Storage

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COMPUTING AND INFORMATION SCIENCE

[Altinbuke, Walsh, Weatherspoon, Bala, Bracy, McKee, and Sirer]

Challenge

- How do we store lots of data for a long time
  - Disk (Hard disk, floppy disk, …)
  - Tape (cassettes, backup, VHS, …)
  - CDs/DVDs

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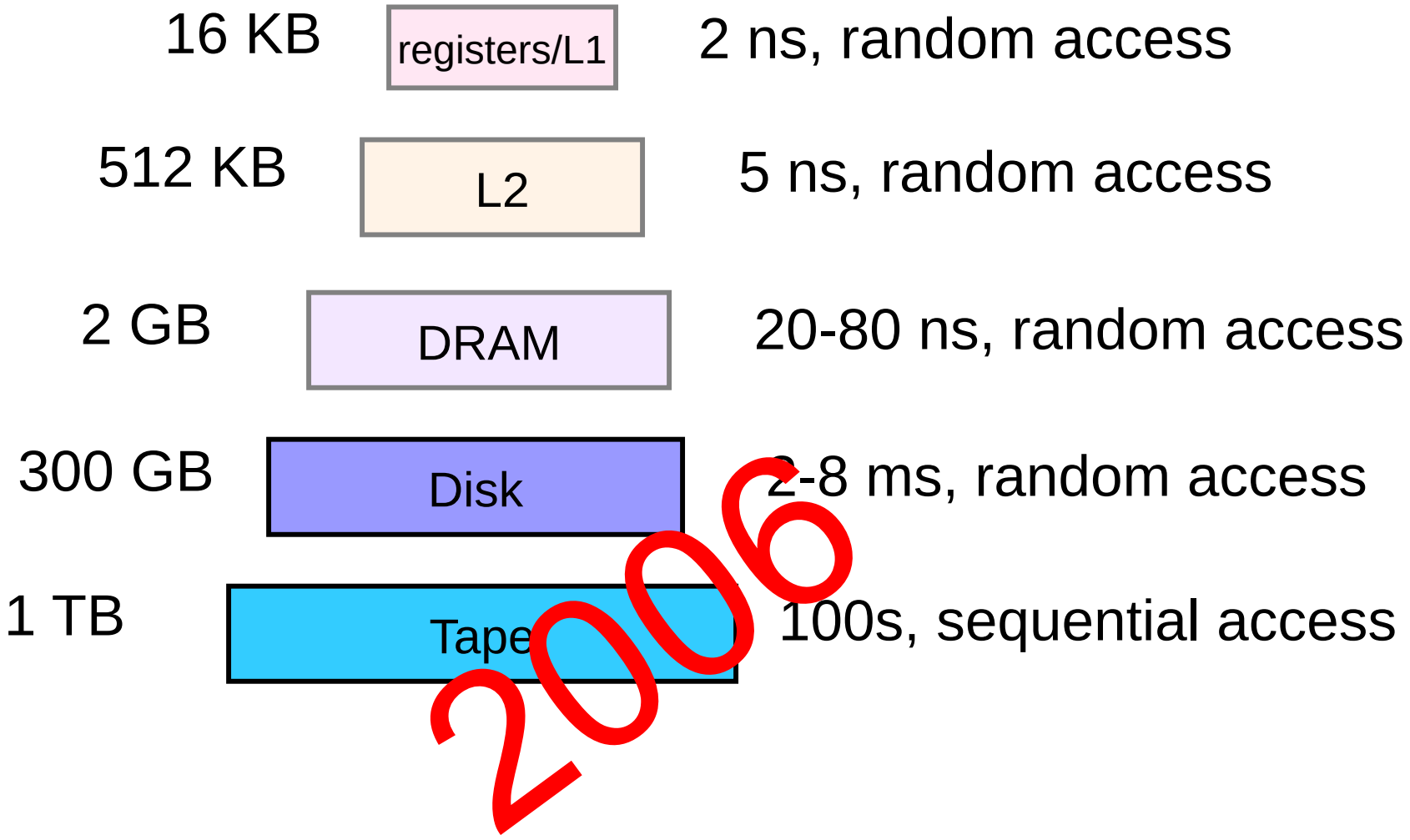
  - Disk (~~Hard disk, floppy disk~~, …Solid State Disk (SSD)
  - ~~Tape (cassettes, backup, VHS, …)~~
  - ~~CDs/DVDs~~
  - Non-Volitile Persistent Memory (NVM; e.g. 3D Xpoint)

I/O System Characteristics

- Dependability is important
  - Particularly for storage devices
- Performance measures
  - Latency (response time)
  - Throughput (bandwidth)
  - Desktops & embedded systems
    - Mainly interested in response time & diversity of devices
  - Servers
    - Mainly interested in throughput & expandability of devices

