

CS 240 Foundations of Computer Systems



optional

Memory Devices

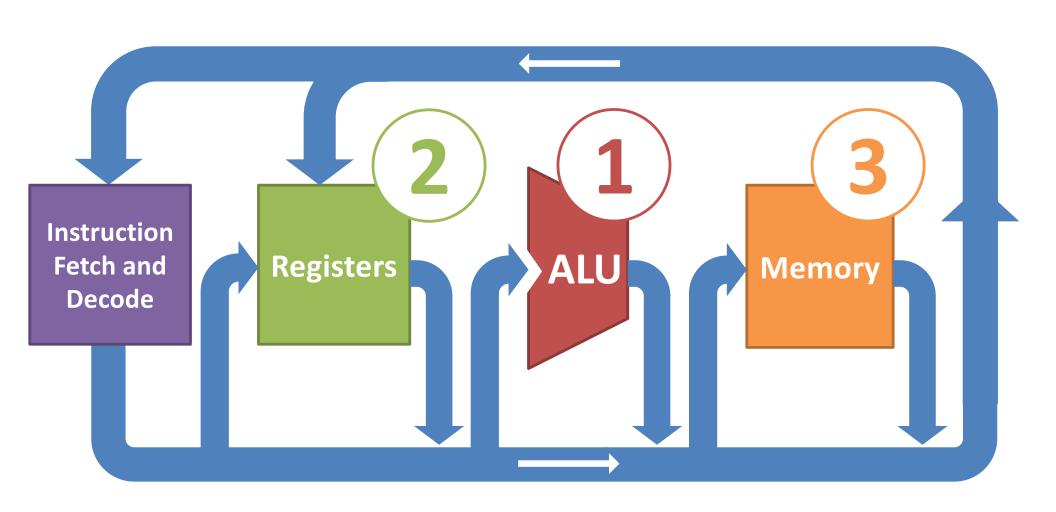
Small: Register file (group of numbered registers)

Medium: SRAM (Static Random Access Memory)

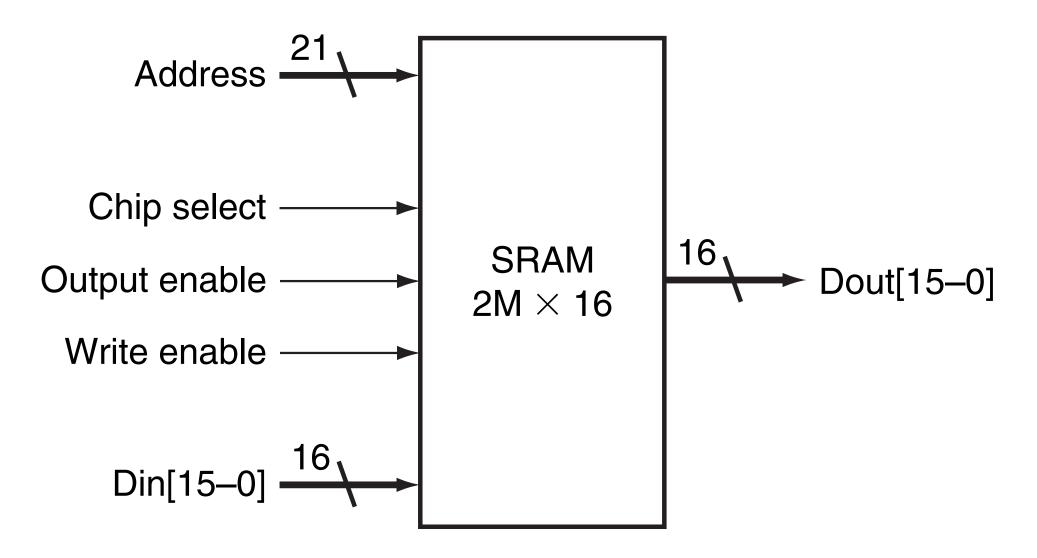
Large: DRAM (Dynamic Random Access Memory)

Future?

