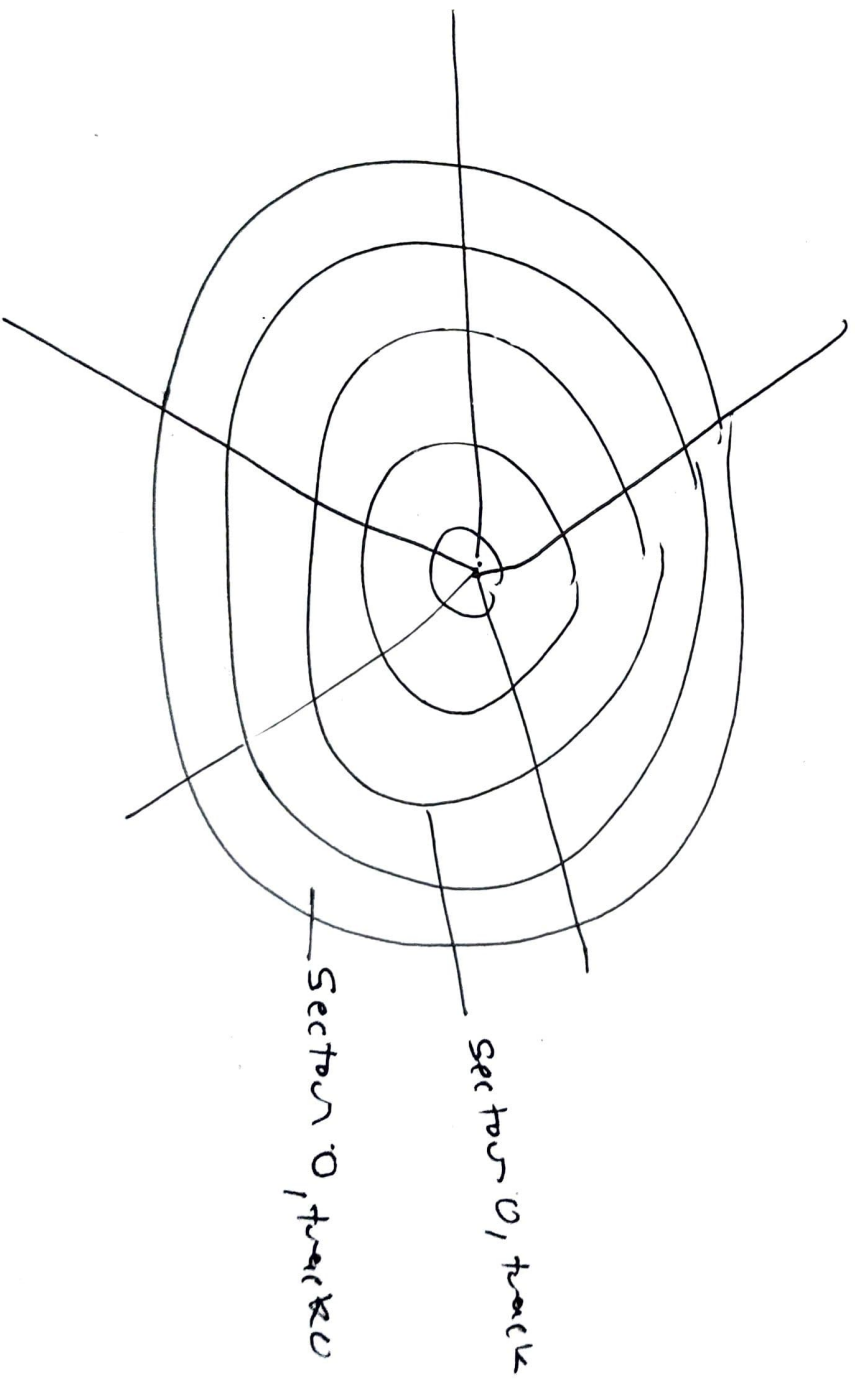
