

# Research on Disks and Disk Scheduling

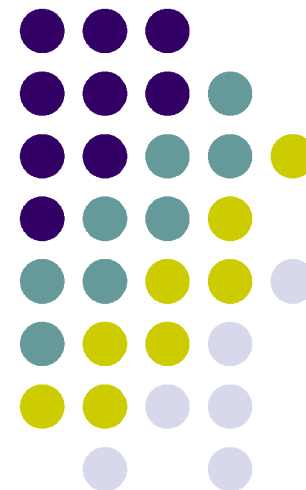
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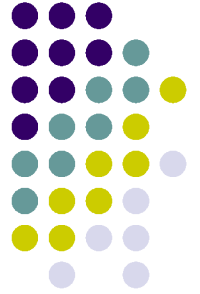
Brian Railing

Monday, November 3rd 2003

15-410 Fall 2003

Original lecture given by Steve Muckle on Monday, March 31st 2003  
Additional Slides Taken from Eno Thereska's July Systems Talk  
Also from Terrence Wong's Midsemester Thesis Presentation



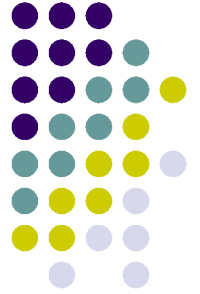


# Outline

Freeblock Scheduling

Timing Accurate Storage Emulation (TASE)

Self-\*

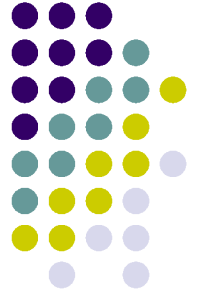


# Freeblock Scheduling

Research going on right here at CMU

Something I was involved in this past summer

Who would like some free bandwidth while their disk is busy? □



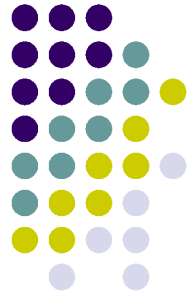
# Freeblock Scheduling

## Interface:

- fb\_read(logical numbers, ...)
- callback\_fn(...)

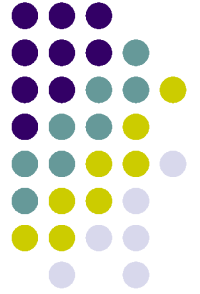
## Extracting Bandwidth

- Send requests to the disk in between normal requests without effecting the normal requests

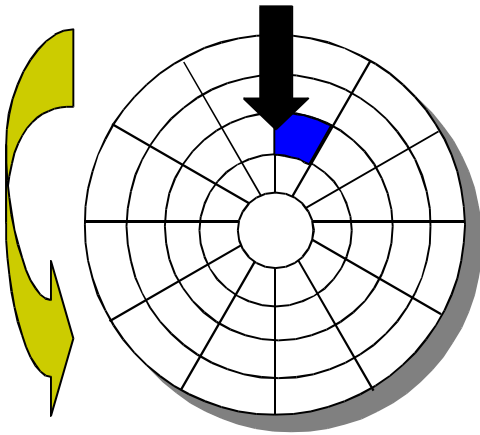


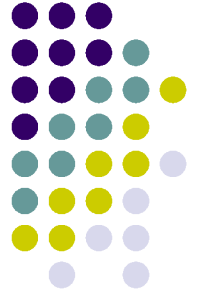
# Freeblock Scheduling

- As in SPTF scheduling, we must know the EXACT state of the disk
- We need to be able to predict how much rotational latency we have to work with
- Enemies of freeblock scheduling:
  - disk prefetching
  - internal disk cache hits
  - unexpected disk activity (recalibration, etc)
  - disk-reordered requests