Processor: Data Path Components



SRAM: Static Random Access Memory



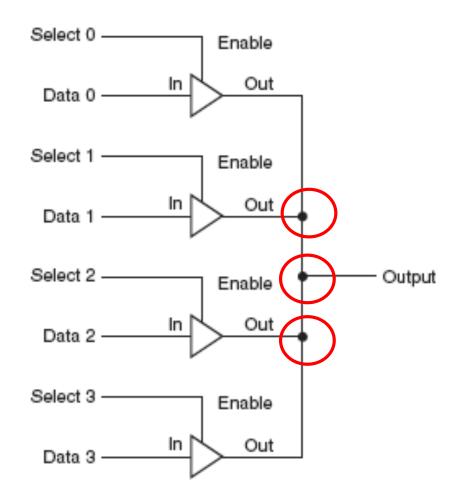
SRAM read port: data out

Large register files are impractical.

Big MUX = *significant* gate delay.

Large memories use a shared output line.

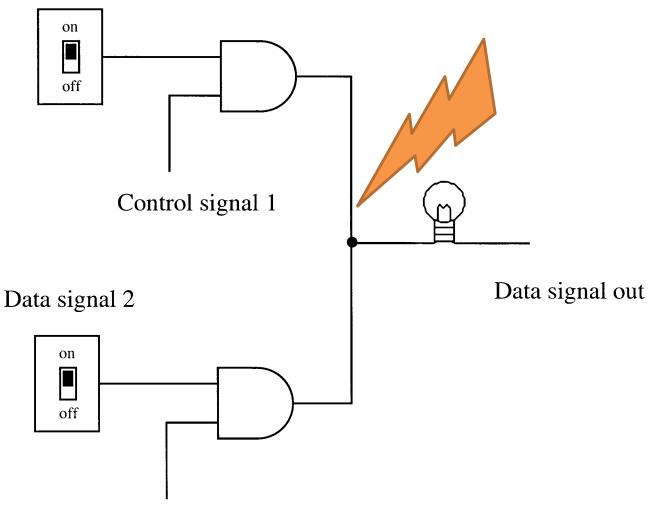
No central gates/MUX to choose output!



Wired ORs

(don't try this at home/in the lab, kids)

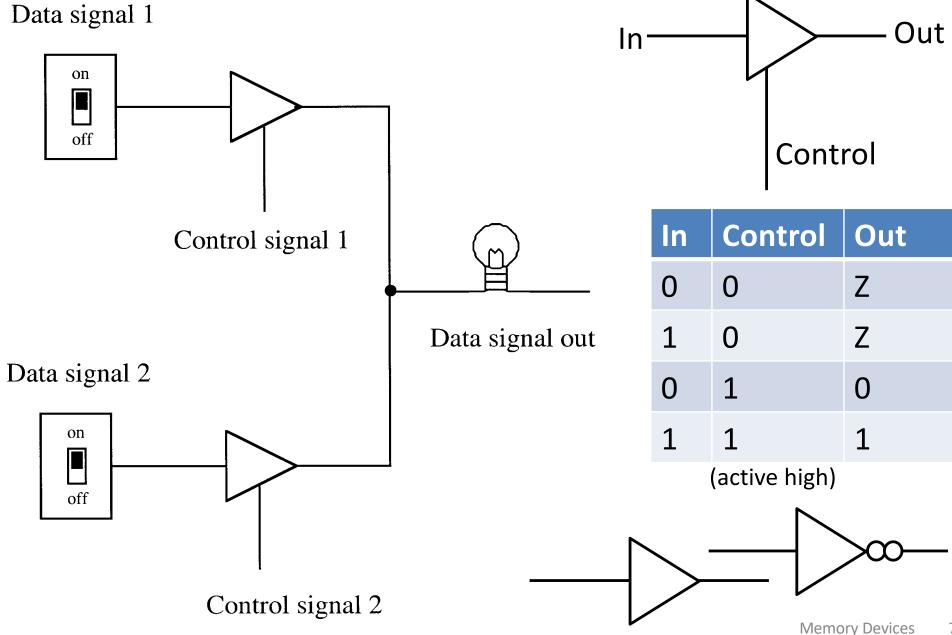
Data signal 1



Danger, Will Robinson!

