



Education

NAND Flash Solid State Storage Reliability and Data Integrity -- an In-depth Look

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➤ **NAND Flash Solid State Storage Reliability and Data Integrity**

Abstract: “This tutorial provides an in-depth examination of NAND Flash as a storage medium and control techniques used to ensure enterprise-grade Solid State Storage (SSS) reliability and data integrity. Several aspects of the topic are discussed, including reliability characteristics unique to the medium (e.g. wear out, shelf life, infant mortality, failure modes), and implications for architecture, implementation, system integration, and deployment of NAND Flash-based SSS. These topics will be reviewed with a focus on device failure rates, data integrity, and data availability. Finally, recommendations are made regarding best practices, and information that users should obtain from potential vendors to properly assess NAND Flash SSS device reliability and data integrity.”

➤ The GOOD:

- ◆ No moving parts
- ◆ Catastrophic device failures are rare (post infant mortality)

➤ The BAD:

- ◆ Relatively high bit error rate, increasing with wear
 - › MLC wear rate (higher capacity density) worse than SLC
 - › Higher density NAND Flash will increase bit error rate
- ◆ Program and Read Disturbs

➤ The UGLY:

- ◆ Partial Page Programming
- ◆ Data retention is poor at high temperature
- ◆ Infant mortality is high (large number of parts...)

- Wear leveling & Spare Capacity (e.g. Spare Blocks)
- Read & Program Disturb Controls
- Data & Index Protection
 - ◆ ECC Correction
 - ◆ Internal RAID
 - ◆ Data Integrity Field (DIF)
- Management

Poor Media + Great Controller → Great SSS Solution

Note: Multipage Programming Should Not Be Done

Is the following example about
Performance
Or
Reliability?

➤ On-line internet Retail

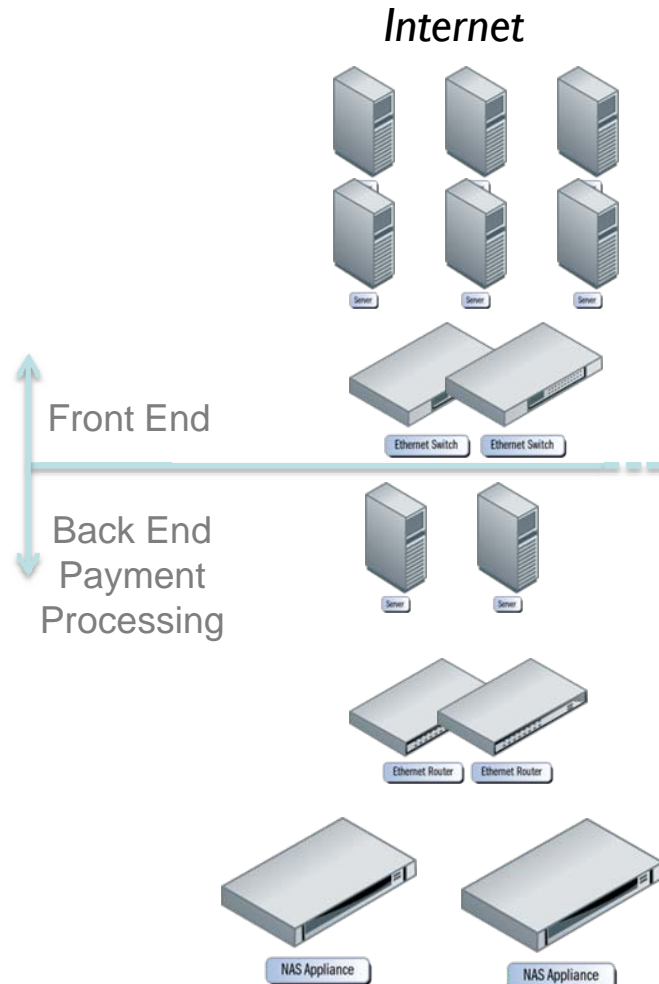
➤ Representative Markets:

- ◆ Transaction Processing
- ◆ Data Mining

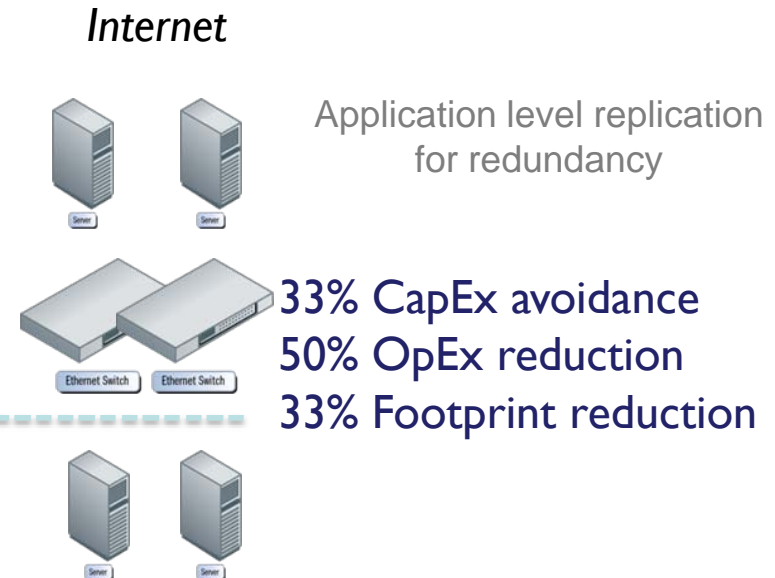
➤ Problem (4Q07)

- ◆ Systems not capable → Contract out data mining
- ◆ Performance hitting 100% → Loss of revenue
- ◆ Cost to meet growth: prohibitive

Before (3Q2008)



After (4Q2008)



Application level replication
for redundancy

33% CapEx avoidance
50% OpEx reduction
33% Footprint reduction

12x improvement on write
- Latency down from 4 to <1ms
14x improvement on read
- Latency down from 12 to <1ms

“Enough capacity to cover 24 months of growth”
Geoffrey Smalling - CTO

RAS Improvements

Change	Before	After	Reliability Gain
# Servers	8	4	Substantial
# Software Licenses	8	4	
# Ethernet Routers	2	0	Substantial
# NAS Appliances	2	0	Substantial
# HDDs	28	0	Substantial
# Ethernet Switches	2	2	
# SSS Devices	0	6	(Minimal)

And some think SSS is only about performance

Think Again!

Performance



Reliability

Features directly affecting performance measurements

	SATA (A)	SATA (B)	PCI (C)
Capacity (GB)	32	32	160
Bus/Link	SATA-II (3 Gb/s)	SATA-II (3 Gb/s)	PCI-E X4 1.1
Memory Type	SLC	SLC	SLC
Adjustable Reserve Capacity	No	No	Yes
SSS Internal RAID -- Running during test	No N/A	No N/A	Yes Yes
K-IOPS (RMS)	8	27	88
K-IOPS (RMS) / WATT	3	?	7
Bandwidth (RMS, MB/s)	56	208	743
ECC correction	7 bits in 512B	?	11 bits in 240B

