

# P&S Modern SSDs

Research Session 1:

Data Sanitization and Read-Retry  
in Modern NAND Flash-Based SSDs

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Spring 2022

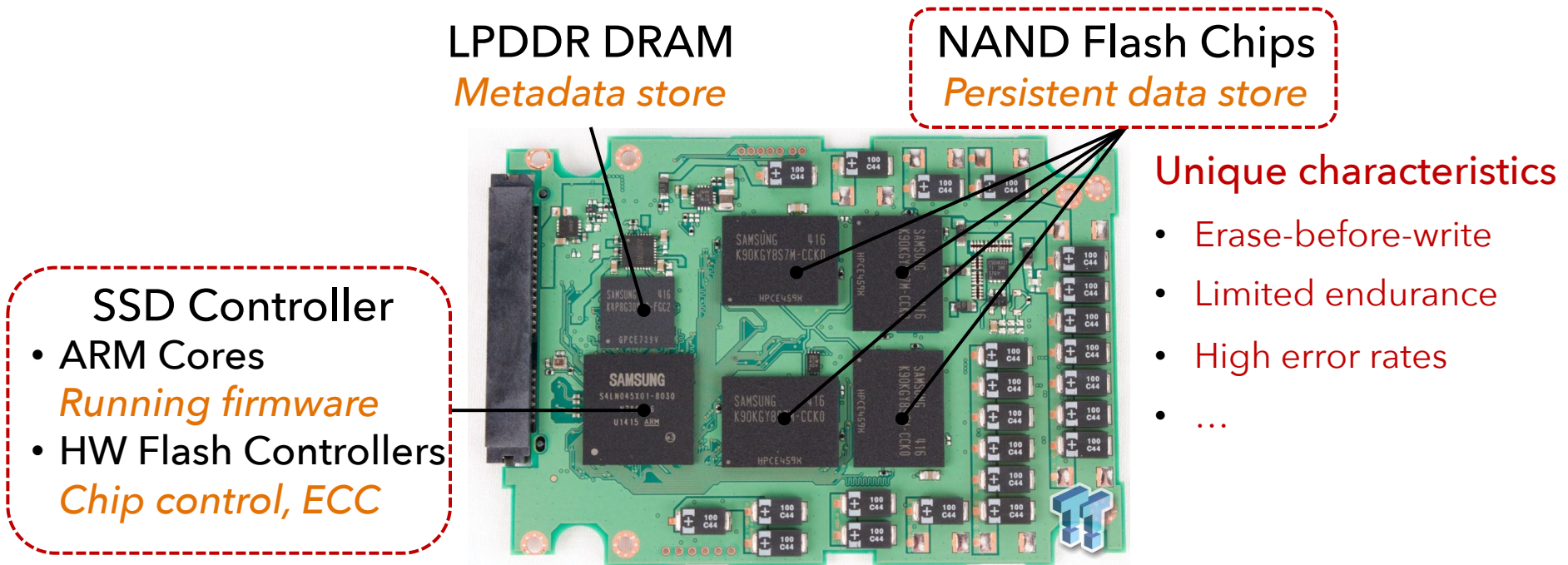
15 July 2022

# Outline

- NAND Flash Basics
- Read-Retry in Modern NAND Flash-Based SSDs
- Data Sanitization in Modern NAND Flash-Based SSDs

# NAND Flash-Based SSDs

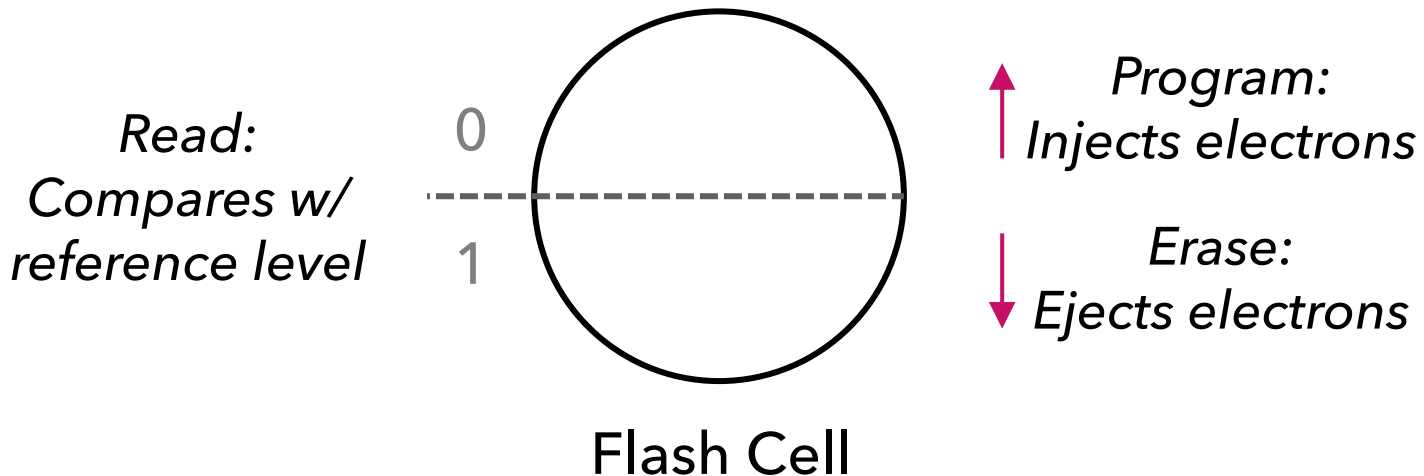
- A complicated embedded system
  - Multiple cores, HW controllers, DRAM, and NAND flash chips



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

# Flash Cell

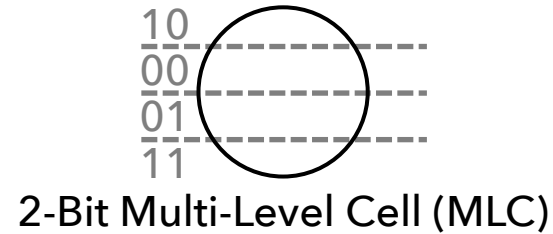
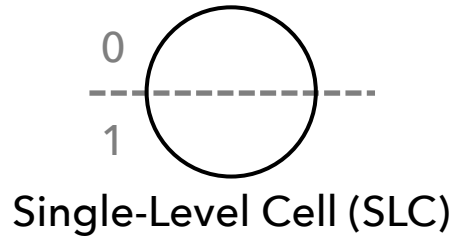
- Stores data using its **threshold voltage ( $V_{TH}$ ) level**
  - Dictated by the **amount of electrons (i.e., charge)** in the cell
  - The more the electrons, the higher the  $V_{TH}$  level



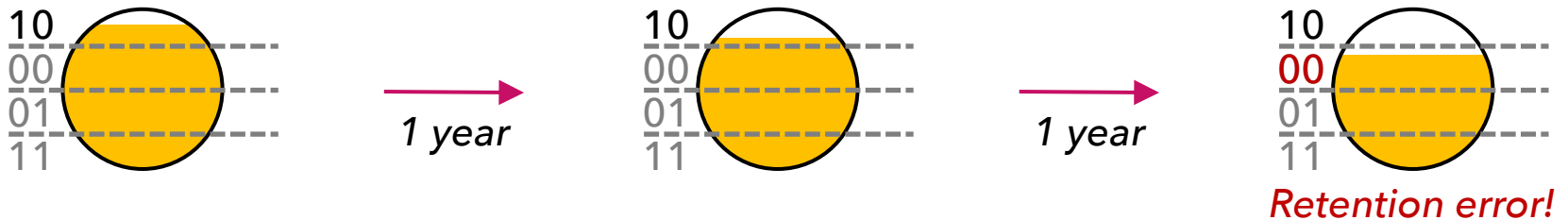
1. Can change  $V_{TH}$  (=charge) in a non-volatile manner
2. Encodes bit data with different  $V_{TH}$  ranges

# Flash Cell Characteristics

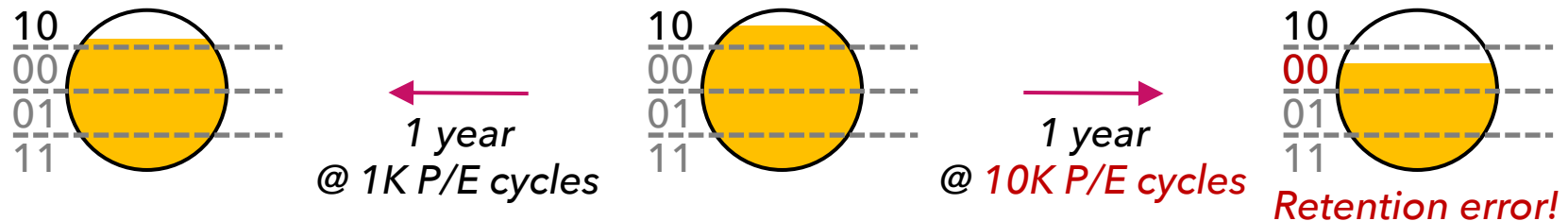
- Multi-leveling: A single flash cell can store multiple bits



- Retention loss: A cell leaks electrons over time



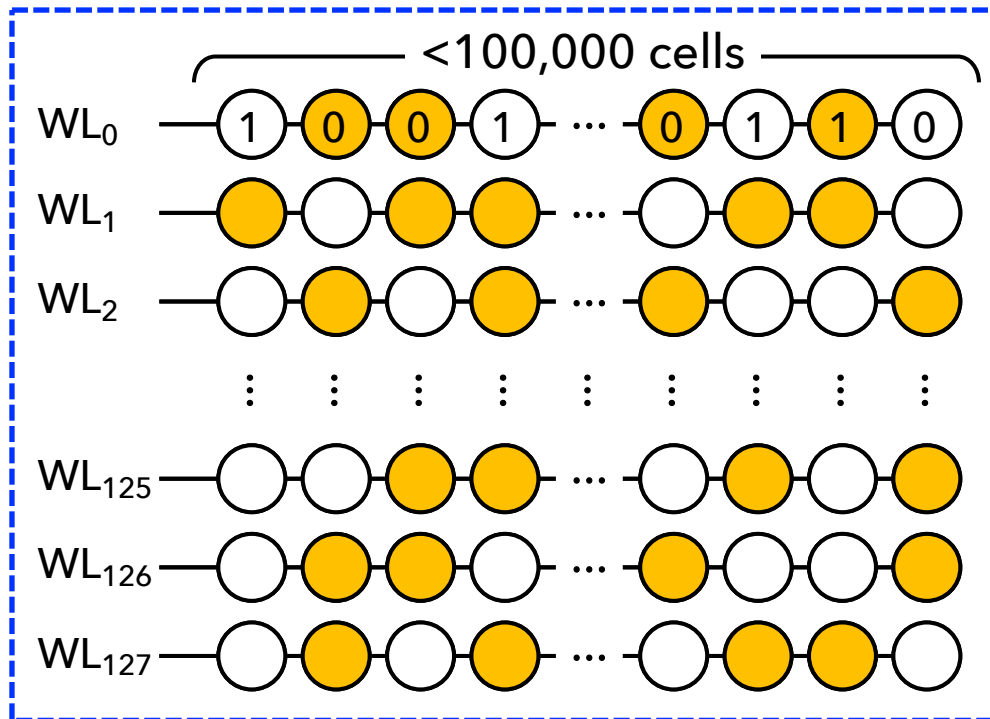
- Limited lifetime: A cell wears out after P/E cycling



# Page and Block

- A number of flash cells operate **in parallel**

Cells in the same wordline (WL)  
are **concurrently read/programmed**



Block (128 WLs)

Cells in the same block  
are **concurrently erased**

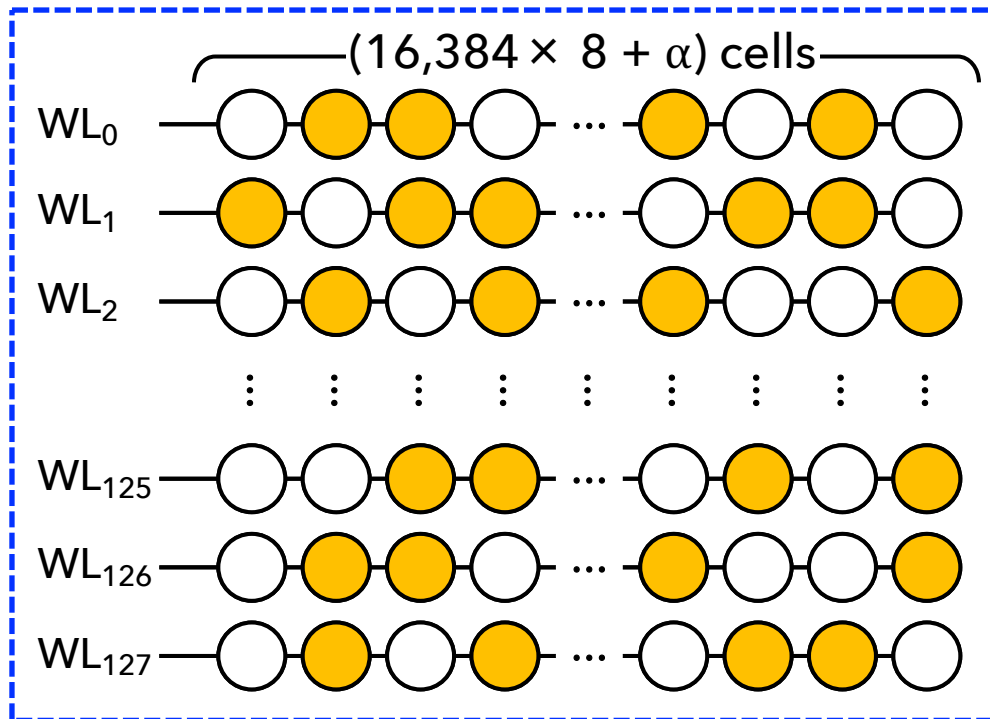
**Long latency,**  
but **high bandwidth**

**No overwrite of WLs**  
before erasing the block:  
*Erase-before-write*

# Page and Block

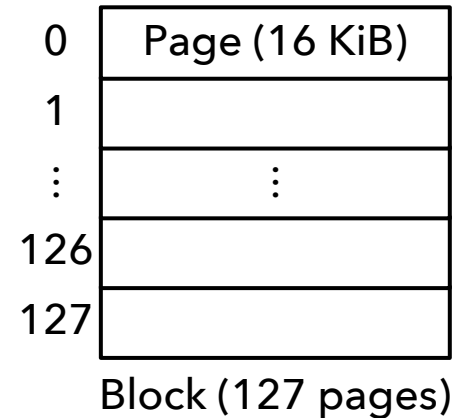
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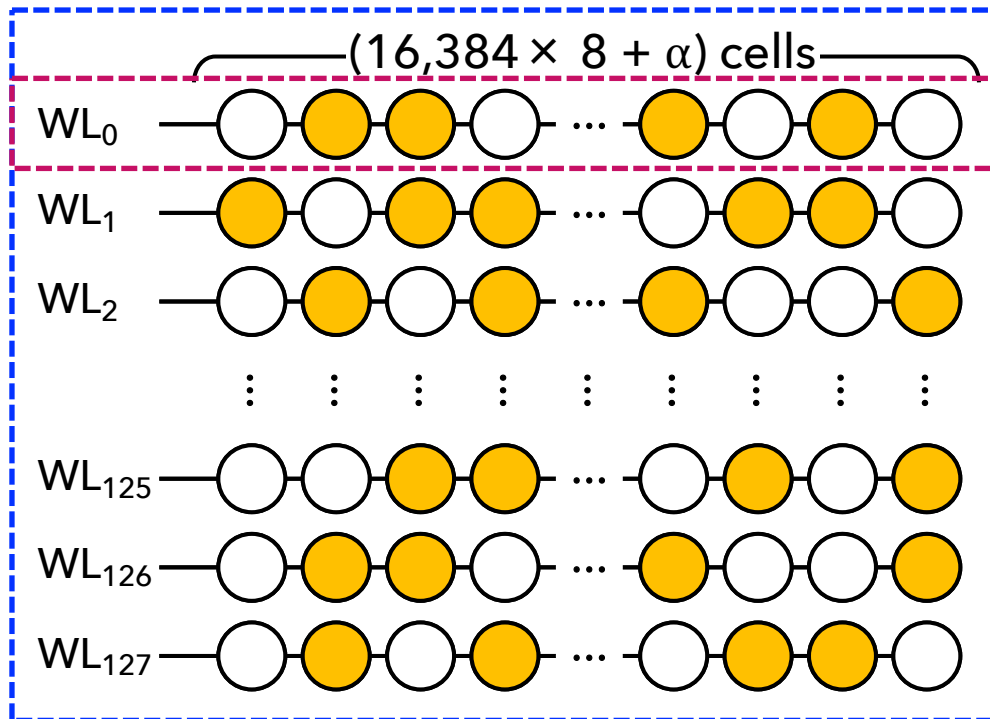
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# Page and Block

- A number of flash cells operate **in parallel**

Cells in the same wordline (WL)  
are **concurrently read/programmed**



Block (128 WLs)

Cells in the same block  
are **concurrently erased**

**Share the same cells (WL)**

0	Page (16 KiB)
1	
2	
3	
4	
⋮	⋮
378	
379	
380	
381	

Triple-Level Cell (TLC)  
Block (127 × 3 pages)



# Pipelined & Adaptive Read-Retry

## Reducing Solid-State Drive Read Latency by Optimizing Read-Retry

Jisung Park<sup>1</sup>   Myungsuk Kim<sup>2,3</sup>   Myoungjun Chun<sup>2</sup>   Lois Orosa<sup>1</sup>   Jihong Kim<sup>2</sup>   Onur Mutlu<sup>1</sup>

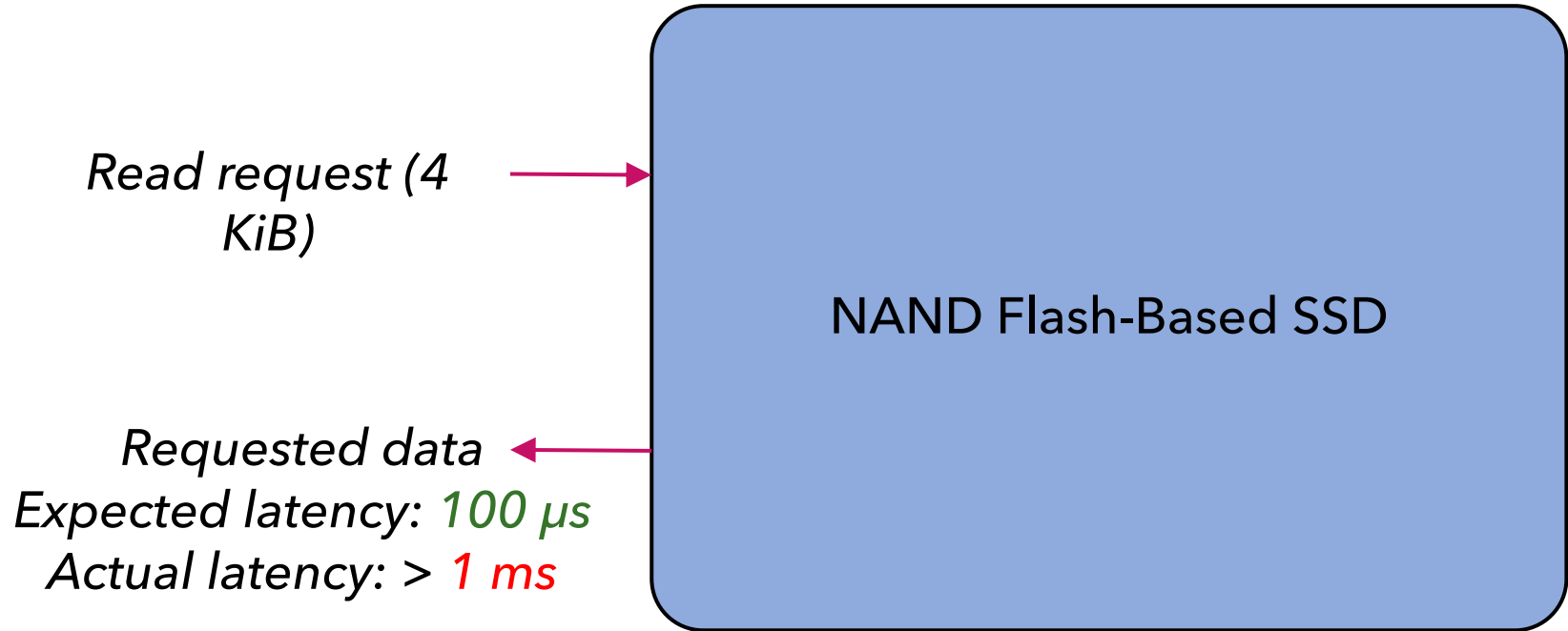
<sup>1</sup>ETH Zürich  
Switzerland

<sup>2</sup>Seoul National University  
Republic of Korea

<sup>3</sup>Kyungpook National University  
Republic of Korea

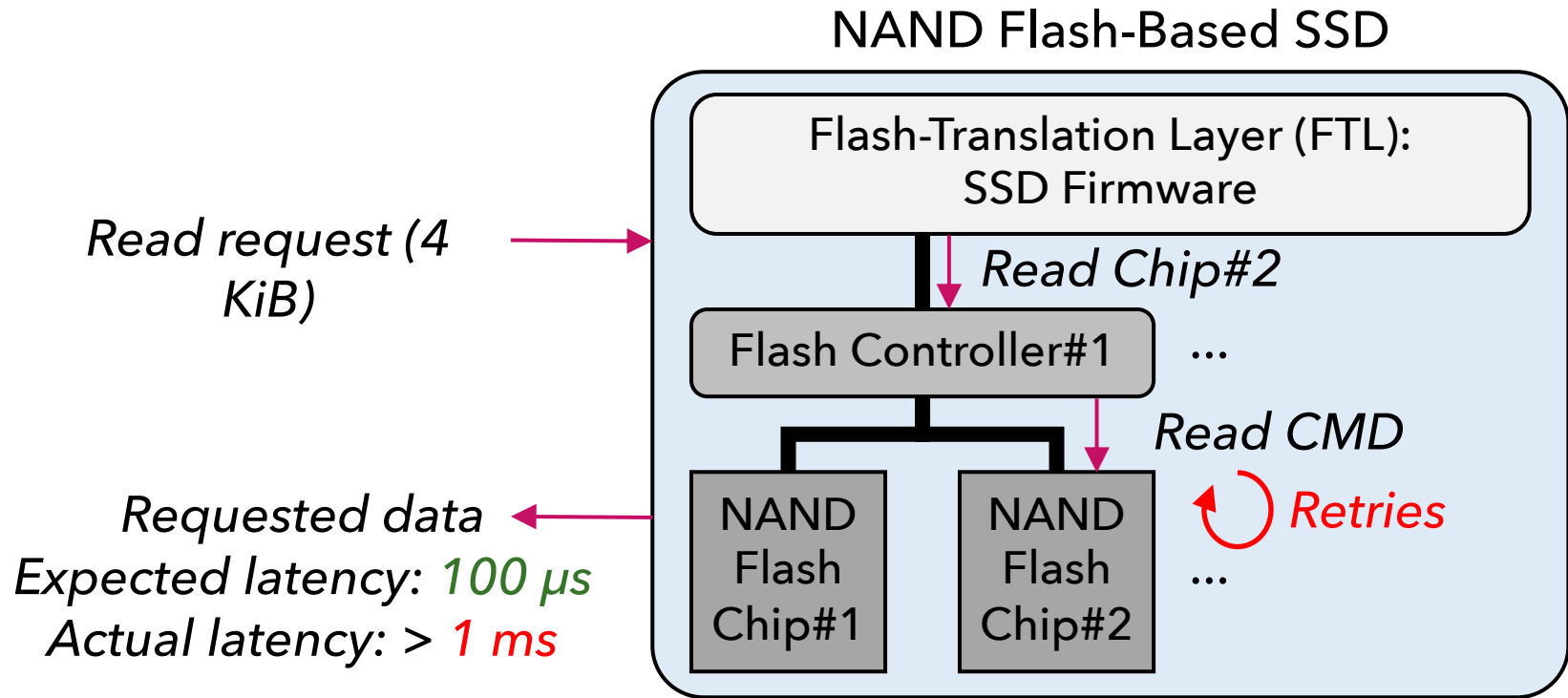
The 26th International Conference on Architectural Support  
for Programming Languages and Operating Systems  
(ASPLOS'21)

