

# *Introduction to General Computer Systems (Memory)*

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**Content has been taken mainly from the following books:**

Operating Systems Concepts By Silberschatz & Galvin,  
Operating Systems: Internals and Design Principles By William Stallings

[www.os-book.com](http://www.os-book.com)

[www.cs.jhu.edu/~yairamir/cs418/os2/sld001.htm](http://www.cs.jhu.edu/~yairamir/cs418/os2/sld001.htm)

[www.personal.kent.edu/~rmuhamma/OpSystems/os.html](http://www.personal.kent.edu/~rmuhamma/OpSystems/os.html)

[http://msdn.microsoft.com/en-us/library/ms685096\(VS.85\).aspx](http://msdn.microsoft.com/en-us/library/ms685096(VS.85).aspx)

<http://www.computer.howstuffworks.com/operating-system6.htm>

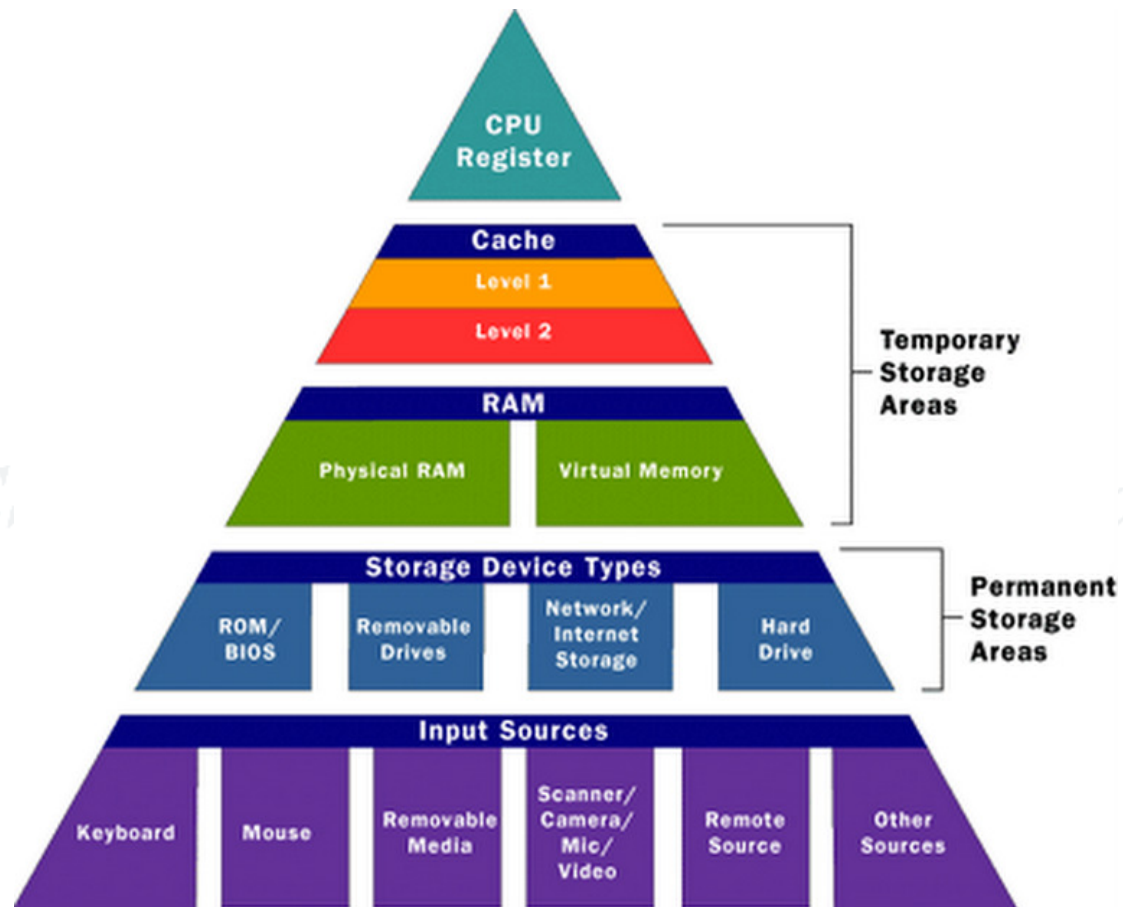
<http://williamstallings.com/OS/Animations.html>