IF

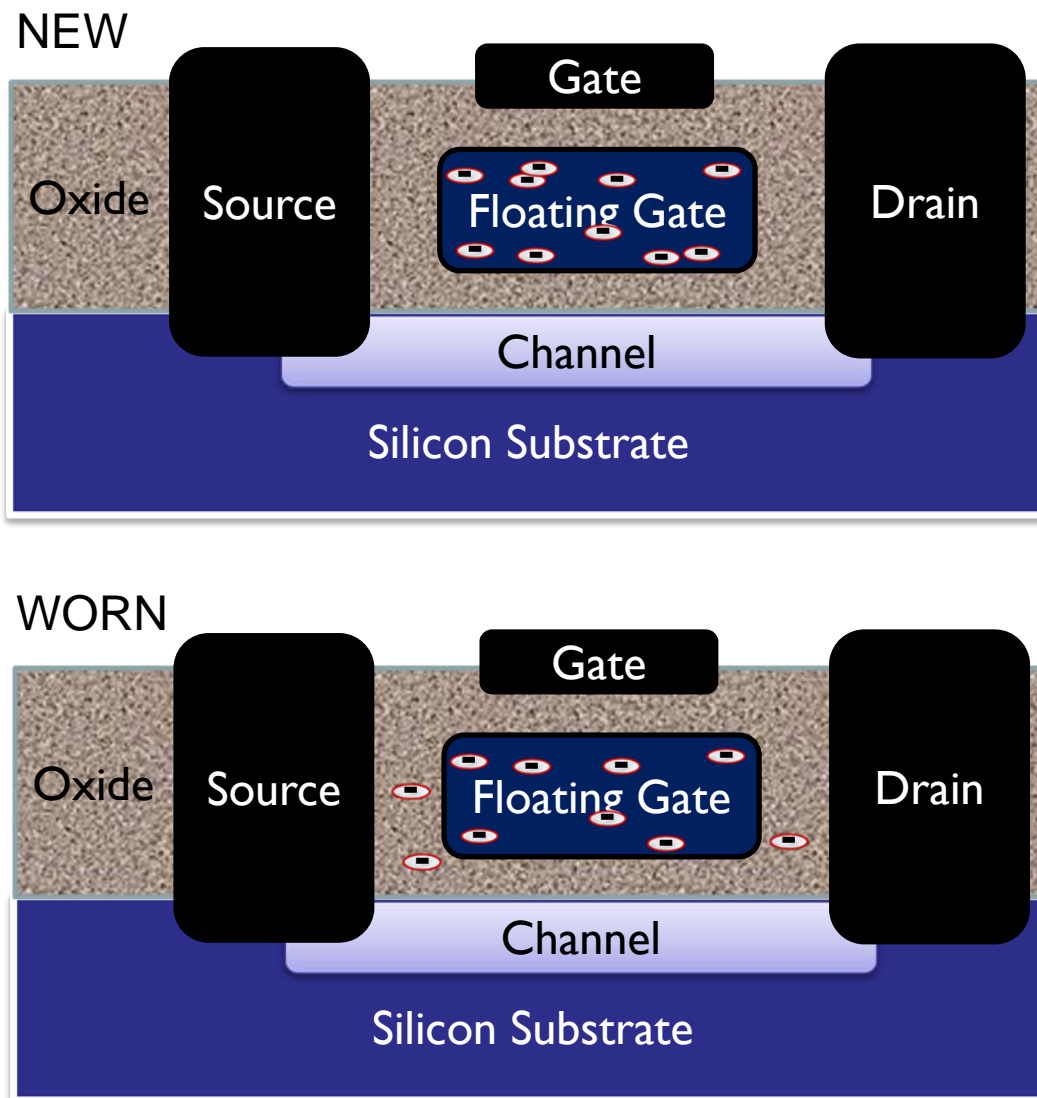
product performance is **10X**,

can the life be **0.1X**?

Can infant mortality be **10X**?

Flash Memory Cell Wear-out

- With repeated P/E Cycles, electrons get “stuck” in the oxide, preventing a reliable “read” of a logical 0 and a logical 1.



