

OSDsim – a Simulation and Design Platform of an Object-Based Storage Device

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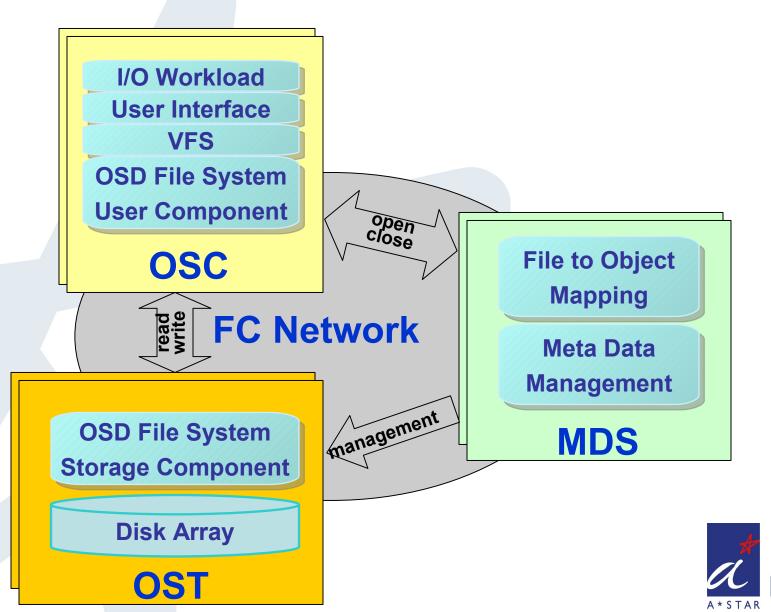


Outline

- 2. Introduction
- OSDsim Design, Implementation and Validation
- 4. Simulation & Analysis



Simulation Structure



Implementation

- OSDFS Storage Component Sub Module
 - Adaptive Extents-based File System for Object-based Storage
- Disk Drive Sub Module
 - Extract SCSI Disk Drive Parameters experimentally

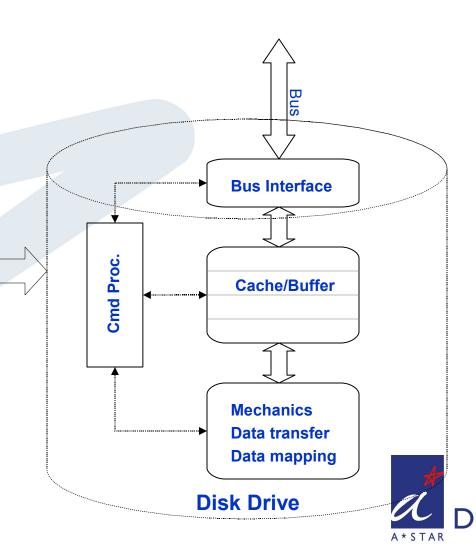


Disk Drive Sub-module

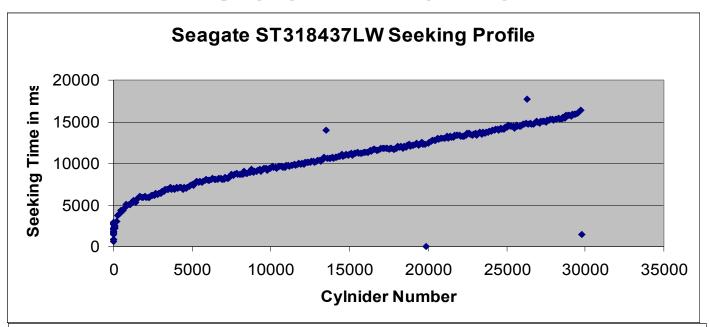


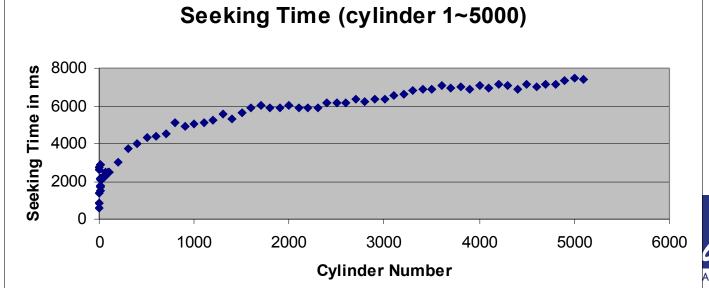
Access time (in msecs): -2.0 Seek time (in msecs): -5.0 Single cylinder seek time: 0.594584 Full strobe seek time: 16.286 Head switch time: 0.645476 Add. write settling delay: 0.1 Rotation speed (in rpms): 7200 2 Number of data surfaces: LBN-to-PBN mapping scheme: Number of bands: 11 Band #1 First cylinder number: Last cylinder number: 4553 Skew for track switch: 58.000000