*Etc...*

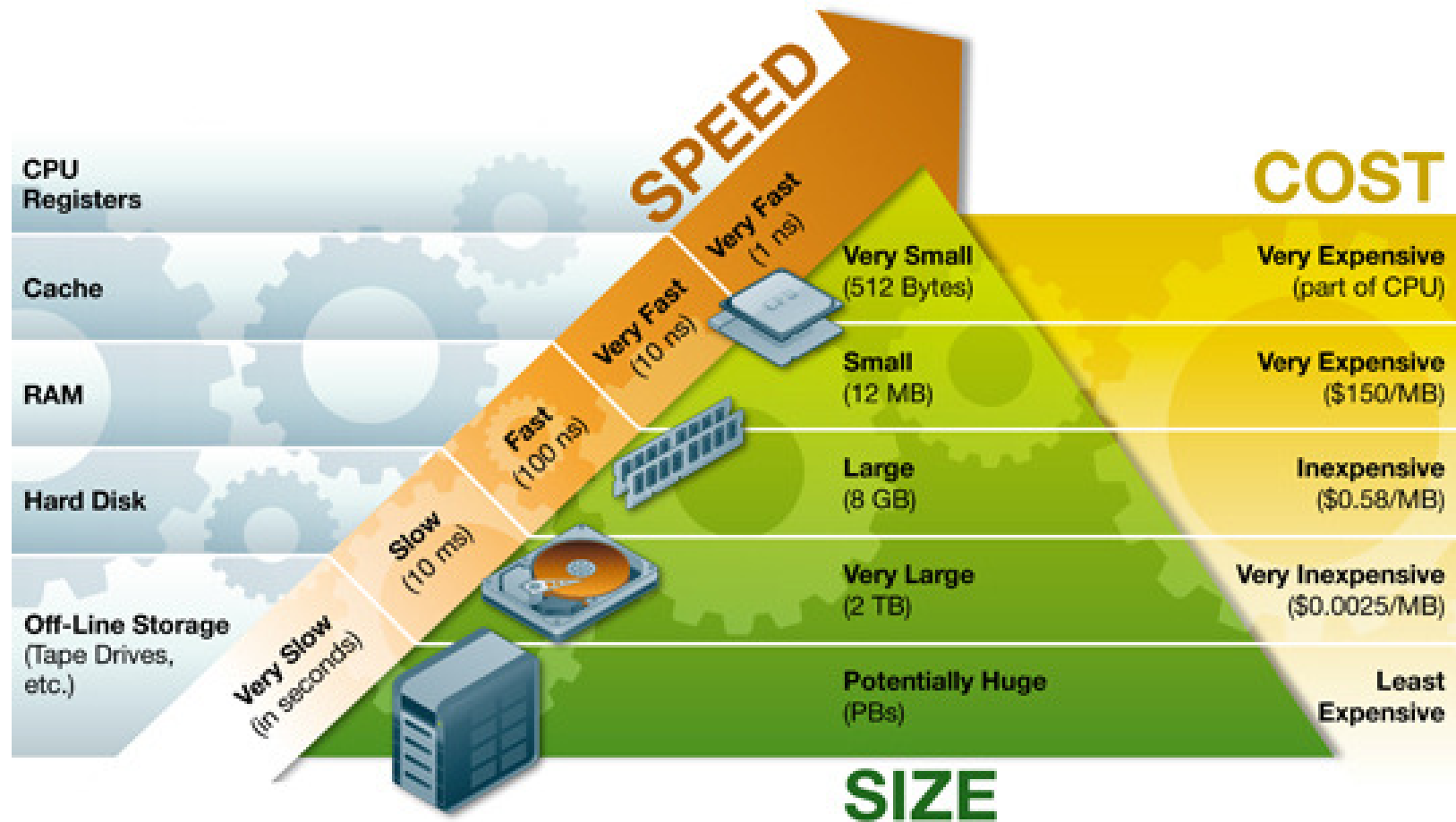
# Computer Memory

- Computer Memory refers to the physical devices used to store data or programs (sequences of instructions) on a temporary or permanent basis for use in an electronic digital computer.
- Computer Data Storage, often called Storage or Memory, refers to computer components and recording media that retain digital data used for computing for some interval of time.
- The term Memory identifies data storage that comes in the form of chips.
- The word Storage is used for memory that exists on tapes or disks.