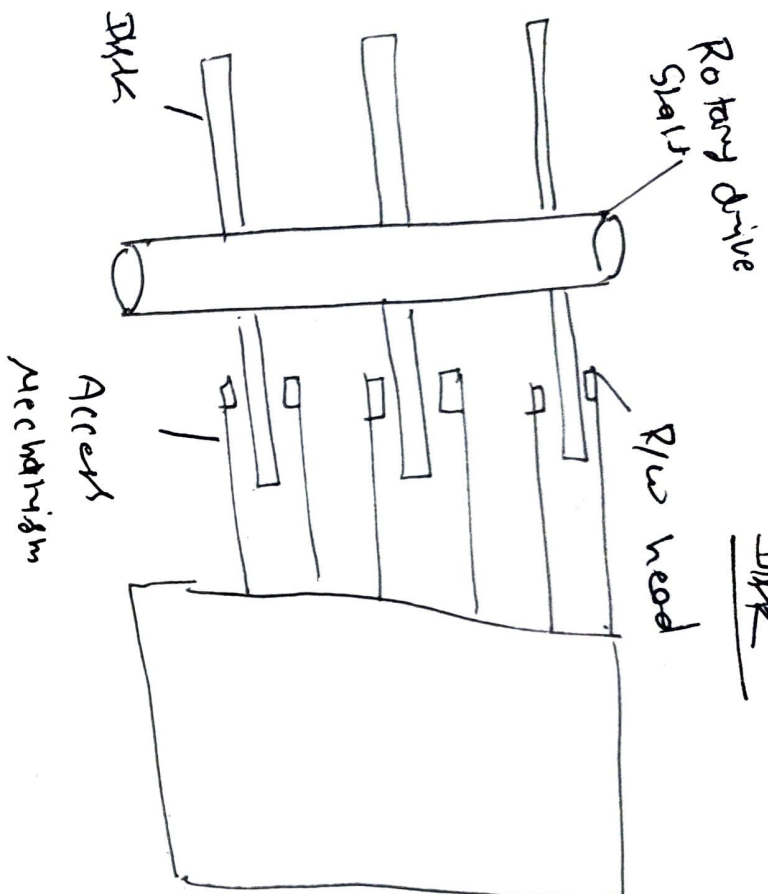


