

# **William Stallings**

# **Computer Organization**

# **and Architecture**

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## **Chapter 4**

## **Internal Memory**

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# Characteristics

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- ⌘ Location
- ⌘ Capacity
- ⌘ Unit of transfer
- ⌘ Access method
- ⌘ Performance
- ⌘ Physical type
- ⌘ Physical characteristics
- ⌘ Organisation

# Location

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⌘ CPU

⌘ Internal

⌘ External

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# Capacity

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⌘ Word size

☑ The natural unit of organisation

⌘ Number of words

☑ or Bytes

# Unit of Transfer

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## ⌘ Internal

- ☑ Usually governed by data bus width

## ⌘ External

- ☑ Usually a block which is much larger than a word

## ⌘ Addressable unit

- ☑ Smallest location which can be uniquely addressed
- ☑ Word internally
- ☑ Cluster on M\$ disks

# Access Methods (1)

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## ⌘ Sequential

- ☑ Start at the beginning and read through in order
- ☑ Access time depends on location of data and previous location
- ☑ e.g. tape

## ⌘ Direct

- ☑ Individual blocks have unique address
- ☑ Access is by jumping to vicinity plus sequential search
- ☑ Access time depends on location and previous location

☑ e.g. disk

# Access Methods (2)

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## ⌘ Random

- ☑ Individual addresses identify locations exactly
- ☑ Access time is independent of location or previous access
- ☑ e.g. RAM

## ⌘ Associative

- ☑ Data is located by a comparison with contents of a portion of the store
- ☑ Access time is independent of location or previous access
- ☑ e.g. cache

# Memory Hierarchy

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## ⌘ Registers

- ☑ In CPU

## ⌘ Internal or Main memory

- ☑ May include one or more levels of cache

- ☑ "RAM"

## ⌘ External memory

- ☑ Backing store



# Performance

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## ⌘ Access time

- ☑ Time between presenting the address and getting the valid data

## ⌘ Memory Cycle time

- ☑ Time may be required for the memory to “recover” before next access
- ☑ Cycle time is access + recovery

## ⌘ Transfer Rate

- ☑ Rate at which data can be moved

# Physical Types

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## ⌘ Semiconductor

- ☒ RAM

## ⌘ Magnetic

- ☒ Disk & Tape

## ⌘ Optical

- ☒ CD & DVD

## ⌘ Others

- ☒ Bubble

- ☒ Hologram

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# Physical Characteristics

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- ⌘ Decay
- ⌘ Volatility
- ⌘ Erasable
- ⌘ Power consumption

# Organisation

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- ⌘ Physical arrangement of bits into words
- ⌘ Not always obvious
- ⌘ e.g. interleaved

# The Bottom Line

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⌘ How much?

☑ Capacity

⌘ How fast?

☑ Time is money

⌘ How expensive?

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# Hierarchy List

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- ⌘ Registers
- ⌘ L1 Cache
- ⌘ L2 Cache
- ⌘ Main memory
- ⌘ Disk cache
- ⌘ Disk
- ⌘ Optical
- ⌘ Tape

# So you want fast?

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- ⌘ It is possible to build a computer which uses only static RAM (see later)
- ⌘ This would be very fast
- ⌘ This would need no cache
  - ☒ How can you cache cache?
- ⌘ This would cost a very large amount

# Locality of Reference

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- ⌘ During the course of the execution of a program, memory references tend to cluster
- ⌘ e.g. loops



# Semiconductor Memory

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## ⌘ RAM

- ☑ Misnamed as all semiconductor memory is random access
- ☑ Read/Write
- ☑ Volatile
- ☑ Temporary storage
- ☑ Static or dynamic

# Dynamic RAM

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- ⌘ Bits stored as charge in capacitors
- ⌘ Charges leak
- ⌘ Need refreshing even when powered
- ⌘ Simpler construction
- ⌘ Smaller per bit
- ⌘ Less expensive
- ⌘ Need refresh circuits
- ⌘ Slower
- ⌘ Main memory

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# Static RAM

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- ⌘ Bits stored as on/off switches
- ⌘ No charges to leak
- ⌘ No refreshing needed when powered
- ⌘ More complex construction
- ⌘ Larger per bit
- ⌘ More expensive
- ⌘ Does not need refresh circuits
- ⌘ Faster
- ⌘ Cache

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# Read Only Memory (ROM)

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- ⌘ Permanent storage
- ⌘ Microprogramming (see later)
- ⌘ Library subroutines
- ⌘ Systems programs (BIOS)
- ⌘ Function tables

# Types of ROM

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⌘ Written during manufacture

☒ Very expensive for small runs

⌘ Programmable (once)

☒ PROM

☒ Needs special equipment to program

⌘ Read “mostly”

☒ Erasable Programmable (EPROM)

☒ Erased by UV

☒ Electrically Erasable (EEPROM)

☒ Takes much longer to write than read

☒ Flash memory

# Organisation in detail

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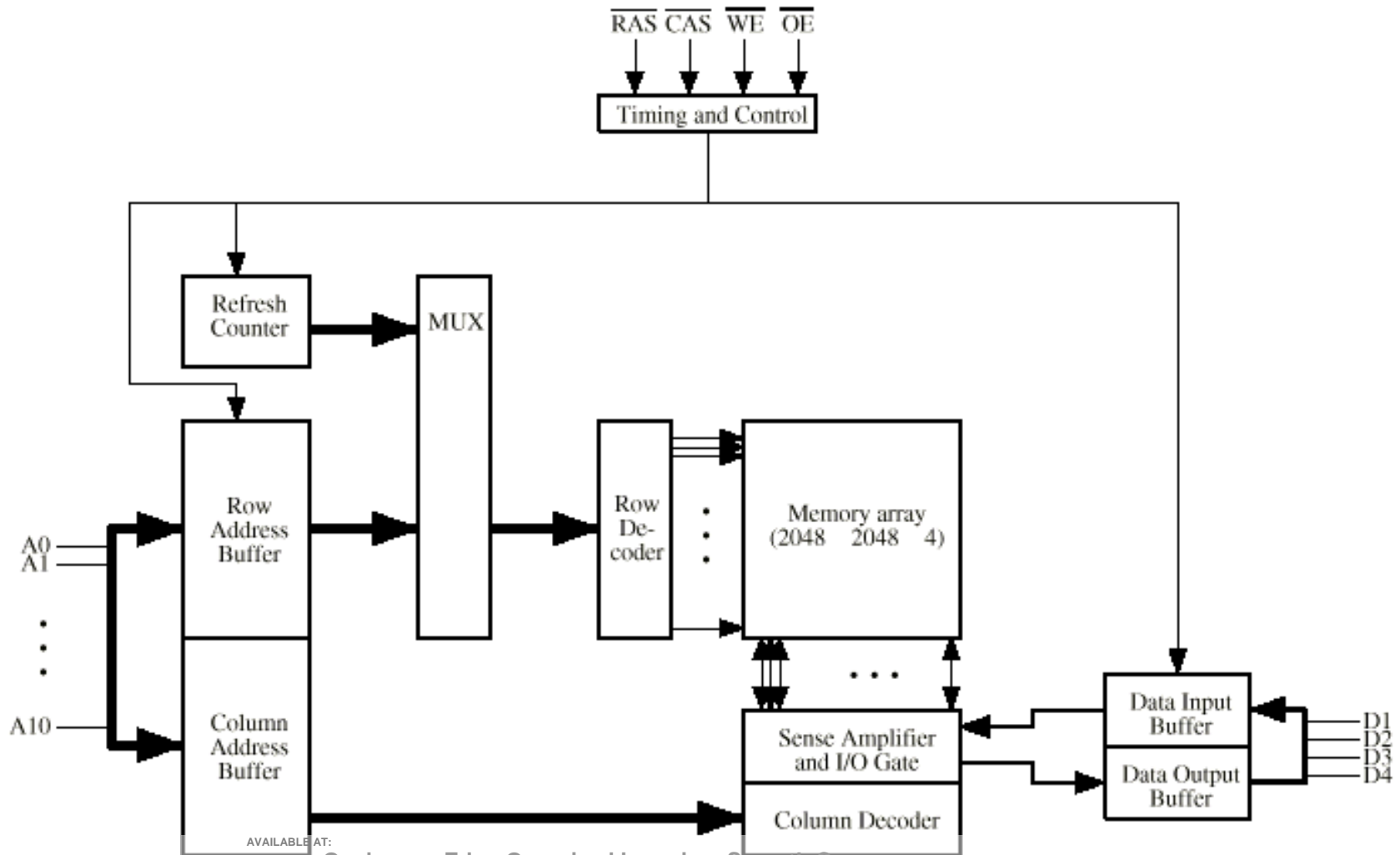
- ⌘ A 16Mbit chip can be organised as 1M of 16 bit words
- ⌘ A bit per chip system has 16 lots of 1Mbit chip with bit 1 of each word in chip 1 and so on
- ⌘ A 16Mbit chip can be organised as a 2048 x 2048 x 4bit array
  - ☒ Reduces number of address pins
    - ☒ Multiplex row address and column address
    - ☒ 11 pins to address ( $2^{11}=2048$ )
    - ☒ Adding one more pin doubles range of values so x4 capacity

