

# CS & IT ENGINEERING

## COMPUTER ORGANIZATION AND ARCHITECTURE

Magnetic Disk

Lecture No.- 02

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# Recap of Previous Lecture



Topic

Magnetic Disk ✓

Topic

Disk Capacity

Topic

Disk Access Time



# Topics to be Covered



Topic

Disk Addressing

Topic

Pipeline Processing

Topic

Speed Up

Ques) A file is stored on 5 consecutive tracks on all their sectors

$$\text{No. of sectors/track} = 200$$

$$\text{no. of sectors} = 5 * 200 = 1000$$

$$\text{Disk rotat}^n \Rightarrow 6000 \text{ rpm} \rightarrow 1 \text{ rotat}^n \text{ time} = 10 \text{ ms}$$

$$\text{seek time} = 10 \text{ msec}$$

$$\text{file access time} = \text{_____ msec?}$$

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$$= (5 * 10) + 5 * \frac{10}{2} + 1000 * \frac{10}{200}$$

$$= 50 + 25 + 50$$

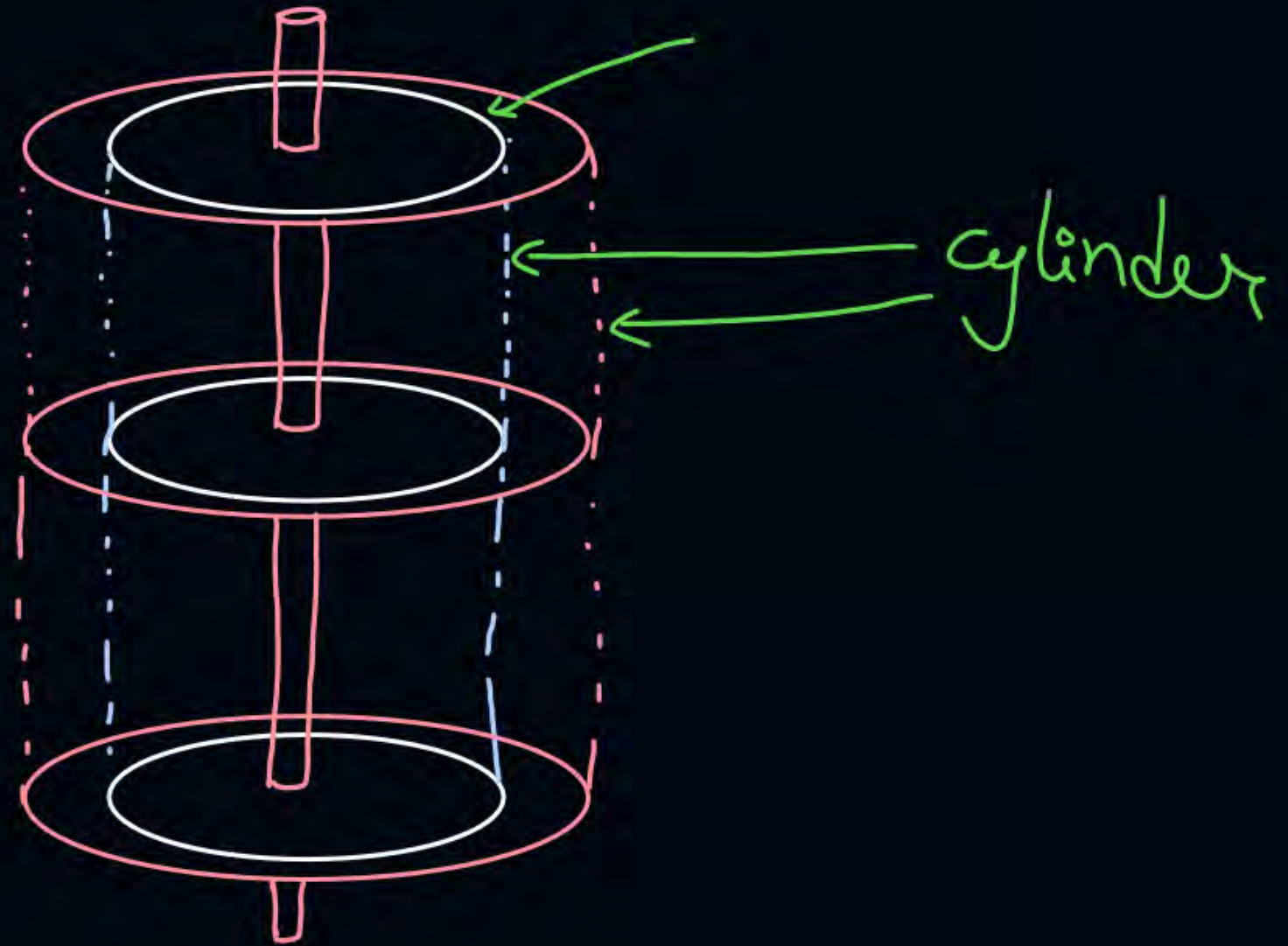
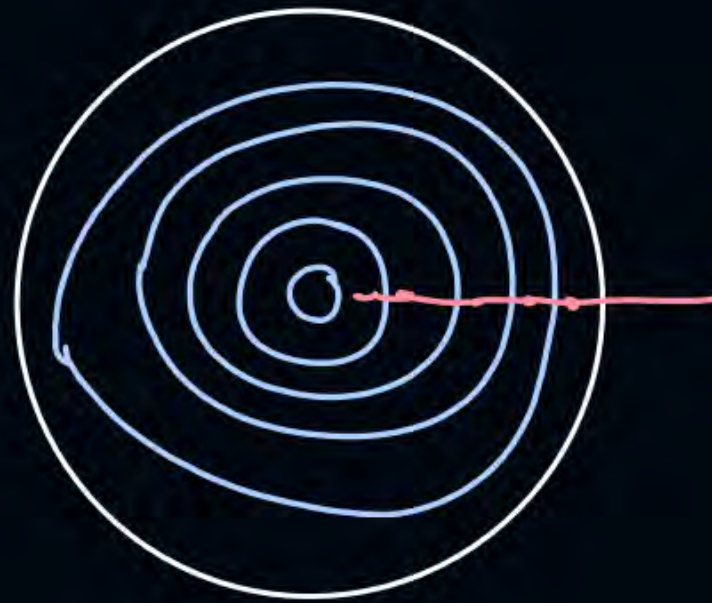
$$= 125 \text{ msec}$$

