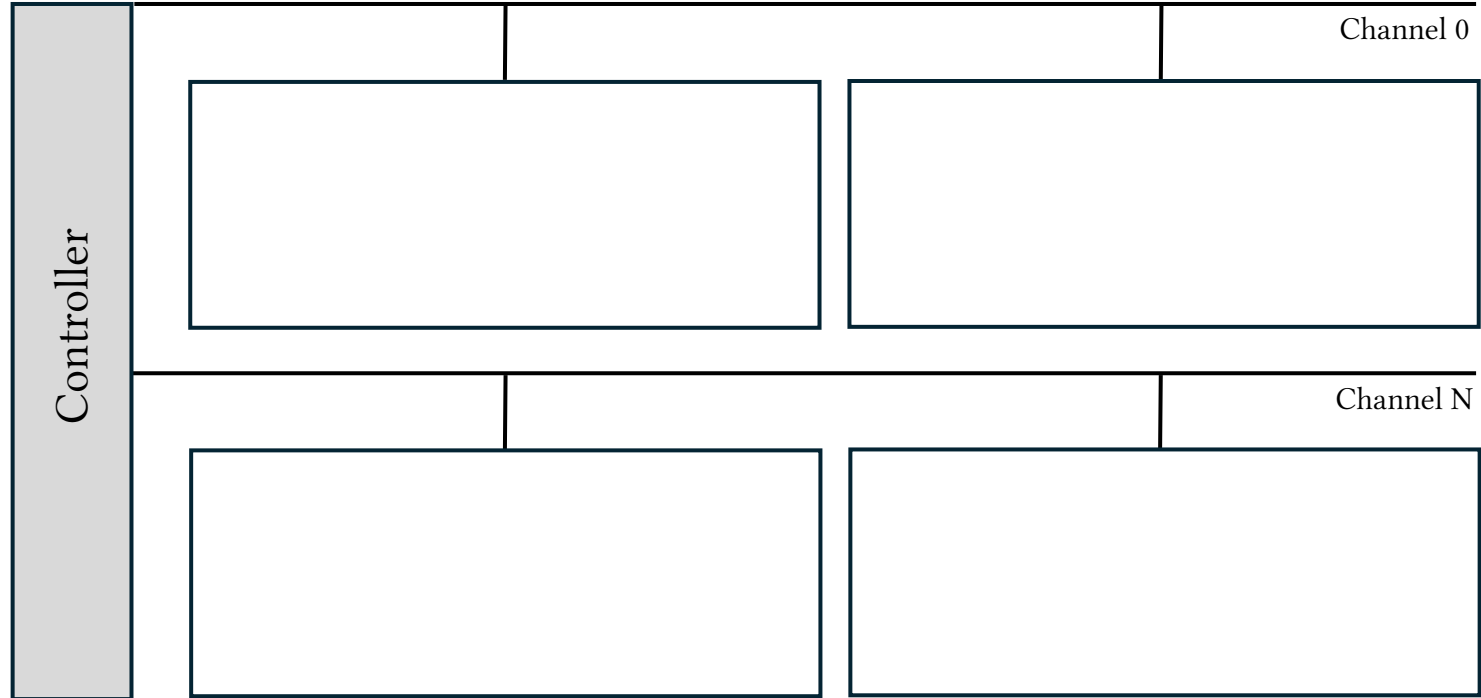


SSD Design Elements

CS 561: Data Systems Architecture

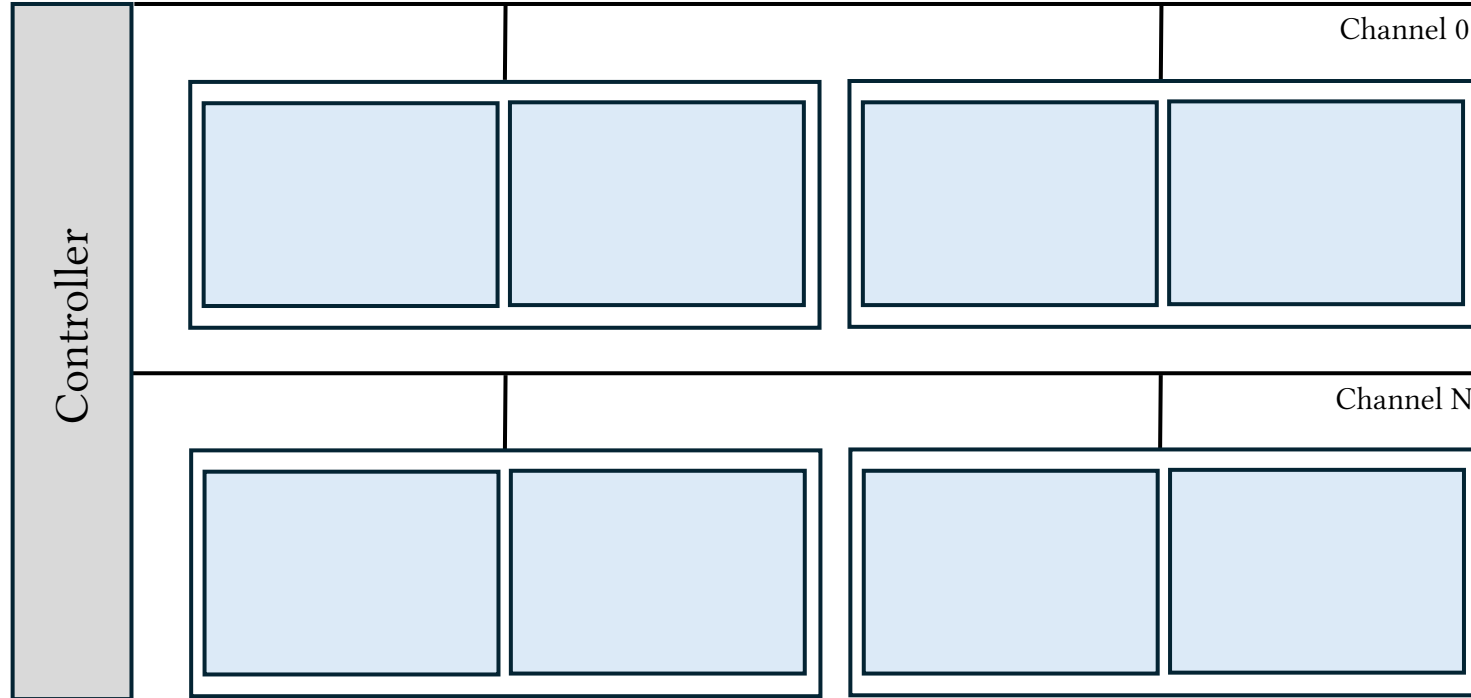
Teona Bagashvili

SSD Architecture



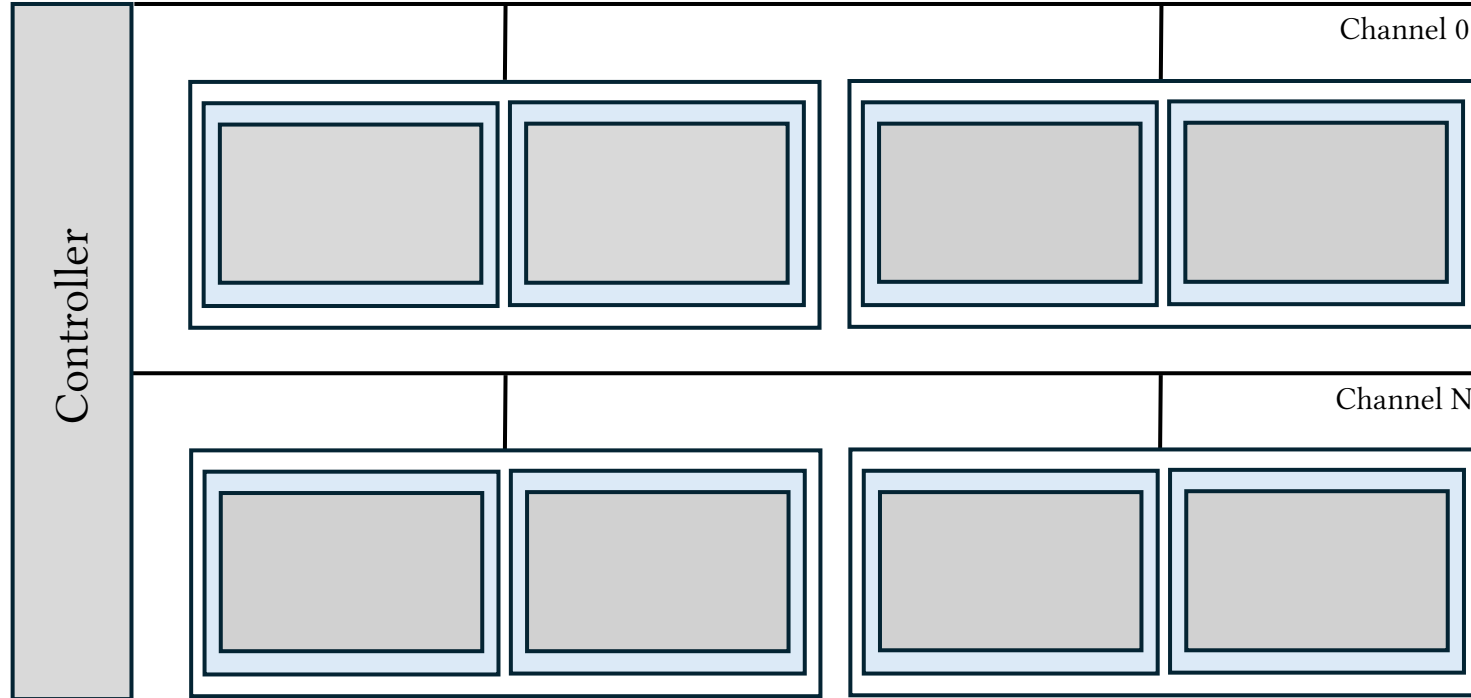
Flash Package -> Chip

SSD Architecture



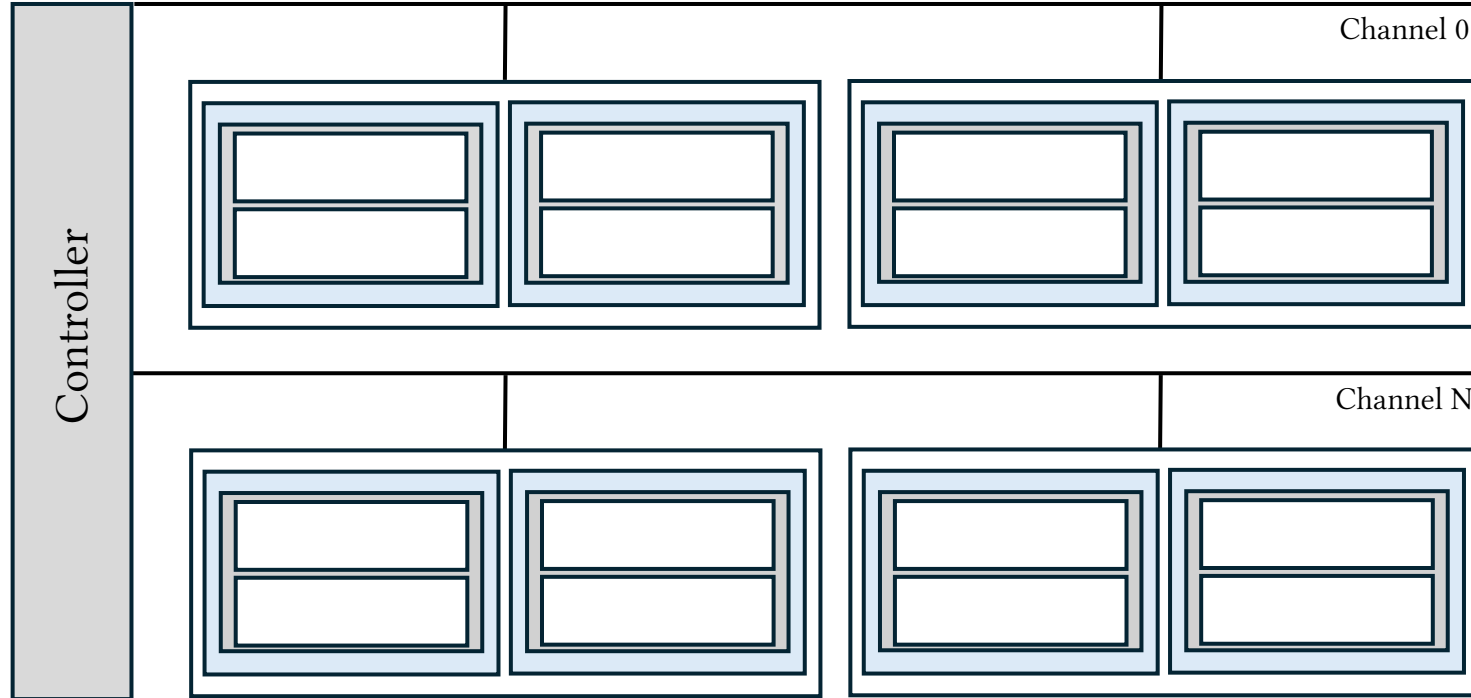
Flash Package -> Chip -> Die

SSD Architecture



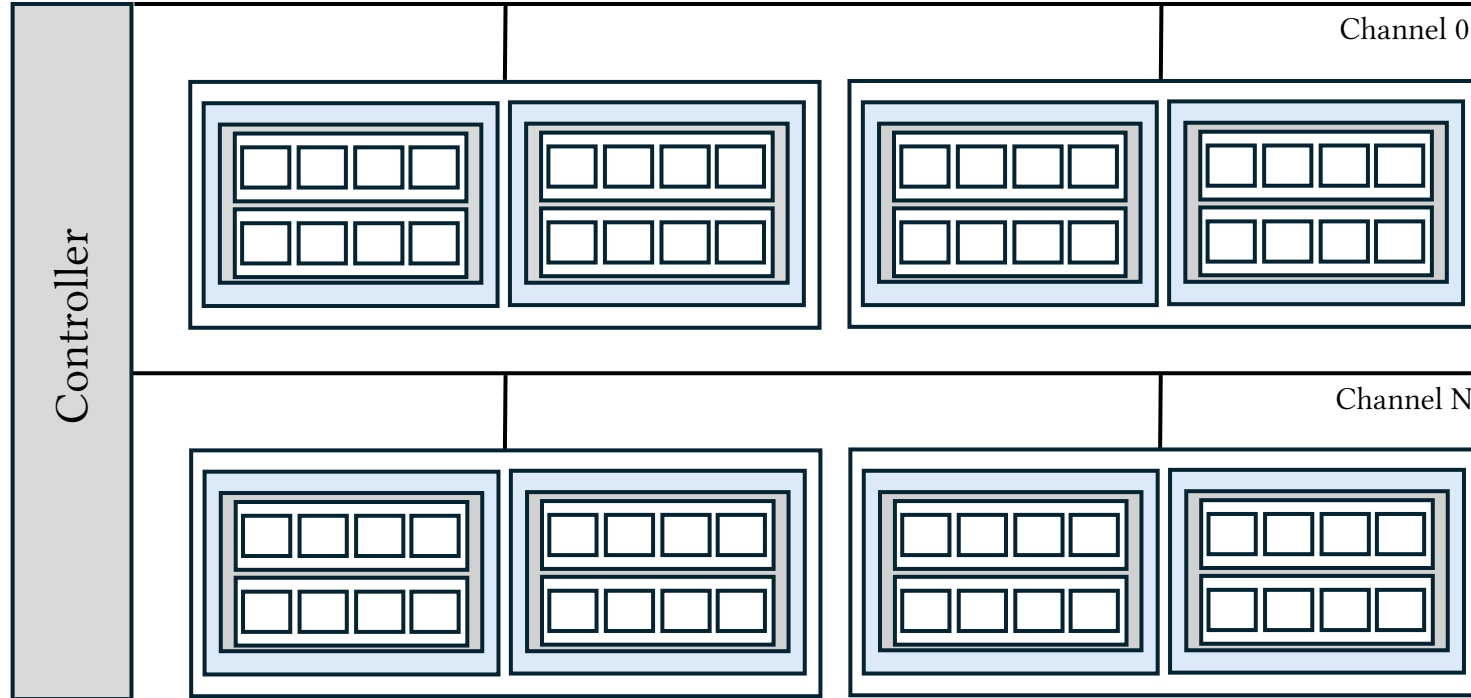
Flash Package -> Chip -> Die -> Plane

SSD Architecture



Flash Package -> Chip -> Die -> Plane -> Erase Block

SSD Architecture



Flash Package -> Chip -> Die -> Plane -> Erase Block -> Page -> Nand Cells

SSD Properties



Reads at page level



Writes at page level

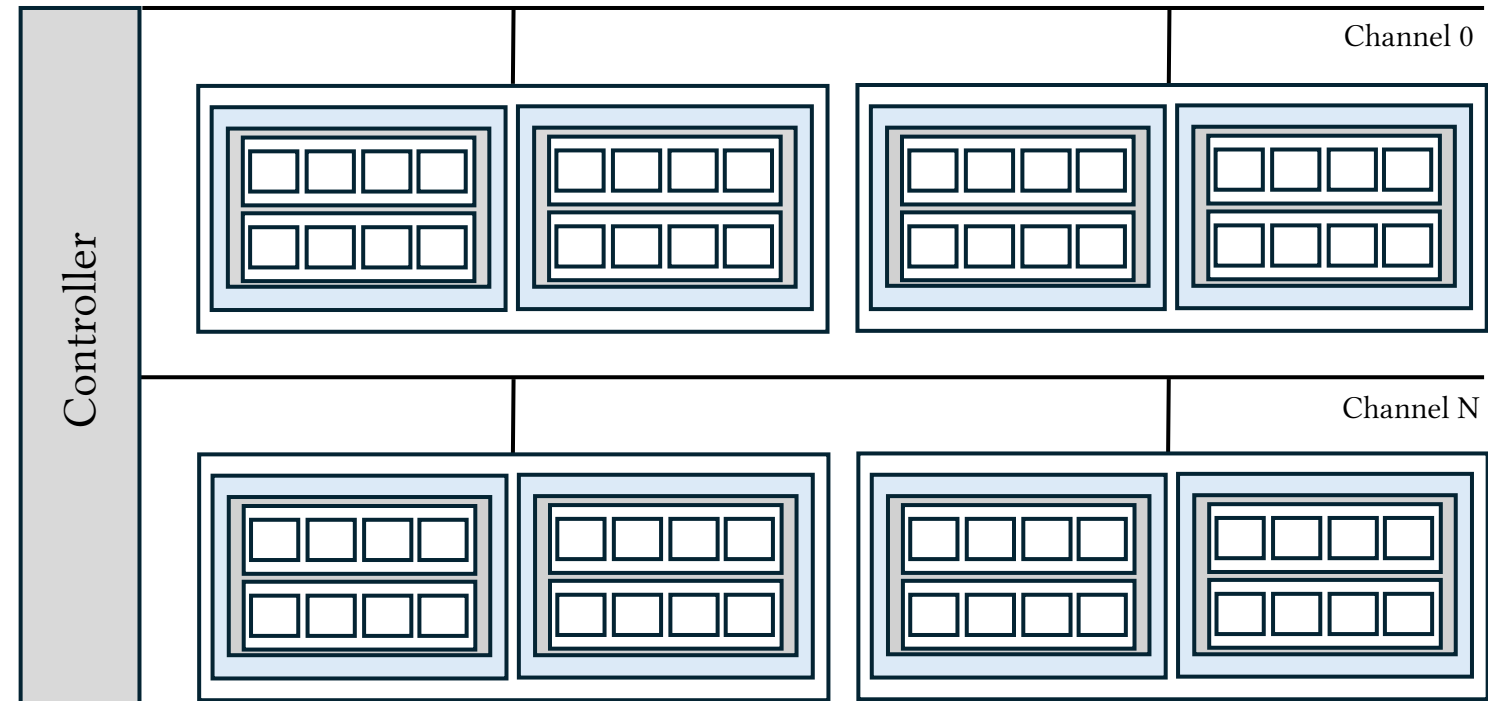
Out of place updates



Erasure at block level

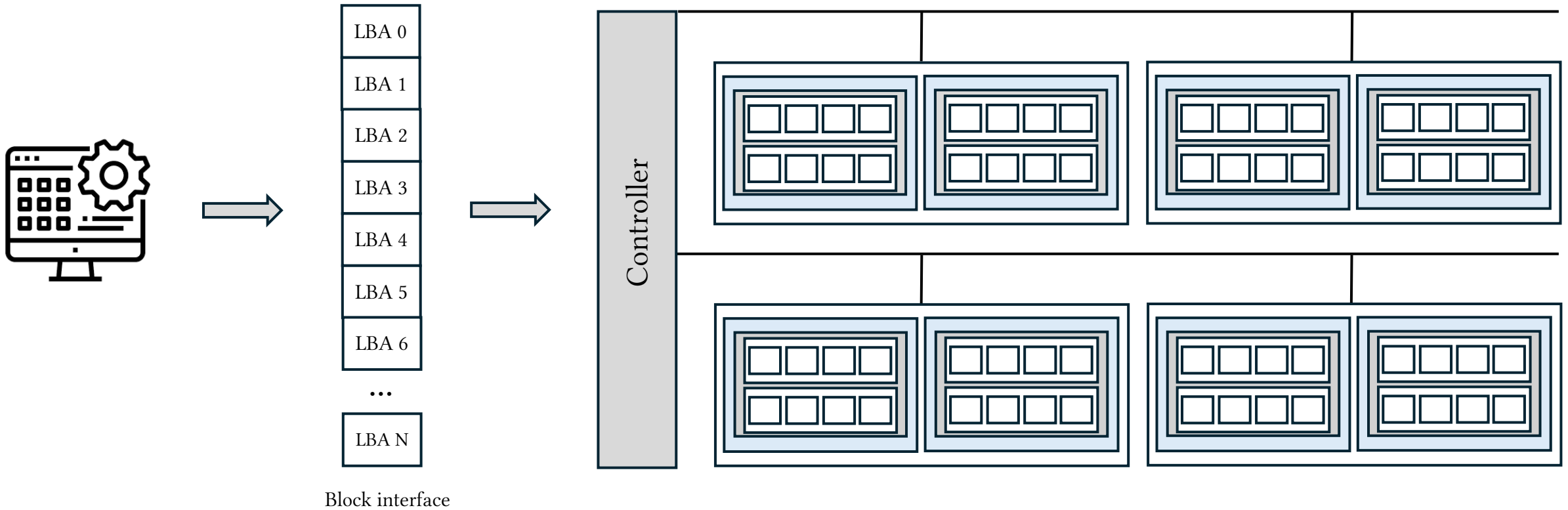


Wear leveling

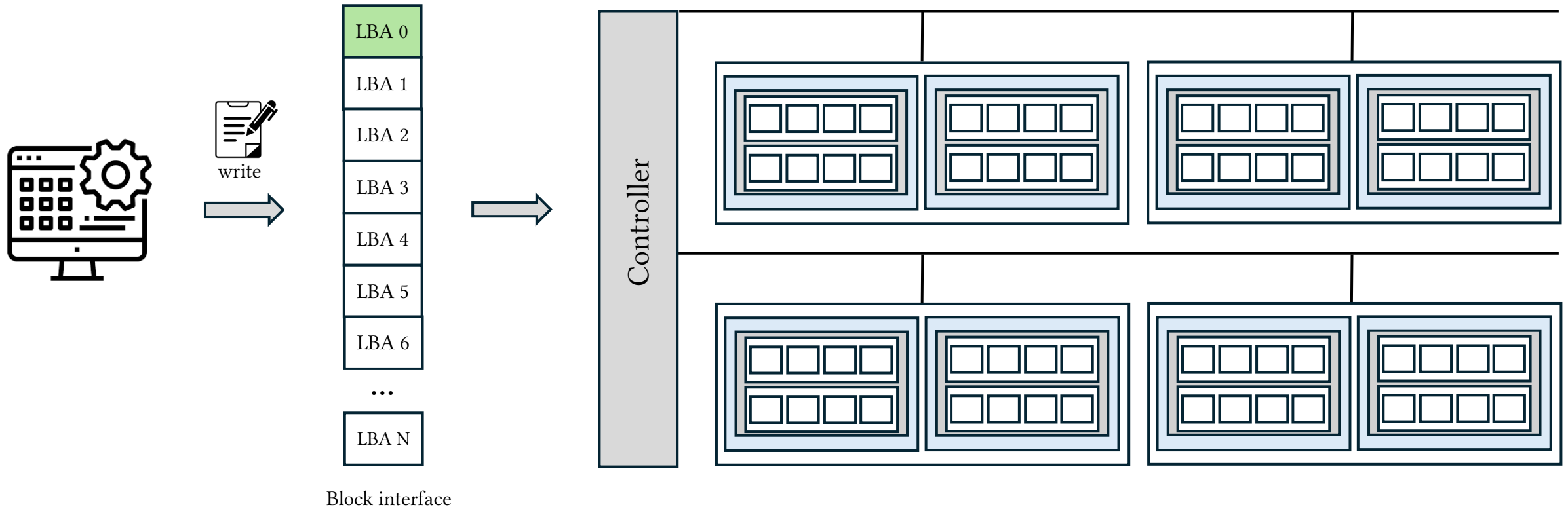


