



Fully Integrated LLR Calculation Flow

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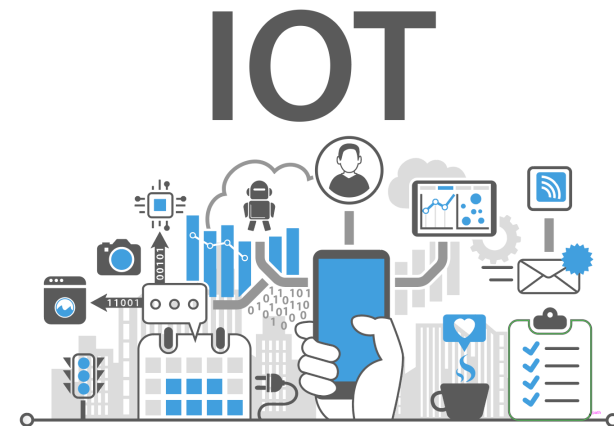
New Models For Data Creation

Data creation model is evolving fast...

Users' data for users



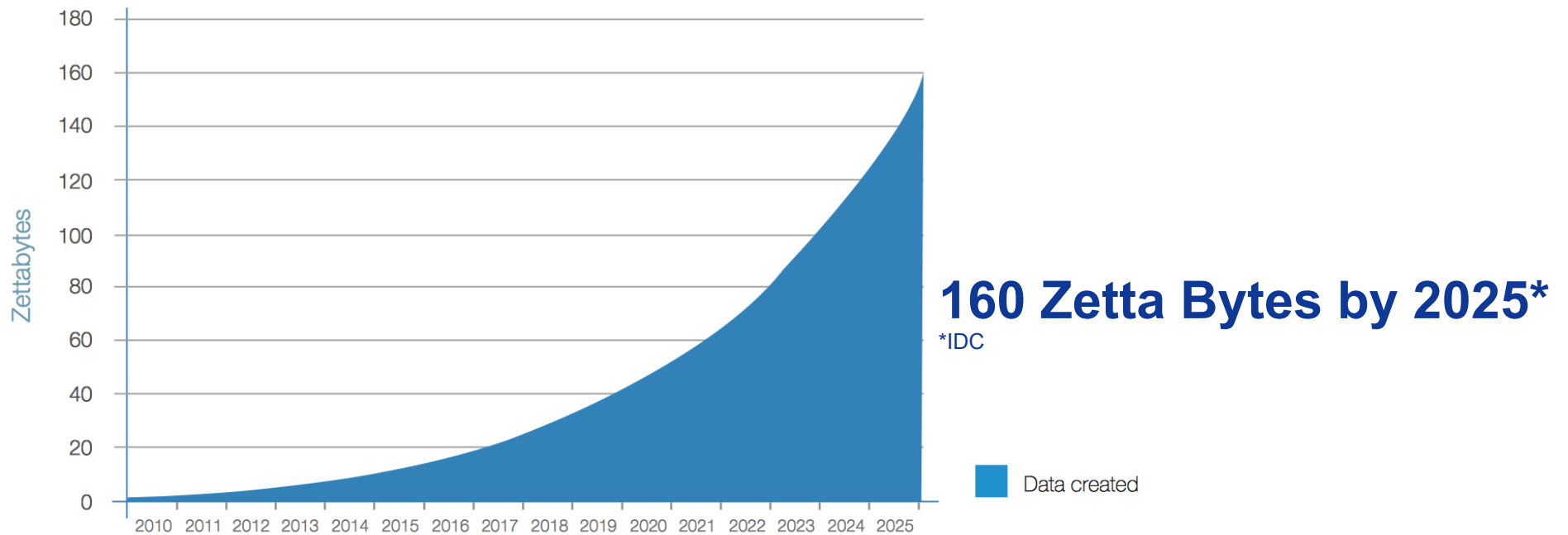
Machines' data for machines





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Data Growth Rate



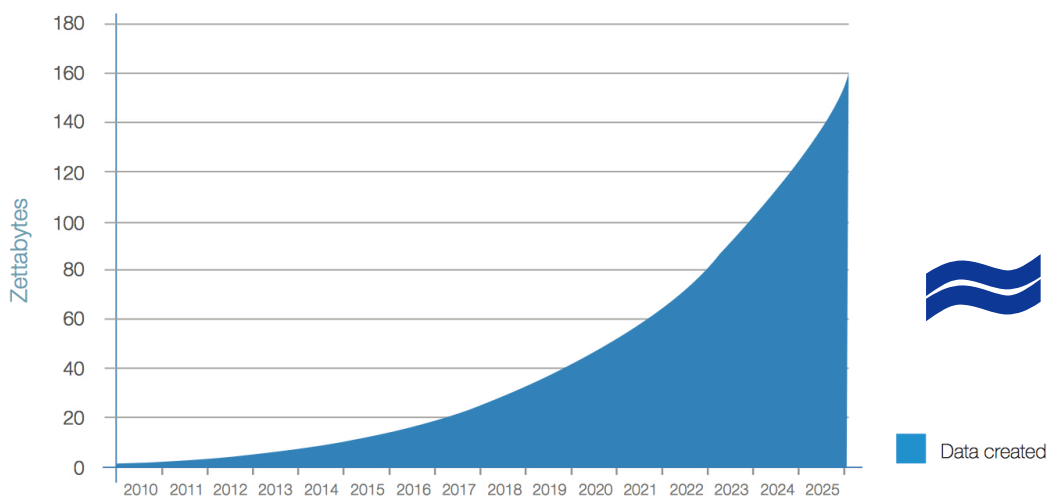
Unimaginable size... But, what if bytes were stars?