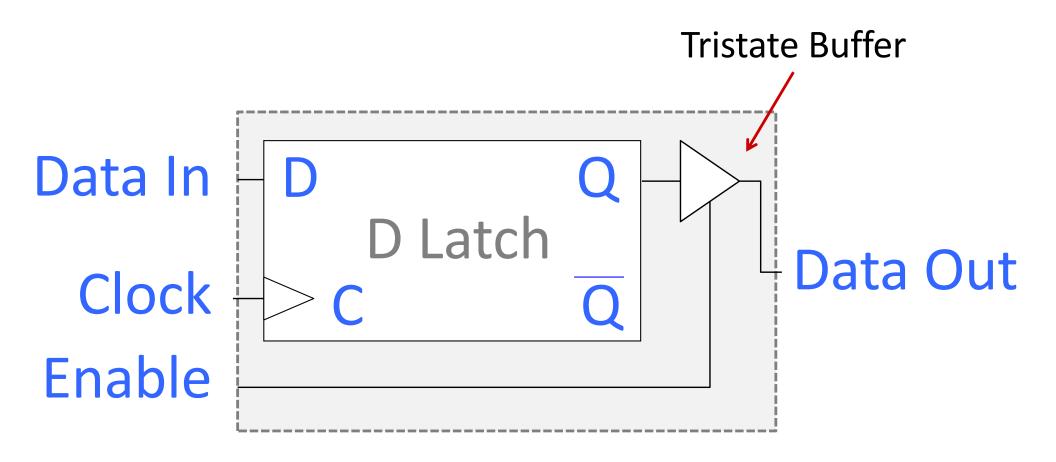


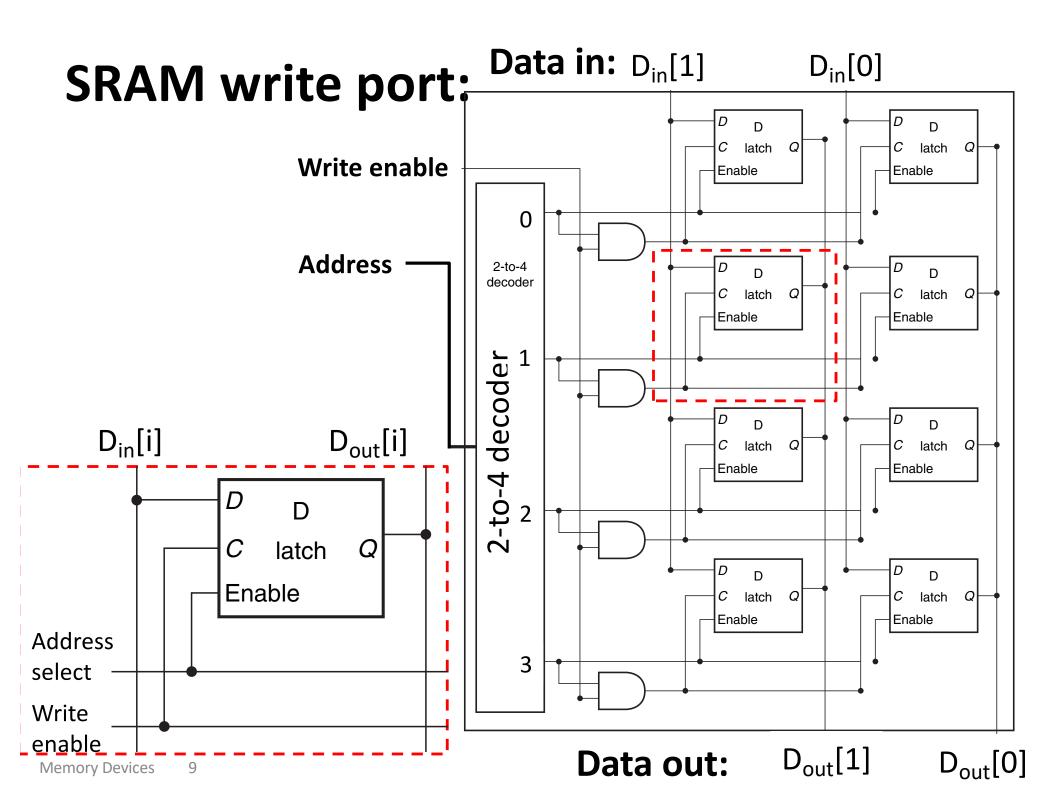
(noninverting) tristate buffers



SRAM cell

