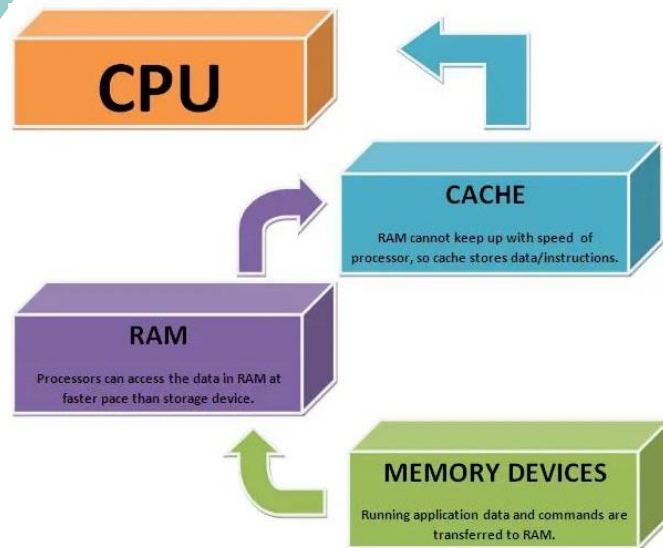


ساختار و زبان کامپیوتر

فصل هفت

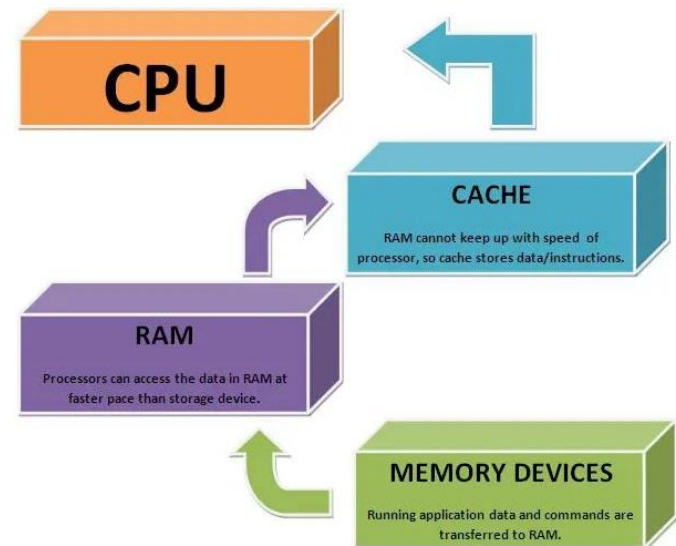
سازمان حافظه



Computer Structure & Machine Computer

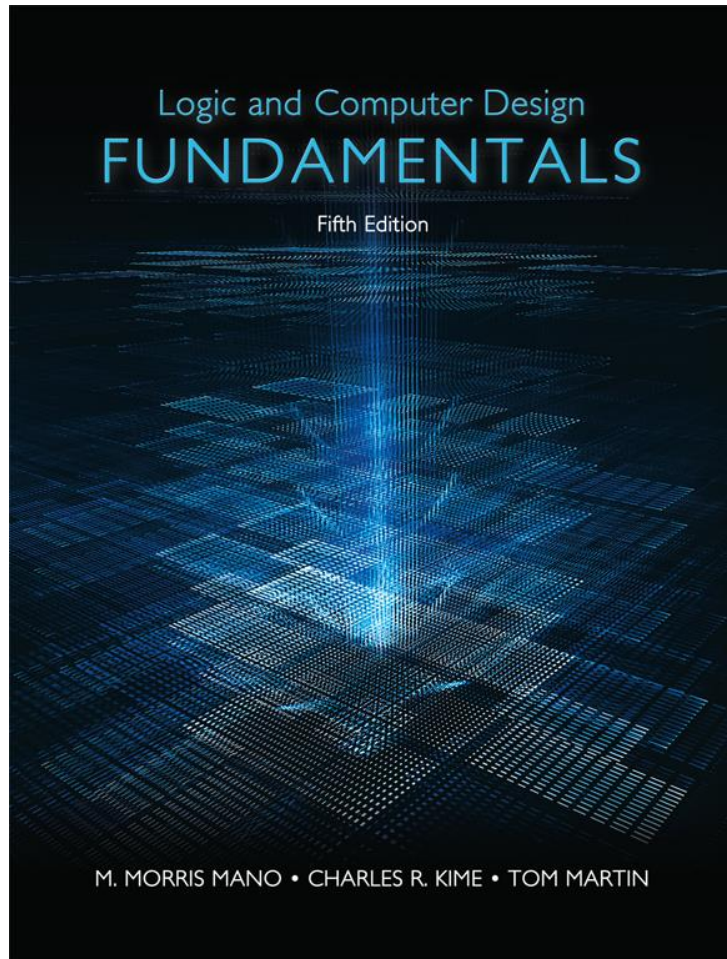
Chapter Seven

Memory Organization



Logic and Computer Design Fundamentals

Fifth Edition



Chapter 7:

Memory Basics

Contents

- Memory Definitions
- Random Access Memory
 - SRAM Integrated Circuits
 - Array of SRAM ICs
 - DRAM Integrated Circuits
- Read Only Memory



Memory

- A collection of cells capable of storing binary information
- Contains electronic circuits for storing and retrieving the information
- Used in many different parts of a computer, providing **temporary** or **permanent** storage for substantial amounts of **binary** information



Key Characteristics

| | |
|--|---------------------------------|
| Location | Performance |
| Internal (e.g., processor registers, cache, main memory) | Access time |
| External (e.g., optical disks, magnetic disks, tapes) | Cycle time |
| | Transfer rate |
| Capacity | Physical Type |
| Number of words | Semiconductor |
| Number of bytes | Magnetic |
| | Optical |
| Unit of Transfer | Magneto-optical |
| Word | Physical Characteristics |
| Block | Volatile/nonvolatile |
| Access Method | Erasable/nonerasable |
| Sequential | Organization |
| Direct | Memory modules |
| Random | |
| Associative | |

William Stallings Computer Organization and Architecture, 8th Edition, Chapter 4



Internal vs. External Memory

○ Internal

- Semiconductor
- Register, Cache, Main Memory



○ External

- Magnetic, Optical, Semiconductor
- Hard disks, Optical disks, SSD



RAM vs. ROM

- Read Write Memory (RAM)
 - Misnamed as all semiconductor memory is random access
 - Read/Write
 - Volatile
 - Temporary storage
- Read Only Memory (ROM)
 - Nonvolatile
 - Permanent storage



Figure 7-2: Contents of a 1024 × 16 Memory

| <u>Memory Address</u> | | |
|-----------------------|----------------|-------------------|
| <u>Binary</u> | <u>Decimal</u> | Memory Contents |
| 0000000000 | 0 | 10110101 01011100 |
| 0000000001 | 1 | 10101011 10001001 |
| 0000000010 | 2 | 00001101 01000110 |
| | • | • |
| | • | • |
| | • | • |
| | • | • |
| | • | • |
| 1111111101 | 1021 | 10011101 00010101 |
| 1111111110 | 1022 | 00001101 00011110 |
| 1111111111 | 1023 | 11011110 00100100 |

Contents

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Figure 7-1: Block Diagram of Memory

