



Electronics Systems (938II)

Lecture 3.5

Semiconductor Memories – SRAM

Introduction to Random Access Memory (RAM)

- With the term **RAM** (Random Access Memory), typically we indicate memories that are:
 - **RWM** (Read and Write Memory)
 - **Volatile**
- Note
 - EPROM or EEPROM (or Flash memory) could be seen as a sort of RWM, but...
 - ... for those devices, 'writing' (= erasing + reprogramming) is disruptive
 - **In RAMs (or better, RWM) writing is not disruptive**

Introduction to Random Access Memory (RAM)

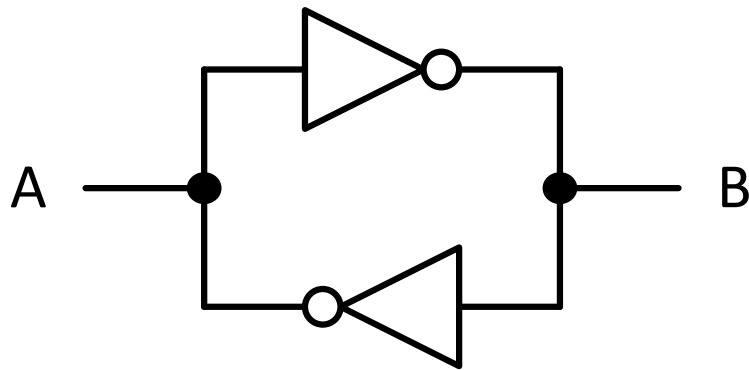
- RAM classification
 - **Static RAM (SRAM)**
 - The memory content is hold over the time, as long as the memory is powered
 - **Dynamic RAM (DRAM)**
 - Even if the memory is powered, the memory content needs to be refreshed over the time, otherwise it is lost

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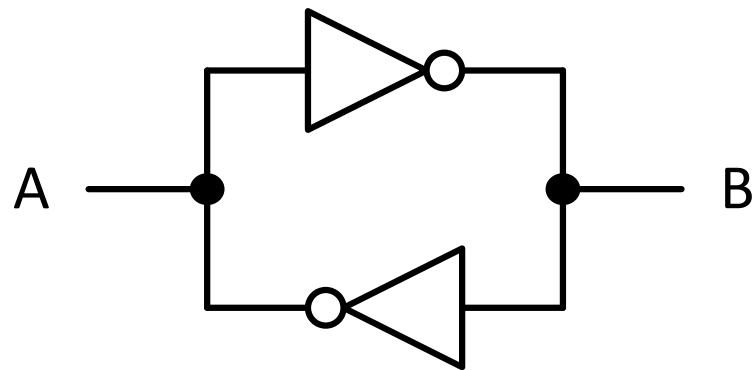
SRAM – Memory cell

- **Bistable** = two closed-loop inverters



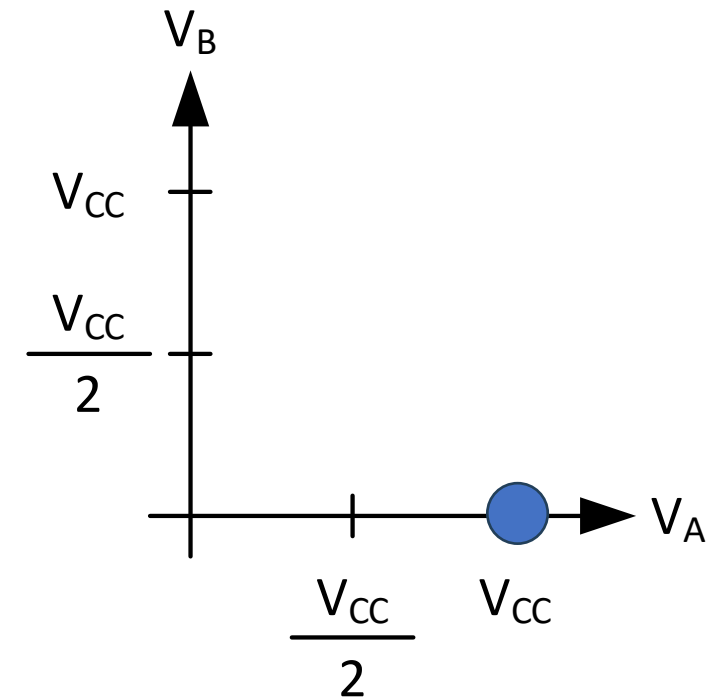
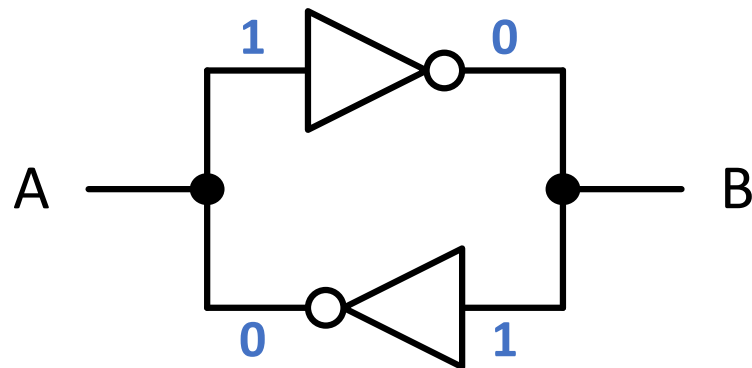
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- Bistable = two closed-loop inverters
 - Two stable states
 - Stable = the state is not changed (unless external stimuli)



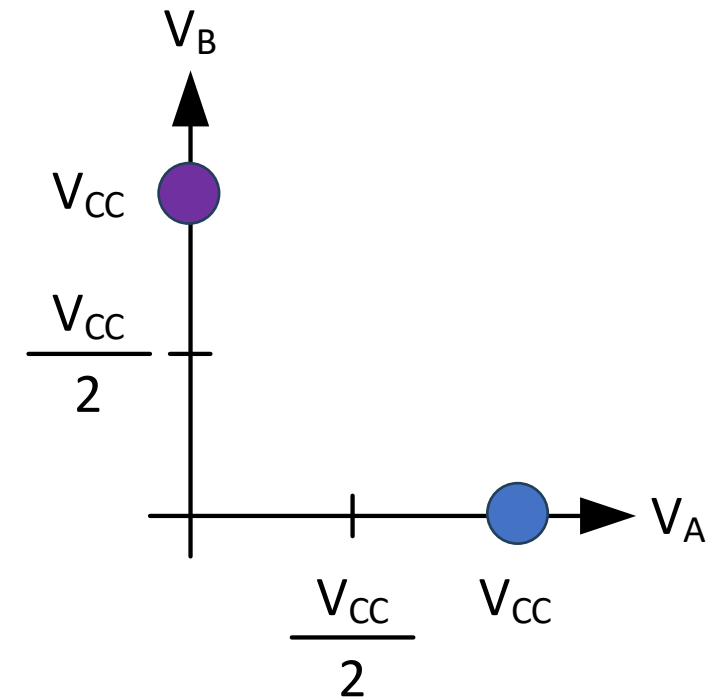
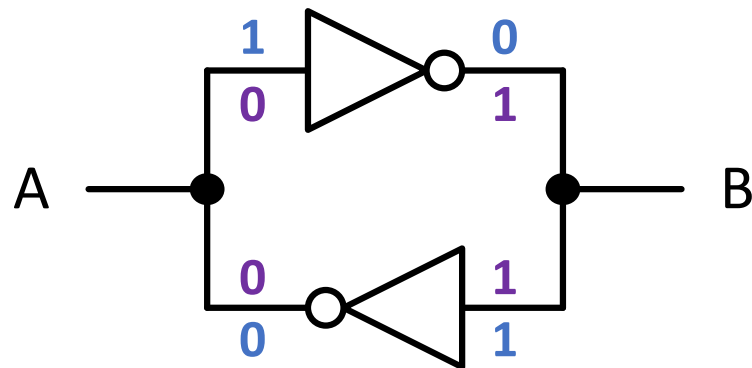
SRAM – Memory cell

- Bistable = two closed-loop inverters
 - Two stable states
 - Stable = the state is not changed (unless external stimuli)
 - **State 1**