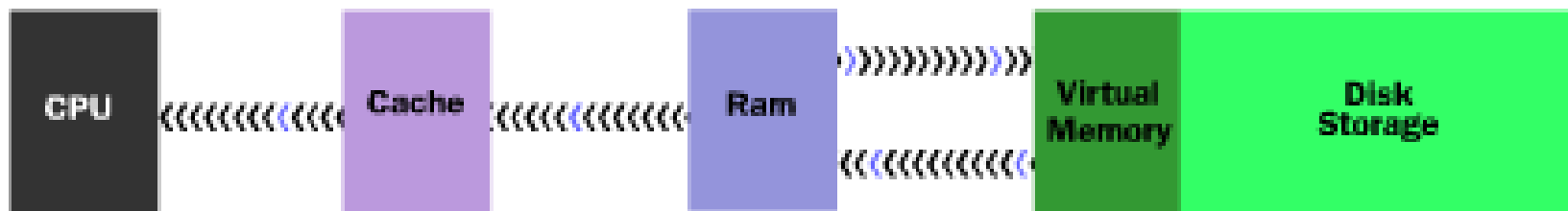
# Computer Memory Hierarchy



# Computer Memory Hierarchy (Conti...)

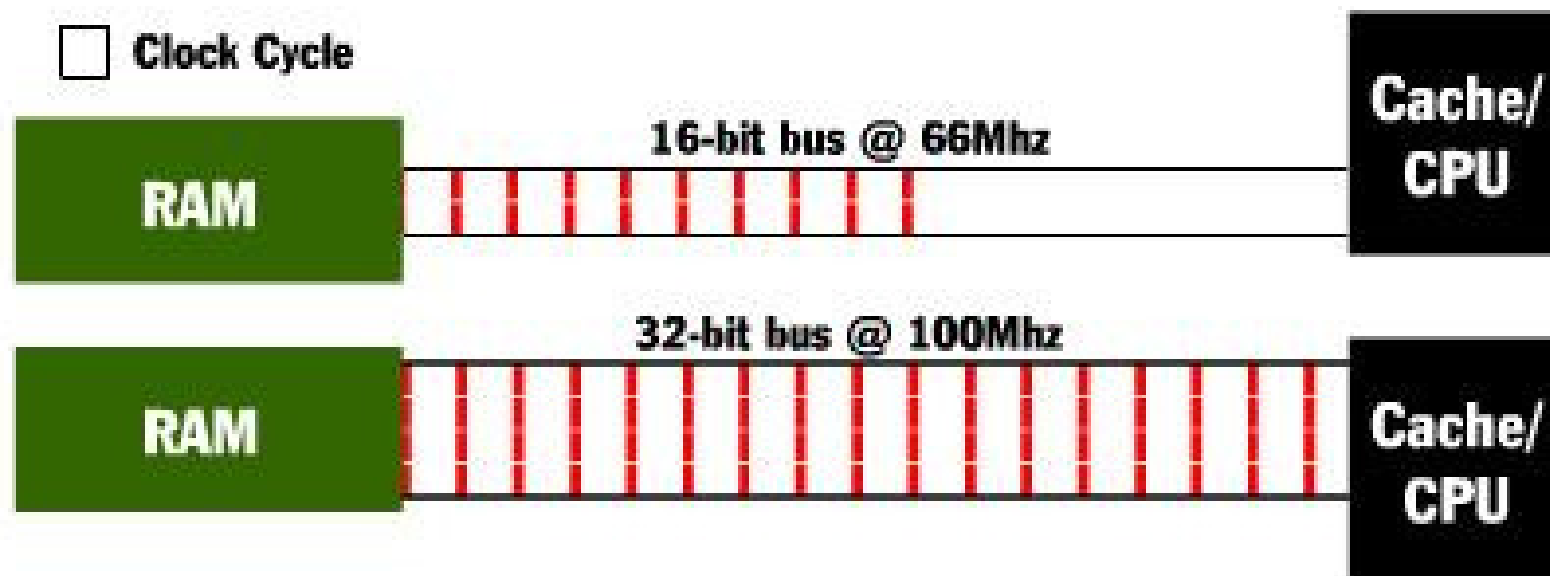