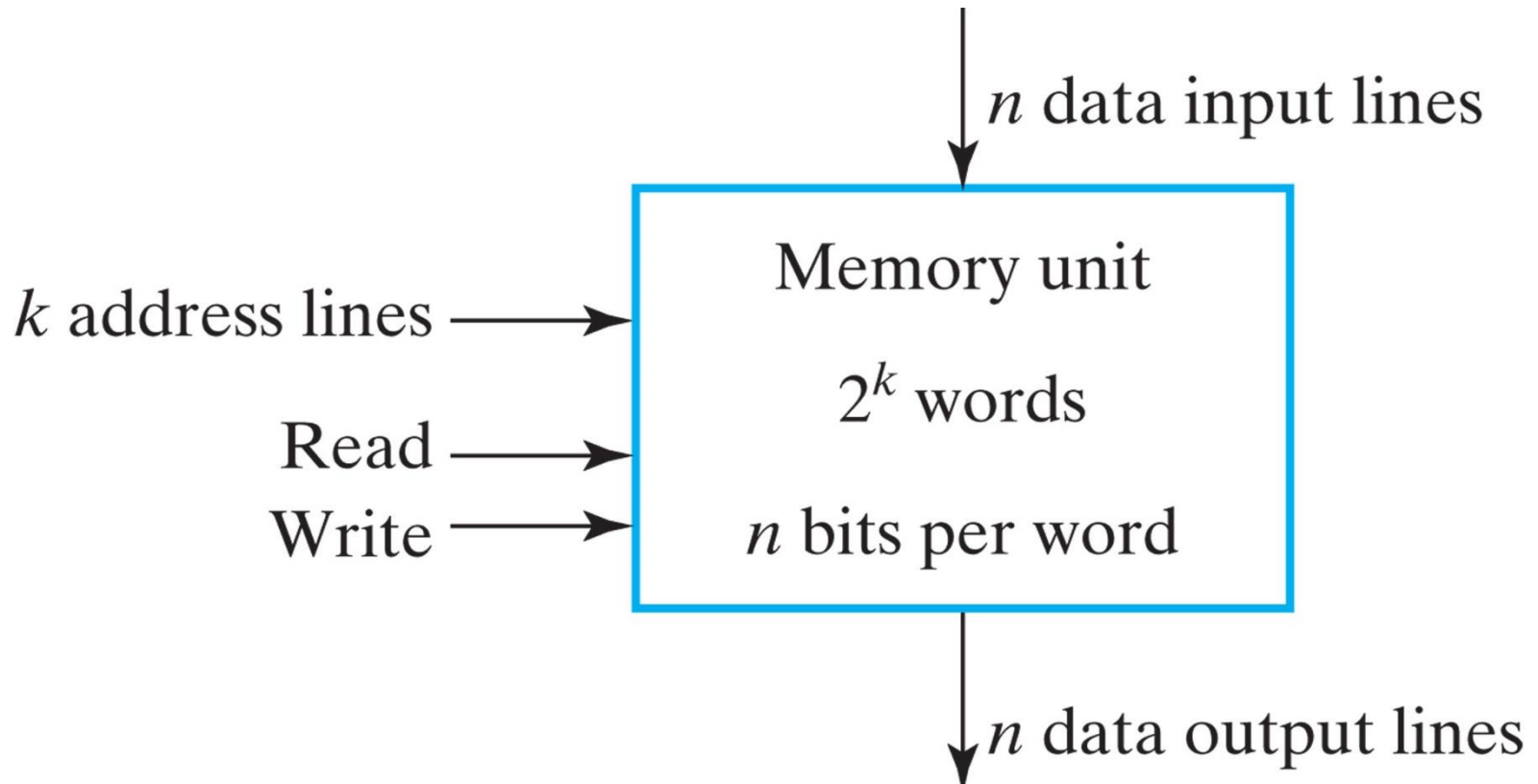


Table 7.1: Control Inputs to a Memory Chip

| Chip Select CS | Read/Write R/ \overline{W} | Memory Operation |
|-------------------|---------------------------------|-------------------------|
| 0 | × | None |
| 1 | 0 | Write to selected word |
| 1 | 1 | Read from selected word |

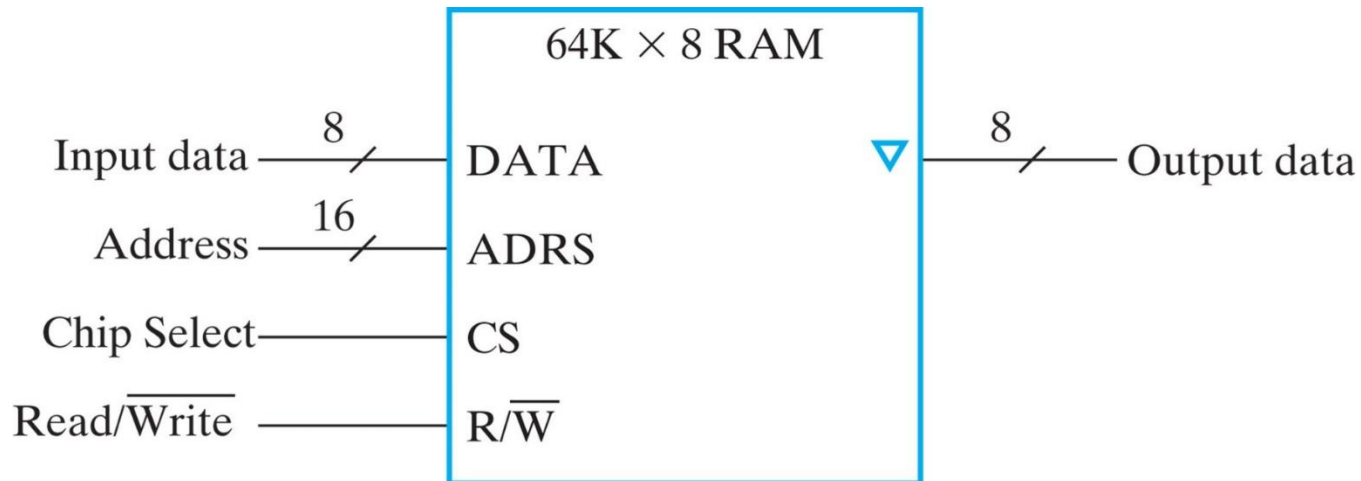
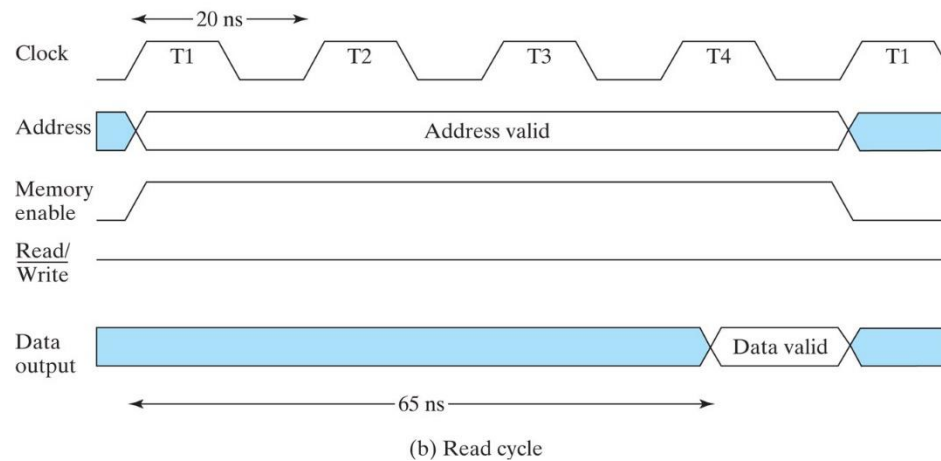
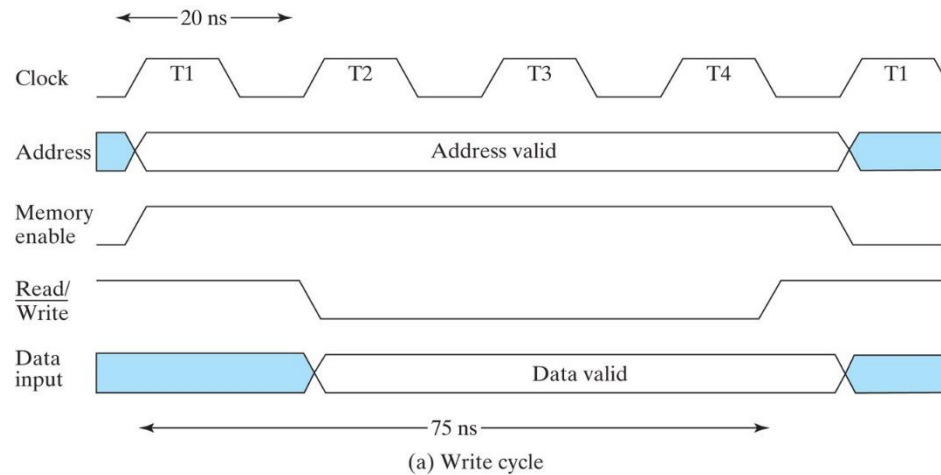


