

Memory design

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Top-level organization of a memory

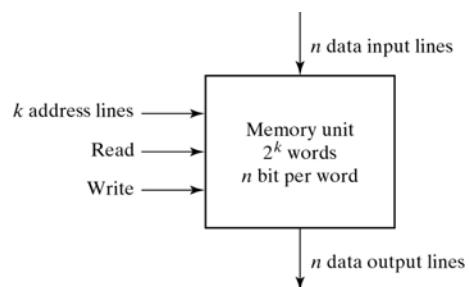


Fig. 7-2 Block Diagram of a Memory Unit

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Example of 1K x 16 memory addressing and contents

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Memory address		Memory content
Binary	decimal	
000000000	0	1011010101011101
000000001	1	1010101110001001
000000010	2	0000110101000110
	⋮	⋮
111111101	1021	1001110100010100
111111110	1022	0000110100011110
111111111	1023	1101111000100101

Fig. 7-3 Content of a 1024×16 Memory

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Some Types

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- Random Access Memory (RAM)
 - Data can Read and Written
 - Read-Only Memory (ROM)
 - In normal operation, only reading is possible
 - Writing takes a special kind of operation
-
- RAM technologies:
 - Static ("SRAM")
 - Holds stored data as long as power is applied
 - Fast
 - Expensive, high power, low density
 - Dynamic ("DRAM")
 - Stored data fades with time – must be refreshed every few milliseconds
 - Slow (comparatively)
 - Cheap, low power, high density

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Typical memory timing

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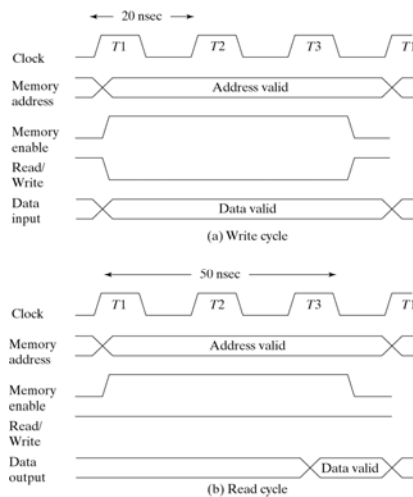


Fig. 7-4 Memory Cycle Timing Waveforms

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Static Memory cell (using S-R FF)

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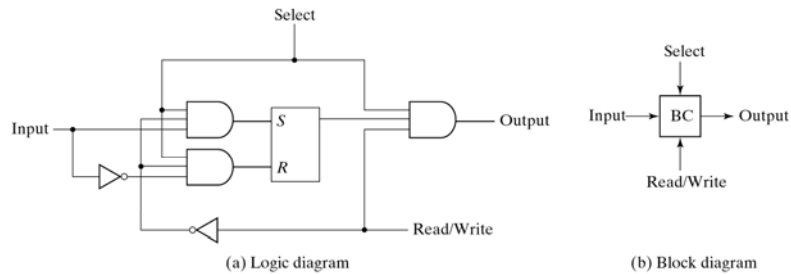


Fig. 7-5 Memory Cell

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Combining cells to form a RAM

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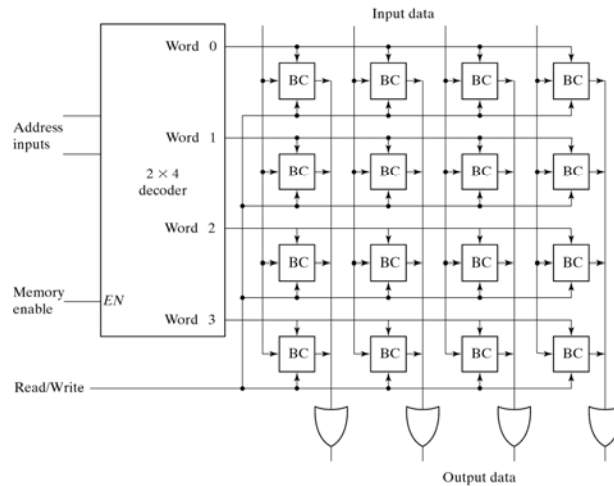


Fig. 7-6 Diagram of a 4×4 RAM © 2002 Prentice Hall, Inc. M. Morris Mano DIGITAL DESIGN, 3e.