# *Data Flow – Disk to CPU*

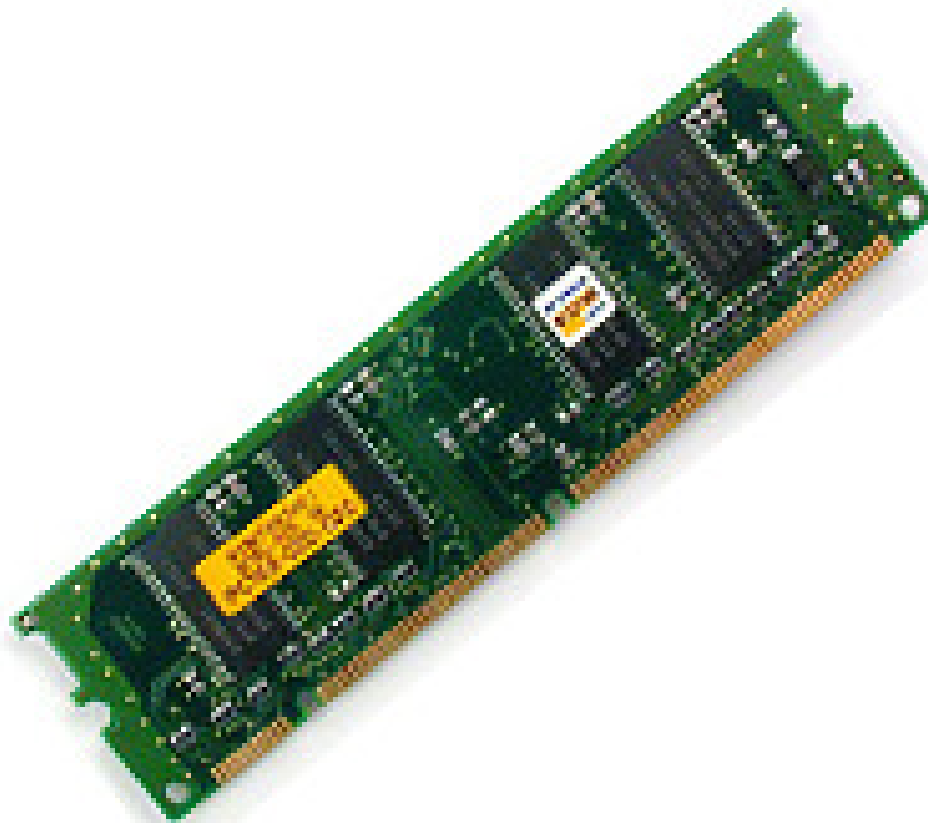


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# *Data Flowing b/w CPU & RAM*