Figure 7-3: Memory Cycle Timing Waveforms



Contents

- Memory Definitions
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Figure 7-4: Static RAM Cell

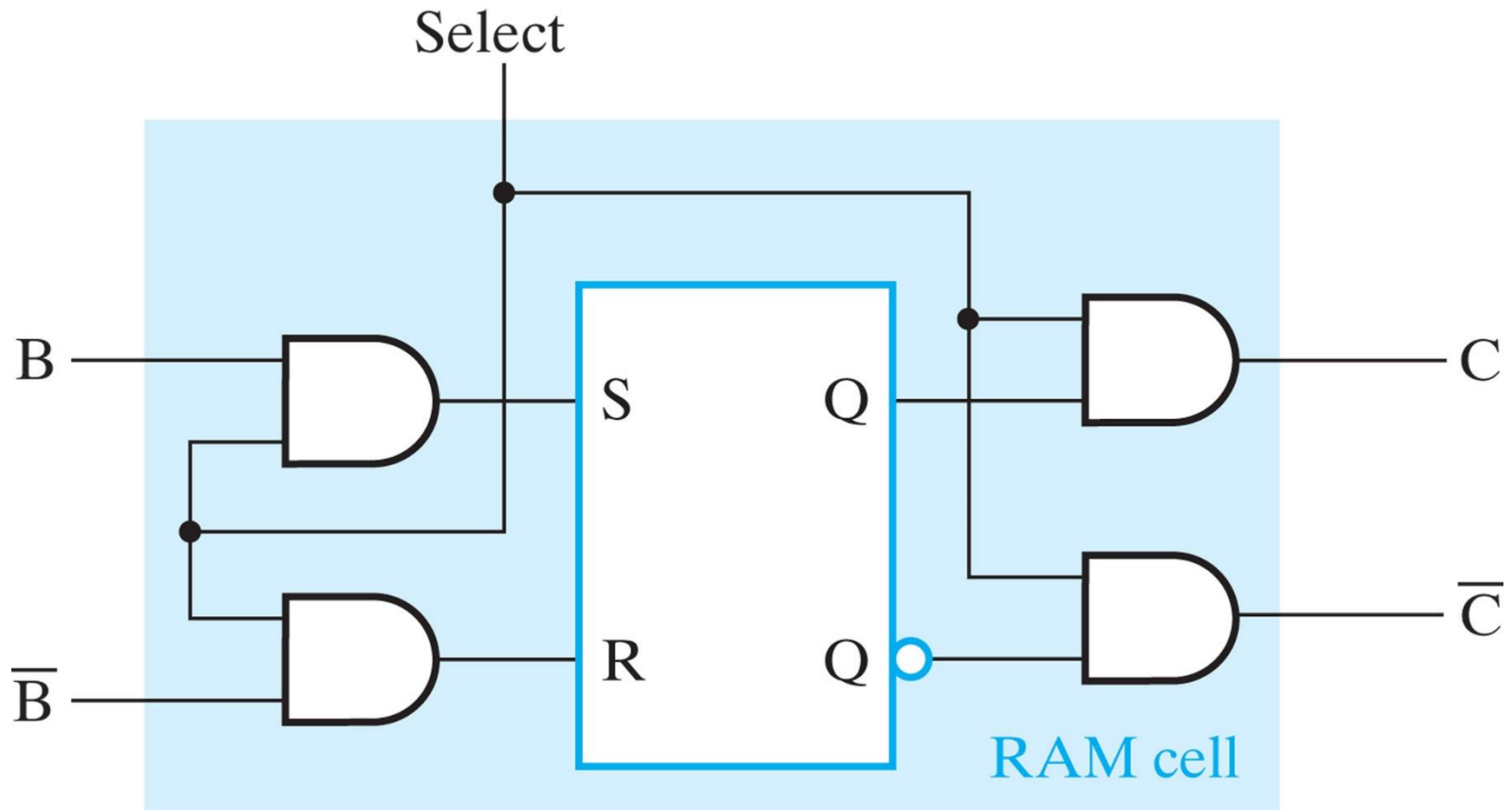


Figure 7-5: RAM Bit Slice Model

