

# MEMORY HIERARCHY



# Memory Hierarchy

- Registers
  - In CPU
- Primary Memory
  - May include one or more levels of cache
  - “RAM”
- Secondary memory
  - Magnetic/Optical

## **CACHE:**

- High Speed Memory (SRAMs)**

- Small in Size**

- High cost**

## **MAIN MEMORY**

- High density ( DRAMs)**

- Low cost**

- Slower than Cache.**

**RAM**

# Static RAM

- Bits stored as on/off switches
- No charges to leak
- No refreshing needed when powered
- More complex construction
- Larger per bit
- More expensive
- Does not need refresh circuits
- Faster
- Cache

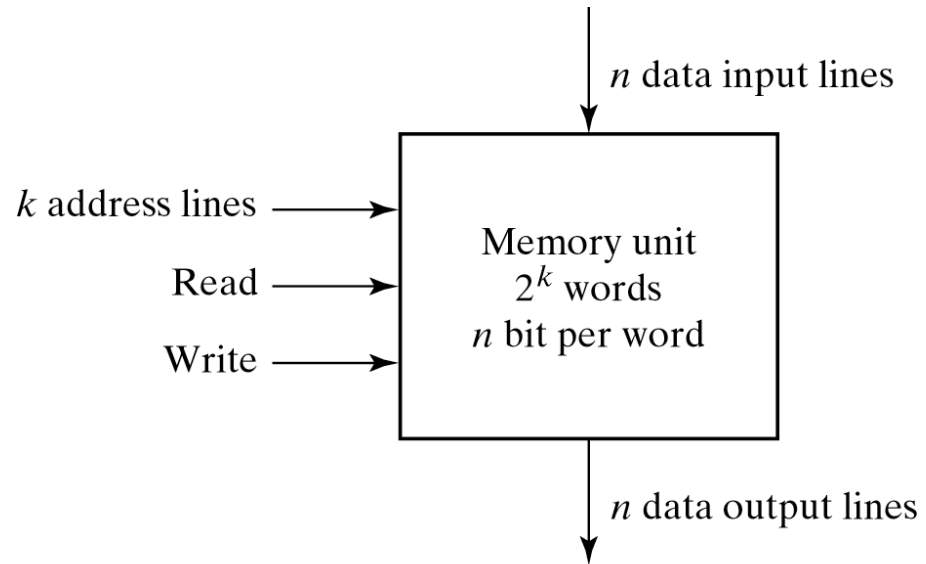
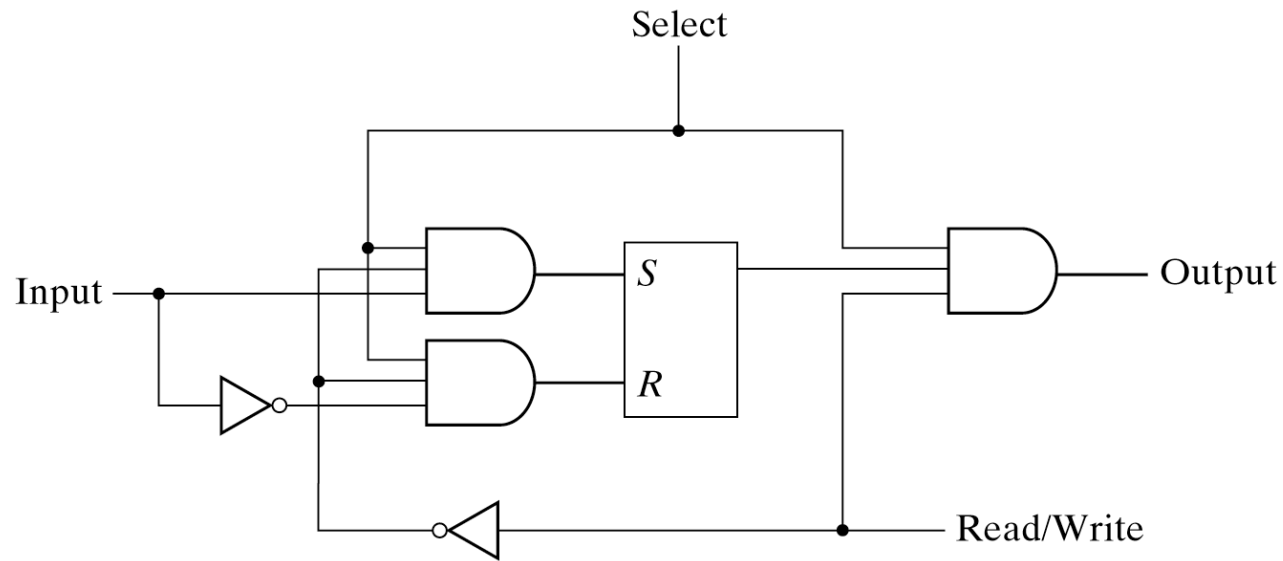


