#### P&S Modern SSDs

#### Basics of NAND Flash-Based SSDs

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ETH Zürich

Spring 2022

25 March 2021

### Today's Agenda

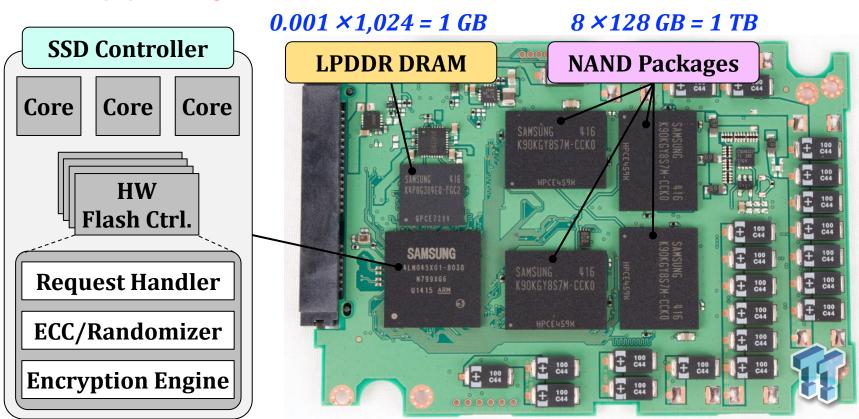
SSD Organization & Request Handling

NAND Flash Organization

NAND Flash Operations

#### Modern SSD Architecture

 A modern SSD is a complicated system that consists of multiple cores, HW controllers, DRAM, and NAND flash memory packages



Samsung PM853T 960GB Enterprise SSD (from https://www.tweaktown.com/reviews/6695/samsung-pm853t-960gb-enterprise-ssd-review/index.html)

#### Another Overview

#### **Host Interface Layer (HIL)**

#### Flash Translation Layer (FTL)

Data Cache Management

**Address Translation** 

GG/WL/Refresh/...

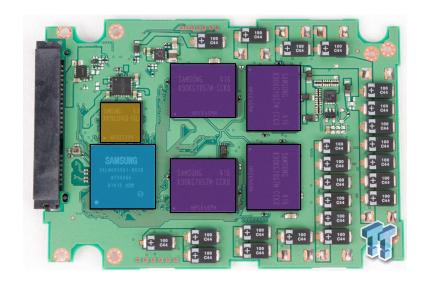
# Flash Controller ECC Randomizer ... CFR NAND NAND Flash ... Flash Package Package

#### **DRAM**

**Host Request Queue** 

Write Buffer

Logical-to-Physical Mappings



#### **Host Interface Layer (HIL)**

#### Flash Translation Layer (FTL)

Data Cache Management

**Address Translation** 

GG/WL/Refresh/...

# Flash Controller ECC Randomizer NAND NAND Flash Flash Flash Package Package

#### **DRAM**

#### Host Request Queue

Write Buffer

Logical-to-Physical Mappings

- Communication with the host operating system (receives & returns requests)
  - Via a certain interface (SATA or NVMe)
- A host I/O request includes
  - Request direction (read or write)
  - Offset (start sector address)
  - Size (number of sectors)
  - Typically aligned by 4 KiB

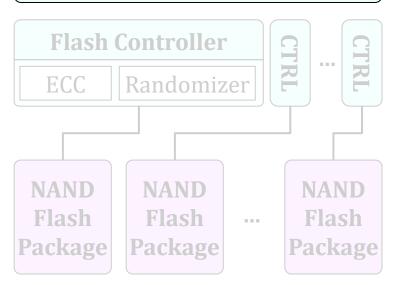
Host Interface Layer (HIL)

#### Flash Translation Layer (FTL)

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**Address Translation** 

GG/WL/Refresh/...



#### **DRAM**

Host Request Queue

Write Buffer

Logical-to-Physical Mappings

- Buffering data to write (read from NAND flash memory)
  - Essential to reducing write latency
  - Enables flexible I/O scheduling
  - Helpful for improving lifetime (not so likely)
- Limited size (e.g., tens of MBs)
  - Needs to ensure data integrity even under sudden power-off
  - Most DRAM capacity is used for L2P mappings

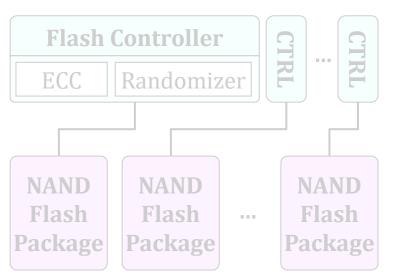
Host Interface Layer (HIL)

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**Address Translation** 

GG/WL/Refresh/...



#### **DRAM**

Host Request Queue

Write Buffer

Logical-to-Physical Mappings

- Core functionality for out-of-place writes
  - To hide the erase-before-write property
- Needs to maintain L2P mappings
  - □ Logical Page Address (LPA)→ Physical Page Address (PPA)
- Mapping granularity: 4 KiB
  - □ 4 Bytes for 4 KiB  $\rightarrow$  0.1% of SSD capacity

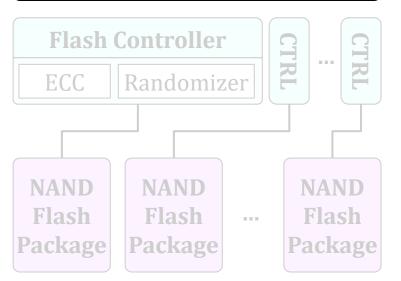
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**Address Translation** 

GG/WL/Refresh/...



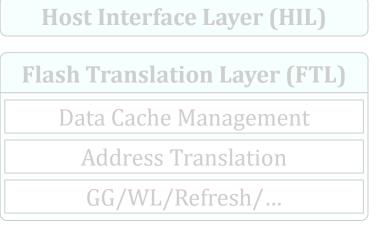
#### **DRAM**

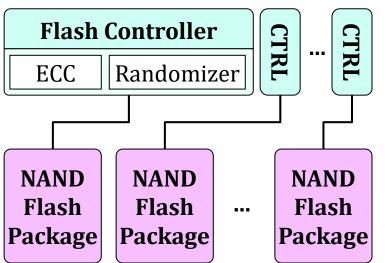
Host Request Queue

Write Buffer

Logical-to-Physical Mappings

- Garbage collection (GC)
  - Reclaims free pages
  - Selects a victim block → copies all valid pages → erase the victim block
- Wear-leveling (WL)
  - Evenly distributes P/E cycles across NAND flash blocks
  - Hot/cold swapping
- Data refresh
  - Refresh pages with long retention ages



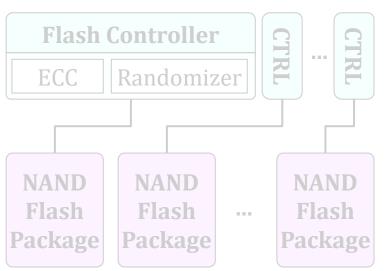


## Host Request Queue Write Buffer Logical-to-Physical Mappings Metadata (e.g., P/E Cycles)

- Randomizer
  - Scrambling data to write
  - To avoid worst-case data patterns that can lead to significant errors
- Error-correcting codes (ECC)
  - Can detect/correct errors: e.g., 72 bits/1
     KiB error-correction capability
  - Stores additional parity information together with raw data
- Issues NAND flash commands

## Request Handling: Read

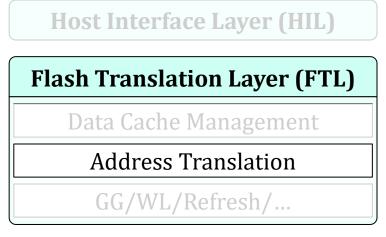
## Flash Translation Layer (FTL) Data Cache Management Address Translation GG/WL/Refresh/...

