

# William Stallings

# Computer Organization and Architecture

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Chapter 5

Memori External

# Jenis Memori External

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## ⌘ Magnetic Disk

- ☑ RAID

- ☑ Removable

## ⌘ Optical

- ☑ CD-ROM

- ☑ CD-Writable (WORM)

- ☑ CD-R/W

- ☑ DVD

## ⌘ Magnetic Tape

# Magnetic Disk

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⌘ Metal atau plastic dilapisi dg material yg bersifat magnet (iron oxide)

⌘ Jenis kemasan

☑ Floppy

☑ Winchester hard disk

☑ Removable hard disk

# Format dan Organisasi Data

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- ⌘ Lingkaran konsentris atau track
  - ☑ Ada Gap antar track
  - ☑ Gap sempit, kapasitas bertambah
  - ☑ Jumlah bit per track sama (kerapatan bervariasi)
  - ☑ Kecepatan putar tetap
- ⌘ Track dibagi menjadi beberapa sector
- ⌘ Ukuran minimum block adalah satu sector
- ⌘ Satu block bisa berisi lebih dari satu sector

# Fixed/Movable Head Disk

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## ⌘ Fixed head

- ☑ Ada satu head (r/w) per track
- ☑ Head diletakkan pada tangkai yg tetap

## ⌘ Movable head

- ☑ Hanya ada satu head per side
- ☑ Diletakkan pada tangkai yg dpt bergerak

# Removable / Nonremovable

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## ⌘ Removable disk

- ☑ Dapat dilepas dari drive dan diganti dg disk lain
- ☑ Memberikan kapasitas simpanan yg tak terbatas
- ☑ Mudah melakukan transfer data antar sistem

## ⌘ Nonremovable disk

- ☑ Terpasang permanen dalam drive

# Floppy Disk

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⌘ 8", 5.25", 3.5"

⌘ Kapasitas kecil

☑ sampai 1.44Mbyte (ada yg 2.88M)

⌘ Lambat

⌘ Umum dipakai

⌘ Murah

# Winchester Hard Disk (1)

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- ⌘ Dikembangkan oleh IBM di Winchester (USA)
- ⌘ Dikemas dalam satu unit
- ⌘ Berisi satu cakram atau lebih
- ⌘ Head sangat kecil
- ⌘ Handal



# Winchester Hard Disk (2)

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- ⌘ Umum digunakan
- ⌘ Murah
- ⌘ Sbg external storage yg sangat cepat
- ⌘ Kapasitas semakin besar
  - ☑ Dalam orde GB

# Removable Hard Disk

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## ⌘ ZIP

- ☑ Murah
- ☑ Banyak digunakan
- ☑ 100MB

## ⌘ JAZ

- ☑ Mahal
- ☑ 1G

## ⌘ L-120 (a: drive)

- ☑ Juga dpt untuk membaca 3.5" floppy

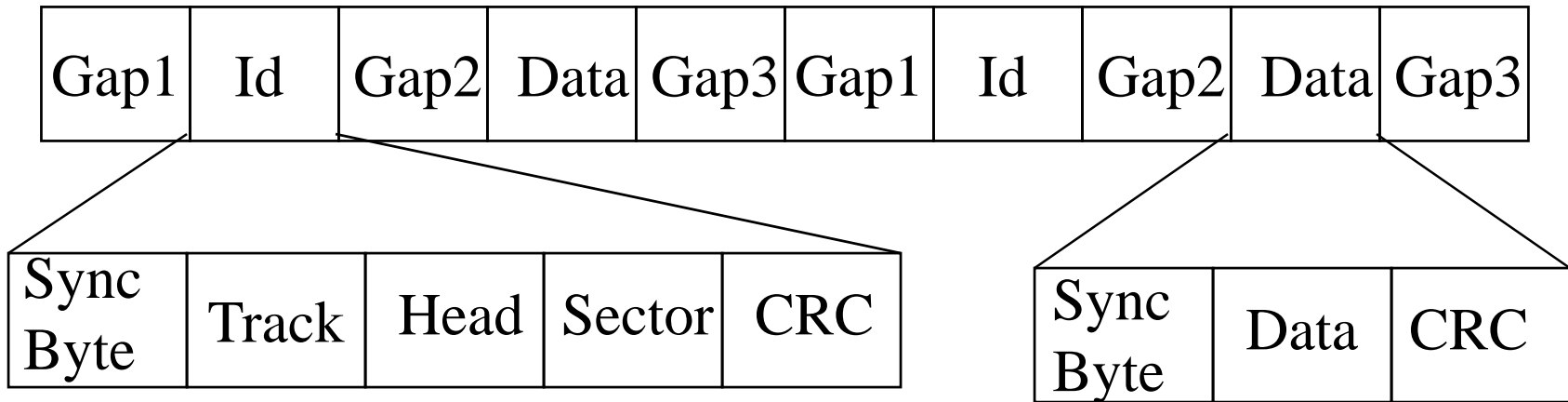
# Pencarian Sector

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- ⌘ Harus dapat mengenali awal suatu track dan sector
- ⌘ Format disk
  - ☑ Menambahkan informasi tambahan
  - ☑ Memberi tanda awal track dan sector

