

COMPUTER MEMORY SYSTEM

No single technology is optimized in satisfying the memory requirement for a computer system. A typical computer system is equipped with a **hierarchy of memory subsystem.**

KEY CHARACTERISTICS OF COMPUTER MEMORY SYSTEM:

- **LOCATION:**
 - Internal: Processor Registers, Cache, Main Memory
 - External: Optical Disks, Magnetic Disks, Tapes, (Peripheral devices accessible via some I/O Controller)
- **CAPACITY:**
 - Expressed in terms of numbers of bytes or Number of words.
 - Word length can be 8, 16 or 32 bits.
- **UNIT OF TRANSFER:**
 - Number of bits read out or written into memory in a unit time.
 - For **Internal Memory** Unit of Transfer is **number of lines connected to a component. It may be equal to word length or larger.**
 - For External Memory Unit of Transfer are usually referred as Blocks.
- **ACCESS METHOD:**

Linear Sequential, Direct, Random or Associative Access Method.

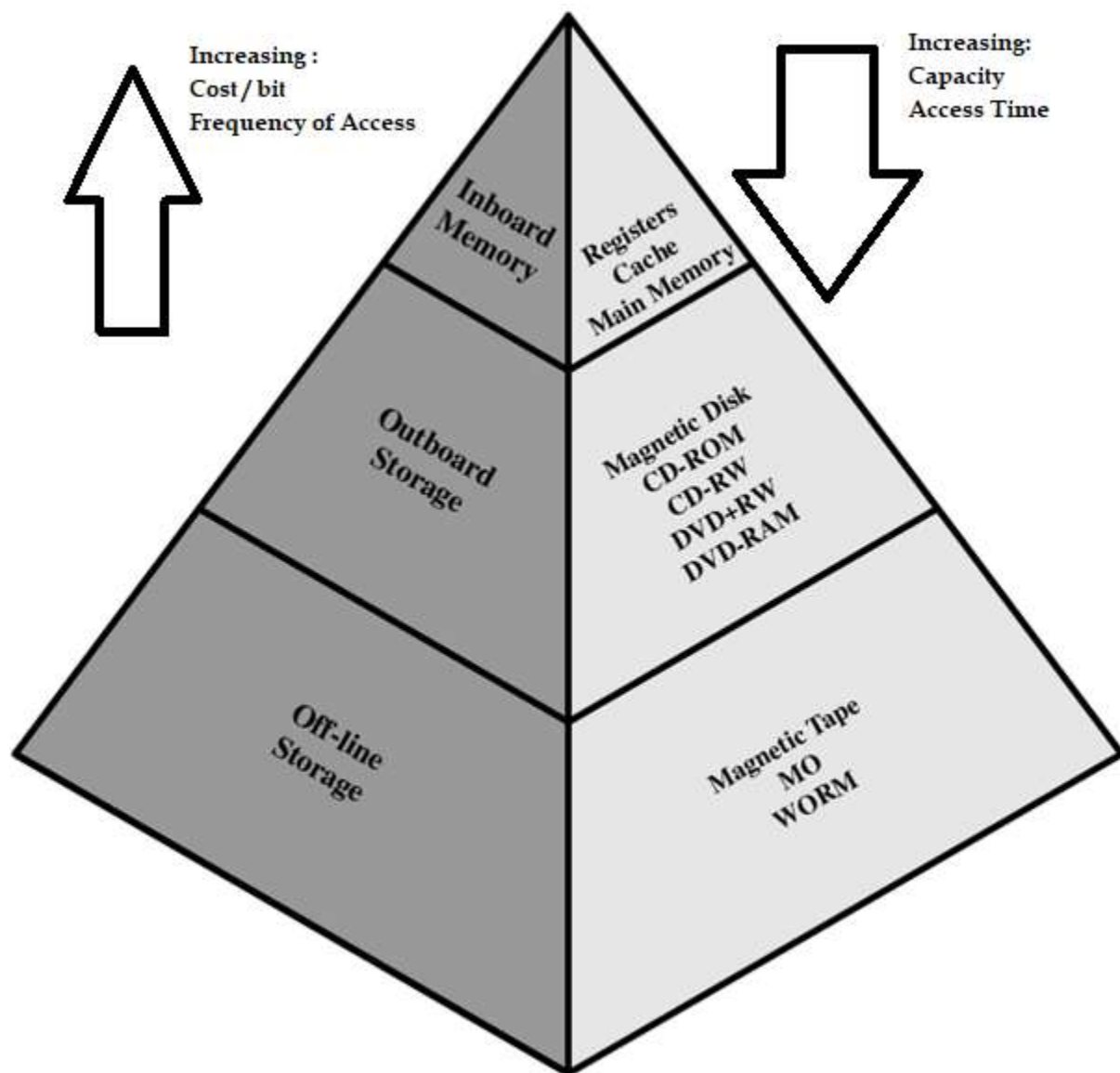
 - **Linear Sequential Method:** Time to Access an arbitrary record is highly variable depending on W/R Head's current and desired location.
 - **Direct Access Method:** Individual blocks or record have a unique address based on Physical location. Access is direct to the desired block then sequential for the required address.
 - **Random Access Method:** Each addressable location has a unique addressing mechanism. Thus, access time is constant. Any location can be selected at Random. Main Memory and Some Cache systems have Random Access.
 - **Associative Access Method:** A storage device in which a **location is identified by what is in it rather than by its position** is known as Associative Access Memory.
 - Access is made based on the content or part of content of a location. **This is a Random-Access type that enable a comparison of desired information with the saved information.**
 - Thus, a word is searched / retrieved based on all / or a portion of its content rather than its address.
 - Each location has its own addressing mechanism & **retrieval time is constant. independent of location** or prior access pattern.
 - Cache / Virtual Memory storage may employ this kind of access method.
- **PERFORMANCE:**