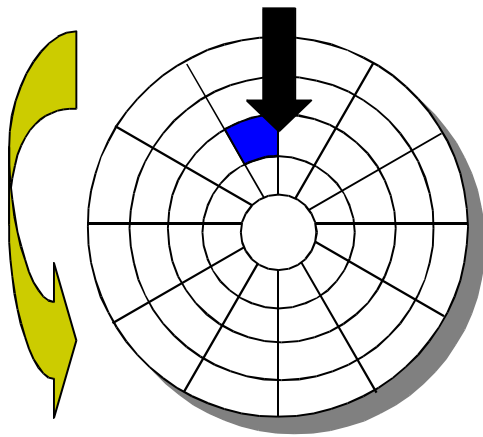


# About to read blue sector

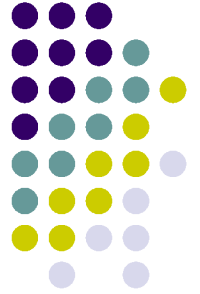




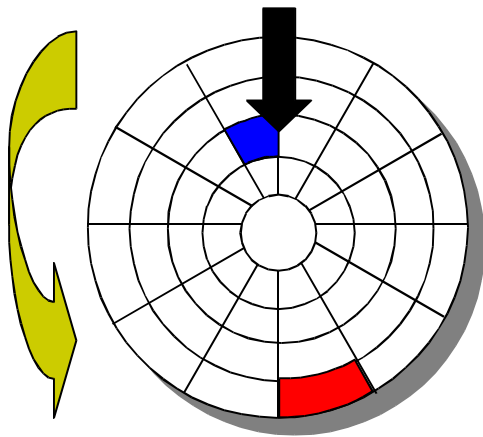
# After reading blue sector



After **BLUE** read



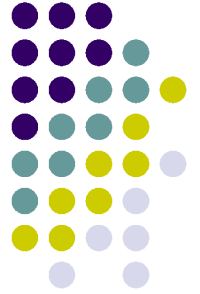
# Red request scheduled next



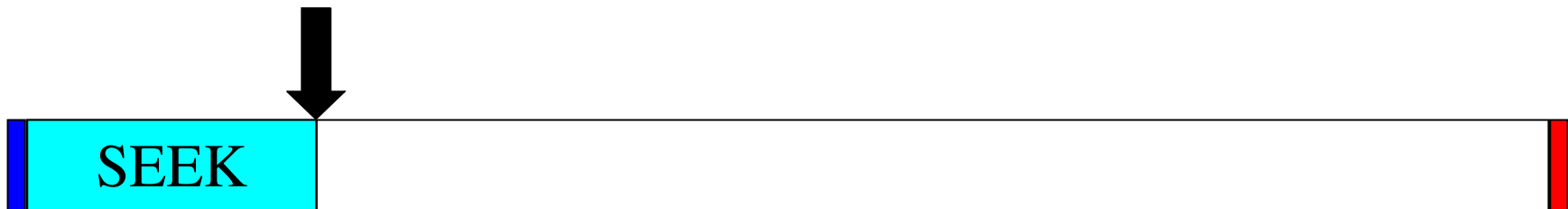
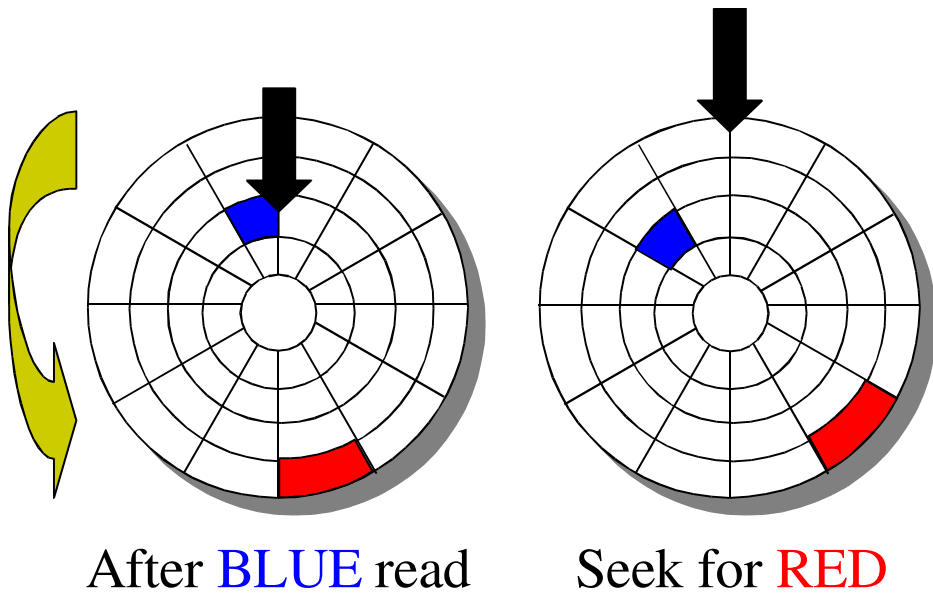
After BLUE read



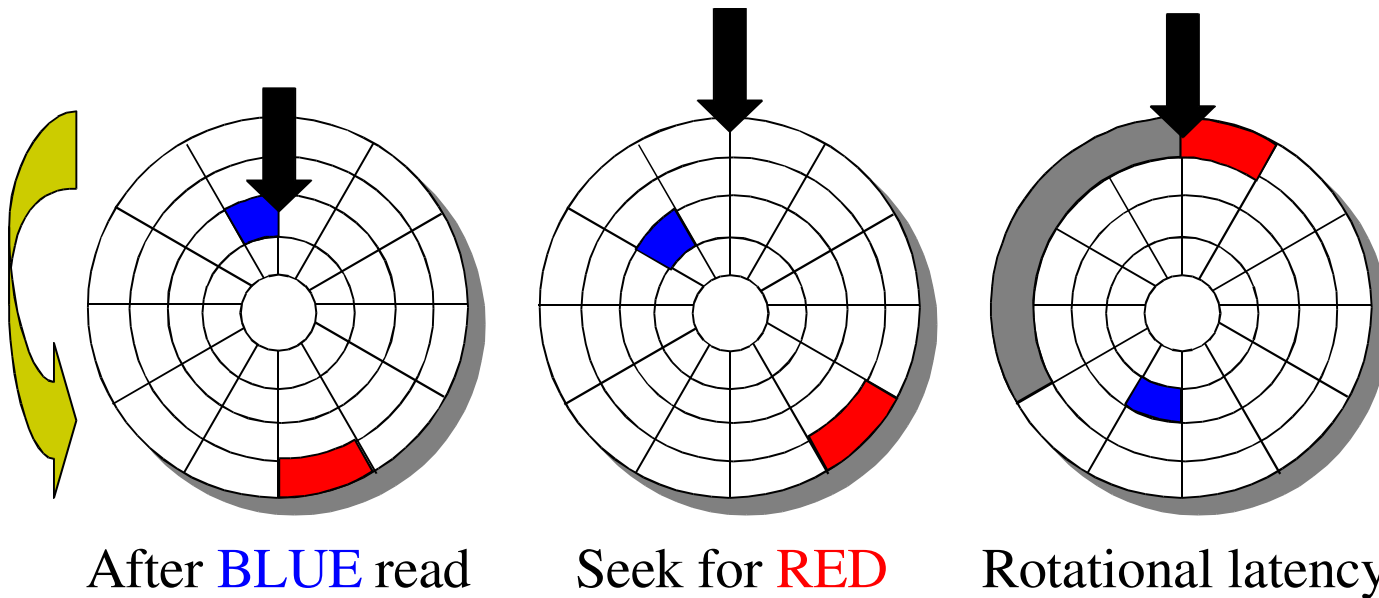
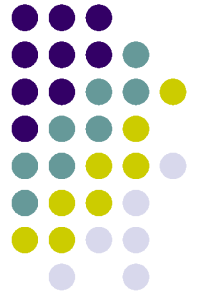