Flash Package -> Chip -> Die -> Plane -> Erase Block -> Page -> Nand Cells

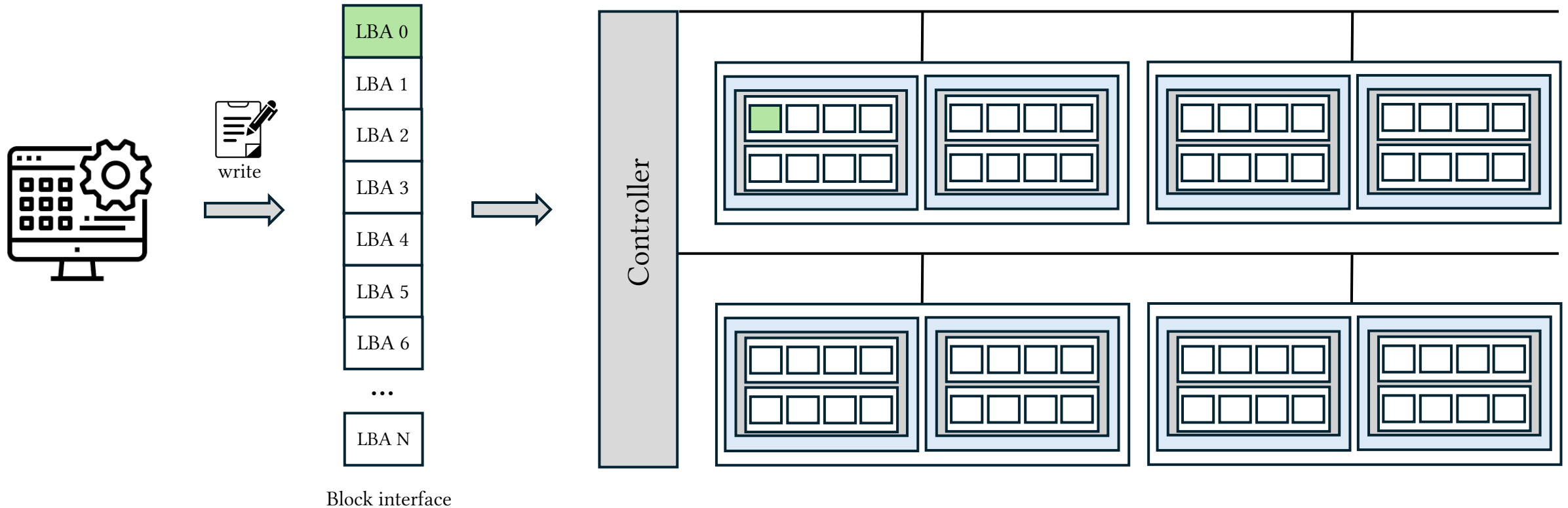
Black-Box SSD



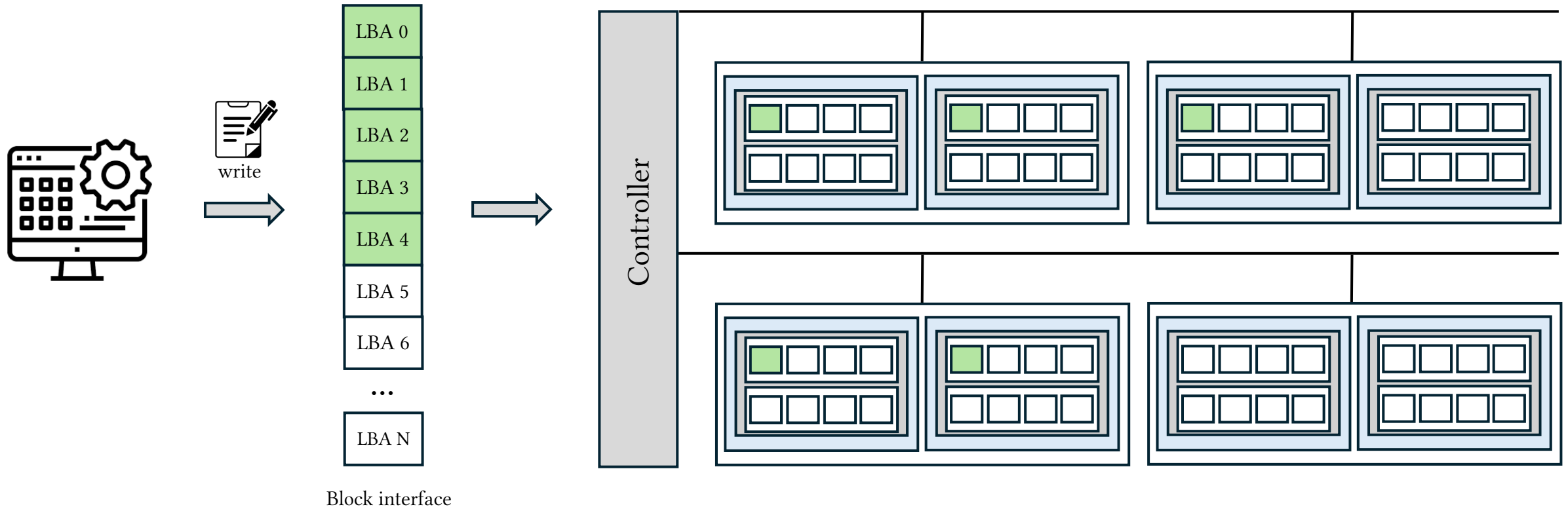
Black-Box SSD



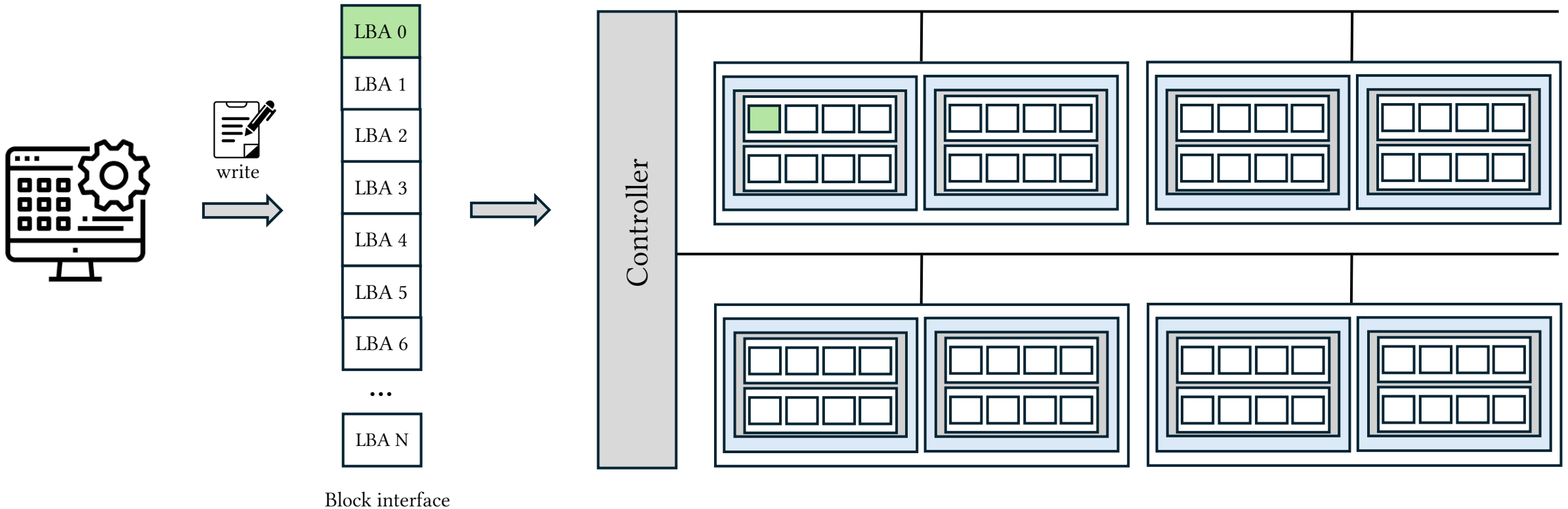
Black-Box SSD: LBA -> PBA



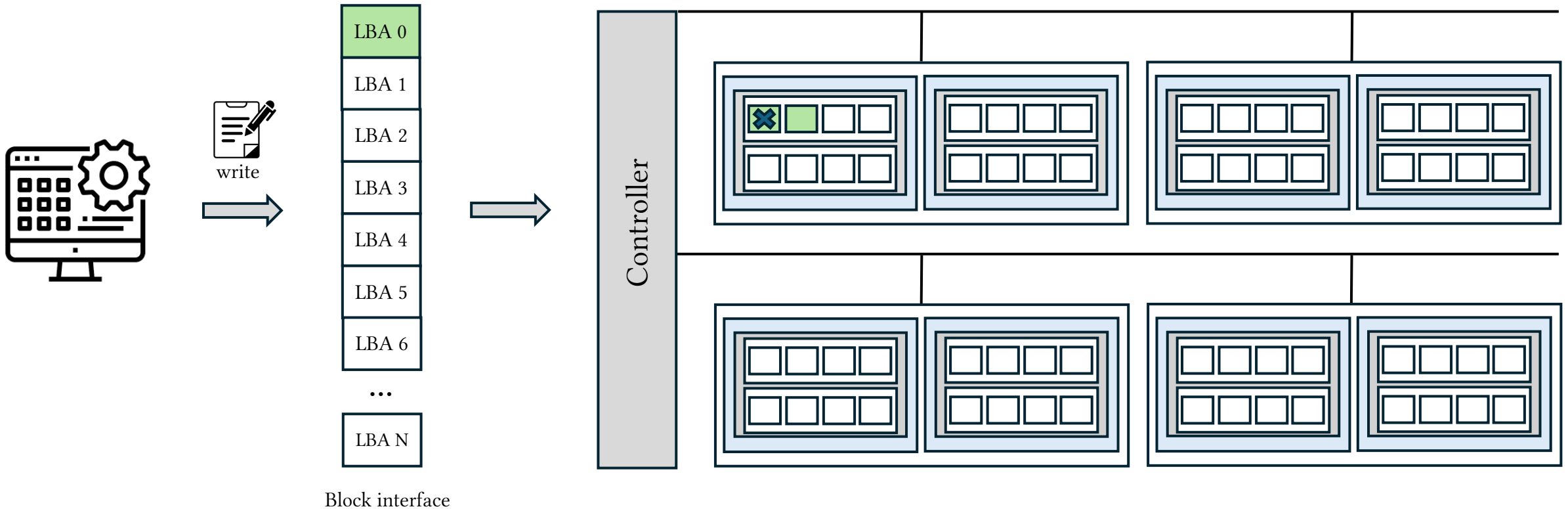
Black-Box SSD: Striping



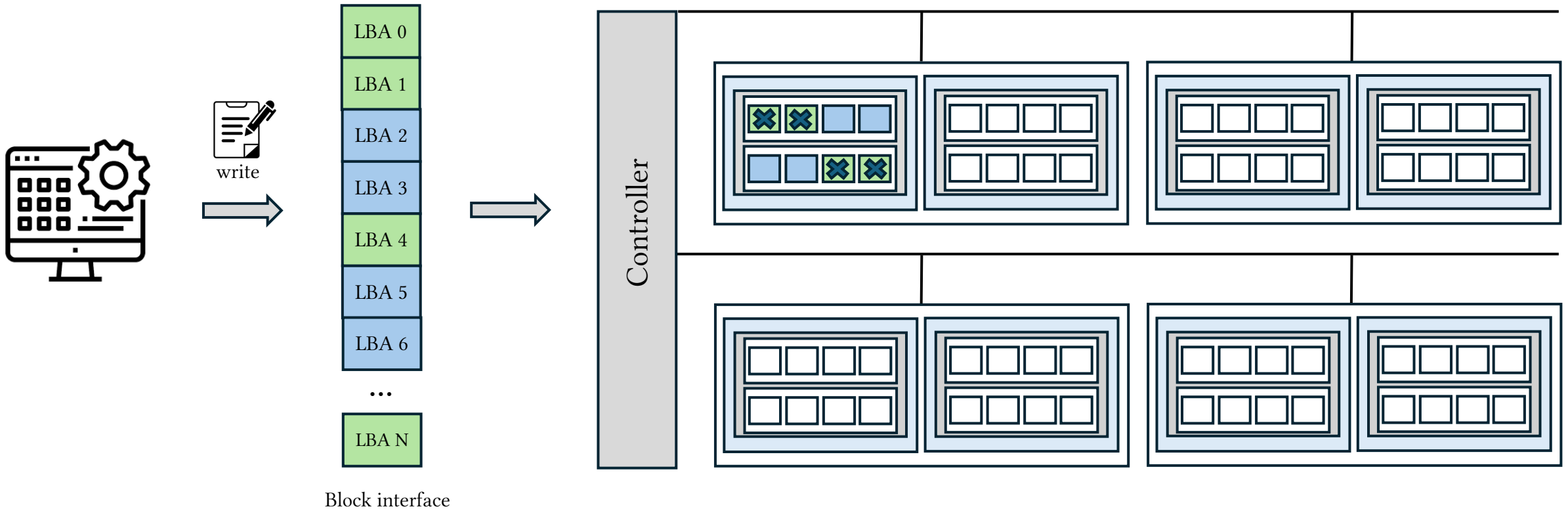
Black-Box SSD: Out-of-place updates



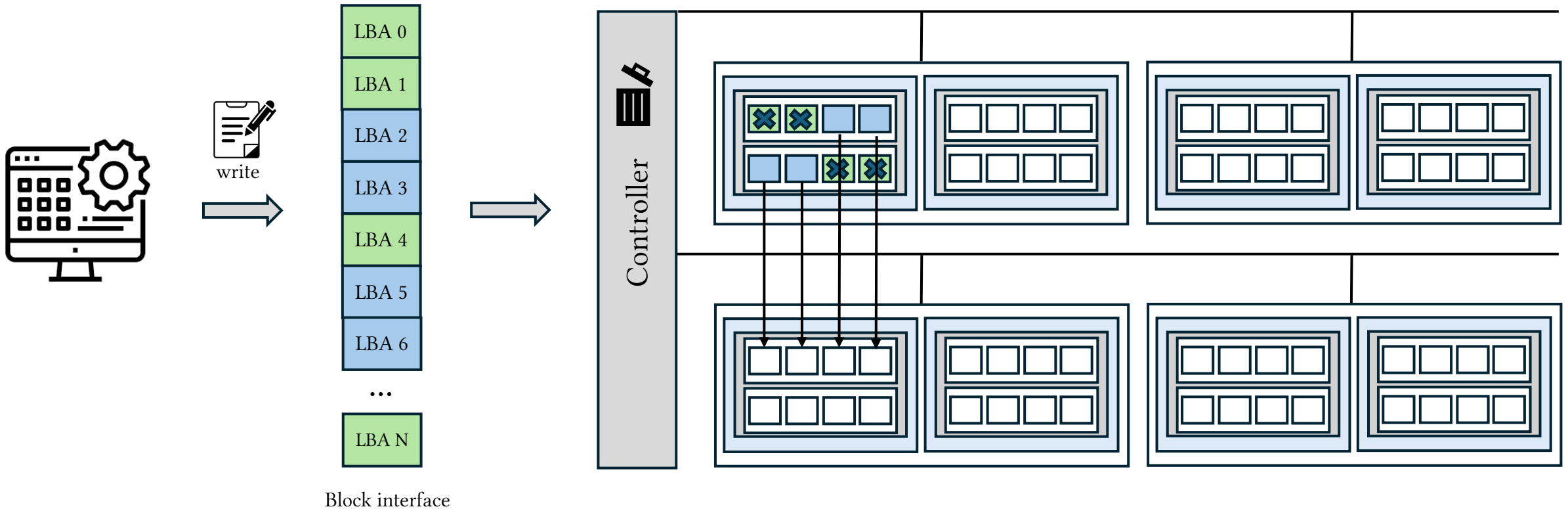
Black-Box SSD: Out-of-place updates



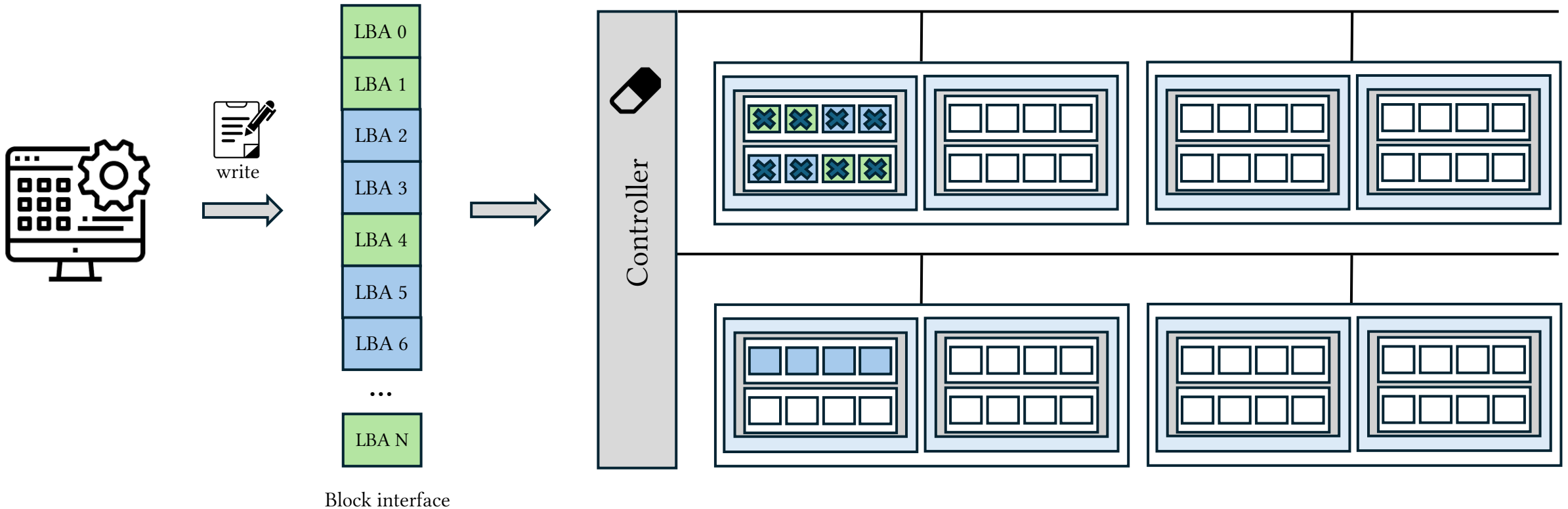
Black-Box SSD: Garbage Collection



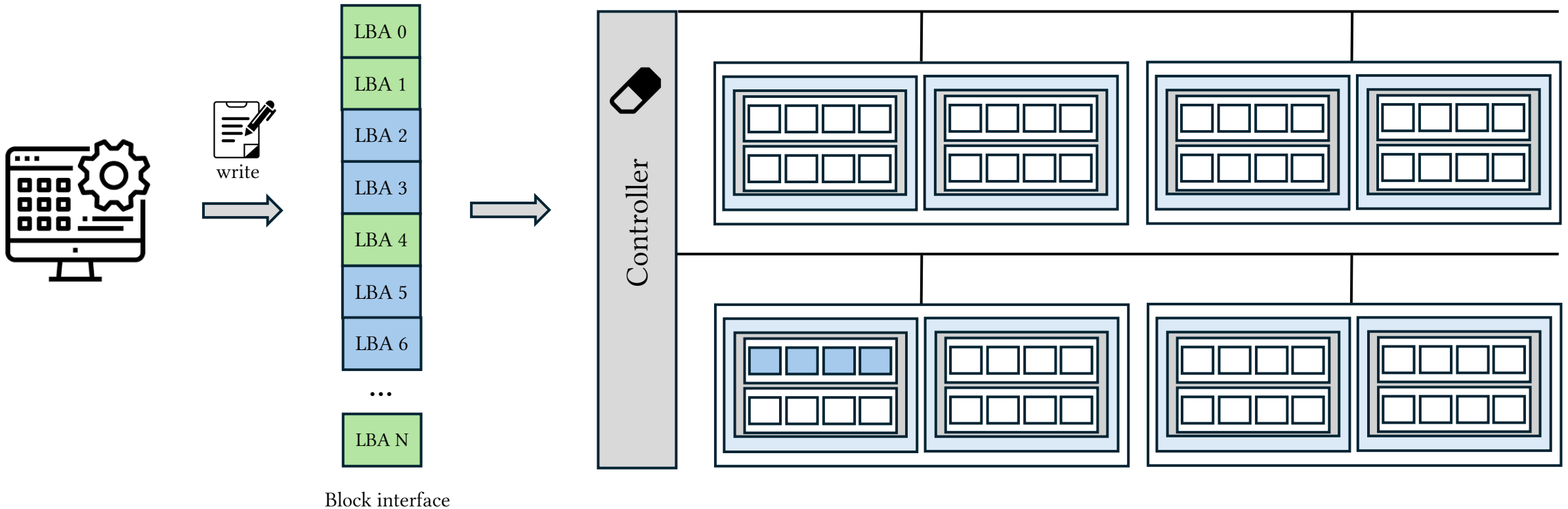
Black-Box SSD: Garbage Collection



Black-Box SSD: Garbage Collection



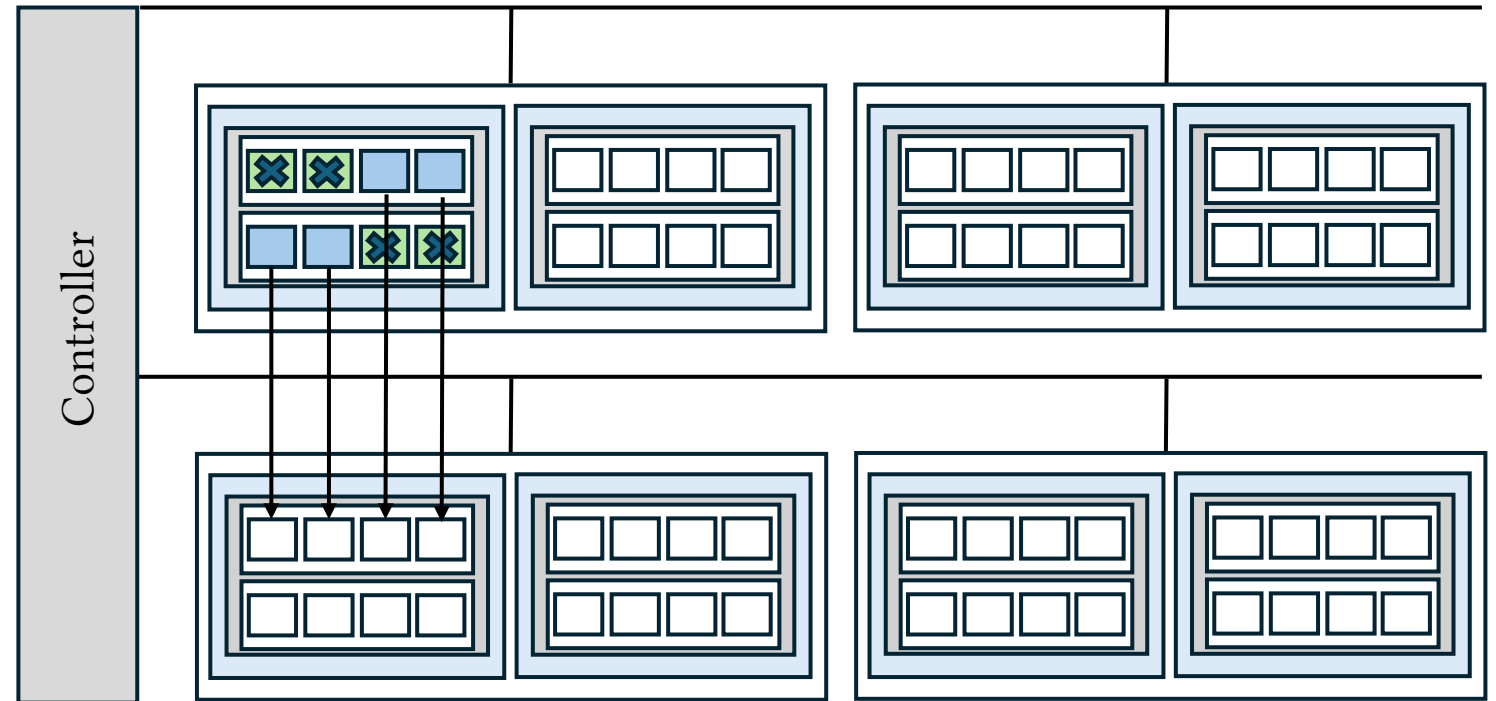
Black-Box SSD: Garbage Collection



Black-Box SSD: Block Interface Tax



Issues with garbage collection?