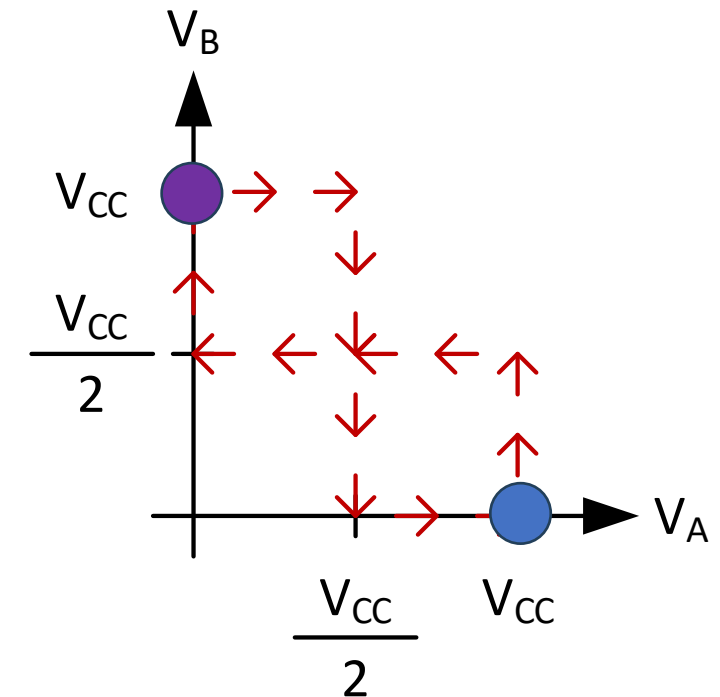
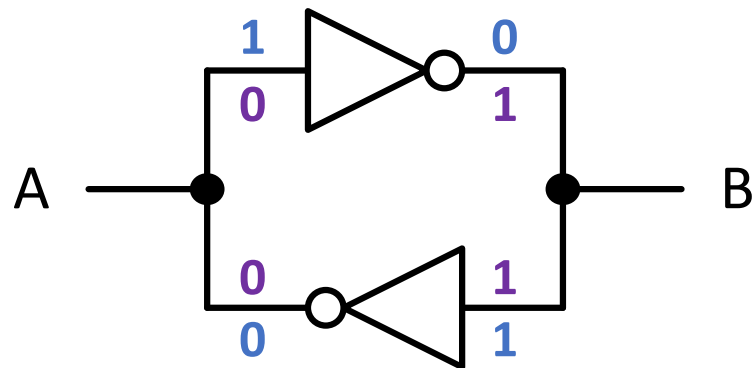
SRAM – Memory cell

- Bistable = two closed-loop inverters
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 - State 1
 - State 2



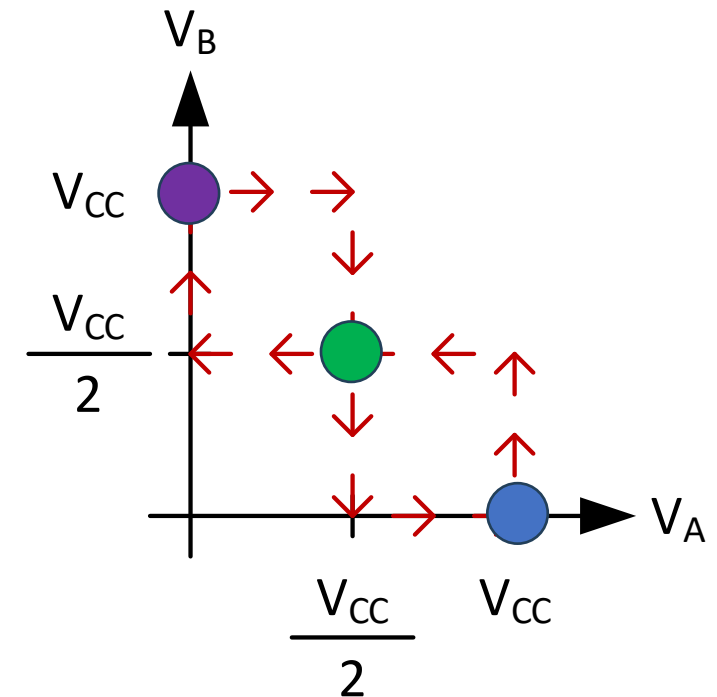
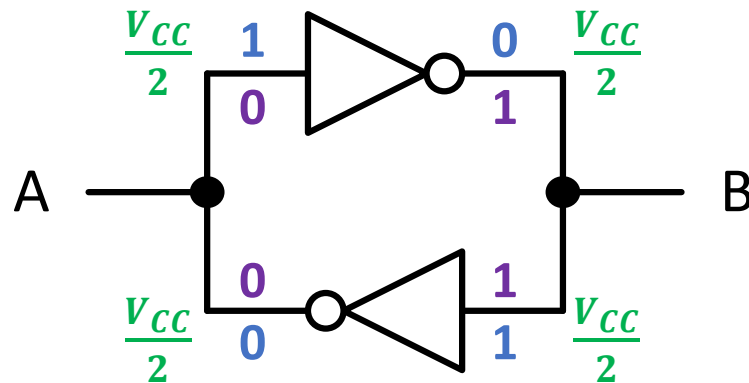
SRAM – Memory cell

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 - **State 1**
 - **State 2**



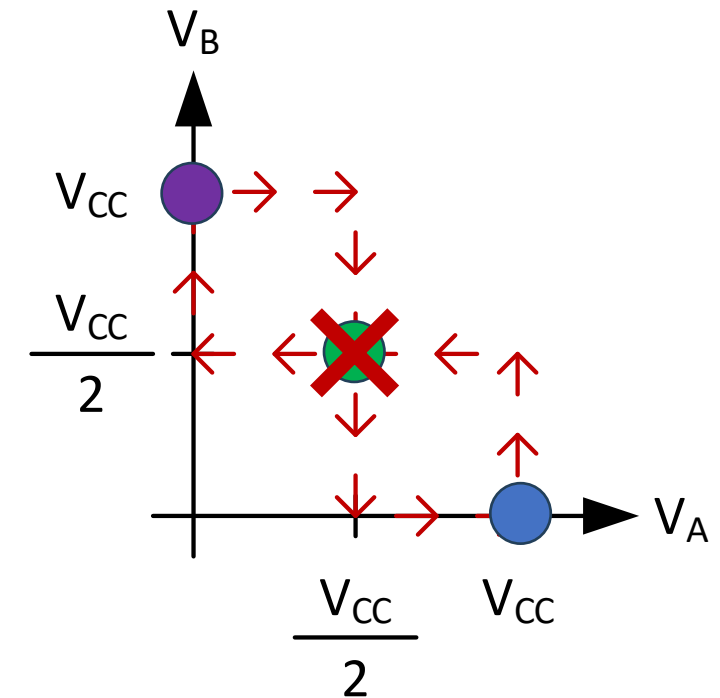
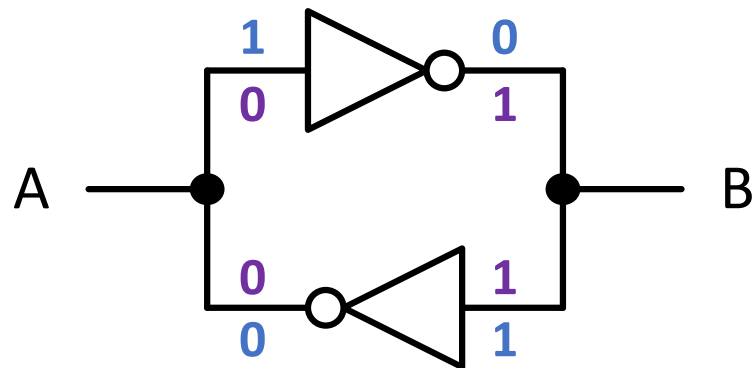
SRAM – Memory cell

- Bistable = two closed-loop inverters
 - Two stable states
 - Stable = the state is not changed (unless external stimuli)
 - **State 1**
 - **State 2**
 - **State 3** ???



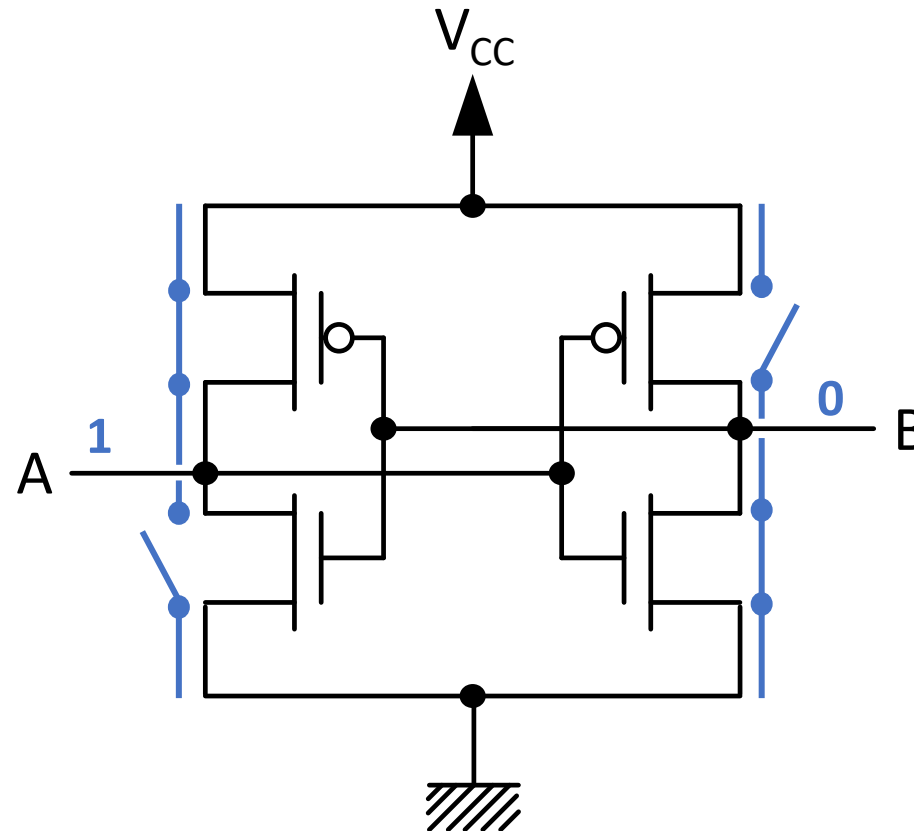
SRAM – Memory cell

- Bistable = two closed-loop inverters
 - Two stable states
 - Stable = the state is not changed (unless external stimuli)
 - **State 1**
 - **State 2**
 - **State 3** ??? → No! Unstable!!!



