Memory

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CS 3410, Spring 2012
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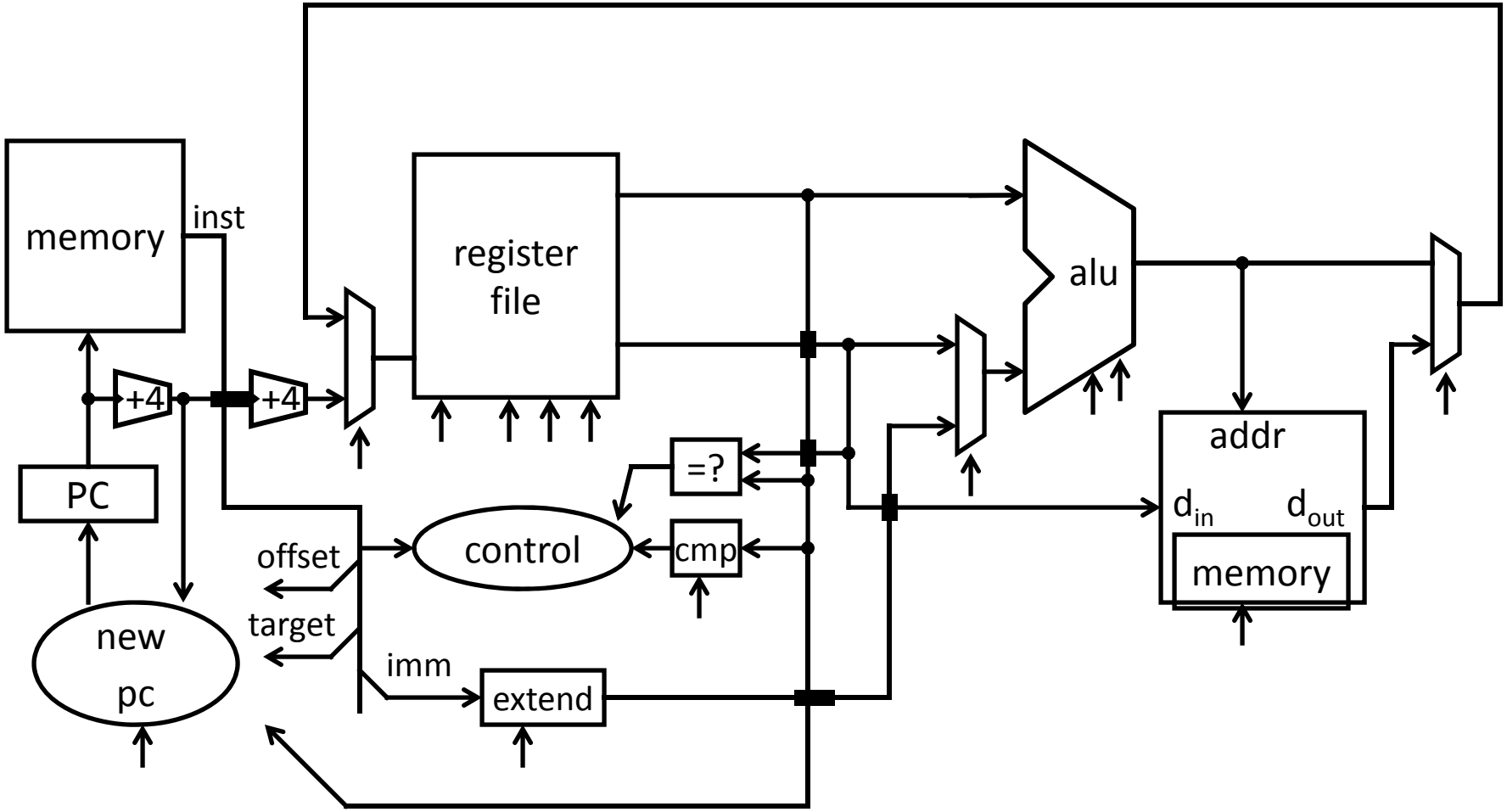
Cornell University

See: P&H Appendix C.8, C.9

Big Picture: Building a Processor



A Single cycle processor

Goals for today

Review

- Finite State Machines

Memory

- Register Files
- Tri-state devices
- SRAM (Static RAM—random access memory)
- DRAM (Dynamic RAM)

Example: Digital Door Lock

Digital Door Lock

Inputs:

- keycodes from keypad
- clock

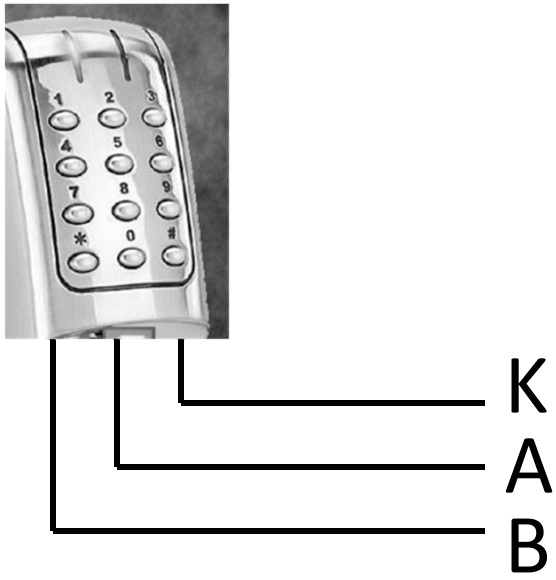
Outputs:

- “unlock” signal
- display how many keys pressed so far

Door Lock: Inputs

Assumptions:

- signals are synchronized to clock
- Password is B-A-B

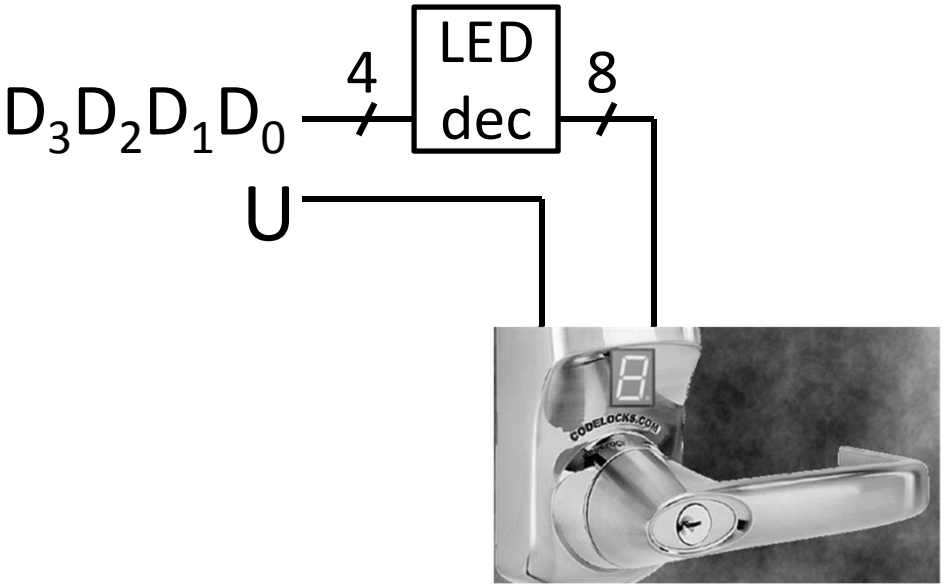


K	A	B	Meaning
0	0	0	Ø (no key)
1	1	0	‘A’ pressed
1	0	1	‘B’ pressed

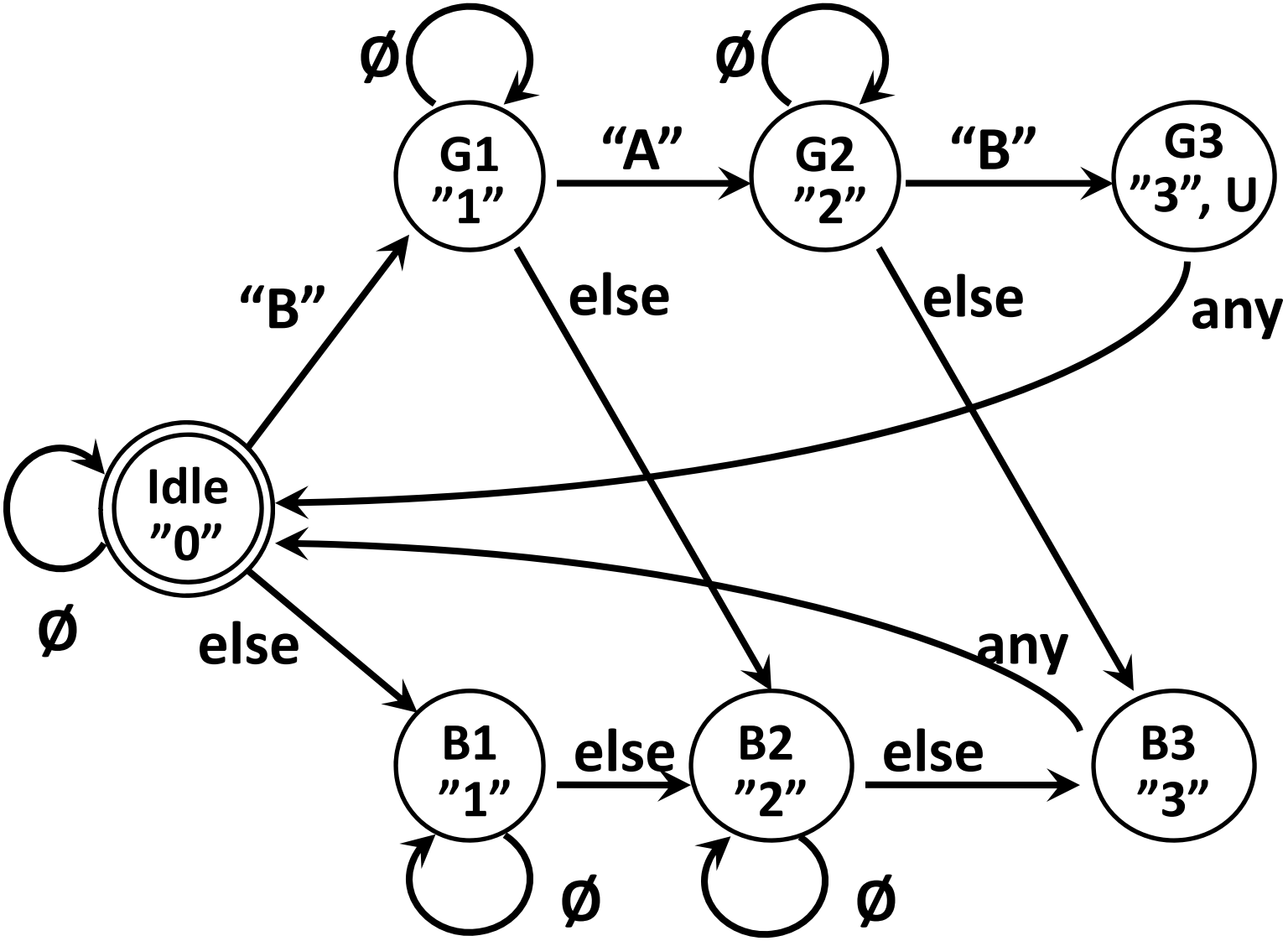
Door Lock: Outputs

Assumptions:

- High pulse on U unlocks door



Door Lock: Simplified State Diagram



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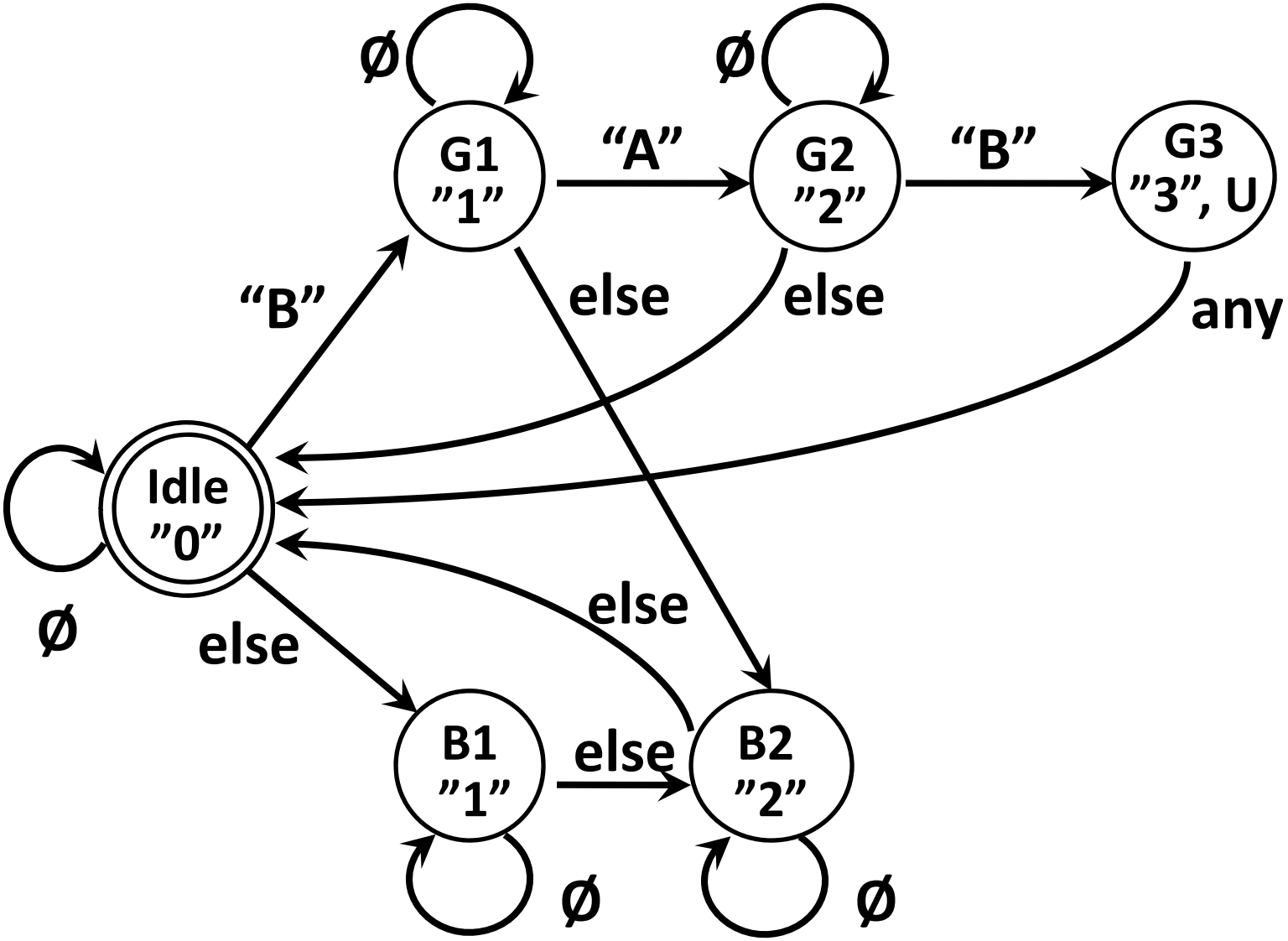
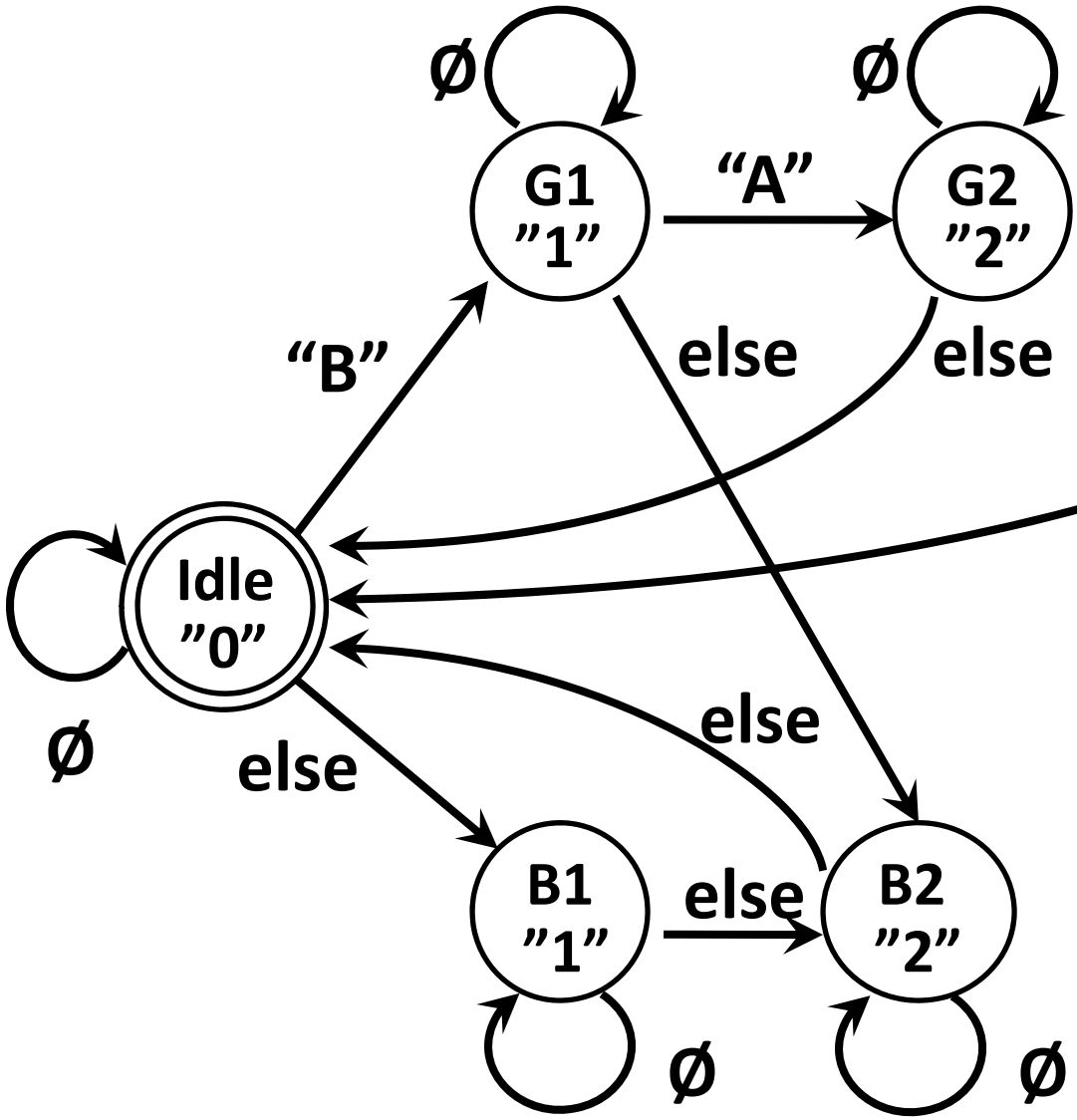
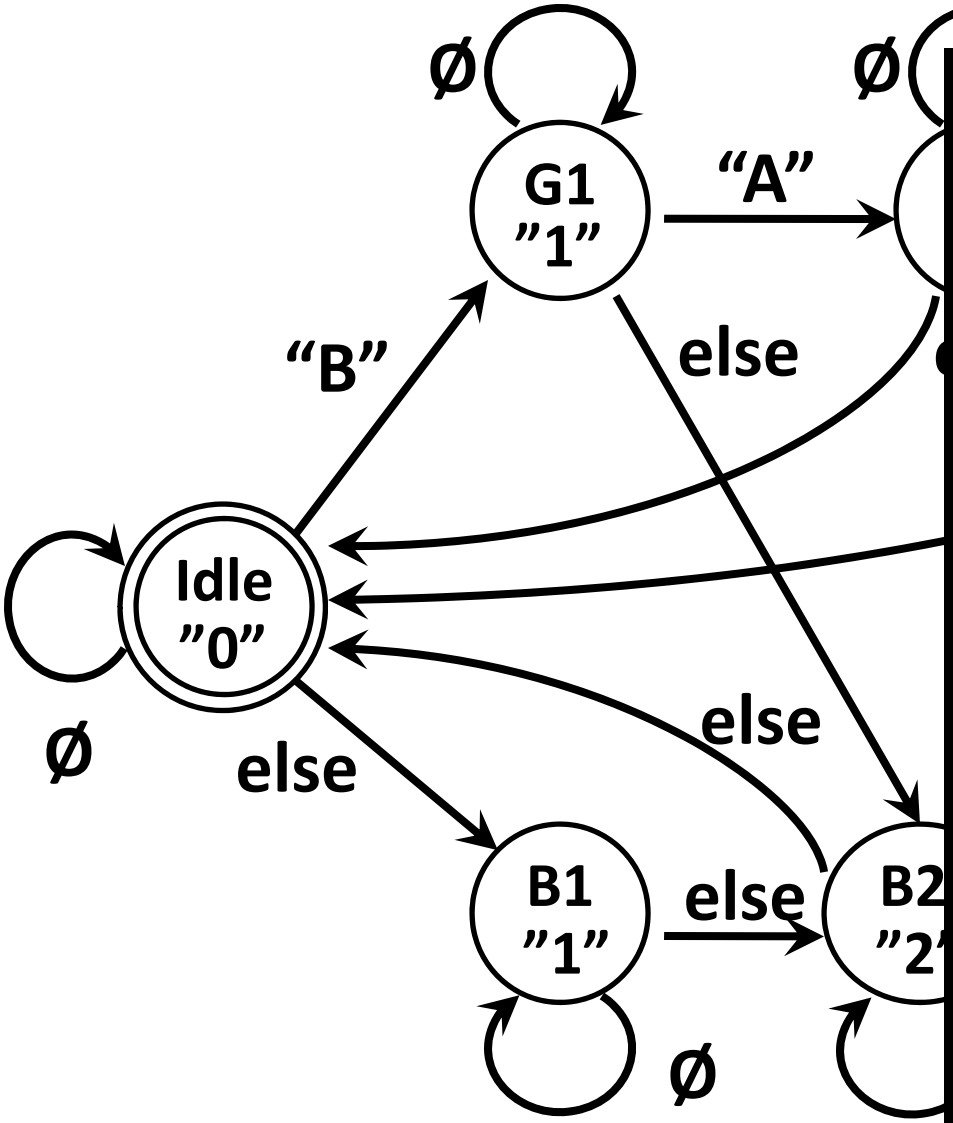


