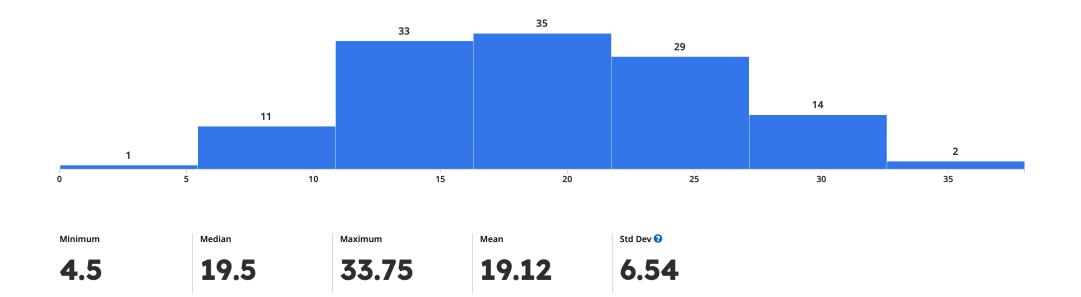
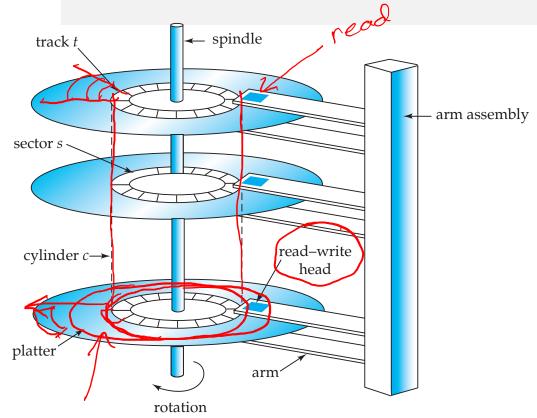
COL 362 & COL 632

Database Storage 17 Feb 2023

Maximum marks = 38



Magnetic Hard Disk Mechanism



- arm assembly Read-write head
 - reads or writes magnetically encoded information.
 - Surface of platter divided into circular tracks
 - over 50K-100K tracks per platter on typical hard disks
 - Each track is divided into sectors.
 - sector size typically 512 bytes
 - 500 to 2000 sectors/track
 - To read/write a sector
 - read-write head moves to track, disk rotates to sector

"Speed" of Disks

- Access time the time it takes from when a read or write request is issued to when data transfer begins
 - Seek time time it takes to reposition the arm over the correct track.
 - 2 to 20 milliseconds on typical disks
 - Average seek time (4-10 milliseconds) is usually provided by the disk manufacturer
 - Rotational latency time it takes for the sector to be accessed to appear under the head.
 - 4 to 11 milliseconds on typical disks (5400 to 15000 r.p.m.)

Performance Measures of Disks (2/2)

- Data-transfer rate the rate at which data can be retrieved from or stored to the disk.
 - Maximum rates upto 50-200 MB per second
- Mean time to failure (MTTF) the average time the disk is expected to run continuously without any failure.
 - Nowadays, vendors' claim MTTF to be 57-136 years!!!
 - If one has 1000 new disks, and MTTF is 12,00,000 hours, then on an average one will fail in 1200 hours!!
 - Typical lifetime of a disk is in practice is 3 to 5 years
- Self-study: SSD/Flash memory, Storage class memory (Optane), RAID for improved reliability

Disk Block Access (1/2)

- Disk IO requests from the OS consist of an address on disk
 - Address is a block number
- A disk block is a logical unit consisting of a fixed no. of consecutive sectors
- Data transfer from disk to memory is in terms of blocks
- A page is like a block, but virtual
 - A page can be mapped to one or more blocks
 - Applications refer to pages, OS refers to blocks

Disk Block Access (2/2)

Sequential access

- Access requests are for successive blocks on same track
- Reduces or eliminates seek time

Random access

- Access requests are for blocks randomly located on disk
- Access time is higher each access requires a seek