

Tackling Intracell Variability in TLC Flash Through Error Correction Coding

Ryan Gabrys, Lara Dolecek

Department of Electrical Engineering UCLA

- 1 Background
- 2 Empirical Data
- 3 Error-Correction Model
- 4 Error-Correcting Codes
- 5 Performance Results
- 6 Conclusion

Technical constraint

- Flash memory is comprised of a set of floating gate cells.

Technical constraint

- Flash memory is comprised of a set of floating gate cells.
- Information is stored by controlling the number of electrons stored within each cell.

Technical constraint

- Flash memory is comprised of a set of floating gate cells.
- Information is stored by controlling the number of electrons stored within each cell.
- Density Per Cell

Technical constraint

- Flash memory is comprised of a set of floating gate cells.
- Information is stored by controlling the number of electrons stored within each cell.
- Density Per Cell
 - Single-Level-Cell (**SLC**) 1 bit per cell.

Technical constraint

- Flash memory is comprised of a set of floating gate cells.
- Information is stored by controlling the number of electrons stored within each cell.
- Density Per Cell
 - Single-Level-Cell (**SLC**) 1 bit per cell.
 - Multiple-Level-Cell (**MLC**) 2 bits per cell.

Technical constraint

- Flash memory is comprised of a set of floating gate cells.
- Information is stored by controlling the number of electrons stored within each cell.
- Density Per Cell
 - Single-Level-Cell (**SLC**) 1 bit per cell.
 - Multiple-Level-Cell (**MLC**) 2 bits per cell.
 - Triple-Level-Cell (**TLC**) 3 bits of information per cell.

Technical constraint

- Flash memory is comprised of a set of floating gate cells.
- Information is stored by controlling the number of electrons stored within each cell.
- Density Per Cell
 - Single-Level-Cell (**SLC**) 1 bit per cell.
 - Multiple-Level-Cell (**MLC**) 2 bits per cell.
 - Triple-Level-Cell (**TLC**) 3 bits of information per cell.

Previous work

- Recent error-correcting codes for Flash memory
 - T. Kløve, B. Bose, N. Elarief, “Systematic Single Limited Magnitude Error Correcting Codes for Flash Memories,” 2011.
 - Y. Cassuto et al., “Codes for Multi-Level Flash Memories: Correcting Asymmetric Limited-Magnitude Errors,” 2010.
 - Y. Maeda and H. Kaneko, “Error Control Coding for Multilevel Cell Flash Memories Using Nonbinary Low-Density Parity-Check Codes,” 2009.

Previous work

- Recent error-correcting codes for Flash memory
 - T. Kløve, B. Bose, N. Elarief, “Systematic Single Limited Magnitude Error Correcting Codes for Flash Memories,” 2011.
 - Y. Cassuto et al., “Codes for Multi-Level Flash Memories: Correcting Asymmetric Limited-Magnitude Errors,” 2010.
 - Y. Maeda and H. Kaneko, “Error Control Coding for Multilevel Cell Flash Memories Using Nonbinary Low-Density Parity-Check Codes,” 2009.
- Tensor product codes
 - P. Chaichanavong and P.H. Siegel, “A Tensor-Product Parity Code for Magnetic Recording,” 2006.
 - J.K. Wolf, “On Codes Derivable from the Tensor Product of Check Matrices,” 1965.

Voltage Levels for TLC

- Most Significant Bit **MSB**
- Center Significant Bit **CSB**
- Least Significant Bit **LSB**

High Voltage

011
010
000
001
101
100
110
111

Low Voltage

Data Collection

- Below is an image of the custom board from UCSD used to collect the data.



Data Collection

- Below is an image of the custom board from UCSD used to collect the data.
- On the first of every 100 P/E cycles the following was performed:



Data Collection

- Below is an image of the custom board from UCSD used to collect the data.
- On the first of every 100 P/E cycles the following was performed:
 - 1 Erase the block. (block= 2^{20} cells)



Data Collection

- Below is an image of the custom board from UCSD used to collect the data.
- On the first of every 100 P/E cycles the following was performed:
 - 1 Erase the block. (block= 2^{20} cells)
 - 2 Read back the errors.



Data Collection

- Below is an image of the custom board from UCSD used to collect the data.
- On the first of every 100 P/E cycles the following was performed:
 - 1 Erase the block. (block= 2^{20} cells)
 - 2 Read back the errors.
 - 3 Write random data.



