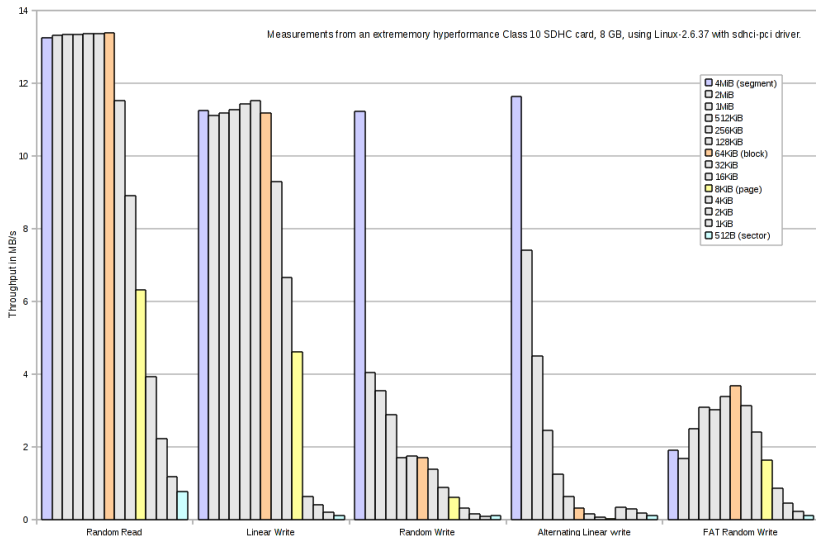


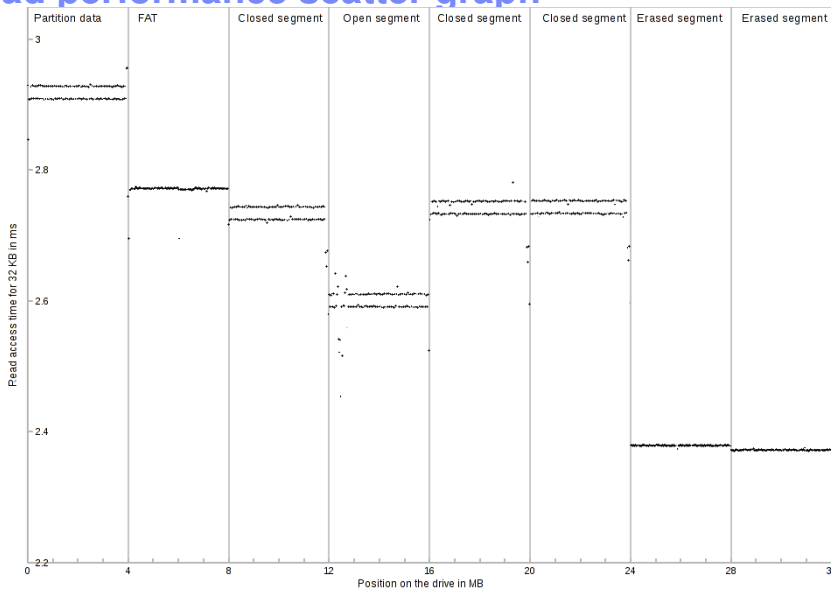
# Working with cheap flash drives

Arnd Bergmann

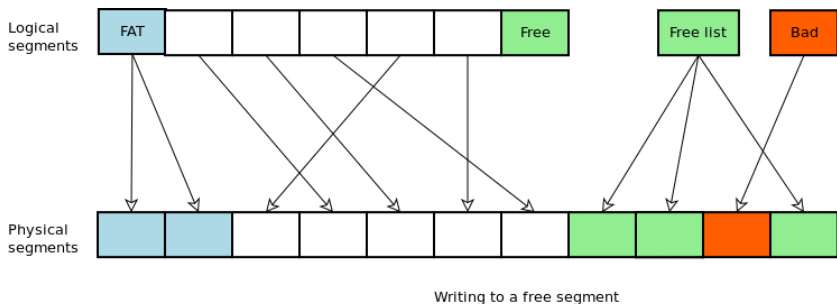
# Performance footprint of an SD card



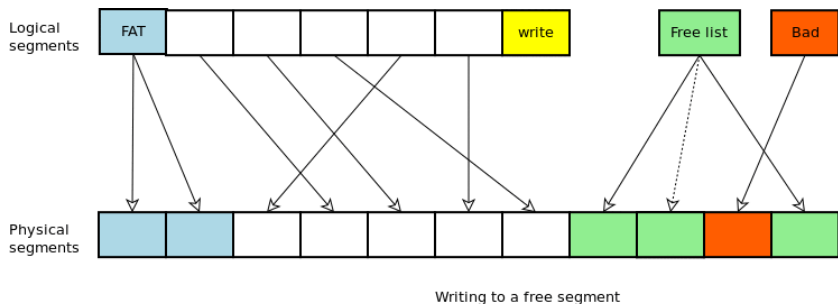
# Read performance scatter graph



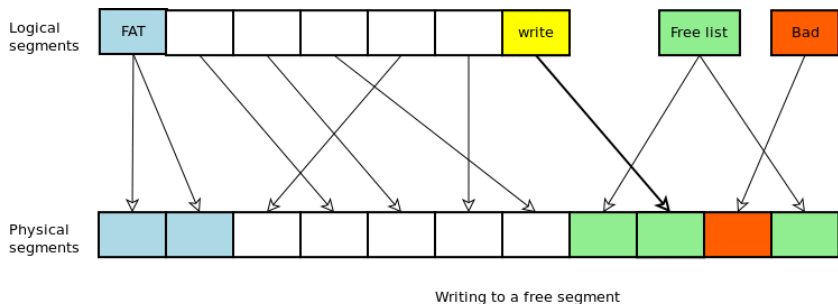
# Static wear leveling over erase blocks



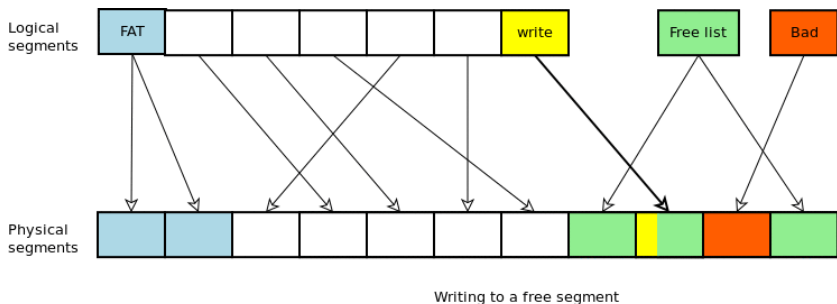
# Static wear leveling over erase blocks



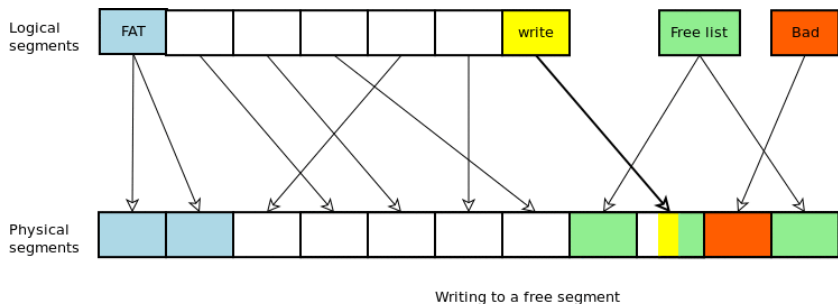
# Static wear leveling over erase blocks



# Static wear leveling over erase blocks

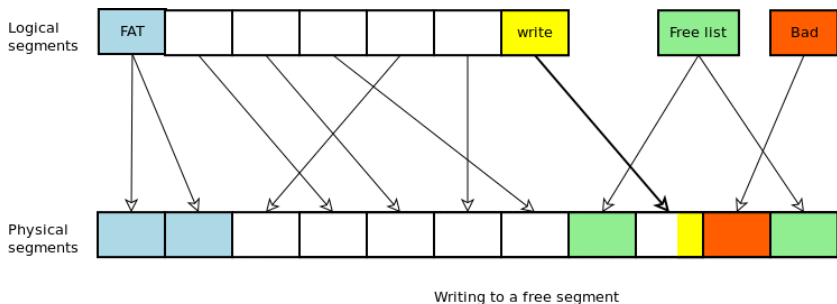


# Static wear leveling over erase blocks

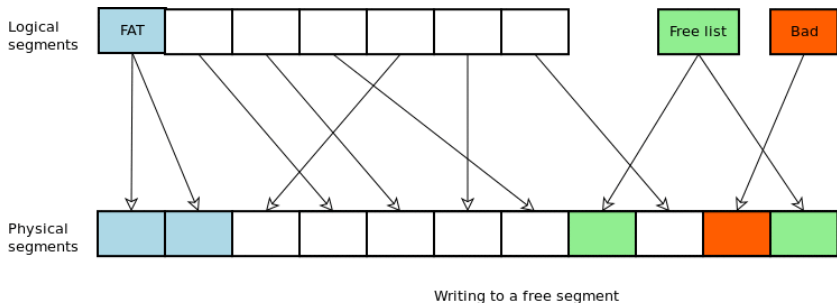




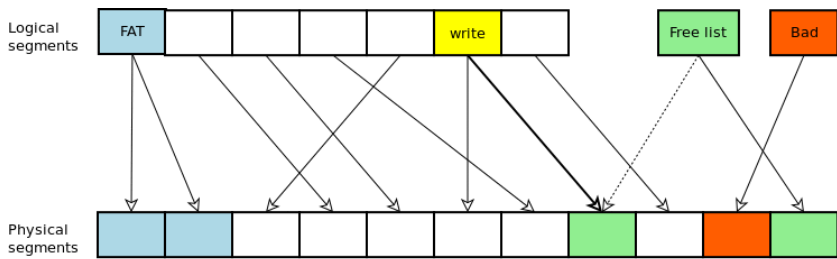
# Static wear leveling over erase blocks



