Coding for Unreliable Flash Memory Cells

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- 2 Empirical Data
- 3 Data Analysis
- 4 Error-Correction Model
- 5 Performance Results

6 Conclusion

Flash Memory Basics

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



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Mapping Information to Voltage Levels in TLC



- Center Significant Bit CSB
- Least Significant Bit LSB



Low Voltage



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 - 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



Observation 1: Error Patterns Within a Symbol

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



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- An unreliable Flash cell is a cell that experienced \geq 50 errors across the lifetime of the device.
- We identified 62659 (of the 134217728 total cells tested) unreliable Flash cells.
- These cells accounted for over 10% of the total errors measured.



Observation 3: Unreliable Flash Cells Have Prominent Error Patterns

Programmed state	Percentage of Errors
000	0.4745
000	0.1630
0 <mark>1</mark> 0	0.0711
000	0.0676
001	0.0558
00 <mark>1</mark>	0.0525
01 <mark>1</mark>	0.0186





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- Design error-correction scheme that takes into account Observations 1, 2, and 3.
 - Code corrects errors where most of the errors affect only a single bit within each Flash cell (Observation 1).
 - Code allows unreliable Flash cells to be programmed at low voltage levels (Observations 2,3).



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- Example over alphabet of size 8: (45702) -> (100 101 111 000 010)



Error Vectors

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



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$$|\{i : wt(e_i) > \ell_1\}| \le t_2$$
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- Suppose the vector *x* of length 6 with 3-bit symbols shown below was transmitted.
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 - At most 2 bits are in error for each symbol.
 - There is 1 symbol that has more than 1 bit in error.



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- The code C is referred to as an $[t_1, t_2; \ell_1, \ell_2; s_1, s_2]_{2^m}$ dynamic-bit-error-correcting code.





• We compared a dynamic graded-bit-error-correcting code against the following classes of codes:



Evaluation

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 - **1** A non-binary code over GF(8).



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Evaluation

- We compared a dynamic graded-bit-error-correcting code against the following classes of codes:
 - A non-binary code over GF(8).
 - 2 A binary BCH code applied to MSB/CSB/LSB in parallel.
 - Three different binary BCH codes each one applied to one of the MSB/CSB/LSB.



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 - **1** A non-binary code over GF(8).
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 - A $[t_1, t_2; \ell_1, \ell_2]_{2^3}$ -bit-error-correcting code.
- For each graph, the codes compared have the same length and the same rate.



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Results for block length 4096





Results for block length 8192

Error Rates of Codes Applied to TLC Flash





Results for block length 16384







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- Errors that occur within these newer Flash devices tend to follow certain patterns.
- By taking into account the dominant error patterns observed on a TLC Flash cell, we designed more efficient error correction codes.





New center on Coding for Storage at UCLA: http://www.loris.ee.ucla.edu/codess

Kick-off day on 9/19/2013!

Registration is free. Register early, space is limited.



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