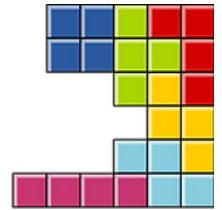
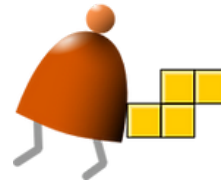


From Nand to Tetris

Building a Modern Computer From First Principles



Home
Projects
Book
Software
Demos
License
Papers
Cool Stuff
Team
Stay in Touch
Q&A

Project 3: Memory

Background

The computer's main memory, also called Random Access Memory, or RAM, is an addressable sequence of n-bit registers, each designed to hold an n-bit value. In this project you will gradually build a RAM unit. This involves two main issues: (i) how to use gate logic to store bits persistently, over time, and (ii) how to use gate logic to locate ("address") the memory register on which we wish to operate.

Objective

Build all the chips described in Chapter 3 (see list below), leading up to a Random Access Memory (RAM) unit. The only building blocks that you can use are primitive DFF gates, chips that you will build on top of them, and chips described in previous chapters.

Chips

Chip Name	Description	Test Scripts	Compare File
DFF	Chip Name Data Flip-Flop (primitive) Description	Test Scripts	Compare File
Bit	Chip Name 1-bit register Description	Test Scripts Bit.tst	Compare File Bit.cmp
Register	Chip Name 16-bit register Description	Test Scripts Register.tst	Compare File Register.cmp
RAM8	Chip Name 16-bit / 8-register memory Description	Test Scripts RAM8.tst	Compare File RAM8.cmp
RAM64	Chip Name 16-bit / 64-register memory Description	Test Scripts RAM64.tst	Compare File RAM64.cmp
RAM512	Chip Name 16-bit / 512-register memory Description	Test Scripts RAM512.tst	Compare File RAM512.cmp
RAM4K	Chip Name 16-bit / 4096-register memory Description	Test Scripts RAM4K.tst	Compare File RAM4K.cmp
RAM16K	Chip Name 16-bit / 16384-register memory Description	Test Scripts RAM16K.tst	Compare File RAM16K.cmp
PC	Chip Name 16-bit program counter Description	Test Scripts PC.tst	Compare File PC.cmp

Contract

When loaded into the supplied Hardware Simulator, your chip design (modified .hdl program), tested on the supplied .tst script, should produce the outputs listed in the supplied .cmp file. If that is not the case, the simulator will let you know. This contract must be satisfied for each chip listed above, except for the DFF chip, which is considered primitive, and thus there is no need to implement it.

Resources

See [Chapter 3](#), the [HDL Guide](#), and the [Hack Chip Set](#).

For each chip, we supply a skeletal .hdl file with a missing implementation part. In addition, for each chip we supply a .tst script that instructs the hardware simulator how to test it, and a .cmp ("compare file") containing the correct output that this test should generate. Your job is to complete and test the supplied skeletal .hdl files.

The tools that you need for this project are the supplied hardware simulator and the files listed above. If you've downloaded the Nand2Tstris Software Suite, these files are stored in your projects/03 folder. The folder is

further partitioned into two sub-folders, for reasons described below.

Tips

The Data Flip-Flop (DFF) gate is considered primitive and thus there is no need to build it: when the simulator encounters a DFF chip part in an HDL program, it automatically invokes the built-in nand2tetris/tools/builtInChips/DFF.hdl implementation.

Built-in chips: When constructing RAM chips from lower-level RAM chip-parts, we recommend using built-in versions of the latter. Otherwise, the simulator will recursively generate numerous memory-resident software objects, one for each one of the many chip parts that make up a typical RAM unit. This may cause the simulator to run slowly, or, worse, out of memory. i.e. out of the memory of the computer on which the simulator is running.

To avert this problem, we've partitioned the RAM chips that you have to build in this project into two sub-directories, named projects/03/a and projects/03/b. This partition is superficial, and is done with one purpose only: when building the chips stored in b, the simulator is forced to use built-in implementations of the lower-level chip parts whose .hdl programs are stored in a but not in b.

Tools

All the chips mentioned projects 0-5 can be implemented and tested using the supplied hardware simulator. Here is a screen shot of testing a built-in RAM8.hdl chip implementation on the hardware simulator:

Hardware Simulator (1.4b1) - G:\TECS\tools\builtIn\RAM8.hdl

File View Run Help

Chip Name: Time: 0

Input pins

Name	Value
in[16]	112
load	1
address[3]	5

Output pins

Name	Value
out[16]	

RAM 8:

Address	Value
0	0
1	0
2	0
3	0
4	0
5	0
6	0
7	0

HDL

```
* In words: the chip always outputs  
* location specified by address. If  
* into the memory location speci  
* available through the out output  
*/  
  
CHIP RAM8 {  
    IN in[16], load, address[3];  
    OUT out[16];  
  
    BUILTIN RAM8;  
    CLOCKED in, load;  
}
```

GUI of the loaded built-in chip

The user enters some input values and clicks the clock icon to pace the clock. Each click generates a tick or a tock. The clock can also be paced using a test script.

A built-in RAM8 chip is loaded

Clocked (sequential) chips are *clock-dependent*. Therefore, the standard way to test a clocked chip is to set its input pins to some values (as with combinational chips), simulate the progression of the clock, and watch how the chip logic responds to the clock's ticks and tocks. This screen shot illustrates the simulation of a built-in 8-word random-access memory chip (RAM8).