

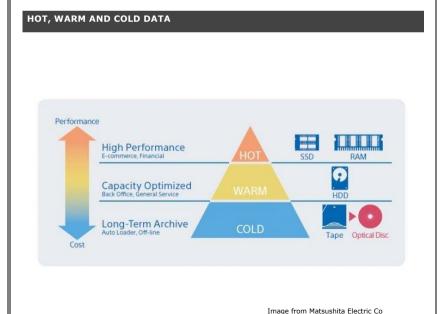


**HOW STUFF WORKS** 

David López V.2.5.4 **Updated Spring 2021** 



STORAGE CONCEPTS: TECHNOLOGY



### Magnetic vs. Optical vs. Solid State

Three basic storage technology:

- Magnetic
  - Tapes (1952-Today)
  - Hard Disk (1956-Today)
  - Removable
    - Floppy disk (1971-2000)
    - Zip, Jaz, Rev (1990's-2005)
- Optical
  - Compact Disc CD (1984 Today?)
  - Digital Versatile Disc DVD (1996 Today)
  - High Definition DVD HDDVD (2003 2008)
  - BluRay Disc BD (2003 Today)
  - Optical Disc Archive (2013 Today)
- Solid State
  - Flash Memory (1998 Today)
  - Pen Drive (2000 Today)
  - Solid State Discs SSD (2006 Today)





### Magnetic Tape

Invented for audio recording in 1928 by Fritz Pfleumer May 21, 1952 IBM develops the IBM 701 Defense Calculator It includes the first Tape Unit for computers, the IBM 726 Tape Unit



Source: IBM



50 discs, 24" (61 cm) Ø

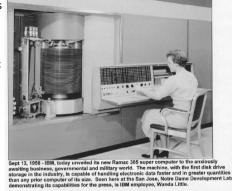
Each surface has 100 tracks

1,200 RPM

Data transfer: 8000 chars/sec

Random access!

\$35,000 per year leasing cost



Source: http://ed-thelen.org



STORAGE CONCEPTS: TECHNOLOGY

Usually in data cartridges Sequential, good for backup but not for random access

From small tape devices (1 tape) to tape robots

(https://www.voutube.com/watch?v=vLIE3LIPeiU)

Usually compressed data (ratio 2:1)

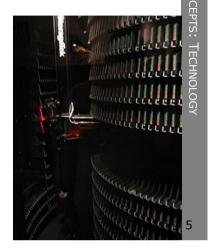
Biggest tape (2019): StorageTek (Oracle)

Magnetic tapes nowadays (for Data Centers)

- 12TB uncompressed data
- 300 MB/s transfer rate
- 25,000 read/write cycles
- 30 years archival life







### Hard Disc nowadays (for Data Centers)

Typical form factors: 2.5" and 3.5"

Rotational speeds (in rpm – revolutions per minute): 7200, 10000, 15000 DC Systems Example: iX16 iSCSI to SATA RAID Subsystem, a 3U 16-bay

3.5" discs system (\$3199 without discs)





Images and price retrieved at pc-pitstop.com

# Optical

Not very useful in DC ... until Archival Disc appears

- Magnetic tape is cheaper for backup
- Upgrades via Internet
- Useful for long-term archive

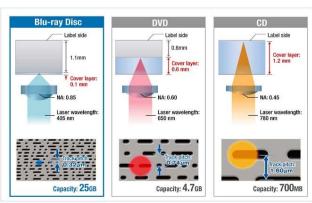


Image from Matsushita Electric Co

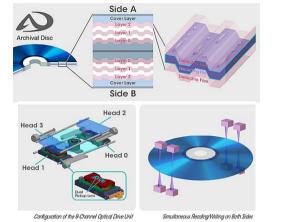


STORAGE CONCEPTS: TECHNOLOG

STORAGE CONCEPTS: TECHNOLOGY

#### Archival Disc

- Archival Disc (see https://www.youtube.com/watch?v=pPbt0sARido)
- 2 sides
- more density
- more data space
- multiple heads
- 5.5 TB/ disc
- 100 + years



STORAGE CONCEPTS: TECHNOLOGY

Image from cdrinfo.com



### Pen drive

- · A flash memory on an USB device
- First generation (USB 1.0) appeared in 2000
- Now USB2, USB3 and USB4
- Standard for (small) data transfer, kills the floppy disc (and the optical



#### Solid State Devices

- Even that solid state technology is guite old (one radio receiver use the first solid state device in 1930!), in 1980 Dr. Fujio Masuoka from Toshiba develops the flash memory
- First appear in 1988
  - · Basically for cameras
  - Quite expensive
  - SD, MicroSD, Memory Stick, SmartMedia, ...





