File System II

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Chapter 11: Roadmap

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I/O Function

• Programmed I/O (PIO)
  – CPU directly reads device, transferring data to RAM or CPU registers
  – Slow legacy devices (e.g., serial/parallel ports, PS/2 keyboard or mouse)
  – PIO mode 0 to 6: speed range 3.3-25 MB/s
• Not used for high-rate I/O
  – But appropriate for loading config registers from a device or initializing it

• Direct Memory Access (DMA)
  – DMA controller responsible for data transfer between device and RAM
• While PIO keeps the CPU occupied during entire I/O transaction, DMA is fully independent of the CPU
• Zero-copy transfer
  – Data bypasses intermediate buffers and gets to application through DMA
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**App Buffering**

- Consider application that processes data
- **Single buffering**
  - Per-buffer delay $T_P + T_D$
- **Double buffering** requires at least two threads
  - Per-buffer delay $\max(T_P, T_D)$

```c
// semaReady = 0; semaFinished = 2
int curDisk = 0;
while (true) {
    semaFinished.Wait();
    ReadData (buf[curDisk]);
    semaReady.Release();
    curDisk ^= 1;
}
```

```c
int curProc = 0;
while (true) {
    semaReady.Wait();
    ProcessData (buf[curProc]);
    semaFinished.Release();
    curProc ^= 1;
}
```
App Buffering

- Suppose disk or application is bursty, but on average ReadData() is faster than ProcessData()
  - Even double-buffering may stall processing
- Multi-buffering
  - $N \geq 3$ buffers, circular array
  - Solves the problem by reading ahead, smooths out any fluctuations
- Easy for single thread, what about $K$ threads?
App Buffering

• Each thread requires its own N-buffered array

• If there are many threads, how to manage the wait for next available buffer to read into?
  - See homework #3

• Why not make K independent disk threads?
  - Leads to disk seek thrashing; no benefit to parallelization if there is only 1 disk and it’s the bottleneck
OS Buffering

- OS buffering is similar with two exceptions
  - Possible to bypass the kernel buffer
  - ProcessData() is just a memcpy to user space
- No OS buffering is used for extreme I/O rates (GB/s and faster)
  - Earlier we called this zero-copy
- Single OS buffering is normal blocking operation of ReadFile
- Multi-buffering in OS is possible when the application requests overlapped I/O and specifies several chunks from file

```c
// no buffering: T_D
while (true) {
    WaitForRequest(UserBuf);
    SetupDMA (UserBuf);
    WaitForDMA (UserBuf);
    NotifyApp (UserBuf);
}
```

```c
// single buffer: T_D+T_copy
while (true) {
    WaitForRequest(UserBuf);
    SetupDMA (OSbuf);
    WaitForDMA (OSbuf);
    memcpy (UserBuf, OSbuf);
    NotifyApp (UserBuf);
}
```
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Disk Internals

- Hard drive consists of \( P \) platters, each with two magnetic surfaces
  - Platters spin on a central spindle, rotational speed \( R \) is given in RPM
- Data is read using \( 2P \) heads, one for each surface
- Surface broken into \( K \) concentric circles called tracks
  - Track 0 near the outer edge
- Track consists of \( N \) sectors of \( B \) bytes each
- The same track on all 2P surfaces comprises a cylinder
Disk Internals

• **Question:** how much can a disk read in one rotation?
  - \( C = 2P*N*B \) (cylinder size = number of surfaces * track size)

• **Question:** total disk capacity?
  - \( 2P*N*B*K = C*K \) (cylinder size * number of tracks)

• **Question:** for R=7200 RPM drive, how to figure out cylinder size and how many tracks it has?
  - Assume \( \Delta \) is the inter-track delay during sequential read
  - Then, disk read speed \( S = \frac{C}{60/R + \Delta} \)
  - Since \( \Delta \) is unknown, we neglect it in our estimates

• **Example:** 2 TB Hitachi with 150 MB/s sustained read
  - Solving \( C*R/60 = 150 \) MB/s, we get \( C = 1.25 \) MB
  - Solving \( C*K = 2TB \), we get \( K = 1.6M \)
Disk Internals

Time to obtain data from disk

- Seek time $T_S$
  - Delay needed to move the heads to the right track
  - Includes time to start, move, and settle down
  - Average 8 ms for regular HDDs, 0.1 ms for SSDs

- Rotational delay $T_R = 60 / (2*R)$
  - Time until the right sector passes under head
  - On average $\frac{1}{2}$ revolution; for 7200 RPM, it’s 4 ms
  - Absent in SSDs

- Transfer delay $T_T = b / S = 60*b/(C*R)$
  - Time to read a chunk of size $b$ bytes

- Total time $T = T_S + T_R + T_T$
**Disk Internals**

- **Examples:** total time to read one sector of Hitachi
  \[ T = 8 + 4 + \frac{512}{150e6} = 12.003 \text{ ms} \]

- If we read sectors randomly across the disk?
  - Speed dominated by \( T_S + T_R \), approx 41.6 KB/s

- Want 100 randomly scattered records in 15-MB file?
  - Seeking takes 1.2 seconds, reading the whole file 112 ms

- **Lesson #1:** disk seeking should be minimized

- If we read data sequentially, but one sector at a time?
  - One sector per revolution, i.e., 120 sectors/s, 60 KB/s
  - Usually speed isn’t this bad due to internal HDD caching

- **Lesson #2:** sequential reads must be in large chunks
Disk Internals

- Overlapped I/O sends multiple requests to HDD
  - Beneficial if supported by the underlying HDD protocol such as SATA NCQ (Native Command Queuing)
• Lessons
  - If data is sequential, reading small chunks not only creates a huge amount of kernel transitions, but also makes the disk inefficient at reading sectors
  - Should ask for at least several full cylinders per call
• NCQ/overlapped has several benefits:
  - Allows the drive to pull data out of order
  - Keeps the drive always reading ahead even when the OS is processing previous chunks (e.g., completing DMA housekeeping) or copying them to application buffers
Overlapped I/O Example

- Demonstrate using N buffers, no data processing
  - Buffers are used sequentially

- This example just reads data in order, throws it away:
  - Obviously need to handle errors/EOF
  - If data is processed elsewhere, need to wait for buffer to be released before attempting a refill

```c
OVERLAPPED ol[N];
memset (ol, 0, sizeof(OVERLAPPED) * N);
// create ol[i].hEvent
issue N overlapped requests to buf[0] ... buf[N-1]
int cur = 0;    // current buffer
while (true) {
    WaitForSingleObject (ol[cur].hEvent, INFINITE);
    GetOverlappedResult (... , ol + cur, ...);
    // process buffer[cur] and refill
    ReadFile (hFile, buffer[cur], ..., ol + cur);
    cur = (cur + 1)%N;
}
```
Disk Scheduling

- When future requests are known, OS or HDD may optimize overall seek distance and reduce delay
- **FIFO** serves them in order
  - Main benefit is that it’s fair
- **Priority-based** (OS decides)
- **Shortest Service Time First (SSTF)**
  - Nearest track from current location
- **SCAN** (elevator algorithm)
  - Serves tracks in increasing order until max, then scans back
- **C-SCAN**
  - Always scans upward until max, then returns to track 0
  - Reduces the worst wait delay compared to SCAN