2.3 Memory Configuration and Access Width

Memory Type	Bus Width	DMA		CPU	
		Read Width	Write Width	Read Width	Write Width
OAM	32	16/32	16/32	16/32	16/32
Palette RAM	16	16/32	16/32	16/32	16/32
VRAM	16	16/32	16/32	16/32	16/32
CPU Internal Working RAM	32	16/32	16/32	8/16/32	8/16/32
CPU External Working RAM	16	16/32	16/32	8/16/32	8/16/32
Internal registers	32	16/32	16/32	8/16/32	8/16/32
Game Pak ROM (Mask ROM, Flash Memory)	16	16/32	16/32	8/16/32	16/32
Game Pak RAM (SRAM, Flash Memory)	8	--	--	8	8

Good execution efficiency is obtained when programs that operate from the Game Pak use 16-bit instructions (16-bit compiler), and those that operate from CPU Internal Working RAM use 32-bit instructions (32-bit compiler).

2.4 Little-Endian

In the AGB CPU, memory addresses are allocated in 8-bit increments, and little-endian format is used in implementing the 8-, 16-, and 32-bit access widths.