Memory Hierarchy



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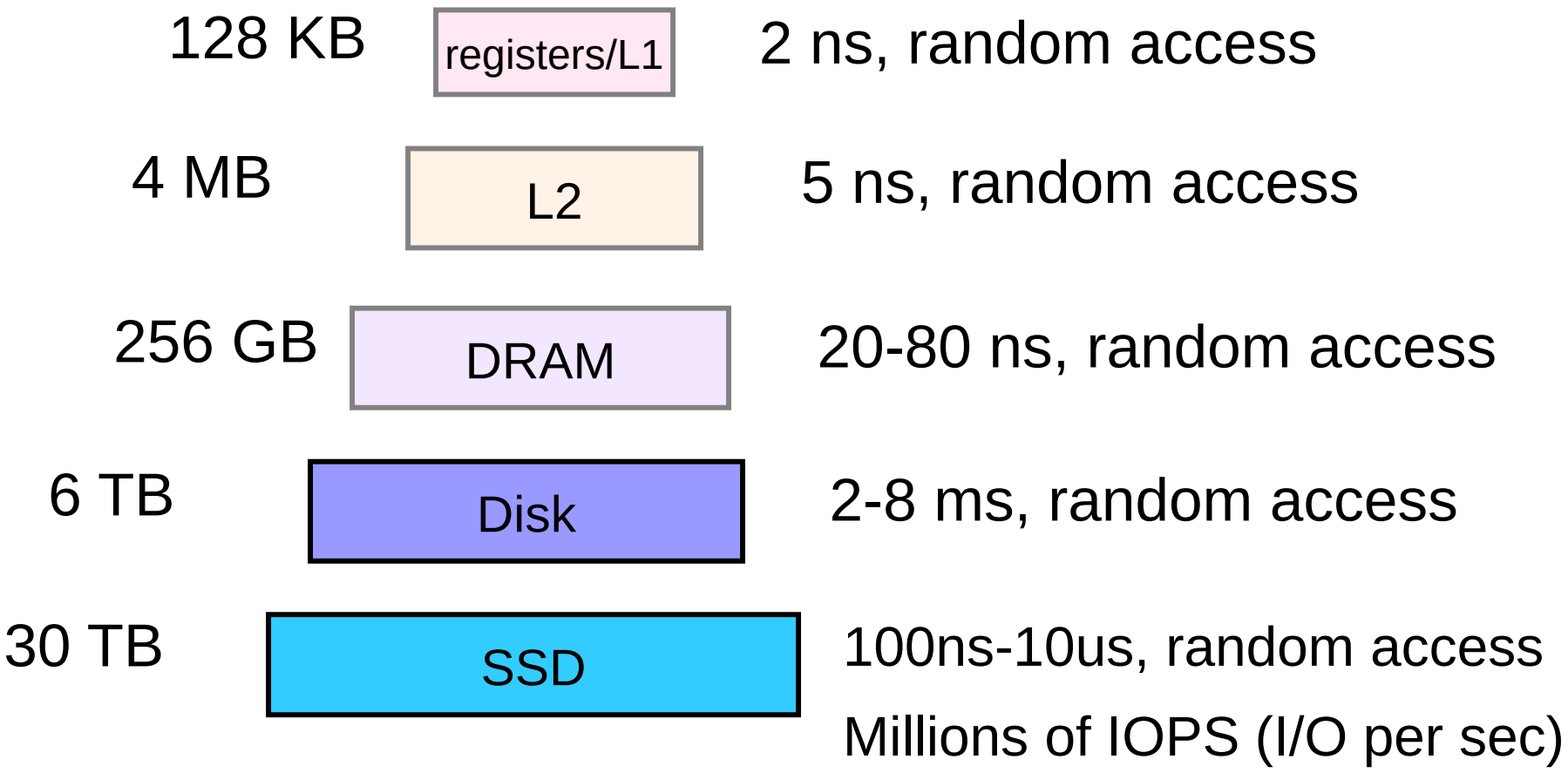
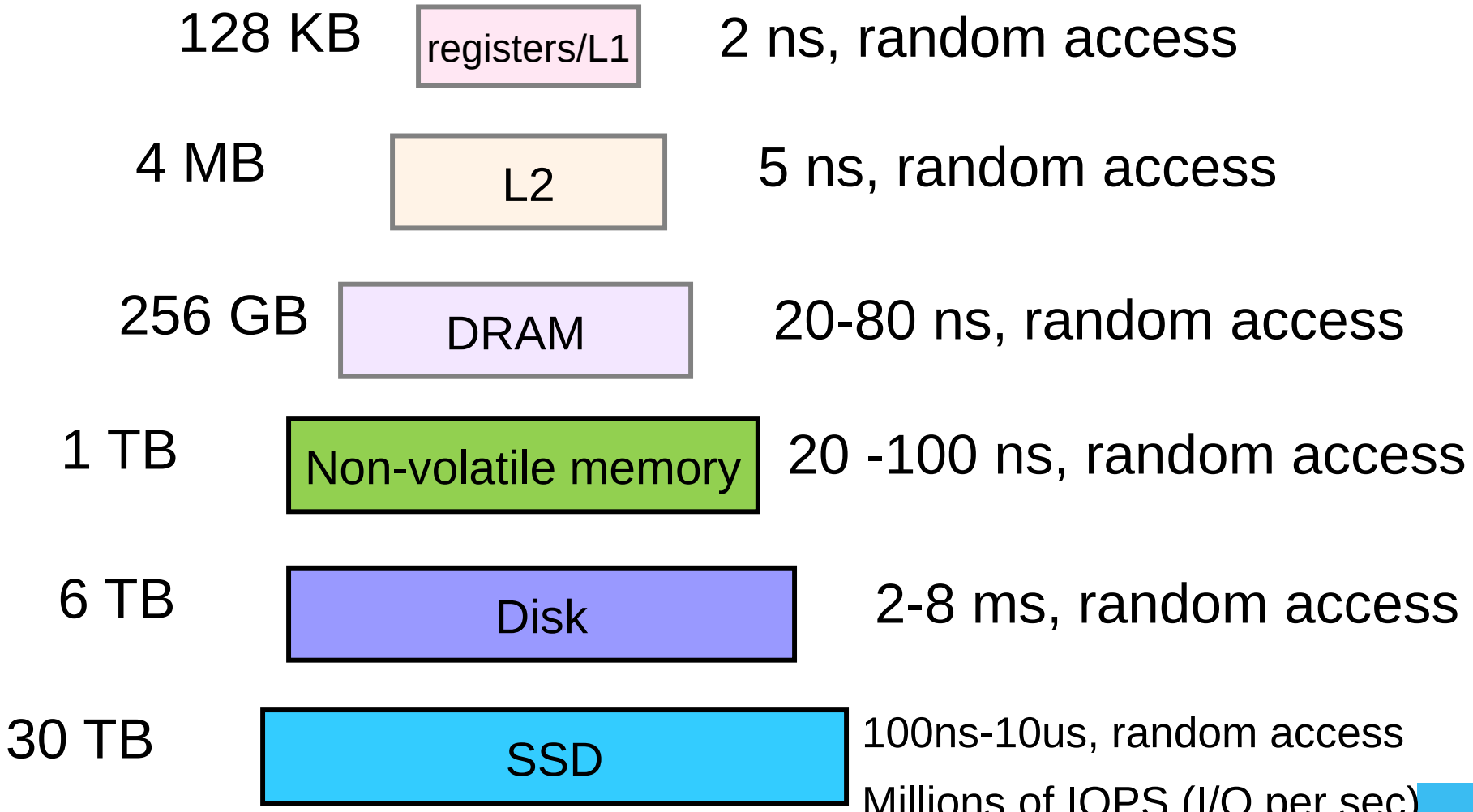
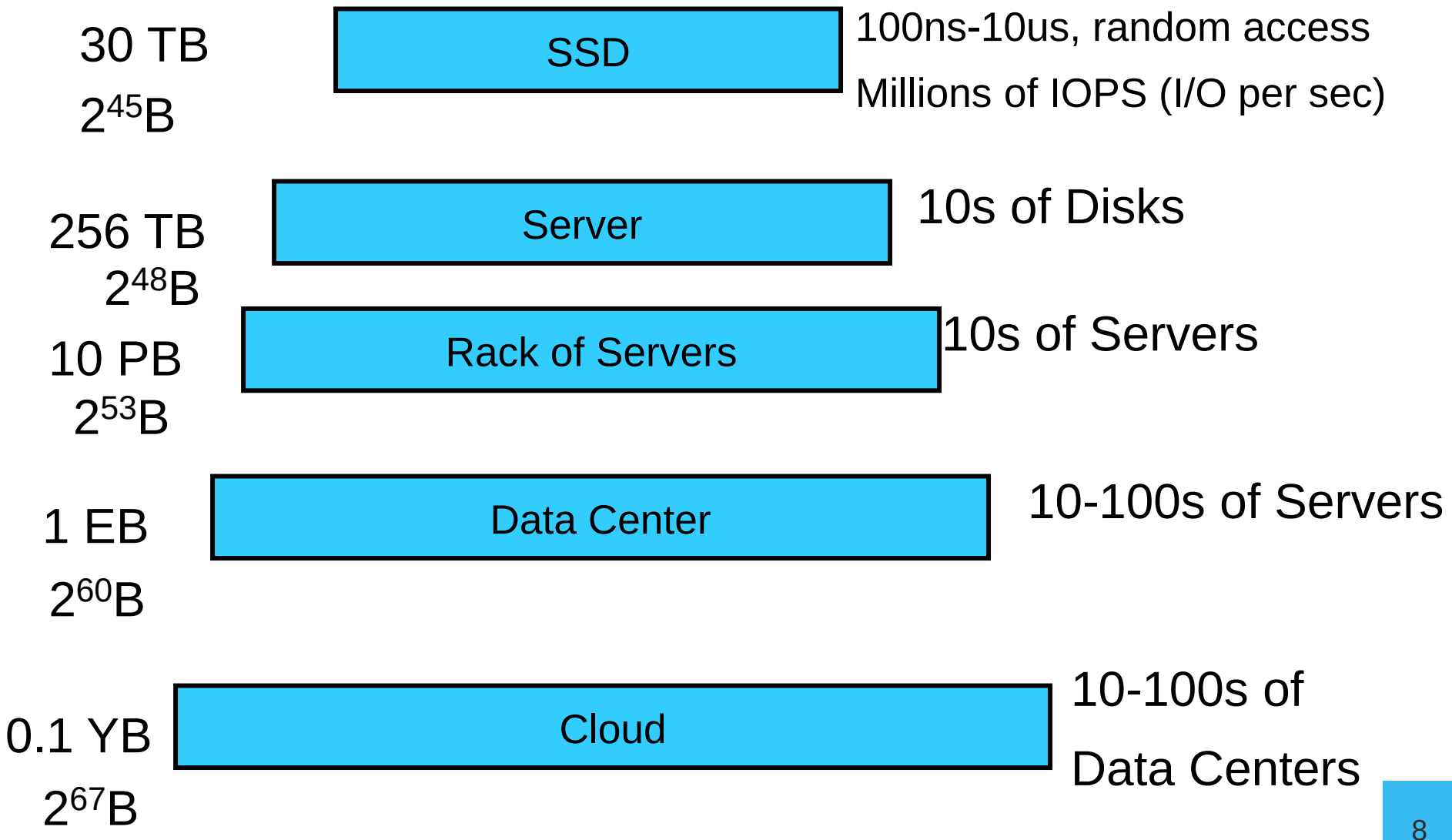