# Refreshing

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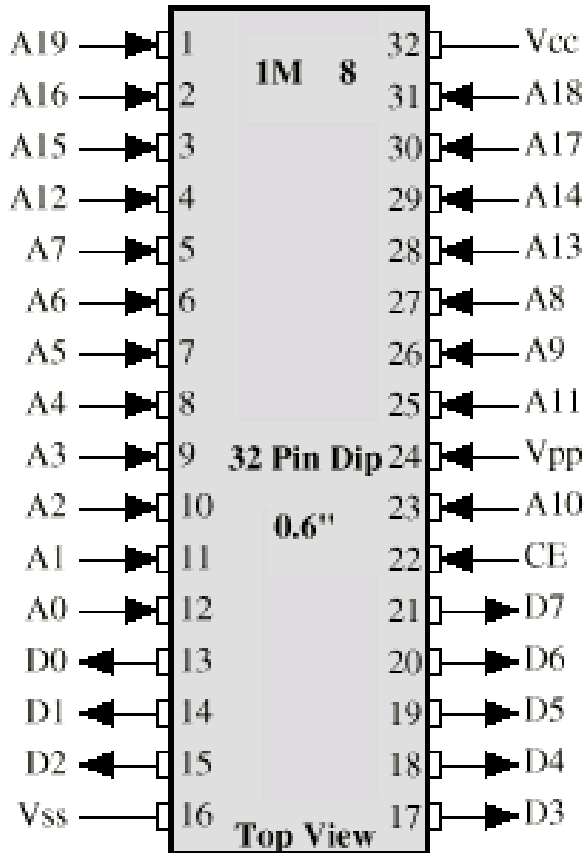
- ⌘ Refresh circuit included on chip
- ⌘ Disable chip
- ⌘ Count through rows
- ⌘ Read & Write back
- ⌘ Takes time
- ⌘ Slows down apparent performance

# Typical 16 Mb DRAM (4M x 4)

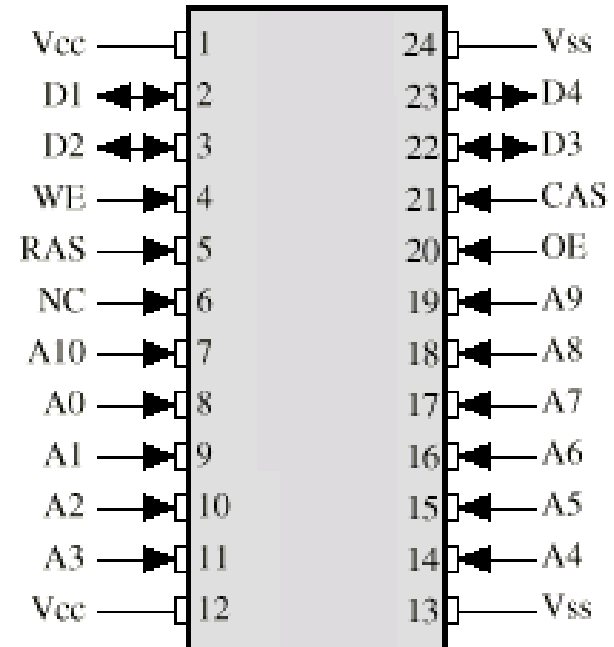




# Packaging



(a) 8 Mbit EPROM



(b) 16 Mbit DRAM

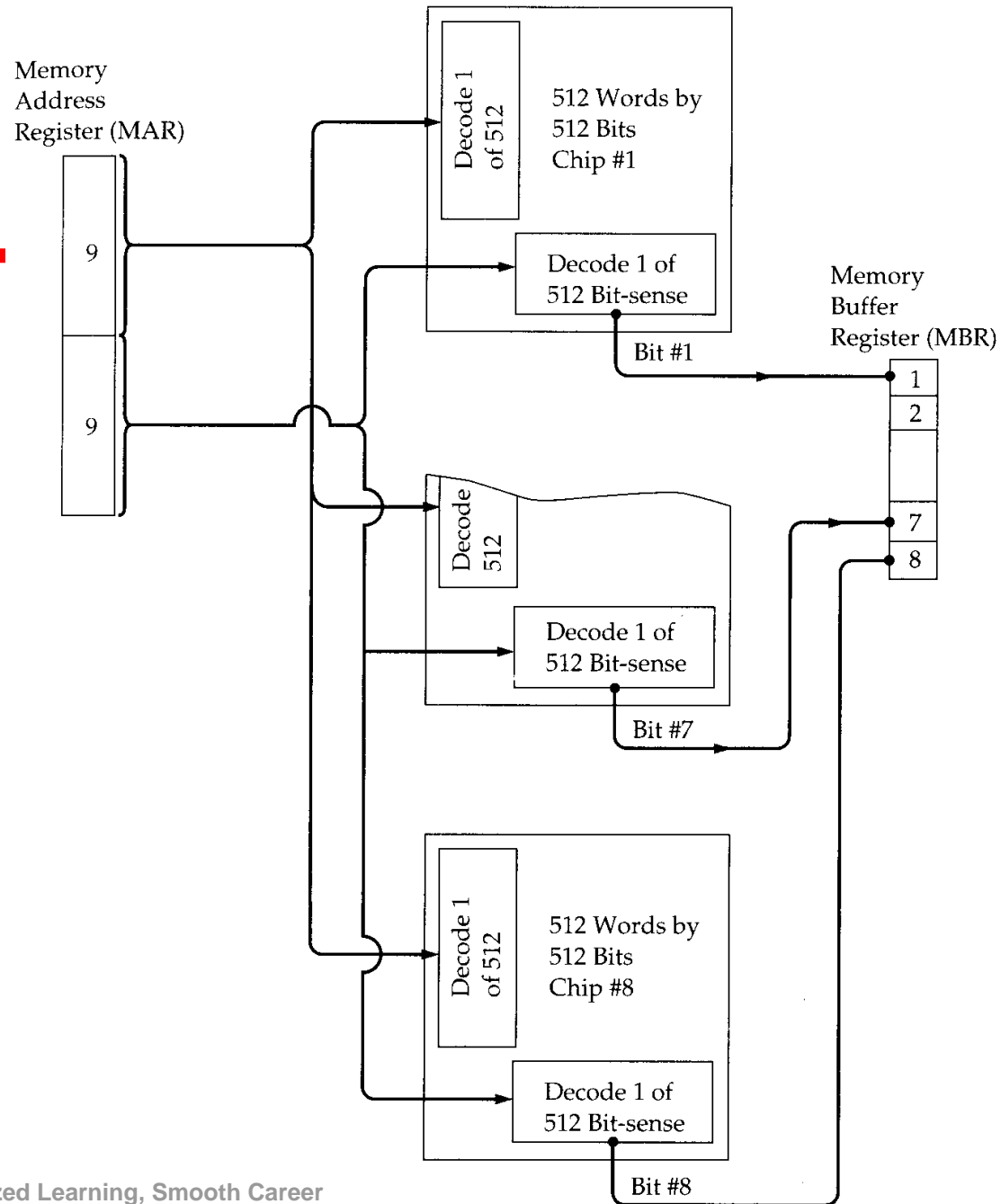
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# Module Organisation