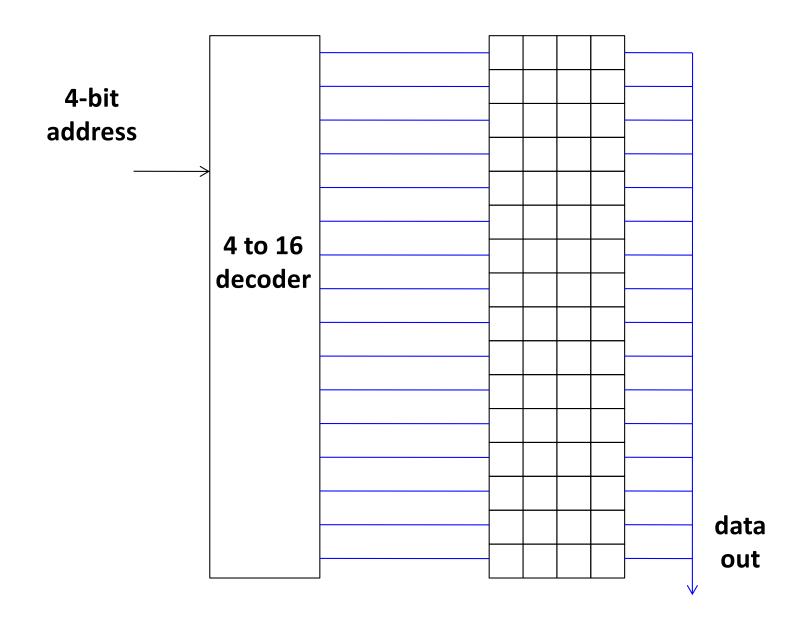
one option



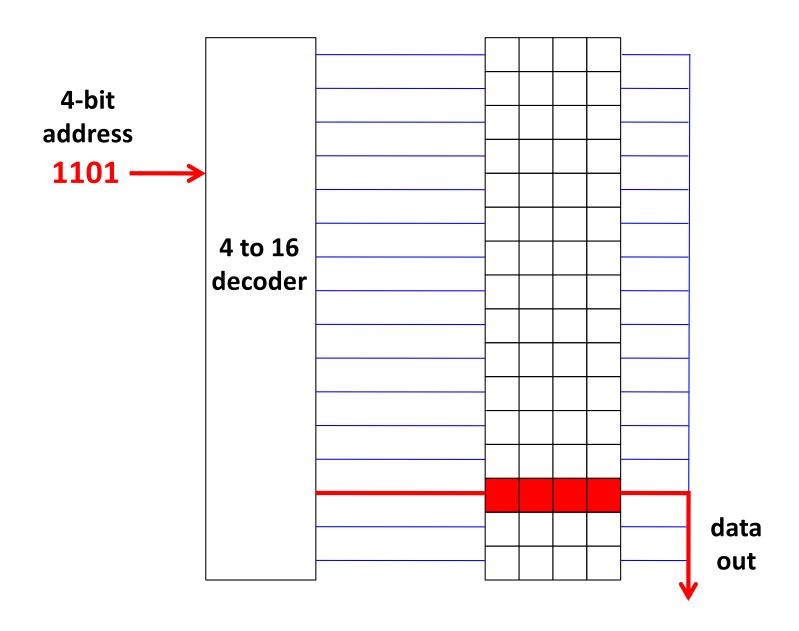


Organization of a 16 x 4 SRAM

(one option)

