



Using Appropriate Wear-leveling to Extend Product Lifespan

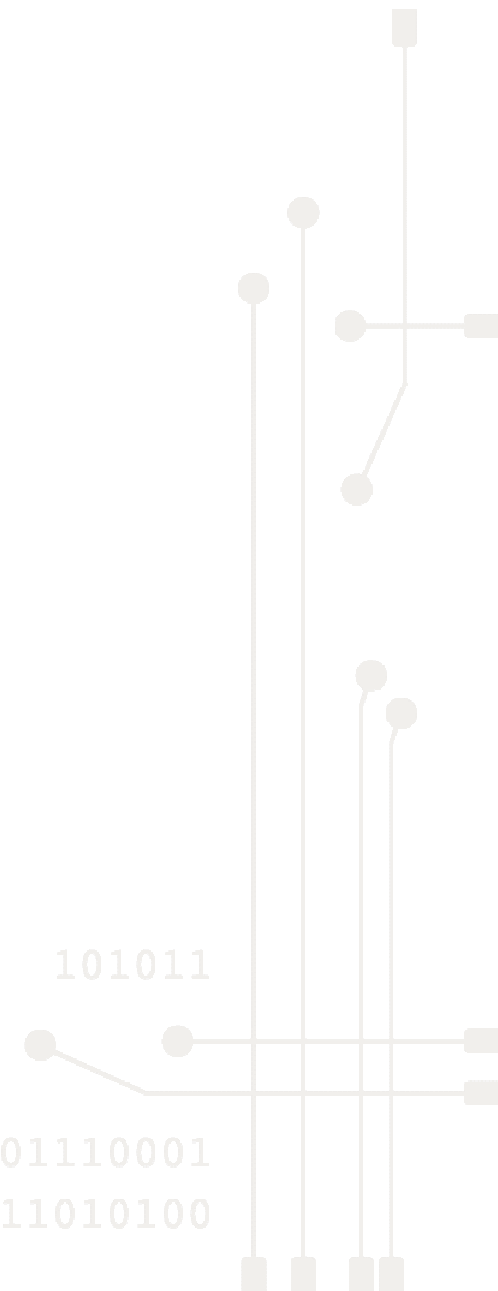
Presented by:
Bill Roman

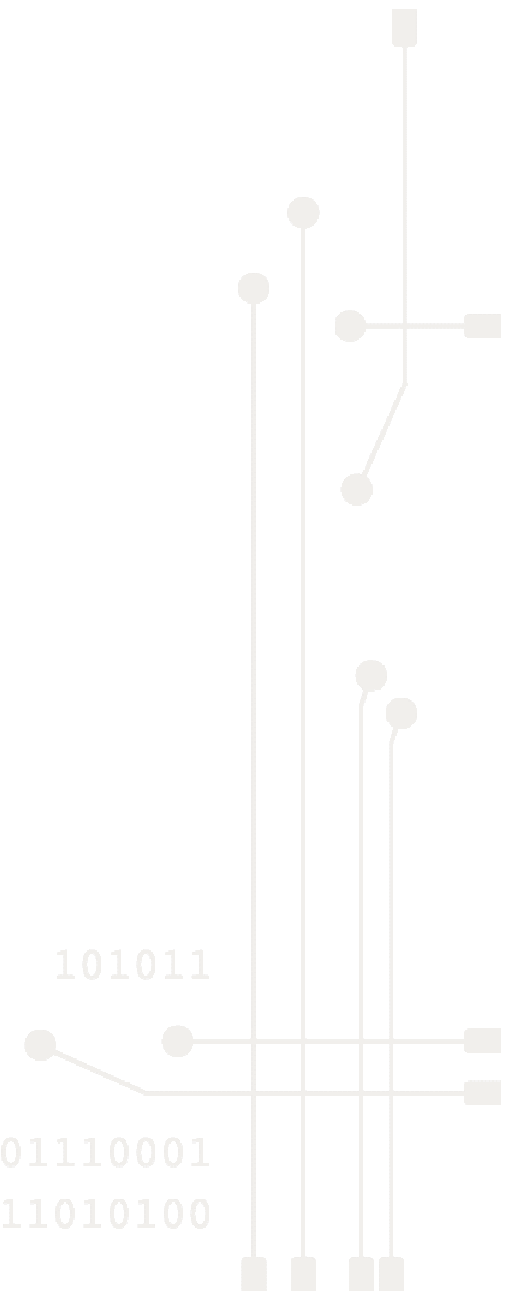
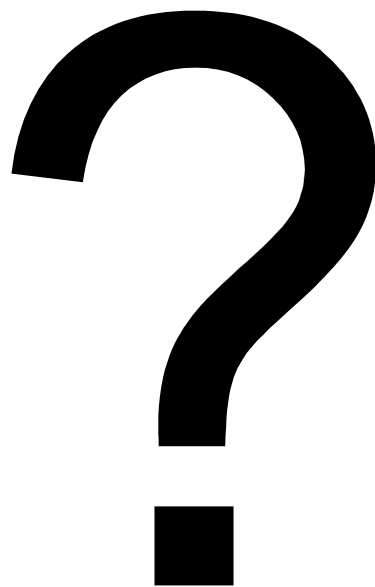


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Introduction

- Flash File Systems: Wear-leveling is achieved in a variety of ways by FFS
- Linux Offerings
 - JFFS & JFFS2
 - YAFFS & YAFFS2
 - UBIFS
 - Datalight FlashFX Pro + Any File System
 - Many others in development

Context:

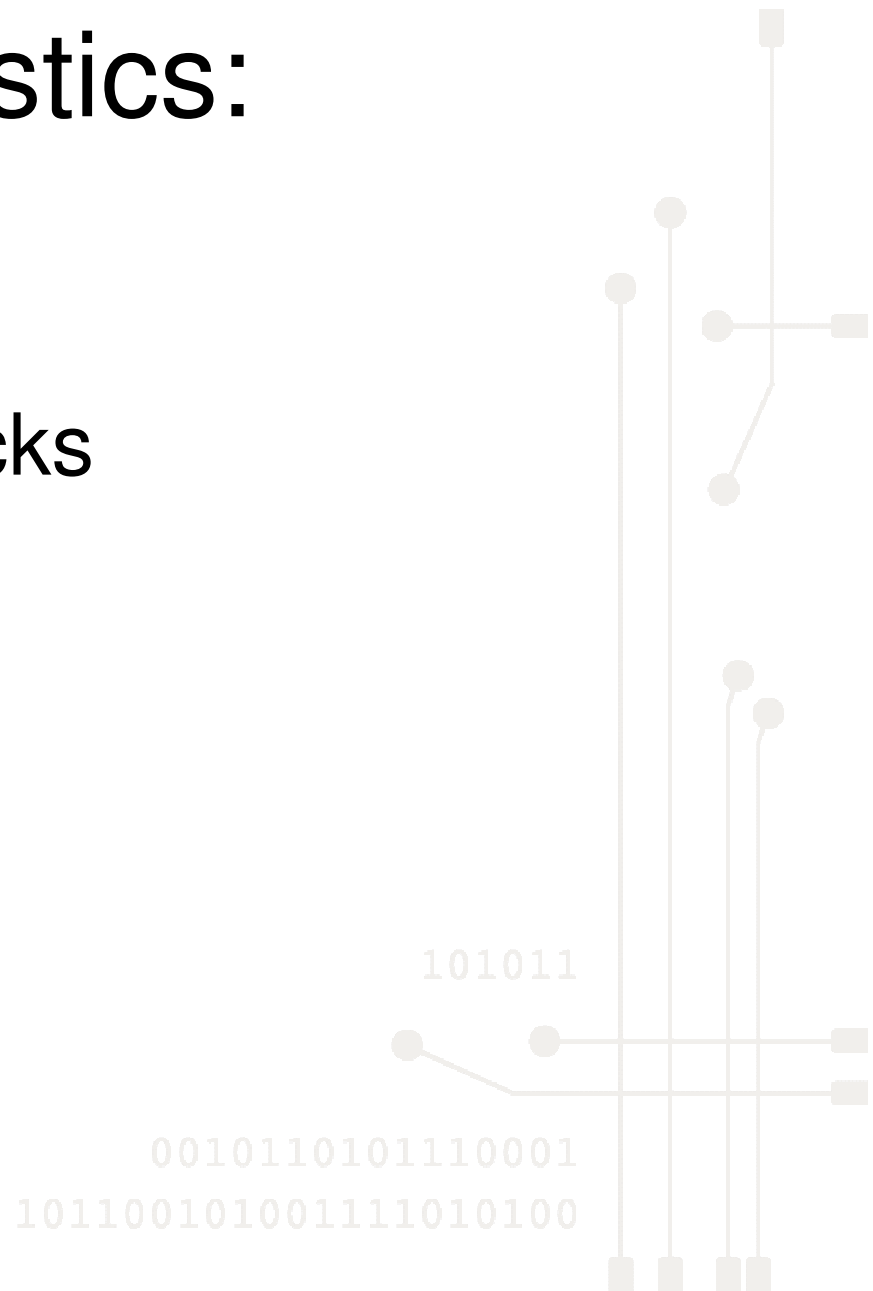
- File System
- Not XiP
- We're talking about NAND
- Dynamic read/write data storage
- Dynamic wear-leveling

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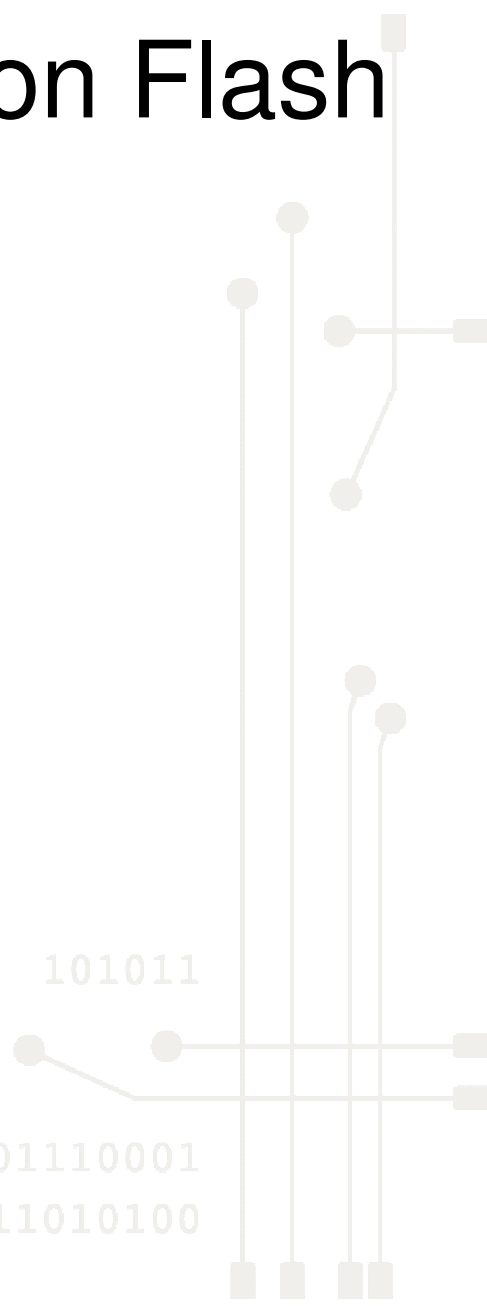
Flash Characteristics:

- Must erase large blocks
- It wears out



Conventional File System on Flash

- Inefficient
- Not interruption-safe
- Hot spots
- Usable for read-only



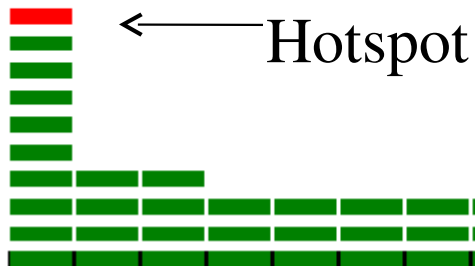
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Conventional File System on Flash

- Inefficient
- Not interruption-safe
- Hot spots
- Usable for read-only



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FIFO

- Original JFFS used this strategy
- Strictly linear
- “Perfect” wear-leveling



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FIFO

Immediately after erasing

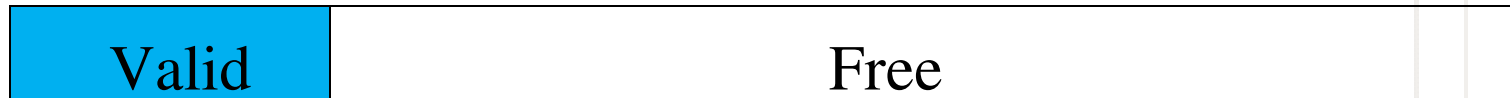


Erase Block

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FIFO

A file is written



Erase Block

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FIFO

Data in the file is modified



Erase Block

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FIFO

More files are created, modified, deleted

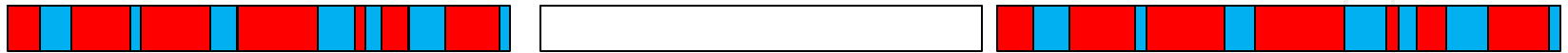


Erase Block

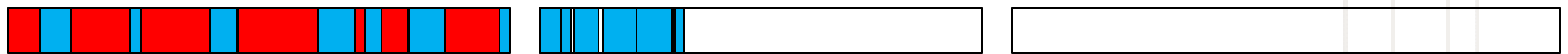
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When the entire erase block is used,
compact valid data into a free block

FIFO



Becomes



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FIFO



Becomes



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Effect of FIFO on flash life

$$\text{actual life} \approx \text{specified life} \cdot \left(1 - \frac{\text{static data size}}{\text{total flash size}}\right)$$

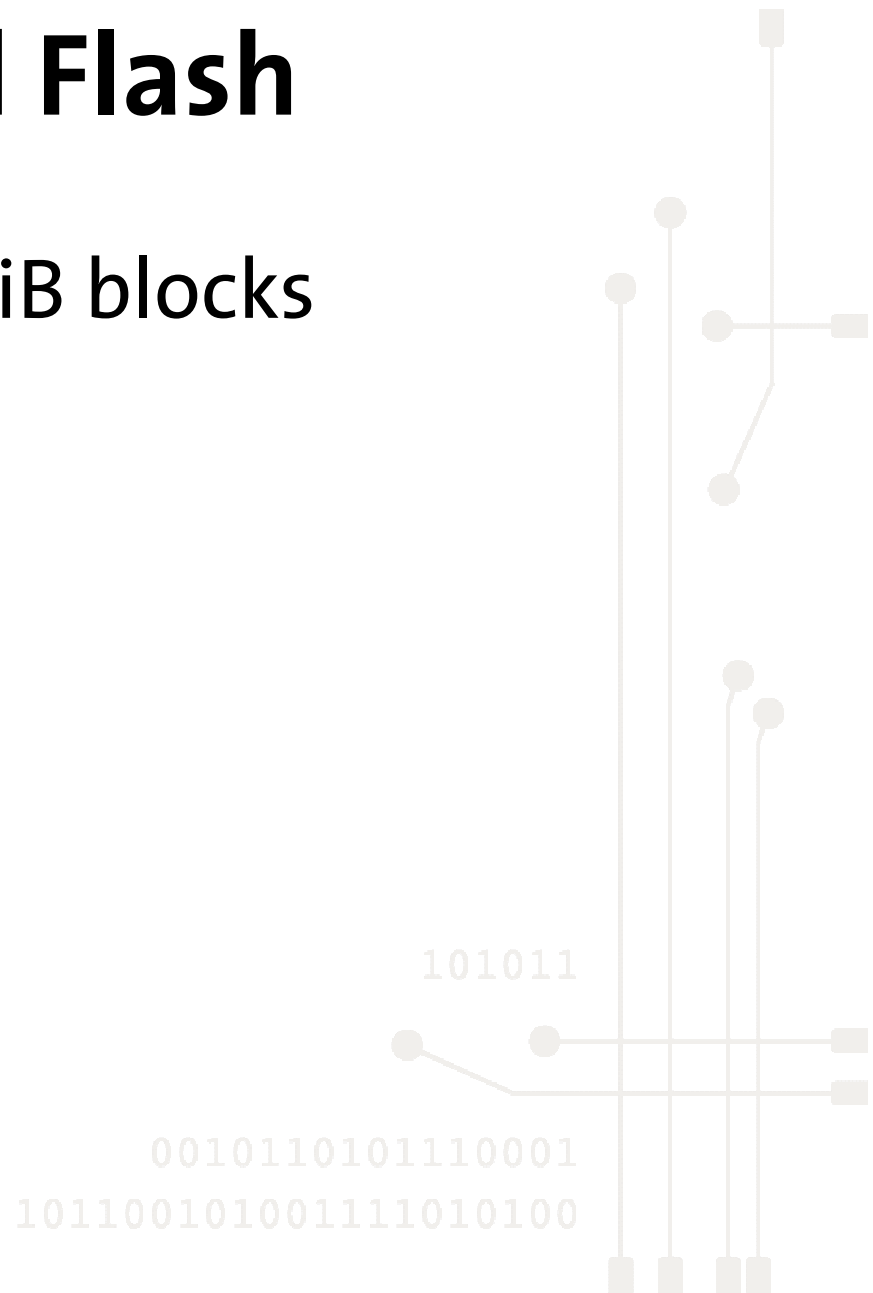
Balance “perfect” wear leveling
against efficiency by occasionally
moving static data.

64 MiB Simulated Flash



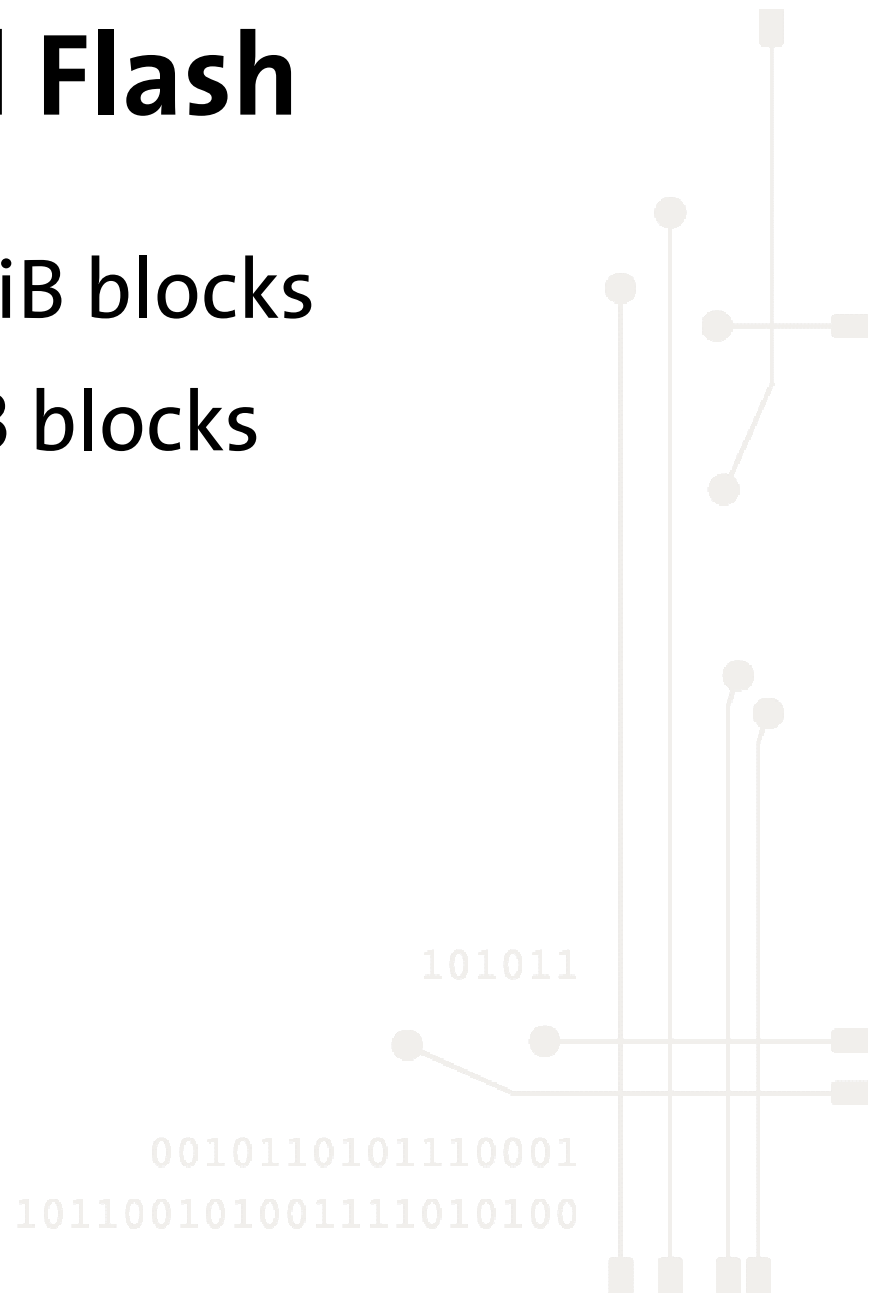
64 MiB Simulated Flash

- Small block: 4096 16 KiB blocks



64 MiB Simulated Flash

- Small block: 4096 16 KiB blocks
- Large block: 512 128 KiB blocks



10,000 is ...



