

# *Memory Organization*

**12.1 Memory Hierarchy**

**12.2 Main Memory**

**12.3 Auxiliary Memory**

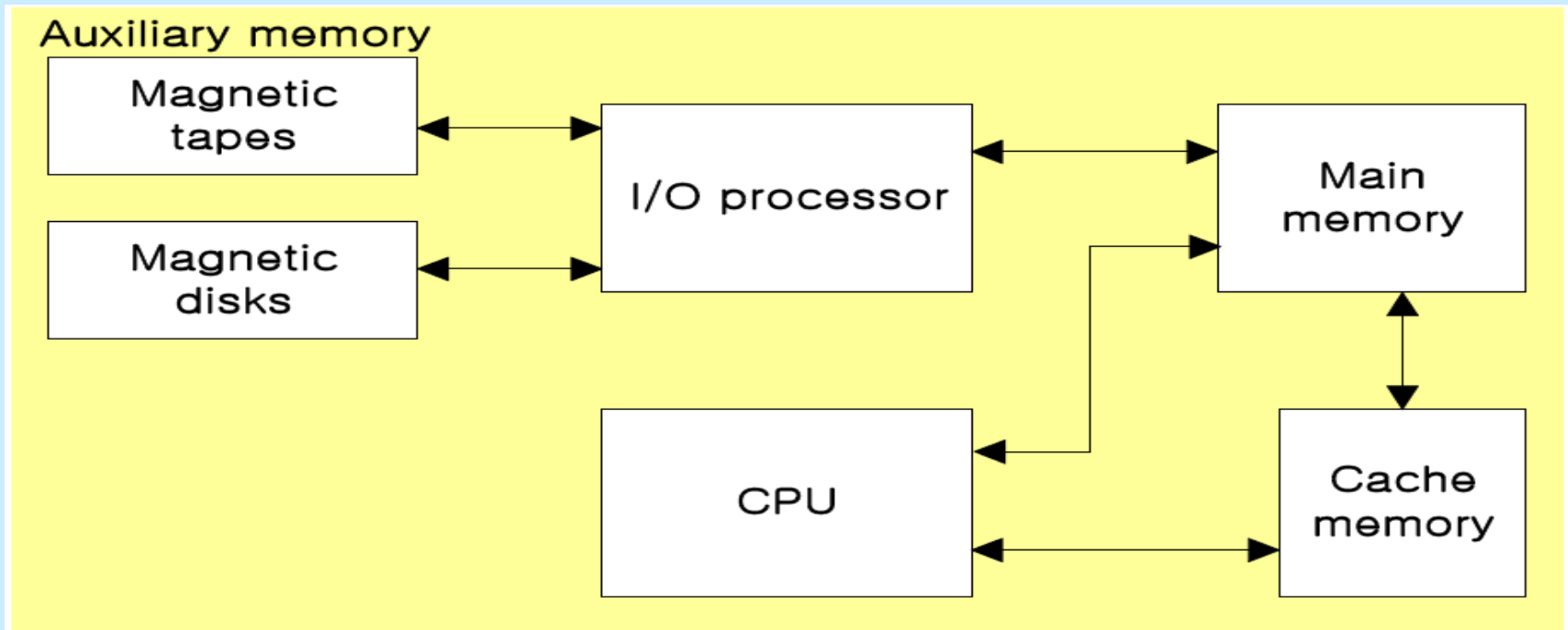
**12.4 Associative Memory**

**12.5 Cache Memory**

**12.6 Virtual Memory**

**12.7 Memory management hardware**

# Memory Hierarchy



The overall **goal** of using a memory hierarchy is to obtain the highest-possible average access speed while minimizing the total cost of the entire memory system.

Which of the following is a synonym for RAM?

