

Lecture 31 [16.04.2019]

Address Mapping in DRAM



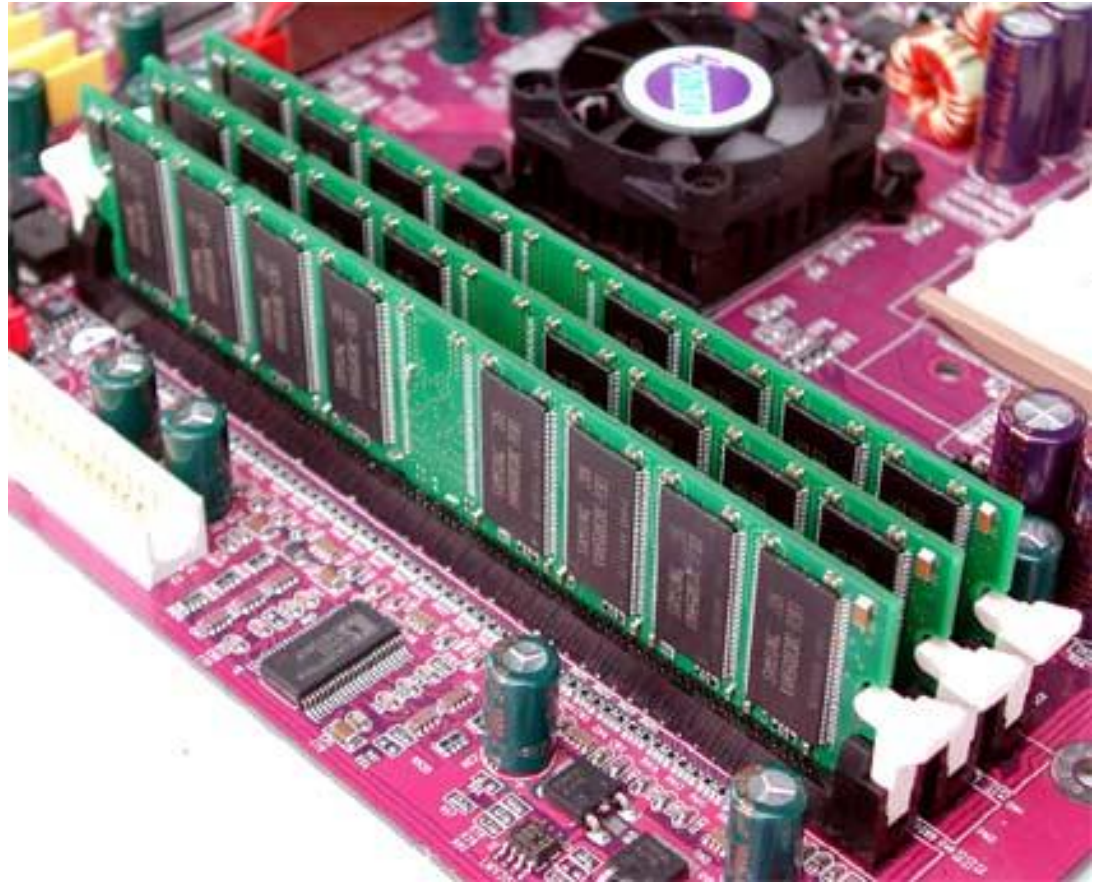
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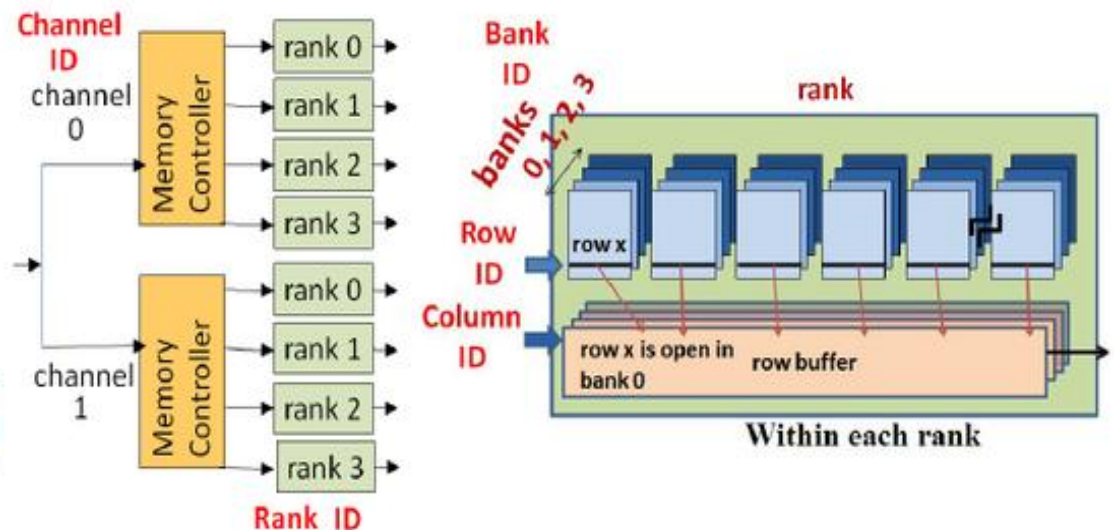
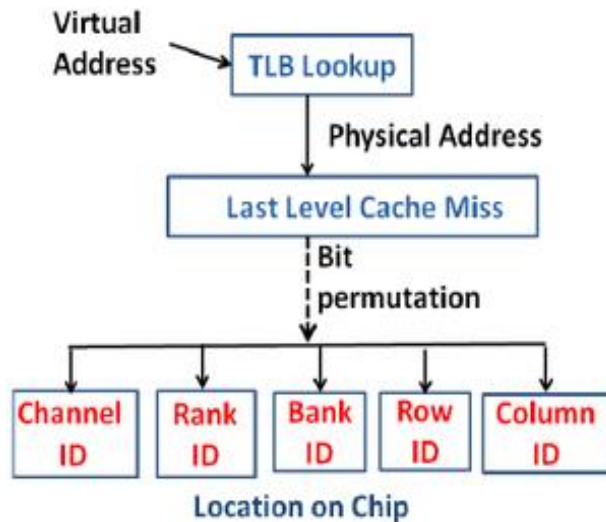
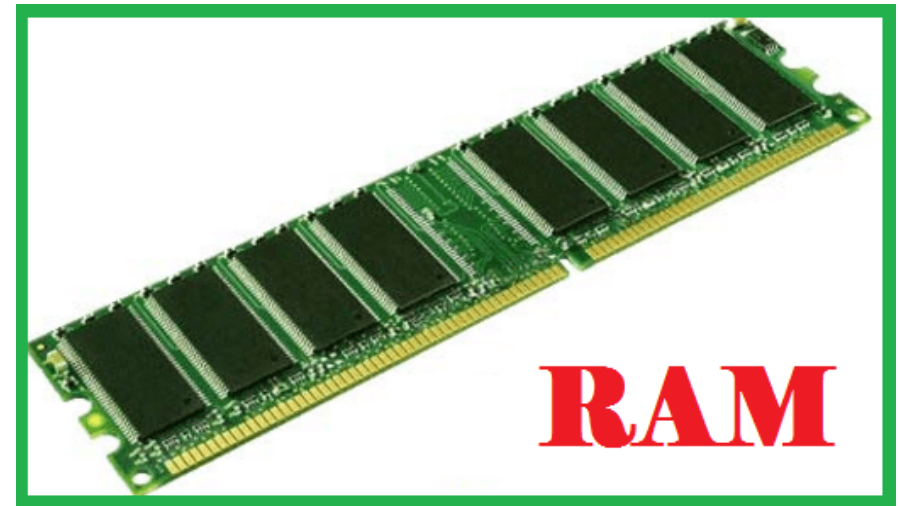
DRAM Subsystem Organization

