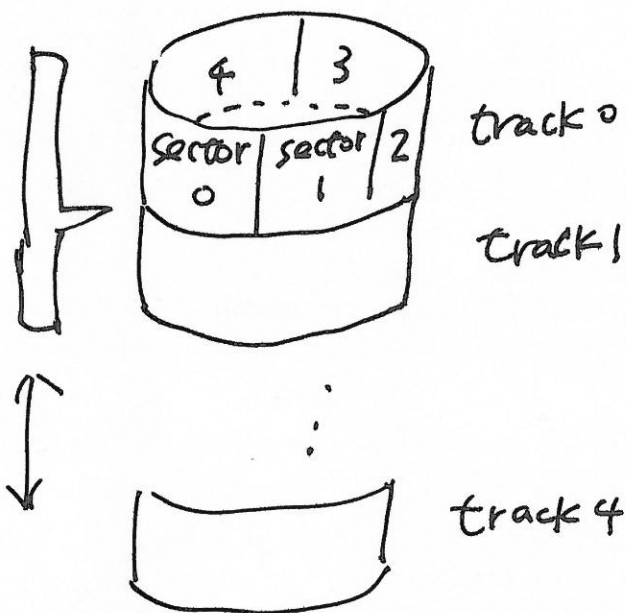


## 5. Search Strategies: Rotational Ordering

- Rotational Ordering—Once the read/write head is positioned as some track, re-order the requests to optimize the search time.

Once the read/write head has been positioned (on some specific track), reorder the requests to optimize the search time.



requests (head is initially at (0,0))

Track	Sector
0	1
1	4
1	3
2	0
2	3
2	4
3	2
3	0

Seek time — 5ms from track  $i$  to  $i+1$

Search time — 1ms from sector  $j$  to  $j+1$

transfer time — 1ms

Without rotational ordering

requests	seek time	search time	transfer time
(0,1)	0	1	1
(1,4)	5	2	1
(1,3)	0	1	1
(2,0)	5	2	1
(2,3)	0	2	1
(2,4)	0	1	1
(3,2)	5	2	1
(3,0)	0	2	1

15

13

8 (+ = 36ms)

With rotational ordering:

(0,1)	1
(1,3)	2
(1,4)	1
(2,4)	0
(2,3)	1
(2,0)	2
(3,0)	0
(3,2)	2

9 (so you save 4ms)

## 6. RAID (Redundant Array of Independent Disks)

- Motivation and key idea
  - 1. To close the widening gap between processor speeds and relatively slow disk drives.
  - 2. Instead of using large-capacity disk drives, we use multiple smaller-capacity drives.
  - 3. Distribute data to enable simultaneous access to data from multiple drives.
  - 4. Improve I/O performance and allow easier incremental increases in capacity.

## RAID 3:

- ① It uses a parallel access technique.
- ② It only requires a single redundant disk.

Example:  $X_0, X_1, X_2, X_3$  — 4 disk drives for data  
 $X_4$  — parity disk.

At the  $i$ th bit, we have

$$X_4(i) = X_3(i) \oplus X_2(i) \oplus X_1(i) \oplus X_0(i)$$

//  $\oplus$  — addition  
with no carry,  
or exclusive OR.

If  $X_1$  fails,

add  $X_1(i) \oplus X_4(i)$  at both sides

$$\cancel{X_4(i)} \oplus X_1(i) \oplus \cancel{X_4(i)} = X_3(i) \oplus X_2(i) \oplus \cancel{X_1(i)} \oplus X_0(i) \oplus \cancel{X_1(i)} \oplus \cancel{X_4(i)}$$

↓

$$X_1(i) = X_4(i) \oplus X_3(i) \oplus X_2(i) \oplus X_0(i)$$

$X_1$  is recovered!

RAID4, not commercially implemented, but its algorithm is used in RAID5, RAID6.

example.  $X_0, X_1, X_2, X_3$  — data disks  
 $X_4$  — parity disk

Suppose a write occurs at  $X_1$ , for each bit  $i$  (change)

updated parity  $\rightarrow X_4'(i) = X_3(i) \oplus X_2(i) \oplus X_1'(i) \oplus X_0(i)$  3 reads

2 writes

$$= \underline{X_3(i) \oplus X_2(i)} \oplus \underline{X_1'(i) \oplus X_0(i)} \oplus \underline{X_1(i) \oplus X_1(i)}$$
$$= X_4(i) \oplus X_1(i) \oplus X_1'(i)$$

2 reads  
2 writes