

Module 5- Memory Organization

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Characteristics of Memory

- Location
- Capacity
- Unit of transfer
- Access method
- Performance
- Physical type
- Physical characteristics
- Organization

Characteristics of Memory

Location

- CPU
- Internal
- External

Capacity

- Word size
- Number of words

Unit of transfer

- Internal - Usually governed by data bus width
- External - Usually a block which is much larger than a word
- Addressable unit - Smallest location which can be uniquely addressed

Characteristics of Memory

Access method

Sequential

- Start at the beginning and read through in order
- Access time depends on location of data and previous location
- e.g., tape

Direct

- Individual blocks have unique address
- Access is by jumping to vicinity plus sequential search
- Access time depends on location and previous location
- e.g., disk

Random

- Individual addresses identify locations exactly
- Access time is independent of location or previous access
- e.g., RAM

Associative

- Data is located by a comparison with contents of a portion of memory
- Access time is independent of location or previous access
- e.g., cache

Characteristics of Memory

Performance

Access time

- Time between presenting the address and getting valid data

Memory Cycle time

- Time may be required for the memory to “recover” before next access
- Cycle time is access + recovery

Transfer Rate

- Rate at which data can be moved

Characteristics of Memory

Physical Types

Semiconductor - RAM
Magnetic - Disk & Tape
Optical - CD & DVD

Physical Characteristics

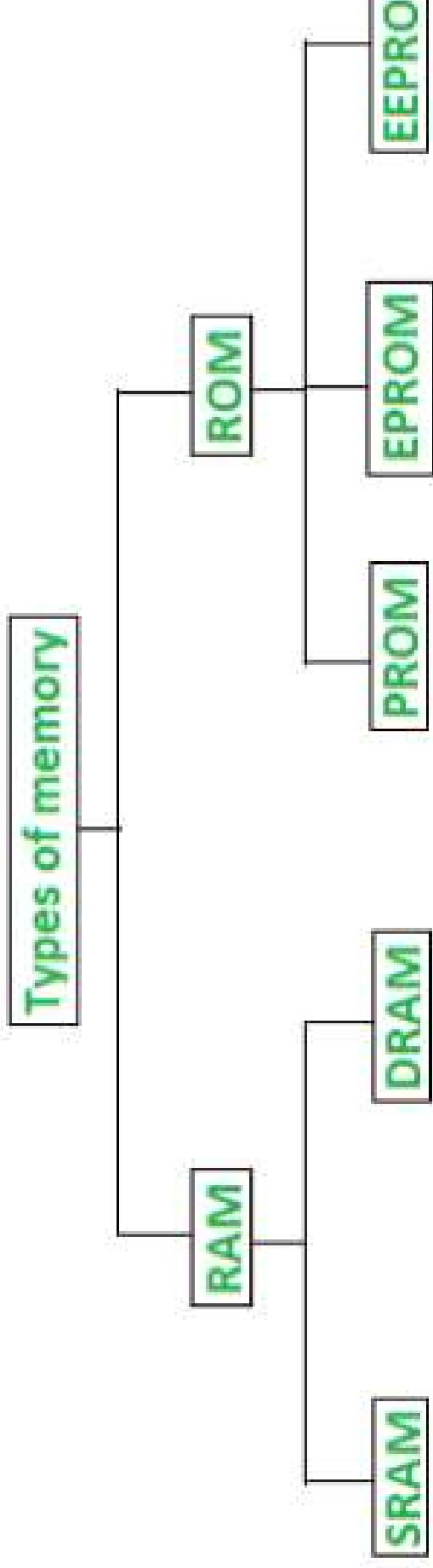
- Decay
- Volatility
- Erasable
- Power consumption

Characteristics of Memory

Organization

- Physical arrangement of bits into words
- Not always obvious
- e.g., interleaved

Types of RAM and ROM



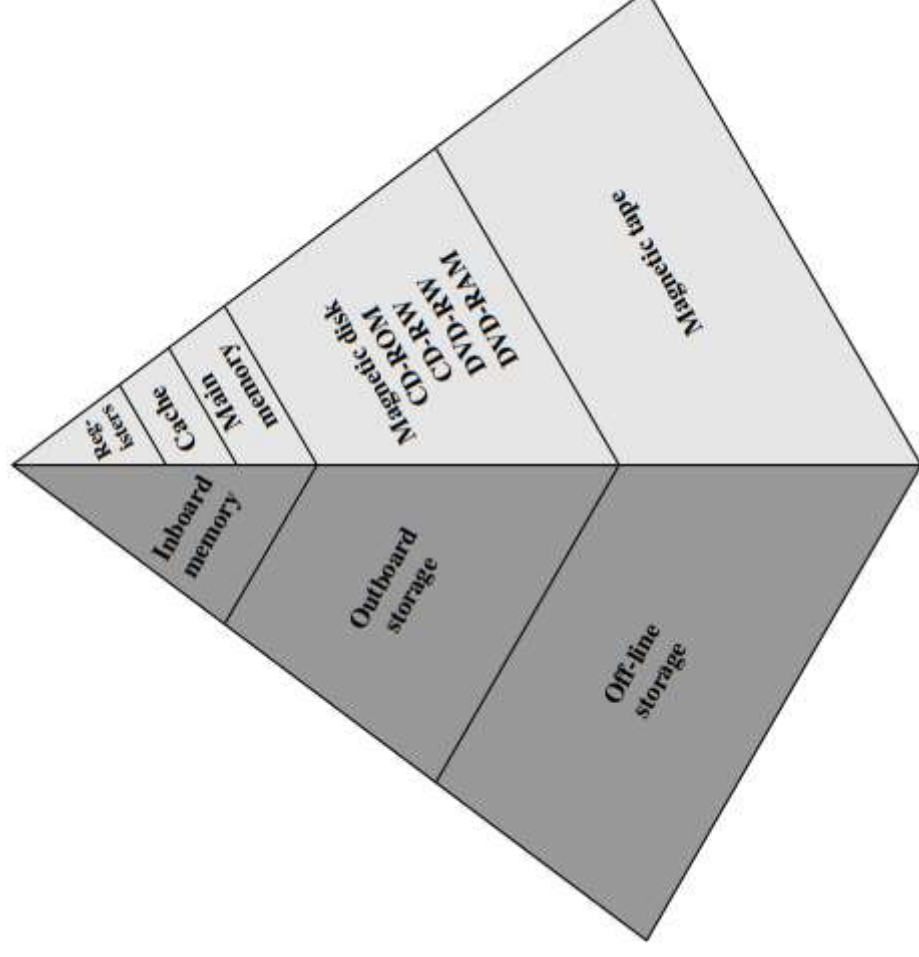
Random Access Memory (RAM)

- The programs and data that the CPU requires during the execution of a program are stored in this memory.
- It is a volatile memory as the data is lost when the power is turned off.
- Types
 1. Static RAM (SRAM)
 - It is a form of a semiconductor
 - It is widely used in microprocessors
 - SRAM comprised of flip flops
 2. Dynamic RAM (DRAM)
 - It is made of Capacitors and has smaller data life span than Static RAM.
 - DRAM changes its state from 0 to 1 over a period of time, due to the slow leakage of charge from the capacitor.
 - To prevent this, DRAM requires an external memory refresh, which rewrites the data in the capacitors, restoring them to their original charge.