Memory Cell Wear Out



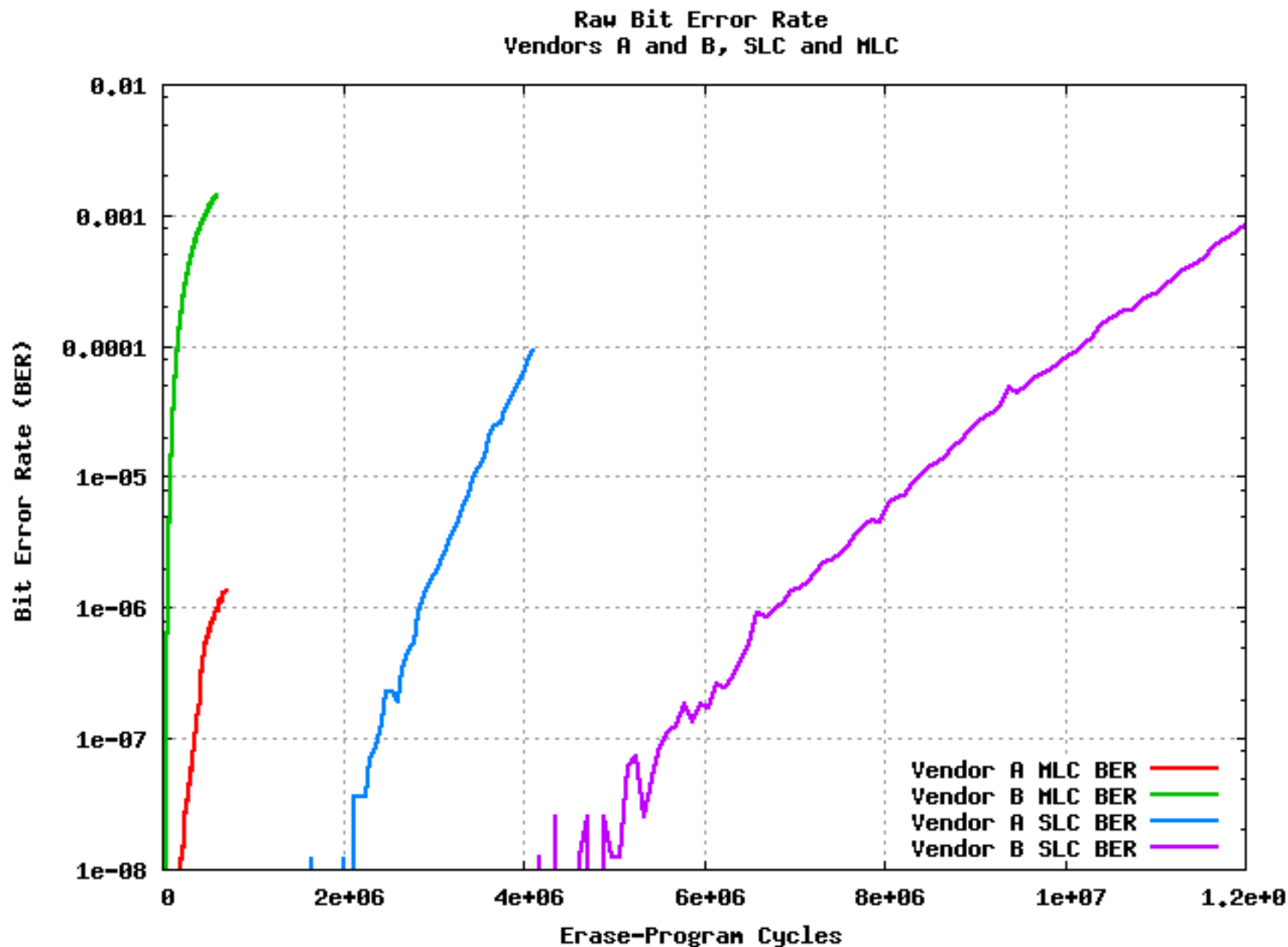
Higher BER



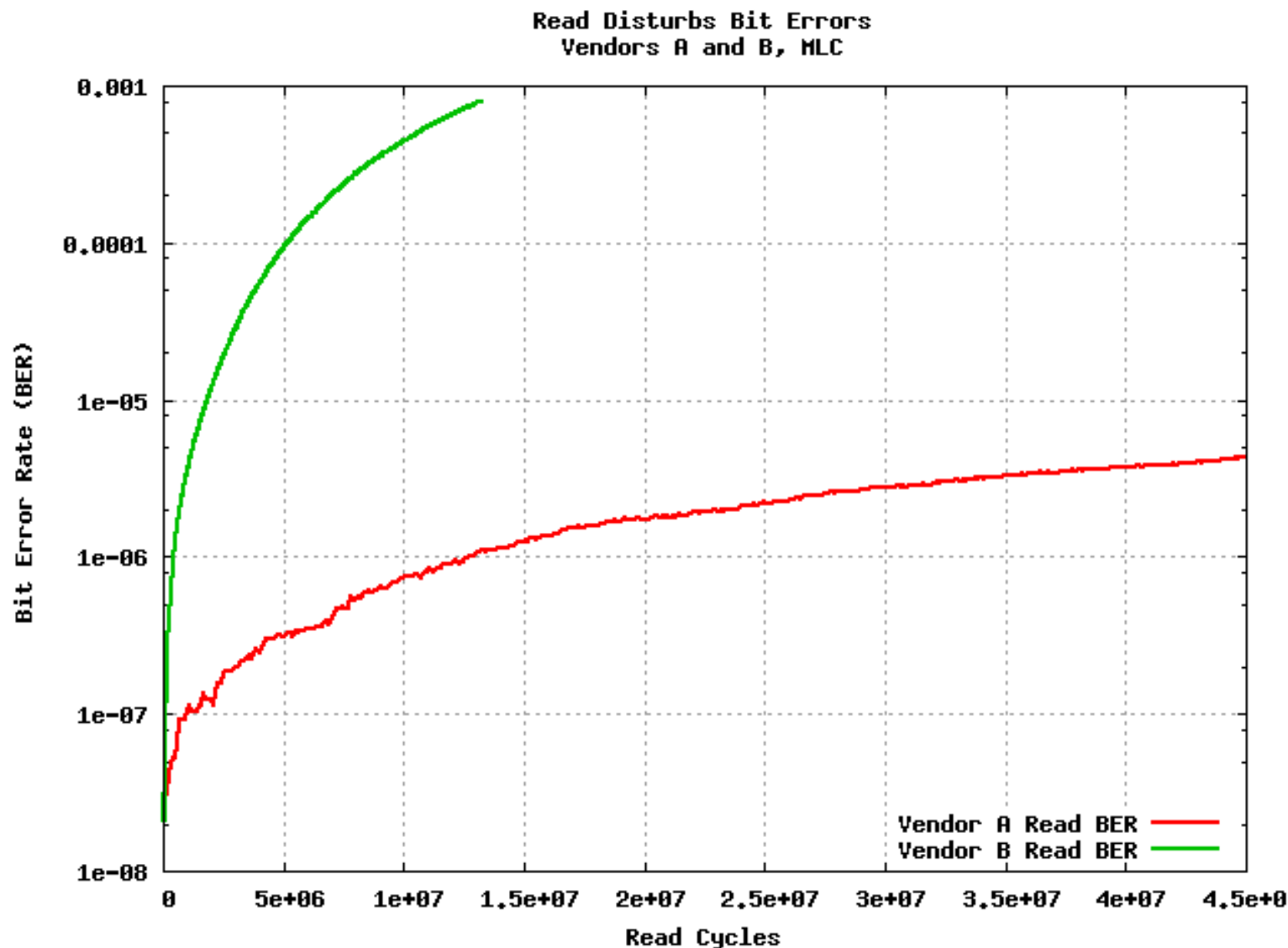
⌞ Data Integrity

⌞ Life

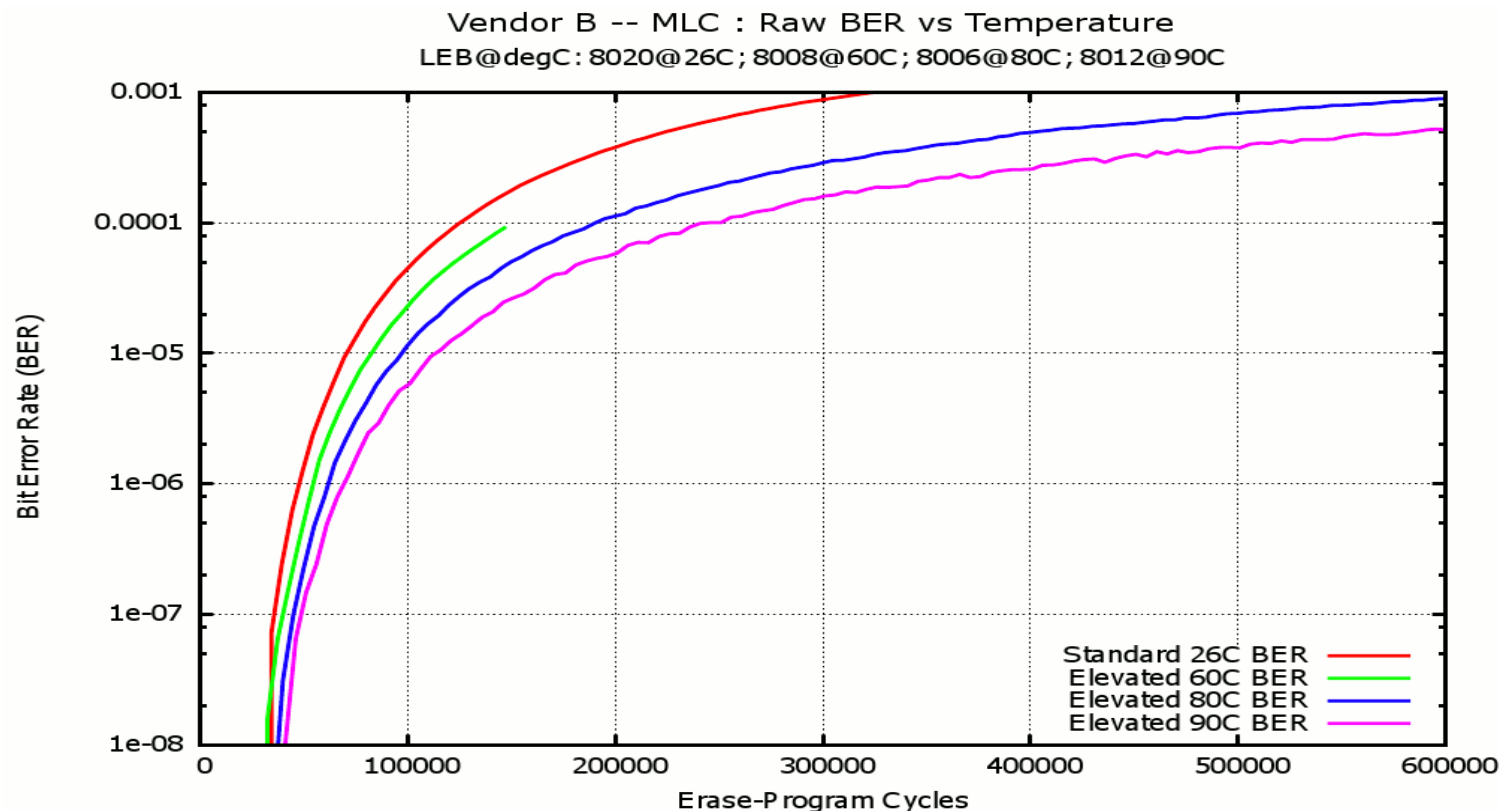
Raw Erase Error Rate (SLC, MLC)



Read Disturb Raw Error Rate (MLC)