# ST506 format (old!)

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# Karakteristik

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- ⌘ Fixed head atau movable head
- ⌘ Removable disk atau fixed disk
- ⌘ Single side atau double side
- ⌘ Single platter atau multiple platter
- ⌘ Mekanisme head
  - ☒ Contact (Floppy)
  - ☒ Fixed gap
  - ☒ Flying (Winchester)

# Multiple Platter

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- ⌘ Satu head per side
- ⌘ Semua head di-join dan di-align
- ⌘ Track-track yg setiap platter membentuk cylinder
- ⌘ Data dipecah berdasarkan cylinder
  - ☑ Mengurangi gerakan head
  - ☑ Meningkatkan kecepatan (transfer rate)

# Kecepatan

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⌘ Seek time

☑ gerakan head ke track yg dituju

⌘ (Rotational) latency

☑ Putar platter sampai posisi data dibawah head

⌘ Access time = Seek + Latency

⌘ Transfer rate

# RAID

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- ⌘ Redundant Array of Independent Disks
- ⌘ Redundant Array of Inexpensive Disks
- ⌘ Ada 6 level
- ⌘ Tidak berhirarki
- ⌘ Sejumlah disks (fisik) yg dipandang sbg satu drive (logical) oleh Sistem Operasi
- ⌘ Data tersebar diantara disk fisik



# RAID 0

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- ⌘ No redundancy
- ⌘ Data striped across all disks
- ⌘ Round Robin striping
- ⌘ Increase speed
  - ☑ Multiple data requests probably not on same disk
  - ☑ Disks seek in parallel
  - ☑ A set of data is likely to be striped across multiple disks

# RAID 1

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- ⌘ Mirrored Disks
- ⌘ Data is striped across disks
- ⌘ 2 copies of each stripe on separate disks
- ⌘ Read from either
- ⌘ Write to both
- ⌘ Recovery is simple
  - ☑ Swap faulty disk & re-mirror
  - ☑ No down time
- ⌘ Expensive

# RAID 2

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- ⌘ Disks are synchronized
- ⌘ Very small stripes
  - ☒ Often single byte/word
- ⌘ Error correction calculated across corresponding bits on disks
- ⌘ Multiple parity disks store Hamming code error correction in corresponding positions
- ⌘ Lots of redundancy
  - ☒ Expensive
  - ☒ Not used

# RAID 3

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- ⌘ Similar to RAID 2
- ⌘ Only one redundant disk, no matter how large the array
- ⌘ Simple parity bit for each set of corresponding bits
- ⌘ Data on failed drive can be reconstructed from surviving data and parity info
- ⌘ Very high transfer rates

# RAID 4

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- ⌘ Each disk operates independently
- ⌘ Good for high I/O request rate
- ⌘ Large stripes
- ⌘ Bit by bit parity calculated across stripes on each disk
- ⌘ Parity stored on parity disk

# RAID 5

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- ⌘ Like RAID 4
- ⌘ Parity striped across all disks
- ⌘ Round robin allocation for parity stripe
- ⌘ Avoids RAID 4 bottleneck at parity disk
- ⌘ Commonly used in network servers
  
- ⌘ N.B. DOES NOT MEAN 5 DISKS!!!!!!

# Optical Storage CD-ROM

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- ⌘ Originally for audio
- ⌘ 650Mbytes giving over 70 minutes audio
- ⌘ Polycarbonate coated with highly reflective coat, usually aluminum
- ⌘ Data stored as pits
- ⌘ Read by reflecting laser
- ⌘ Constant packing density
- ⌘ Constant linear velocity

