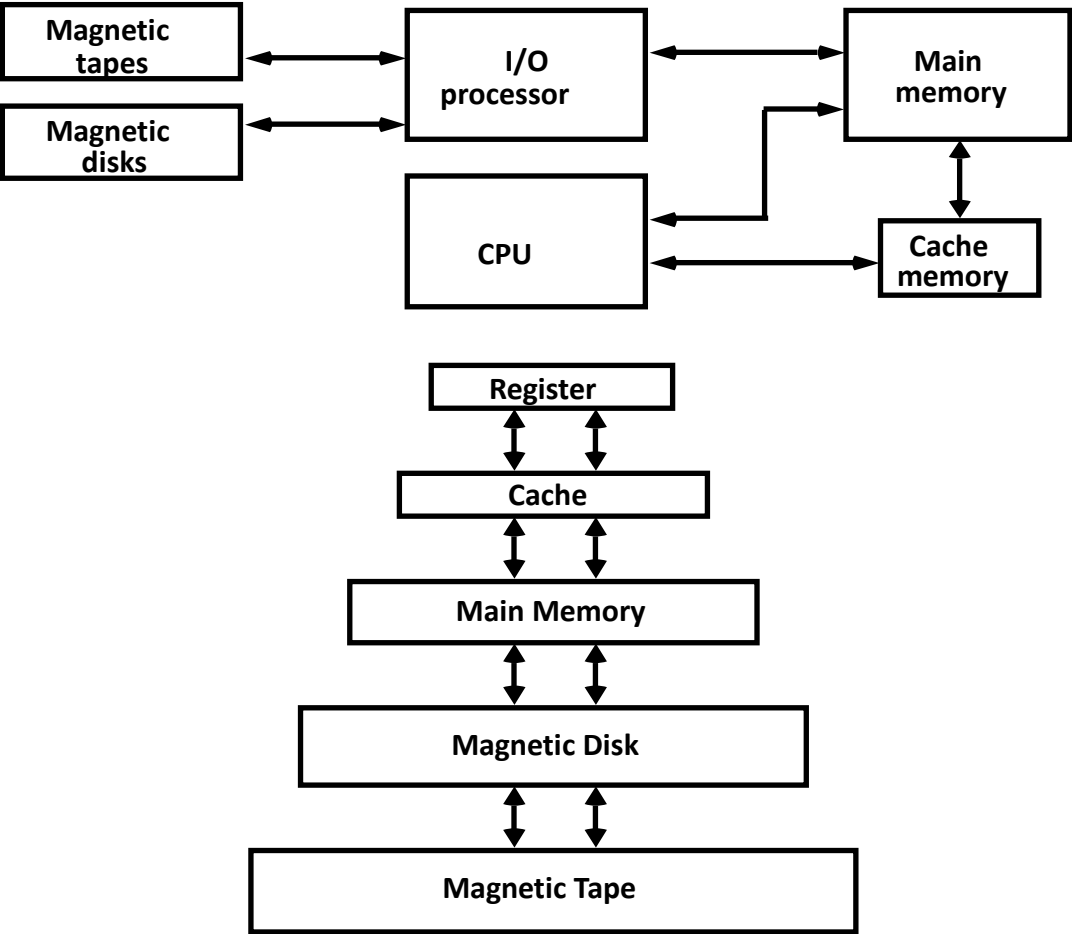


# Overview

- Memory Hierarchy
- Main Memory
- Auxiliary Memory
- Associative Memory
- Cache Memory
- Virtual Memory

# Memory Hierarchy

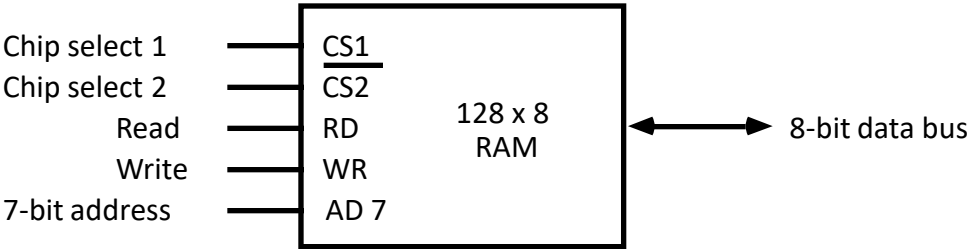
**Memory Hierarchy is to obtain the highest possible access speed while minimizing the total cost of the memory system**



# Main Memory

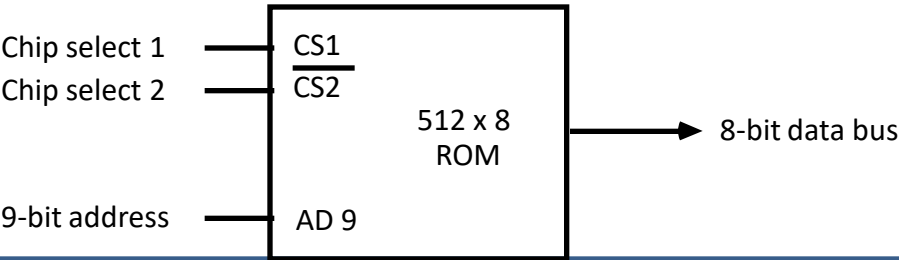
## RAM and ROM Chips

### Typical RAM chip



CS1	$\overline{\text{CS2}}$	RD	WR	Memory function	State of data bus
0	0	x	x	Inhibit	High-impedence
0	1	x	x	Inhibit	High-impedence
1	0	0	0	Inhibit	High-impedence
1	0	0	1	Write	Input data to RAM
1	0	1	x	Read	Output data from RAM
1	1	x	x	Inhibit	High-impedence