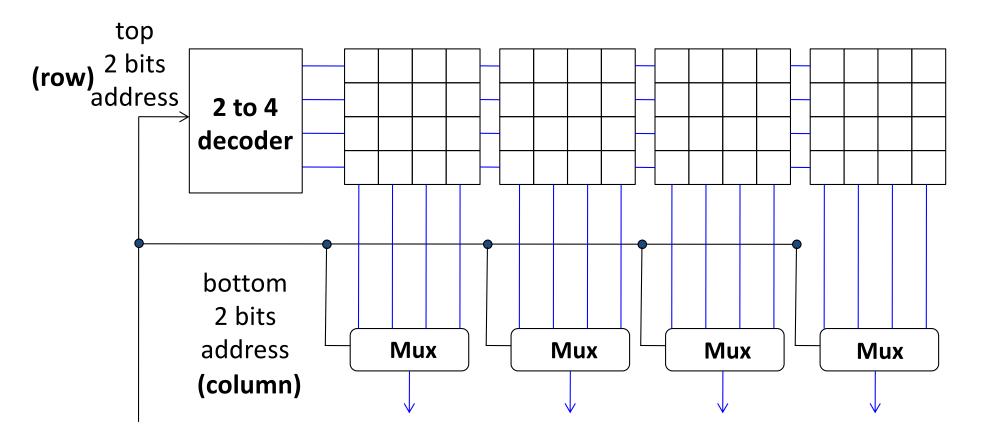


Selecting location 1101



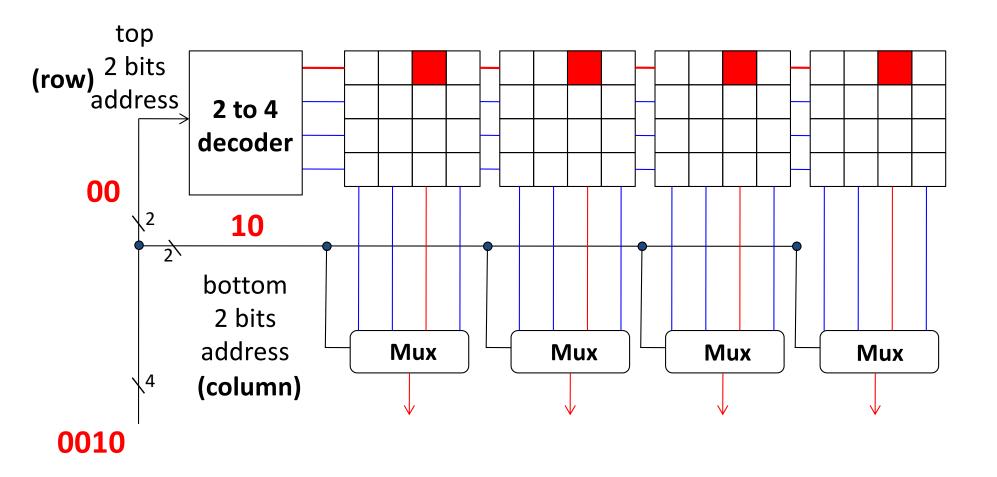
Another organization of a 16 x 4 SRAM

Split-level row/column addressing = physical multidimensional array!



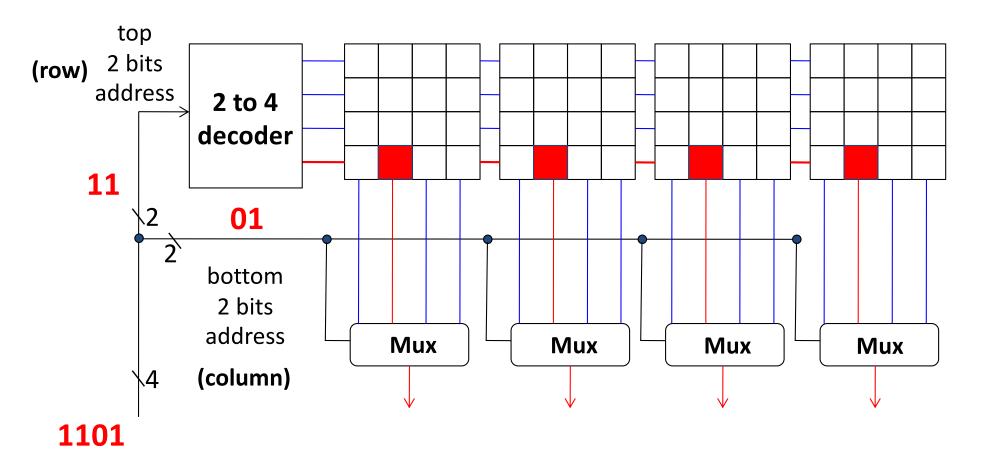
Selecting location 0010

Nibbles "striped" across 4 smaller memories.

