

LVM in a nutshell

Moreno Baricevic







What are we talking about?

???

???

```
[baro@login-tmp ~]$ df
                        -h
Filesystem
                               Used Avail Use% Mounted on
                         Size
/dev/mapper/sysVG-LV00
                          20G
                               2.9G
                                       16G
                                            16%
                                             3% /dev/shm
                         5.9G
                               151M
                                      5.7G
/dev/sda1
                                            48% /boot
                         194M
                                87M
                                       98M
/dev/mapper/sysVG-LV02
                                             1% /tmp
                          49G
                               182M
                                       46G
/dev/mapper/sysVG-LV01
                                       46G
                          49G
                               491M
                                             2% /var
10.1.0.1:/u/shared
                         247G
                                20G
                                      215G
                                             9% /u/shared
10.1.1.2:/home
                                             1% /home
                          43T
                               144G
                                       43T
                         256T
10.1.1.2:/scratch
                               4.2T
                                      250T
                                             2% /scratch
```







Background

- a hard disk can be seen as a continuous row of logical blocks
- in order to store data on a disk this row needs to be cut in sections called partitions
- it can be
 - one huge partition covering the whole disk
 - several small partitions on one disk
 - a combination over several disks
- a partition must be a <u>continuous</u> chunk of blocks (here lies part of the problem)
- a partition is forever (ok, not really...)







What is LVM?

Logical Volume Manager

- a logical layer placed between disk partitions and file systems
- breaks filesystem / physical partition binding
- provides logical partitions called volumes
- greater flexibility (live create / remove / resize)
- allows disks aggregation (MD compatible)
- live snapshots (copy-on-write) and cloning (mirror)

Cons? Additional layers of complexity.

- disaster recovery becomes more difficult
- another abstraction layer in I/O operations
- advanced skills required







New terms

PV – Physical Volume

collects one or more disk partitions or whole disks (/dev/sda, /dev/sdc3, /dev/loop0, ...)

VG – Volume Group

creates one big virtual disk out of one or more PVs (vg-sys, vg-data)

LV – Logical Volume

the VG can be split up into several LVs and each of them can host a different filesystem (as for physical partitions) (lv-root, lv-home)

PE – Physical Extent

smallest allocatable chunk for LVs in a VG (default 4MiB, min 1KiB)

/dev/vg-sys/lv-root == /dev/mapper/vg-sys-lv-root

/dev/vg-sys/lv-home == /dev/mapper/vg-sys-lv-home







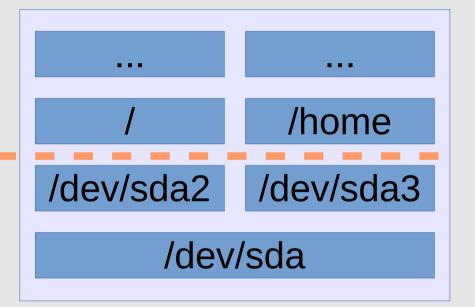
Standard layout

Files and dirs

File Systems

Partitions

Hard Disk









LVM layout

Files and dirs File Systems **Logical Volumes** \sum_{i} **Volume Group** Physical Volume **Partitions** Hard Disk

/home lv-root **Iv-home** vg-sys pv1 /dev/sda2 /dev/sda3 /dev/sda







Example: expand

No space left on lv-home
Add a new physical disk (sdb)
Add the new disk to LVM as new PV

Expand the VG
Expand the LV
Resize the filesystem

/home lv-root lv-home vg-sys pv1 pv2 /dev/sda2 /dev/sda3 /dev/sdb1 /dev/sda /dev/sdb







LVM is not RAID

Not yet, but getting closer. LVM is now almost fully compatible with linux kernel MD interface (without mdadm):

- Ivcreate supports --type raid[0-6,10], stripes, recovery rate, ...
- not well documented, not yet widely used as RAID solution, not supported by grub, less reliable (less tested) than mdadm
- manual rebuild vs automatic rebuild

mdadm + LVM is still "best practice"







Questions?









Commands:

test env setup, create, mkfs, mount

```
# dd if=/dev/zero of=/dev/shm/disk1 bs=1M count=0 seek=100
# dd if=/dev/zero of=/dev/shm/disk2 bs=1M count=0 seek=100
# losetup /dev/loop1 /dev/shm/disk1
# losetup /dev/loop2 /dev/shm/disk2
# pvcreate /dev/loop1
# pvcreate /dev/loop2
# vgcreate VGTEST /dev/loop1 /dev/loop2
# lvcreate -I 50%FREE -n LVTEST VGTEST
# lyresize -l+100%FREE /dev/VGTEST/LVTEST
# mkfs.ext4 -v /dev/VGTFST/I VTFST
# mkdir -vp /mnt/tmp
# mount /dev/VGTEST/LVTEST /mnt/tmp
# df /mnt/tmp
```







Commands: display, Ivextend, resizefs

```
# pvdisplay
# vgdisplay
# lvdisplay
# Ivextend --extents +100%FREE /dev/VGTEST/LVTEST
# lvdisplay /dev/VGTEST/LVTEST
# umount /mnt/tmp
# fsck.ext4 -f -v /dev/VGTEST/LVTEST
# resize2fs /dev/VGTEST/LVTEST
# dumpe2fs -h /dev/VGTEST/LVTEST
# mount /dev/VGTEST/LVTEST /mnt/tmp
# df
```







Commands:

add disk, vg/lv extend, resizefs

- # dd if=/dev/zero of=/dev/shm/disk3 bs=1M count=0 seek=100
- # losetup /dev/loop3 /dev/shm/disk3
- # pvcreate /dev/loop3
- # vgdisplay
- # vgextend VGTEST /dev/loop3
- # vgdisplay
- # Ivextend --extents +100%FREE /dev/VGTEST/LVTEST
- # lvdisplay
- # umount /mnt/tmp
- # fsck.ext4 -f -v /dev/VGTEST/LVTEST
- # resize2fs /dev/VGTEST/LVTEST







Commands:

snapshot, remove, destroy test env

```
# mkdir -vp /mnt/tmp2
# lvcreate --size 10m --snapshot
--name SNAP /dev/VGTEST/LVTEST
# mount -r /dev/VGTEST/SNAP
/mnt/tmp2/
# echo ciao > /mnt/tmp/testfile
# ls /mnt/tmp
# ls /mnt/tmp2
# umount /mnt/tmp2
# lvremove -f /dev/VGTEST/SNAP
```

```
# umount /mnt/tmp
# vgchange -a n VGTEST
(up to this point, non-destructive ops)
# lyremove /dev/VGTEST/LVTEST
# vgremove VGTEST
# losetup -d /dev/loop1
# losetup -d /dev/loop2
# losetup -a
# vgdisplay
# pvdisplay
```

rm -fv /dev/shm/disk[12]