Fig. 7-2 Block Diagram of a Memory Unit

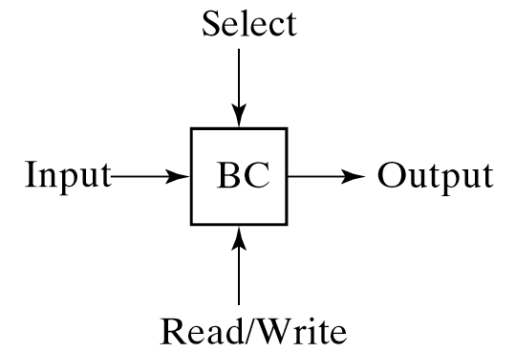
Memory address		Memory content
Binary	decimal	
0000000000	0	1011010101011101
0000000001	1	1010101110001001
0000000010	2	0000110101000110
	⋮	⋮
1111111101	1021	1001110100010100
1111111110	1022	0000110100011110
1111111111	1023	1101111000100101

Fig. 7-3 Content of a  $1024 \times 16$  Memory





(a) Logic diagram



(b) Block diagram

Fig. 7-5 Memory Cell

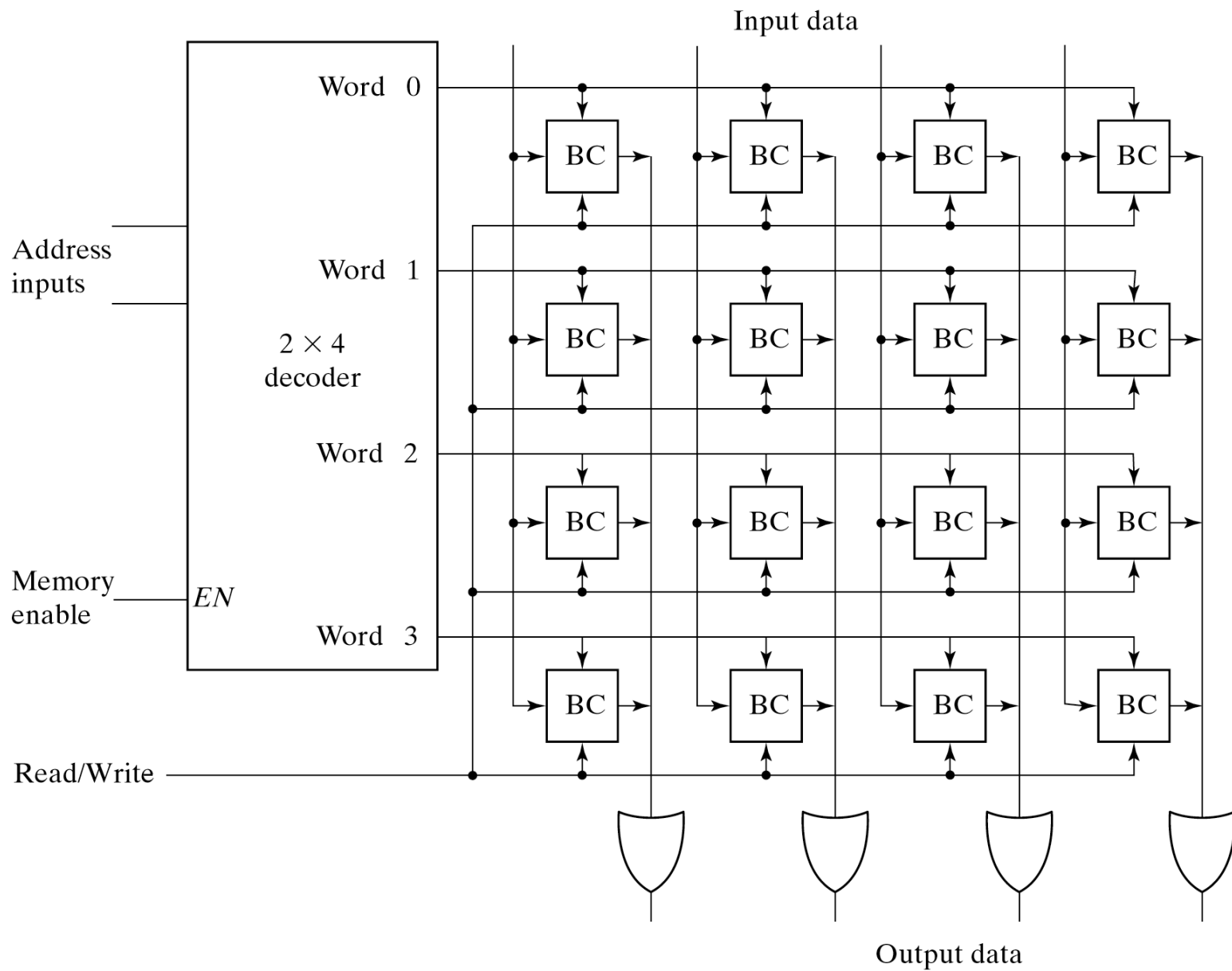
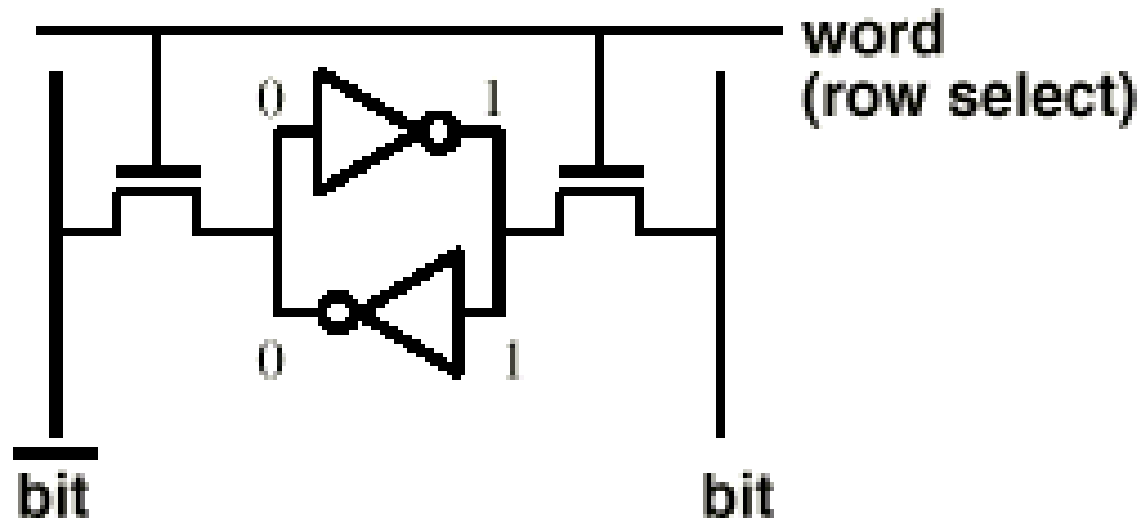
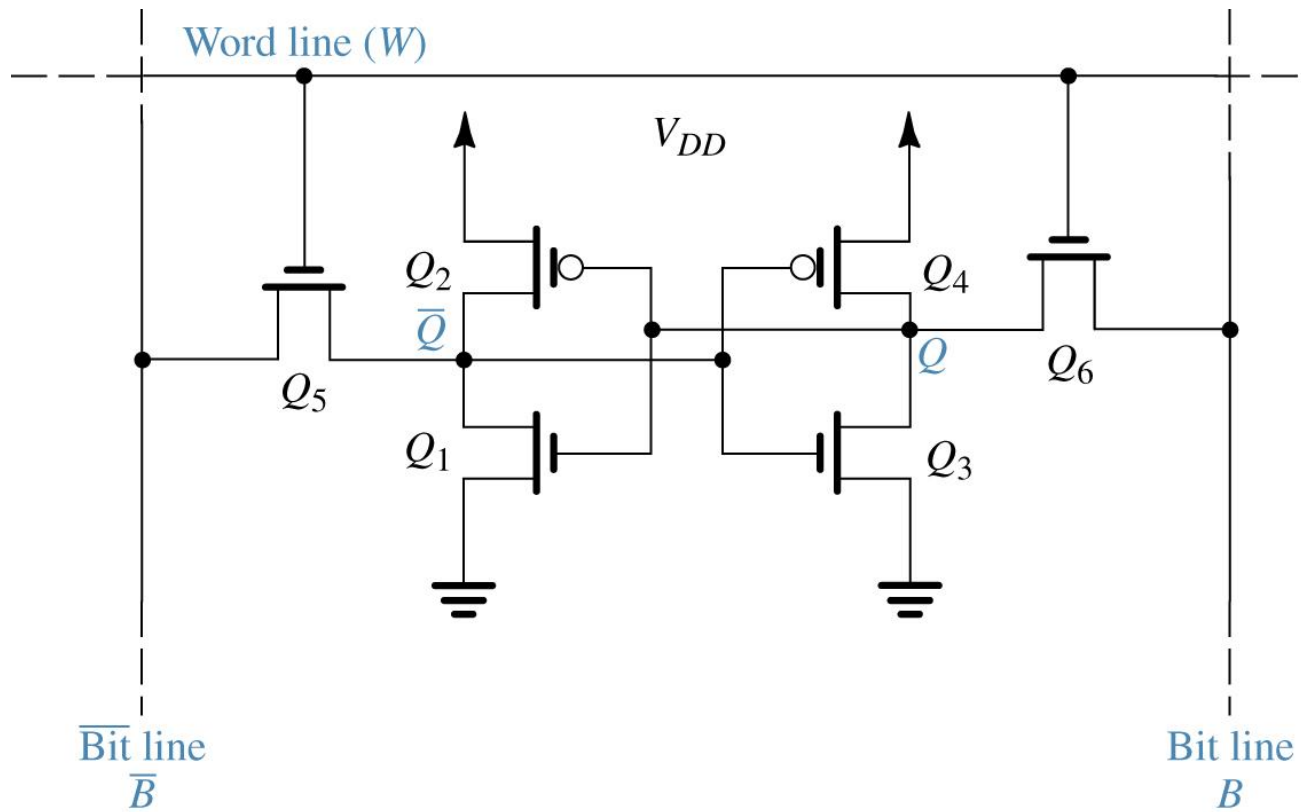