Assume all 5 tracks are under a cylinder in last queue,  
then

$$\begin{aligned}\text{file access time} &= 10 + 5 * \frac{10}{2} + 1000 * \frac{10}{200} \\ &= 85 \text{ ms}\end{aligned}$$



cylinder :-

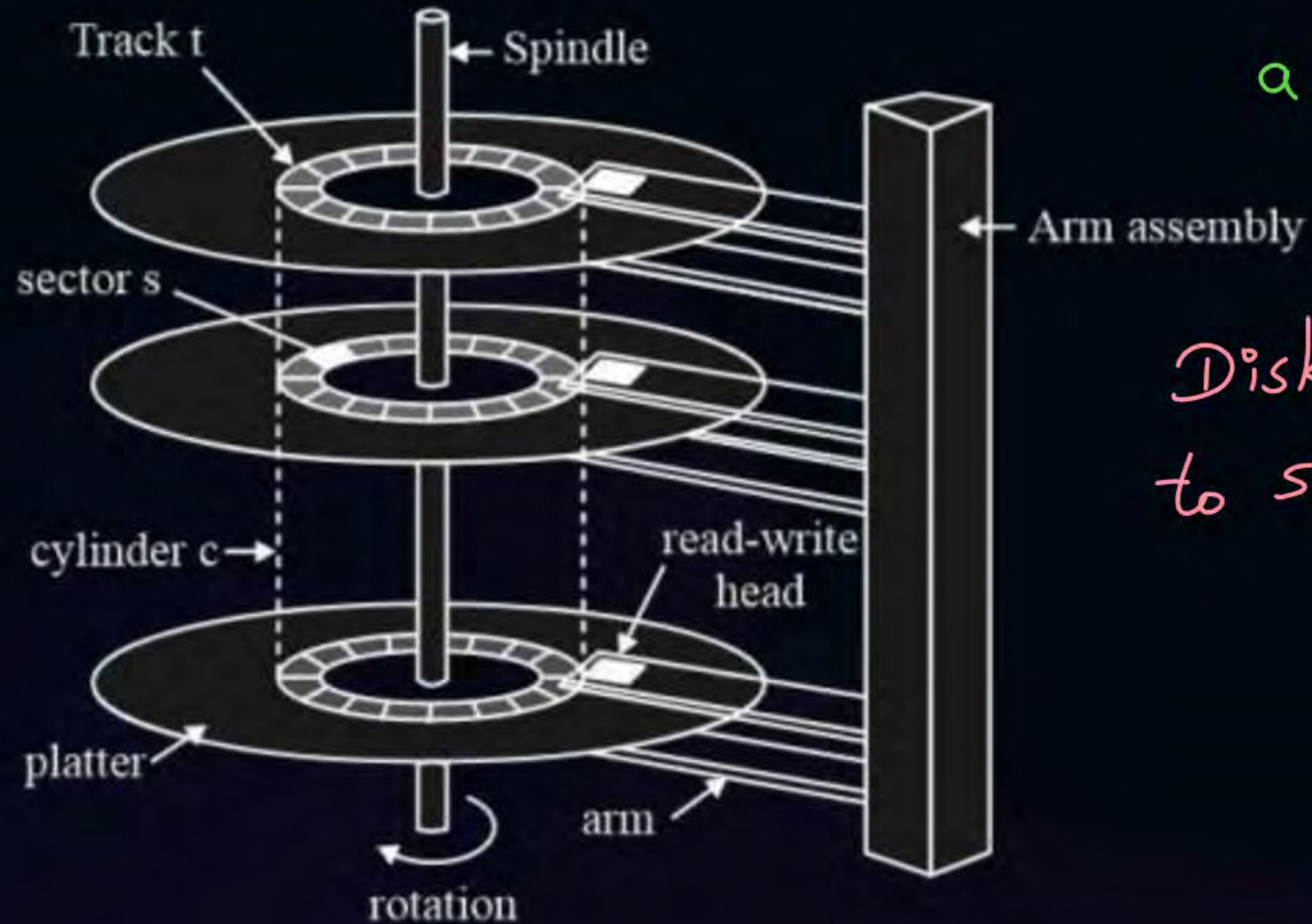




## Topic : Cylinder



collected of same radius tracks from all surfaces, form a cylinder.



Disk is accessed cylinder wise to save seek time!