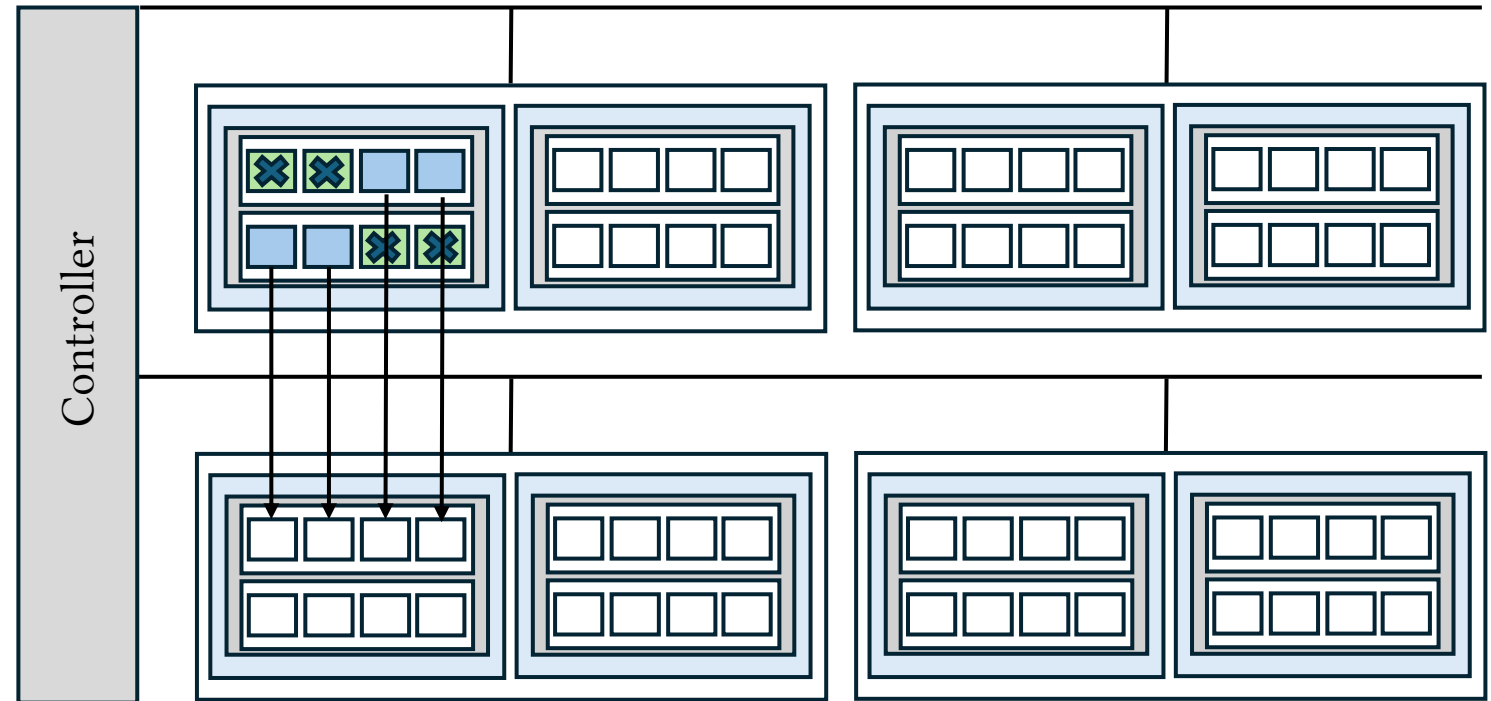


Black-Box SSD: Block Interface Tax



Issues with garbage collection?

- ✗ Write Amplification
- ✗ Interference with host I/O
- ✗ Increased wear

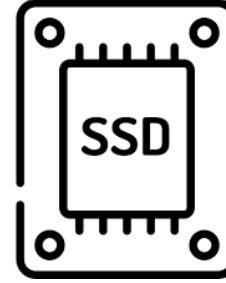


Block Interface Tax



Random I/O

Treat SSD as black-box



Handle out-of-place updates

Garbage collection to reclaim space

Wear leveling

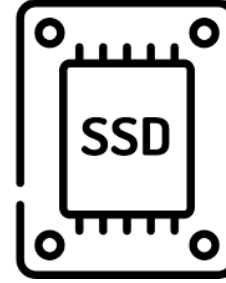
Optimal data placement

Avoiding Block Interface Tax



Random I/O

Treat SSD as black-box



Handle out-of-place updates

Garbage collection to reclaim space

Wear leveling

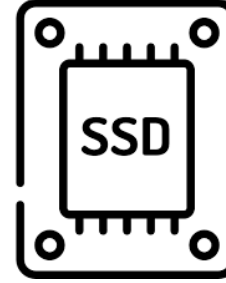
Optimal data placement

Avoiding Block Interface Tax



Append only interface

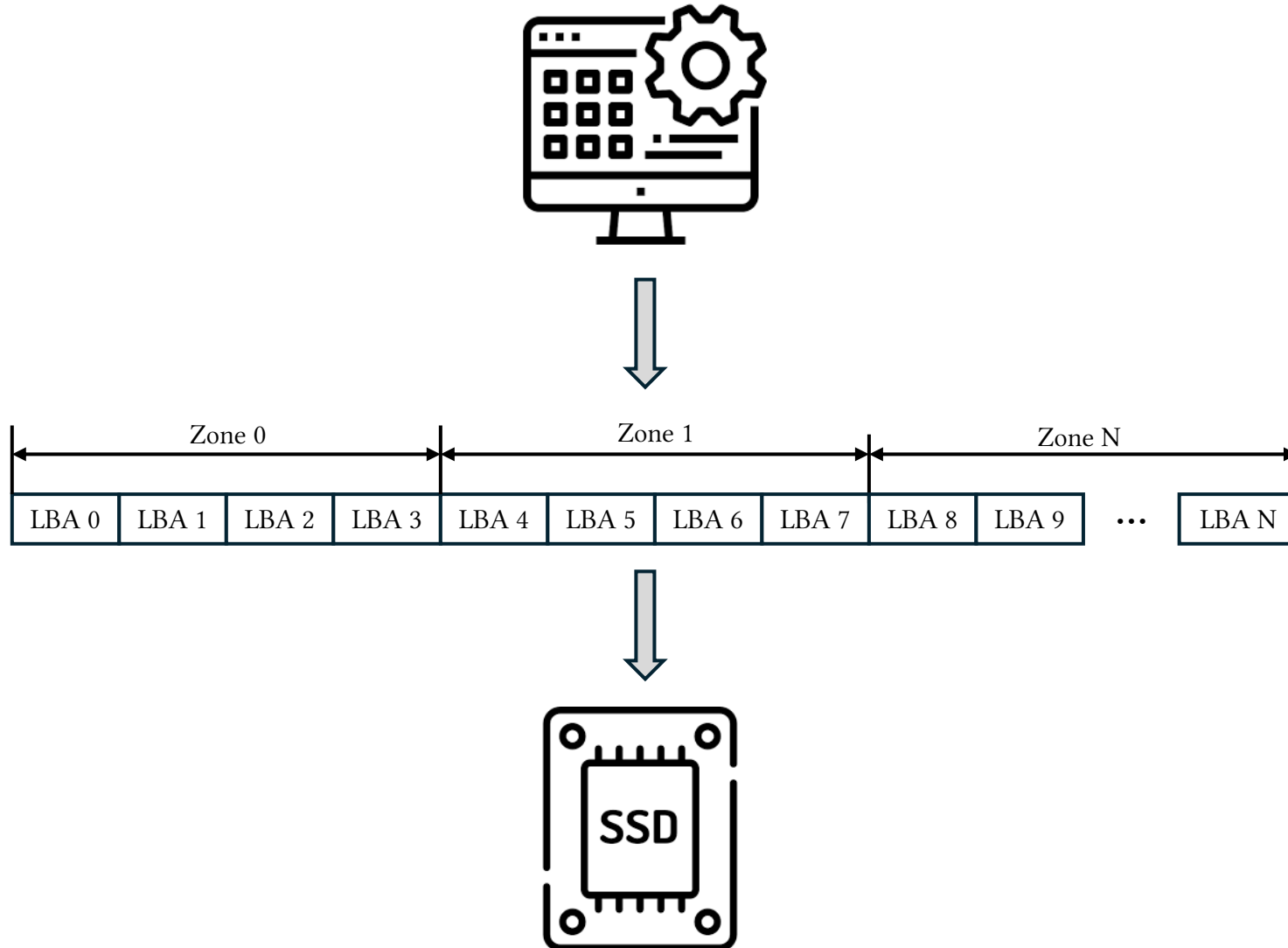
Garbage collection to reclaim space



Wear leveling

Optimal data placement

Zoned Namespace Interface (ZNS)



ZNS Properties



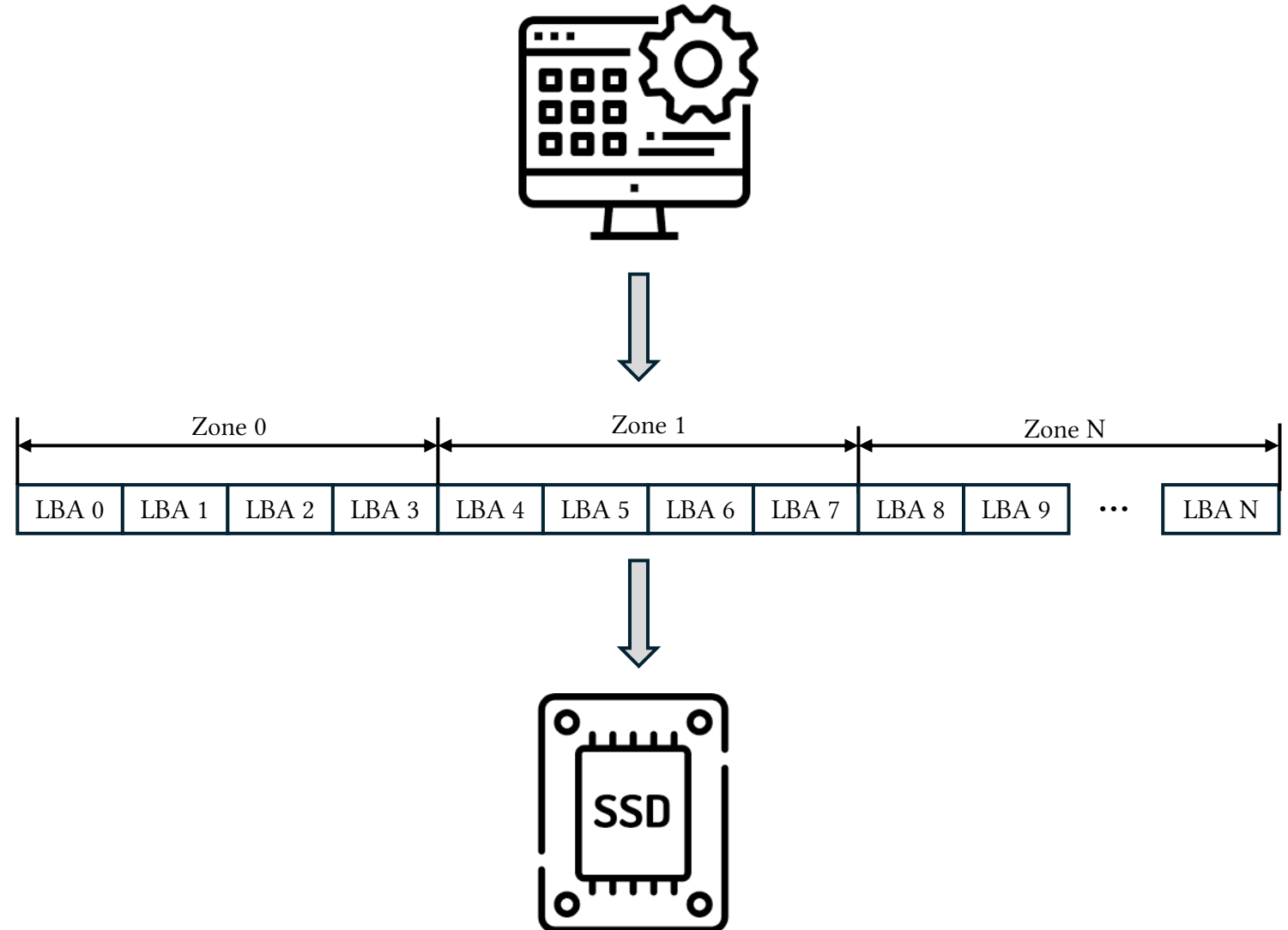
Append-only zones



Reads in any order

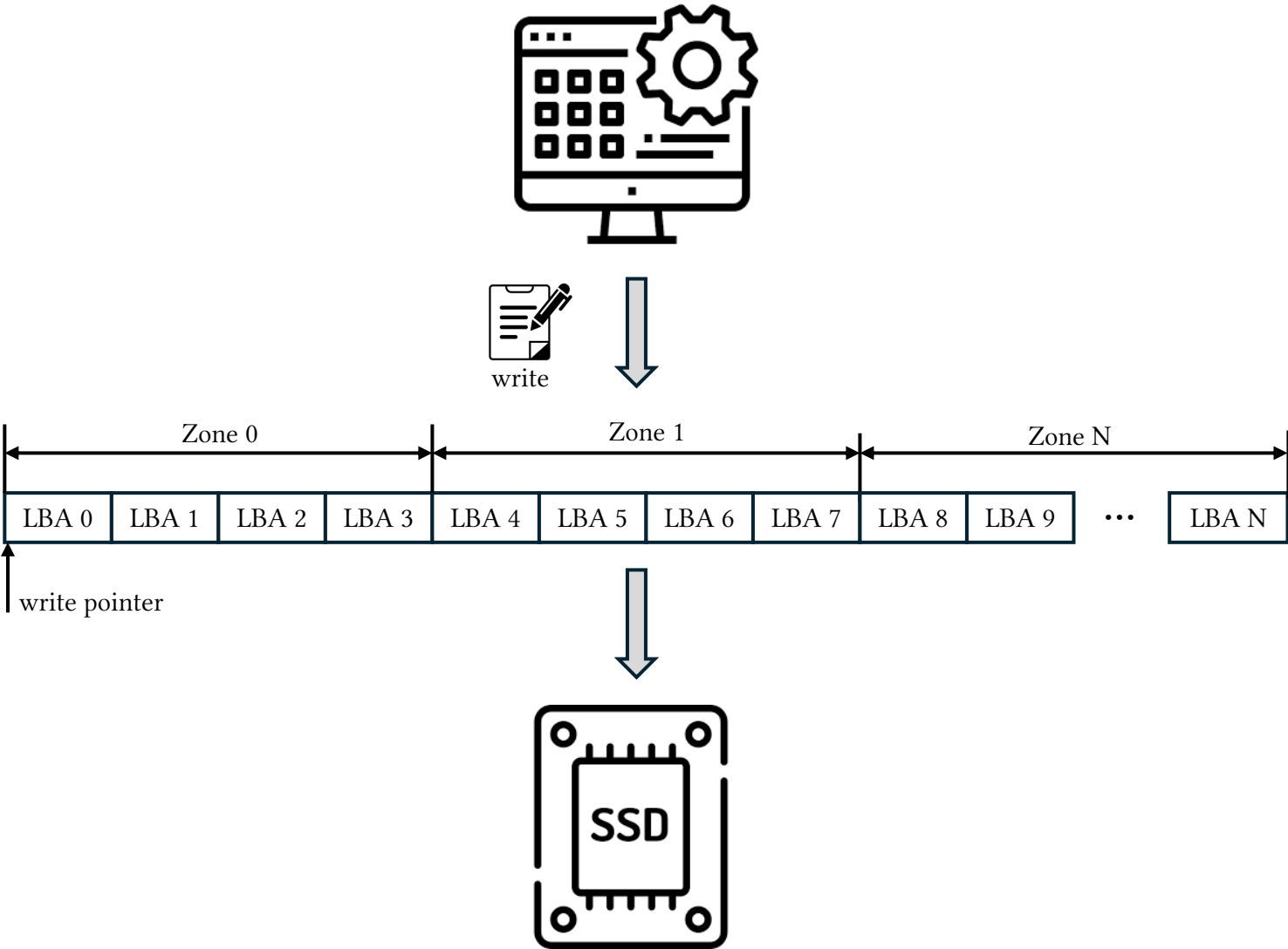


Manage zone states

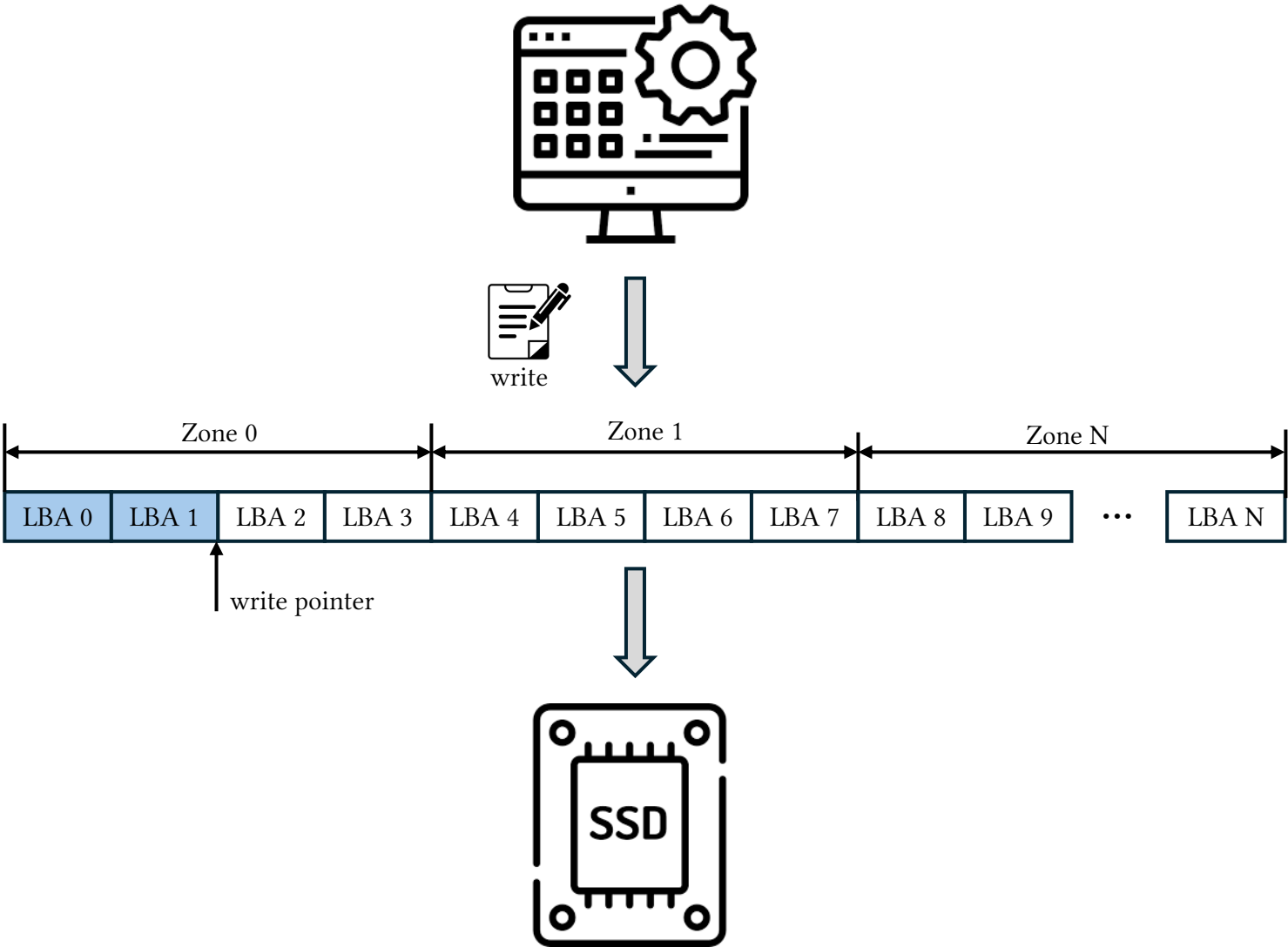
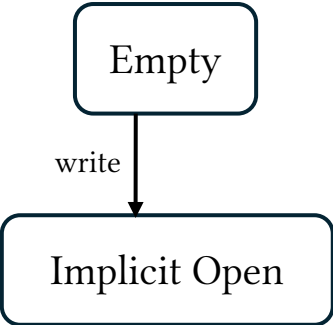


Zone State Management

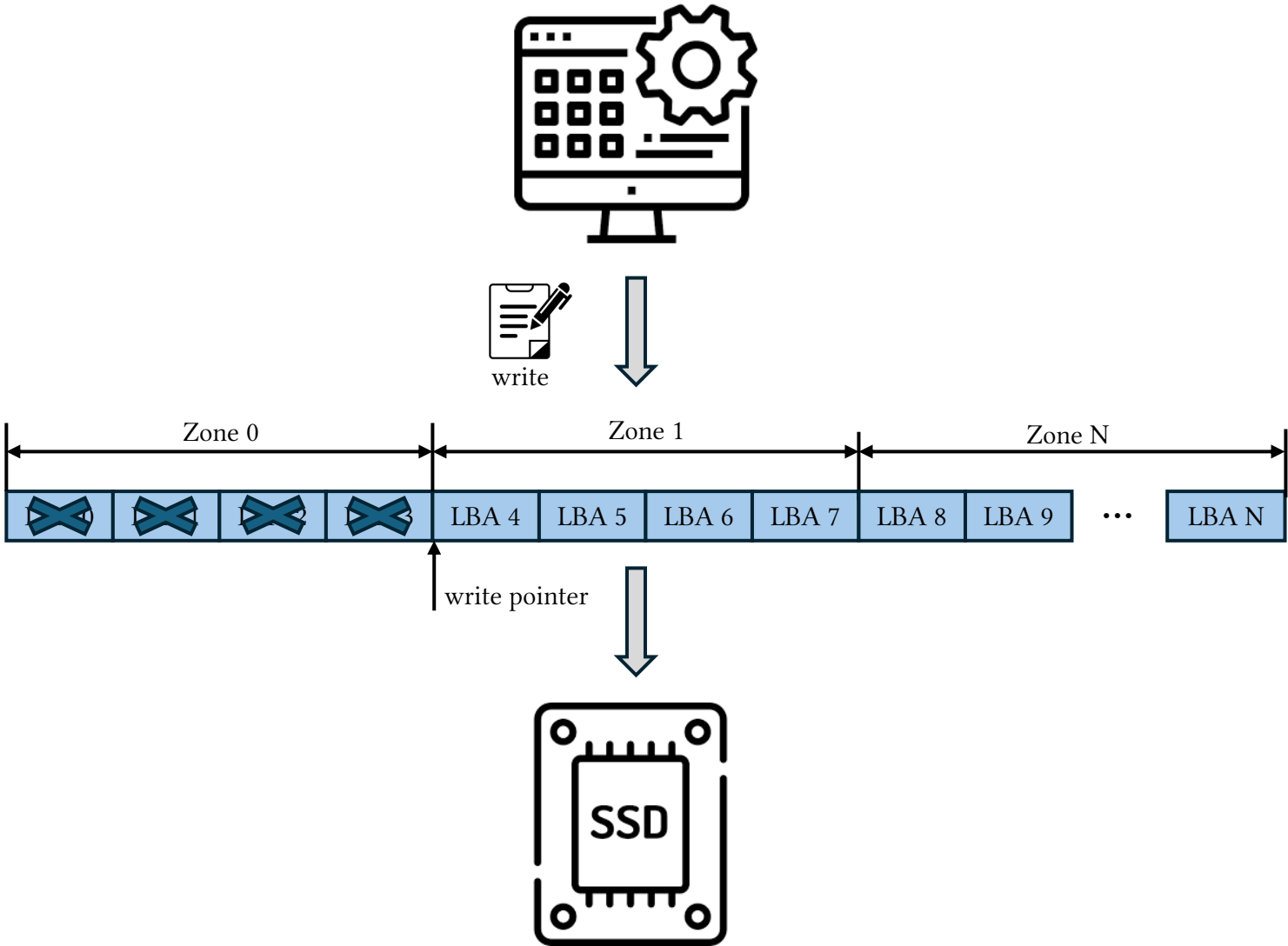
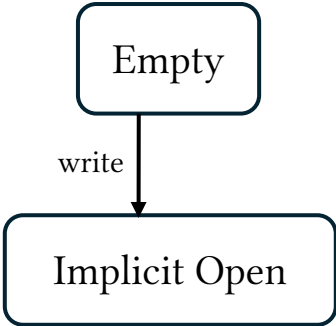
Empty



