A High Performance Reconfigurable Architecture for Flash File Systems

Irfan MIR, Alistair McEWAN and Neil PERRINS

CPA 2012

28th August 2012



Embedded Systems Research Group (ESRG), Department of Engineering

Quick Overview



- **Background**
- **Conventional Approach**
- **Exploit Concurrency**
- **Generation Flash Management Framework**
- **Case study**
- Performance Evaluation
- **Conclusions and Future Work**

Background

• Generic SSD architecture consists of a number of chips.

- NAND flash consists of Erase Blocks.
 Erase Block consists of pages.
- Advantages over magnetic disk.
- Performance degradation factors:
 - > Erase-before-write operation
 - Garbage collection
 - Long fixed program/erase times
 - Multiple chips on a single flash bus
- Performance is a big challenge!





University of **Leicester**

(CPA 2012)

Background

- Performance bottlenecks:
 - > Multiple applications



- > Multiple access requests (write/read /erase operations).
- Bus architecture and Flash Translation Layer affect performance.
- FTL limitation factors:
 - > Usually implemented in embedded software or in firmware.
 - Sequential in nature.
 - > Limit operations in terms of throughput and response time.
- Commercial architectures are NOT revealed in public!

• We have designed our own SSD architecture!

(CPA 2012)

Background

Conventional Approach

Exploit Concurrency

Generation Flash Management Framework

Case study

Performance Evaluation

Conclusions and Future Work

Conventional approach

Performance bottlenecks:

- > Multiple operations on a single bus with multiple chips.
- Flash operations are executed in the order in which they arrive!
- > Operations are executed in sequential manner.



Contents

- **Background**
- **Conventional** Approach
- **Exploit Concurrency**
- **Generation Flash Management Framework**
- **Case study**
- Performance Evaluation
- **Conclusions and Future Work**

Exploit concurrency!

• Reconfigurable computing

- Parallel bus architecture.
- Resulting in high throughput and fast response time.

• Concurrent programming language

- > Our FFS is implemented in Verilog HDL.
- Thousands of concurrent hardware processes!
- We present a new **FPGA based flash management framework (FMF)** using reconfigurable computing, implemented in synthesizable Verilog.



(CPA 2012)

Contents

- **Background**
- **Conventional Approach**
- **Exploit Concurrency**
- Flash Management Framework
- **Case study**
- Performance Evaluation
- **Conclusions and Future Work**

Flash Management Framework (FMF)

Major components:

- User data/instruction transfer protocol
- Embedded flash translation layer
- NAND flash hybrid controller layer



Flash Management Framework (FMF)

• Major features:

- > Out-of-order execution exploiting multi-chip parallelism.
- Command scheduling on X*Y*Z write/read/erase requests:
 - > X Flash buses
 - **Y** Flash chips per bus
 - **Z** Chip conflicts
- Dynamic scheduling on the basis of Erase-Write-Read (EWR) command sequence.
- > Effectively handle chip conflicts and data dependency.
- Dynamic chip assignment for write operations using auto physical page address generator mechanism.



(CPA 2012)

FMF - Flash operations	
rivit ridsit operacions	
Master Clock 50MHz ППП ППП ППП ППП ППП ППП ППП	
	rom Host
FTL call for generating Physical Page Address, Manage contents in SRAM and NVRAM chips	
NAND Controller sends data to NAND chip Program Delay Time	
Status Read	
Page Progra	am

Page write operation

Master Clock 50MHz 	
Read Data Reg from Host Request Rx	<u> </u>
	<u> </u>
Manage contents in SRAM and NVRAM chips Read Delay NAND Controller reads data from NAND chips Page Read	
Load Data into Customized APIs	
Read Data from Host	<u> </u>
Page read operation	

Contents

- **Background**
- **Conventional** Approach
- **Exploit Concurrency**
- **Generation Flash Management Framework**
- **Case study**
- Performance Evaluation
- **Conclusions and Future Work**

Scenario 1:

Case study

> Multi sector write/read operations per flash bus with no conflicts.



Scenario 2:

Case study

> Multi sector write/read operations per flash bus with chip



• Scenario 3:

Case study

Multi sector write/read/erase operations per bus with chip



- **Background**
- **Conventional Approach**
- **Exploit Concurrency**
- **Generation Flash Management Framework**
- **Case study**
- Performance Evaluation
- **Conclusions and Future Work**

Performance evaluation

Parameters for experiments

- > Page and sector have same size (4KB).
- Two 8-bit buses where each bus has 5 NAND chips.
- Page read (25 µsec), Page program (550 µsec) and Block erase (1.5 msec).
- \triangleright Data transfer time of a flash page is 150 µsec.



- **Background**
- **Conventional Approach**
- **Exploit Concurrency**
- **Generation Flash Management Framework**
- **Case study**
- Performance Evaluation
- **Conclusions and Future Work**

Conclusions and future work

Conclusions

- Our new flash management framework (FMF) is a viable way to develop a high-performance NAND flash-based file system.
- It is mainly based on out-of-order execution technique with exploitation of multi-chip parallelism.
- Our synthesizable Verilog implementation of FMF can be mapped onto any FPGA fabric.
- Compared to conventional approach, our FMF provides a high throughput and reduced response time.

• Future work

We are building a parameterized test bench to evaluate our FMF in all possible scenarios under the synthetic and real workloads.



(CPA 2012)