



# Storing Data: Disks and Files

## Chapter 9

"Yea, from the table of my memory  
I'll wipe away all trivial fond records."  
-- Shakespeare, *Hamlet*



# Disks and Files

- ❖ DBMS stores information on ("hard") disks.
- ❖ This has major implications for DBMS design!
  - **READ**: transfer data from disk to main memory (RAM).
  - **WRITE**: transfer data from RAM to disk.
  - Both are high-cost operations, relative to in-memory operations, so must be planned carefully!



# Why Not Store Everything in Main Memory?

- ❖ **Costs too much**. \$1000 will buy you either 128MB of RAM or 7.5GB of disk today.
- ❖ **Main memory is volatile**. We want data to be saved between runs. (Obviously!)
- ❖ Typical storage hierarchy:
  - Main memory (RAM) for currently used data.
  - Disk for the main database (secondary storage).
  - Tapes for archiving older versions of the data (tertiary storage).

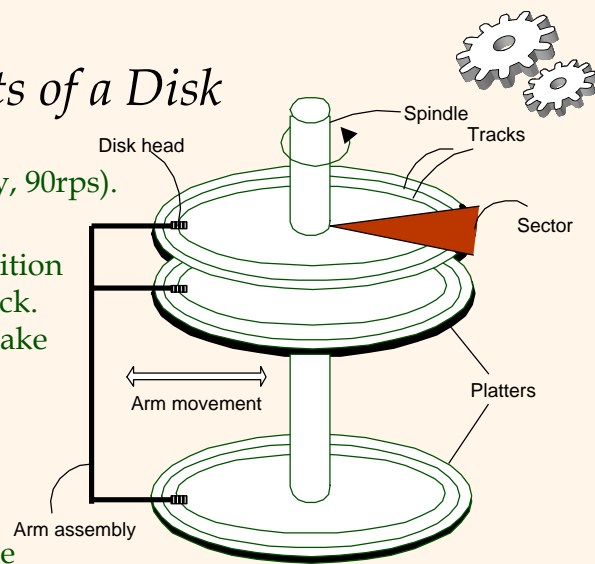


# Disks

- ❖ Secondary storage device of choice.
- ❖ Main advantage over tapes: random access vs. sequential.
- ❖ Data is stored and retrieved in units called disk blocks or pages.
- ❖ Unlike RAM, time to retrieve a disk page varies depending upon location on disk.
  - Therefore, relative placement of pages on disk has major impact on DBMS performance!

## Components of a Disk

- ❖ The platters spin (say, 90rps).
- ❖ The arm assembly is moved in or out to position a head on a desired track. Tracks under heads make a *cylinder* (imaginary!).
- ❖ Only one head reads/writes at any one time.
- ❖ *Block size* is a multiple of *sector size* (which is fixed).



## Accessing a Disk Page

- ❖ Time to access (read/write) a disk block:
  - *seek time* (moving arms to position disk head on track)
  - *rotational delay* (waiting for block to rotate under head)
  - *transfer time* (actually moving data to/from disk surface)
- ❖ Seek time and rotational delay dominate.
  - Seek time varies from about 1 to 20msec
  - Rotational delay varies from 0 to 10msec
  - Transfer rate is about 1msec per 4KB page
- ❖ Key to lower I/O cost: **reduce seek/rotation delays!** Hardware vs. software solutions?

## Arranging Pages on Disk

- ❖ *'Next'* block concept:
  - blocks on same track, followed by
  - blocks on same cylinder, followed by
  - blocks on adjacent cylinder
- ❖ Blocks in a file should be arranged sequentially on disk (by 'next'), to minimize seek and rotational delay.
- ❖ For a **sequential scan**, *pre-fetching* several pages at a time is a big win!