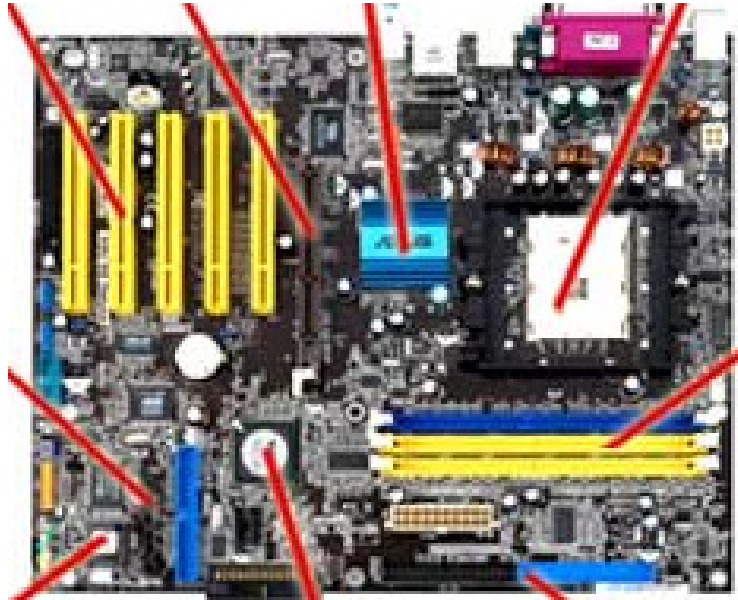
# *RAM*



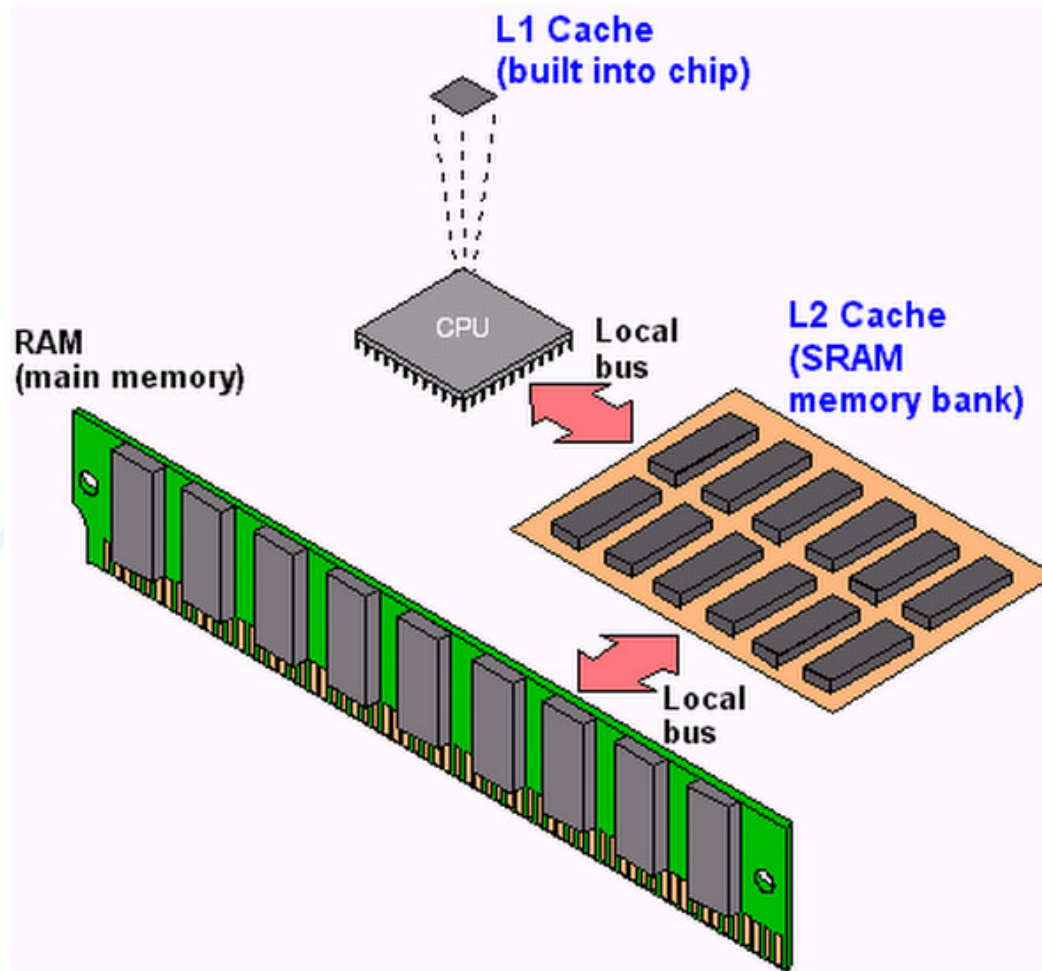
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# Motherboard



# L1 & L2 Cache



# Real Life/Time Example

- Real Life/Time Example – Librarian while issuing a particular requested BOOK using SHELF only.

