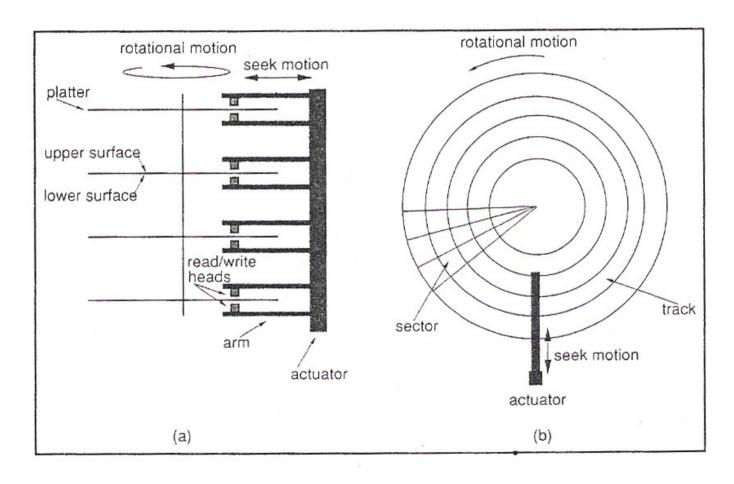
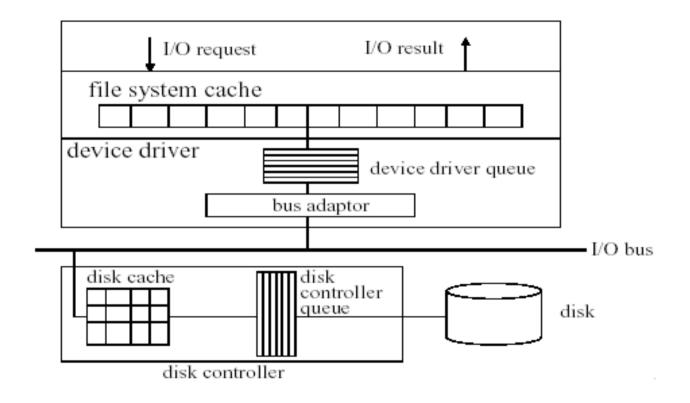




Single Disk



- (a) Side view of a magnetic disk.
- (b) Top view of a magnetic disk.



Architecture of a typical I/O subsystem

Nomenclature

- \overline{S}_d : average time, in seconds, spent at the controller plus disk to access a block from a disk
- SeekTime: average seek time in seconds. That is, the average time to position the arm at the proper cylinder
- Seek_{rand}: average seek time, in seconds, for a request to a random cylinder, provided by the disk manufacturers. Sometimes, the average seek times for read and write requests are slightly different
- DiskSpeed: disk rotation speed, in revolutions per minute, provided by the disk manufacturer
- DiskRevolutionTime: time, in seconds, for a disk to complete a full revolution, equal to 60/DiskSpeed
- RotationalLatency: average rotational latency in seconds; i.e., the average time elapsed since the end of the seek until data transfer starts.
 This time is spent waiting for the disk to rotate until the desired sector lies under the read/write head
- BlockSize: block size in bytes
- TransferRate: rate at which data is transferred to/from a disk, in MB/sec
- TransferTime: time, in seconds, to transfer a block from the disk to the disk controller
- ControllerTime: time, in seconds, spent at the controller processing an I/O request. This includes the time to check the cache plus the time to read/write a block from/to the cache
- \bullet $P_{\rm miss}$: probability that the desired block is not in the disk cache

$$s_{d} = ContrTime + \\ P_{miss}(Seek + Latency + TransferT)$$

$$TransferT = \frac{BlockSize}{TransferRate}$$

Types of workloads

Random Workload: 10, 201, 15, 1023, 45, 39, 782

Sequential Workload:

Random Workload:

$$P_{miss} = 1$$

RunLength = 1

 $SeekTime = S_{rand}$

 $Latency = 1 / 2 \times Re\ volutionTime$

Sequential Workload:

$$P_{miss} = 1 / RunLength$$

$$SeekTime = Seek_{rand}/RunLength$$

$$Latency = \frac{1/2 + (RunLength - 1)[(1 + U_d)/2]}{RunLength} \times$$

Revolution Time

RunLength = NumberRequests/NumRuns

$$SeekTime = \frac{NumRuns \times Seek_{rand}}{NumberRequests}$$

$$= \frac{Seek_{rand}}{NumberRequests/NumRuns}$$

$$= Seek_{rand}/RunLength.$$

Disk service times equations

TransferTime =
$$\frac{\text{BlockSize}}{10^6 \times \text{TransferRate}}$$
 (3.3.19)

Random workloads:

$$\overline{S}_d = \text{ControllerTime} + \text{Seek}_{\text{rand}} + \frac{\text{DiskRevolutionTime}}{2} + \text{TransferTime}$$
(3.3.20)

Sequential workloads:

$$\overline{S}_{d} = \text{ControllerTime} + \frac{\text{Seek}_{\text{rand}}}{\text{RunLength}} + \frac{[1/2 + (\text{RunLength} - 1)(1 + U_{d})/2] \times \text{DiskRevolutionTime}}{\text{RunLength}} + \frac{\text{RunLength}}{\text{TransferTime/RunLength}}$$
(3.3.21)

Example: a DB Server

Arrival rate: 20 req/sec

Workload:

20% random 80% sequential avarege run length = 24

Block size: 2,048 bytes

Disk Revolution Time: 7,200 RPM

Seek Time: 9 msec

Transfer Rate: 20 MB/sec

Controller Time: 0.1 msec

 \Rightarrow Latency = $\frac{1}{2}$ x 60/7,200 x 1,000 = 4.17 msec

- \Rightarrow TransferTime = 2,048/(10⁶ x 20) x 1,000 = 0.1 msec
- \Rightarrow Average Service Time (Random Request) = 0.1+ 9 +4.17 + 0.1 = 13.4 msec

 U_d = ArrivalRate x (RandomSeek + AverageLatency + AverageTransferTime)

$$\Rightarrow U_d = 0.020 \times (9+4.17+0.1) = 0.27$$

$$\Rightarrow P_{miss} = 1/24 = 4.2 \%$$

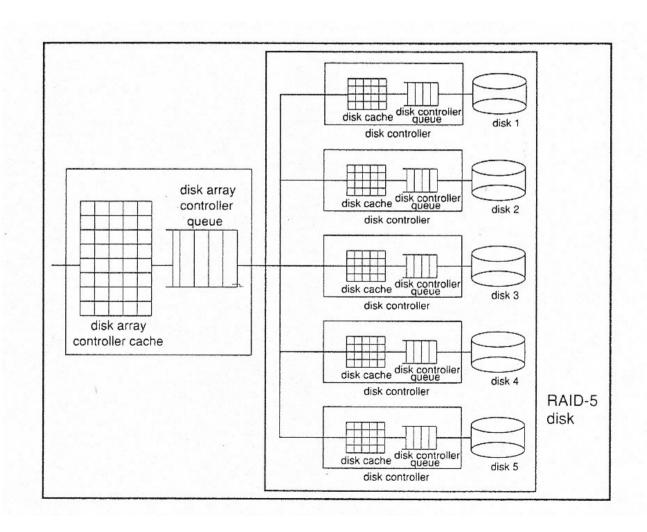
- ⇒ AverageSeekTime = 9/24 = 0.38 msec
- \Rightarrow AverageRotationalLatency =

$$\frac{1}{2}+23(1+0.27)/2$$
 x $\frac{60x1,000}{7,200}$ = 5.25 msec 7,200

 \Rightarrow Average Service Time (Sequential Request) = 0.1+ 0.38 +5.25 + 0.042x0.1 = 5.73 msec