Memory Hierarchy



Memory Hierarchy



The Rise of Cloud Computing

- How big is Big Data in the Cloud?
  - Exabytes: Delivery of petabytes of storage daily

Titan tech boom, randy katz, 2008

The Rise of Cloud Computing

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  - Most of the worlds data (and computation) hosted by few companies

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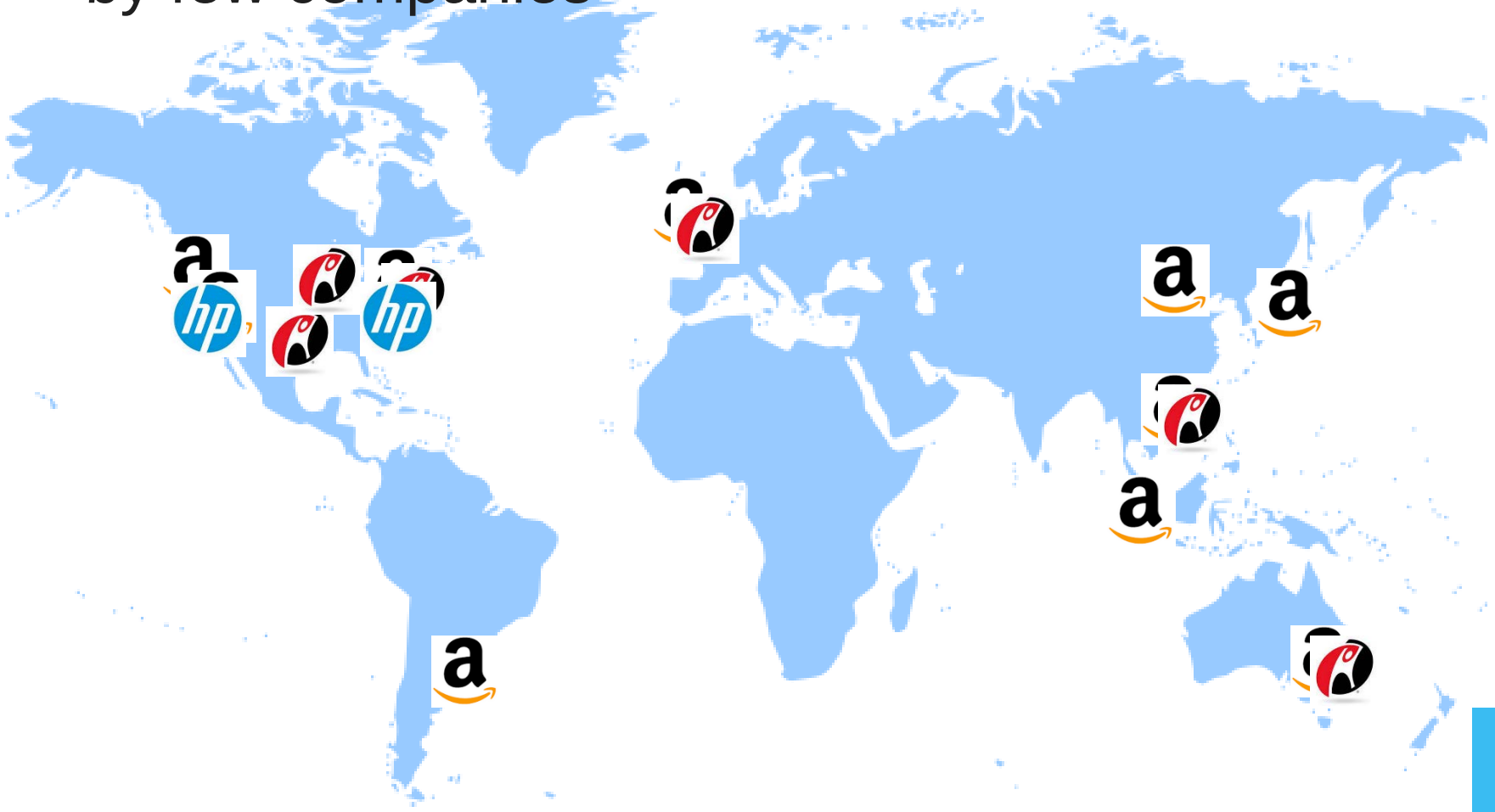
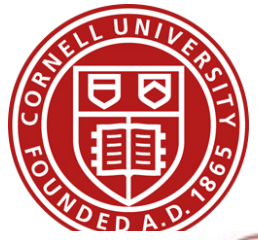
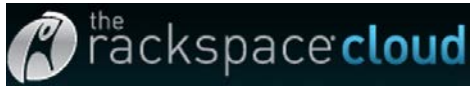


