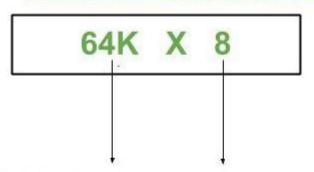
#### **Memories**

#### **Memories sizes - Byte addressing:**

size	Bytes	Bits required - 2 <sup>n</sup>	
1 Kilo bytes	1024 bytes	$1024 = 2^{10}$	$=2^{10}$
1 Mega bytes	1024*1024 bytes	$1024 = 2^{10} + 2^{10}$	$=2^{20}$
1 Giga bytes	1024*1024*1024 bytes	$1024 = 2^{10} + 2^{10} + 2^{10}$	$=2^{30}$
1 Tera bytes	1024*1024*1024*1024 bytes	$1024 = 2^{10} + 2^{10} + 2^{10} + 2^{10}$	$=2^{40}$

#### **Memory Chip representation:**





This indicates the number of cells in the memory chip i.e. 64K cells(here)

This indicates the size of the Cell (the number of bits that can be stored in the Cell) i.e. 8 bits(here)

## **Word Vs Byte addressing**

# **Byte addressing for 1K x 8 Memory**

		1K x 8				
		width = 1 Byte				
	Addr					
	0					
	1					
2 3 4	l				= 1024 * 8	3
	-				+ (8/8)	
	4				24 + 1	
		Required	addr bit	= 2^10 + 2/	<b>^</b> 0 = 2 <b>^</b> 10	
Depth = 1K						
•						
	· -					
	· -					
	· .					
	1					
	1022					
	l +					
	1023					

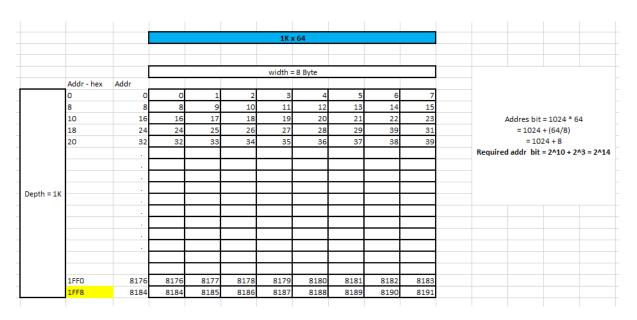
## Byte addressing for 1K x 16 Memory

		1K x	16	
	_			
		width =	2 Byte	
	Addr			
	0	0	1	
	2	2	3	
	4	4	5	Addres bit = 1024 * 16
	6	6	7	= 1024 + (16/8)
	8	8	9	= 1024 + 2
	· <u> </u>			Required addr bit = 2^10 + 2^1 = 2^1
Depth = 1K	· -			
	-			
	· -			
	· -			
	<del> </del>			
	· -			
	-	-		
	2040	1020	1021	
	2044	1022	1023	
	_			

## Byte addressing for 1K x 32 Memory

			1K x 32				
				- IX X	<u> </u>		
				width =	4 Byte		
	Addr - hex	Addr					
	0	0	0	1	2	3	
	4	4	4	5	6	7	
	8	8	8	9	10	11	Addres bit = 1024 * 32
	С	12	12	13	14	15	= 1024 + (32/8)
	10	16	16	17	18	19	= 1024 + 4
		20	20	21	22	23	Required addr bit = 2^10 + 2^2 = 2^1
		24	24	25	26	27	
		28	28	29	39	31	
Depth = 1K							
Deptii - 1k							
	FF8	4088	4088	4089	4090	4091	
	FFC	4092	4092	4093	4094	4095	

## Byte addressing for 1K x 64 Memory



# Byte addressing for 4K x 32 Memory

		_					
				4K x	32		
				width = 4	4 Byte		
	Addr - hex	Addr					
	0	0	0	1	2	3	
	4	4	4	5	6	7	
	8	8	8	9	10	11	Addres bit = 4096 * 32
	С	12	12	13	14	15	= 4096+ (32/8)
	10	16	16	17	18	19	= 4096 + 4
		20	20	21	22	23	Required addr bit = 2^12 + 2^2 = 2^1
		24	24	25	26	27	
		28	28	29	39	31	
Depth = 1K							
Deptii - IK							
	3FF0	16368	16376	16377	16378	16379	
	3FFC	16380	16380	16381	16382	16383	