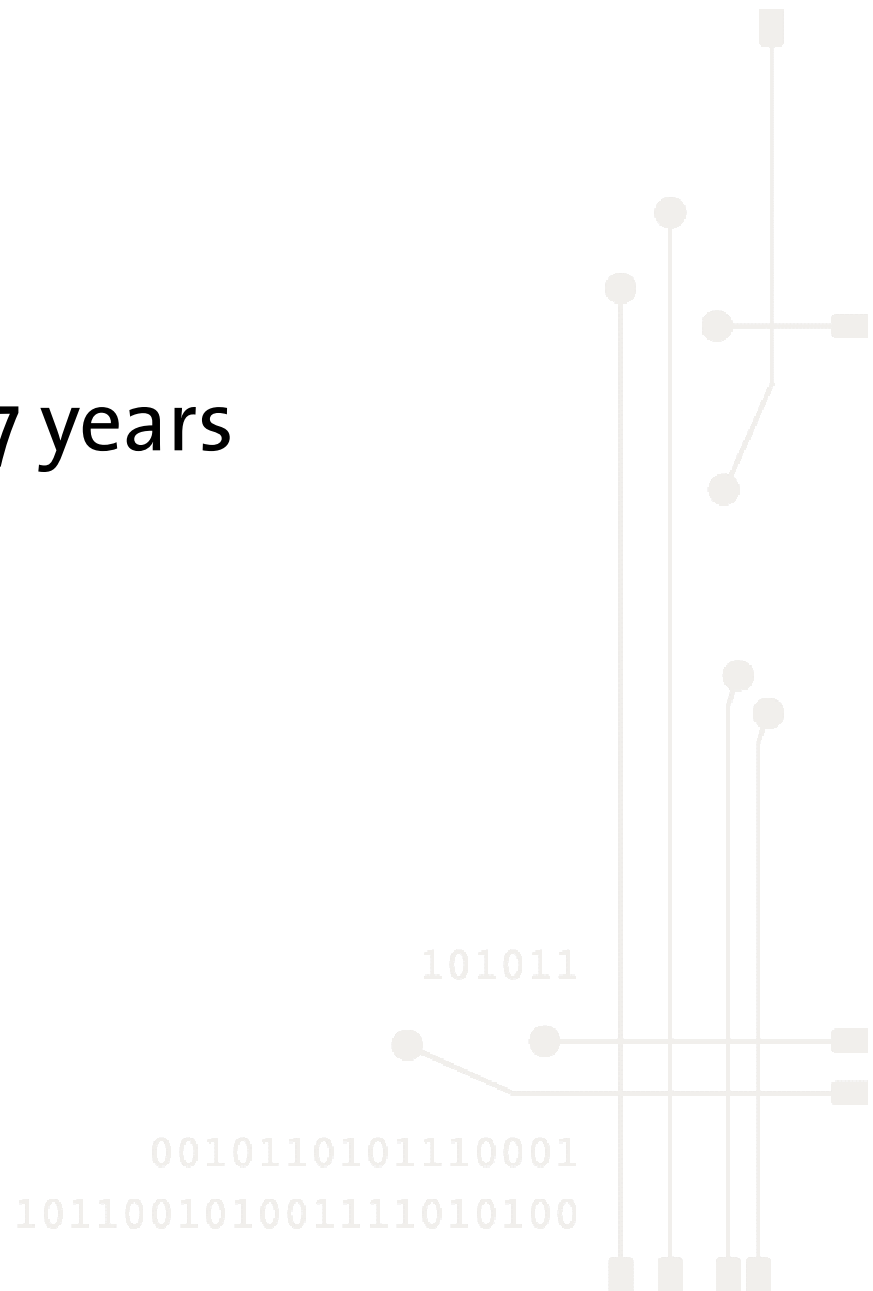
10,000 is ...

- A really big number!

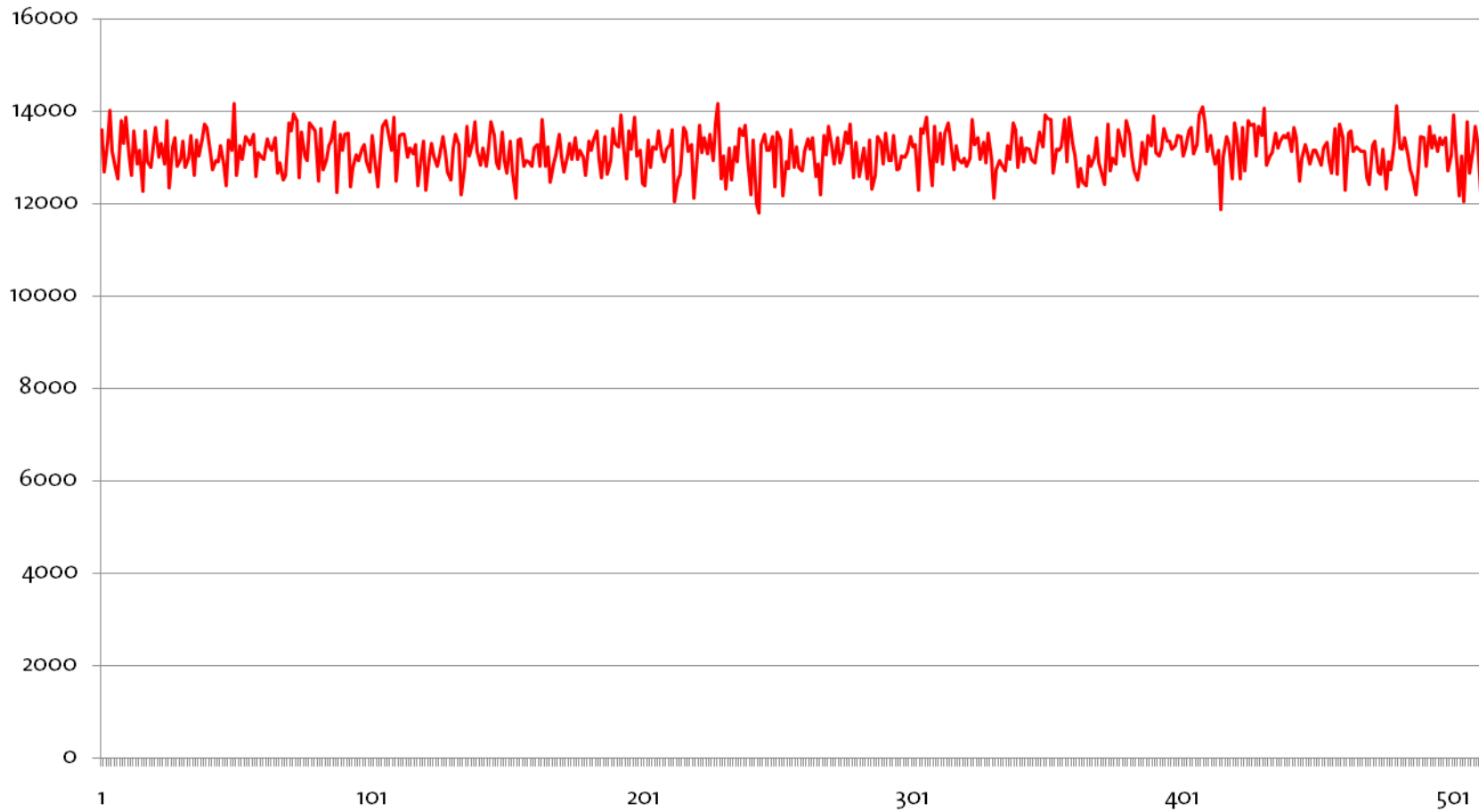


10,000 is ...

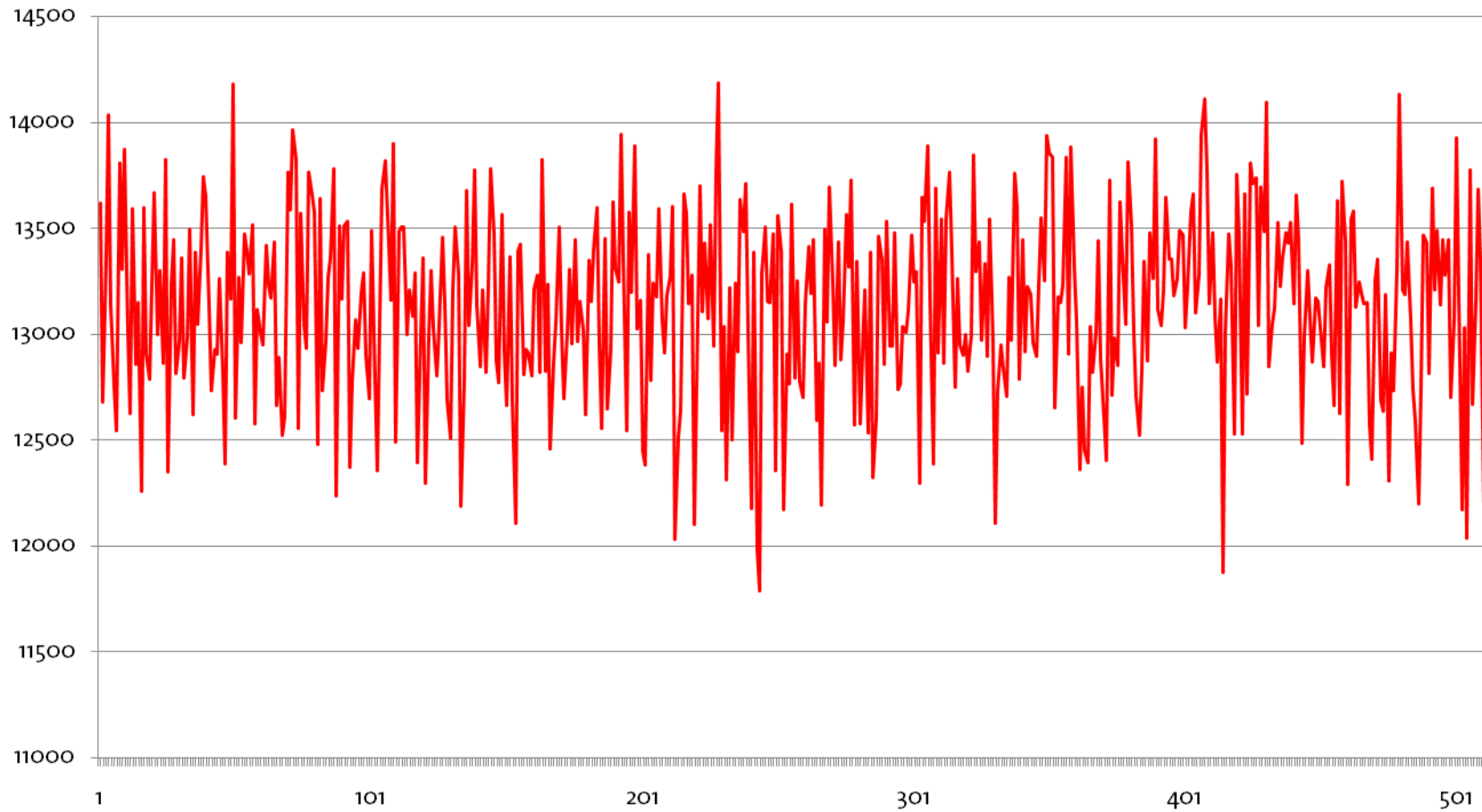
- A really big number!
- 10,000 days = about 27 years



