CSE 421/521 - Operating Systems Fall 2013

LECTURE - XXII MASS STORAGE & IO - II

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RAID Structure

- As disks get cheaper, adding multiple disks to the same system provides increased storage space, as well as increased reliability and performance.
- RAID: Redundant Array of Inexpensive Disks
 - multiple disk drives provides **reliability** via **redundancy**.
- RAID is arranged into six different levels.

RAID (cont)

- RAID schemes improve performance and improve the reliability of the storage system by storing redundant data.
 - Data Striping: splitting each bit (or block) of a file across multiple disks.
 - Mirroring (shadowing): duplicate each disk
 - Simplest but most expensive approach
 - *Block interleaved parity* uses much less redundancy.



- Data is divided into blocks and is spread in a fixed order among all the disks in the array
- does not provide any fault tolerance
- also known as disk striping
- improves read and write performance via parallel access

RAID Level 0 - block level



- All data written to the primary disk is written to the mirror disk
- provides a redundant, identical copy of all data
- provides fault tolerance
- also known as disk mirroring
- also generally improves read performance (but may degrade write performance).

RAID Level 1 - block level



- uses memory-style error correcting code (ECC) that employs disk-striping strategy that breaks a file into bits and spreads it across multiple disks
- The error-correction method requires three extra disks for four data disks
- provides fault tolerance (Hamming Code [7,3])
 - can both detect & recover from single bit failures
 - can detect but not correct double bit failures
- but is not as efficient as other RAID levels



- similar to RAID level 2, but it requires only one disk for parity for 4 data disks
- byte-level striping
- suffers from a write bottleneck, because all parity data is written to a single drive
- but provides some read and write performance improvement.
- RAID 2 & 3 cannot serve multiple requests simultaneously

RAID Level 3 - byte level



- Similar to RAID level 3, but it employs striped data in much larger blocks or segments
- Not as efficient as RAID level 5, because (as in RAID level 3) all parity data is written to a single drive
- RAID level 4 suffers from a write bottleneck (due to parity disk) and is not generally used.

RAID Level 4 - block level



- known as striping with parity
- the most popular RAID level, replaced RAID 3 & 4
- similar to level 4 in that it stripes the data in large blocks across all the disks in the array
- It differs in that it writes the parity across all the disks
- The data redundancy is provided by the parity information
- The data and parity information are arranged on the disk array so that the two are always on different disks



- stores extra redundant info to recover from multiple disk failures
- would need 2 additional disks for each 4 data disks
 - more reliability versus less data space
- uses Reed-Solomon error correcting code



RAID (0+1) and (1+0)

- Combination of RAID 0 & 1
- better performance & reliability, but doubles the disk storage requirement

RAID (0+1) and (1+0)



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RAID (0+1) and (1+0)

RAID 0+1









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