Data Collection

- Below is an image of the custom board from UCSD used to collect the data.
- On the first of every 100 P/E cycles the following was performed:
 - 1 Erase the block. (block= 2^{20} cells)
 - 2 Read back the errors.
 - 3 Write random data.
 - 4 Read back the errors.

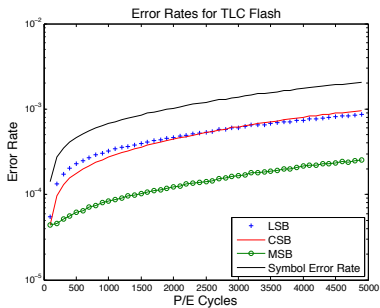


Data Collection

- Below is an image of the custom board from UCSD used to collect the data.
- On the first of every 100 P/E cycles the following was performed:
 - 1 Erase the block. (block= 2^{20} cells)
 - 2 Read back the errors.
 - 3 Write random data.
 - 4 Read back the errors.
- On the other 99 cycles, the block was erased and all-zeros were written.



Raw Error Rate



Error Patterns Within a Symbol

Number of bits in symbol that err	Percentage of errors
1	0.9617
2	0.0314
3	0.0069

Error Patterns Within a Symbol

Number of bits in symbol that err	Percentage of errors
1	0.9617
2	0.0314
3	0.0069

Idea: Design a code for observed intracell variability.

Code Properties

- Codes are over alphabet of size $q = 2^m$, where m is some positive integer and each symbol represents a Flash cell.

Code Properties

- Codes are over alphabet of size $q = 2^m$, where m is some positive integer and each symbol represents a Flash cell.
- A symbol is a binary length- m vector.

Code Properties

- Codes are over alphabet of size $q = 2^m$, where m is some positive integer and each symbol represents a Flash cell.
- A symbol is a binary length- m vector.
- A codeword is n binary length- m vectors so the result is a length- nm vector.

Code Properties

- Codes are over alphabet of size $q = 2^m$, where m is some positive integer and each symbol represents a Flash cell.
- A symbol is a binary length- m vector.
- A codeword is n binary length- m vectors so the result is a length- nm vector.
- Example over alphabet of size 8:
(45702) \rightarrow (100 101 111 000 010)

Error Vectors

Definition (Bit-Error Vector)

The length- nm vector $\mathbf{e} = (\mathbf{e}_0, \mathbf{e}_1, \dots, \mathbf{e}_{n-1})$, where each m -bit vector \mathbf{e}_i represents a symbol of size 2^m , is a $[t; \ell]$ -bit-error-vector if

Error Vectors

Definition (Bit-Error Vector)

The length- nm vector $\mathbf{e} = (\mathbf{e}_0, \mathbf{e}_1, \dots, \mathbf{e}_{n-1})$, where each m -bit vector \mathbf{e}_i represents a symbol of size 2^m , is a $[t; \ell]$ -bit-error-vector if

$$\textcircled{1} \quad |\{i : \mathbf{e}_i \neq \mathbf{0}\}| \leq t.$$

Error Vectors

Definition (Bit-Error Vector)

The length- nm vector $\mathbf{e} = (\mathbf{e}_0, \mathbf{e}_1, \dots, \mathbf{e}_{n-1})$, where each m -bit vector \mathbf{e}_i represents a symbol of size 2^m , is a $[t; \ell]$ -bit-error-vector if

- 1 $|\{i : \mathbf{e}_i \neq \mathbf{0}\}| \leq t.$
- 2 $\forall i, wt(\mathbf{e}_i) \leq \ell.$

Error Vectors

Definition (Bit-Error Vector)

The length- nm vector $\mathbf{e} = (\mathbf{e}_0, \mathbf{e}_1, \dots, \mathbf{e}_{n-1})$, where each m -bit vector \mathbf{e}_i represents a symbol of size 2^m , is a $[t; \ell]$ -bit-error-vector if

- 1 $|\{i : \mathbf{e}_i \neq \mathbf{0}\}| \leq t.$
- 2 $\forall i, wt(\mathbf{e}_i) \leq \ell.$

Definition (Bit-Error-Correcting Code)

A code \mathcal{C} is a $[t; \ell]$ -bit-error-correcting code if it can correct any $[t; \ell]$ -bit-error-vector.

Error Vectors (ctd.)