# Bit calculation for Word & Byte addressing

Mem size	#bits req for word	#bits req for <mark>byte</mark>
	addressing	addressing
4096x <mark>16</mark>	4096 = 2^12	4096 = 2^12 + 2^1 = 2^13
1024x <mark>32</mark>	1024 = 2^10 = 2^10	$1024 = 2^10 + 2^2 = 2^12$
256x16	256 = 2^8	256 = 2^8+2^1 = 2^9
<mark>512</mark> x <mark>64</mark>	512 = 2^9 = 2^9	512 = 2^9 +2^3 = 2^12

# **Concept of address shifting**

			4 Bit addr( No shift re	quired)									
	NOT POSSIBLE	FOR GIVEN FIFO											
	Addr width = 8	Addr width = 7	Addr width = 6	Addr width = 5	Addr width = 4								
Dual PORT RAM	Bus addr (128 bit addressing)	Bus addr (64 bit addressing)	Bus addr (32 bit addressing)	Bus addr (16 bit addressing)	Bus addr (8 bit addressing)	Local FIFO add					Local Fife	o addr	
	0	0	0	0	0	0	0	1	2	3 0	1	2	
Write Interface Spec	10	8	4	2	1	1	4	5	6	7 4	5	6	
width = 32	20	10	8	4	2	2	8	9	10	11 8	9	10	
Depth = 16	30	18	C	6	3	3	12	13	14	15 12	13	14	
otal size = 32*16 Byte = 512 Bytes	40	20	10	8	4	4	16	17	18	19 16		18	
ddr width = 16 = 2^4 = 4 bit wide	50	28	14	A	5	5	20	21	22	23 20		22	
	60	30	18	c	6	6	24	25	26	27 24		26	
otal byte per location= 32/8 = 4 Location	70	38	10		7	7	28	29	30	31 28		30	
shift operator = 2^2> 2 shift required	80		20	10	8		32	33	34	35 32		34	
aprilate. L. L. L. Similifequites	90		24		9	9	36	37	38	39 36		38	
	AO		28	14	Δ	10	40	41	42	43 40		42	
	BO BO		2C	16	В	11	44	45	46	47 44		46	
Read Interface Spec	co	60	30	18	c	12	48	49	50	51 48		50	
width = 8	DO		34	1A	D	12	52	53	54	55 52		54	
Depth = 64	EO	70	38	1C	F	14	56	57	58	59 56		58	
otal size = 8*64 Byte = 512 Bytes	FO	78	3C	1E	F	15	60	61	62	63 60		62	
Addr width = 64 = 2^6 = 6 bit wide	10	76	JC .	10	!	13	00	01	02	03 00	01	02	_
dui widii = 04 = 2-0 = 0 bit wide	128/8 = 16	64/8 =8	32/8 = 4	16/8 = 2	8/8 = 1								
	16=>2^4	8=>2^3	4=>2^2	2=>2^1	1=>2^0								
	4 bit right shift is required			1 bit right shift is required									
	4 bic right sinit is required	o bic right sime is required	2 bic right sinte is required	2 bic right sinit is required	no rigite sinite is required								
	Addr width = 4 (After shift)	Addr width = 4 (After shift)	Addr width = 4 (After shift)	Addr width = 4 (After shift)									
	Bus addr (16 bit addressing)			Bus addr (16 bit addressing)									
	0		0	0									
	1	1	1	1									
	2	2	2	2									
	3	3	3	3									
	4	4	4	4									
	5	5	5	5									
	6	6	6	6									
	7	7	7	7									
	8	8	8	8									
	9		9	9									
	A	A	A	A									
	В	В	В	В									
	С	С	С	С									
	D	D	D	D									
	E	E	E	E									
	F	F	F	F									