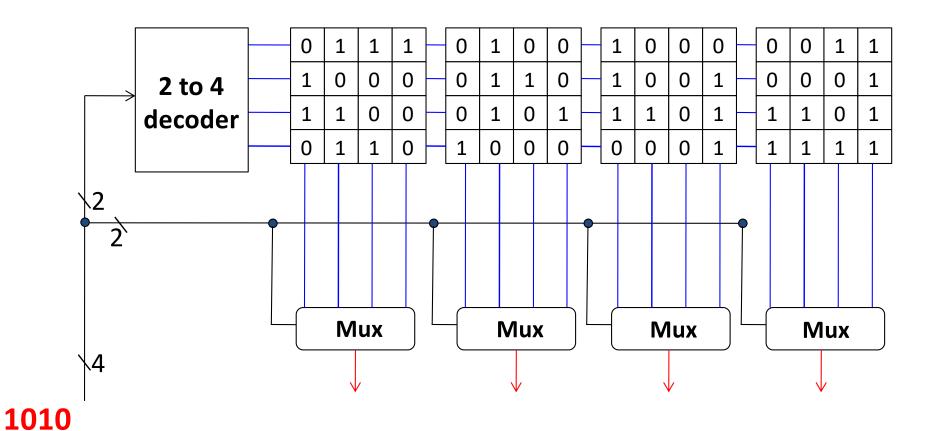


Selecting location 1101

Nibbles "striped" across 4 smaller memories.



What value does location 1010 hold?

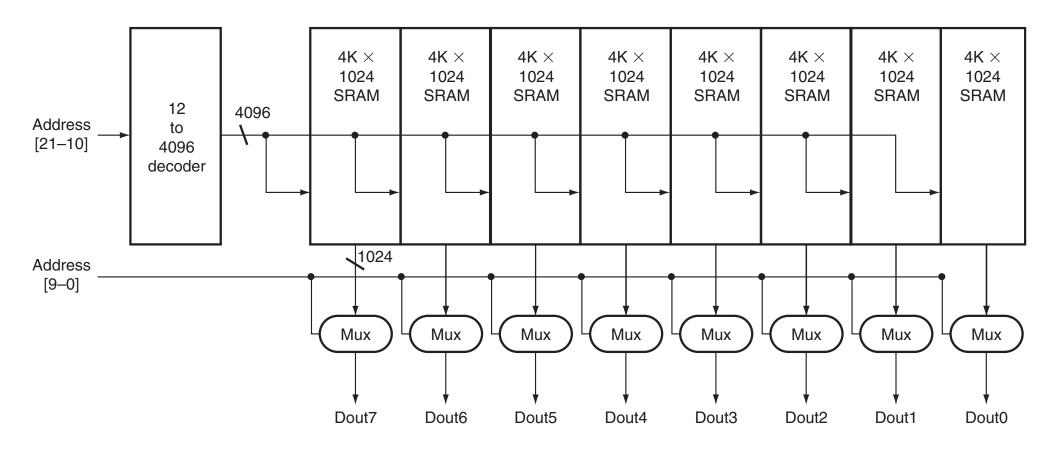


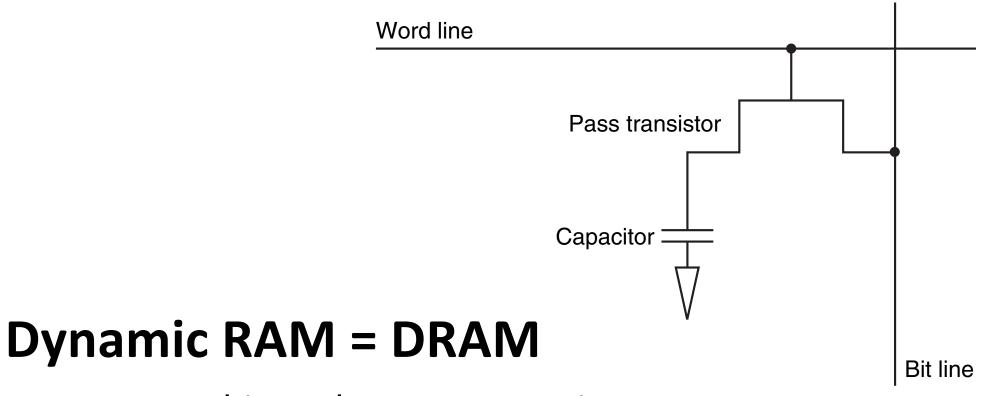
Memory Devices

Organization of a 4M x 8 SRAM

(one option)