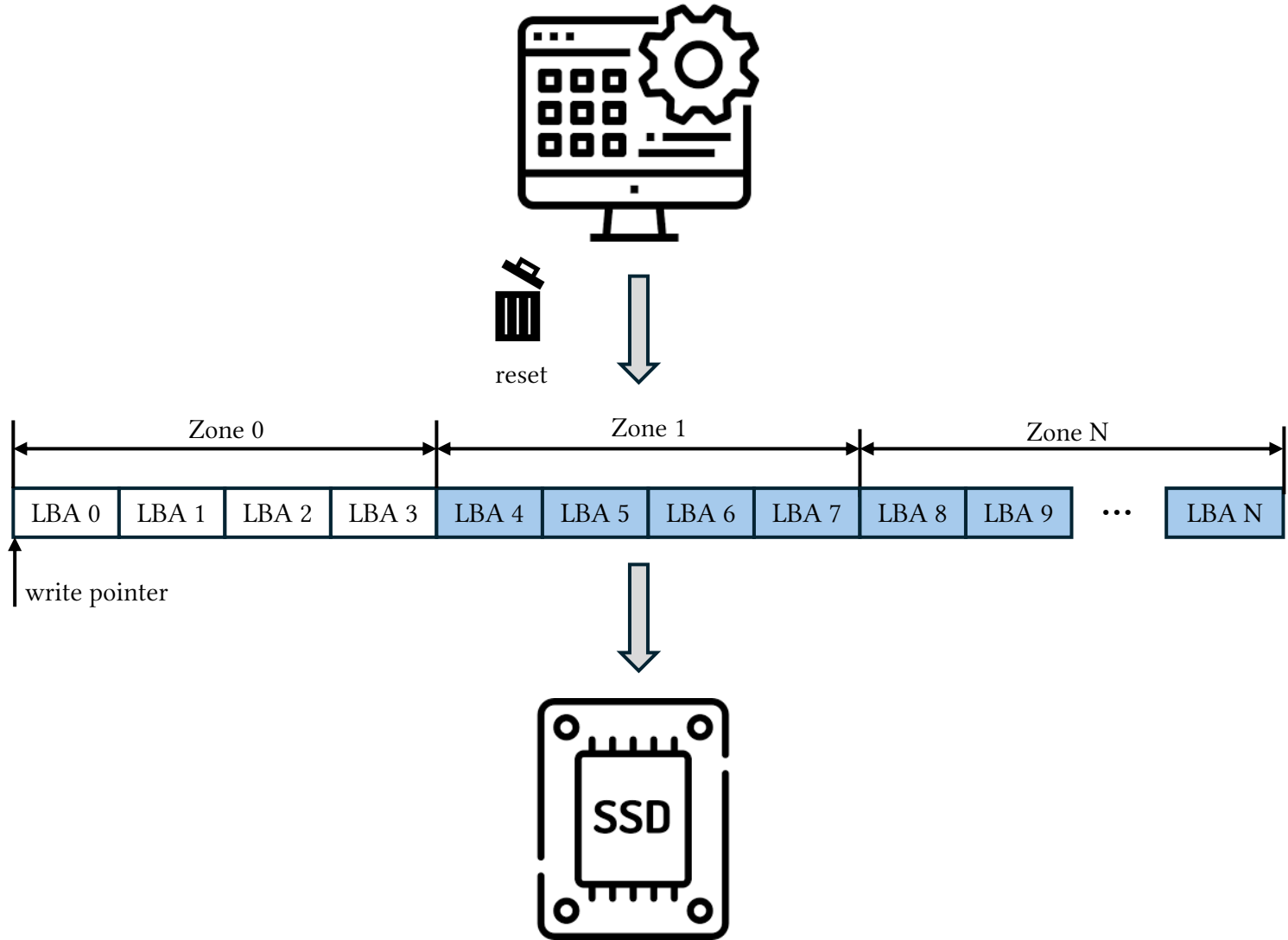
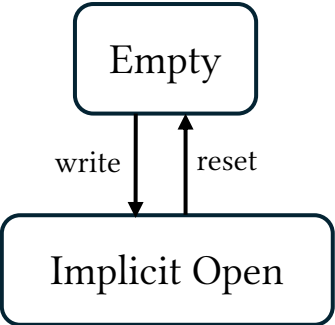
Zone State Management



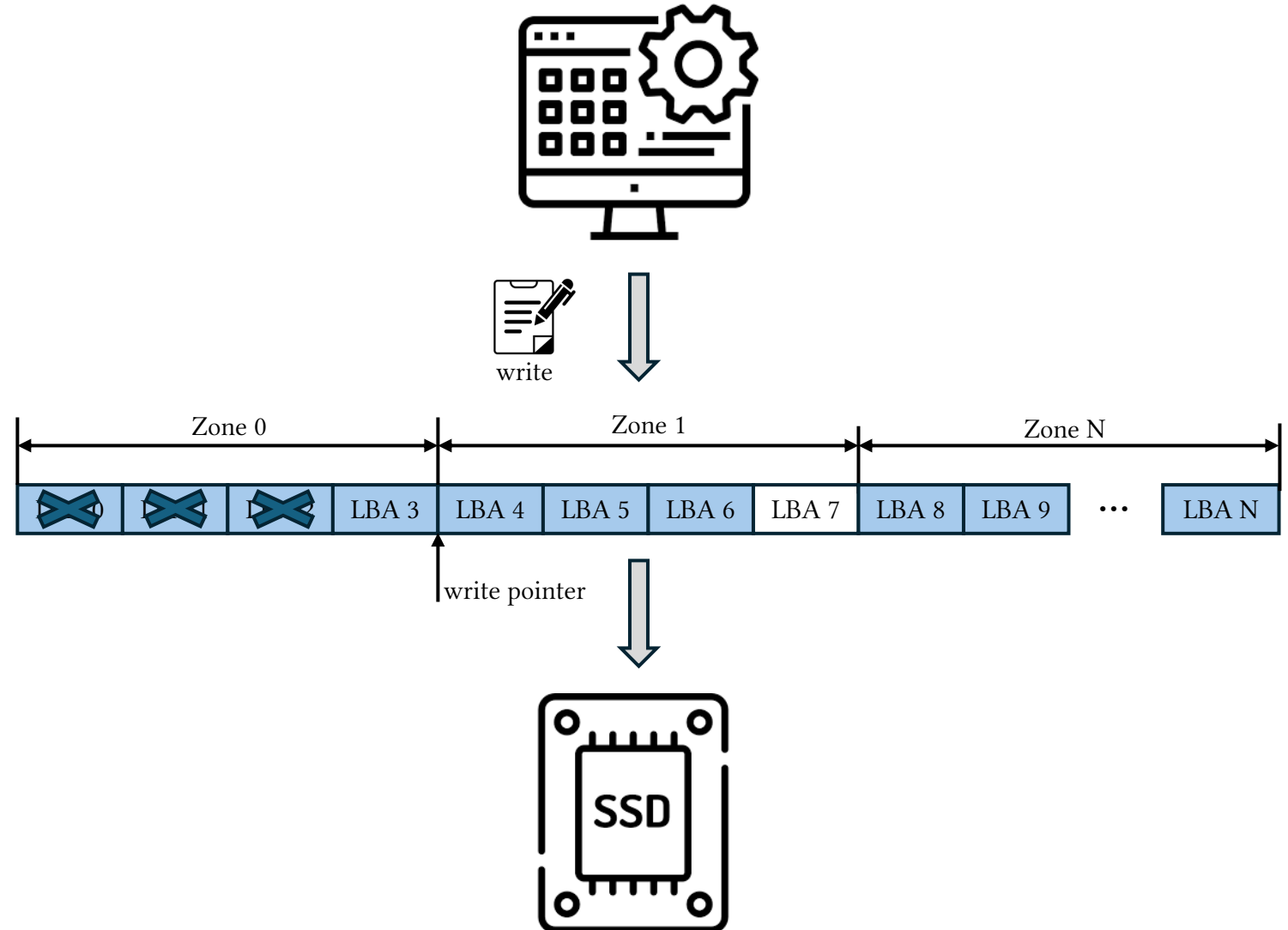
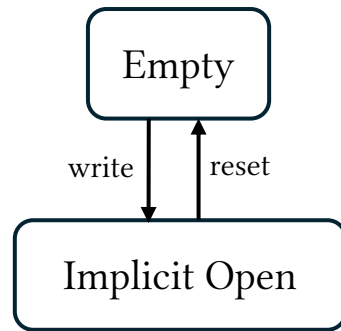
Zone State Management



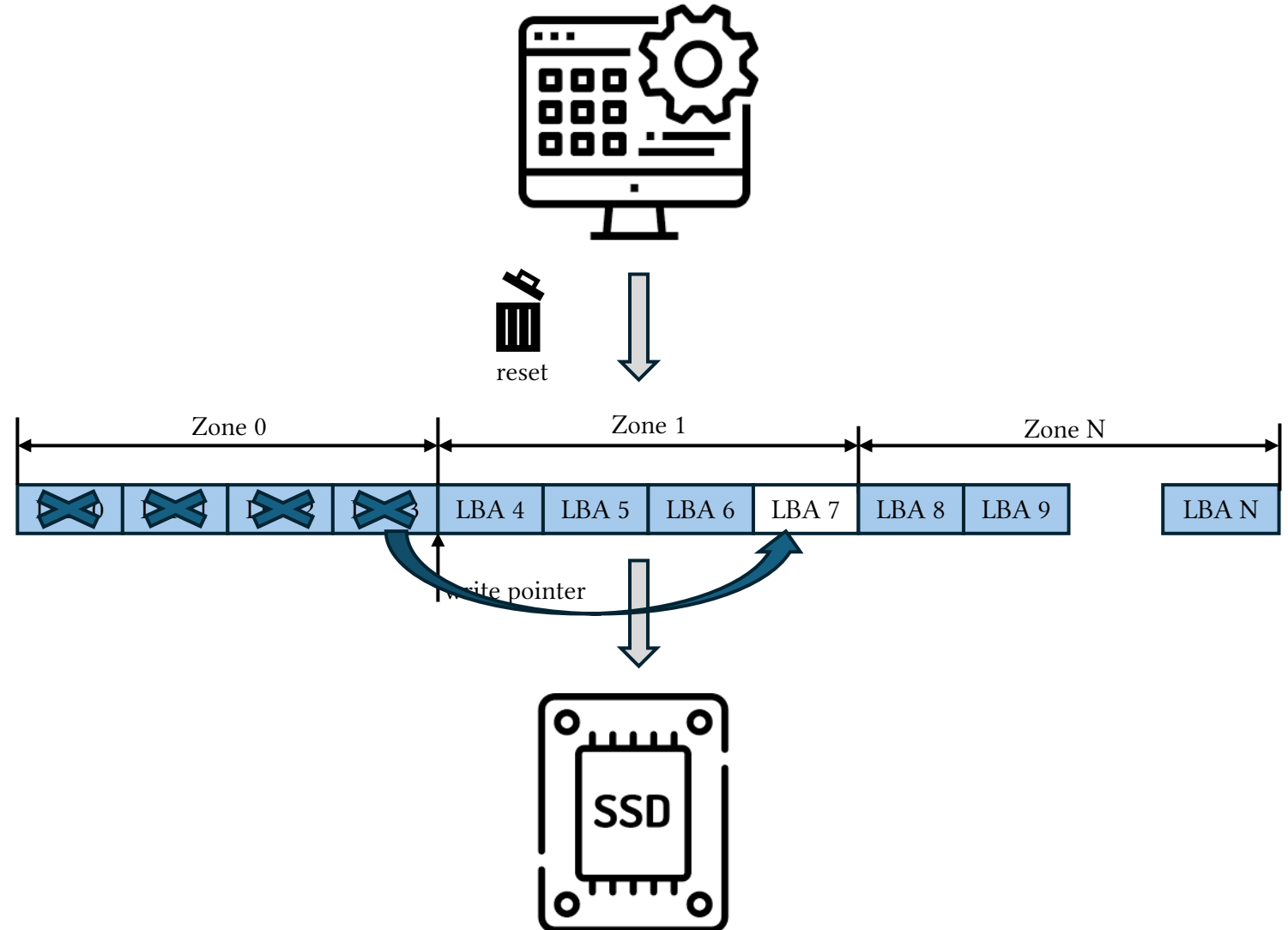
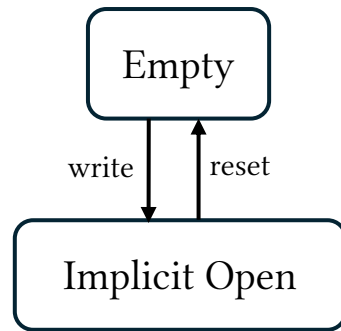
Zone State Management: Reset



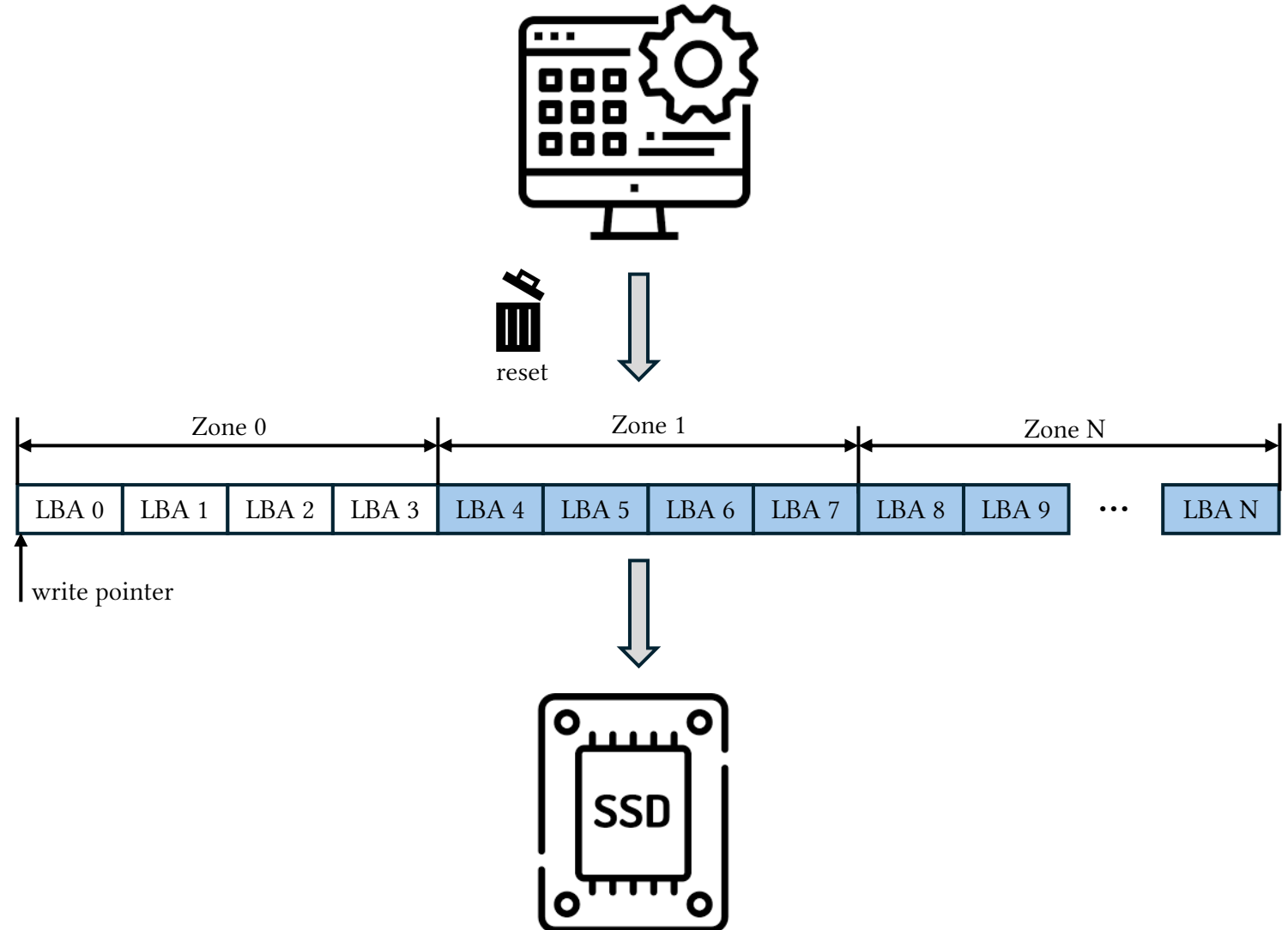
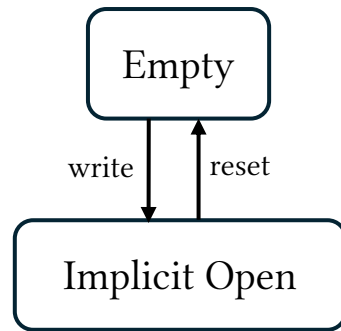
Host-Managed Garbage Collection



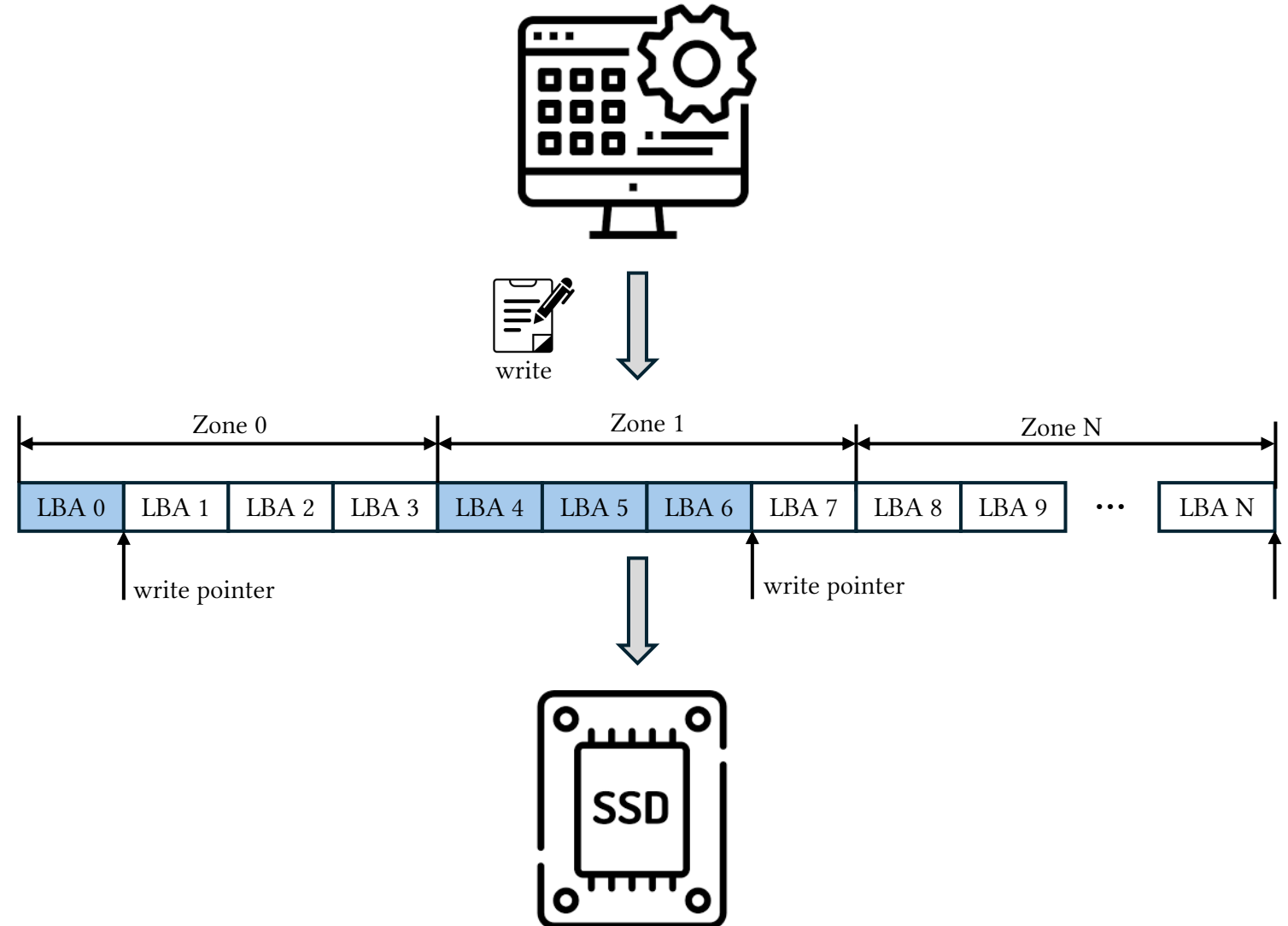
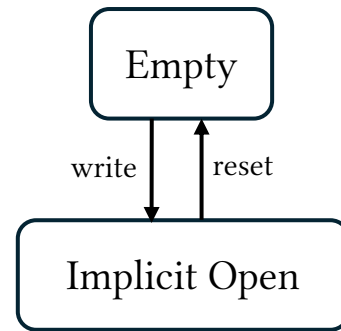
Host-Managed Garbage Collection