Door Lock: Simplified State Diagram



Cur. State	Output
Idle	"0"
G1	"1"
G2	"2"
G3	"3", U
B1	"1"
B2	"2"

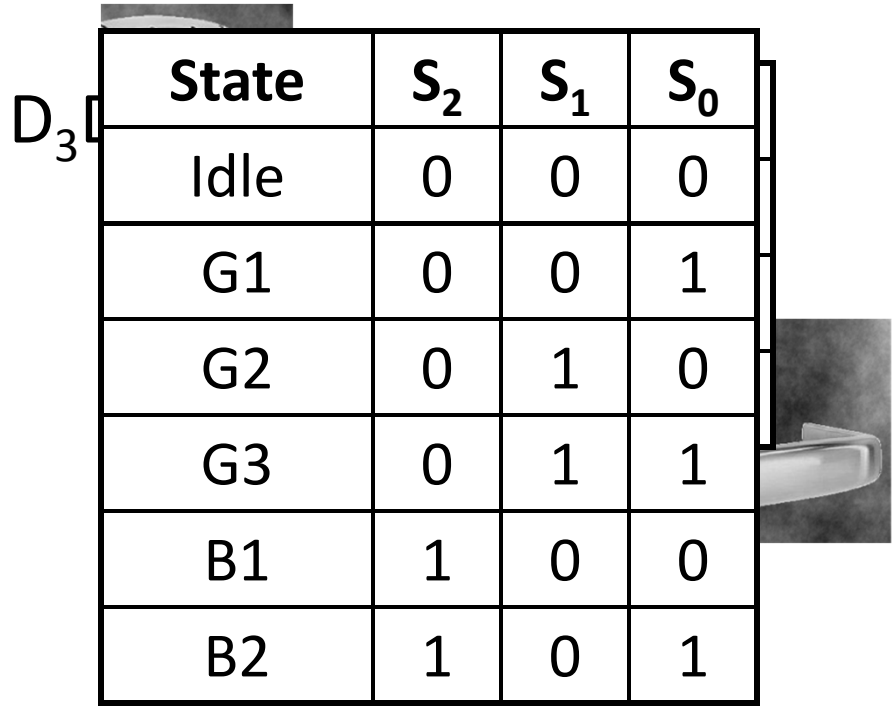
Door Lock: Simplified State Diagram



Cur. State	Input	Next State
Idle	Ø	Idle
Idle	"B"	G1
Idle	"A"	B1
G1	Ø	G1
G1	"A"	G2
G1	"B"	B2
G2	Ø	B2
G2	"B"	G3
G2	"A"	Idle
G3	any	Idle
B1	Ø	B1
B1	K	B2
B2	Ø	B2
B2	K	Idle

State Table Encoding

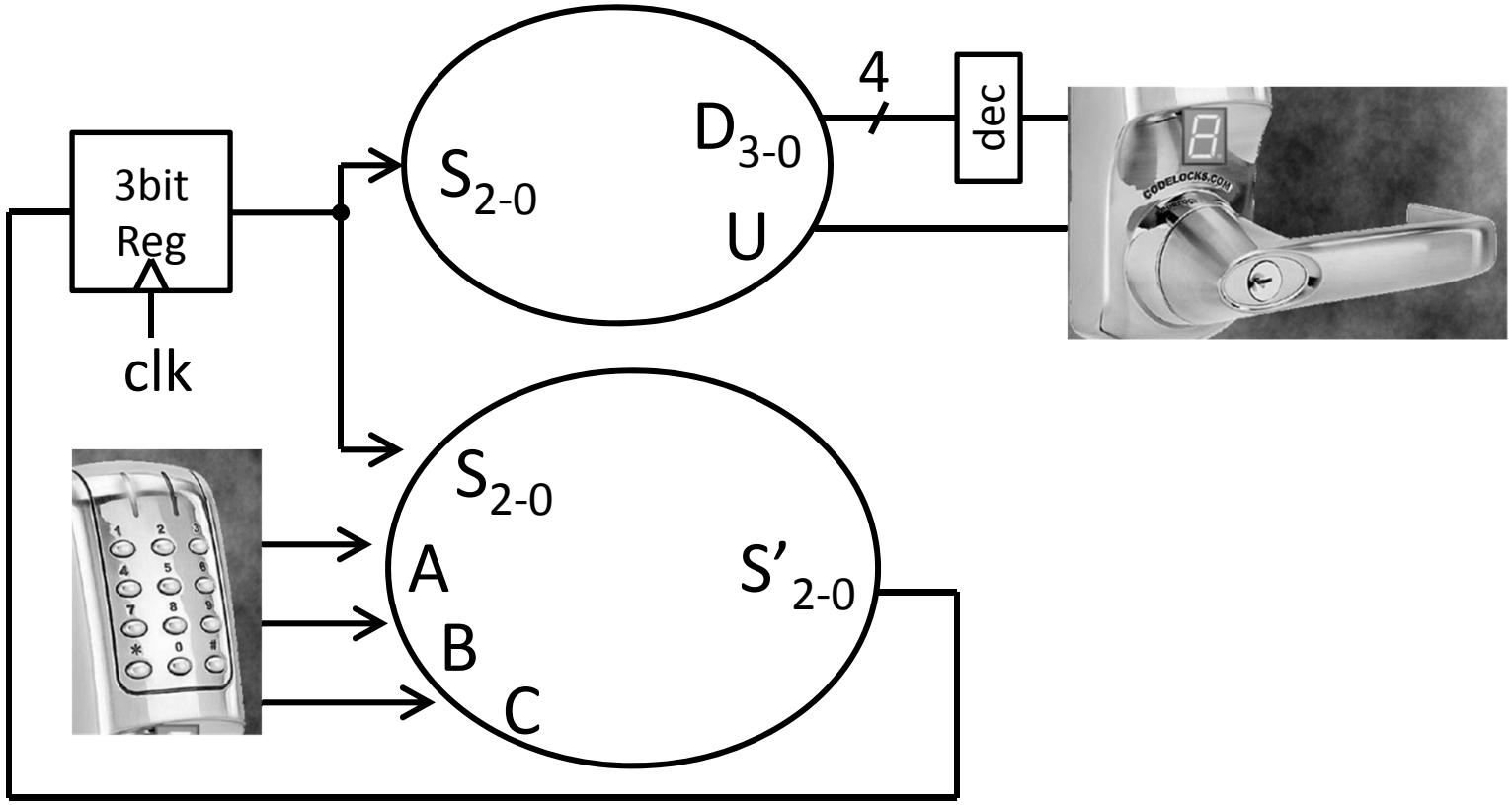
S_2	S_1	S_0	D_3	D_2	D_1	D_0	U
0	0	0	0	0	0	0	0
0	0	1	0	0	0	1	0
0	1	0	0	0	1	0	0
0	1	1	0	0	1	1	1
1	0	0	0	0	0	1	0
1	0	1	0	0	1	0	0