The Rise of Cloud Computing

- The promise of the Cloud
  - *ubiquitous, convenient, on-demand network access to a shared pool of configurable computing resources (e.g., networks, servers, storage, applications, and services) that can be rapidly provisioned and released with minimal management effort or service provider interaction.*

NIST Cloud Definition





Windows Azure

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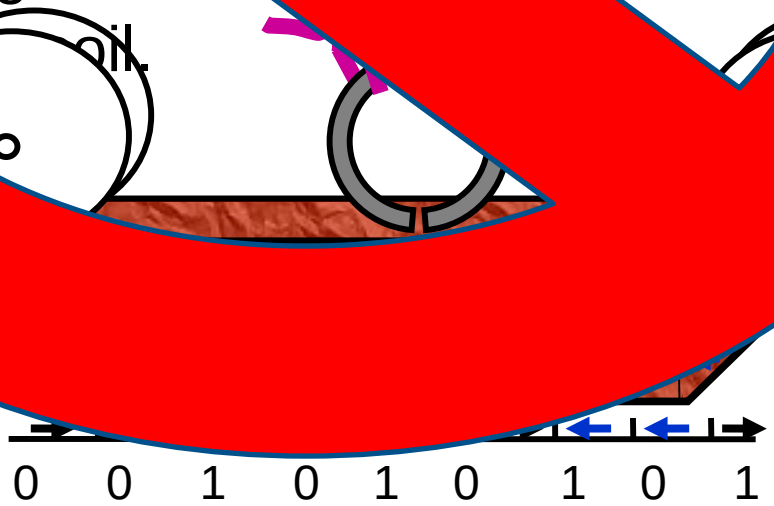
NIST Cloud Definition

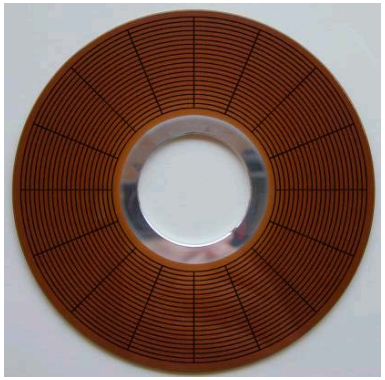
Tapes

- Same basic
  cassett
  - owder: ferromagne
  he audio signal is s gh the
  of wire magnetic field in .
  ing playback, of the tape a
  ing magnetic fie e and th a
  in t oil.



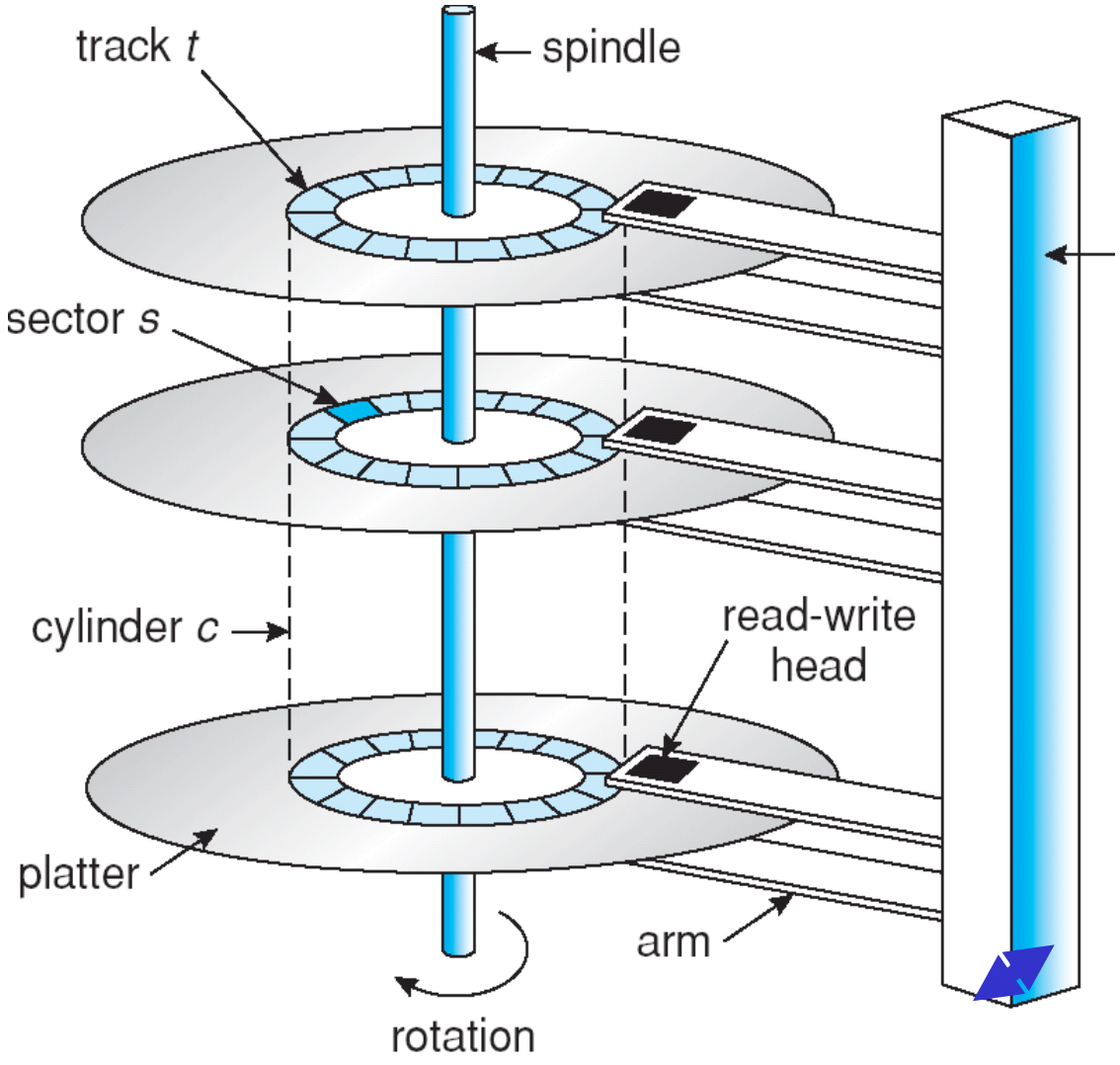
Disks & CDs

- Disks use same magnetic medium as tapes
  - concentric rings (not a spiral)



