

## I/O Management

### Classification of devices

- Human readable – monitor, keyboard, mouse
- Machine readable – disk/tape drives, sensors, controllers, actuators
- Communication – modems, routers
- Devices may be classified further even within classes by
  - Data rate
  - Application
  - Complexity of control
  - Unit of transfer
  - Data representation
  - Error conditions
- OS controls all I/O devices
- Preferable to have the same interface for all I/O devices (*device independence*)

### Secondary Storage Management

- Secondary storage – An extension of primary storage
  - Must hold vast amount of data permanently
  - Capacity given by the following terminology

Disk Capacity in bytes			
$10^3$	Thousand	Kilobyte	KB
$10^6$	Million	Megabyte	MB
$10^9$	Billion	Gigabyte	GB
$10^{12}$	Trillion	Terabyte	TB
$10^{15}$	Quadrillion	Petabyte	PB
$10^{18}$	Quintillion	Exabyte	EB
$10^{21}$	Sextillion	Zettabyte	ZB
$10^{24}$	Septillion	Yottabyte	YB

- Main memory
  - \* Too small to store all needed programs and data permanently
  - \* Volatile storage device
- Magnetic tape
  - \* Quite slow in comparison to main memory
  - \* Limited to sequential access
  - \* Unsuitable to provide random access needed for virtual memory
- Magnetic disks, CDROMs, optical disks
  - \* The storage capacity is much larger
  - \* The price per bit is much lower
  - \* Information is not lost when power is turned off
- Disk hardware

- Physical structure
  - \* Disk surface divided into tracks
  - \* A read/write head positioned just above the disk surface
  - \* Information stored by magnetic recording on the track under read/write head
  - \* Fixed head disk
  - \* Moving head disk
  - \* Designed for large amount of storage
  - \* Primary design consideration cost, size, and speed
  - \* Head crash
- Hardware for disk system
  - \* Disk drive, Device motor, Read/write head, Associated logic
  - \* Disk controller
    - Determines the logical interaction with the computer
    - Can service more than one drive (*overlapped seeks*)
  - \* Cylinder
    - The same numbered tracks on all the disk surfaces
    - Each track contains between 8 to 32 sectors
  - \* Sector
    - Smallest unit of information that can be read from/written into disk
    - Range from 32 bytes to 4096 bytes
  - \* Data accessed by specifying surface, track, and sector
  - \* View the disk as three dimensional array of sectors
  - \* OS treats the disk as one dimensional array of disk blocks
    - $s$  – Number of sectors per track
    - $t$  – Number of tracks per surface
    - Disk address  $b$  of surface  $i$ , cylinder/track  $j$ , sector  $k$
$$b = k + s \times (j + i \times t)$$
  - \* Seek time
    - Time required by read/write head to move to requested track
    - Farther apart the tracks, more the seek time
  - \* Latency or rotational delay
    - Time required for the requested sector to come under the read/write head

- Device directory

- Contains identification of files on the disk
  - \* Name of file
  - \* Address on the disk
  - \* Length, type, owner
  - \* Time of creation
  - \* Time of last use
  - \* Protections
- Often stored in a fixed address

### Free-Space Management

- Free-space list – All disk blocks that are free

- Bit vector
  - Each block represented by a bit
  - Relatively simple approach
  - Efficient to find  $n$  consecutive free blocks on the disk
  - Uses bit manipulation instructions (Intel 80386, Motorola 68020/30)
  - Used by Apple Macintosh
  - Inefficient unless the entire vector kept in main memory for most accesses and occasionally written to disk for recovery
  - May not be feasible to keep the bitmap in memory for large disks
- Linked list
  - Link all free disk blocks together
  - Not efficient – to traverse the list, must read each block requiring substantial I/O time
- Grouping
  - Store the addresses of  $n$  free blocks in first free block
  - $n$ th block contains the address of another  $n$  free blocks
- Counting
  - Several contiguous blocks may be allocated or freed en masse
  - Keep the address of first free block and the number  $n$  of free contiguous blocks that follow

### Allocation Methods

- Problem – Allocate space to files so that
  - disk space is utilized effectively
  - files can be accessed quickly
- Assume a file to be a sequence of blocks
- Contiguous allocation
  - Each file occupies a set of contiguous addresses on disk
  - Number of disk seeks required to access contiguously allocated files is minimal
  - Seek time, if needed, is minimal
  - Defined by the disk address and number of blocks
  - Straightforward file access
    - \* Sequential access – Remember the last block referenced and when necessary, read the next block
    - \* Direct access – To access block  $i$  of a file starting at  $b$ , access block  $b + i$
  - Problem in finding space for a new file
    - \* Equivalent to general dynamic storage allocation problem
    - \* Solution by first-fit, best-fit, and worst-fit strategies
    - \* External fragmentation
    - \* Must repack or compact files occasionally
    - \* Determining the size of file being created
    - \* A file growing slowly (over a period of a few months) must be allocated enough space for its final size