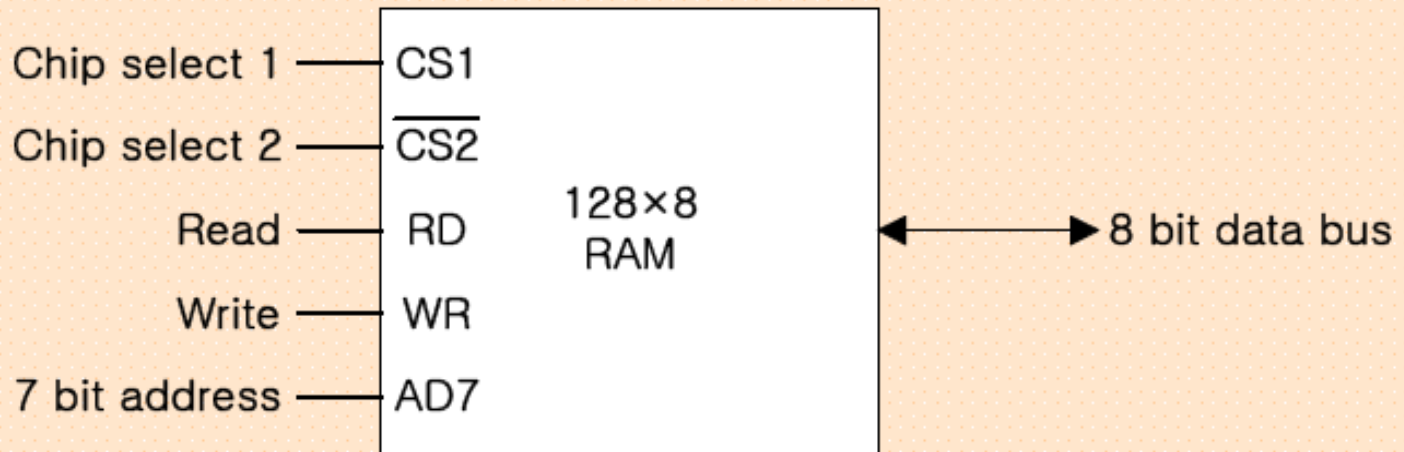
- a) Main Memory
- b) Primary Memory
- c) Secondary Memory
- d) Both a and B

Cache memory is used to enhance the efficiency of the computer processor by storing the frequently used data.

TRUE

FALSE

# Main memory

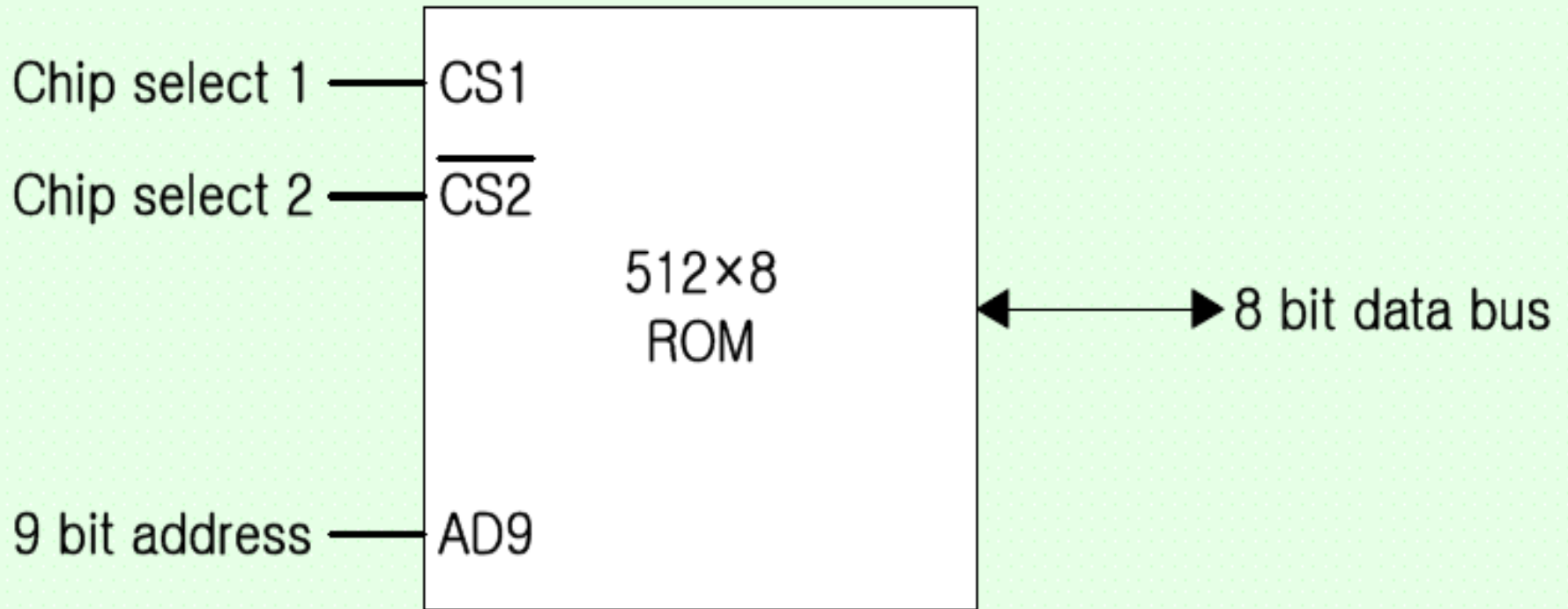


(a) Block diagram

CS1	$\overline{\text{CS2}}$	RD	WR	Memory function	State of data bus
0	0	x	x	Inhibit	High-impedance
0	1	x	x	Inhibit	High-impedance
1	0	0	0	Inhibit	High-impedance
1	0	0	1	Write	Input data to RAM
1	0	1	x	Read	Output data from RAM
1	1	x	x	Inhibit	High-impedance

(b) Function table

## ROM Chip



Suppose a computer is having memory size as  $512 \times 32$ . In such a computer, How many bits would be there in the memory word?