* This picture is from the web site as follow: http://www.streetprices.com/Electronics/Computer_H ardware_PC/Disks/SCSI/18GB/SP389763.html



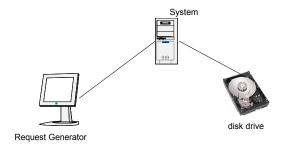
Seek Profile







Simulation Validation

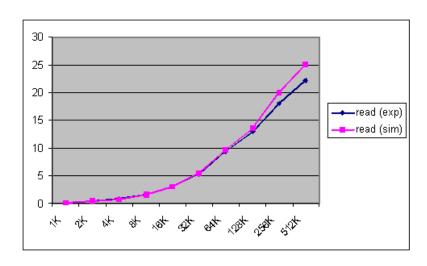


Processor: 1 GHZ PENTIUM III

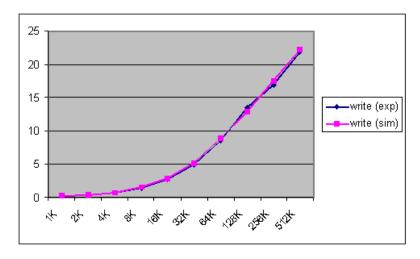
OS Red Hat 9 Linux

Kernel Ver. 2.4.20

Disk drive: Seagate ST318437LW SCSI



Read Performance

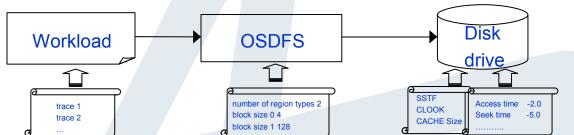


Write Performance
Write error within 5%

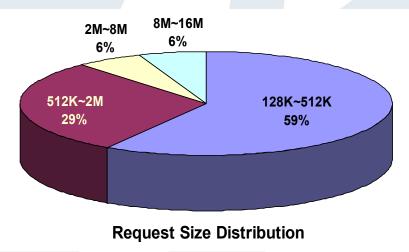


Simulation Analysis

Simulation Architecture



Workload Distribution

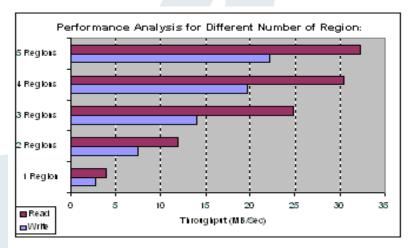


- Assumption
- 1 file to 1 object mapping
- 2. Enough cache for boot sector (56.5K)
 - Enough cache for region head and bit map (128.5K per region type)
- Performance is only based on write request object data executed on Step 4
- Request Execution
 Sequence
- 1. Format disk

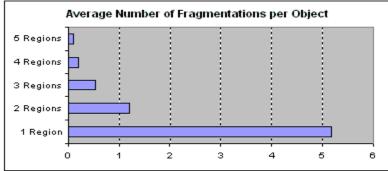
Seagate ST318437LW

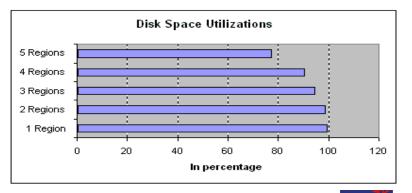
- 2. Write object data (one object occupy one data unit till available disk space is full
- 3. Delete object data (delete all the even number of data units written)
- Write request object data (size distribution follow distribution parthe left)

Simulation Analysis



No. of regions		Size of data unit (KB)
1		4
2		4, 128
3		4, 128, 512,
4		4, 128, 512, 2048
5		4, 128, 512, 2048, 8196









Thank you