# Problem: Long, Non-Deterministic Latency



Degrades the quality of service  
of read-intensive, latency-sensitive applications

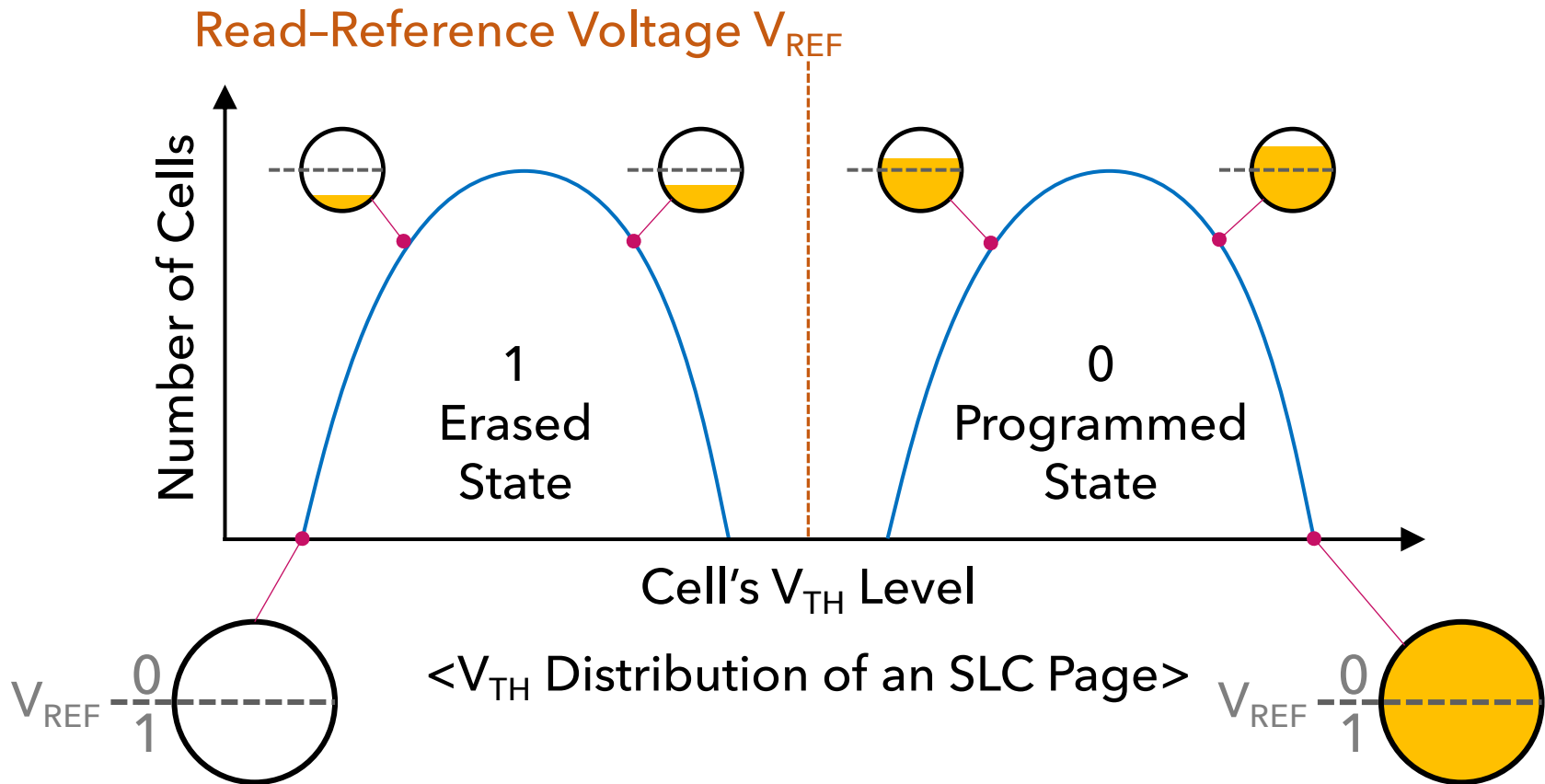
# Problem: Long, Non-Deterministic Latency



## Internal Read-Retry Operations

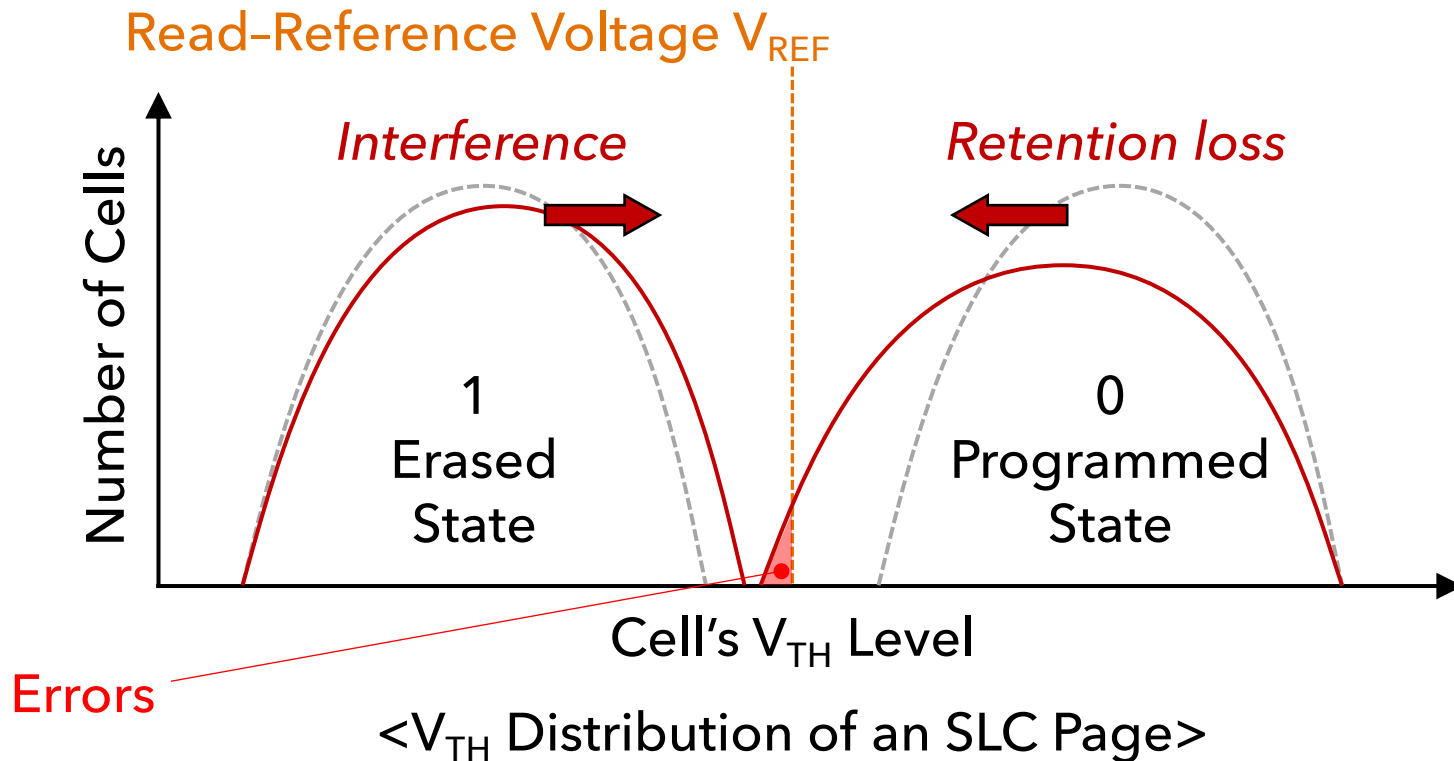
# Errors in NAND Flash Memory

- NAND flash memory stores data by using cells'  $V_{TH}$  levels



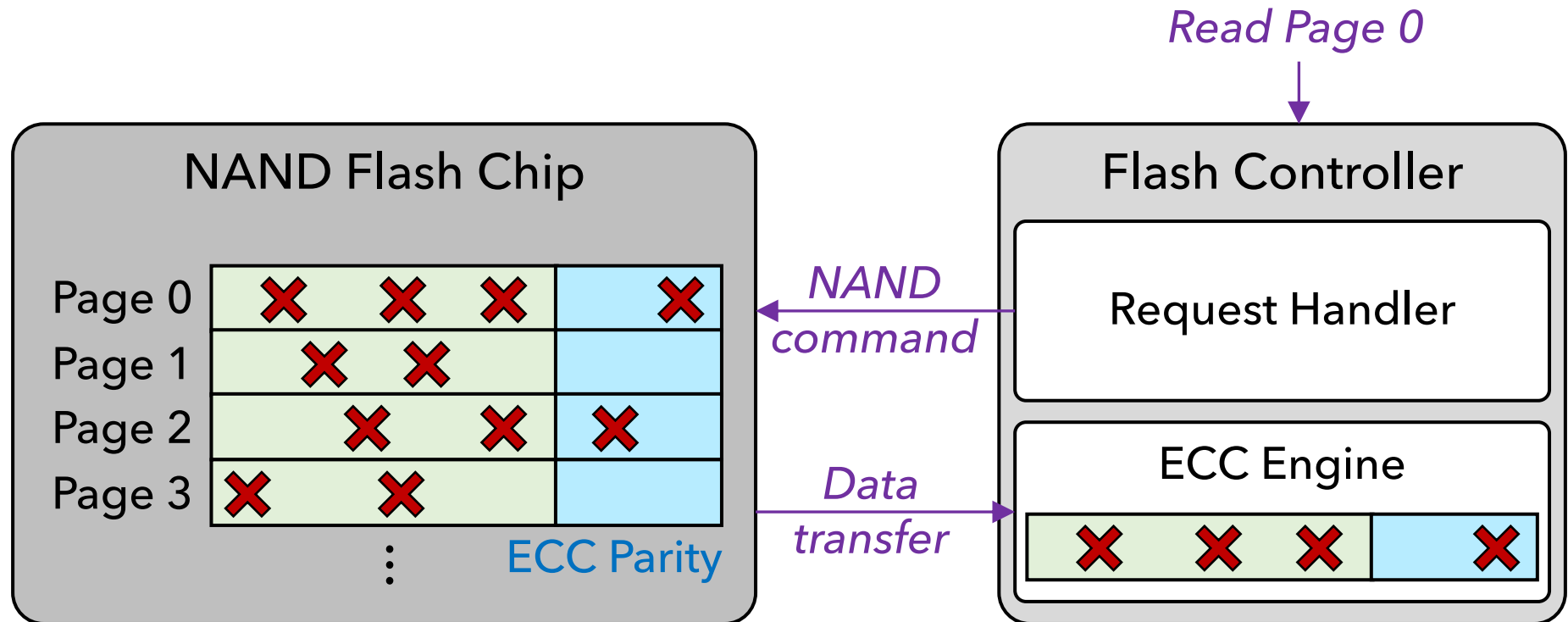
# Errors in NAND Flash Memory

- Various sources **shift and widen** programmed  $V_{TH}$  states
  - Retention loss, program interference, read disturbance, etc.



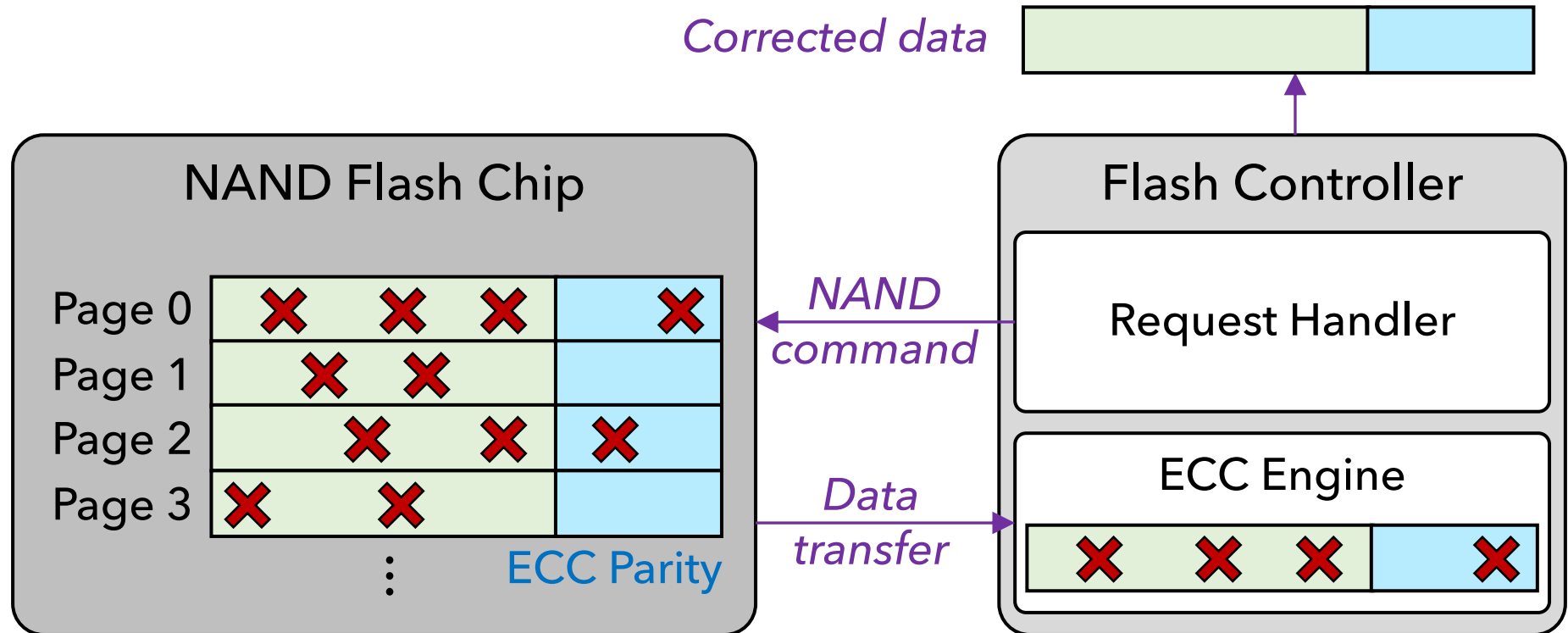
# Error-Correcting Codes (ECC)

- Store **redundant information** (ECC parity)
  - To detect and correct row bit errors



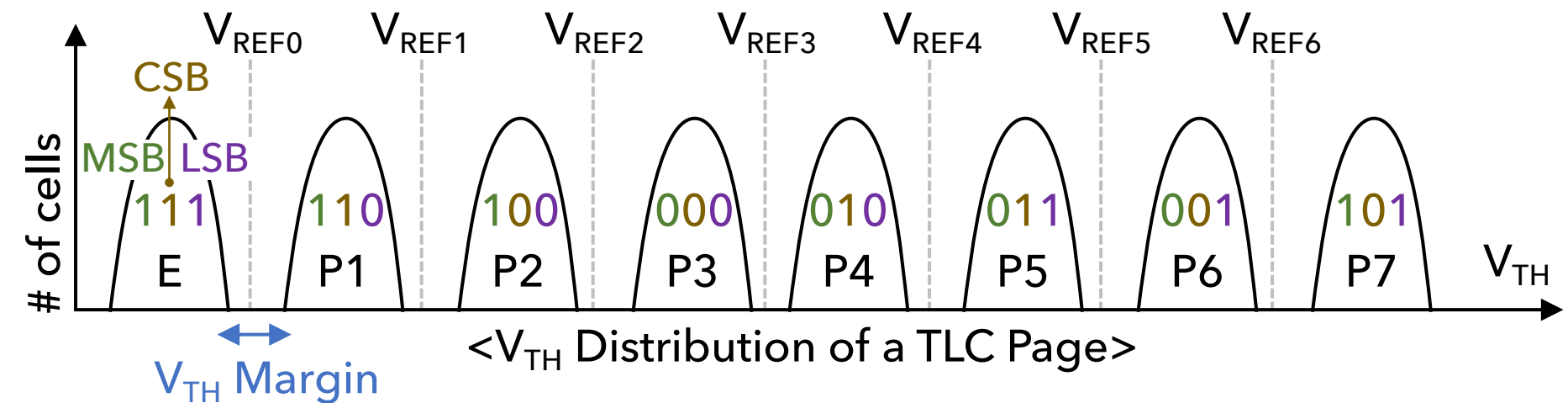
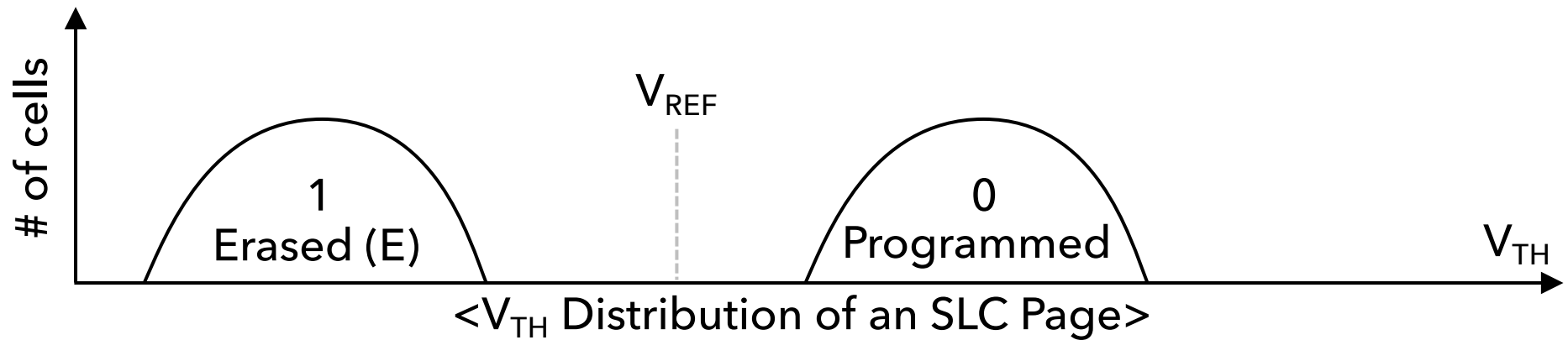
# Error-Correcting Codes (ECC)

- Store **redundant information** (ECC parity)
  - To detect and correct row bit errors



# Errors in Modern NAND Flash Memory

- High row bit-error rates (RBER) in MLC NAND flash memory
  - Narrow margin b/w adjacent  $V_{TH}$  states





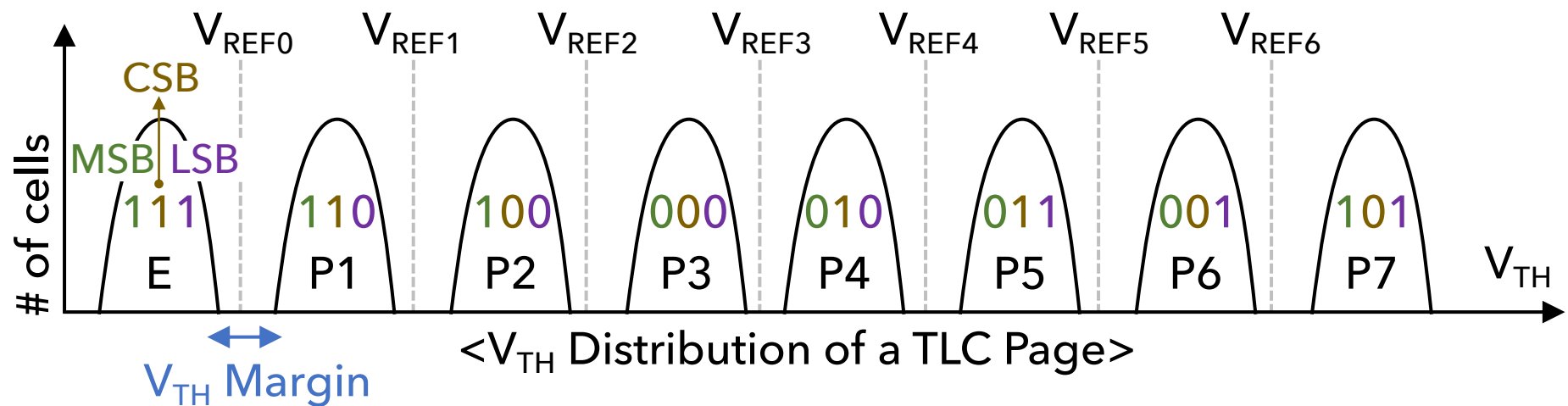
# Errors in Modern NAND Flash Memory

- High row bit-error rates (RBER) in MLC NAND flash memory
  - Narrow margin b/w adjacent  $V_{TH}$  states

Strong ECC: Corrects ~80 bit errors per 1-KiB data

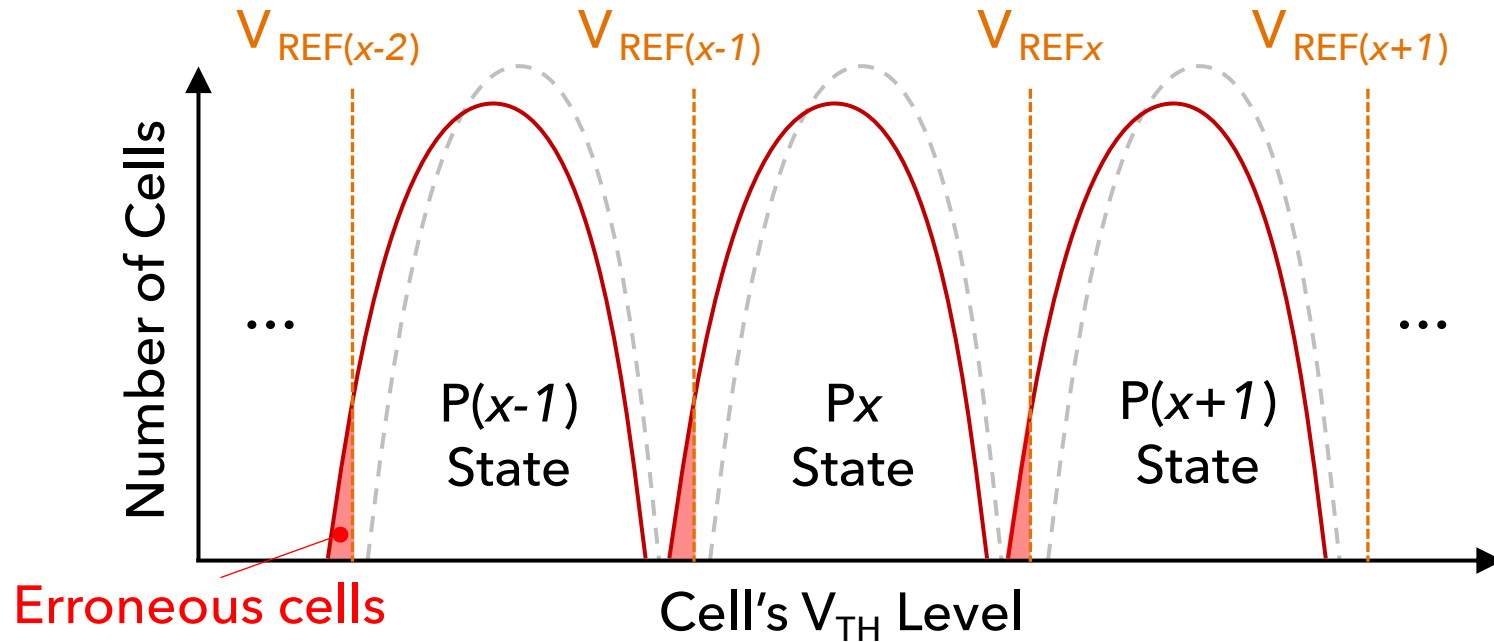
Not Scalable: Area, power, latency, ...

