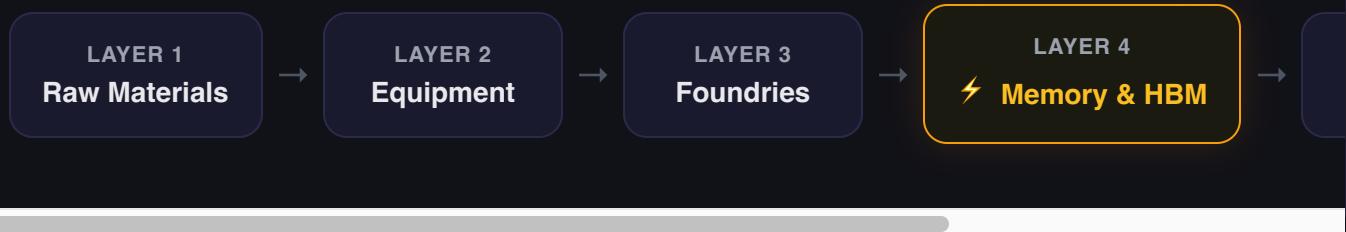


💡 HBM & the Memory Layer

Layer 4 of the AI Value Chain — where silicon meets bandwidth



Where Memory Sits in the Stack



What HBM Actually Is

High Bandwidth Memory = DRAM dies stacked vertically like a tiny skyscraper, connected by thousands of tiny wires (TSVs) punched through each layer

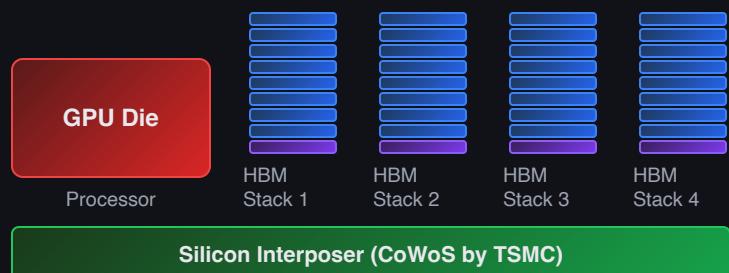


↑ HBM3E: 12 DRAM dies stacked + 1 logic die



How HBM Connects to the GPU

GPU and HBM stacks sit side-by-side on a silicon interposer (CoWoS packaging by TSMC)



Nvidia H100 has $6 \text{ HBM stacks} \times 80\text{GB} = 80\text{GB total} \cdot \text{B200 has 8 stacks} = 192\text{GB}$

Connected by ~10,000+ TSVs (Through-Silicon Vias)

💡 Why HBM Exists – The Bandwidth Problem

AI models need to move **massive** amounts of data to/from the GPU every second. Regular DDR5 RAM sits far away on the motherboard and connects through narrow pipes. HBM sits *right next to* the GPU with thousands of parallel connections.

DDR5 (Regular RAM)

~50 GB/s

64-bit bus · Far from GPU

HBM3E

~4,800 GB/s

1024-bit bus × 8 stacks · Adjacent to GPU

HBM is ~100x faster than regular RAM. That's why AI chips need it.

⚖️ The HBM vs Consumer RAM Tradeoff

Same DRAM wafers, two very different products. Manufacturers must choose how to allocate limited fab capacity:

DDR5 (Consumer)

PCs, phones, servers

~\$3/GB

HBM3E (AI)

GPU accelerators

~\$15/GB

← 3-5x more profitable

↓ So what happens?

AI demand for HBM explodes ↗

Fabs shift wafers to HBM (higher margin)

Less DDR5 supply for consumers

PC/phone RAM prices rise ↗

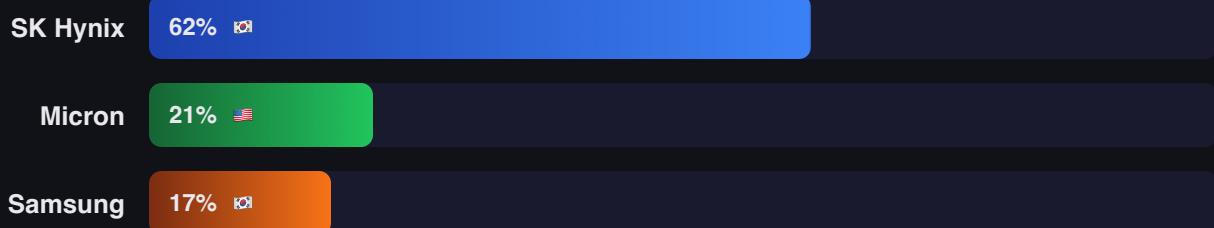
This is the "memory shortage" you're seeing in the news. It's not that we can't make RAM — it's that the economics of AI are pulling production away from consumers.

HBM Generations — The Evolution

GENERATION	BANDWIDTH	CAPACITY/STACK	LAYERS	USED IN
HBM2e	460 GB/s	16 GB	8 dies	A100
HBM3	819 GB/s	24 GB	8 dies	H100
HBM3E NOW	1,200 GB/s	36 GB	12 dies	B200, MI300X
HBM4	2026	1,800+ GB/s	48 GB	16 dies
				Nvidia Rubin, AMD MI450

Each generation = more layers stacked, wider bus, more bandwidth. The trend: models keep getting bigger → need more memory → need faster memory.

Who Makes HBM — Market Share



Key insight: 79% of HBM production is in South Korea. Micron is the *only* US-based supplier — which is why it's getting \$13.7B in CHIPS Act funding. All three producers are **sold out through end of 2026**.

12
34

Key Numbers to Remember

34×

More HBM per AI server vs previous generation

21.7 TB

HBM in Nvidia's GB300 rack (up from 640GB in DGX H100)

\$200B

Micron's planned US investment in memory fabs

239%

Micron stock return in 2025

100×

HBM bandwidth vs regular DDR5 RAM

3-5×

HBM profit margin vs commodity DRAM

Worth Knowing

TSVs (Through-Silicon Vias) — the tiny vertical wires punched through each DRAM die to connect the stacked layers. Manufacturing these without defects is extremely hard, which is why HBM yield rates are a competitive moat.

CoWoS bottleneck — TSMC's Chip-on-Wafer-on-Substrate packaging is needed to put HBM + GPU together on one interposer. CoWoS capacity was a major bottleneck in 2024-2025 and TSMC has been aggressively expanding it.

Why SK Hynix leads — they partnered with Nvidia early (2018) on HBM optimization. First to market with HBM3E. Samsung struggled with yield issues and only recently got Nvidia qualification.

Memory is no longer a commodity — historically DRAM was a cyclical boom-bust commodity. HBM has transformed it into a strategic, high-margin product. Micron's CEO: "Memory is now essential to AI's cognitive functions."

The heat problem — stacking 12 DRAM dies creates serious thermal challenges. HBM4 will need new thermal solutions, which is partly why it's being designed with a fundamentally different architecture.

Why not just use more regular RAM? — It's about bandwidth, not just capacity. AI models need to read billions of parameters every inference. The data bus on regular RAM is simply too narrow — like trying to fill a swimming pool through a garden hose vs a fire hydrant.