

- Memory
 - volatile "RAM"
 - non-volatile "ROM"
 - hybrid

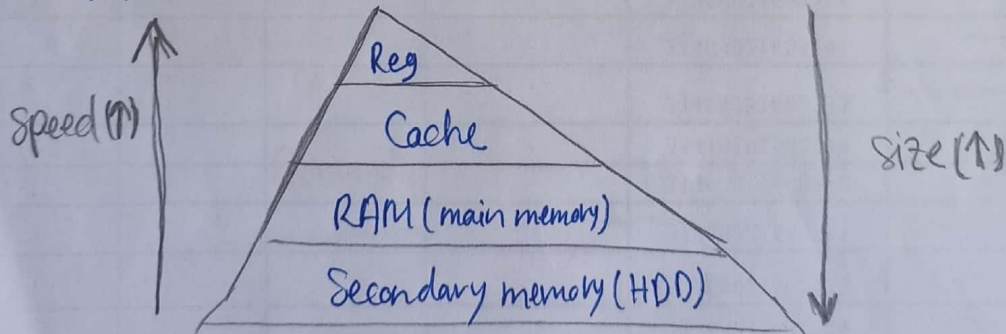
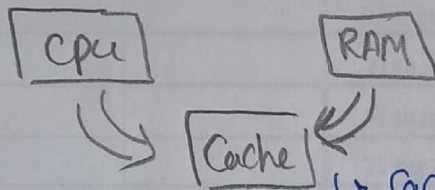
- ROM
 - Mask program ROM \Rightarrow OTP "one-time program" \Rightarrow "لعب الألة", "BIOS chip"
 - PROM \Rightarrow Programmable ROM, OTP \Rightarrow user
 - EPROM \Rightarrow Erasable \rightarrow UV [5:30] min, noise corruption

- Hybrid
 - $\xrightarrow{\text{Internal/External}}$ E²PROM \Rightarrow Electrical EPROM, Endurance = 100,000, Byte access, \uparrow cost per bit.
 - Flash \Rightarrow Block access \rightarrow sector by sector, Endurance = 10,000, \downarrow cost per bit
 - NVRAM \Rightarrow SRAM + battery / SRAM + EPROM + battery, \uparrow cost per bit

RAM \downarrow R/W
ROM \downarrow non-volatile

* Cache Memory:
"SRAM"

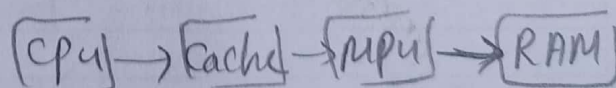
$$\text{hit ratio} = \frac{\text{Cache hit}}{\text{Total}}$$



* FPU: Floating Point Unit

* MPU: Memory Protection Unit

* MMU: Management

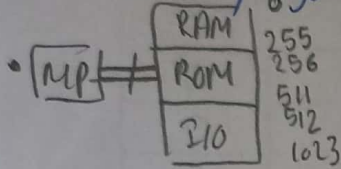


divide RAM into Ranges

ARCH

Von-neumann "pc"

- one memory system



- memory mapped

- can't support pipeline (+ CISC)

* pipeline:

F d e

F d e

F d e

- RISC \Rightarrow 1 inst/cycle

*

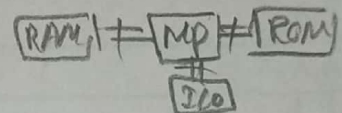
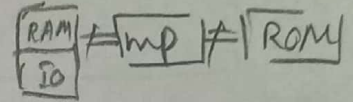
* Clocks { electrical: RC-oscillator

Mechanical: power \rightarrow \rightarrow

Harvard "McU"

- 255 RAM = MP = ROM 255

- port mapped



- support pipeline (+ RISC)

	RC	Ceramic Resonator	Crystal Oscillator
Cost	\downarrow (✓)	\sim	\uparrow
Accuracy	\downarrow	\sim	\uparrow (✓)
Settling time	\uparrow	\sim	\downarrow (✓)
Temp	\downarrow	\uparrow (✓)	\uparrow (✓)
noise EMI	\downarrow	\uparrow (✓)	\uparrow (✓)
Vibr	\uparrow (✓)	\downarrow	\downarrow