

# Top Ten Things You Need to Know About Flash Memory, that is

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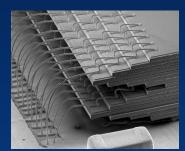
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## How About Two Things?

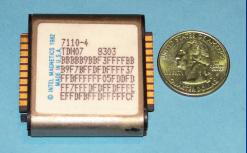
- Where we're going
  - Denser designs > Gb/cm<sup>2</sup>
    - More levels for 3D, QLC, minor litho shrinks for MLC/TLC 3D
  - Cheaper cost to manufacture per GB
    - Can we get to 5 cents/GB (\$50/TB)? I think so
- Where we're not going
  - Faster designs
    - In fact just the opposite (especially tProg)
  - More reliable designs
    - Hardly anyone willing to pay the price burden on controllers







- Persistent Memory
  - No, not that kind  $\rightarrow$



• This kind  $\rightarrow$ 



#### • PM fundamentally changes computing

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## Oh, and maybe a NOR renaissance?

## That's All Folks

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