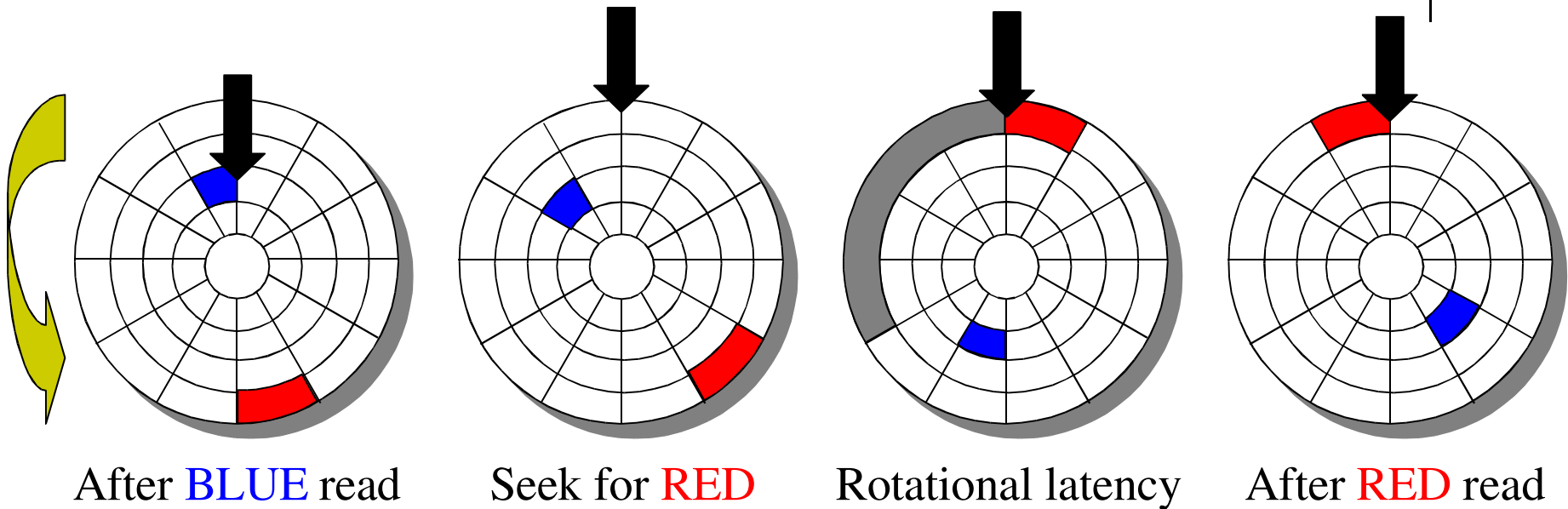
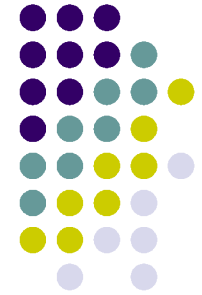
# Seek to Red's track

