

ITP 30002 Operating System

Hard Disk Drives

Chapters 37

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Hard Disk Drives (HDD)

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- HDD has been the main form of persistent data storage
- Most of the existing file systems have been predicated on the characteristics of HDD
- Interface
 - a drive consists of an array of **sectors**
 - each sector is 512-byte blocks
 - the sectors are numbered from 0 to $n - 1$
 - a single 512-byte write is guaranteed to be atomic
 - a disk operation may involve multiple sectors (e.g., read 4 KB)
 - accessing two sectors near one-another is faster than accessing two sectors far apart

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Physical Components

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- multiple **platter** with two **surfaces**
 - a platter is an aluminum wafer coated with magnetic layer
 - each surface has a **disk head** attached to a **disk arm**
- multiple **tracks** on a surface
 - many thousands of tracks on a surface
 - a disk arm places the disk head to a desired track
 - a track comprises of multiple **sectors**
- **spindle**
 - the platters are spinning at a constant rate (typically, 7200 to 15000 RPM)
 - a disk header can read/write data when the surface is spinning



How do hard drives work? - Kanawat Senanan

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How Disks Work

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- for a given request of accessing a sector
 - identify the target surface and the target track
 - move the disk arm to the corresponding track position (seek)
 - acceleration -> coasting -> deceleration -> settling
 - seek time
 - wait for the desired sector to read to the head
 - rotational delay
 - read the magnetic signal or write data on the surface (transfer)

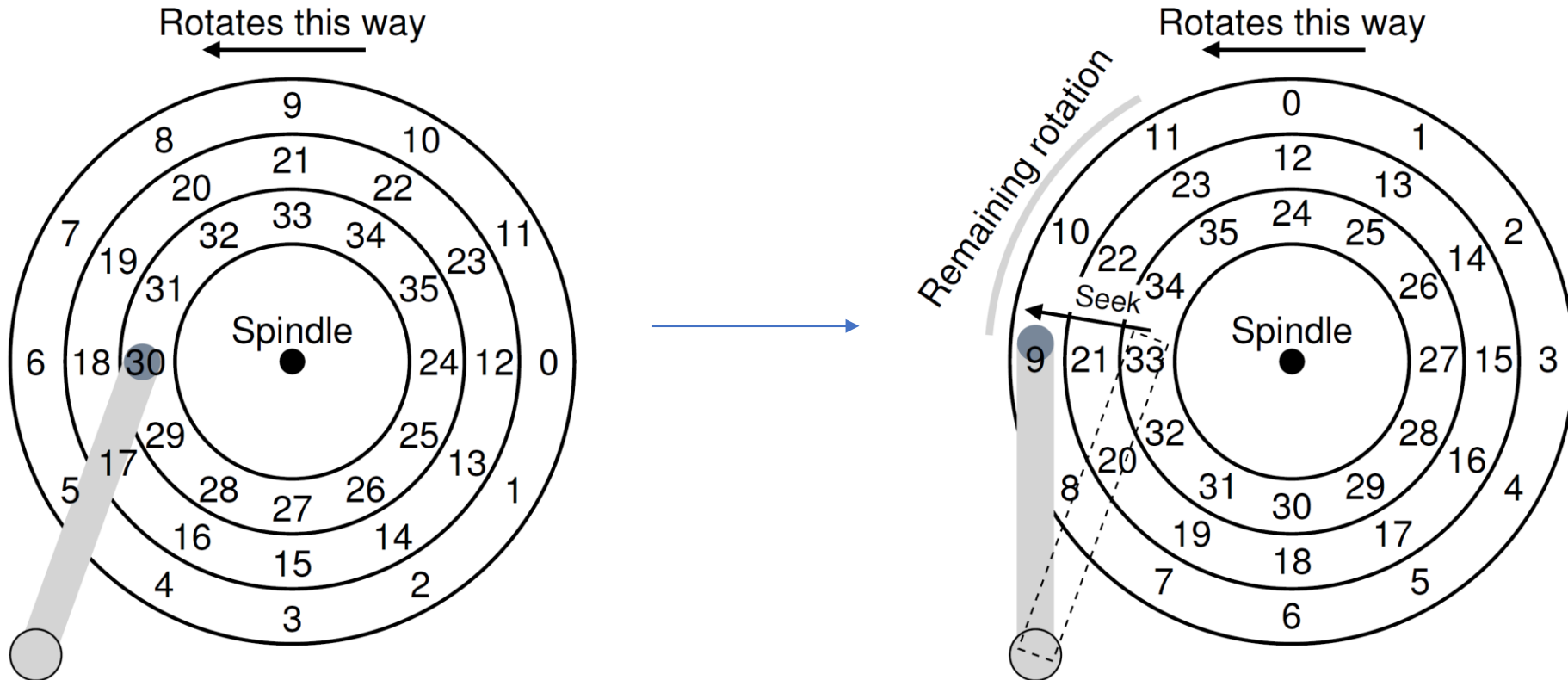
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Example

