

CompSci 401: Cloud Computing

Storage Interfaces

Prof. Ítalo Cunha

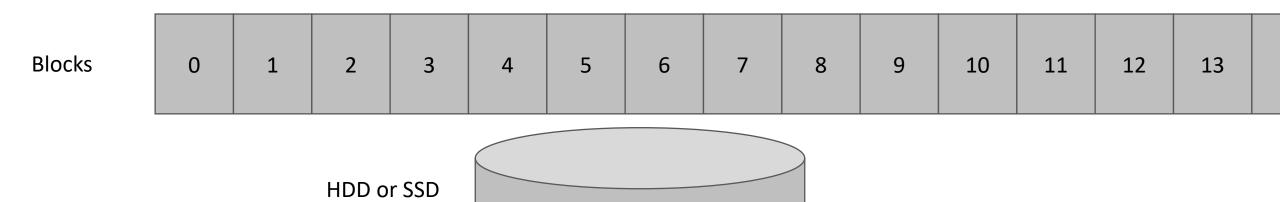


The disk interface

- Hard disk drives (HDDs) and solid state drives (SSDs)
- Block-oriented interface
 - Blocks have a fixed size like 512 or 4096 bytes
 - Blocks are numbered
 - Writes and reads operate on whole blocks
 - Cannot read or write only part of a block
 - To change one byte in an existing block we read the entire block, and then write the whole block with the modified byte

The file interface

- Operating system contain file systems
 - Windows: NTFS and FAT
 - MacOS: APFS, HFS+
 - Linux: ext4, reiserfs, XFS, btrfs, ...
- File systems provide a higher-level interface do disk blocks
- File operations
 - Open/close
 - Read/write
 - Seek -> Change the position in the file being read from or written to
 - Metadata -> Directories, names, owner, access permissions, creation date

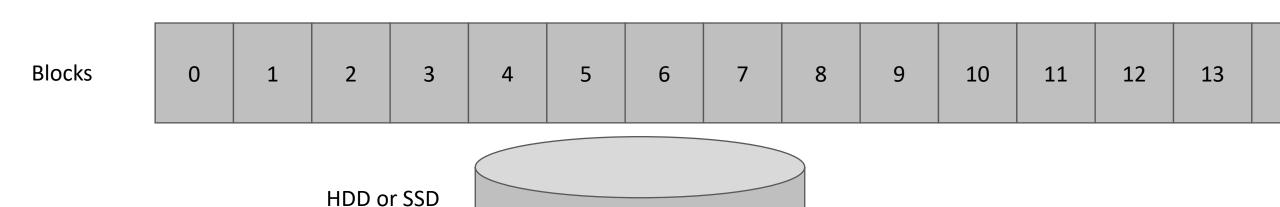


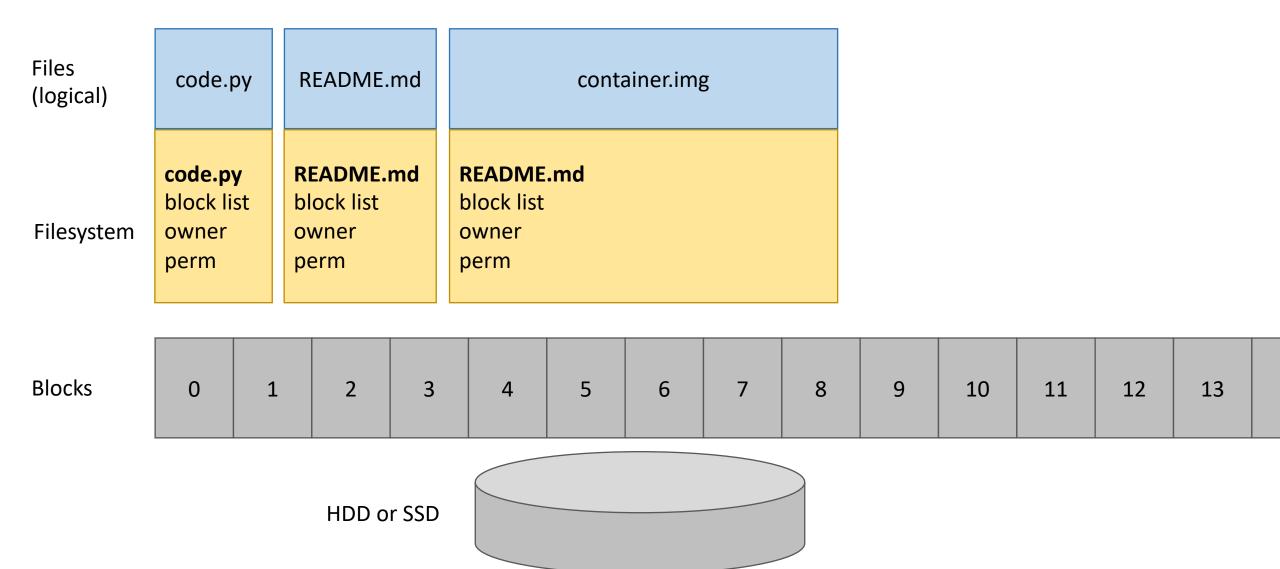
Files (logical)

