**Outline**

* Disk hardware structure
  + Logical blocks
  + Cylinders
  + Platter, spindle, arm (head)
* How a disk read/writes data
* Things to consider for performance
  + Access time (seek time + rotational latency + transfer time)
  + Starvation
* Disk scheduling algorithms
  + FCFS
  + SSTF
  + SCAN / C-SCAN
  + LOOK / C-LOOK
* Describe LOOK with more detail and why I chose it
  + Doesn’t naively go to the beginning/end of a cylinder
  + Has solid performance for average response time