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Reading

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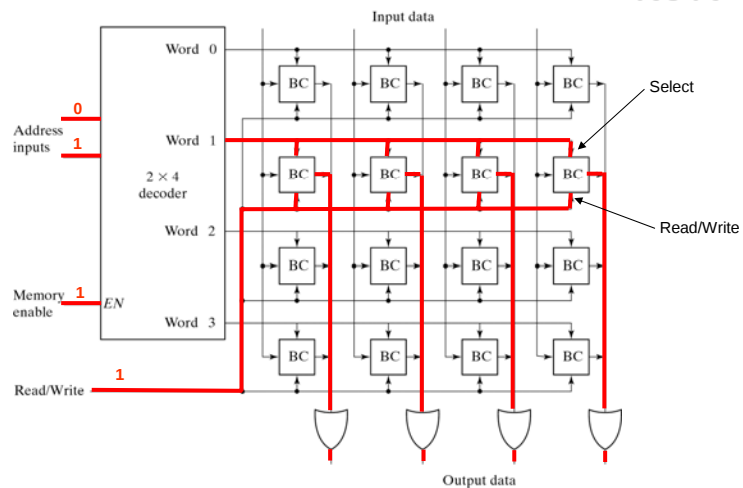


Fig. 7-6 Diagram of a 4×4 RAM © 2002 Prentice Hall, Inc. M. Morris Mano DIGITAL DESIGN, 3e.

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A decoding problem

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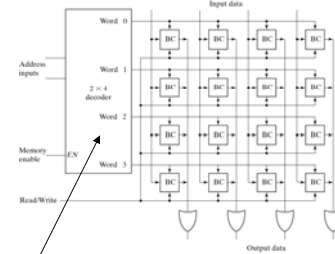


Fig. 7-6 Diagram of a 4 x 4 RAM

- A problem:
 - A $k \times 2^k$ decoder requires 2^k , k -input AND gates
 - As memory size grows, the number and size of the AND gates explodes

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2D decoding

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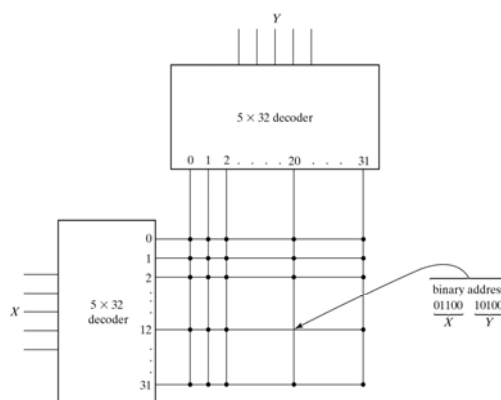


Fig. 7-7 Two-Dimensional Decoding Structure for a 1K-Word Memory

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- Add 2nd enable line to cells
- Instead of a $k \times 2^k$ decoder, use two $k/2 \times 2^{k/2}$
 - $k \times 2^k$:
 - # ANDS = 2^k
 - # inputs = k
 - $k/2 \times 2^{k/2}$:
 - # ANDS = $2(2^{k/2}) = 2^{k/2+1}$
 - # inputs = $k/2$
- Example: 1K x ?? RAM:
 - 1024 10-input ANDS versus
 - 64 5-input ANDS

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Address multiplexing

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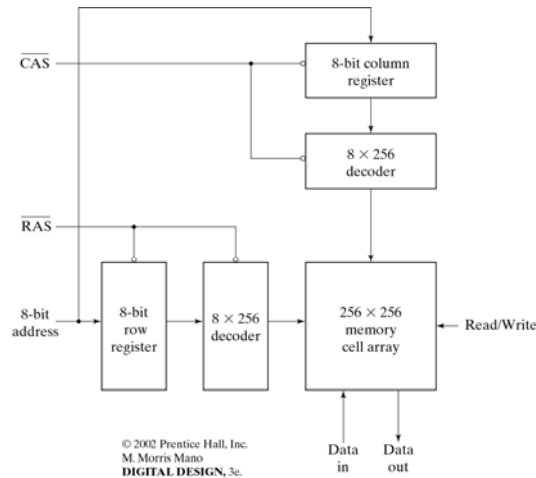