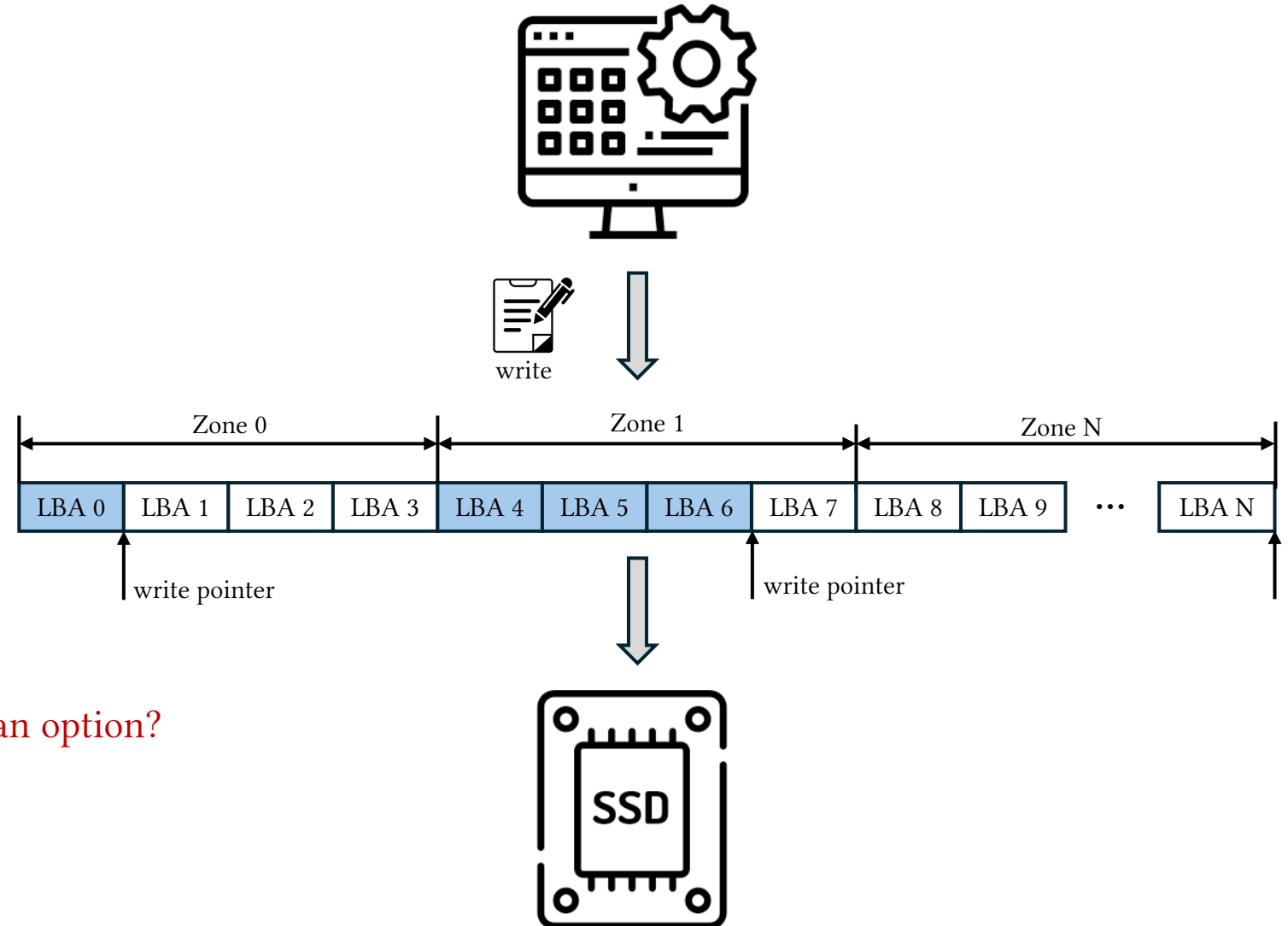
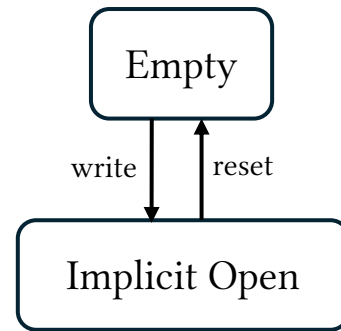
Host-Managed Garbage Collection



Actively written zones limit

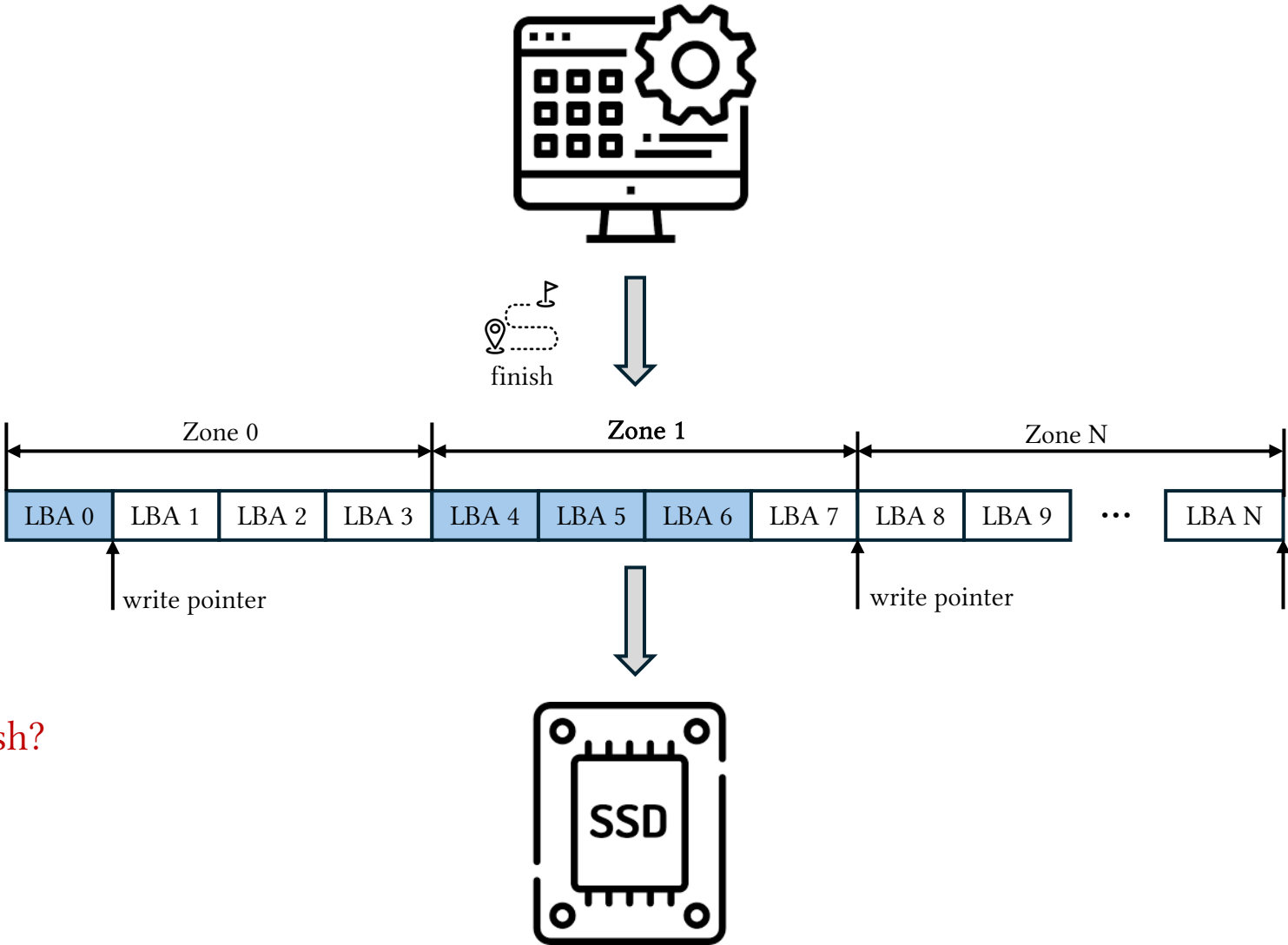
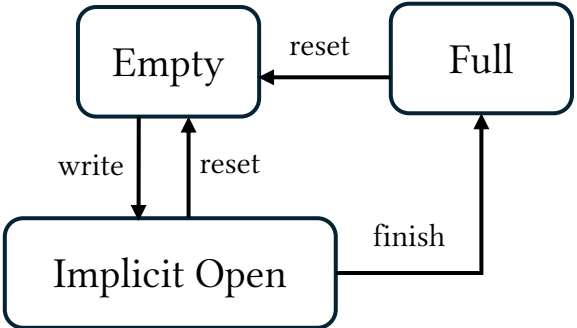


Actively written zones limit



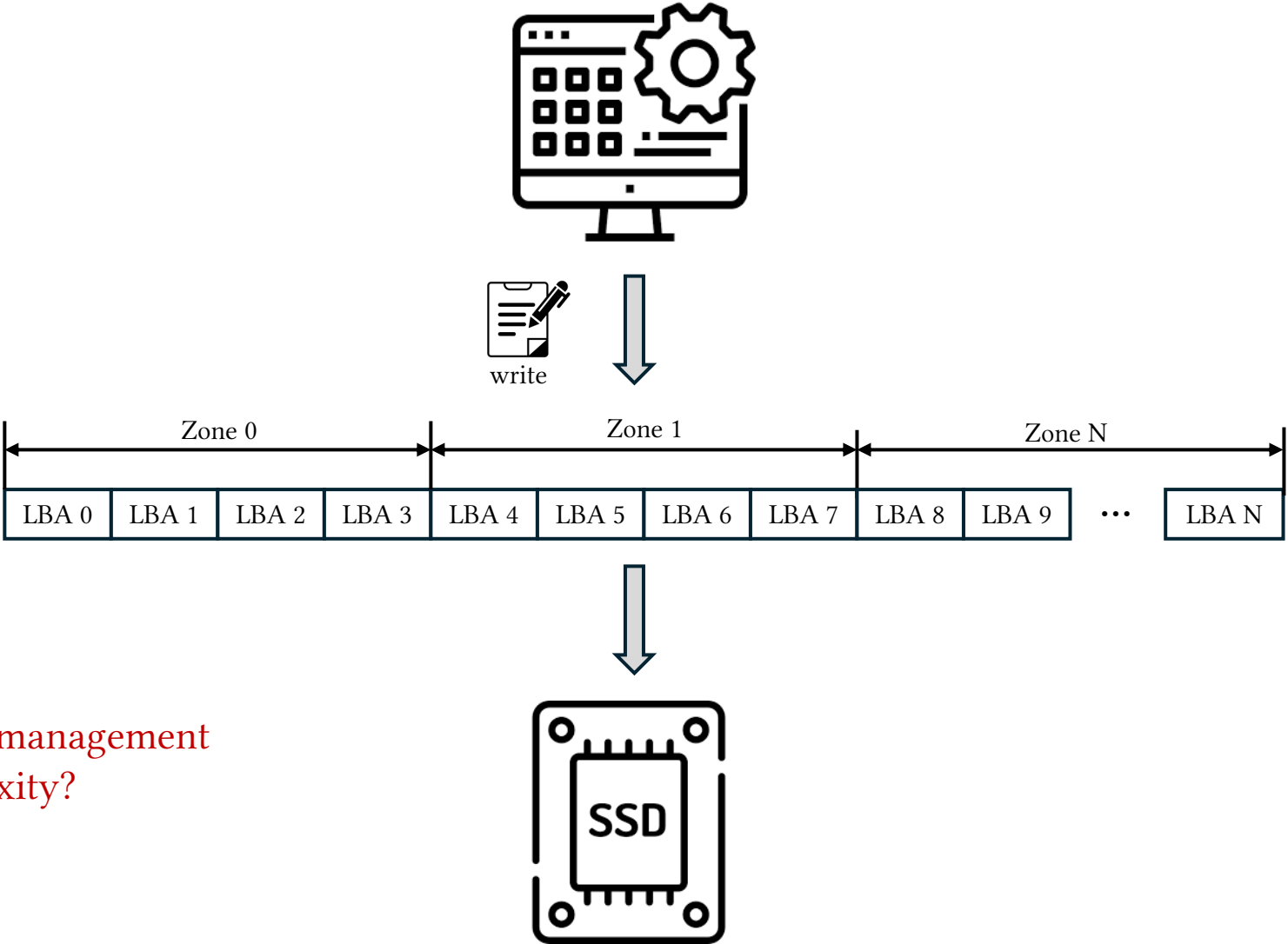
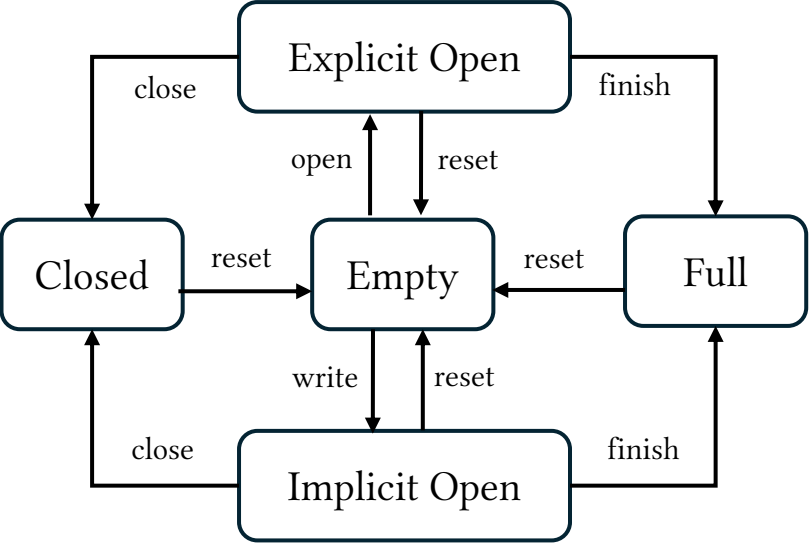
What if resetting is not an option?

Zone Management: Finish



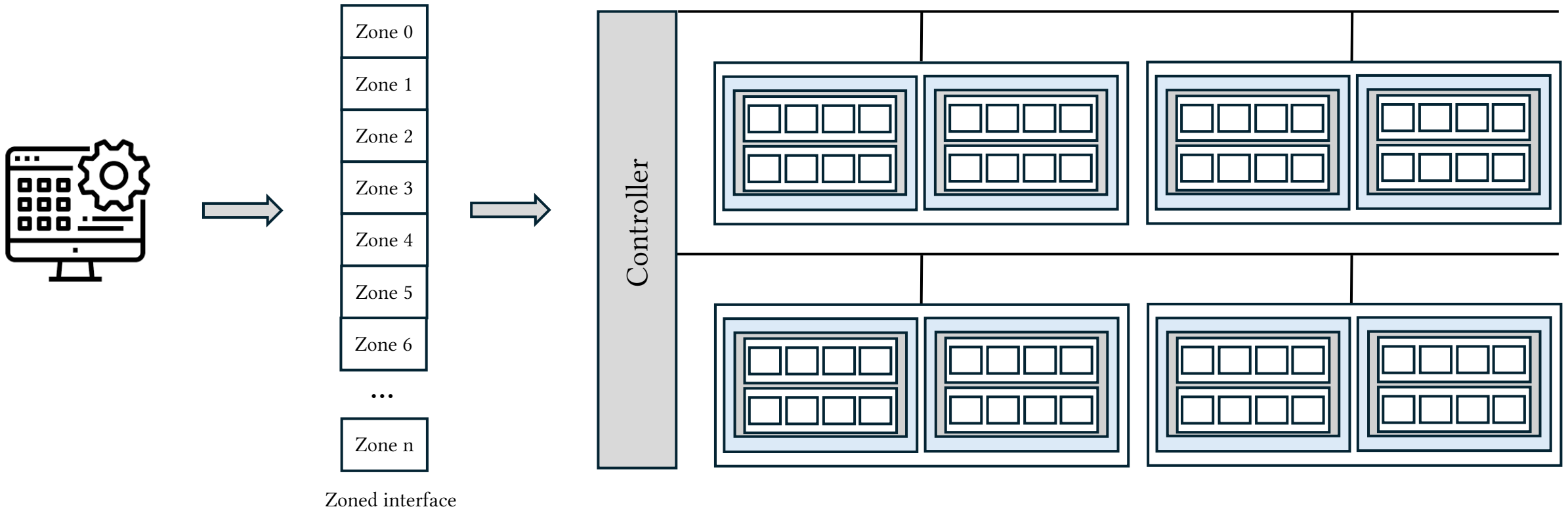
Which zone should I finish?

Zone State Management



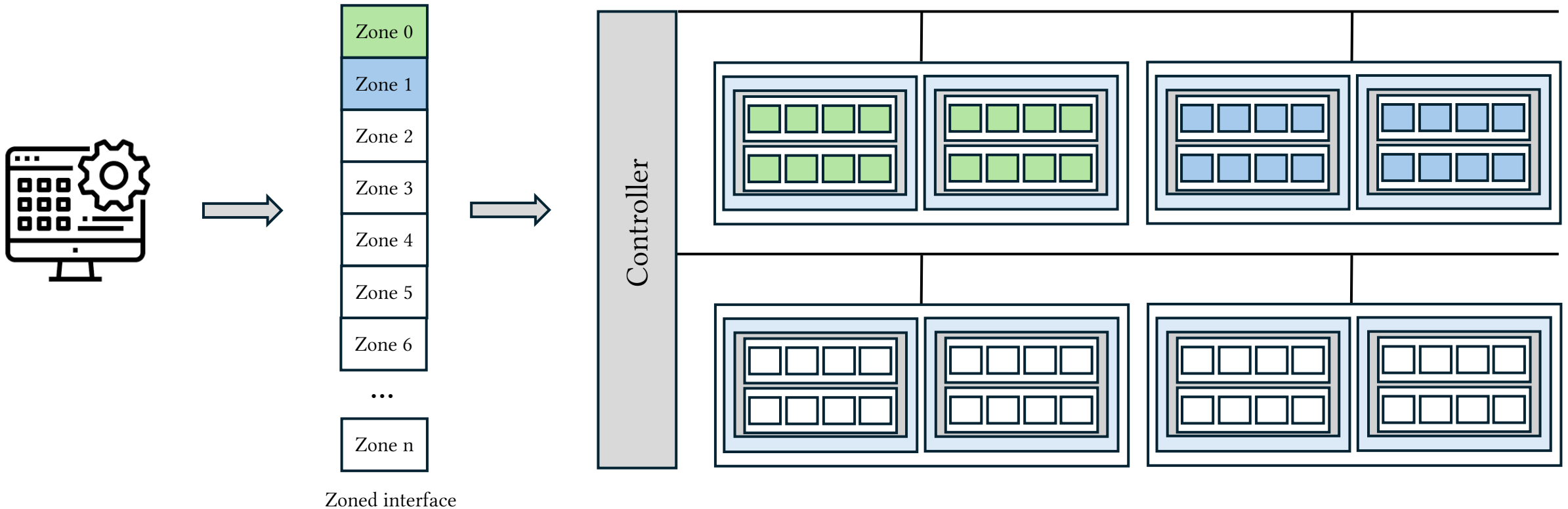
How does state machine management
affect application complexity?

