

Generalized Concatenated Codes for Flash Memories

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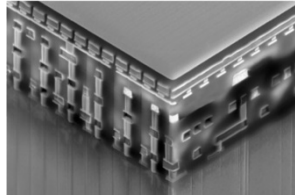
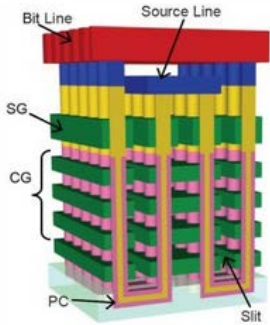
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- Standard ECC Options for Flash
 - BCH
 - LDPC
- Generalized Concatenated (GC) Codes
 - Introduction
 - GC codes based on LDPC for Flash
 - Simulation results
- Summary

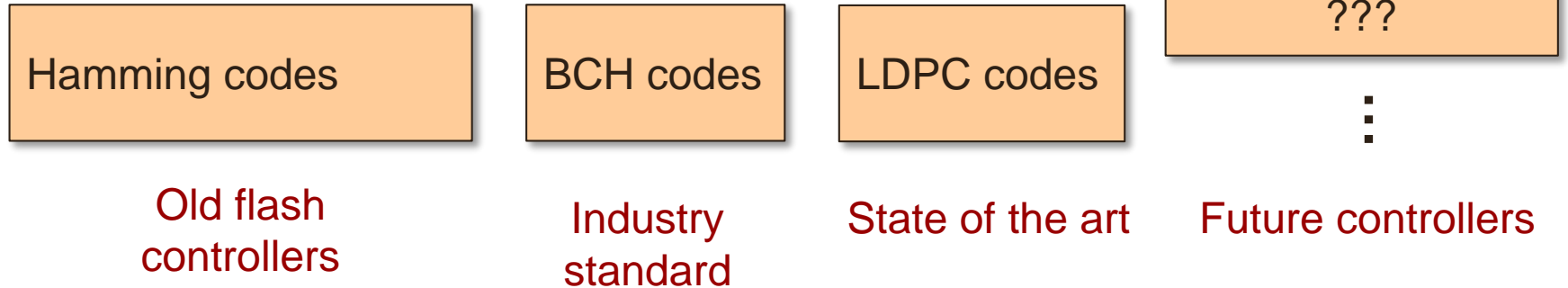
Storage Technology is Improving

- New types of storage media:
 - 3D NAND, RRAM, MRAM, PCM, ...



Coding is More Important

More complicated storage media
requires a more sophisticated
coding

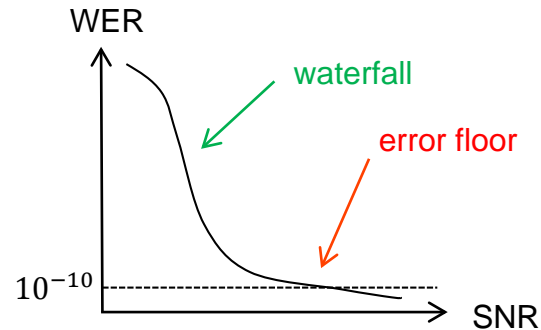
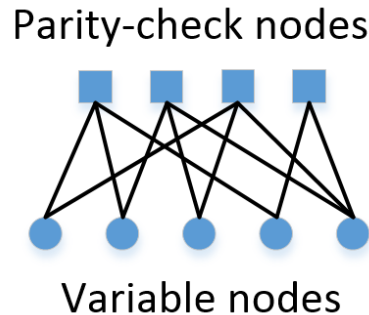


BCH Codes

- Introduced more than 50 years ago
- Very well studied
 - Analytically predictable performance
 - Efficient algebraic encoder/decoder
- Wide range of rates and code word lengths
- Guaranteed error correction capability

LDPC Codes

- Almost the same age as BCH
- Gained a significant attention only recently
- Efficient soft-decision decoding
- Small guaranteed error correction capability



BCH vs LDPC for Flash

BCH

Pros:

- Easy to support a wide range of rates & length (no ROM)
- Beat high rate LDPC in the error floor region for BSC

Cons:

- Hard-decisions
- Waterfall performance

LDPC

Pros:

- Large family of codes (need to find the good ones)
- Excellent waterfall performance
- Soft-decision friendly