## Topic : Disk Addressing



$\langle \text{cylinder no, surface no, sector no} \rangle$

Assume

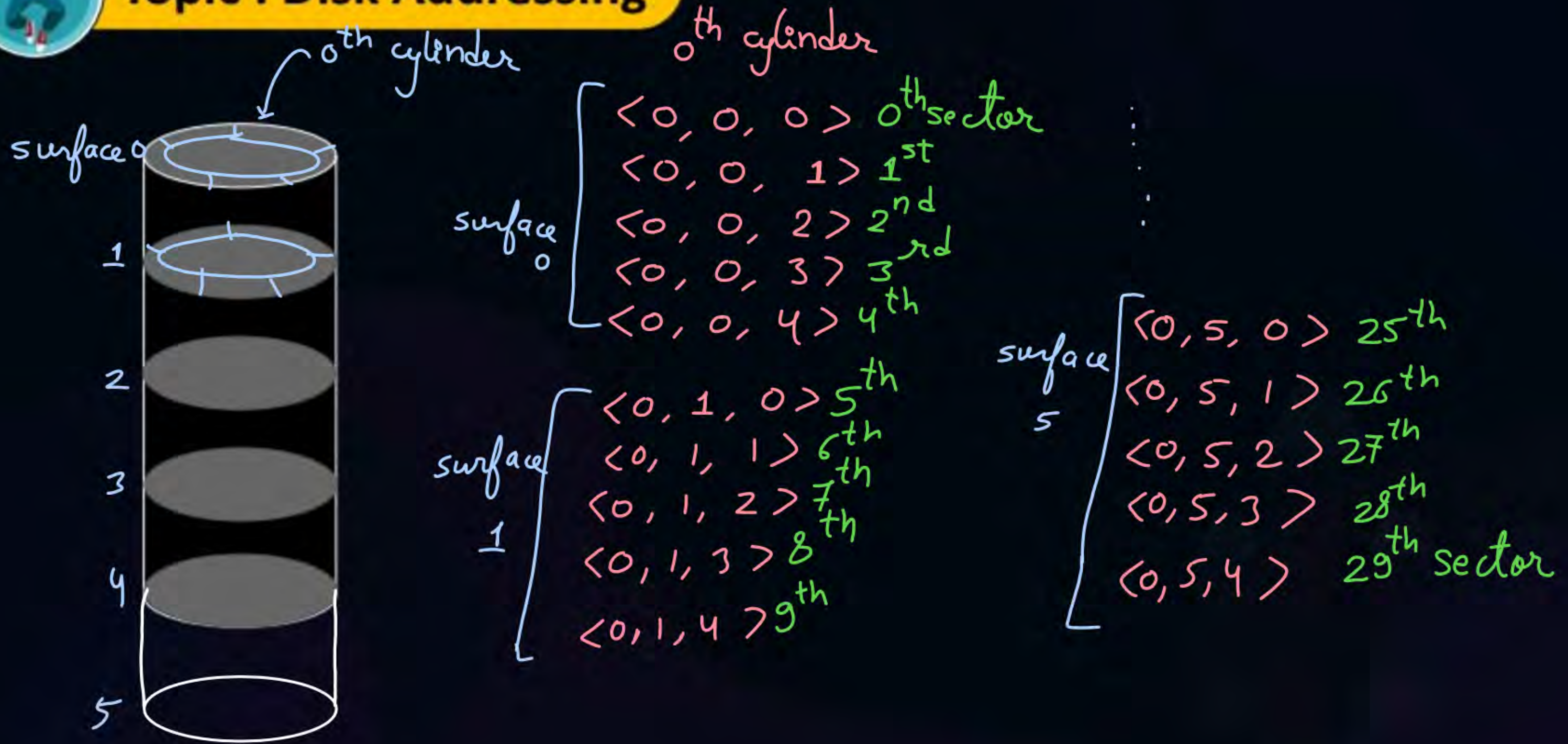
- Disk has 3 platters with 2 recording surfaces on each  $\Rightarrow$  no. of surfaces in disk = 6
- Number of tracks per surface = 4
- Number of sectors per track = 5

$$\begin{aligned}\text{no. of sectors per cylinder} &= \text{no. of surfaces} * \text{no. of sectors per track} \\ &= 6 * 5 \\ &= 30\end{aligned}$$





## Topic : Disk Addressing





cylinder 1

Surface 0  $\left[ \begin{array}{l} \langle 1, 0, 0 \rangle \\ \langle 1, 0, 1 \rangle \\ \langle 1, 0, 2 \rangle \\ \langle 1, 0, 3 \rangle \\ \langle 1, 0, 4 \rangle \end{array} \right.$

30<sup>th</sup> sector

31<sup>st</sup>

32<sup>nd</sup>

33<sup>rd</sup>

34<sup>th</sup>

⋮

53<sup>rd</sup> 1,

Surface 5  $\left[ \begin{array}{l} \langle 1, 5, 0 \rangle \\ \vdots \\ \langle 1, 5, 4 \rangle \end{array} \right.$

55<sup>th</sup> sector

59<sup>th</sup> sector

Address:-  $\langle 1, 5, 2 \rangle$

belongs to which sector no?

no. of sectors before cylinder 1 = 30  
(1 complete cylinder)

no. of sectors covered before surface 5 =  $5 \times 5$   
in cylinder 1 = 25  
(5 complete surfaces 0 to 4)

sector of surface  $\frac{= 2}{57}$



Address  $\Rightarrow \langle c, h, s \rangle$

cylinder no.

surface no.

sector no.

