

Disk Scheduling Algorithms

- FCFS (first come first serve)
- SSTF (Shortest seek time)
- SCAN
- LOOK
- CSCAN
- CLOOK

* Goal: To minimize the seek time

* Seek Time: Time taken to reach up to desired track

FCFS

- Simple and straightforward
- Requests served in the order which they arrive
- Processes the I/O requests one by one, from head of the queue to the end without any consideration for the location of the data on the disk

Advantages

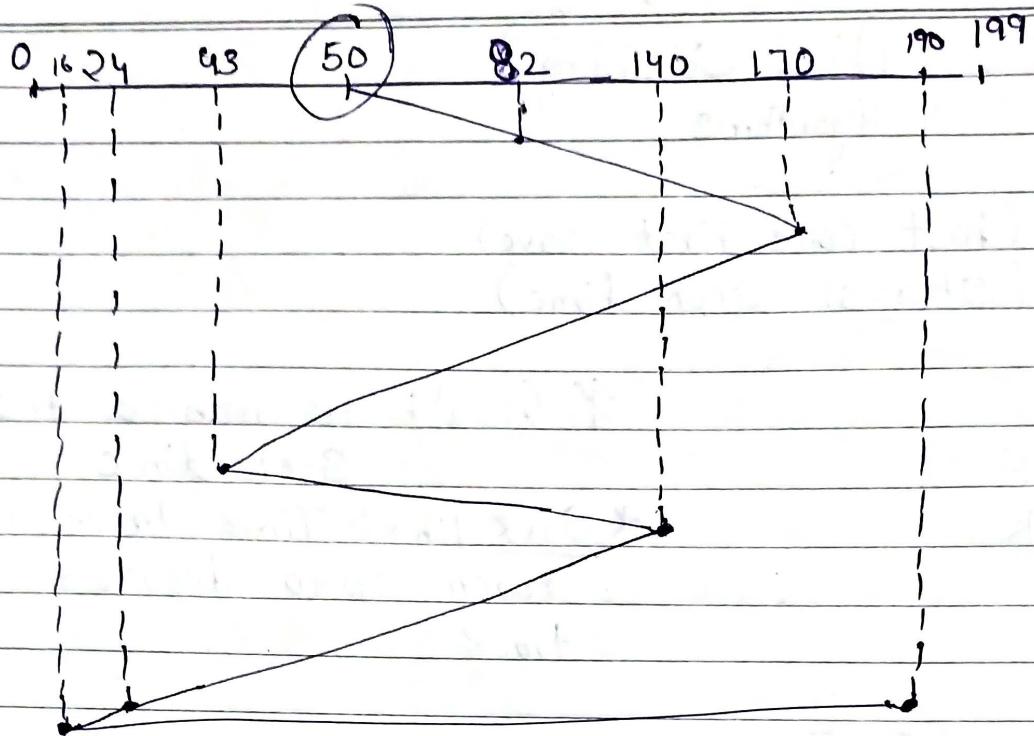
- Simple implementation
- Fairness

Limitations

- Possibility of starvation
- High avg. seek time
- No optimization

- (Q) A disk contains 200 tracks (0 - 199) request queue contains track no. 82, 170, 43, 140, 24, 16, 190 respectively. Current position of R/W head = 50 Calculate total no. of tracks movement by R/W head

Date / /



$$\begin{aligned}\text{Seek time} = & (82 - 50) + (170 - 82) + (170 - 43) \\ & + (140 - 43) + (140 - 24) + (24 - 16) \\ & + (190 - 16) + (170 - 50) + (170 - 43) \\ & + (190 - 43) + (140 - 16)\end{aligned}$$

$= 642$

Date / /

SSTF

- priorities servicing the I/O request that is closest to the current head position of the disk arm.
- minimize the seek time