- ❖ Channel
- ❖ DIMM
- ❖ Rank
- ❖ Chip
- ❖ Bank
- ❖ Row
- ❖ Column
- ❖ B-Cell

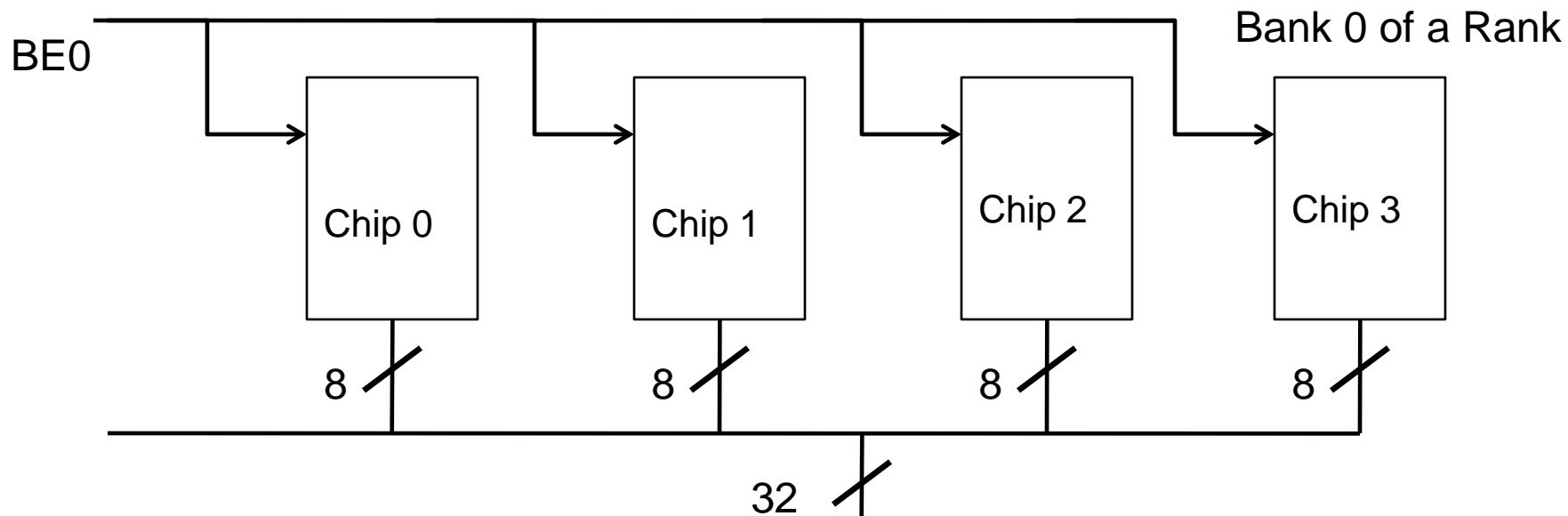


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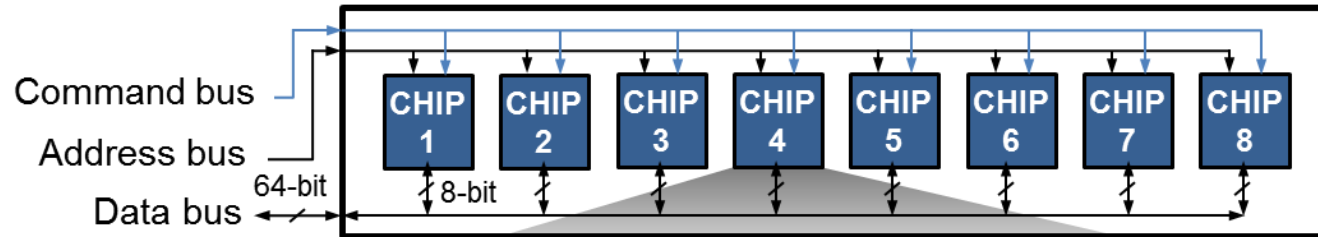
DRAM Rank