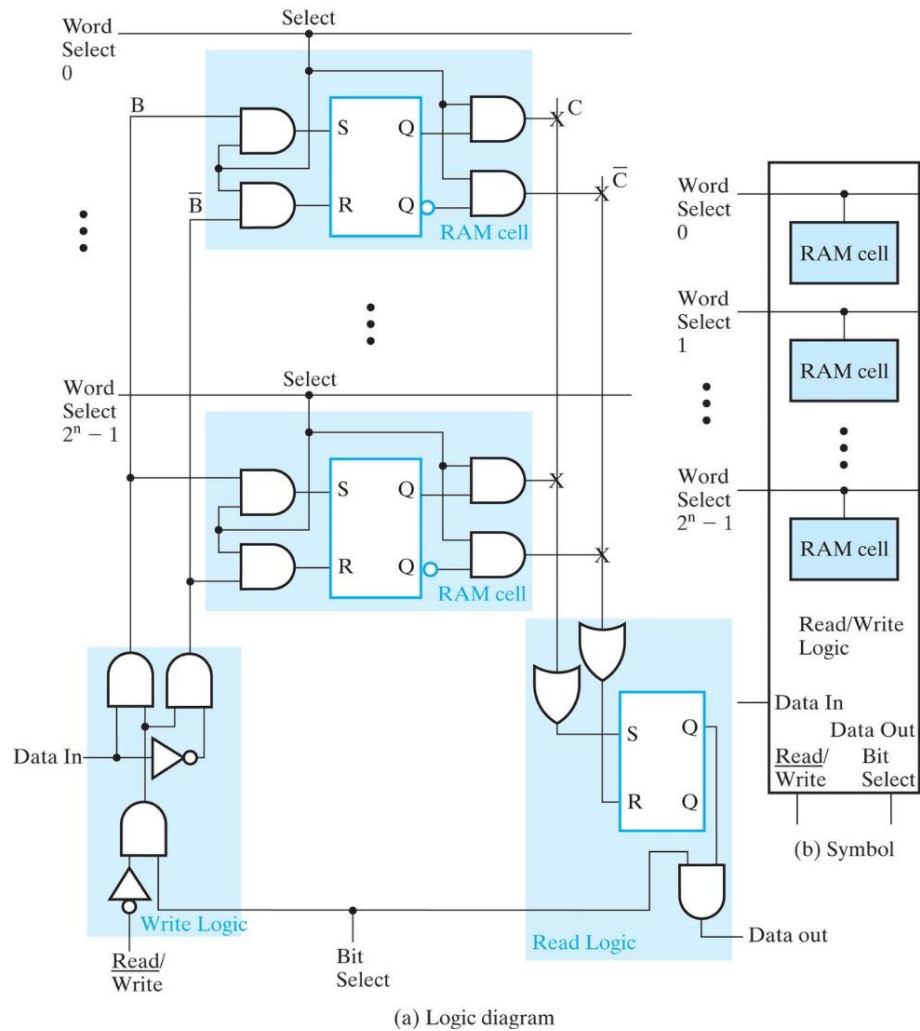


Figure 7-6: 16-Word by 1-Bit RAM Chip

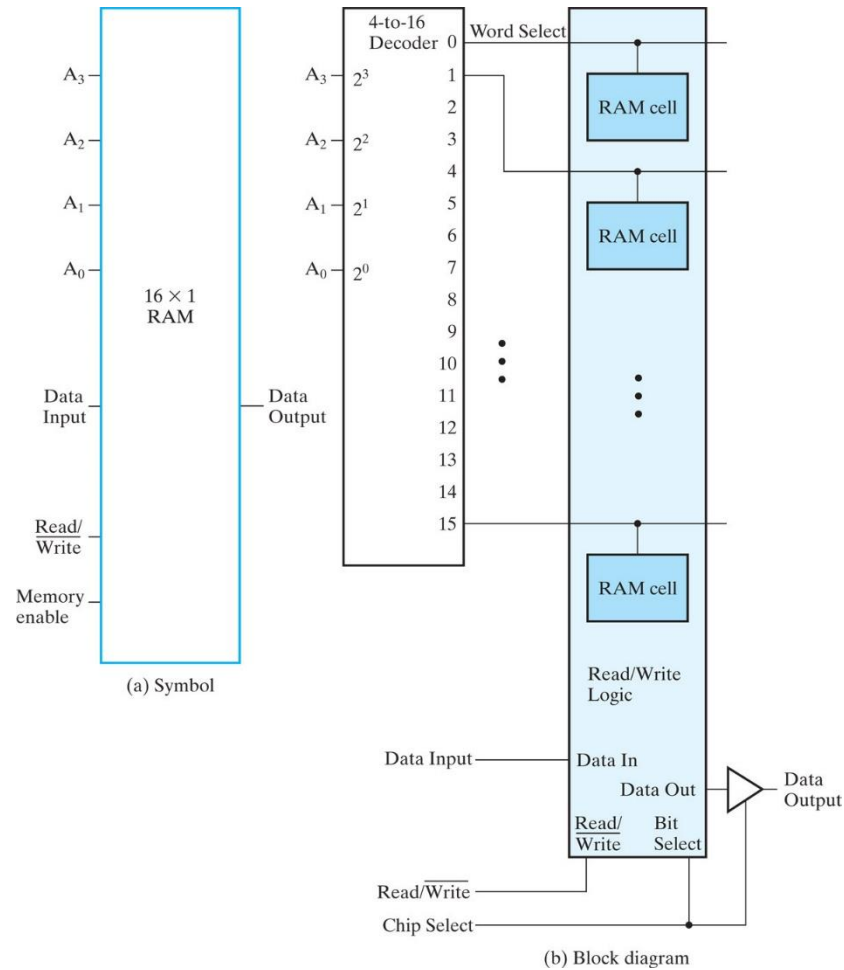


Figure 7-7: Diagram of a 16×1 RAM Using a 4×4 RAM Cell Array

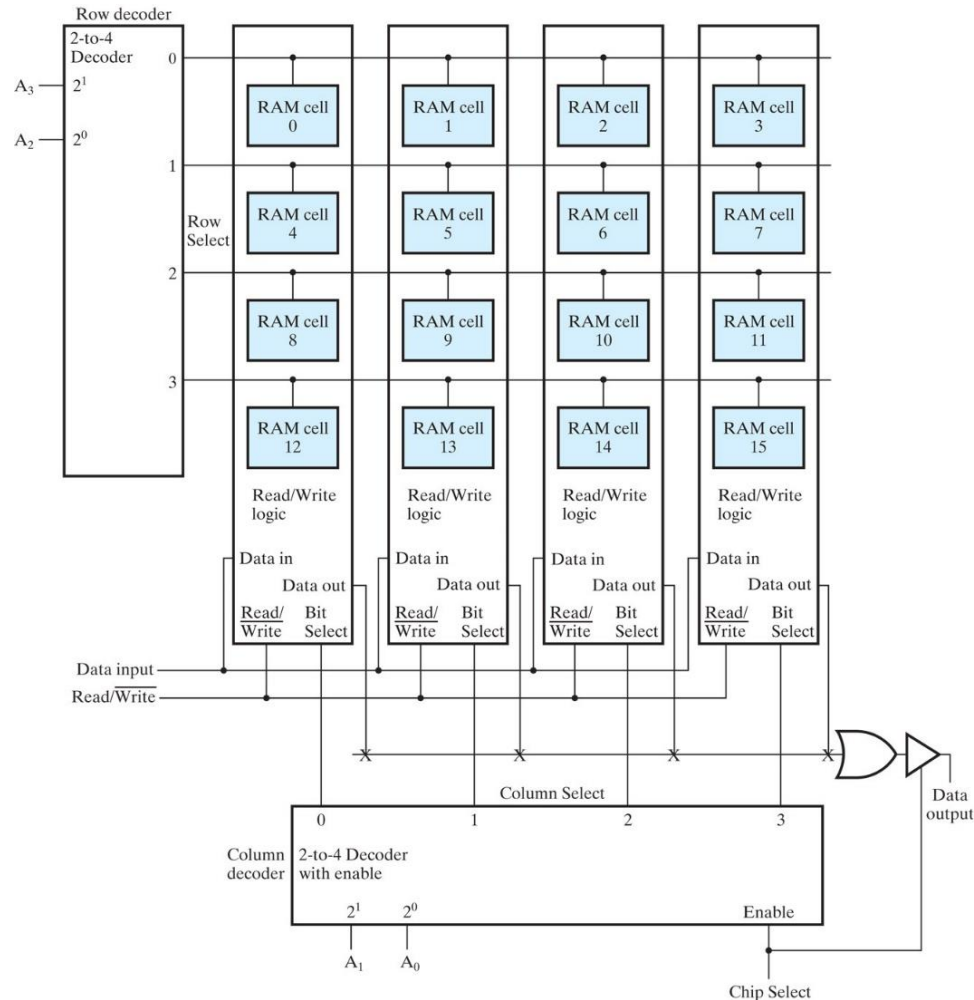
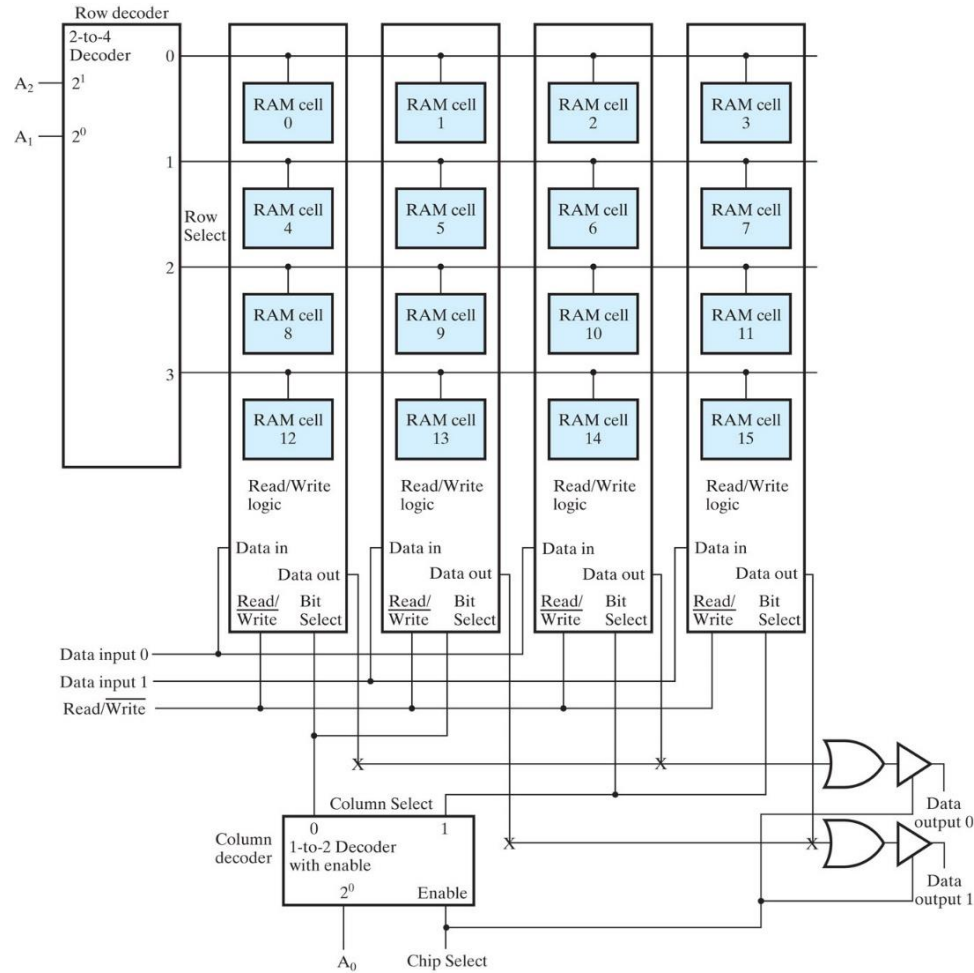