- Linked allocation

- Each file a linked list of disk blocks
- Disk blocks may be scattered anywhere on the disk
- Directory contains a pointer to first and last block of file
- Easy to fix the problems in contiguous allocation
- No external fragmentation
- No need to declare the size of a file
- No need to compact disk space
- Problems
  - \* Effective only for sequentially accessed files
  - \* Wasted space to keep pointers (2 words out of 512  $\Rightarrow$  0.39% wastage)
  - \* Reliability – A bug might overwrite or lose a pointer  
Might be solved by doubly linked lists (more waste of space)
- File Allocation Table (FAT)
  - \* Create a table on disk, indexed by block number
  - \* One entry for each disk block
  - \* Used as a linked list
  - \* Unused blocks indicated by a zero-valued entry
  - \* Used by MS-DOS and OS/2

- Indexed allocation

- Bring all pointers into one block called *index block*
- Index block for each file – disk-block addresses
- *i*th entry in index block  $\equiv$  *i*th block of file
- Supports direct access without suffering from external fragmentation
- Pointer overhead generally higher than that for linked allocation
- More space wasted for small files
- Size of index block
  - \* Preferred to be small
  - \* Linked scheme  
Normally taken as one disk block  
Larger files can be accommodated by linking together several index blocks
  - \* Multilevel index  
Separate index block to point to index blocks which point to file blocks  
Assume 256 pointers to one index block  
65,536 pointers to two levels of index  
1K per block  
64M file
  - \* Combined scheme  
BSD Unix  
First 15 pointers of the index block into device directory  
First 12 pointers point to *direct blocks*  
Data for small files do not need separate index block  
Block size of 4K  $\Rightarrow$  48K of data accessed directly  
Next three pointers point to *indirect blocks*  
First indirect block pointer  $\equiv$  address of single indirect block

Index block containing addresses of blocks that contain data  
 Second indirect block pointer  $\equiv$  *double indirect block pointer*  
 Contains address of a block that contains addresses of blocks that contain data  
 Third indirect block pointer  $\equiv$  *triple indirect block pointer*

## Disk Scheduling

- Disk service for any request must be as fast as possible
- Scheduling meant to improve the average disk service time
- Speed of service depends on
  - Seek time, most dominating in most disks
  - Latency time, or rotational delay
  - Data transfer time
- Each disk drive has a queue of pending requests
- Each request made up of
  - Whether input or output
  - Disk address (disk, cylinder, surface, sector)
  - Memory address
  - Amount of information to be transferred – (byte count)

- FCFS Scheduling
  - First Come First Serve scheduling
  - Simplest form of disk scheduling
  - May not provide the best possible service
  - Ordered disk queue with requests on tracks

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

- Read/write head initially at track 53
- Total head movement = 640 tracks
- Wild swing from 122 to 14 and back to 124
- Wild swings occur because the requests do not always come from the same process; they are interleaved with requests from other processes

- SSTF Scheduling
  - Shortest Seek Time First scheduling
  - Service all requests close to the current head position before moving the head far away
  - Move the head to the closest track in the service queue
  - Example service queue can be serviced as

53, 65, 67, 37, 14, 98, 122, 124, 183

- Total head movement of 236 tracks
- May cause starvation of some requests
- Not optimal

- \* Consider the service schedule as

53, 37, 14, 65, 67, 98, 122, 124, 183

- \* Total head movement of 208 tracks

- SCAN Scheduling

- Also called *elevator algorithm* because of similarity with building elevators
- Head continuously scans the disk from end to end
- Read/write head starts at one end of the disk
- It moves towards the other end, servicing all requests as it reaches each track
- At other end, direction of head movement is reversed and servicing continues
- Assume head moving towards 0 on the example queue

53, 37, 14, 0, 65, 67, 98, 122, 124, 183

- Total head movement of 236 tracks
- Upper time bound of twice the number of cylinders on any request
- Few requests as the head reverses direction
- Heaviest density of requests at the other end

- C-SCAN Scheduling

- Circular SCAN
- Variation of SCAN scheduling
- Move the head from one end to the other
- Upon reaching the other end, immediately come back to the first end without servicing any requests on the way

- LOOK Scheduling

- Move the head only as far as the last request in that direction
- No more requests in the current direction, reverse the head movement
- *Look* for a request before moving in that direction
- LOOK and C-LOOK scheduling

### Selecting a Disk-Scheduling Algorithm

- Natural appeal in SSTF scheduling
- SCAN and C-SCAN more appropriate for systems that place heavy load on disk
- Performance heavily dependent on number and types of requests
- Requests greatly influenced by file allocation method
  - Contiguously allocated file generates several requests close together on the disk
  - Linked allocation might include blocks that are scattered far apart
- Location of directories and index blocks
  - Directory accessed upon the first reference to each file
  - Placing directories halfway between the inner and outer track of disk reduced head movement