①

Disk



→ Each surface is divided into tracks, and each track is divided into sectors.

→ The set of corresponding tracks of all surfaces of all stacks of disks form a logical cylinder.

→ The data on all tracks of a cylinder can be accessed without moving the R/W head.

→ The R/W operations start at sector boundary.

→ Data bits are stored serially on each track.

→ Each sector usually contains 512 byte of data.

→ Each sector have sector header (Address) and ECC (Error correcting code).

→ Between two sectors there is a small intersector gap.

(3)

Access time : There are two components

1- Seek time : Time required to move R/W head to a proper track.

2. Rotational delay / latency time : Time to reach at a desired sector of a track. On average, this is the time for half a rotation of the disk.

A.T = Seek time + latency time.

Let suppose we have a 20 data cylinders  
surface with 15,000 tracks / surface / 400  
sectors / track and each sector contain  
512 Byte.

$$\text{Total size} = 20 \times 15,000 \times 400 \times 512 \approx$$

→ The average seek time is 6 ms.

→ The platform rotate at 10,000 revolution/min

10,000 turns 60000 ms

1 turn 6 ms

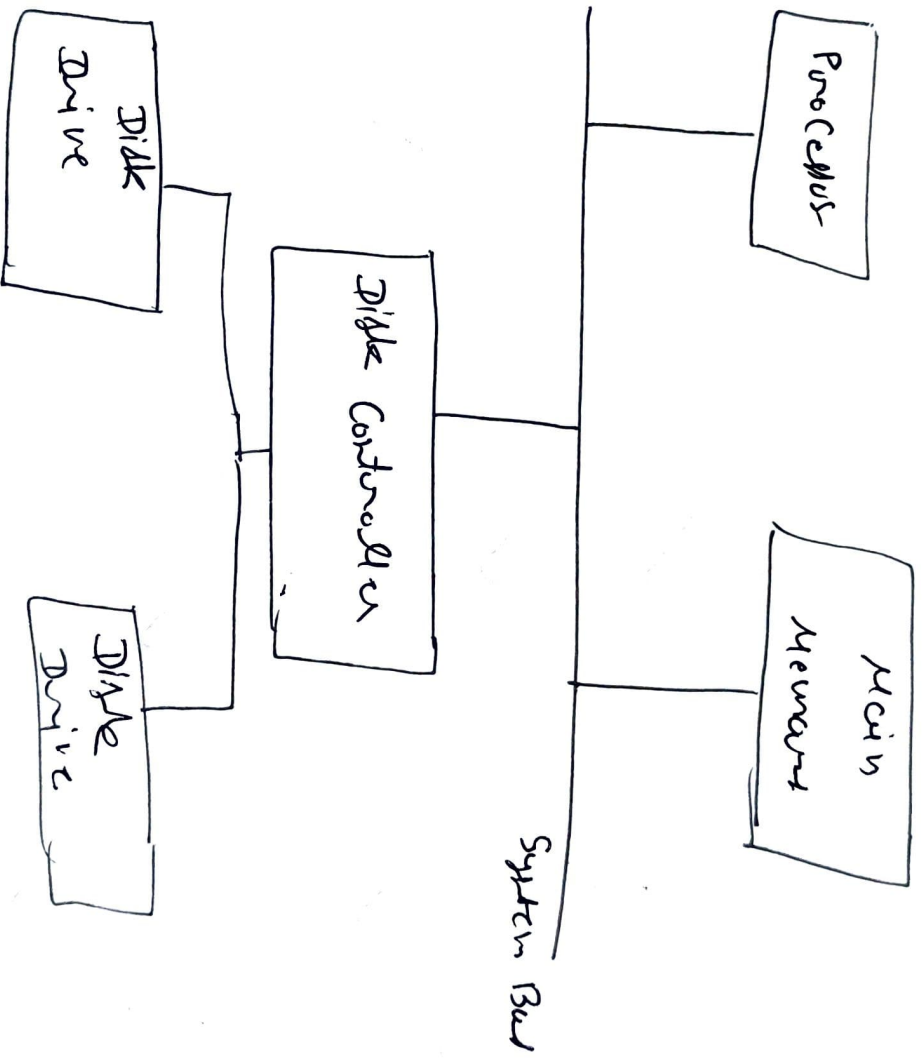
So, average would be 3 ms

(9)

→ External transfer rate from track to clack buffer in the disk controller 14 30 Mbytes/s

→ With SCSI it would be 160 Mbytes/sec  
↓

Small Computer System Interface



Data Buffer / Cache

A disk drive is connected to the rest of computer system via its data interconnection scheme.

(5)

→ In SCSI bus, data transfer rate is high ~~then~~ than R/w rate of a disk to handle this data transfer speed.

Disk Controller: Operation of a disk is controlled by a disk controller.

OS generate the logical address of data transfer between M.M & Disk:

- Main Memory Address:-
  - Disk Address:-
  - word count:-
  - R/w signal.
- It uses Controller Register.

The conversion of physical address may be different, due to Bad sectors.

Major function of disk controller

1- Seek

2- Read:- Read data from the address stored in disk address register and placed into data buffer.

(6)

write :- As per need

Error checking! - Computer the error checking code value for the data ~~the~~ Read from a given sector and compare it with the corresponding Ecc value read from the disk.

In case of mismatch, it corrects it, if possible; otherwise, it raises an interrupt to inform about this error.

RAID Disk Array is

a Redundant Array of Independent Disks.