Definition (Graded Bit-Error Vector)

The length- nm vector $\mathbf{e} = (\mathbf{e}_0, \mathbf{e}_1, \dots, \mathbf{e}_{n-1})$, where each m -bit vector \mathbf{e}_i represents a symbol of size 2^m , is a $[t_1, t_2; l_1, l_2]$ -bit-error-vector if

Error Vectors (ctd.)

Definition (Graded Bit-Error Vector)

The length- nm vector $\mathbf{e} = (\mathbf{e}_0, \mathbf{e}_1, \dots, \mathbf{e}_{n-1})$, where each m -bit vector \mathbf{e}_i represents a symbol of size 2^m , is a $[\mathbf{t}_1, \mathbf{t}_2; \mathbf{l}_1, \mathbf{l}_2]$ -bit-error-vector if

$$\textcircled{1} \quad |\{i : \mathbf{e}_i \neq \mathbf{0}\}| \leq \mathbf{t}_1 + \mathbf{t}_2.$$

Error Vectors (ctd.)

Definition (Graded Bit-Error Vector)

The length- nm vector $\mathbf{e} = (\mathbf{e}_0, \mathbf{e}_1, \dots, \mathbf{e}_{n-1})$, where each m -bit vector \mathbf{e}_i represents a symbol of size 2^m , is a $[\mathbf{t}_1, \mathbf{t}_2; \mathbf{l}_1, \mathbf{l}_2]$ -bit-error-vector if

- 1 $|\{i : \mathbf{e}_i \neq \mathbf{0}\}| \leq \mathbf{t}_1 + \mathbf{t}_2.$
- 2 $\forall i, wt(\mathbf{e}_i) \leq \mathbf{l}_2.$

Error Vectors (ctd.)

Definition (Graded Bit-Error Vector)

The length- nm vector $\mathbf{e} = (\mathbf{e}_0, \mathbf{e}_1, \dots, \mathbf{e}_{n-1})$, where each m -bit vector \mathbf{e}_i represents a symbol of size 2^m , is a $[\mathbf{t}_1, \mathbf{t}_2; \mathbf{l}_1, \mathbf{l}_2]$ -bit-error-vector if

- 1 $|\{i : \mathbf{e}_i \neq \mathbf{0}\}| \leq \mathbf{t}_1 + \mathbf{t}_2.$
- 2 $\forall i, wt(\mathbf{e}_i) \leq \mathbf{l}_2.$
- 3 $|\{i : wt(\mathbf{e}_i) > \mathbf{l}_1\}| \leq \mathbf{t}_2.$

Error Vectors (ctd.)

Definition (Graded Bit-Error Vector)

The length- nm vector $\mathbf{e} = (\mathbf{e}_0, \mathbf{e}_1, \dots, \mathbf{e}_{n-1})$, where each m -bit vector \mathbf{e}_i represents a symbol of size 2^m , is a $[\mathbf{t}_1, \mathbf{t}_2; \ell_1, \ell_2]$ -bit-error-vector if

- 1 $|\{i : \mathbf{e}_i \neq \mathbf{0}\}| \leq \mathbf{t}_1 + \mathbf{t}_2.$
- 2 $\forall i, wt(\mathbf{e}_i) \leq \ell_2.$
- 3 $|\{i : wt(\mathbf{e}_i) > \ell_1\}| \leq \mathbf{t}_2.$

Example of a $[5, 2; 1, 3]$ -bit-error-vector:

(100 100 000 010 111 001 000 111 010).

Correcting Weighted Error Patterns

Definition (Graded Bit-Error-Correcting Code)

A code \mathcal{C} is a $[t_1, t_2; l_1, l_2]$ -bit-error-correcting code if it can correct any $[t_1, t_2; l_1, l_2]$ -bit-error-vector.

Correcting Weighted Error Patterns

Definition (Graded Bit-Error-Correcting Code)

A code \mathcal{C} is a $[t_1, t_2; l_1, l_2]$ -bit-error-correcting code if it can correct any $[t_1, t_2; l_1, l_2]$ -bit-error-vector.

Goal is to construct a $[t_1, t_2; l_1, l_2]$ -bit-error-correcting code and apply to Flash to mitigate the observed intracell variability.

Tensor Product Codes [1]

Theorem

- Let H_1 be a parity check matrix for the $[m, k_1, 2\ell + 1]_2$ code \mathcal{C}^1 (standard $[n, k, d]$ notation).

[1] J.K. Wolf, "On codes derivable from the tensor product of check matrices," *IEEE Trans. On Information Theory*, vol. 8, pp. 163-169, April 1965.