Fig. 7-8 Address Multiplexing for a 64K DRAM

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Reduces # pins on chip
and wires in buss

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Error detection and correction

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Error detection

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- Can determine (within limits) that there is an error(s) in a binary data item, but cannot tell which bit(s) is wrong
- Example: Simple parity check will detect any odd number of bits in error (review)
 - Odd parity -- add a parity bit to the item that makes the total # 1's odd
 - stored = 10110000
 - read = 10010000 → error
 - Even parity – same, except make # 1's even
 - Recall that we can use XOR to implement this

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Error correction

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- Can determine (within limits) that there is an error(s) in a binary data item, and which bit(s) is wrong
- Example: 2D parity check

Stored	Read
1011 0	1011 0
0001 0	0101 0 x
1111 1	1111 1
0000 1	0000 1
1010 1	1010 1
	x

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Hamming Code

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- Basic Hamming Code can detect and correct any single error
- Can be extended to any length data
- Can be extended to more errors
- Efficient (low number of parity bits per data bit)

For 8-bit data:

p1 p2 d1 p4 d2 d3 d4 p8 d5 d6 d7 d8

p1 = XOR (d1, d2, d4, d5, d7)

p2 = XOR (d1, d3, d4, d6, d7)

p4 = XOR (d2, d3, d4, d8)

p8 = XOR (d5, d6, d7, d8)

to check:

c1 = XOR (p1, d1, d2, d4, d5, d7)

c2 = XOR (p2, d1, d3, d4, d6, d7)

c4 = XOR (p4, d2, d3, d4, d8)

c8 = XOR (p8, d5, d6, d7, d8)

"c8 c4 c2 c1" read as binary gives the error position

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ROMs and Array Logic

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ROM organization

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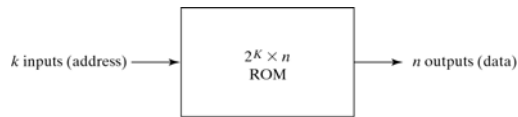
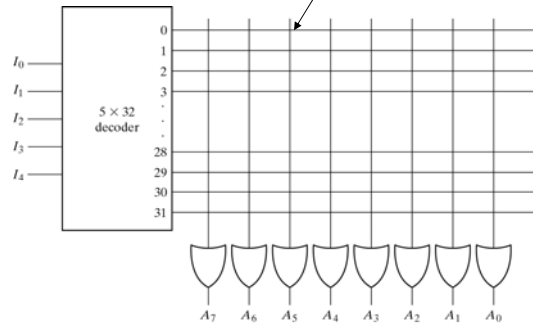


Fig. 7-9 ROM Block Diagram

Fig. 7-10 Internal Logic of a 32×8 ROM

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ROM types

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- Mask Programmable ROM
 - Programmed at factory
- Programmable ROM (PROM)
 - Shipped with all fuses intact.
 - Special eqpt blows fuses where "0" is wanted.
 - Cannot be changed
- Erasable PROM (EPROM)
 - Blown fuses can be restored by exposure to UV light
- Electrically Erasable PROM (EEPROM or E²PROM)
 - Blown fuses can be restored electrically (in-socket)
 - Subject to fatigue
- Flash Memory
 - Variant of EEPROM
 - Can selectively erase parts of memory
 - Subject to fatigue

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ROM programming

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I4	I3	I2	I1	I0	A7	A6	A5	A4	A3	A2	A1	A0
0	0	0	0	0	1	0	1	1	0	1	1	0
0	0	0	0	1	0	0	0	1	1	1	0	1
0	0	0	1	0	1	1	0	0	0	1	0	1
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮