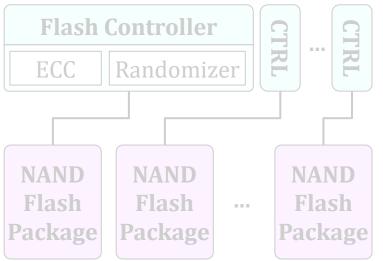


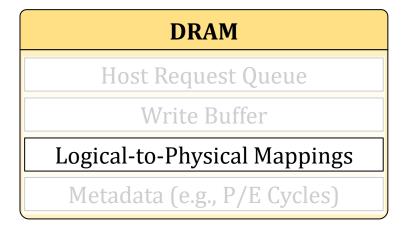
## Host Request Queue Write Buffer Logical-to-Physical Mappings Metadata (e.g., P/E Cycles)

- First checks if the request data exists in the write buffer
  - If so, returns the corresponding request immediately with the data
- A host read request can be involved with several pages
  - Such a request can be returned only after all the requested data is ready

## Request Handling: Read

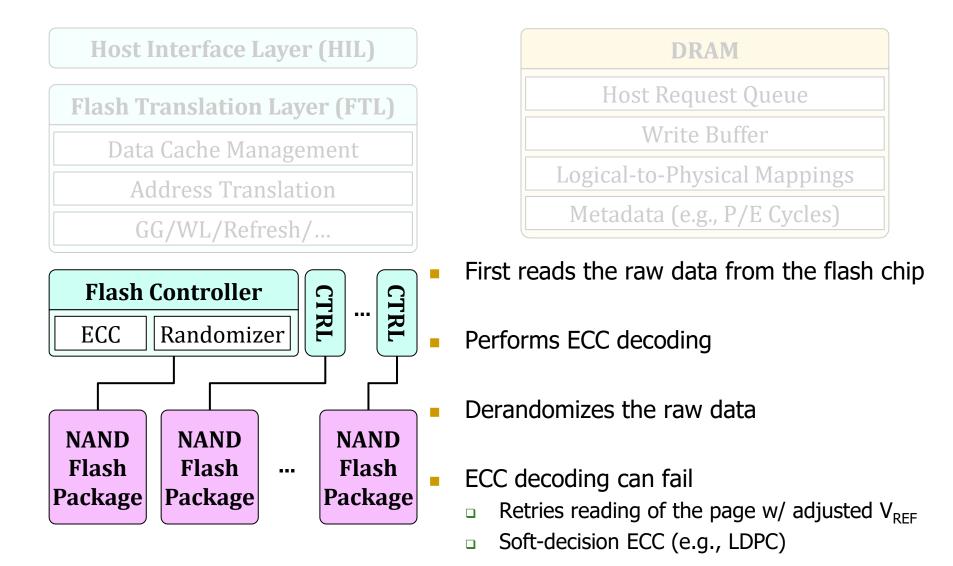






 Finds the PPA where the request data is stored from the L2P mapping table

## Request Handling: Read



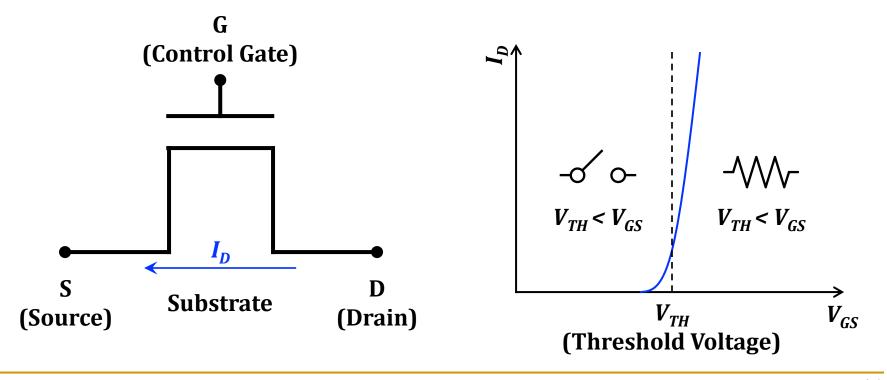
## Today's Agenda

SSD Organization & Request Handling

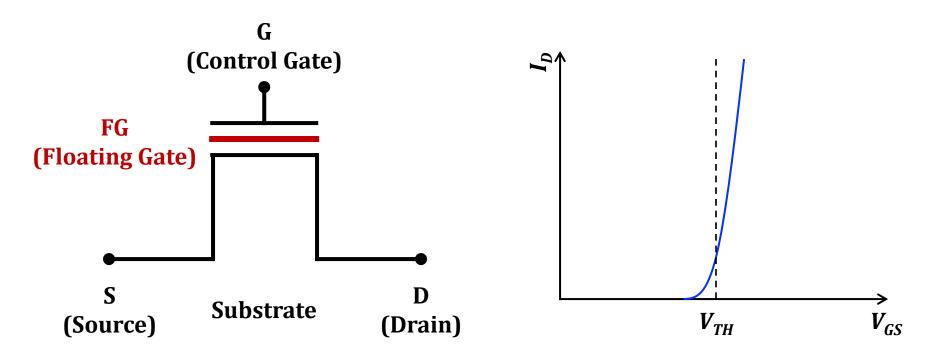
NAND Flash Organization

NAND Flash Operation

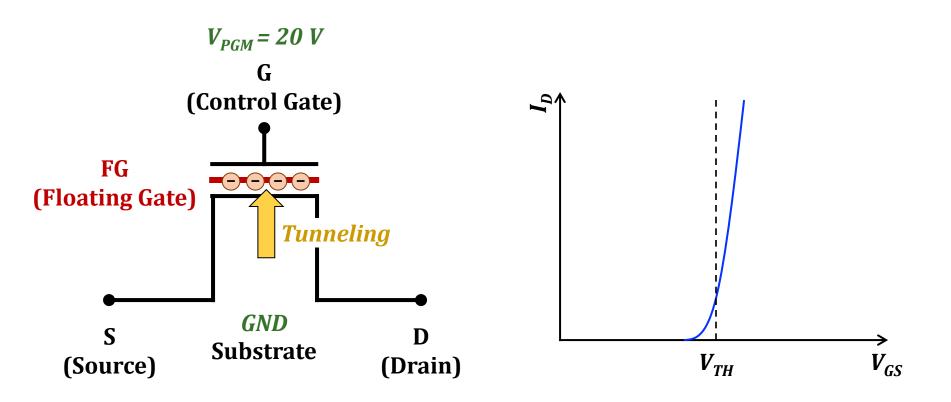
Basically, it is a transistor



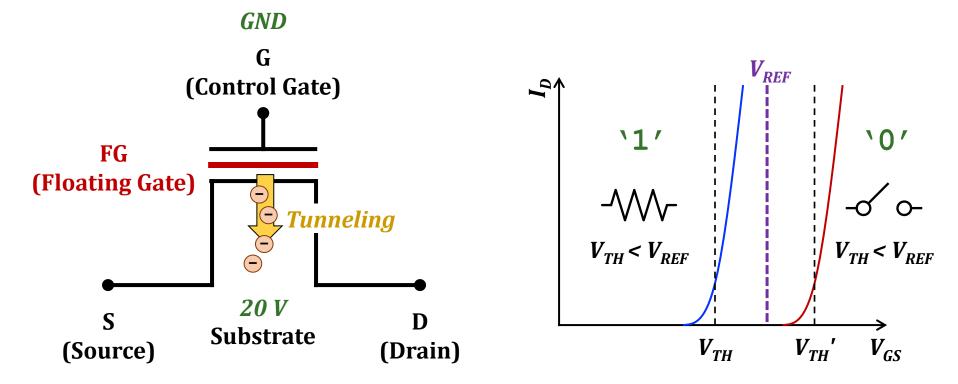
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  - w/ a special material: Floating gate (2D) or Charge trap (3D)



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  - w/ a special material: Floating gate (2D) or Charge trap (3D)
  - Can hold electrons in a non-volatile manner

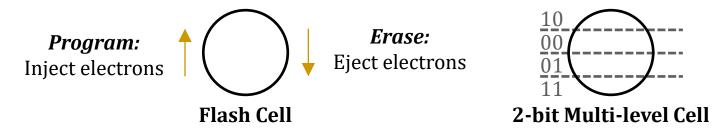


- Basically, it is a transistor
  - w/ a special material: Floating gate (2D) or Charge trap (3D)
  - Can hold electrons in a non-volatile manner
  - Changes the cell's threshold voltage (V<sub>TH</sub>)

