

Re: DEFRAGMENTATION OF STORAGE CARD

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.compactframework/2005-06/msg007>

- *From:* "Thore Berntsen" <someone@microsoft.com>
 - *Date:* Sun, 12 Jun 2005 22:50:57 +0200
-

I'm a little confused here. What I did was, copy the files on the storage card to my laptop, format the card from the laptop, and then I copied the files back to the storage card and insert it into the Pocket PC again. My idea was that this would take care of the defragmentation I suspected on the card. My application was much faster after I did this. My conclusion was that I got rid of fragmentation, is this conclusion wrong? I must mention that I have used this Pocket PC very much for automated testing the last month.

I just downloaded a tool from this link
<http://www.softwinter.com/storagetools.html> I haven't tested it yet, but it's a defragmentation tool.

"<ctacke/>" <ctacke_AT_OpenNETCF_com> wrote in message
news:ex1lni4bFHA.2756@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

> I've done a fair amount of profiling of several controllers, software and
> hardware, and have found that anything above about 25% full causes
> significant performance degradation. This occurs whether you sequentially
> add block-swized files to the media (meaning the controller by all rights
> should have to do no load leveling, compaction or movement) or if you fill
> the media with small files then delete random holes and refill. I don't
> think the OP can do much about what he's seeing to guarantee any type of
> performance. A larger CF card will behave better for longer, but that's
> only because it's larger. Moving to a microdrive would probably be a
> solution for speed, but cost and reliability suffer.

>
> Again, we've got no idea wht he usage is, nor his accepapnce criteria, but
> my opinion is that if he sees unacceptable behavior with Flash media, then
> he's never going to surmount it staying with Flash media. Maybe a RAM
> solution with a flash backup would work. Maybe a microdrive. At any
> rate,
> there's no way to defrag the card.

>
> -Chris

>
>
> "Steve Maillet (eMVP)" <nospam1@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
> [news:uv%23\\$AG4bFHA.3464@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:uv%23$AG4bFHA.3464@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

Re: DEFRAGMENTATION OF STORAGE CARD

>> "You'll never get performance from flash media."
>>
>> That depends on what your requirements are. The OP stated the perf is
>> acceptable with a fresh format of the card so there ARE things that can
>> be
>> done in this case. Besides fragmentation is a factor of the File system
>> and not the card. That being said fragmentation on a solid state media is
>> mostly irrelevant as there are no seek time delays. (Well, yes there, are
>> but they are constant time for all locations on the disk) Theoretically,
>> you can measure a difference if all the sectors of a file read can be
>> read
>> as a contiguous chunk of physical sectors, however due to wear leveling
>> that will virtually never happen after the card is first used.
>>
>> There is a significant and noticeable performance curve point that
>> happens
>> once the solid state drive becomes 50% FULL. At this point the wear
>> leveling algorithm has to work harder to find a place to move sectors
>> around to. The more full it gets, the longer it takes.
>>
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>> --
>> Steve Maillet
>> EmbeddedFusion
>> www.EmbeddedFusion.com
>> smaillet at EmbeddedFusion dot com
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• *Follow-Ups:*

- ◆ **Re: DEFRAGMENTATION OF STORAGE CARD**
◇ *From:* Steve Maillet \eMVP\

• *References:*

- ◆ **DEFRAGMENTATION OF STORAGE CARD**
◇ *From:* Thore Berntsen
- ◆ **Re: DEFRAGMENTATION OF STORAGE CARD**
◇ *From:* <ctacke/>
- ◆ **Re: DEFRAGMENTATION OF STORAGE CARD**
◇ *From:* Steve Maillet \eMVP\
- ◆ **Re: DEFRAGMENTATION OF STORAGE CARD**
◇ *From:* <ctacke/>

Re: DEFRAGMENTATION OF STORAGE CARD

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