Advantages

- 1) Reduced seek time
- 2) Improved throughput

Limitations

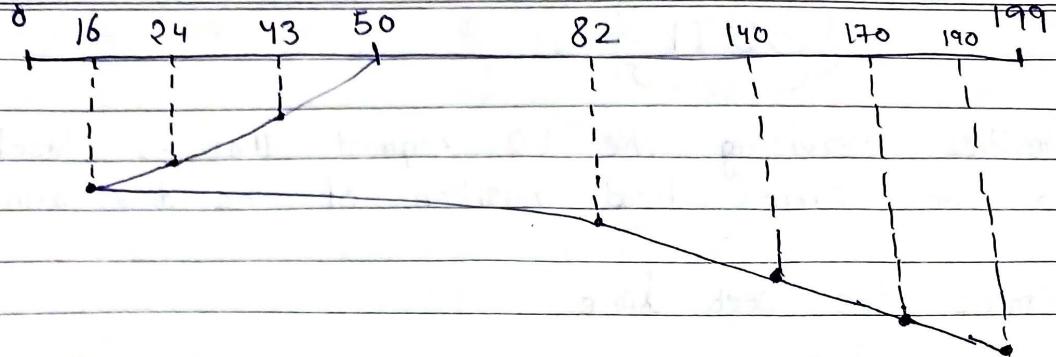
- 1) No guarantees for best performance
- 2) Possibility of head thrashing
- 3) Potential for starvation

Q A disk contains 200 tracks (0-199) request queue contains track no. 82, 170, 43, 140, 24, 16, 190 respectively. Current position of R/W head = 50

→ Calculate total no of tracks movement by R/W head using Shortest Seek Time first?

→ If R/W head takes 1ms to move from one track to another then total time taken?

Date / /



$$\begin{aligned}\text{Seek time} &= (50-43) + (43-24) + (24-16) + (82-16) \\ &\quad (140-82) + (170-140) + (190-170) \\ &= 208\end{aligned}$$



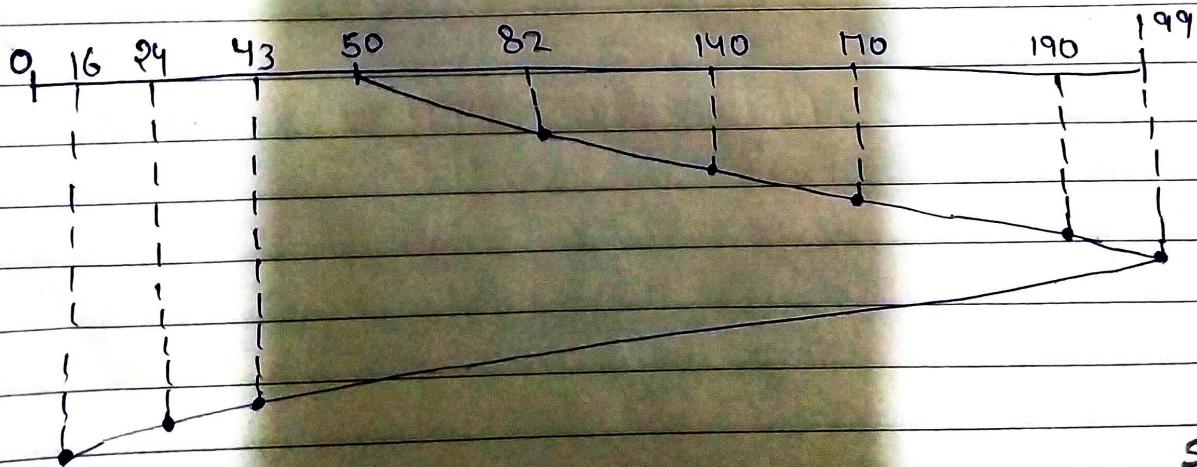
- Elevator algo
- moves the disk arm in sweeping motion
- elevator travelling from one end of the floor to other and then reversing its direction

Advantages

- Prevents starvation
- Simple implementation
- Efficient disk arm utilization
- reduce avg. seek time

