

Using the Appropriate Wear Leveling to Extend Product Lifespan

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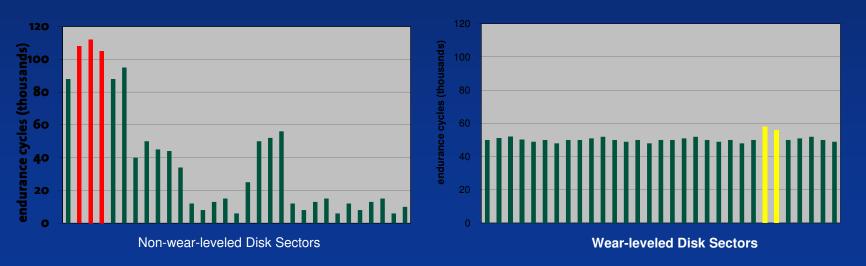
Impact of Increasing Density on Flash Life

- Dynamic vs. Static Wear Leveling
- Other Considerations
- Conclusions



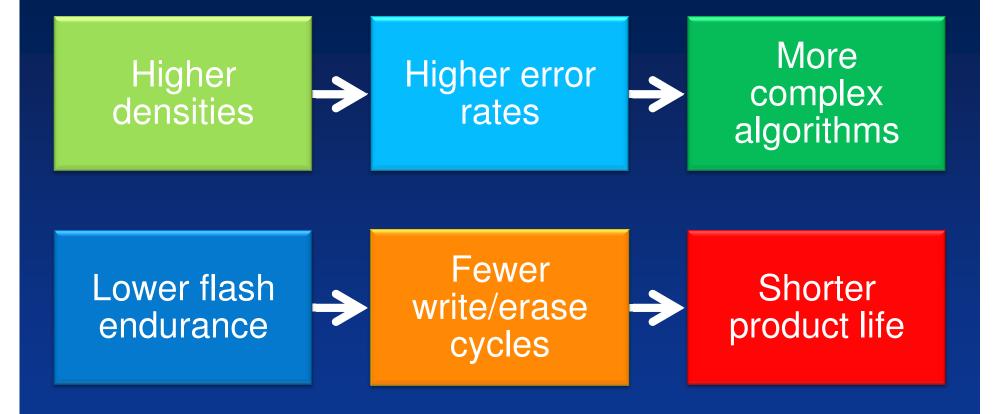


Wear leveling: a set of algorithms that attempt to maximize the lifetime of flash memory by evening out the use of individual cells.













Largely inherent in any flash file system

- Overwrites are error prone or not allowed
- Writes to NAND must be sequential

Effectiveness is based on application use case

- How much data is unchanged?
- Only works on areas of flash which are frequently updated
- Static data therefore reduces life of the flash





Static Wear Leveling Considers Entire Flash Media

- Does not happen automatically, software must purposely evaluate untouched areas
- Effective regardless of use case
 - Static data reduces writeable flash area
 - Overly aggressive implementation can actually reduce flash life.





- Both approaches are required for an effective wear leveling solution.
- Dynamic is low effort and reduces the complexity of static implementations
- Static ensures that media life is maximized



A Dynamic vs Both Case Study

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	56	5504	17	1	103	1	57	1	75	1	60	5440	1	1	74	1	2252	
	488	1	5472	1	5235	5339	1	1	5389	1	23	5455	1	5353	1	39	2171	
	27	1	52	1	151	47	1	95	4	27	81	65	1	62	1	5496	2302	164
5	463	1	5413	1	156	5362	1	5583	1	5387	69	1	5403	1	253	1	1702	176
5	534	1	5410	1	1	154	64	1	5404	1	72	3	63	5429	1	77	1812	223
	13	1	1	46	5469	1	1	43	4	66	1	5375	1	16	5481	1	2167	154
	1	136	1	23	1	169	1	5436	1	5420	5291	1	7	1	5205	5338	1530	154
	1	2	92	172	5431	121	5480	139	305	1	41	242	ì	32	172	39	2161	167
5	412	5186	É.	38	91	5407	88	32	126	112	5313	32	47	2	23	ī	2194	160
	1	1	1	837	1	1	1	1	87	5355	5359	1	1	4	1	1	1884	153
	1	155	5352	1	1	1	1	40	1	2	1	1	99	1	1	1	1638	217
	2	39	1	26	5265	1	111	1	26	5401	1	1	35	1	38	1	2164	213
	22	51	1	5291	1	32	5490	r	55	1	40	1	100	-1	52	1	1540	173
	70	5404	1	554	1	5264	5374	1	121	1	5321	5348	1	84	1	115	1652	219
5	457	à.	1	147	1	5347	1	312	1	5369	230	1	1	42	1	104	1776	187
	1	5332	1	5399	140	1	5418	1	5619	1	1	177	4	1	5424	1	2250	150
4	246	1	288	1	1	5466	82	1	2	1	5339	29	1	5451	1	144	1654	167
5	377	1	5318	1	154	5097	1	10	1	5314	5371	1	1	5462	4	243	1607	188
	169	1	116	1	5364	20	1	3	1	14	364	238	1	5330	64	1	2258	219
5	528	1	5384	5410	1	1	5350	ï	5371	1	191	1	5518	5535	1	1	2061	213
	61	1	61	1	5348	5321	1	143	1	128	1	5339	1	1	5391	323	2406	207
	1	5396	1	61	1	5371	5342	5485	5428	1	5495	1	114	5305	1	5310	2208	226
	1	5491	42	1	60	1	89	44	1	5438	1	1	5357	z	1	67	2173	221
	1	5328	5383	1	5431	1	48	37	1	5460	1	5336	1378	1	8	1	1555	220
	65	1	5427	1	2	1	1	5366	105	1	15	1	9	17	79	192	2190	222
	1	78	77	1	5339	1	178	1	5387	1	3	5347	1	1	133	1	1871	218
	26	1	5455	65	33	5401	1	5446	1	69	1	331	57	1	40	1	2146	153
	10	35	1	5324	1	60	5319	1	70	1	32	72	214	1	5511	1	2060	158
	55	5379	117	73	53	z	5436	£	737	1	5488	135	1	5405	1	1	1721	193
	183	85	1	167	1	103	1	57	1	1	51	123	1	5	5396	5399	1756	208
	62	5564	73	114	1	18	5257	74	93	80	1	90	99	5386	5404	5402	1548	216

Dynamic Only

Dynamic + Static



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SUM



Static Wear Leveling

- Distributing writes across the media reduces read and write performance
- Does not recover writeable space
- Statistical implementations may not handle certain use cases or break down entirely





Excessive reads introduce errors too!

- Bit disturb errors may go undetected
- Aggressive algorithms may increase error rates
- Wear level operations should be bounded
 - Impacts to performance must be low.
 - Take advantage of idle time if possible.





- Wrong wear leveling algorithm will shorten product life
- High density SLC and MLC NAND makes it a critical component.
- Important to use both static and dynamic together
- Ensure the implementation meets application needs in performance and reliability