# Static wear leveling over erase blocks

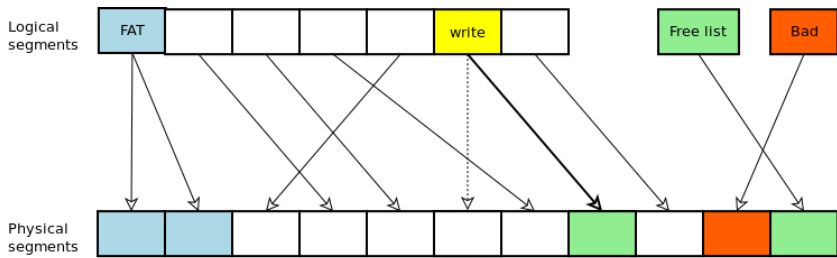


# Static wear leveling over erase blocks



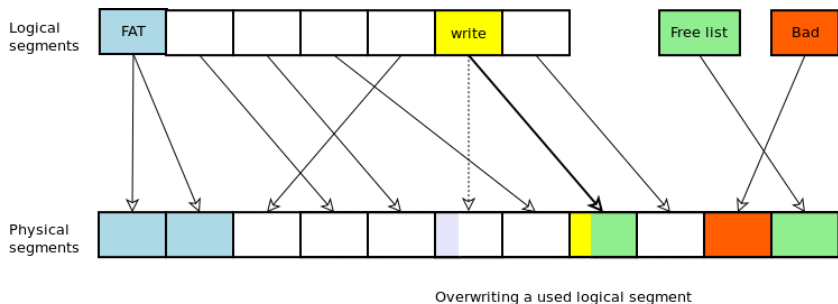
Overwriting a used logical segment

# Static wear leveling over erase blocks

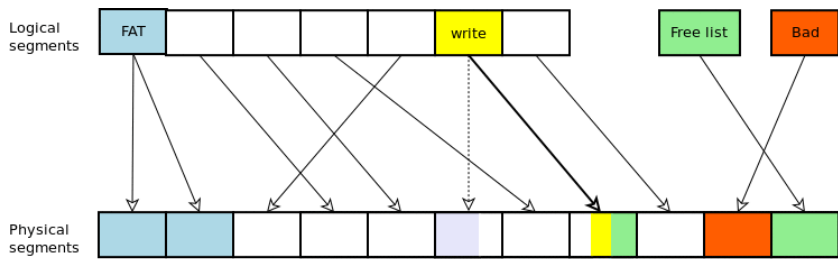


Overwriting a used logical segment

# Static wear leveling over erase blocks

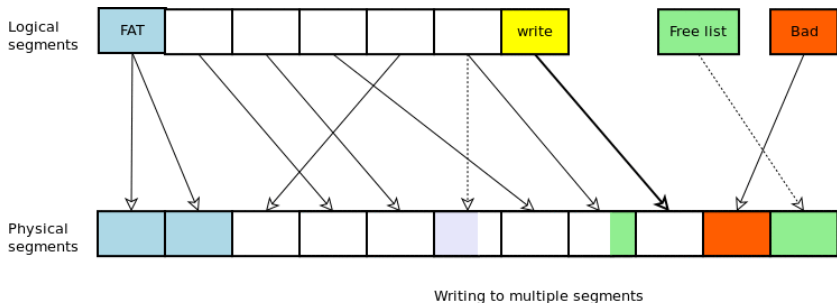


# Static wear leveling over erase blocks

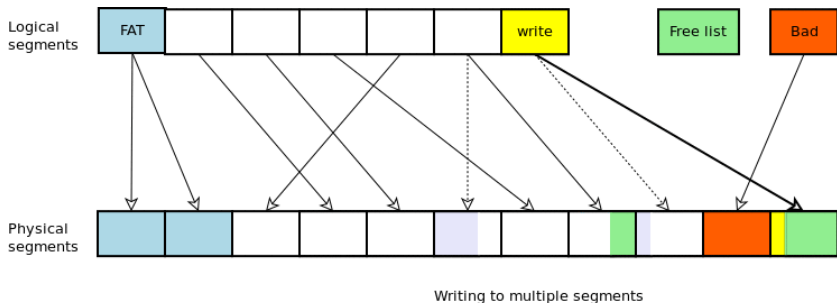


Overwriting a used logical segment

# Static wear leveling over erase blocks

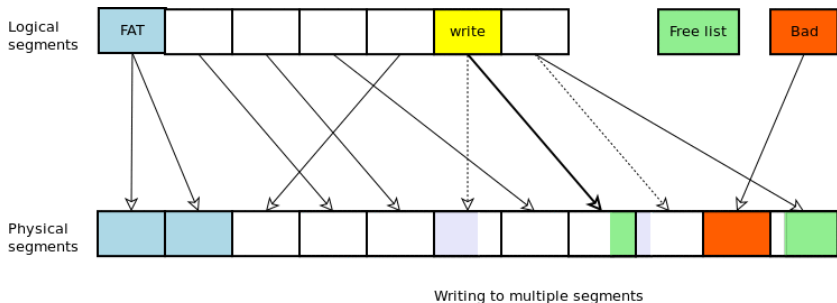


# Static wear leveling over erase blocks

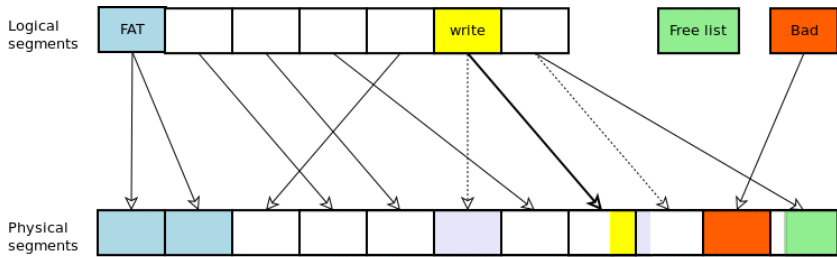




# Static wear leveling over erase blocks

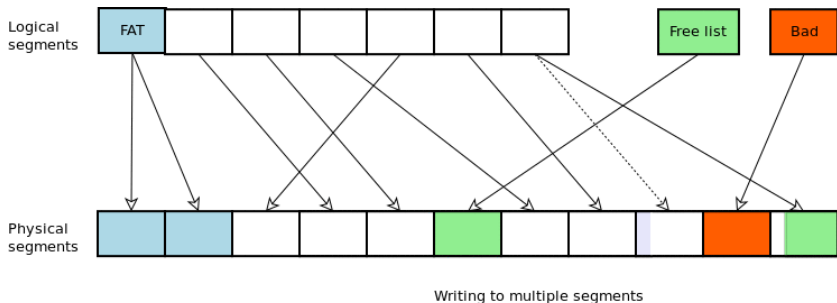


# Static wear leveling over erase blocks

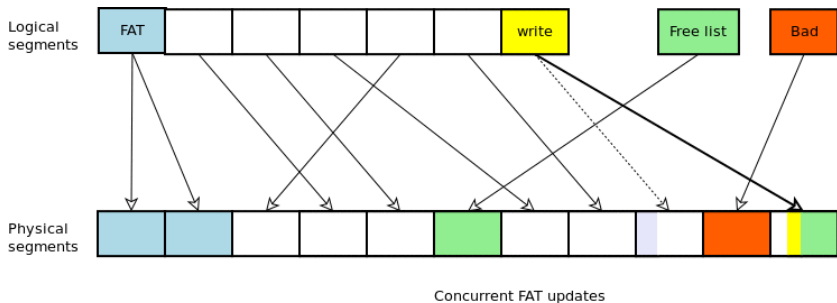


Writing to multiple segments

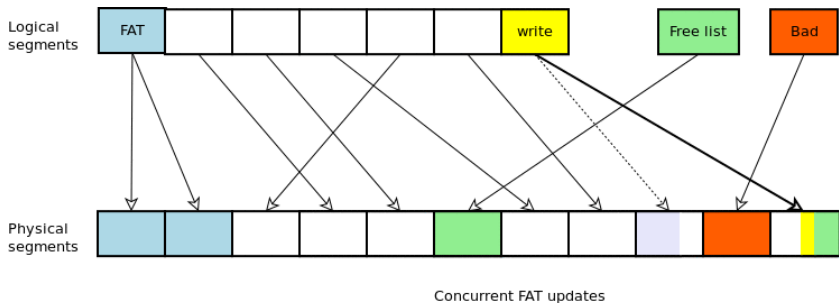
# Static wear leveling over erase blocks



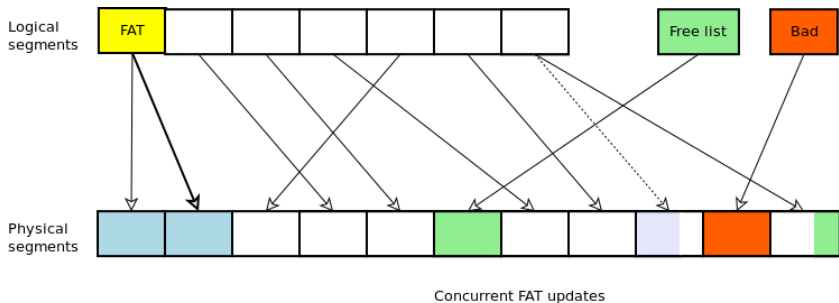
# Static wear leveling over erase blocks



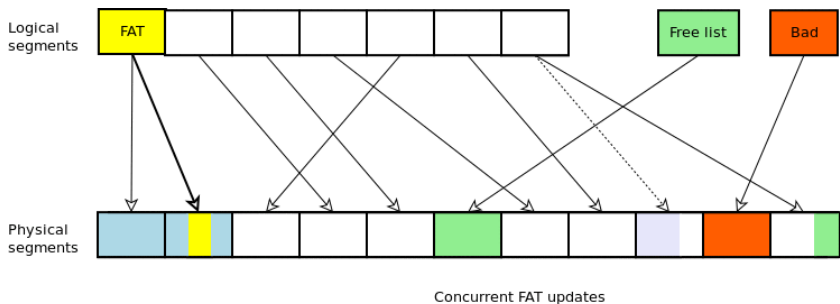
# Static wear leveling over erase blocks



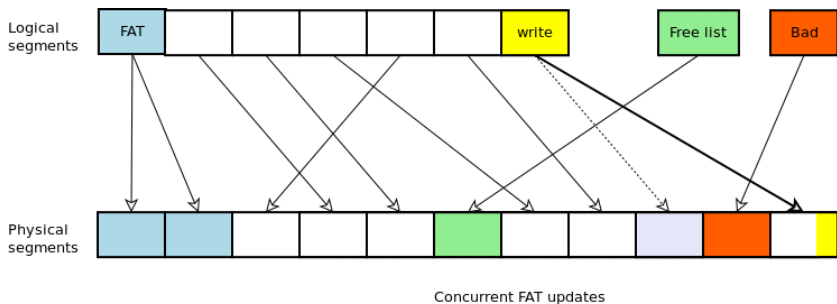
# Static wear leveling over erase blocks



