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RAID 2, RAID 3, RAID 4, RAID 6 Explained with Diagram

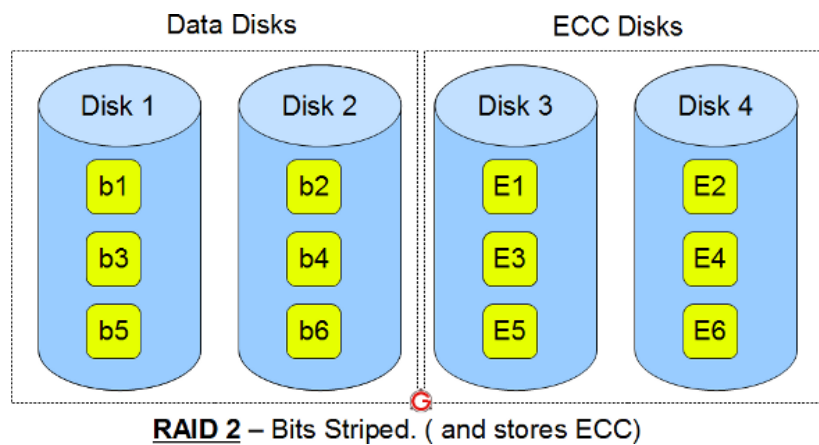
by RAMESH NATARAJAN on NOVEMBER 21, 2011

In most critical production servers, you will be using either [RAID 5](#) or [RAID 10](#).

However there are several non-standard raids, which are not used except in some rare situations. It is good to know what they are.

This article explains with a simple diagram how RAID 2, RAID 3, RAID 4, and RAID 6 works.

RAID 2



- This uses bit level striping. i.e Instead of striping the blocks across the disks, it stripes the bits across the disks.
- In the above diagram b1, b2, b3 are bits. E1, E2, E3 are error correction codes.
- You need two groups of disks. One group of disks are used to write the data, another group is used to write the error correction codes.
- This uses Hamming error correction code (ECC), and stores this information in the redundancy disks.
- When data is written to the disks, it calculates the ECC code for the data on the fly, and stripes the data bits to the data-disks, and writes the ECC code to the redundancy disks.
- When data is read from the disks, it also reads the corresponding ECC code

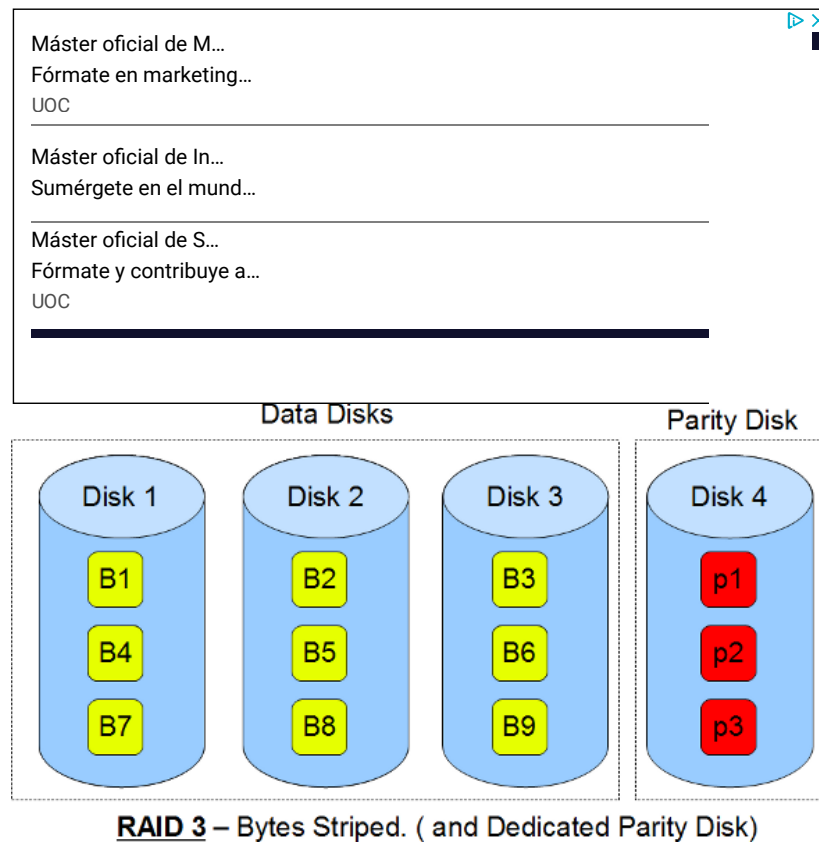
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disks for data and 3 disks for ECC