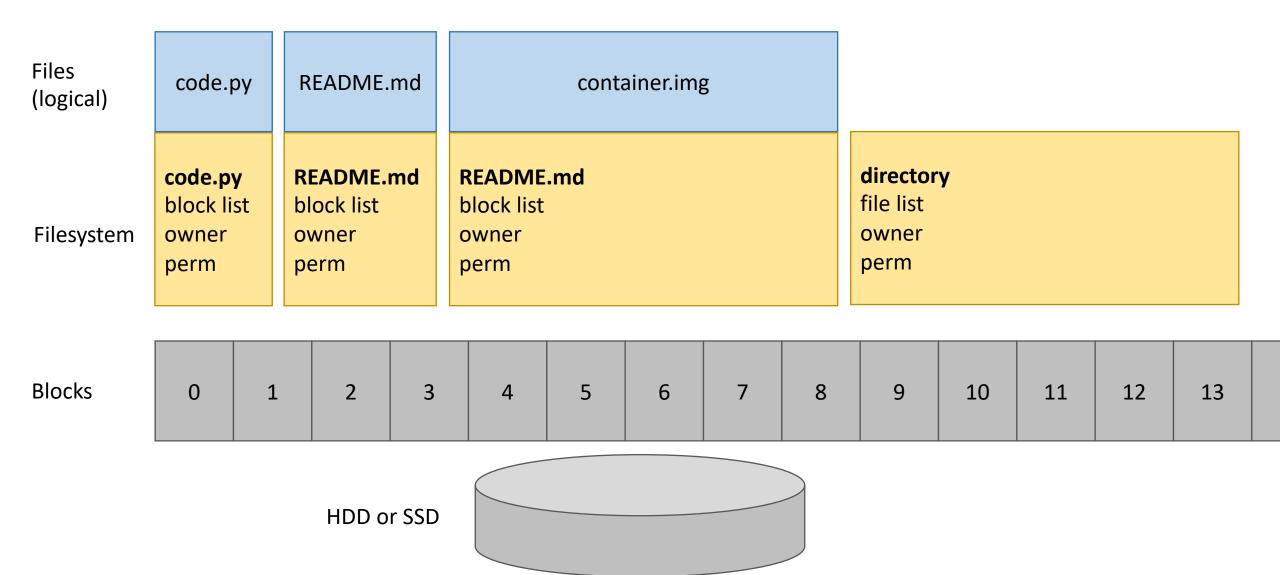
code.py

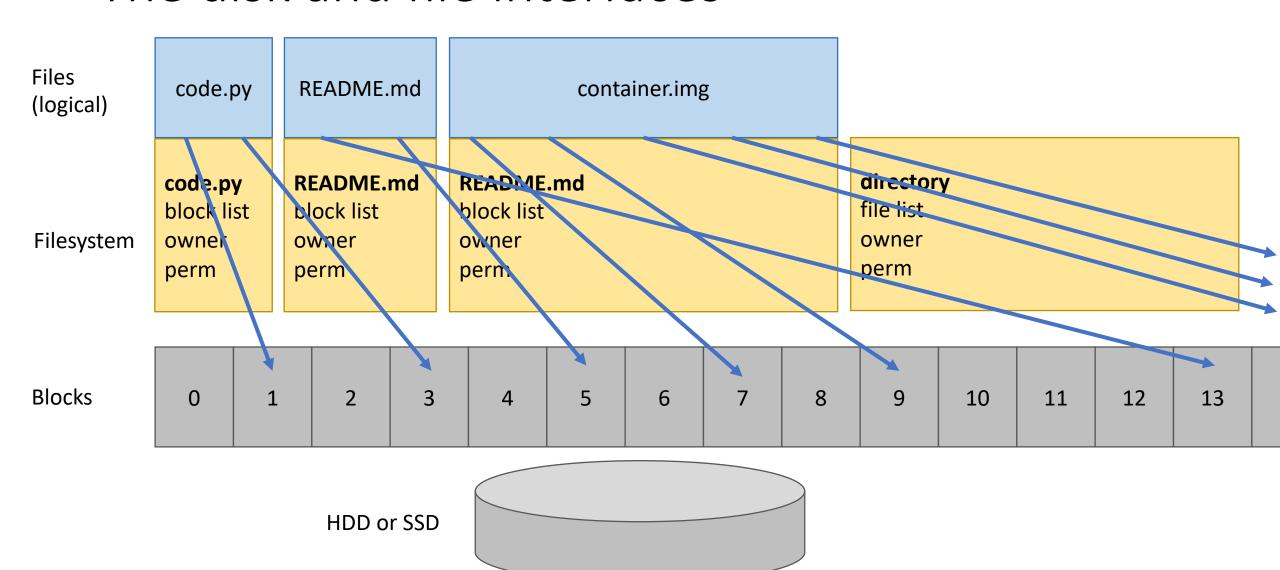
README.md

container.img











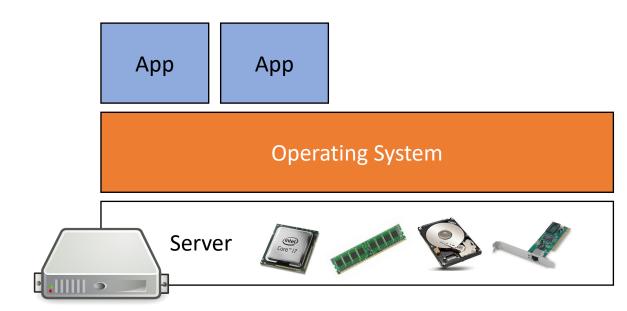
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Remote Storage

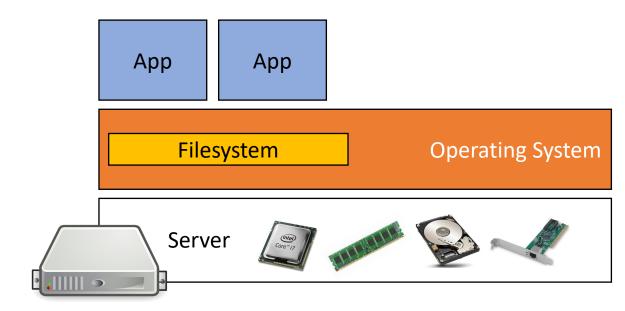
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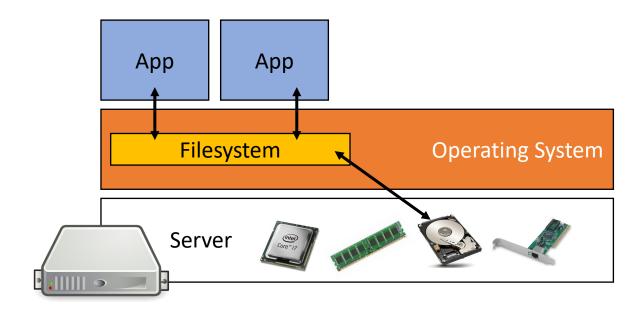
- Server has resources, including storage
- Operating runs applications and mediates access to hardware
- Applications access storage through files