# Static wear leveling over erase blocks

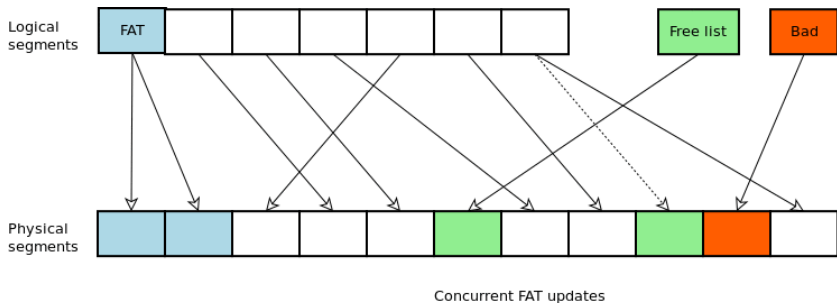


# Static wear leveling over erase blocks

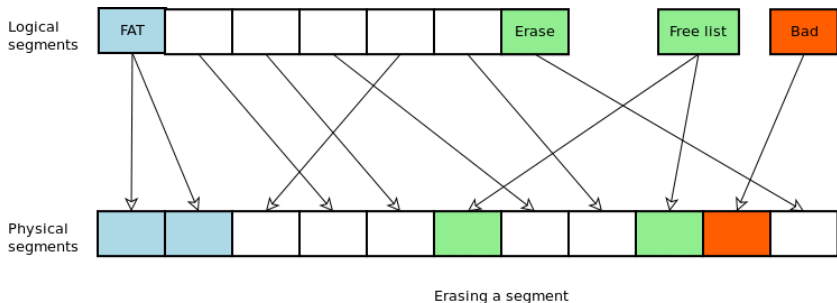




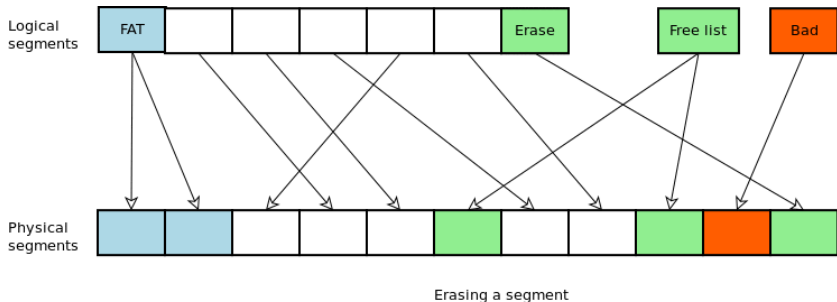
# Static wear leveling over erase blocks



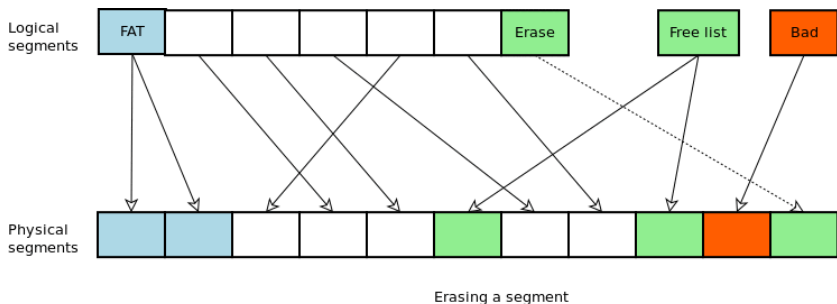
# Static wear leveling over erase blocks



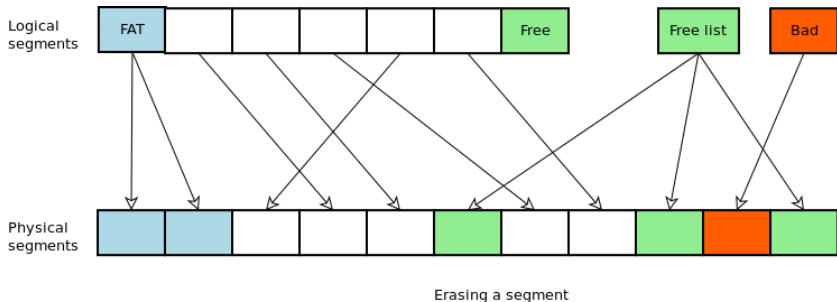
# Static wear leveling over erase blocks



# Static wear leveling over erase blocks

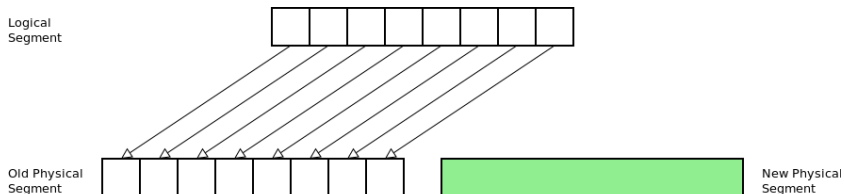


# Static wear leveling over erase blocks

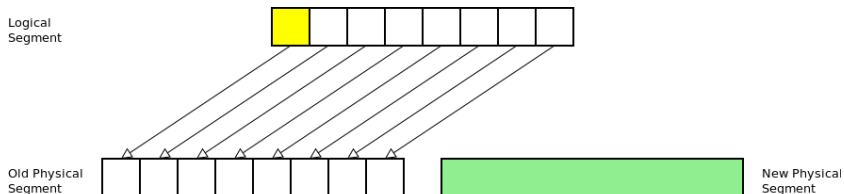


# Static wear leveling over erase blocks

# Linear access optimized garbage collection

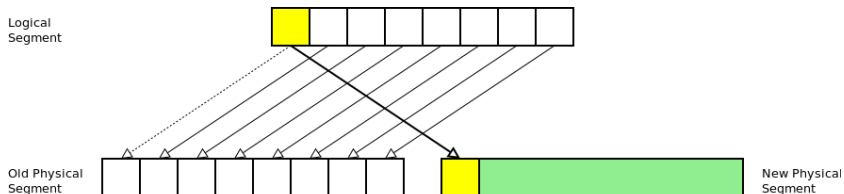


# Linear access optimized garbage collection

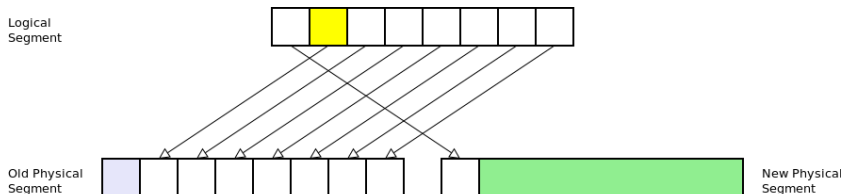




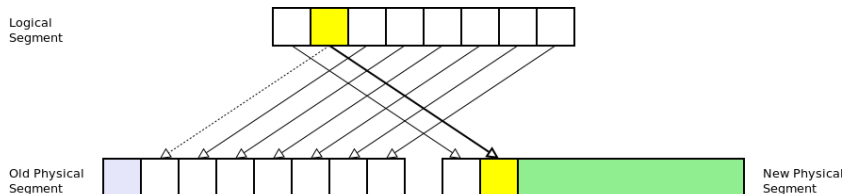
# Linear access optimized garbage collection



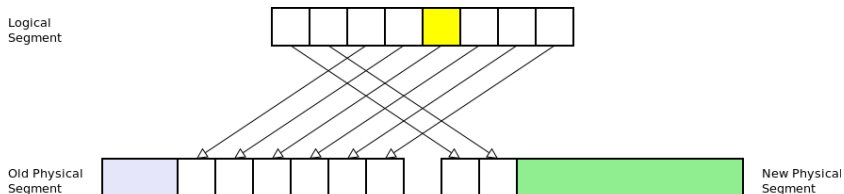
# Linear access optimized garbage collection



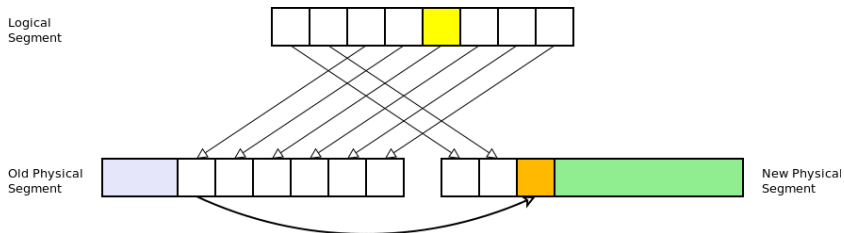
# Linear access optimized garbage collection



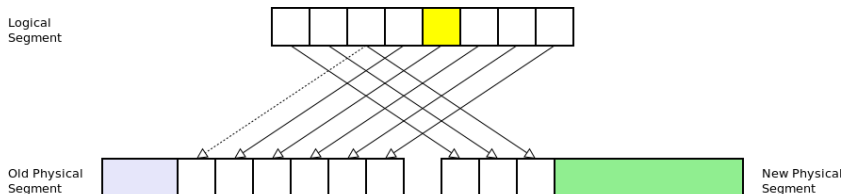
# Linear access optimized garbage collection



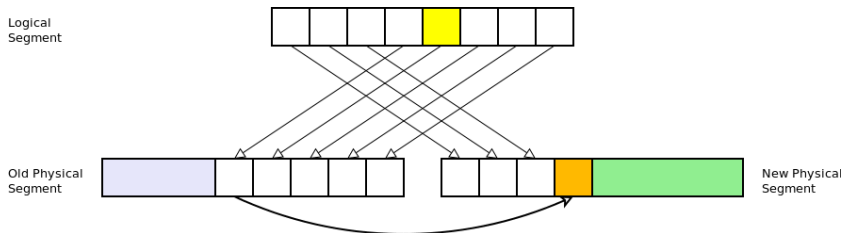
# Linear access optimized garbage collection



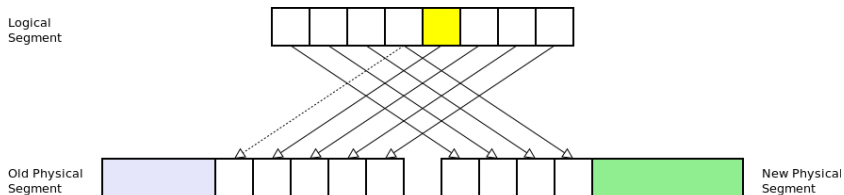
# Linear access optimized garbage collection



# Linear access optimized garbage collection

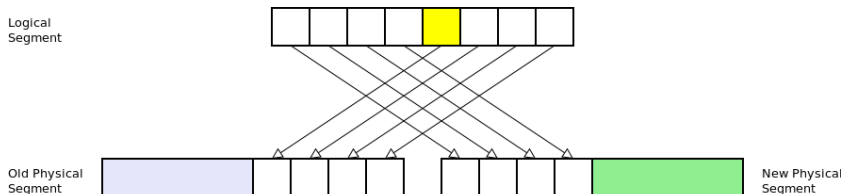


# Linear access optimized garbage collection

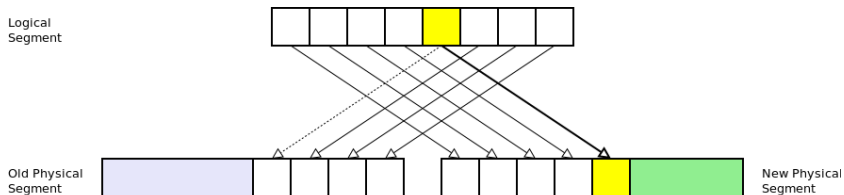




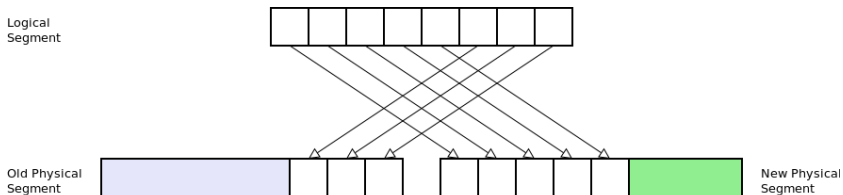
# Linear access optimized garbage collection



