

**CSE 451: Operating Systems
Spring 2006**

**Module 13
Secondary Storage**

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Secondary storage

- Secondary storage typically:
 - is anything that is outside of "primary memory"
 - does not permit direct execution of instructions or data retrieval via machine load/store instructions
- Characteristics:
 - it's large: 50-1000GB
 - it's cheap: \$0.45/GB
 - it's persistent: data survives power loss
 - it's slow: milliseconds to access
 - why is this slow??
 - it *does* fail, if rarely

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Another trip down memory lane ...



IBM 2314
About the size of
6 refrigerators
8 x 29MB (M!)

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Disk trends

- Disk capacity, 1975-1989
 - doubled every 3+ years
 - 25% improvement each year
 - factor of 10 every decade
 - Still exponential, but far less rapid than processor performance
- Disk capacity since 1990
 - doubling every 12 months
 - 100% improvement each year
 - factor of 1000 every decade
 - 10x as fast as processor performance!

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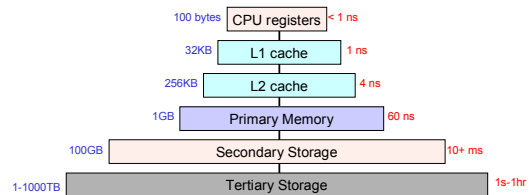
- Only a few years ago, we purchased disks by the megabyte (and it hurt!)
- Today, 1 GB (a billion bytes) costs ~~\$1~~ \$0.50 from Dell (except you have to buy in increments of 40 80 GB)
 - => 1 TB costs ~~\$1K~~ \$500, 1 PB costs ~~\$1M~~ \$500K
- In ~~3.2~~ years, 1 GB will cost \$.10
 - => 1 TB for \$100, 1 PB for \$100K

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Memory hierarchy

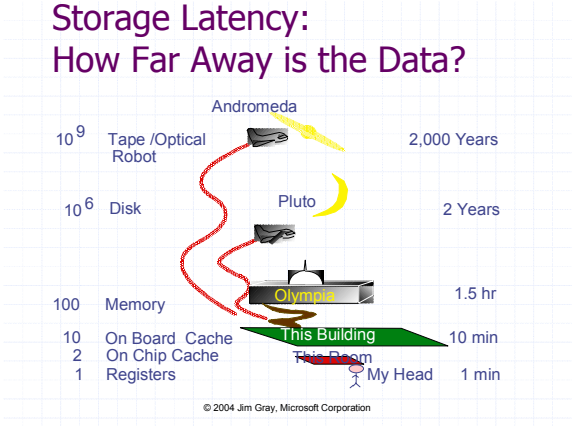
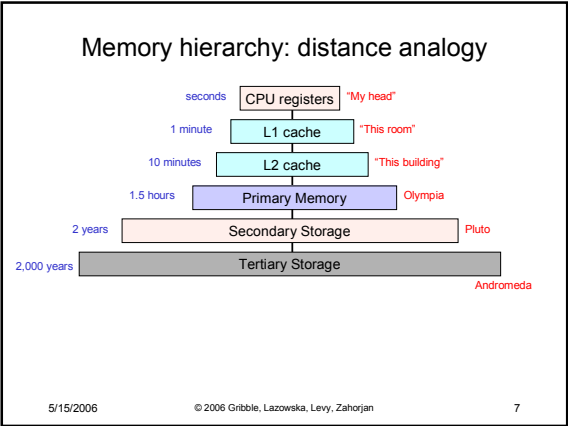


- Each level acts as a cache of lower levels

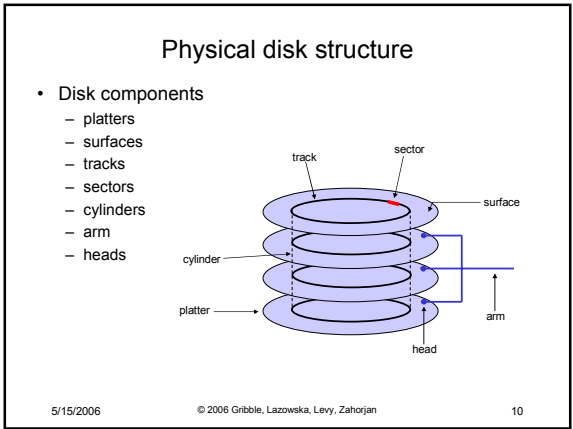
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- ### Disks and the OS
- Disks are messy, messy devices
 - errors, bad blocks, missed seeks, etc.
 - Job of OS is to hide this mess from higher-level software
 - low-level device drivers (initiate a disk read, etc.)
 - higher-level abstractions (files, databases, etc.)
 - OS may provide different levels of disk access to different clients
 - physical disk block (surface, cylinder, sector)
 - disk logical block (disk block #)
 - file logical (filename, block or record or byte #)
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- ### Disk performance
- Performance depends on a number of steps
 - **seek**: moving the disk arm to the correct cylinder
 - depends on how fast disk arm can move
 - seek times aren't diminishing very quickly (why?)
 - **rotation (latency)**: waiting for the sector to rotate under head
 - depends on rotation rate of disk
 - rates are increasing, but slowly (why?)
 - **transfer**: transferring data from surface into disk controller, and from there sending it back to host
 - depends on density of bytes on disk
 - increasing, and very quickly
 - When the OS uses the disk, it tries to minimize the cost of all of these steps
 - particularly seeks and rotation
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- ### Disk scheduling
- Seeks are very expensive, so the OS attempts to schedule disk requests that are queued waiting for the disk
 - FCFS (do nothing)
 - reasonable when load is low
 - long waiting time for long request queues
 - SSTF (shortest seek time first)
 - minimize arm movement (seek time), maximize request rate
 - unfairly favors middle blocks
 - SCAN (elevator algorithm)
 - service requests in one direction until done, then reverse
 - skews wait times non-uniformly (why?)
 - C-SCAN
 - like scan, but only go in one direction (typewriter)
 - uniform wait times
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Interacting with disks

- In the old days...
 - OS would have to specify cylinder #, sector #, surface #, transfer size
 - i.e., OS needs to know all of the disk parameters
- Modern disks are even more complicated
 - not all sectors are the same size, sectors are remapped, ...
 - disk provides a higher-level interface, e.g., SCSI
 - exports data as a logical array of blocks [0 ... N]
 - maps **logical blocks** to cylinder/surface/sector
 - OS only needs to name logical block #, disk maps this to cylinder/surface/sector
 - on-board cache
 - as a result, physical parameters are hidden from OS
 - both good and bad

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