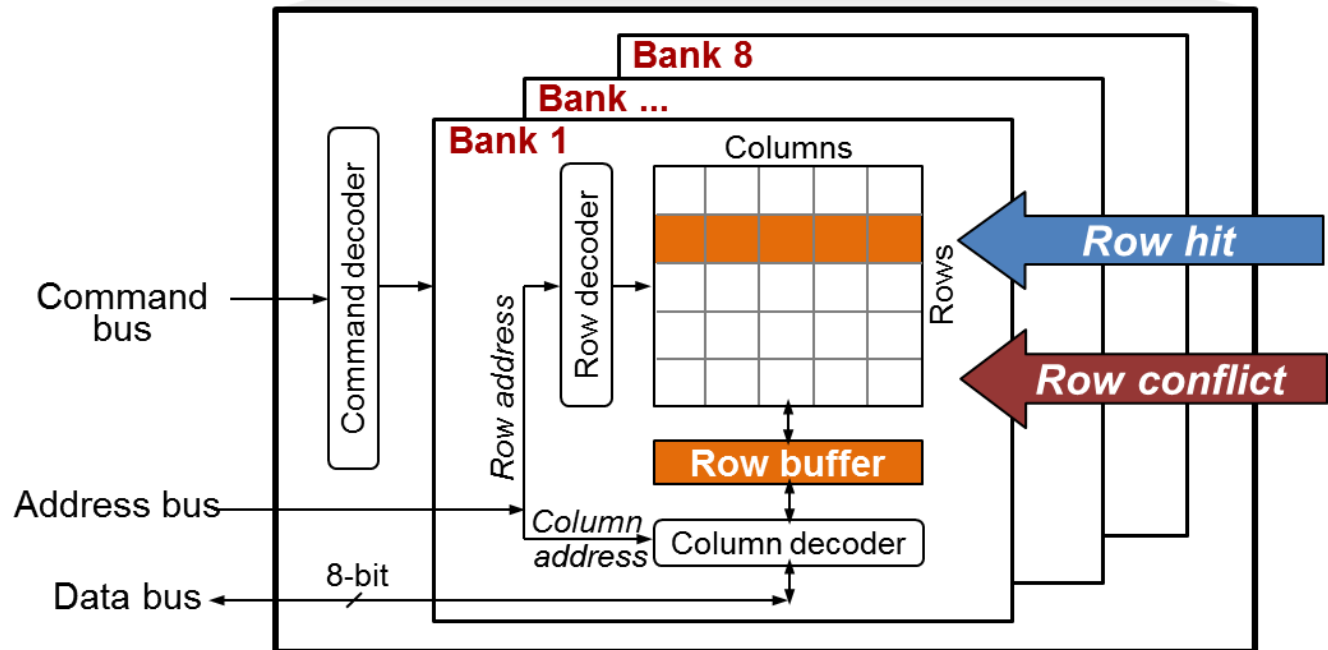
- ❖ Rank : A set of chips that respond to same command and same address at the same time but with different pieces of the requested data.
- ❖ Easy to produce 8 bit chip than 32 bit chip.
- ❖ Produce an 8 bit chip but control and operate them as a rank to get a 32 bit data in a single read.