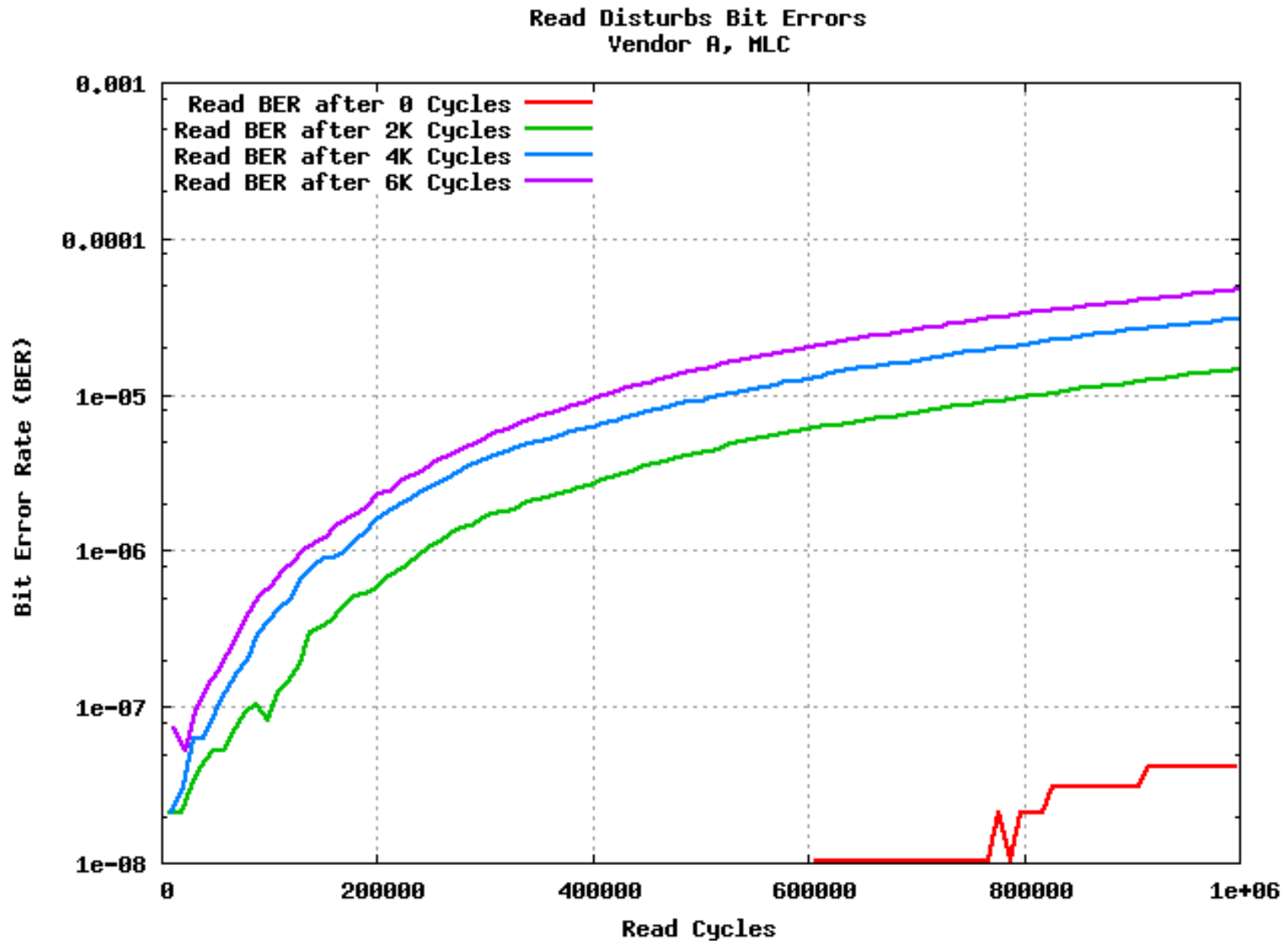


Retirement v Temperature (MLC)



**Error Rate Decreases with Increase in Temperature
But,
Data Retention Decreases with Temperature**

Erase Cycle Effect on Read Disturbs



The reason we have SSS is:

Thumb drives

Digital cameras

iPODs

Etc.

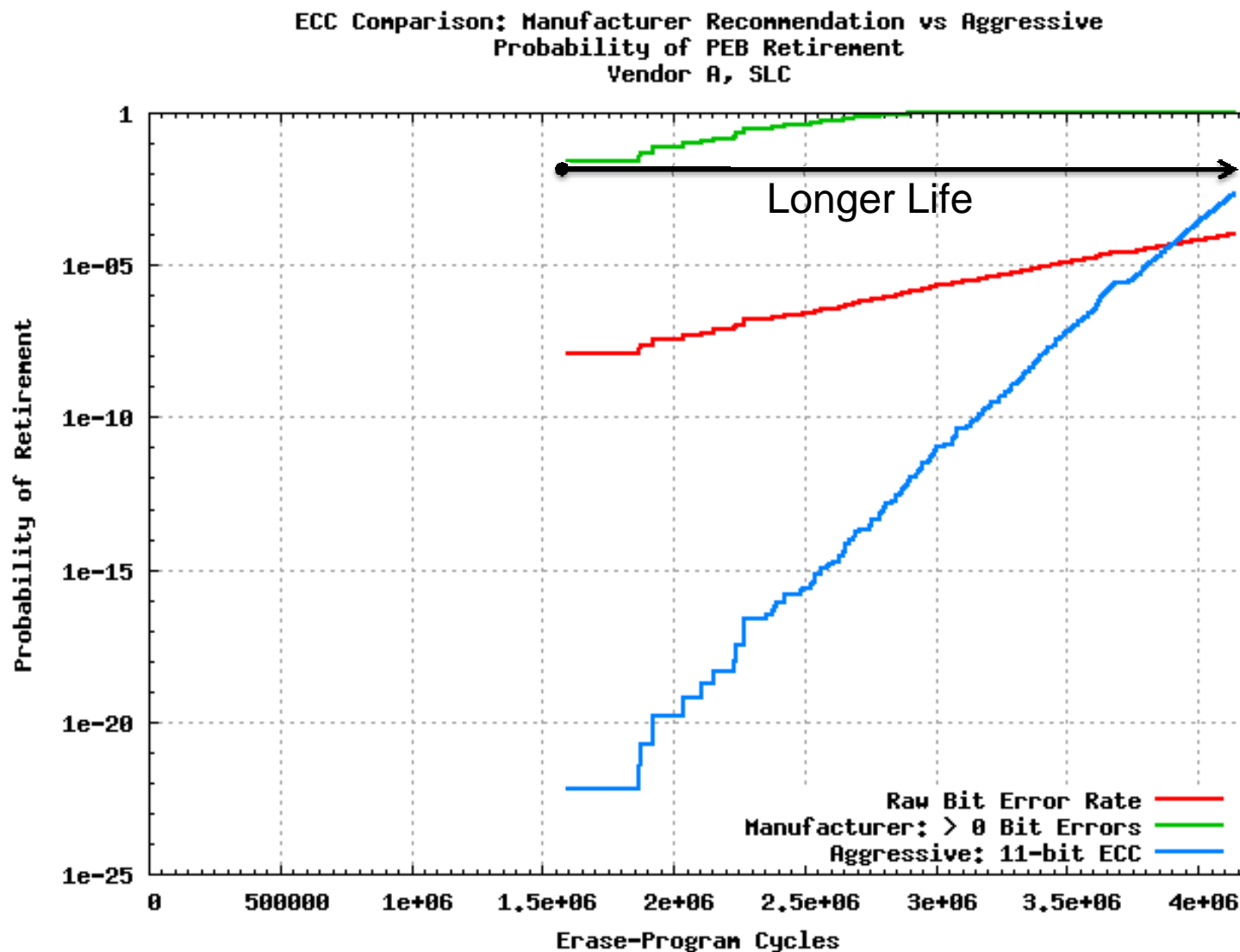
Drive the price down and capacity up.