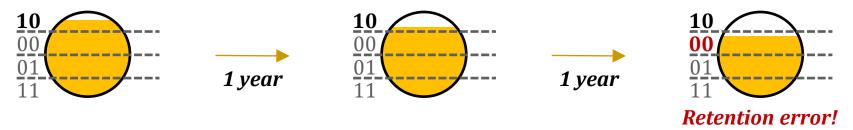


#### Flash Cell Characteristics

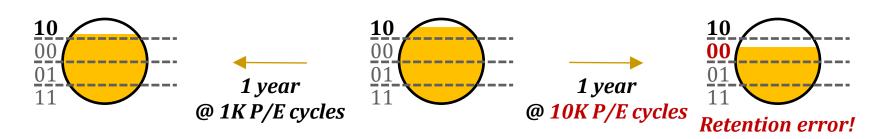
Multi-leveling: A flash cell can store multiple bits



Retention loss: A cell leaks electrons over time

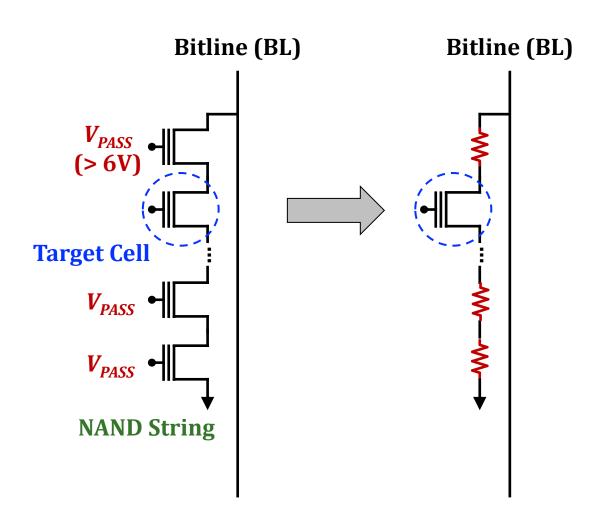


Limited lifetime: A cell wears out after P/E cycling



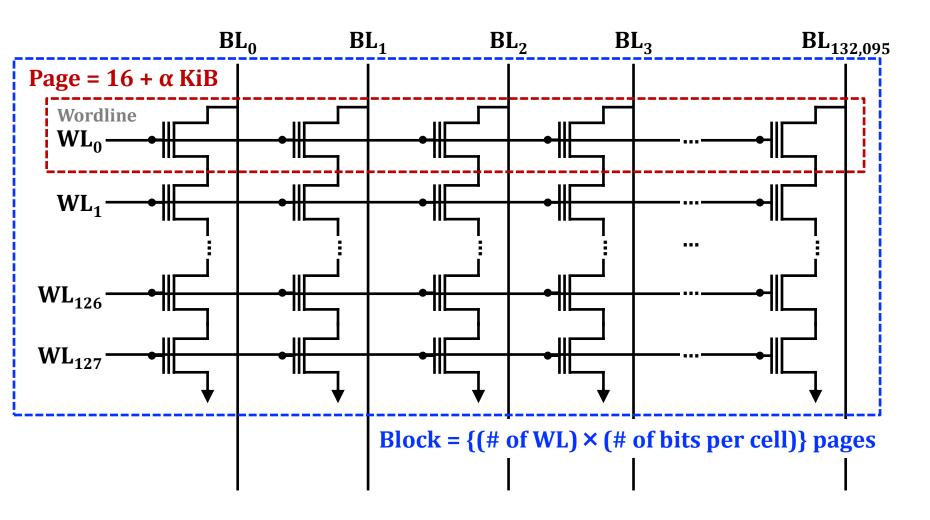
## A NAND String

Multiple (e.g., 128) flash cells are serially connected



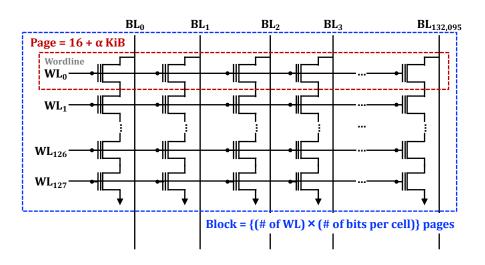
#### Pages and Blocks

A large number (> 100,000) of cells operate concurrently



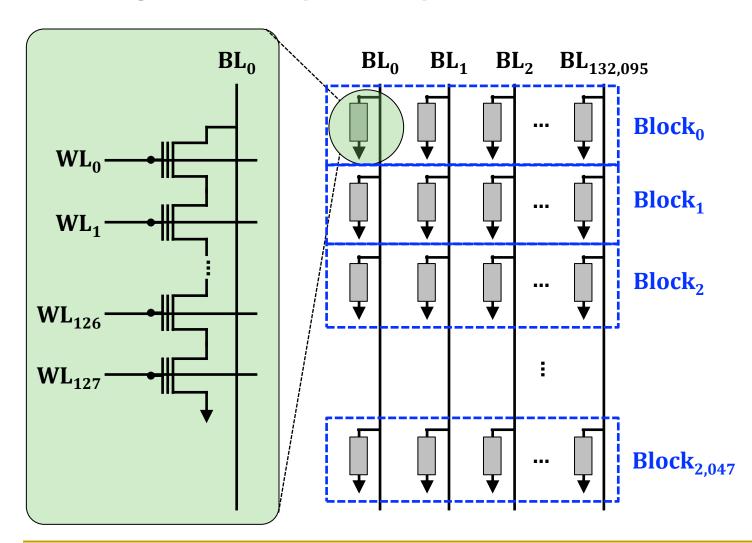
### Pages and Blocks (Continued)

- Program and erase: Unidirectional
  - □ Programming a cell → Increasing the cell's V<sub>TH</sub>
  - o Eraseing a cell o Decreasing the cell's  $V_{TH}$
- Programming a page cannot change '0' cells to '1' cells
  - → Erase-before-write property
- Erase unit: Block
  - Increase erase bandwidth
  - □ Makes in-place write on a page very inefficient
     → Out-of-place write & GC



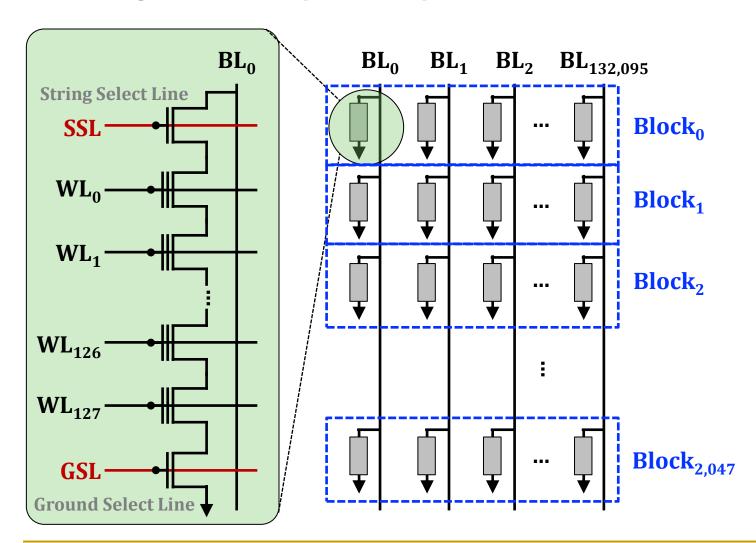
#### Planes

A large number (> 1,000) of blocks share bitlines in a plane



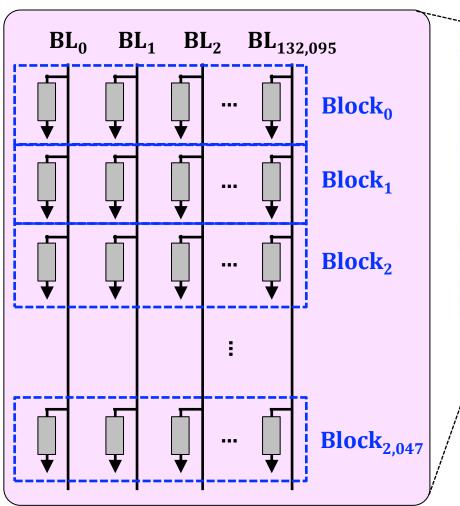
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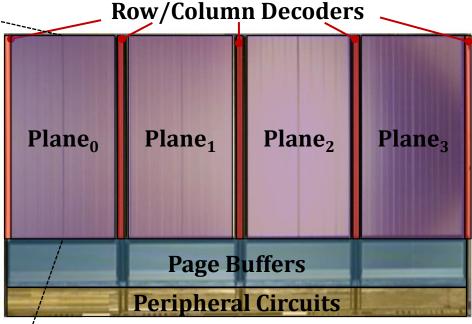
A large number (> 1,000) of blocks share bitlines in a plane