What if  $RBER > ECC$  Capability?



# Read-Retry Operation

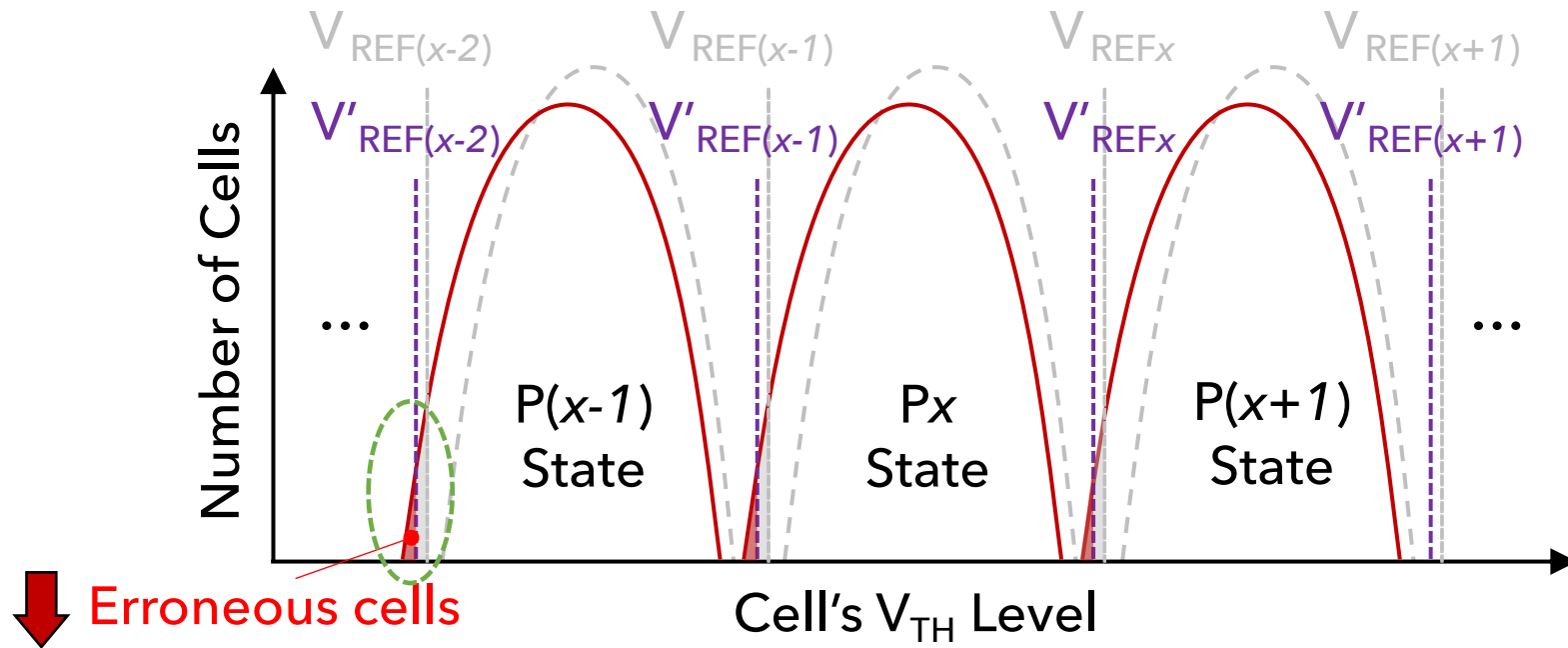
- Reads the page **again** with **adjusted  $V_{REF}$  values**



# Read-Retry Operation

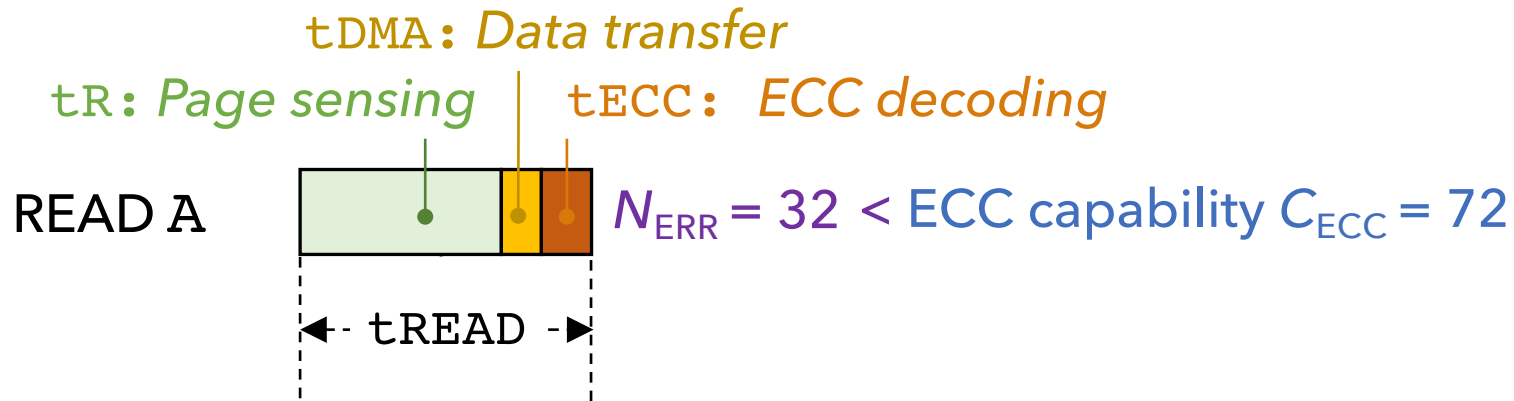
- Reads the page **again** with **adjusted  $V_{REF}$  values**

Read-retry: Adjusting  $V_{REF}$  values

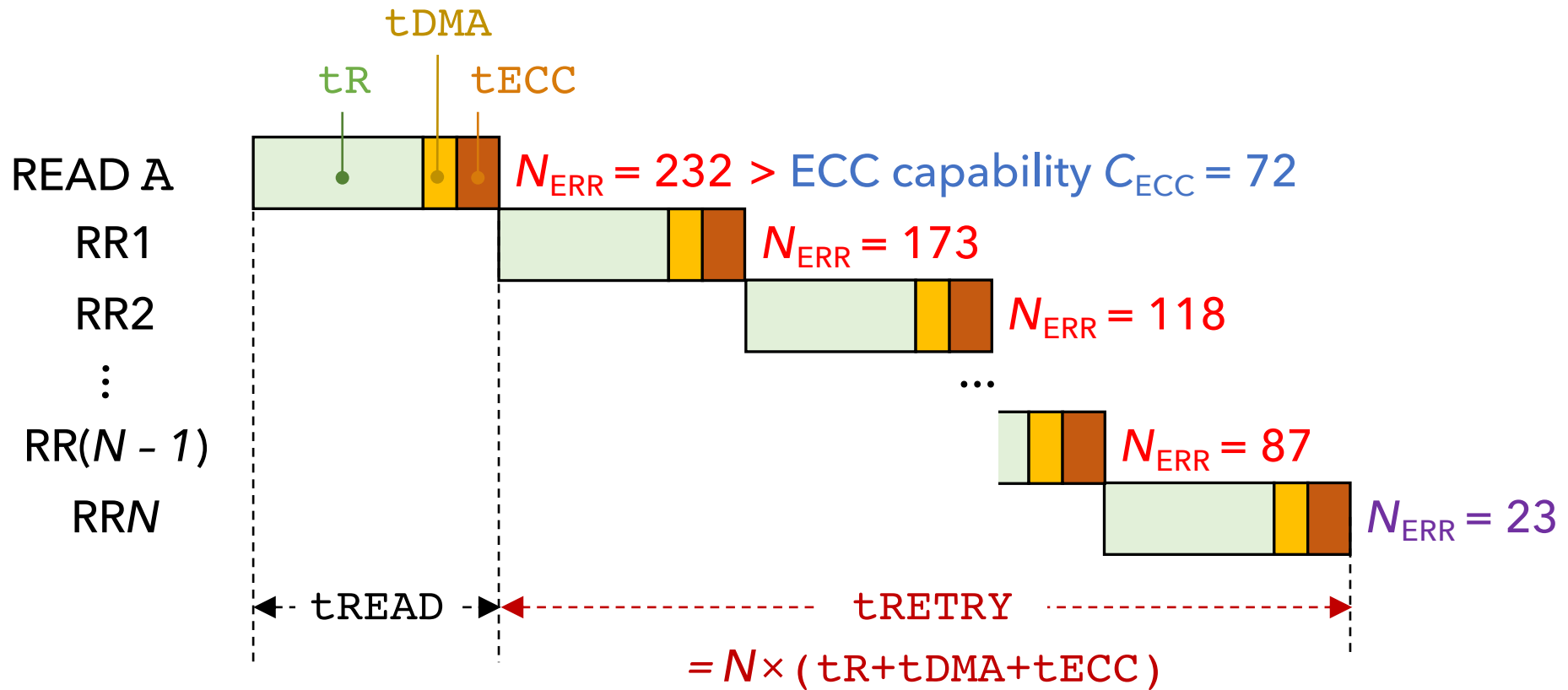


Read using properly-adjusted  $V_{REF}$  values  
→ Decreases # of raw bit errors  
to be lower than the ECC capability

# Read-Retry: Performance Overhead



# Read-Retry: Performance Overhead

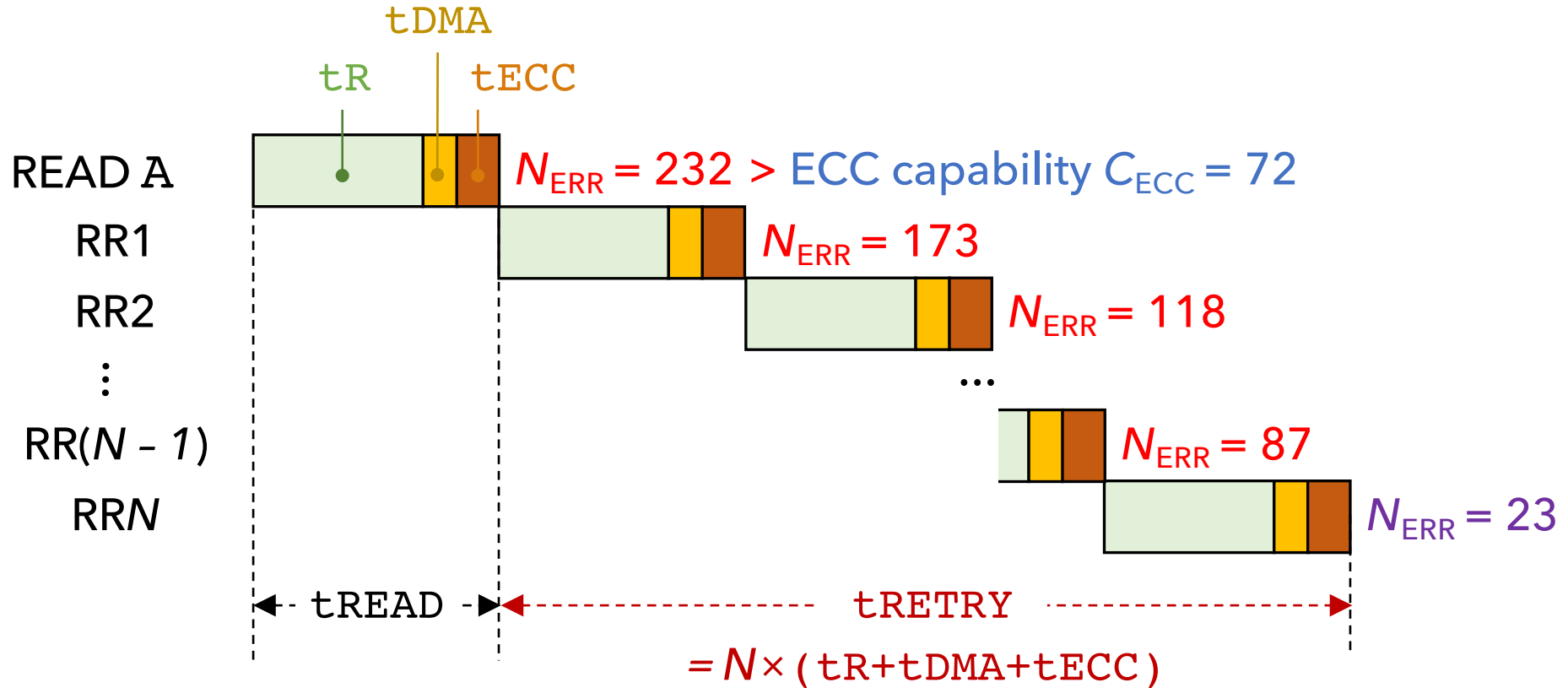


Read-retry increases the read latency almost linearly with the number of retry steps

# P&AR<sup>2</sup>: Outline

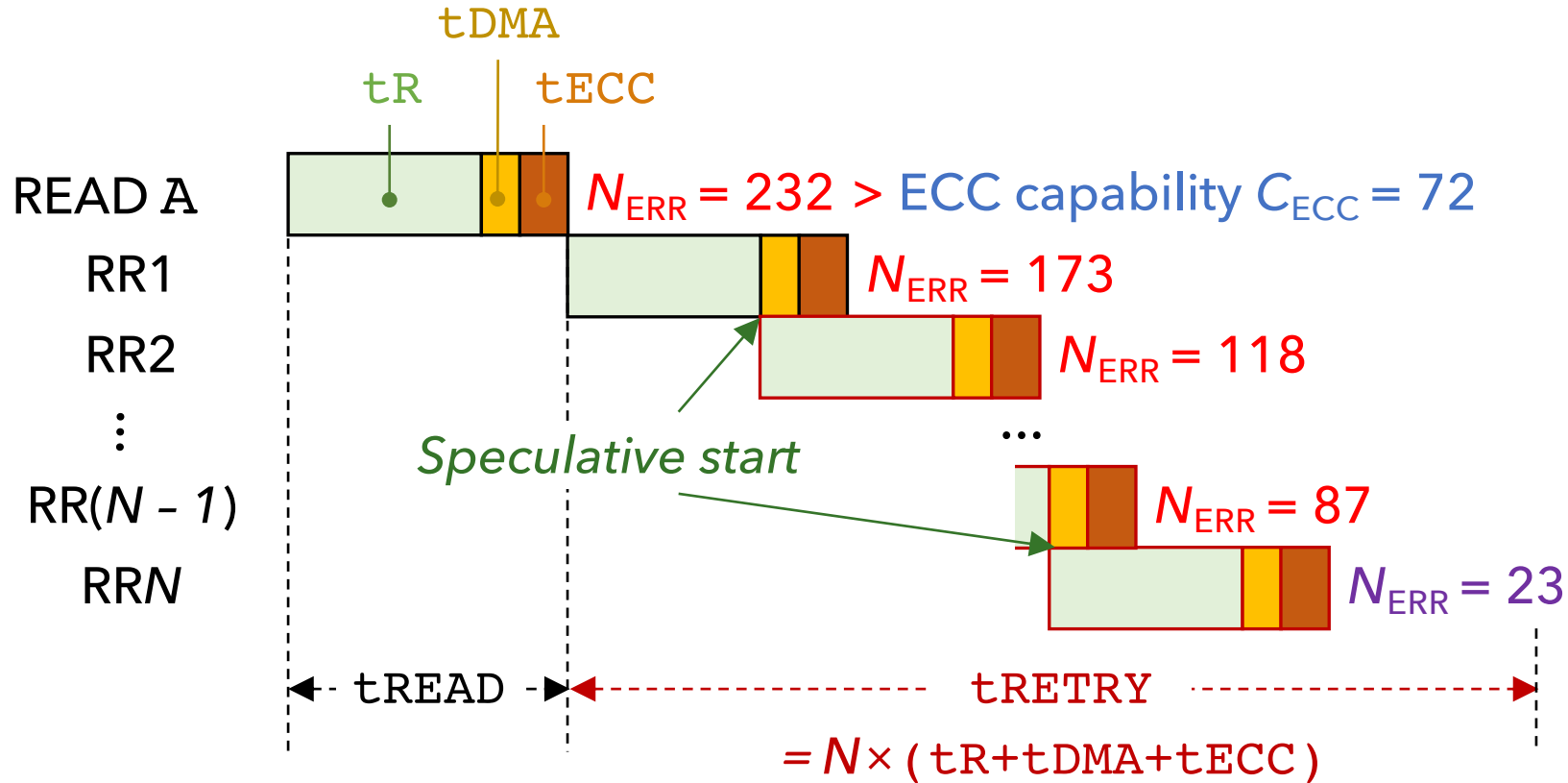
- Read-Retry in Modern NAND Flash-Based SSDs
- **PR<sup>2</sup>: Pipelined Read-Retry**
- AR<sup>2</sup>: Adaptive Read-Retry
- Evaluation Results

# Pipelined Read-Retry (PR<sup>2</sup>): Key Idea



In common cases, multiple (up to 25) retry steps occur

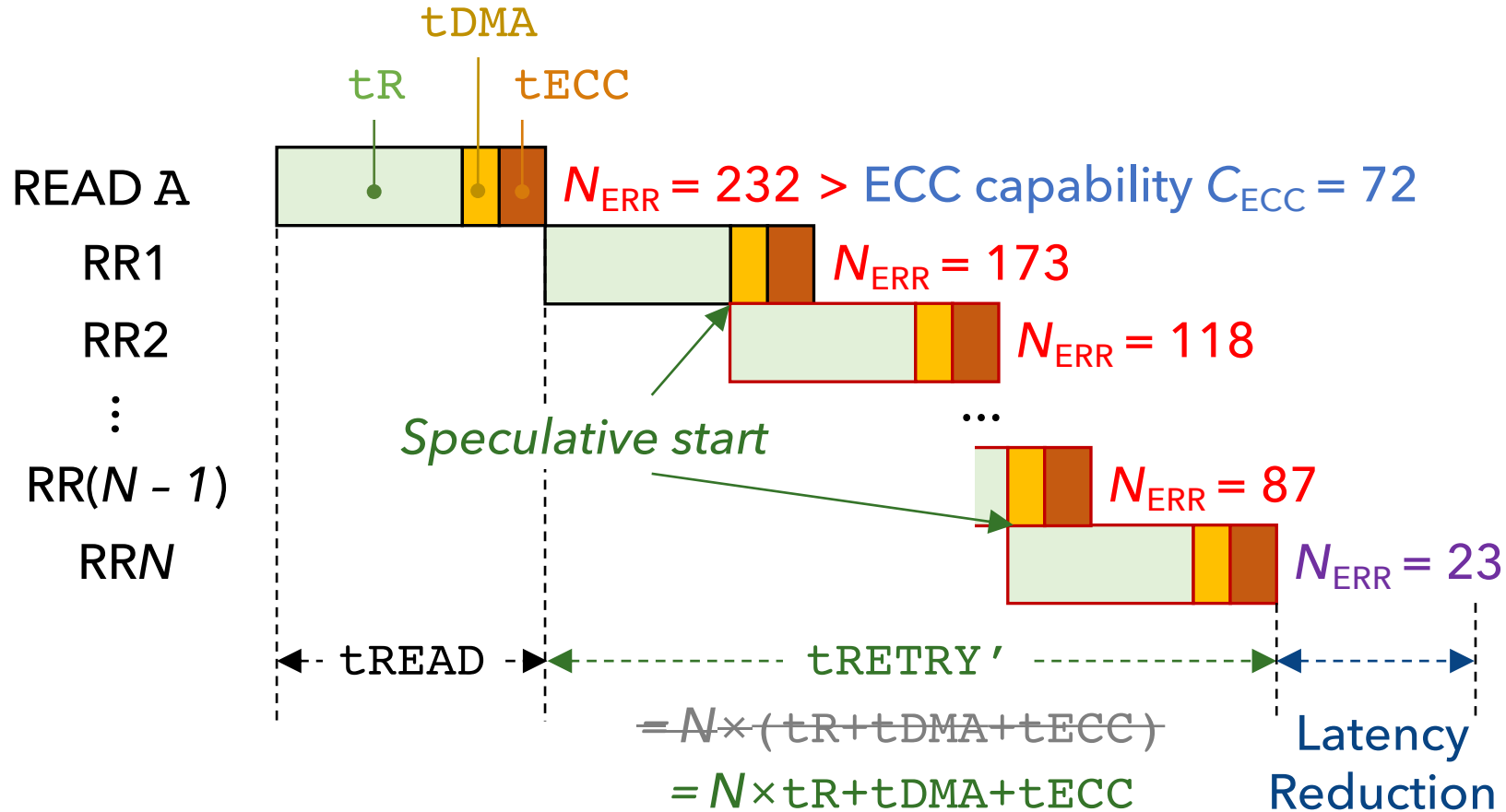
# Pipelined Read-Retry (PR<sup>2</sup>): Key Idea



In common cases, multiple (up to 25) retry steps occur  
→ Speculatively starts the next retry step



