

Enhancing Shared RAID Performance Through online Profiling

Jiguang Wan*, Jibin Wang+, Yan Liu*, Qing Yang §,
Jianzong Wang+, Changsheng Xie*

*Wuhan National Laboratory for Optoelectronics

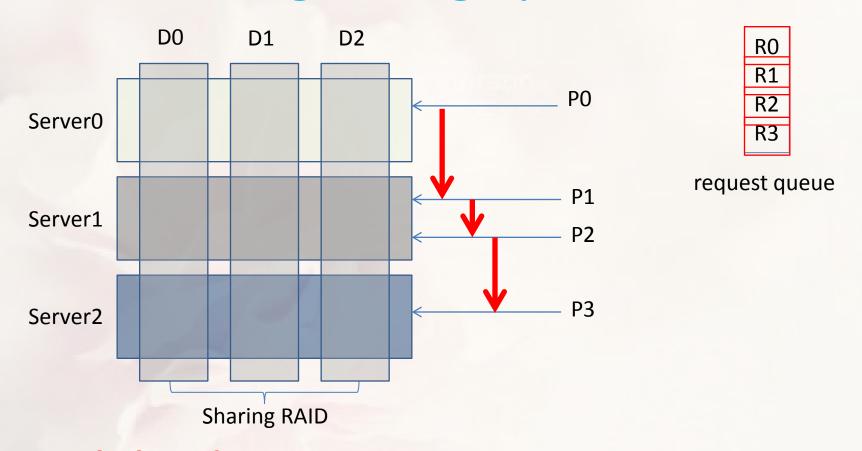
+Huazhong University of Science and Technology

*Hua Qiao University

§ University of Rhode Island



Sharing storage problem



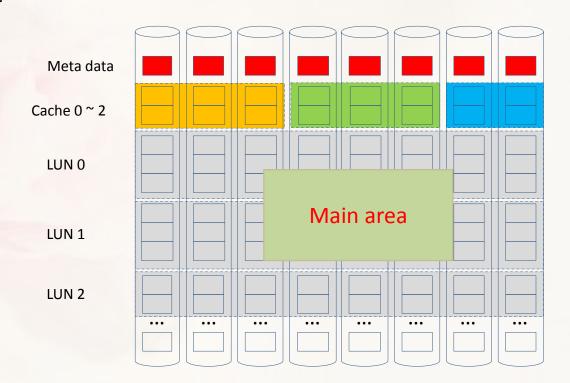
Disk heads cross about the whole disk

How to solve this?



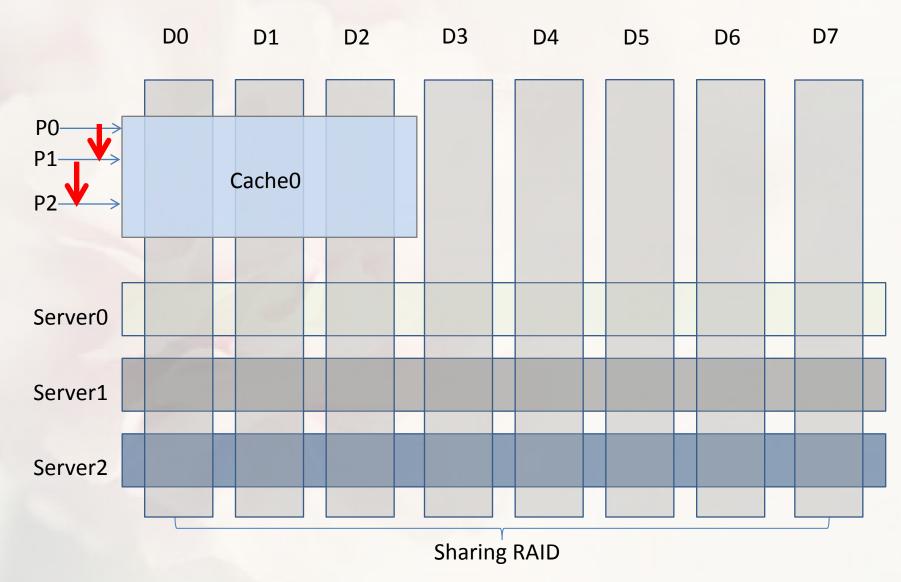
DROP design(1)