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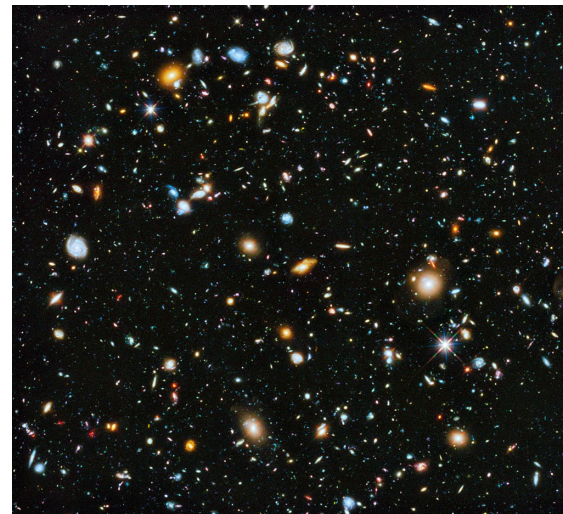
A “Universe” of Data



160 Zetta Bytes by 2025*

*IDC

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300 Zetta Stars in the Universe**

**Wikipedia

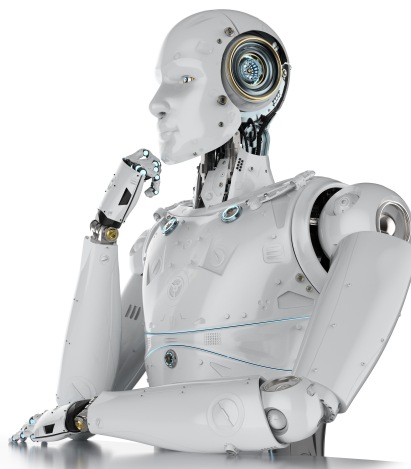
The Killer Application: “All and Now”

The usage model for stored data is also evolving quickly... We want to use ALL the collected data right NOW