Add. belongs to sector =  $(c * n_c) + (h * n_t) + s$

$$n_c = \text{no. of sectors per cylinder} = \text{no. of surfaces in disk} * n_t$$

$$n_t = -11 \text{ ————— per track}$$

$$c = \lfloor \text{sector no.} / n_c \rfloor$$

$$h = \lfloor (\text{sector no.} \% n_c) / n_t \rfloor$$

$$s = (\text{sector no.} \% n_c) \% n_t$$

53<sup>rd</sup> sector

$$c = \lfloor 53 / 30 \rfloor = 1$$

$$h = \lfloor (53 \% 30) / 5 \rfloor = 4$$

$$s = (53 \% 30) \% 5 = 3$$

$$\text{add.} = \langle 1, 4, 3 \rangle$$



$$\text{Ans} = 1644$$

#Q. A hard disk has 16 sectors per track, 4 platters each with 2 recording surfaces and 32 cylinders. The address of a sector is given as a triple  $\langle c, h, s \rangle$ , where  $c$  is the cylinder number,  $h$  is the surface number and  $s$  is the sector number. Thus, the 0<sup>th</sup> sector is addressed as  $\langle 0, 0, 0 \rangle$ , the 1st sector as  $\langle 0, 0, 1 \rangle$ , and so on.

The address  $\langle 12, 6, 12 \rangle$  corresponds to sector number?

$$n_t = 16$$

$$n_c = 8 * 16 = 128$$

$$\begin{aligned} \text{sector no.} &= (12 * 128) + (6 * 16) + 12 \\ &= \underline{\underline{1644}} \end{aligned}$$

$$c = \lfloor 1644 / 128 \rfloor = 12$$

$$h = \lfloor (1644 \% 128) / 16 \rfloor = 6$$

$$s = (1644 \% 128) \% 16 = 12$$

$$\text{add.} = \langle 12, 6, 12 \rangle$$



#Q. A hard disk has 16 sectors per track, 4 platters each with 2 recording surfaces and 32 cylinders. The address of a sector is given as a triple  $\langle c, h, s \rangle$ , where  $c$  is the cylinder number,  $h$  is the surface number and  $s$  is the sector number. Thus, the 0<sup>th</sup> sector is addressed as  $\langle 0, 0, 0 \rangle$ , the 1st sector as  $\langle 0, 0, 1 \rangle$ , and so on.

Ans  $\langle 6, 6, 3 \rangle$

The address of 867th sector?

$$n_t = 16$$
$$n_c = 8 * 16 = 128$$

$$c = \lfloor 867 / 128 \rfloor = 6$$
$$h = \lfloor (867 \% 128) / 16 \rfloor = 6$$
$$s = (867 \% 128) \% 16 = 3$$



#Q. Consider a hard disk with 36 recording surfaces (0-35) having 10000 cylinders (0-9999) and each track contains 64 sectors (0-63). Data in disk are organized cylinder-wise and the addressing format is <cylinder no., surface no., sector no.>. A file in the disk is stored starting from address <1660, 28, 38>. What is the sector number of the first sector of the file in the disk?

$$n_t = 64$$
$$n_c = 36 * 64 = 2304$$

$$\begin{aligned} \text{sector no. of first sector the file} &= (1660 * 2304) \\ &+ 28 * 64 \\ &+ 38 \\ \hline &38,26,470 \end{aligned}$$



#Q. In above questions if a file is stored on 55788 sectors in contiguous manner then what is the sector number of the last sector of the file?

$$\begin{array}{r} = 38\ 26\ 470 \\ + \quad 55\ 788 \\ - 1 \\ \hline 38\ 82\ 257 \end{array}$$

[NAT]



from last Quest<sup>n</sup>

#Q. Calculate the address in format <c, h, s> for the last sector of the file?

$$c = \lfloor 3882257 / 2304 \rfloor = 1685$$

$$\langle 1685, 0, 17 \rangle$$

$$h = \lfloor (3882257 \% 2304) / 64 \rfloor = 0$$

$$s = (3882257 \% 2304) \% 64 = 17$$



$$\text{Ans} = \underline{\underline{1284}}$$

#Q. Consider a hard disk with 16 recording surfaces (0-15) having 16384 cylinders (0-16383) and each track contains 64 sectors (0-63). Data storage capacity of in each sector is 512 Bytes. Data are organized cylinder-wise and addressing format is <cylinder no., surface no., sector no.>. A file of size 42797 KB is stored in the disk and the starting disk location of the file is <1200, 9, 40>. What is the cylinder number of the last sector of the file, if it is stored in a contiguous manner?