- CDs & DVDs use optics and a single spiral track

Disk Physics



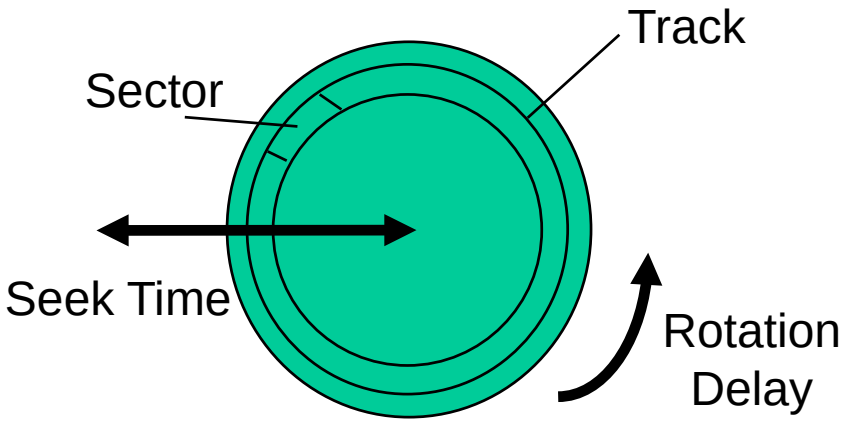
Typical parameters :

- 1 spindle
- 1 arm assembly
- 1-4 platters
- 1-2 sides/platter
- 1 head per side (but only 1 active head at a time)
- 700-20480 tracks/surface
- 16-1600 sectors/track

Disk Accesses

- Accessing a disk requires:
  - specify sector: C (cylinder), H (head), and S (sector)
  - specify size: number of sectors to read or write
  - specify memory address

- Performance:
  - seek time: move the arm assembly to track
  - Rotational delay: wait for sector to come around
  - transfer time: get the bits off the disk
  - Controller time: time for setup



Example

- Average time to read/write 512-byte sector
  - Disk rotation at 10,000 RPM
  - Seek time: 6ms
  - Transfer rate: 50 MB/sec
  - Controller overhead: 0.2 ms
- Average time:
  - Seek time + rotational delay + transfer time + controller overhead
  - 6ms + 0.5 rotation/(10,000 RPM) + 0.5KB/(50 MB/sec) + 0.2ms
  - 6.0 + 3.0 + 0.01 + 0.2 = 9.2ms

