CSC 369 Reading Notes

1 Flash-Based SSDs

Vocabularies

1. Flash 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

• Is an electronic non-volatile computer memory storage medium using NAND-gate that can be electrically erased and reprogrammed.

3. Flash Page

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4. Flash Block

	Physical Block Addresses																									
Block 0								Block 1								Block n										
Page n			Page 1			Page 0		Page n			Page 1			Page 0			Page n			Page 1			Pa	Page 0		
Sector 0	Sector 1	Sector n	Sector 0	Sector 1	Sector n	Sector 0	Sector 1	Sector n	Sector 0	Sector 1	Sector n	Sector 0	Sector 1	Sector n	Sector 0	Sector 1	Sector n	Sector 0	Sector 1	Sector n	Sector 0	Sector 1	Sector n	Sector 0	Sector 1	Sector n

5. Wear Out

- Is similar to going past **expiration date**
- Means it has exceeded their endurance rating

6. Single-Level Cell

• Is a type of cell in solid-state storage that stores one bit of data per transister (0 or 1)

7. Multi-Level Cell

• Is a type of cell in solid-state storage that stores two bits of data (i.e 00, 01, 10, 11) per cell using two different levels of charge

8. Triple-Level Cell

• Is a type of cell in solid-state storage that stores three bits of data per cell (i.e 000, 001, 010, 011, 100, 101, 110, 111)

CSC 369 Reading Notes

- 9. Banks
- 10. Planes
- 11. Pages
- 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)
- 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

CSC 369 Reading Notes

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