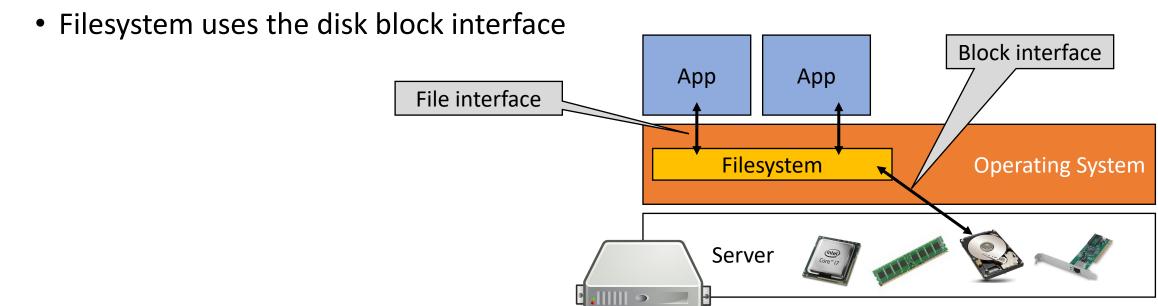
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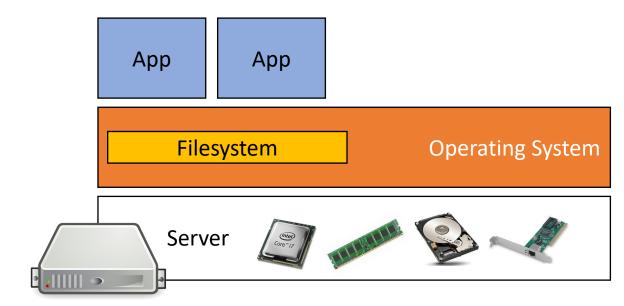
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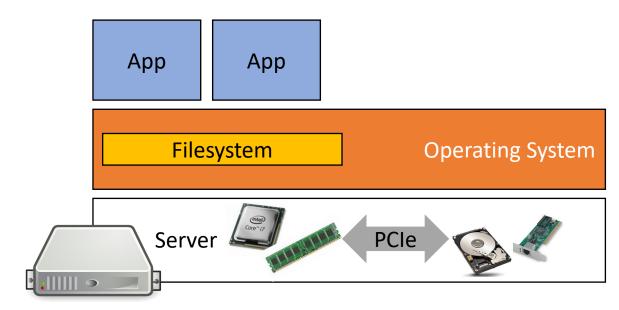
- Server has resources, including storage
- Operating runs applications and mediates access to hardware
- Applications access storage through files in a filesystem
 - Applications use the filesystem's interface



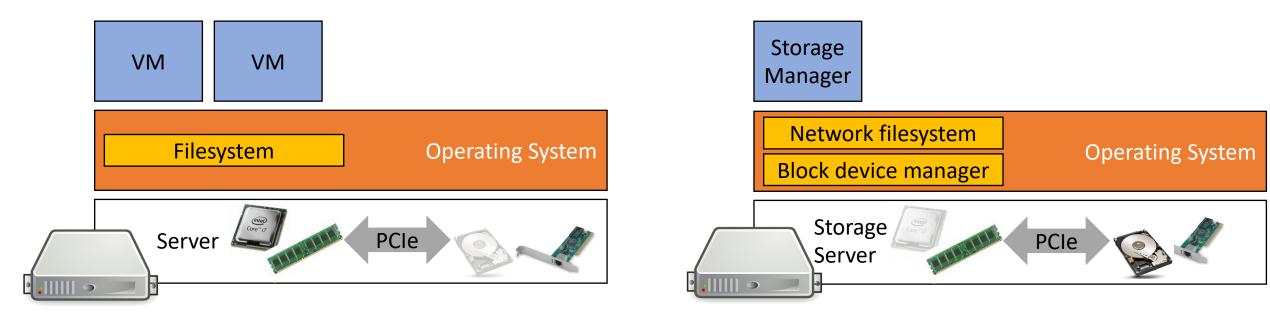
- Storage can be local or remote
- Local storage is accessed through a bus (like PCI Express)
 - Also called directly attached storage