#### Planes and Dies

■ A die (or chip) contains multiple (e.g., 2 – 4) planes





A 21-nm 2D NAND Flash Die

 Planes share decoders: limits internal parallelism (only operations @ the same WL offset)

## Today's Agenda

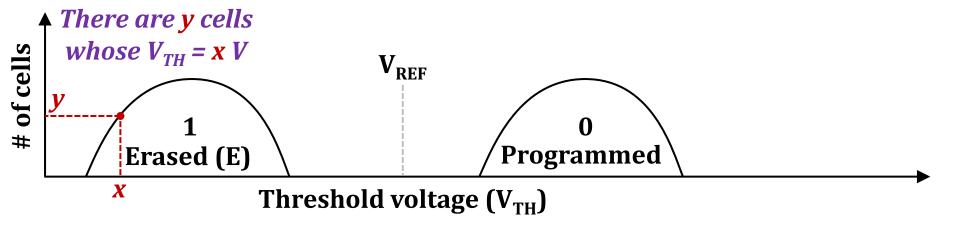
SSD Organization & Request Handling

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### Threshold Voltage Distribution

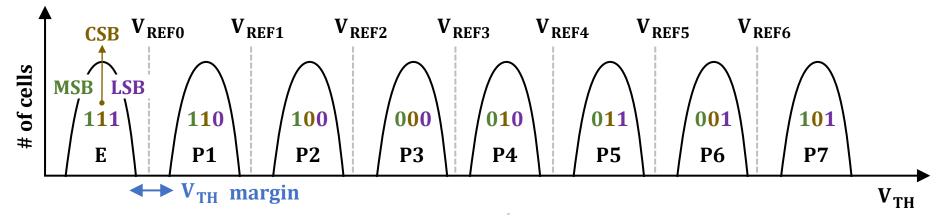
V<sub>TH</sub> distribution of cells in a programmed page/block/chip



- Why distribution? Variations across the cells
  - Some cells are more easily programmed or erased
- Why (almost) the same shape?
  - Every data is stored after randomized for better reliability
  - In reality, V<sub>TH</sub> states' shapes can be different, but there areas are almost the same

#### V<sub>TH</sub> Distribution of MLC NAND Flash

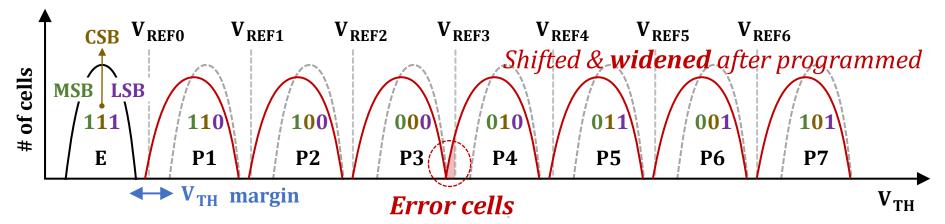
- Multi-level cell (MLC) technique
  - $\square$  2<sup>m</sup> V<sub>TH</sub> states required to store m bits in a single flash cell



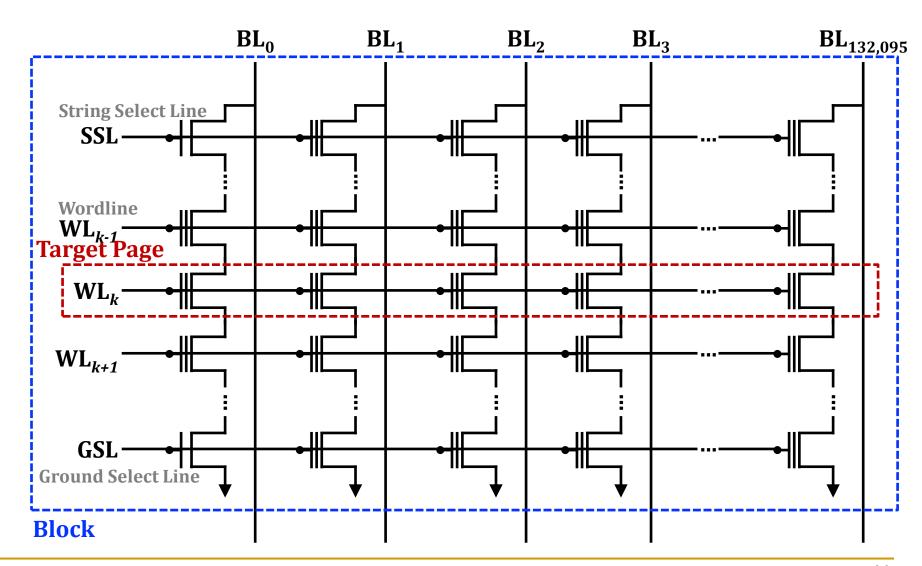
- Limited width of the V<sub>TH</sub> window: Need to
  - Make each V<sub>TH</sub> state narrow
  - Guarantee sufficient margins b/w adjacent V<sub>TH</sub> states

#### V<sub>TH</sub> Distribution of MLC NAND Flash

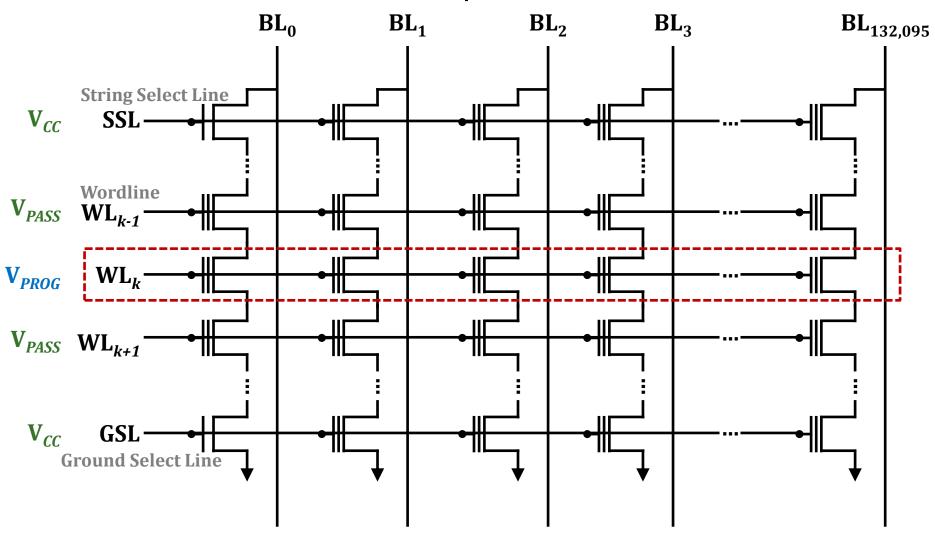
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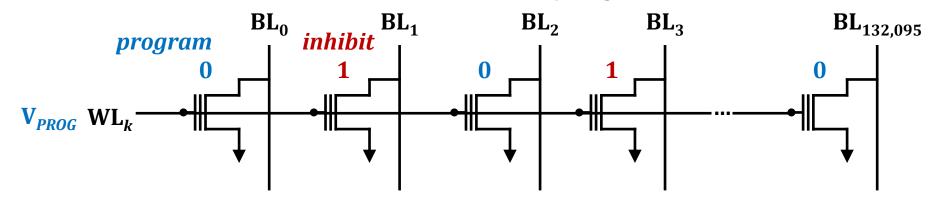
- Limited width of the V<sub>TH</sub> window: Need to
  - Make each V<sub>TH</sub> state narrow
  - Guarantee sufficient margins b/w adjacent V<sub>TH</sub> states
    - V<sub>TH</sub> changes over time after programmed
    - Narrower margins → Lower reliability
    - More bits per cell → higher density but lower reliability