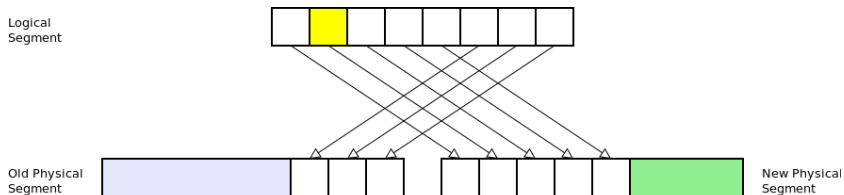
# Linear access optimized garbage collection



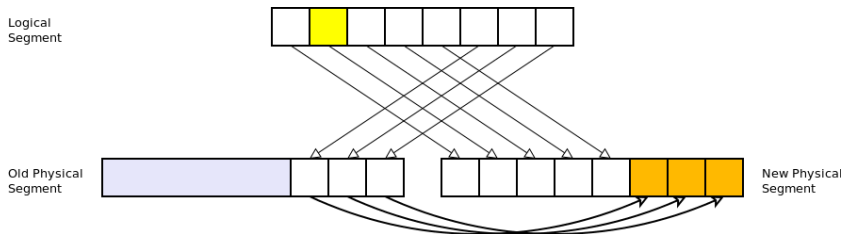
# Linear access optimized garbage collection



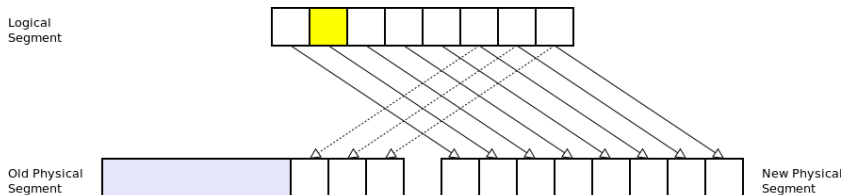
# Linear access optimized garbage collection



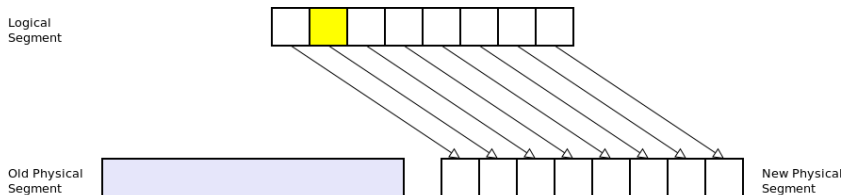
# Linear access optimized garbage collection



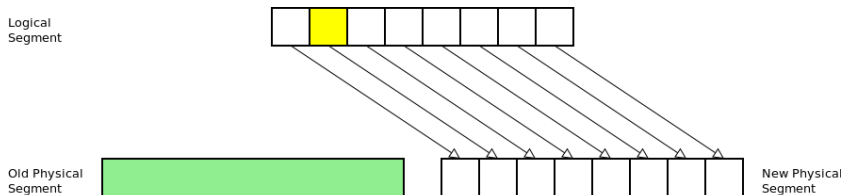
# Linear access optimized garbage collection



# Linear access optimized garbage collection



# Linear access optimized garbage collection



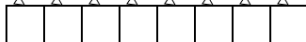


# Linear access optimized garbage collection

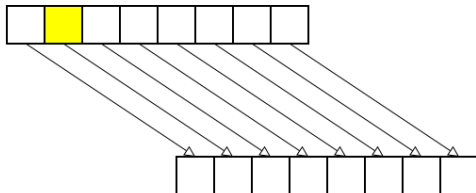
Logical Segment



Old Physical Segment



New Physical Segment

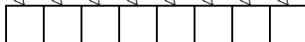


# Linear access optimized garbage collection

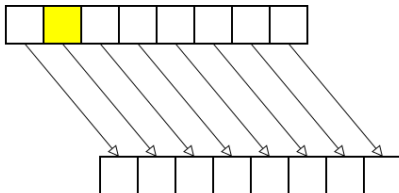
Logical Segment



Old Physical Segment



New Physical Segment

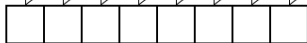


# Linear access optimized garbage collection

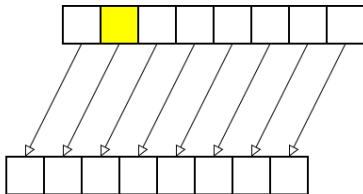
Logical Segment



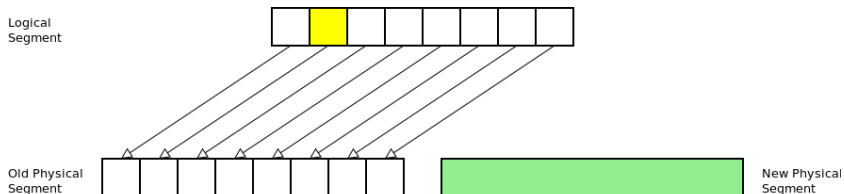
Old Physical Segment



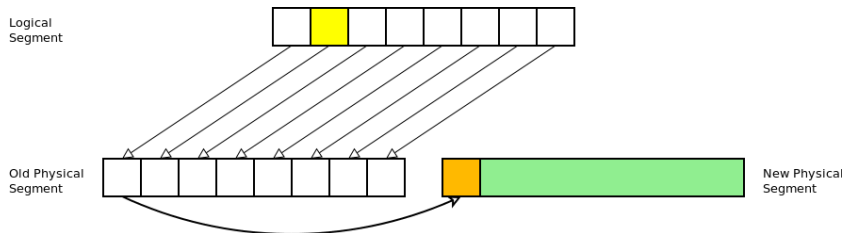
New Physical Segment



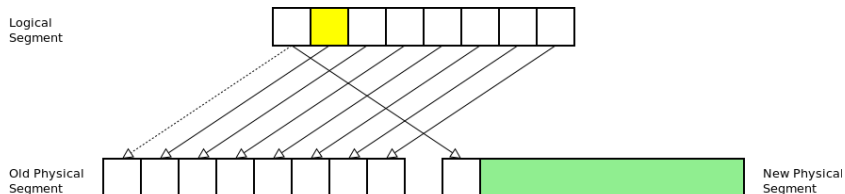
# Linear access optimized garbage collection



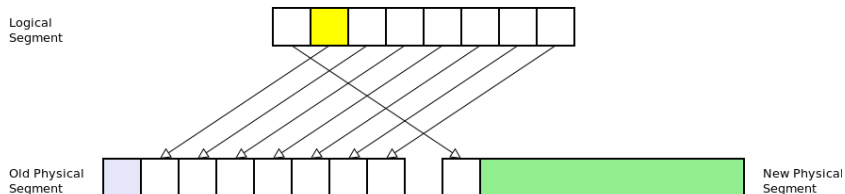
# Linear access optimized garbage collection



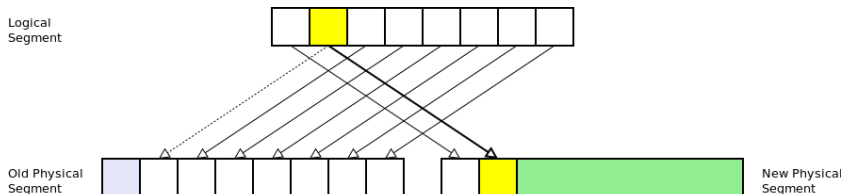
# Linear access optimized garbage collection



# Linear access optimized garbage collection

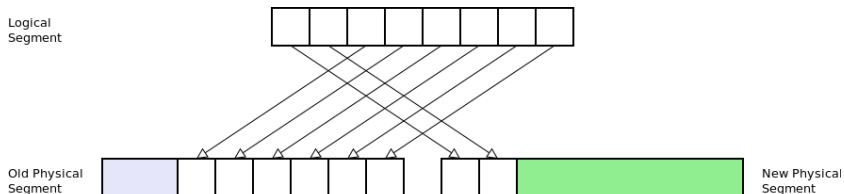


# Linear access optimized garbage collection

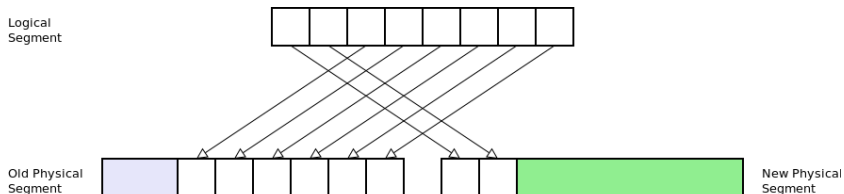




# Linear access optimized garbage collection

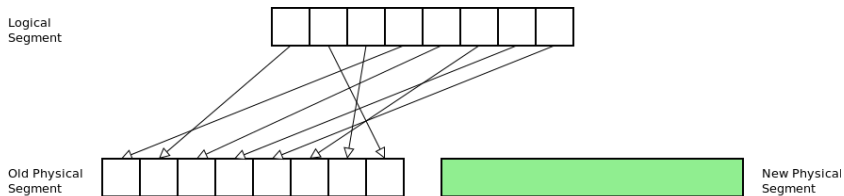


# Linear access optimized garbage collection

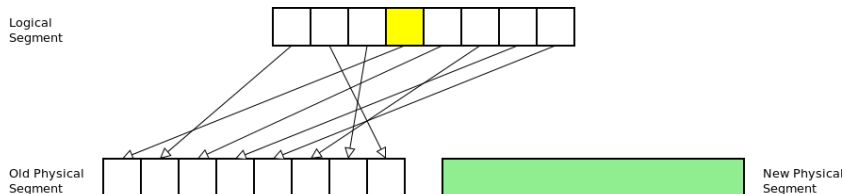


# Linear access optimized garbage collection

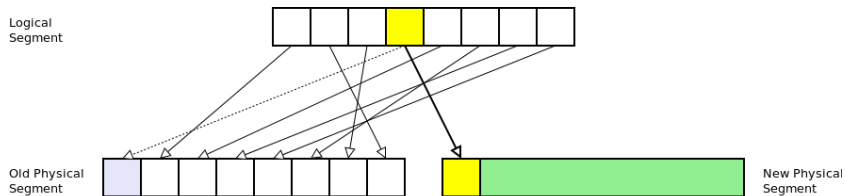
# Garbage collection with block remapping



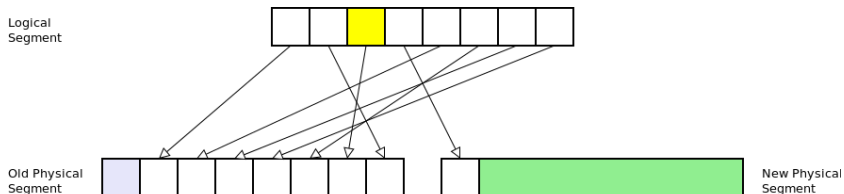
# Garbage collection with block remapping