State	S_2	S_1	S_0
Idle	0	0	0
G1	0	0	1
G2	0	1	0
G3	0	1	1
B1	1	0	0
B2	1	0	1

S_2	S_1	S_0	K	A	B	S'_2	S'_1	S'_0
0	0	0	0	0	0	0	0	0
0	0	0	1	0	1	0	0	1
0	0	0	1	1	0	1	0	0
0	0	1	0	0	0	0	0	1
0	0	1	1	1	0	0	1	0
0	0	1	1	0	1	1	0	1
0	1	0	0	0	0	0	1	0
0	1	0	1	0	1	0	1	1
0	1	0	1	1	0	0	0	0
0	1	1	x	x	x	0	0	0
1	0	0	0	0	0	1	0	0
1	0	0	1	x	x	1	0	1
1	0	1	0	0	0	1	0	1
1	0	1	1	x	x	0	0	0

Door Lock: Implementation



Strategy:

(1) Draw a state diagram (e.g. Moore Machine)

(2) Write output and next-state tables

(3) Encode states, inputs, and outputs as bits

(4) Determine logic equations for next state and outputs

Administrivia

Make sure partner in same Lab Section ***this week***

Lab2 is out

Due in one week, next Monday, start early

Work alone

But, use your resources

- Lab Section, Piazza.com, Office Hours, Homework Help Session,
- Class notes, book, Sections, CSUGLab

No Homework this week

Administrivia

Check online syllabus/schedule

- http://www.cs.cornell.edu/Courses/CS3410/2012sp/schedule.html

Slides and Reading for lectures

Office Hours

Homework and Programming Assignments

Prelims (in evenings):

- Tuesday, February 28th
- Thursday, March 29th
- Thursday, April 26th

Schedule is subject to change

Collaboration, Late, Re-grading Policies

"Black Board" Collaboration Policy

- Can discuss approach together on a "black board"
- Leave and write up solution independently
- Do not copy solutions

Late Policy

- Each person has a total of ***four*** "slip days"
- Max of ***two*** slip days for any individual assignment
- Slip days deducted first for *any* late assignment, cannot selectively apply slip days
- For projects, slip days are deducted from all partners
- 20% deducted per day late after slip days are exhausted

Regrade policy

- Submit written request to lead TA,
  and lead TA will pick a different grader
- Submit another written request,
  lead TA will regrade directly
- Submit yet another written request for professor to regrade.

Goals for today

Review

- Finite State Machines

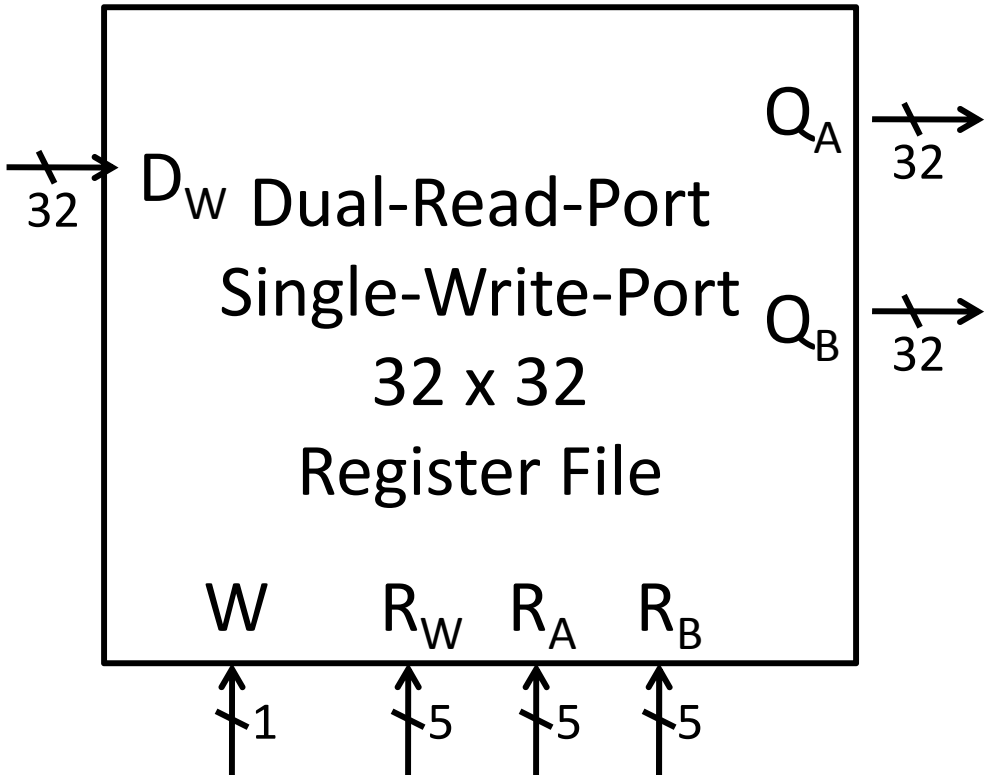
Memory

- Register Files
- Tri-state devices
- SRAM (Static RAM—random access memory)
- DRAM (Dynamic RAM)

Register File

Register File

- N read/write registers
- Indexed by register number



Implementation:

- D flip flops to store bits
- Decoder for each write port
- Mux for each read port

