

Safely Overclocking Flash I/O in SSDs

Kai Zhao, SanDisk Rino Mellini, PMC-Sierra Tong Zhang, Rensselaer Polytechnic Institute



- Motivation ECC capability may be under utilized
- Benefit improve system performance, especially for read operations
- Reliability leverage LDPC codes to mitigate the impact of overlocking



- Larger reliability variations for chips even from the same batch
- Raw BER varies dramatically under different P/E cycles and with different retention time







- Worst-case based ECC is under utilization in most of the time
- We could trade reliability (when raw BER is low) for performance
- One possible way Overclocking on data link





• Total latency = Operation (read/program) latency +

Data transfer latency + ECC decoding latency

 $\tau_{phy-acc} = \tau_{op} + \tau_{xfer} + \tau_{ECC}$

- ECC decoding latency is relatively small
- Transfer latency is comparable to read latency
- Smaller transfer latency could significantly improve read performance



- Characterize errors caused by overclocking
 - Errors in the overclocked data link
 - Errors in the NAND flash cell array
- Overclocking for read and/or write path
 - Evaluate read/write path separately
 - Permanent errors on write path
- Adaptation of overclocking in late lifetime of the drive
 - Read retry
 - Multiple data transfer rate



- ONFI 2.2 compliant chips supporting data transfer rate up to 166 MBPS according to the datasheet
- Data link overclocked up to 275 MBPS





System Performance for Read Overclocking

•Read response time, page size is 8 kB

•Data link overclocked up to 275 MBPS

•Comparison of average read response time reduction with respect to page size

•Data transfer rate is 275 MBPS





Flash Memory Summit 2015 Santa Clara, CA Simulator: DiskSim with SSD addon Traces: MSR Cambridge trace, UMASS trace repository



- Average read response time under different adaption strategies
- Read retry vs. multi-transfer-rate for different planes
 - Read retry doesn't sense the flash array, just re-transfer data
 - Direct lower transfer speed for the worse plane





- Average read response time when combining read retry and multitransfer-rate
- After 4000 P/E cycles, only lower the transfer rate for Plane 0



Flash Memory Link Error Mitigation using LDPC

- Effectiveness of the proposed overclocking design strategy depends on how well the ECC can handle the extra errors
- Leveraging LDPC codes and data link error characteristics to
 - Improving the tolerance to overclocking induced errors, which can lead to lower data re-transfer rate
 - Reducing the average number of LDPC decoding iterations, which can lead to lower power consumption and higher decoding throughput
- Two design techniques
 - Overclocking-aware LLR Calculation
 - Inter-plane interleaving



- Each plane has its own page register and I/O circuitry
- Performance after overclocking may be varying
- In our measurement, Plane 0 is much more vulnerable to overclockinginduced I/O errors



Memory Overclocking-aware LLR Calculation

- The input of LDPC code decoding is the estimated log-likelihood ratio (LLR) $LLR(x_k) = \frac{p(x_k = 0|y_k)}{p(x_k = 1|y_k)}$
- Binary Asymmetric Channel (BAC). Different error characteristics for each wire and plane



• In the overclocked SSD read channel, LLR can be expressed as

$$LR(x_k) = \frac{\sum_{i=0}^{l} p_m^{(l)}(y_k | v_k = i) p(v_k = i | x_k = 0, c)}{\sum_{i=0}^{l} p_m^{(l)}(y_k | v_k = i) p(v_k = i | x_k = 1, c)}$$



- Plane 0 suffers from more overclocking induced errors, moreover, these errors non-uniformly distributed across the 8-bit bus.
- The pattern '0'=>'1' dominates the errors from Plane 0, while on Plane 1, patterns '0'=>'1' and '1'=>'0' evenly distributed.





- LDPC decoding power reduction
- The decoding power is determined by the number of iterations
- Data re-transfer rate reduction
- Data link overclocked to 275 MBPS





- Overclock data link to fully utilize the ECC capability
- Read performance can be significantly improved
- Mitigate the impact of overclocking by leveraging LDPC codes and the error characterization.



Thank you