### Typical ROM chip



# Memory Address Map

## Address space assignment to each memory chip

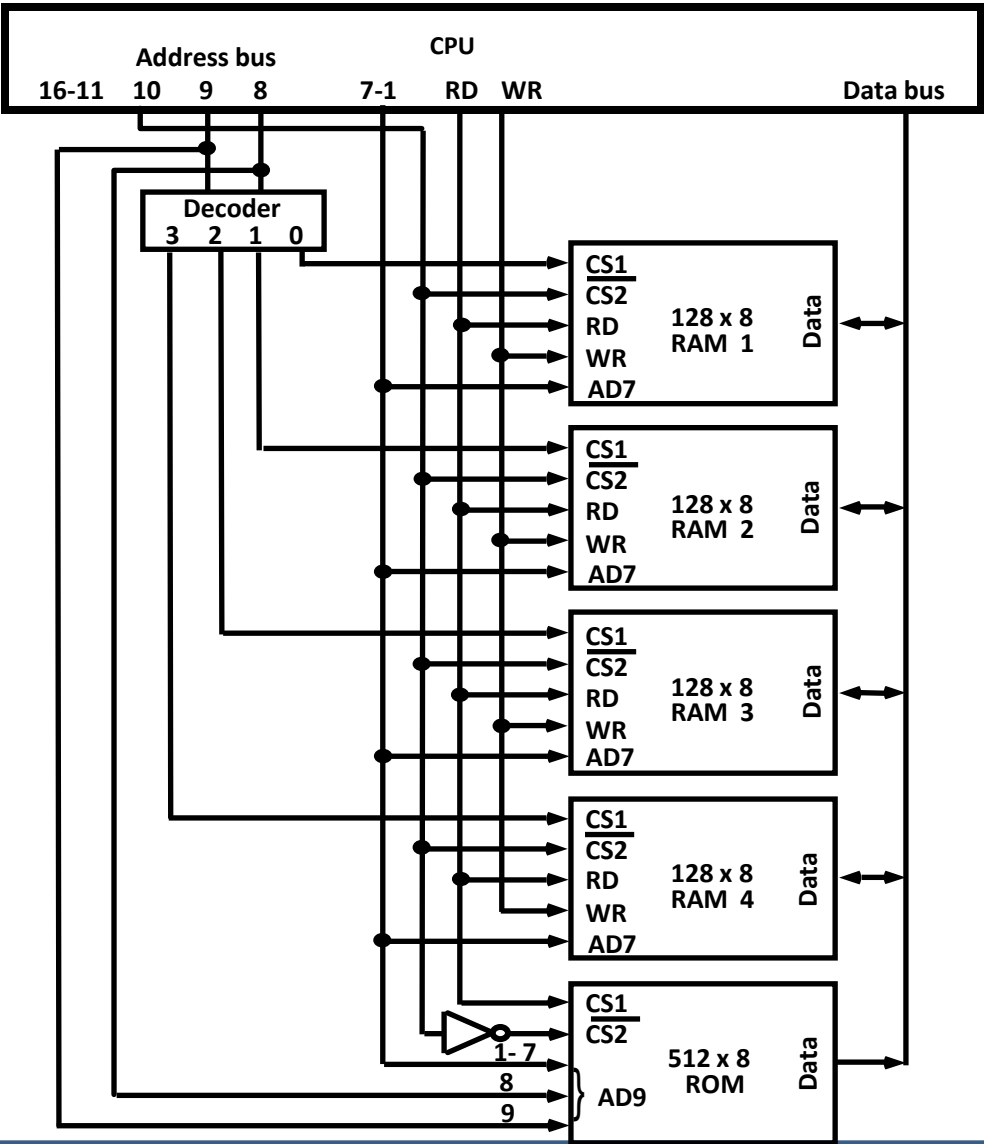
**Example: 512 bytes RAM and 512 bytes ROM**

Component	Hexa address	Address bus									
		10	9	8	7	6	5	4	3	2	1
RAM 1	0000 - 007F	0	0	0	x	x	x	x	x	x	x
RAM 2	0080 - 00FF	0	0	1	x	x	x	x	x	x	x
RAM 3	0100 - 017F	0	1	0	x	x	x	x	x	x	x
RAM 4	0180 - 01FF	0	1	1	x	x	x	x	x	x	x
ROM	0200 - 03FF	1	x	x	x	x	x	x	x	x	x

## Memory Connection to CPU

- RAM and ROM chips are connected to a CPU through the data and address buses
- The low-order lines in the address bus select the byte within the chips and other lines in the address bus select a particular chip through its chip select inputs

# Connection of Memory to CPU



# Connection of Memory to CPU