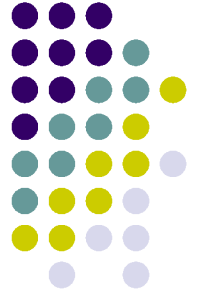


# Wait for Red sector to reach head

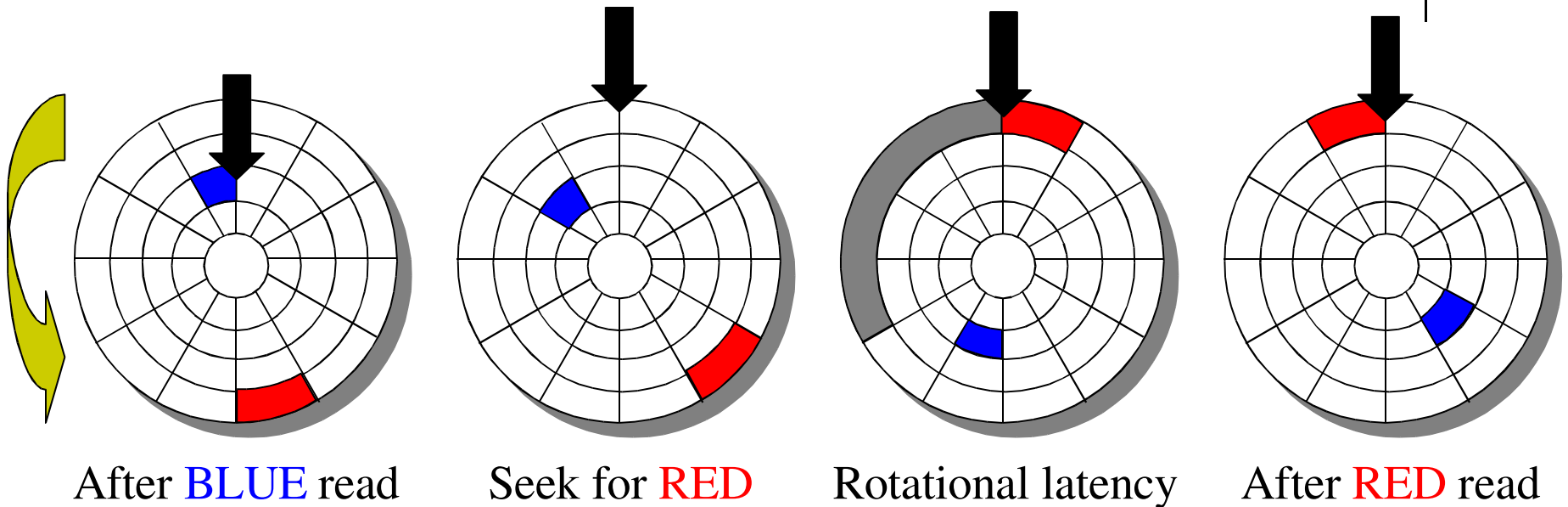


# Read Red sector

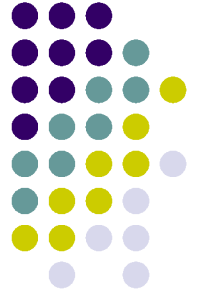




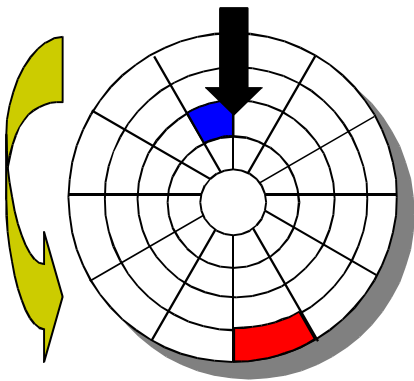
# Traditional components



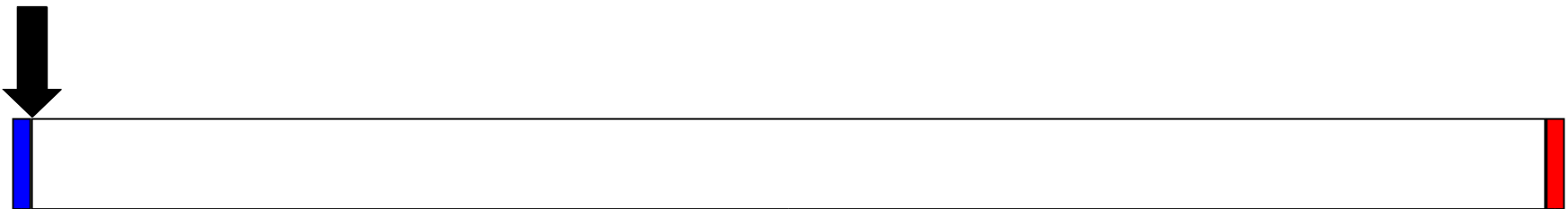
Note: Rot. Latency is an artifact of rotation  
Seeks are needed to keep disk head on tracks