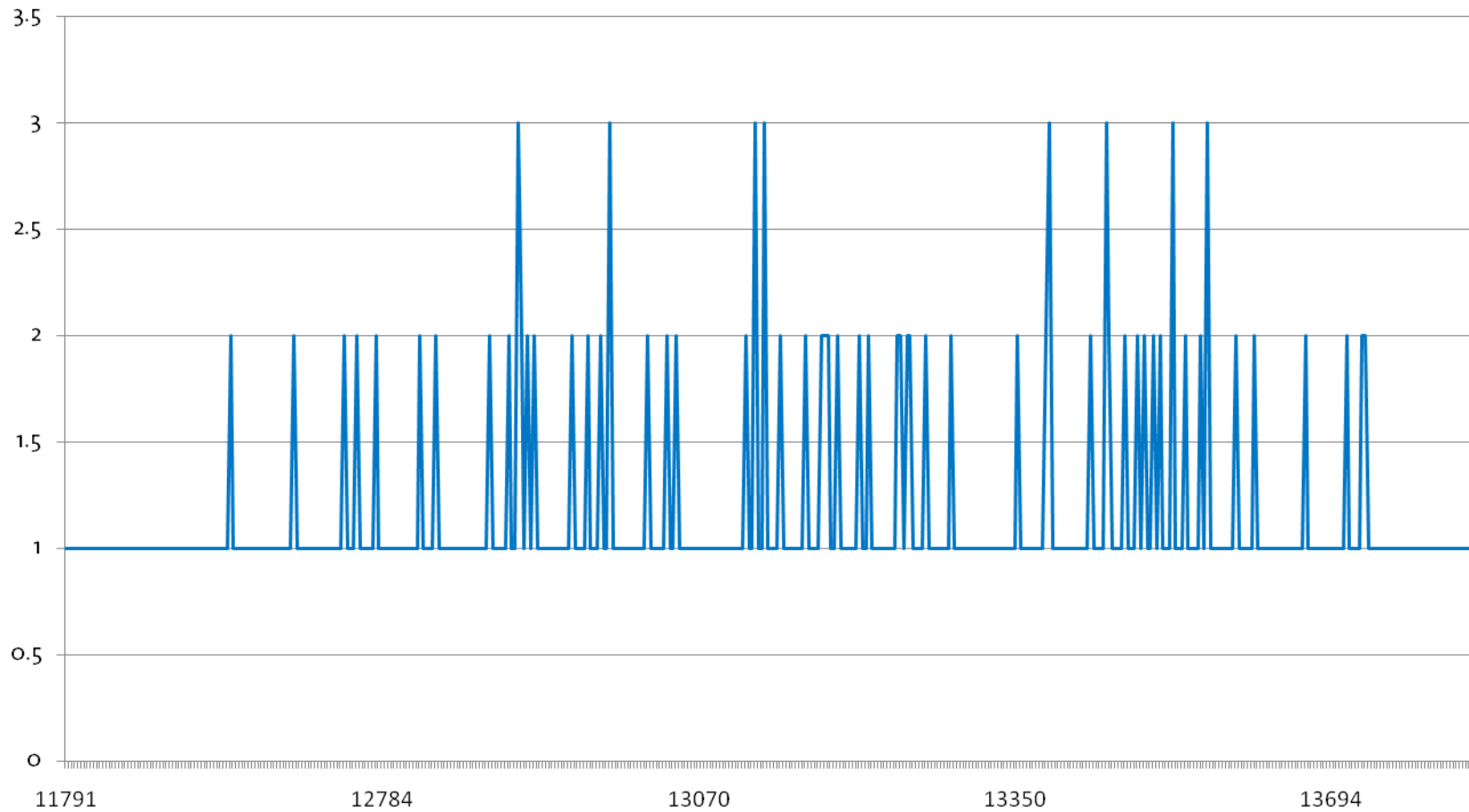
JFFS2 Large block 10% Static



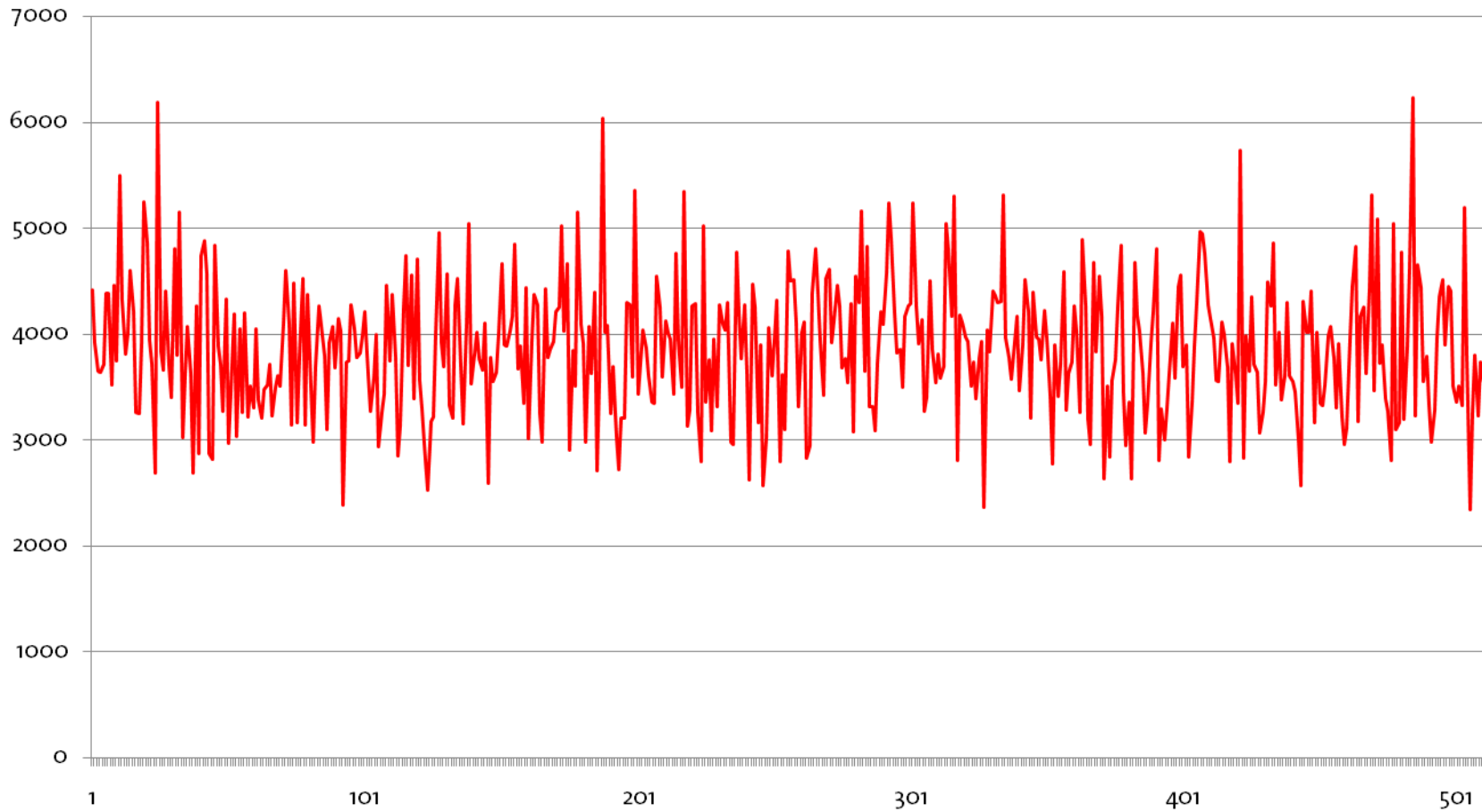
JFFS2 Large block 10% Static



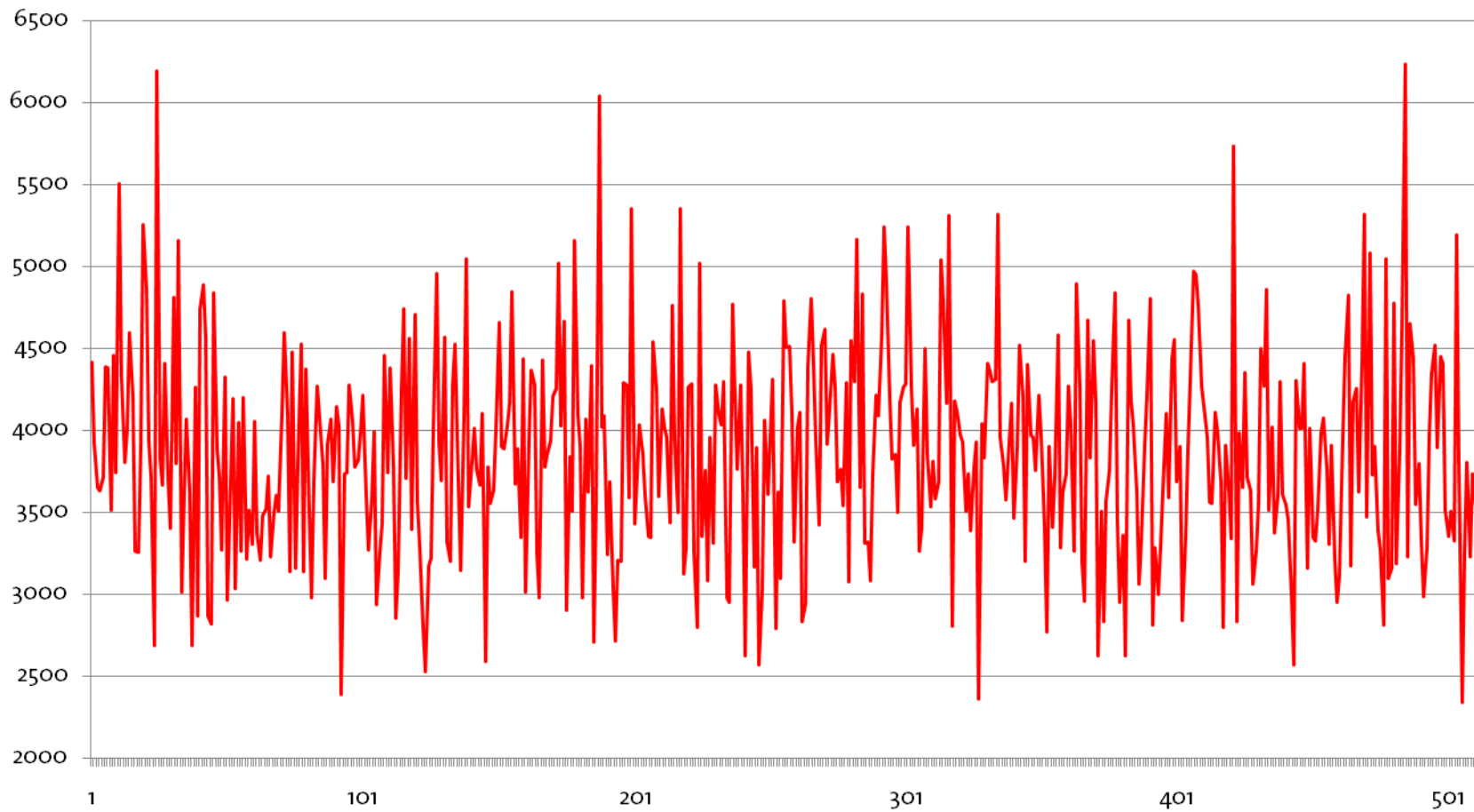
JFFS2 Large block 10% Static



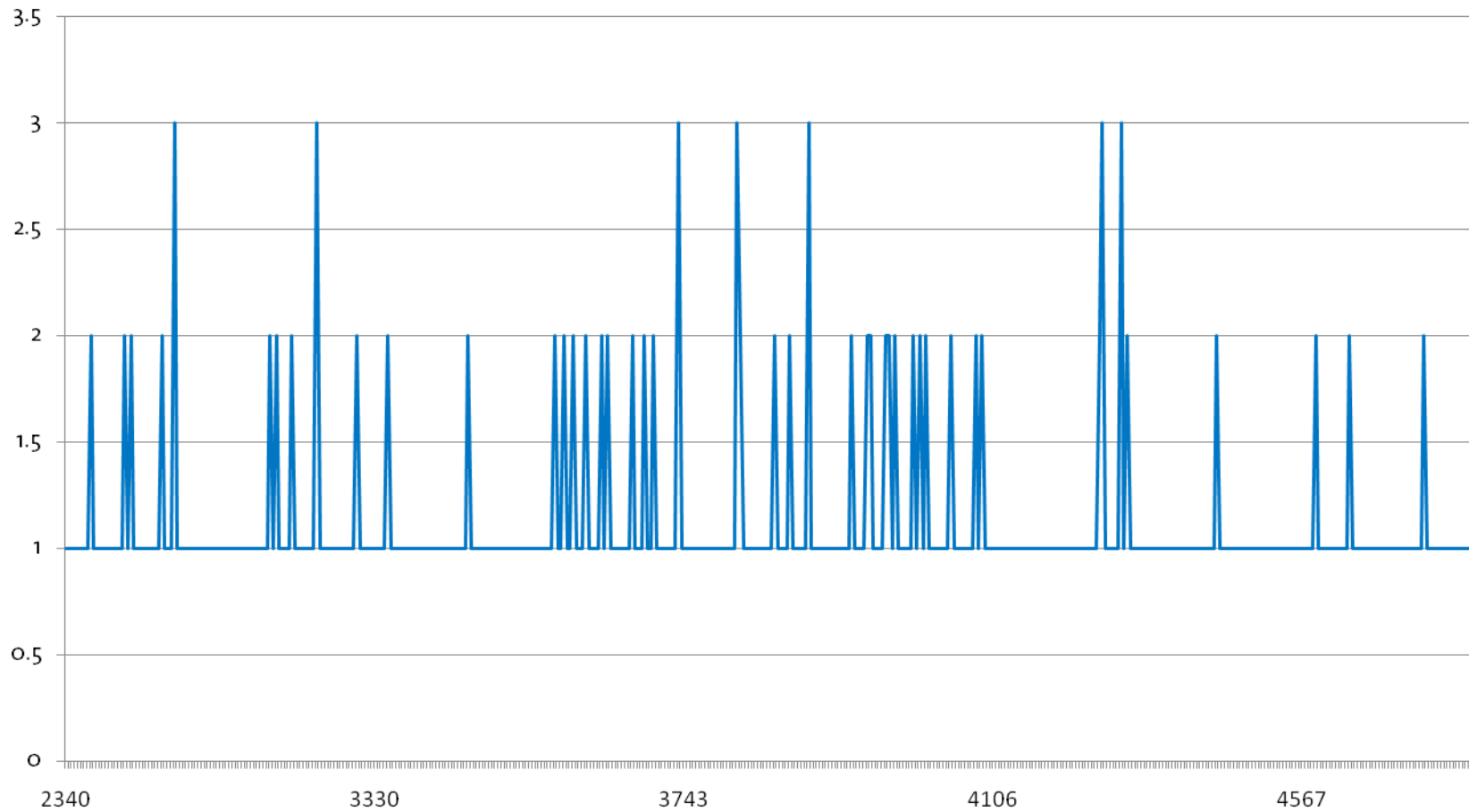
JFFS2 Large block 60% Static



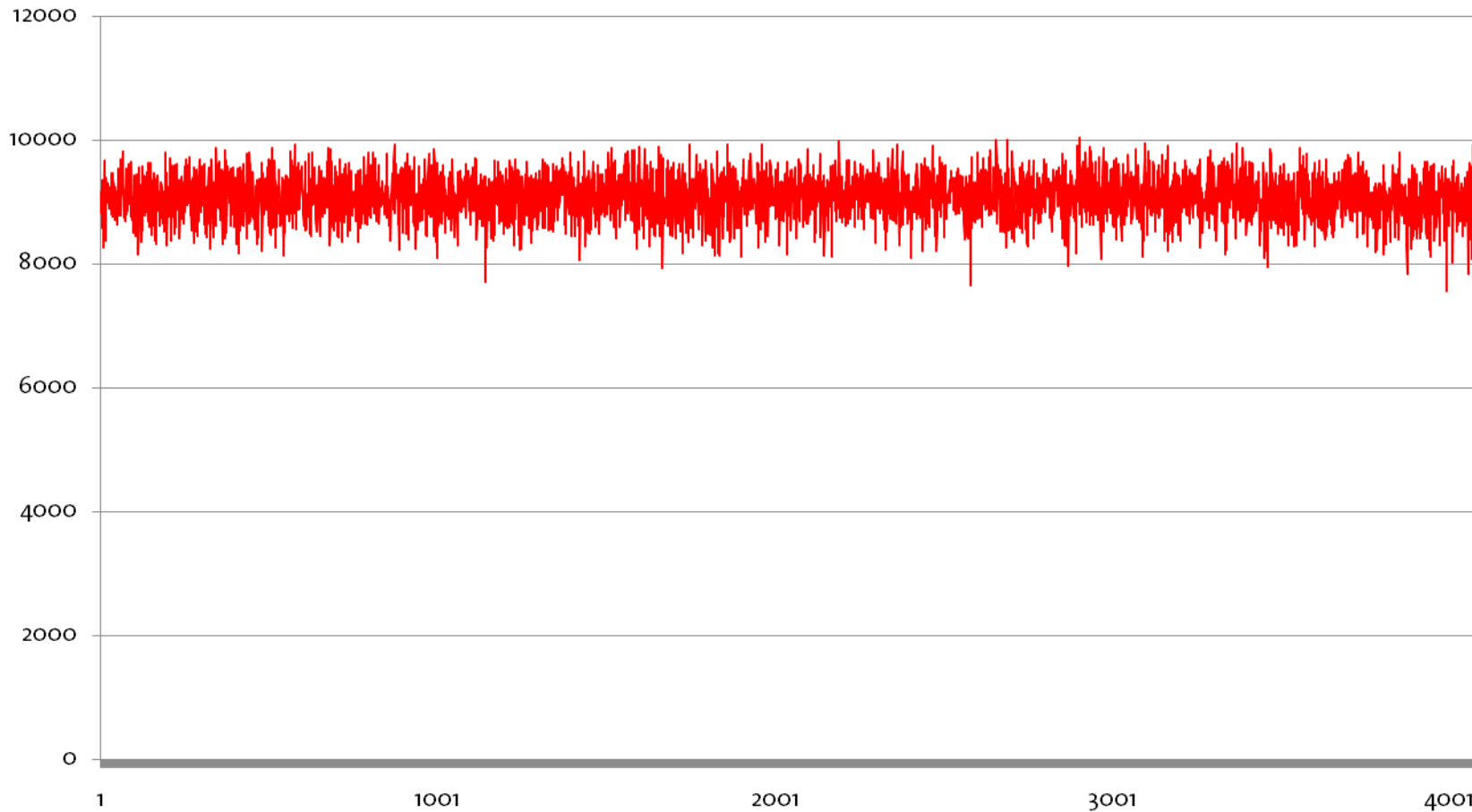
JFFS2 Large block 60% Static



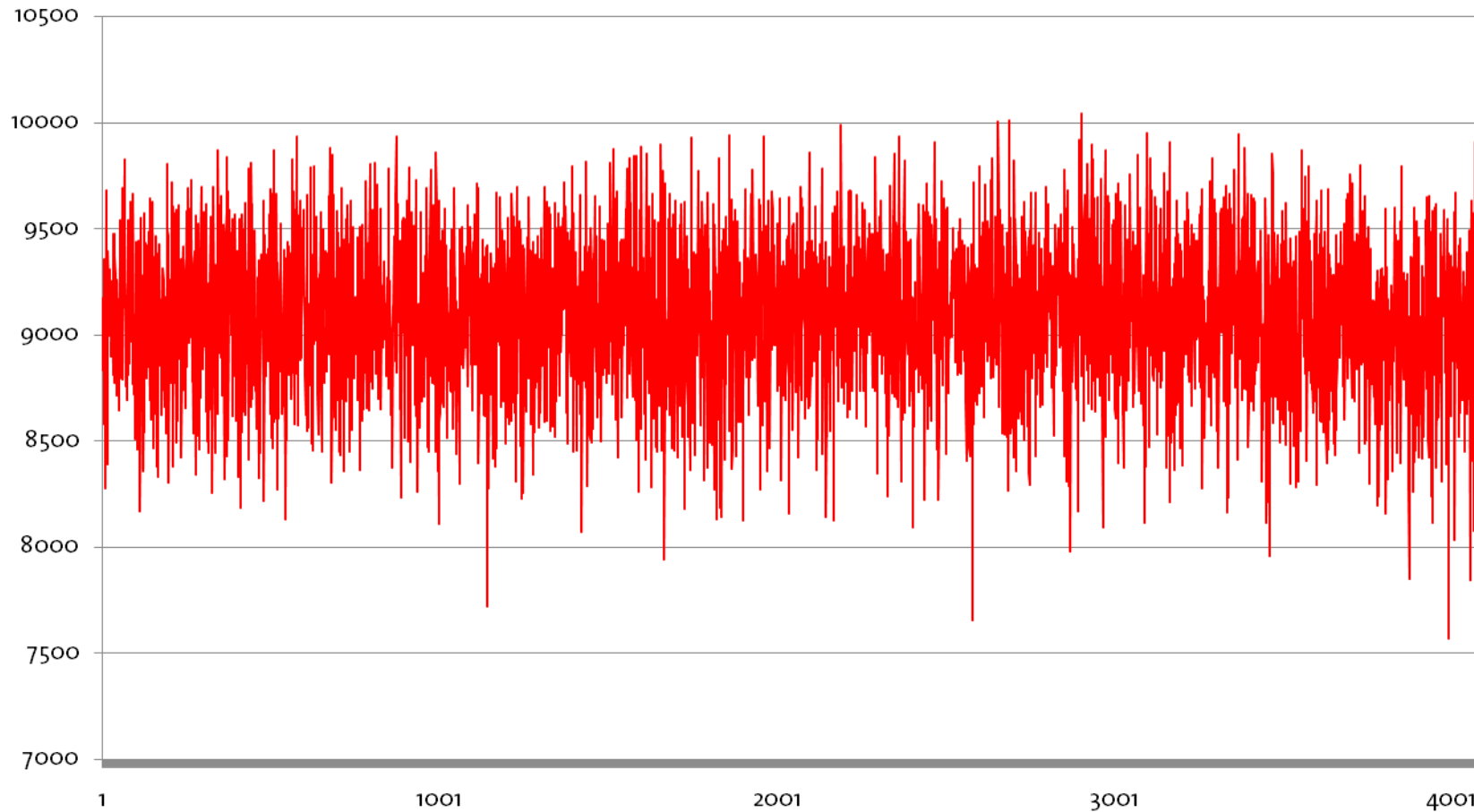
JFFS2 Large block 60% Static