Long-term archival

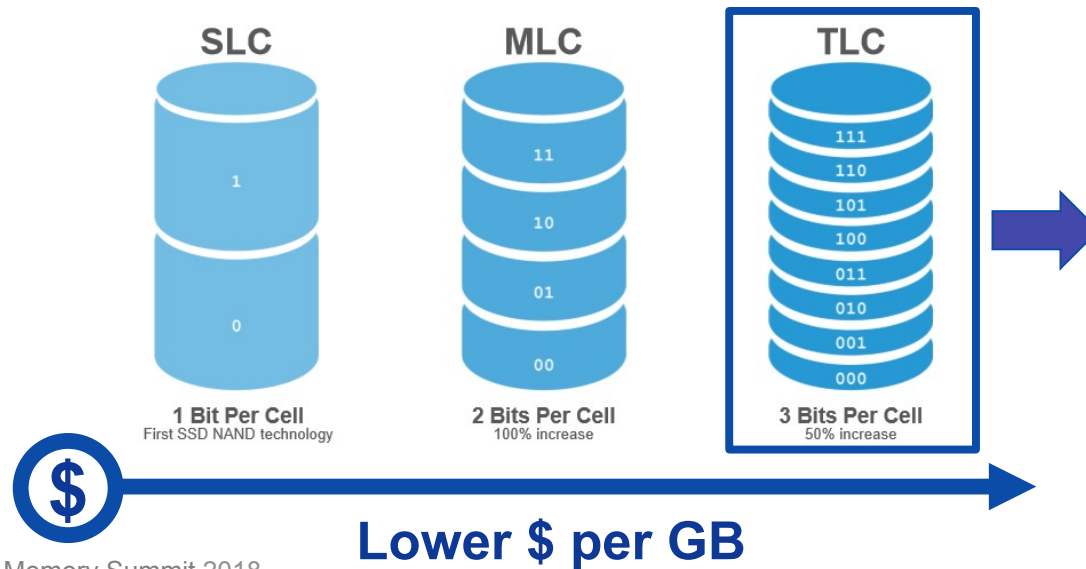
Artificial Intelligence

Ready-to-be-processed



Big and Fast Data: “TLC is the new black”

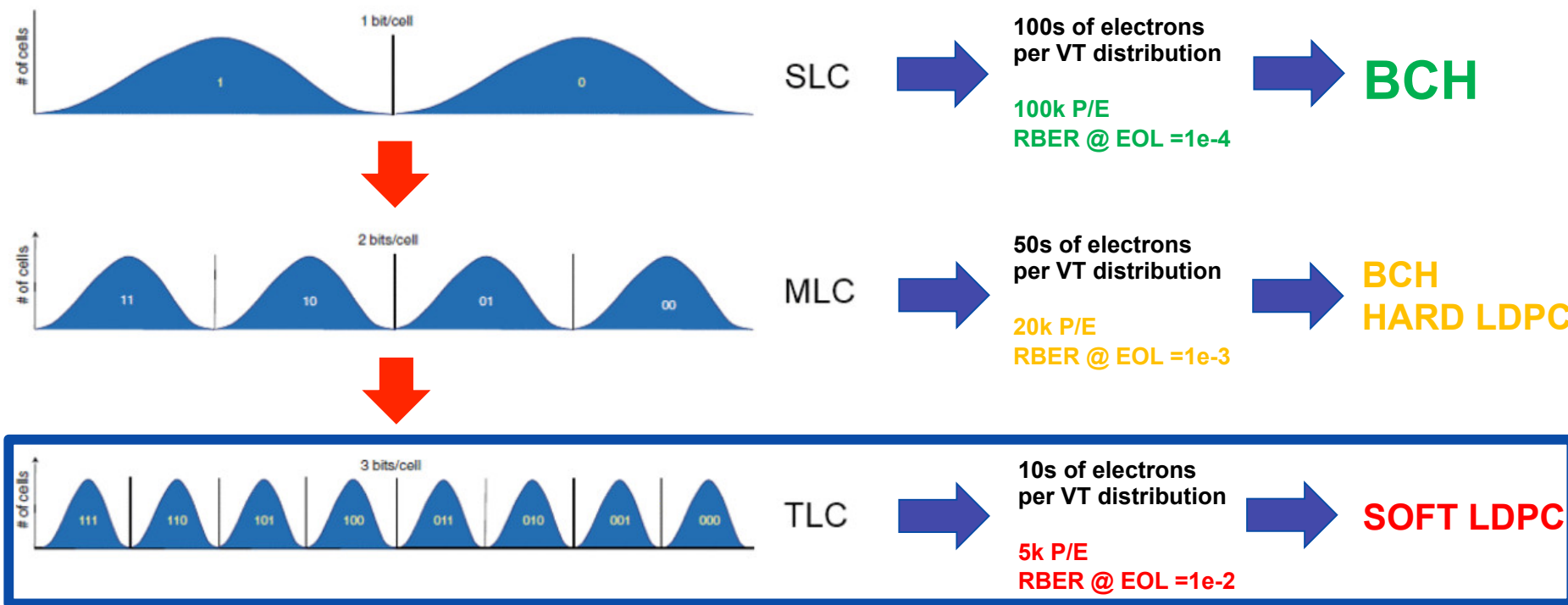
Big and fast data requires dense and fast NAND flash chips