Disadvantages

- 1) Possible increased wait time for edge requests
- 2) No consideration for request priority



Spiral

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$$\begin{aligned}\text{Seek time} &= (199 - 50) + (199 - 16) \\ &= 332\end{aligned}$$



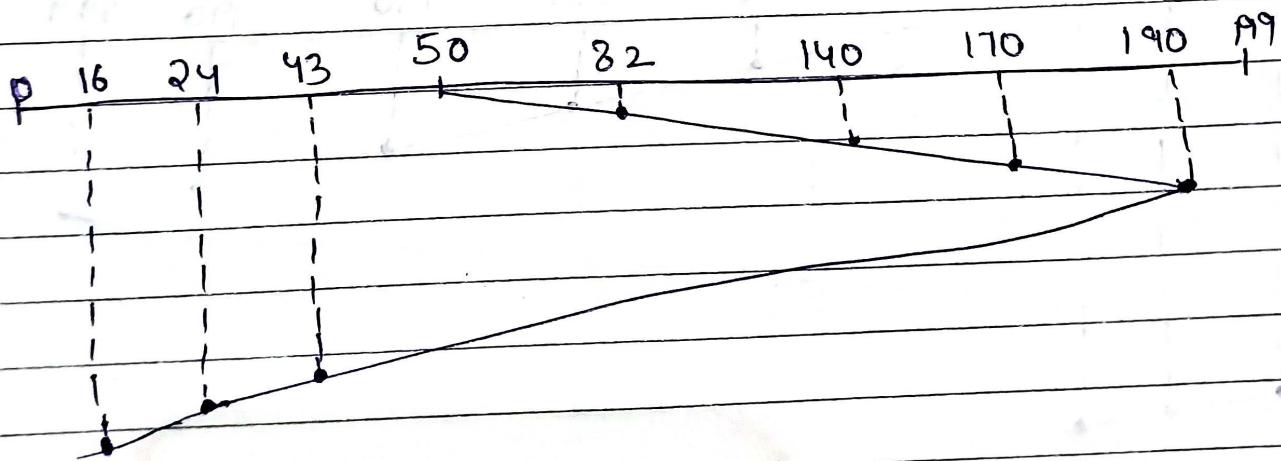
- Similar to SCAN
- Doesn't touch the end of the disk
- only goes till last request
- extension of SCAN

Advantages

- Reduce Seek time
- Efficient use of DISK arm
- Improve disk performance

Limitation

- 1) No priority consideration
- 2) Potential Starvation
- 3) Complexity in dynamic work loads



$$\begin{aligned}\text{Seek time} &\Rightarrow (190 - 150) + (190 - 16) \\ &= 314\end{aligned}$$

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C SCAN

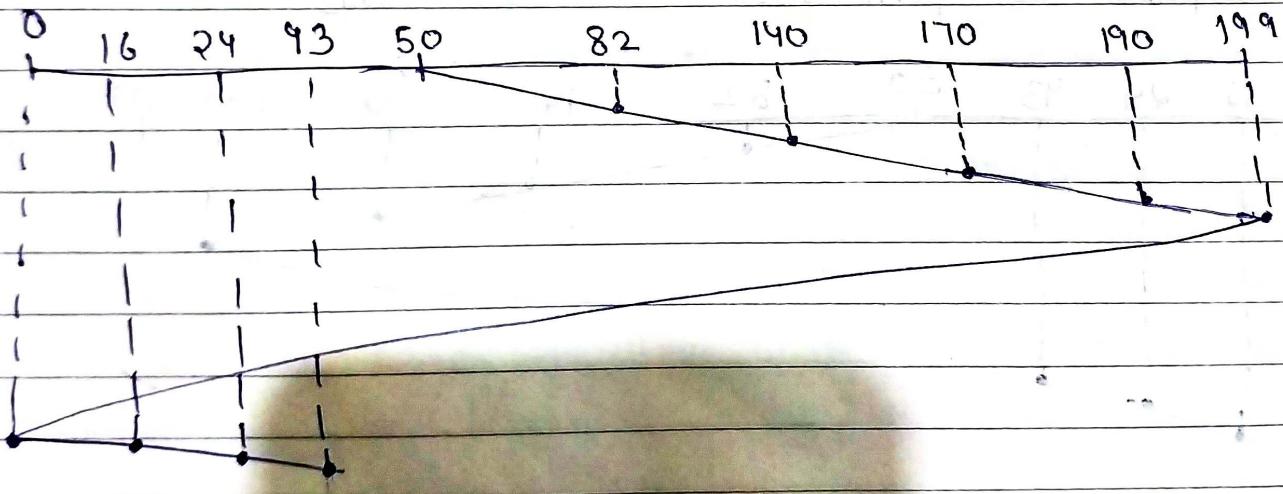
- Serves in one direction till the last head and jump back to start of the disk without serving any request in a path