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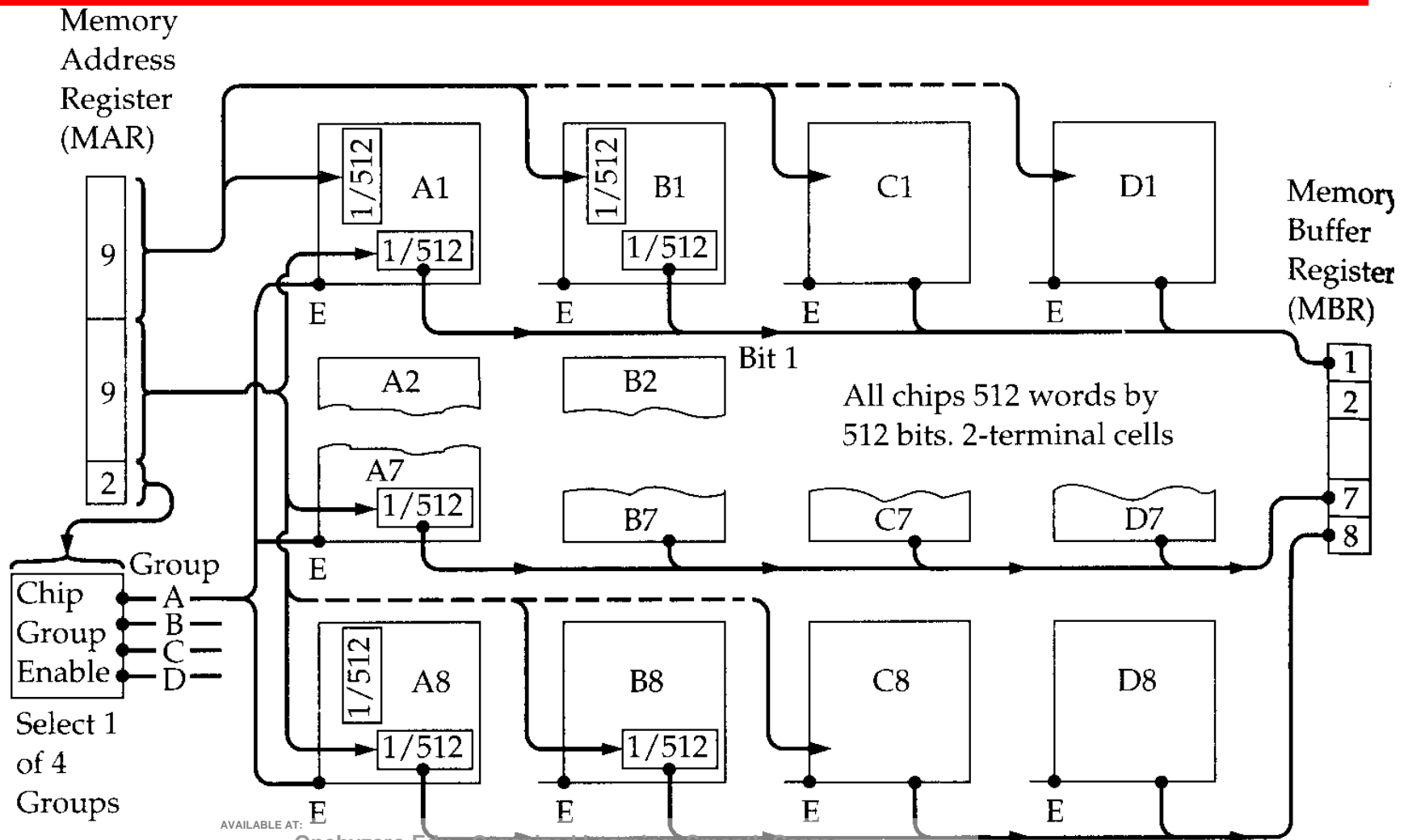


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# Module Organisation (2)