# Pipelined Read-Retry (PR<sup>2</sup>): Key Idea

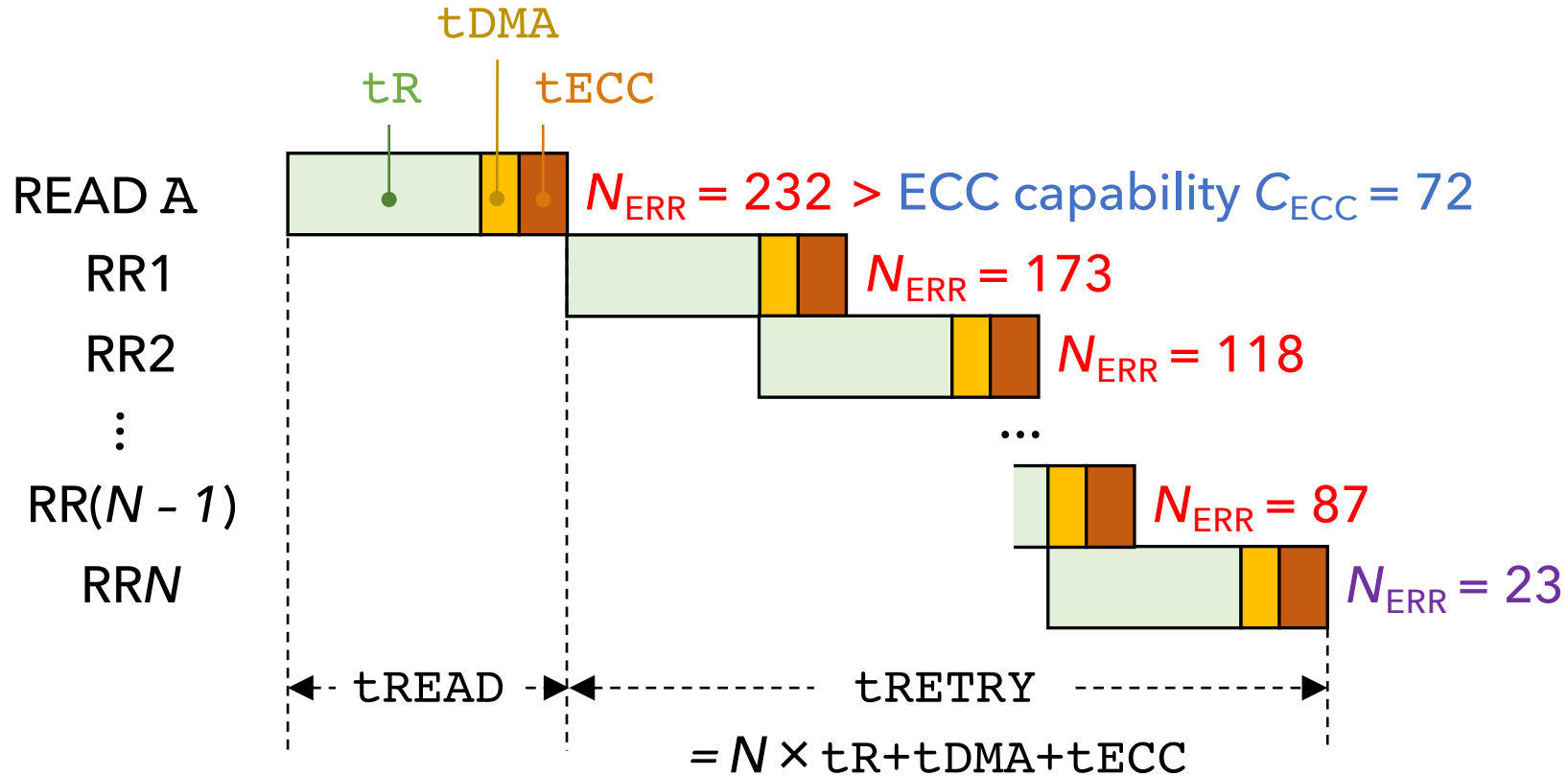


Removes  $t_{DMA}$  &  $t_{ECC}$   
(~30% of each retry step) from the critical path

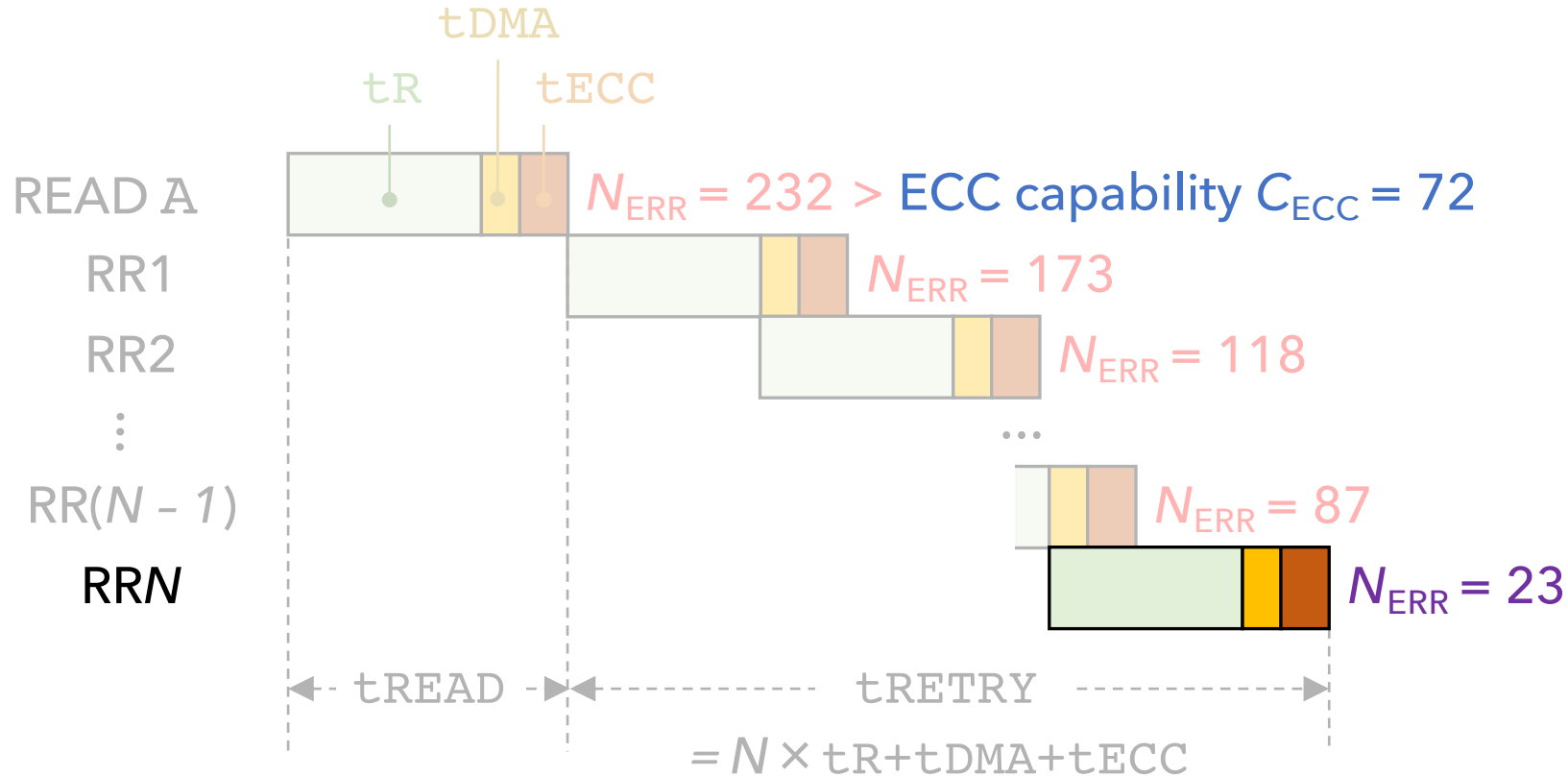
# P&AR<sup>2</sup>: Outline

- Read-Retry in Modern NAND Flash-Based SSDs
- PR<sup>2</sup>: Pipelined Read-Retry
- AR<sup>2</sup>: Adaptive Read-Retry
- Evaluation Results

# Adaptive Read-Retry (AR<sup>2</sup>): Key Idea

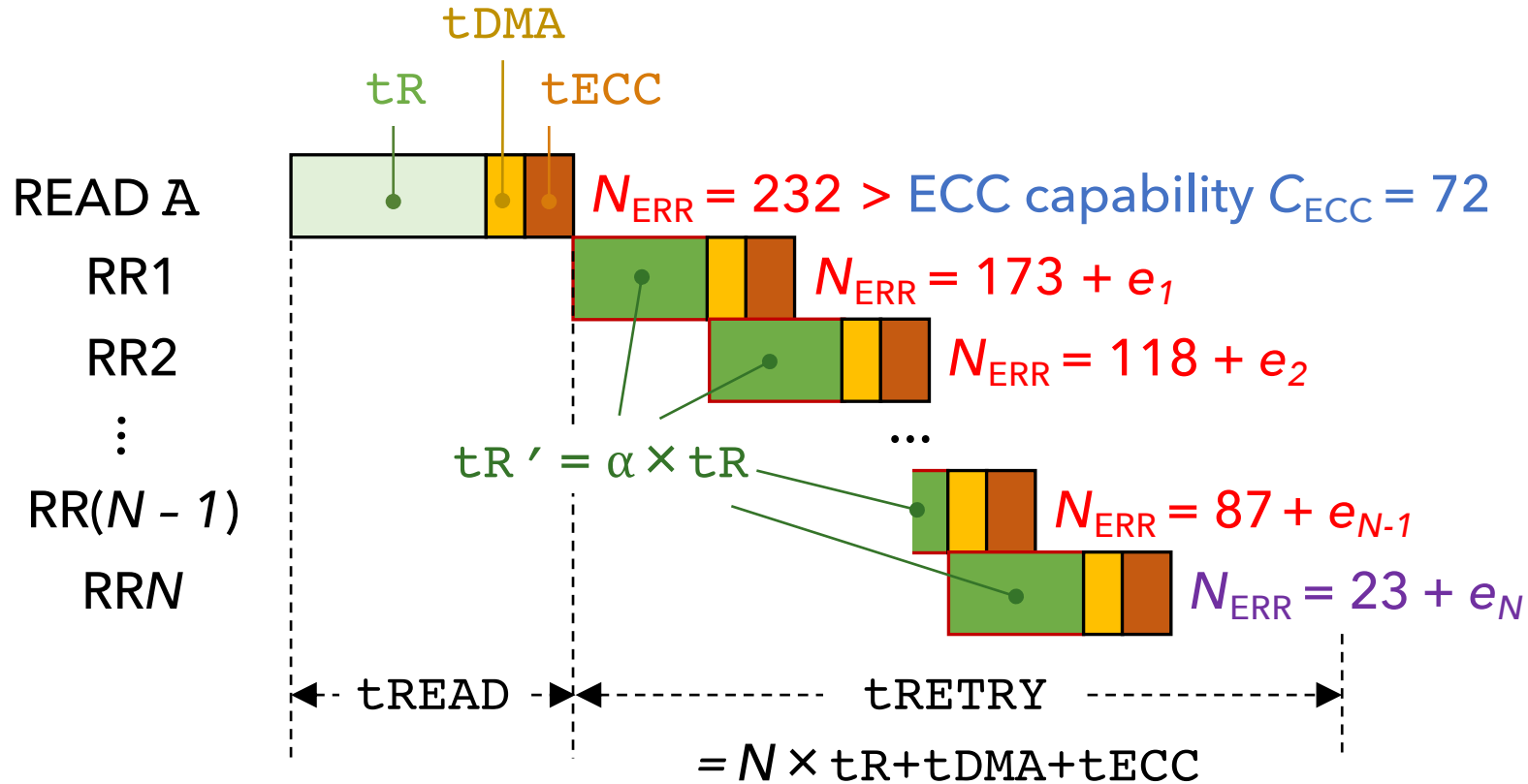


# Adaptive Read-Retry (AR<sup>2</sup>): Key Idea



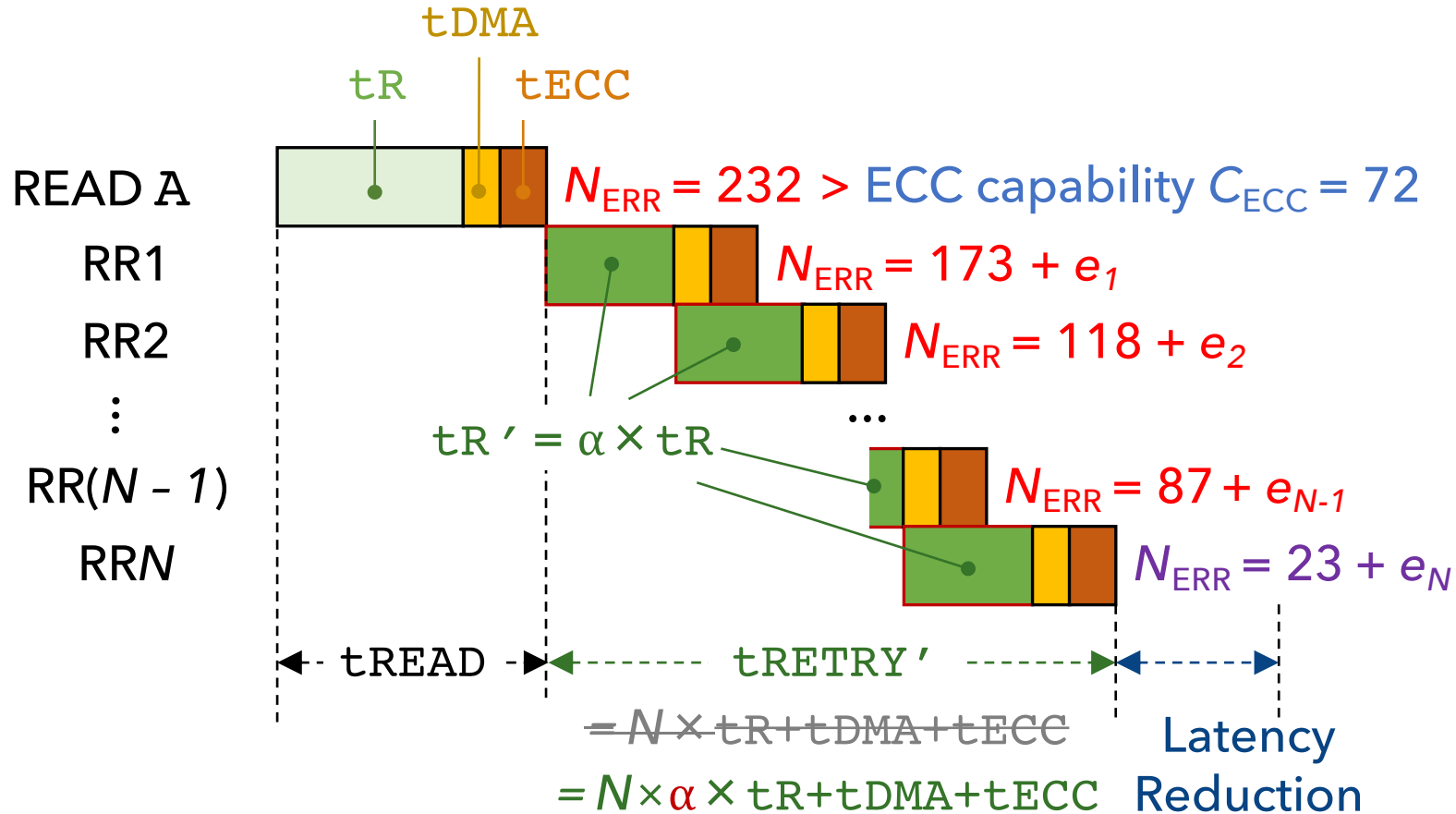
A large ECC margin  
in the final retry step when read-retry succeeds  
→ Can we leverage this ECC (reliability) margin?

# Adaptive Read-Retry (AR<sup>2</sup>): Key Idea



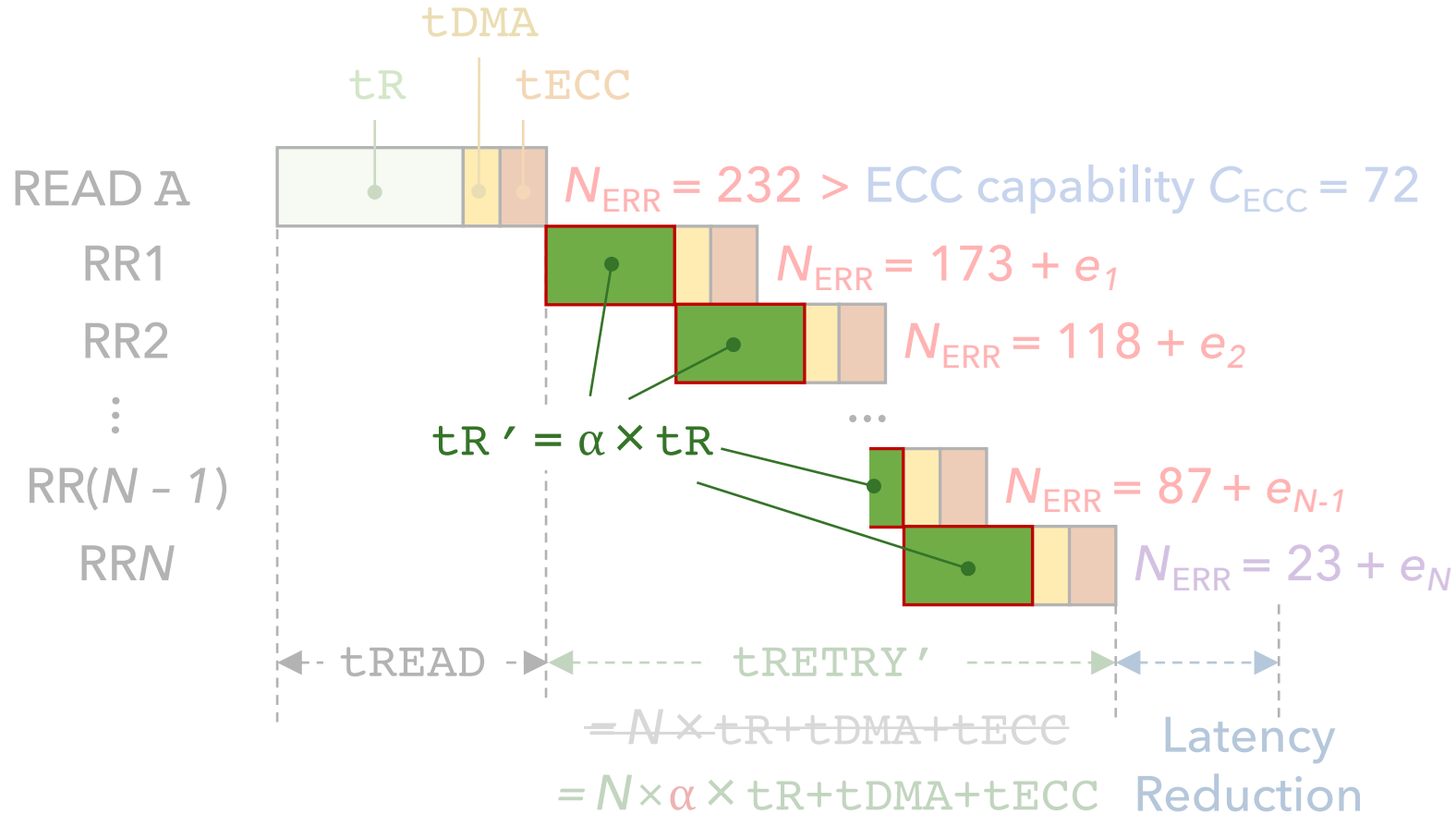
Trading the large ECC margin to reduce  $tR$

# Adaptive Read-Retry (AR<sup>2</sup>): Key Idea



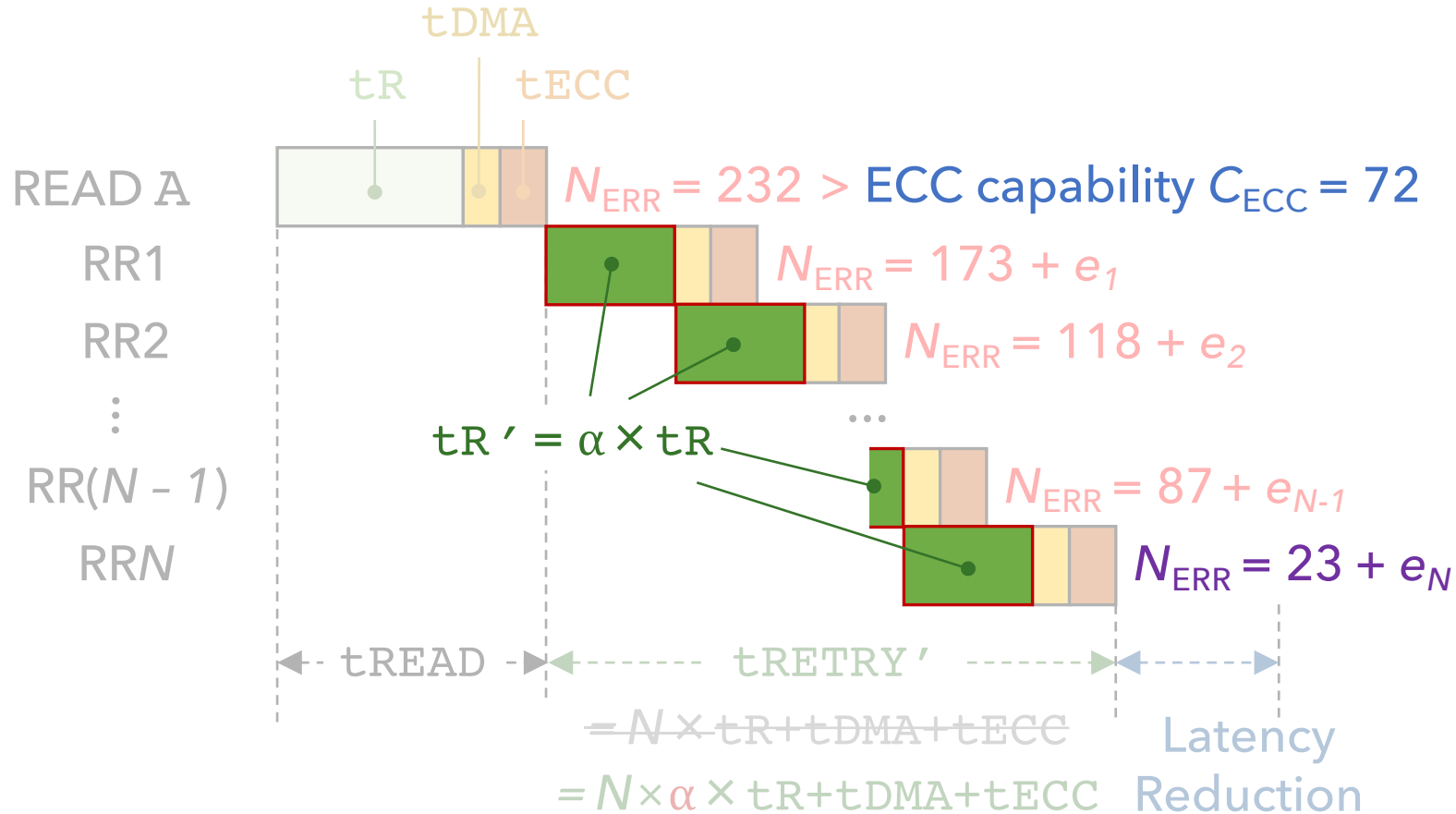
Trading the large ECC margin to reduce  $t_R$   
 → Further reduction in the read-retry latency

# Adaptive Read-Retry (AR<sup>2</sup>): Key Idea



AR<sup>2</sup> reduces  $t_R$  in every retry step

# Adaptive Read-Retry (AR<sup>2</sup>): Key Idea



AR<sup>2</sup> reduces  $t_R$  in every retry step  
ensuring  $N_{ERR} < C_{ECC}$  in the final retry step

