

1 Flash-Based SSDs

<u>Vocabularies</u>

- 1.1 Storing a Single Bit
- 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