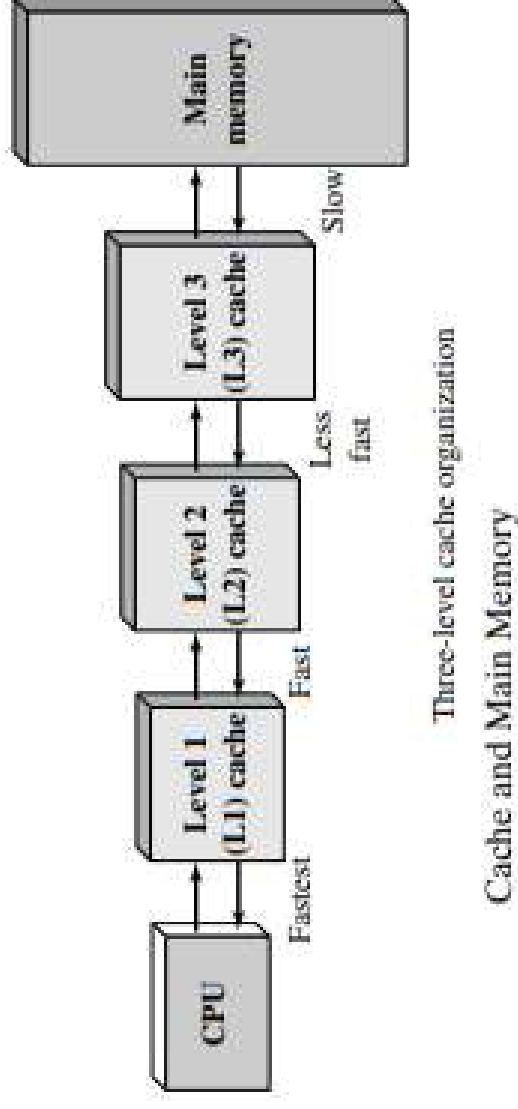
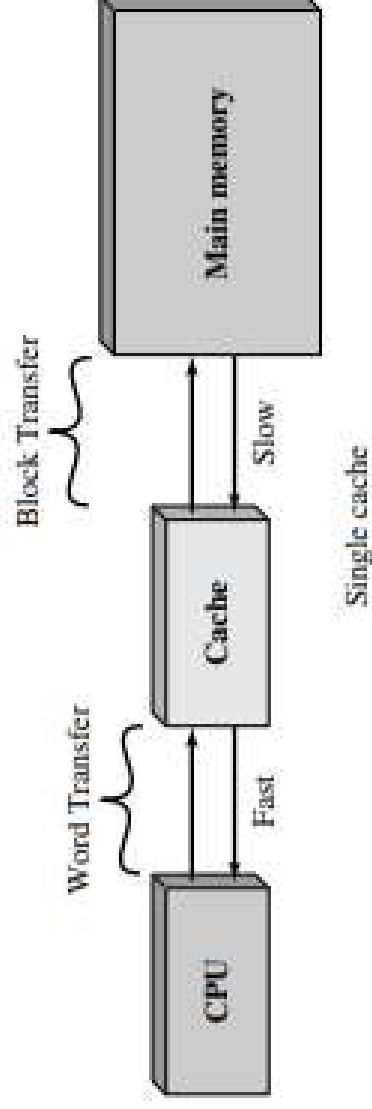
Read-Only Memory (ROM)

- It is used to permanently store data that does not need to be modified.
- ROM is non-volatile memory, which means that the data stored in it is retained even when power is turned off.
- Types
 1. PROM (Programmable read-only memory)
 - It can be programmed by the user.
 - Once programmed, the data and instructions in it cannot be changed.
 2. EPROM (Erasable Programmable read-only memory)
 - It can be reprogrammed.
 - To erase data from it, expose it to ultraviolet light.
 3. EEPROM (Electrically erasable programmable read-only memory)
 - The data can be erased by applying an electric field, with no need for ultraviolet light.

