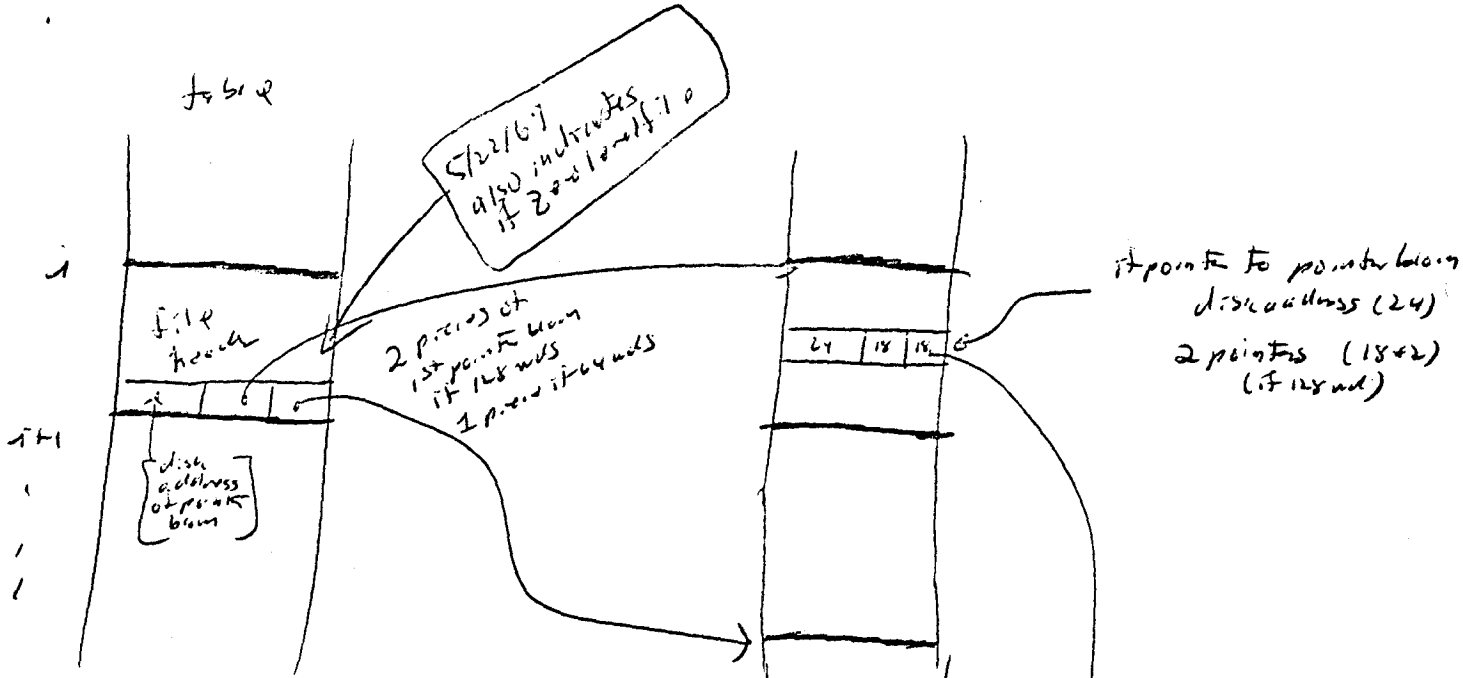


system has

c-list

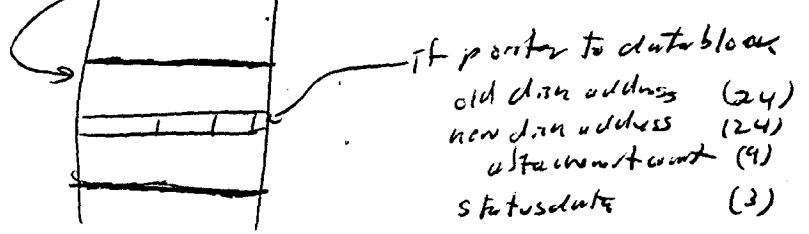


to be 2

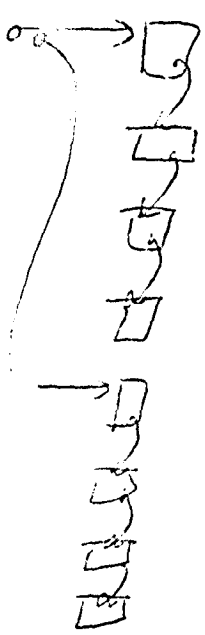


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pointer blocks  
allocated in  
16 word pieces



represented as  
say a 128 pointer  
pointer block



if a process desires to attach vds of a file following happens:

internal files checked, ~~but probably useless~~

needed pointer blocks read in (possibly block pointers here)

if data blocks need to be read in, proper roots simulated (status changed)

attachment wait on data blocks upped.

a disk read is scheduled by usual method and an internal table indexed by

disk request slot will contain pertinent data. i.e. file  
pointer address in table  
file address of block.

a central process will do actual copy of data to file and change status  
also wake up any processes waiting on this read (they will be chained  
to R.7.4.6.4)

if a process tries to read or write etc a missing block in ecs representation

that is attached, the "disk process descriptor" is chained to the file handle

and the "ecs process" waits on an associated event channel. (associated to the disk process)

if a process tries to read or write etc on unattached data block.

it is attached,  $\left. \begin{matrix} \text{read} \\ \text{write} \end{matrix} \right\}$ , detached

Open a file  
close a file

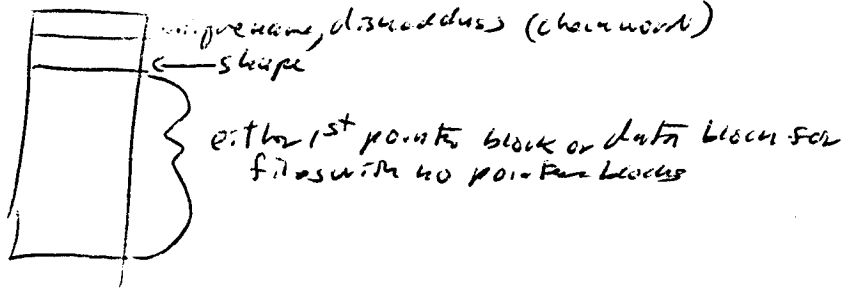
constructs header, maybe gets 1st pointer slot  
(if wasn't already there)  
etc.

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disk file (on disk)

identified by { filename  
disk address  
size of header

1st block of file



format pointer block

24 bits per disk address

$\left[ \begin{array}{l} \text{packed tight in 16 words} \\ \text{pointers in some words} \end{array} \right]$  including partial  
 $\frac{60}{24}$  per word

directories etc will be implemented in files

128 bits per word  
not all words used  
128 bits per word