Tensor Product Codes [1]

Theorem

- Let H_1 be a parity check matrix for the $[m, k_1, 2\ell + 1]_2$ code \mathcal{C}^1 (standard $[n, k, d]$ notation).
- Let H_2 be a parity check matrix for the $[n, k_2, 2t + 1]_{2^{m-k_1}}$ code \mathcal{C}^2 defined over the alphabet of size $GF(2)^{m-k_1}$.

[1] J.K. Wolf, "On codes derivable from the tensor product of check matrices," *IEEE Trans. On Information Theory*, vol. 8, pp. 163-169, April 1965.

Tensor Product Codes [1]

Theorem

- Let H_1 be a parity check matrix for the $[m, k_1, 2\ell + 1]_2$ code \mathcal{C}^1 (standard $[n, k, d]$ notation).
- Let H_2 be a parity check matrix for the $[n, k_2, 2t + 1]_{2^{m-k_1}}$ code \mathcal{C}^2 defined over the alphabet of size $GF(2)^{m-k_1}$.
- Then, $H_2 \otimes H_1$ is a parity check matrix for a $[t, \ell]$ -bit-error-correcting code.

[1] J.K. Wolf, "On codes derivable from the tensor product of check matrices," *IEEE Trans. On Information Theory*, vol. 8, pp. 163-169, April 1965.

Construction of a $[\underline{t}_1, \underline{t}_2; \underline{\ell}_1, \underline{\ell}_2]$ graded-bit-error-correcting code

- Suppose H_1 is an $r \times m$ parity check matrix of a $[m, k_1, \ell_2]_2$ code \mathcal{C}_1 where H_1 is $\begin{bmatrix} H_1' \\ H_1'' \end{bmatrix}$ such that the following holds:

Construction of a $[\underline{t}_1, \underline{t}_2; \underline{\ell}_1, \underline{\ell}_2]$ graded-bit-error-correcting code

- Suppose H_1 is an $r \times m$ parity check matrix of a $[m, k_1, \ell_2]_2$ code \mathcal{C}_1 where H_1 is $\begin{bmatrix} H_1' \\ H_1'' \end{bmatrix}$ such that the following holds:
 - 1 H_1' is the parity check matrix of a $[m, m - r', \ell_1]_2$ code and

Construction of a $[\mathbf{t}_1, \mathbf{t}_2; \mathbf{l}_1, \mathbf{l}_2]$ graded-bit-error-correcting code

- Suppose H_1 is an $r \times m$ parity check matrix of a $[m, k_1, \ell_2]_2$ code \mathcal{C}_1 where H_1 is $\begin{bmatrix} H_1' \\ H_1'' \end{bmatrix}$ such that the following holds:
 - 1 H_1' is the parity check matrix of a $[m, m - r', \ell_1]_2$ code and
 - 2 H_1'' is a r'' by m matrix for $r'' = r - r'$.

Construction of a $[\mathbf{t}_1, \mathbf{t}_2; \mathbf{l}_1, \mathbf{l}_2]$ -graded-bit-error-correcting code

- Suppose H_2 is the parity check matrix of a $[n, k_2, \mathbf{t}_1 + \mathbf{t}_2]_{2^{r'}}$ code.

Construction of a $[\ell_1, \ell_2; t_1, t_2]$ -graded-bit-error-correcting code

- Suppose H_2 is the parity check matrix of a $[n, k_2, t_1 + t_2]_{2^{r'}}$ code.
- Suppose H_3 is the parity check matrix of a $[n, k_3, t_2]_{2^{r''}}$ code.

Construction of a $[\mathbf{t}_1, \mathbf{t}_2; \ell_1, \ell_2]$ -graded-bit-error-correcting code

- Suppose H_2 is the parity check matrix of a $[n, k_2, \mathbf{t}_1 + \mathbf{t}_2]_{2^{r'}}$ code.
- Suppose H_3 is the parity check matrix of a $[n, k_3, \mathbf{t}_2]_{2^{r''}}$ code.

Theorem (Construction 2)

Then H_B is the parity check matrix of a $[\mathbf{t}_1, \mathbf{t}_2; \ell_1, \ell_2]_{2^m}$ -graded bit error correcting code, where

$$H_B = \begin{pmatrix} H_2 \otimes H_1' \\ H_3 \otimes H_1'' \end{pmatrix}.$$

Discussion

- Using sphere-packing bound argument, it follows that the excess redundancy of \mathcal{C}_B is about $t_2 \log(n)$.