Memory Hierarchy



Cache Memory



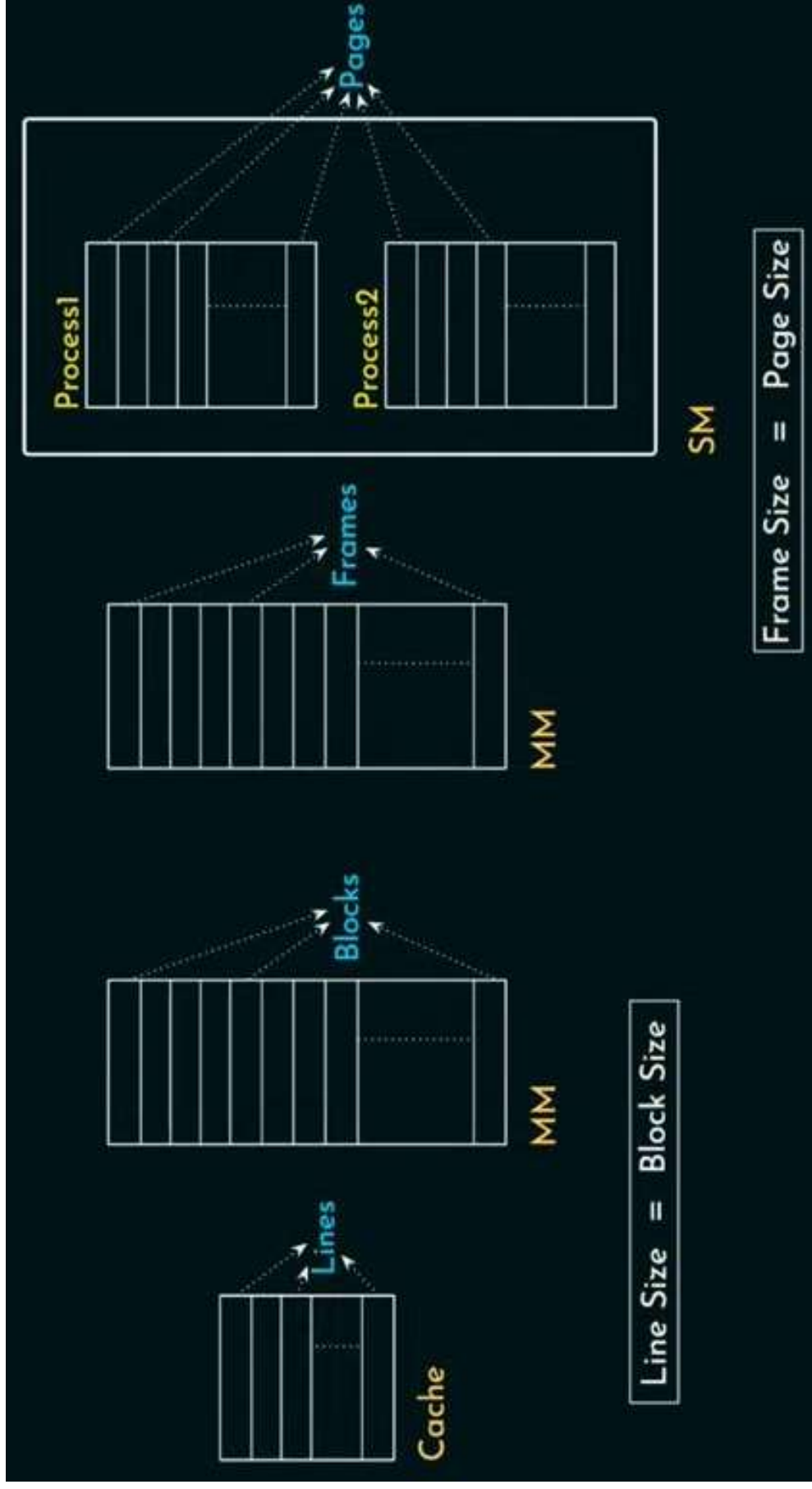
Cache Mapping Techniques

Direct
Mapping

Associative
Mapping

Set-
Associative
Mapping

Cache Mapping

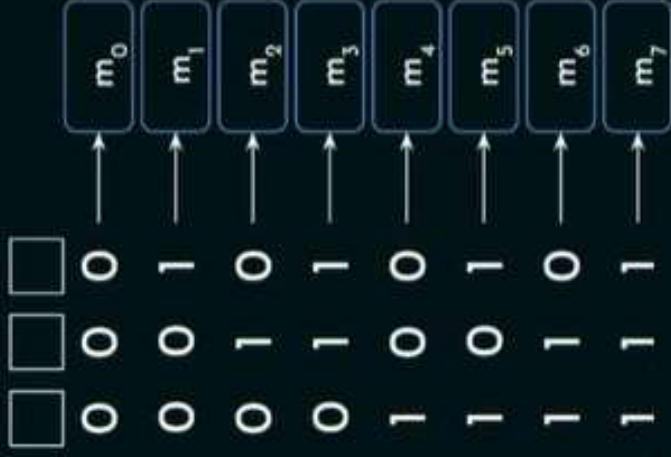


Direct Memory Mapping

Main Memory Size : 64 words i.e. (0, 1, ..., 63)

