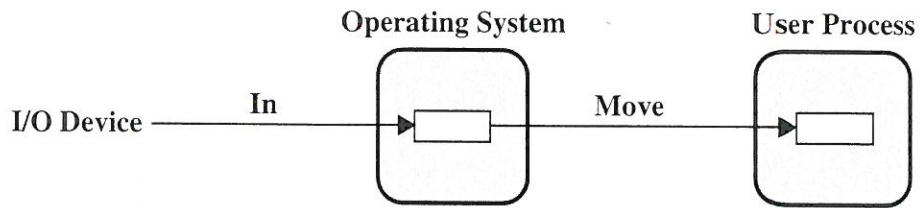
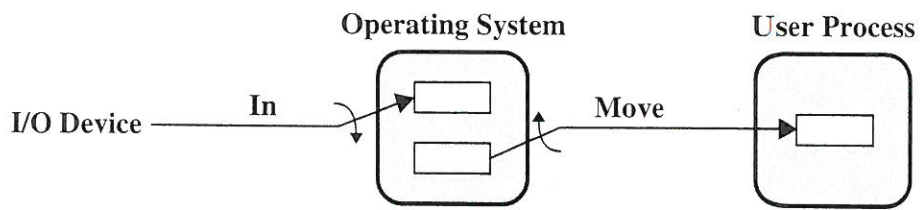


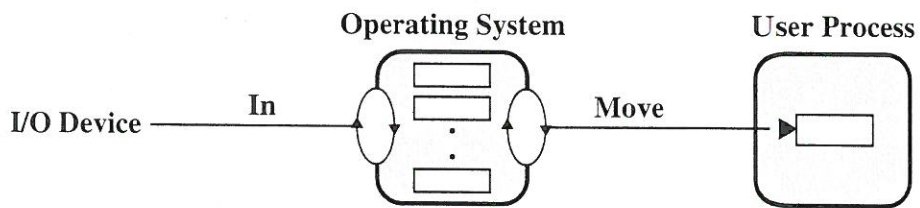
(a) No Buffering



(b) Single Buffering



(c) Double Buffering



(d) Circular Buffering

Figure 11.5 I/O Buffering Schemes (Input)

5. Search Strategies: Rotational Ordering

- Rotational Ordering

Once the read/write head have been positioned, re-order the requests to optimize search time.

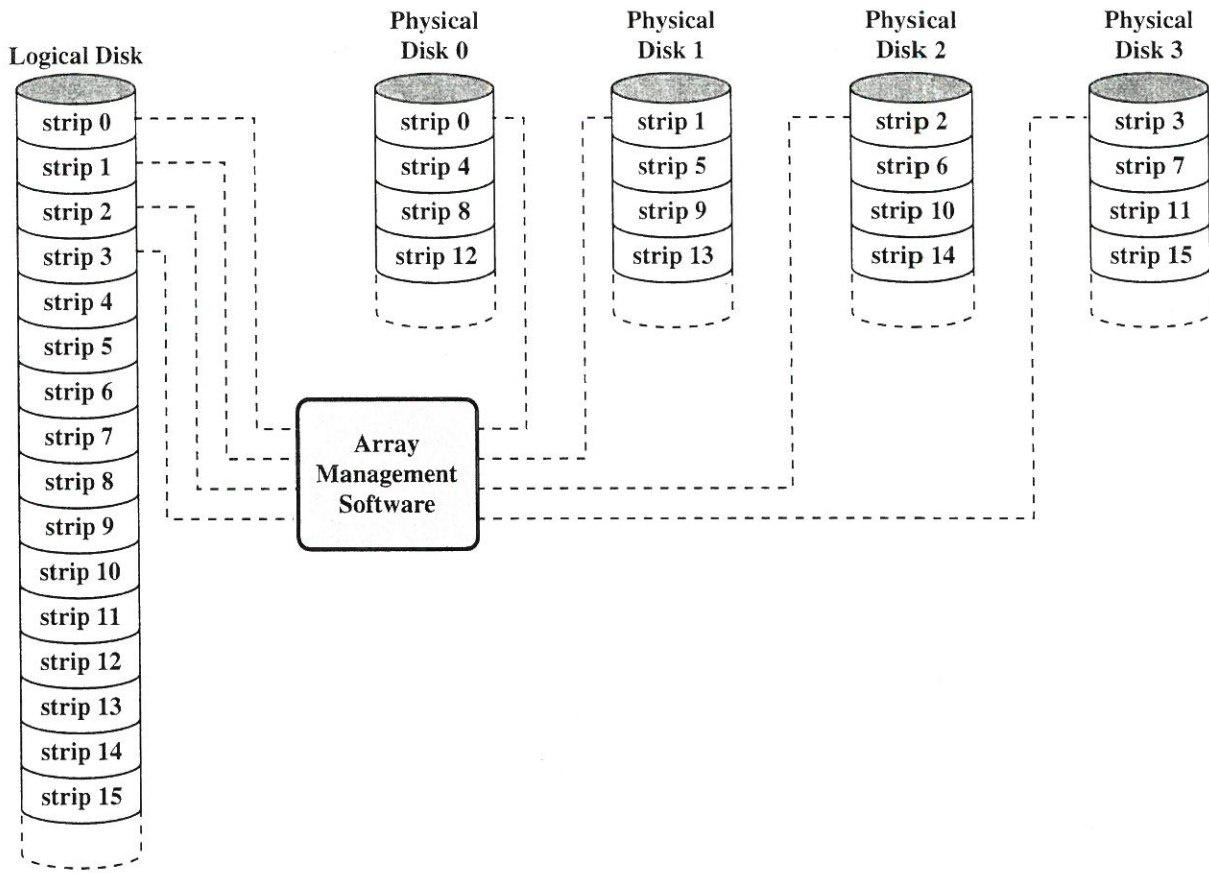
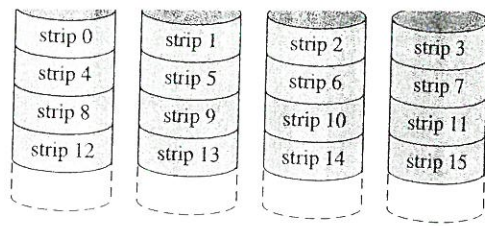
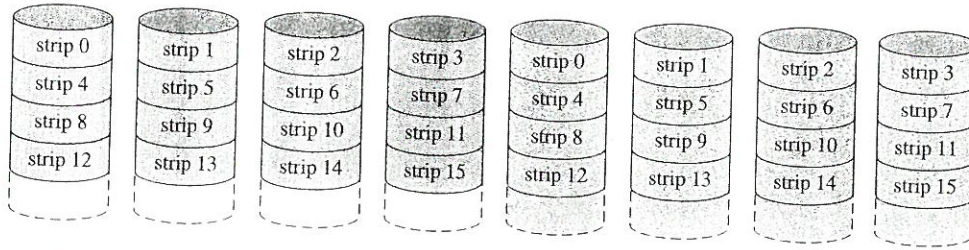