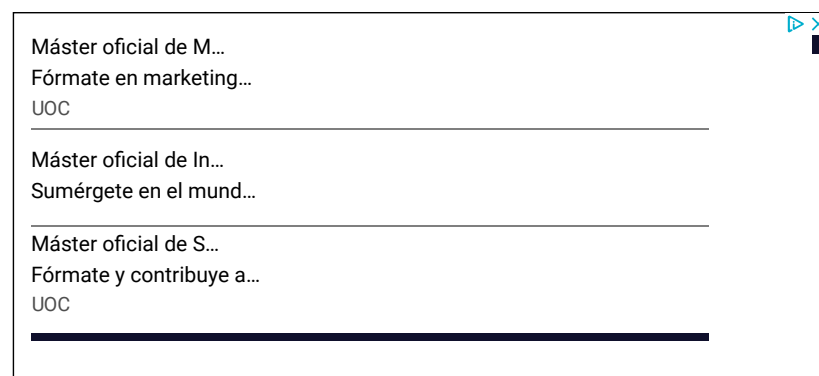
- This is not used anymore. This is expensive and implementing it in a RAID controller is complex, and ECC is redundant now-a-days, as the hard disk themselves can do this.

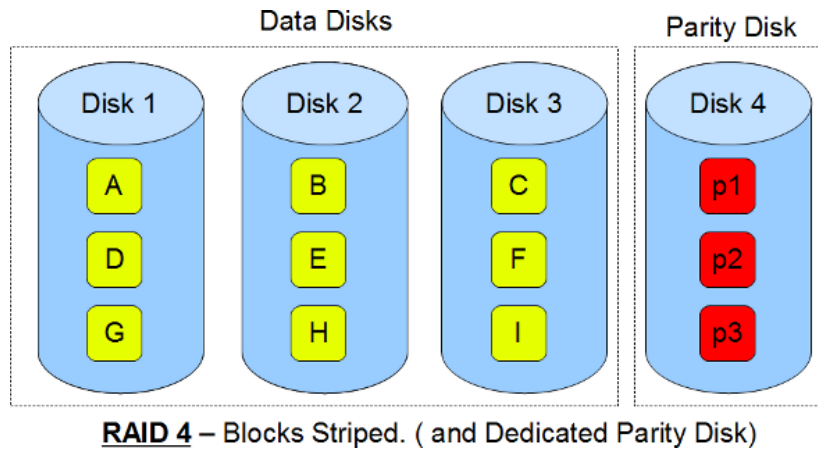
RAID 3



- This uses byte level striping. i.e Instead of striping the blocks across the disks, it stripes the bytes across the disks.
- In the above diagram B1, B2, B3 are bytes. p1, p2, p3 are parities.
- Uses multiple data disks, and a dedicated disk to store parity.
- The disks have to spin in sync to get to the data.
- Sequential read and write will have good performance.
- Random read and write will have worst performance.
- This is not commonly used.