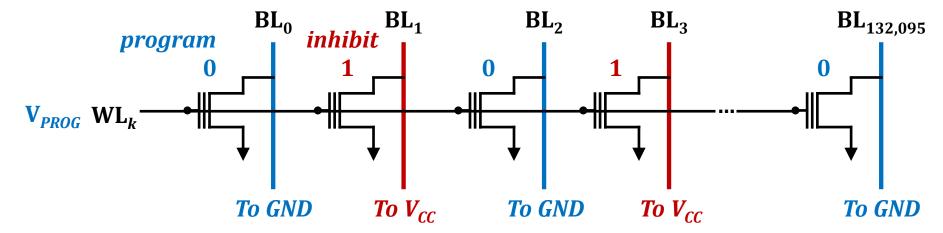
■ WL control – All other cells operate as a resistance

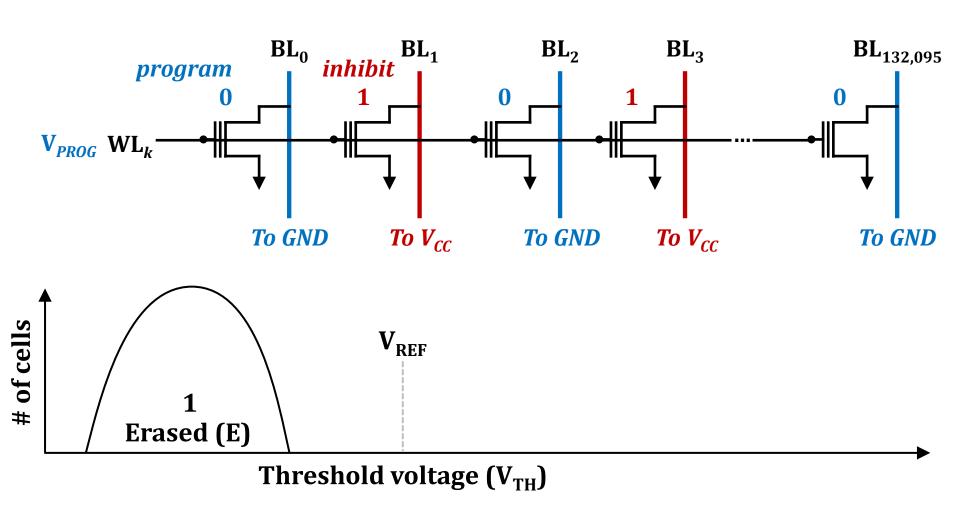


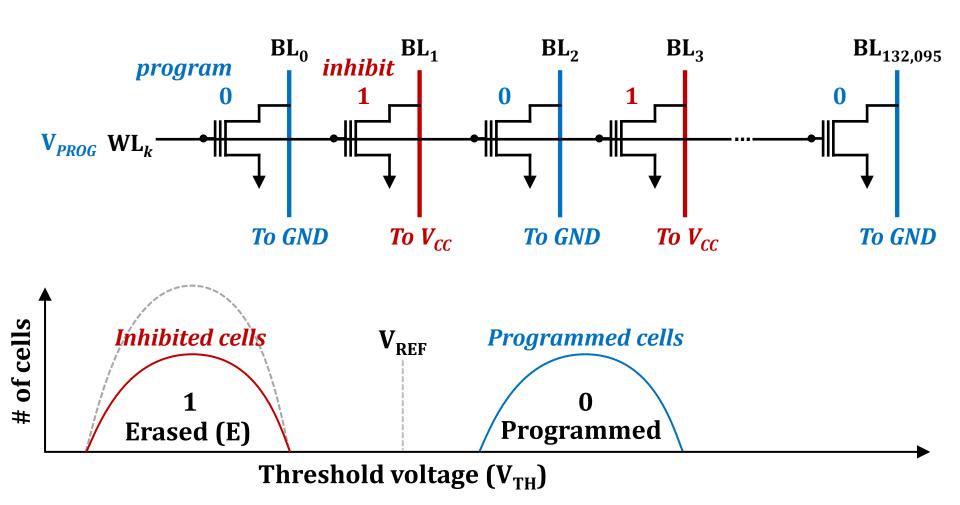
BL control – Inhibits cells to not be programmed

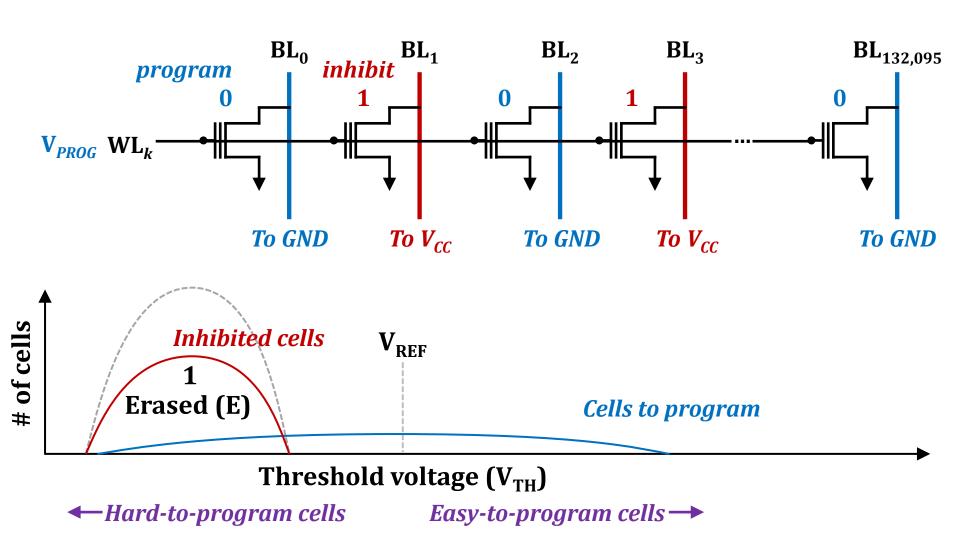


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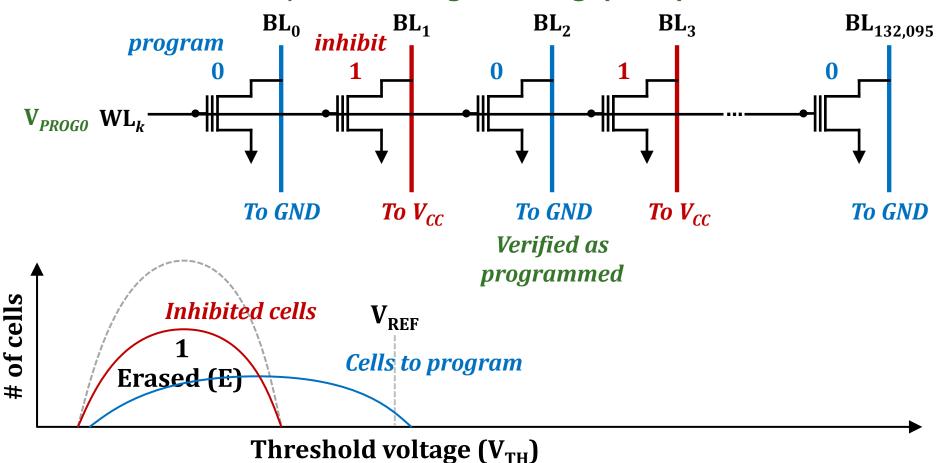






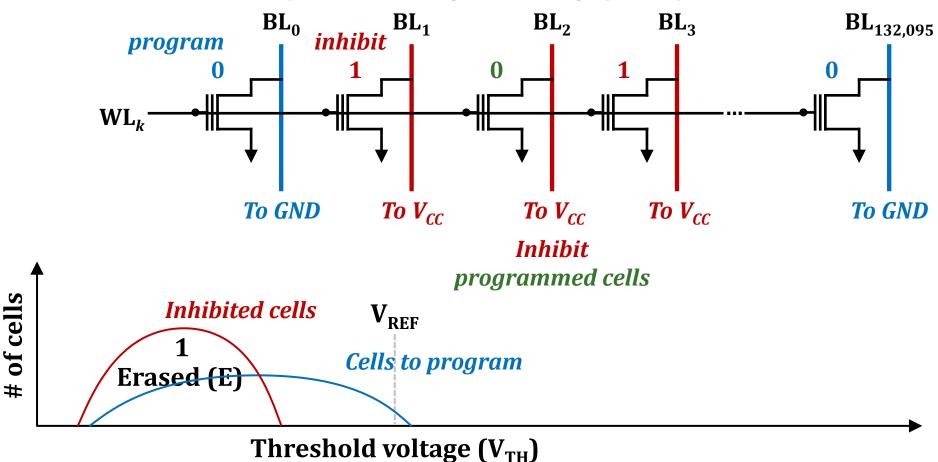


Incremental Step-Pulse Programming (ISPP)