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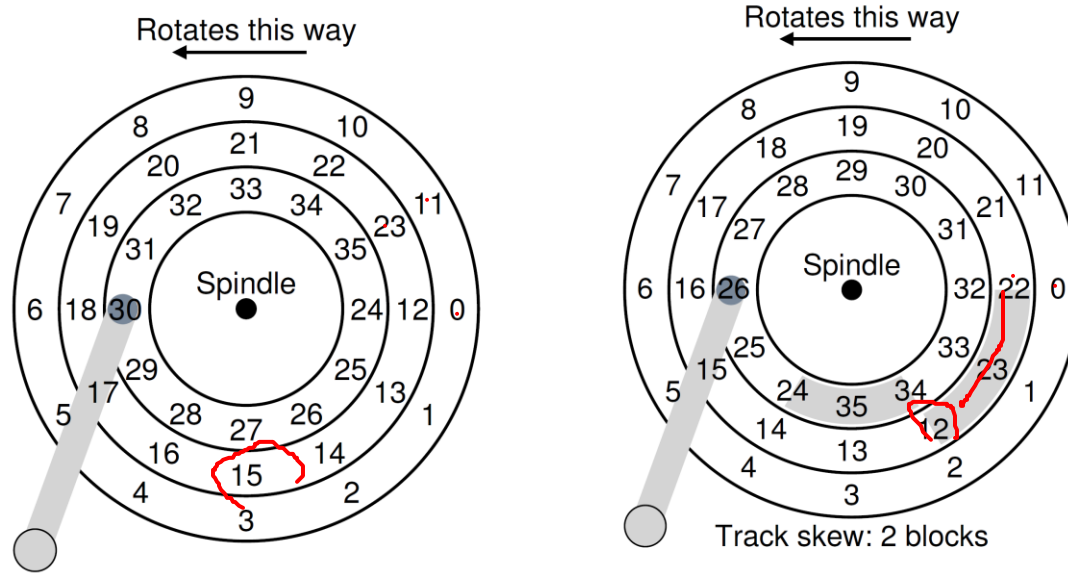
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Some Other Details

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- track skew
 - considering disk arm replacement in consecutive sector accesses
- multi-zoned disk
 - tracks in an outer zone has more sectors than tracks in an inner zone
- track buffer
 - write back caching vs. write through

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I/O Time

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- I/O time and the rate of I/O

$$T_{I/O} = T_{seek} + T_{rotation} + T_{transfer}$$

$$R_{I/O} = \frac{Size_{Transfer}}{T_{I/O}}$$

- High-performance disk and large-capacity disk

	Cheetah 15K.5	Barracuda	e.g., reading 4KB at a random location
Capacity	300 GB	1 TB	
RPM	15,000	7,200	
Average Seek	4 ms	9 ms	Cheetah:
Max Transfer	125 MB/s	105 MB/s	$T_{seek} = 4\text{ms}$
Platters	4	4	$T_{rotation} = (0 + 60000/15000) / 2 = 2 \text{ ms}$
Cache	16 MB	16/32 MB	$T_{transfer} = 4 / 125 \approx 0.03 \text{ ms}$
Connects via	SCSI	SATA	