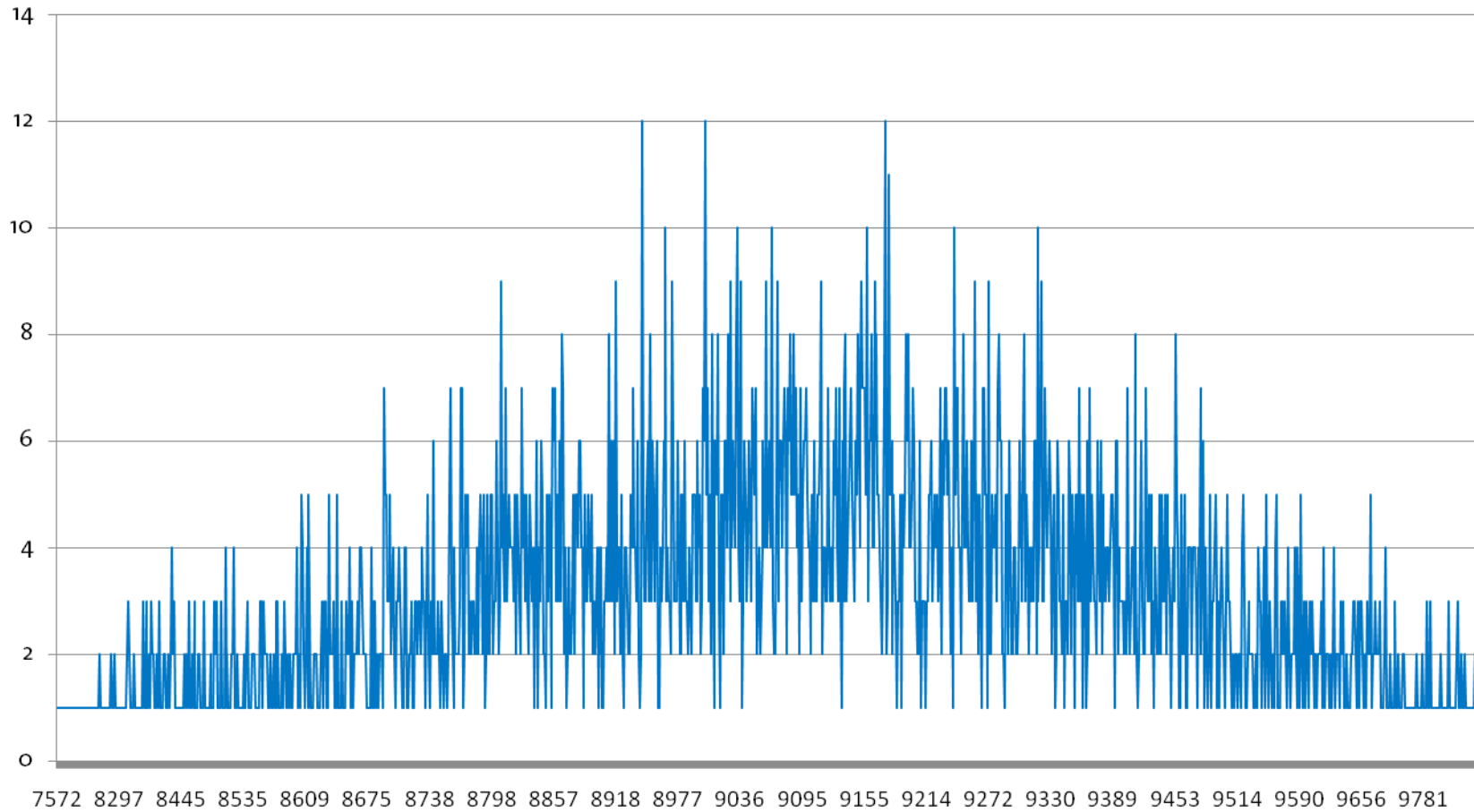
JFFS2 Small block 10% Static



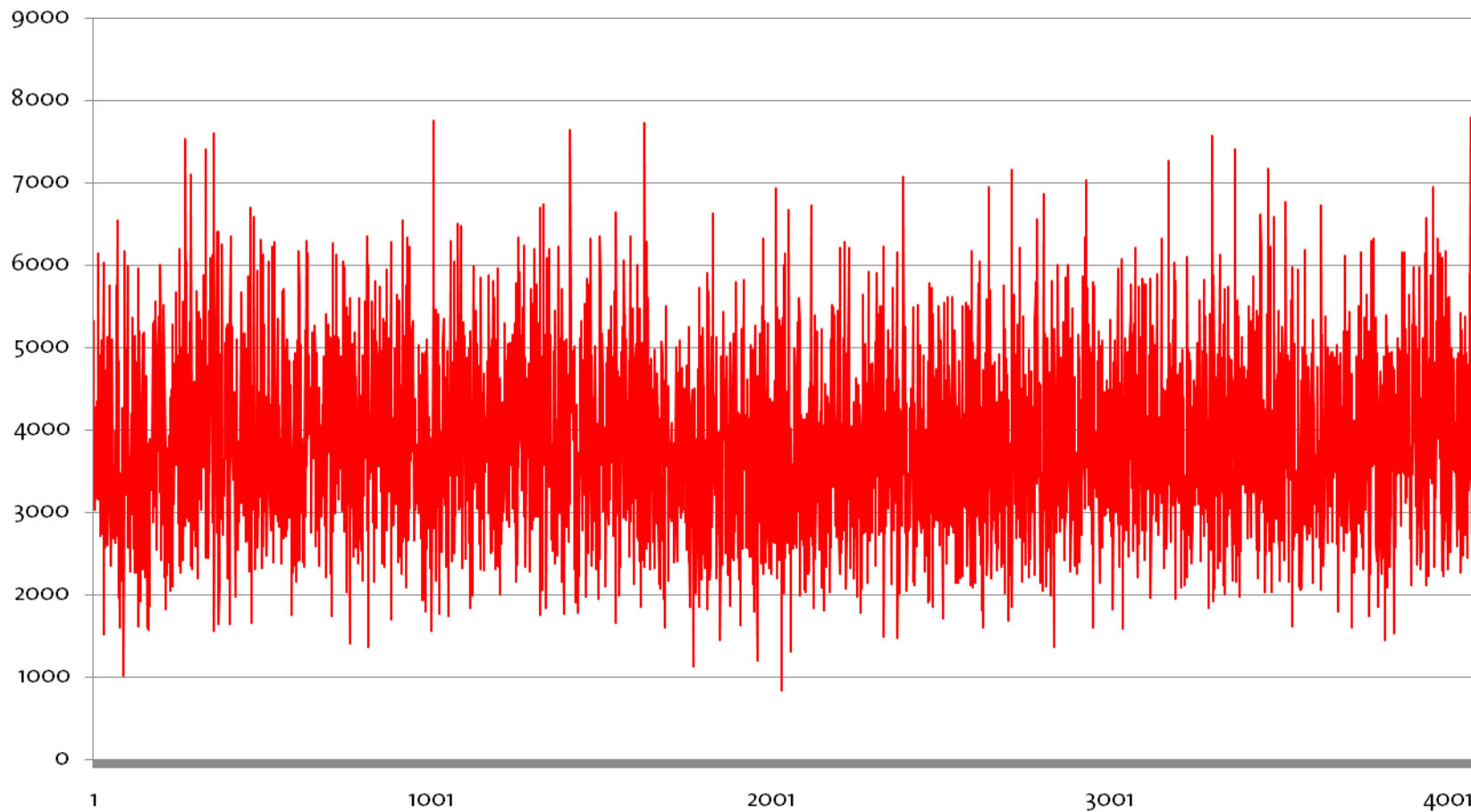
JFFS2 Small block 10% Static



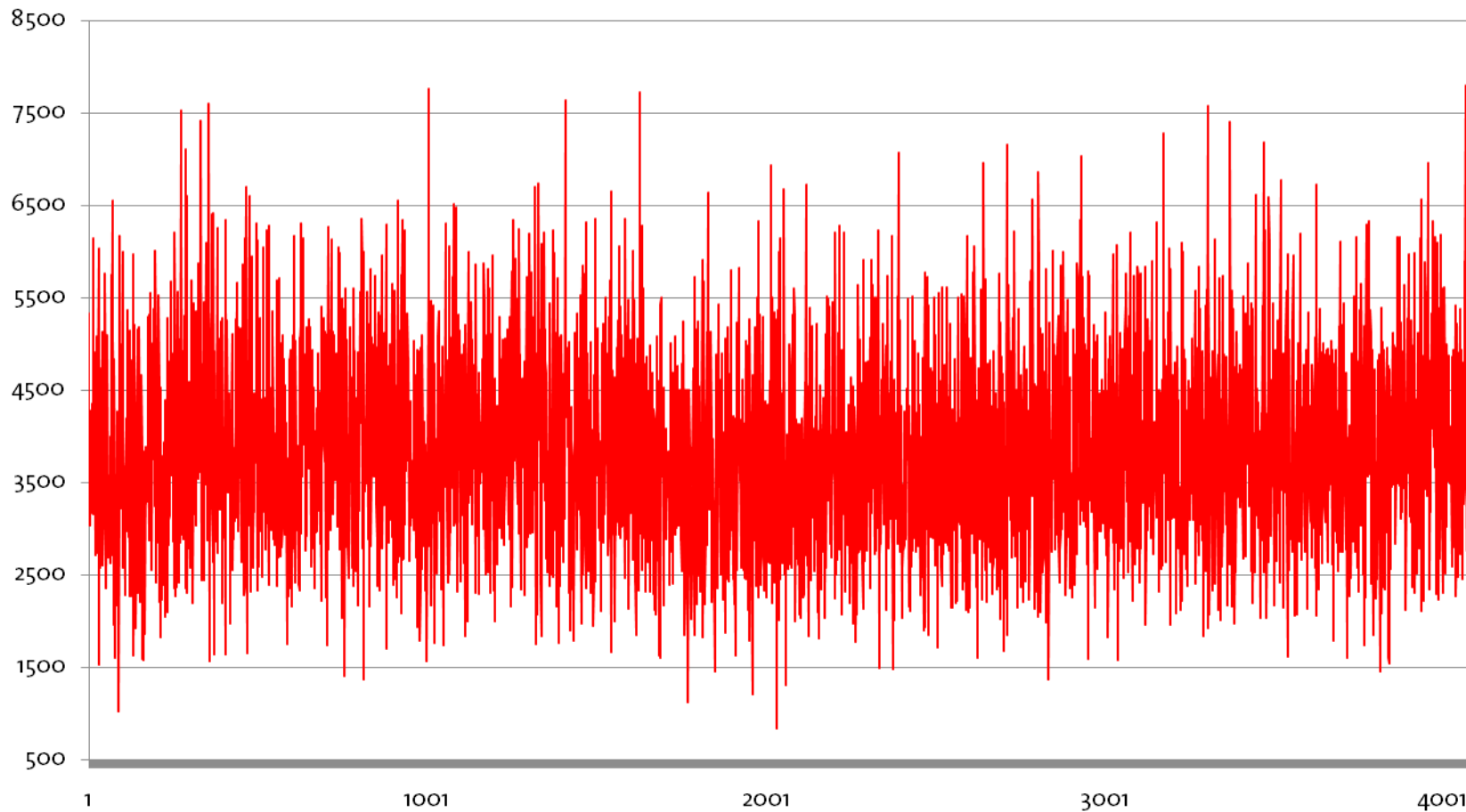
JFFS2 Small block 10% Static



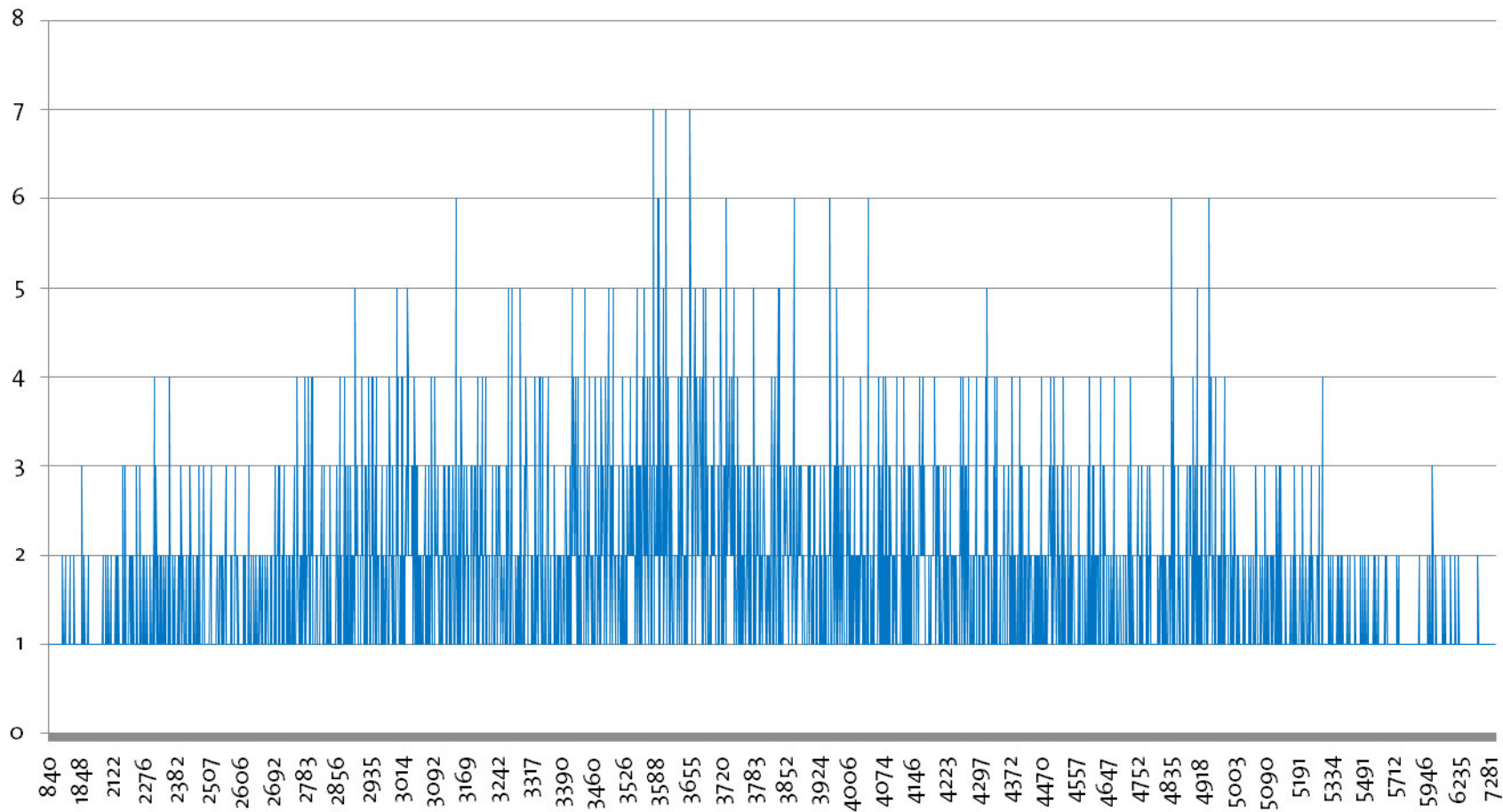
JFFS2 Small block 60% Static



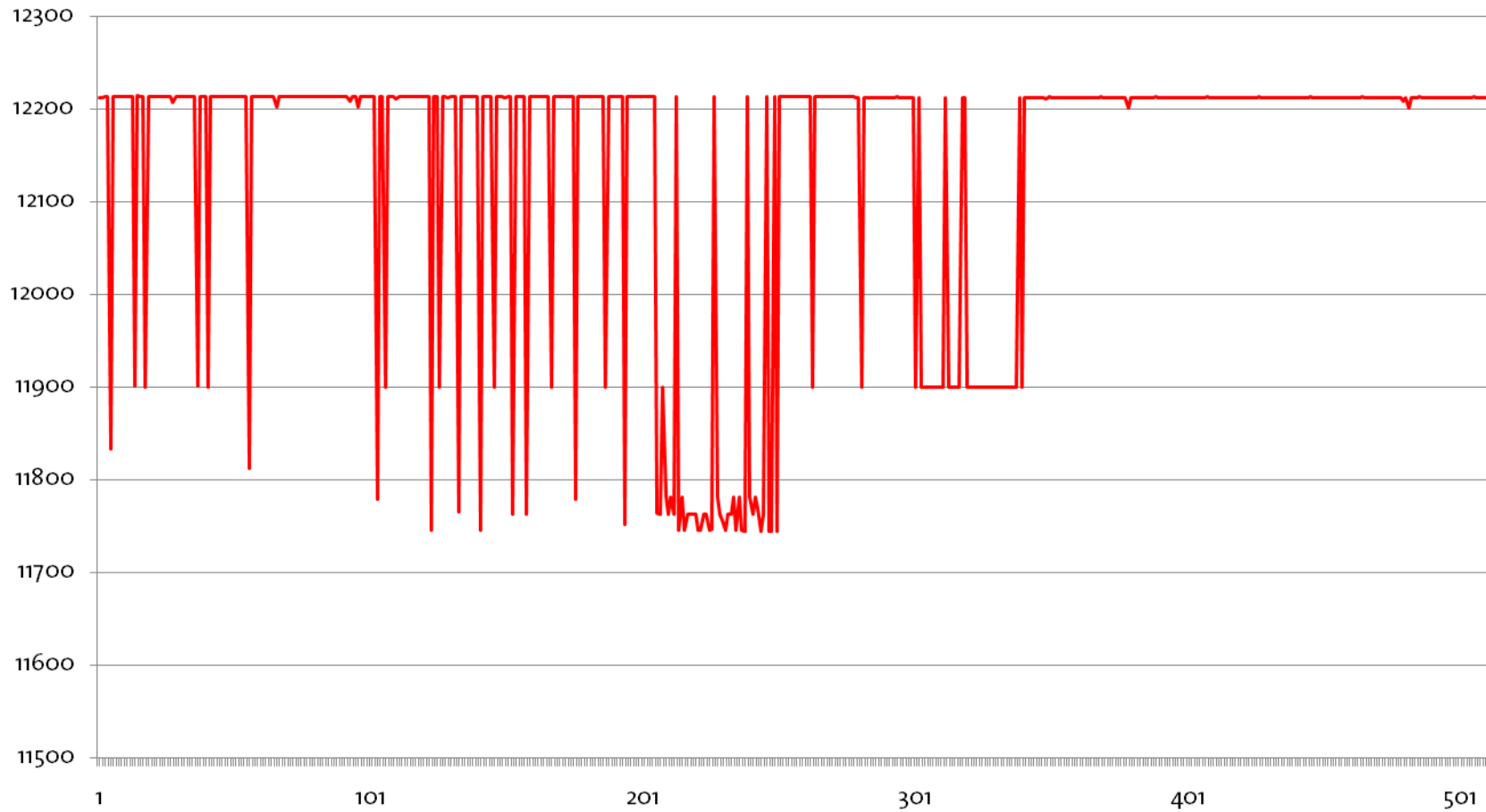
JFFS2 Small block 60% Static



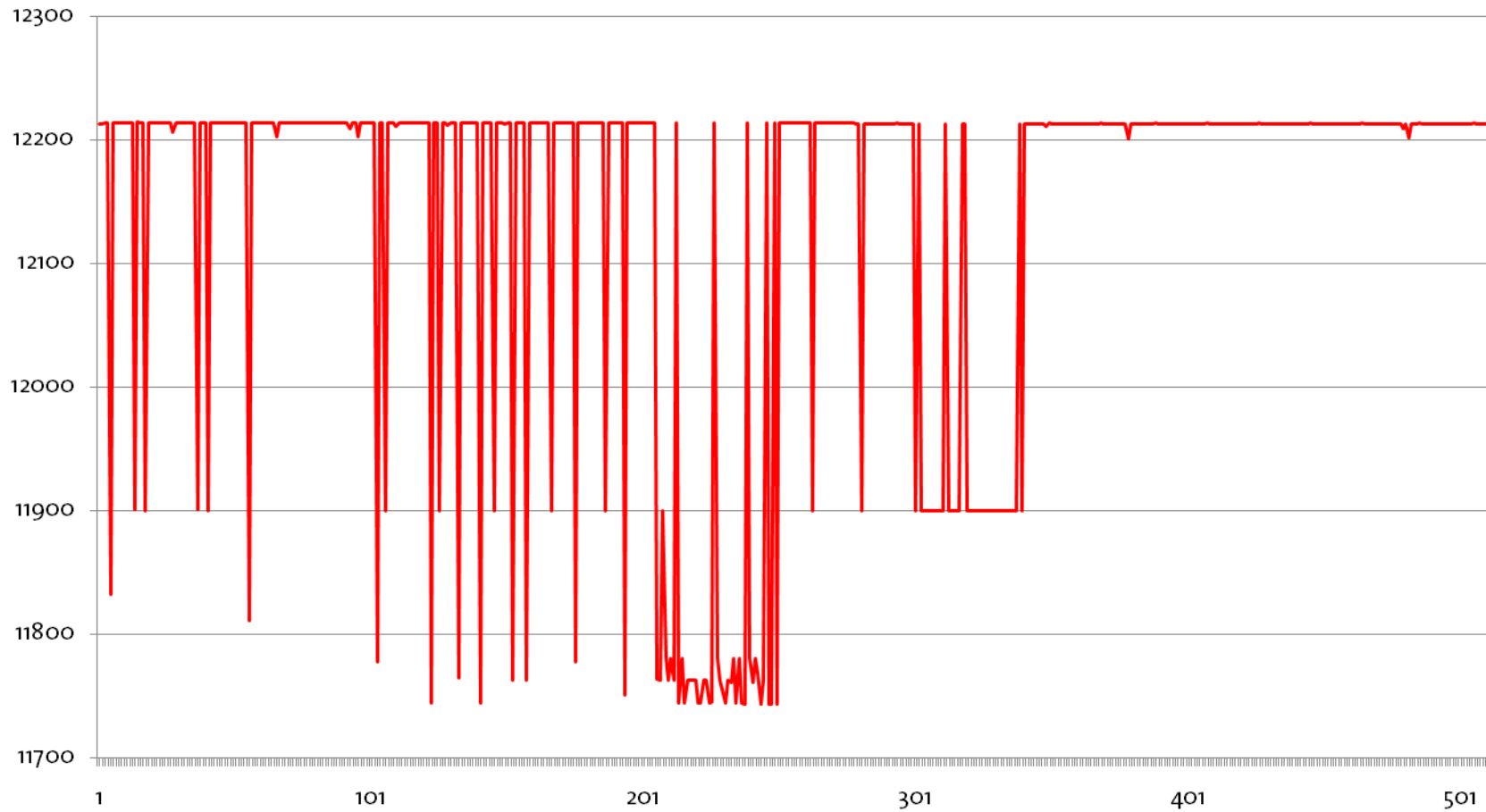