 \Rightarrow Average Service Time = 7.25 msec

Disk Arrays

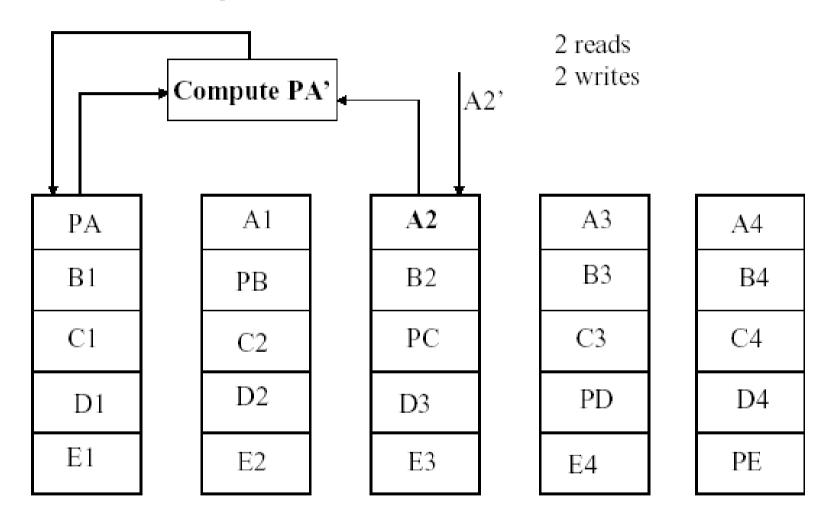


Disk array

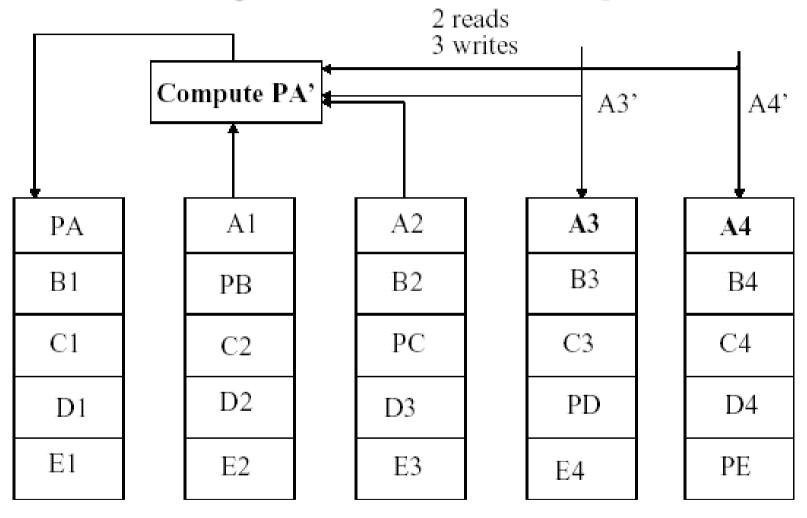
Disk Arrays

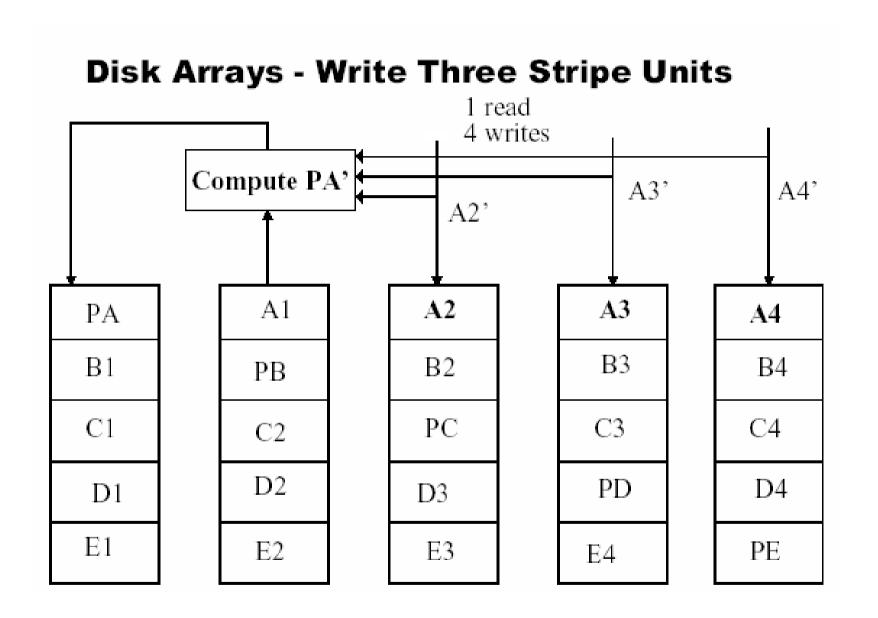
PA	A1	A2	A3	A4
В1	PB	B2	В3	B4
C1	C2	PC	С3	C4
D1	D2	D3	PD	D4
E1	E2	Е3	E4	PE