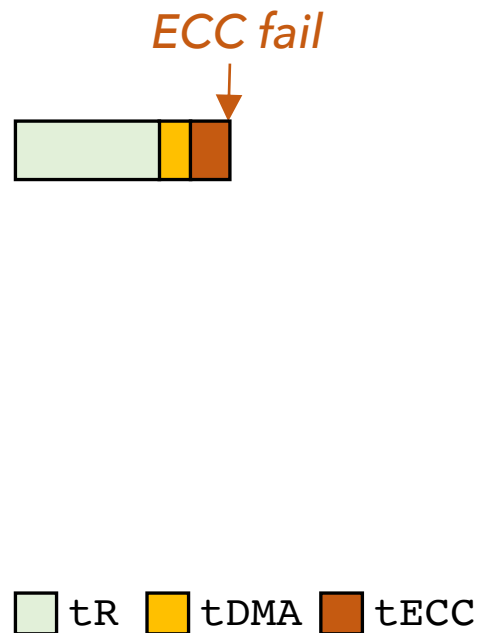
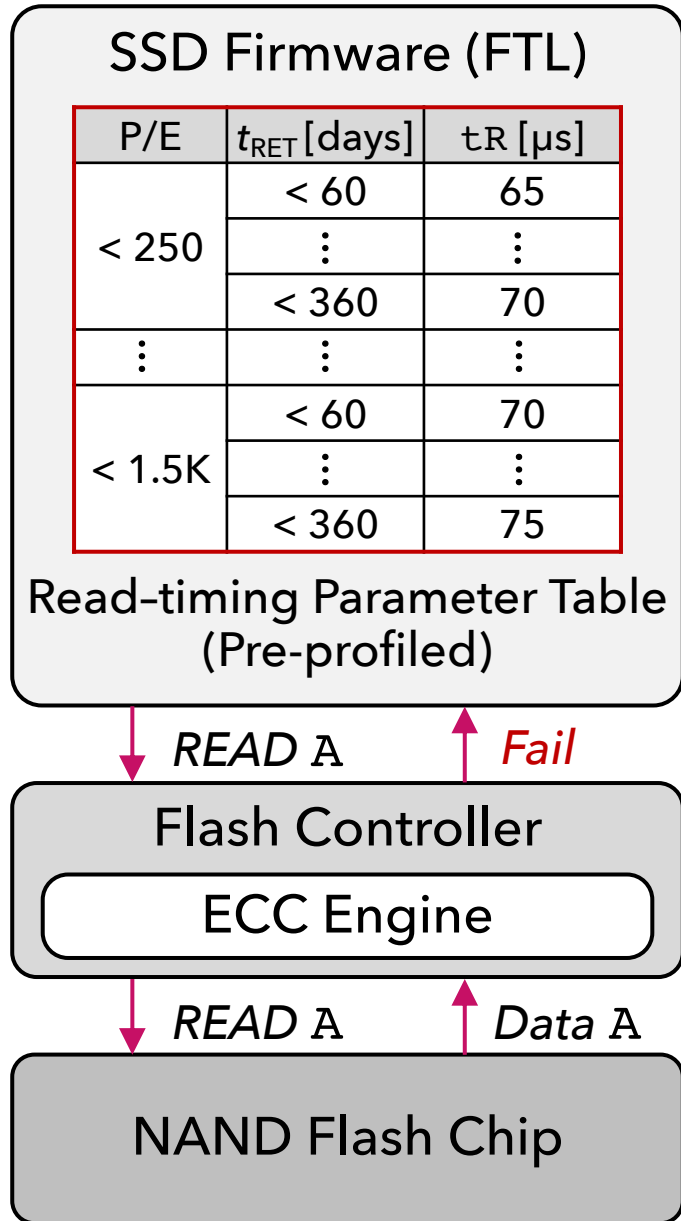


# Real-Device Characterization

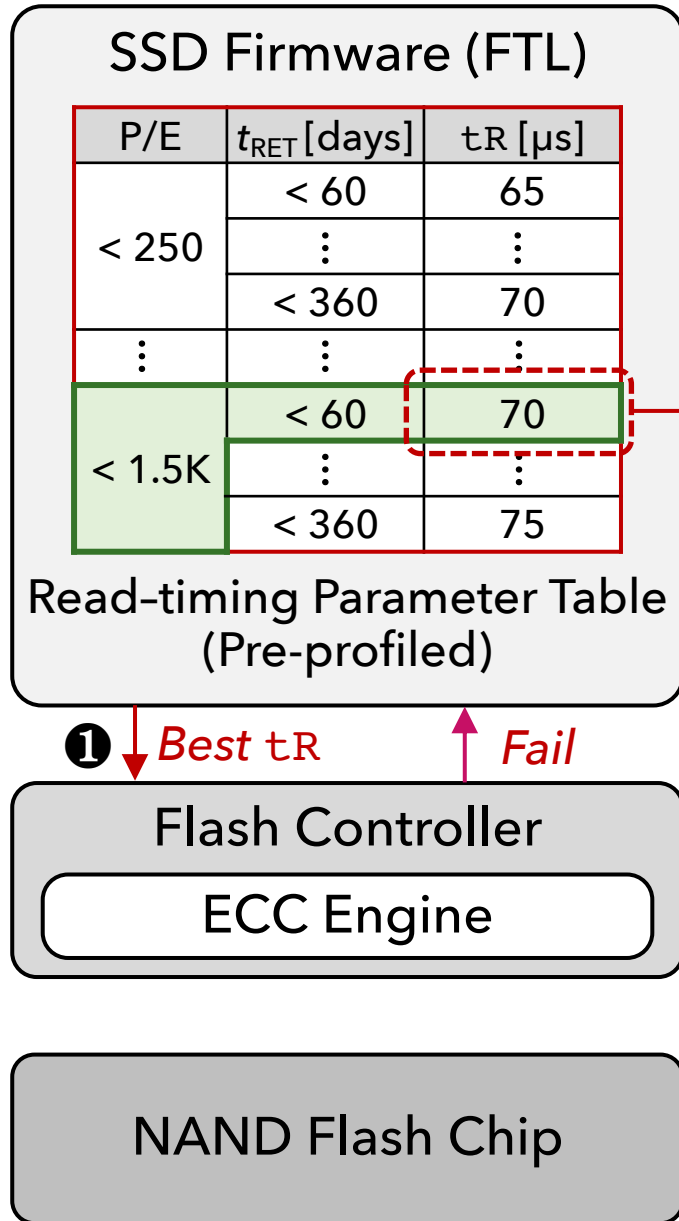
- 160 real 48-layer TLC NAND flash chips
- Observation 1: A large ECC margin in the final retry step even under worst-case operating conditions
  - At most 40 errors per KiB under 1-year retention time @ 2K program and erase (P/E) cycles
  - Use of near-optimal  $V_{REF}$  in the final retry step
- Observation 2: A large reliability margin incorporated in read-timing parameters
  - 25%  $t_R$  reduction → At most 23 additional errors
  - Worst-case-based design due to process variations

AR<sup>2</sup> can easily work in commodity  
NAND flash chips w/ at least 25%  $t_R$  reduction

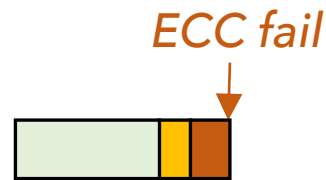
# P&AR<sup>2</sup>: Design



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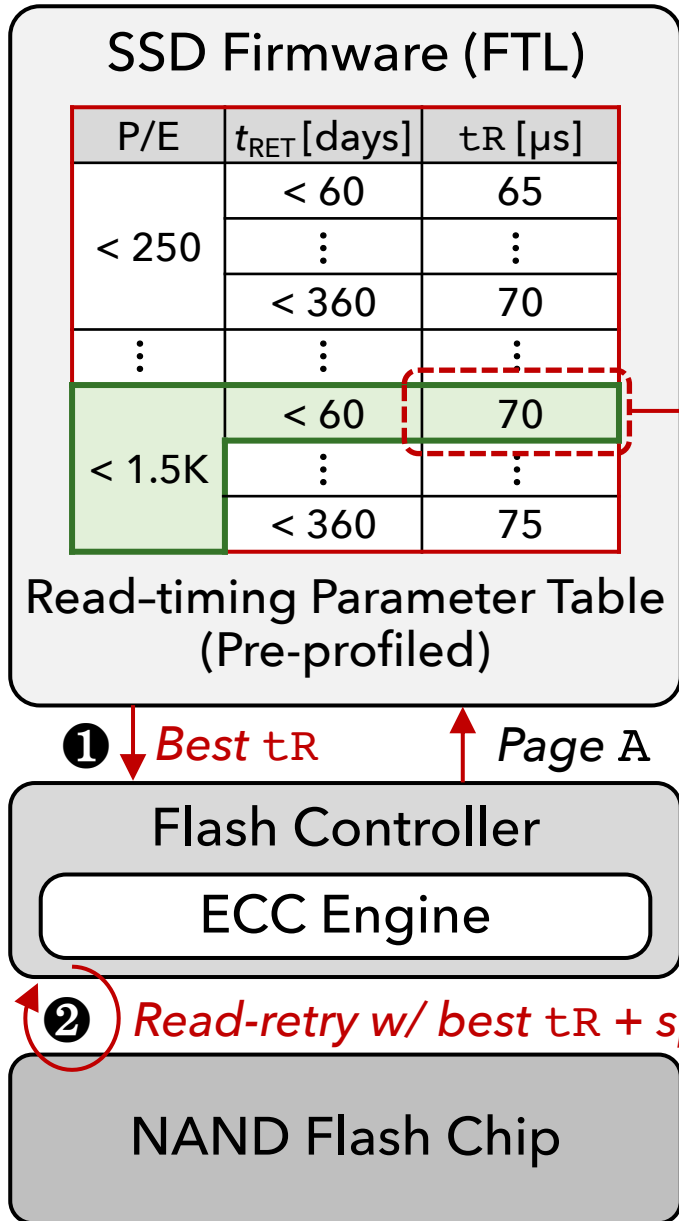


*Best  $t_{\text{R}}$  for the current operating conditions*

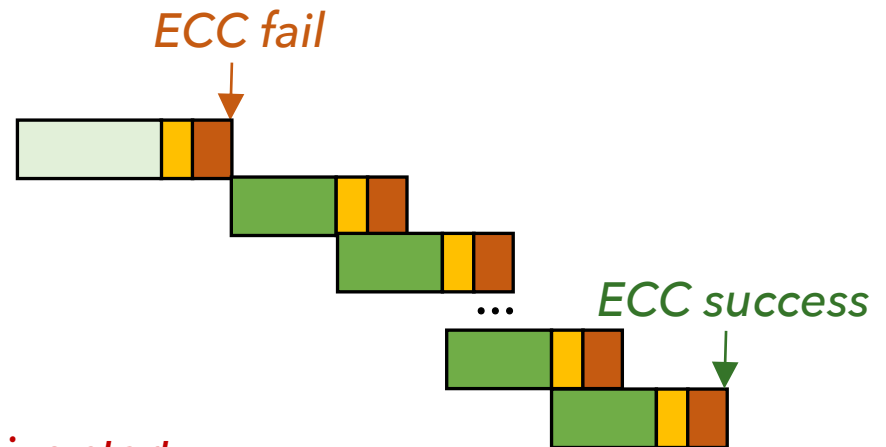


  $t_{\text{R}}$      $t_{\text{DMA}}$      $t_{\text{ECC}}$

# P&AR<sup>2</sup>: Design



*Best  $t_R$  for the current operating conditions*



$t_R$   $t_{\text{DMA}}$   $t_{\text{ECC}}$  Best  $t_R$

# P&AR<sup>2</sup>: Design

## SSD Firmware (FTL)

PEC	$t_{\text{RET}}$ [days]	$t_{\text{R}}$ [ $\mu\text{s}$ ]
	< 60	65

## Key Takeaway

Strong ECC: to avoid read-retry as much as possible

→ Can provide high reliability margin when read-retry occurs

→ Can be used to reduce the read-retry latency

② Read-retry w/ best  $t_{\text{R}}$  + speculative start

NAND Flash Chip

  $t_{\text{R}}$   $t_{\text{DMA}}$   $t_{\text{ECC}}$  Best  $t_{\text{R}}$

# P&AR<sup>2</sup>: Outline

- Read-Retry in Modern NAND Flash-Based SSDs
- PR<sup>2</sup>: Pipelined Read-Retry
- AR<sup>2</sup>: Adaptive Read-Retry
- Evaluation Results

# Evaluation Results

- Simulation using MQSim [Tavakkol+, FAST18] and 12 real-world workloads
- Our proposal improves SSD response time by
  - Up to 51% (35% on average) compared to a high-end SSD w/o read-retry mitigation
  - Up to 32% (17% on average) compared to a state-of-the-art read-retry mitigation technique [Shim+, MICRO19]

# Outline

- NAND Flash Basics
- Read-Retry in Modern NAND Flash-Based SSDs
- Data Sanitization in Modern NAND Flash-Based SSDs



# Access Control-Based Data Sanitization

## Evanesco: Architectural Support for Efficient Data Sanitization in Modern Flash-Based Storage Systems

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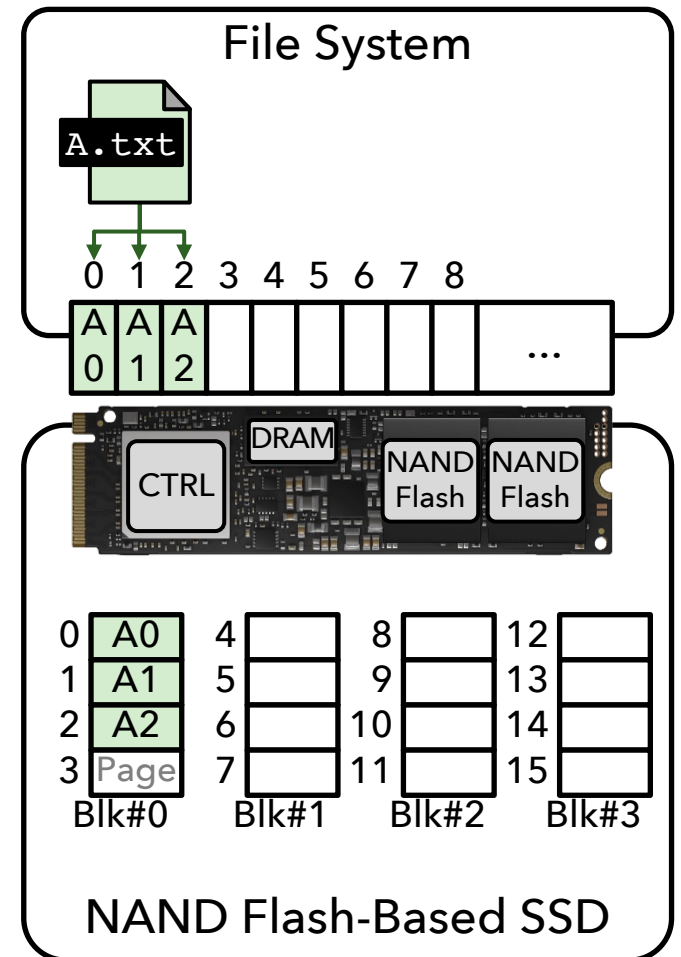
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The 25th International Conference on Architectural Support  
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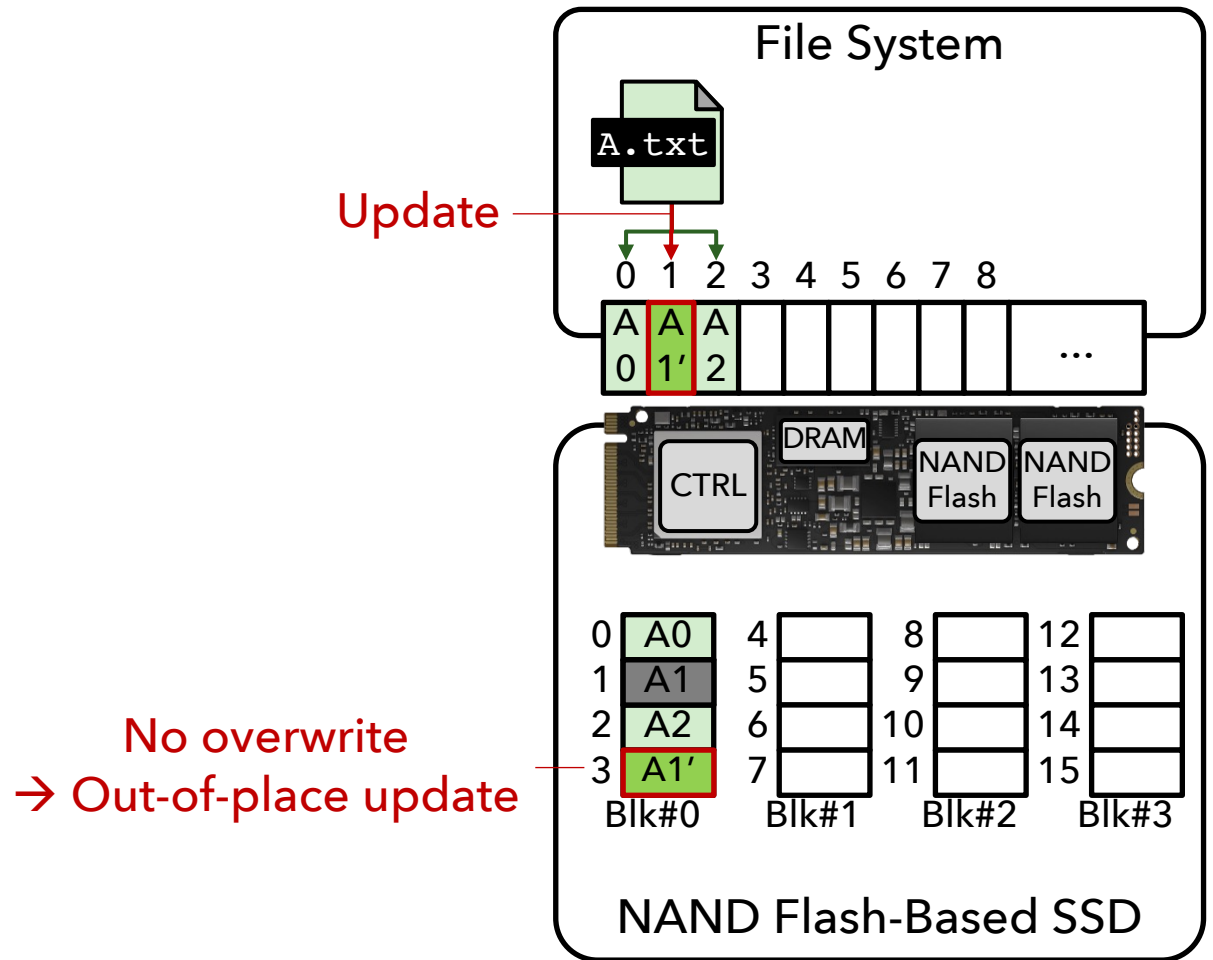
# Data-Remanence Problem in SSDs

- Deleted data can remain in SSDs for indefinite time



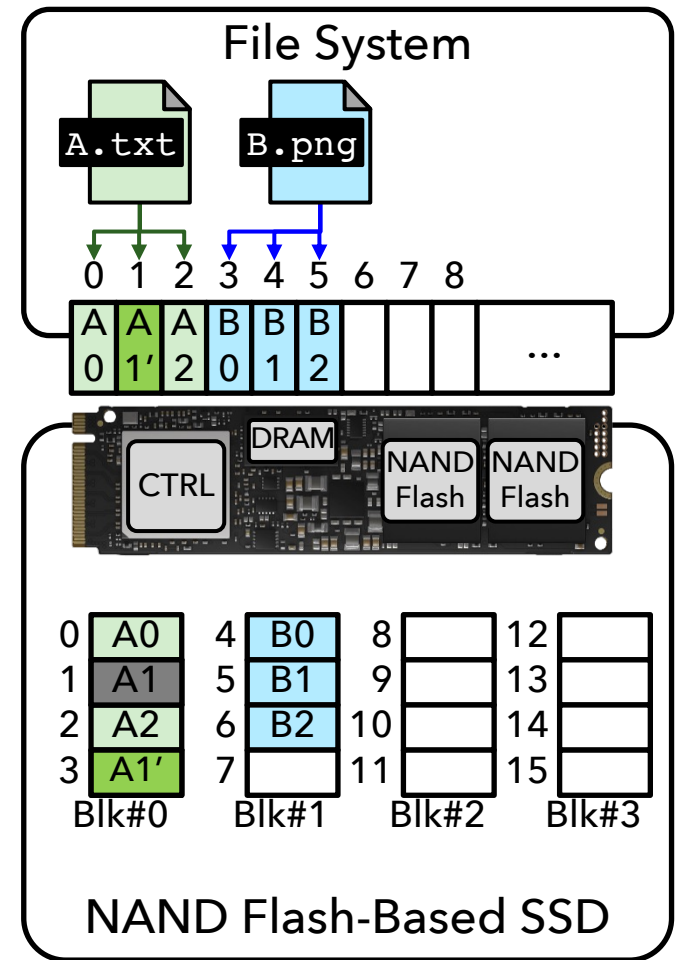
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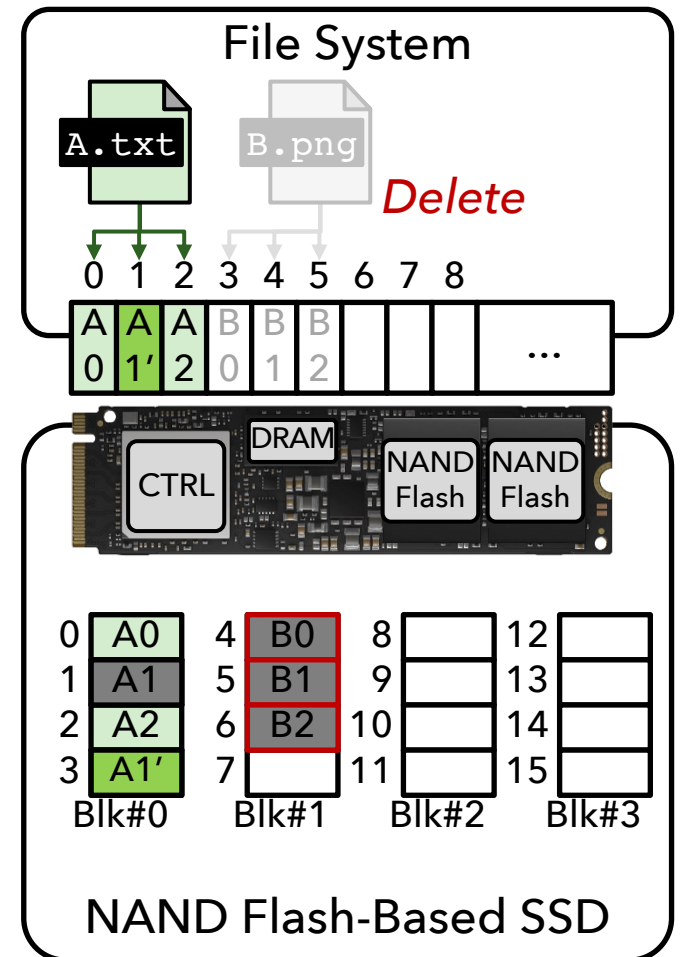


# Data-Remanence Problem in SSDs

- Deleted data can remain in SSDs for indefinite time

Q: When is a page erased?