Fig. 7-6 Diagram of a  $4 \times 4$  RAM

# Static RAM Cell

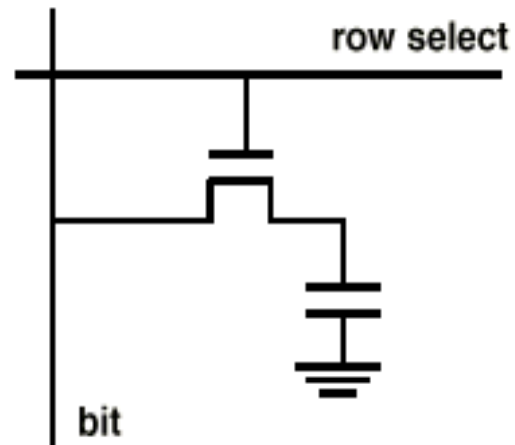
## 6-Transistor SRAM Cell

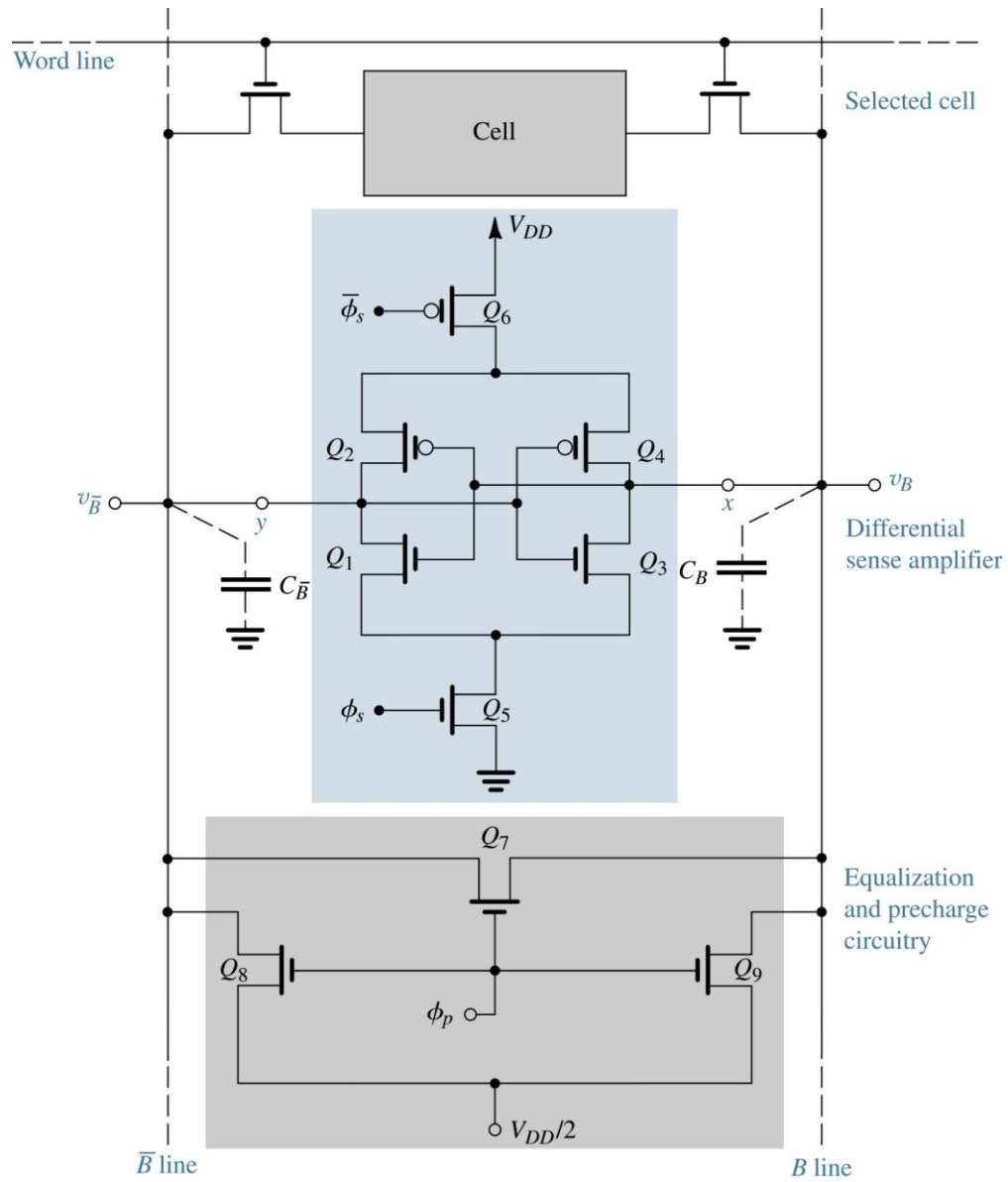


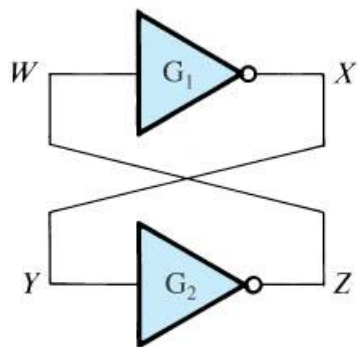


## 1-Transistor Memory Cell (DRAM)

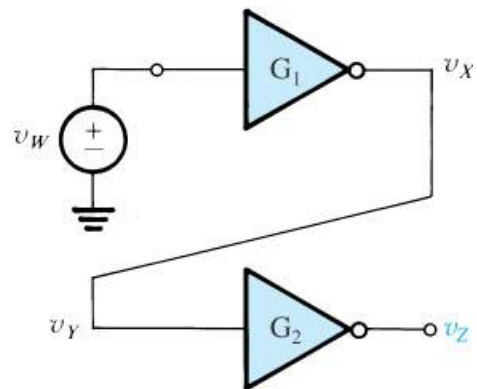
- **Write:**
  1. Drive bit line