- Up to 8 Tbit per BGA package
- More than 32K blocks
- More than 2K pages per block
- Average tPROG of 3 ms
- Average tREAD of 100 μ s
- Average tERASE of 10 ms



Data Reliability: The Need for Stronger ECC



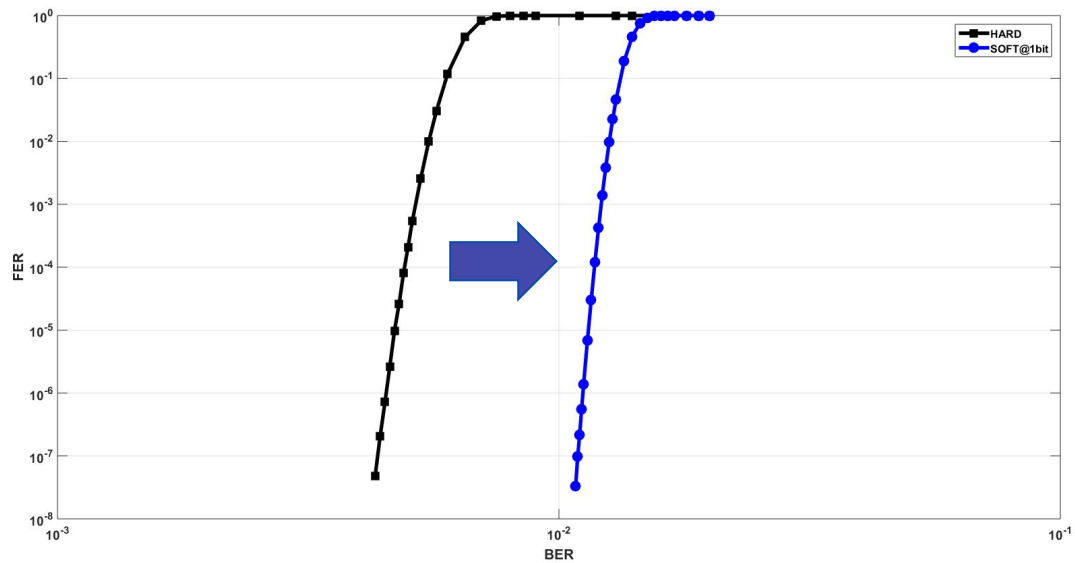


LDPC Basics

LDPCs are very good ECCs not because of the hard decoding capabilities...

- Hard decoding is similar to BCH
- Soft decoding approaches the Shannon limit

HOW?