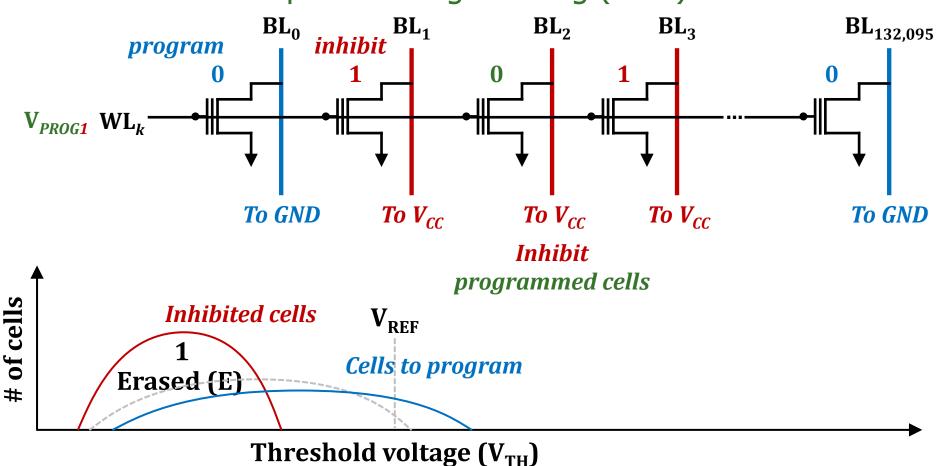
# Basic Operation: Page Program

Incremental Step-Pulse Programming (ISPP)



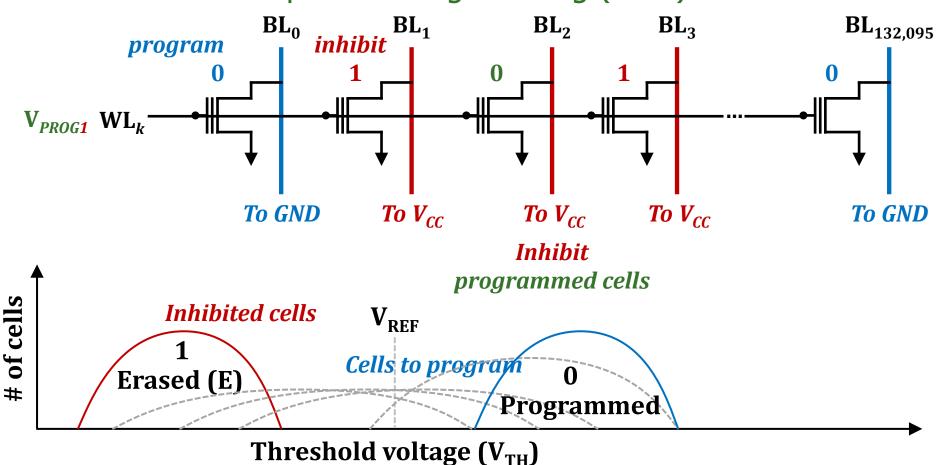
# Basic Operation: Page Program

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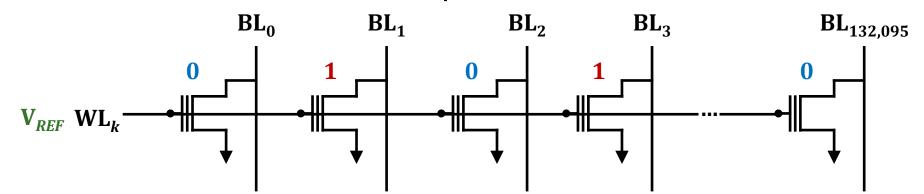
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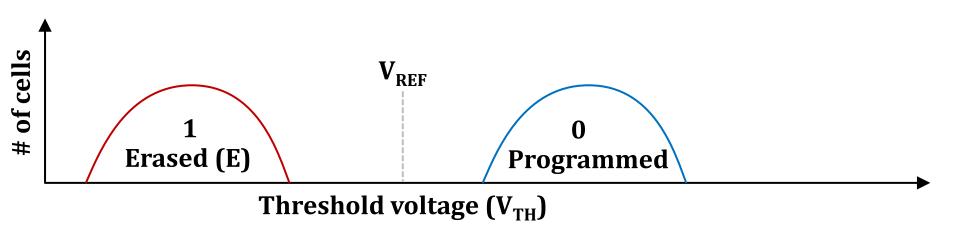
Incremental Step-Pulse Programming (ISPP)



# Basic Operation: Page Read

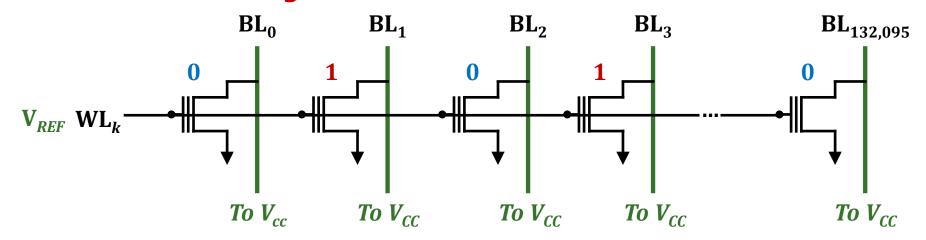
WL control – All other cells operate as a resistance

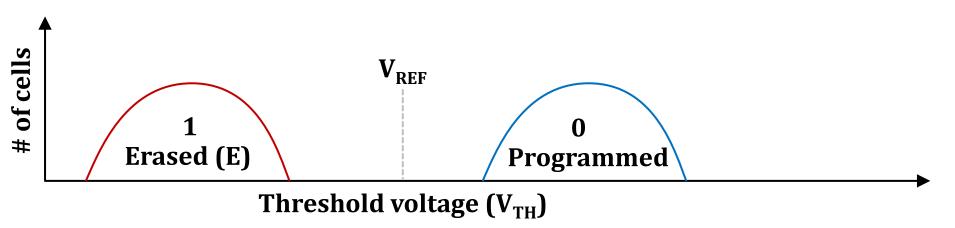




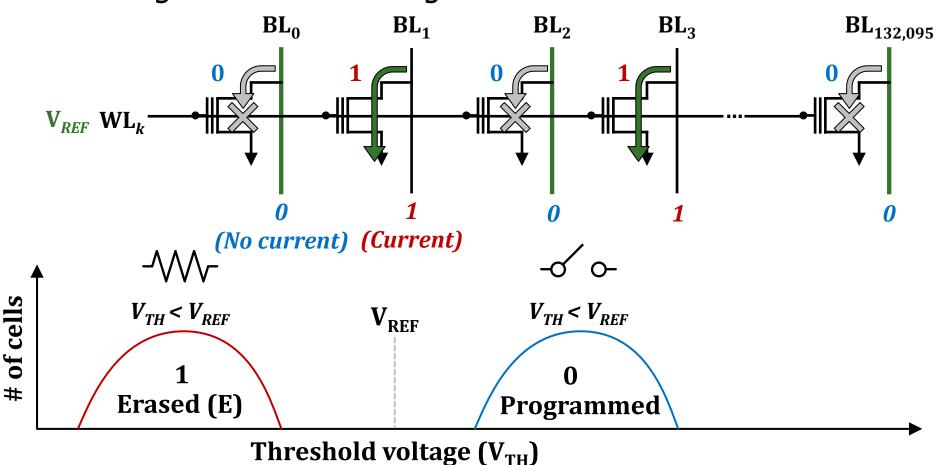
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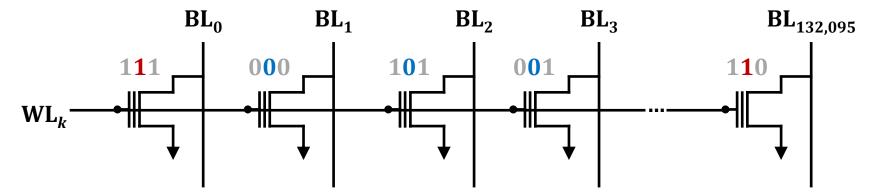
BL control – Charge all BLs