= 4 MB memory, size of a large cache for modern laptop





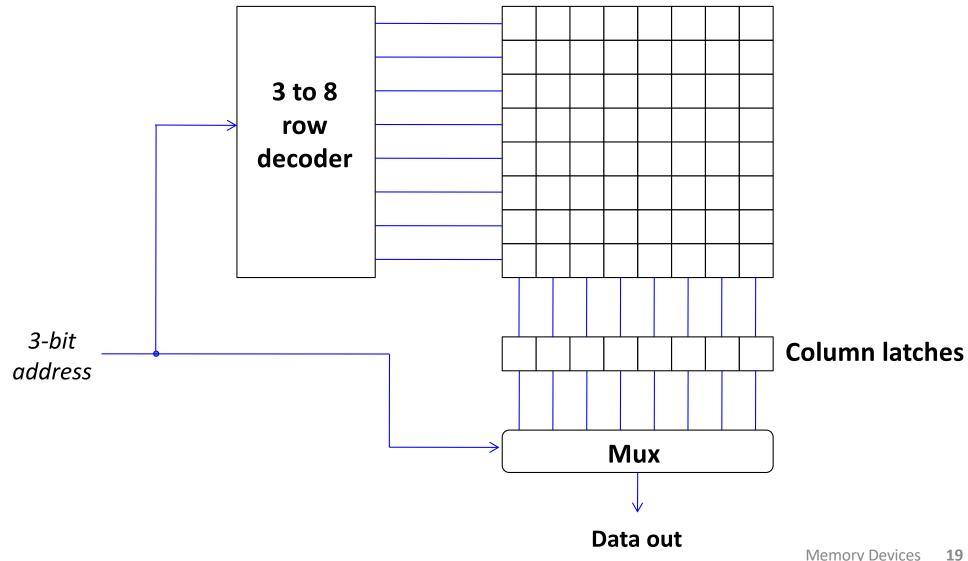
DRAM stores bit as charge on capacitor:

- 1 transistor accesses stored charge.
- requires periodic refresh = read-write (dynamic power)

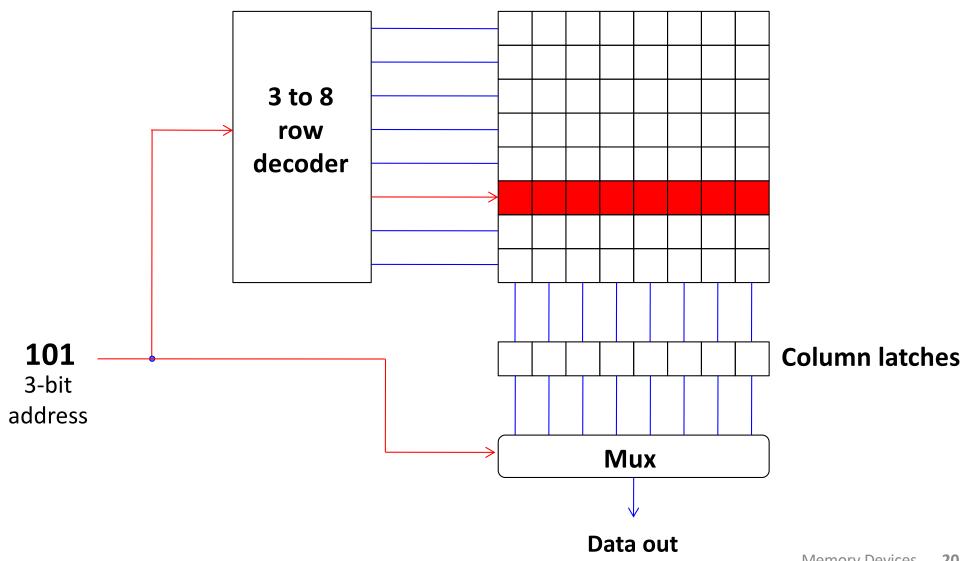
SRAM stores bit on pair of inverting gates:

- several transistors
- requires continuous (static) power.