Figure 7-8: Block Diagram of an 8×2 RAM Using a 4×4 RAM Cell Array



Contents

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Figure 7-9: Symbol for a 64K × 8 RAM Chip

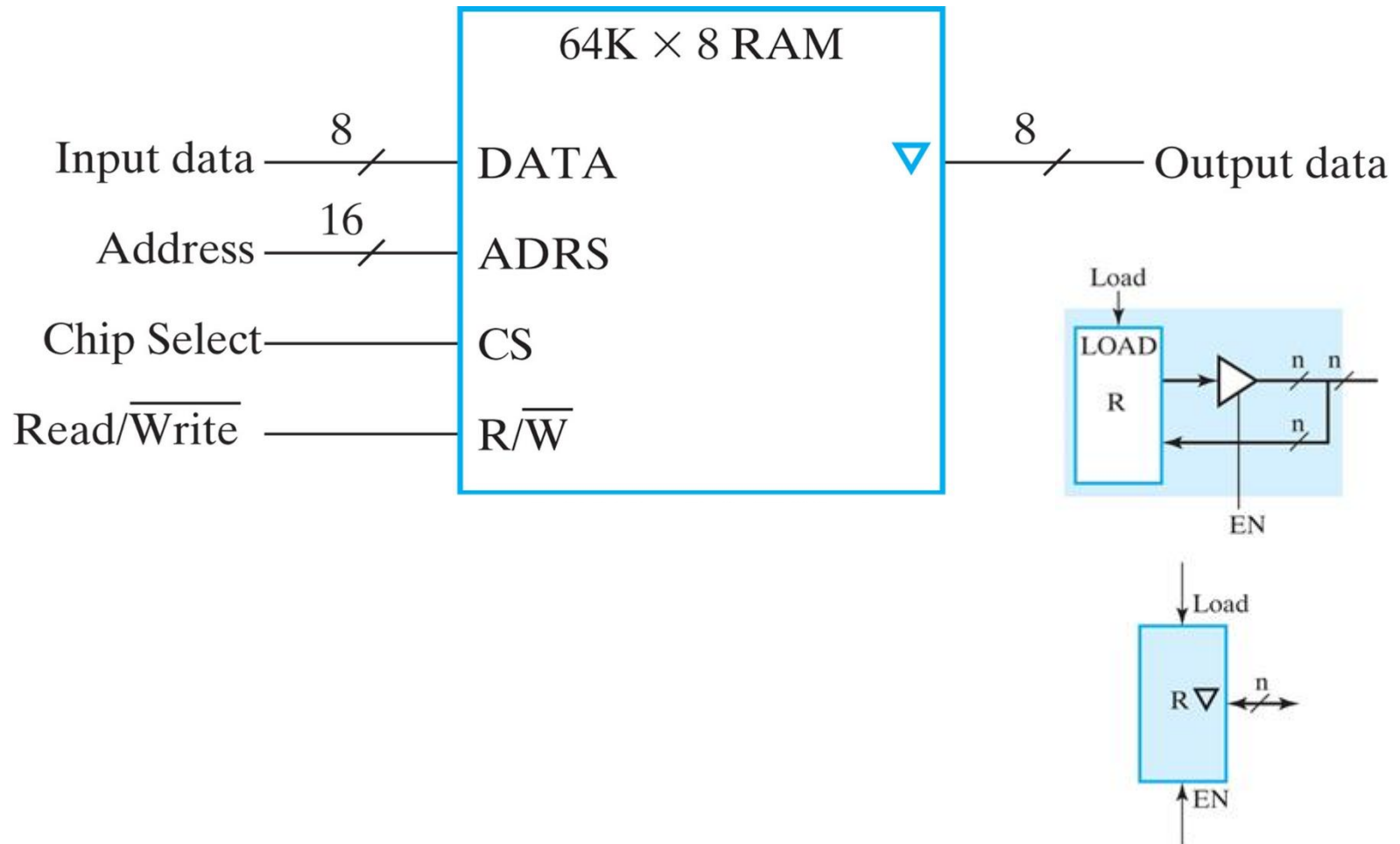


Figure 7-10: Block Diagram of a 256K × 8 RAM