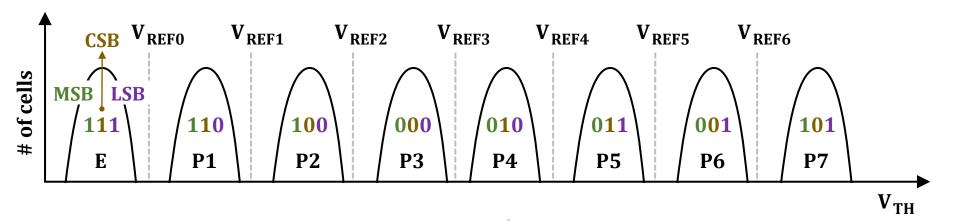


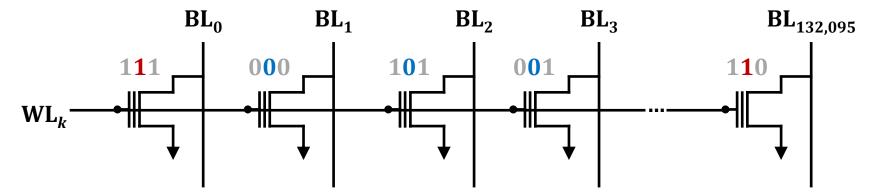


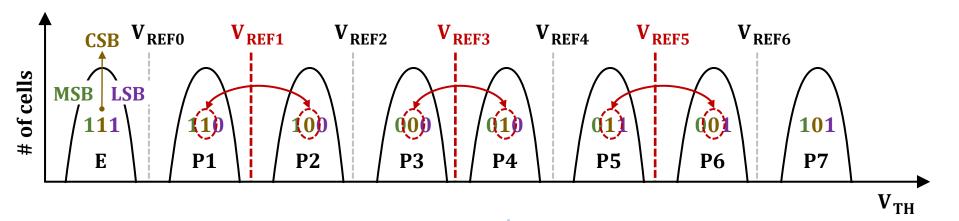
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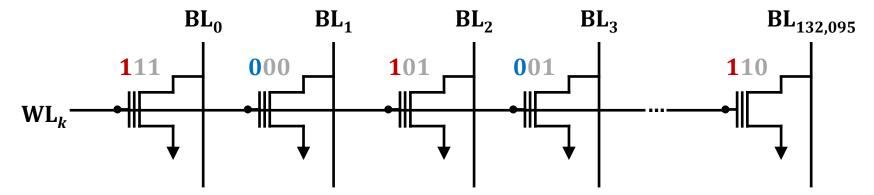