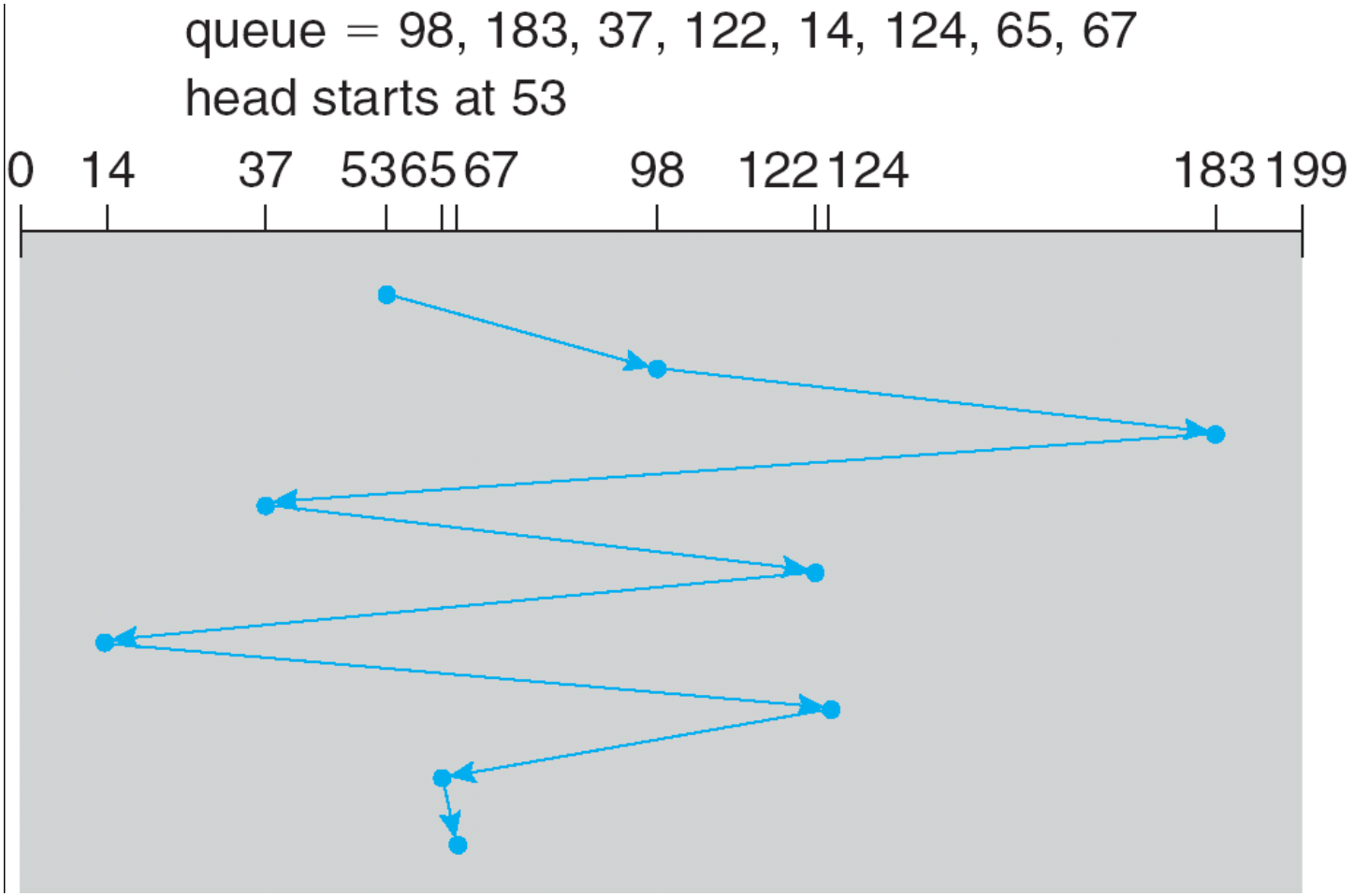
Disk Access Example

- If actual average seek time is 2ms
  - Average read time = 5.2ms

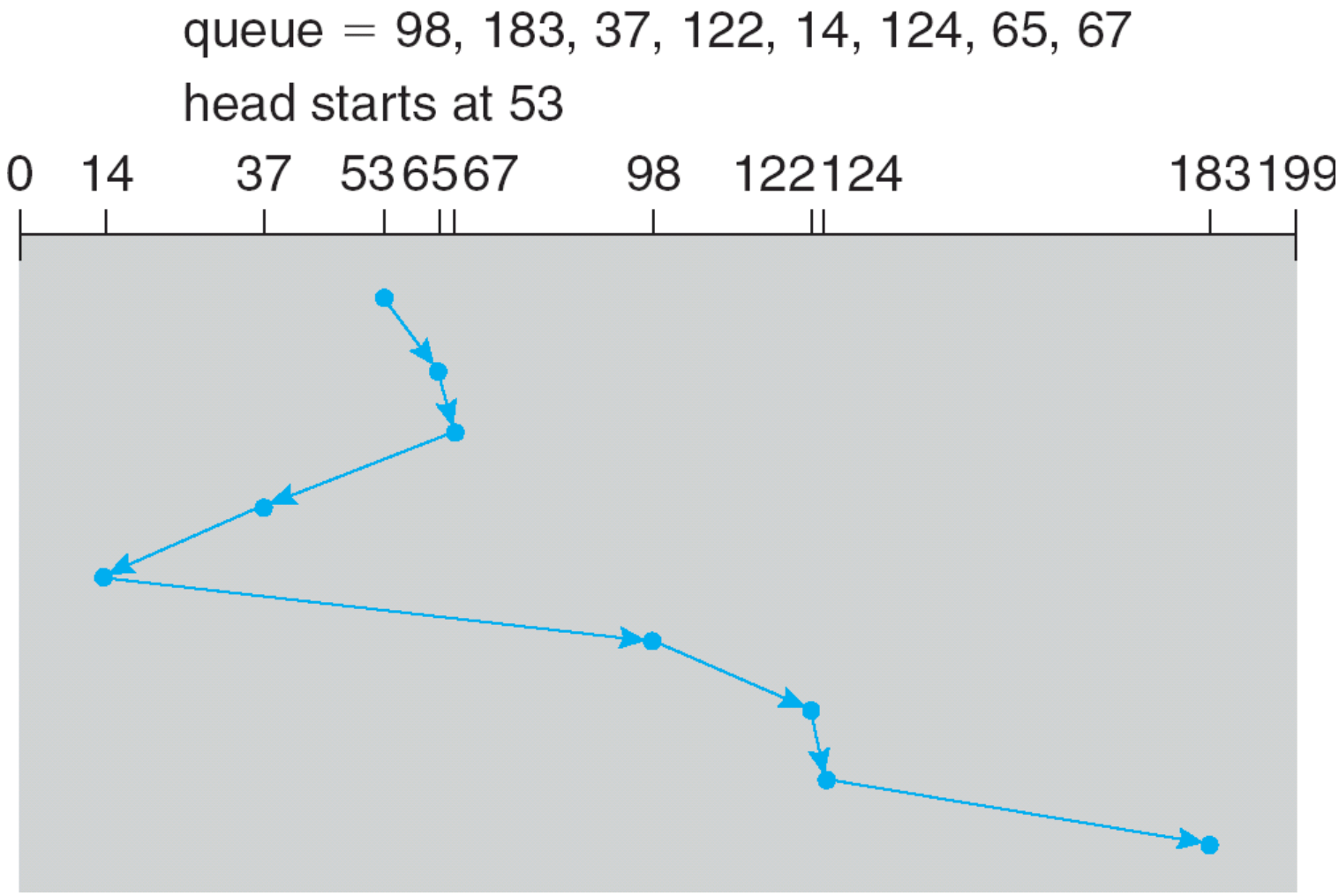
Disk Scheduling

- Goal: minimize seek time
  - secondary goal: minimize rotational latency
- FCFS (First come first served)
- Shortest seek time
- SCAN/Elevator
  - First service all requests in one direction
  - Then reverse and serve in opposite direction
- Circular SCAN
  - Go off the edge and come to the beginning and start all over again

FCFS


queue = 98, 183, 37, 122, 14, 124, 65, 67
head starts at 53
0
14
37
53
65
67
98
122
124
183
199

SSTF


queue = 98, 183, 37, 122, 14, 124, 65, 67
head starts at 53
0
14
37
53
65
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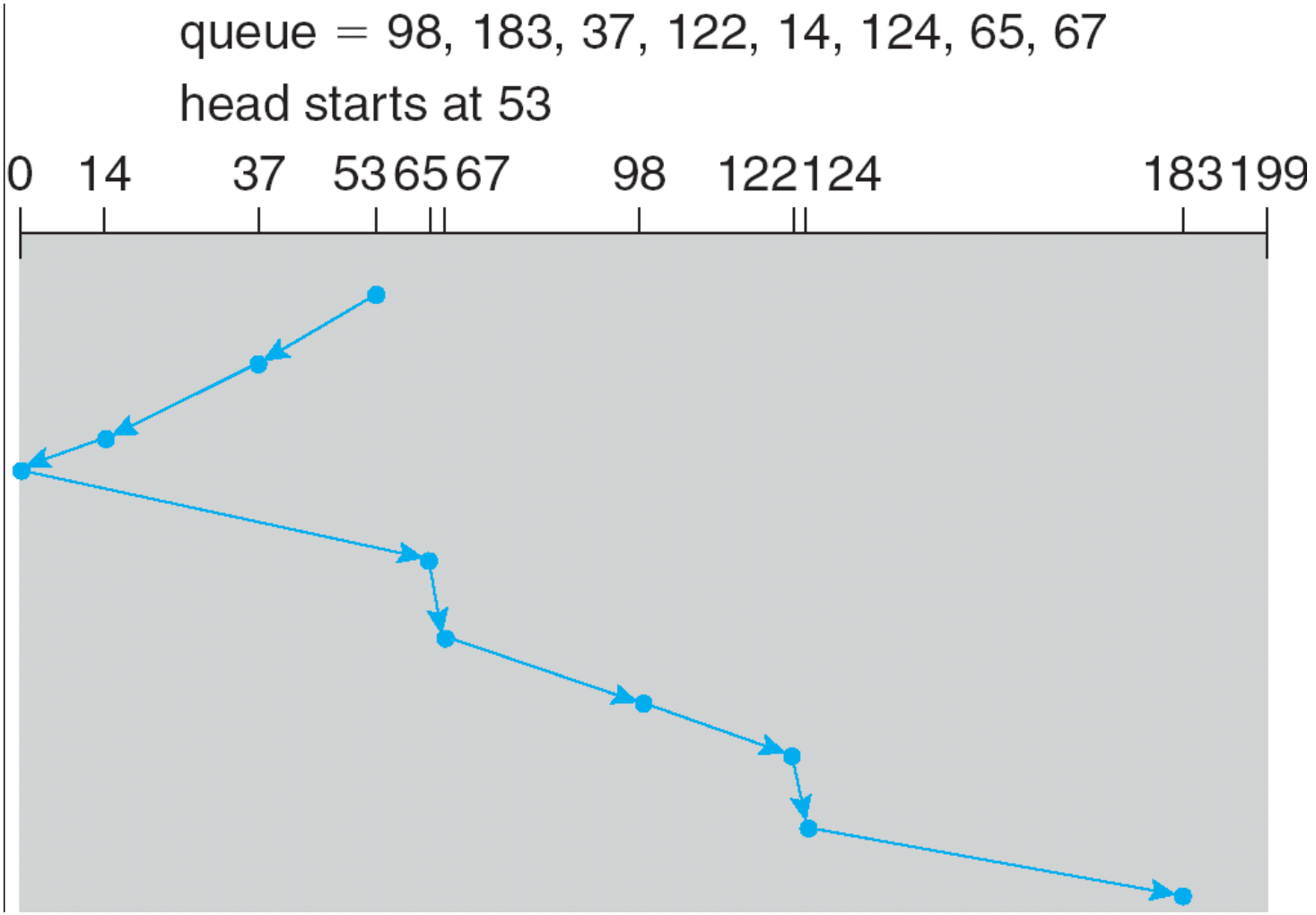
98
122
124
183
199