DRAM Rank

DRAM Rank

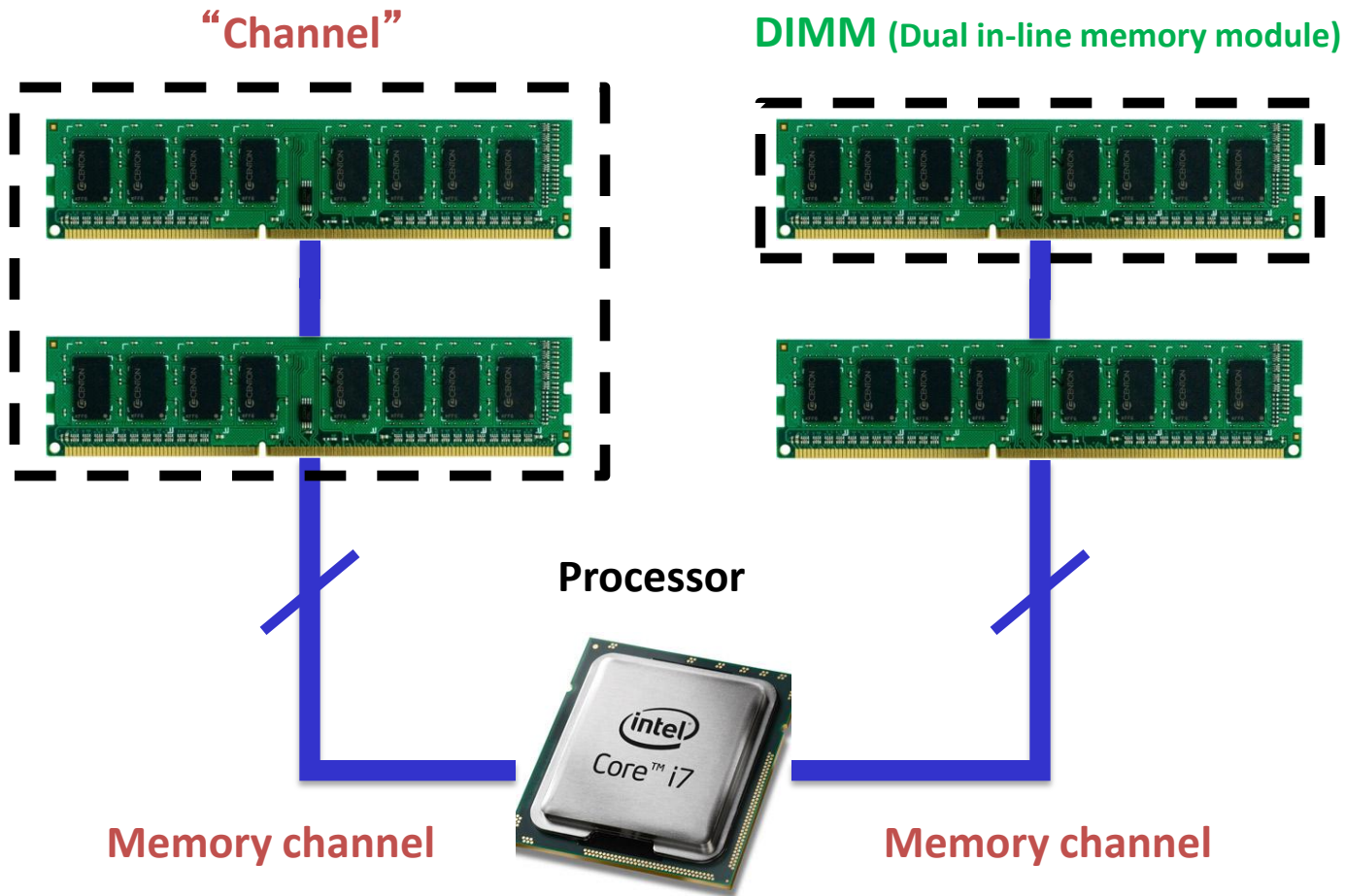


DRAM Chip



DRAM access latency varies depending on which row is stored in the row buffer

The DRAM subsystem



Breaking down a DIMM

DIMM (Dual in-line memory module)



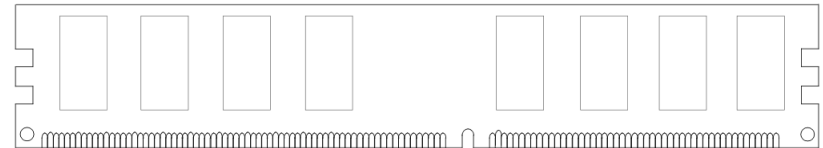
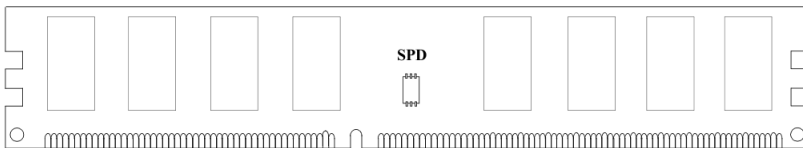
Side view

SIDE

4.00

Front of DIMM

Back of DIMM



Breaking down a DIMM

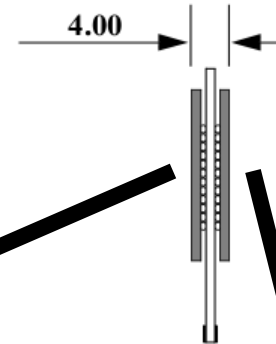
DIMM (Dual in-line memory module)



