

3. Garbage Collection

write logical 100(a1),101(a2),2000(b1),2001(b2) --> physical 0,1,2,3

Table:	100	→	0	101	→	1	2000	→	2	2001	→	3	Memory
Block:	0				1				2				Flash Chip
Page:	00	01	02	03	04	05	06	07	08	09	10	11	
Content:	a1	a2	b1	b2									
State:	V	V	V	V	i	i	i	i	i	i	i	i	

write logical 100(c1),101(c2) --> physical 4,5

Table:	100	→	4	101	→	5	2000	→	2	2001	→	3	Memory
Block:	0				1				2				Flash Chip
Page:	00	01	02	03	04	05	06	07	08	09	10	11	
Content:	a1	a2	b1	b2	c1	c2							
State:	V	V	V	V	V	V	E	E	i	i	i	i	

remap and erase:

Table:	100	→	4	101	→	5	2000	→	6	2001	→	7	Memory
Block:	0				1				2				Flash Chip
Page:	00	01	02	03	04	05	06	07	08	09	10	11	
Content:					c1	c2	b1	b2					
State:	E	E	E	E	V	V	V	V	i	i	i	i	