ZNS Controller Design: Mapping



ZNS Controller Design: Mapping

Static Mapping Scheme: Less Striping

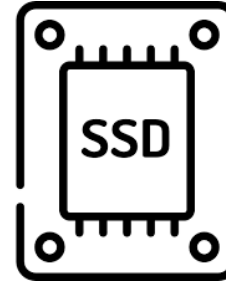


Zoned Interface



Append only interface

Garbage collection to reclaim space



Wear leveling

Optimal data placement

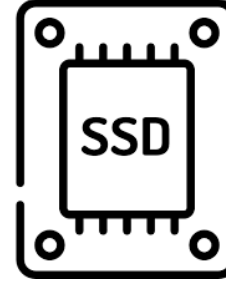
Zoned Interface



Append only interface

Garbage collection to reclaim space

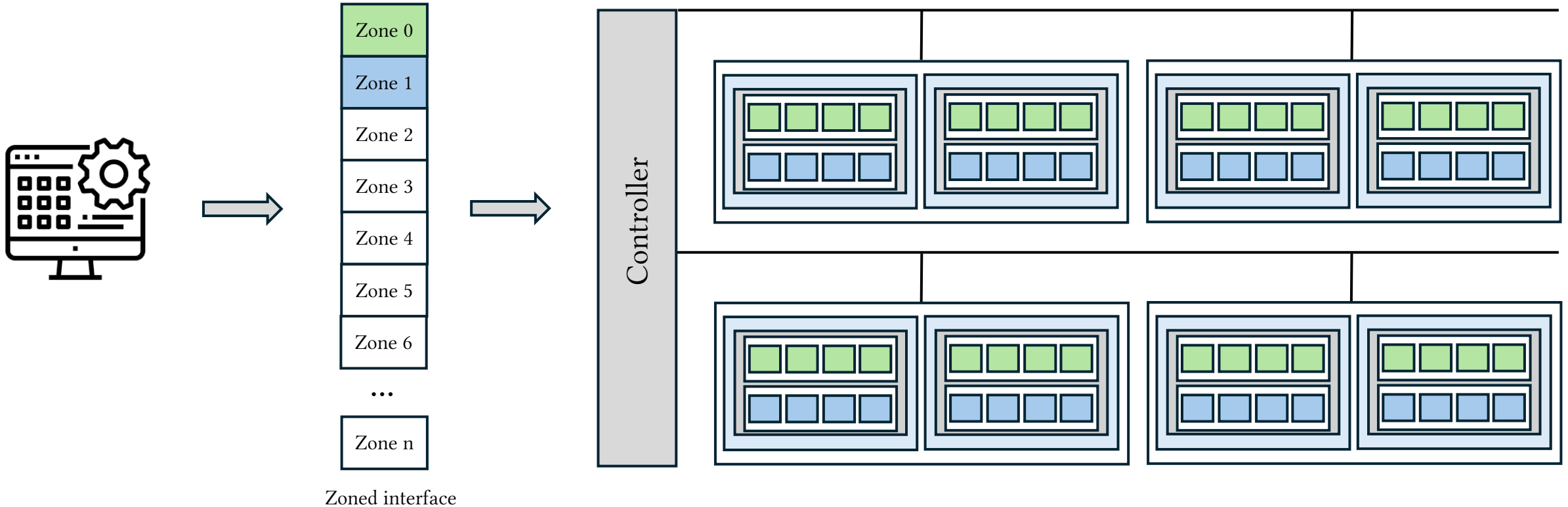
Optimal data placement



Wear leveling

ZNS Controller Design: Mapping

Static Mapping Scheme: Fully Striped



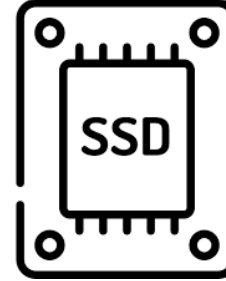
Zoned Interface



Append only interface

Garbage collection to reclaim space

Optimal data placement



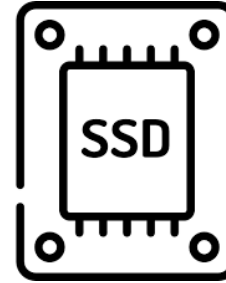
Wear leveling

Zoned Interface



Append only interface

Garbage collection to reclaim space

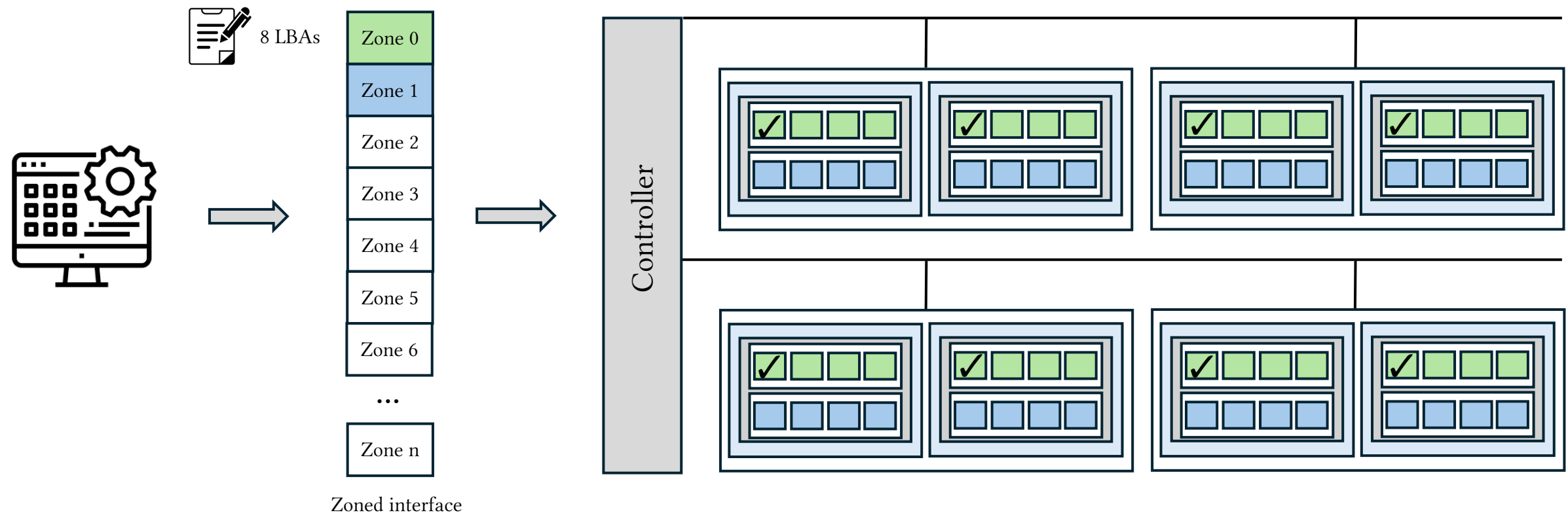


Wear leveling

Optimal data placement

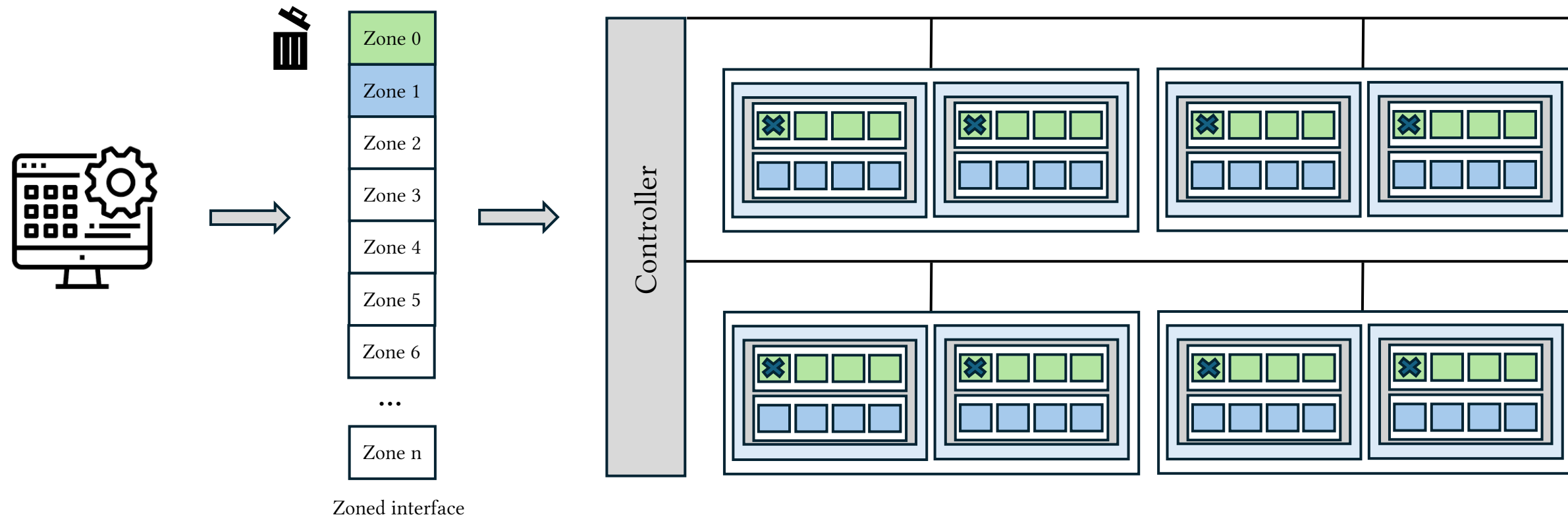
ZNS Controller Design: Write

Static Mapping Scheme



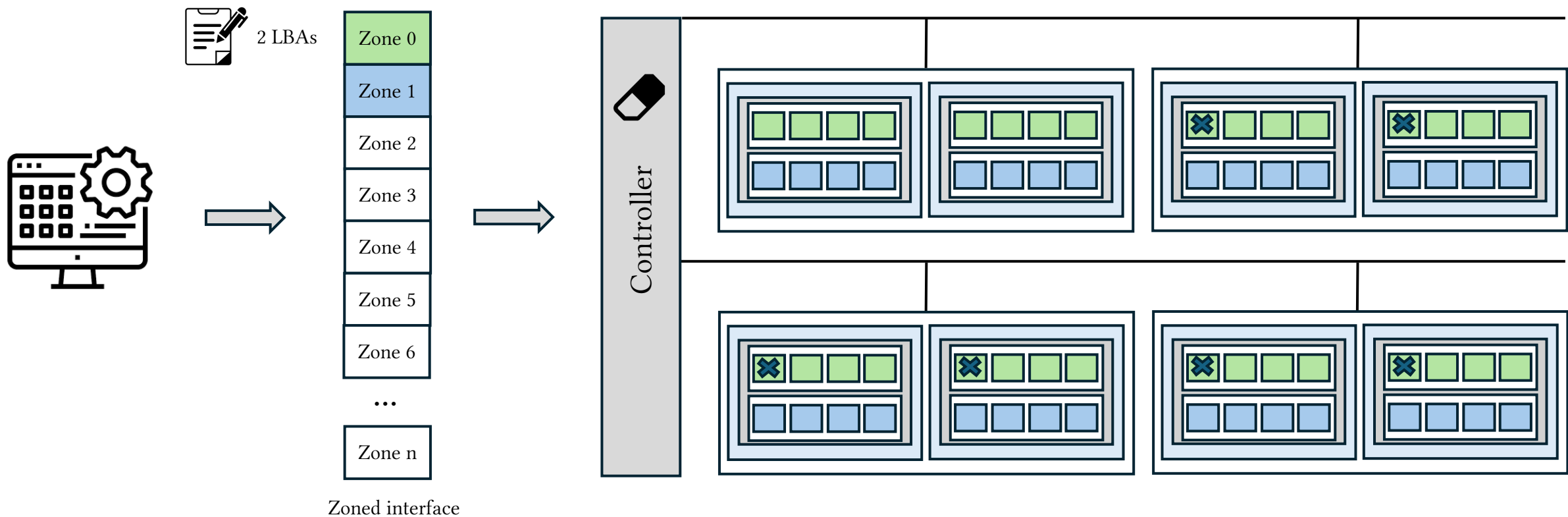
ZNS Controller Design: Reset

Static Mapping Scheme



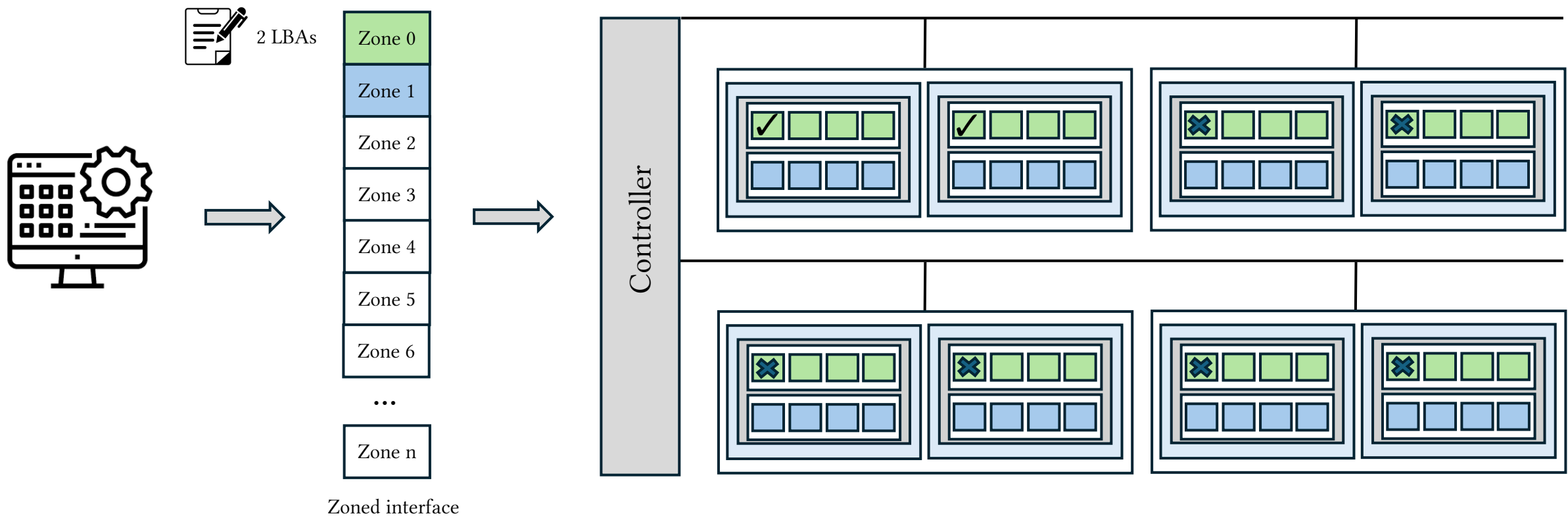
ZNS Controller Design: Reset

Static Mapping Scheme



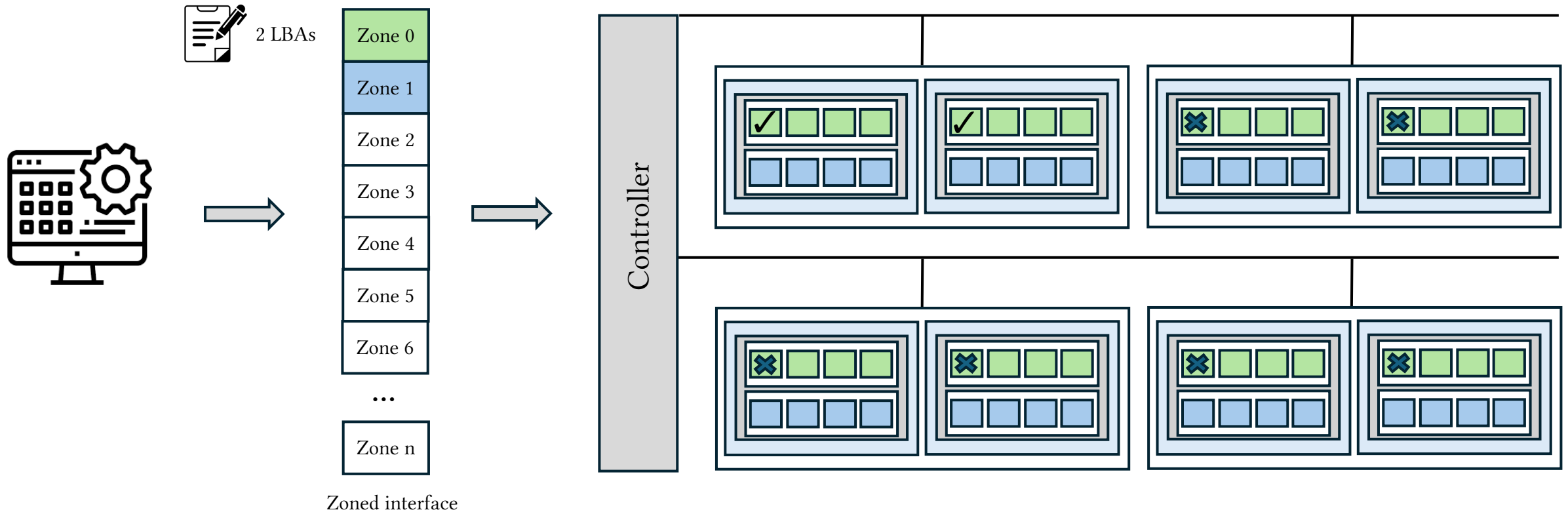
ZNS Controller Design: Reset

Static Mapping Scheme



ZNS Controller Design: Reset

Static Mapping Scheme



Any issues with static mapping scheme?