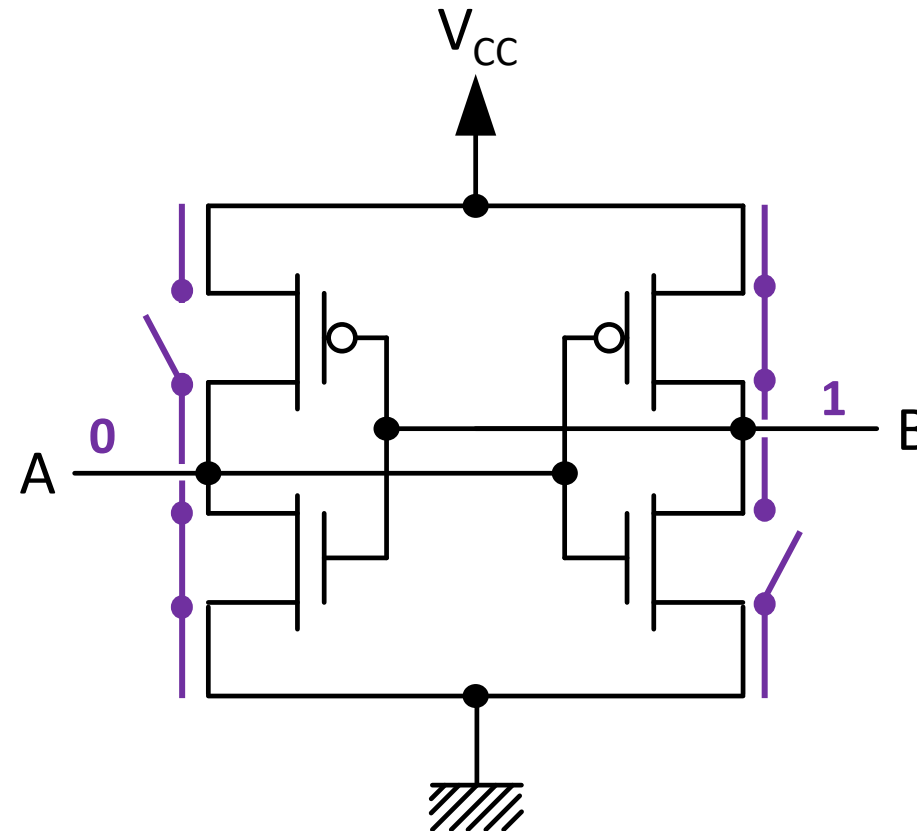
SRAM – Memory cell

- Bistable
 - CMOS implementation
 - State 1
 - State 2



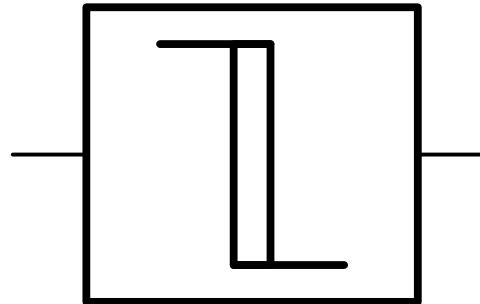
SRAM – Memory cell

- Bistable
 - CMOS implementation
 - State 1
 - State 2



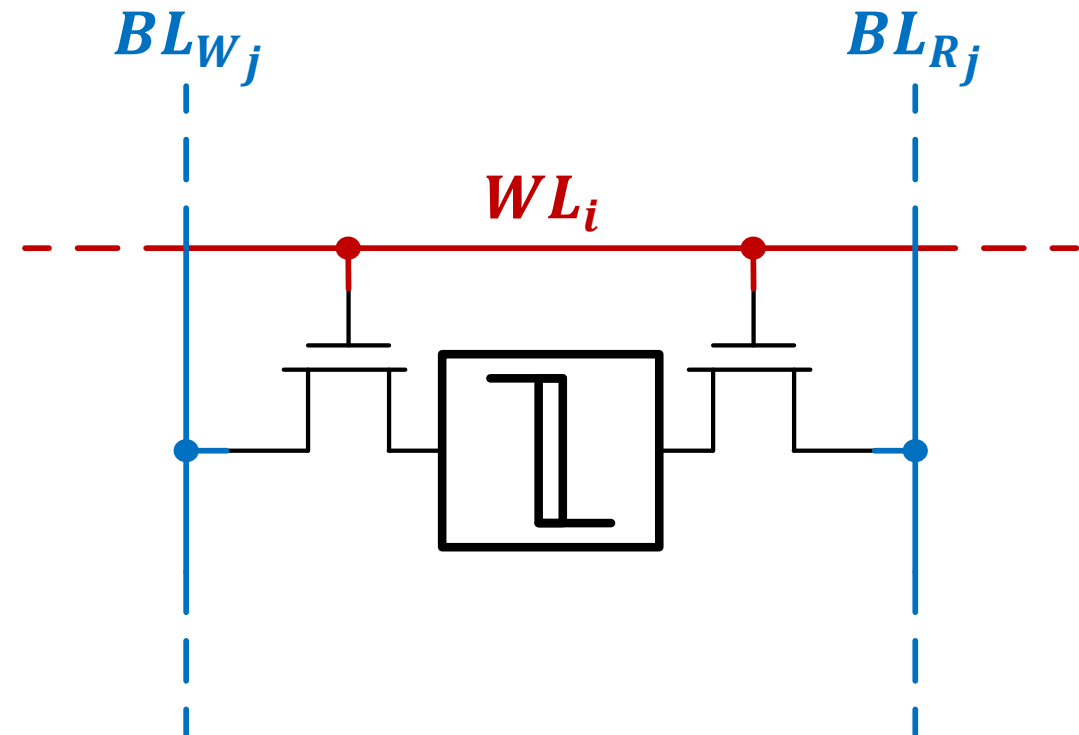
SRAM – Memory cell

- Bistable
 - **Symbol**



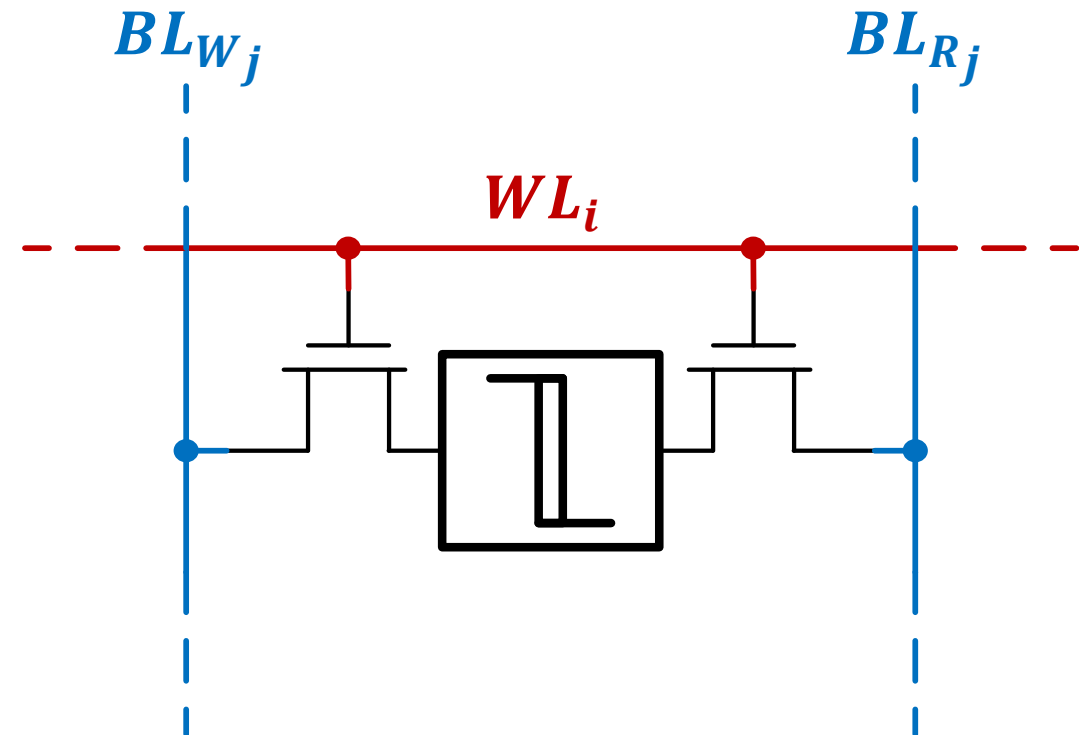
SRAM – Memory cell

- Architecture
 - Bistable
 - 2x access transistors
- WL_i = Word Line
- BL_{Wj} = Bit Line for Write
- BL_{Rj} = Bit Line for Read



