CSC 369 Reading Notes

## 1 Flash-Based SSDs

## Vocabularies

- 1. Solid-State Storage
  - Is a type of non-volatile computer storage that stores and retrieves digital information using only electronic circuits, without any involvement of moving mechanical parts
- 2. NAND-Based Flash
- 3. Flash Page
- 4. Flash Block
- 5. Single-Level Cell
- 6. Multi-Level Cell
- 7. Triple-Level Cell
- 8. Banks
- 9. Planes
- 10. Pages
- 11. Wear Out
- 12. Head Crash
- 13. Disturbance
- 14. Flash Transition Layer
- 15. Wear Leveling
- 16. Direct Mapped
- 17. Logging
- 18. Logical Block Address
- 19. Program Disturbance
- 20. In-Memory Mapping Table
- 21. Garbage
- 22. Garbage Collection (GC)

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- 23. Dead Blocks
- 24. Cache Flush
- 25. **Trim**
- 26. Overprovision
- 27. Background
- 28. Page-Level FTL
- 29. Hybrid Mapping
- 30. Log Blocks
- 31. Switch Merge
- 32. Partial Merge
- 33. Full Merge
- 1.1 Storing a Single Bit

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- 1.2 From Bits to Banks / Planes
- 1.3 Basic Flash Operations
- 1.4 From Raw Flash to Flash-Based SSDs
- 1.5 FTL Organization: A Bad Approach
- 1.6 A Log Structured FTL
- 1.7 Garbage Collection
- 1.8 Mapping Table Size
- 1.9 Hybrid Mapping
- 1.10 Wear Leveling
- 1.11 SSD Performance And Cost