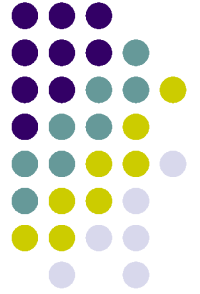


# Initial setup again

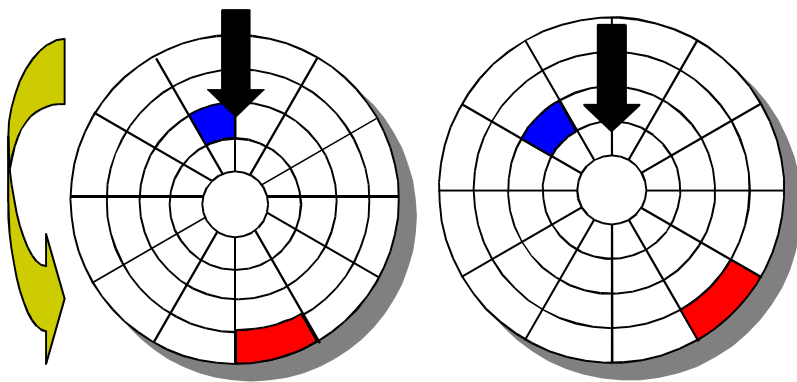


After BLUE read



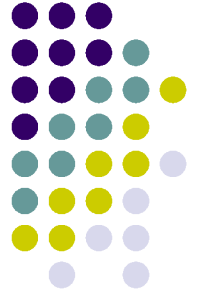


# Seek to Third track

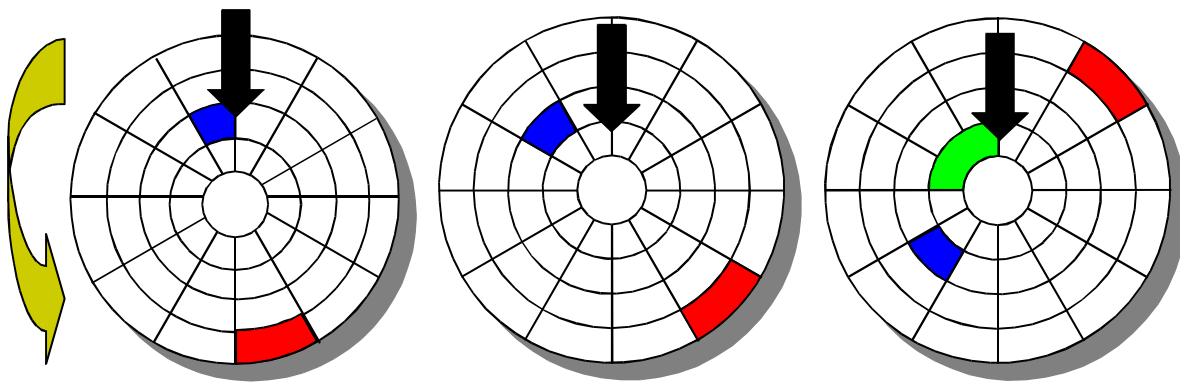


After **BLUE** read    Seek to Third





# Free transfer

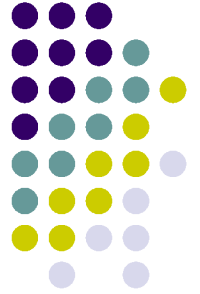


After **BLUE** read

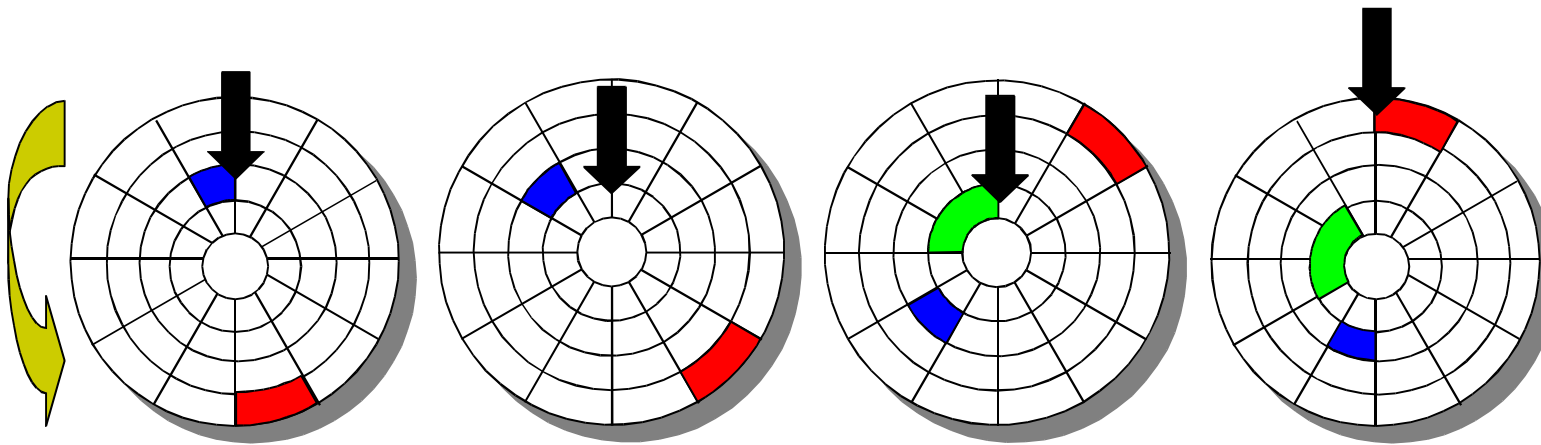
Seek to Third

Free transfer





# Seek to Red's track



After **BLUE** read

Seek to Third

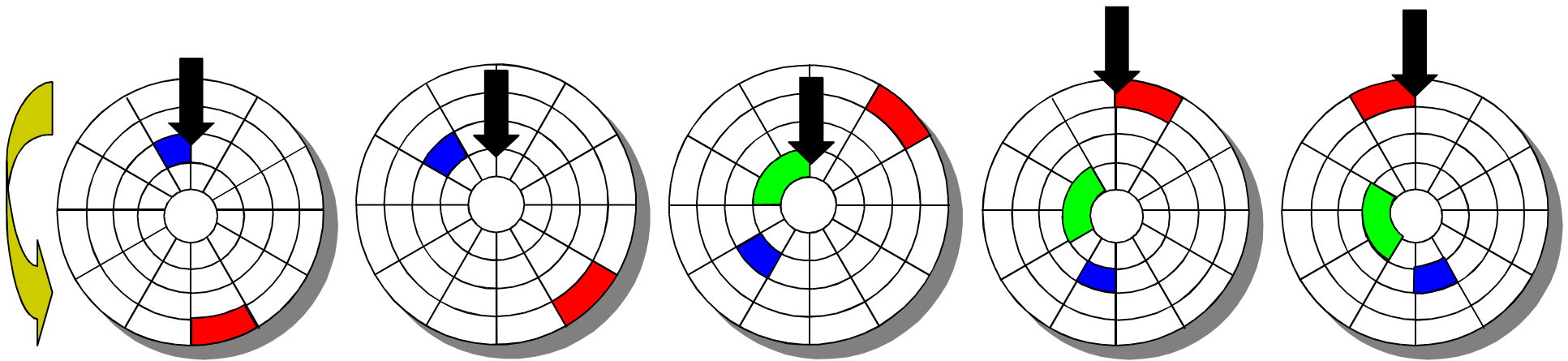
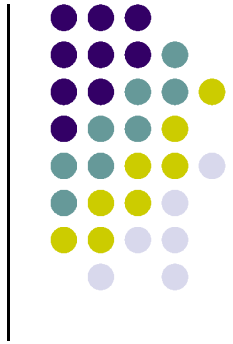
Free transfer