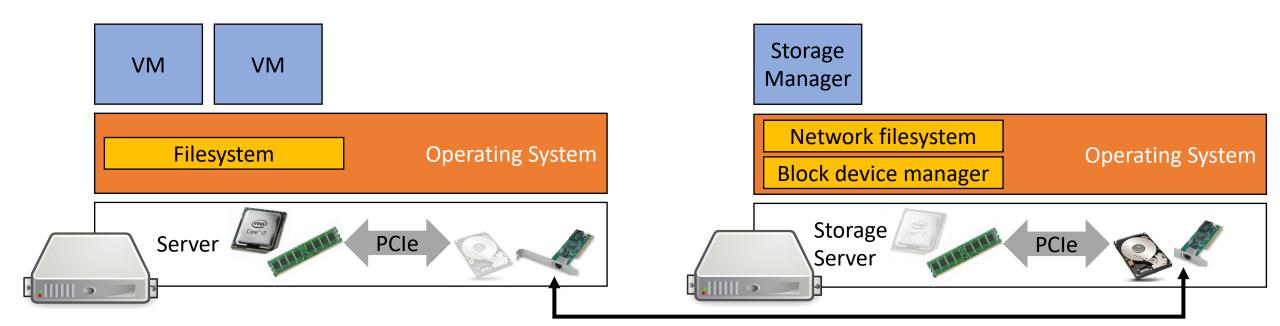
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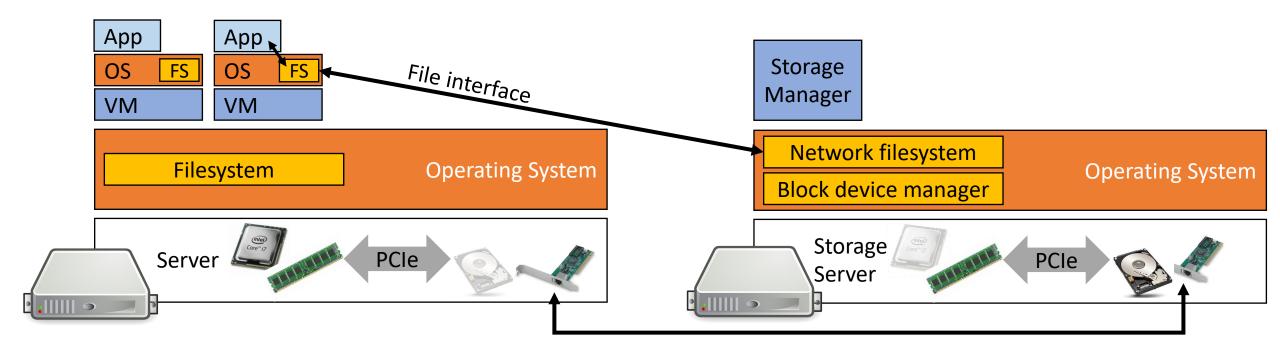


