



(a) RAID 0: non-redundant striping.



(b) RAID 1: mirrored disks.



(c) RAID 2: memory-style error-correcting codes.



(d) RAID 3: bit-interleaved parity.



(e) RAID 4: block-interleaved parity.



(f) RAID 5: block-interleaved distributed parity.



(g) RAID 6: P + Q redundancy.