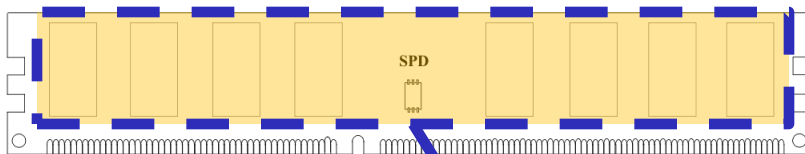
Side view

SIDE

4.00

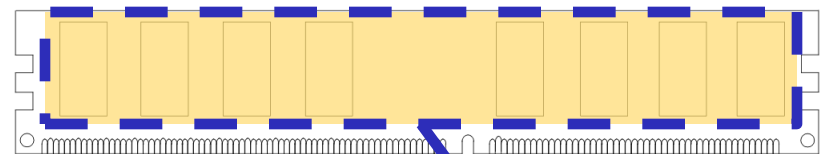


Front of DIMM



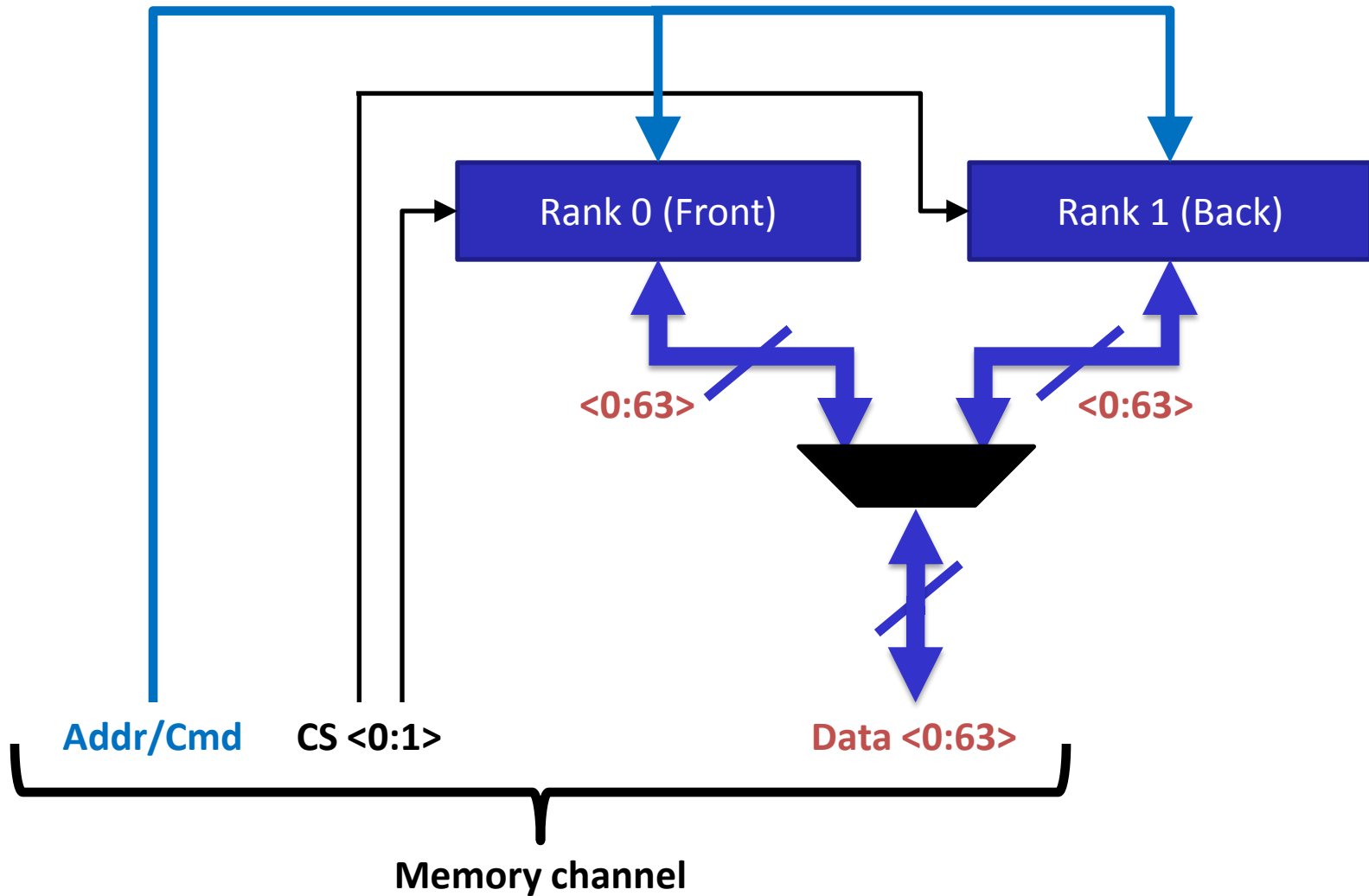
Rank 0: collection of 8 chips