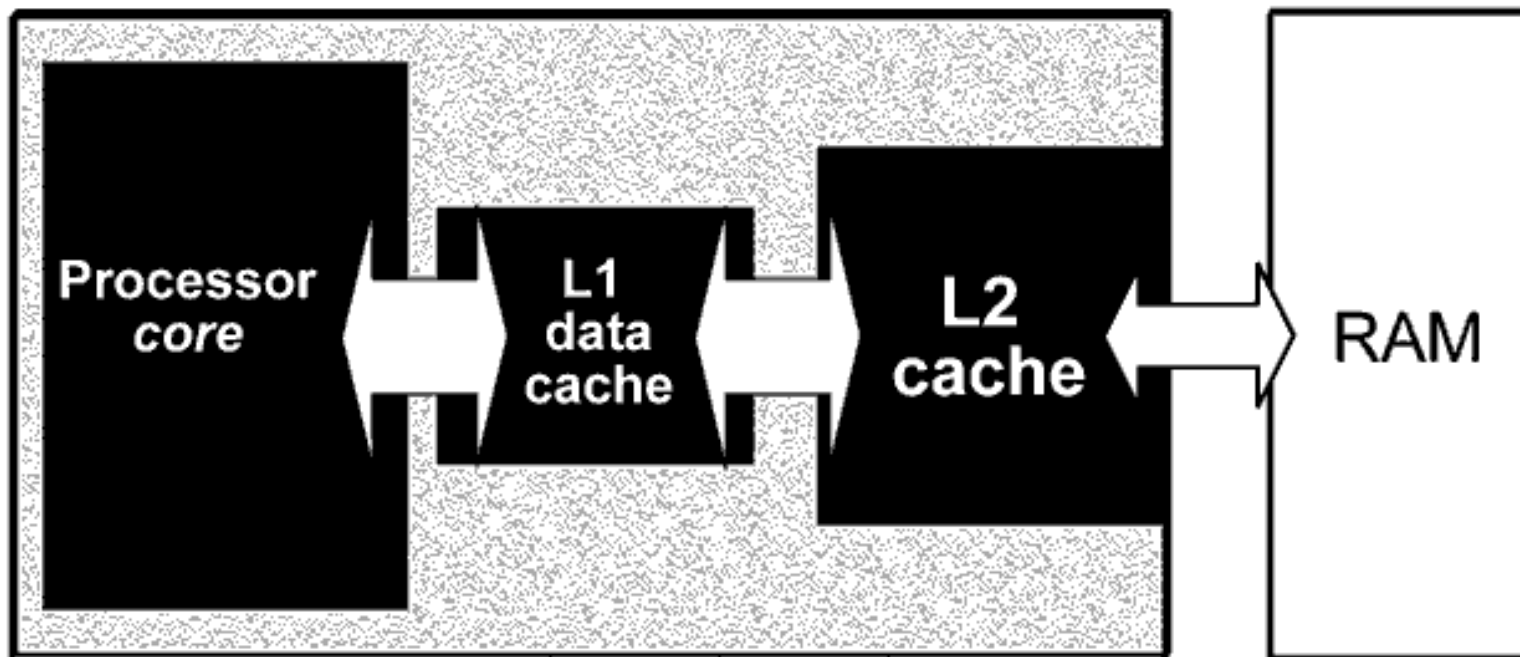


# *Real Life/Time Example*

- Real Life/Time Example – Librarian while issuing a particular requested BOOK using BACKPACK and SHELF