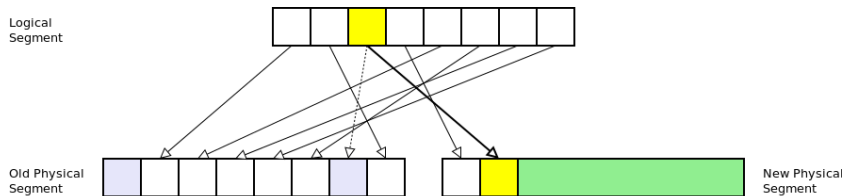
# Garbage collection with block remapping



# Garbage collection with block remapping

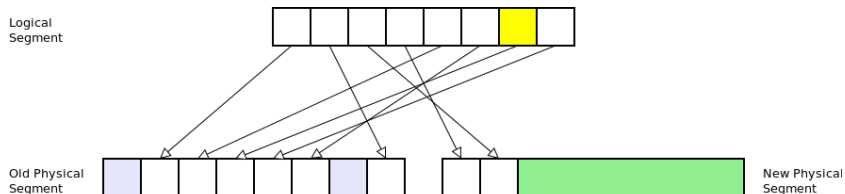


# Garbage collection with block remapping

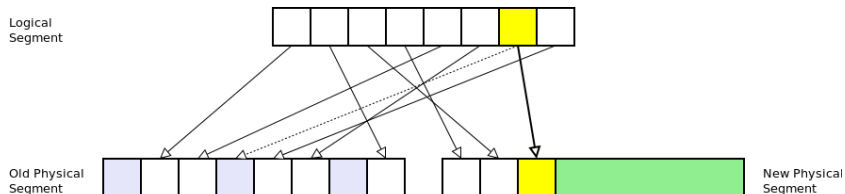




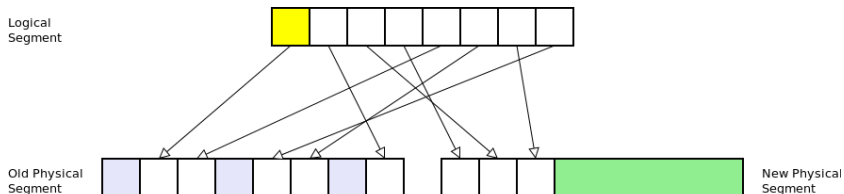
# Garbage collection with block remapping



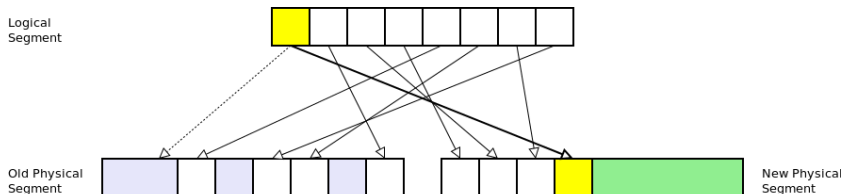
# Garbage collection with block remapping



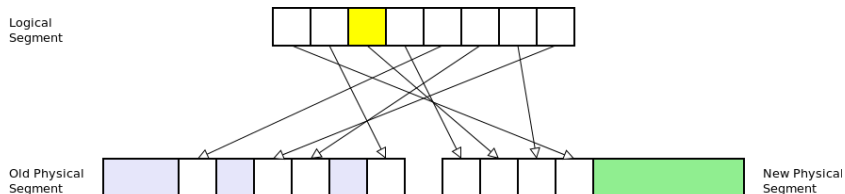
# Garbage collection with block remapping



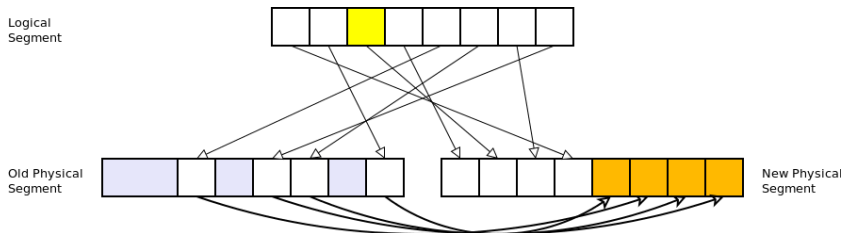
# Garbage collection with block remapping



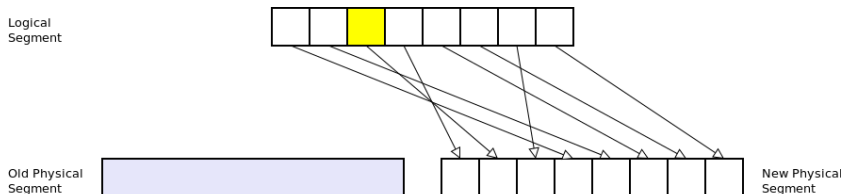
# Garbage collection with block remapping



# Garbage collection with block remapping



# Garbage collection with block remapping



# Garbage collection with block remapping

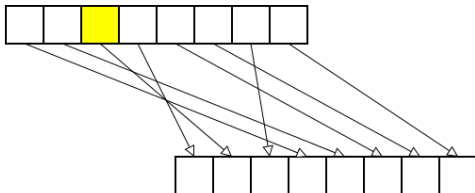
Logical Segment



Old Physical Segment



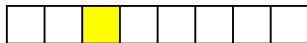
New Physical Segment



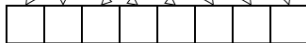


# Garbage collection with block remapping

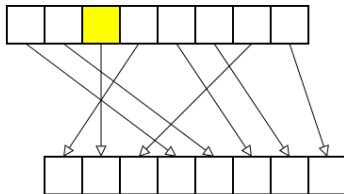
Logical Segment



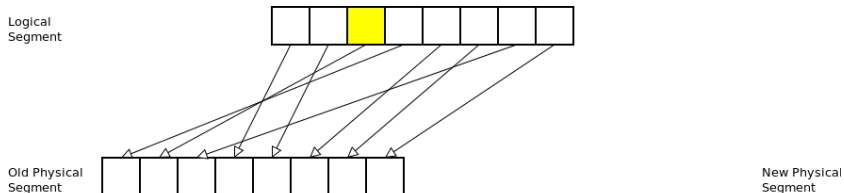
Old Physical Segment



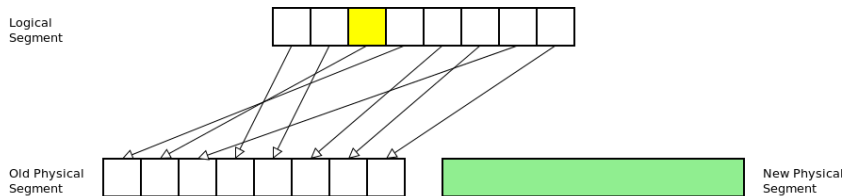
New Physical Segment



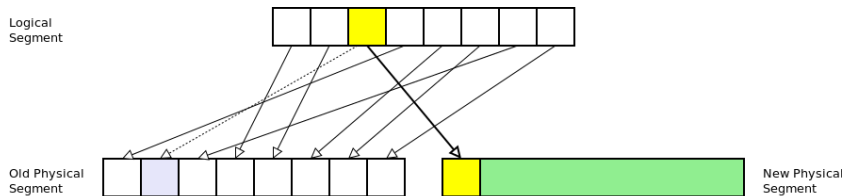
# Garbage collection with block remapping



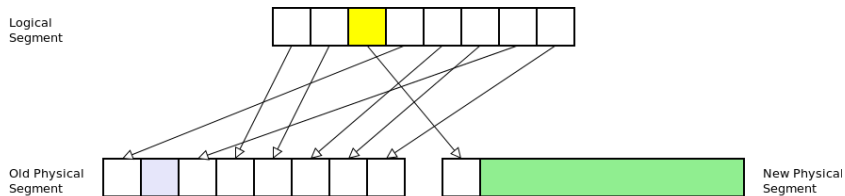
# Garbage collection with block remapping



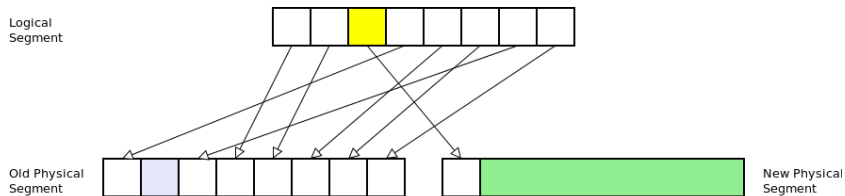
# Garbage collection with block remapping



# Garbage collection with block remapping

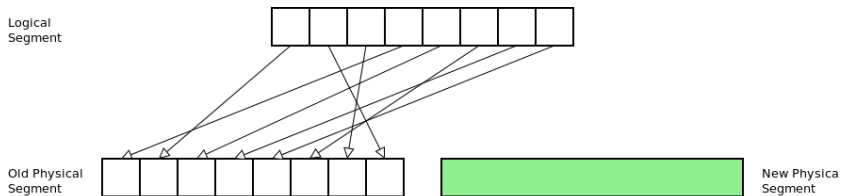


# Garbage collection with block remapping



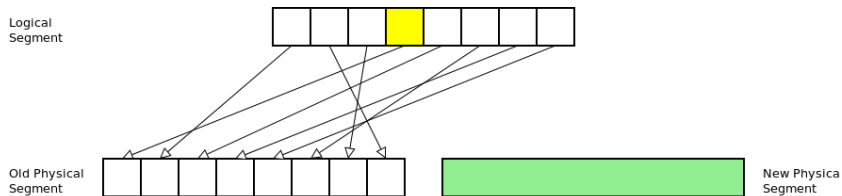
# Garbage collection with block remapping