JFFS2 Small block 60% Static



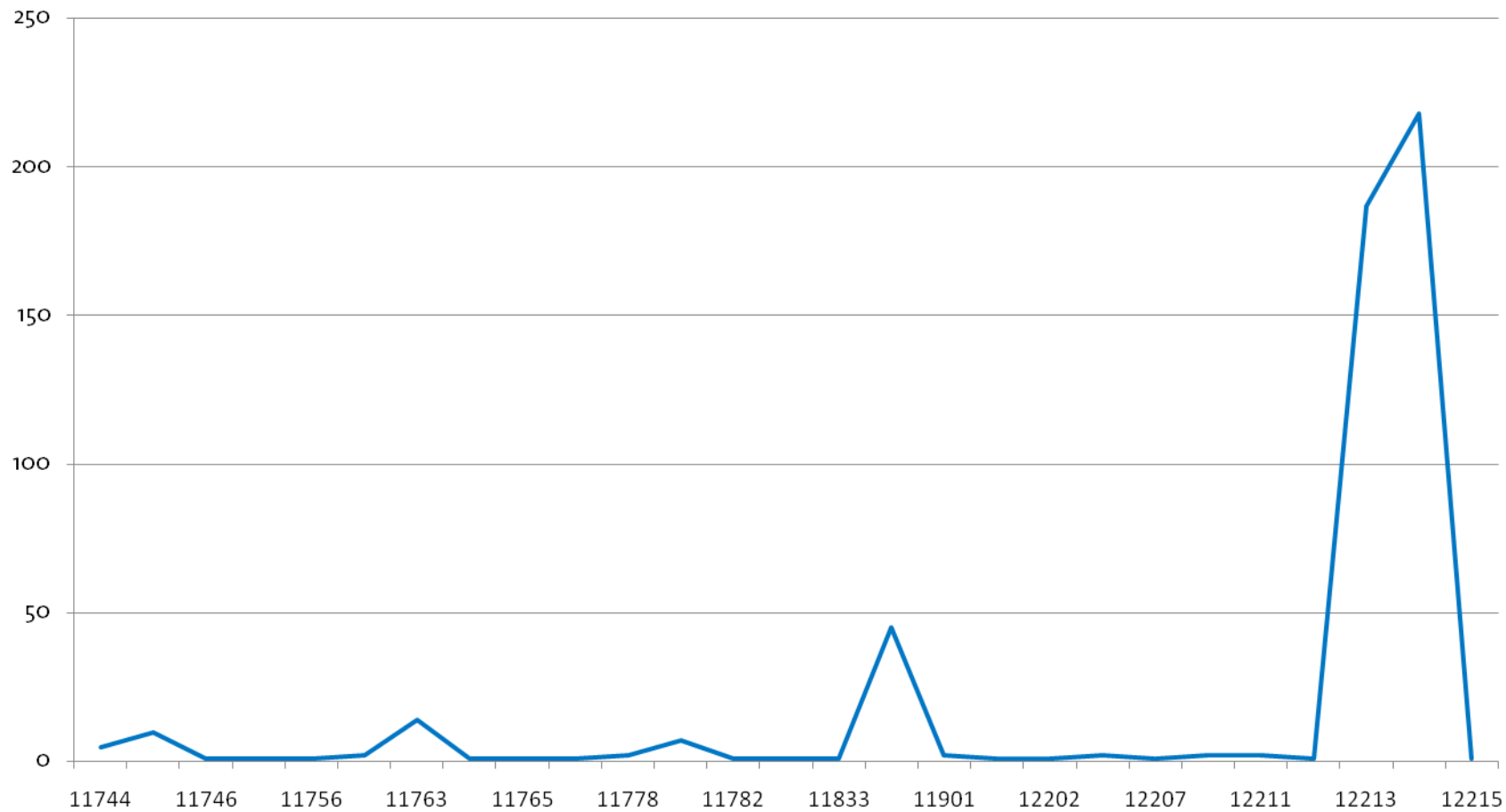
UBIFS Large block 10% Static



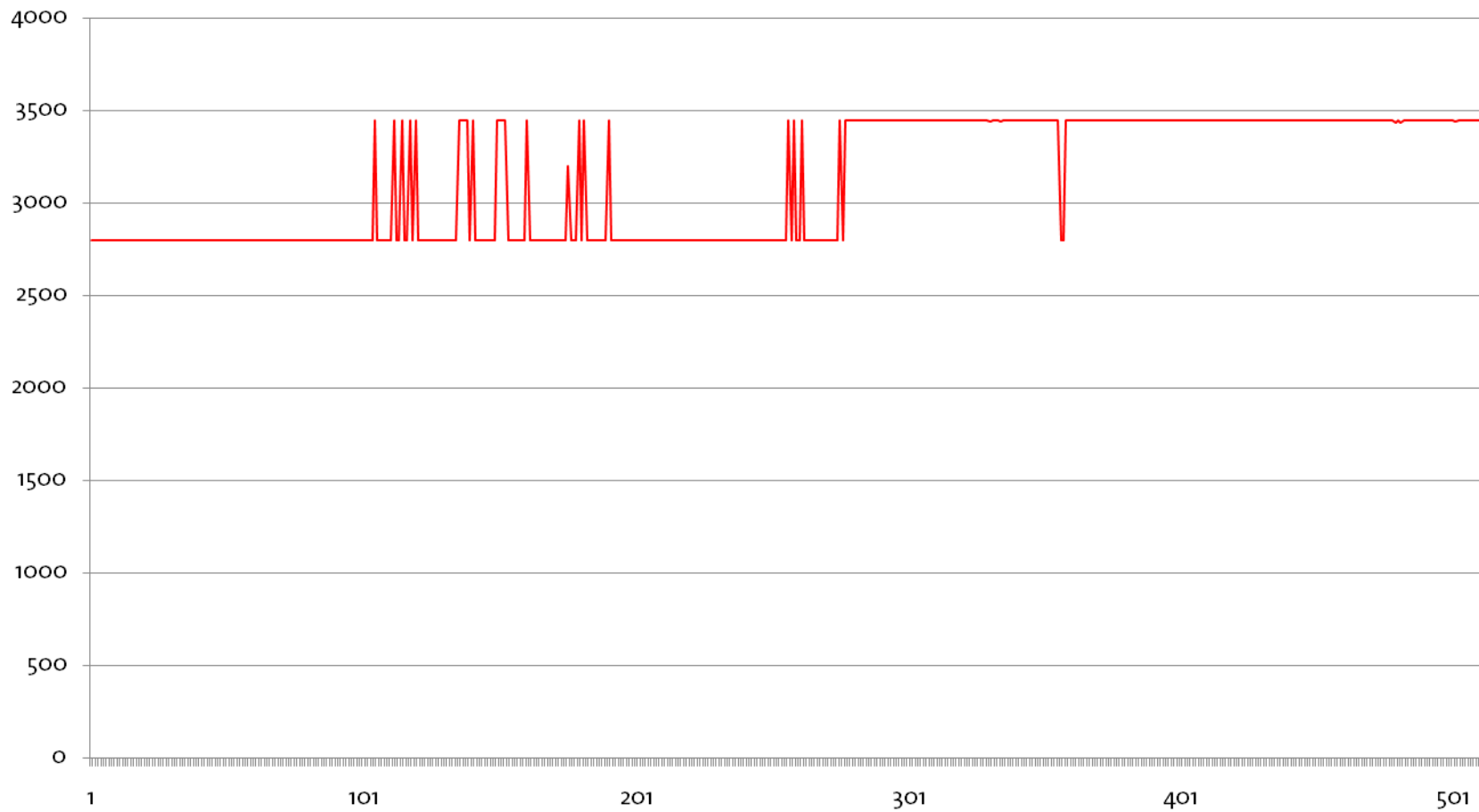
UBIFS Large block 10% Static



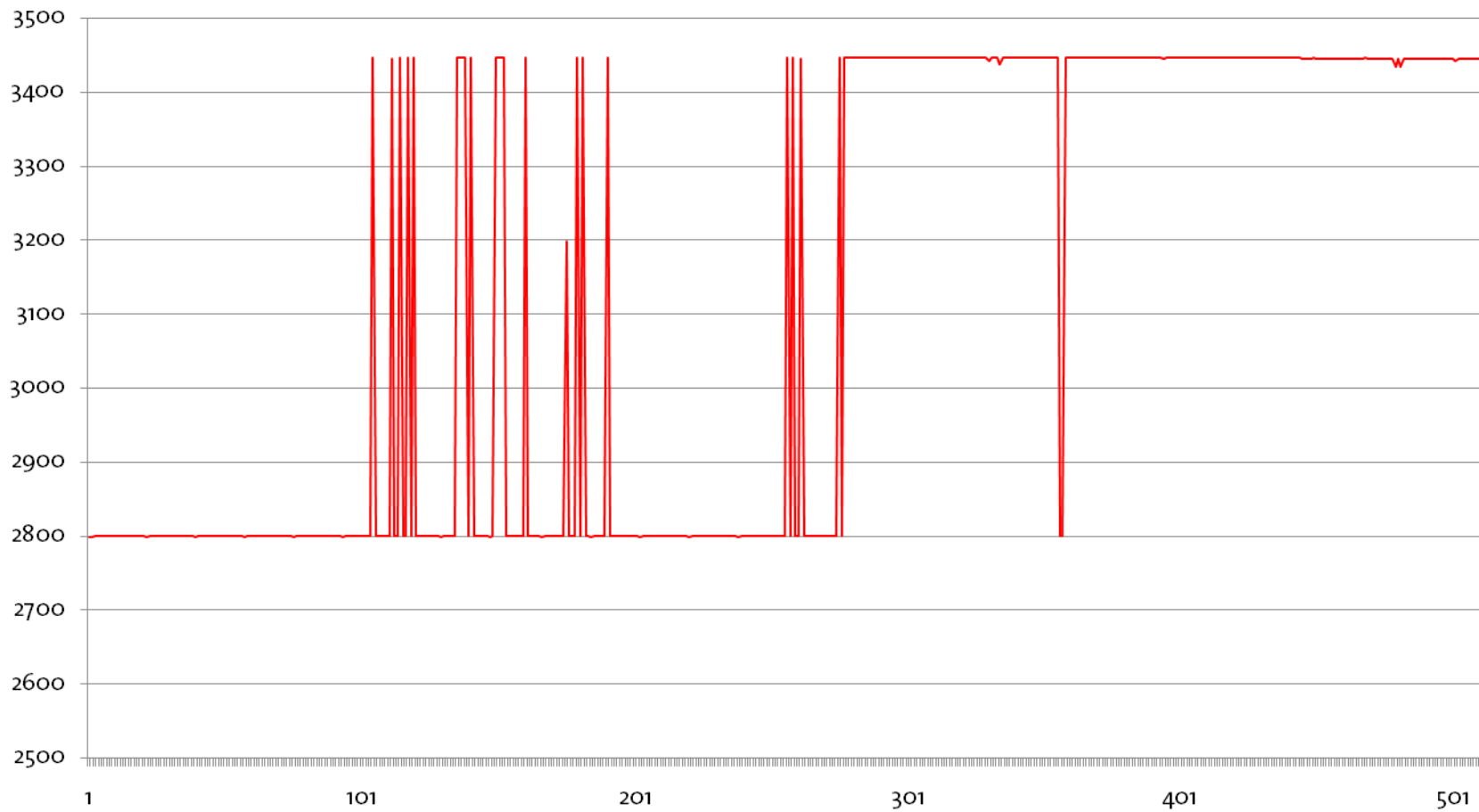
UBIFS Large block 10% Static



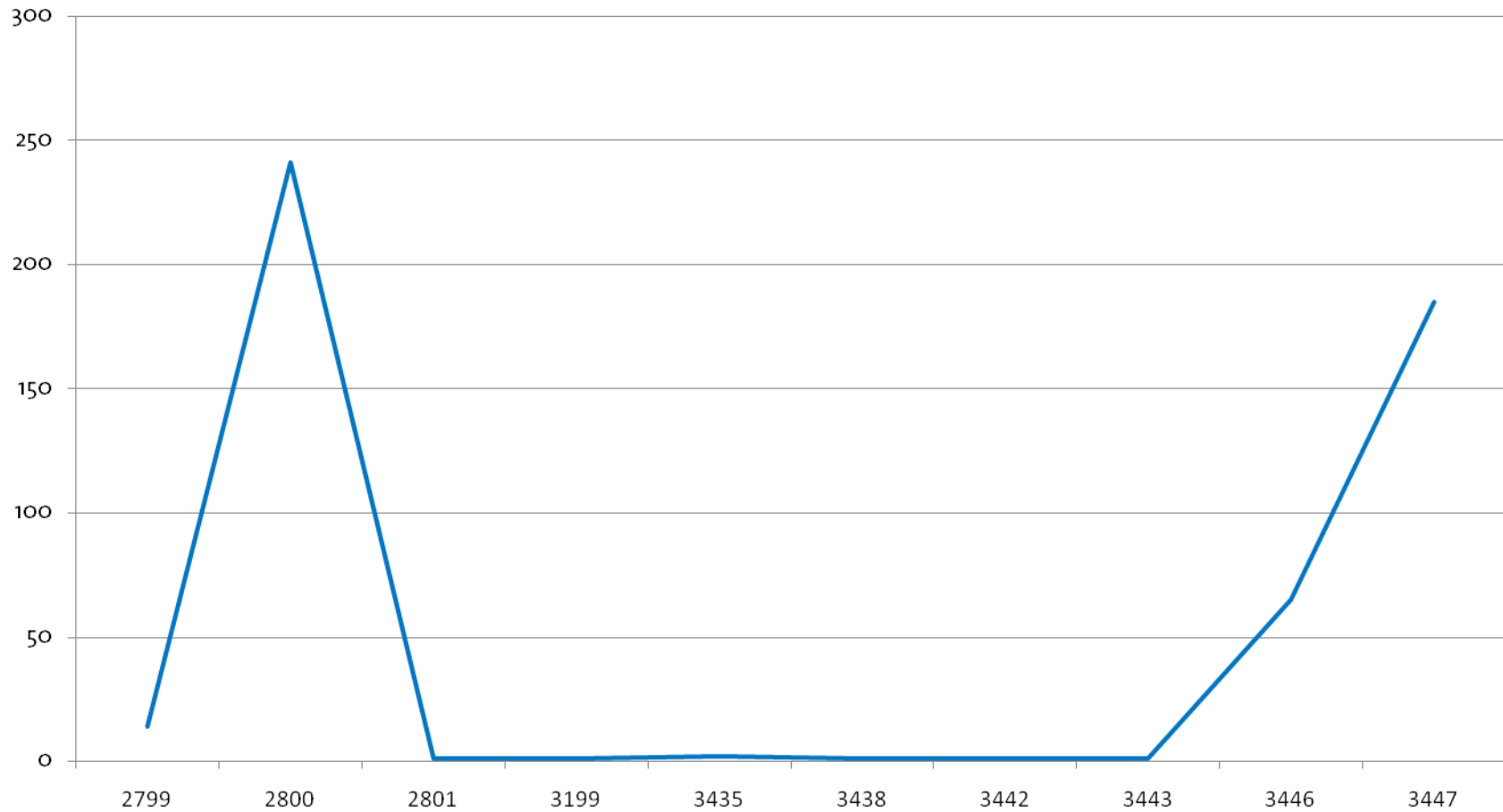
UBIFS Large block 60% Static



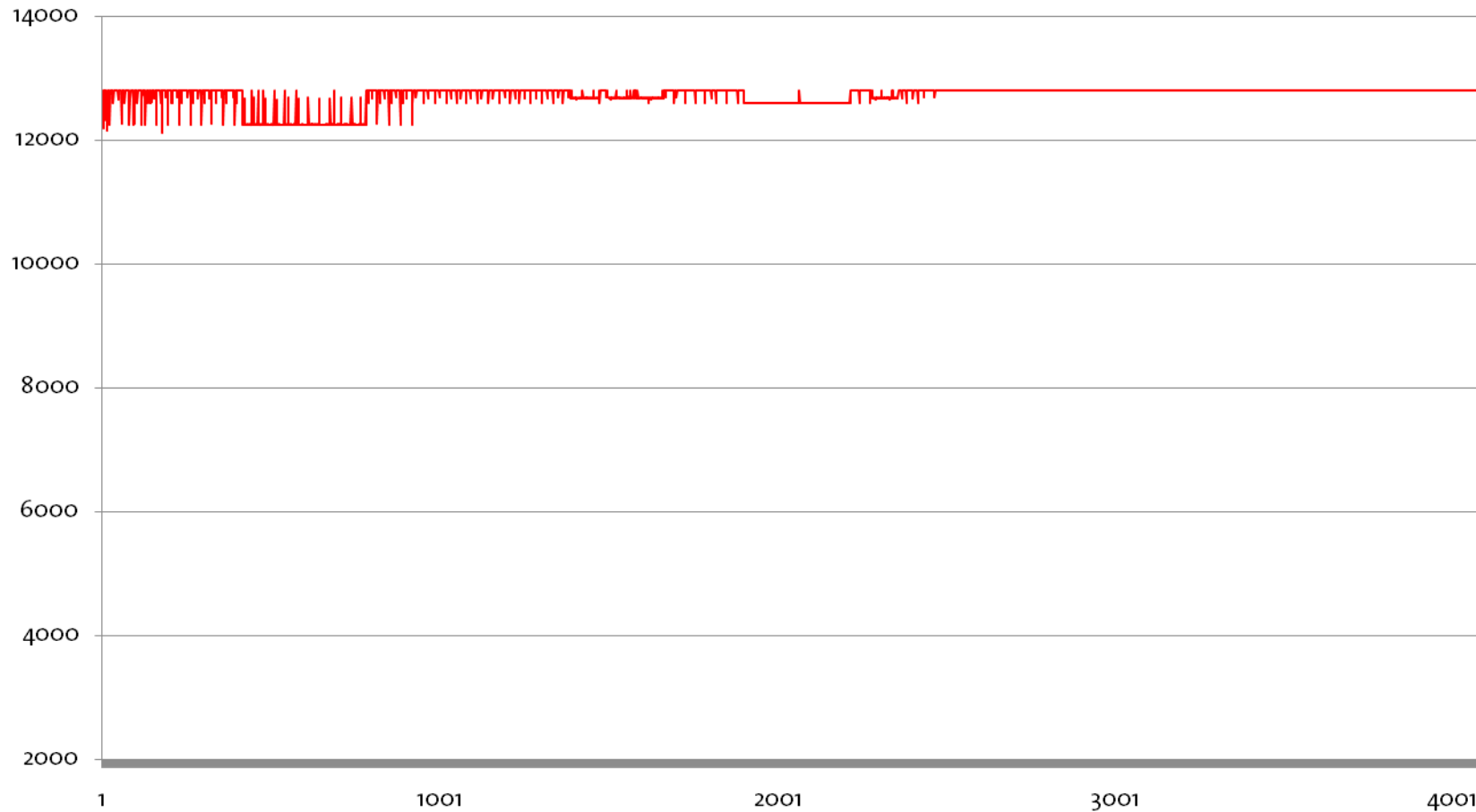
UBIFS Large block 60% Static



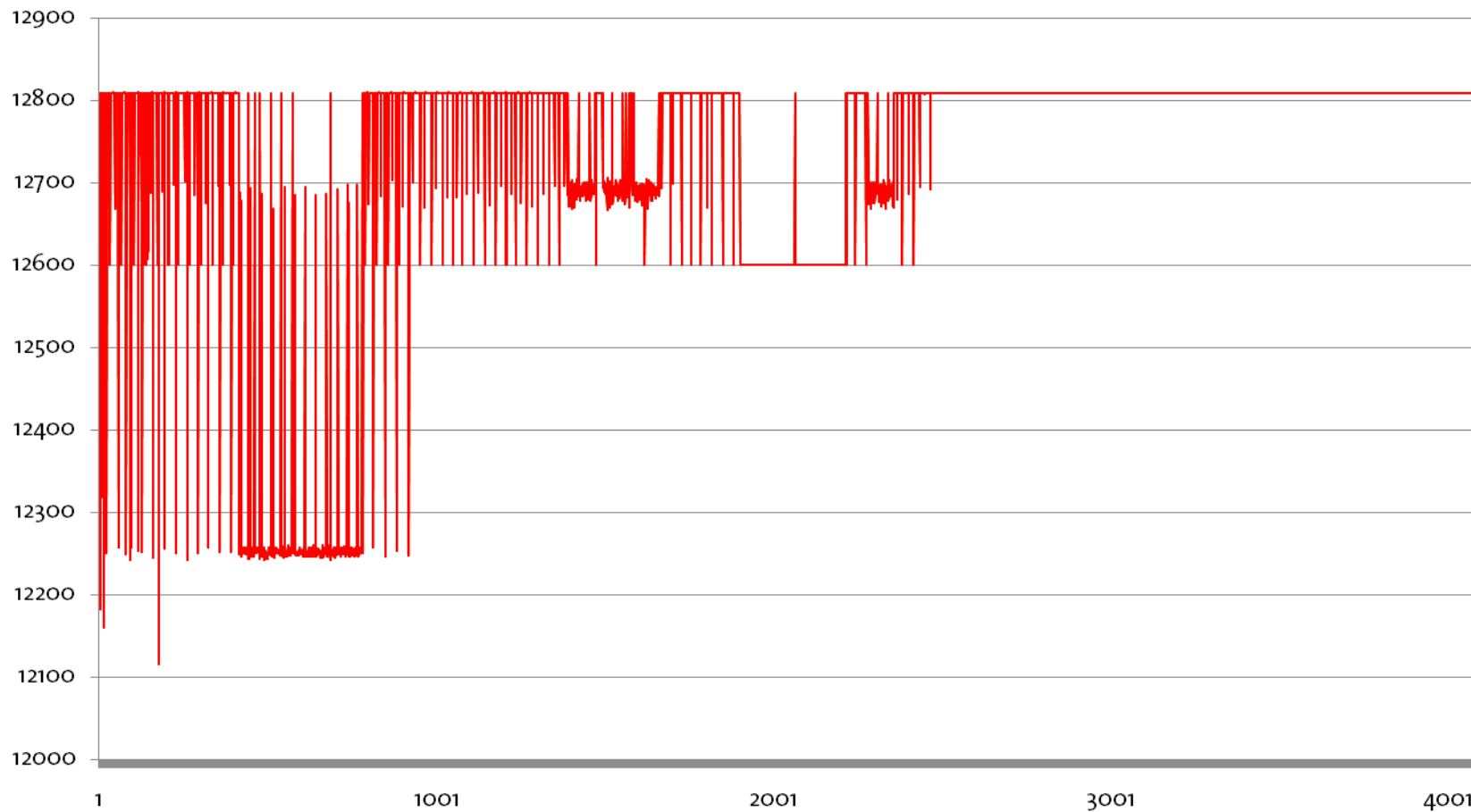