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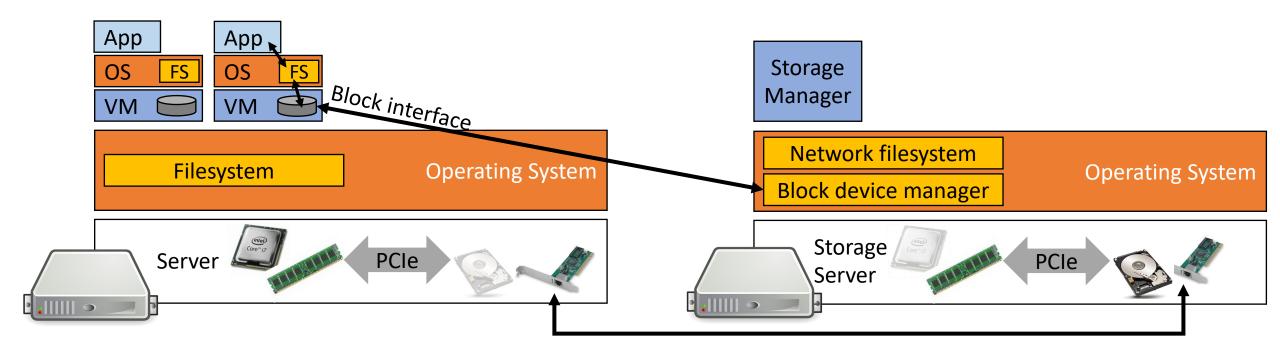
Remote storage interfaces

Remote storage can be made available at the file or block interfaces

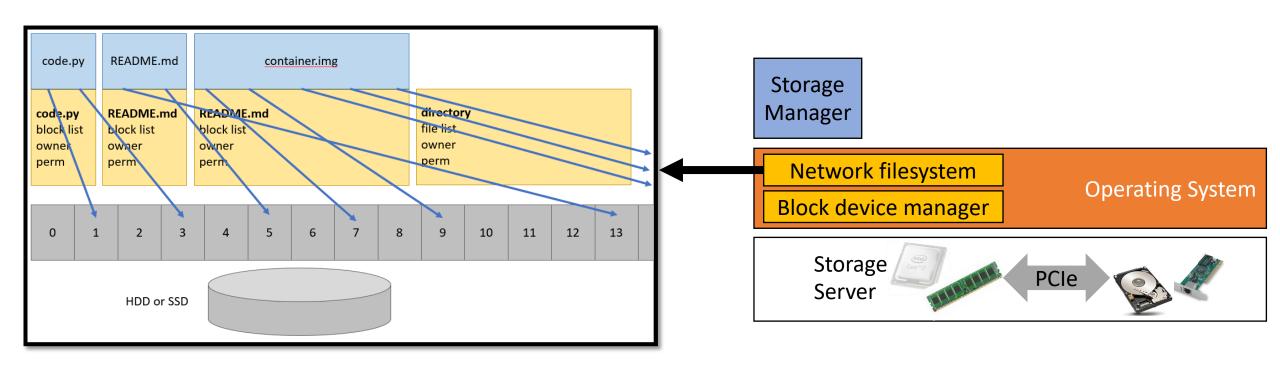


Remote storage interfaces

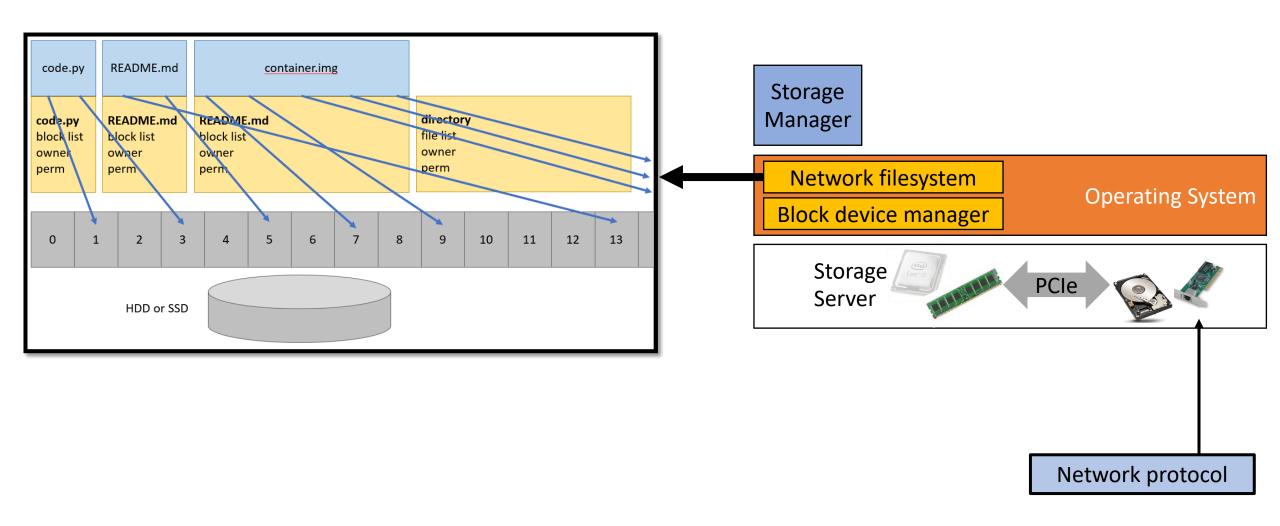
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Remote storage implementation