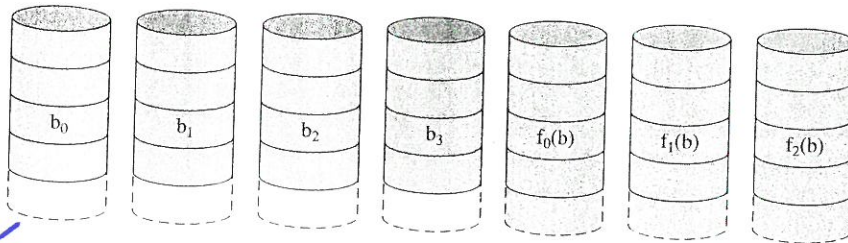
Figure 11.9 Data Mapping for a RAID Level 0 Array [MASS94]



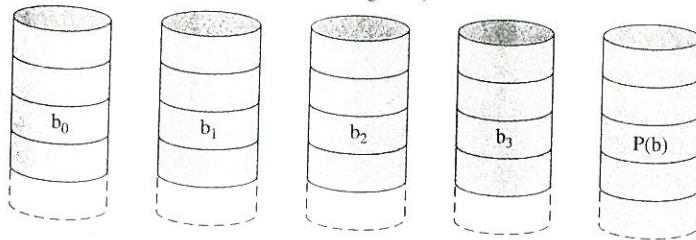
(a) RAID 0 (nonredundant)



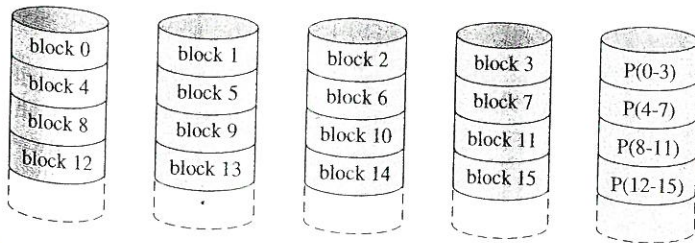
(b) RAID 1 (mirrored)



X (c) RAID 2 (redundancy through Hamming code)

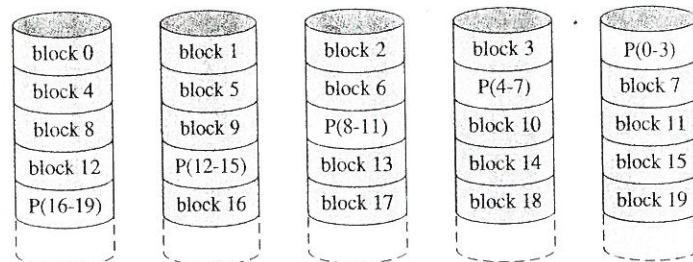


(d) RAID 3 (bit-interleaved parity)



X (e) RAID 4 (block-level parity)

not implemented



(f) RAID 5 (block-level distributed parity)