UBIFS Large block 60% Static



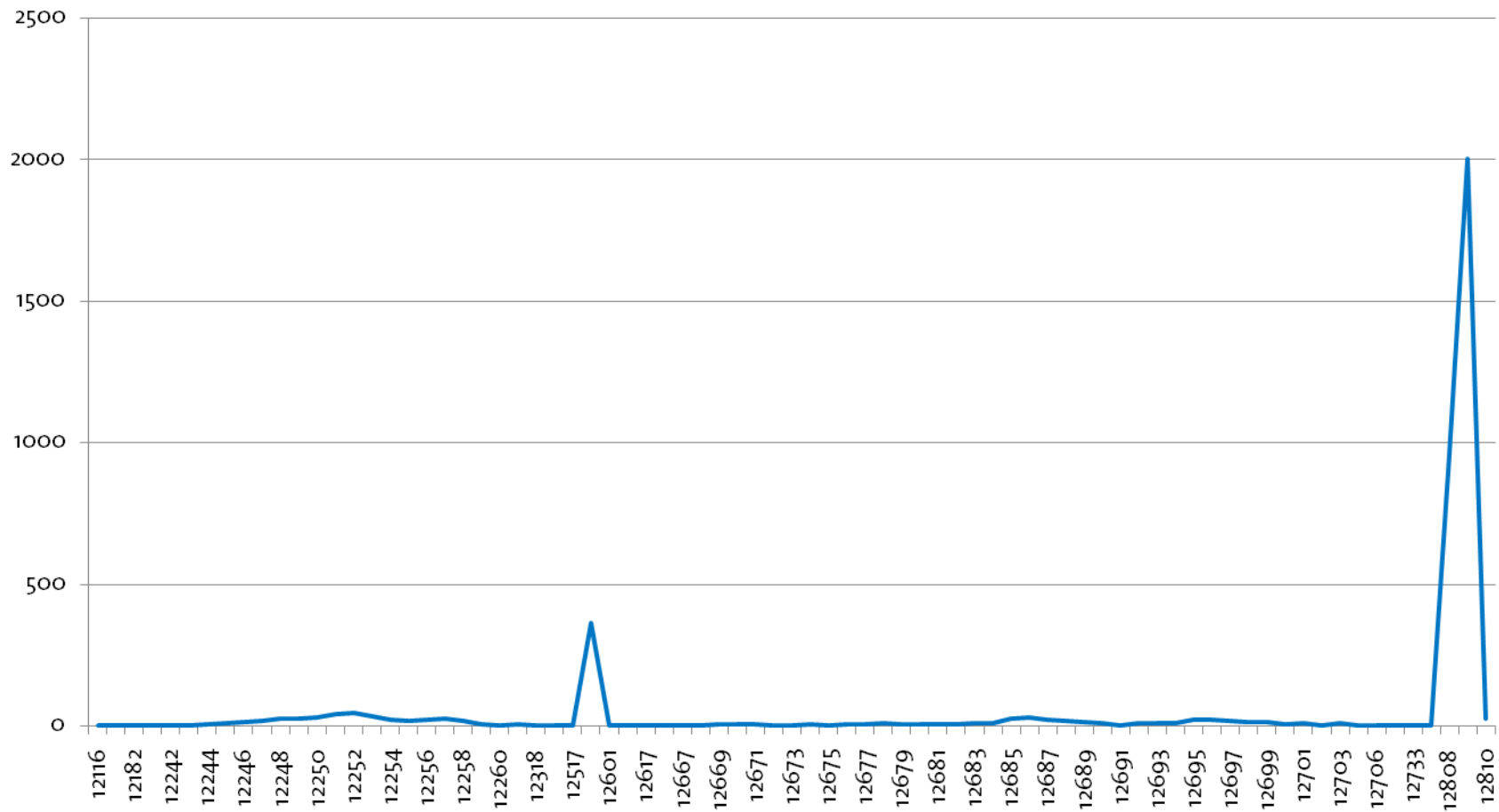
UBIFS Small block 10% Static



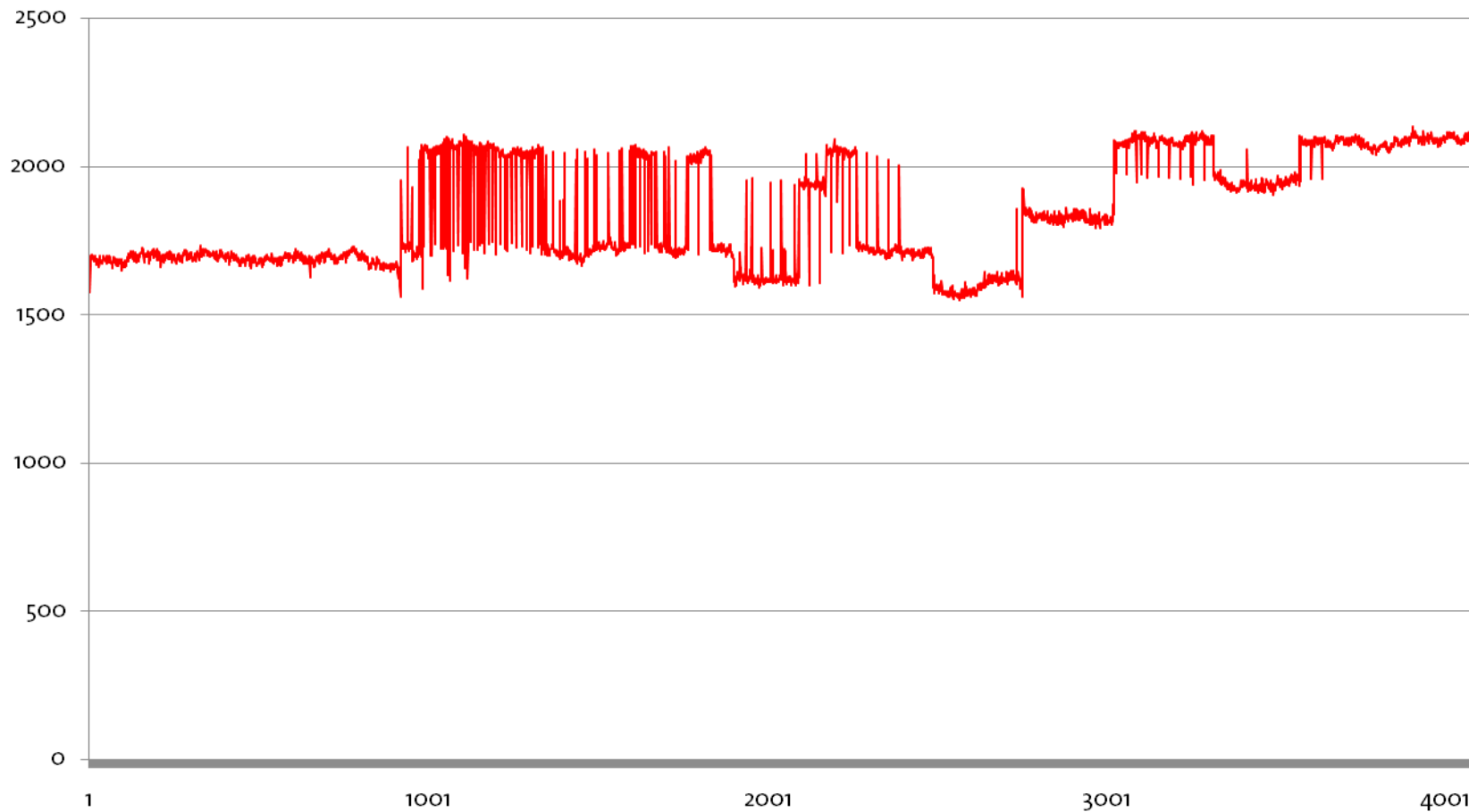
UBIFS Small block 10% Static



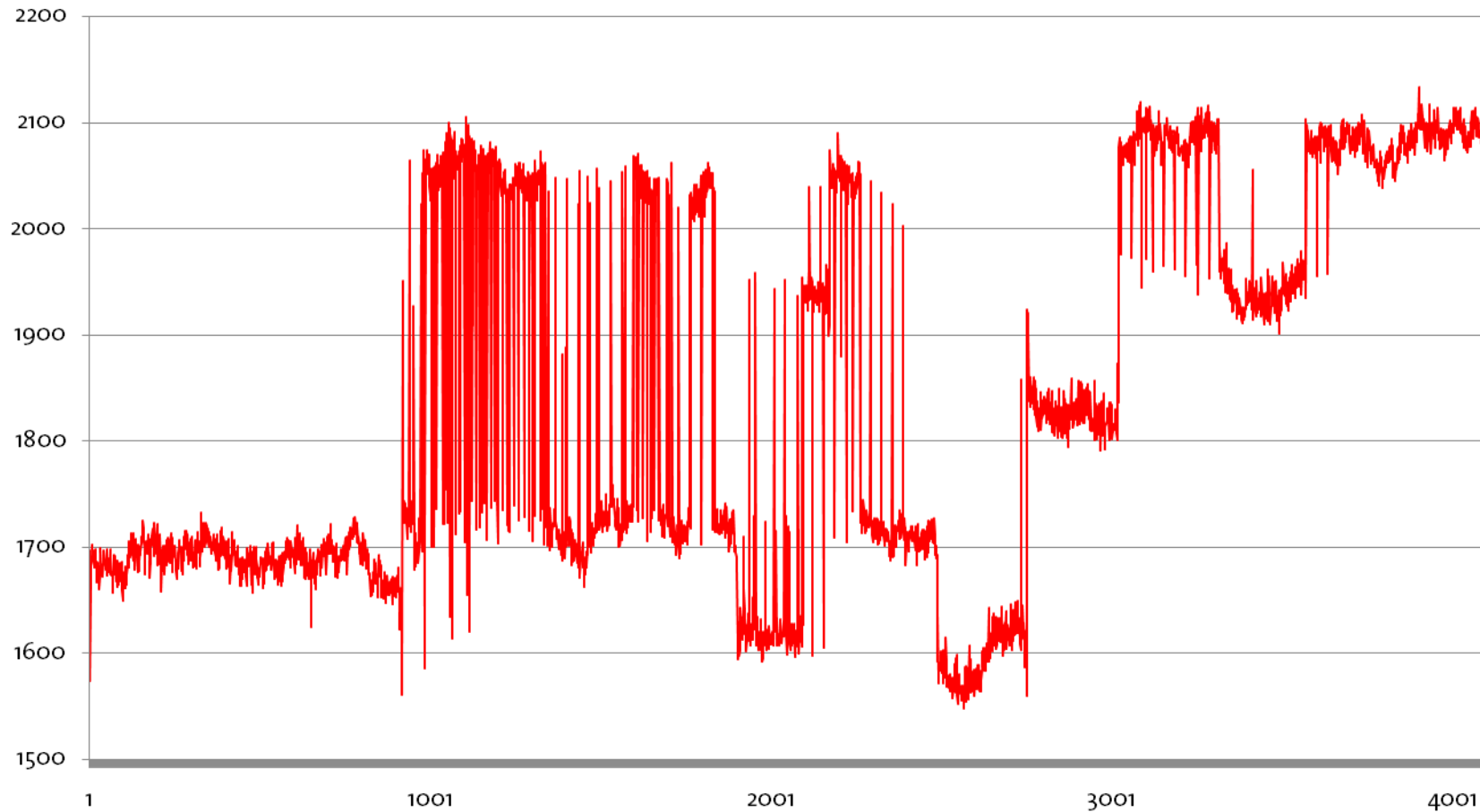
UBIFS Small block 10% Static



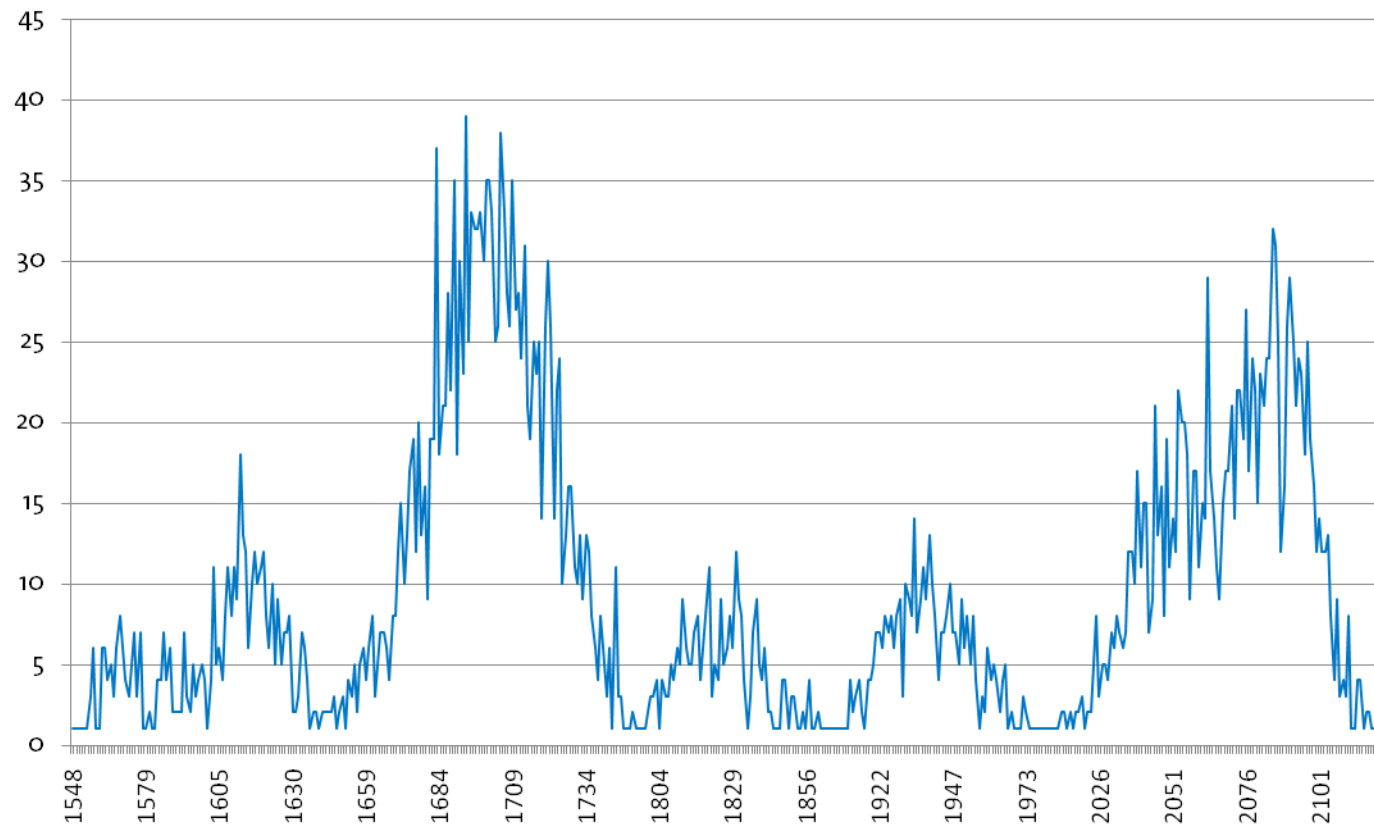
UBIFS Small block 60% Static



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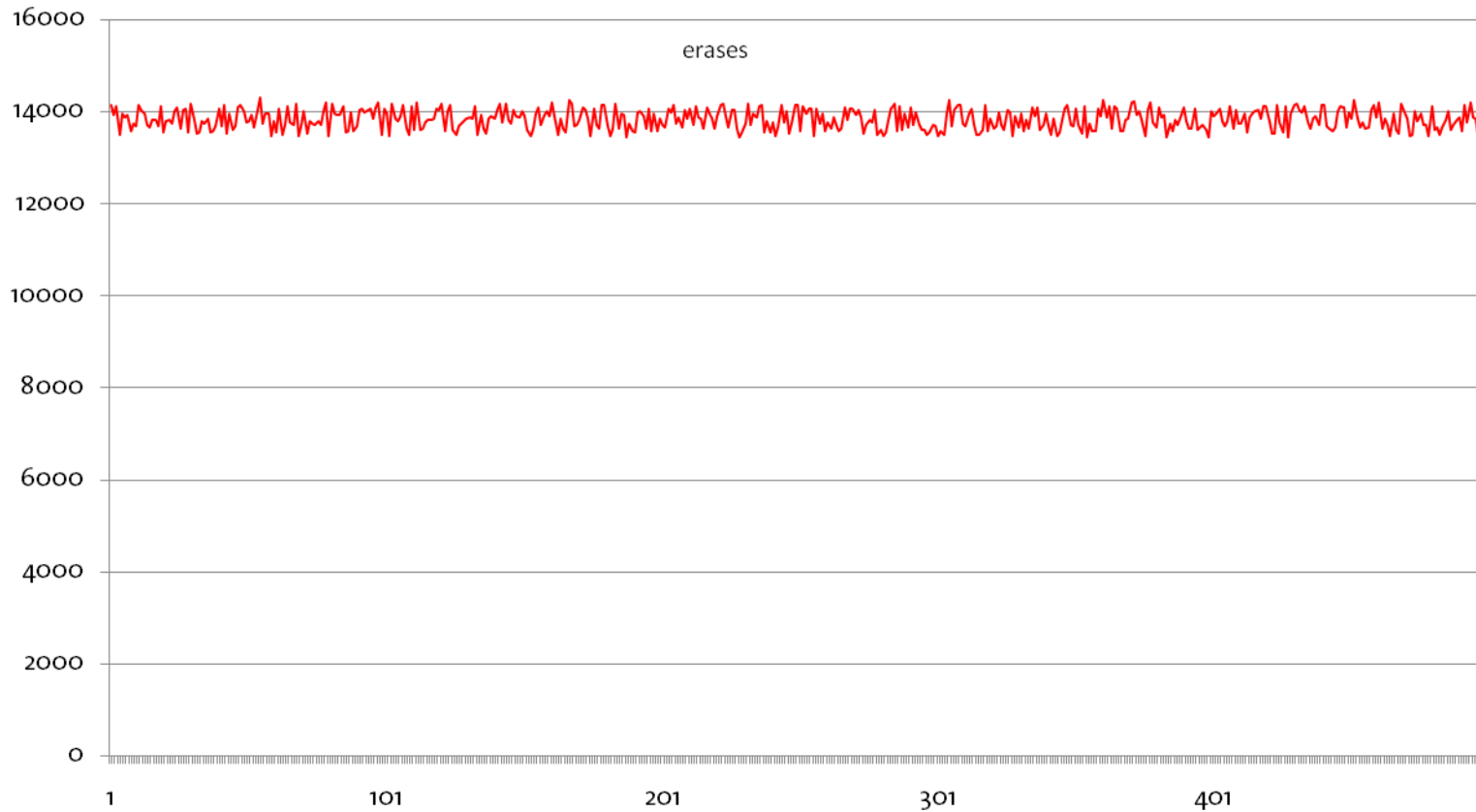