Block Size : 4 words

No. of Blocks in MM : $64 / 4 = 16$

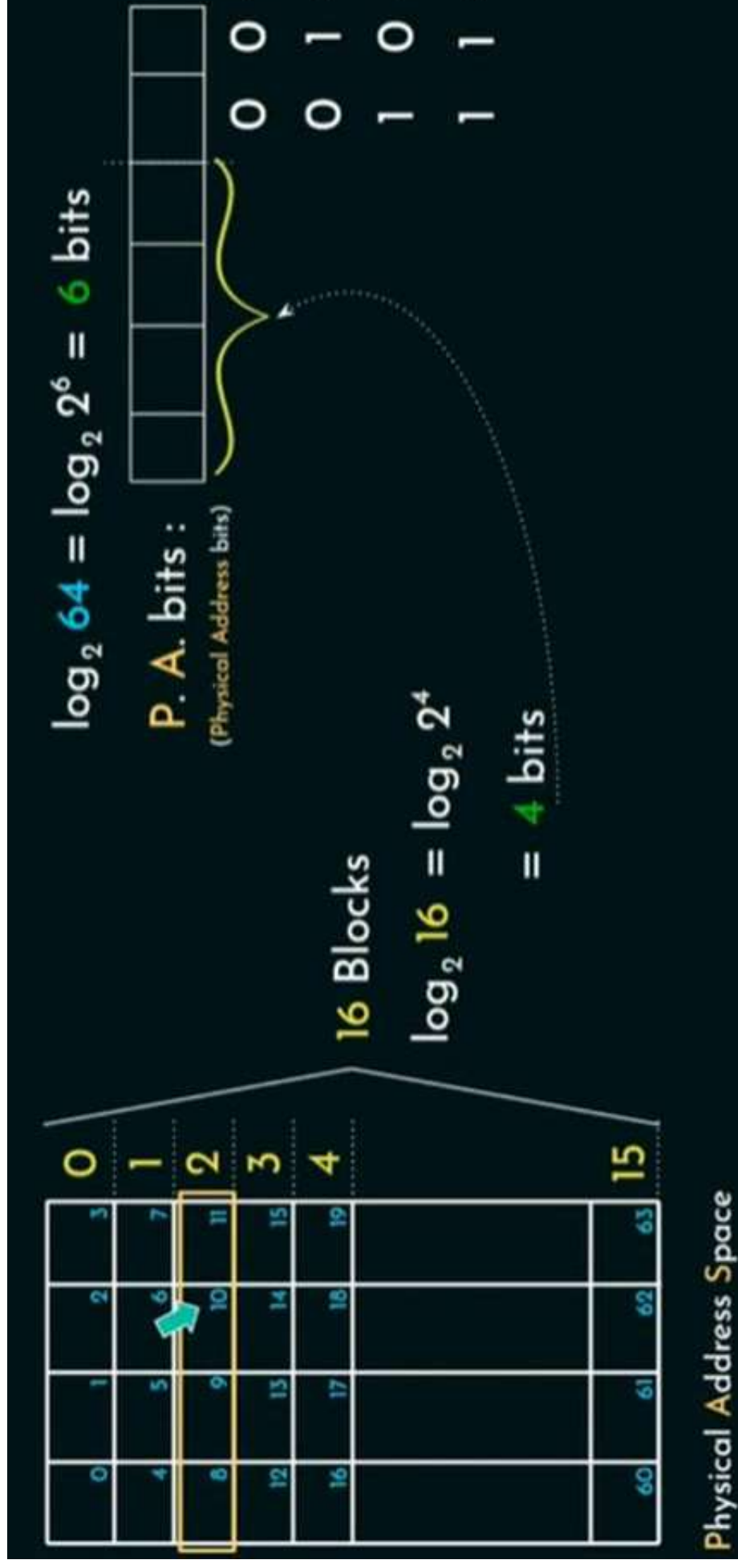


64 words

$$\log_2 64 = \log_2 2^6 = 6 \text{ bits} \downarrow$$

0	0	1	2	3
1	4	5	6	7
2	8	9	10	11
3	12	13	14	15
4	16	17	18	19
5	20	21	22	23
6	24	25	26	27
7	28	29	30	31
8	32	33	34	35
9	36	37	38	39
10	40	41	42	43
11	44	45	46	47
12	48	49	50	51
13	52	53	54	55
14	56	57	58	59
15	60	61	62	63

Direct Memory Mapping



Direct Memory Mapping

Cache Size : 16 words

Block Size : 4 words

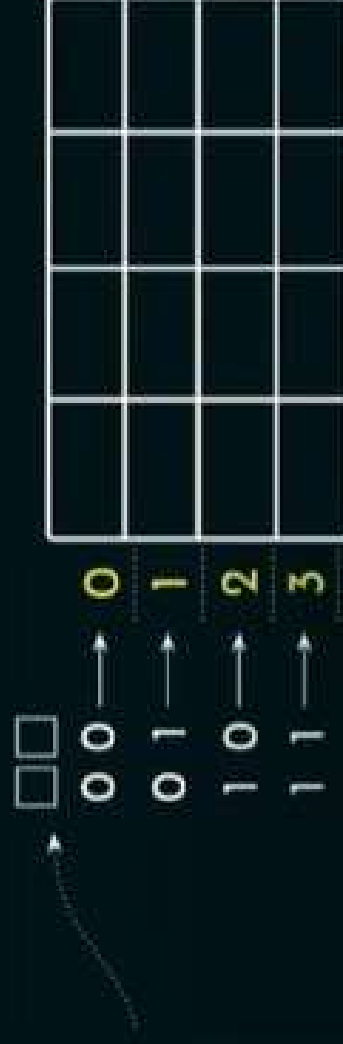
Line Size : 4 words

Block Size = Line Size

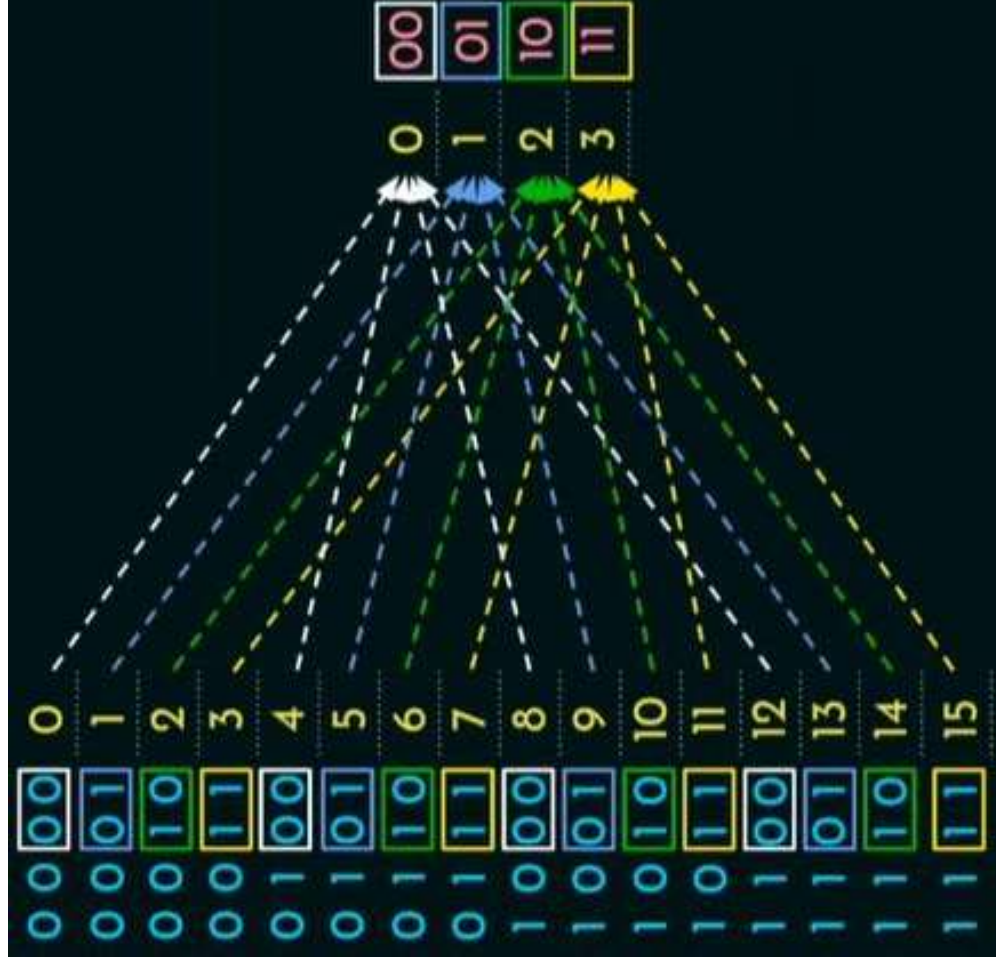
No. of Lines in Cache : $16 / 4 = 4$ i.e. 0, 1, 2, 3