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# Error Correction

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## ⌘ Hard Failure

- ☑ Permanent defect

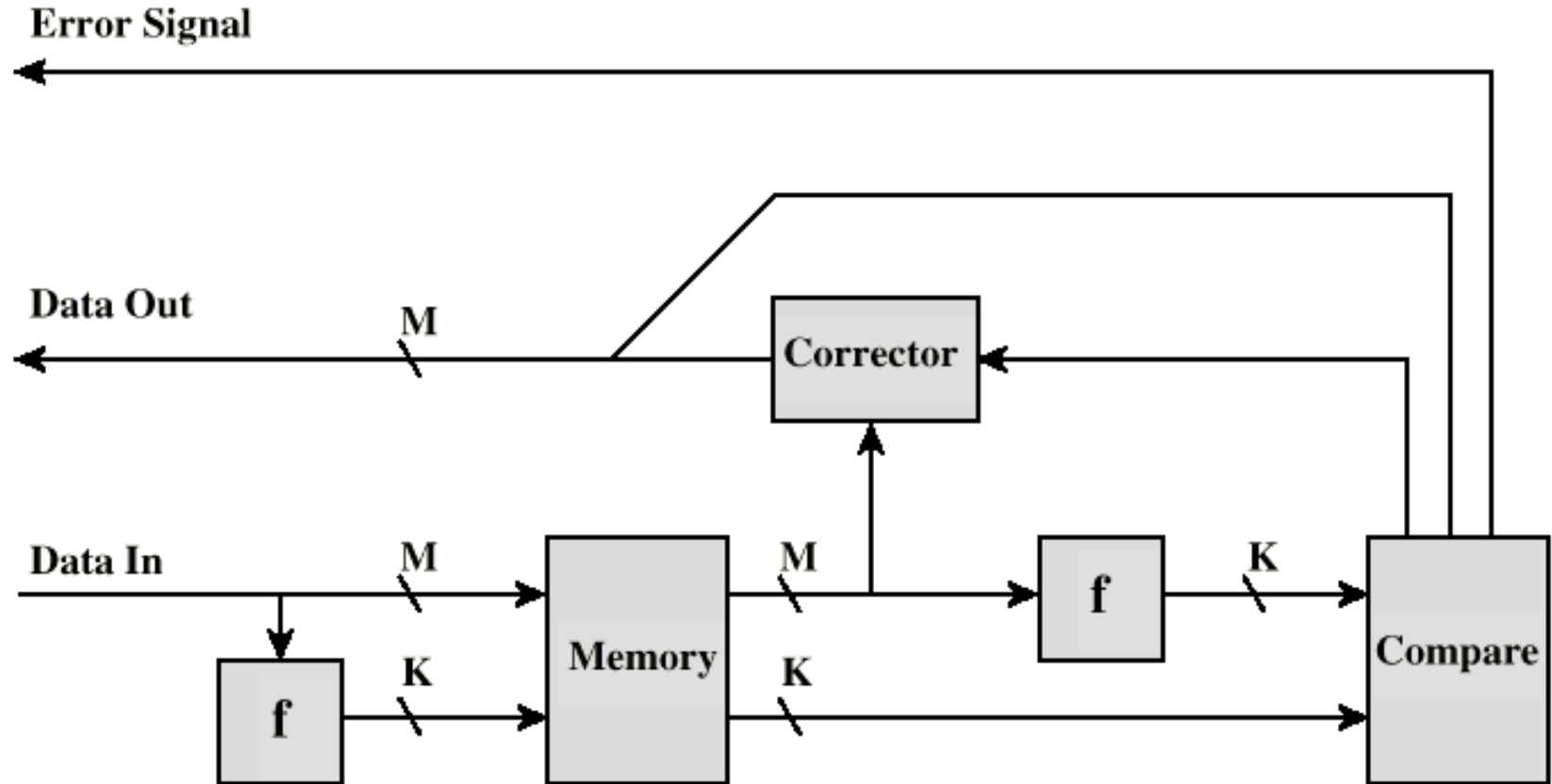
## ⌘ Soft Error

- ☑ Random, non-destructive

- ☑ No permanent damage to memory

## ⌘ Detected using Hamming error correcting code

# Error Correcting Code Function



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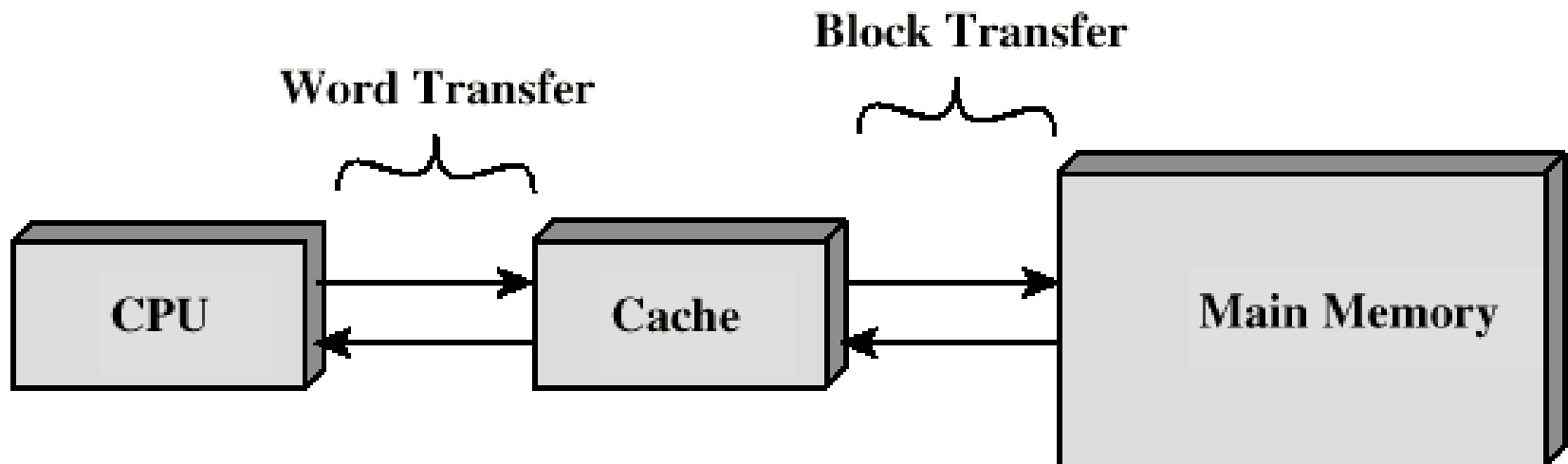
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# Cache

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- ⌘ Small amount of fast memory
- ⌘ Sits between normal main memory and CPU
- ⌘ May be located on CPU chip or module



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# Cache operation - overview

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- ⌘ CPU requests contents of memory location
- ⌘ Check cache for this data
- ⌘ If present, get from cache (fast)
- ⌘ If not present, read required block from main memory to cache
- ⌘ Then deliver from cache to CPU
- ⌘ Cache includes tags to identify which block of main memory is in each cache slot

# Cache Design

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- ⌘ Size
- ⌘ Mapping Function
- ⌘ Replacement Algorithm
- ⌘ Write Policy
- ⌘ Block Size
- ⌘ Number of Caches



# Size does matter

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## ⌘ Cost

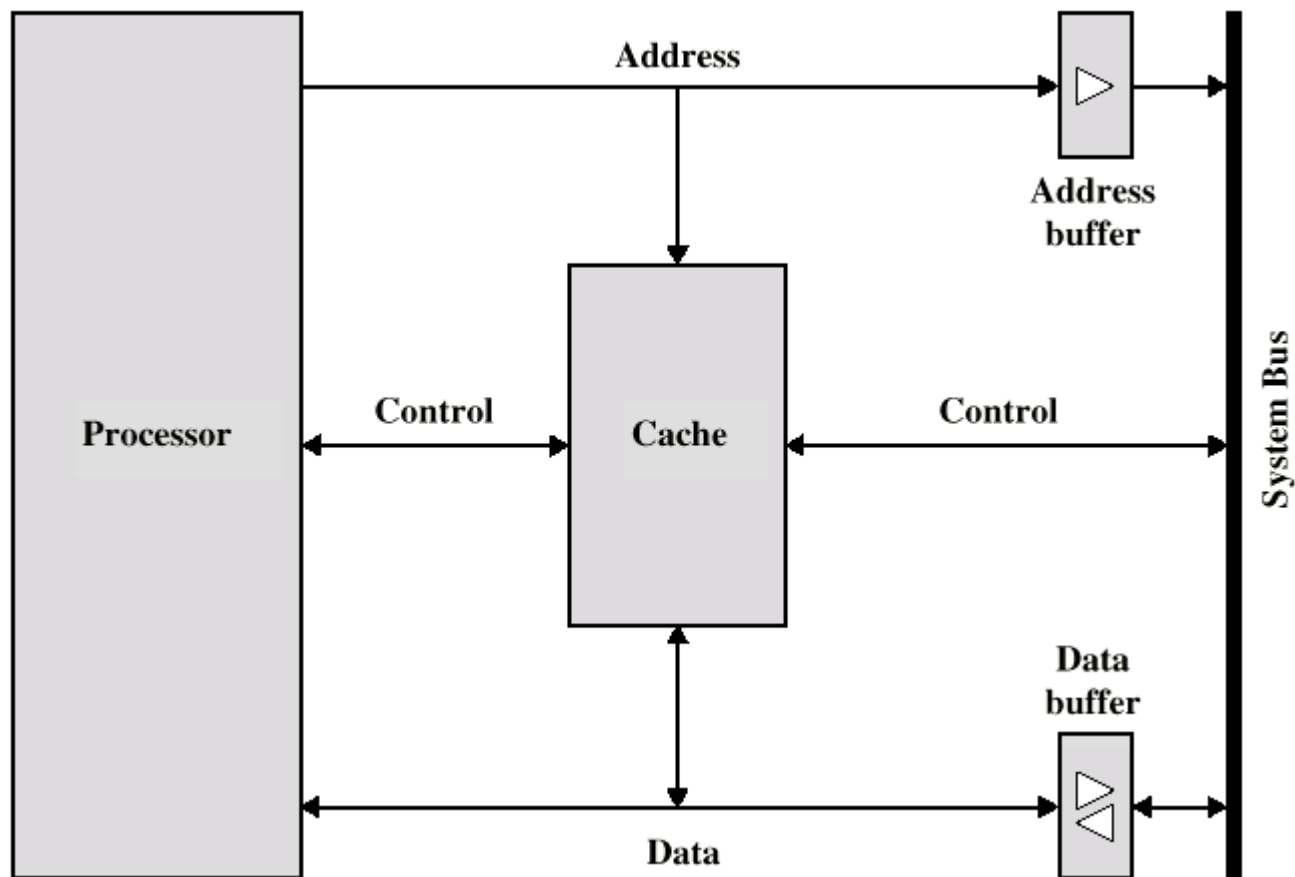
- ☑ More cache is expensive

## ⌘ Speed

- ☑ More cache is faster (up to a point)
- ☑ Checking cache for data takes time

# Typical Cache Organization

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# Mapping Function

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⌘ Cache of 64kByte

⌘ Cache block of 4 bytes

☑ i.e. cache is 16k ( $2^{14}$ ) lines of 4 bytes

⌘ 16MBytes main memory

⌘ 24 bit address

☑ ( $2^{24}=16\text{M}$ )