# CD-ROM Drive Speeds

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⌘ Audio is single speed

☑ Constant linear velocity

☑  $1.2 \text{ ms}^{-1}$

☑ Track (spiral) is 5.27km long

☑ Gives 4391 seconds = 73.2 minutes

⌘ Other speeds are quoted as multiples

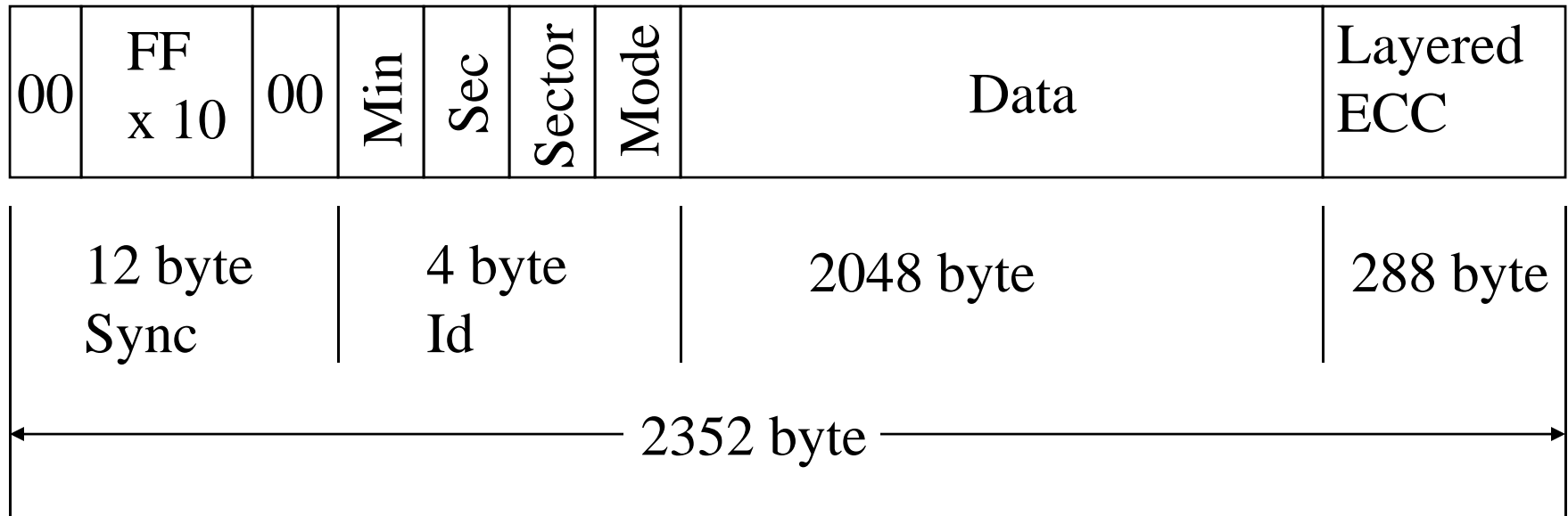
⌘ e.g. 24x

⌘ The quoted figure is the maximum the drive can achieve



# CD-ROM Format

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⌘ Mode 0=blank data field

⌘ Mode 1=2048 byte data+error correction

⌘ Mode 2=2336 byte data

# Random Access on CD-ROM

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- ⌘ Difficult
- ⌘ Move head to rough position
- ⌘ Set correct speed
- ⌘ Read address
- ⌘ Adjust to required location
- ⌘ (Yawn!)

# CD-ROM for & against

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- ⌘ Large capacity (?)
- ⌘ Easy to mass produce
- ⌘ Removable
- ⌘ Robust
  
- ⌘ Expensive for small runs
- ⌘ Slow
- ⌘ Read only

# Other Optical Storage

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## ⌘ CD-Writable

- ☑ WORM
- ☑ Now affordable
- ☑ Compatible with CD-ROM drives

## ⌘ CD-RW

- ☑ Erasable
- ☑ Getting cheaper
- ☑ Mostly CD-ROM drive compatible

# DVD - what's in a name?

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## ⌘ Digital Video Disk

- ☑ Used to indicate a player for movies

- ☒ Only plays video disks

## ⌘ Digital Versatile Disk

- ☑ Used to indicate a computer drive

- ☒ Will read computer disks and play video disks

## ⌘ Dogs Veritable Dinner

## ⌘ Officially - nothing!!!

# DVD - technology

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- ⌘ Multi-layer
- ⌘ Very high capacity (4.7G per layer)
- ⌘ Full length movie on single disk
  - ☑ Using MPEG compression
- ⌘ Finally standardized (honest!)
- ⌘ Movies carry regional coding
- ⌘ Players only play correct region films
- ⌘ Can be “fixed”

# DVD - Writable

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- ⌘ Loads of trouble with standards
- ⌘ First generation DVD drives may not read first generation DVD-W disks
- ⌘ First generation DVD drives may not read CD-RW disks
- ⌘ Wait for it to settle down before buying!

# Foreground Reading

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- ⌘ Check out optical disk storage options
- ⌘ Check out Mini Disk



# Magnetic Tape

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- ⌘ Serial access
- ⌘ Slow
- ⌘ Very cheap
- ⌘ Backup and archive

# Digital Audio Tape (DAT)

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- ⌘ Uses rotating head (like video)
- ⌘ High capacity on small tape
  - ☑ 4Gbyte uncompressed
  - ☑ 8Gbyte compressed
- ⌘ Backup of PC/network servers