A: Only in garbage collection  
= when running out of free pages



# Data-Recovery Attack

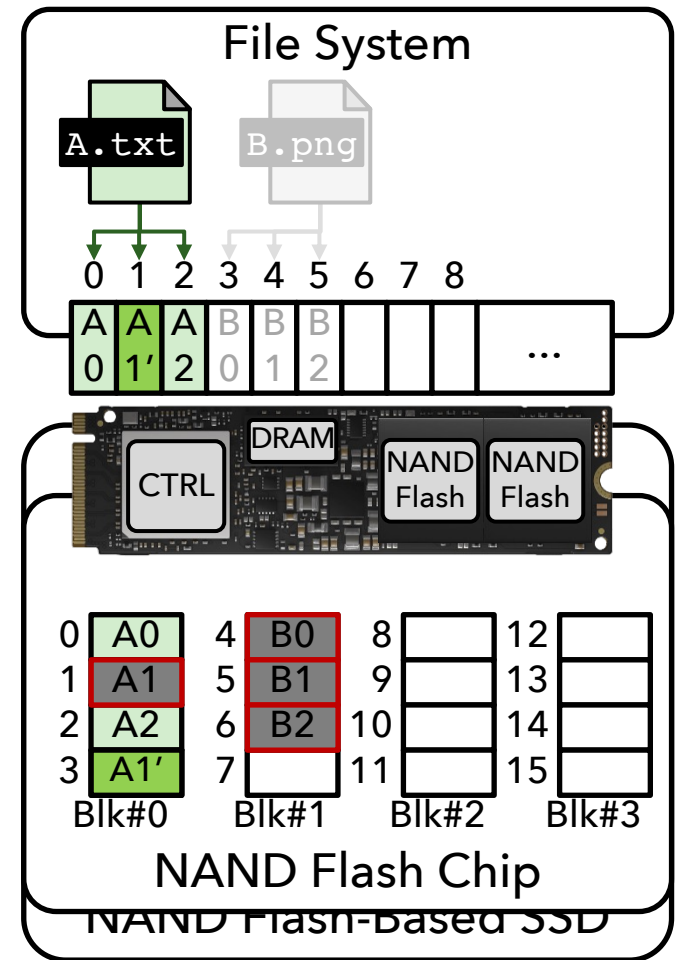
- System requirement: **Obsolete data must be inaccessible**

1. Detach the SSD
2. Detach the chip
3. Direct access to the chip
4. Run forensic tools

A0	A1	A2	B1
----	----	----	----

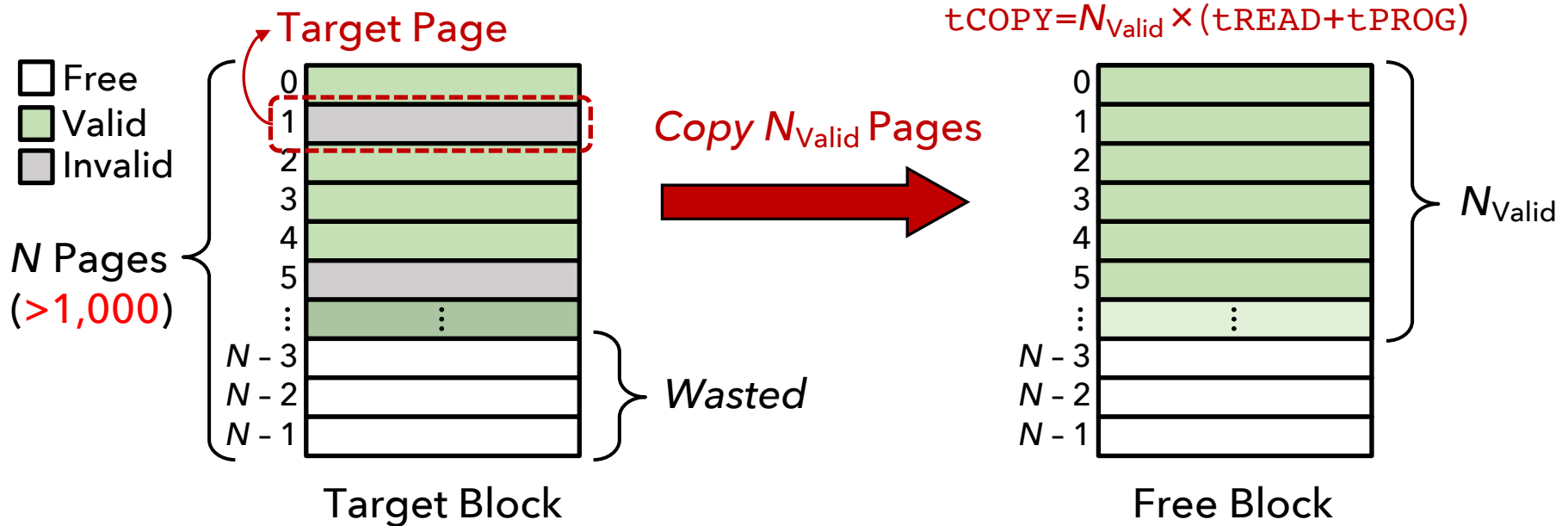


ADVERSARY



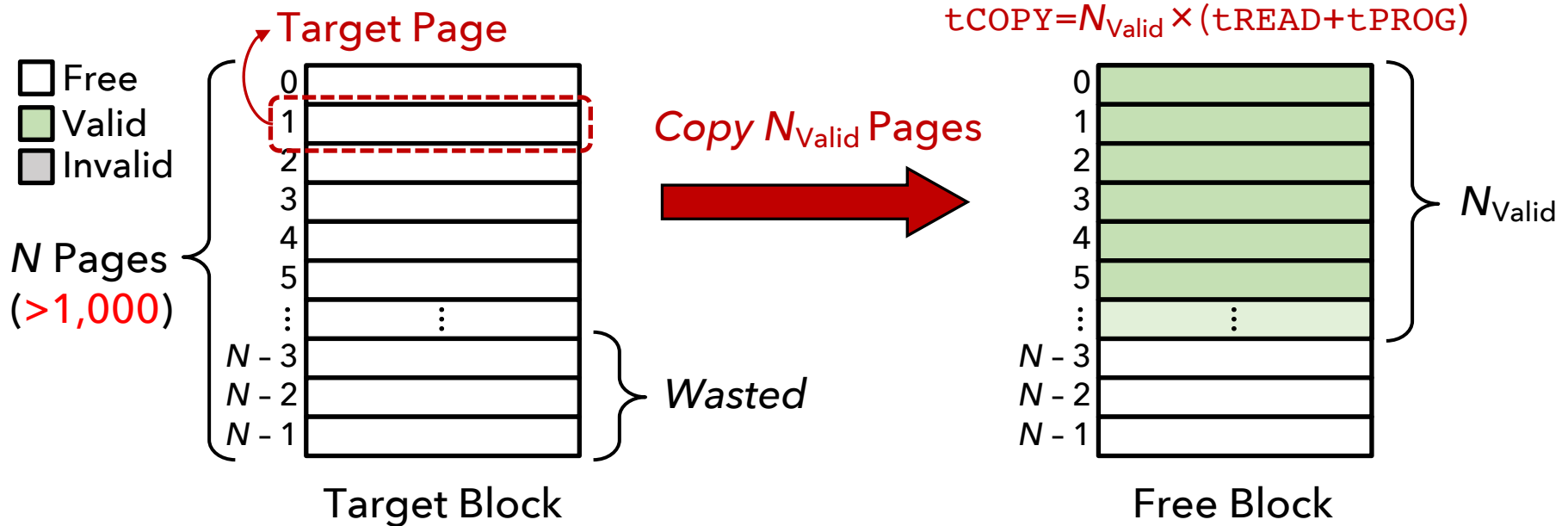
# Existing Solutions

- Why not **immediately erase** an invalid page?
  - Erase unit: a block (**> 1,000** pages)



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- Why not **immediately erase** an invalid page?
  - Erase unit: a block ( $> 1,000$  pages)

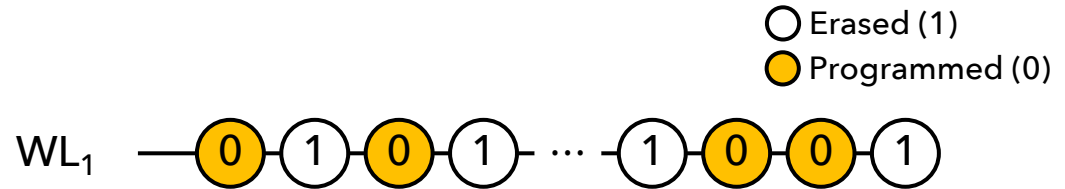
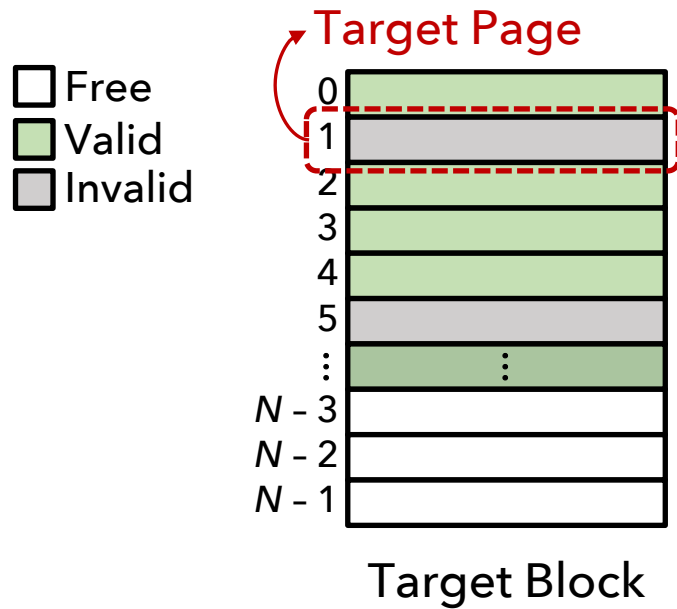


**Immediate block erasure causes prohibitive performance and lifetime overhead**



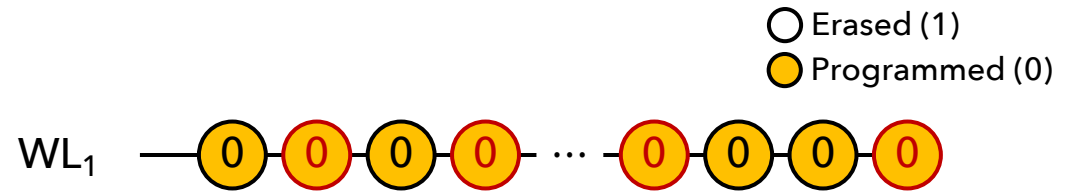
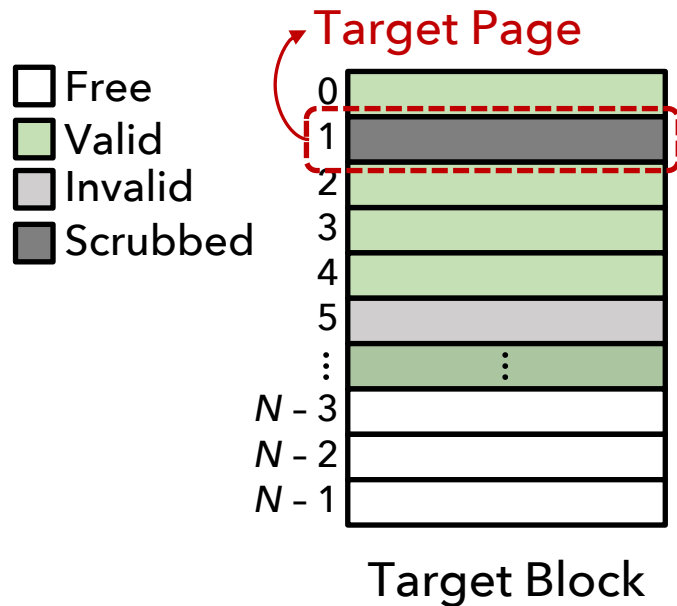
# Existing Solutions

- Scrubbing [Wei+, FAST'11]
  - **Reprograms** all the flash cells storing an invalid page



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  - **Reprograms** all the flash cells storing an invalid page



*Scrubbing: Reprogram the WL (to all '0's)*

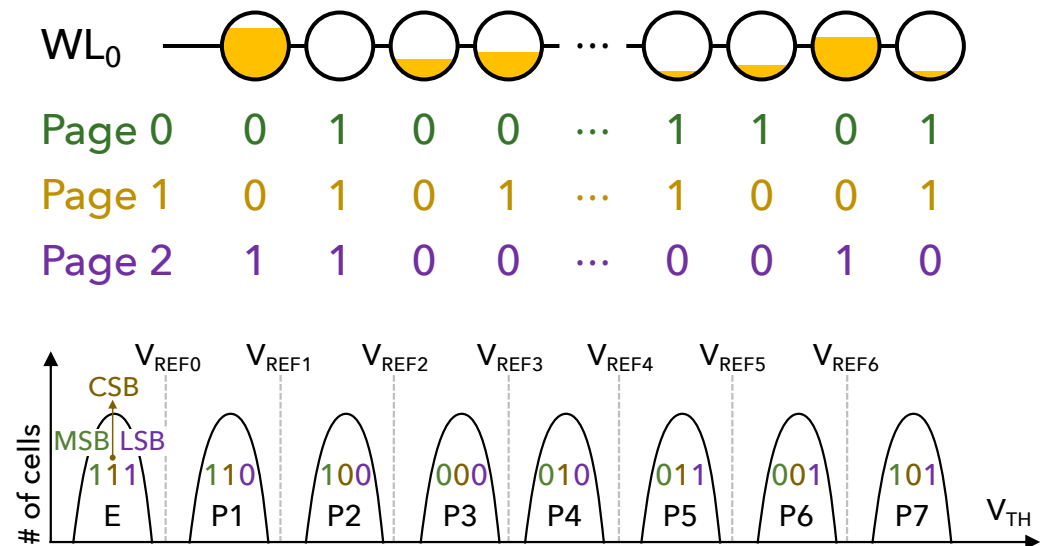
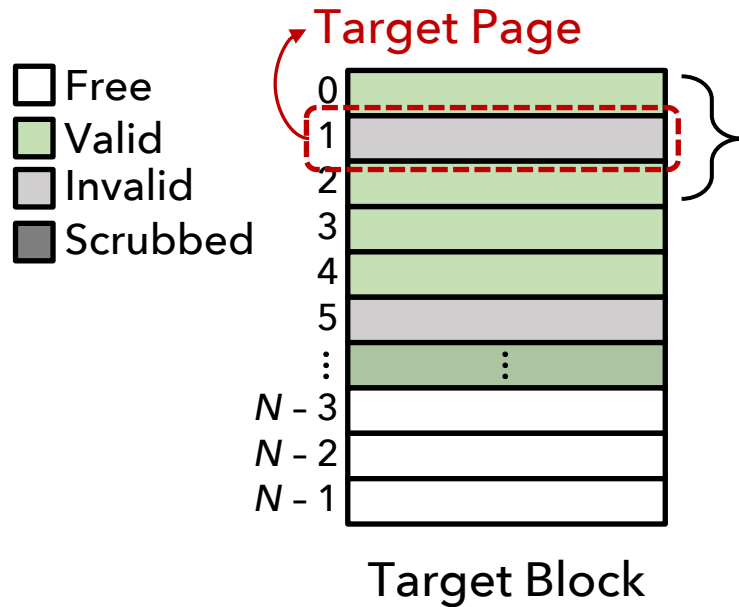
*Overwriting is infeasible usually,  
except when the data is all '0's*

*Destroys the page data w/o block erasure*

**Problem solved?**

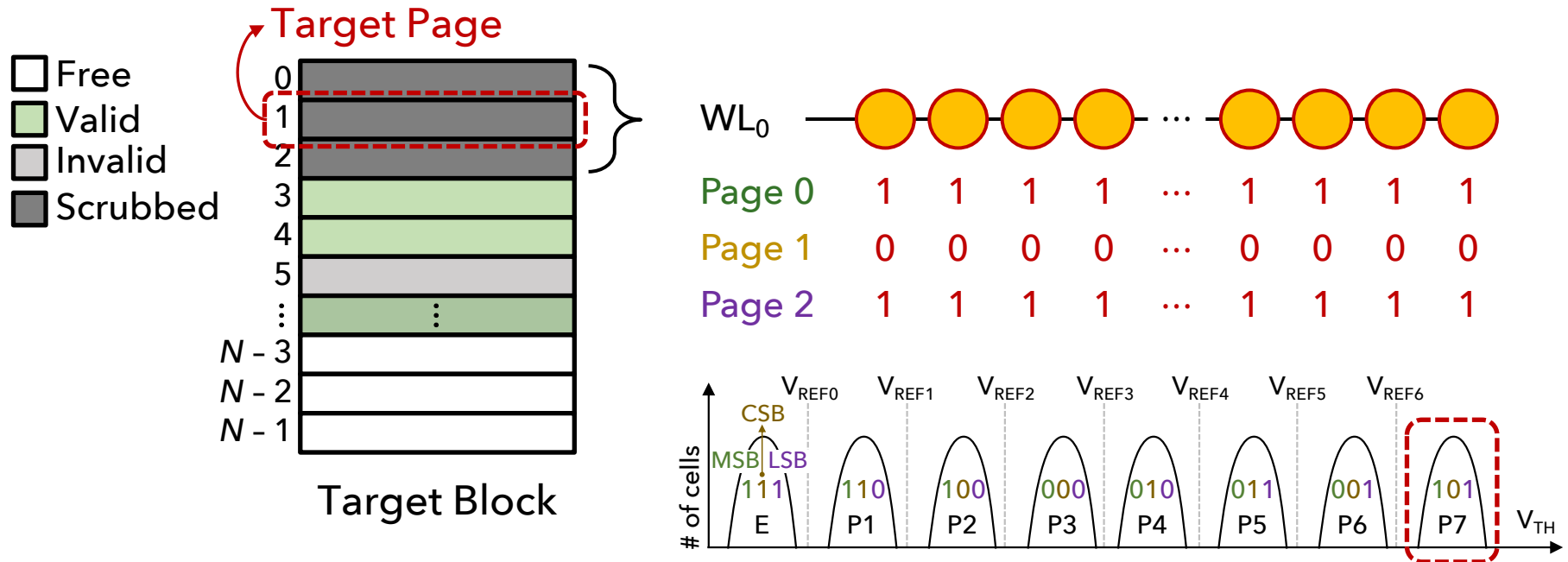
# Existing Solutions

- Scrubbing [Wei+, FAST'11]
  - **Problem 1**: MLC NAND flash stores **multiple pages in a WL**



# Existing Solutions

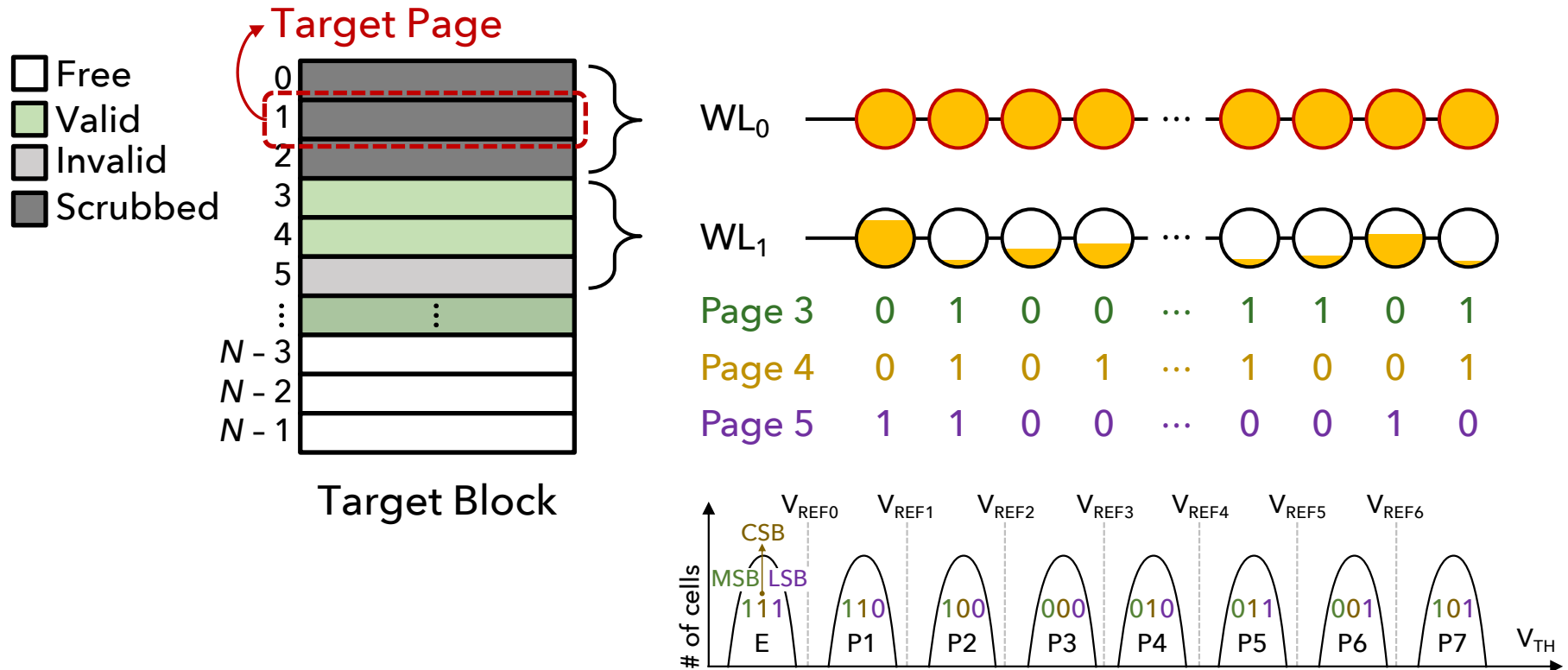
- Scrubbing [Wei+, FAST'11]
  - **Problem 1**: MLC NAND flash stores multiple pages in a WL



Scrubbing in MLC NAND flash memory  
→ Destroys other valid pages → Copy overheads