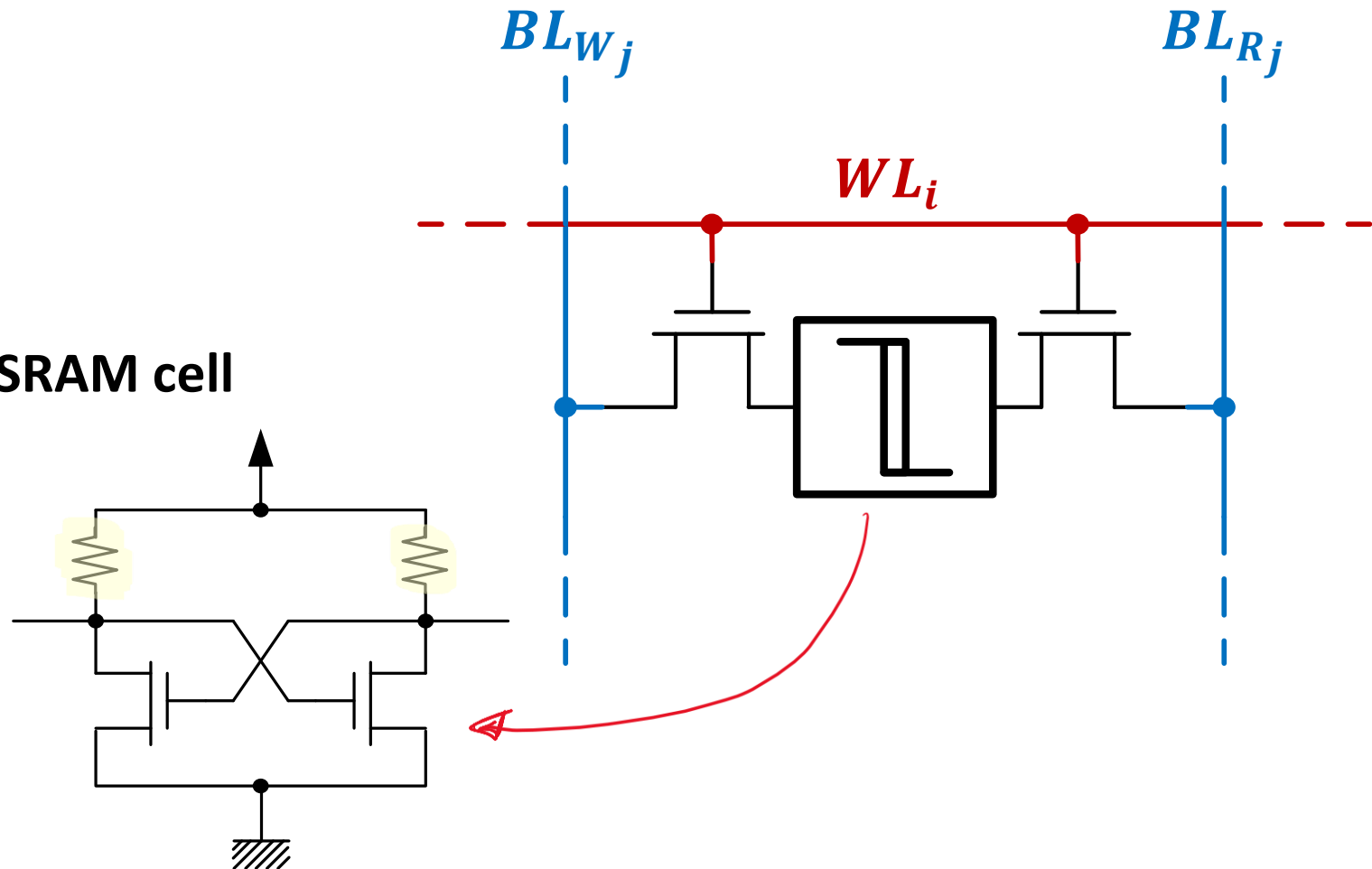
SRAM – Memory cell

- Architecture
 - Bistable
 - 2x access transistors
- Also called **6T** (6-Transistors) **SRAM cell**
 - Other architecture exist
 - Example: 4-transistors (4T)



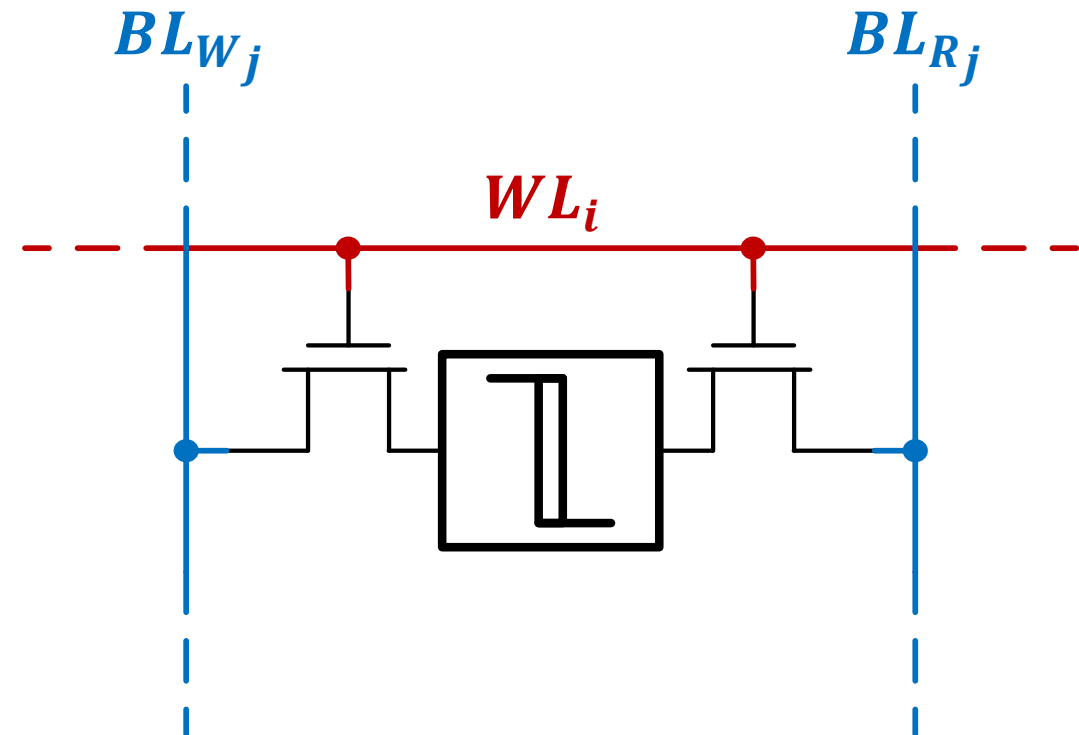
SRAM – Memory cell

- Architecture
 - Bistable
 - 2x access transistors
- Also called **6T** (6-Transistors) **SRAM cell**
 - Other architecture exist
 - Example: 4-transistors (4T)
 - Resistors instead of pull-up p-MOS in the bistable



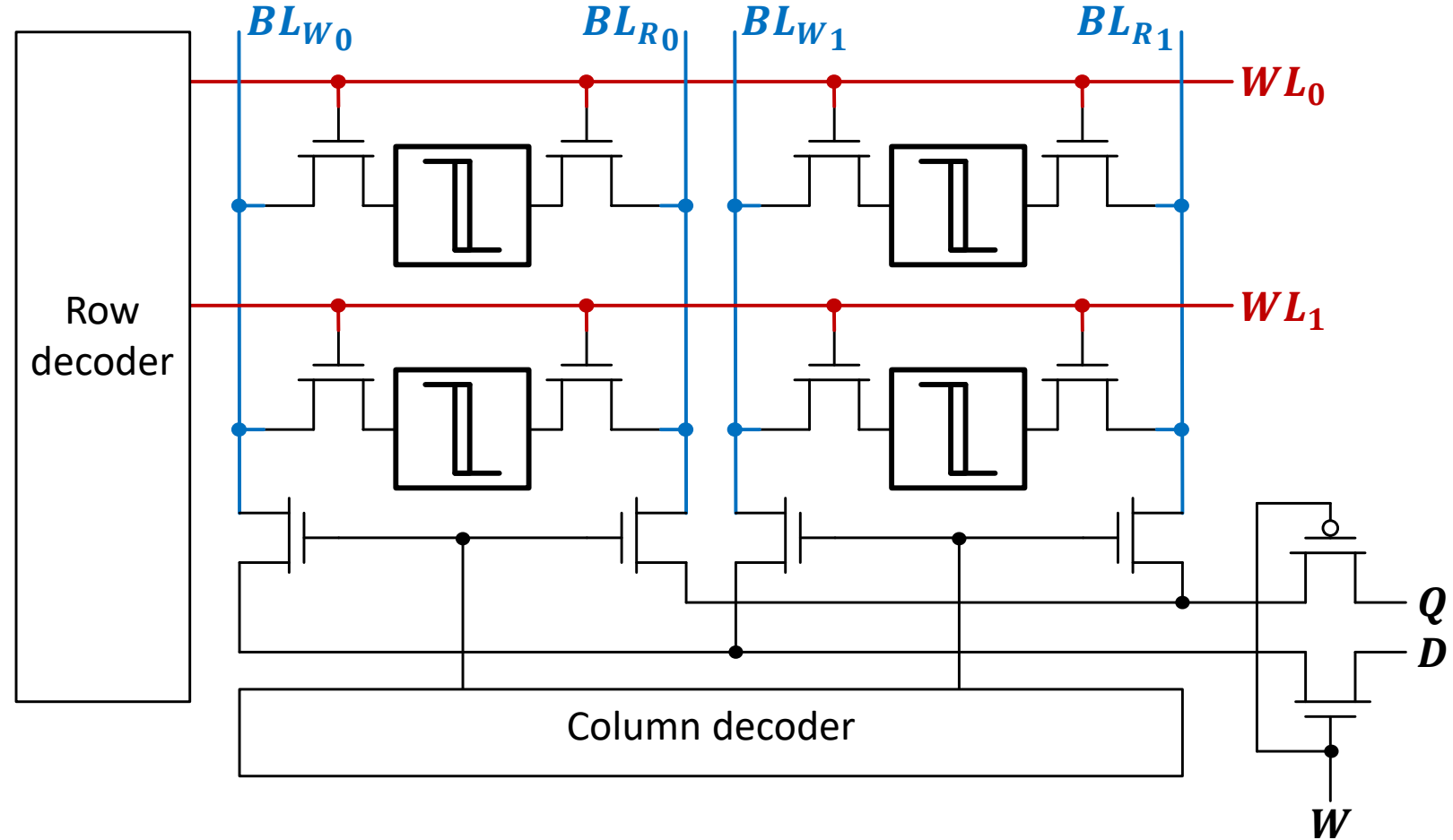
SRAM – Memory cell

- Architecture
 - Bistable
 - 2x access transistors
- Also called **6T** (6-Transistors) **SRAM cell**
 - However, 6T is the most diffused
 - Performance vs. costs
 - If you are interested in other SRAM cell circuits:
 - <https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=10134887>



