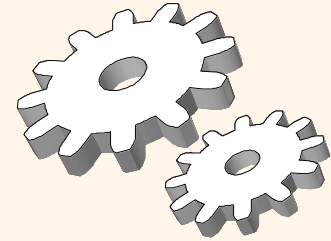
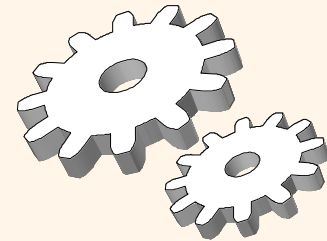


RAID

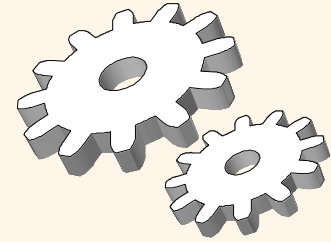


- ❖ Disk Array: Arrangement of several disks that gives abstraction of a single, large disk.
- ❖ Goals: Increase performance and reliability.
- ❖ Two main techniques:
 - Data striping: Data is partitioned; size of a partition is called the striping unit. Partitions are distributed over several disks.
 - Redundancy: More disks => more failures. Redundant information allows reconstruction of data if a disk fails.

RAID Levels



- ❖ Level 0: No redundancy
- ❖ Level 1: Mirrored (two identical copies)
 - Each disk has a mirror image (check disk)
 - Parallel reads, a write involves two disks.
 - Maximum transfer rate = transfer rate of one disk
- ❖ Level 0+1: Striping and Mirroring
 - Parallel reads, a write involves two disks.
 - Maximum transfer rate = aggregate bandwidth



RAID Levels (Contd.)

- ❖ Level 3: Bit-Interleaved Parity
 - Striping Unit: One bit. One check disk.
 - Each read and write request involves all disks; disk array can process one request at a time.
- ❖ Level 4: Block-Interleaved Parity
 - Striping Unit: One disk block. One check disk.
 - Parallel reads possible for small requests, large requests can utilize full bandwidth
 - Writes involve modified block and check disk
- ❖ Level 5: Block-Interleaved Distributed Parity
 - Similar to RAID Level 4, but parity blocks are distributed over all disks