# Data logging garbage collection

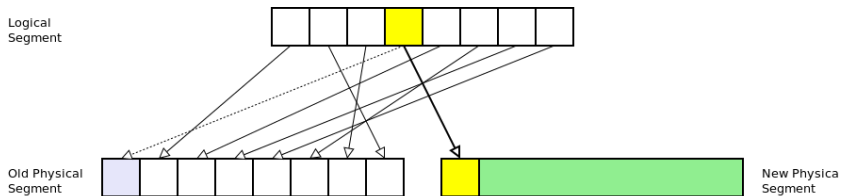




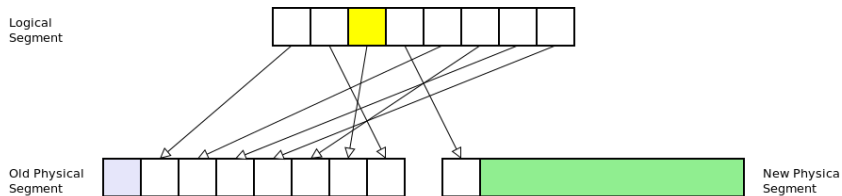
# Data logging garbage collection



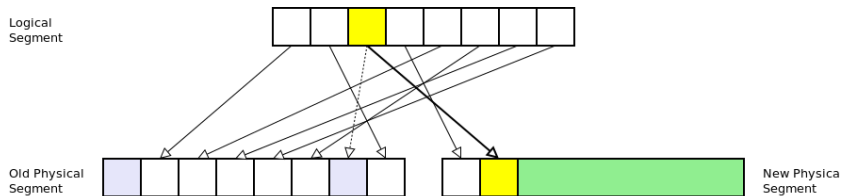
# Data logging garbage collection



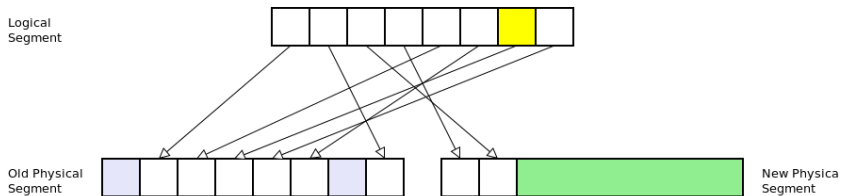
# Data logging garbage collection



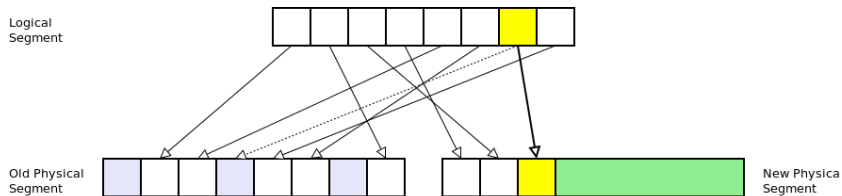
# Data logging garbage collection



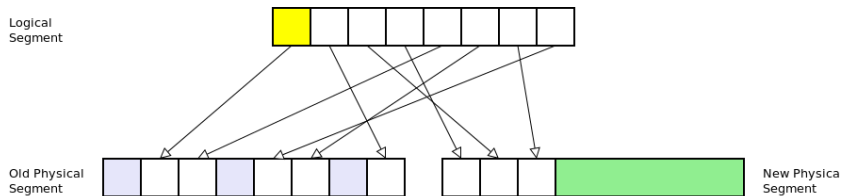
# Data logging garbage collection



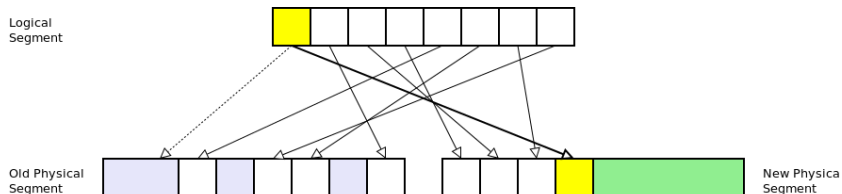
# Data logging garbage collection



# Data logging garbage collection

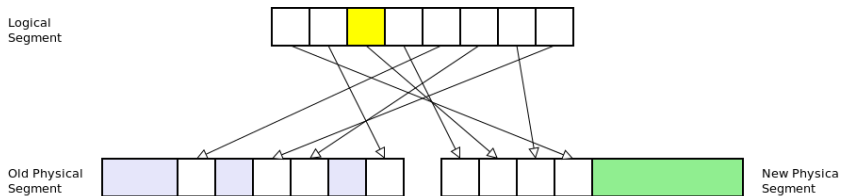


# Data logging garbage collection

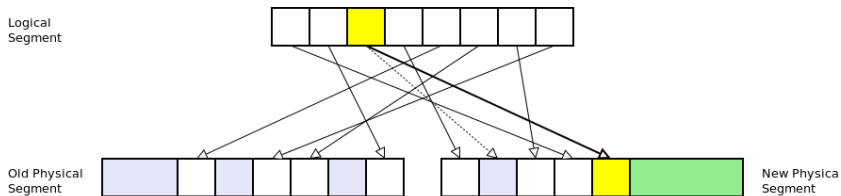




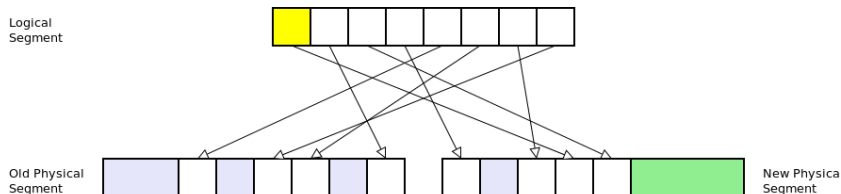
# Data logging garbage collection



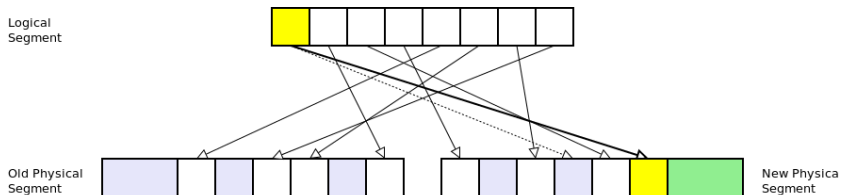
# Data logging garbage collection



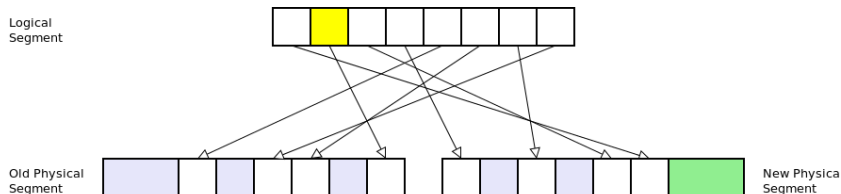
# Data logging garbage collection



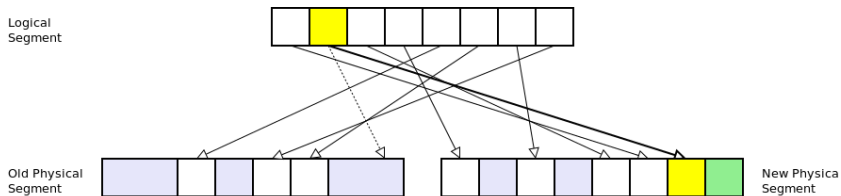
# Data logging garbage collection



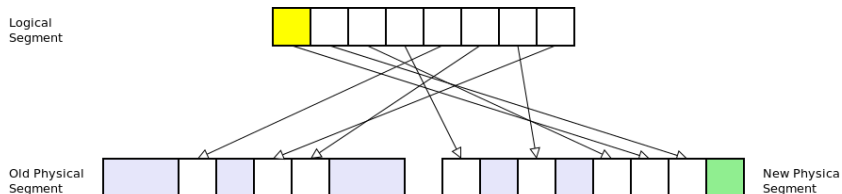
# Data logging garbage collection



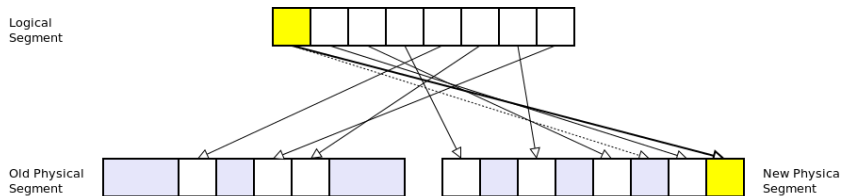
# Data logging garbage collection



# Data logging garbage collection

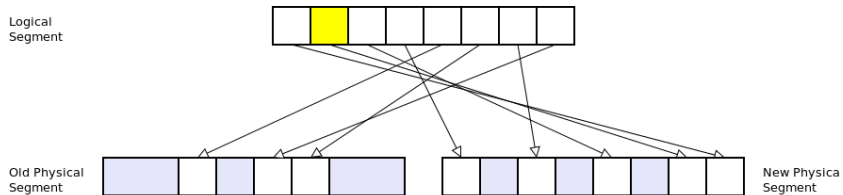


# Data logging garbage collection

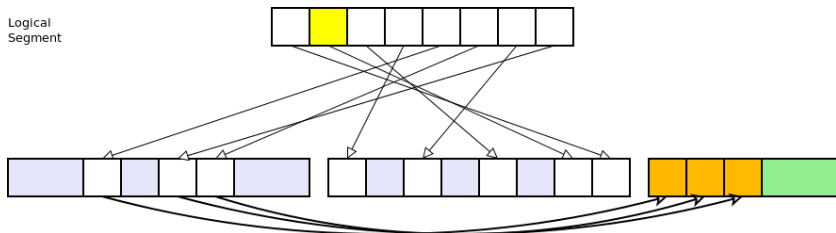




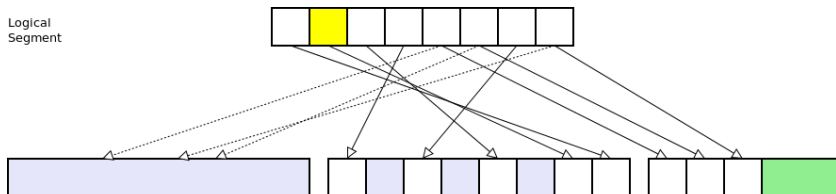
# Data logging garbage collection



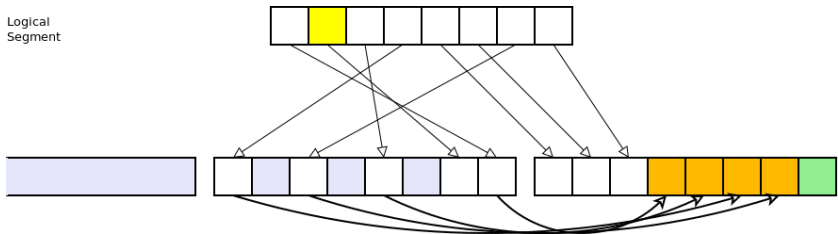
# Data logging garbage collection



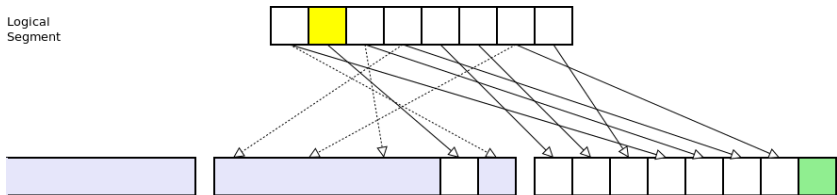