Seek to **RED**





# Read Red sector



After **BLUE** read

Seek to Third

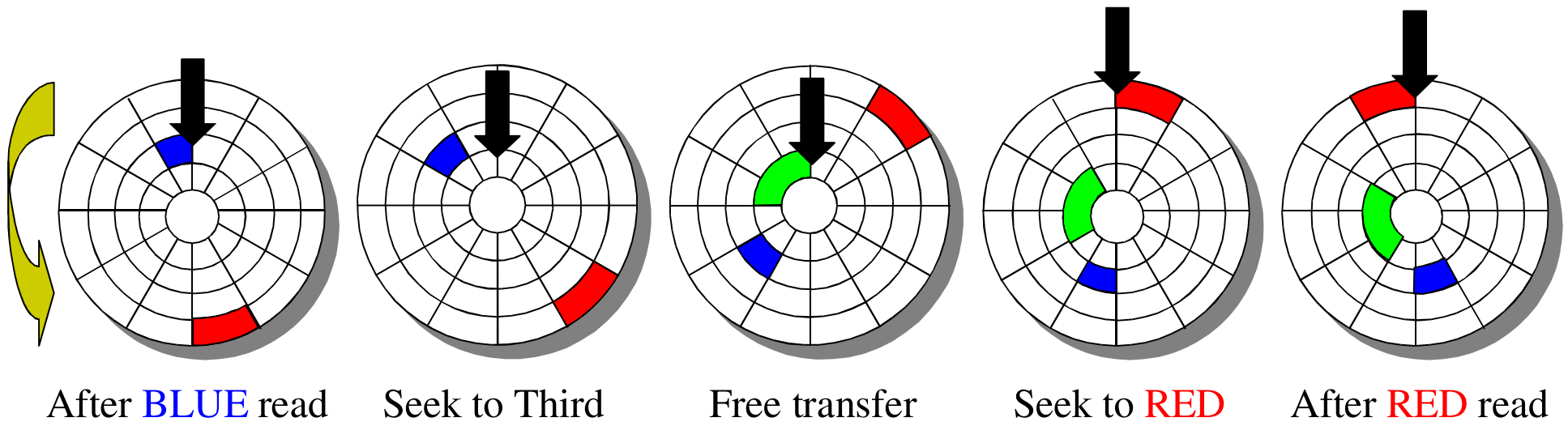
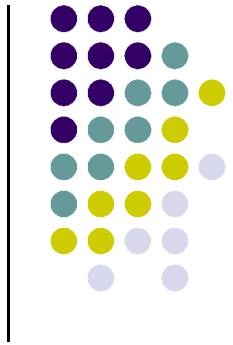
Free transfer

Seek to **RED**

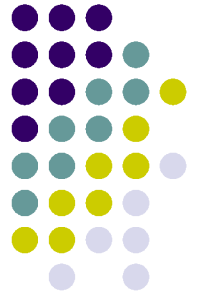
After **RED** read



# Resulting components



Interesting, but can apps use free bw?



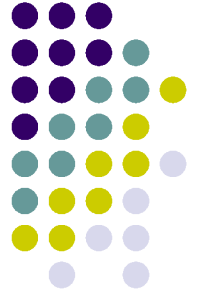
# Freeblock Scheduling

Results include 3.1 MB/sec of free bandwidth

This free bandwidth is best suited to applications with loose time constraints

Some sample applications:

- backup applications
- disk array scrubbing
- cache cleaning (perhaps...)



# TASE

Research I'm currently involved with

- Timing accurate

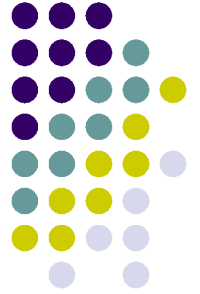
  - Can get performance measurements

- Evaluate hypothetical storage devices

  - Without building a prototype

  - In real systems

# TASE



## Storage Evaluation Techniques

Hand calculations

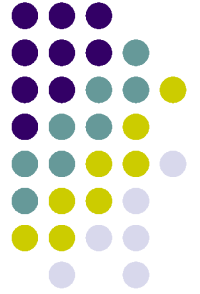
Simulation

Emulation

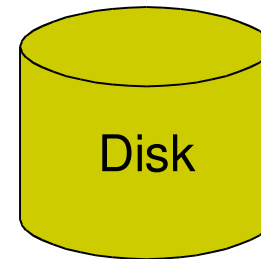
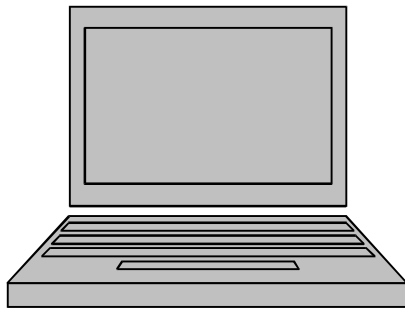
Prototypes