Register File

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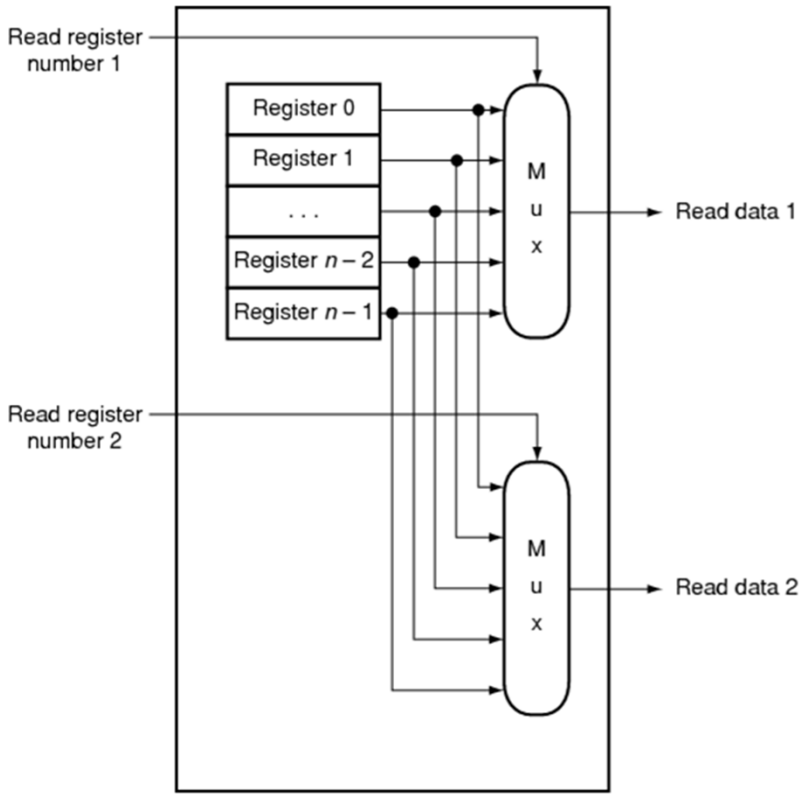

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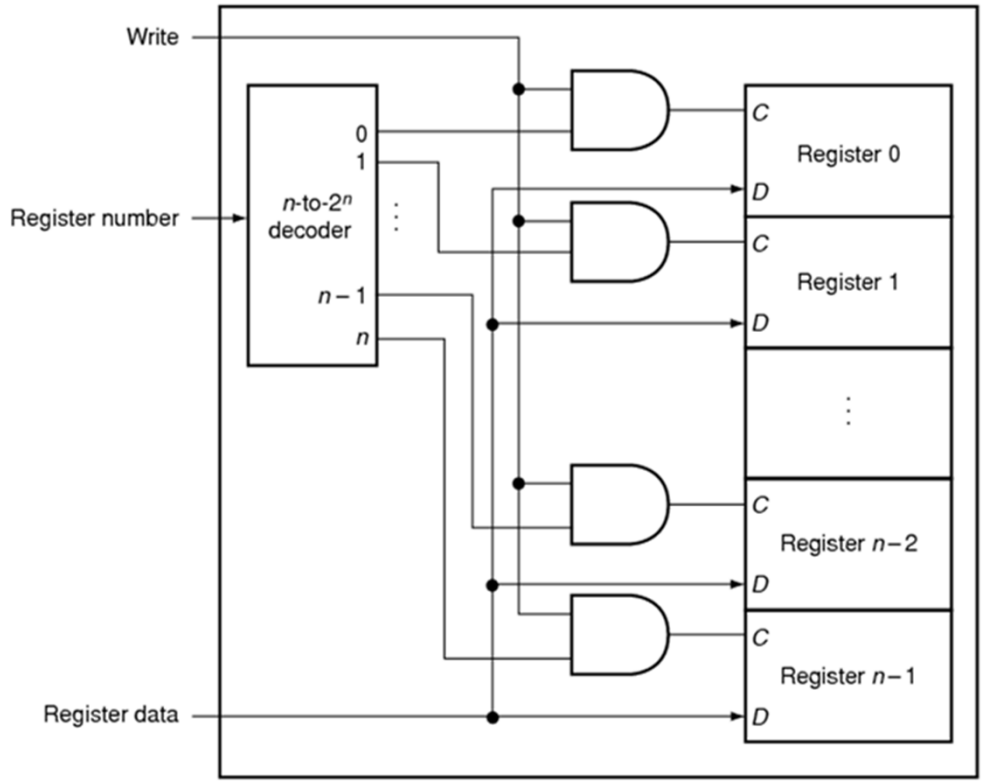


Implementation:

- D flip flops to store bits
- Decoder for each write port
- Mux for each read port

Tradeoffs

Register File tradeoffs

+ Very fast (a few gate delays for both read and write)
+ Adding extra ports is straightforward
– Doesn’t scale

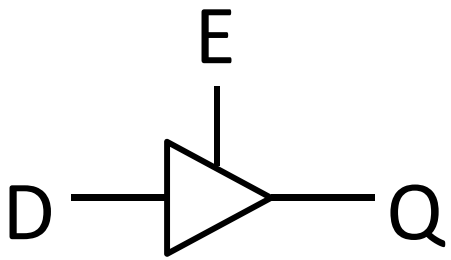
Building Large Memories

Need a shared bus (or shared bit line)

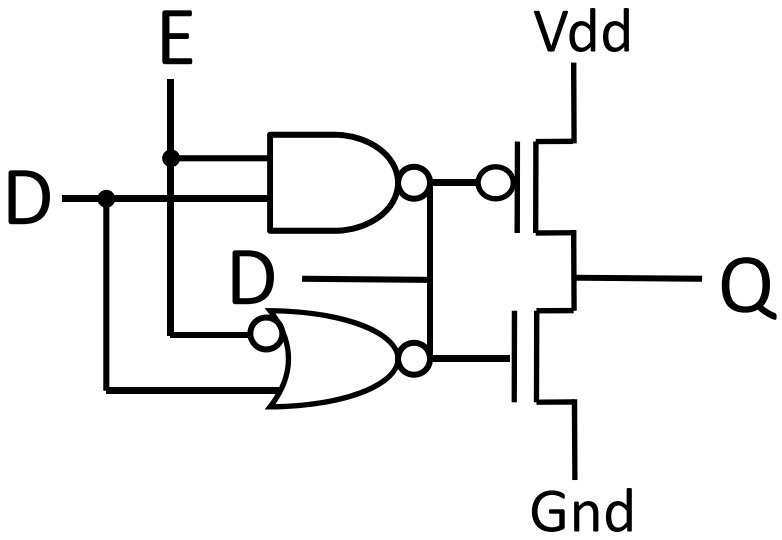
- Many FFs/outputs/etc. connected to single wire
- Only one output *drives* the bus at a time