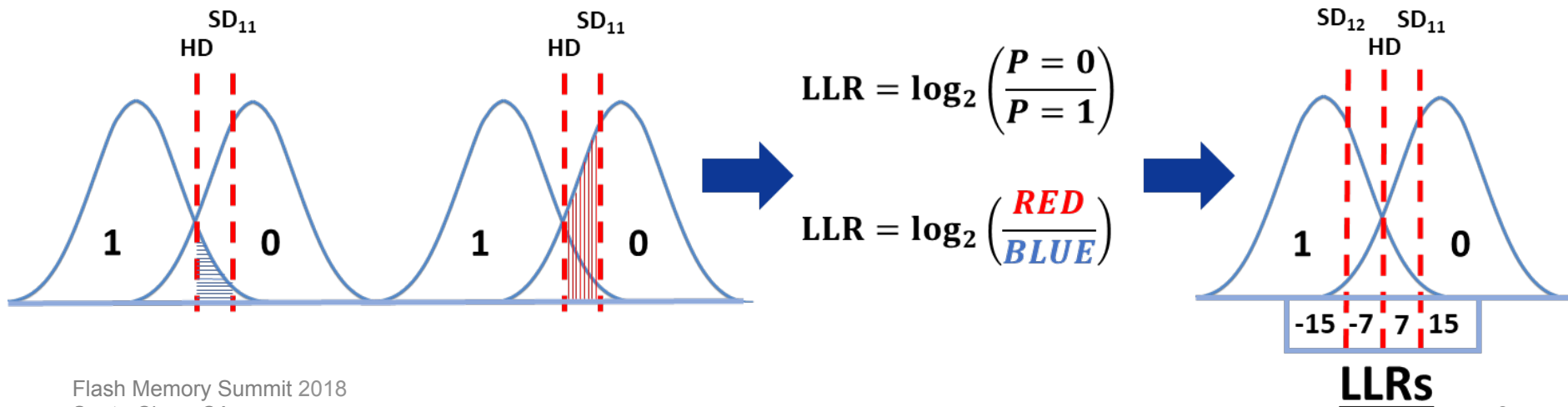




LDPC Soft Info: LLRs

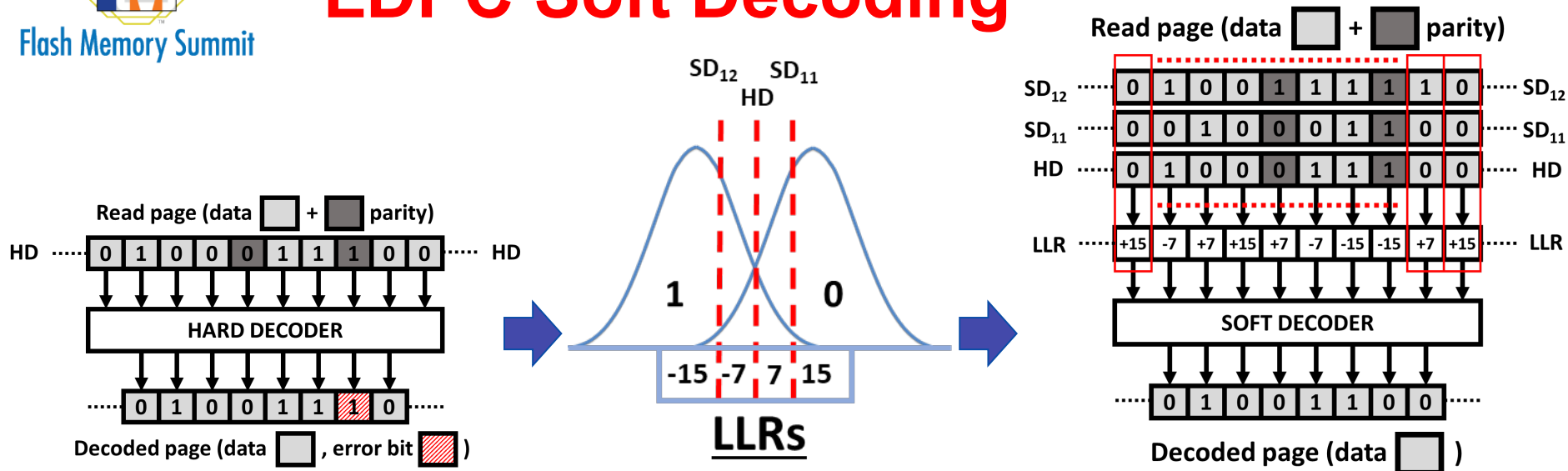
From the information theory...