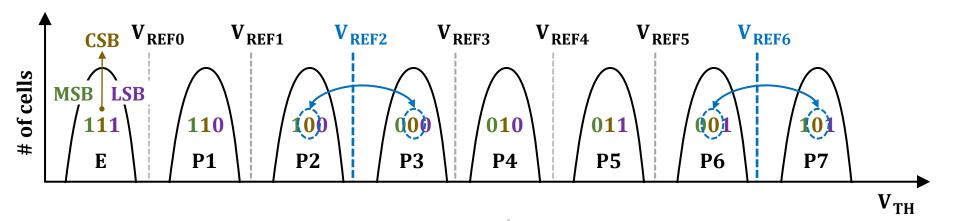


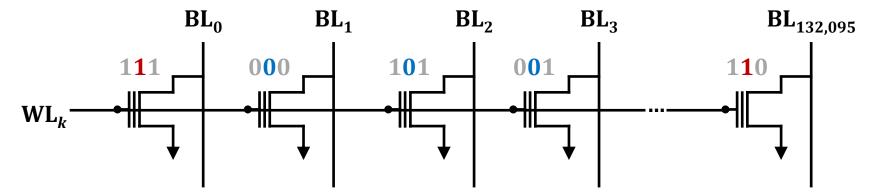


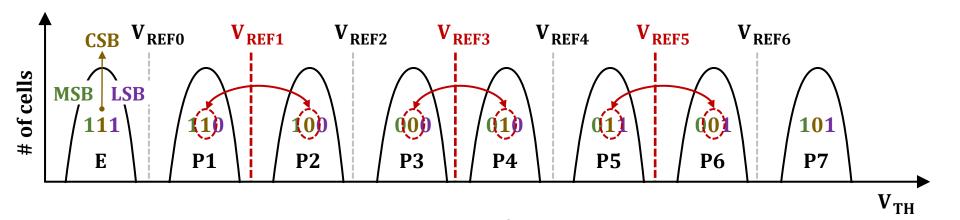


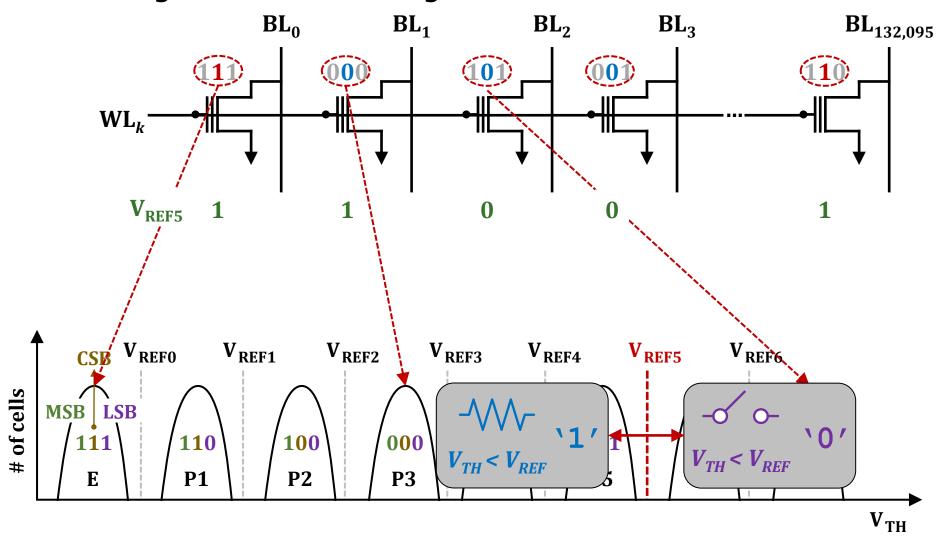


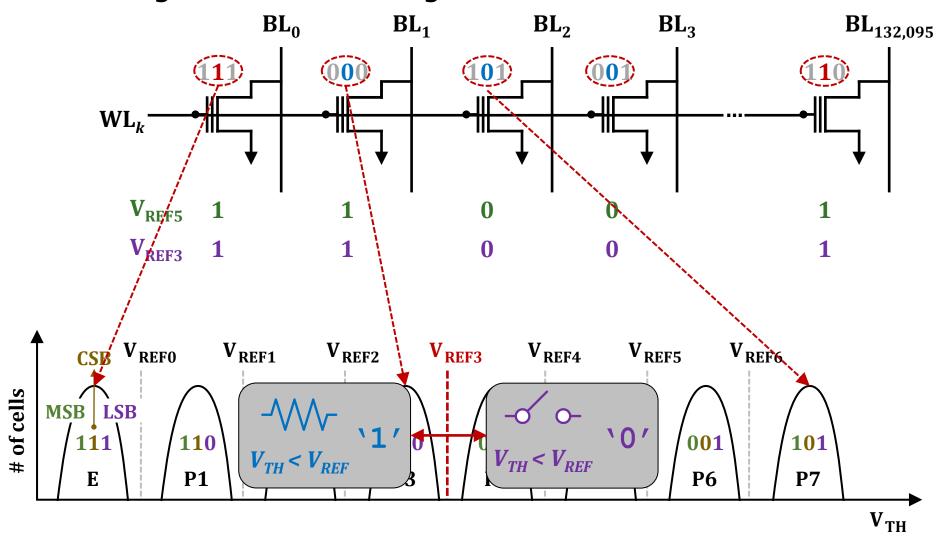


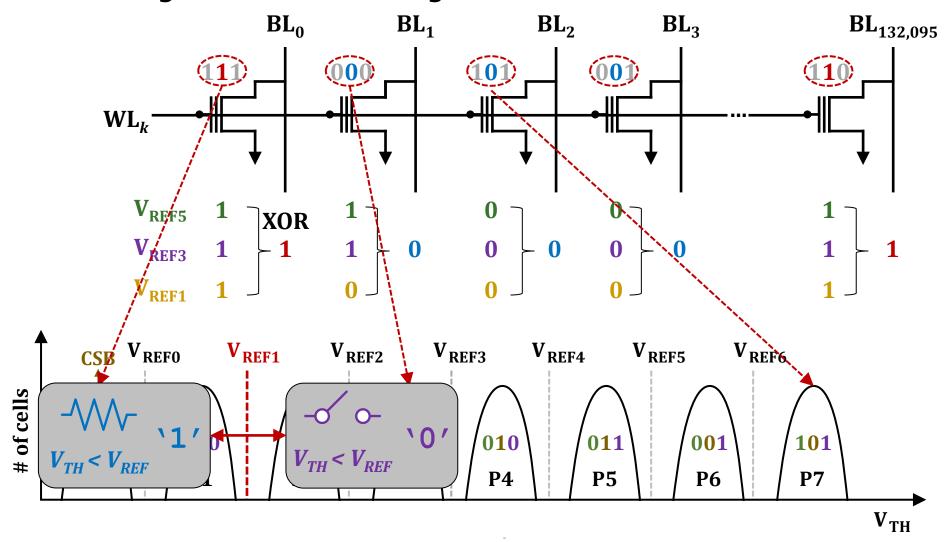




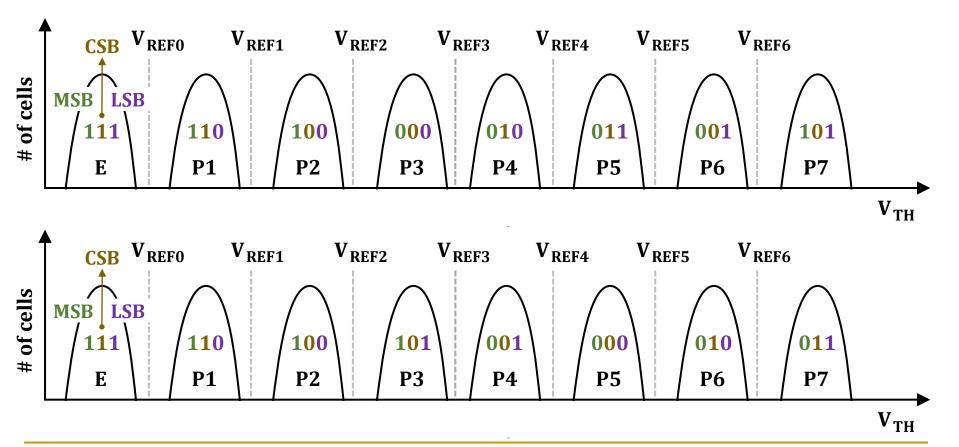




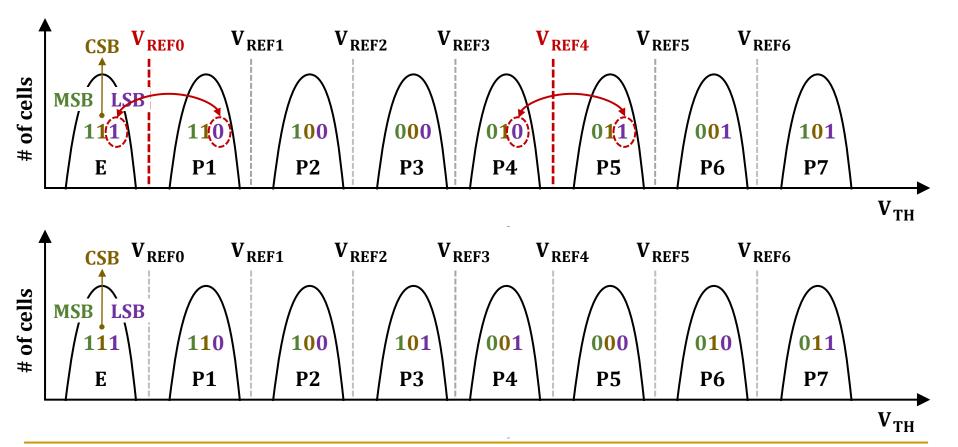




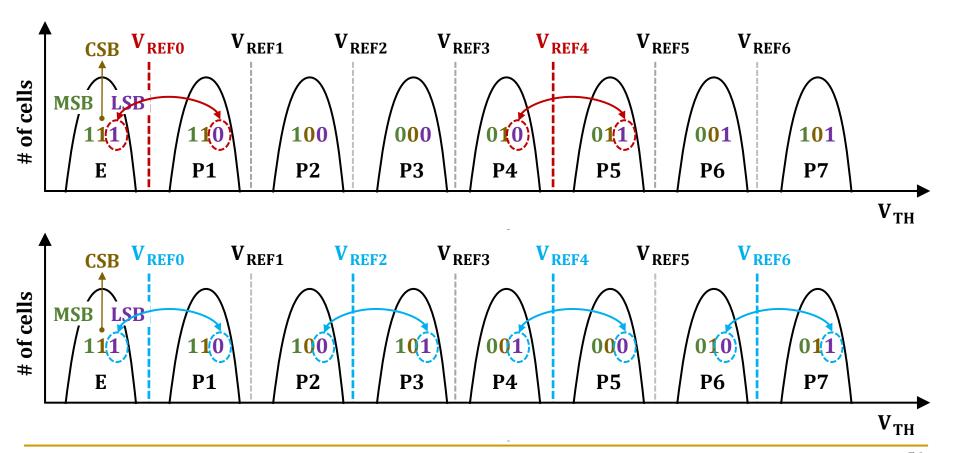
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- Bit-encoding affects the read latency!
  - Compare # of sensing for LSB



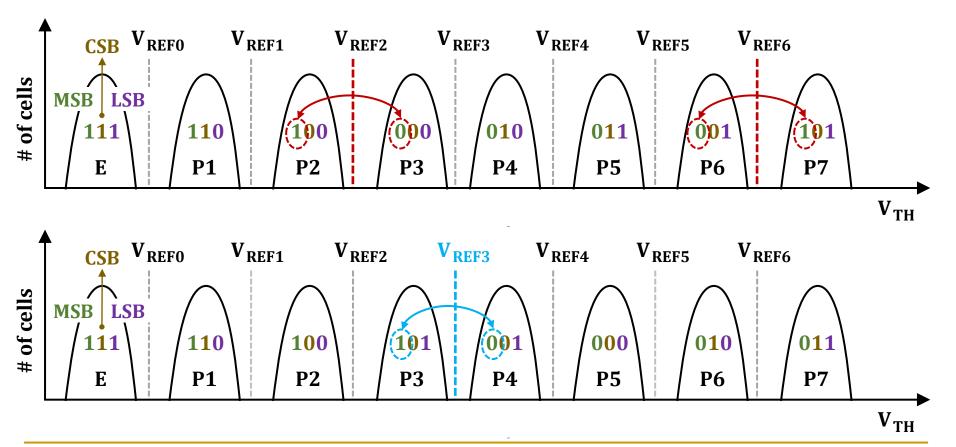
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### Required Material

 Yu Cai, Saugata Ghose, Erich F. Haratsch, Yixin Luo, and Onur Mutlu,

"Errors in Flash-Memory-Based Solid-State Drives: Analysis, Mitigation, and Recovery,"

Invited Book Chapter in Inside Solid State Drives, 2018

- Introduction and Section 1
- Jisung Park, Myungsuk Kim, Myoungjun Chun, Lois Orosa,
   Jihong Kim, and Onur Mutlu,
  - "Reducing Solid-State Drive Read Latency by Optimizing Read-Retry," In ASPLOS, 2021

#### Recommended Material

- Arash Tavakkol, Mohammad Sadrosadati, Saugata Ghose, Jeremie Kim, Yixin Luo, Yaohua Wang, Nika Mansouri Ghiasi, Lois Orosa, Juan Gómez Luna, and Onur Mutlu, "FLIN: Enabling Fairness and Enhancing Performance in Modern NVMe Solid State Drives," In ISCA, 2018
- Bryan S. Kim, Hyun Suk Yang, and Sang Lyul Min, <u>"AutoSSD: an Autonomic SSD Architecture,"</u>
   In USENIX ATC, 2018

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