UBIFS Small block 60% Static



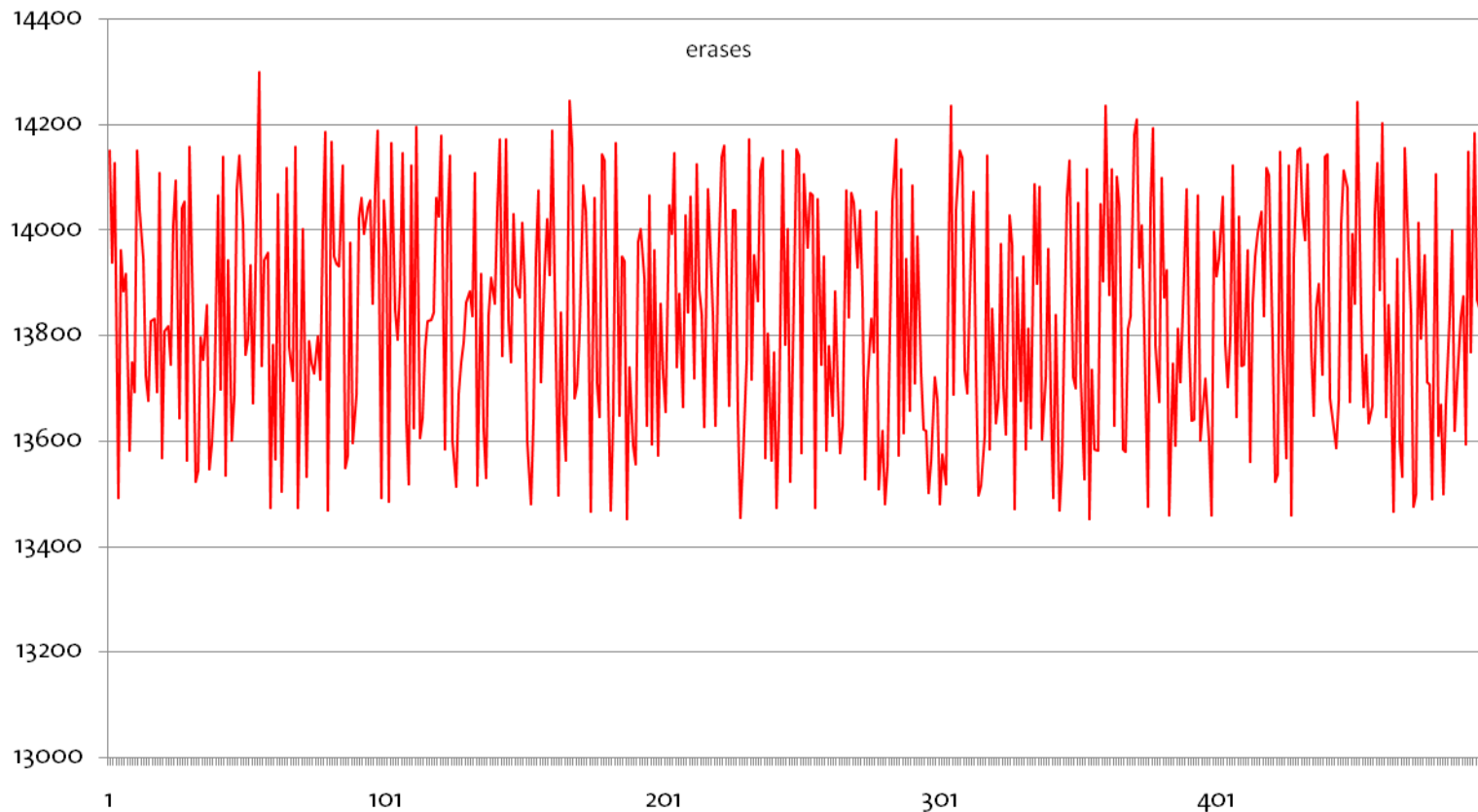
FlashFX Pro + Reliance

Large block 10% Static



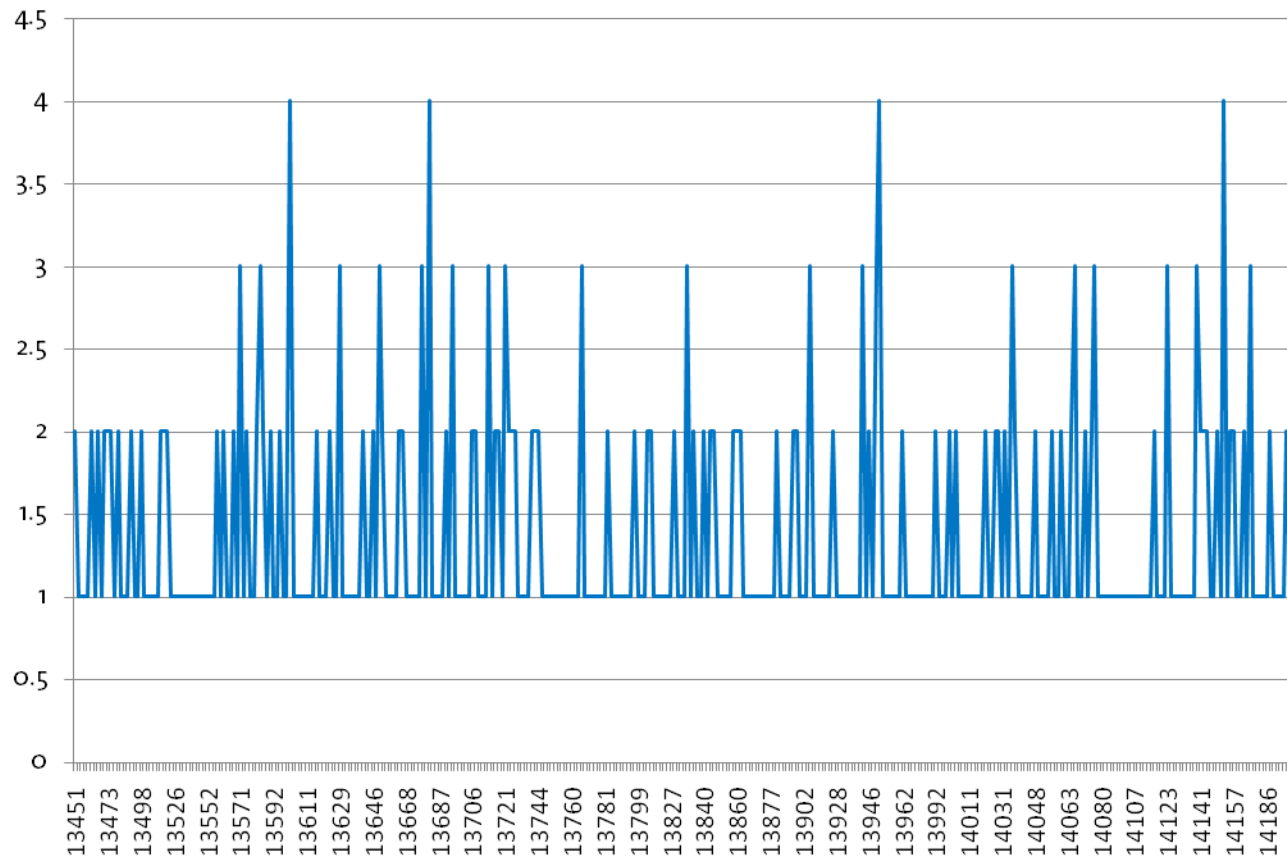
FlashFX Pro + Reliance

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FlashFX Pro + Reliance

Large block 10% Static

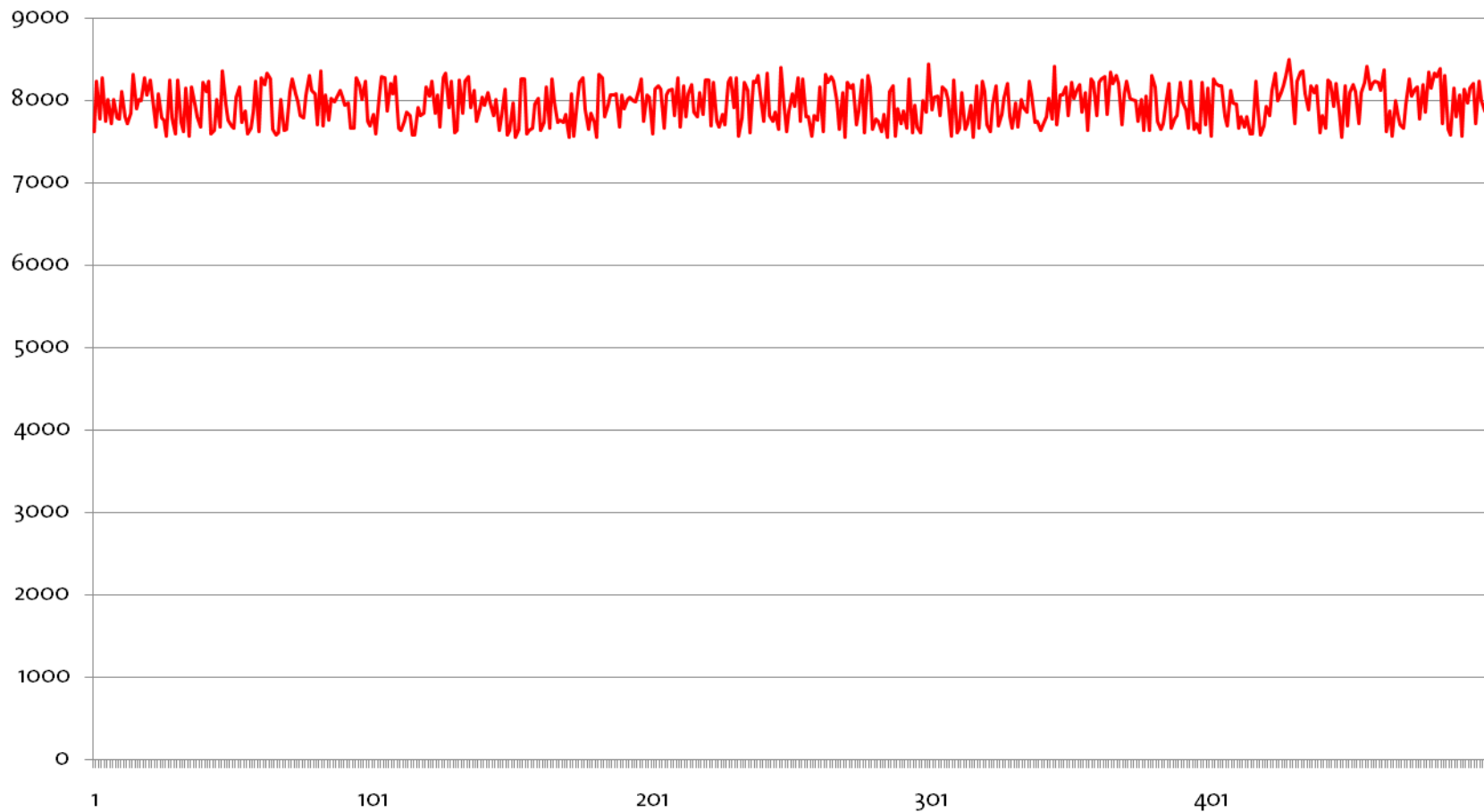


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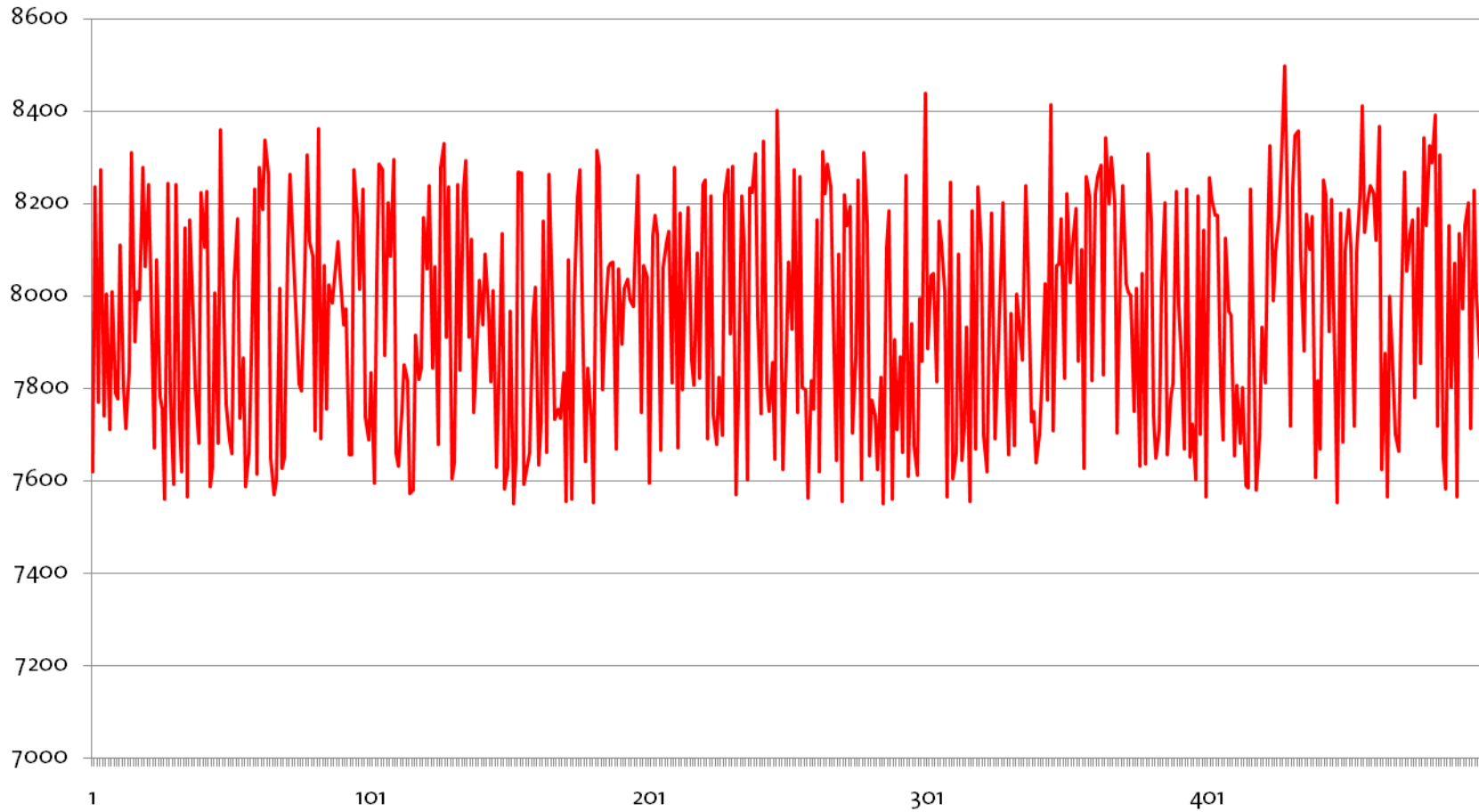
FlashFX Pro + Reliance

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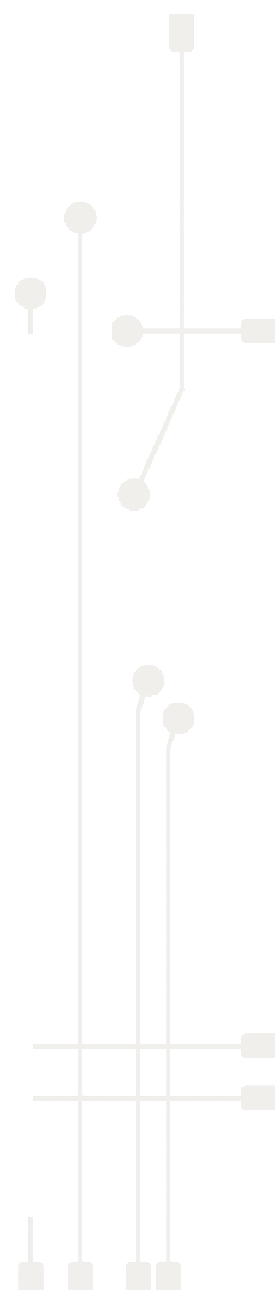
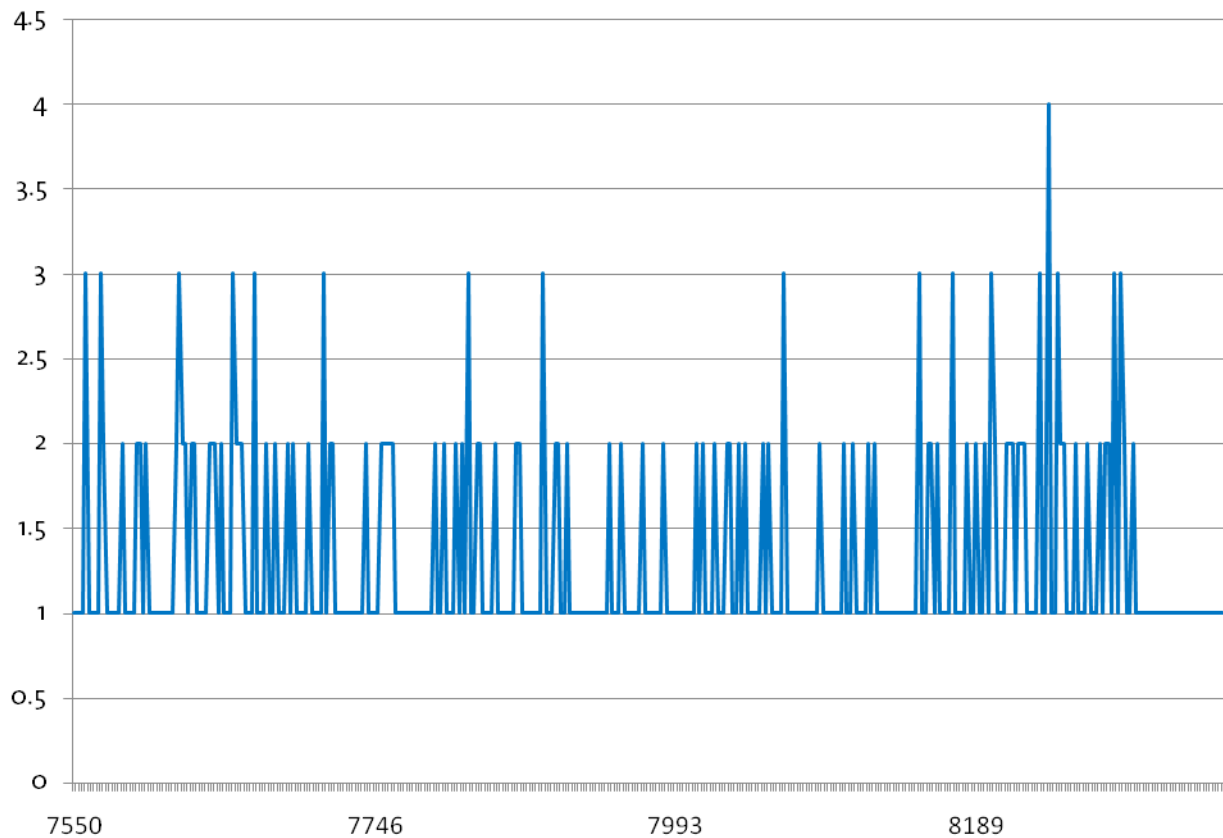
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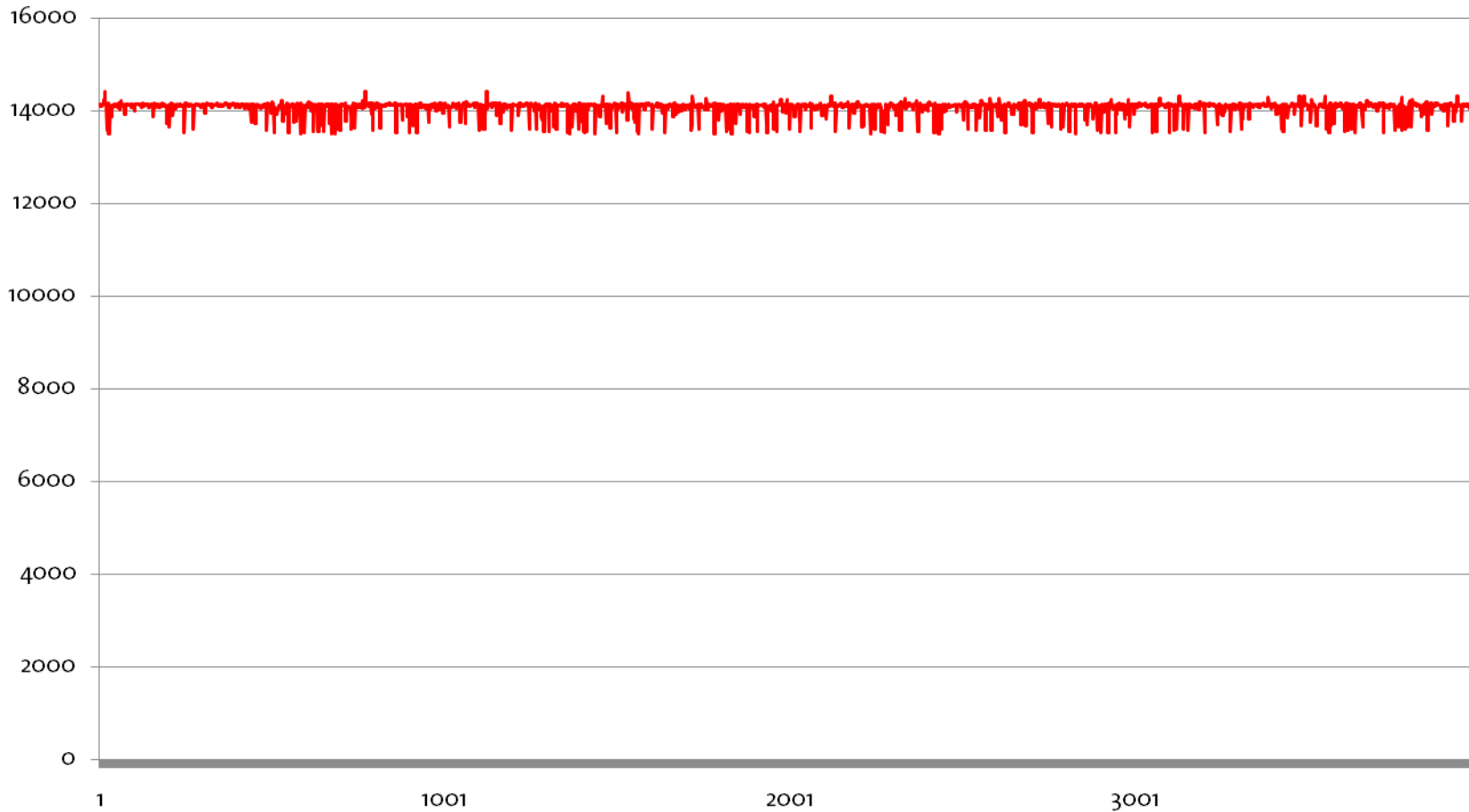
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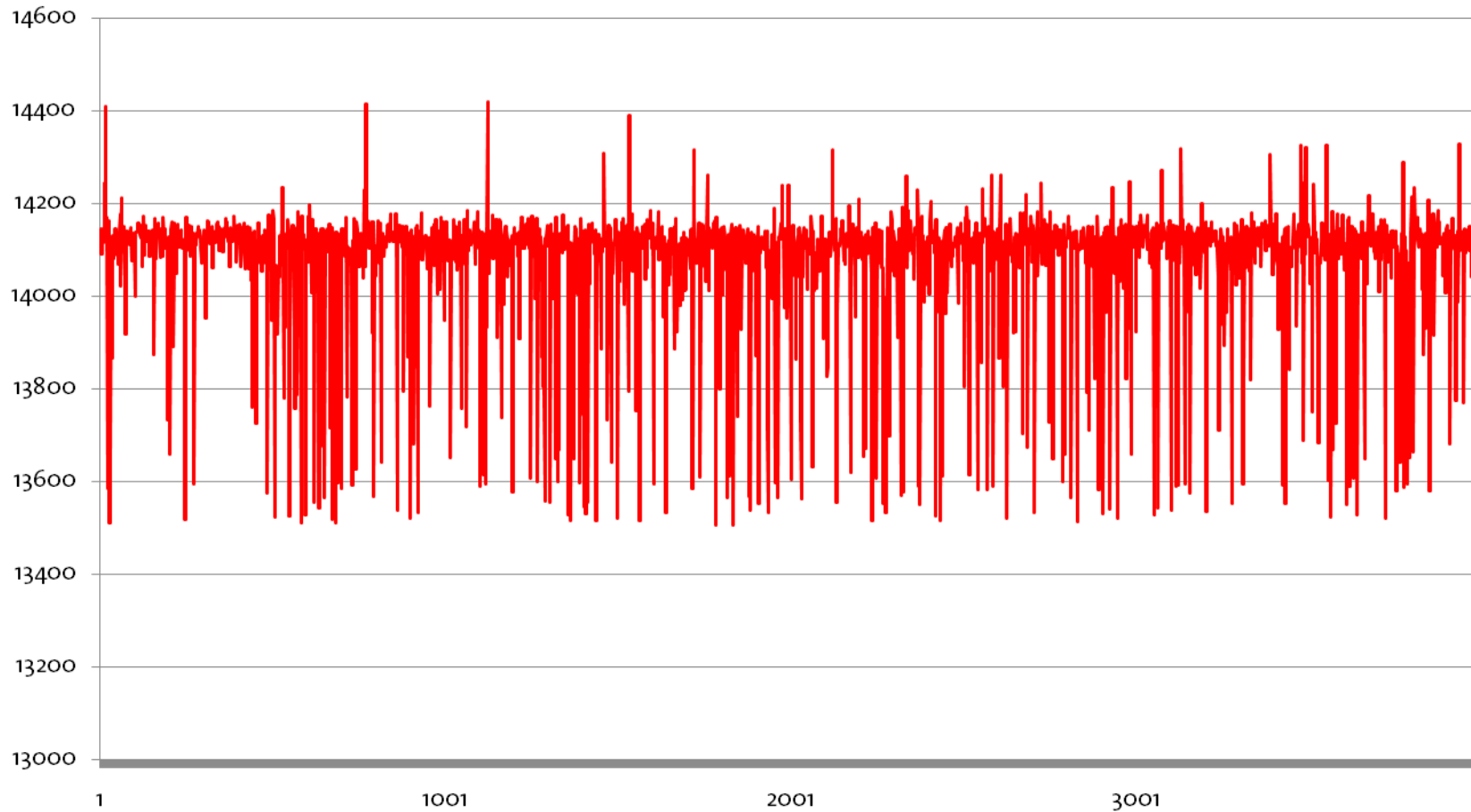
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Small block 10% Static