Back of DIMM

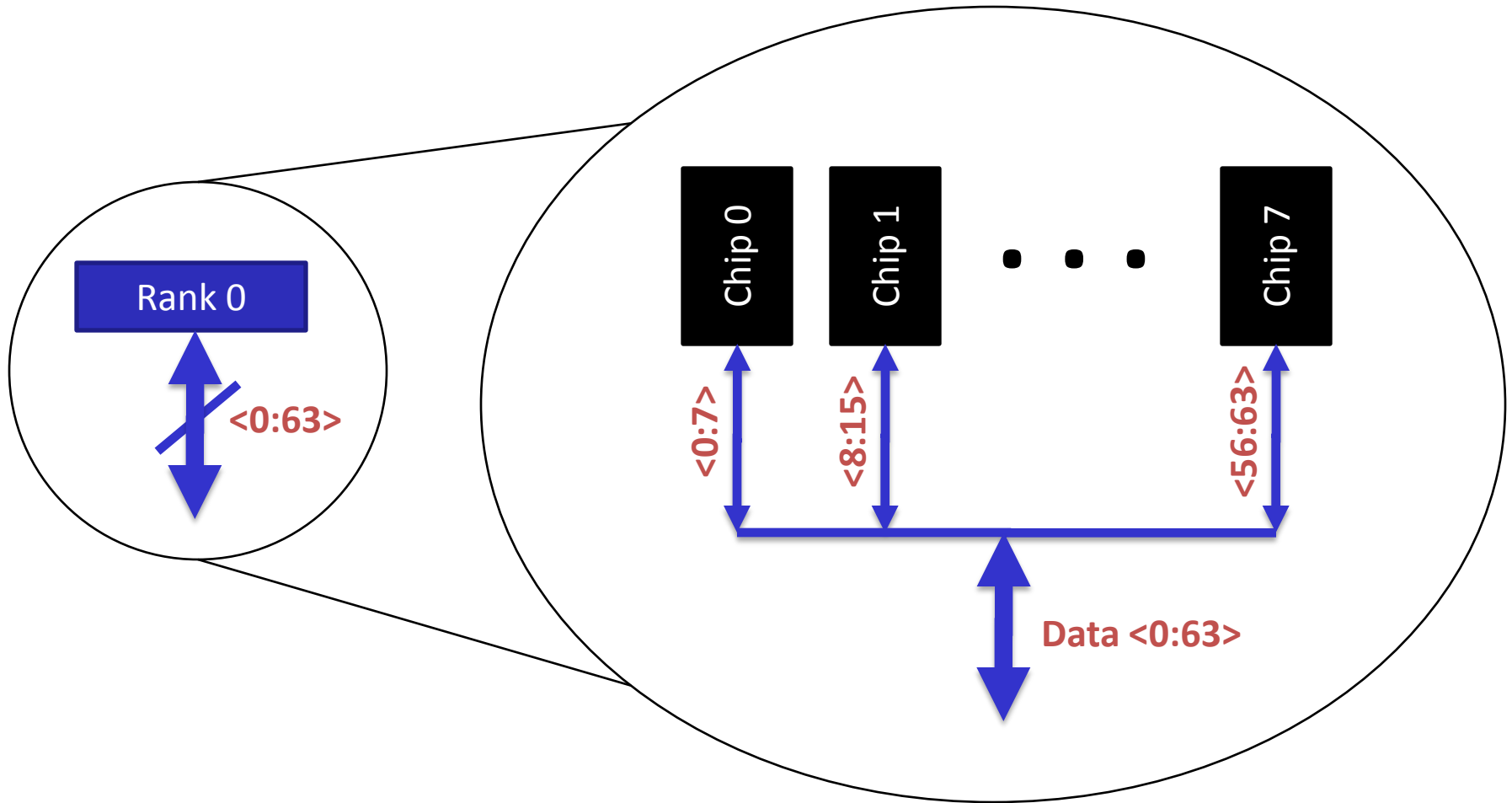


Rank 1

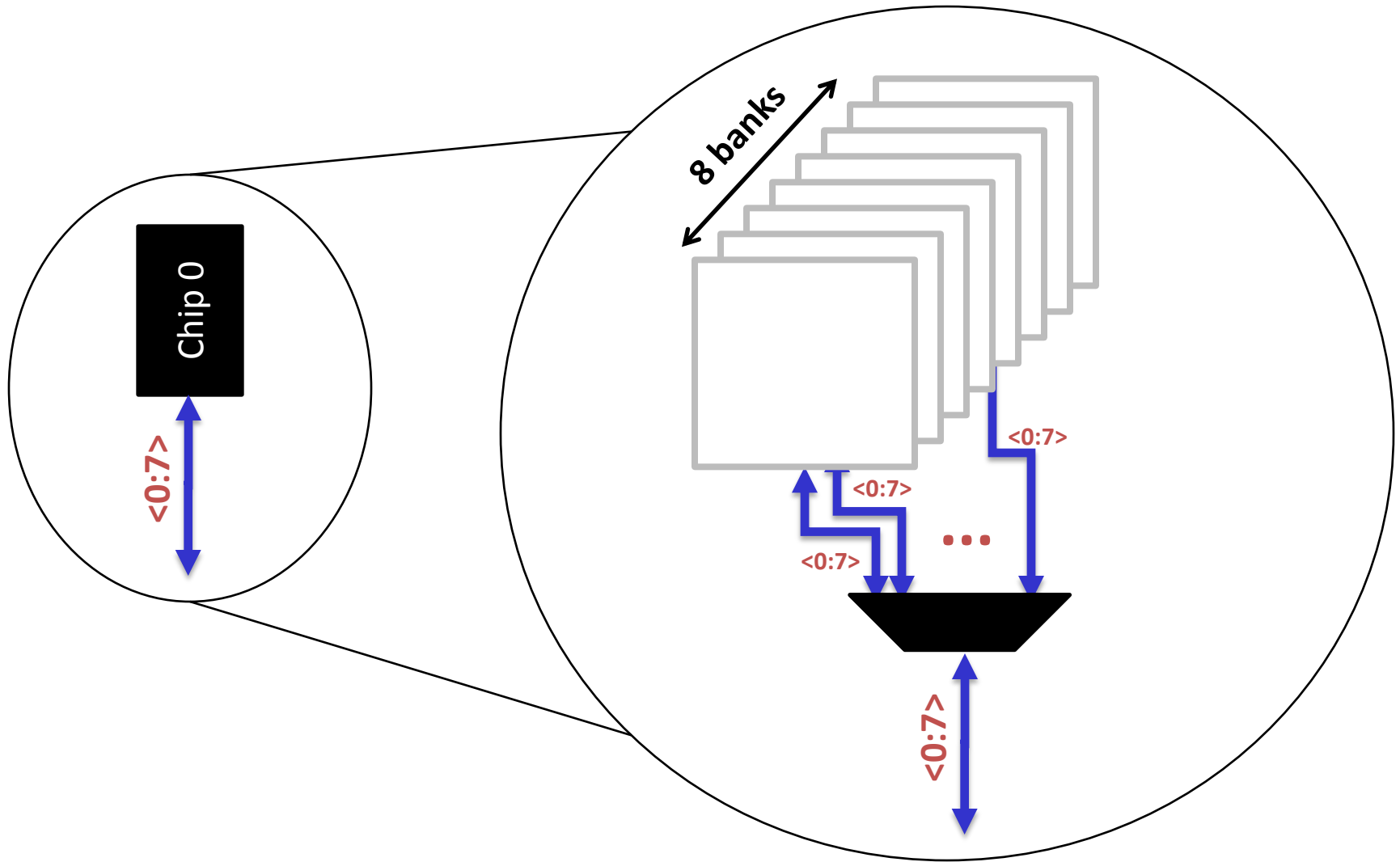
Rank



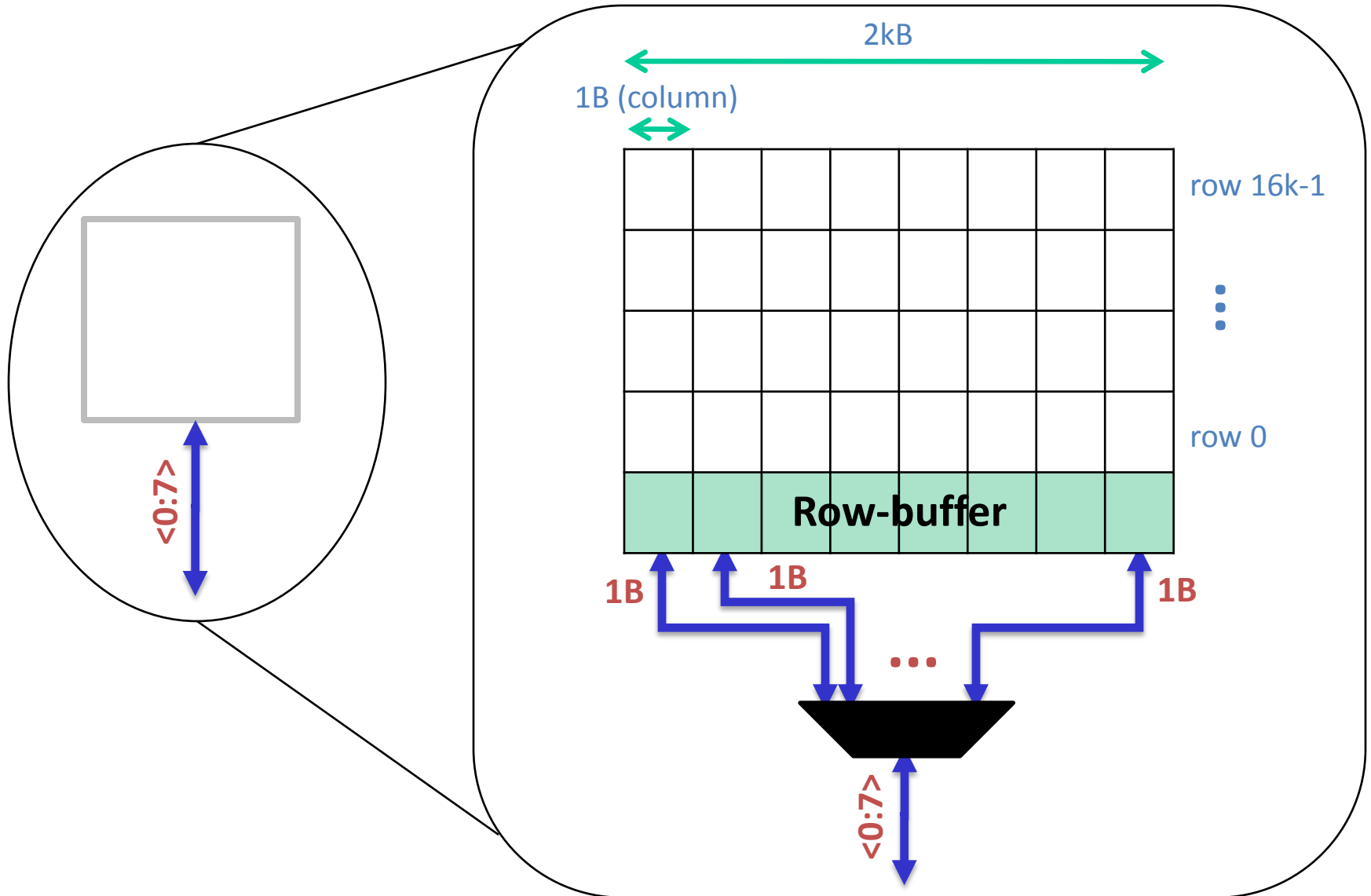
Breaking down a Rank



Breaking down a Chip