Advantages

- Reduce waiting time for edge requests
- Efficient disk arm movement
- Prevent Starvation at disk ends

Disadvantages

- Lack of priority handling
- Potential for increased wait time
- Not for dynamic workloads



$$\begin{aligned}\text{Seek time} &= (199 - 50) + (199 - 0) + (43 - 0) \\ &= 391\end{aligned}$$

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C LOOK

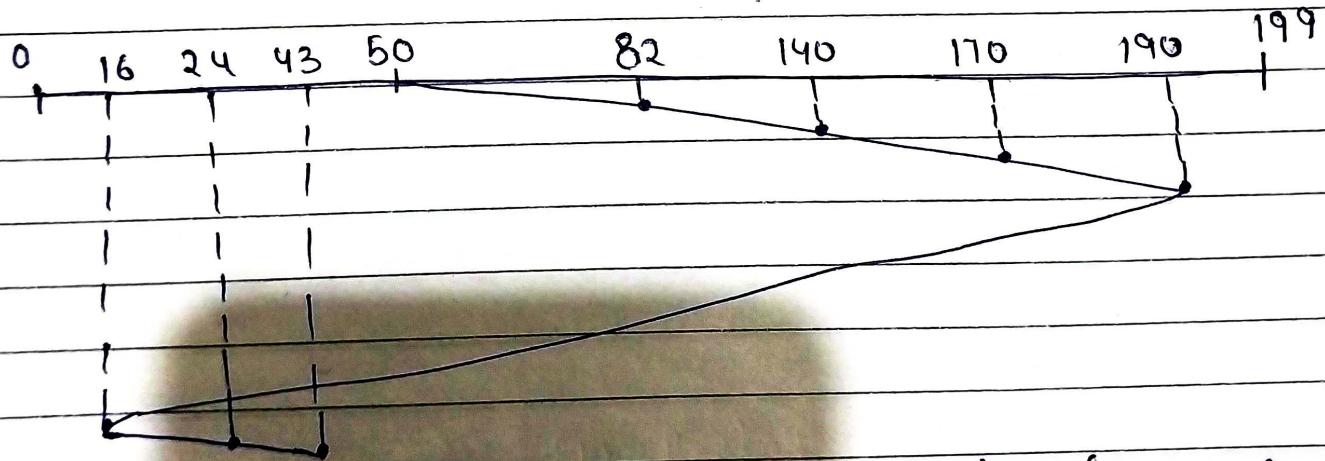
- Serves till the last request and the jump back to the lowest request head (without serving any request in a path) and the serves remaining request as go.

Advantages

- 1) Reduced seek time within defined range
- 2) Efficient disk arm movement
- 3) Prevent starvation in specified range

Disadvantages

- 1) Limited coverage area
- 2) No priority handling
- 3) Lack of adaptability to dynamic work loads



$$\begin{aligned}\text{Seek time} &= (190 - 50) + (190 - 16) + (43 - 16) \\ &= 341\end{aligned}$$