# Direct Mapping

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- ⌘ Each block of main memory maps to only one cache line
  - ☑ i.e. if a block is in cache, it must be in one specific place
- ⌘ Address is in two parts
- ⌘ Least Significant  $w$  bits identify unique word
- ⌘ Most Significant  $s$  bits specify one memory block
- ⌘ The MSBs are split into a cache line field  $r$  and a tag of  $s-r$  (most significant)

# Direct Mapping Address Structure

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Tag s-r	Line or Slot r	Word w
8	14	2

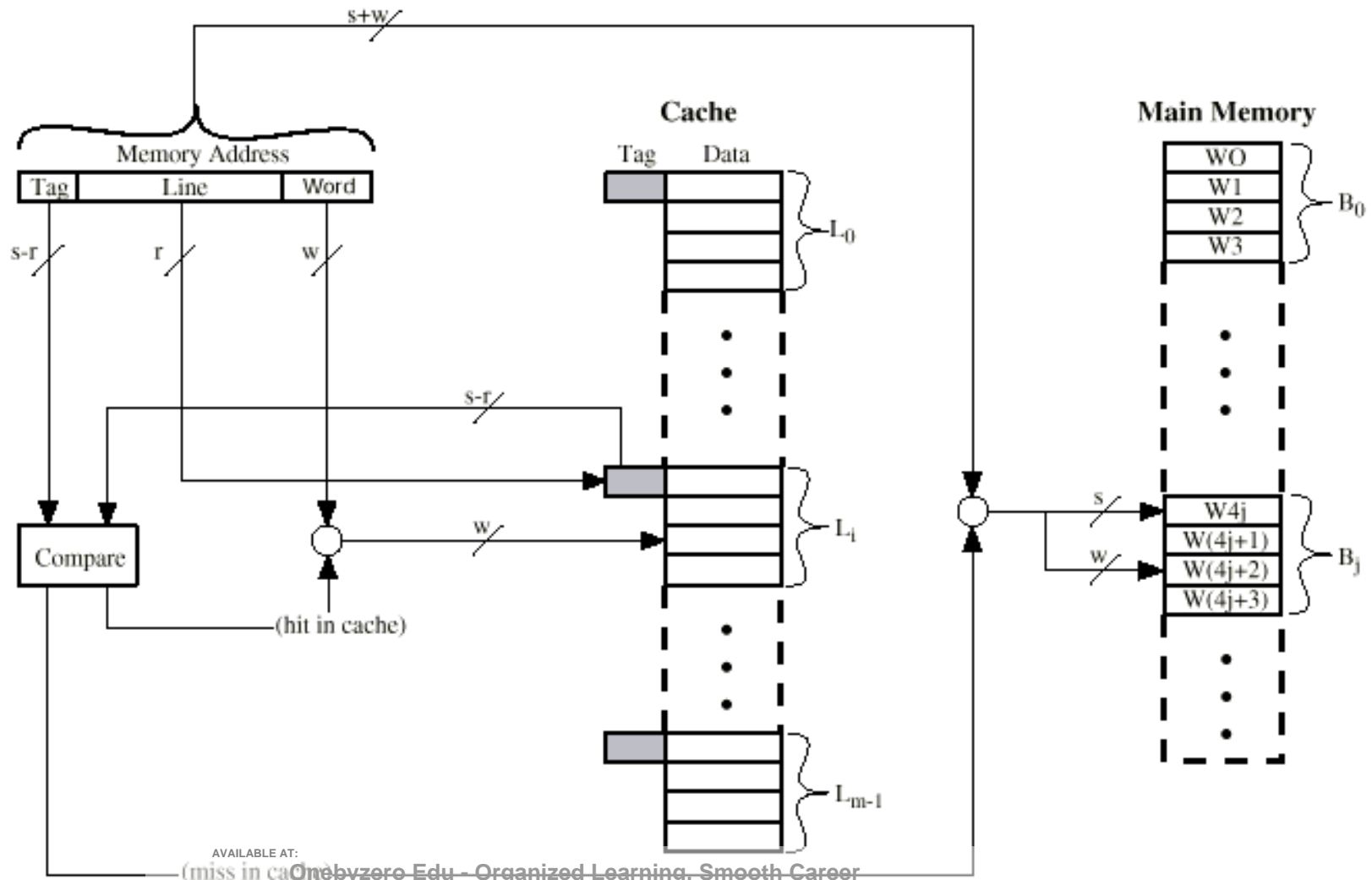
- ⌘ 24 bit address
- ⌘ 2 bit word identifier (4 byte block)
- ⌘ 22 bit block identifier
  - ☑ 8 bit tag (=22-14)
  - ☑ 14 bit slot or line
- ⌘ No two blocks in the same line have the same Tag field
- ⌘ Check contents of cache by finding line and checking Tag

# Direct Mapping Cache Line Table

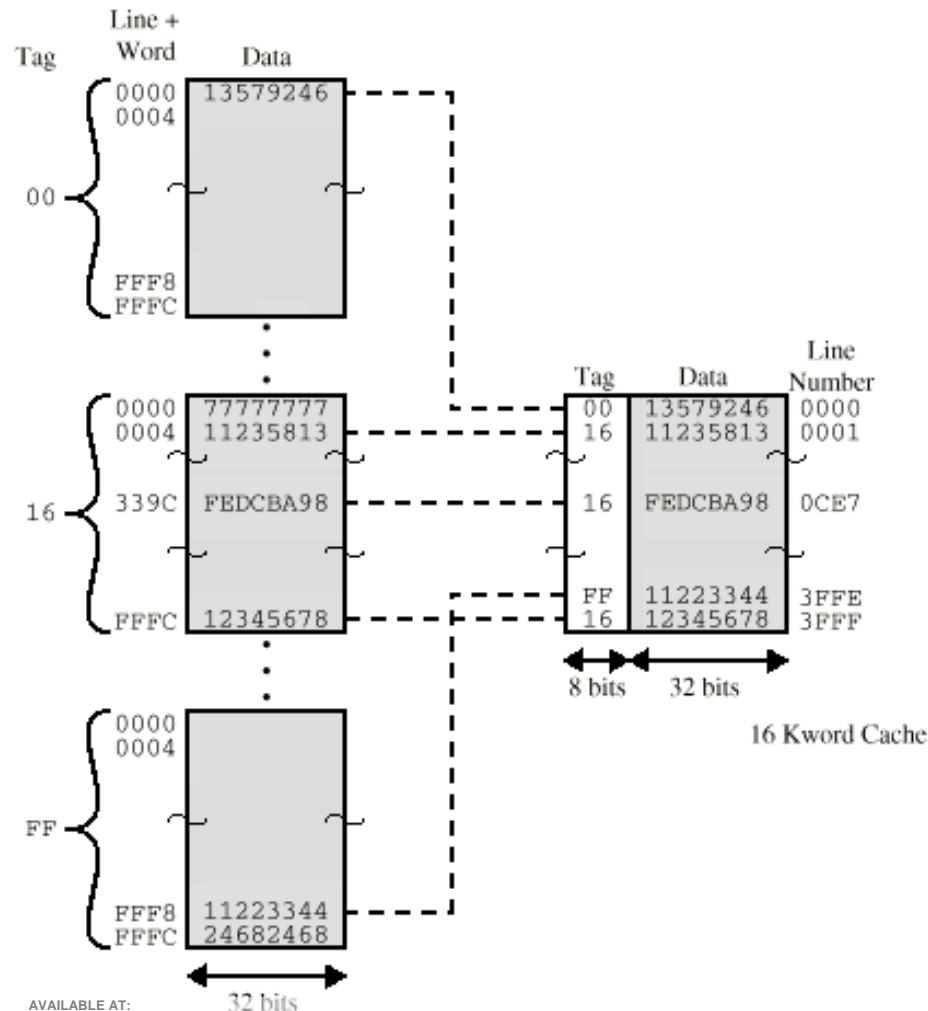
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⌘ Cache line	Main Memory blocks held
⌘ 0	$0, m, 2m, 3m \dots 2^s - m$
⌘ 1	$1, m+1, 2m+1 \dots 2^s - m + 1$
⌘ $m-1$	$m-1, 2m-1, 3m-1 \dots 2^s - 1$