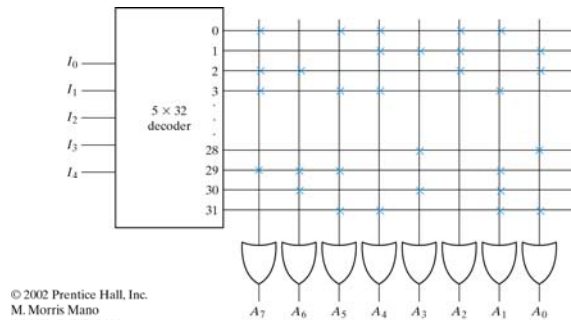


Fig. 7-11 Programming the ROM According to Table 7-3

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A ROM is a minterm generator:
we can implement combinational circuits

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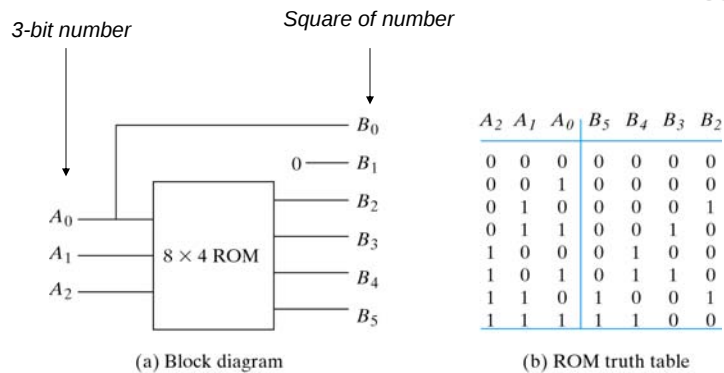


Fig. 7-12 ROM Implementation of Example 7-1

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Programmable Logic Devices (PLDs)

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PLD Types

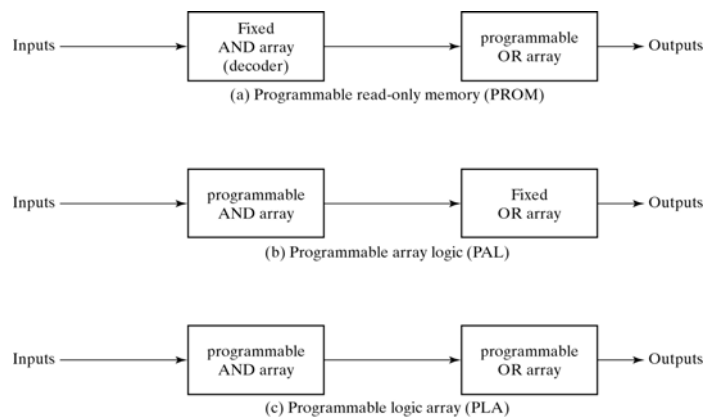


Fig. 7-13 Basic Configuration of Three PLDs

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PLA

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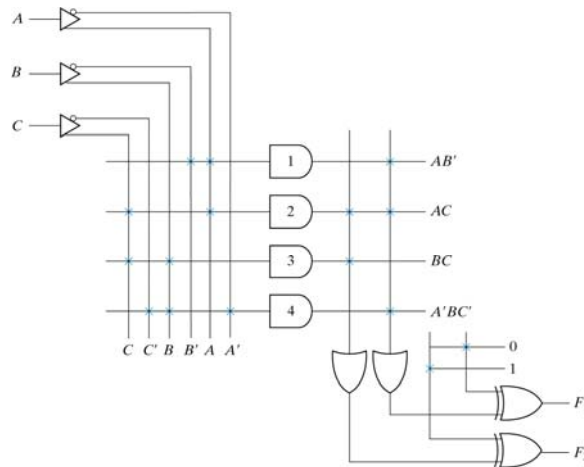


Fig. 7-14 PLA with 3 Inputs, 4 Product Terms, and 2 Outputs

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PAL

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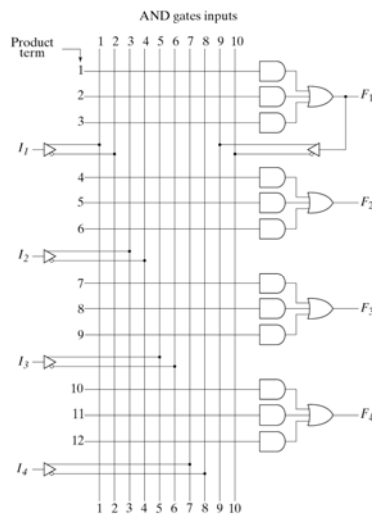