- a) 8
- b) 16
- c) 32
- d) 64

## **Memory Address Map**

**The designer of a computer system must calculate the amount of memory required for the particular application and assign it to either RAM or ROM.**

**The interconnection between memory and processor is then established from knowledge of the size of memory needed and the type of RAM and ROM chips available.**

**The addressing of memory can be established by means of a table that specifies the memory address assigned to each chip.**

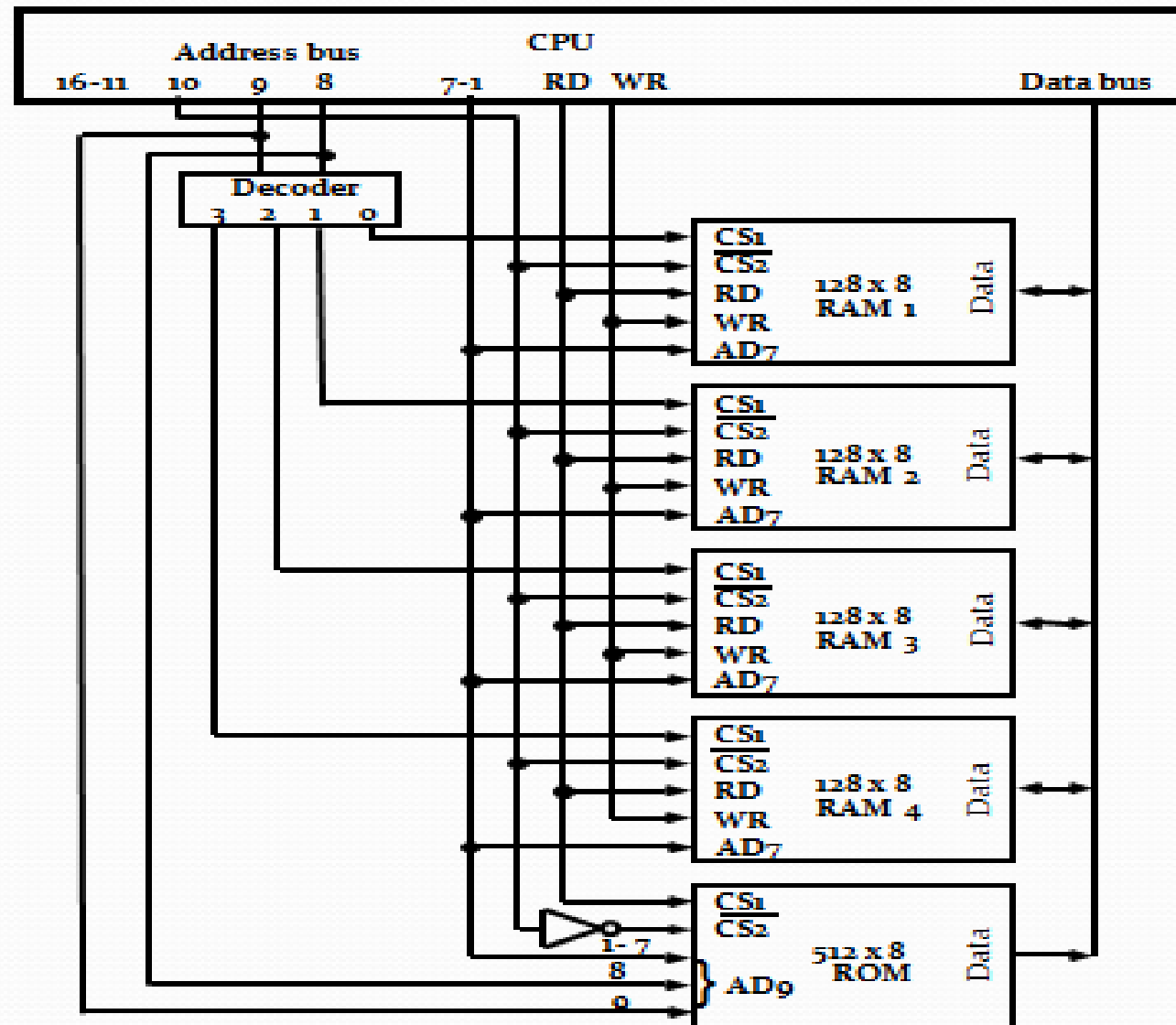
**The table, called a memory address map, is a pictorial representation of assigned address space for each chip in the system.**