# Solid State Discs (SSD)

- Based on flash memory
- 2004 first prototype discs
- 2006 first commercial discs
- Based on memory architecture, the size is in power-of-two units
  - Typical size: 128GB, 256 GB, up to 16 TB (about \$15000)
- Offer clear advantages for Data Centers (the main problem is the price)







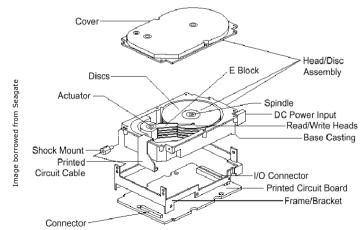


- Hard Disc
  - Architecture
  - Reliability: SMART
- Magnetic Tapes
  - Principles
  - · Compression & Encryption
  - Viability
- Solid State Devices
  - Flash memory NAND and NOR
  - SLC, MLC, TLC. QLC
  - SSD pros and cons



### Hard disk at a glance

 An HDD consists of one or more rigid ("hard") rapidly rotating discs (platters) with magnetic heads arranged on a moving actuator arm to read and write data to the surfaces



HOW STUFF WORKS

How Stuff Works





# **Hard Disk Architecture**

- The disc is divided in cylinders, with two heads per platter (the section of cylinder in one side of the platter is called track)
- Each track / cylinder is divided into sectors
- Each sector (or block) contains 4211 bytes (raw)= 4096 bytes/ sector (data) + errorcorrecting code (100 bytes) + HCS position (15 bytes)
- Addressing by Logical Block Addressing (LBA) (translation via BIOS)
  - Important idea for spare area
- Not all tracks have the same number of sectors
  - · They use Zoned Bit Recording

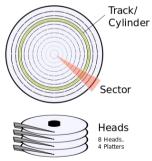


Image borrowed from Wikipedia

### Hard disk information you MUST know

#### Transfer Rate (in MBps)

- Be careful: raw or formatted? Maximum, minimum or average?
- Average access time: Average seek time + latency
- Average seek time depends on hardware: from 3ms (high end server) drives) to 15ms (mobile drivers). Common desktop is around 9ms
- Latency: depends on RPM. Example: a 7200 RPM HD
  - 7200 rpm / 60 = 120 revolutions per second
  - 1 revolution in 1/120= 8.33 x10<sup>-3</sup> seconds
  - $\frac{1}{2}$  revolution in 8.33 x10<sup>-3</sup>/2 = 4.16666x10<sup>-3</sup> seconds = 4.17ms

# IN OUR CASE IOPS (Input/output Operations Per Second) **Power Consumption**

 Heat dissipation directly tied to power consumption, and as drive age. disk failure rates increase at higher drive temperatures



#### **SMART**

There are two kinds of hard disk drive failures: unpredictable and predictable

Unpredictable failures happen quickly, without advance warning

These failures can be caused by static electricity, handling damage, or thermal-related solder problems, and there is nothing that can be done to predict or avoid them

Through research and monitoring of vital functions, performance thresholds which correlate to imminent failure have be determined, and it is these types of failure that SMART attempts to predict



Image borrowed from coredatarecovery.com

# Reliability

HOW STUFF WORKS

HOW STUFF WORKS

#### Mean Time Between Failures (MTBF)

- Well, you know, there are lies, dammed lies and statistics
- An average computer HD has about MTBF=400,000 hours (i.e. more than 45 years)
- Reality shows that a HD life is between 3 and 7 years, typically 5

#### SMART (Self Monitoring, Analysis and Report Technology)

- In 1992, IBM began shipping 3.5-inch hard disk drives that could actually predict their own failure
- These drives were equipped with **Predictive Failure Analysis (PFA)**, an IBM-developed technology that periodically measures selected drive attributes - things like head-to-disk flying height - and sends a warning message when a predefined threshold is exceeded
- Industry acceptance of PFA technology eventually led to becoming the industry-standard reliability prediction hard disk drives



