CSE 451: Operating Systems Winter 2006

Module 18 **Redundant Arrays of Inexpensive Disks** (RAID)

> Ed Lazowska ka@cs.washington.edu Allen Center 570

The challenge

- Disk transfer rates are improving, but much less fast than CPU performance
- We can use multiple disks to improve performance
 - by striping files across multiple disks (placing parts of each file on a different disk), we can use parallel I/O to improve access time
- · Striping reduces reliability
 - 100 disks have 1/100th the MTBF (mean time between failures) of one disk
- · So, we need striping for performance, but we need something to help with reliability / availability
- To improve reliability, we can add redundant data to the disks, in addition to striping

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RAID

- A RAID is a Redundant Array of Inexpensive Disks
- · Disks are small and cheap, so it's easy to put lots of disks (10s to 100s) in one box for increased storage, performance, and availability
- · Data plus some redundant information is striped across the disks in some way
- How striping is done is key to performance and reliability

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Some RAID tradeoffs

- · Granularity
 - fine-grained: stripe each file over all disks
 - high throughput for the file
 - · limits transfer to 1 file at a time
 - course-grained: stripe each file over only a few disks
 - · limits throughput for 1 file
 - · allows concurrent access to multiple files
- Redundancy
 - uniformly distribute redundancy information on disks
 - · avoids load-balancing problems
 - concentrate redundancy information on a small number of
 - · partition the disks into data disks and redundancy disks

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RAID Level 0

- RAID Level 0 is a non-redundant disk array
- · Files are striped across disks, no redundant info
- · High read throughput
- Best write throughput (no redundant info to write)
- · Any disk failure results in data loss











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RAID Level 1

- RAID Level 1 is mirrored disks
- · Files are striped across half the disks
- Data is written to two places data disks and mirror
- · On failure, just use the surviving disk
- 2x space expansion





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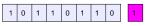
RAID Levels 2, 3, and 4

- RAID levels 2, 3, and 4 use <u>ECC</u> (error correcting code) or <u>parity</u> disks
 - E.g., each byte on the parity disk is a parity function of the corresponding bytes on all the other disks
- A read accesses all the data disks
- A write accesses all the data disks plus the parity disk
- On disk failure, read the remaining disks plus the parity disk to compute the missing data



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Refresher: What's parity?

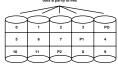


- To each byte, add a bit set so that the total number of 1's is even
- Any single missing bit can be reconstructed
- (Why does memory parity not work quite this way?)
- Think of ECC as just being similar but fancier (more capable)

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RAID Level 5

- RAID Level 5 uses <u>block interleaved distributed parity</u>
- Like parity scheme, but distribute the parity info (as well as data) over all disks
 - for each block, one disk holds the parity, and the other disks hold the data
- Significantly better performance
 - parity disk is not a hot spot



File Block Numbers

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