4 Lines

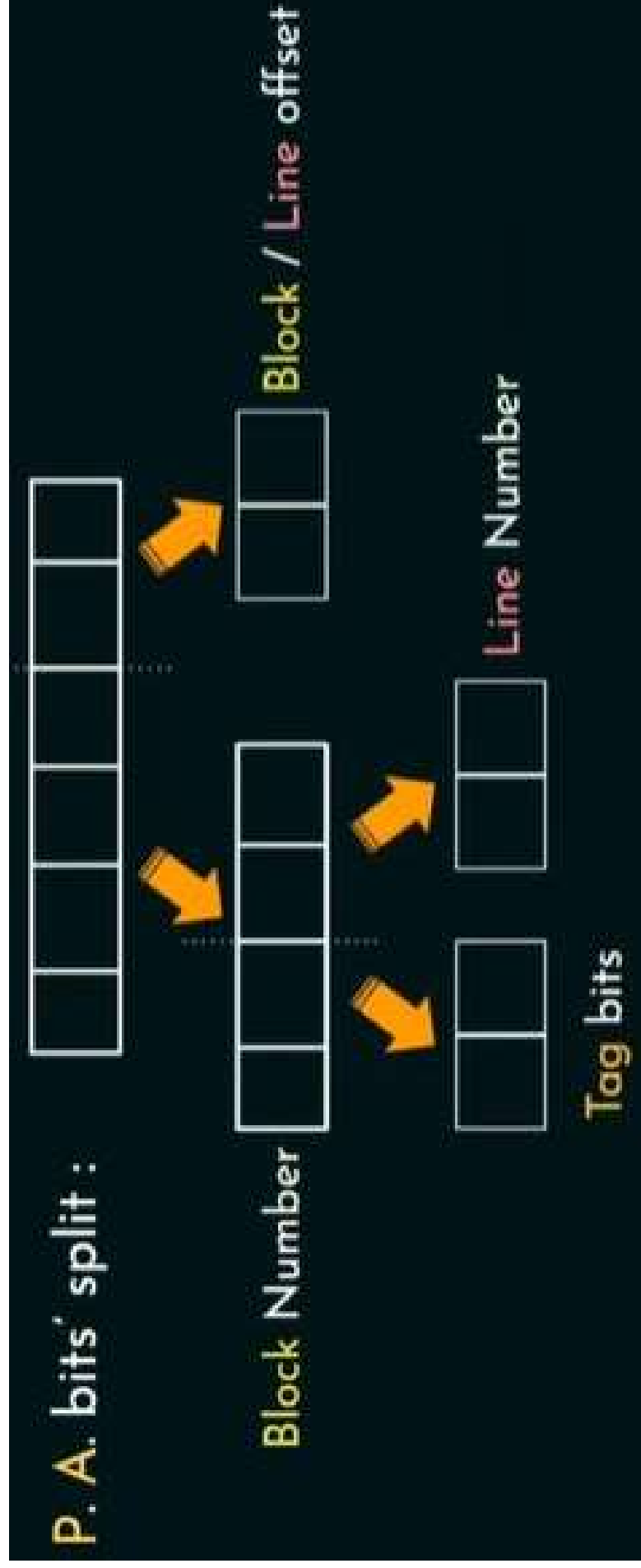
$$\log_2 4 = \log_2 2^2 \\ = 2 \text{ bits}$$