These applications do not need:

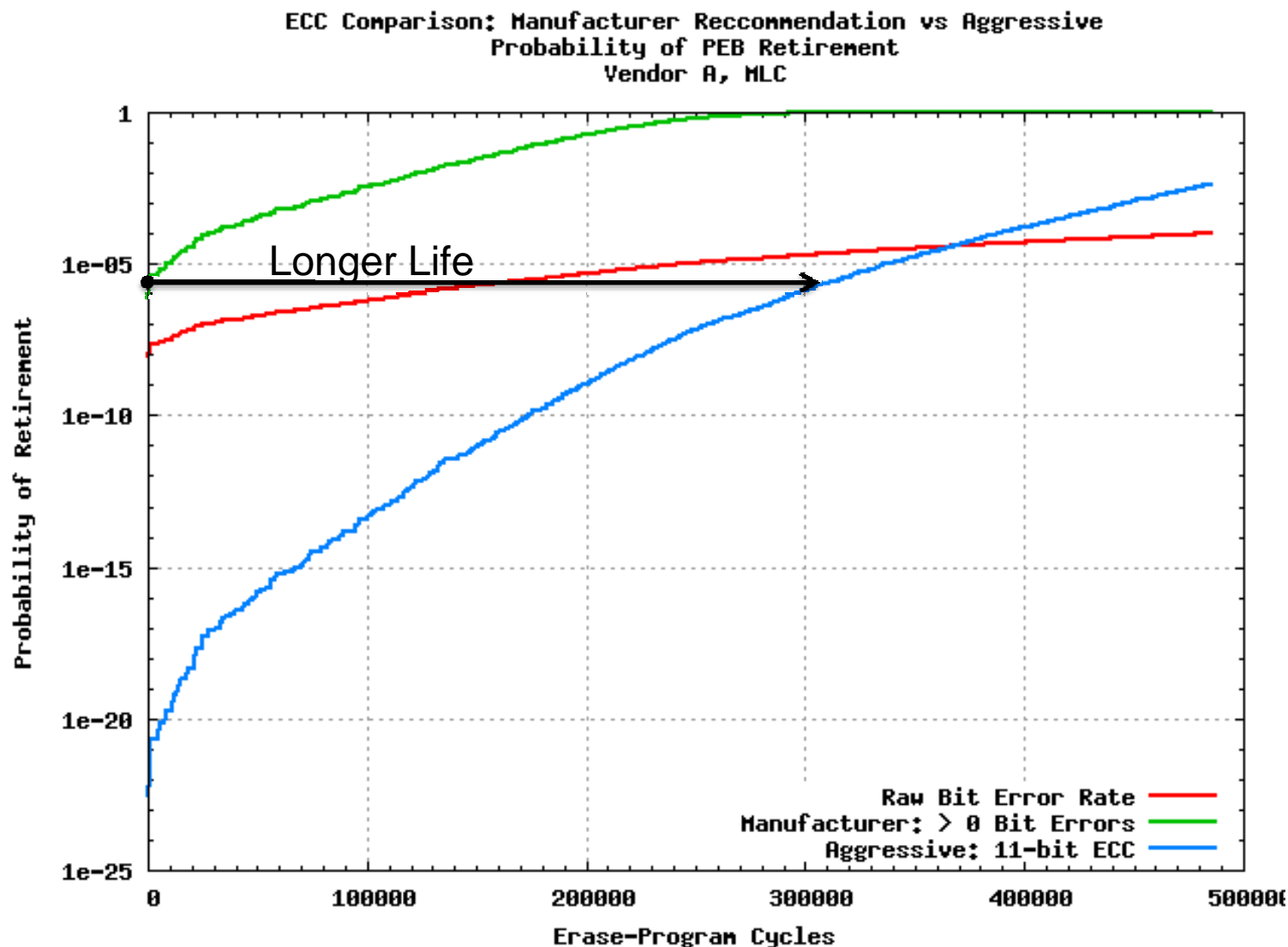
Robust data integrity

Large number of write cycles

ECC Extends the PEB Life (SLC)



ECC Extends the PEB Life (MLC)



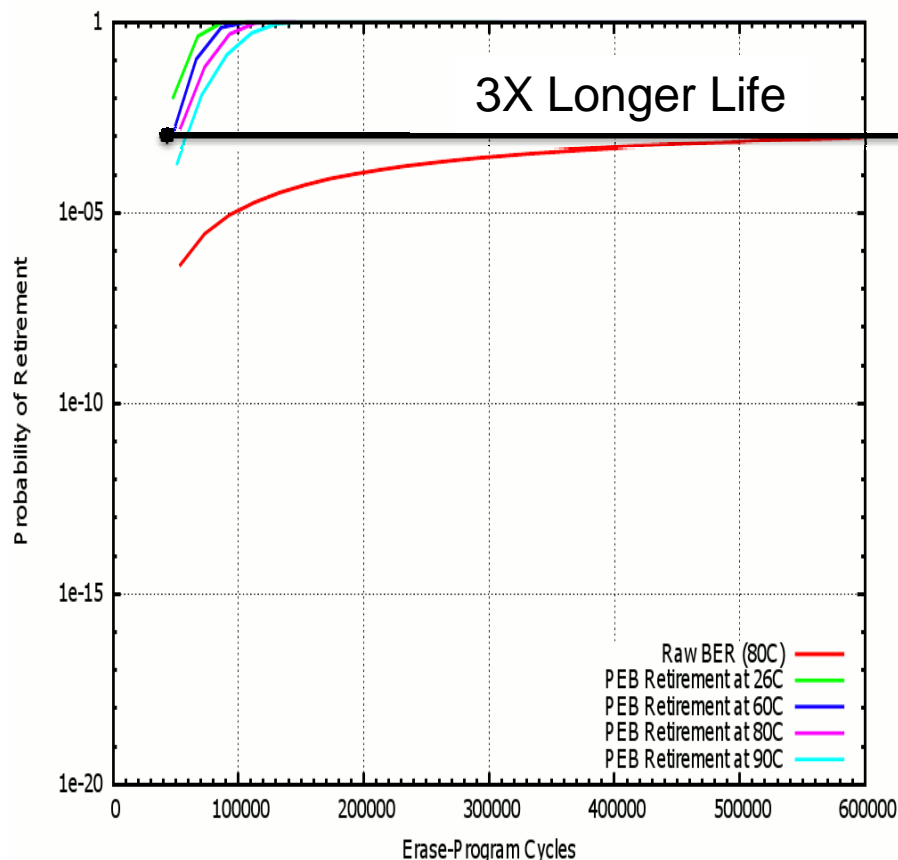
PEB Retirement v Temp. (MLC)

MFG Recommendation

Robust ECC / Aggressive Retirement

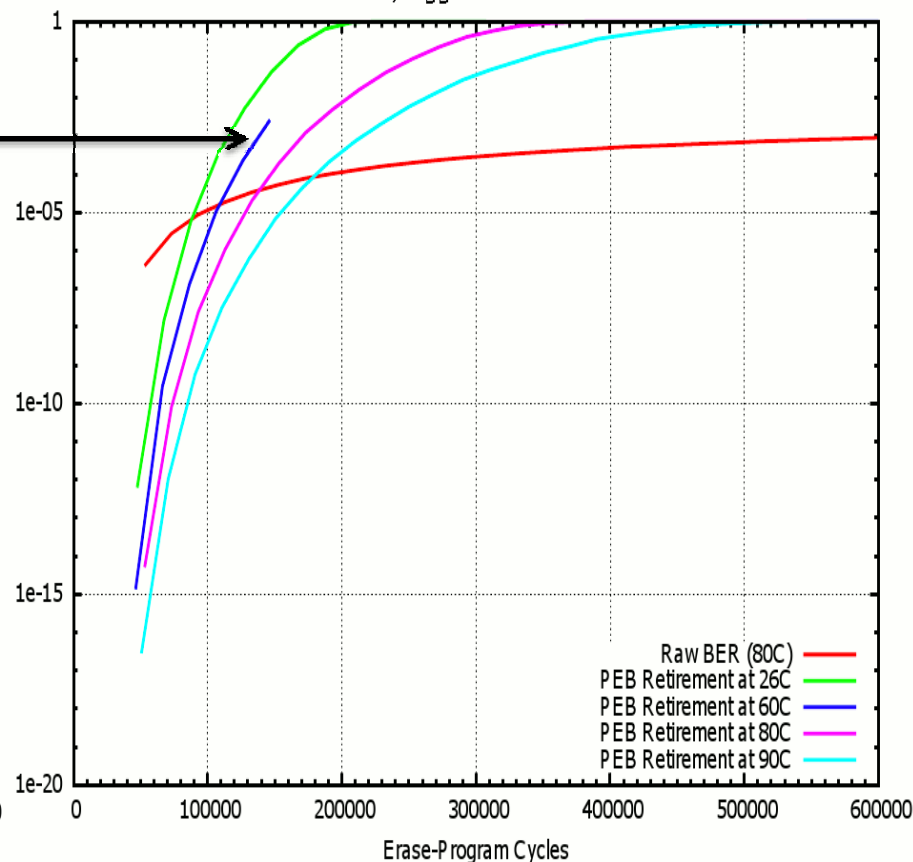
Vendor B -- MLC : Probability of PEB Retirement with Temperature