# Data logging garbage collection



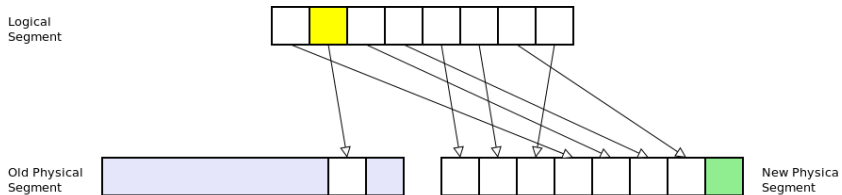
# Data logging garbage collection



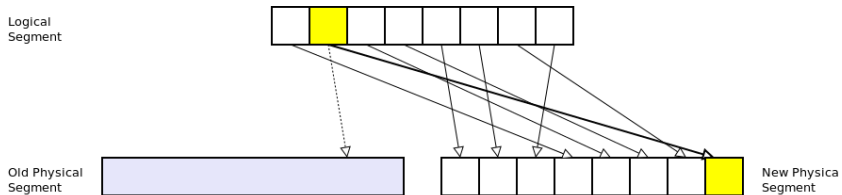
# Data logging garbage collection



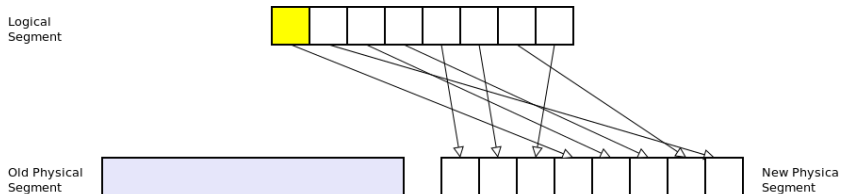
# Data logging garbage collection



# Data logging garbage collection

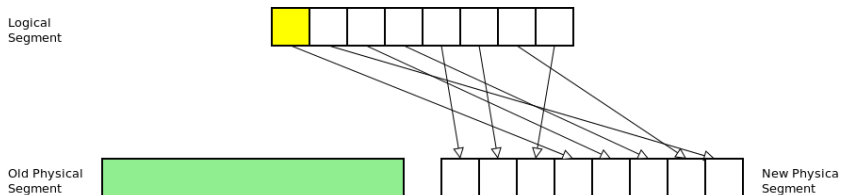


# Data logging garbage collection

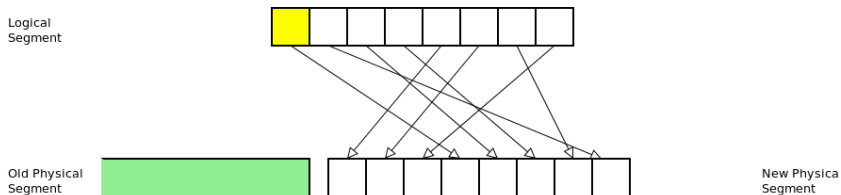




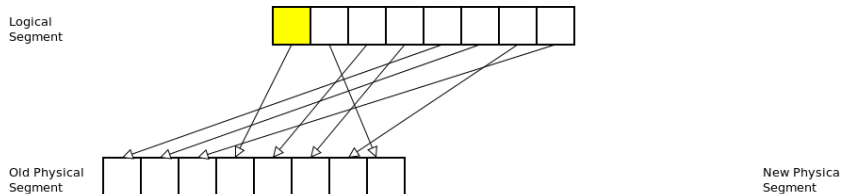
# Data logging garbage collection



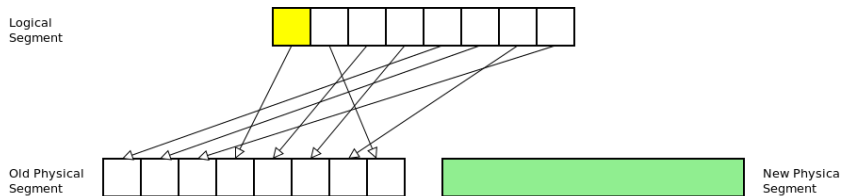
# Data logging garbage collection



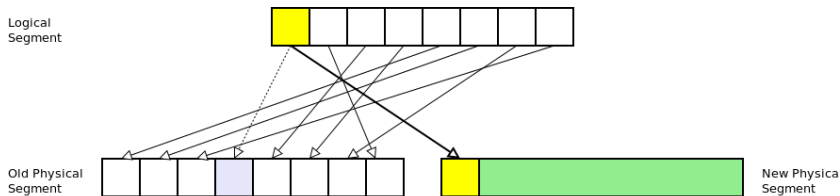
# Data logging garbage collection



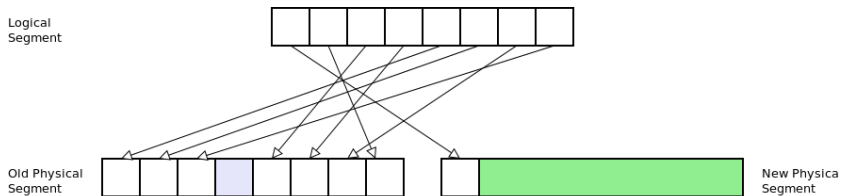
# Data logging garbage collection



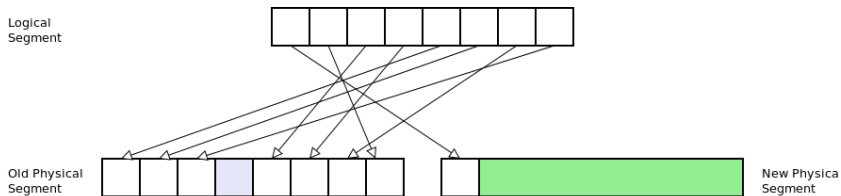
# Data logging garbage collection



# Data logging garbage collection



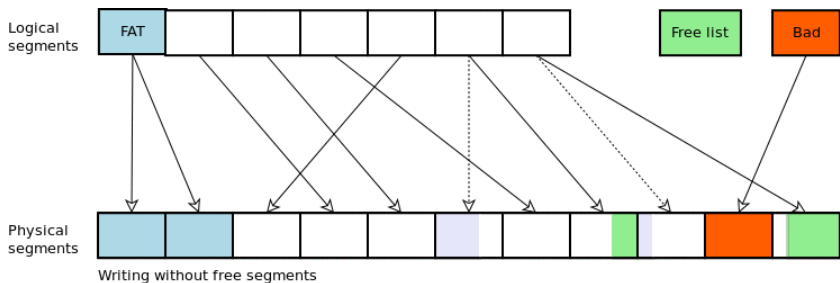
# Data logging garbage collection



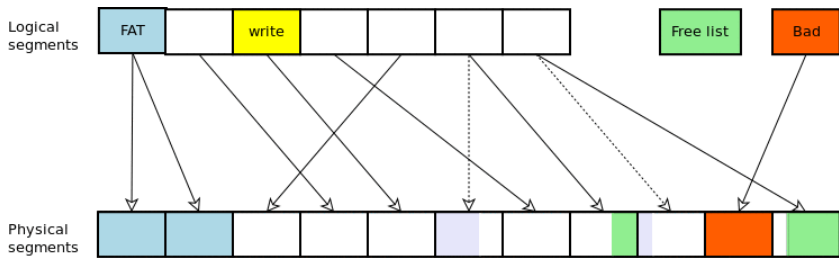
# Data logging garbage collection



# Running out of open erase blocks

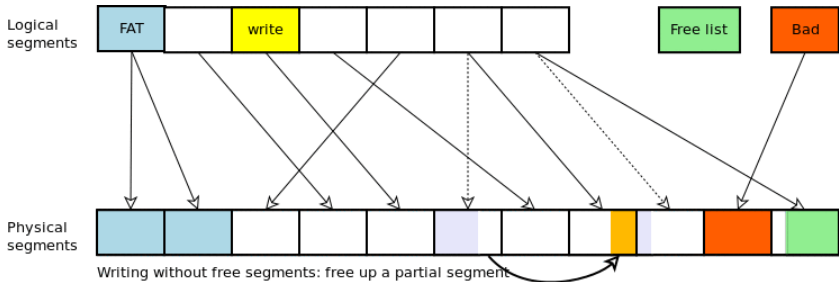


# Running out of open erase blocks

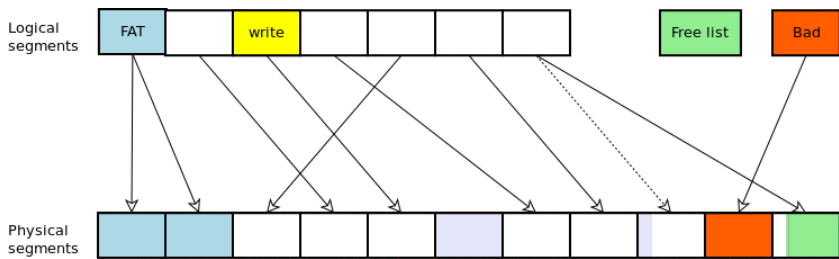


Writing without free segments: user writes to a logical segment that is not open

# Running out of open erase blocks

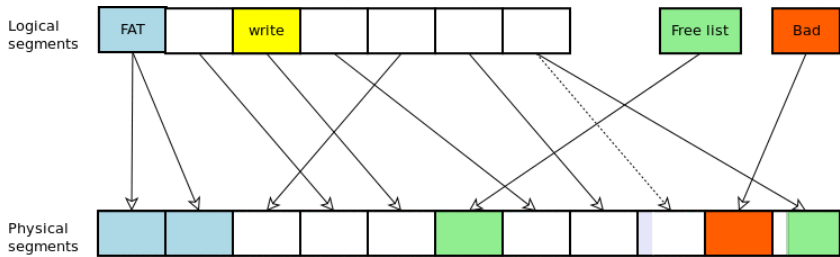


# Running out of open erase blocks



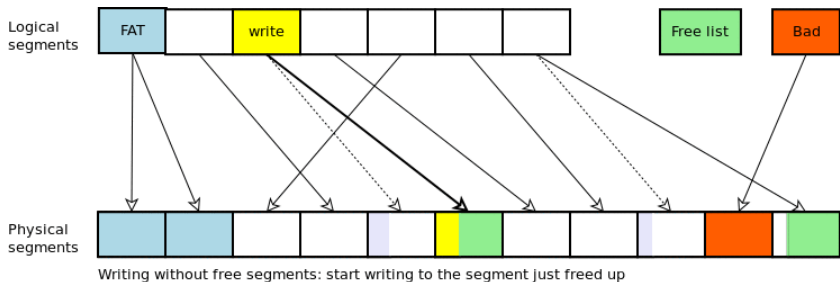
Writing without free segments: one segment is now unreferenced and can be erased