# Direct Mapping Cache Organization



# Direct Mapping Example



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16 MBByte Main Memory

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# Direct Mapping pros & cons

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⌘ Simple

⌘ Inexpensive

⌘ Fixed location for given block

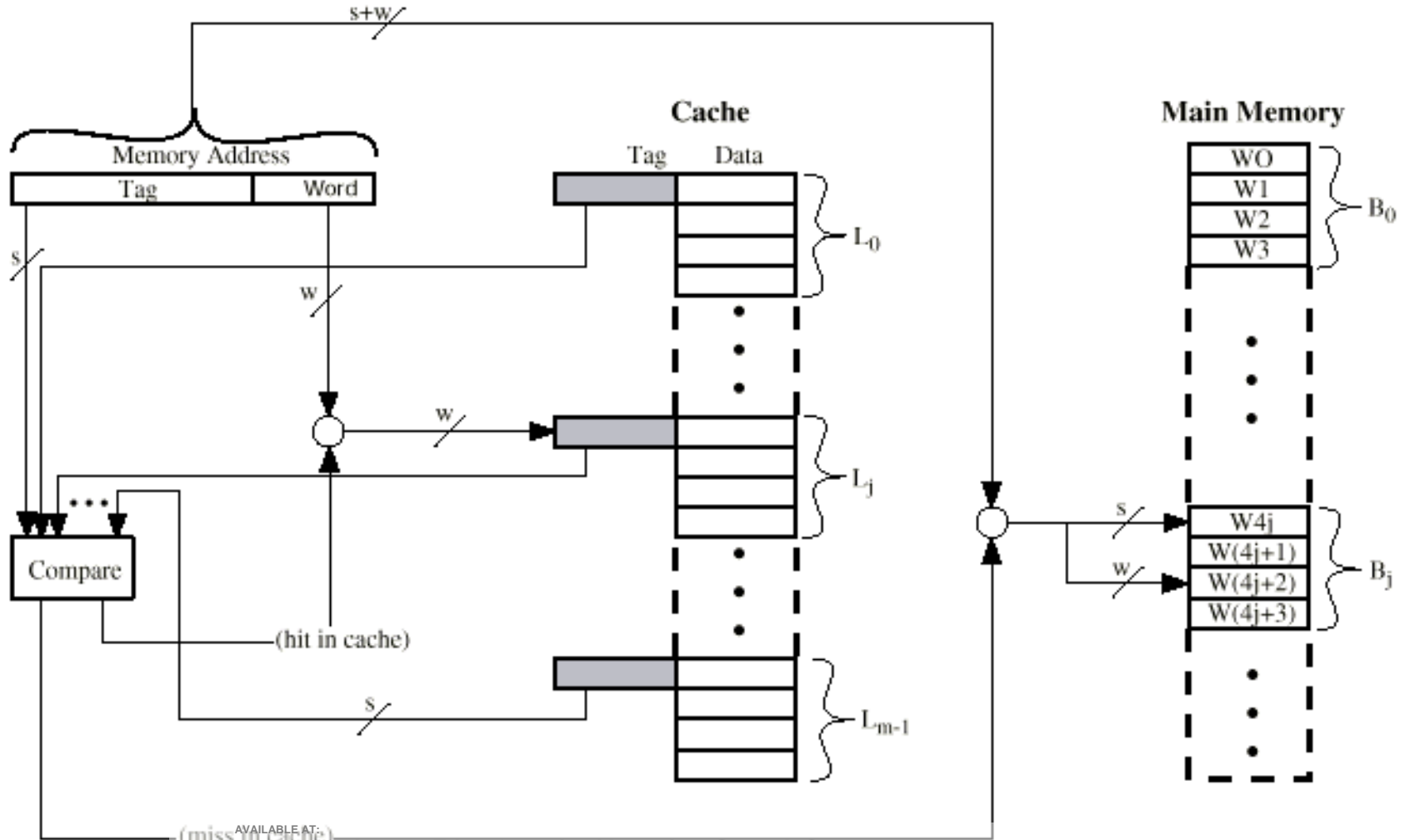
☒ If a program accesses 2 blocks that map to the same line repeatedly, cache misses are very high

# Associative Mapping

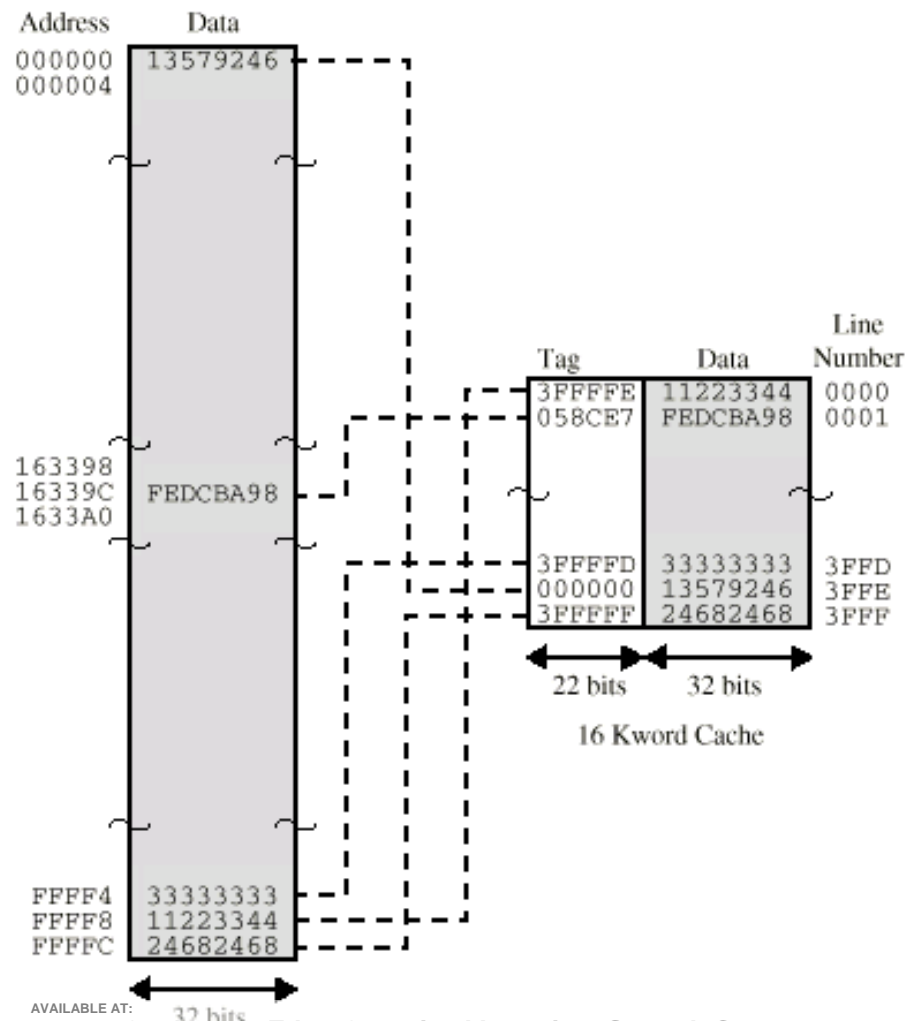
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- ⌘ A main memory block can load into any line of cache
- ⌘ Memory address is interpreted as tag and word
- ⌘ Tag uniquely identifies block of memory
- ⌘ Every line's tag is examined for a match
- ⌘ Cache searching gets expensive

# Fully Associative Cache Organization



# Associative Mapping Example



# Associative Mapping Address Structure

Tag 22 bit	Word 2 bit
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- ⌘ 22 bit tag stored with each 32 bit block of data
- ⌘ Compare tag field with tag entry in cache to check for hit
- ⌘ Least significant 2 bits of address identify which 16 bit word is required from 32 bit data block
- ⌘ e.g.