Manufacturer ECC Recommendation: 1 bit Run, 4 bits total, 512 Bytes



Vendor B -- MLC : Probability of PEB Retirement

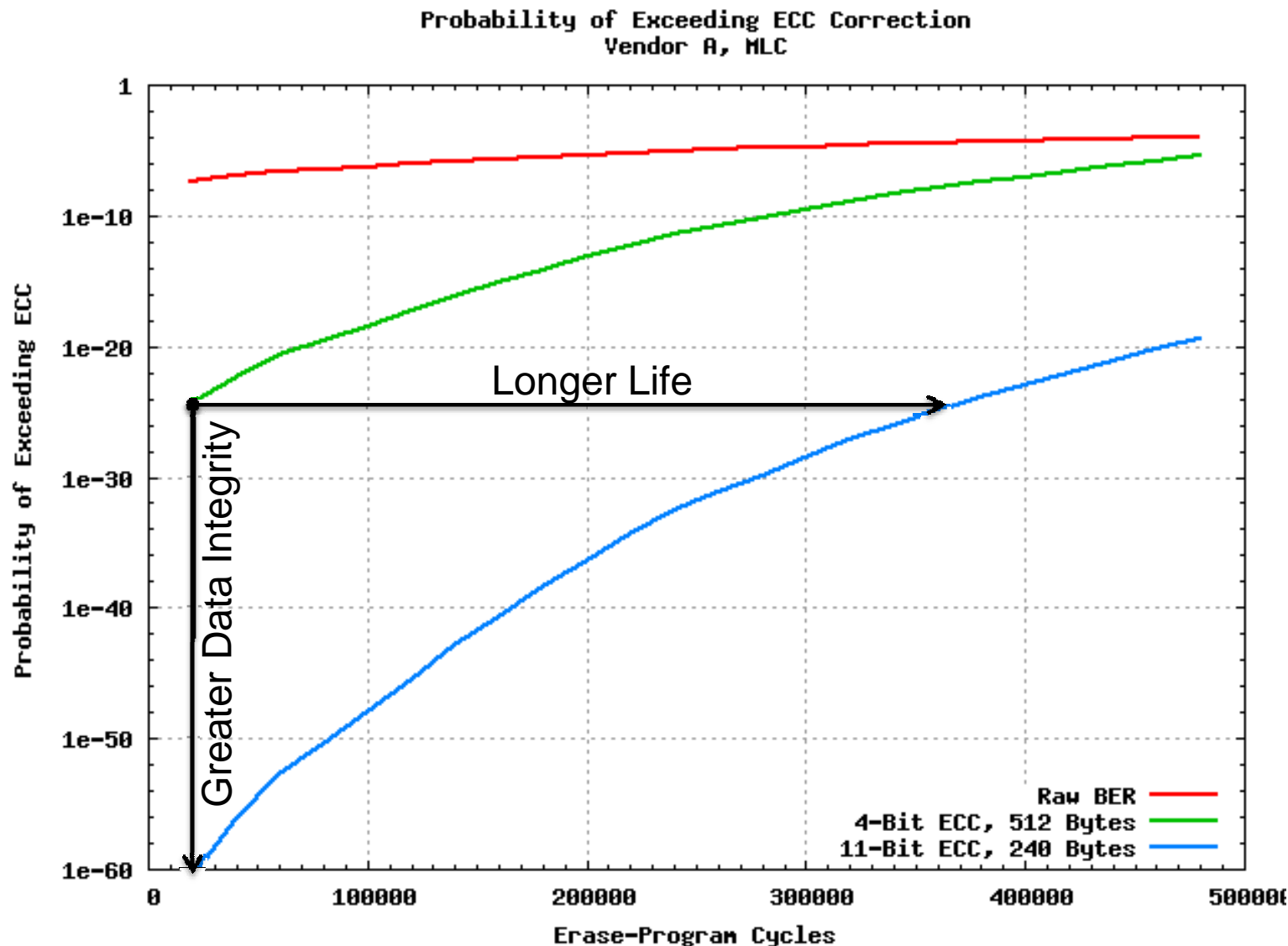
Robust ECC / Aggressive Retirement



Probability of Exceeding ECC (MLC)

Education

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Data Integrity .V. Extended Life



Life (“TBW : Terabytes Written”)

	Life Expectancy	Average Rate	Used per Day	Consumed per Year	Life Expectancy
Consumer Vehicle	200K miles	45 MPH	1.5 Hrs	25K Miles	8.1 years
Commercial Vehicle	5,000K miles	55 MPH	11 Hrs	221K Miles	22.6 years
Consumer (MLC)	32,000 TBW	100 MB/s	7 Hrs	920 TB	34.8 years
Enterprise (SLC)	160,000 TBW	250 MB/s	24 Hrs	7,884 TB	20.3 years

Your Mileage May Vary

Life Calculation

"Enterprise"		"Consumer"	
1,000,000	Program-Erase Cycles		100,000
160,000,000,000	Capacity (B)		320,000,000,000
160,000,000,000,000,000	Total Bytes Written	32,000,000,000,000,000	
24	Hours used per day		7
86,400	Seconds used per day		25,200
250,000,000	Write Rate (B/s)		100,000,000
21,600,000,000,000	Bytes Written per day		2,520,000,000,000
7,884,000,000,000,000	Bytes Written per yr (B/yr)	919,800,000,000,000	
20.3	Life in years		34.8

Access Process (Physics Ignored)

➤ Read Access

- ◆ Address Chip / EB / Page
- ◆ Load Page into Register
- ◆ Transfer Data From Register 1-byte per cycle

Typical NAND Flash Die:

- 2000 Erase Blocks (EB)
- 64 Pages per EB
- 4000 Bytes per Page
- 500 MByte Total Capacity

➤ Write Access

- ◆ Address Chip / EB
- ◆ Erase EB

...some time later...

- ◆ Address Chip / EB / Page
- ◆ Transfer Data To Register 1-byte per cycle
- ◆ Program Register to Page

Example 1: Read/Erase/Modify/Write

Time = t1

Starting State

Page	Erase Block I			
0	b	c	--	--
1	j	--	k	l
2	m	--	--	--
3	--	--	q	r

Time = t2

Write Buffer & W,X,Y

Page	Erase Block I			
0	b	c	W	X
1	j	Y	k	l
2	m			
3			q	r

Time = t3

Write Buffer & Z,A,B',C',R'

Page	Erase Block I			
0	B'	C'	w	x
1	j	y	k	l
2	m	Z	A	
3			q	R'

Buffer holds data
while EB-I Erased

Buffer holds data
while EB-I Erased

Page	Erase Block I			
0				
1				
2				
3				

Page	Erase Block I			
0				
1				
2				
3				

Explanation of Previous Slide

➤ Assumptions

- ◆ Simplified to show erase blocks with 4 pages, each page having 4 data blocks
- ◆ Invalid (erased or replaced) data is indicated by “—”
- ◆ Old data is indicated by lower case letters
- ◆ New data is indicated by CAPs; Replacement data is indicated by “prime” (e.g. c → C’)