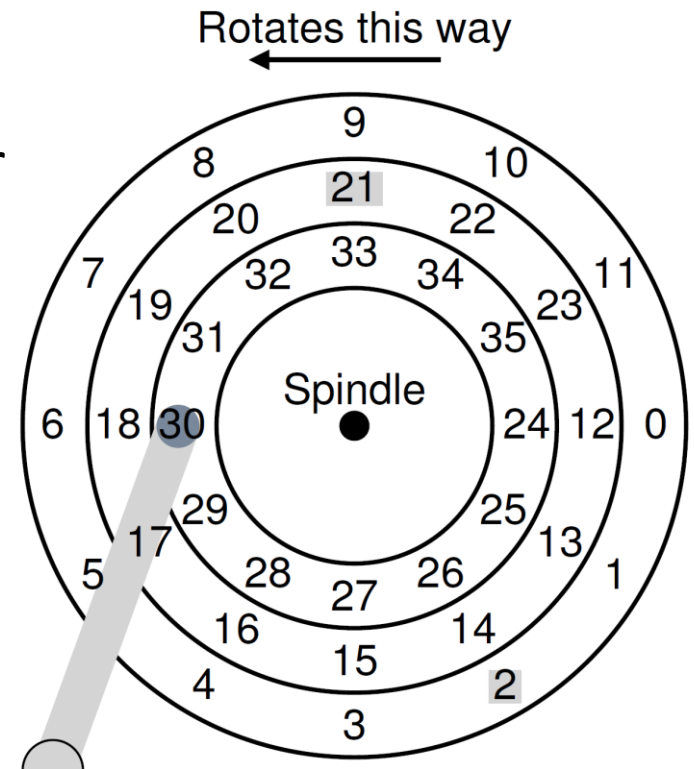
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Disk Scheduling

- Given a set of I/O requests, the OS decides in which order the I/O requests are to be issued to the disk
- Basically, disk schedulers follow the principle of shortest job first
- Approach 1. Shortest Seek Time First (SSTF)
 - pick requests on the nearest track to the disk header first
 - estimate the distance between the header and the target sector by the difference of the sector numbers
 - have the starvation problem
 - example. sector 2 vs. sector 21



Elevator (or SCAN)

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- Move the disk head back and forth across tracks to serve the requests for each track
 - a **sweep** is a single pass across the disk
 - avoid the disk starvation problem
- Variants
 - F-SCAN: freezes the request queue when it starts a new sweep
 - C-SCAN: sweeps from outer-to-inner only for fair scheduling
- Elevator algorithms are limited to optimize seeking time, but do not count the rotational delay

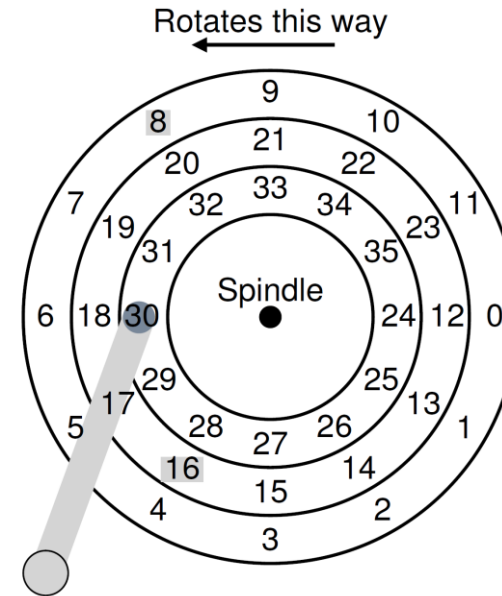
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Shortest Positioning Time First (SPTF)

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- Motivating example
 - which one is closer, sector 8 or sector 16?
- On modern devices, the seek time and the rotational delay are roughly equivalent, thus, both them must be considered together at scheduling
- To implement SPTF, the OS side picks and issues best few I/O requests, then the disk controller finds the best SPTF order based on the internal information on the disk drive

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Other Scheduling Issues

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- merging
 - cluster requests for accessing consecutive blocks
- anticipatory disk scheduling
 - instead of serving given requests immediately, wait for a while to receive more requests and then schedule them together (i.e., non-work-conserving approach)

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