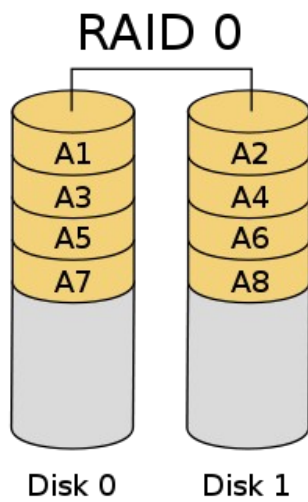**RAID 0 (block level striping, no parity bits, no mirroring)**

## RAID 0

| A1 | A2 |
| A3 | A4 |
| A5 | A6 |
| A7 | A8 |

Disk 0    Disk 1

**RAID 1 (mirroring, no parity bits, no striping)**
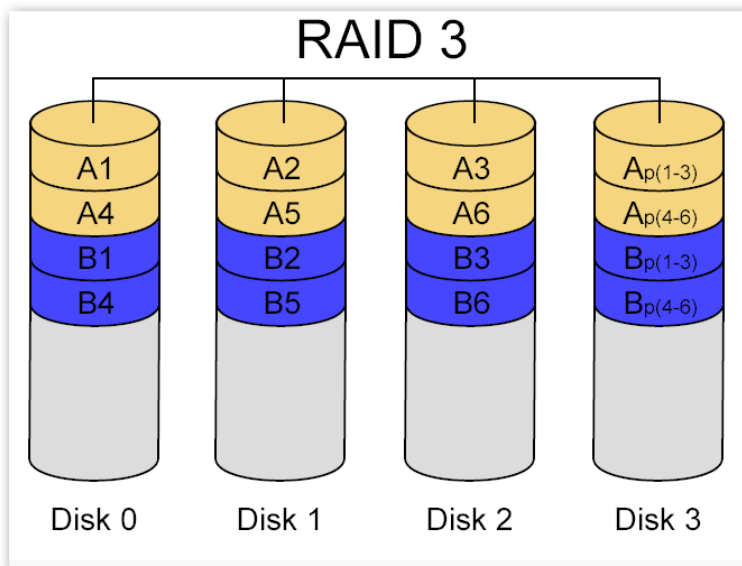
## RAID 1

| A1 | A1 |
| A2 | A2 |
| A3 | A3 |
| A4 | A4 |

Disk 0    Disk 1
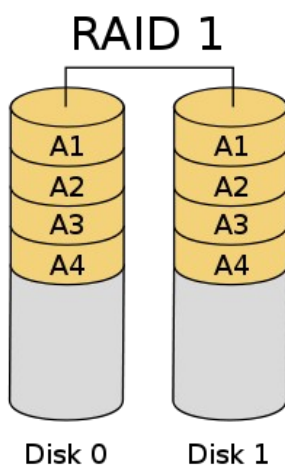
**RAID 2 (bit level striping, error correcting parity bits)**

## RAID 2

| A1 | A2 | A3 | A4 | $A_{p1}$ | $A_{p2}$ | $A_{p3}$ |
| B1 | B2 | B3 | B4 | $B_{p1}$ | $B_{p2}$ | $B_{p3}$ |
| C1 | C2 | C3 | C4 | $C_{p1}$ | $C_{p2}$ | $C_{p3}$ |
| D1 | D2 | D3 | D4 | $D_{p1}$ | $D_{p2}$ | $D_{p3}$ |