- Given a set of read references discriminating a region of the channel, the LLR is the logarithmic ratio between the probability of being a 0 and the probability of being a 1 in that specific region.





LDPC Soft Decoding



Step 1: Hard decoding failed

Bits from read codeword are used as input for the decoder

Step 2: Collect more information around the hard reference (HD) with two more reads (SD₁₁ and SD₁₂) and compute LLRs

Step 3: Combine HD, SD₁₁, and SD₁₂ to the corresponding LLR

LLRs are used as input for the decoder



The “devil” in LDPC soft decoding

The real problem in soft decoding is neither the hardware complexity nor the decoder latency.

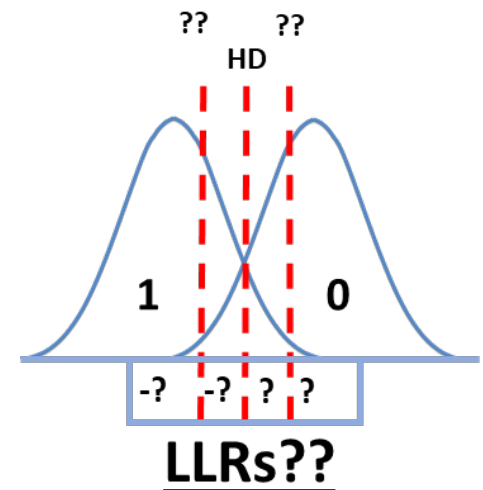
Calculating the right soft information is the real problem

- How many reads after the hard?
- Where should the read references be put?

Many papers solve the soft information calculation problem by:

1. Fixing an average RBER
2. Calculating the corresponding AWGN channel
3. Calculating the LLR values neglecting the NAND behavior

But... is it really true that AWGN channels and a NAND flash memory behave in the same way?





LLRs Calculation @ Microsemi FSPL: Software

- **LLR Toolbox (customer specific)**
 - Optimal read reference position calculation for best FER/power/latency
 - Raw LLR values calculation
- **LLR mapper (Microsemi Flashtec™ specific)**
 - LLR scaling for best FER/power/latency