File Systems

- Data elements in file grouped together for the purpose of access control, retrieval, and modification
- Logical records packed into blocks
- File system in Unix
  - Significant part of the Unix kernel
  - Accesses file data using a buffering mechanism to control data flow between kernel and I/O devices
- Directory Structure
  - Files represented by entries in a *device directory*
  - Information in the device directory
    - \* Name of file
    - \* Location of file
    - \* Size of file
    - \* Type of file
  - Device directory may be sufficient for single user system with limited storage
  - With increase in number of users and amount of storage, a directory *structure* is required
  - Directory structure
    - \* Provides a mechanism to organize many files in a file system
    - \* May span device boundaries and may include several different disk units
    - \* May even span disks on different computers
  - User concerned only with logical file structure
  - Systems may have two separate directory structures
    - \* Device directory  
Describes the physical properties of each file – location, size, allocation method, etc.
    - \* File directory  
Describes the logical organization of files on all devices  
Logical properties of the file – name, type, owner, accounting information, protection, etc.  
May simply point to the device directory to provide information on physical properties

**Hierarchical Model of the File and I/O Subsystems**

- Average user needs to be concerned only with logical files and devices
- Average user should not know machine level details
- Unified view of file system and I/O
- Hierarchical organization of file system and I/O
  - File system functions closer to the user
  - I/O details closer to the hardware
- Functional levels
  - Directory retrieval
    - \* Map from symbolic file names to precise location of the file, its descriptor, or a table containing this information
    - \* Directory is searched for entry to the referenced file
  - Basic file system

- \* Activate and deactivate files by opening and closing routines
- \* Verifies the access rights of user, if necessary
- \* Retrieves the descriptor when file is opened
- Physical organization methods
  - \* Translation from original logical file address into physical secondary storage request
  - \* Allocation of secondary storage and main storage buffers
- Device I/O techniques
  - \* Requested operations and physical records are converted into appropriate sequences of I/O instructions, channel commands, and controller orders
- I/O scheduling and control
  - \* Actual queuing, scheduling, initiating, and controlling of all I/O requests
  - \* Direct communication with I/O hardware
  - \* Basic I/O servicing and status reporting

### Consistency Semantics

- Important criterion for evaluation of file systems that allows file sharing
- Specifies the semantics of multiple users accessing a file simultaneously
- Specifies when modifications of data by one user are observable by others
- File session
  - Series of accesses between an open and close operation by the same user on the same file
- Unix Semantics
  - Writes to an open file by a user are visible immediately to other users that have this file open at the same time
  - There is a mode of sharing where users share the pointer of current location into the file. Advancing of pointer by one user affects all sharing users. A file has single image that interleaves all accesses, regardless of their origin

### File Protection

- Save the file from
  - Physical damage – Reliability
    - \* Damage possible because of
      - Hardware problems – error in read/write
      - Power surge or failure
      - Head crash
      - Dirt and temperature
      - Vandalism
      - Accidental deletion
      - Bugs in file system software
    - \* Duplicate copies of files
    - \* File backup at regular intervals
  - Improper access – Protection
    - \* Physical removal of floppies and locking them up
    - \* Problem in large system due to need to provide shared access to the files
    - \* Extremes
      - Provide complete access by prohibiting access
      - Provide free access with no protection

- \* Controlled access
  - Access by limiting the types of possible file accesses
  - Read access
  - Write access
  - Execute access
  - Append access
  - Delete access
  - Rename
  - Copy
  - Edit
- \* Protection for directories
  - Create a file in the directory
  - Delete a file in the directory
  - Determine the existence of a file in the directory
- Protection associated with
  - File by itself
  - Path used to access the file
  - With numerous path names, a user may have different access rights to a file dependent upon the path used
  - Protection based on names
    - \* If a user cannot name a file, he cannot operate on it
  - Protection based on passwords
    - \* Associate a password with each file
    - \* Access to each file controlled by password
    - \* Distinct password with each file – too many passwords to remember
    - \* Same password for all files – once password broken, all files accessible
    - \* Associate password with subdirectories (TOPS 20)
    - \* Multiple level passwords
  - Protection based on access lists
    - \* Associate access list with each file containing names of users and types of accesses allowed
    - \* Problems with access lists
      - Constructing access lists is tedious
      - List of users to be allowed certain access may not be known in advance
      - Space management problem in directory entry to account for variable list size
  - Protection based on access groups
    - \* Classify users into groups
      - Owner
      - Group
      - Universe
    - \* Requires strict control of group membership
    - \* Unix allows groups to be created and managed only by root
    - \* Only three fields needed to provide protection – rwx