➤ Detail $T = t1$ to $T = t2$ transition

- ◆ Data is read from EB-1
- ◆ EB-1 is erased
- ◆ New data {W,X,Y} modifies previous invalid data
- ◆ Data is written back to EB-1

➤ Detail $T = t2$ to $T = t3$ transition

- ◆ Data is read from EB-1 into data buffer
- ◆ EB-1 is erased
- ◆ New data {B’, C’, Z, A, R’} modifies previous data in data buffer
- ◆ Data is written back to EB-1

Note: backup material for those reviewing or looking at presentation without audio/video

Example 2: Read/Modify/Write

Time = t1

Starting State

Page	Erase Block 1			
0	b	c	--	--
1	j	--	k	l
2	m	--	--	--
3	--	--	q	r

Time = t2

Data to Buffer (not shown)

Erase EB-1 (not shown)

Write Buffer & W,X,Y to
EB-1

Page	Erase Block 2			
0	b	c	W	X
1	j	Y	k	l
2	m			
3			q	r

Time = t3

Data to Buffer (not shown)

Erase EB-1 (not shown)

Write Z,A & Replace b,c,r
with B',C',R' & Write EB-1

Page	Erase Block 3			
0	B'	C'	w	x
1	j	y	k	l
2	m	Z	A	
3			q	R'

Implicit wear leveling; EB-1 → EB-2 → EB-3

Presumes that destination EB-2 & EB-3 erased prior to transfer of data → higher performance (than previous “Read/Erase/Modify/Write” example)

“Write Amplification Impact”

➤ In this example,

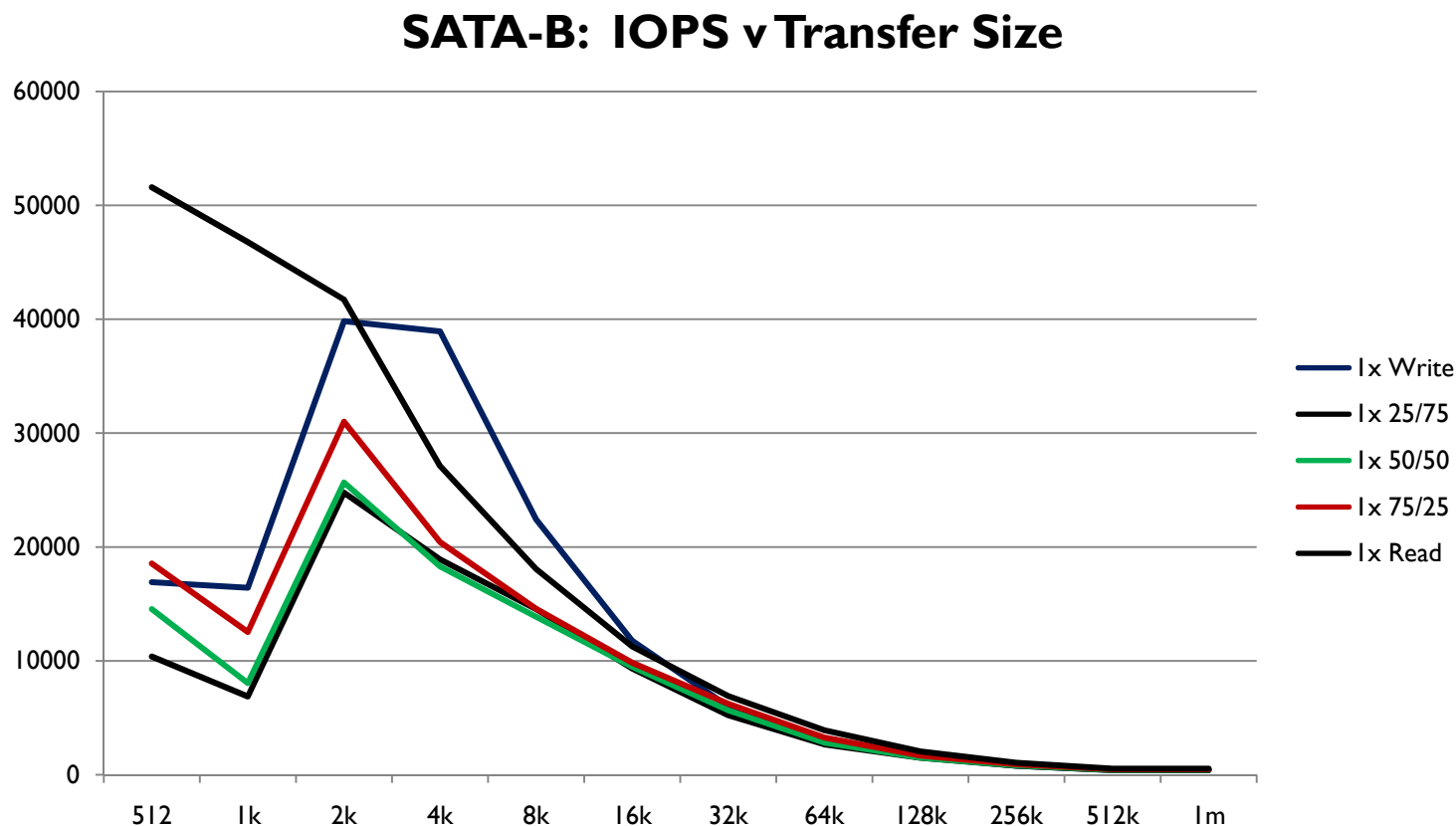
- ◆ Data written t1 to t2: 16 blocks
 - › NEW DATA {W, X, Y} 3 blocks; Copied Data {b, c, j, k, l, m, q, r} 8 blocks
 - › Null Data: 5 blocks
- ◆ Data written t2 to t3: 16 blocks
 - › NEW DATA {B', C', Z, A, R'} 5 blocks; Copied Data {w, x, j, y, k, l, m, q} 8 blocks
 - › Null Data: 3 blocks
- ◆ (2) EB erasures

- ◆ 25% (8 of 32) writes are user initiated
- ◆ 75% (24 of 32) writes are internal data movement (overhead)

➤ Important:

- ◆ Amount of valid or invalid data in EB-I is irrelevant to performance impact
- ◆ “Write Amplification” is workload (access pattern) dependent (e.g., what if the write of R' above was not coincident with B' & C')

SATA-B: IOPS vs Transfer Size



Possible evidence of “write amplification”

Example 3: Garbage Collection

Time = t1

Start Garbage Collect EB-1

Page	Erase Block 1			
0	b	c	--	--
1	j	--	k	l
2	m	--	--	--
3	--	--	q	r

Page	Erase Block 2			
0				
1				
2				
3				

Time = t2

EB-1 GC'd to EB-2
W,X,Y added

Page	Erase Block 1			
0	b	c	--	--
1	j	--	k	l
2	m	--	--	--
3	--	--	q	r

Page	Erase Block 2			
0	W	b	c	X
1	Y	j	k	l
2	m	q	r	
3				

Time = t3

EB-1 erase
b,c,r replaced by B',C',R'

Page	Erase Block 1			
0				
1				
2				
3				

Page	Erase Block 2			
0	w	--	--	x
1	y	j	k	l
2	m	q	--	B'
3	C'	Z	A	R'

Explanation of Previous Slide

➤ Assumptions

- ◆ New data blocks and data blocks being garbage collected are interleaved

➤ Details

- ◆ At Time = t_0 , erase block 1 (EB-1) is identified for Garbage Collection (GC)
- ◆ At Time = t_1 , good data is moved from EB-1 to EB-2 (it is implicit that an index is updated accordingly); New data W, X, and Y are added while the GC is taking place. EB-1 is then ready to be erased
- ◆ At Time = t_2 , EB-2 is erased; Data for b, c, & r have been updated with B', C' & R'; b, c & r are indicated as "Invalid."