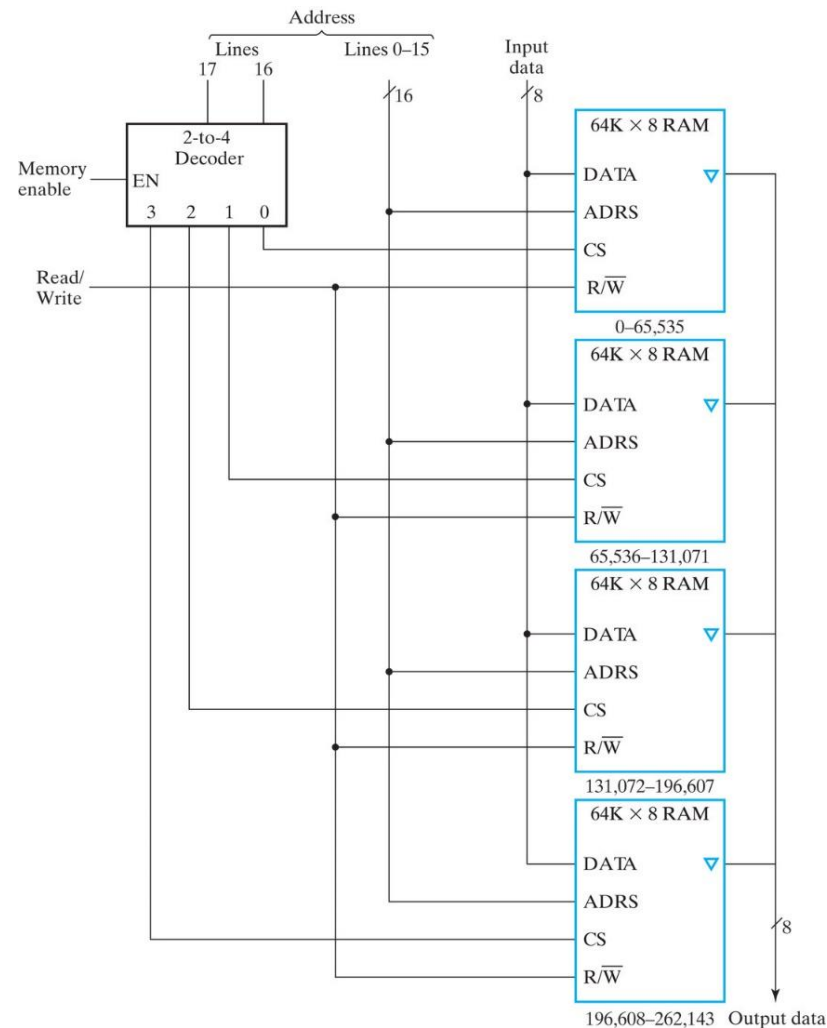
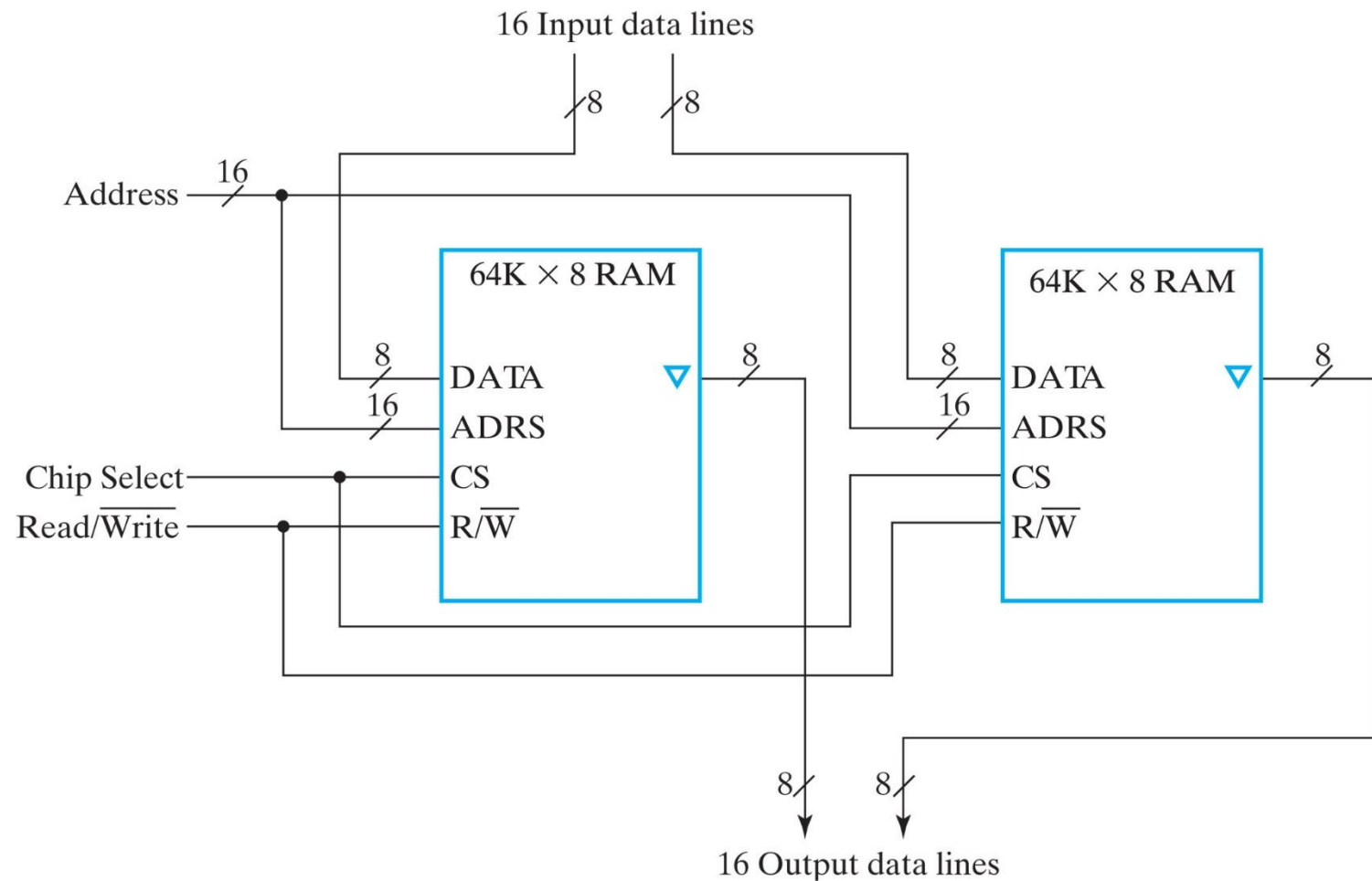


Figure 7-11: Block Diagram of a 64K × 16 RAM



Contents

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Figure 7-12: Dynamic RAM cell, hydraulic analogy of cell operation, and cell model