Real System

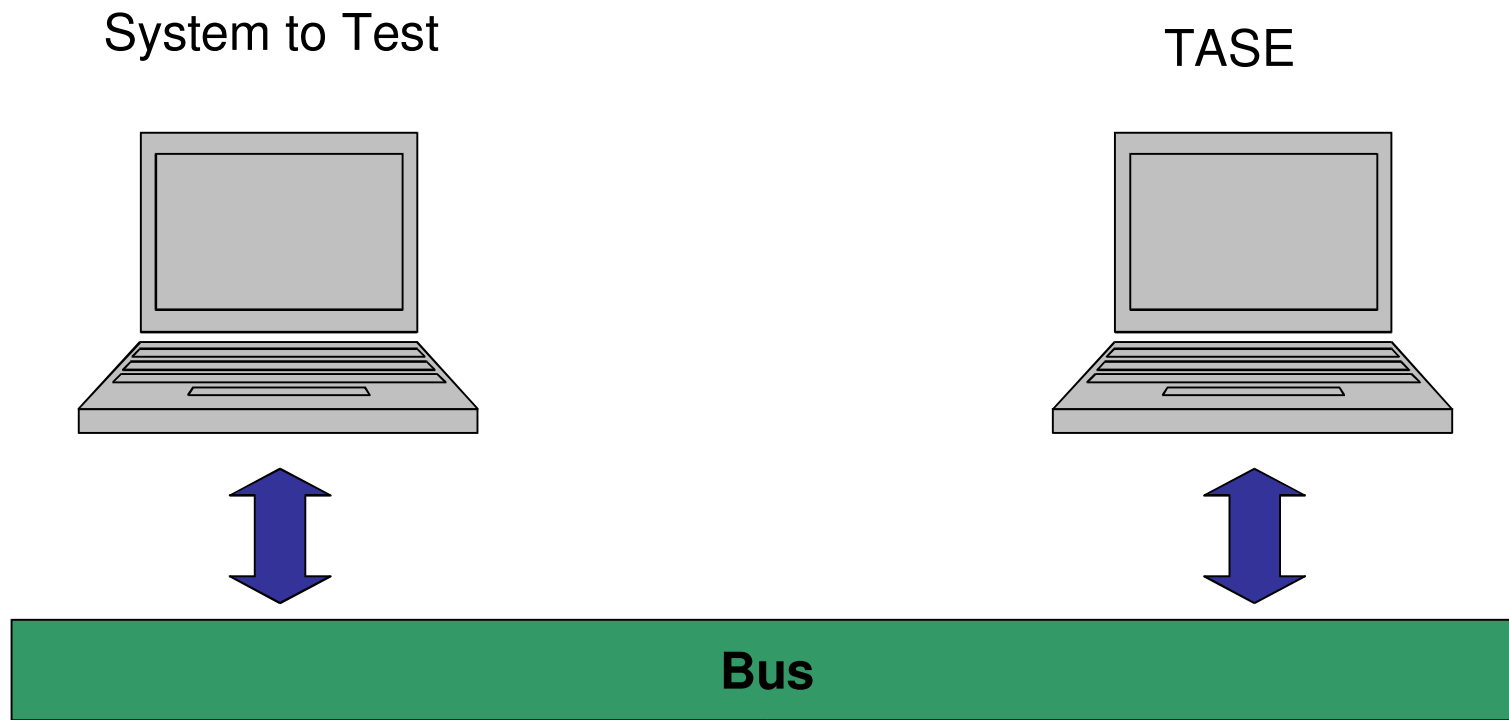
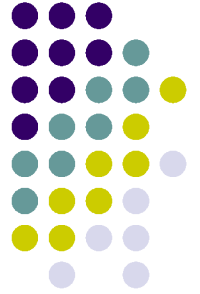
# TASE



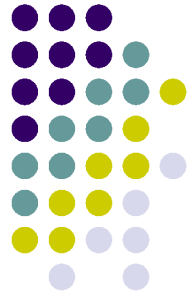
System to Test



# TASE



# TASE



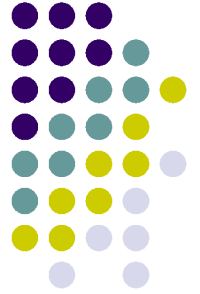
“If it walks like a duck and talks like a duck, it must be a duck.”

Emulated device needs to “be” a disk

- Respond over bus to system being tested

- Behave like a disk by storing requests





# TASE

Everything needs to be in physical memory

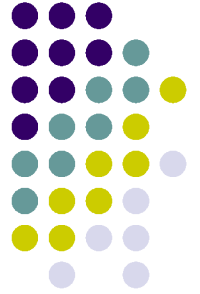
- This limits what we can test with the device

## Possible Solutions

- Use multiple machines as emulators

- Compress data

- Find data that doesn't need to be stored



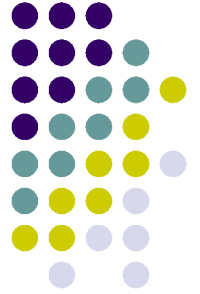
# TASE

Two expectations of disks

- Data is accessible

- It is returned correctly

Do we have to meet these expectations?