- DROP features
 - ◆ RAID cache structure
 - ◆ More cache space
 - ◆ Permanently resident
 - Reliability





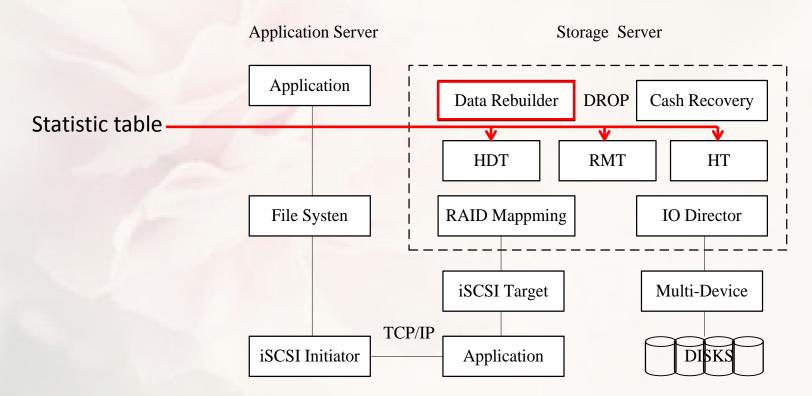
DROP design(2)





Online Profiling

- Hot data profetching
 - ◆ 10% of data blocks
 - Adjacent blocks are also profetched(two blocks)
- Software structure of DROP





Workload features

- ◆ The GIS traces were collected from real world environment
- ◆ GIS has a storage shared by 3 servers: a database server, a multimedia server, and a web server. They store mainly geographical information (GIS) of an area similar to a large city.
- ◆ The total address space span is over 1 terabytes, only a few gigabytes hot-spot
- ◆ the percentage of daily repeated accesses ranges from 46% to 77%
- ◆ Dedicated disk allocation scheme: average seek distance is 1389

Sharing allocation scheme: average seek distance is 6027



Characteristics of Sharing IOs

we analysis the sharing problem based on the real world traces from three aspects:

- Hot-spot data percentage
- Data block locality and spatial locality
- Head seek distance

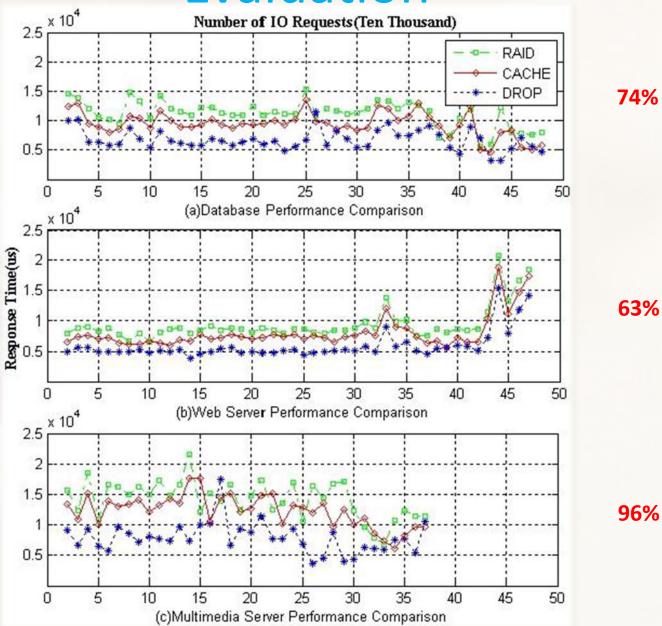


Evaluation

- ☐ Baseline System
 - ◆ We evaluate the performance of *DROP* in comparison with two baseline systems
 - RAID is the traditional shared RAID with no data relocation and disk caching mechanism used
 - CACHE uses data relocation and disk caching mechanism similar to prior research reported in BORG [Bhadkamkar '09]



Evaluation





Thank you!