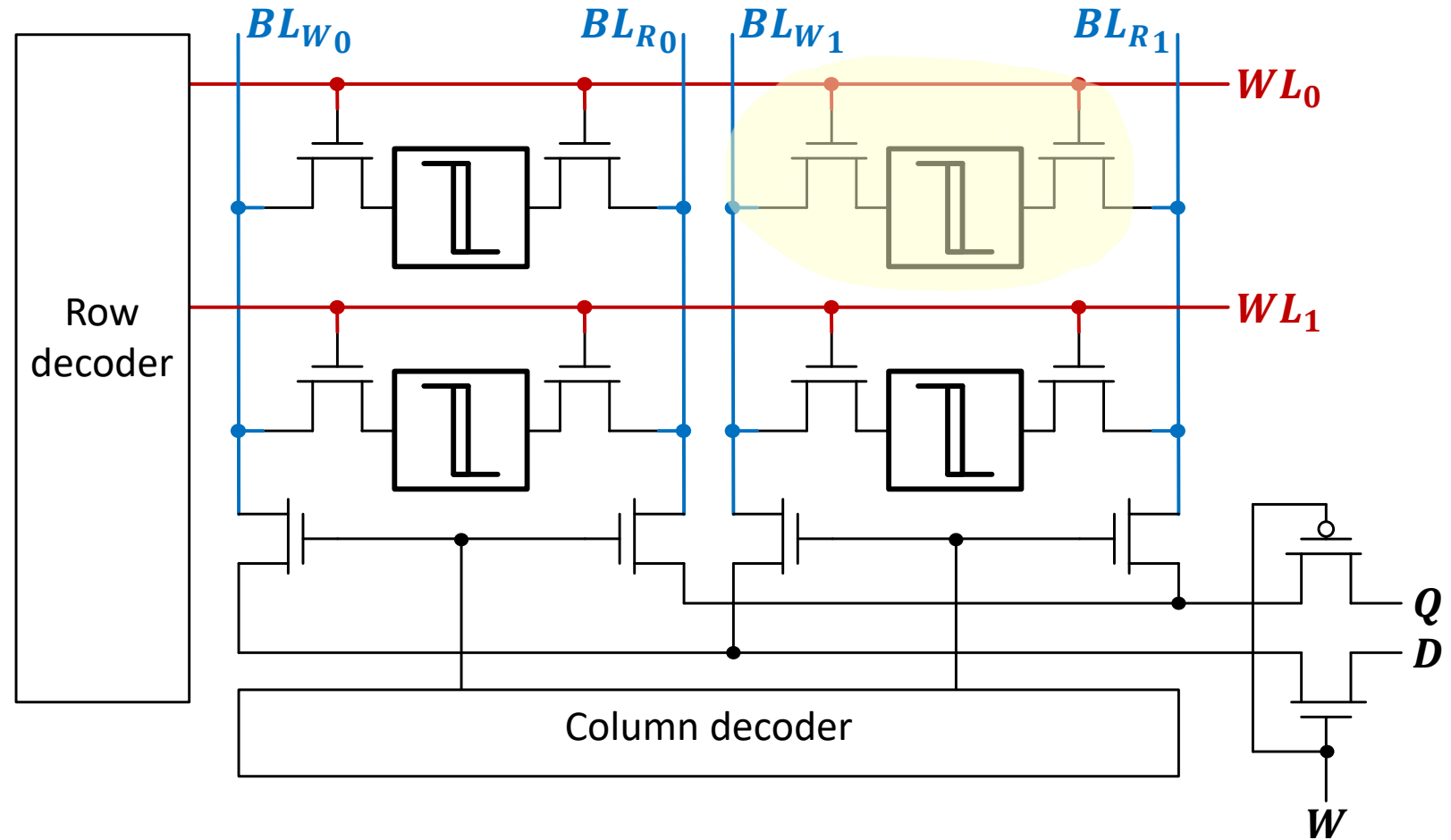
SRAM – Architecture and working principle

- Example – 4x4
 - **D** = input (write) data
 - **Q** = output (read) data
 - **W** = write command
 - 1 = write
 - 0 = read



SRAM – Architecture and working principle

- Example – 4x4
 - Read
 - Cell (0,1)