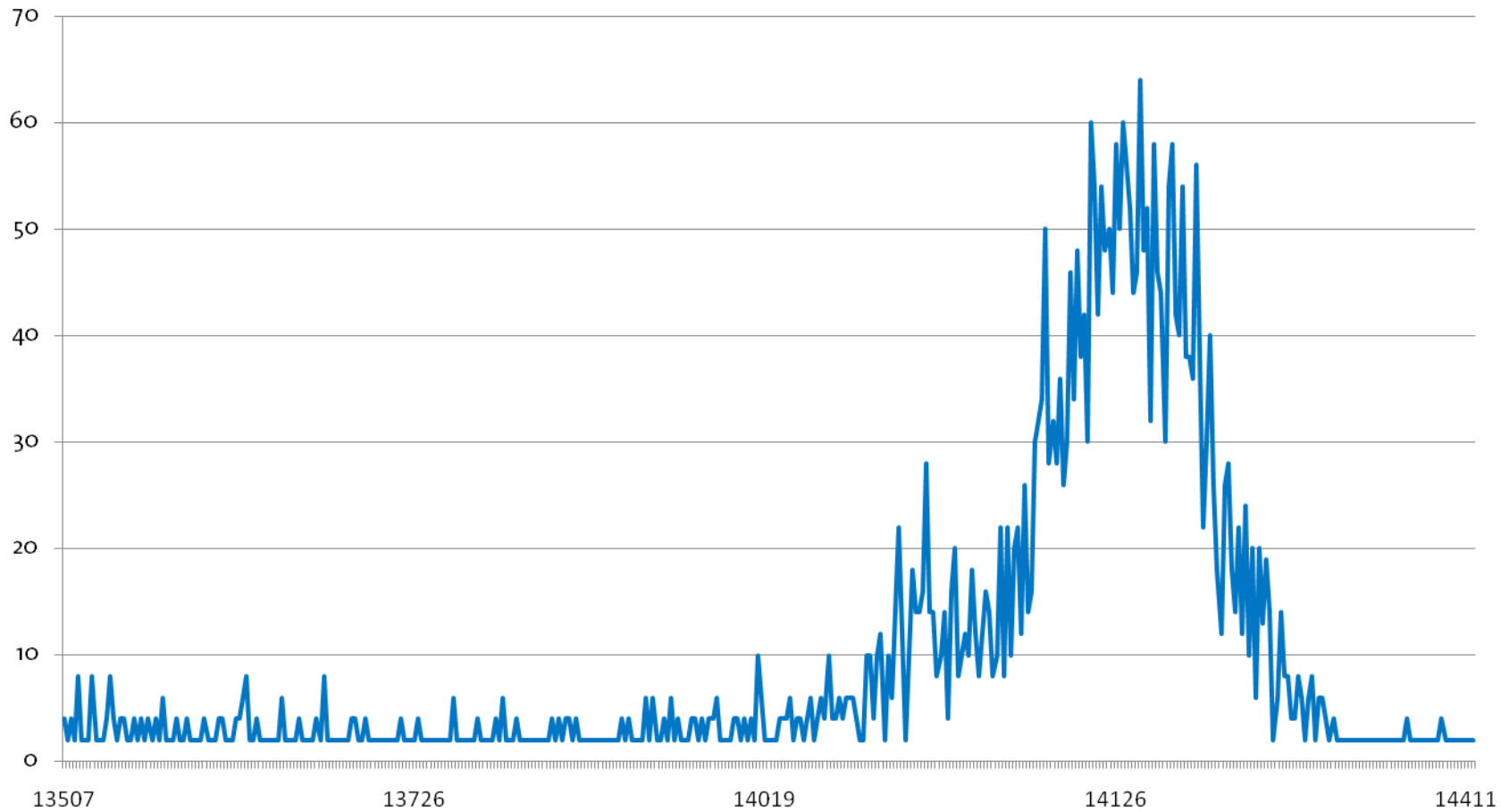
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Small block 10% Static



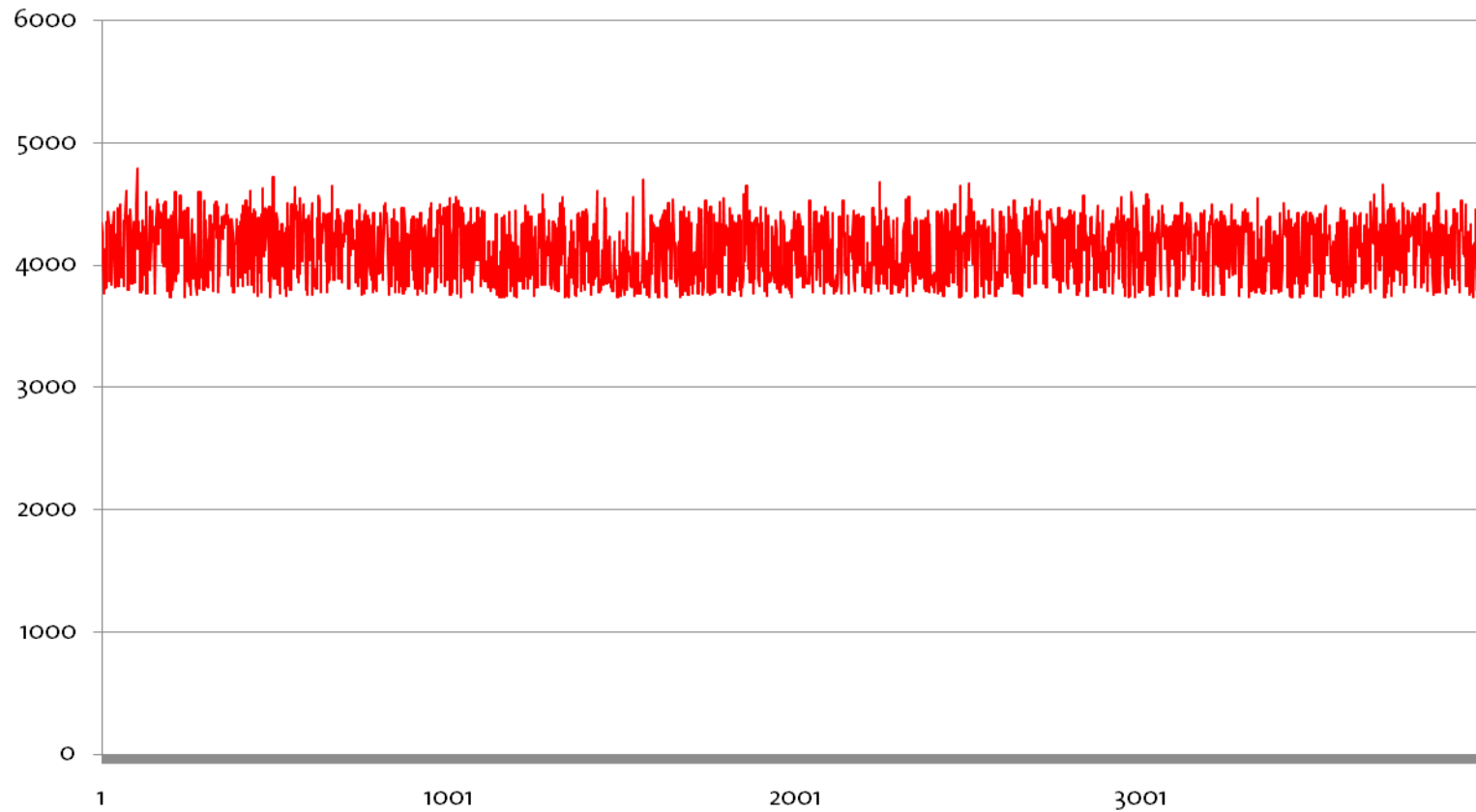
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Small block 10% Static



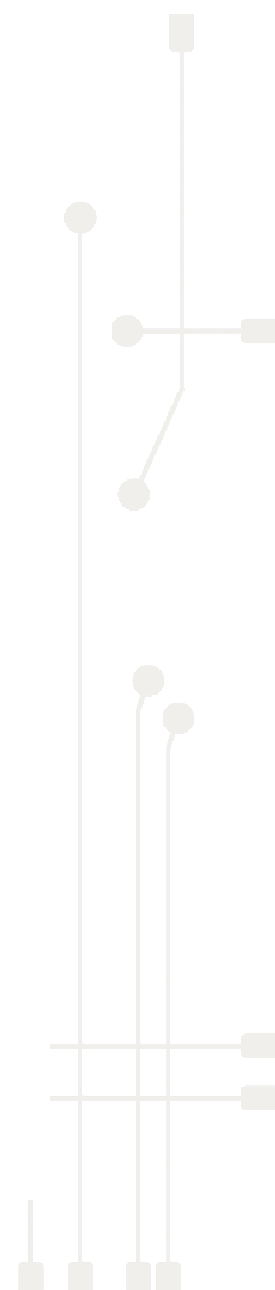
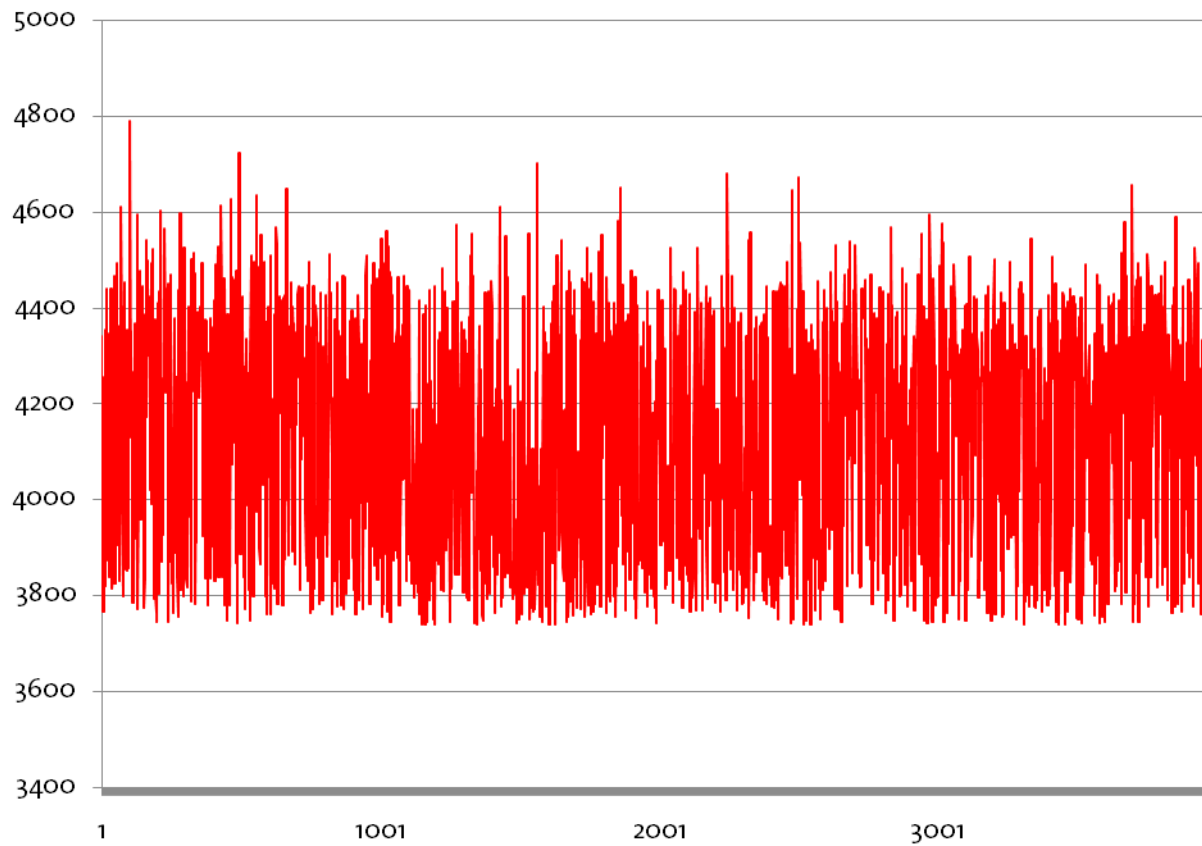
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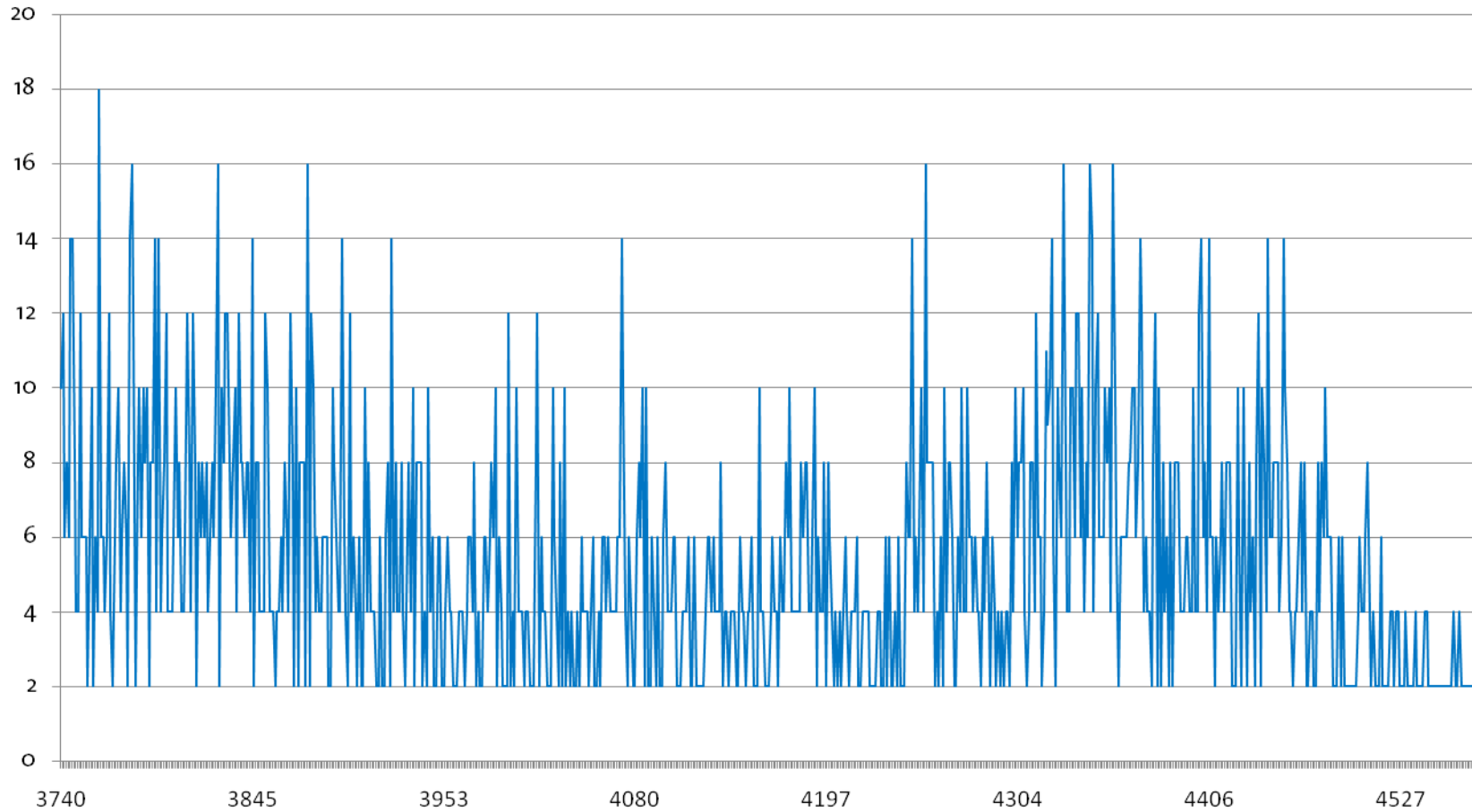
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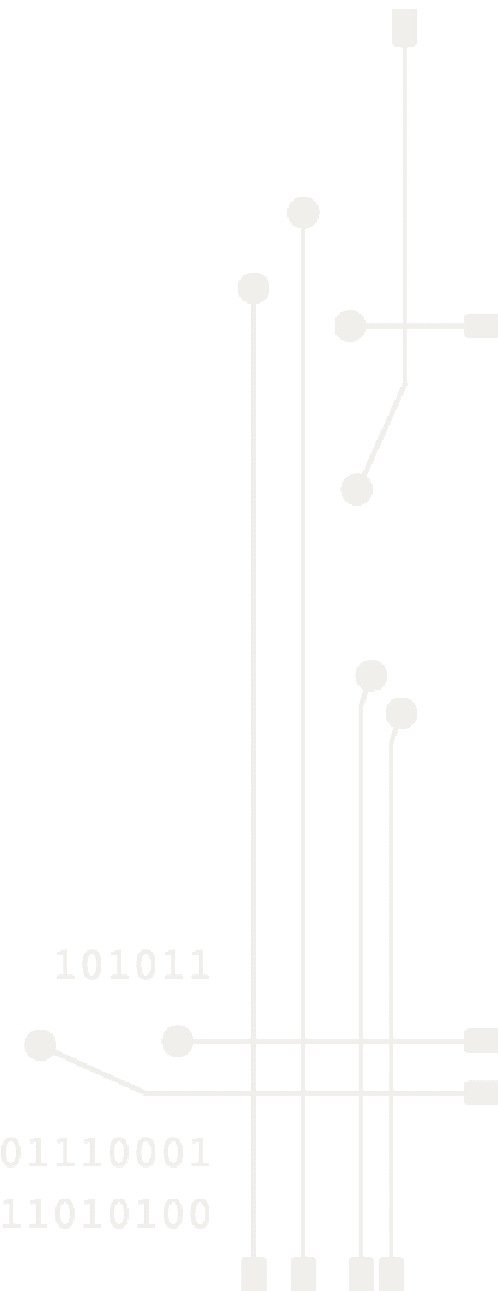
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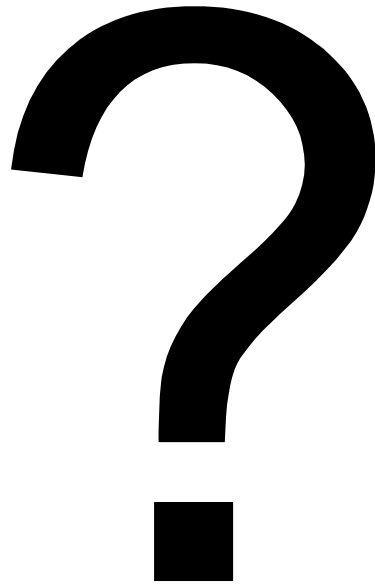


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