Replicate, Reduce, Recycle: Extending the Lifetime of Flash Memory

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Problem

- Flash memory offers many advantages over disk drive
  - Faster speed, low energy consumption, declining cost, and higher density
- Multi-level cell (MLC) NAND flash
  - High density, can store multiple bits within a single memory unit
  - Wears out quickly (~10K p/e cycles) within weeks in write-intensive environments
- Single-level cell (SLC) NAND flash
  - Has higher durability (~100K p/e cycles)
  - Can only store one bit per cell, and is more expensive

GOAL: High Density, Low Cost, and Reliable Storage

IDEA: Use MLC flash until it fails, then recycle it as a low-density SLC flash

Recycling Failed Drives

- Page Redundancy
  - Each MLC cell is used by a pair of data pages: most significant bit (MSB) page and least significant bit (LSB) page
  - By writing a single page of data to both pages in the pair, we are writing to the same physical cells
  - We decode ‘00’ as ‘0’, ‘01’, ‘10’, and ‘11’ as ‘1’
  - The usable lifetime is increased by over 6 times

- Bit Redundancy
  - When each flash cell is programmed, neighboring cells may be “accidentally” flipped due to charge leakage, this is program disturb
  - We replicate each bit that is written. E.g. “010” becomes “001100”
  - The usable lifetime is also increased by over 9 times

ALTHOUGH THE CAPACITY IS HALVED, WE HAVE MANAGED TO RECOVER AN OTHERWISE FAILED DRIVE!

Challenges

- Need to design memory controller to bypass Flash Translation Layer
  - FTL can mask certain block failures
- Need FPGA implementation
  - For precise timing and fast testing
  - Block failure testing takes time with our redundancy scheme!
- Need efficient redundancy schemes
  - Why do the redundancy schemes work so well!
  - Network coding could be used
  - Compare our approach with ECC
- Need to handle variability
  - Different SSD memory blocks and chips have significantly varying reliability characteristics
- Need to handle reduced capacity
  - Perhaps used when SSD is a caching device