Tri-State Devices

Tri-State Buffers



E	D	Q
0	0	z
0	1	z
1	0	0
1	1	1



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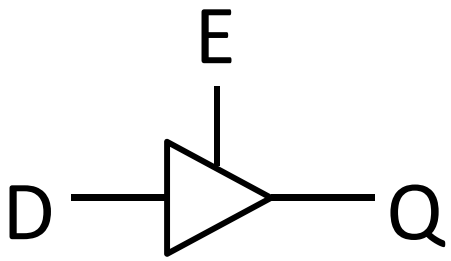
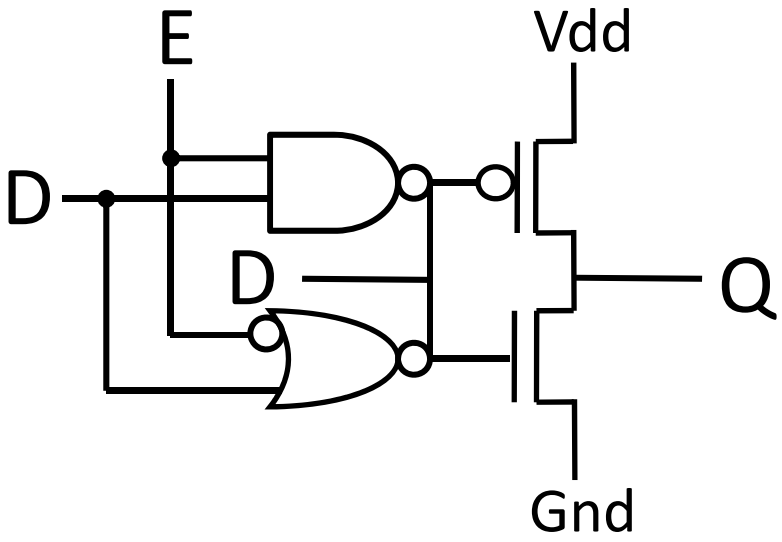
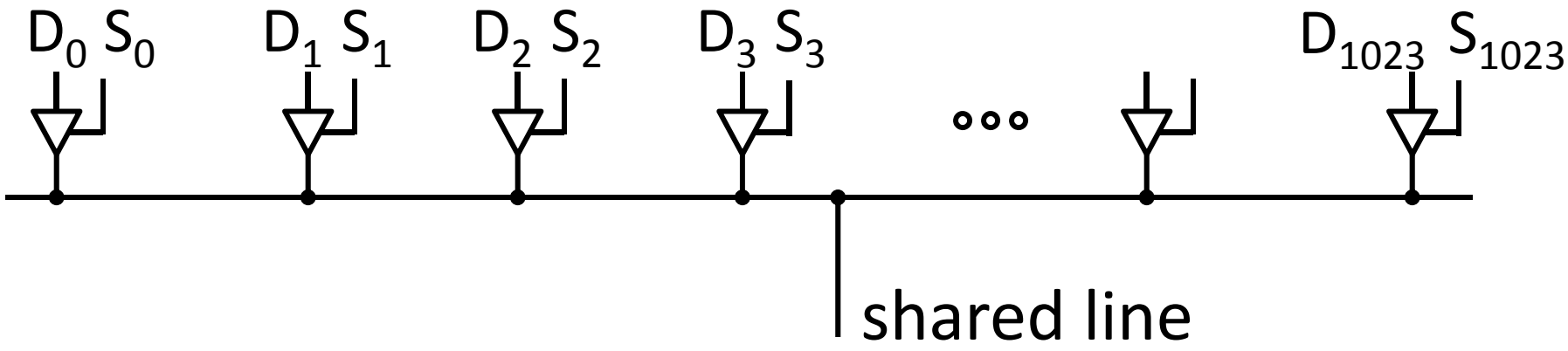
Tri-State Buffers



E	D	Q
0	0	z
0	1	z
1	0	0
1	1	1



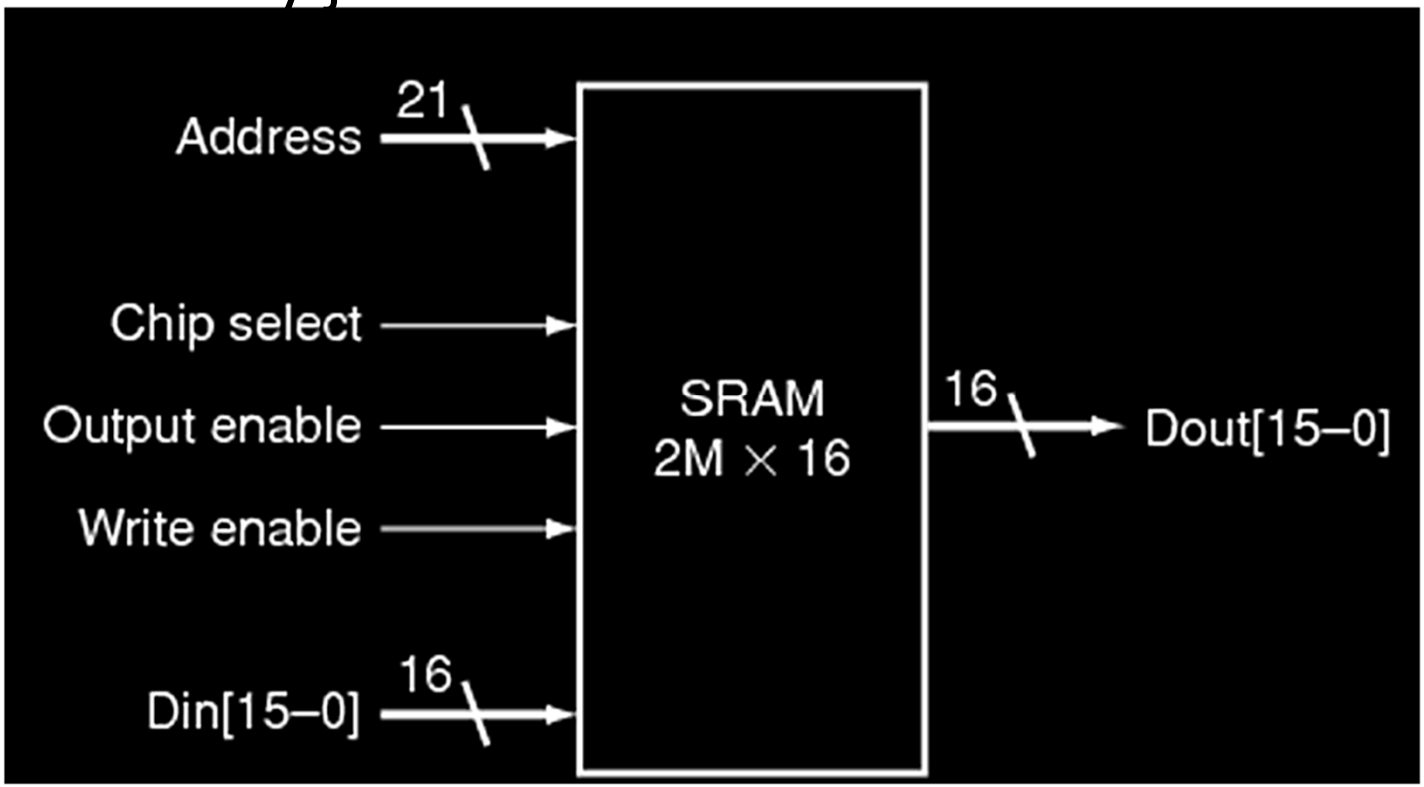
Shared Bus



SRAM

Static RAM (SRAM)