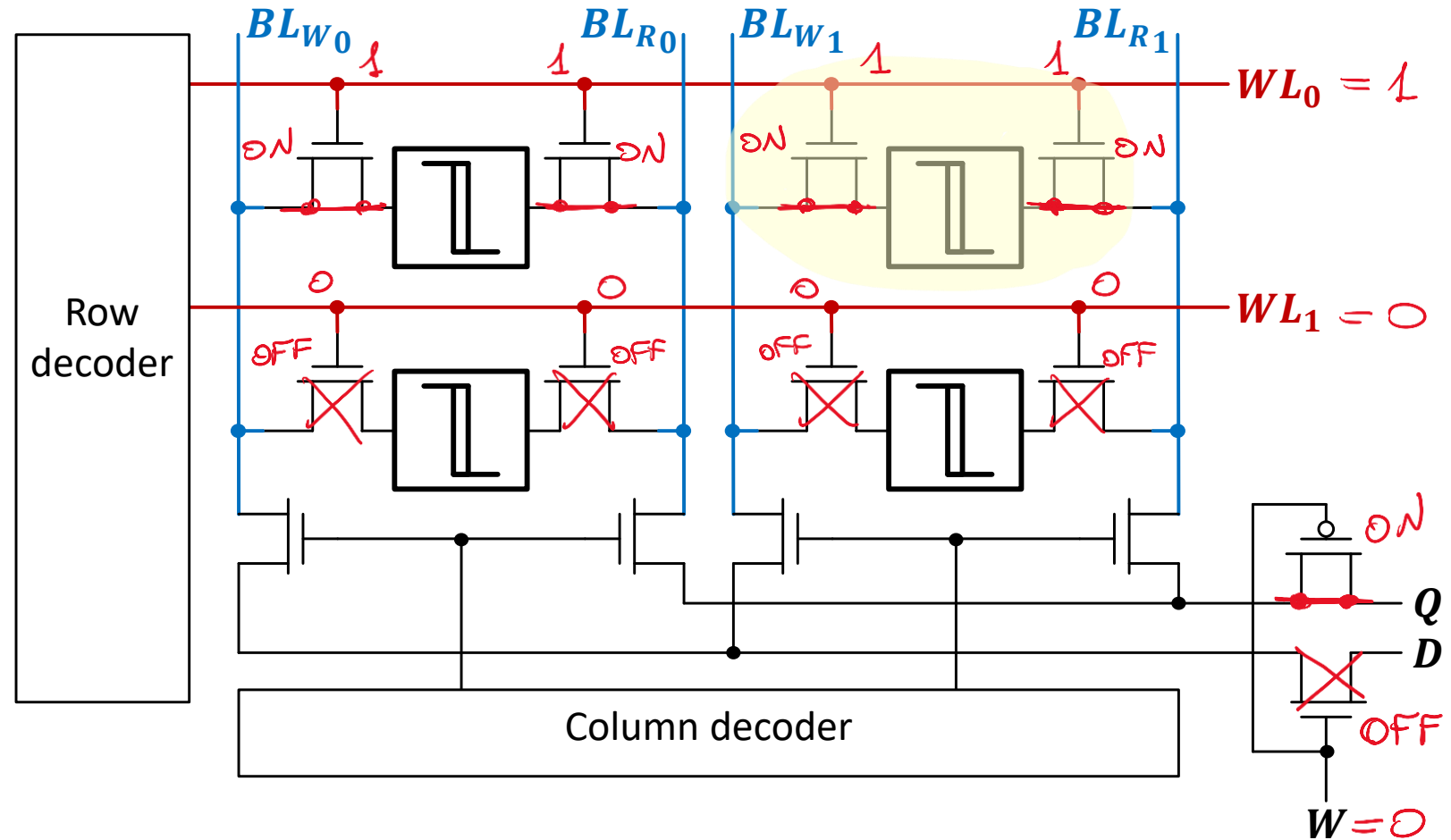


SRAM – Architecture and working principle

- Example – 4x4

- Read

- Cell (0,1)
- $W = 0$
- $WL_0 = 1$
- $WL_1 = 0$

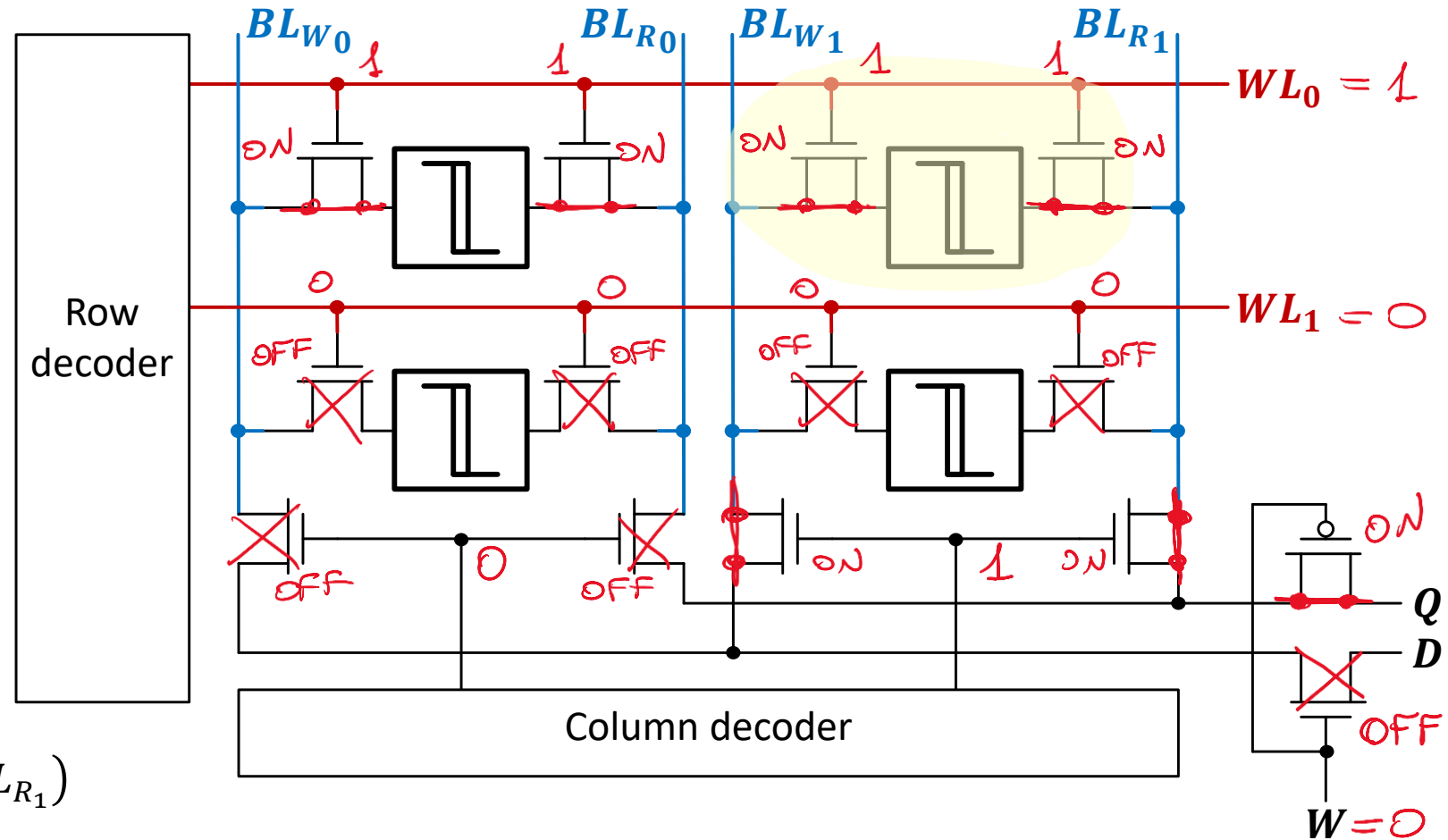


SRAM – Architecture and working principle

- Example – 4x4

- Read

- Cell (0,1)
- $W = 0$
- $WL_0 = 1$
- $WL_1 = 0$
- Column decoder
 - Activating access transistors of (BL_{W_1}, BL_{R_1})