Breaking down a Bank



Multiple Banks and Channels

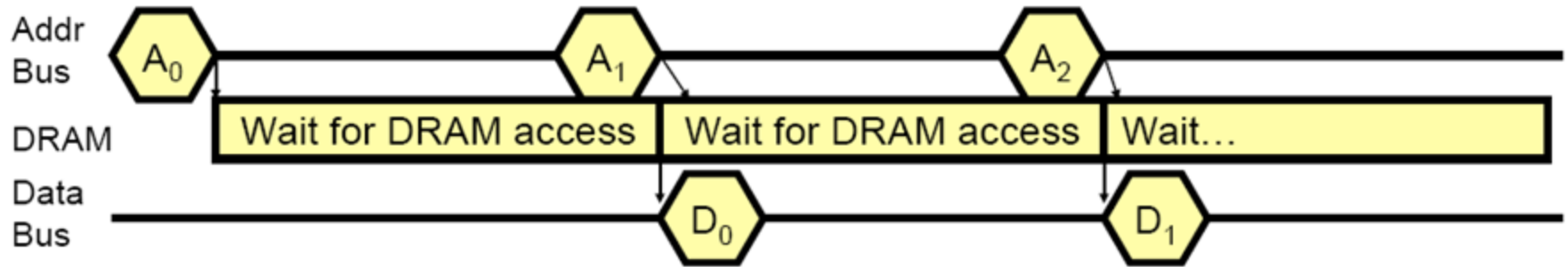
❖ Multiple banks

- ❖ Enable concurrent DRAM accesses
- ❖ Bits in address determine which bank an address resides