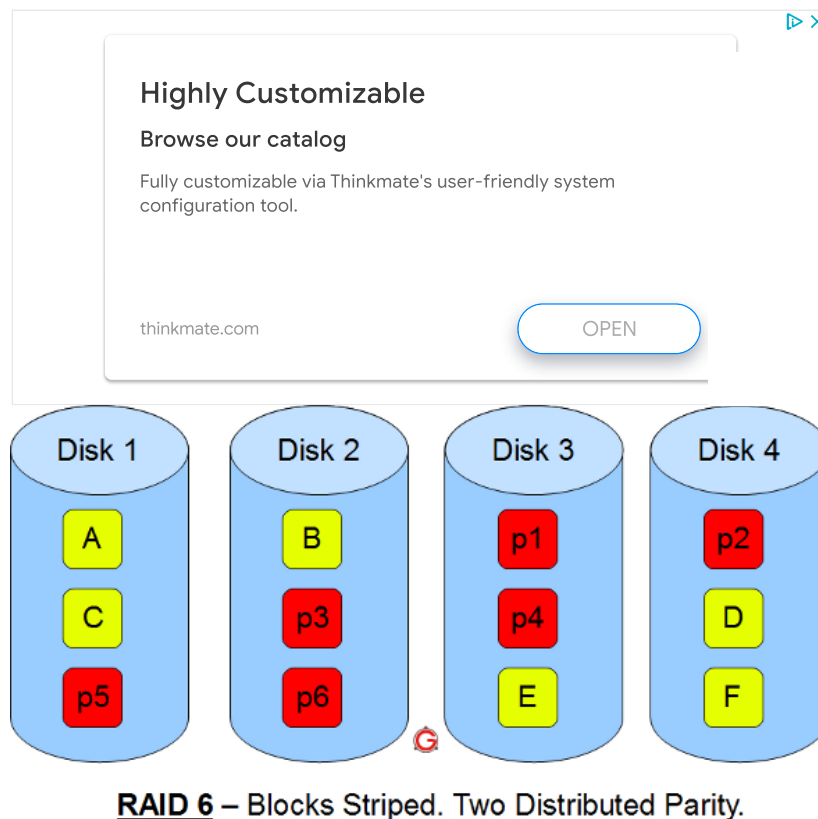
RAID 4





- This uses block level striping.
- In the above diagram B1, B2, B3 are blocks. p1, p2, p3 are parities.
- Uses multiple data disks, and a dedicated disk to store parity.
- Minimum of 3 disks (2 disks for data and 1 for parity)
- Good random reads, as the data blocks are striped.
- Bad random writes, as for every write, it has to write to the single parity disk.
- It is somewhat similar to RAID 3 and 5, but a little different.
- This is just like RAID 3 in having the dedicated parity disk, but this stripes blocks.
- This is just like RAID 5 in striping the blocks across the data disks, but this has only one parity disk.
- This is not commonly used.

RAID 6



- Just like RAID 5, this does block level striping. However, it uses dual parity.

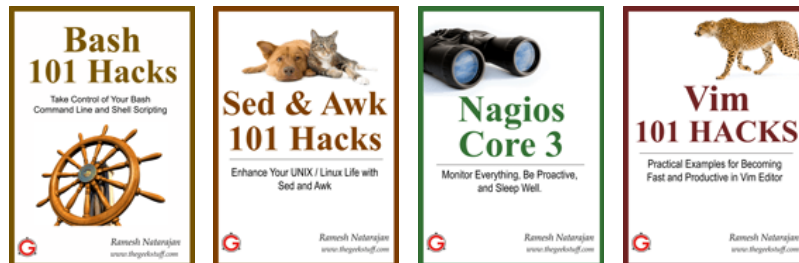
- This RAID configuration is complex to implement in a RAID controller, as it has to calculate two parity data for each data block.

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Israel Ramirez Ariza

November 22, 2011, 2:13 pm

Ramesh:

Thanks for posting valuable information. I love TGS!

Got a couple of comments regarding your post about RAID 2, 3, 4 & 6:

- 1) According to what I've read, it seems that none of them are suitable for ORACLE Databases. Is that right?
- 2) Also, would like to know some examples where such RAID5 could be used.

Thanks in advance.

∞

Jacques Beniamin

∞

Harvey Penley

June 14, 2012, 11:25 am

Israel, as long as your computer os and hardware will support the RAID configuration then it shouldn't matter what DB you use. however for a data base critical system I would suggest a hardware RAID controller then it should be transparent to everything

∞

Eugene

June 30, 2012, 7:55 pm

Is there a RAI D 15

∞

atefeh

August 21, 2012, 5:23 am

thanks for your explained

∞

Staysay

September 3, 2012, 10:07 pm

These diagrams are very helpful and easy to understand. I just wanted to point out that according to the ISM (Information Storage Management) exam, RAID-4's primary use is for reading large sequential data. During a read with the 3 disks it is essentially functioning as a stripe (RAID 0). So reading large files (like video or ISO files) is a plus with this configuration.