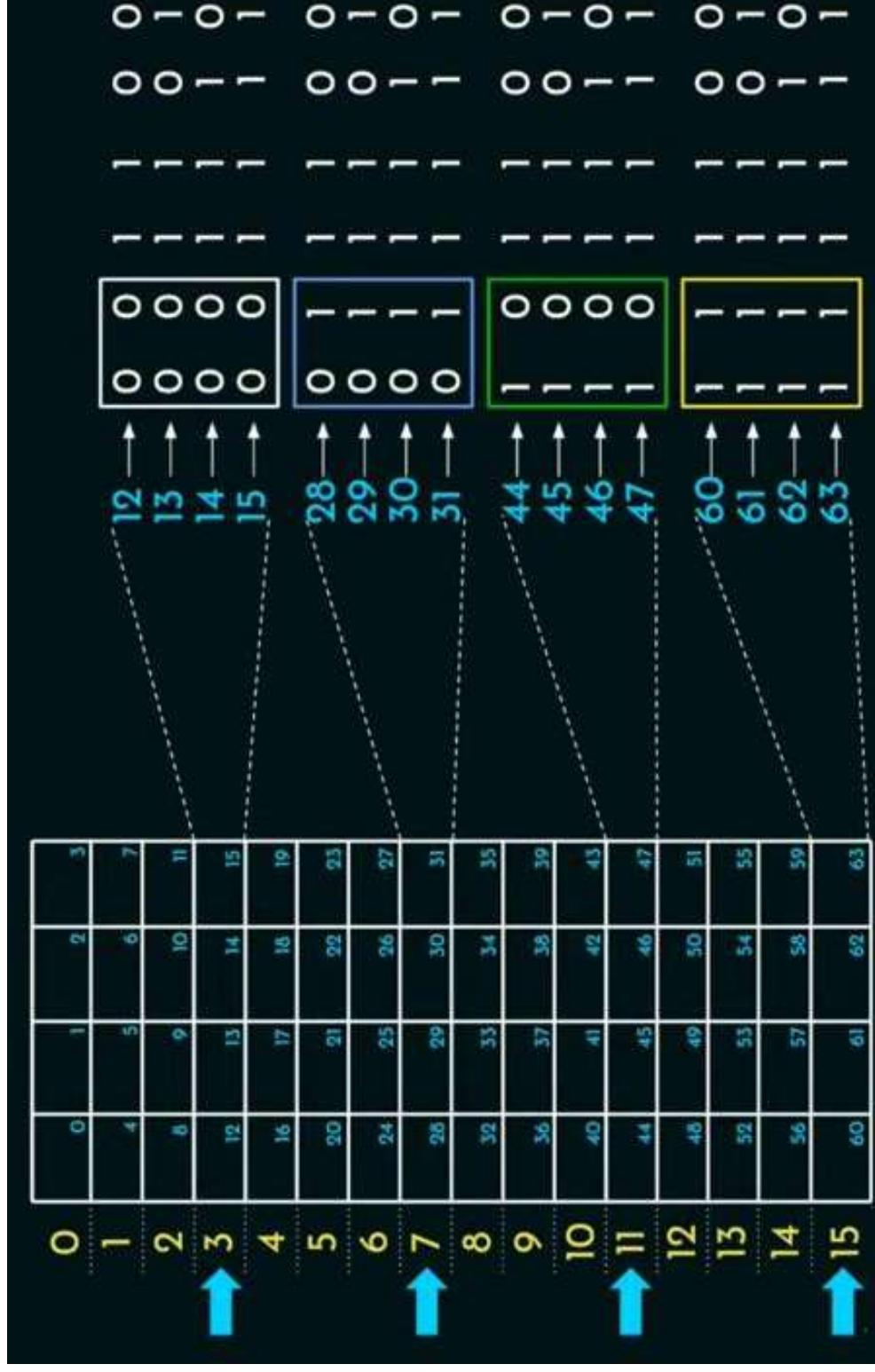
Direct Memory Mapping



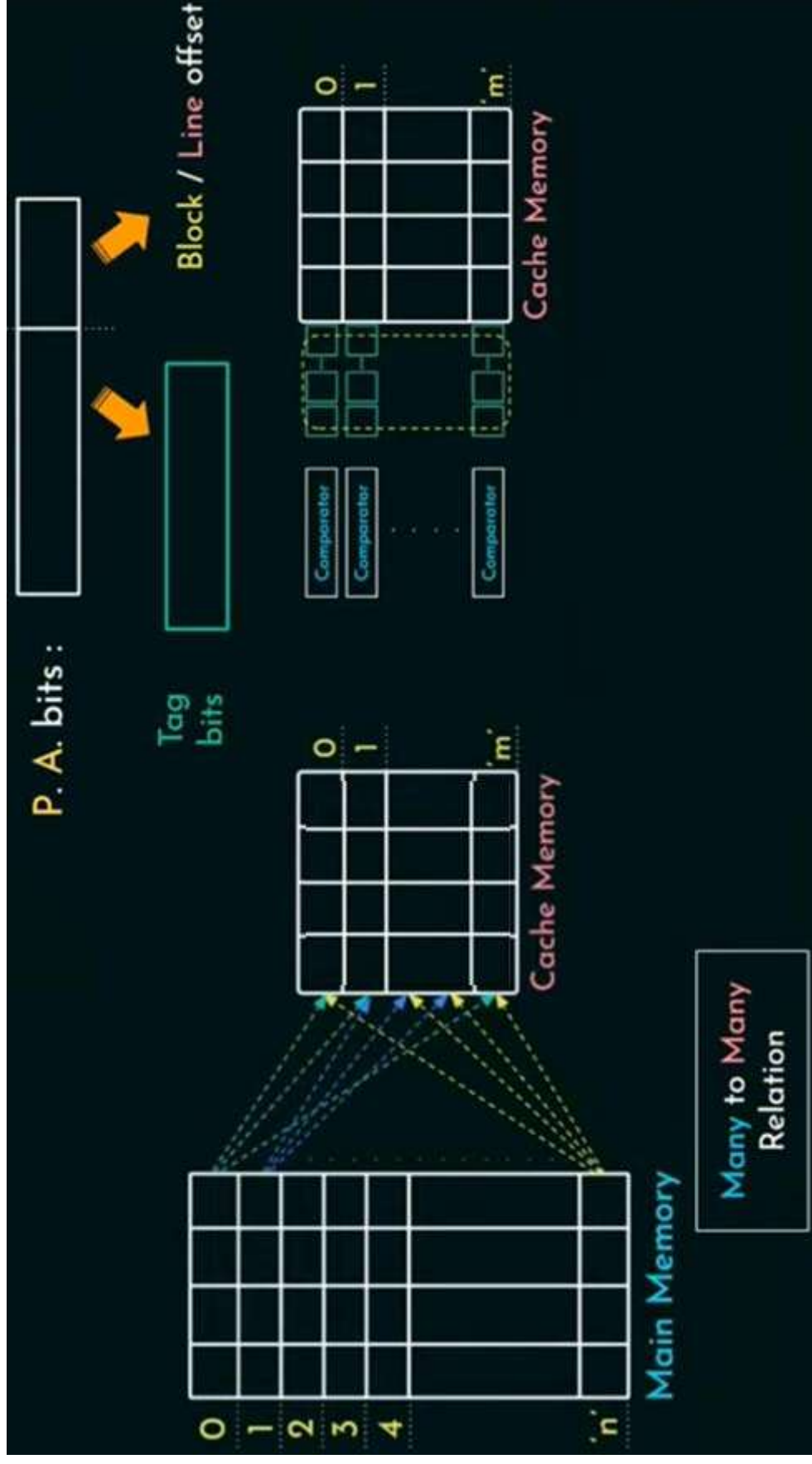
Direct Memory Mapping



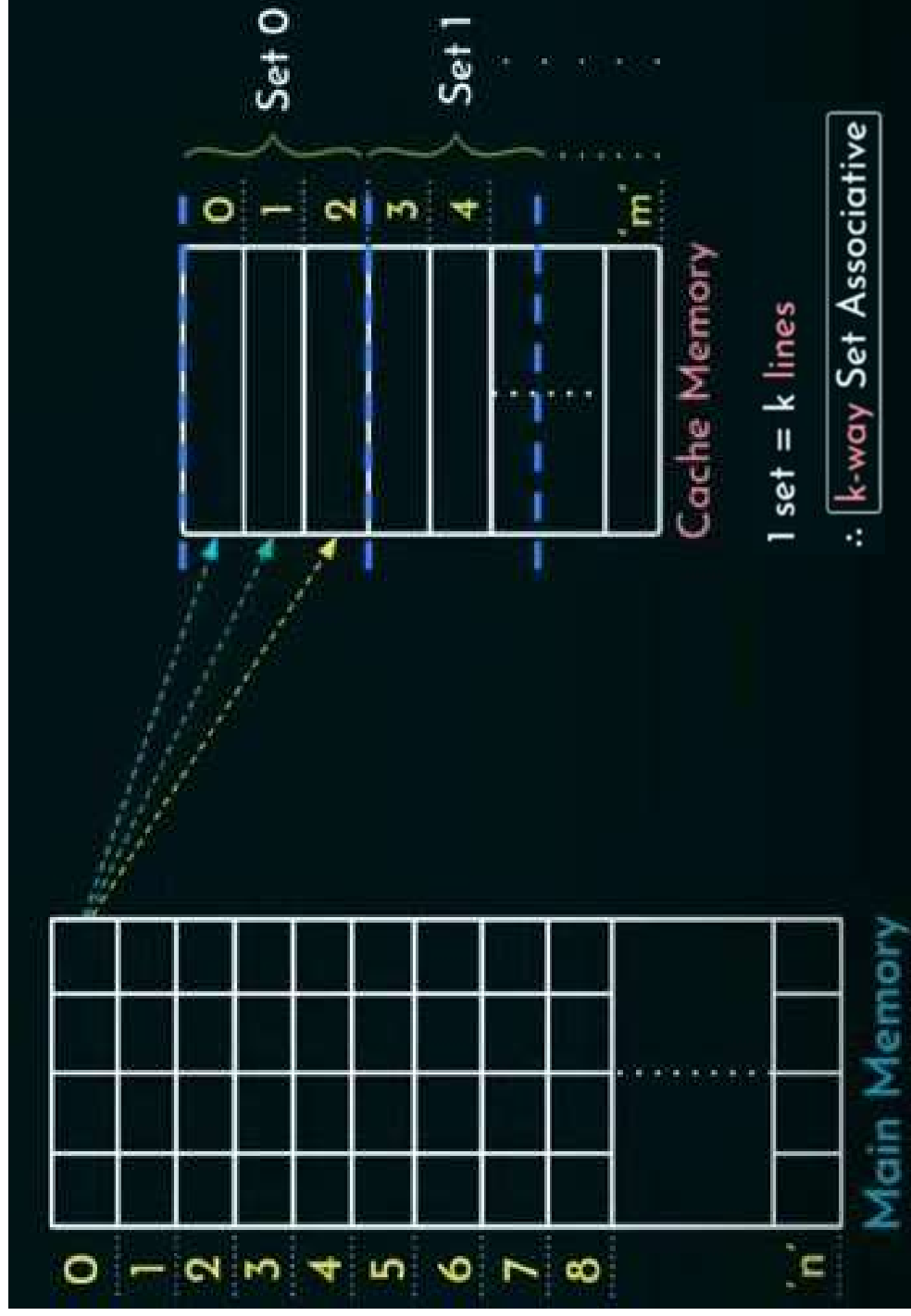
Direct Memory Mapping



Associative Mapping

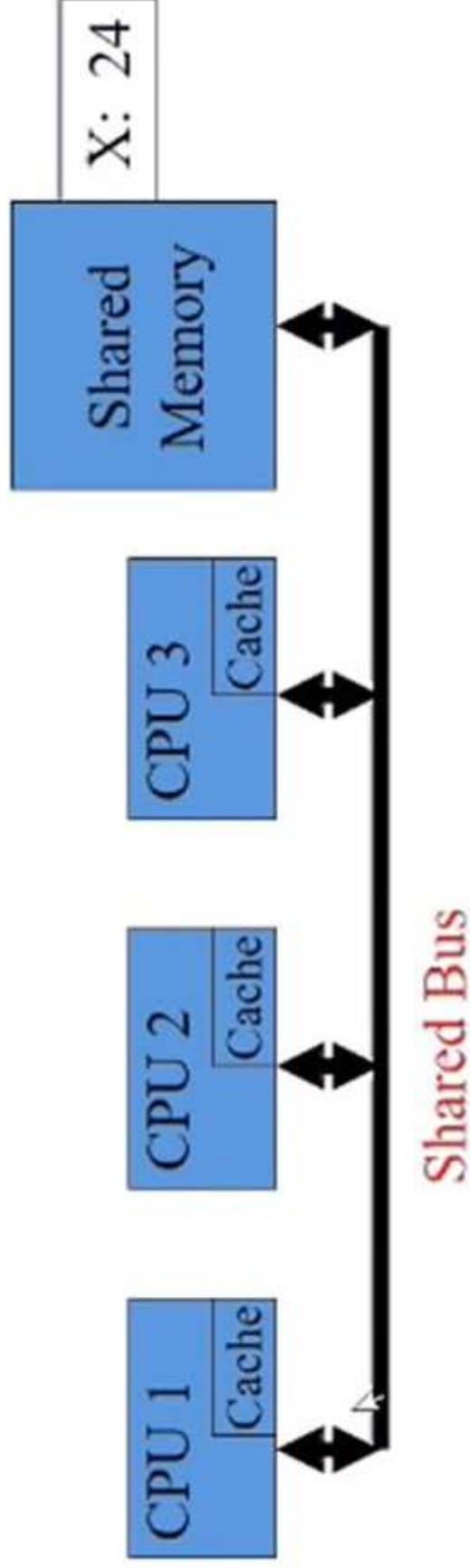


Set Associative Mapping



Cache coherence

- Caches in multiprocessing environment introduce the cache coherence problem.
- In a shared memory multiprocessor with a separate cache memory for each processor, multiple processors maintain locally cached copies of a unique-shared memory location. local modification of the location can result in globally inconsistent view of memory.
- Cache coherence schemes prevent this problem by maintaining a uniform state for each cached block of data.