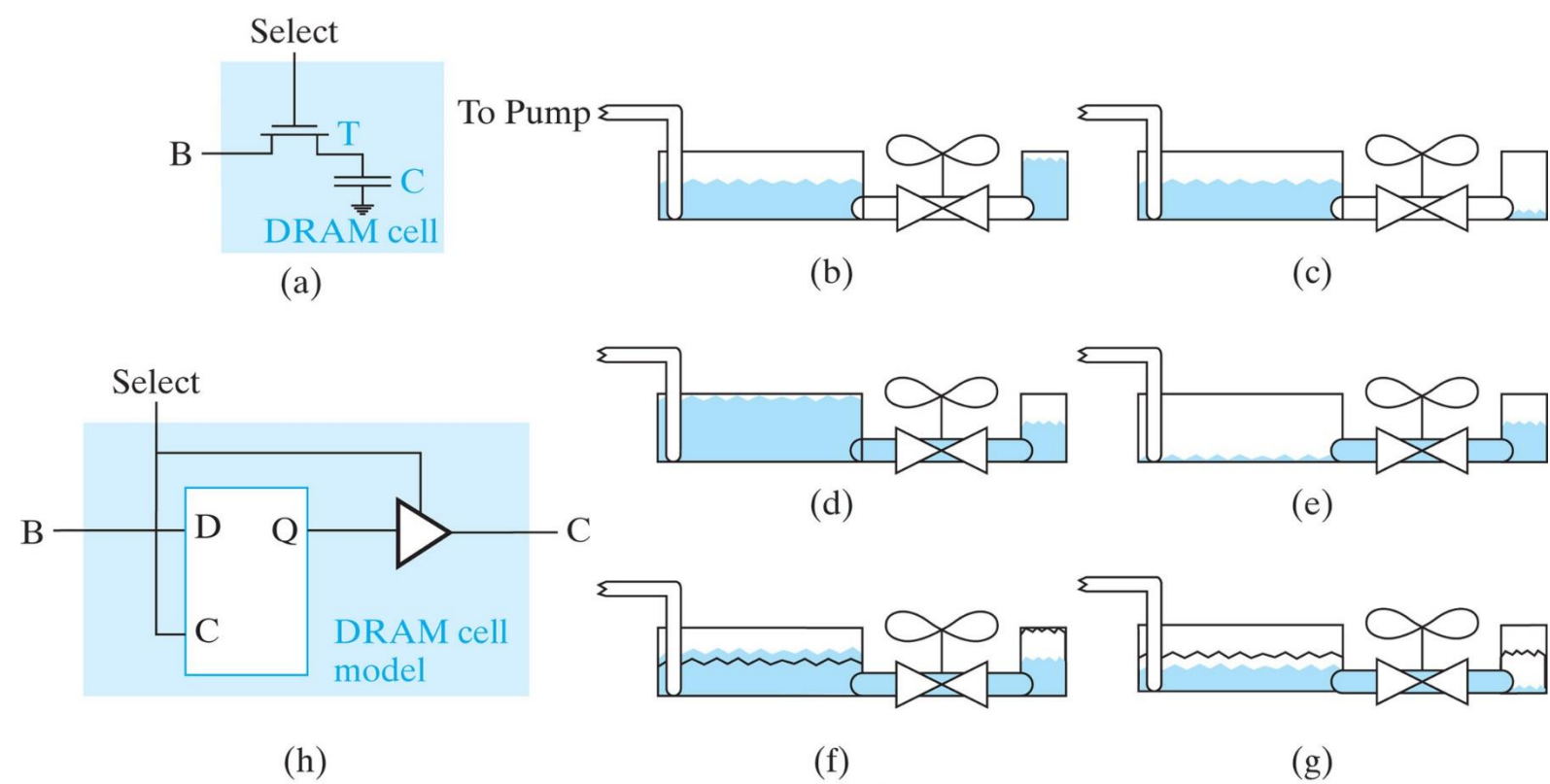


Figure 7-13: DRAM Bit-Slice Model

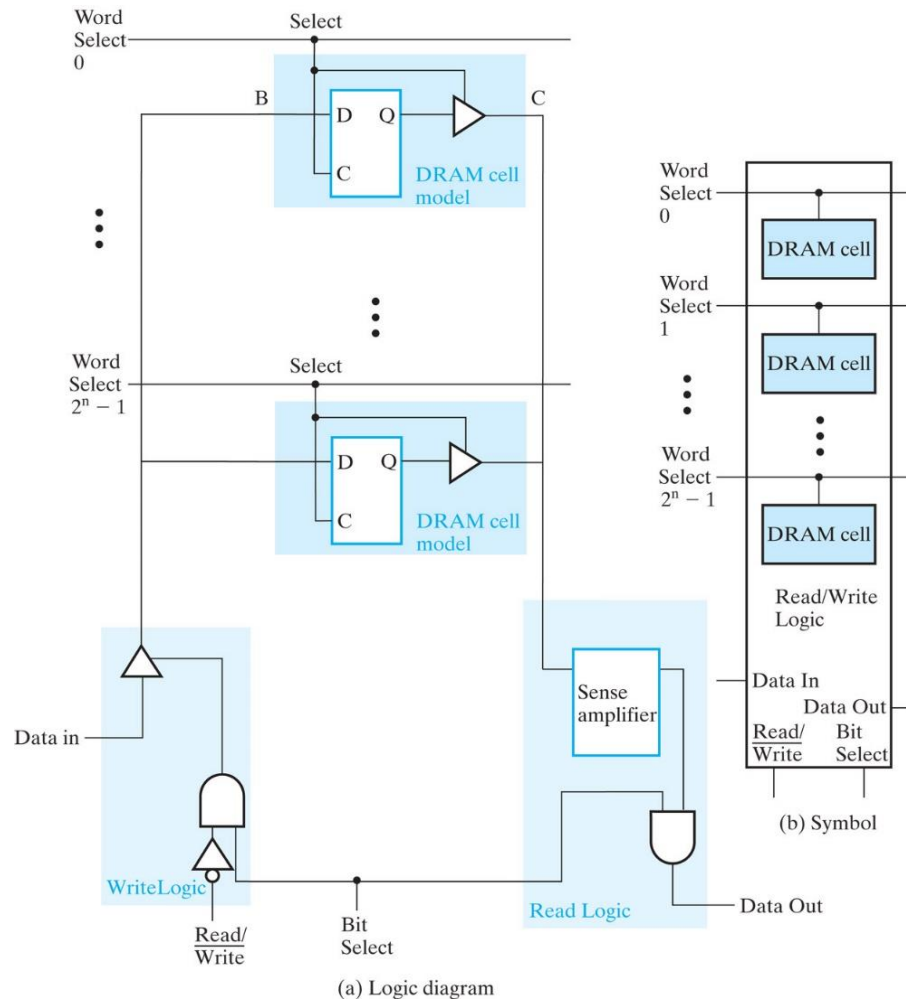


Figure 7-14: Block Diagram of a DRAM Including Refresh Logic

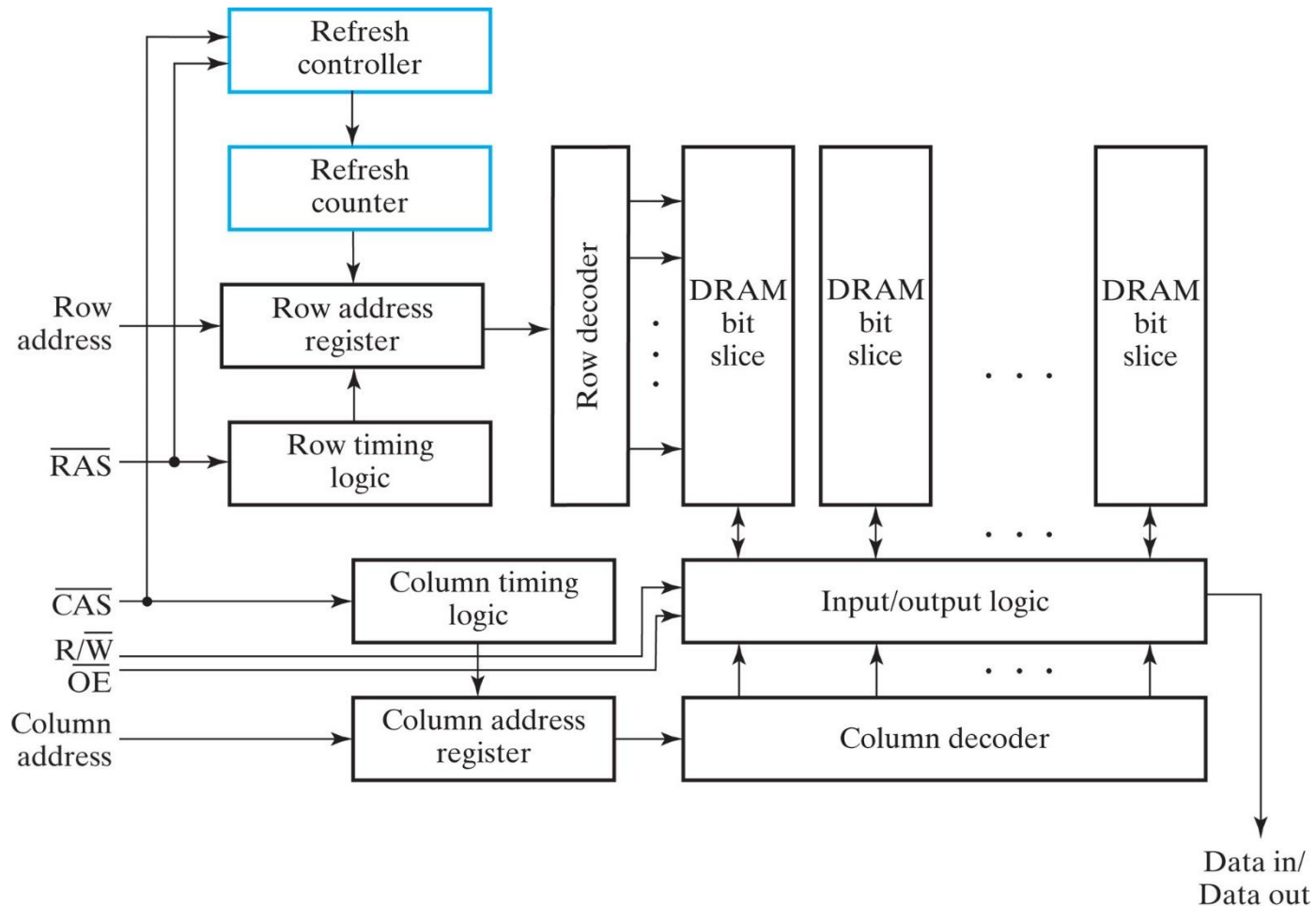
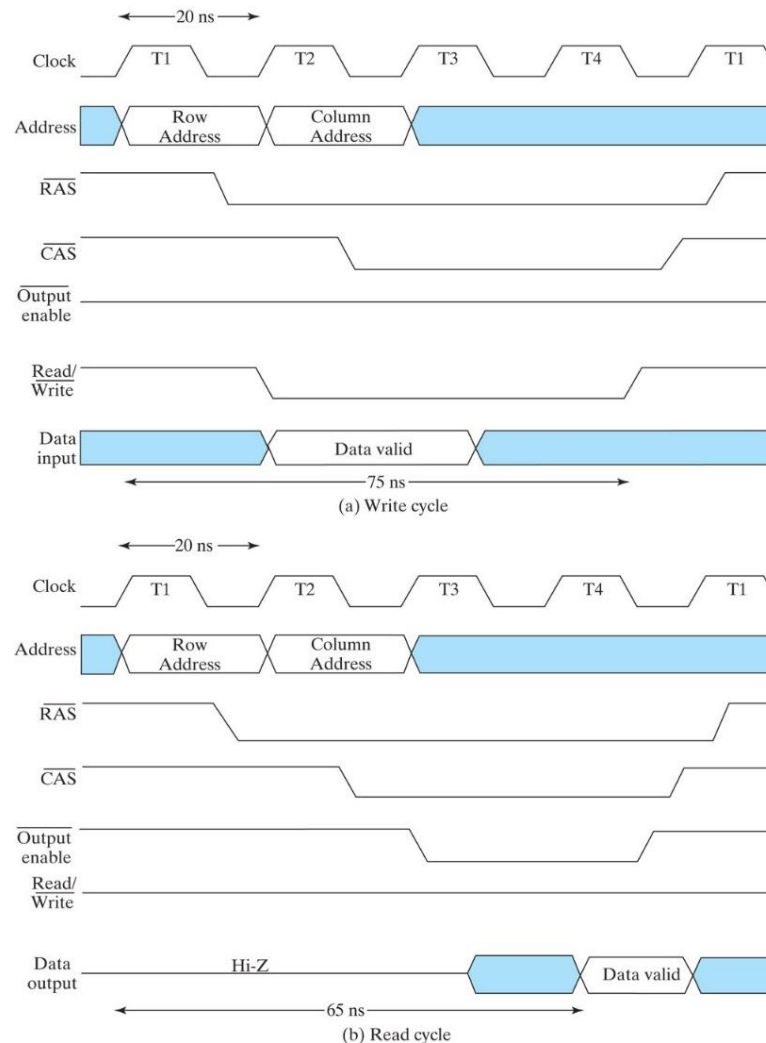


Figure 7-15: Timing for DRAM Write and Read Operations

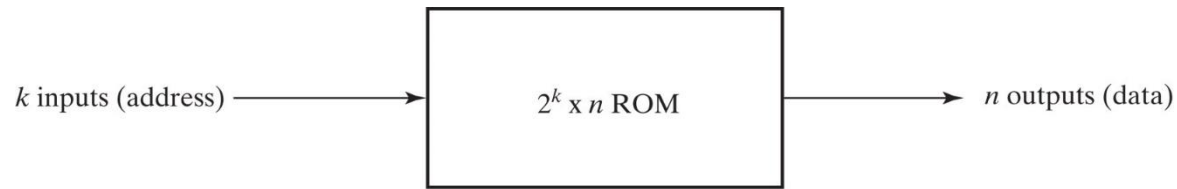


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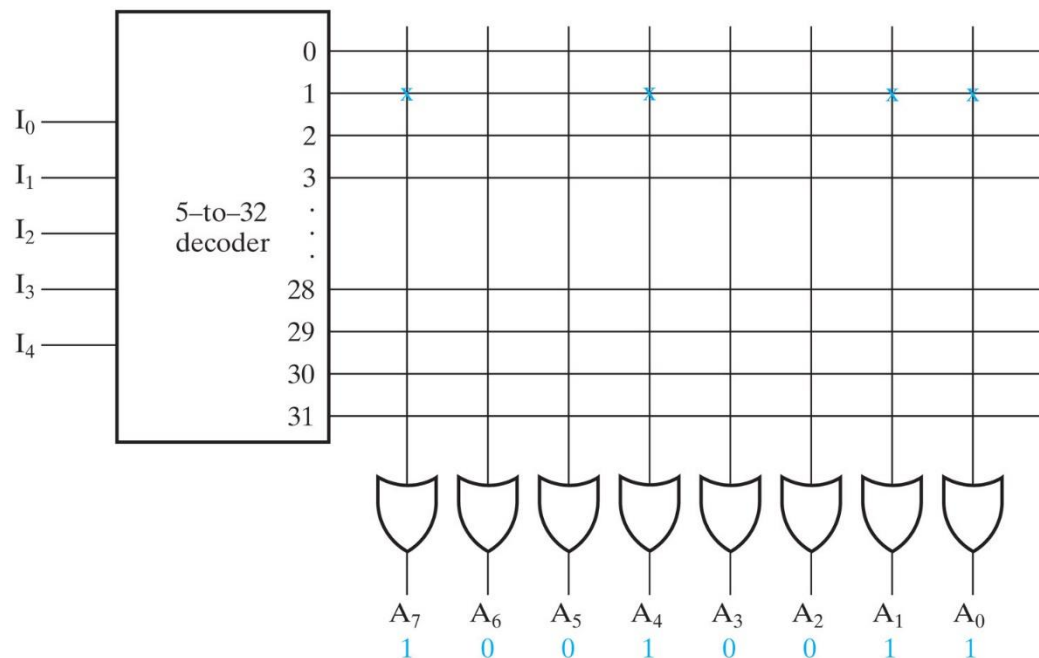
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Figure 5-7 Block Diagram and Internal Logic of a ROM



(a)



(b)

Summary: Random Access Memory Types

| Memory Type | Category | Erase | Write Mechanism | Volatility |
|-------------------------------------|---------------------------|--------------------------|-----------------|-------------|
| Random-access memory (RAM) | Read-write memory | Electrically, byte-level | Electrically | Volatile |
| Read-only memory (ROM) | Read-only memory | Not possible | Masks | Nonvolatile |
| Programmable ROM (PROM) | | | Electrically | |
| Erasable PROM (EPROM) | UV light, chip-level | | | |
| Electrically Erasable PROM (EEPROM) | Electrically, byte-level | | | |
| Flash memory | Electrically, block-level | | | |

William Stallings Computer Organization and Architecture, 8th Edition, Chapter 5