# Running out of open erase blocks

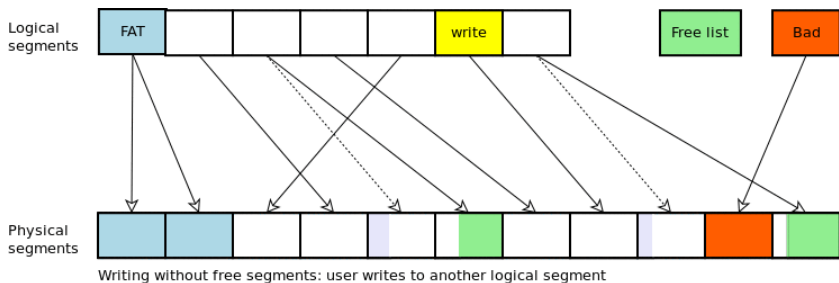


Writing without free segments: one segment is now erased and can be reused

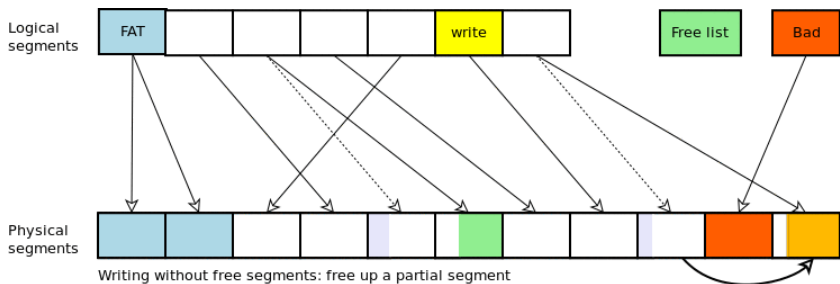
# Running out of open erase blocks



# Running out of open erase blocks

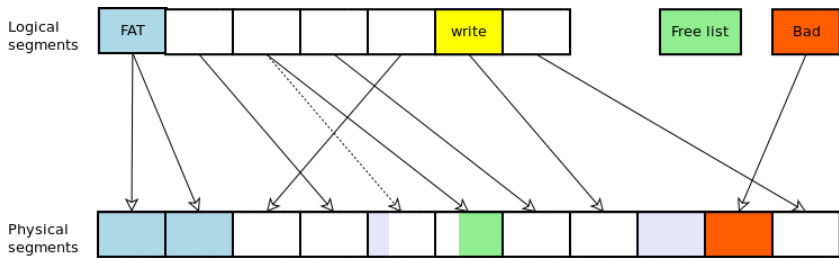


# Running out of open erase blocks



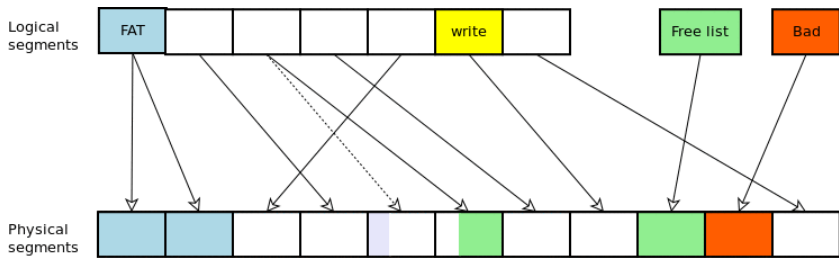


# Running out of open erase blocks



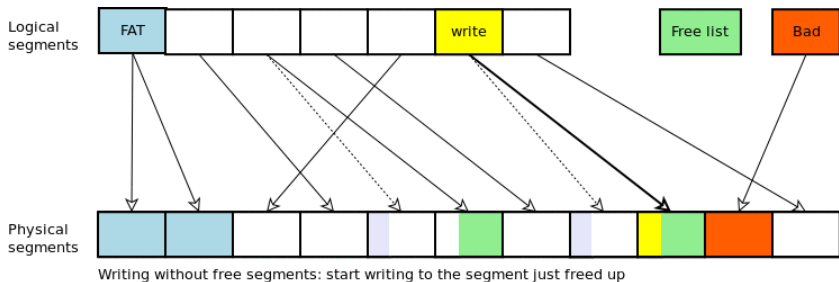
Writing without free segments: one segment is now unreferenced and can be erased

# Running out of open erase blocks

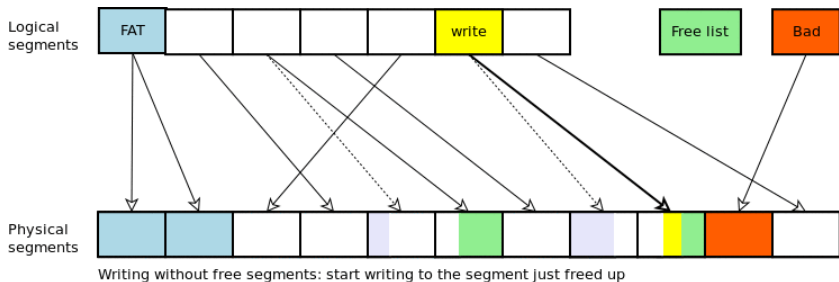


Writing without free segments: one segment is now erased and can be reused

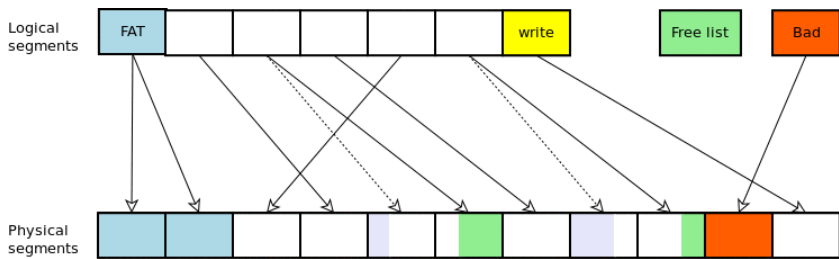
# Running out of open erase blocks



# Running out of open erase blocks

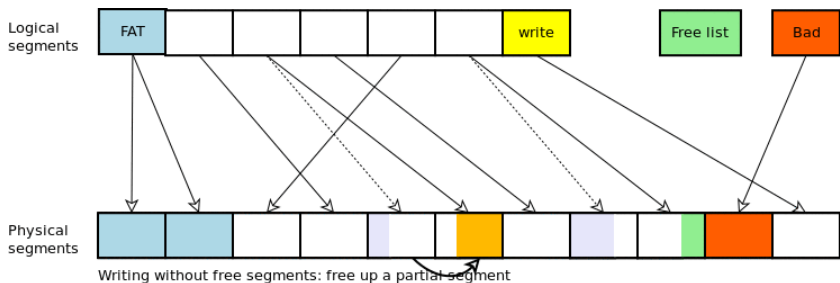


# Running out of open erase blocks

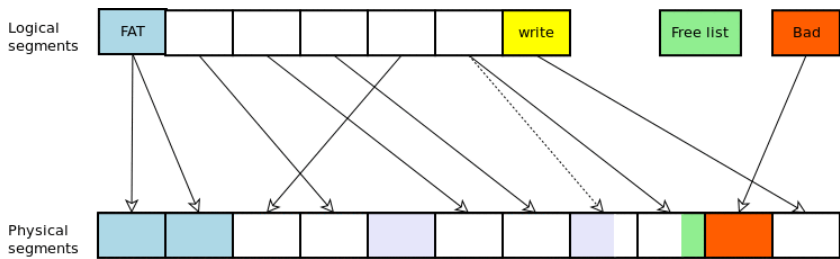


Writing without free segments: user writes to another logical segment

# Running out of open erase blocks

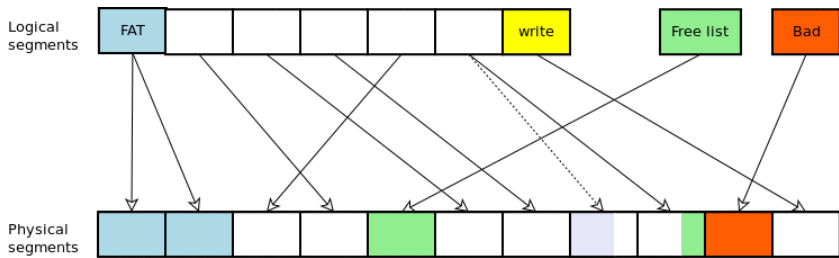


# Running out of open erase blocks



Writing without free segments: one segment is now unreferenced and can be erased

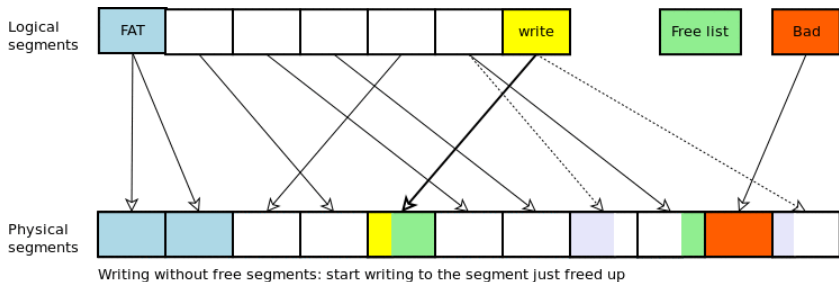
# Running out of open erase blocks



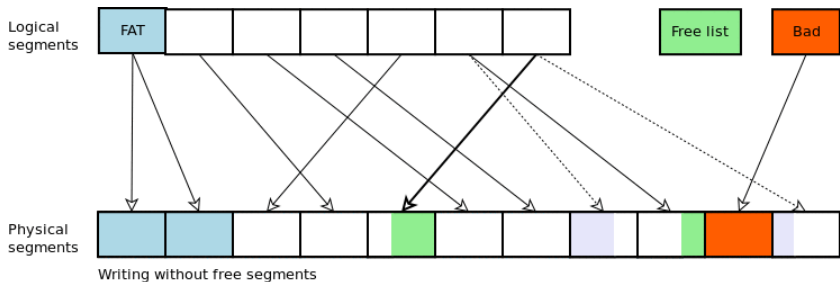
Writing without free segments: one segment is now erased and can be reused



# Running out of open erase blocks

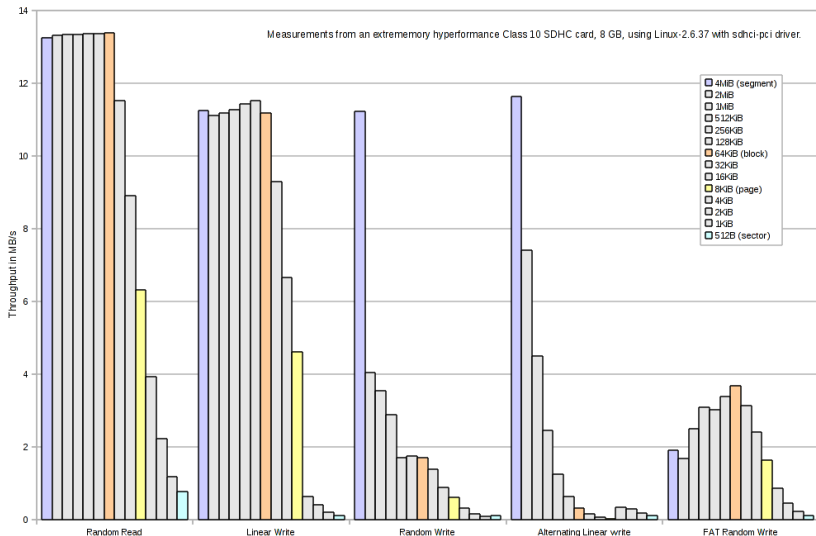


# Running out of open erase blocks



# Running out of open erase blocks

# Performance footprint of an SD card



# Flashbench demo

# Planned optimizations

- Superpage buffer cache

# Planned optimizations

- Superpage buffer cache
- Flashcache device mapper target

# Planned optimizations

- Superpage buffer cache
- Flashcache device mapper target
- Erase block optimizations in elevator



# Planned optimizations

- Superpage buffer cache
- Flashcache device mapper target
- Erase block optimizations in elevator
- File system block allocation

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# Questions?