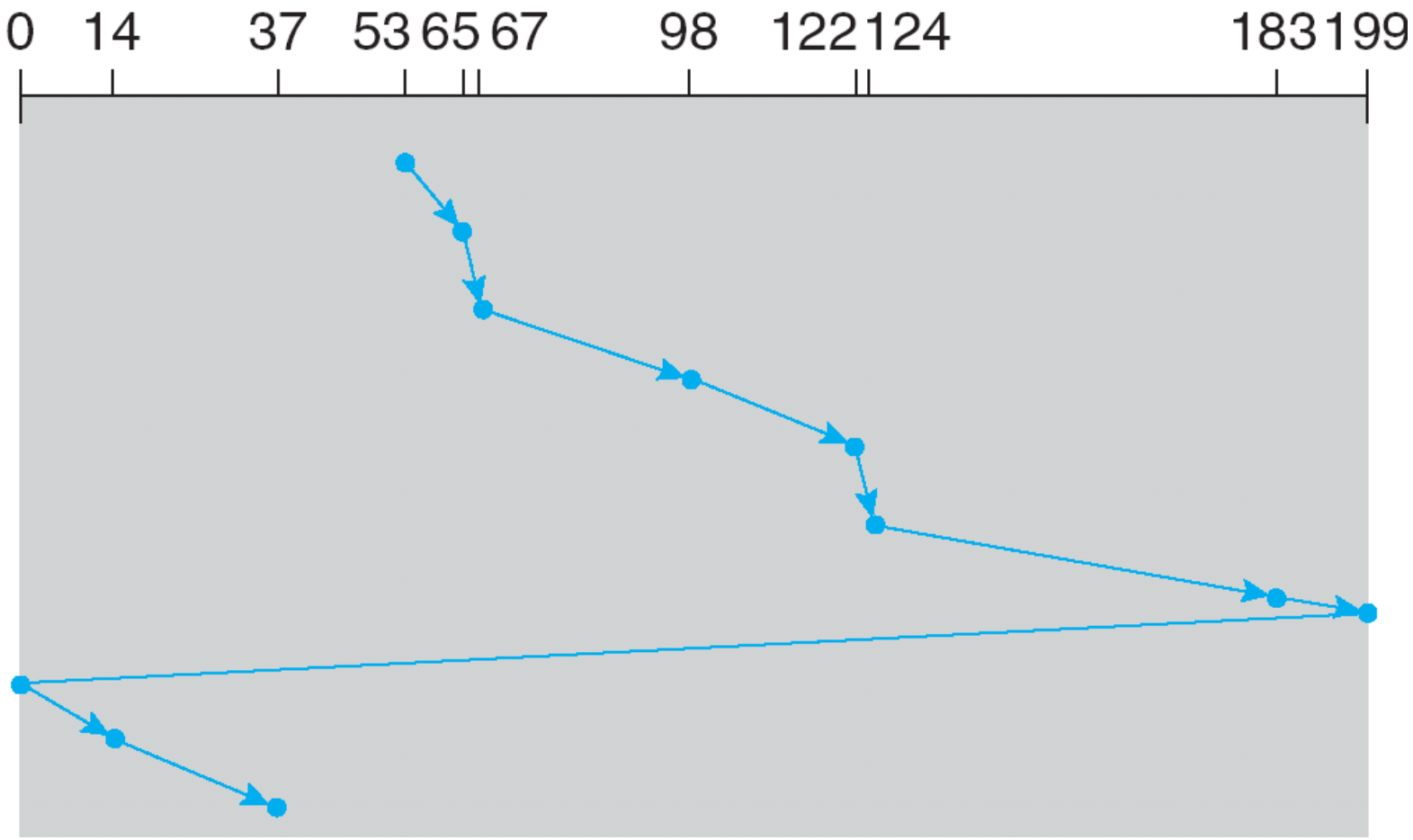
SCAN


queue = 98, 183, 37, 122, 14, 124, 65, 67
head starts at 53
0
14
37
53
65
67
98
122
124
183
199

C-SCAN

queue = 98, 183, 37, 122, 14, 124, 65, 67

head starts at 53



Disk Geometry: LBA

- New machines use *logical block addressing* instead of CHS
  - machine presents illusion of an array of blocks, numbered 0 to N
- Modern disks…
  - have varying number of sectors per track
    - roughly constant data density over disk
    - varying throughput over disk
  - remap and reorder blocks (to avoid defects)
  - completely obscure their actual physical geometry
  - have built-in caches to hide latencies when possible (but being careful of persistence requirements)
  - have internal software running on an embedded CPU

Flash Storage

- Nonvolatile semiconductor storage
  - 100× – 1000× faster than disk
  - Smaller, lower power
  - But more $/GB (between disk and DRAM)
  - But, price is dropping and performance is increasing faster than disk

Flash Types

- NOR flash: bit cell like a NOR gate
  - Random read/write access
  - Used for instruction memory in embedded systems
- NAND flash: bit cell like a NAND gate
  - Denser (bits/area), but block-at-a-time access
  - Cheaper per GB
  - Used for USB keys, media storage, …
- Flash bits wears out after 1000’s of accesses
  - Not suitable for direct RAM or disk replacement
- Flash has unusual interface
  - can only “reset” bits in large blocks

I/O vs. CPU Performance

- Amdahl's Law
  - Don't neglect I/O performance as parallelism increases compute performance
- Example
  - Benchmark takes 90s CPU time, 10s I/O time
  - Double the number of CPUs/2 years
    - I/O unchanged