Disk Arrays - Write One Stripe Unit

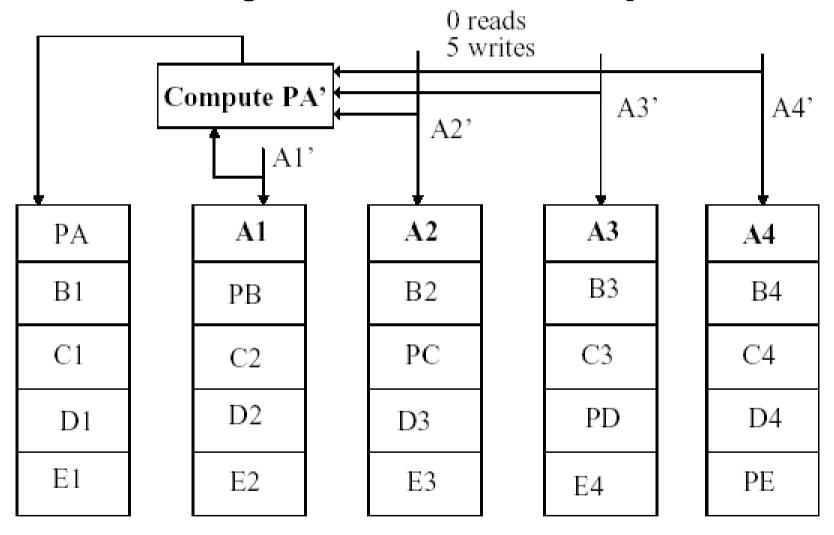


Disk Arrays - Write Two Stripe Units





Disk Arrays - Write Four Stripe Units



Nomenclature

- n_r : number of stripe units reads by a read request
- n_w : number of stripe units modified by a write request
- λ^r_{array} : arrival rate of read requests to the disk array
- λ^{w}_{array} : arrival rate of write requests to the disk array
- λ^r_{disk} : arrival rate of read requests to any of the disk in the array
- λ^{w}_{disk} : arrival rate of write requests to any of the disk in the array
- *N*: number of physical disks in the array
- S^{r}_{array} : average service time at a disk array for read
- S^{w}_{array} : average service time at a disk array for write

Fraction of read requests to the array that goes to any of the disks (uniform distribution to all disks):

$$\frac{n_r}{N}$$

Arrival rate of disk requests at a disk:

$$\lambda_{disk}^{r} = \frac{n_{r}}{N} \cdot \lambda_{array}^{r} + \frac{rw(n_{w})}{N} \cdot \lambda_{array}^{w}$$

where $rw(n_w)$ is the number of read request to a disk as a result of n_w write requests

Arrival rate of write requests to any disk in the array: $\lambda_{disk}^{w} = \frac{n_{w} + 1}{N} \cdot \lambda_{array}^{w}$

 \Rightarrow Average service time of read request at disk array:

$$S_{array}^{r} = \max_{i=1}^{n_r} \left\{ R_{disk\,i}^r \right\}$$

where $R^{r}_{disk i}$ is the average response time of read requests at disk i:

⇒ Average service time of write request at disk array:

$$S_{array}^{w} = \max_{i=1}^{rw(n_w)} \{R_{diski}^r\} + \max_{i=1}^{n_w+1} \{R_{diski}^w\}$$

where $R^{w}_{disk i}$ is the average response time of write requests at disk i.