Fig. 7-16 PAL with Four Inputs, Four Outputs, and Three-Wide AND-OR Structure

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A Programmed PAL

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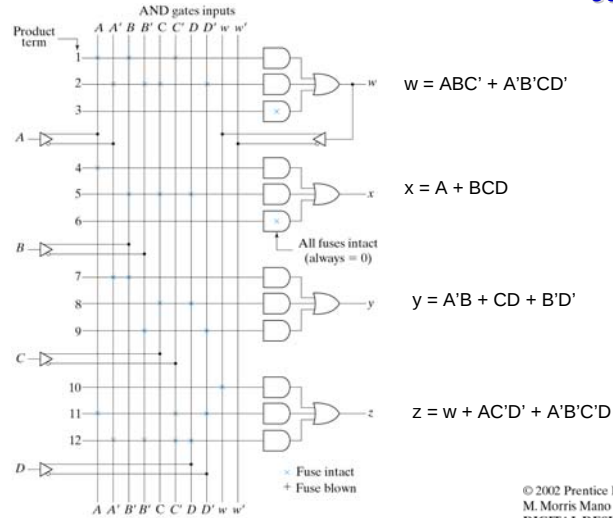


Fig. 7-17 Fuse Map for PAL as Specified in Table 7-6

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Sequential PLDs

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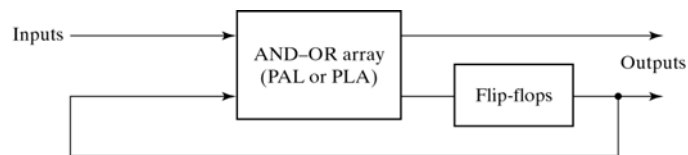


Fig. 7-18 Sequential Programmable Logic Device

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Macrocell

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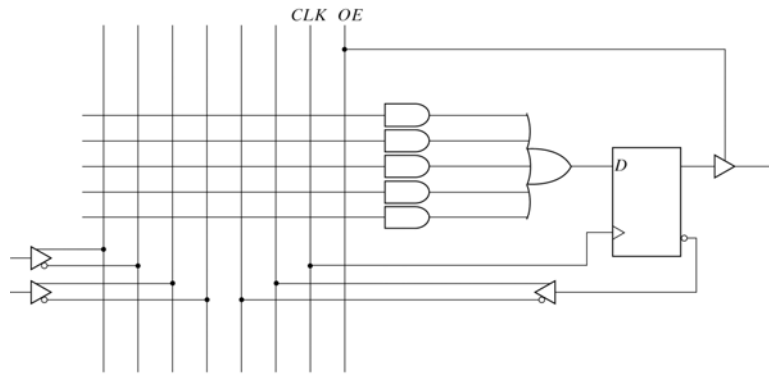


Fig. 7-19 Basic Macrocell Logic

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Complex PLD (CPLD)

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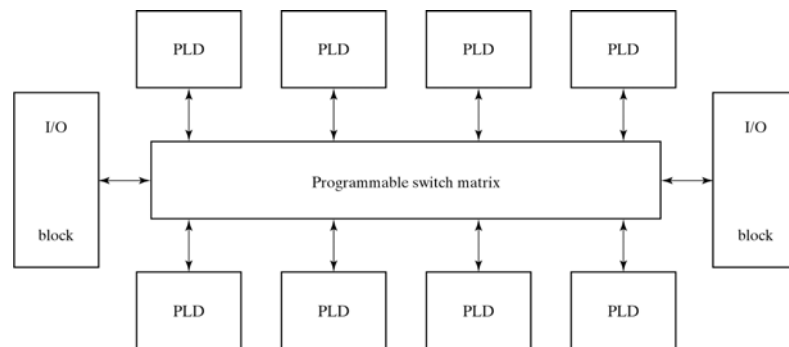


Fig. 7-20 General CPLD Configuration

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