Chapter 10

10.4 Why is it important to balance file-system I/O among the disks and controllers on a system in a multitasking environment?

由于木桶效应,一个系统只能以其最慢的瓶颈的速度运行。在现代系统中,磁盘或磁盘控制器经常成为瓶颈,因为它们的单个性能无法跟上CPU和系统总线的性能。通过在磁盘和控制器之间平衡I/O,可以避免瓶颈的出现。

10.5 What are the tradeoffs involved in rereading code pages from the file system versus using swap space to store them?

如果代码页存储在交换空间中,它们可以更快地被转移到主内存中(因为交换空间的分配被调整为比一般文件系统分配更快的性能)。如果代码页是在进程调用时被复制到那里,而不是在需要时被分页到交换空间,那么使用交换空间可能需要启动时间。另外,如果交换空间同时用于代码和数据页,就必须分配更多的交换空间。

10.9 None of the disk-scheduling disciplines, except FCFS, is truly fair (starvation may occur).

- 1. Explain why this assertion is true.
- 2. Describe a way to modify algorithms such as SCAN to ensure fairness.
- 3. Explain why fairness is an important goal in a time-sharing system.
- 4. Give three or more examples of circumstances in which it is important that the operating system be unfair in serving I/O requests.
- 1. 理论上,对磁头当前所在轨道的新请求可以在这些请求得到服务的同时迅速到达。
- 2. 所有超过预定年龄的请求可以被 "强制 "到队列的顶部,每个请求的相关位可以被设置,以表明没有新的请求可以被移到这些请求之前。对于SSTF来说,队列的其他部分将不得不根据这些 "老 "请求中的最后一个进行重新组织。
- 3. 保证所有响应得到应答,不会出现长时间等待。
- 4. 分页和交换应该优先于用户请求。 其他由内核发起的I/O,例如文件系统元数据的写入,可能需要优先于用户I/O。 如果内核支持实时进程的优先级,这些进程的I/O请求应该被优先考虑。

10.10 Explain why SSDs often use an FCFS disk-scheduling algorithm.

SSD没有磁头调度问题,随机读取所花费的时间是一样的

10.11 Suppose that a disk drive has 5,000 cylinders, numbered 0 to 4,999. The drive is currently serving a request at cylinder 2,150, and the previous request was at cylinder 1,805. The queue of pending requests, in FIFO order, is:

2,069, 1,212, 2,296, 2,800, 544, 1,618, 356, 1,523, 4,965, 3681

Starting from the current head position, what is the total distance (in cylinders) that the disk arm moves to satisfy all the pending requests for each of the following disk-scheduling algorithms?

- a. FCFS b. SSTF
- c. SCAN d. LOOK
- e. C-SCAN f. C-LOOK

| Method | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | Total |
|--------|------|------|------|------|------|------|------|------|------|------|------|------|------|-------|
| FCFS | 2150 | 2069 | 1212 | 2296 | 2800 | 544 | 1618 | 356 | 1523 | 4965 | 3681 | | | 13011 |
| SSTF | 2150 | 2069 | 2296 | 2800 | 3681 | 4965 | 1618 | 1523 | 1212 | 544 | 356 | | | 7586 |
| SCAN | 2150 | 2296 | 2800 | 3681 | 4965 | 4999 | 2069 | 1618 | 1523 | 1212 | 544 | 356 | | 7492 |
| C-SCAN | 2150 | 2296 | 2800 | 3681 | 4965 | 4999 | 0 | 356 | 544 | 1212 | 1523 | 1618 | 2069 | 9917 |
| LOOK | 2150 | 2296 | 2800 | 3681 | 4965 | 2069 | 1618 | 1523 | 1212 | 544 | 356 | | | 7424 |
| C-LOOK | 2150 | 2296 | 2800 | 3681 | 4965 | 356 | 544 | 1212 | 1523 | 1618 | 2069 | | | 9137 |

10.14 Describe some advantages and disadvantages of using SSDs as a caching tier and as a disk-drive replacement compared with using only magnetic disks.

优点:

比硬盘驱动器更快。固态硬盘的优点是比磁性磁盘快,因为没有移动部件,因此没有寻道时间或旋转延迟。

SSD比典型的HDD快25到100倍。这意味着启动时间更快,文件传输更快,企业计算的带宽更大。

低功耗,比硬盘驱动器更紧凑和耐用。这意味着固态硬盘适用于节能的计算机和消费类电子设备。

缺点:

价格较高

存储容量有限

比硬盘驱动器的寿命更短。固态硬盘的闪存只能用于有限的写入次数。

如果不先擦除然后一次性重写非常大的数据块,固态硬盘就无法写入一个位的信息。