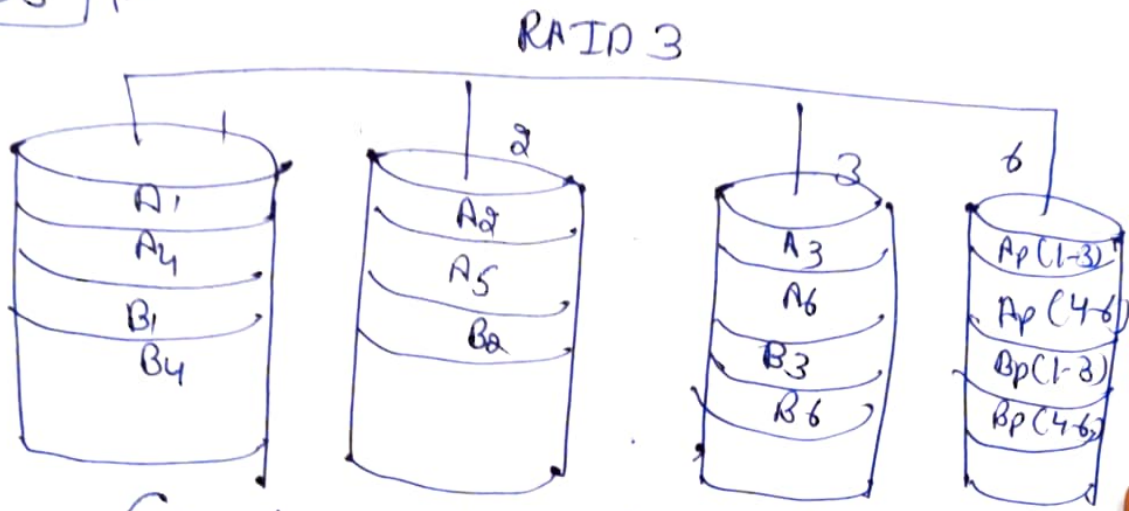
RAID 1+0 (RAID 10) (Security, performance)

(Real life example)

RAID 2 Not used (Obsolete)

RAID 3 :-



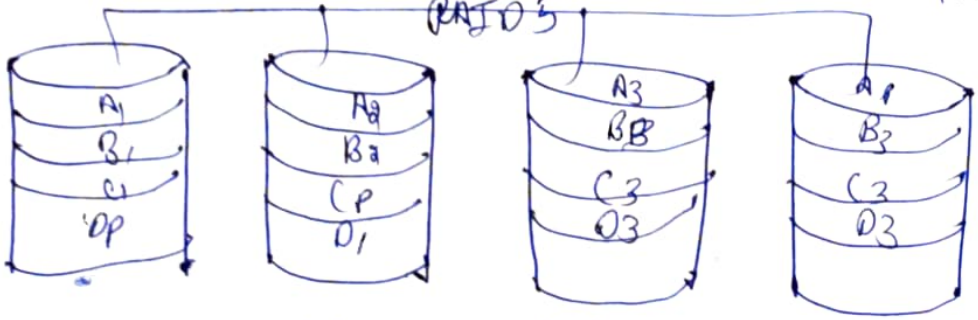
(We broke block level data)

(Parity is in one disk)

(bottle neck state)

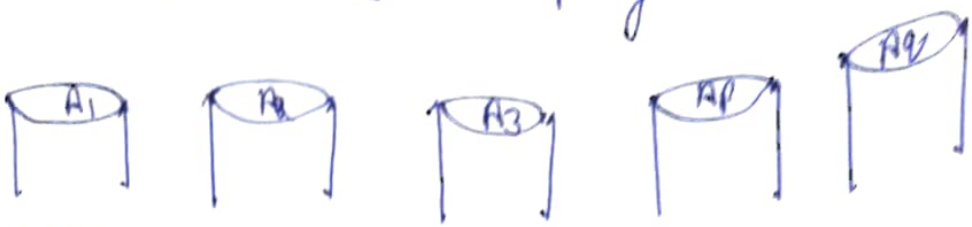
This problem used in Solved in RAID 4

RAID 5



(Not Overutilized)

RAID-6 two parity



File System → Most Important in OS

There is one Module in OS file System which Manages all files. Windows (NTFS file System)

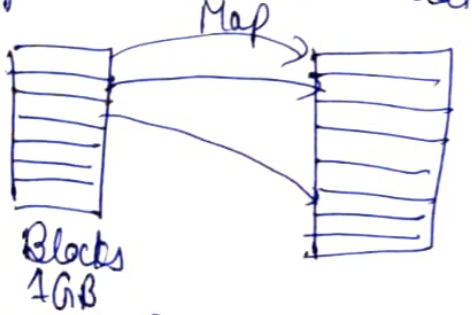
DOS OS → Fat file System
UNIX → Unix " "
LINUX → Extended " "
Big data → zfs " "

file System is a Software → How the data will be stored / fetched.

folder → related files Collection

user → file → folder/ directory → file System

file System divides data into Blocks



file System Stores this Mapping information.

Jnb

RAID :- (Redundant Array of Independent disks)

(Redundant array of Inexpensive disks)

(Redundancy means duplicacy) - Copy of disks

Multiple disks → These disks are Independent.

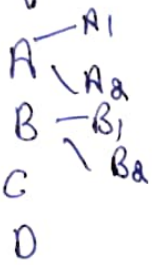
(Most Costly Register, then RAM Cache then RAM).

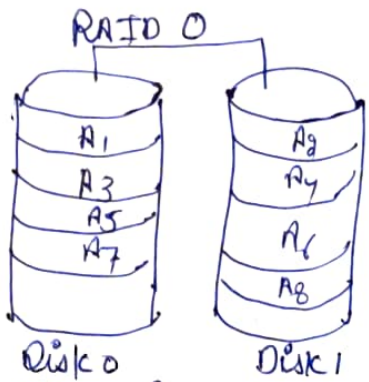
The cost of disk is getting decreased.

(performance for read / write)

(Security / availability)

Levels of RAID :- RAID 0 (Break the data)

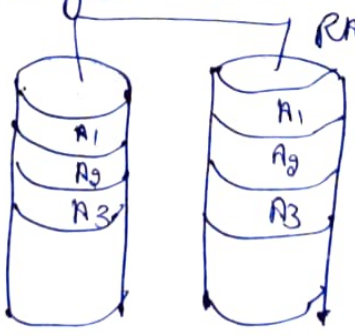




Performance is high in RAID 0.

(RAID 0 → stripping)

RAID 1 :- (Mirroring) (Cost will be More)



(for Security) →

(More and More Copies are used)

(in many geographical area)