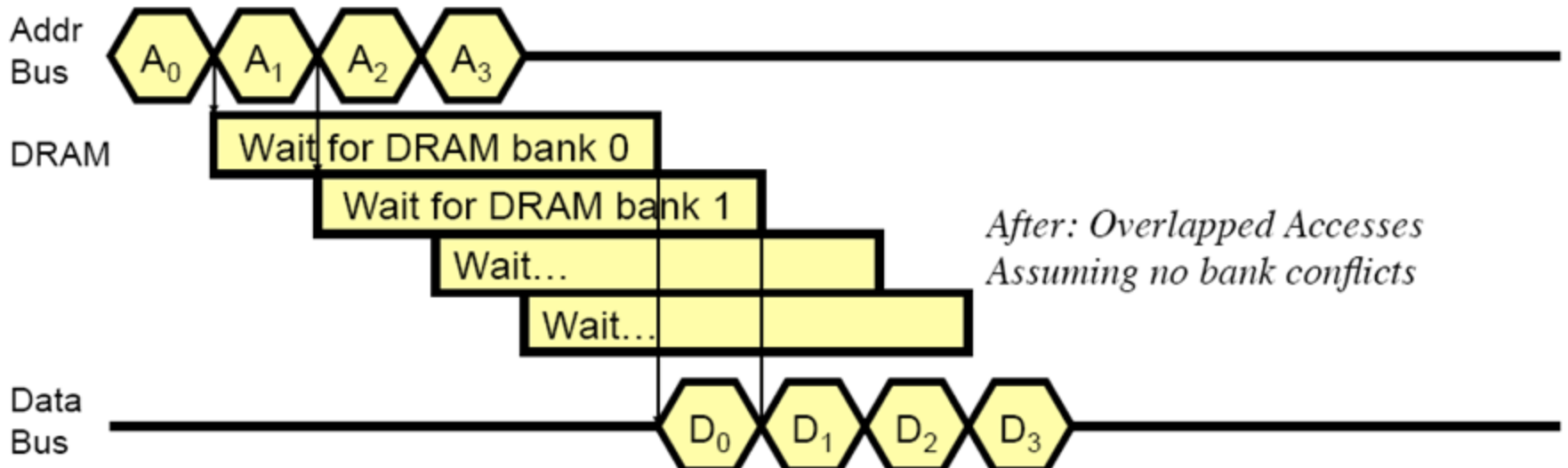
❖ Multiple independent channels

- ❖ Fully parallel as they have separate data buses
- ❖ Increased bus bandwidth
- ❖ More wires, area and power consumptions
- ❖ More pins for on-chip memory controller
- ❖ Enabling more concurrency requires reducing
 - ❖ Bank conflicts, Channel conflicts

Multiple banks to reduce delay



*Before: No Overlapping
Assuming accesses to different DRAM rows*



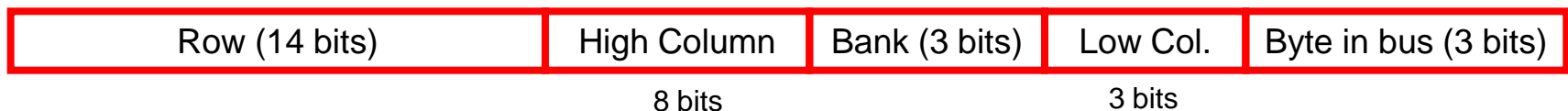
*After: Overlapped Accesses
Assuming no bank conflicts*

Address Mapping (Single Channel)

- ❖ Single-channel system, 8B memory bus
 - ❖ 2GB memory, 8 banks, 16K rows & 2K columns per bank
- ❖ Row interleaving
 - ❖ Consecutive rows of memory in consecutive banks
 - ❖ Accesses to consecutive cache blocks serviced in a pipelined manner



- ❖ Cache block interleaving
 - ❖ Consecutive cache block addresses in consecutive banks
 - ❖ 64 byte cache blocks
 - ❖ Accesses to consecutive cache blocks in parallel



Address Mapping (Multiple Channels)

C	Row (14 bits)	Bank (3 bits)	Column (11 bits)	Byte in bus (3 bits)
---	---------------	---------------	------------------	----------------------

Row (14 bits)	C	Bank (3 bits)	Column (11 bits)	Byte in bus (3 bits)
---------------	---	---------------	------------------	----------------------

Row (14 bits)	Bank (3 bits)	C	Column (11 bits)	Byte in bus (3 bits)
---------------	---------------	---	------------------	----------------------

Row (14 bits)	Bank (3 bits)	Column (11 bits)	C	Byte in bus (3 bits)
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❖ Where are consecutive cache blocks?

C	Row (14 bits)	High Column	Bank (3 bits)	Low Col.	Byte in bus (3 bits)
---	---------------	-------------	---------------	----------	----------------------

8 bits

3 bits

Row (14 bits)	C	High Column	Bank (3 bits)	Low Col.	Byte in bus (3 bits)
---------------	---	-------------	---------------	----------	----------------------

8 bits

3 bits

Row (14 bits)	High Column	C	Bank (3 bits)	Low Col.	Byte in bus (3 bits)
---------------	-------------	---	---------------	----------	----------------------

8 bits

3 bits

Row (14 bits)	High Column	Bank (3 bits)	C	Low Col.	Byte in bus (3 bits)
---------------	-------------	---------------	---	----------	----------------------

8 bits

3 bits

Row (14 bits)	High Column	Bank (3 bits)	Low Col.	C	Byte in bus (3 bits)
---------------	-------------	---------------	----------	---	----------------------

8 bits

3 bits



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