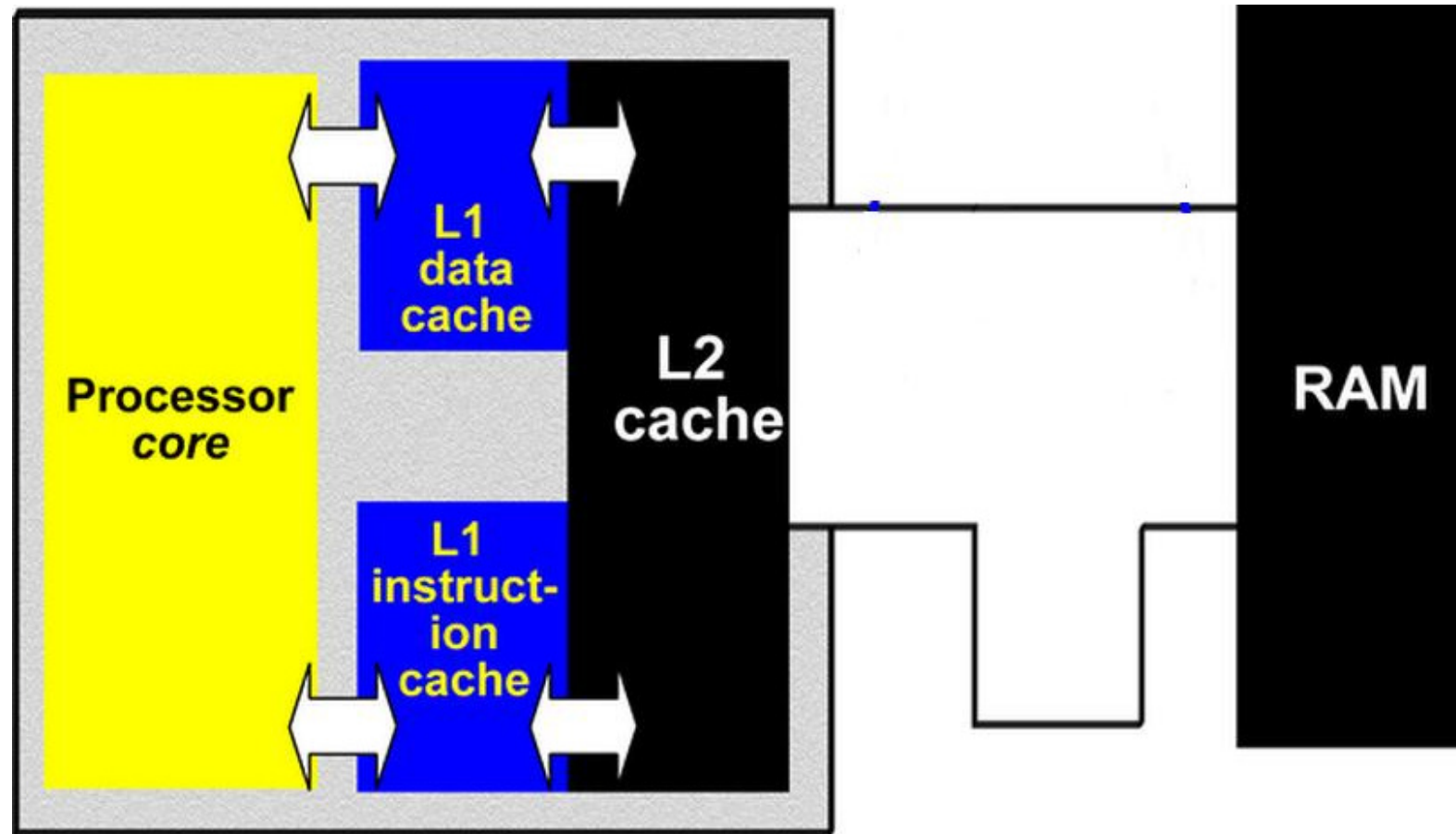


# *L1 & L2 Cache*





# *L1 & L2 Cache*



# *L1, L2, Main Memory ,Hard Disk*

- *L1 Cache* - Memory accesses at full microprocessor speed  
(around 10 nanoseconds, 4 kilobytes to 16 kilobytes in size)
- *L2 Cache* - Memory access of type SRAM  
(around 20 to 30 nanoseconds, 128 kilobytes to 512 kilobytes in size)
- *Main Memory* - Memory access of type RAM  
(around 60 nanoseconds, 32 megabytes to 128 megabytes in size)
- *Hard Disk* - Mechanical, slow  
(around 12 milliseconds, 1 gigabyte to 10 gigabytes in size)



*Thnx...*

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