Remote storage implementation



Remote block storage implementation

Virtual Virtual Virtual Virtual Virtual Virtual disk 2 disk 4 disk 1 disk 3 disk 5 disks Physical Physical **Physical Physical** Virtual Virtual Virtual **Physical** Virtual Virtual block 0 399 25 0 0 5612 0 145673 0 67712 mapping 321 71 67823 418 2457 2 2 2 2 2 • • • • • • **Blocks** 0 2 5 6 7 9 10 11 12 13 4 Storage



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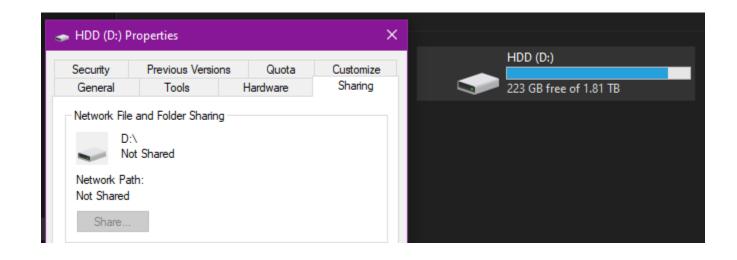
Network Attached Storage and Storage Area Networks

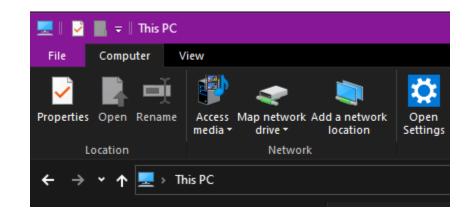
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Host-based NAS

Operating systems have support for sharing disks over the network





Storage-centric servers

- Some servers are built to support dozens of disks
- NAS software will allow accesses to these disks



Dedicated NAS devices

- Custom-built devices
- Usually run a proprietary operating system and software stack
- Support for combining multiple NAS devices



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Storage Area Networks

- Pairs network attached storage with dedicated network infrastructure
 - Network dedicated to data access allows optimizations not suitable to general-purpose networks



Storage Area Networks

- Pairs network attached storage with dedicated network infrastructure
 - Network dedicated to data access allows optimizations not suitable to general-purpose networks
- However, current deployments use standard Ethernet for both application and storage traffic
 - Hyper-converged infrastructure



Comparison

Network Attached Storage

- File interface/network filesystem
- Filesystems are OS-specific
 - Limits cross-platform use
- Works well with any app
- Can be mounted anywhere
 - Including containers

Storage Area Network

- Block interface/virtual disk
- Works with any operating system
- More flexibility
- Not directly usable by apps
 - Including containers
- Hard to share data in virtual disks



