

LVM Tutorial - Linux

1. Key Concepts

Term	Description
PV (Physical Volume)	Actual disk initialized for LVM (pvcreate)
VG (Volume Group)	Pool of PVs combined to form storage area (vgcreate)
LV (Logical Volume)	Virtual volume carved from VG (lvcreate)
Device Mapper	Kernel framework mapping logical volumes to physical storage (/dev/mapper/<vg>-<lv>)

2. LVM Commands and Steps

Step 1: Install LVM tools

```
sudo apt update
sudo apt install lvm2
```

Step 2: Initialize Physical Volume

```
sudo pvcreate /dev/sdb
sudo pvs
```

Step 3: Create Volume Group

```
sudo vgcreate myvg /dev/sdb
sudo vgs
```

Step 4: Create Logical Volume

```
sudo lvcreate -L 6G -n mylv myvg
sudo lvs
```

Step 5: Format and Mount LV

```
sudo mkfs.ext4 /dev/myvg/mylv
sudo mkdir /mnt/mylv
sudo mount /dev/myvg/mylv /mnt/mylv
```

Step 6: Fill Disk and Monitor

```
yes "hello" >> /mnt/mylv/a.txt  
watch df -h /mnt/mylv
```

Step 7: Extending LV

```
sudo lvextend -L +2G /dev/myvg/mylv  
sudo resize2fs /dev/myvg/mylv
```

Step 8: Remove LVM

```
sudo umount /mnt/mylv  
sudo lvremove /dev/myvg/mylv  
sudo vgremove myvg  
sudo pvremove /dev/sdb
```

3. Summary of Commands

Command	Purpose
<code>pvcreate</code>	Initialize disk for LVM
<code>vgcreate</code>	Create volume group from PV
<code>lvcreate</code>	Create logical volume
<code>lvextend</code>	Expand LV
<code>resize2fs</code>	Resize filesystem after LV expansion
<code>mkfs.ext4</code>	Format LV
<code>mount</code>	Mount LV
<code>umount</code>	Unmount LV
<code>lvremove</code>	Remove LV
<code>vgremove</code>	Remove VG
<code>pvremove</code>	Remove PV
<code>yes "hello" >> file</code>	Fill disk with test data
<code>watch df -h</code>	Monitor disk usage