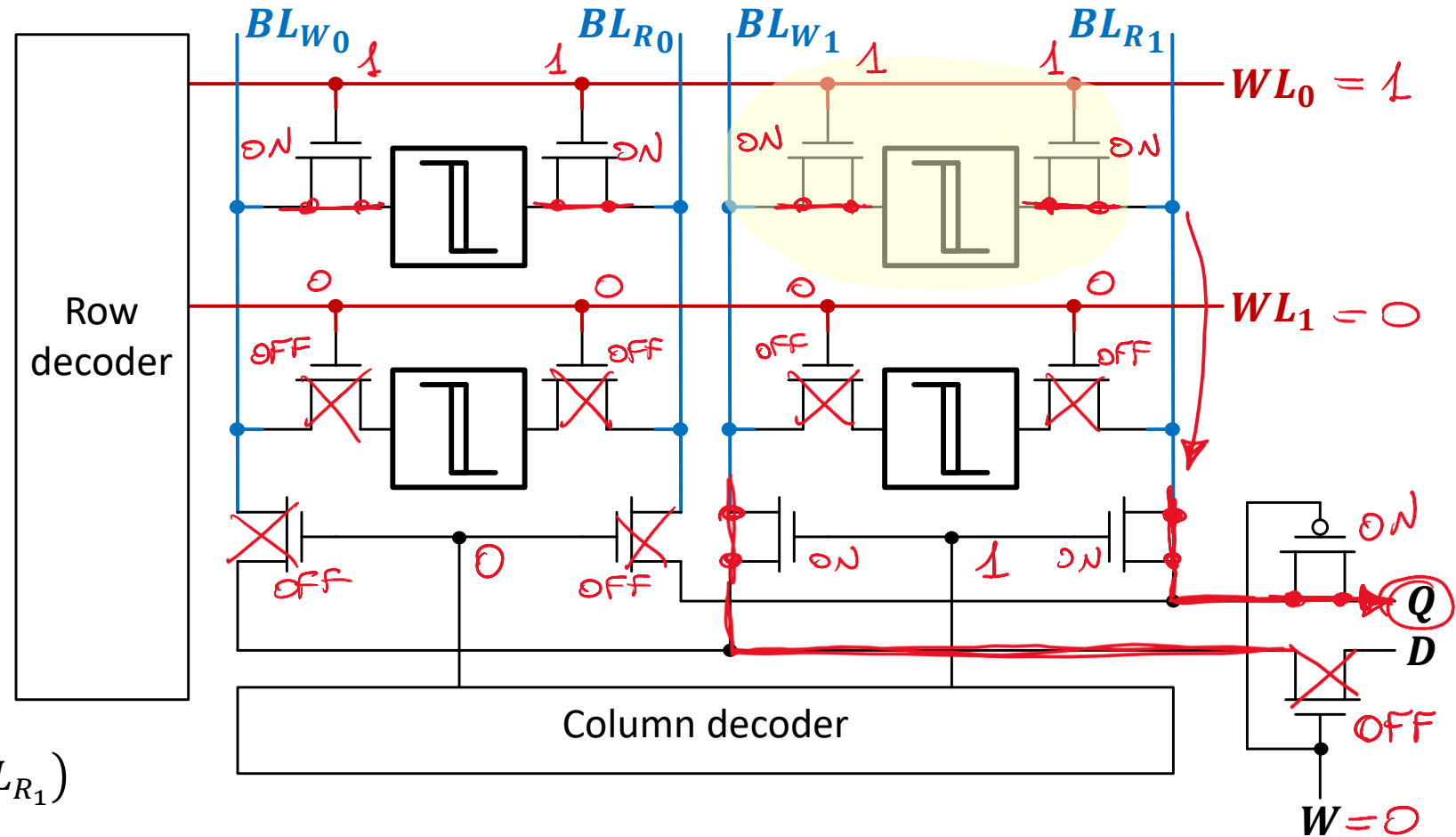


SRAM – Architecture and working principle

- Example – 4x4

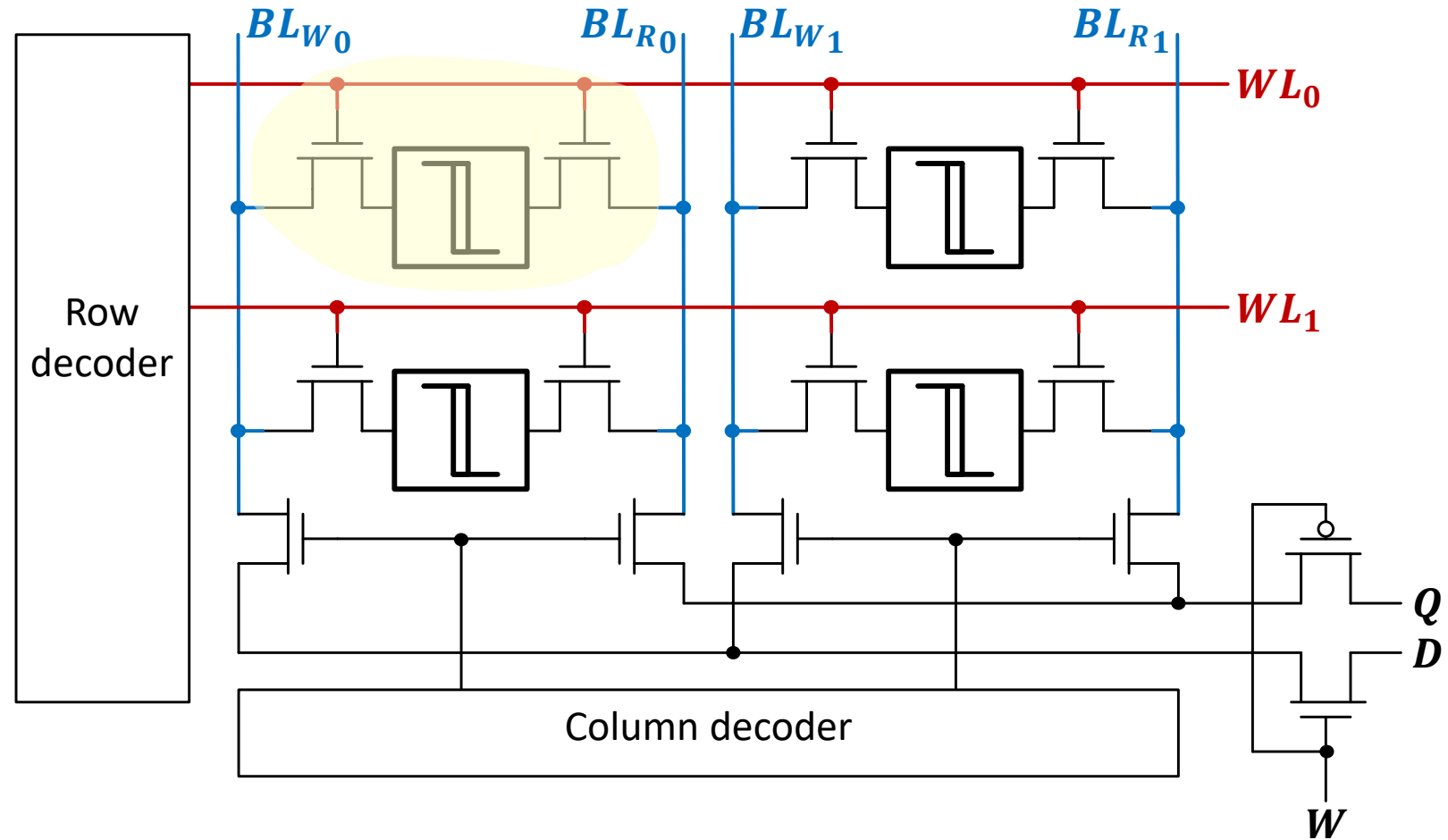
- Read

- Cell (0,1)
- $W = 0$
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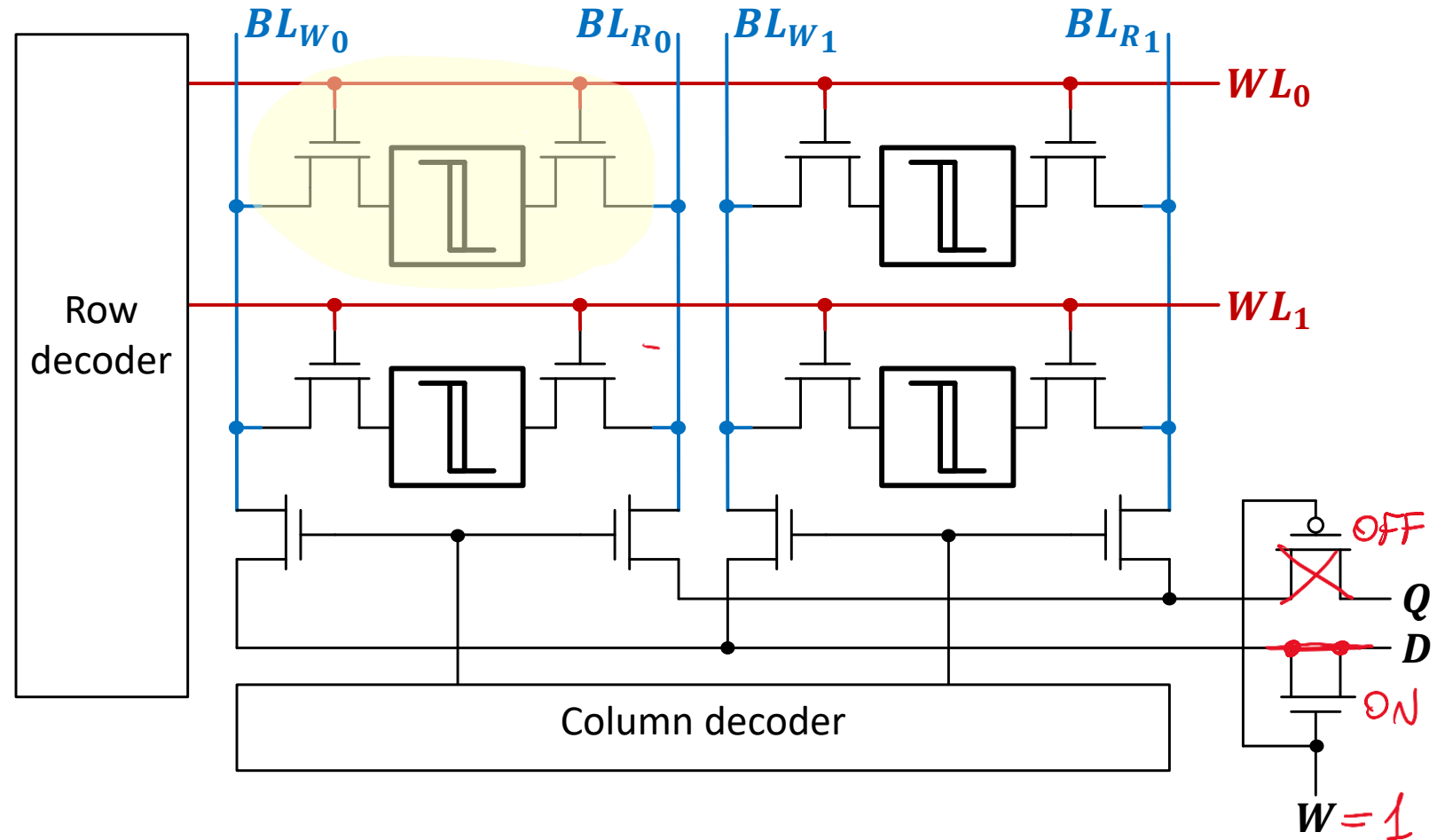
SRAM – Architecture and working principle

- Example – 4x4
 - Write
 - Cell (0,0)



SRAM – Architecture and working principle

- Example – 4x4
 - Write
 - Cell (0,0)
 - $W = 1$



SRAM – Architecture and working principle

- Example – 4x4

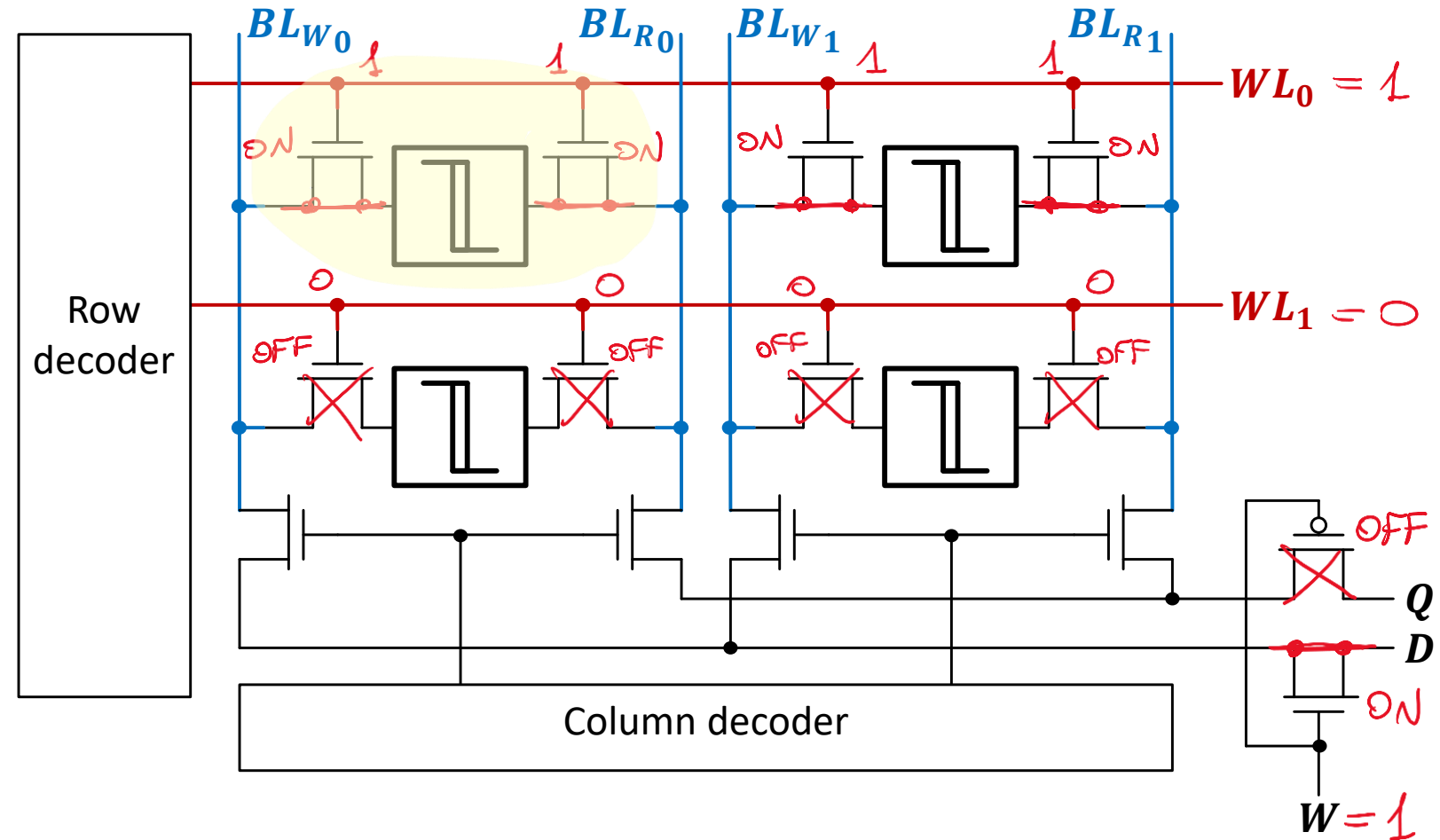
- **Write**

- Cell (0,0)