∞

Jaipal

October 6, 2012, 11:40 am

The above article says RAID 4 to not used, yes, but because it is fast and used by NetApp, with RAID 4 RAID DP

∞

Taino19xx

November 26, 2012, 8:01 pm

Ramesh,



∞

Dan Gauthier

January 15, 2013, 3:03 pm

IRT Taino19xx, he said two parity blocks per data block — but didn't define "block" where perhaps there are two definitions. Perhaps better stated as two parity blocks per data block group. The above diagrams reflect the minimum number of disks that would ever (probably not) be used. There's two parity blocks per set of two data blocks in the diagram. In reality there'd be 4, 5, 6, 8, or more data blocks plus 2 parity.

∞

A Frederick Christensen

March 21, 2013, 7:10 am

In the explanation of Raid 4, "In the above diagram B1, B2, B3 are blocks" seems it should read "In the above diagram A, B, C are blocks." It's a very good explanation article, though. Kudos. Would you perhaps consider giving a high-level, simple explanation of parity in one of these articles, too? It seems it would be more accessible to a reader on the level that needs these explained.

∞

Rakesh Pandey

March 26, 2013, 5:52 am

Hi ,

Kindly note we are looking comparison between RAID0+1 and RAID 6 . If storage requirement is of 10 TB . What will be actual required storage in both category . Application is for Video Storage .

hard disc being used are 1 TB.

Regards,

Rakesh Pandey

∞

Dan Gauthier

March 28, 2013, 9:25 pm

For a 10TB array with 1TB drives, you'd need 20 drives for RAID 10 (aka 0+1, 1+0) — a stripe of 10 drives, then mirrored with another stripe of 10 drives. OR it's 5 mirrors of 2 drives, then striped. The differences are purely academic :). For RAID 6, only 12 drives are needed, but you need a RAID 6 card or a significant (couple % of your CPU?) software RAID solution. RAID 6 is a lot more CPU intensive than RAID 5 which is generally unnoticeable load on modern systems



Also performance (especially with a RAID card) should be (theoretically) higher for RAID 6.

Dan

∞

Don

June 27, 2013, 6:03 am

This is an awesome explanation, thank you so very very much. I really now feel very comfortable with understanding RAID.

∞

mayuresh joshi

July 14, 2013, 4:54 am

i got somthing new

∞

mahmoud S.Naseh

July 23, 2013, 1:17 pm

thanks for your explained

∞

Mohd Sayed

August 23, 2013, 4:28 am

RAID 10, often referred to as RAID 1+0 (mirroring and striping), data is written in stripes across primary disks that have been mirrored to the secondary disks.....thanks fr your EXPLANINED...

∞

ma

December 16, 2013, 7:20 pm

The Other way around Mr Mohd

∞

Kandigal

December 17, 2013, 3:13 am

Here is a question regarding the RAID:



∞

charan

February 8, 2014, 1:21 am

hi sir u r posting a very good raid concepts

∞

George

April 3, 2014, 1:33 pm

What RAID would a server usually have?

What RAID would a normal Desktop Computer usually have?

What RAID would an ALL-IN-ONE Computer usually have?

What RAID would a normal Netbook Computer usually have?

What RAID would a normal Laptop Computer usually have?

I am trying to solve a puzzle given a lot of known factors, but I am not familiar with RAID.

The RAID's I have to choose from are RAID 0, RAID 1, RAID 5, RAID 6, AND RAID 10.

∞

W.J. Rohan

May 3, 2014, 3:44 pm

I think the Type of Raid, Which configurations would be used more than once, is dependent on Purposing Your Configurations, on Exactly Your Pen-Ultimate Mission !

∞

mythili

June 12, 2015, 9:00 pm

Thanks alotttttt.....!!!!This article is very much useful and easy to understand and memorize 😊

∞

Abishek

October 6, 2015, 5:11 am

Thanks alotttttt.....!!!!This article is very much useful and easy to understand and memorize 😊

∞



In raid 6, how are the parity bits calculated?

(a simple xor would not suffice here, because then it would not be possible to reconstruct bit A and B if drives 1 and 2 were lost)

∞

M.S.G.Balaji

February 4, 2016, 9:50 pm

this Knowledge Sharing article made me easy to understand the concept.. Thanks a load for uploading...:-)

∞

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