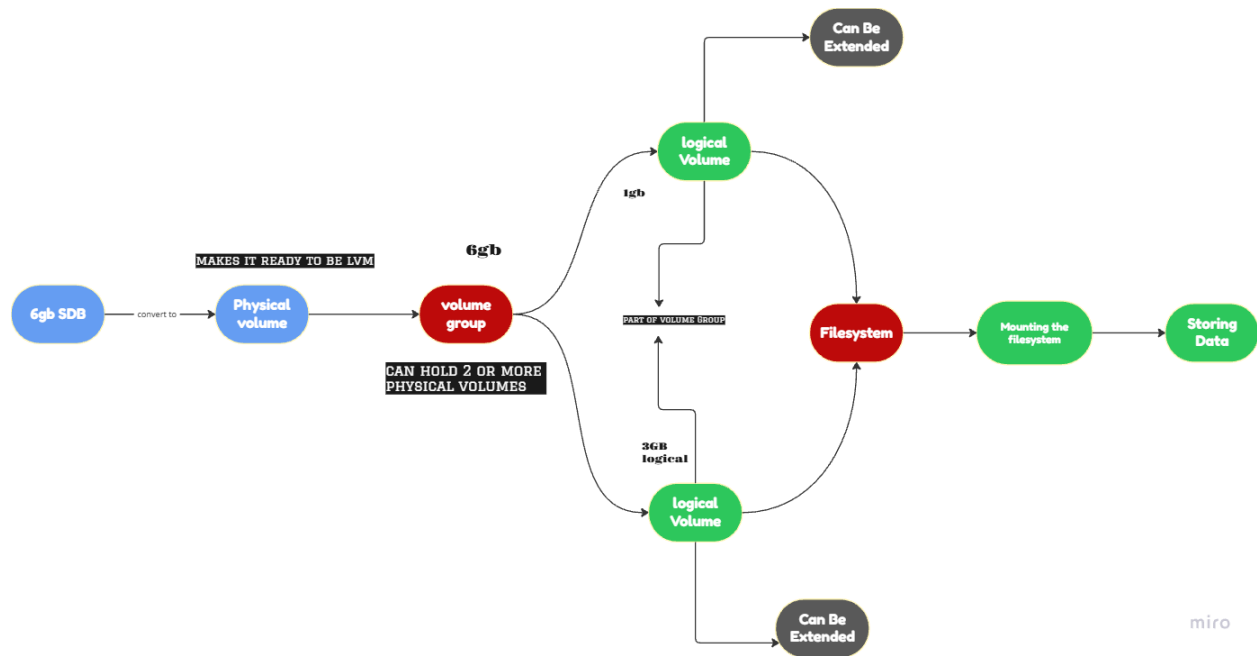


Figure : Example 1 Diagram

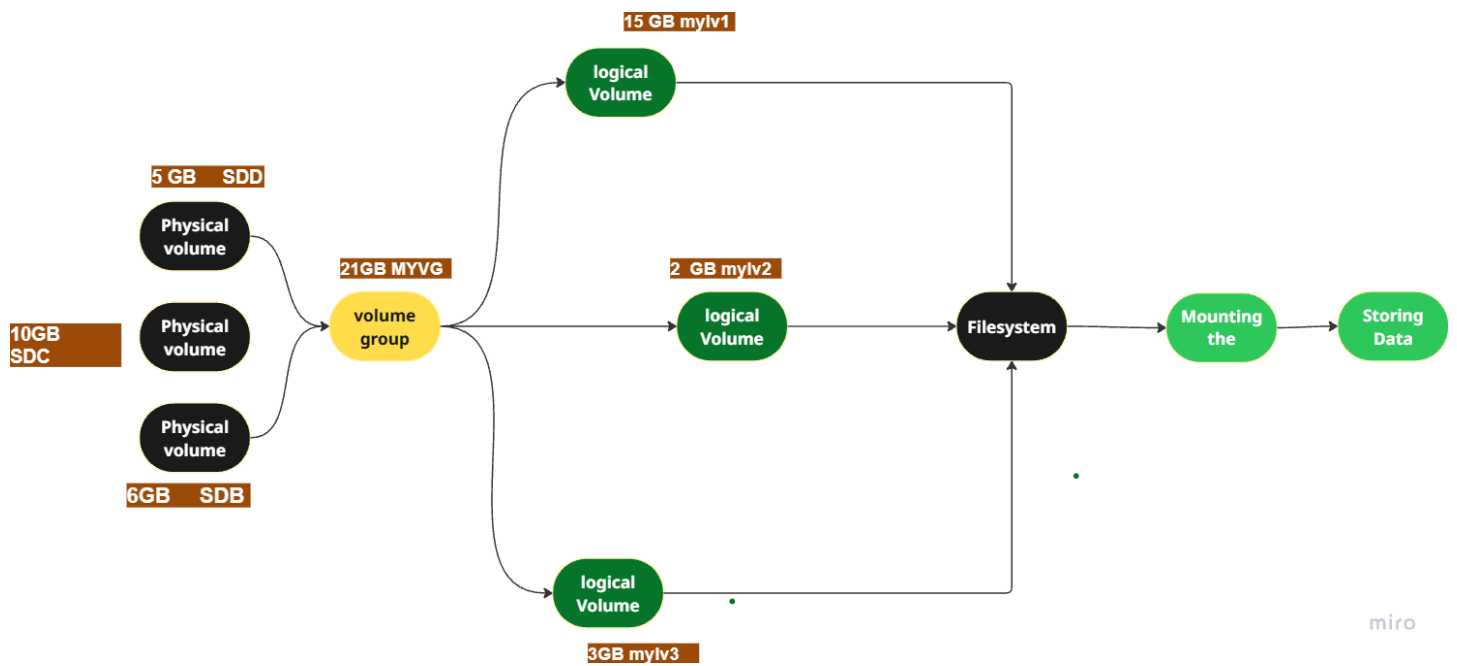


Figure : Example 2 Diagram

4. Device Mapper Definition

Device Mapper:

A Linux kernel framework that **creates virtual block devices** and translates all read/write operations from logical volumes to the correct physical extents on the disks.

All read/write operations on LVs pass through the device mapper.