# Self-\*

## Storage Management

- Currently: 1 admin per 1 - 10TB
- Goal is to increase to 1 admin per 1PB

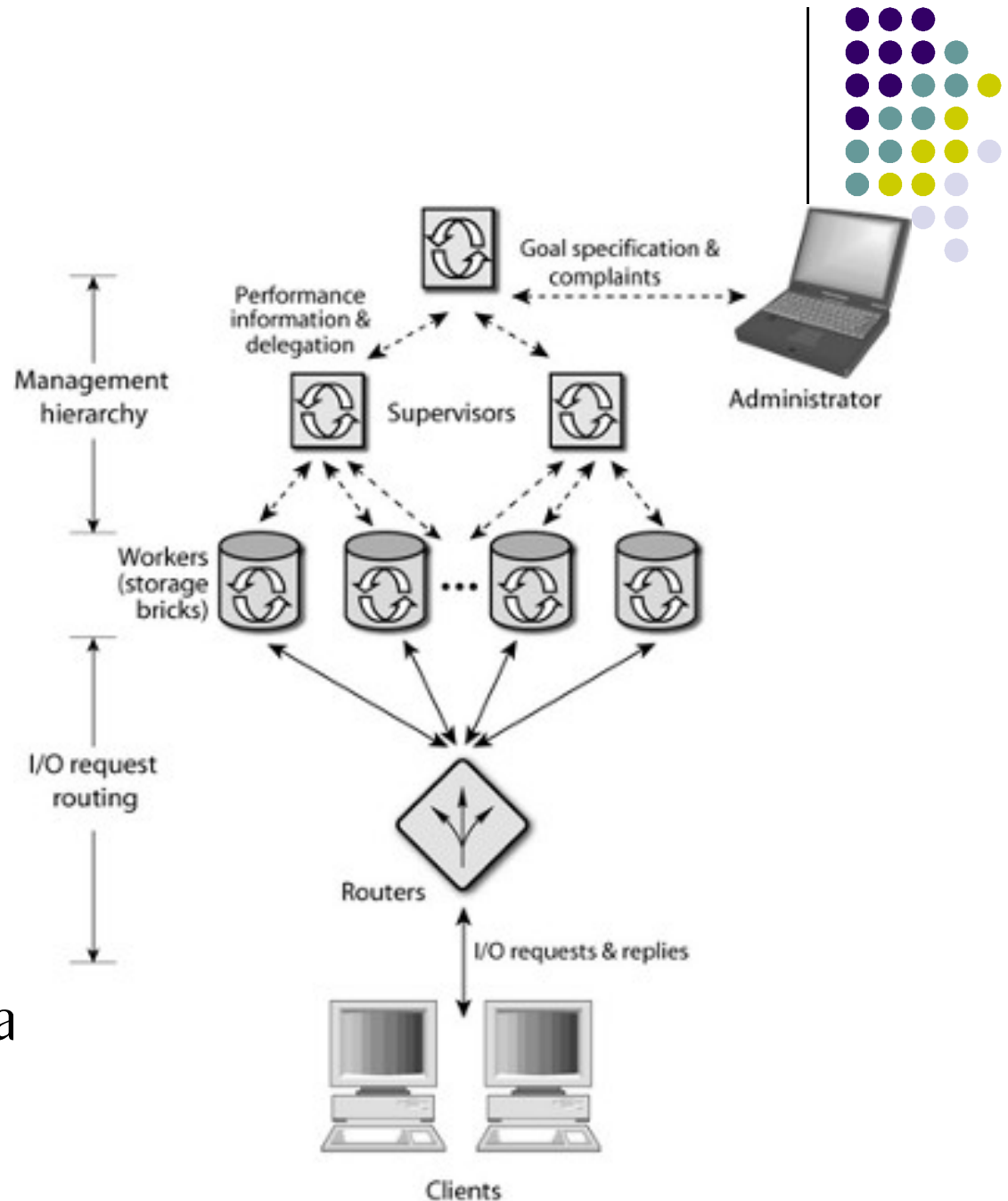
## What is necessary to allow this increase?

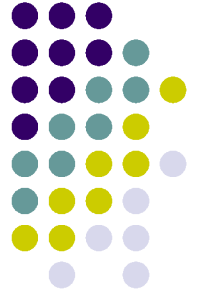
- Could wait for hardware improvements
- Or we could do research

# Self-\*

- Self-\*

1. Petabyte scale
2. Self-organizing
3. Self-managing
4. Self-tuning
5. Self-configuring
6. Self-repairing
7. Commodity hardware



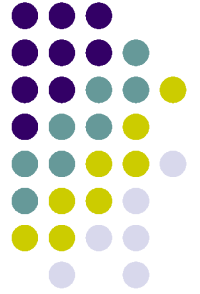


# Related Reading

Freeblock Scheduling <http://www.pdl.cmu.edu/Freeblock/index.html>

TASE [http://www.pdl.cmu.edu/PDL-FTP/Storage/timing\\_abs.html](http://www.pdl.cmu.edu/PDL-FTP/Storage/timing_abs.html)

Self-\* <http://www.pdl.cmu.edu/SelfStar/index.html>



# Conclusions

▣ Much research into improving disk access

▣ This is just a small part of current research

▣ Part of idea behind doing the book report