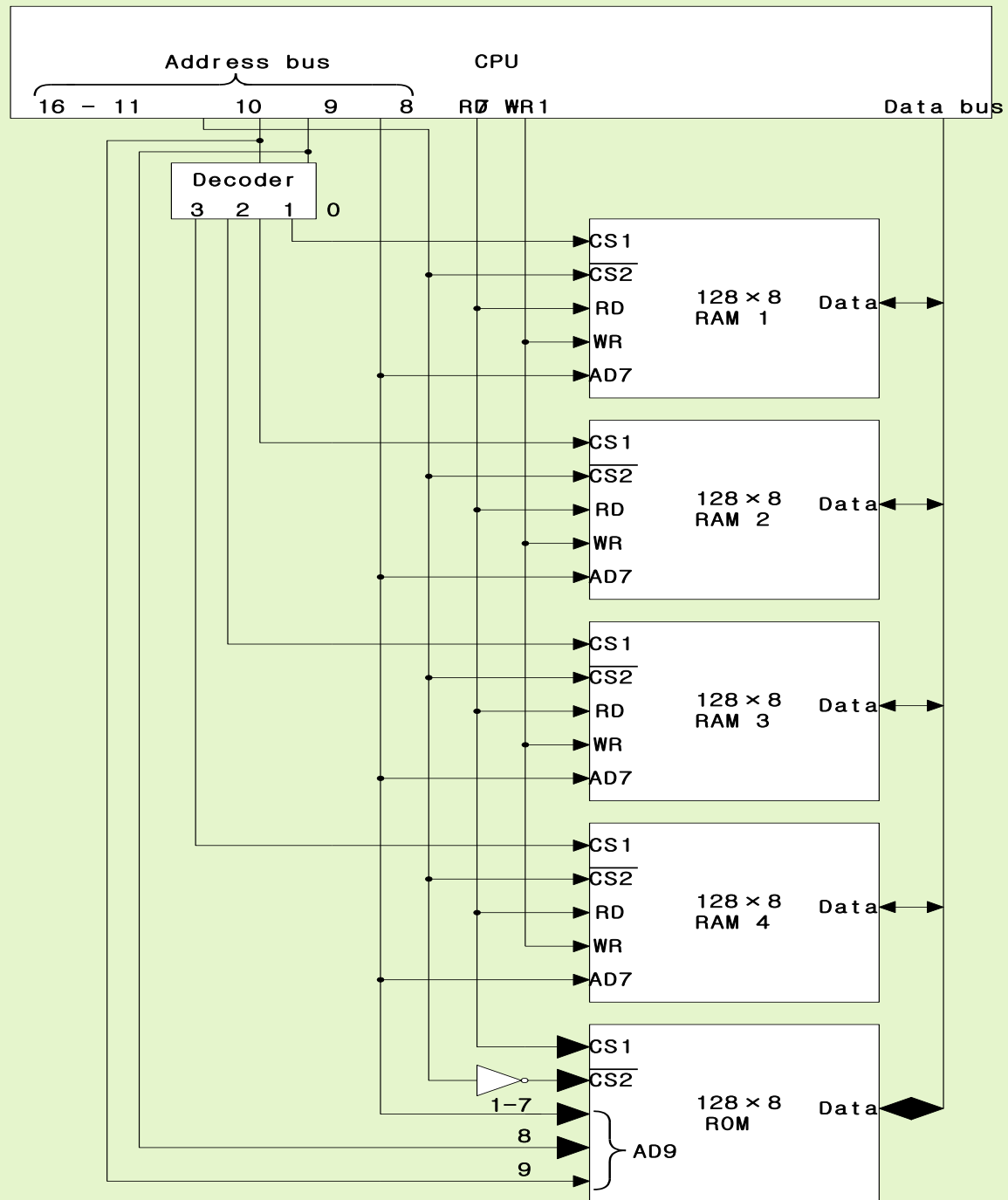
## Memory Address Map

[illegible]

# Connection of Memory to CPU



# Memory connections to the CPU



In context of memory connections to CPU, if the 10th bit in the address bus is 1 then ROM will be selected for fetching the data.

TRUE  
FALSE