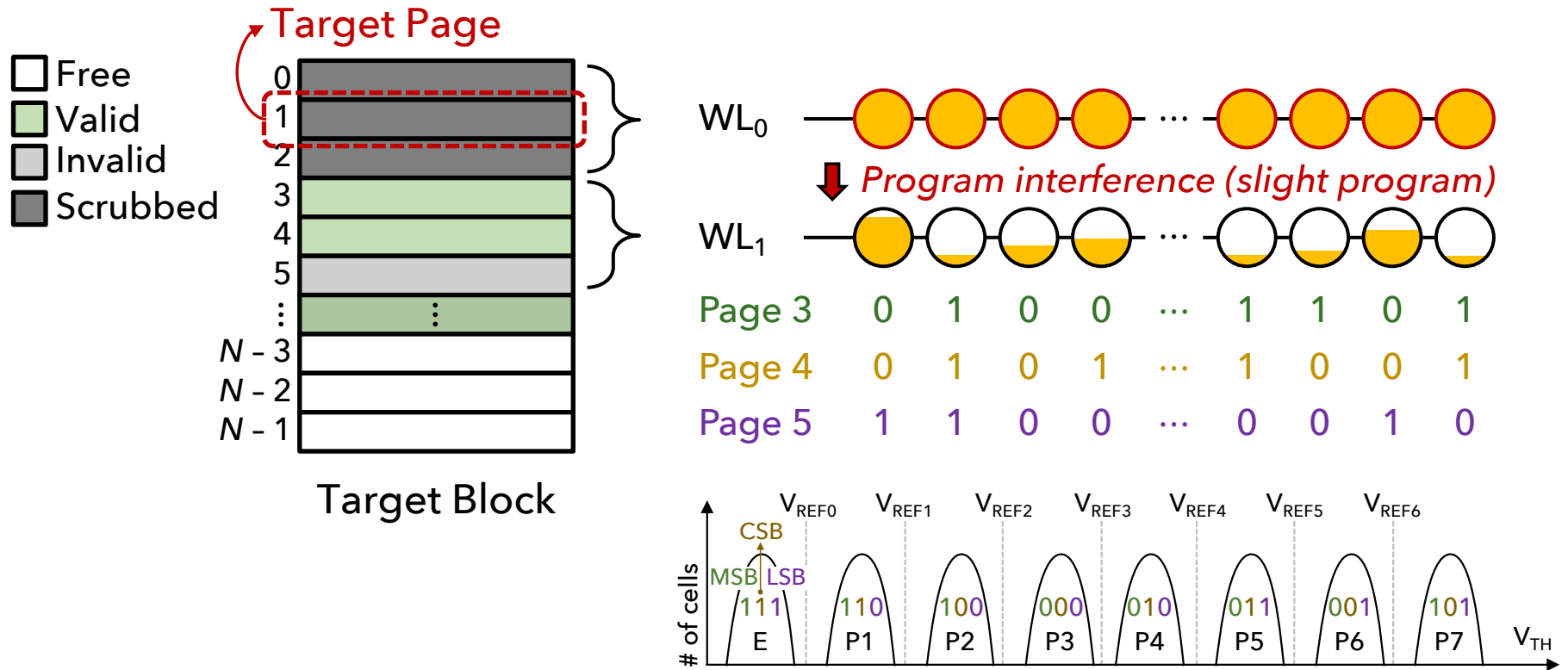
# Existing Solutions

- Scrubbing [Wei+, FAST'11]
  - Problem 1: MLC NAND flash stores multiple pages in a WL
  - Problem 2: Program interference



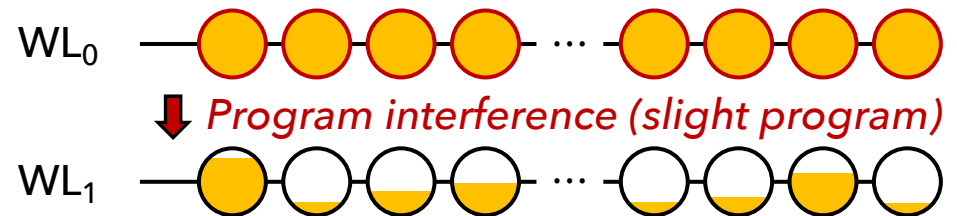
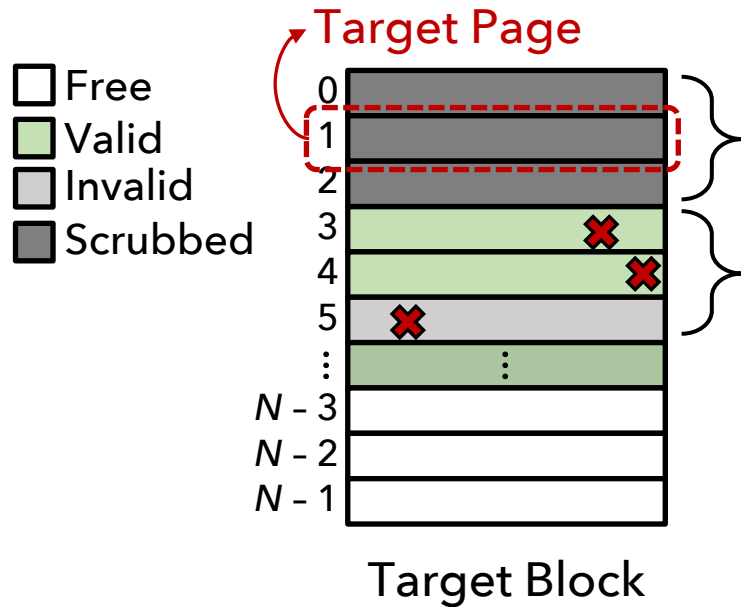
# Existing Solutions

- Scrubbing [Wei+, FAST'11]
  - Problem 1: MLC NAND flash stores multiple pages in a WL
  - Problem 2: Program interference

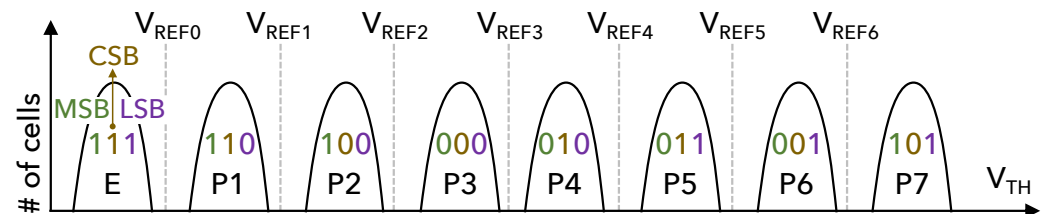


# Existing Solutions

- Scrubbing [Wei+, FAST'11]
  - **Problem 1**: MLC NAND flash stores **multiple pages in a WL**
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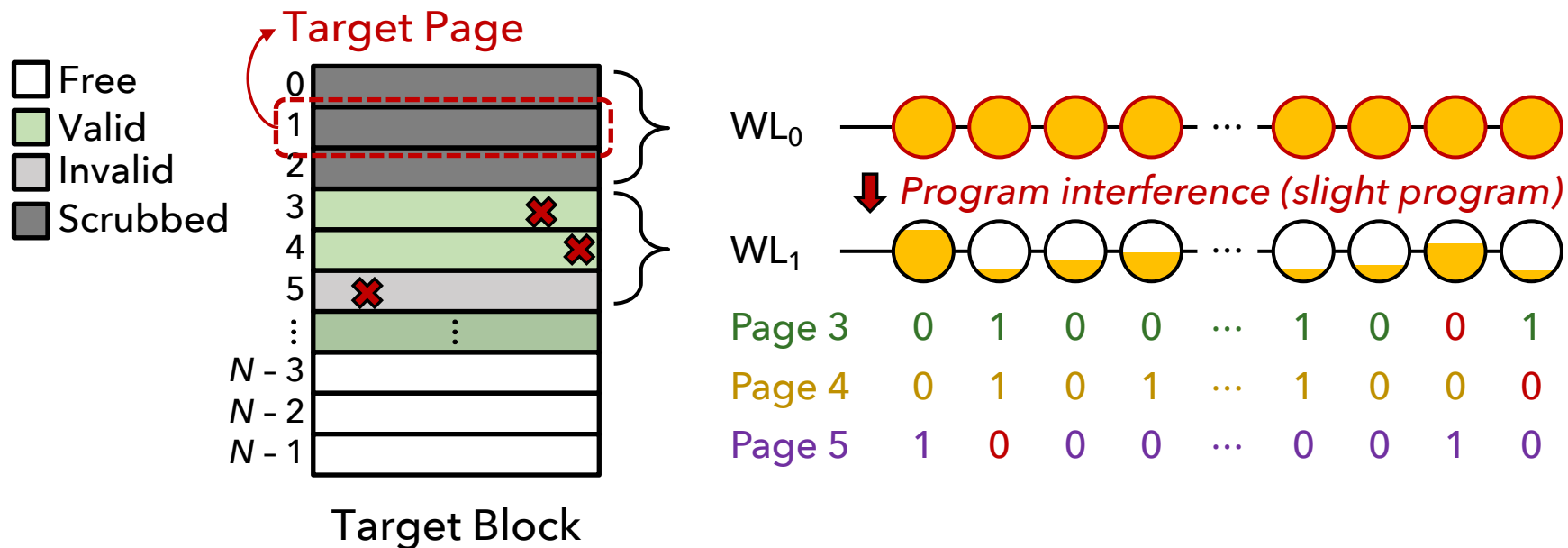


Page 3	0	1	0	0	...	1	0	0	1
Page 4	0	1	0	1	...	1	0	0	0
Page 5	1	0	0	0	...	0	0	1	0



# Existing Solutions

- Scrubbing [Wei+, FAST'11]
  - Problem 1: MLC NAND flash stores multiple pages in a WL
  - Problem 2: Program interference



Existing solutions incur performance, lifetime, and reliability problems in modern NAND flash memory

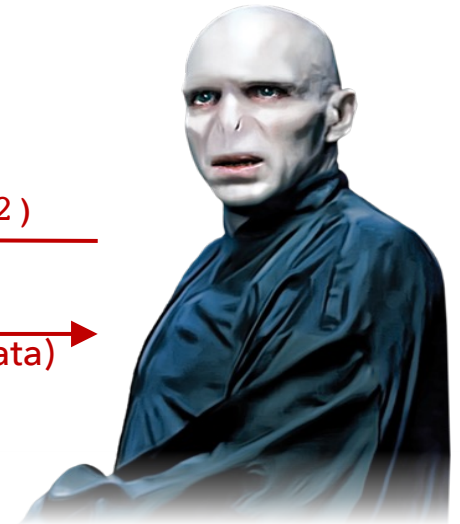
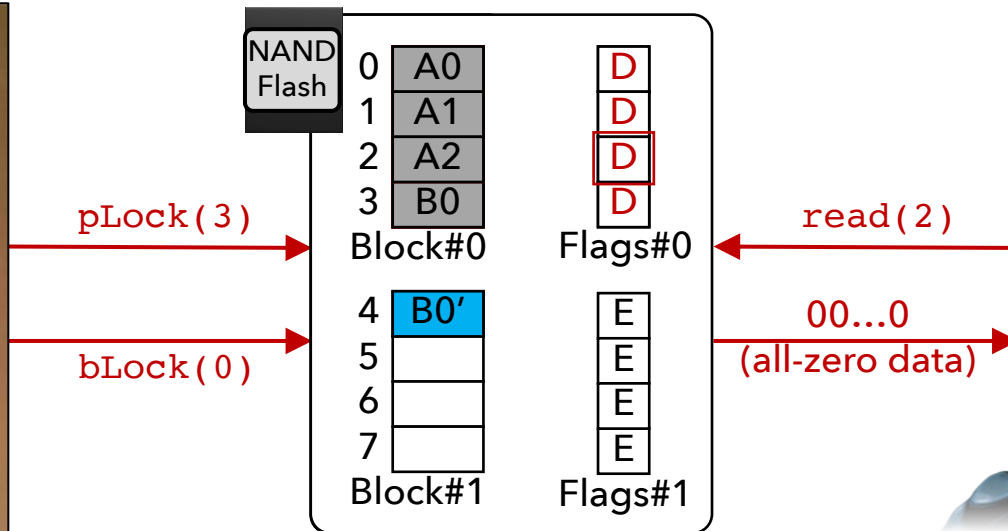


# Evanesco: Outline

- Data Remanance in NAND Flash-Based SSDs
- **Evanesco: Access Control-Based Sanitization**
- Evaluation Results

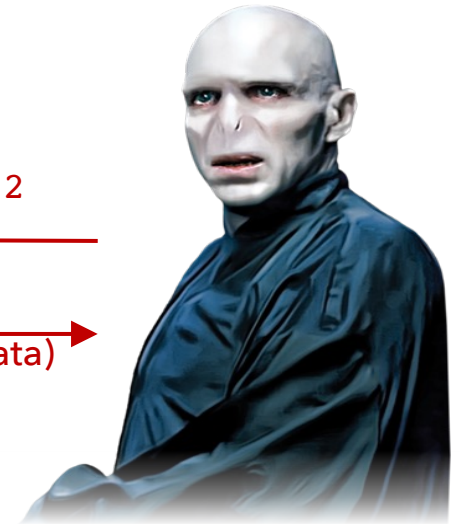
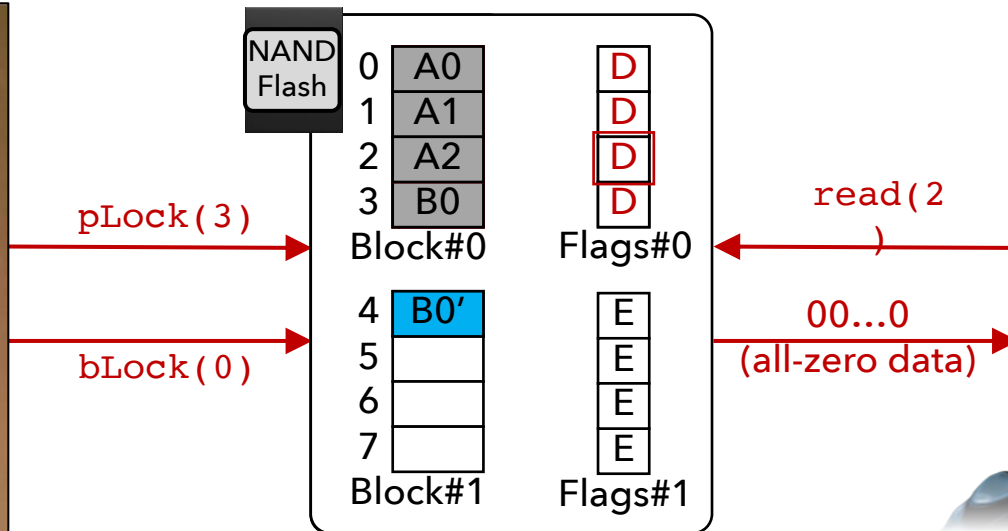
# Our Solution: Evanesco

- Allows a NAND flash chip to be aware of **data validity**
  - **On-chip access control** to avoid access to invalid data
  - Low overhead: **No copy operations**
  - High reliability: **No program interference**
- Two new NAND commands: **pageLock** and **blockLock**



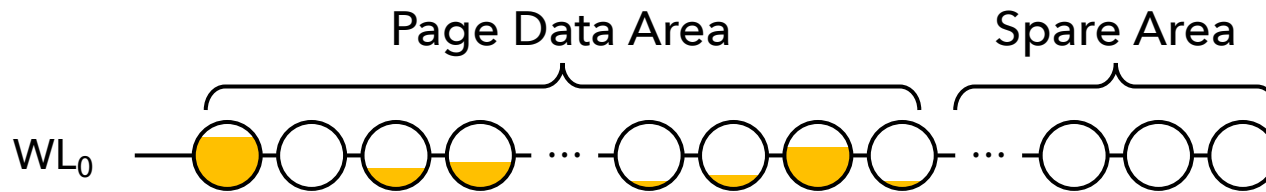
# Evanesco: Requirements

- Keep access-permission flags in a **non-volatile manner**
- Access-control logic **inside a NAND flash chip**
- **Minimal area overhead** → High chip density is paramount



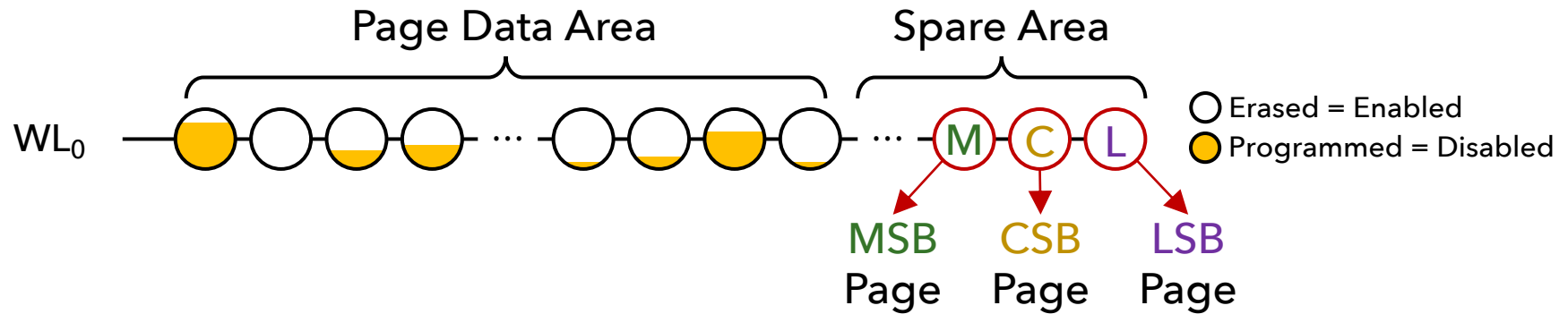
# pLock: Page-Level Data Sanitization

- On-chip access-permission flags: Spare cells in each WL



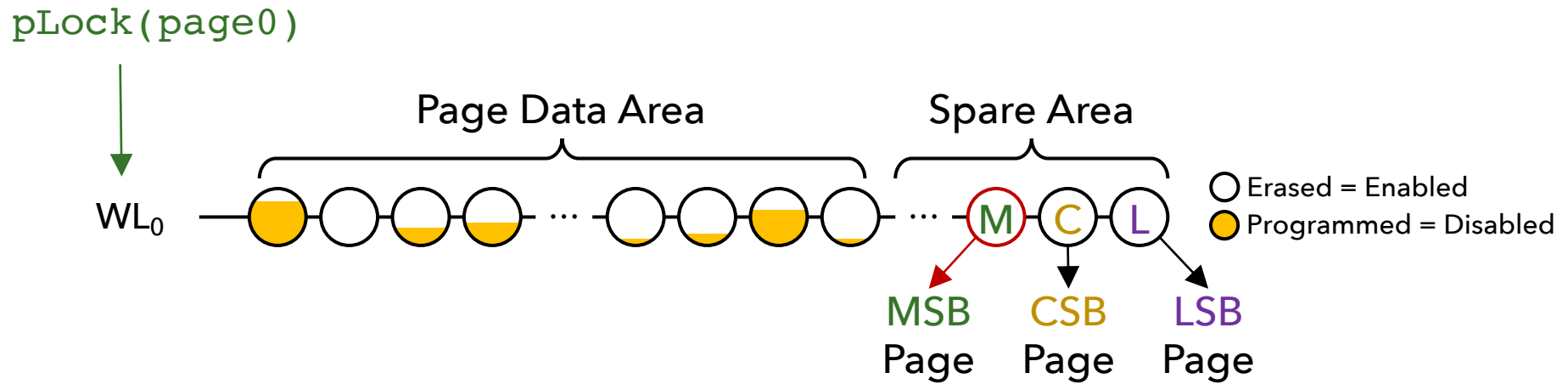
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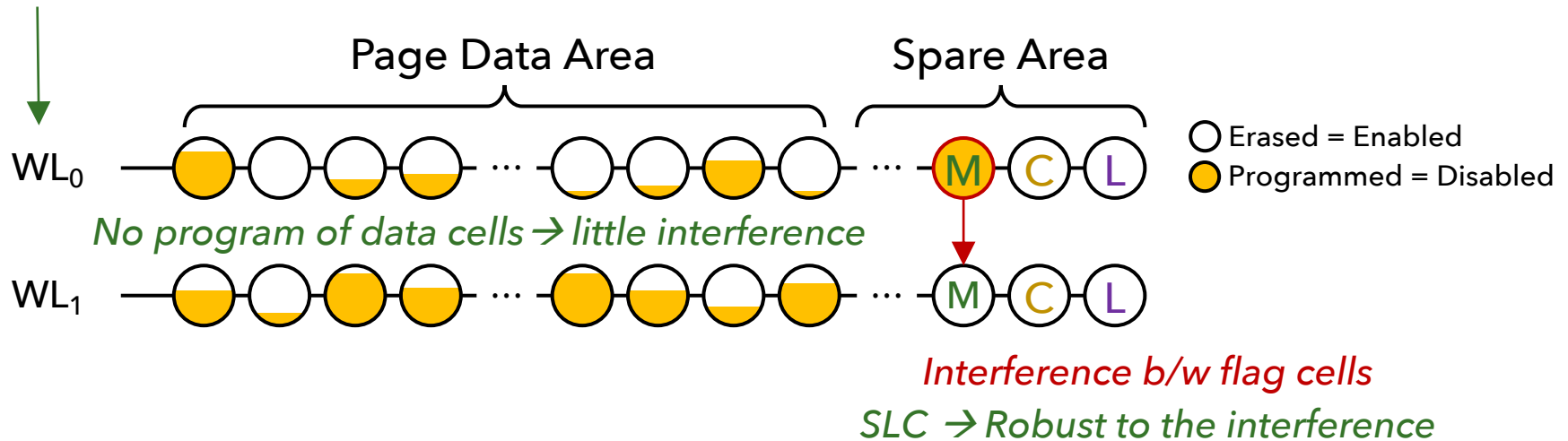
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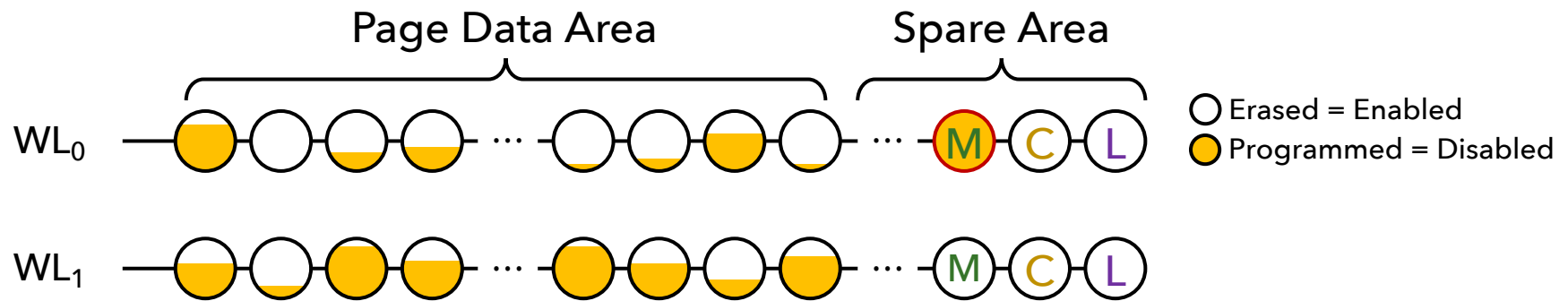
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pLock (page0)