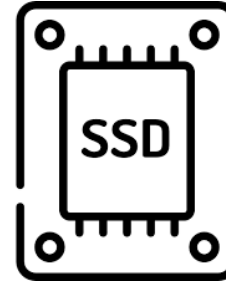


Zoned Interface



Append only interface

Garbage collection to reclaim space



Wear leveling

Optimal data placement

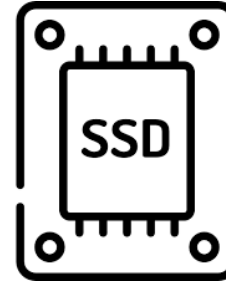
Zoned Interface



Append only interface

Garbage collection to reclaim space

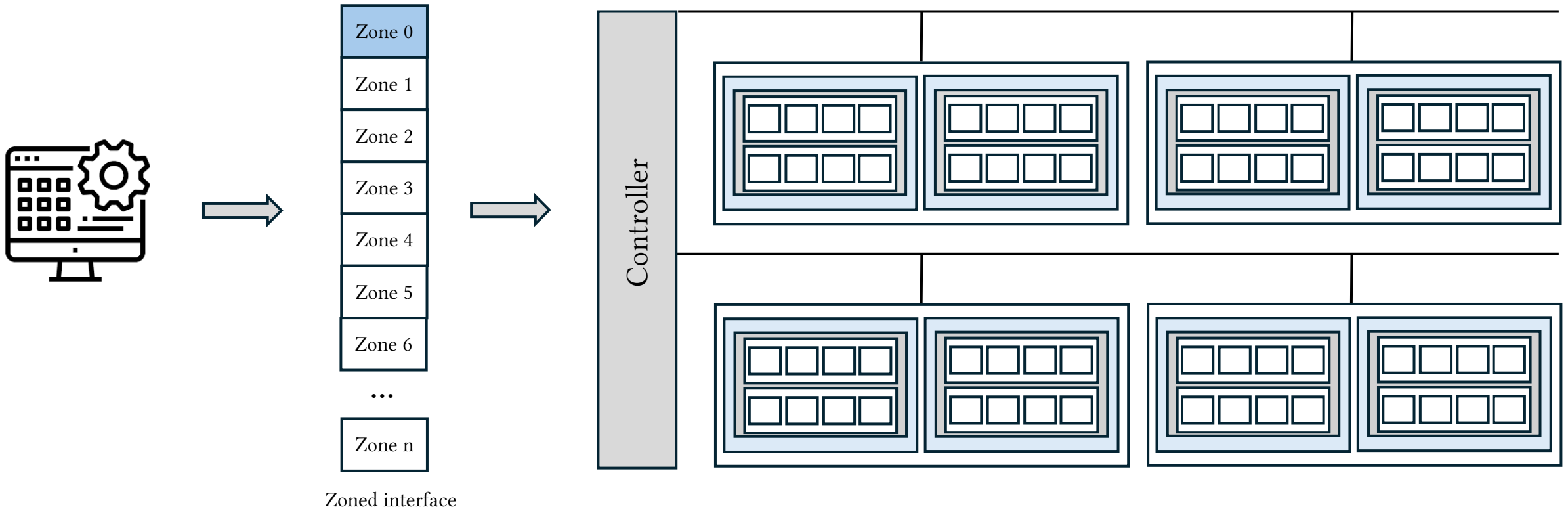
Wear leveling



Optimal data placement

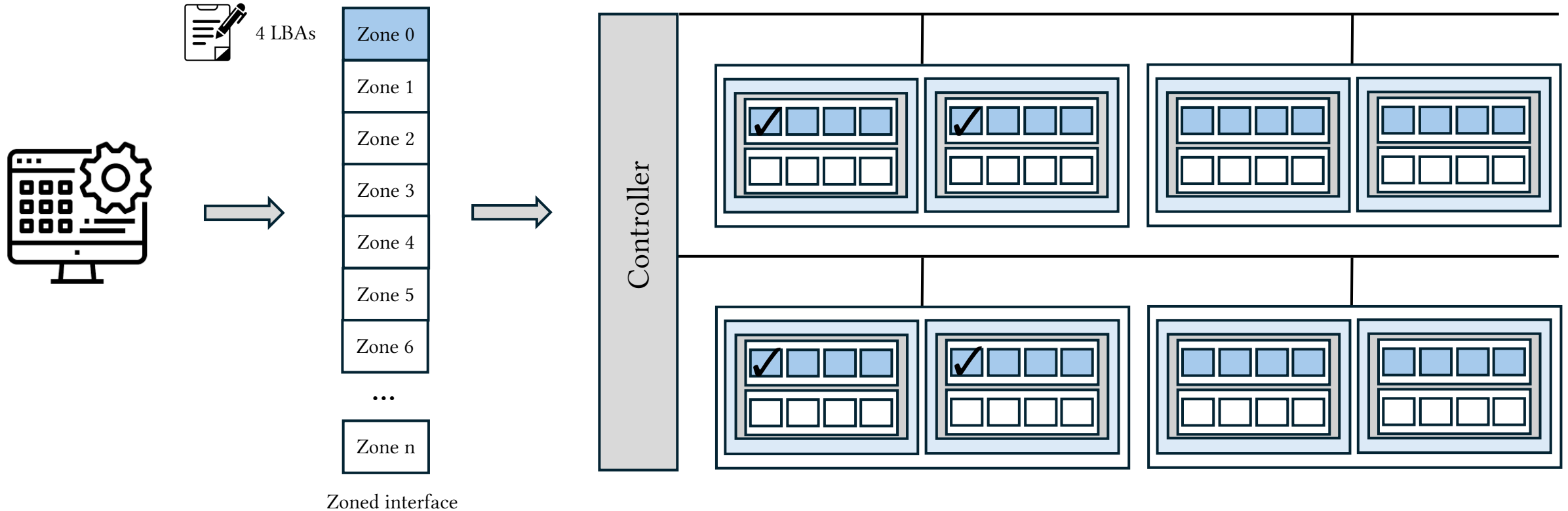
ZNS Controller Design: Mapping

Dynamic Mapping Scheme



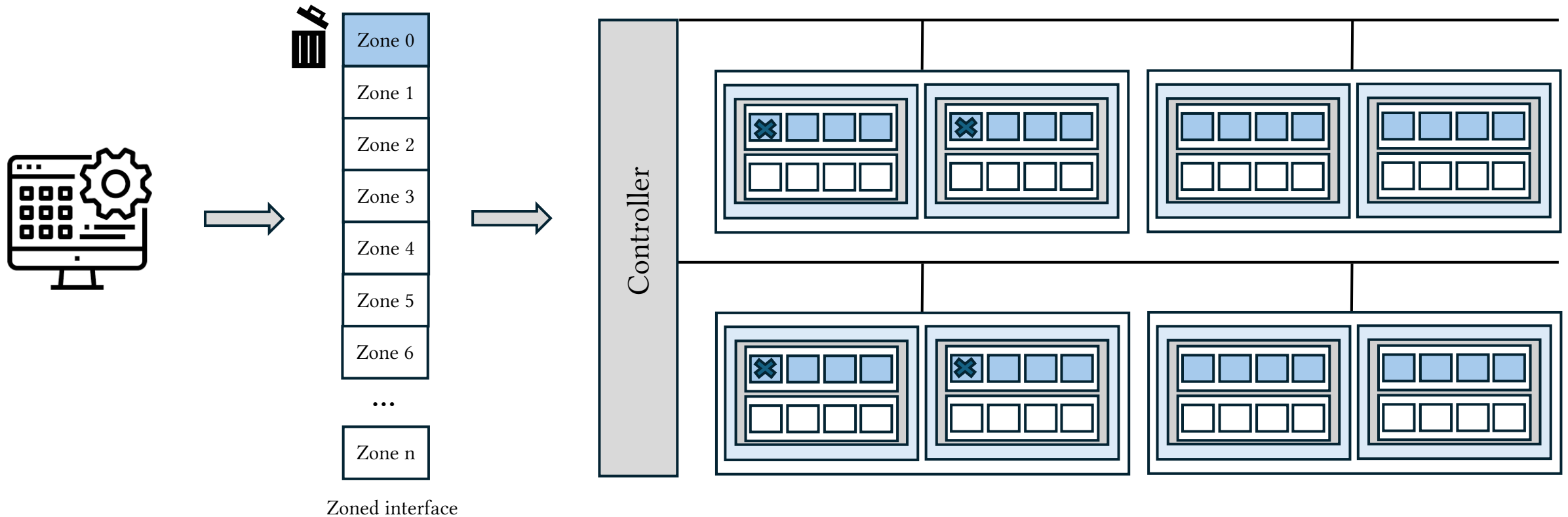
ZNS Controller Design: Mapping

Dynamic Mapping Scheme



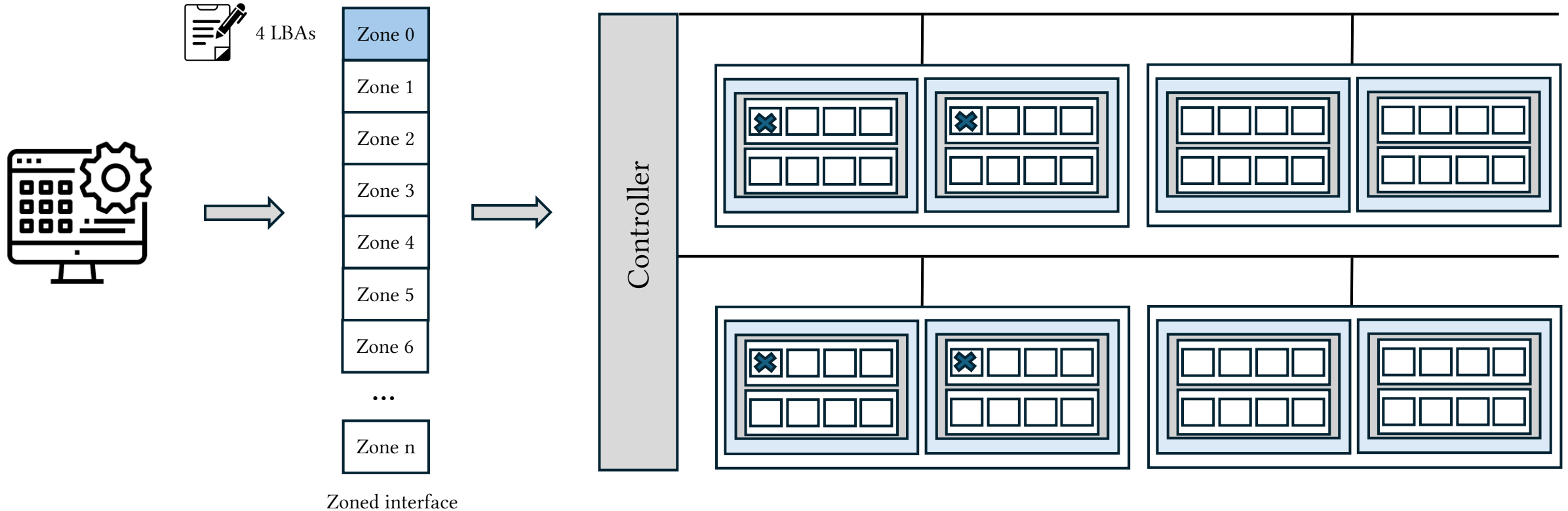
ZNS Controller Design: Mapping

Dynamic Mapping Scheme



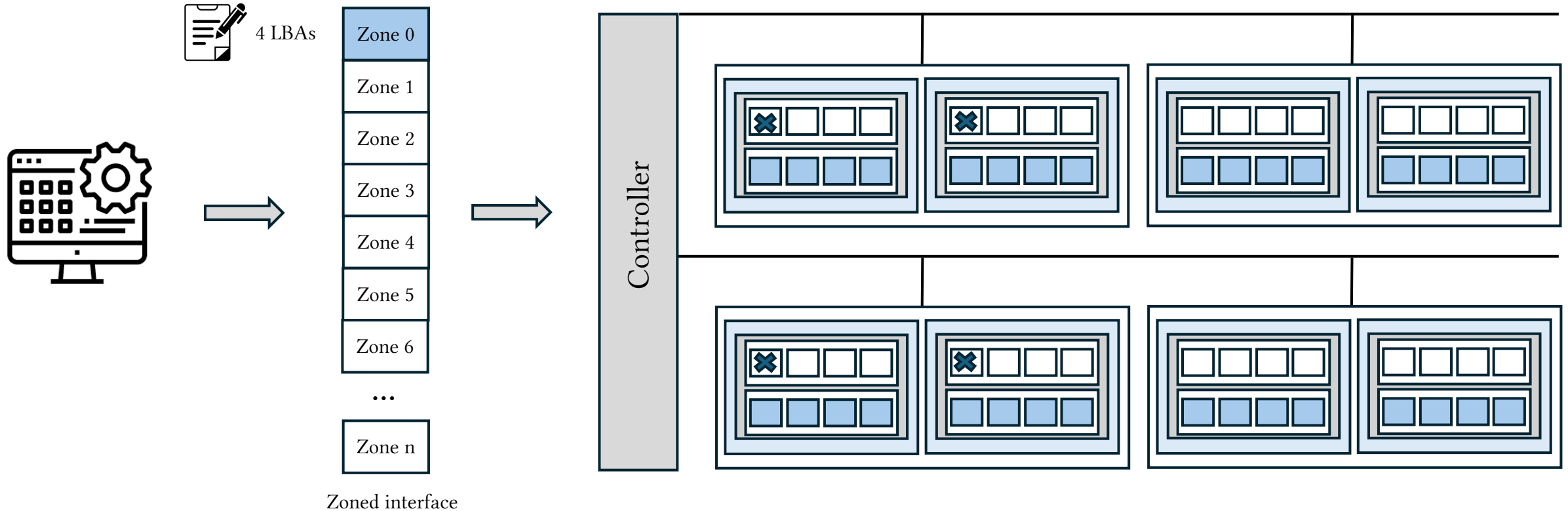
ZNS Controller Design: Mapping

Dynamic Mapping Scheme



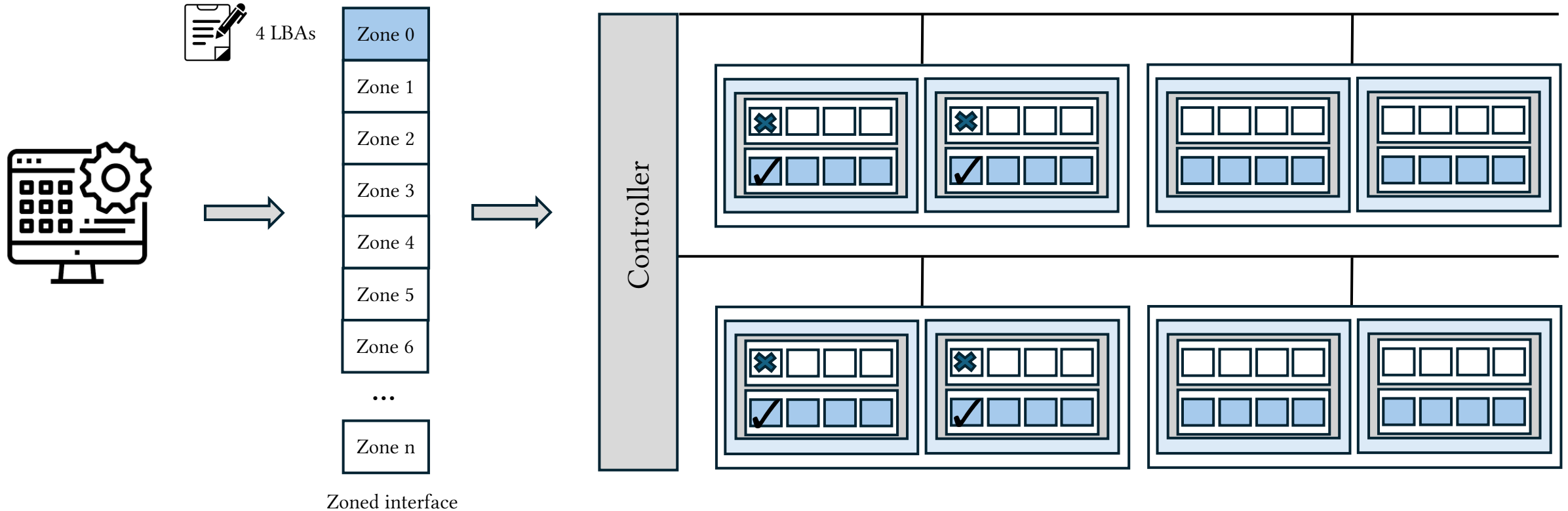
ZNS Controller Design: Mapping

Dynamic Mapping Scheme



ZNS Controller Design: Mapping

Dynamic Mapping Scheme



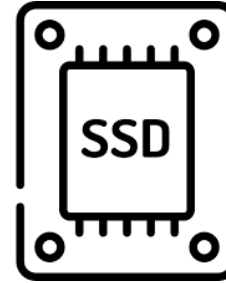
Zoned Interface



Append only interface

Garbage collection to reclaim space

Wear leveling



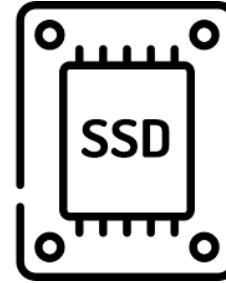
Optimal data placement

Zoned Interface



Append only interface

Garbage collection to reclaim space

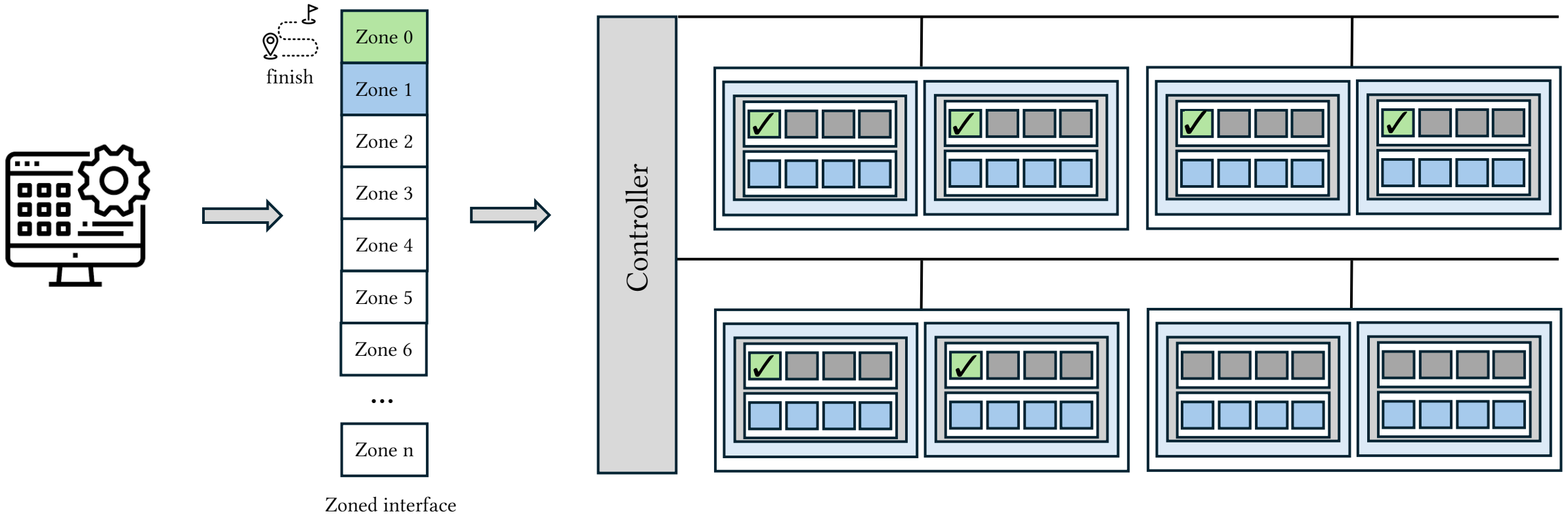


Wear leveling

Optimal data placement

ZNS Controller Design: Finish

Finish sends dummy writes to all the allocated blocks

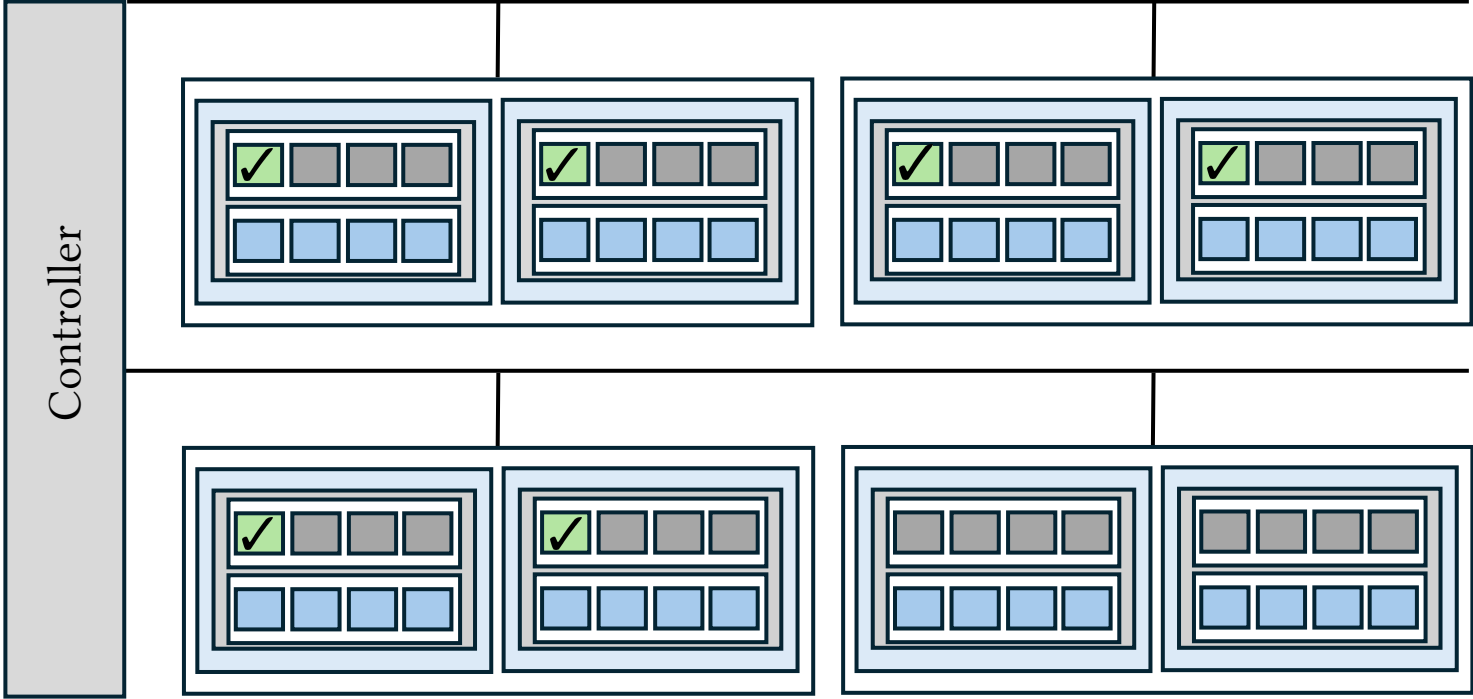


ZNS Controller Design: Finish

Finish sends dummy writes to all the allocated blocks



Issues with dummy writes?



ZNS Controller Design: Finish

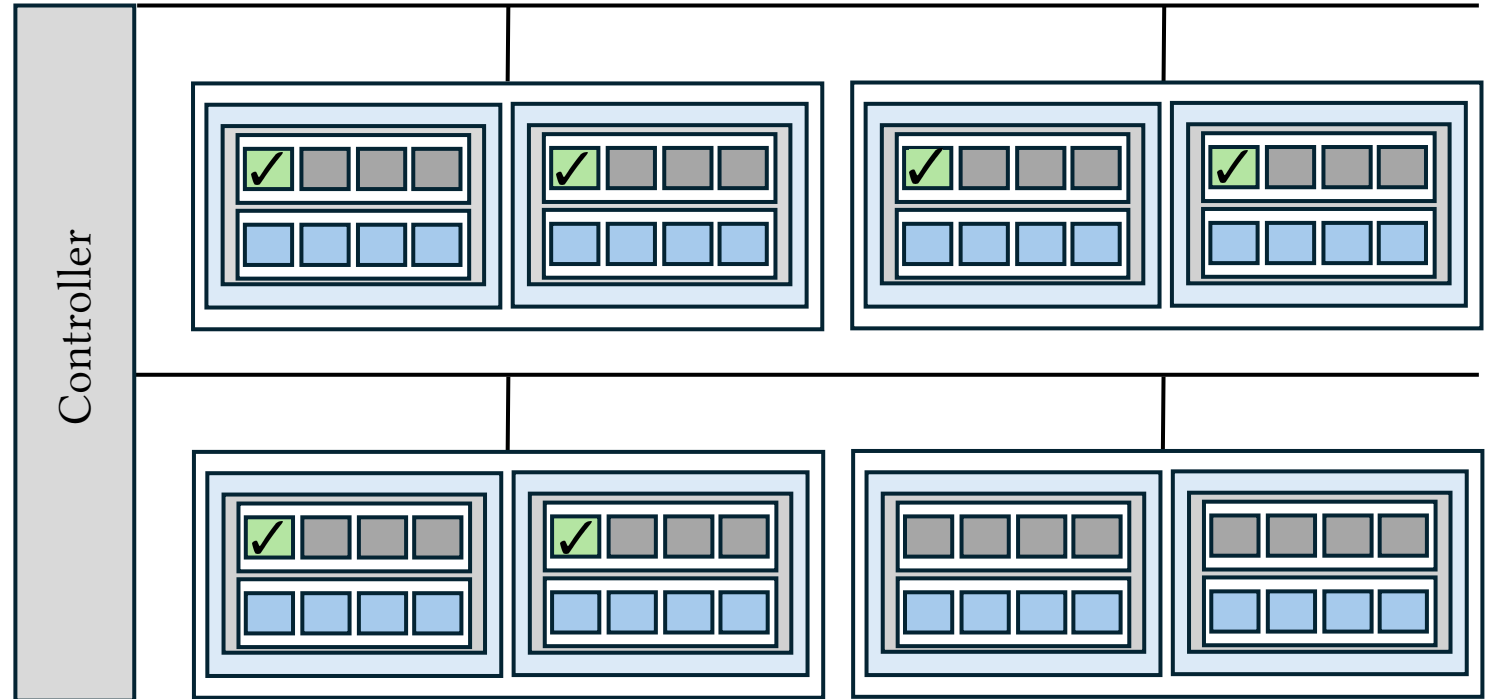
Finish sends dummy writes to all the allocated blocks



Issues with dummy writes?

✗ Write Amplification

✗ Interference with host I/O



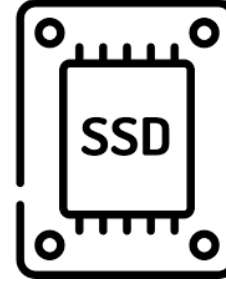
Zoned Interface



Append only interface

Garbage collection to reclaim space

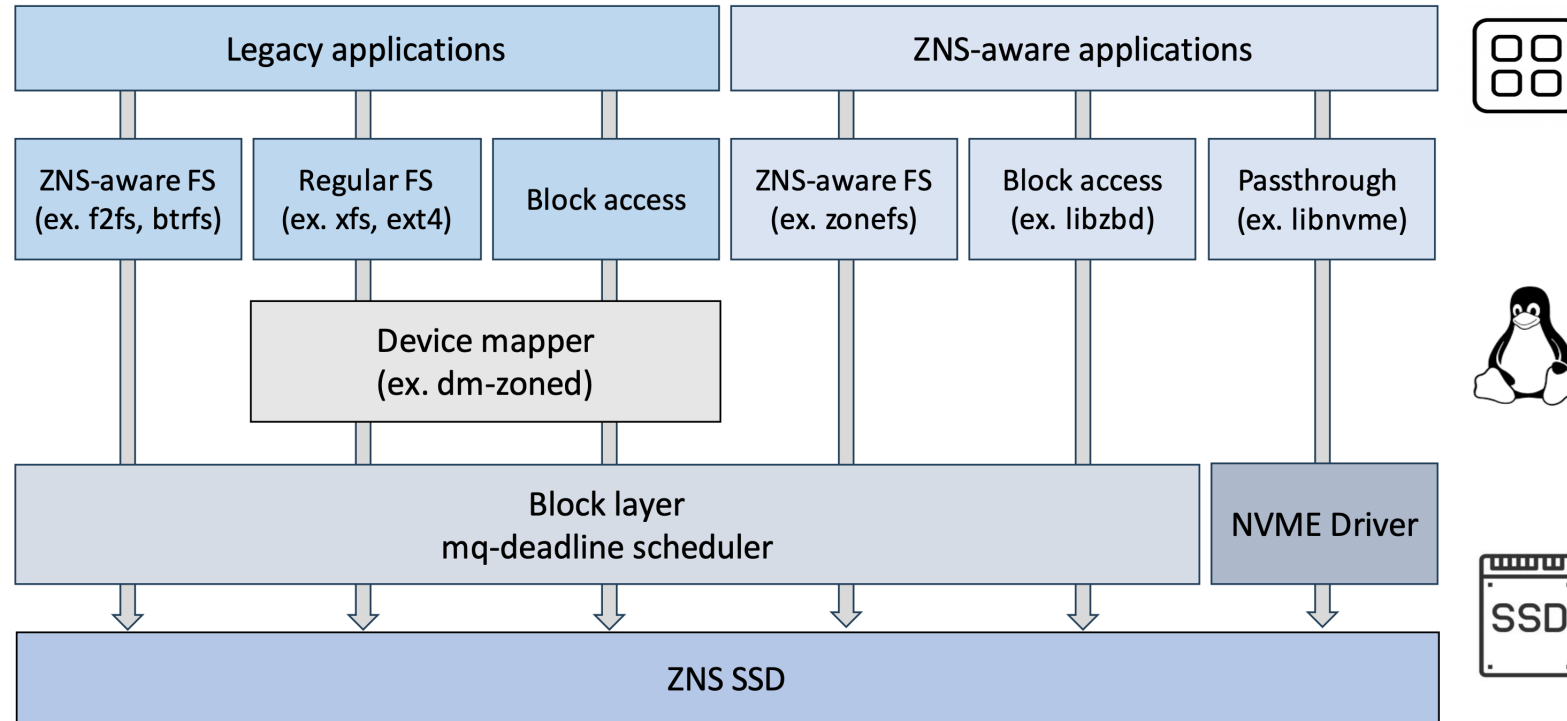
State machine management



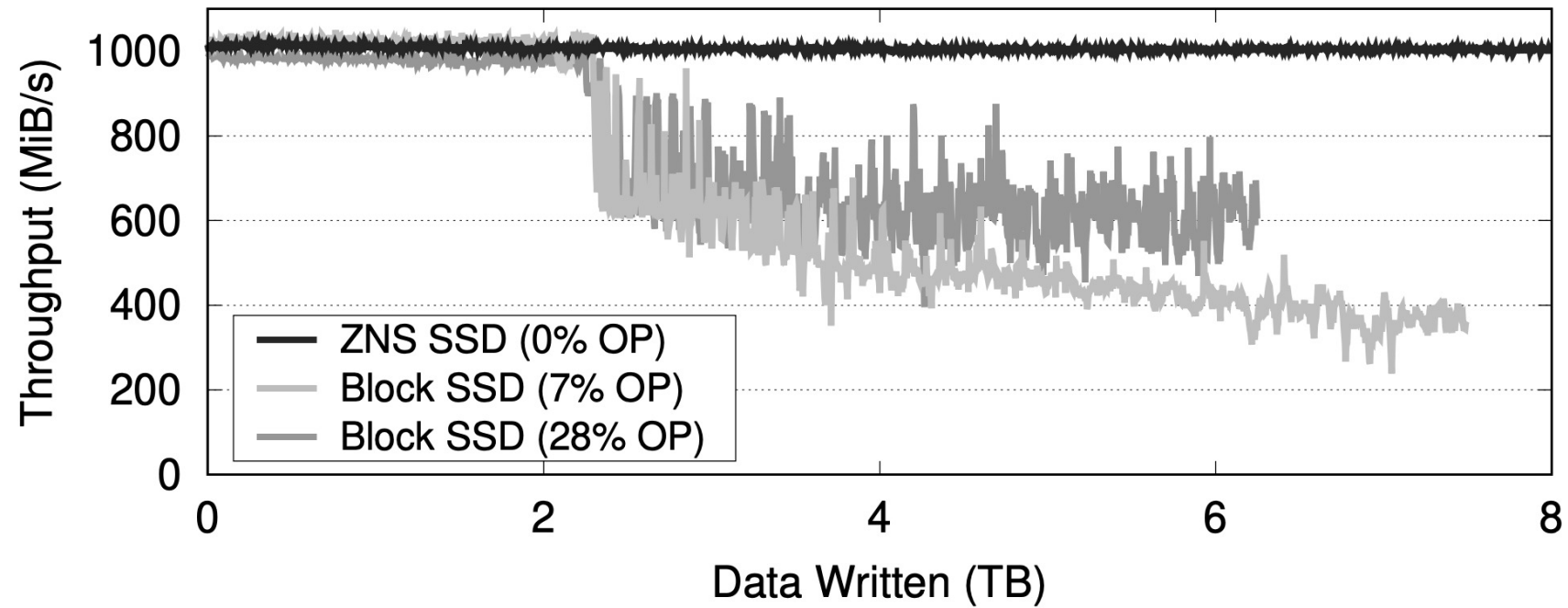
Wear leveling

Optimal data placement

ZNS Access Paths



ZNS Access Paths



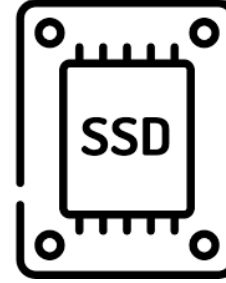
Avoiding Zoned Interface Tax



Append only interface

Garbage collection to reclaim space

State machine management

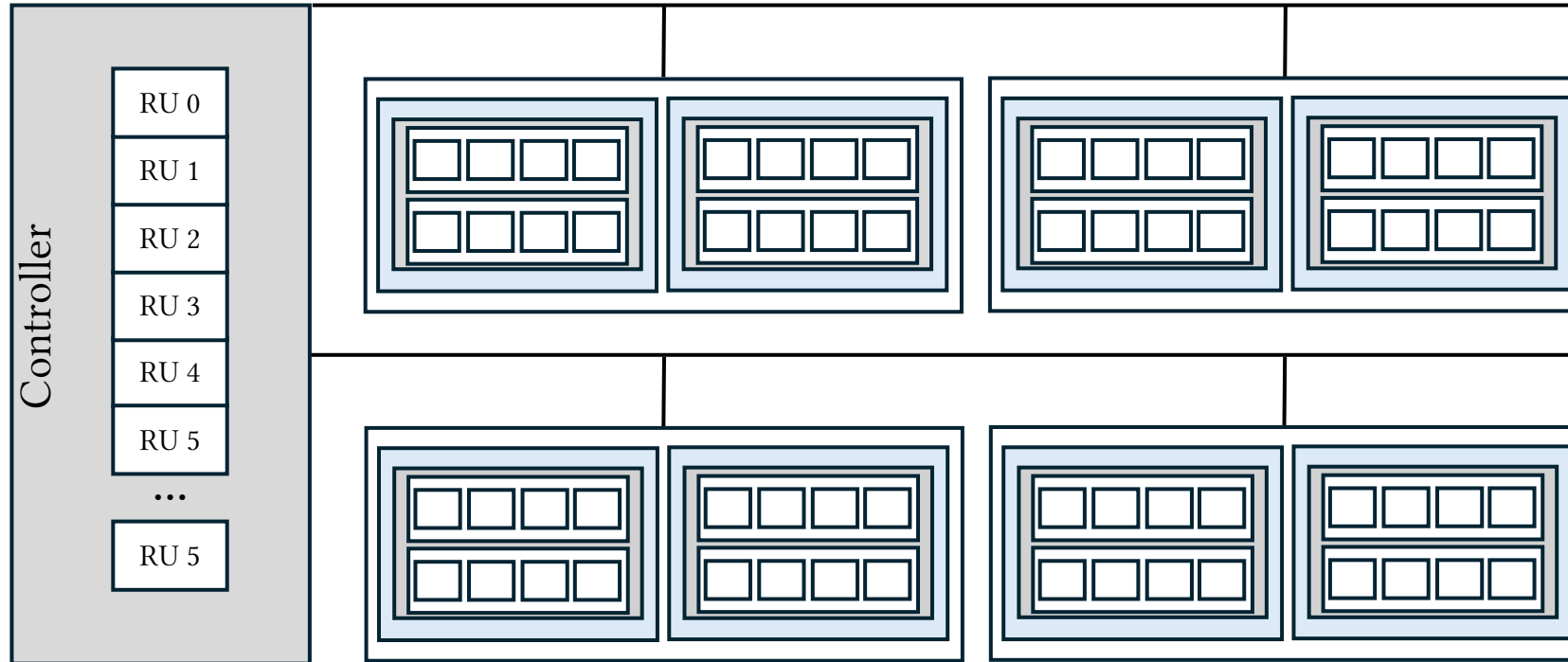


Wear leveling

Optimal data placement

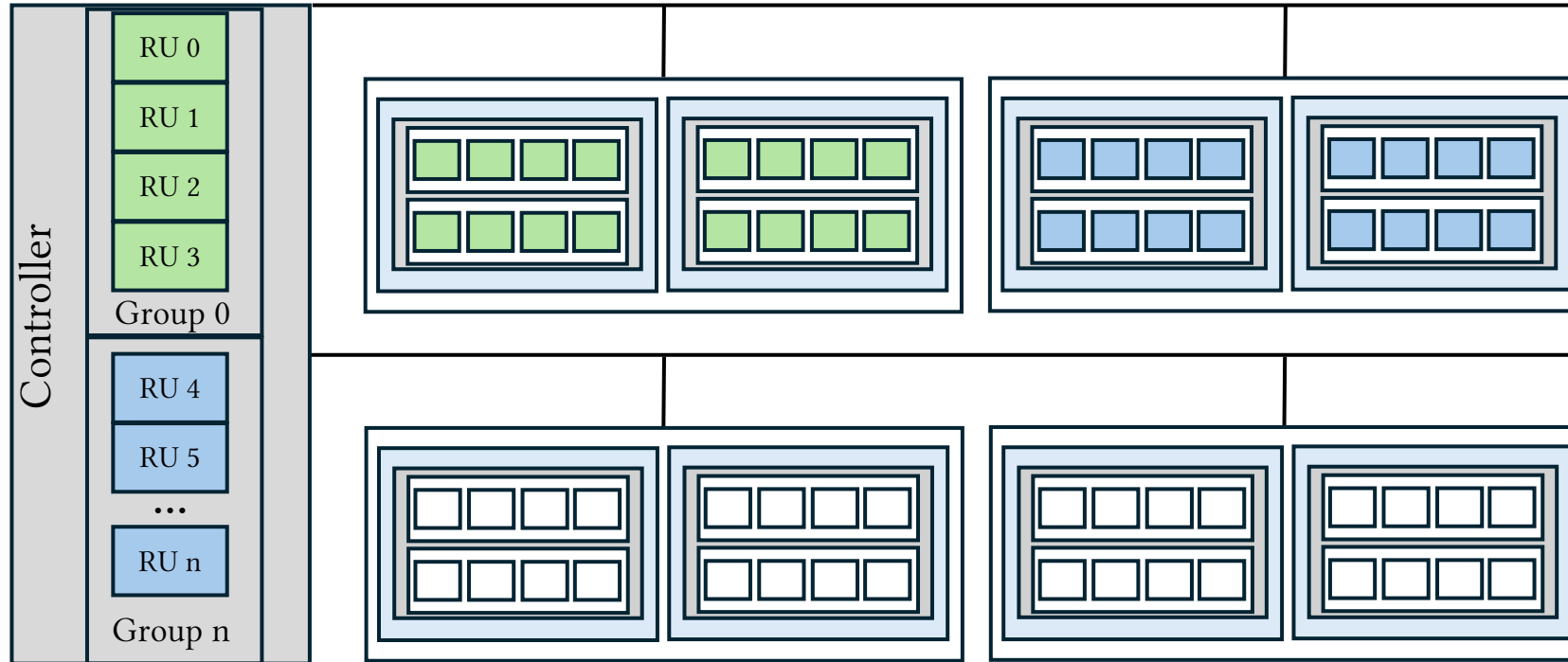
FDP Controller Design: Mapping

Reclaim Unit (RU)



