# PROGRESS MADE SO FAR

## Domains Explored

In-memory Computing

Memory Compilers

## Key Takeaways: In-memory Computing

- Need traditional Von Neumann architecture which separates the Memory Unit and the ALU suffers from long latency and high power consumption, especially in data-centric applications, due to the movement of data between the Memory and ALU. This is called the Von Neumann bottleneck or memory wall
- TCAM A memory architecture that allows data search in one clock cycle by integrating the search circuitry within the memory, which performs bit-wise XOR/NOR operations between the search key and the stored data for matching and discharges the match-lines accordingly
- ReRAM-based Memory A Resistive RAM device has a Metal-Metal Oxide-Metal structure, with a high resistance state (HRS) in the unbiased situation. When a voltage above the threshold is applied to it, ionization occurs and electricity is carried along by the oxygen ions formed, creating a low resistance state (LRS). They can have either unipolar or bipolar switching.

## Key Takeaways: In-memory Computing

- Familiarity with 6T SRAM and its operations, and terms such as TOPS/W, TOPS/mm<sup>2</sup>, bit-line boosting, write margin, static noise margin, sensing margin, sleep transistors, MTCMOS, pass gate, CMOS transmission gate, tie-cell, differential non-linearity, process corners
- Some concepts are still not clear, such as read-disturb, body-bias control, STTRAM, half-selected cells, Wallace tree adder, strongARM latch comparator, cascode, world-line under-drive, bit-line regeneration, column-interleaved SRAM, WB delay, decoupled ports, hierarchical bitline, negative cell virtual ground, etc.

#### Key Takeaways: Memory Compilers

- Need to automate generation of larger memories of different types and configurations based on the parameters supplied by the user, such as word size, memory size, multiplexing, banking, architecture, technology node
- Basic components of memory memory array, decoder, read/write circuit, timing circuit
- Memory scaling approaches banking (increases columns or word size by adding another array with the same decoder inputs) and multiplexing (increases rows or memory size by adding another array with same read/write connections, selected using a MUX)
- Plugin-based Design memory architecture and technology node are provided as plugins, so that the relevant files can be plugged into the program as required. This makes the compiler independent of the architecture and the technology node

#### References

#### **In-memory Computing**

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