Note: backup material for those reviewing or looking at presentation without audio/video

➤ In this example,

- ◆ COPIED DATA: {b, c, j, k, l, m, q, r} 8 blocks
- ◆ NEW DATA {W, X, Y, B', C', Z, A, R'} 8 blocks
- ◆ 50% (8 of 16) writes are user initiated
- ◆ 50% (8 of 16) writes are internal movement (overhead)

➤ Important:

- ◆ 50% of EB-I was “invalid data”
- ◆ What if only 10% had been “invalid data?”
- ◆ GC efficiency is dependent upon % of reserve capacity

➤ IF high percentage of total storage capacity utilized

AND

➤ High percentage of data has no correlation-in-time

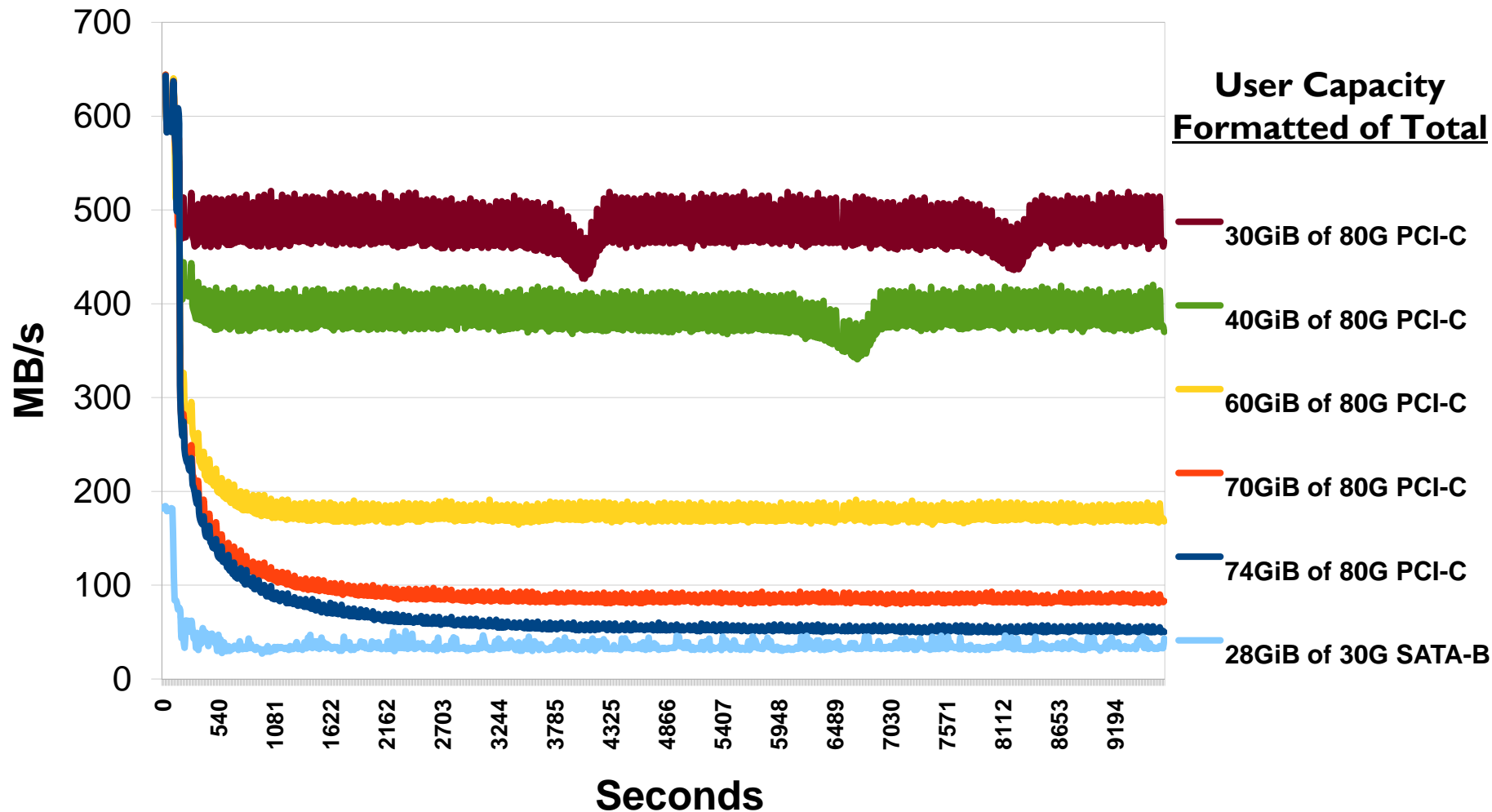
AND

➤ Continuous writing (no recovery time for GC)

THEN

Efficiency of GC greatly diminished

Pathological Write Condition



Your Mileage Will Vary

➤ SSS Solutions have these features now

MANY DO NOT

➤ Do your Homework

➤ Choose Wisely

➤ Caveat Emptor

➤ Robust ECC

- ◆ Increased need for MLC
- ◆ Increased need as NAND Flash Capacity Increases

➤ Index Protection (ECC, DIF, Other)

- ◆ Eliminates Index Induced Silent Data Corruption

➤ Internal RAID

- ◆ Overcomes High Infant Mortality
- ◆ Continued Protection Over Life

➤ Power Loss

- ◆ Storage of metadata / indexes
- ◆ Completion of acknowledged writes

➤ Data Scrubbing

➤ Read / Program Disturb Management

➤ Data Retention Management

➤ Thermal Management

➤ Partial Page Programming Avoidance

- Robust ECC
- RAID (Internal)
- Wear Leveling – Reduce Hot Spots
- Wear-out Prediction – Planned Maintenance
- Write Amplification Avoidance
- Garbage Collector Efficiency

➤ System Configuration

- ◆ External RAID
- ◆ Write Caching
- ◆ DIF Support

➤ Application Characteristics

- ◆ Read/Write Ratios
- ◆ Temporal Randomness of Access
- ◆ Steady State v Bursting

➤ Configuration / Tuning

- ◆ Reserve Capacity Setting (% of used capacity)

➤ Device Management

- ◆ Device Retirement (device wear affects error probabilities)

➤ Bandwidth Throttling

- ✦ May improve device life
- ✦ May not translate to the system / data center or more global reliability gains.

➤ Partial Page Programming

- ✦ May decrease write amplification
- ✦ Severely reduces data integrity

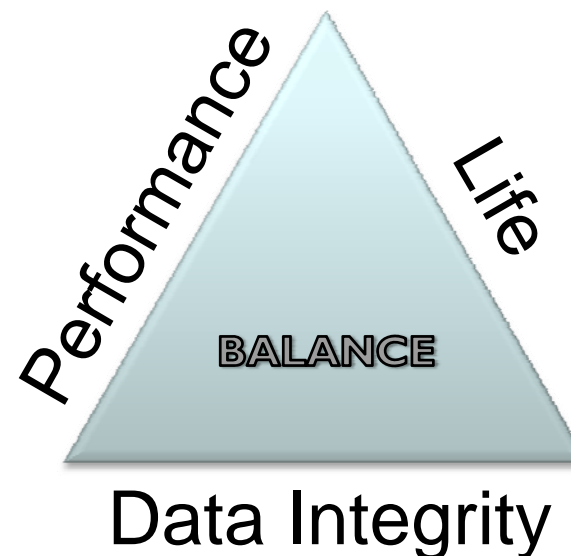
➤ SSS tuned for performance at a block size you don't use

- ✦ Write amplification at block size you do use
- ✦ Increased wear
- ✦ Decreased data integrity
- ✦ Reduced life

➤ Compare at data center / system level

- ◆ Performance
- ◆ Cost (CapEx; OpEx)
- ◆ Power
- ◆ **Reliability, Availability**

➤ Tune for Your Needs!



- Please send any questions or comments on this presentation to SNIA: [**tracksolidstate@snia.org**](mailto:tracksolidstate@snia.org)

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