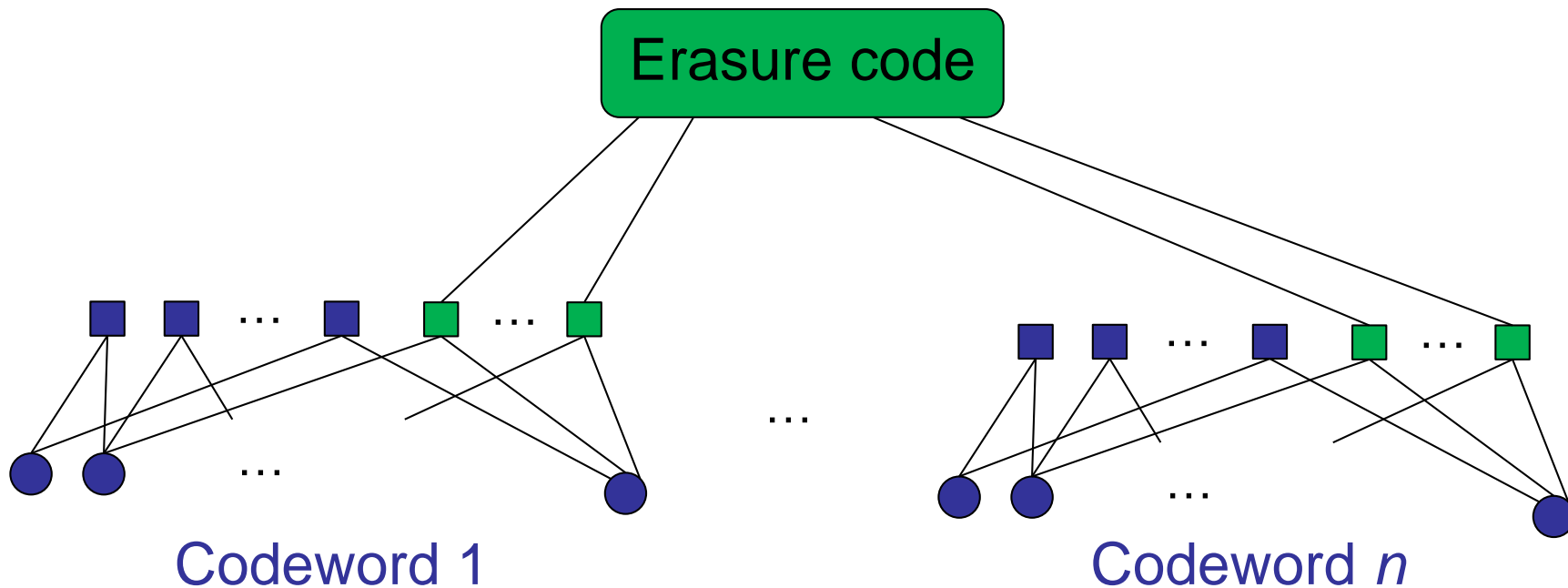
Cons:

- Error floors
 - Large memory
-

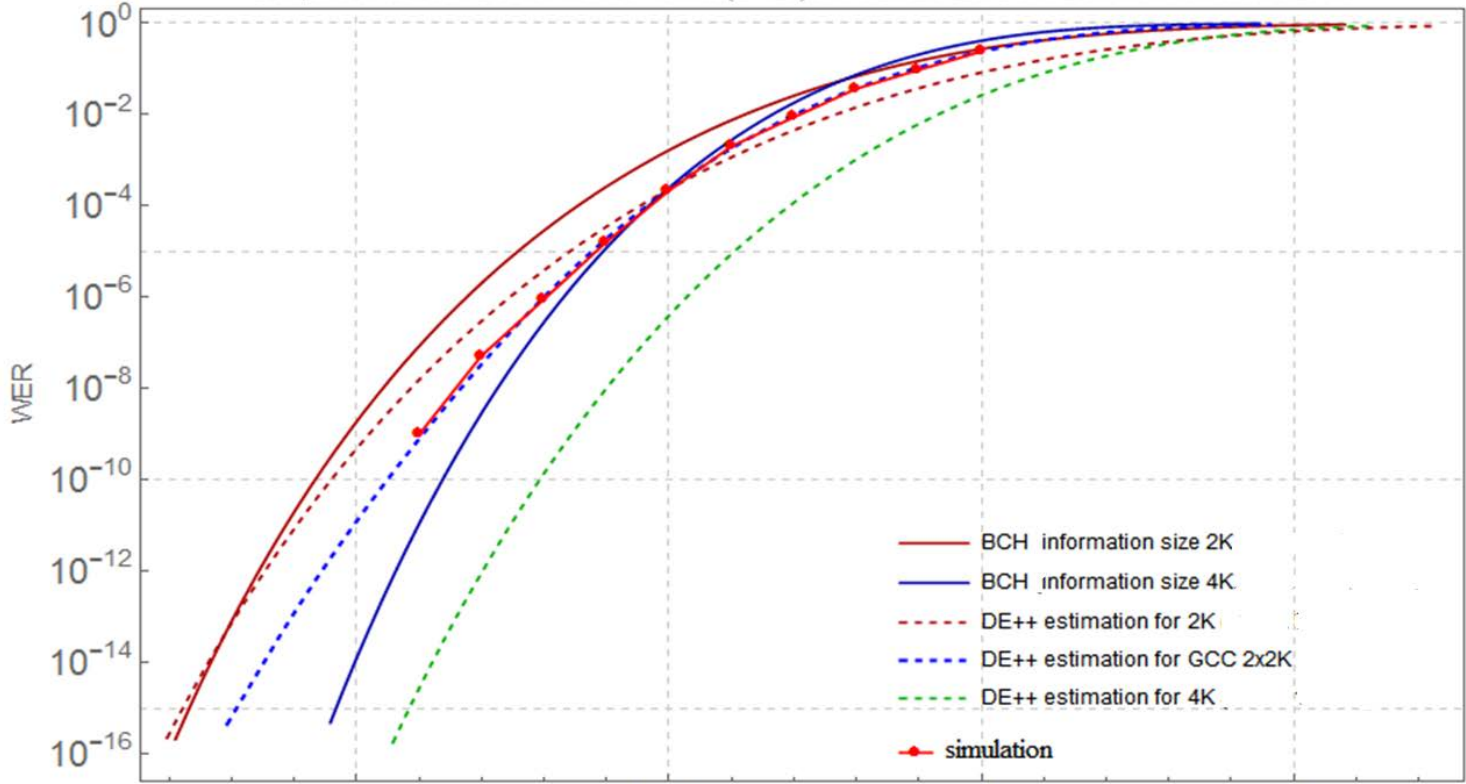
Generalized Concatenated Codes

- Concatenated codes (Forney, 1966)
- Generalized concatenated (GC) codes (Blok and Zyablov, 1974)
- Error location (EL) codes (Wolf, 1965)
- Generalized error location (GEL) codes (Zyablov, 1972)

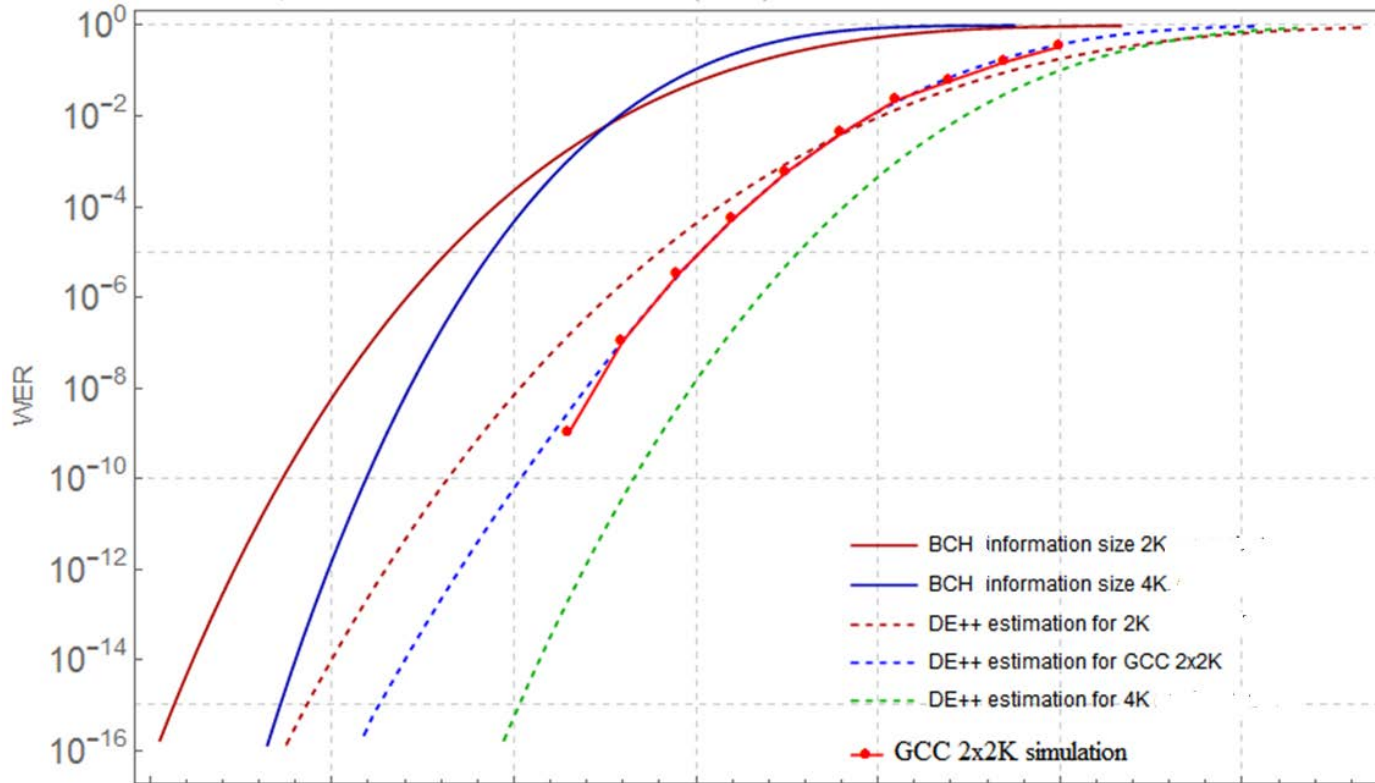
LDPC-based GC codes



Simulation Results (2x2K GCC)



Simulation Results (2x2K GCC)



- New GC code based on LDPC
- Better UBER with the same complexity
- Better error-floor
- Soft sensing support



Thank you!