⌘ Address	Tag	Data
Cache line		

⌘ FFFF	FFFFFC	24682468	3FFF
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# Set Associative Mapping

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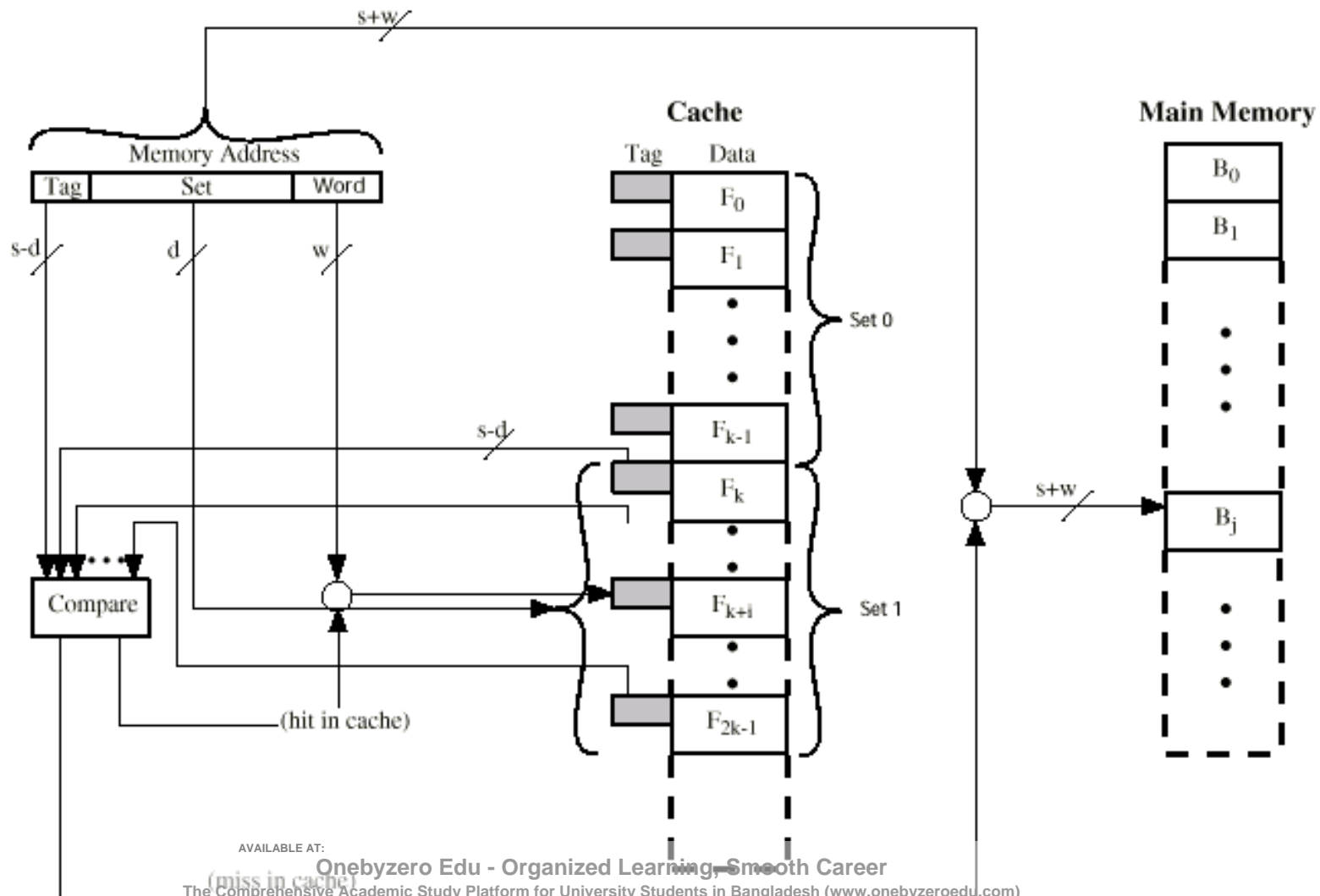
- ⌘ Cache is divided into a number of sets
- ⌘ Each set contains a number of lines
- ⌘ A given block maps to any line in a given set
  - ☑ e.g. Block B can be in any line of set i
- ⌘ e.g. 2 lines per set
  - ☑ 2 way associative mapping
  - ☑ A given block can be in one of 2 lines in only one set

# Set Associative Mapping Example

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- ⌘ 13 bit set number
- ⌘ Block number in main memory is modulo  $2^{13}$
- ⌘ 000000, 00A000, 00B000, 00C000 ... map to same set

# Two Way Set Associative Cache Organization





# Set Associative Mapping Address Structure

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Tag 9 bit	Set 13 bit	Word 2 bit
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⌘ Use set field to determine cache set to look in