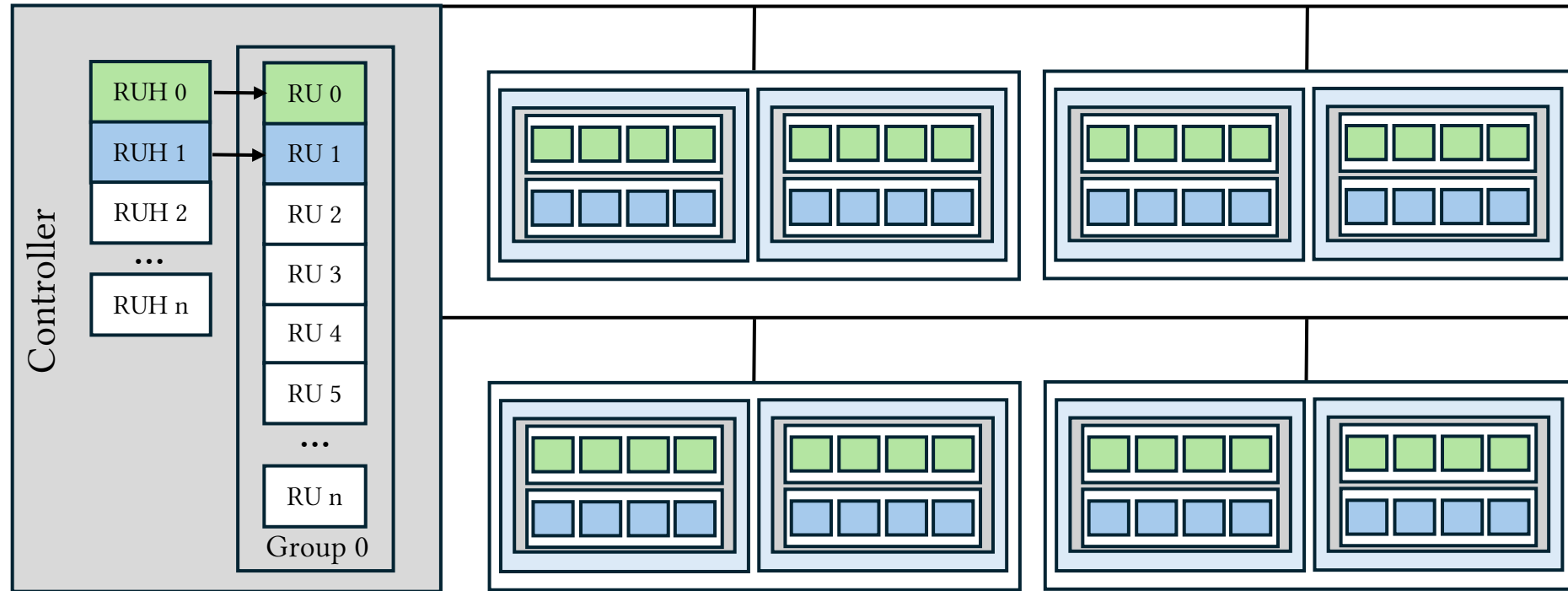
FDP Controller Design: Mapping

Reclaim Unit (RU)



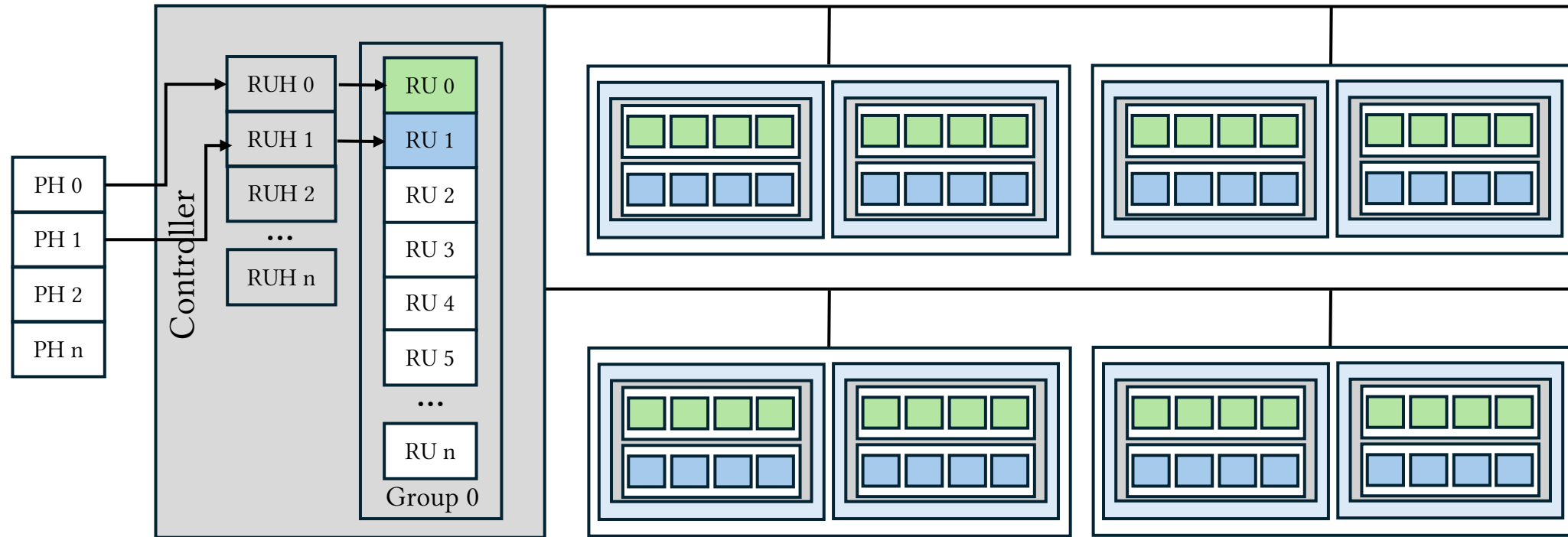
FDP Controller Design: Mapping

Reclaim Unit Handle (RUH)



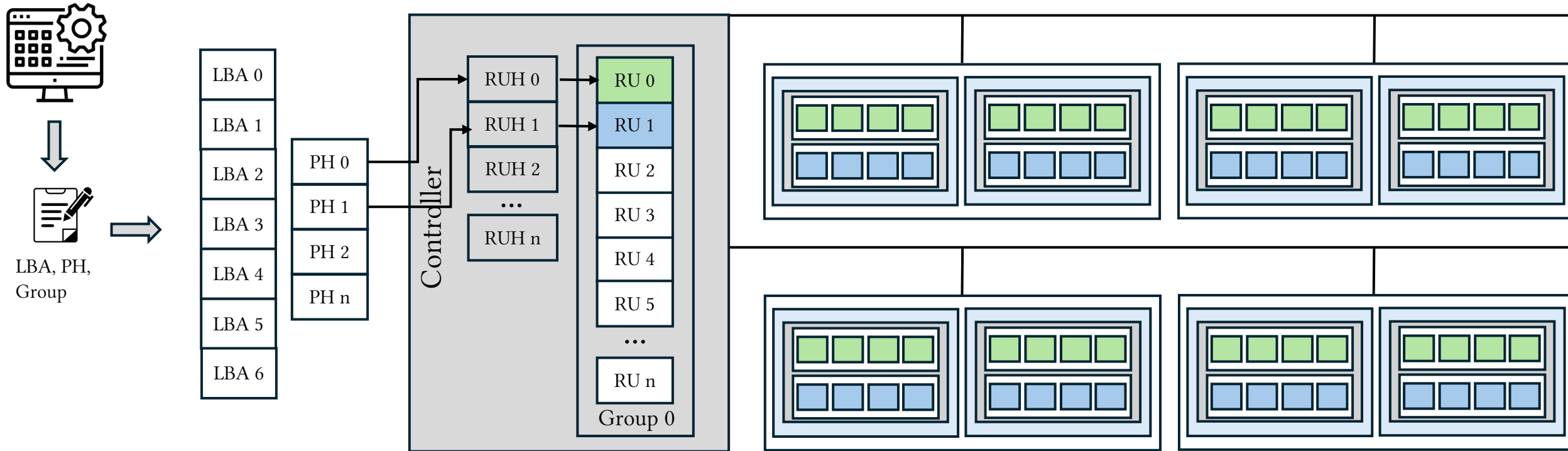
FDP Controller Design: Mapping

Placement Handle (PH)



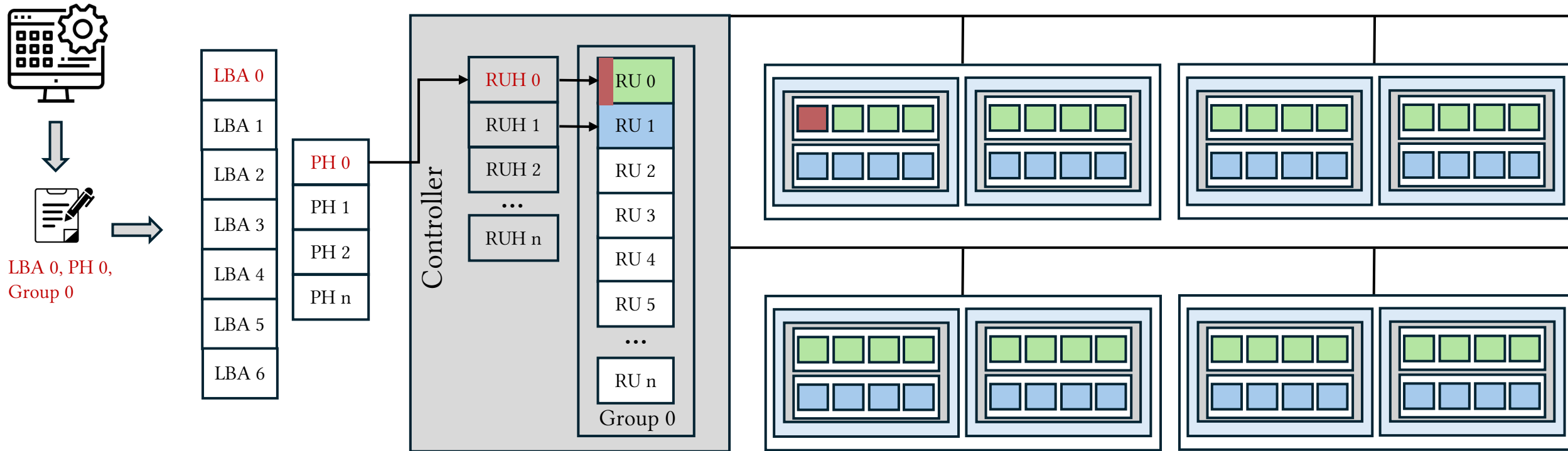
FDP Controller Design: Mapping

Write command has to include LBA, PH and Group



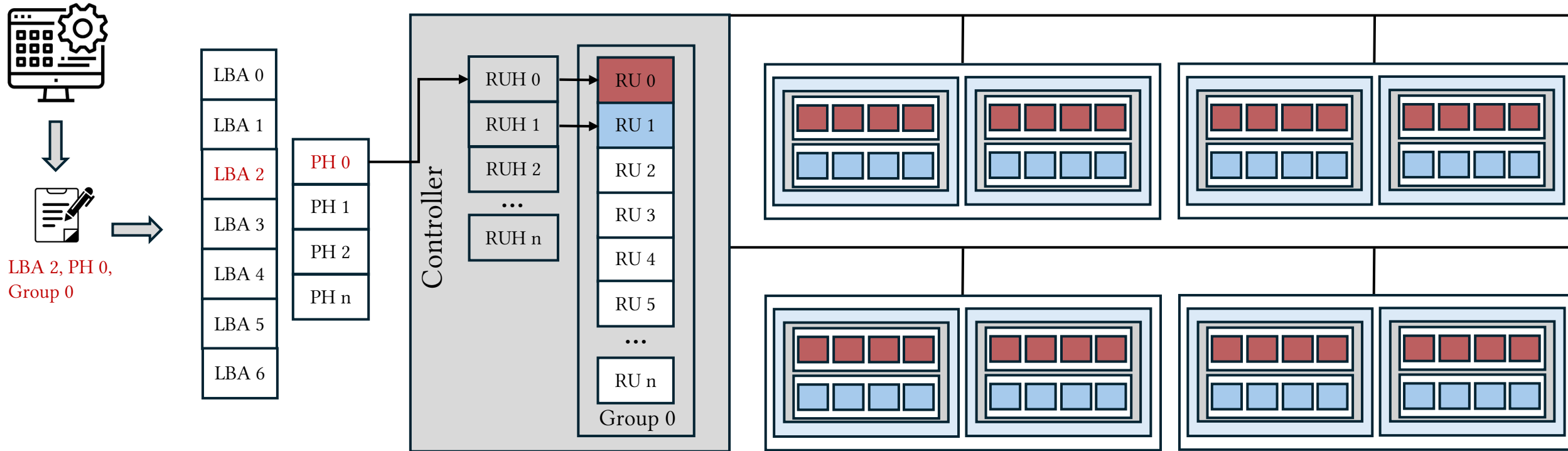
FDP Controller Design: Mapping

Placement Handle (PH)



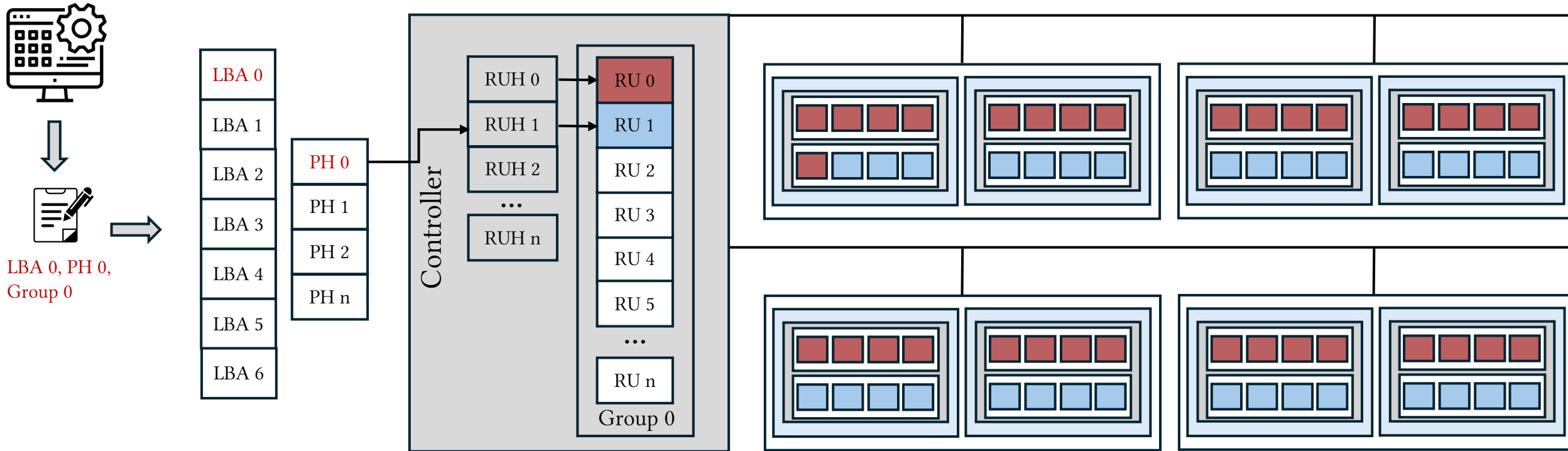
FDP Controller Design: Mapping

Placement Handle (PH)



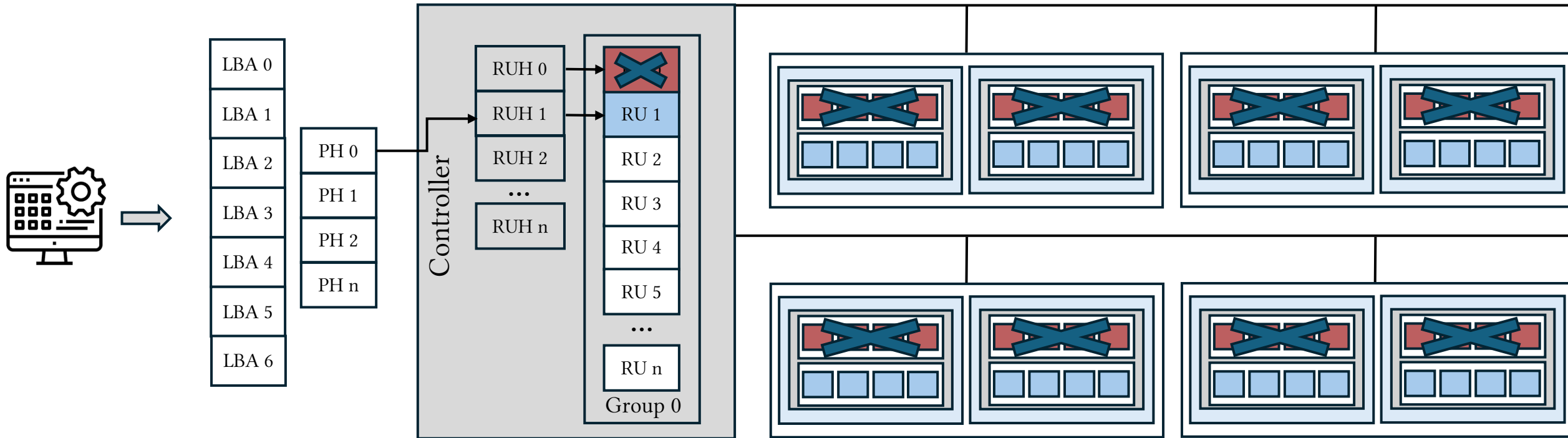
FDP Controller Design: Mapping

Writing beyond RU boundaries



FDP Controller Design: Mapping

Write amplification benefits



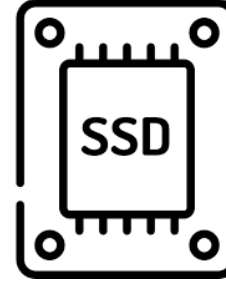
Avoiding Zoned Interface Tax



Append only interface

Garbage collection to reclaim space

State machine management



Wear leveling

Optimal data placement

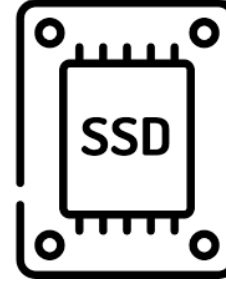
Avoiding Zoned Interface Tax



Append only interface

Garbage collection to reclaim space

State machine management



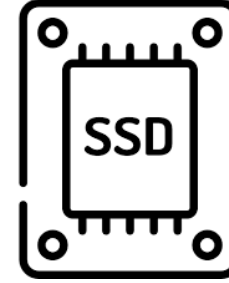
Wear leveling

Optimal data placement

Flexible Data Placement



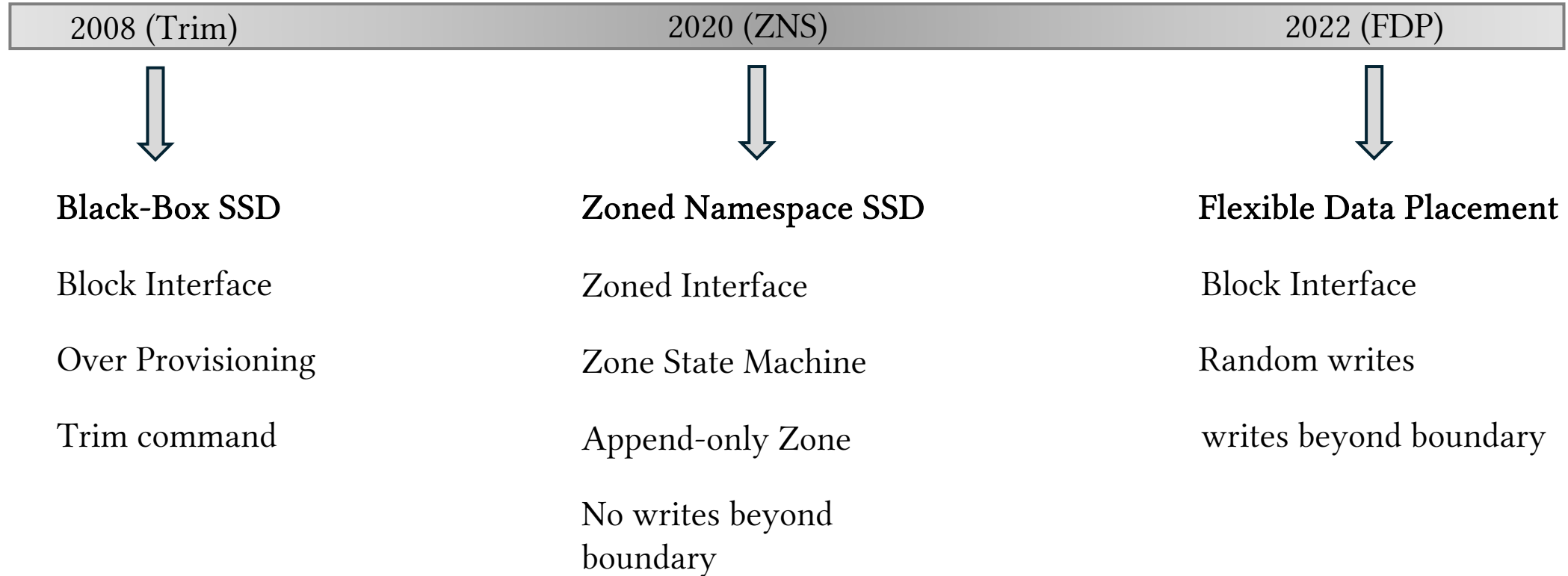
Garbage collection to reclaim space



Wear leveling

Optimal data placement

History of Data Placement on SSD



History of Data Placement on SSD