# pLock: Page-Level Data Sanitization

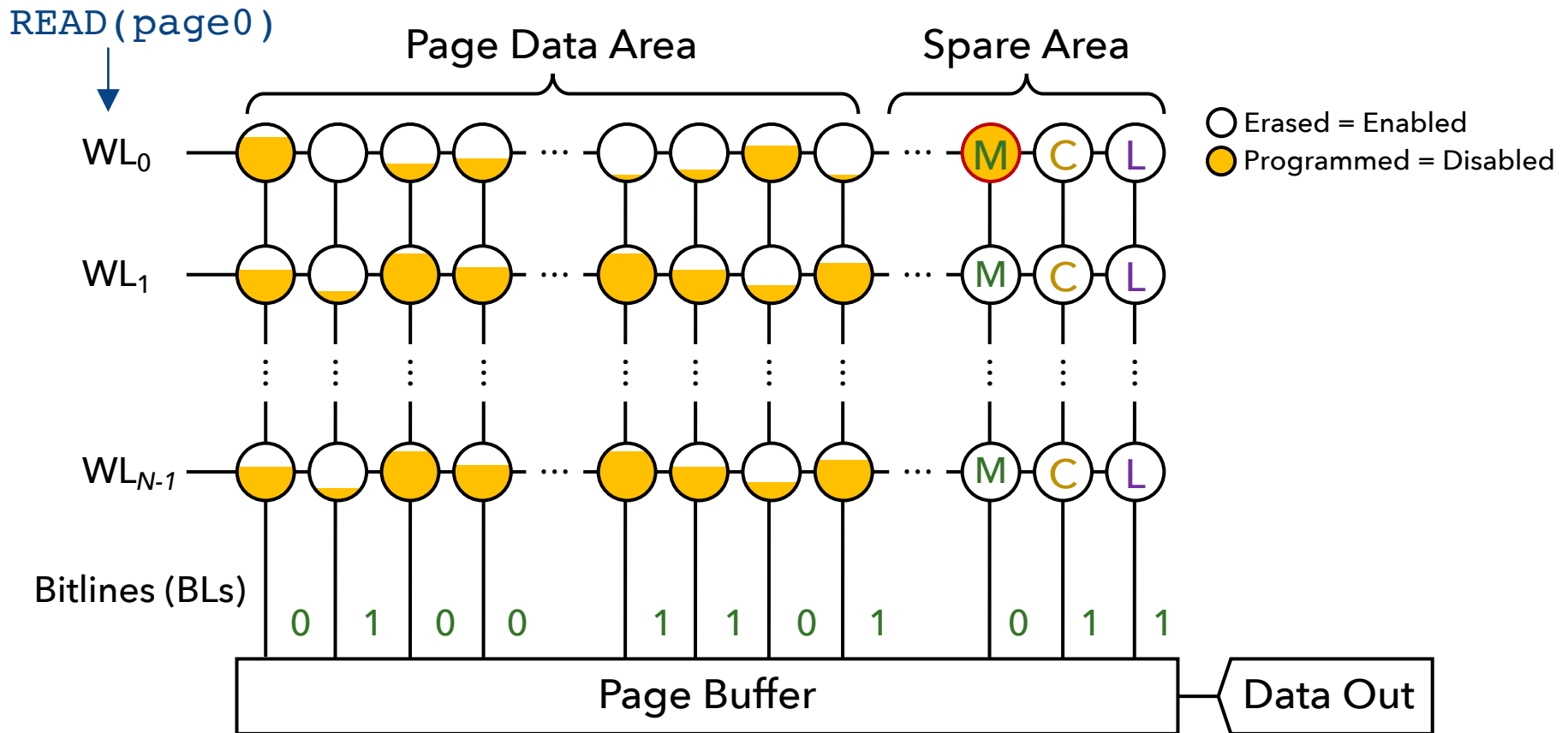
- On-chip access-permission flags: Spare cells in each WL
- On-chip access control logic: Small changes to data path





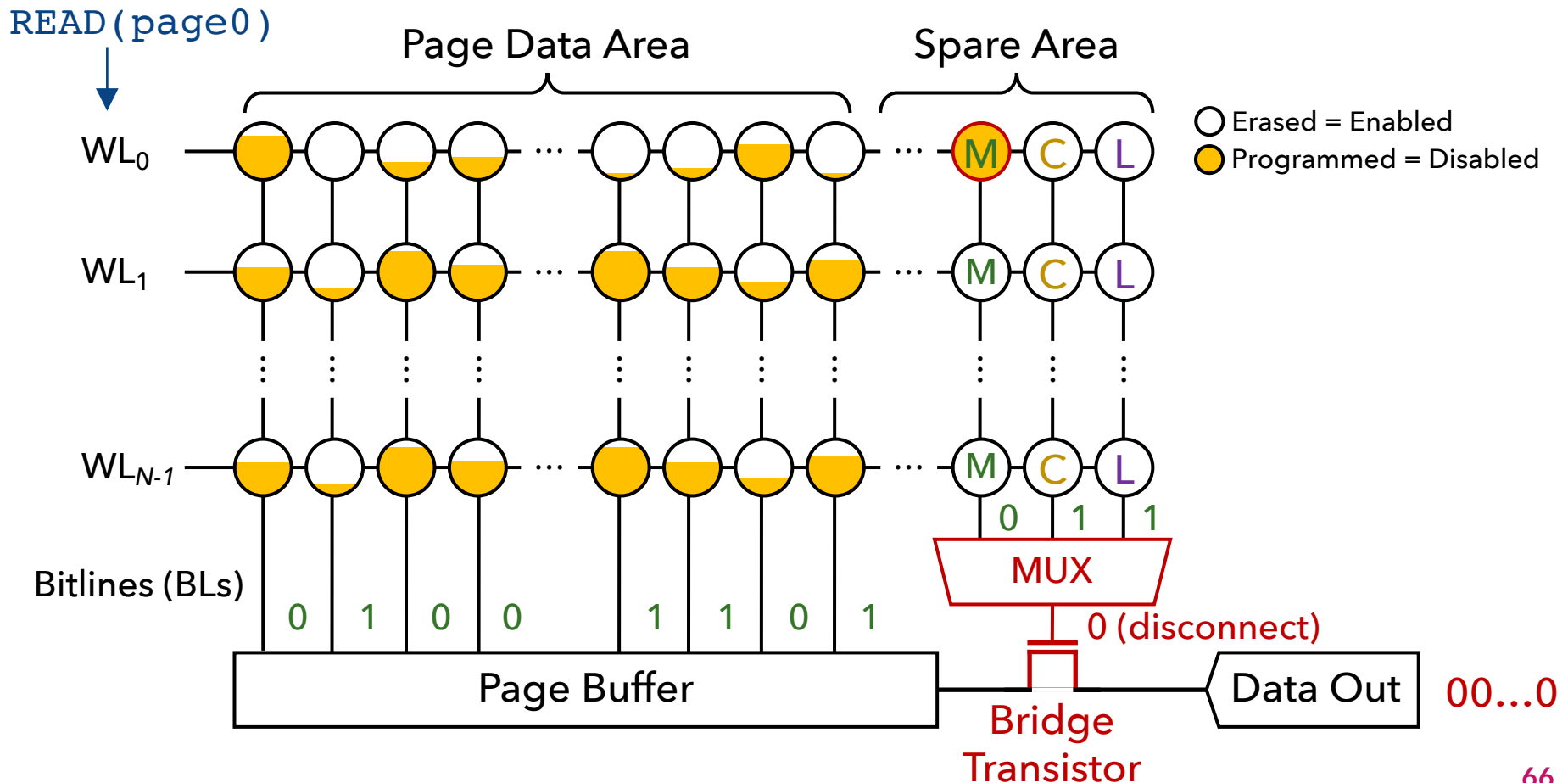
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# Real-Device Characterization

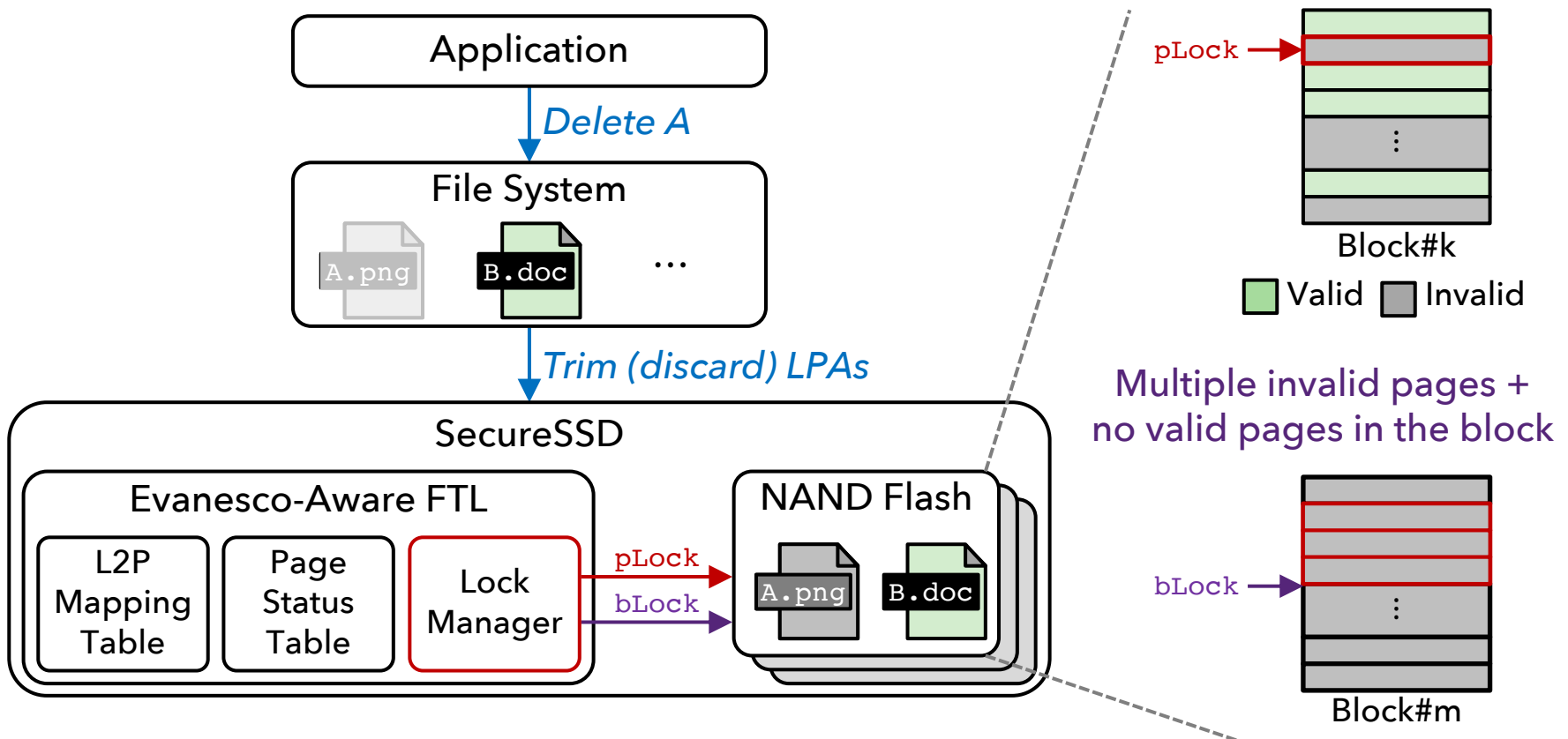
- Using 160 real 48-layer TLC NAND flash chips
- No reliability degradation for stored data
- $t_{\text{PLOCK}} = 100 \mu\text{s}$ ,  $t_{\text{BLOCK}} = 300 \mu\text{s}$

Evanesco: No copy operation, no reliability issues  
w/ minimal changes to NAND flash chip designs

But the performance overhead is not negligible

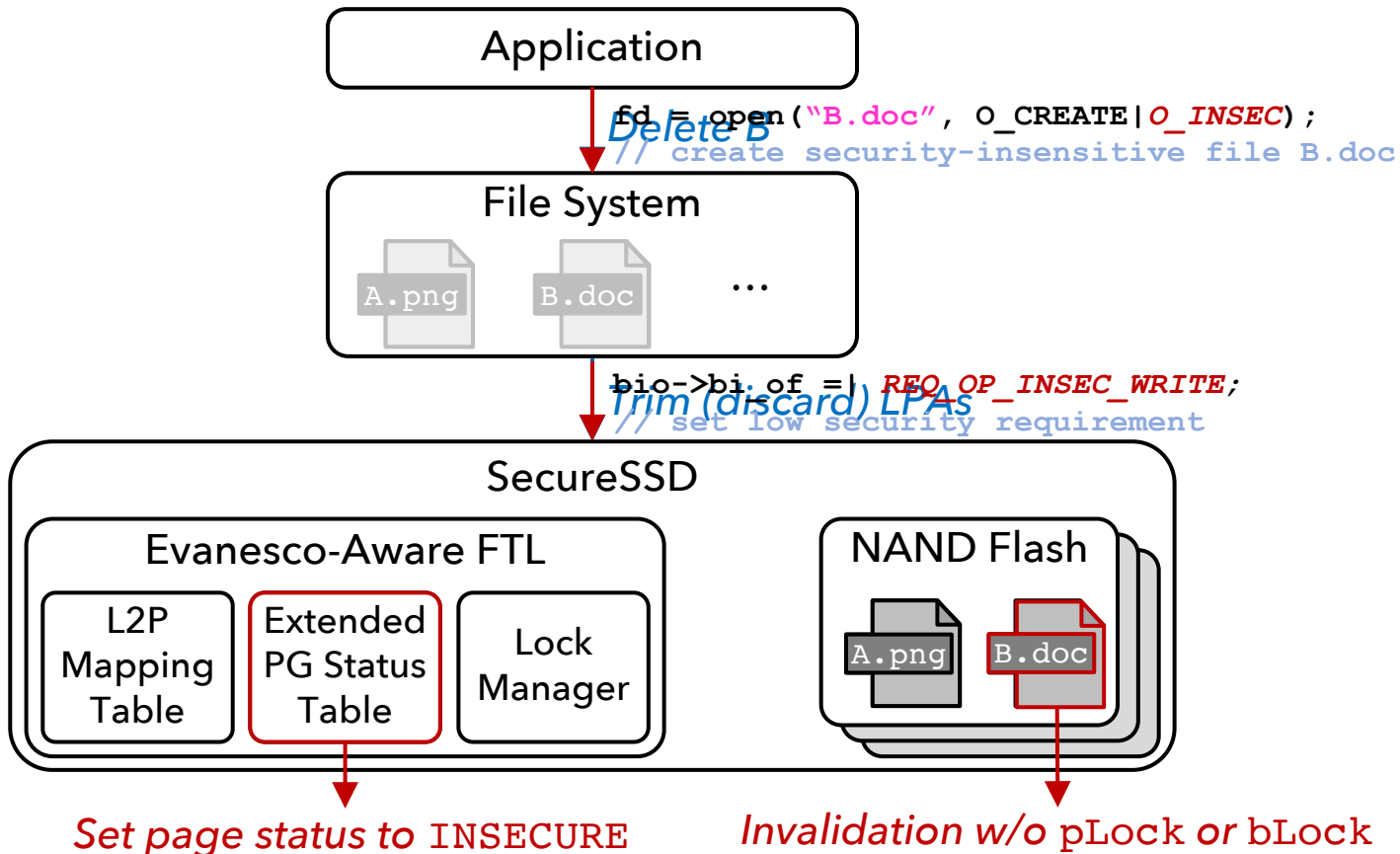
# SecureSSD: System-Level Optimization

- To minimize the performance overhead of data sanitization
  - Issues pLock and bLock commands depending on the status of the target block



# SecureSSD: System-Level Optimization

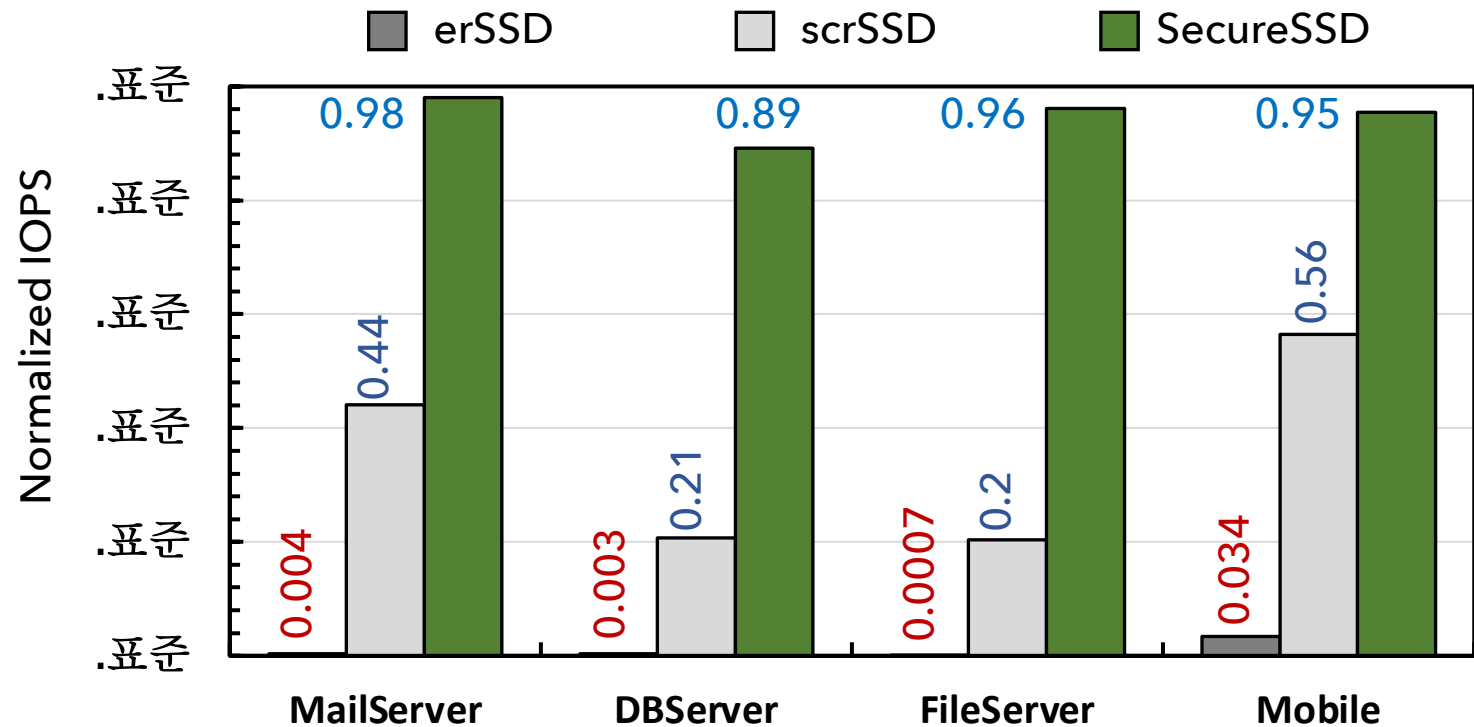
- To minimize the performance overhead of data sanitization
  - Issues pLock and bLock commands depending on the status of the target block
  - Cross-layer interactions for selective data sanitization



# Evanesco: Outline

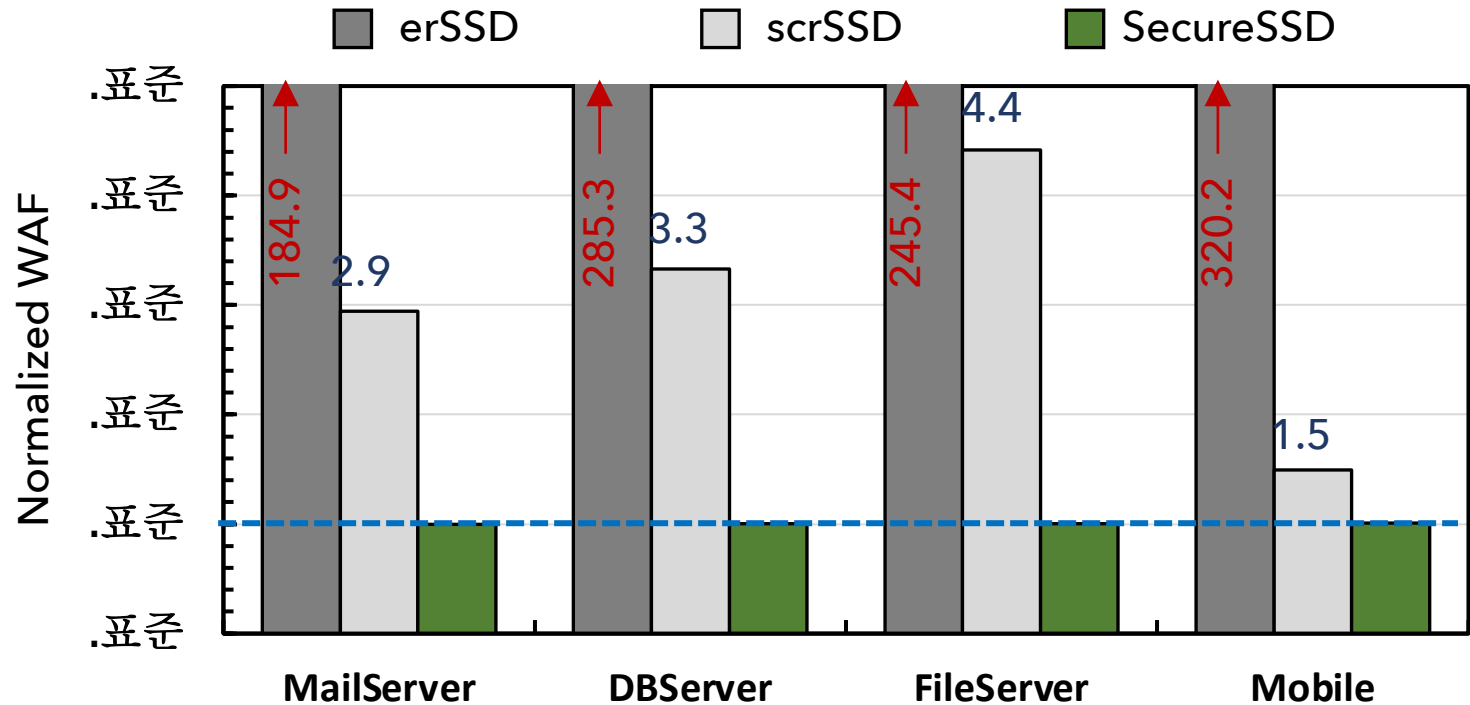
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- Evaluation Results

# Results: Performance



Evanesco significantly reduces performance overhead of data sanitization (11% slowdown at most)

# Results: Lifetime



$$\text{Write Amplification Factor (WAF)} = \frac{\text{\# of physical pages written by the SSD}}{\text{\# of logical pages written by the host system}}$$

No additional copy for data sanitization  
→ No lifetime overhead



# Summary of Contribution

- **Problem1:** Long, non-deterministic SSD read latency
  - Due to essential reliability management (read-retry)
  - Performance degradation of data-intensive applications
- **Our solution:** Pipelined & adaptive read-retry
  - Leveraging device characteristics and ECC margin
  - Reducing read-retry latency
    - easy to combine with other optimizations
- **Problem2:** Data remanence in NAND flash-based SSDs
  - Obsolete data remains intact in SSDs for an indefinite time
  - Physical data destruction: prohibitive performance overheads
- **Our solution:** Access control-based data sanitization
  - Avoids transfer of obsolete data from NAND flash chips
  - Minimal performance and reliability overheads

# P&S Modern SSDs

Research Session 1:

Data Sanitization and Read-Retry  
in Modern NAND Flash-Based SSDs

Dr. Jisung Park

Prof. Onur Mutlu

ETH Zürich

Spring 2022

15 July 2022