⌘ Compare tag field to see if we have a hit

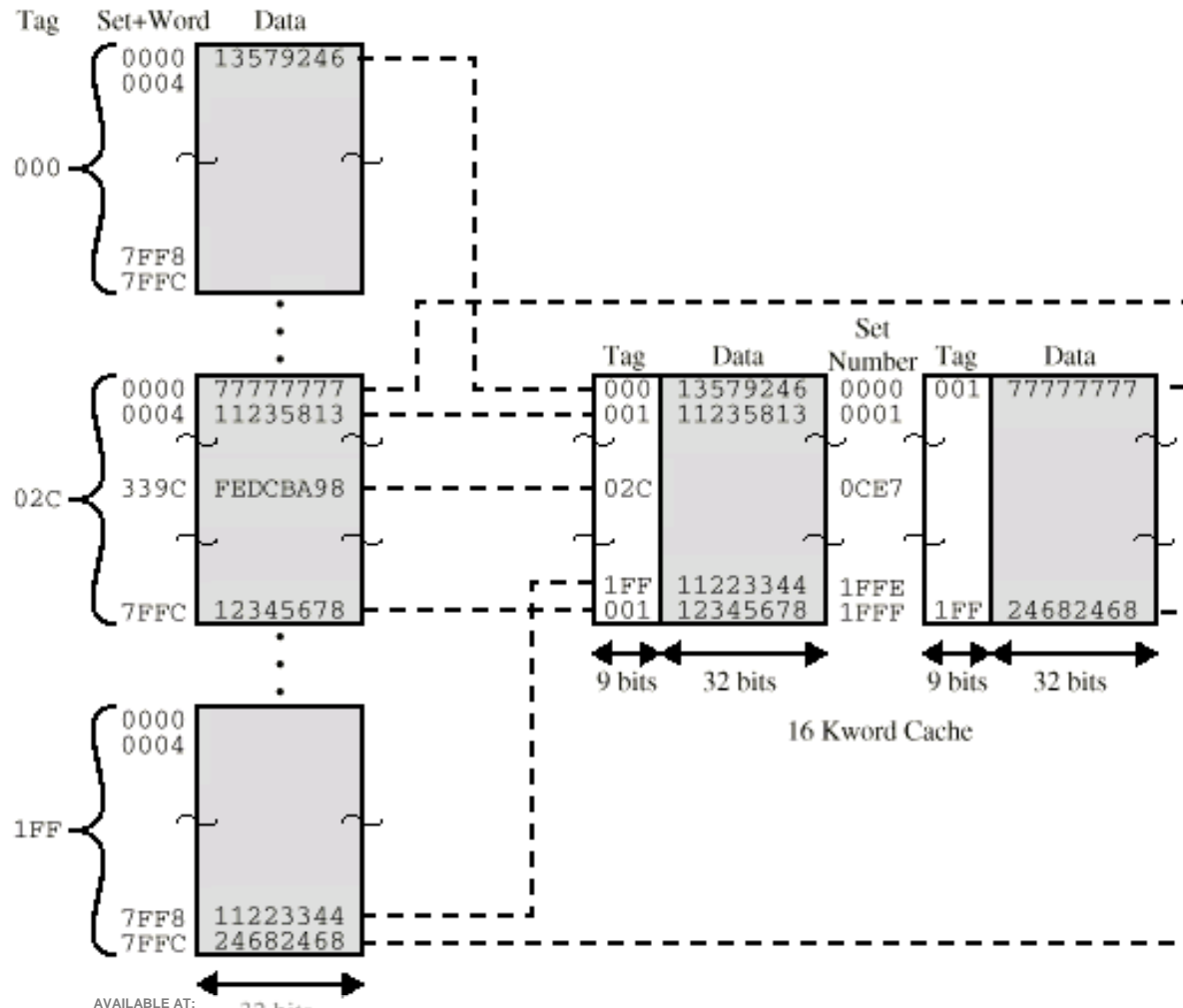
⌘ e.g

Address	Tag	Data	Set number
1FF 7FFC	1FF	12345678	1FFF
001 7FFC	001	11223344	1FFF

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# Two Way Set Associative Mapping Example



# Replacement Algorithms (1)

## Direct mapping

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- ⌘ No choice
- ⌘ Each block only maps to one line
- ⌘ Replace that line

# Replacement Algorithms (2)

## Associative & Set Associative

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- ⌘ Hardware implemented algorithm (speed)
- ⌘ Least Recently used (LRU)
  - ⌘ e.g. in 2 way set associative
    - ☑ Which of the 2 block is lru?
- ⌘ First in first out (FIFO)
  - ☑ replace block that has been in cache longest
- ⌘ Least frequently used
  - ☑ replace block which has had fewest hits
- ⌘ Random

# Write Policy

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- ⌘ Must not overwrite a cache block unless main memory is up to date
- ⌘ Multiple CPUs may have individual caches
- ⌘ I/O may address main memory directly

# Write through

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- ⌘ All writes go to main memory as well as cache
  - ⌘ Multiple CPUs can monitor main memory traffic to keep local (to CPU) cache up to date
  - ⌘ Lots of traffic
  - ⌘ Slows down writes
- 
- ⌘ Remember bogus write through caches!

# Write back

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- ⌘ Updates initially made in cache only
- ⌘ Update bit for cache slot is set when update occurs
- ⌘ If block is to be replaced, write to main memory only if update bit is set
- ⌘ Other caches get out of sync
- ⌘ I/O must access main memory through cache
- ⌘ N.B. 15% of memory references are writes

# Pentium Cache

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- ⌘ Foreground reading
- ⌘ Find out detail of Pentium II cache systems
- ⌘ NOT just from Stallings!



# Newer RAM Technology (1)

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⌘ Basic DRAM same since first RAM chips

⌘ Enhanced DRAM

- ☑ Contains small SRAM as well

- ☑ SRAM holds last line read (c.f. Cache!)

⌘ Cache DRAM

- ☑ Larger SRAM component

- ☑ Use as cache or serial buffer

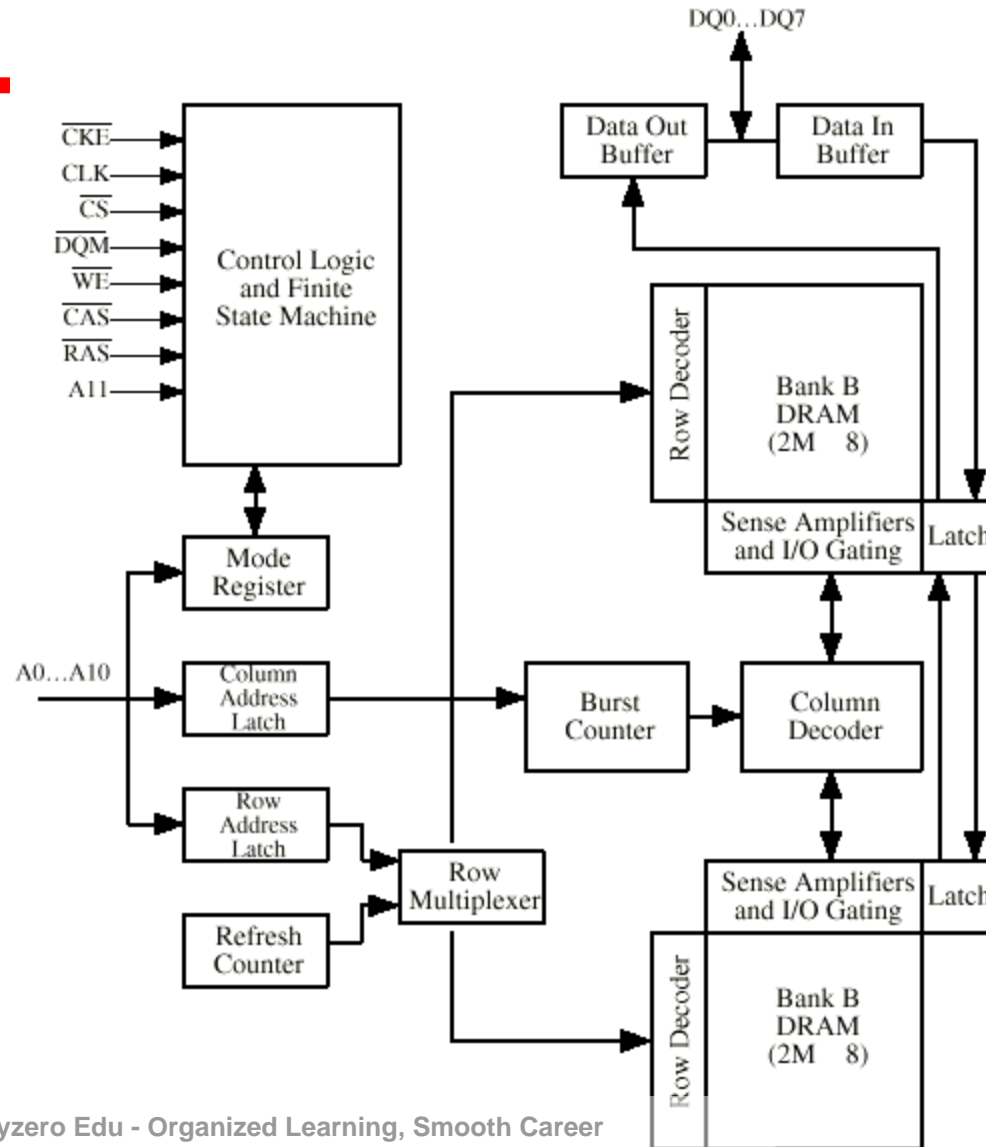
# Newer RAM Technology (2)

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## ⌘ Synchronous DRAM (SDRAM)

- ☑ currently on DIMMs
- ☑ Access is synchronized with an external clock
- ☑ Address is presented to RAM
- ☑ RAM finds data (CPU waits in conventional DRAM)
- ☑ Since SDRAM moves data in time with system clock, CPU knows when data will be ready
- ☑ CPU does not have to wait, it can do something else
- ☑ Burst mode allows SDRAM to set up stream of data and fire it out in block

# SDRAM



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# Newer RAM Technology (3)

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- ⌘ Foreground reading
- ⌘ Check out any other RAM you can find
- ⌘ See Web site:
  - 📄 The RAM Guide