Discussion

- Using sphere-packing bound argument, it follows that the excess redundancy of \mathcal{C}_B is about $t_2 \log(n)$.
- Construction 1 is also a graded-bit-error correcting code. Construction 2 offers better redundancy than Construction 1. when $(\ell_2 - \ell_1)t_1/t_2 > \log(n)/\log(m)$.

Discussion

- Using sphere-packing bound argument, it follows that the excess redundancy of \mathcal{C}_B is about $t_2 \log(n)$.
- Construction 1 is also a graded-bit-error correcting code. Construction 2 offers better redundancy than Construction 1. when $(\ell_2 - \ell_1)t_1/t_2 > \log(n)/\log(m)$.
- Further simplifications are possible for special cases of the code parameters.

Evaluation

- For TLC Flash, we compared a $[3, 2; 1, 3]_8$ -graded-bit-error-correcting code \mathcal{C} of length 256 with rate 0.904 against the following codes:

Evaluation

- For TLC Flash, we compared a $[3, 2; 1, 3]_8$ -graded-bit-error-correcting code \mathcal{C} of length 256 with rate 0.904 against the following codes:
 - ① A non-binary $[128, 116, 3]_8$ code with rate 0.906.

Evaluation

- For TLC Flash, we compared a $[3, 2; 1, 3]_8$ -graded-bit-error-correcting code \mathcal{C} of length 256 with rate 0.904 against the following codes:
 - 1 A non-binary $[128, 116, 3]_8$ code with rate 0.906.
 - 2 A binary $[255, 231, 3]_2$ BCH code with rate 0.906, applied to MSB/CSB/LSB in parallel.

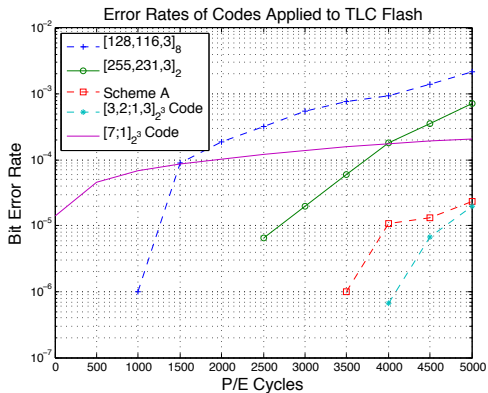
Evaluation

- For TLC Flash, we compared a $[3, 2; 1, 3]_8$ -graded-bit-error-correcting code \mathcal{C} of length 256 with rate 0.904 against the following codes:
 - 1 A non-binary $[128, 116, 3]_8$ code with rate 0.906.
 - 2 A binary $[255, 231, 3]_2$ BCH code with rate 0.906, applied to MSB/CSB/LSB in parallel.
 - 3 'Scheme A' - Comprised of a non-binary $[256, 227, 5]_4$ code \mathcal{C}^2 applied to the LSB and the CSB for each Flash memory cell. An independent binary $[256, 240, 5]_2$ code \mathcal{C}^3 was applied to the MSB for each Flash memory cell. The overall rate is 0.904.

Evaluation

- For TLC Flash, we compared a $[3, 2; 1, 3]_8$ -graded-bit-error-correcting code \mathcal{C} of length 256 with rate 0.904 against the following codes:
 - 1 A non-binary $[128, 116, 3]_8$ code with rate 0.906.
 - 2 A binary $[255, 231, 3]_2$ BCH code with rate 0.906, applied to MSB/CSB/LSB in parallel.
 - 3 'Scheme A' - Comprised of a non-binary $[256, 227, 5]_4$ code \mathcal{C}^2 applied to the LSB and the CSB for each Flash memory cell. An independent binary $[256, 240, 5]_2$ code \mathcal{C}^3 was applied to the MSB for each Flash memory cell. The overall rate is 0.904.
- Constituents of \mathcal{C} are \mathcal{C}^1 as $[3, 0, 3]_2$ (with \mathcal{C}'_1 as repetition code), and \mathcal{C}^2 and \mathcal{C}^3 from Scheme A.

Results



Conclusion

- Newer generations of Flash memory continue to demand more efficient error-correction schemes.

Conclusion

- Newer generations of Flash memory continue to demand more efficient error-correction schemes.
- Codes based upon Tensor Product Codes offer an efficient alternative to binary and non-binary linear codes.