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Cloud Storage Solutions

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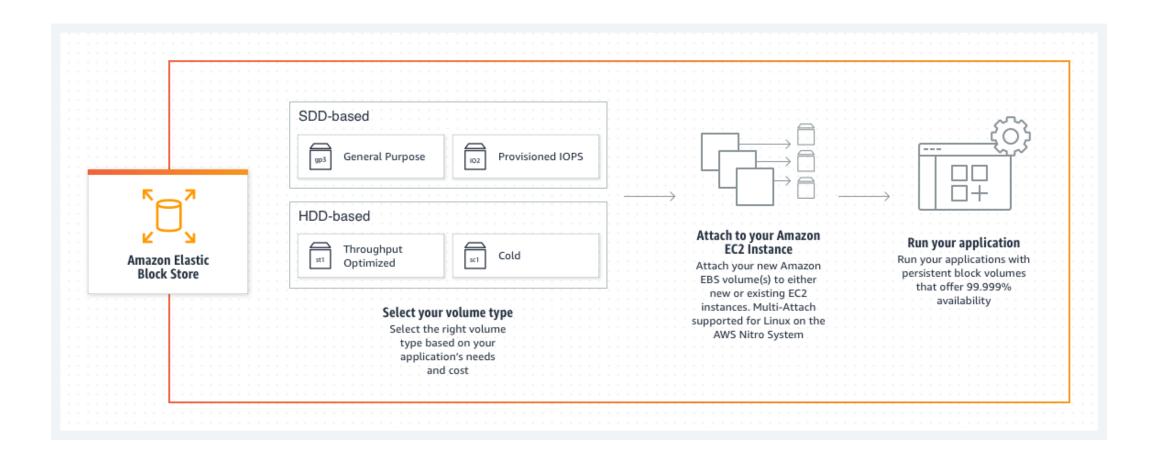
Cloud providers have multiple interfaces

• File interface (Amazon Elastic File System)



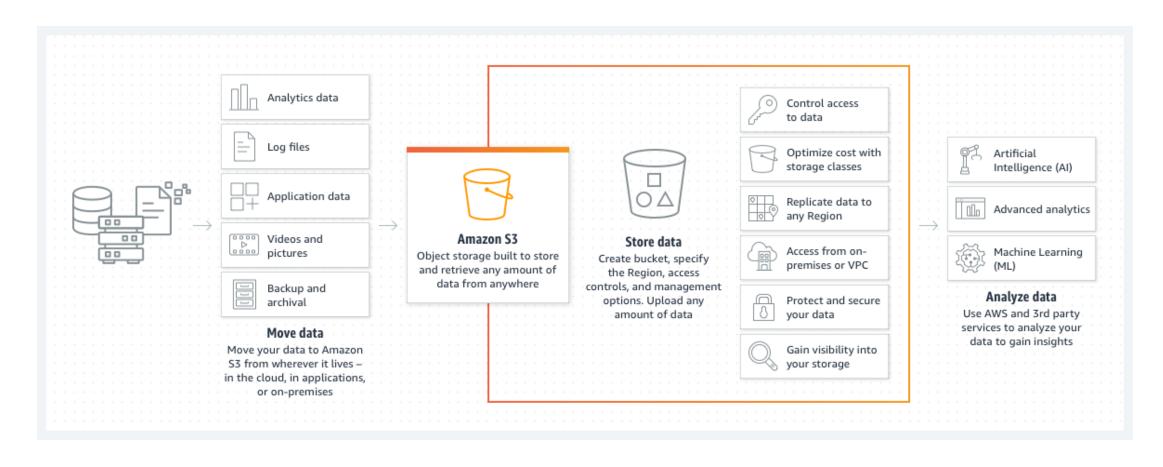
Cloud providers have multiple interfaces

• Block interface (Amazon Elastic Block Store)



Cloud providers have multiple interfaces

Object interface (Amazon Simple Storage Service)



Object storage

- Arbitrary objects
 - Applications can decide what to store
- High scalability
 - Services can store arbitrary number of objects
- Universal accessibility
 - Objects can be accessed through multiple interfaces
- Independence from operating system
 - Interface defined by the object storage system