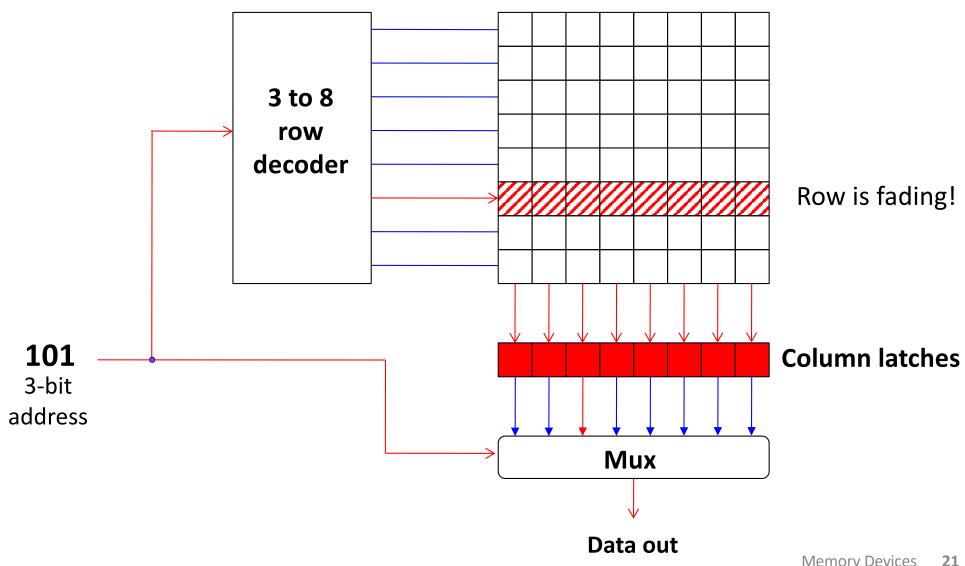
64-bit DRAM



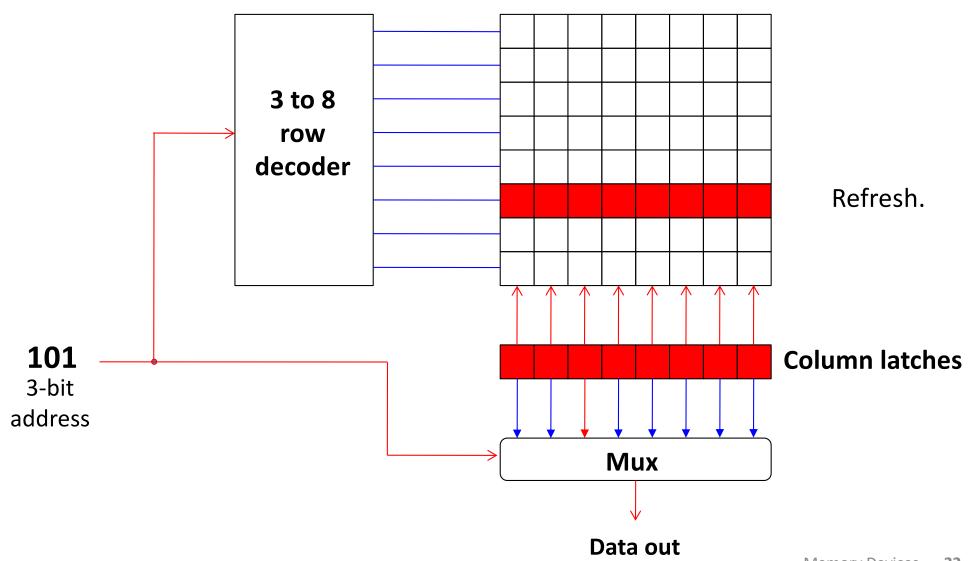
1. Select row



2. Copy row to latches



3. Refresh row from latches



4. Select column from latches