### Some SMART attributes

- Read Error Rate
- Throughput Performance
- Spin-Up Time
- Spin Retry Count
- Recalibration Retries
- Temperature
- Reallocated Sectors Count
- Current Pending Sector Count

#### Reallocated sectors

- Each hard disk comes with a limited "pool" of empty sectors that can be used as reallocated sectors (**spare area**)
- When one sector fails, or it is predicted to fail, it's marked as bad sector
- If failure was predicted, information migrates to one of the spare area
- Due to the fact that some sectors are remapped to another area on the disk, sequential I/O on those sectors is getting randomized (becomes random I/O) with very different performance characteristics





# Magnetic tapes: compression and encryption

- Most tape drives now include some kind of data compression
  - There are several algorithms which provide similar results: LZ (most), IDRC (Exabyte), ALDC (IBM, QIC) and DLZ1 (DLT)
  - Embedded in tape drive hardware
  - A ratio of 2:1 is typical, with some vendors claiming 2.6:1 or 3:1
- Some enterprise tape drives can encrypt data (this must be done after compression, as encrypted data cannot be compressed effectively)
- The compression algorithms used in low-end products are not the most effective known today, and better results can usually be obtained by turning off hardware compression, using software compression (and encryption if desired) instead

HOW STUFF WORKS

HOW STUFF WORKS

# Magnetic Tape HOW STUFF WORKS Recording Method: Linear • Can be linear (several heads read/write in parallel for the tape width) or linear serpentine (the tape goes forward and backward several times – also several heads) Track n-1 Track n Images from wikipedia · Scanning: these methods write short dense tracks across the width of the tape medium, not along the length DRUM Image from tomshardware.com



#### SSD Disks

Two kinds of Flash memory: NAND and NOR

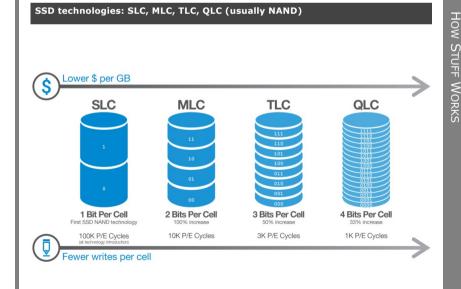
NAND Flash memory

- Block-level access (128-1024 KB)
- High write-erase cycle
- Fast erase time
- Low security (bit flipping)
- Massive storage (pen drive, SSD disks)

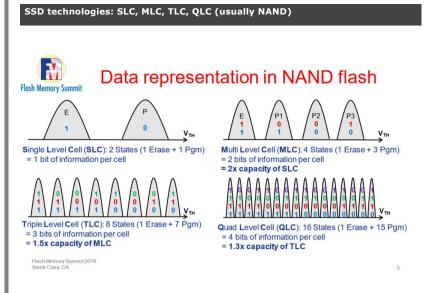
#### NOR Flash Memory

- Byte-level access (like a RAM), allows eXecute In Place (XIP)
- Low write-erase cycle
- Slow erase time (10 times slower than NAND)
- Highly secure
- Firmware, OS, Boot, BIOS





HOW STUFF WORKS





#### SSD versus HDD

#### Start-up time

Faster in SSD (no spin-up)

#### Read and write speed

SSD is faster ALWAYS (so, faster backups & recoveries)

#### Consumption and noise

- Less consumption in SSD (no rotation, no arm movement)
- HD produces much heat, so more power required for heat reduction
- Less noise in SSD (0 dB vs, 29-36 dB)

#### **Failures**

- No mechanical parts in SSD
- Non recoverable data in SSD
- SSD more vulnerable to electric / magnetic effects (shorter life)
  - We can discuss a lot about it...



# SSD versus HDD

# **Deterministic performance**

- In SSD you are able to know how much time an access can cost

# Size and weight

SSD is smaller and lighter

# Storage capacity

HD are bigger, but the problem is not the capacity, but cost (5-10 times more expensive the SSD)

HOW STUFF WORKS







David López