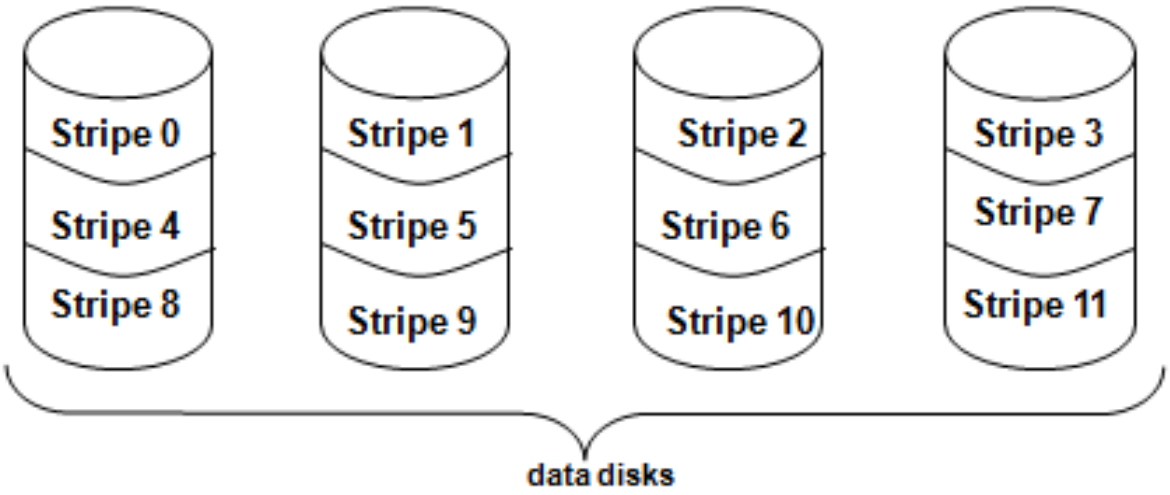
Year	CPU time	I/O time	Elapsed time	% I/O time
now	90s	10s	100s	10%
+2	45s	10s	55s	18%
+4	23s	10s	33s	31%
+6	11s	10s	21s	47%

RAID

- Redundant Arrays of Inexpensive Disks
- Big idea:
  - Parallelism to gain performance
  - Redundancy to gain reliability

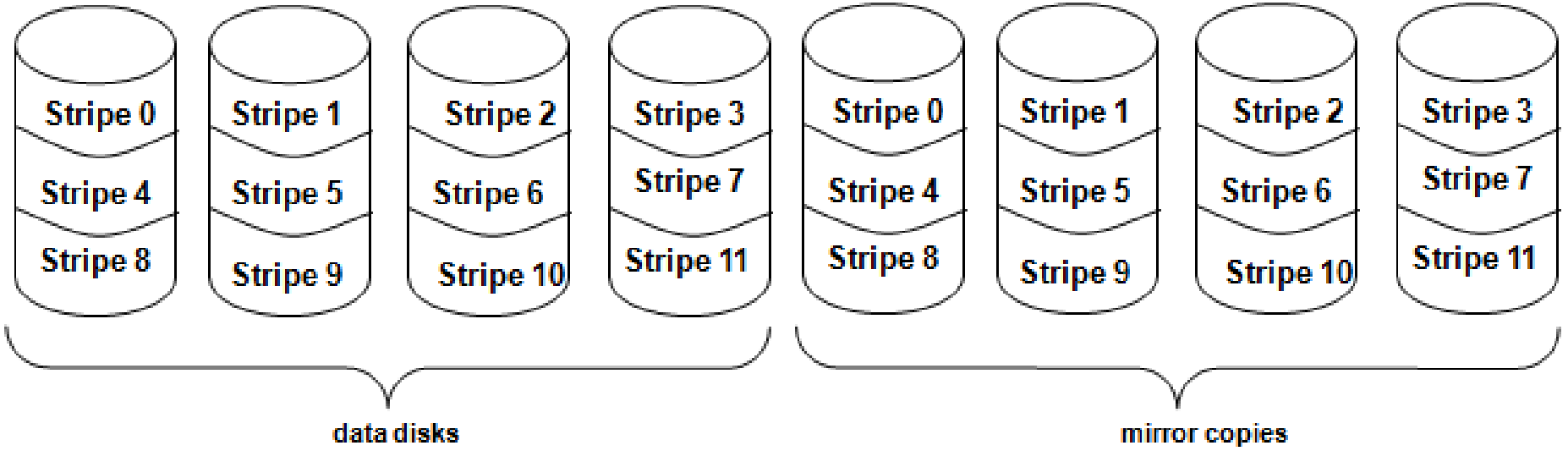
Raid 0

- Striping
  - Non-redundant disk array!



Raid 1

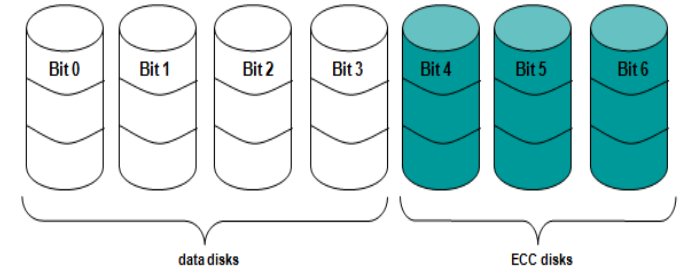
- Mirrored Disks!
  - More expensive
  - On failure use the extra copy



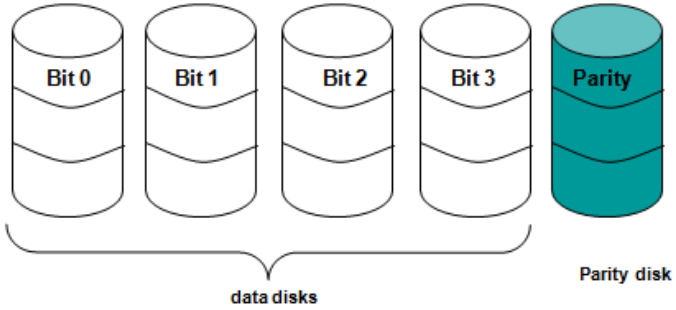
Raid 2-3-4-5-6

- Bit Level Striping and Parity Checks!
  - As level increases:
    - More guarantee against failure, more reliability
    - Better read/write performance

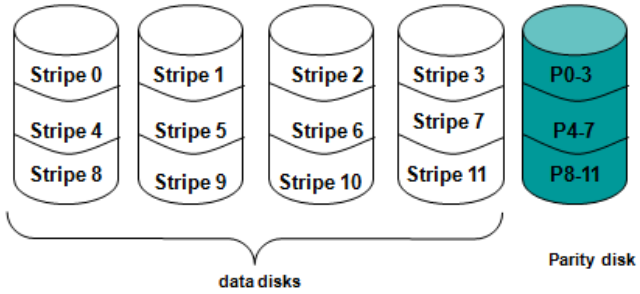
Raid 2



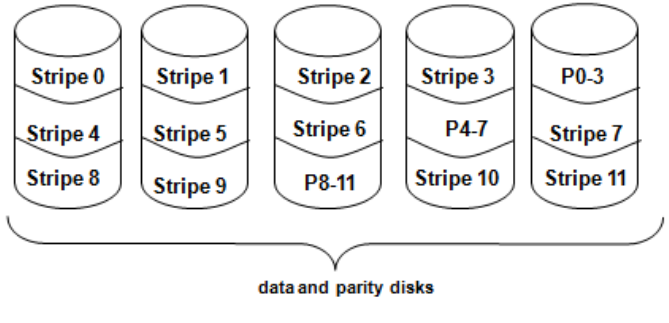
Raid 3



Raid 4



Raid 5



Summary

- Disks provide nonvolatile memory
- I/O performance measures
  - Throughput, response time
  - Dependability and cost very important
- RAID
  - Redundancy for fault tolerance and speed