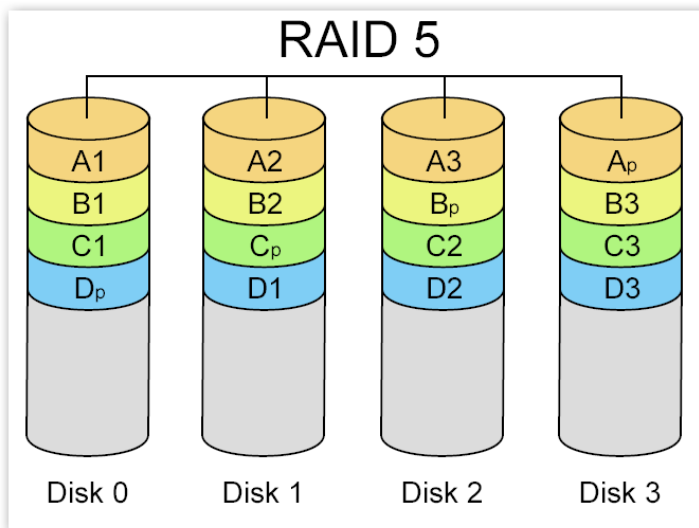Disk 0    Disk 1    Disk 2    Disk 3    Disk 4    Disk 5    Disk 6
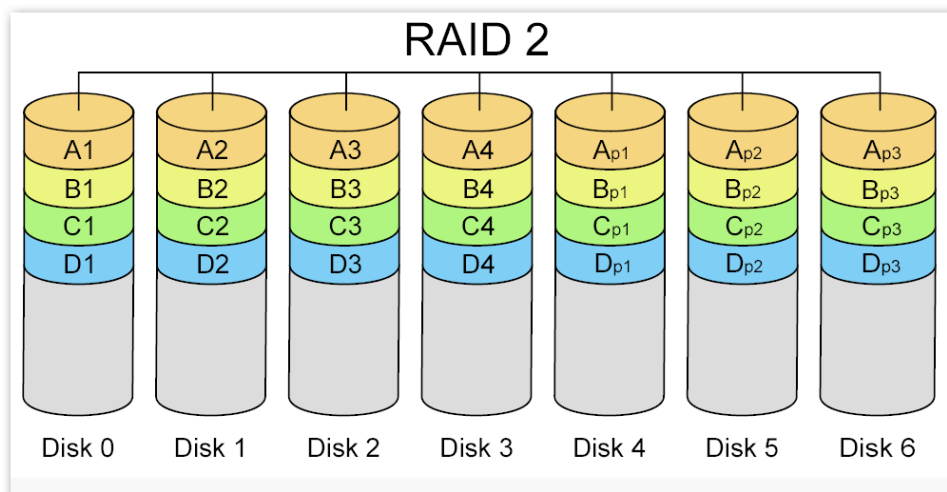
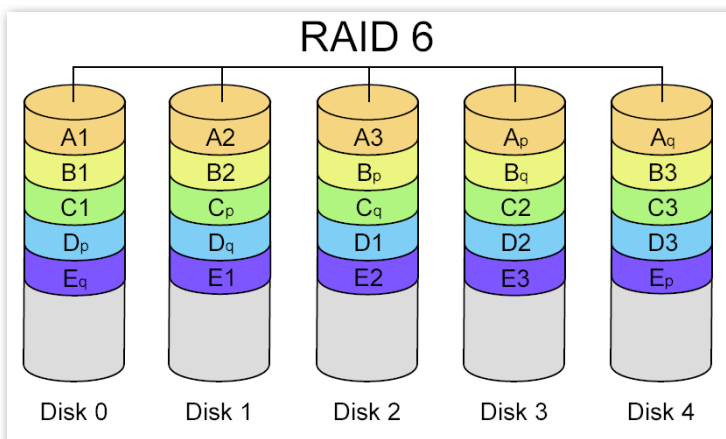**RAID 3 (byte level striping, dedicated parity disk)**



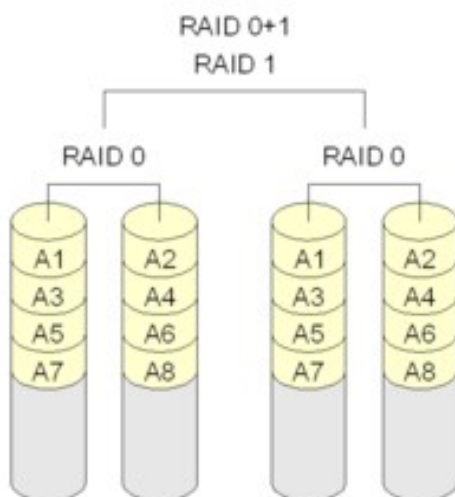**RAID 4 (block level striping, dedicated parity disk)**
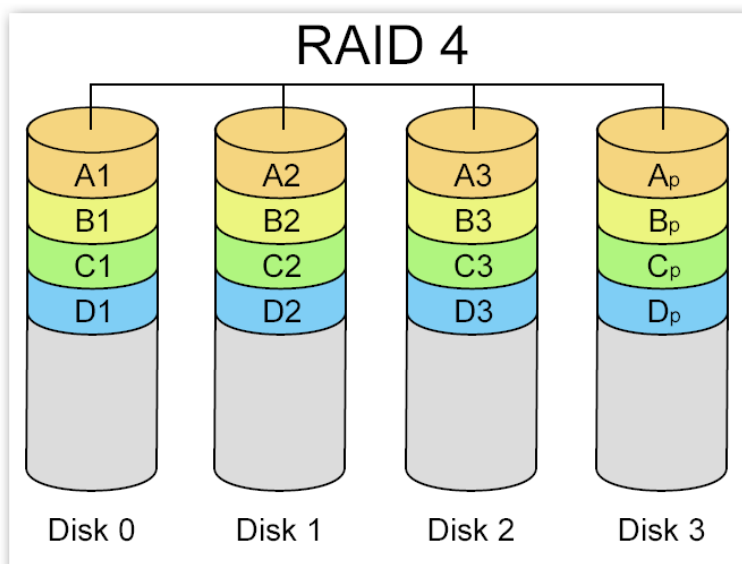
**RAID 5 (block level striping, distributed parity)**



**RAID 6 (block level striping, double parity bits, distributed parity disks)**



**RAID 0+1 or RAID 01**

## RAID 1+0 or RAID 10