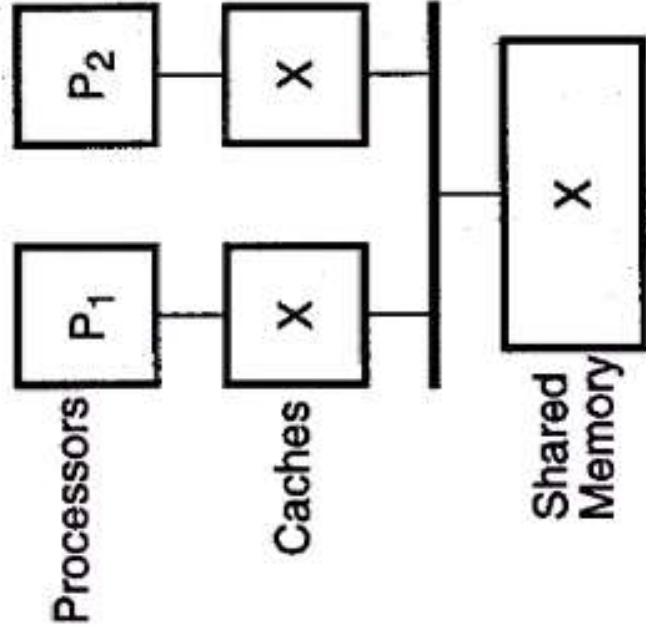
Causes of Cache inconsistency

Sharing of
writable data

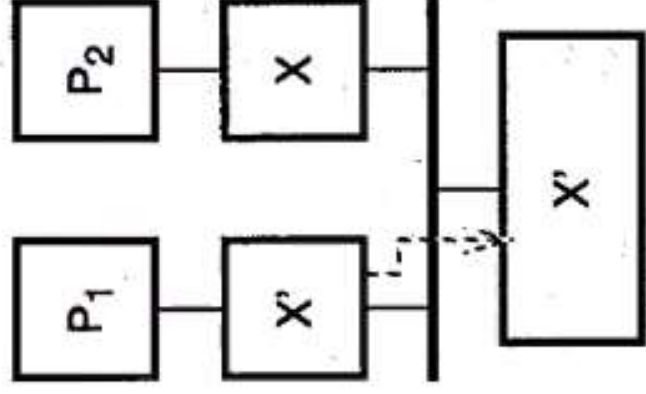
Process
migration

I/O activity

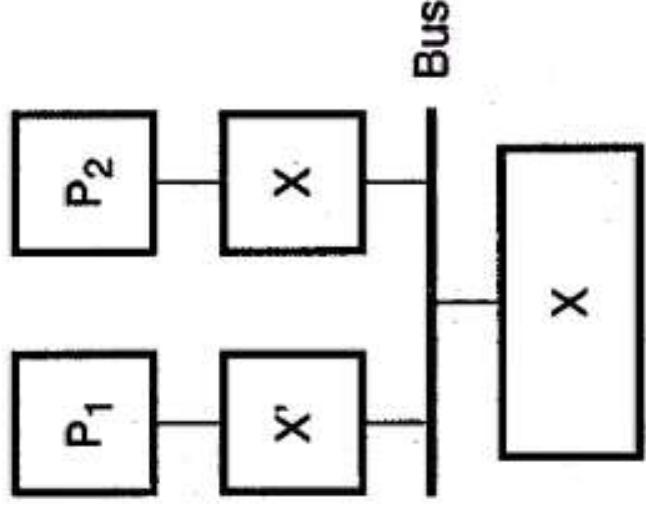
Inconsistency in Data sharing



Before update

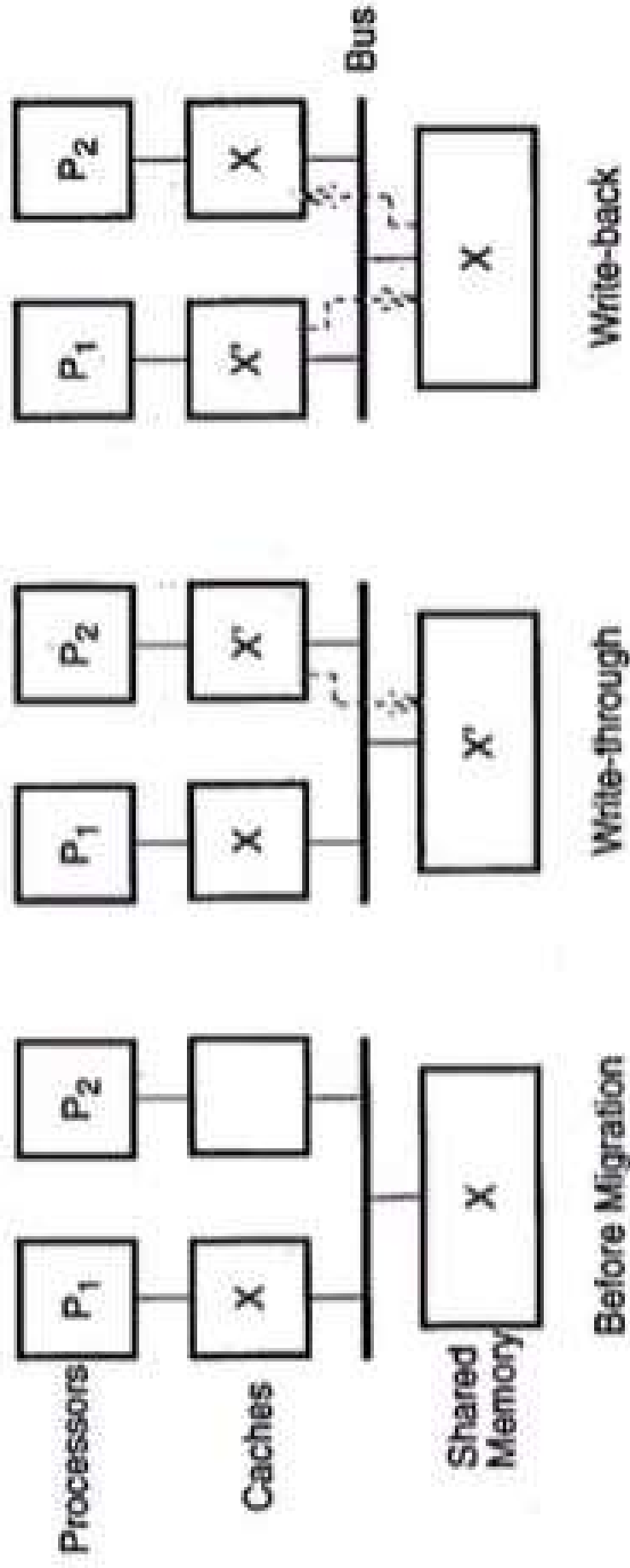


Write-through



Write-back

Inconsistency after Process migration



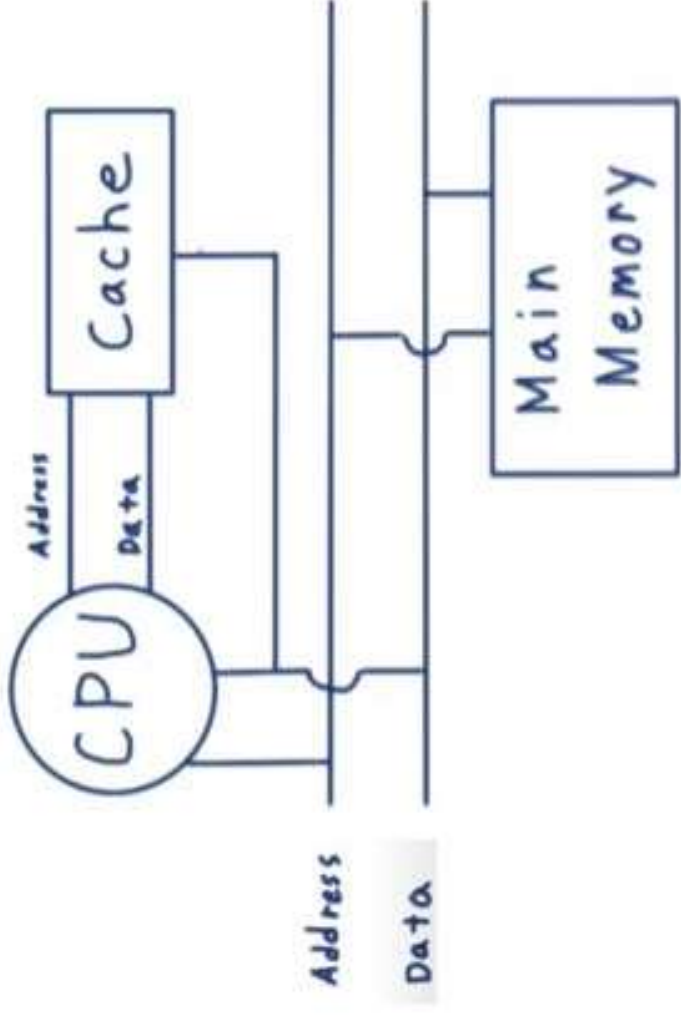
Write policies

Hit

- Write-through policy
- Write-back policy

Miss

- Write Allocate
- Write Around



Thank You