- $W = 1$

- $WL_0 = 1$

- $WL_1 = 0$



SRAM – Architecture and working principle

- Example – 4x4

- **Write**

- Cell (0,0)

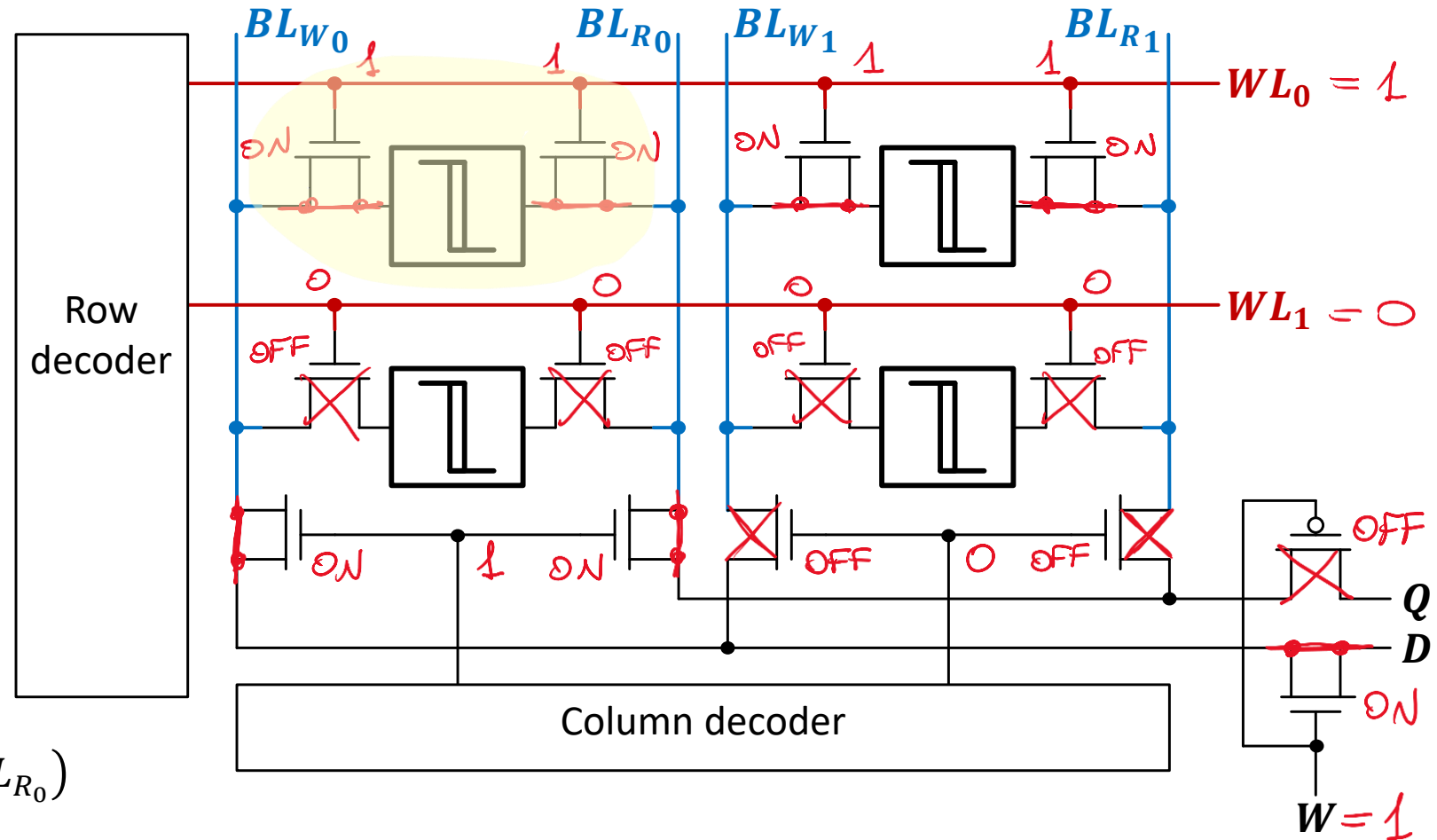
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- Column decoder

- Activating access transistors of (BL_{W_0}, BL_{R_0})



SRAM – Architecture and working principle

- Example – 4x4

- Write

- Cell (0,0)

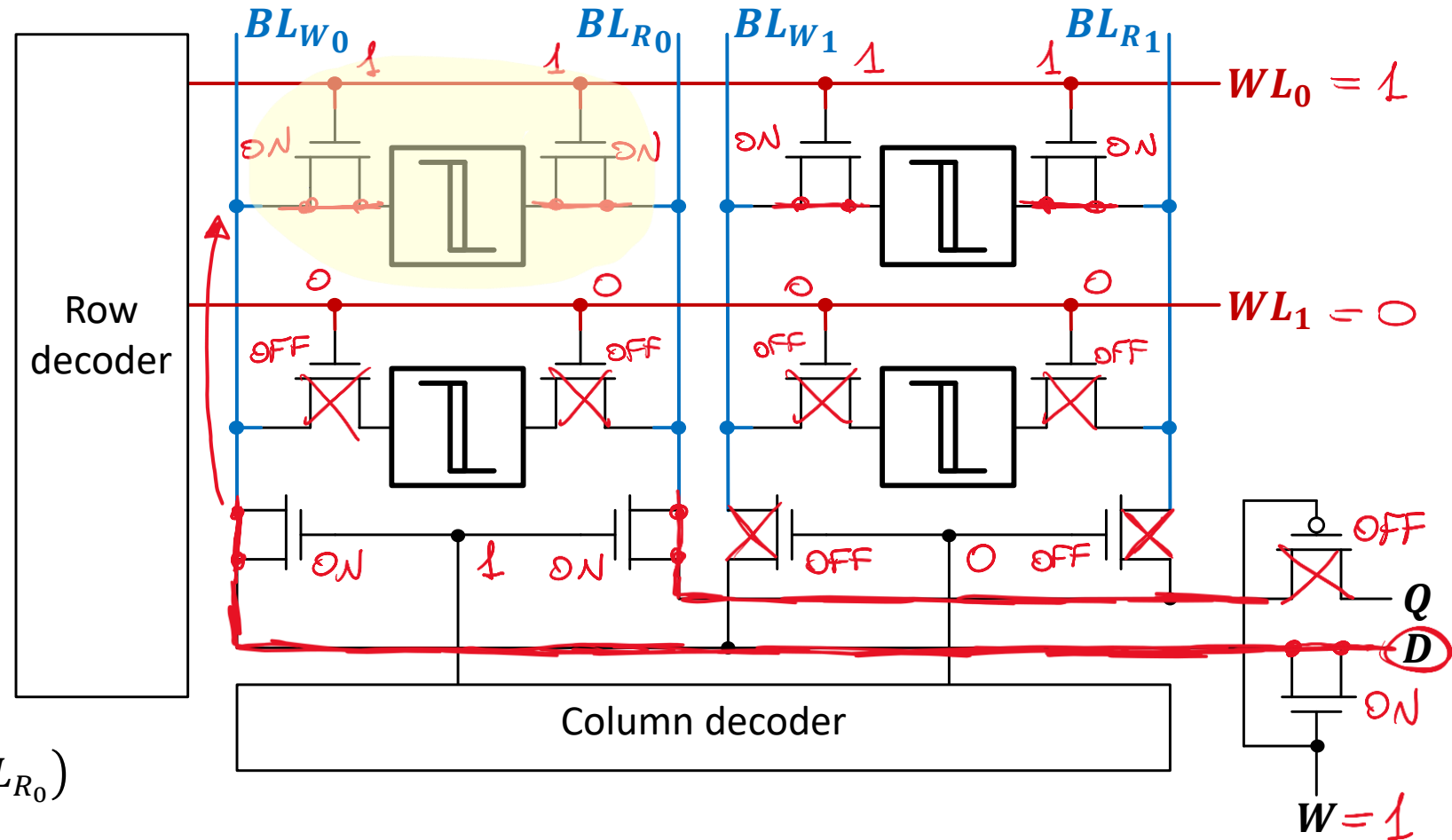
- $W = 1$

- $WL_0 = 1$

- $WL_1 = 0$

- Column decoder

- Activating access transistors of (BL_{W_0}, BL_{R_0})





Thank you for your attention

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