

lec 11.5

RAID: REDUNDANT ARRAY INDEPENDENT DISC

data duplicatⁿ of disc

multiple disc sh

all disc are independ^t

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1) RAID 0: Striping disc

↳ using data striping, no redundant informatⁿ is maintained.

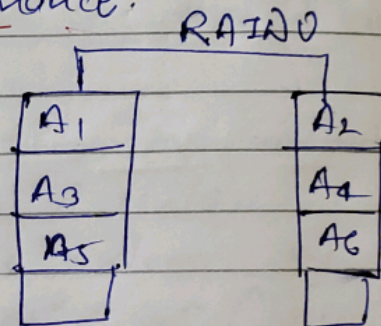
↳ if one disc fail all other will lost.

↳ effective space utilizatⁿ is 100%.

↳ has best write performance.

↳ least costly

↳ poor reliability



2) RAID 1: Mirroring

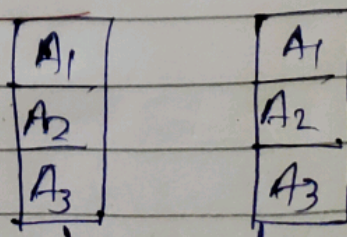
↳ maintain two identical copy on different disc.

↳ most expensive

↳ excellent fault tolerance.

↳ effective space utilization is 50%.

↳ slower write performance due to multiple copy



3) RAID 2 : Parity

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- use ^{single} designated drive for parity.
- stripping unit in single bit.
- Hamming code is used for parity
 - detect upto 2-bit error or correct 1-bit error
 - can only detect odd no. of bit in error

A ₁	A ₂	A ₃	A ₄	A _p	A ₂
B ₁	B ₂	B ₃	B ₄	B _p	B ₂
C ₁	C ₂	C ₃	C ₄	C _p	C ₂

4) RAID 3 : Byte Striping + Parity

- have single check list with parity info

Raid 3

A ₁	A ₂	A ₃	A _{p(1-3)}
A ₄	A ₅	A ₆	A_{p(4-6)} B _{p(3-6)}
B ₁	B ₂	B ₃	B _{p(1-3)}

(check list)

→ provide recovery using XOR mechanism.

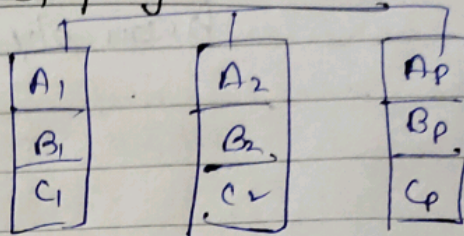
0	0	→	0
1	0	→	1
0	1	→	1
1	1	→	0

→ facilitate recovery of at most 1 disc failure.

⑤ RAID-5 - Distributed Parity

→ single parity block (all parity blocks in single disc)

④ RAID-4 - Block striping + Parity



→ provide recovery using XOR mechanism

$0 \oplus 0 \rightarrow 0$
 $1 \oplus 0 \rightarrow 1$
 $0 \oplus 1 \rightarrow 1$
 $1 \oplus 1 \rightarrow 0$

→ Facilitate recovery of
at most 1 disc failure.

→ low write performance

⑤ RAID-5 - Distributed Parity

→ all parity blocks in different disc
more than one parity

→ distribute parity block uniformly over all
disc, instead of storing them on a single
check disc.

→ several request can be processed in parallel.

→ allows ~~only~~ recovery of only 1 disc failure.

⑥ RAID: 6 Dual parity

↳ two parity blocks distributed across all disc

↳ write performance is poor than RAID 5

↳ use Reed-solomon codes to recover two simultaneous disc failure.

A ₁	A ₂	A ₃	A _p	A _q
B ₁	B ₂	B _p	B _q	B ₃
C ₁	C _p	C _q	C ₂	C ₃

⑦ RAID: 01 : (RAID 0 + 1) : Mirror of strip