Performance of memory system are measured based on three parameters.

 - Access Time, Cycle Time and Data Transfer Rate.
 - **Access Time:** It has different definition for **RAM (RAM & Associative Access Memories)** and **Non-RAM (Direct and Sequential Access Memories)**

- For **RAM Access Time** is defined as time required from the instant a request appears in an Address Register until the time the desired information appears in the output buffer or the target register.
- For **Non-RAM access time** is time it takes to position **Read-Write Mechanism at the desired location**.
- **Time Required** from the instant an instruction is decoded until the time the desired information is Found but NOT Read.
- Time required to Read the record will depend upon the length of the record, thus not included in Access Time.
- In **RAMs**, **Access Time is made constant** by properly **organizing the addressing scheme and the storage media**.
- In **Non-RAMs** Access Time depend on the following factors:
 - Location of the information required.
 - Current position of the storage system relative to the desired information.
- **Cycle: Time:** It is defined **only for RAMs**, how frequently we can make memory references. $\text{Cycle Time} = T_a + T_s$
 Where T_a = Access Time
 T_s = Transient Time
- **Transfer Rate:** It is defined as the Rate at which **data can be transferred into or out of a memory unit**.
- For **RAM** Transfer Rate = $1 / \text{Cycle Time}$
- For **Non-RAMs** the Following relationship is valid:
 - $T_n = T_a + N/R$
 - $R = N / (T_n - T_a)$
 - T_n = Average Access Time to read or write N bits
 - T_a = Average Access Time
 - N = Number of bits
 - R = Transfer Rate in bits / sec (bps)

- **PHYSICAL TYPE:** Semiconductor, Optical, Magnetic, Magneto Optical
- **PHYSICAL CHARACTERISTICS:** Volatile / Non Volatile, Erasable / Non-Erasable.
- **ORGANISATION:** Memory Modules



Microprocessor



Level 1

Capacity: 1000 Words
Cost: 10 Unit / word
Access Time: 0.01 us
Frequency of
Access: 95 %

Memory System

Total Capacity:

101000 words

Total Cost: $1000 \times 10 + 100,000 \times 1$

$110,000 / 101000 = 1.0891$ units /
word

Level

Capacity:
100,000
Cost:
1 Unit /
Access
0.1 us
Frequency
of Access