$$n_t = 64$$

$$n_c = 16 * 64 = 1024$$

$$\begin{aligned} \text{sector no. of first sector of file} &= (1200 * 1024) + (9 * 64) + 40 \\ &= 1229416 \end{aligned}$$



$$\text{no. of sectors needed to store file} = \frac{42797 \overset{2}{\cancel{\text{KB}}}}{\cancel{512} \times 8} = 85594$$

$$\text{sector no. of last sector of file} = \begin{array}{r} 1229416 \\ + 85594 \\ - 1 \\ \hline 1315009 \end{array}$$

$$c = \lfloor 1315009 / 1024 \rfloor = 1284$$

$$\langle 1284, 3, 1 \rangle$$

$$h = \lfloor (1315009 \% 1024) / 64 \rfloor = 3$$

$$s = (1315009 \% 1024) \% 64 = 1$$





## Topic : Parallel Processing

**Parallel Processing:** Simultaneous data processing

**Types:**

- Vector Processing
- Array Processing
- ✓ Pipeline Processing (Pipelining)



## Topic : Flynn's Classification of Computers

1. SISD (single Inst<sup>n</sup> stream single Data stream)
2. SIMD ——— || ——— multiple — || ———  $\Rightarrow$  Pipeline processor
3. MISD multiple — || ——— single — || ———  $\Rightarrow$  not practical
4. MIMD multiple — || ——— multiple — || ———  $\Rightarrow$  super scalar computers  
(multiple pipelines)





## Topic : Pipeline Processing

- Pipelining is useful, When same processing is applied over multiple inputs



## Topic : Pipeline Processing



- Technique to decompose a sequential process into sub-operations
- Sub-operations are performed in **segments** or *stages*.
- **Task:** One operation performed in all segments

↳ *no. of inputs to be processed.*





## Topic : Pipelining Example

$$(4 + 5 - 1) = 8 \text{ cycles}$$



cycles		Person 1 (cut)	Person 2 (stitch)	Person 3 (finish)	Person 4 (Pack)
1	10 min	cut <sub>1</sub>			
2	20 min	cut <sub>2</sub>	stitch <sub>1</sub>		
3	30 min	cut <sub>3</sub>	stitch <sub>2</sub>	finish <sub>1</sub>	
4	40 min	cut <sub>4</sub>	stitch <sub>3</sub>	finish <sub>2</sub>	Pack <sub>1</sub>
5	50 min	cut <sub>5</sub>	stitch <sub>4</sub>	finish <sub>3</sub>	Pack <sub>2</sub>
6	60 min	—	stitch <sub>5</sub>	finish <sub>4</sub>	Pack <sub>3</sub>
7	70 min	—	—	finish <sub>5</sub>	Pack <sub>4</sub>
8	80 min	—	—	—	Pack <sub>5</sub>



## Topic : Pipeline Cycle Time

$(t_p)$



Min. time in which all segments can finish their respective sub-operations.







## Topic : General Consideration About Pipeline

- Consider a  $k$  segment pipeline with clock cycle time =  $t_p$  to perform  $n$  tasks

$$\text{time needed to perform 1}^{\text{st}} \text{ task} = \overset{\text{no. of cycles}}{k} \quad \overset{\text{time}}{k * t_p}$$

$$\text{time needed to perform remaining } (n-1) \text{ tasks} = (n-1) \quad (n-1) * t_p$$

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$$\text{Total time needed to perform all } n \text{ tasks} = (k+n-1) \quad (k+n-1) t_p$$



## Topic : General Consideration About Pipeline

- Consider a non-pipeline system that takes  $t_n$  time to perform a task

time needed to perform  $n$  tasks in non-pipeline system =  $n * t_n$





## Topic : General Consideration About Pipeline

- Performance of a pipeline is given by **Speed up ratio**.

$$\text{Speed up } (S) = \frac{\text{non-pipeline time}}{\text{pipeline time}}$$

$$S = \frac{n * t_n}{(k+n-1) t_p}$$

when no. of tasks increases  
 $n \gg k$

$$S_{\text{ideal}} = \frac{t_n}{t_p}$$

max speed up  
possible

★ Special case:-

if one operation takes same time in  
pipeline & non-pipeline both. then

$$t_n = k * t_p$$

$$S_{\text{ideal}} = k$$





## 2 mins Summary



Topic

Disk Addressing

Topic

Pipeline Processing

Topic

Speed Up



**Happy Learning**

**THANK - YOU**