  2. Select row
- **Read:**
  1. Precharge bit line to Vdd
  2. Select row
  3. Cell and bit line share charges  
Very small voltage changes on the bit line
  4. Sense (fancy sense amp)
- **Refresh**
  1. Just do a dummy read to every cell.



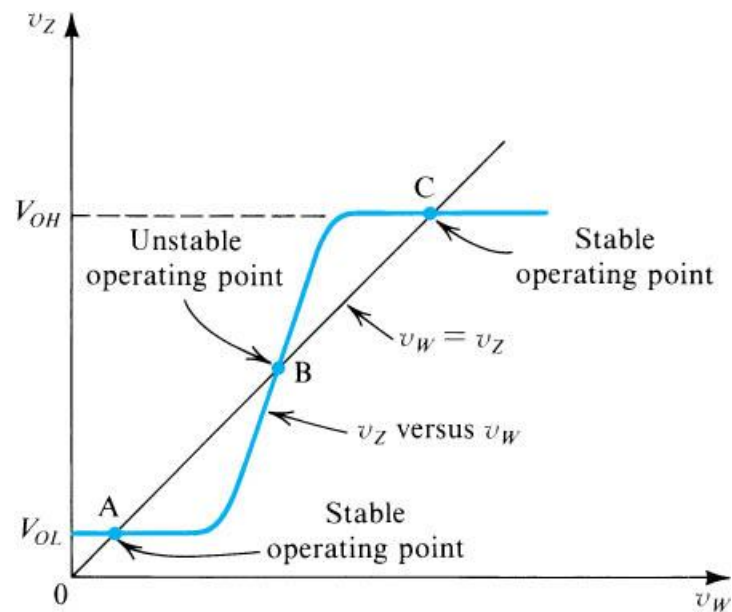




(a)



(b)



(c)