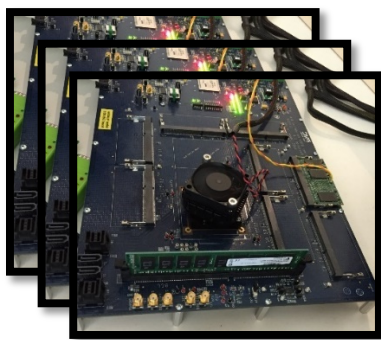


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Microsemi's char data

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LDPC Simulations



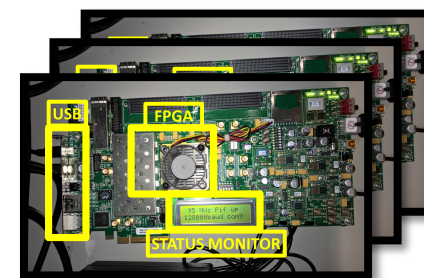
Char DB
100s GB per testing condition



LLR Toolbox



LLR Mapper

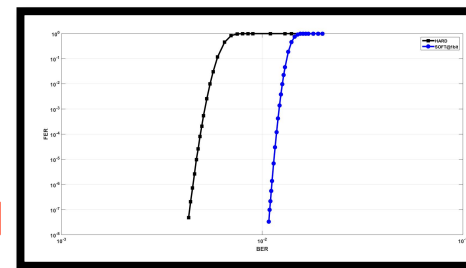


Loop until best FER/power/latency are achieved

LLRs Fab



- 1 Bit Soft
- 2 Bit Soft
- Refs Position
- LLR Tables

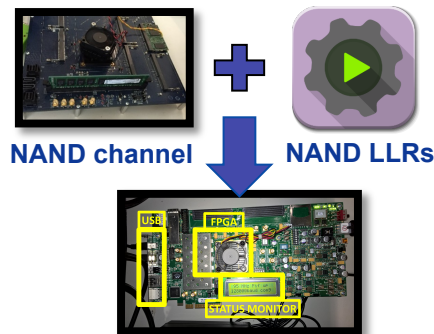
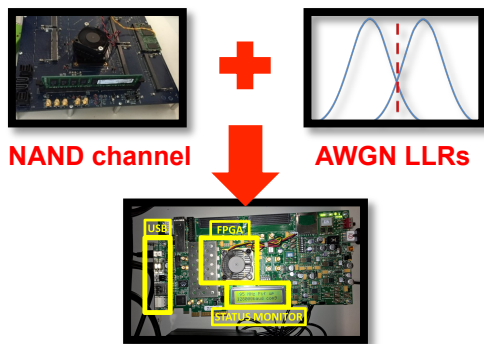




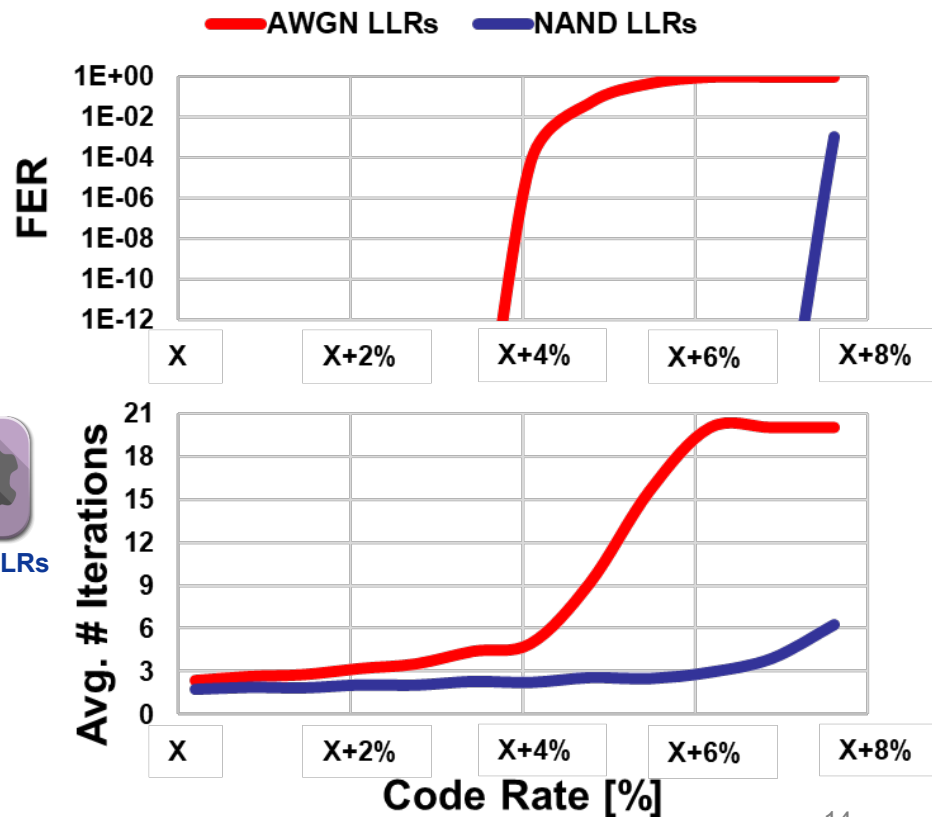
AWGN Channel and NAND Channel

Test conditions:

- NAND stressed until EoL
- Measured RBER is $1e-2$
- 100% reads are 1 bit soft

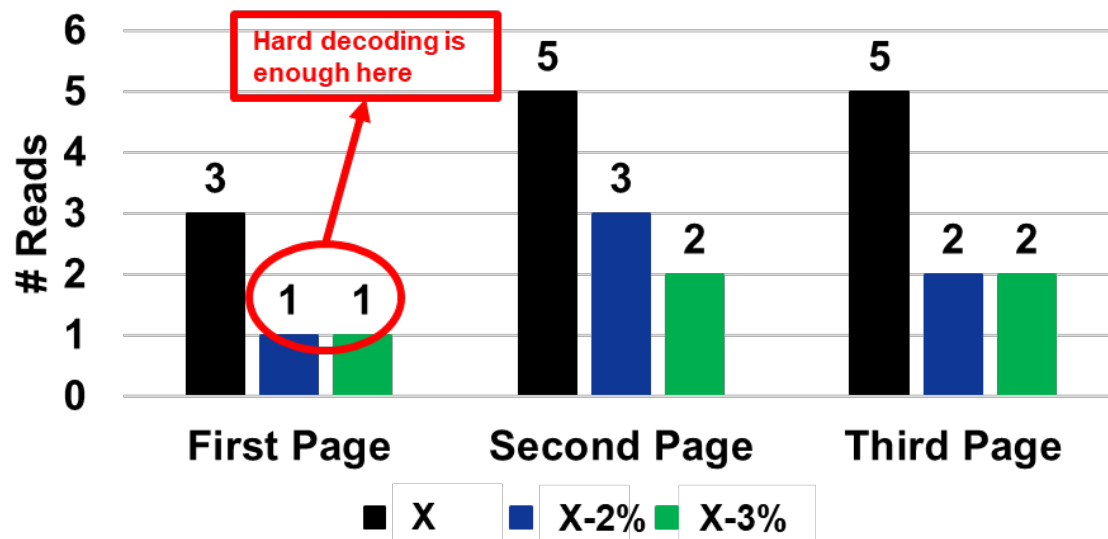


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Using Optimized LLRs

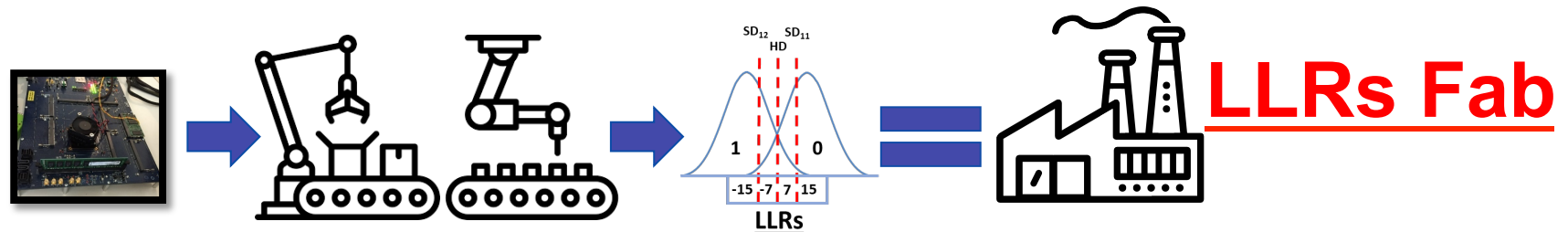
Once the optimum LLRs are computed, it is possible to calculate the right amount of reads needed for a successful correction depending on the target code rate





Conclusions

- The AWGN channel and NAND channel don't match
- Being able to extract the right NAND channel is key for good LLR calculation
→ A fully integrated framework is the problem solver



- LLRs reliability depends upon the channel statistic → Huge statistic is mandatory
- With the upcoming QLC, having good LLRs will become a key point to reach the target reliability



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Thank You

Q&A

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