- Essentially just SR Latches + tri-states buffers



SRAM Chip

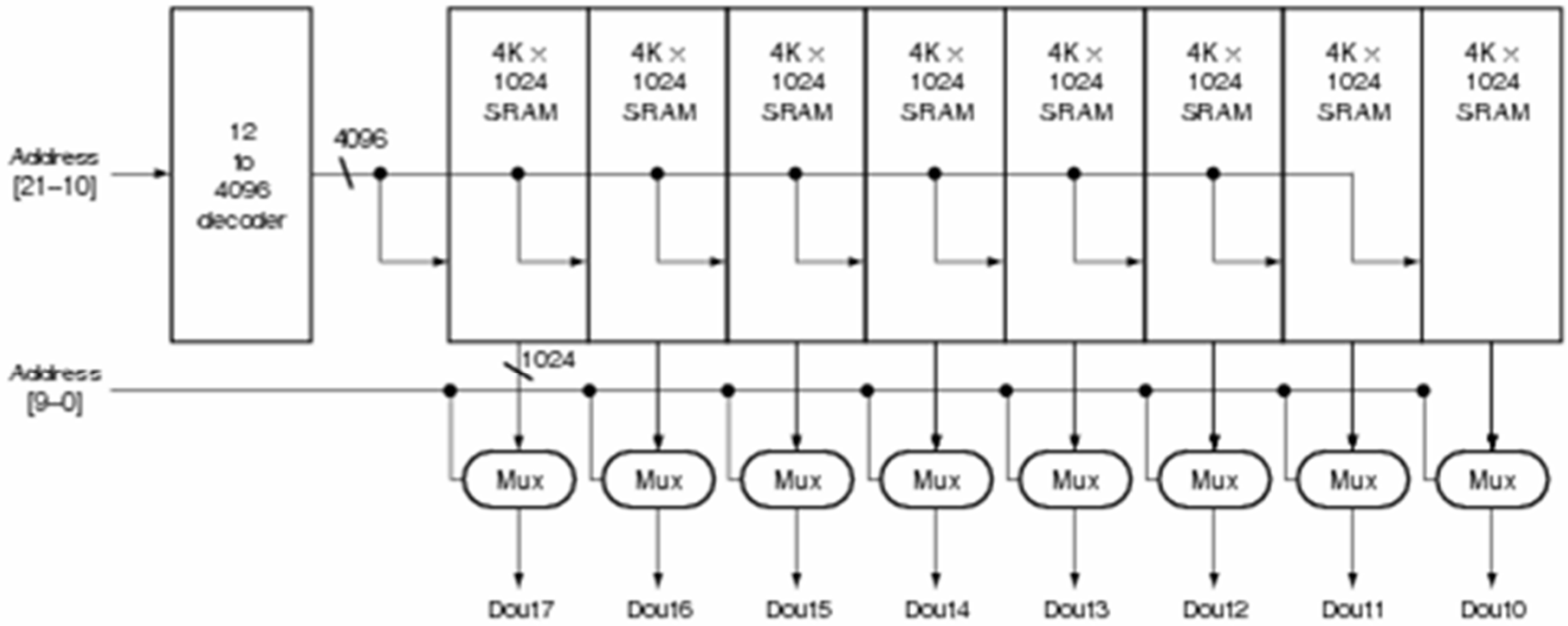
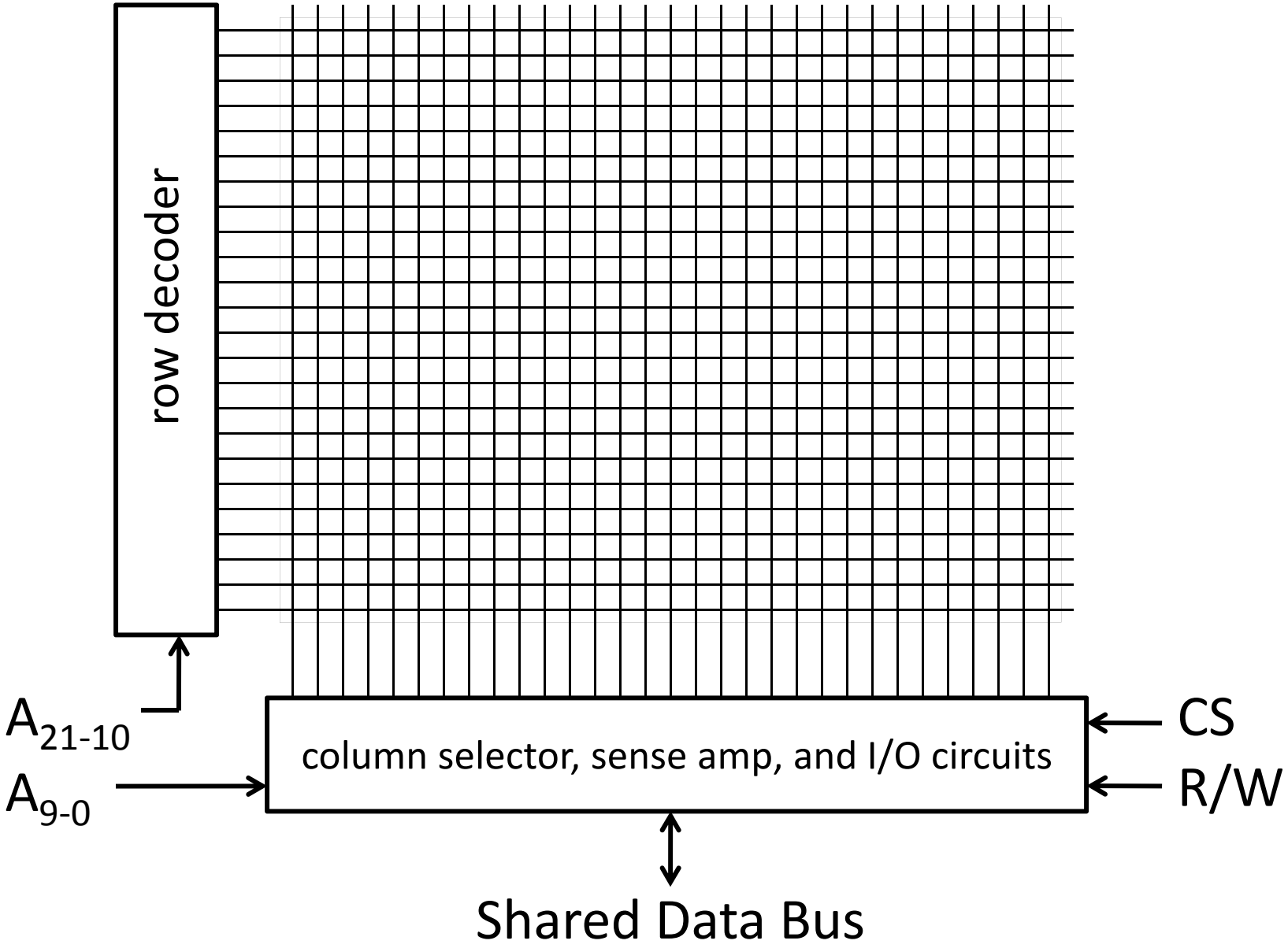


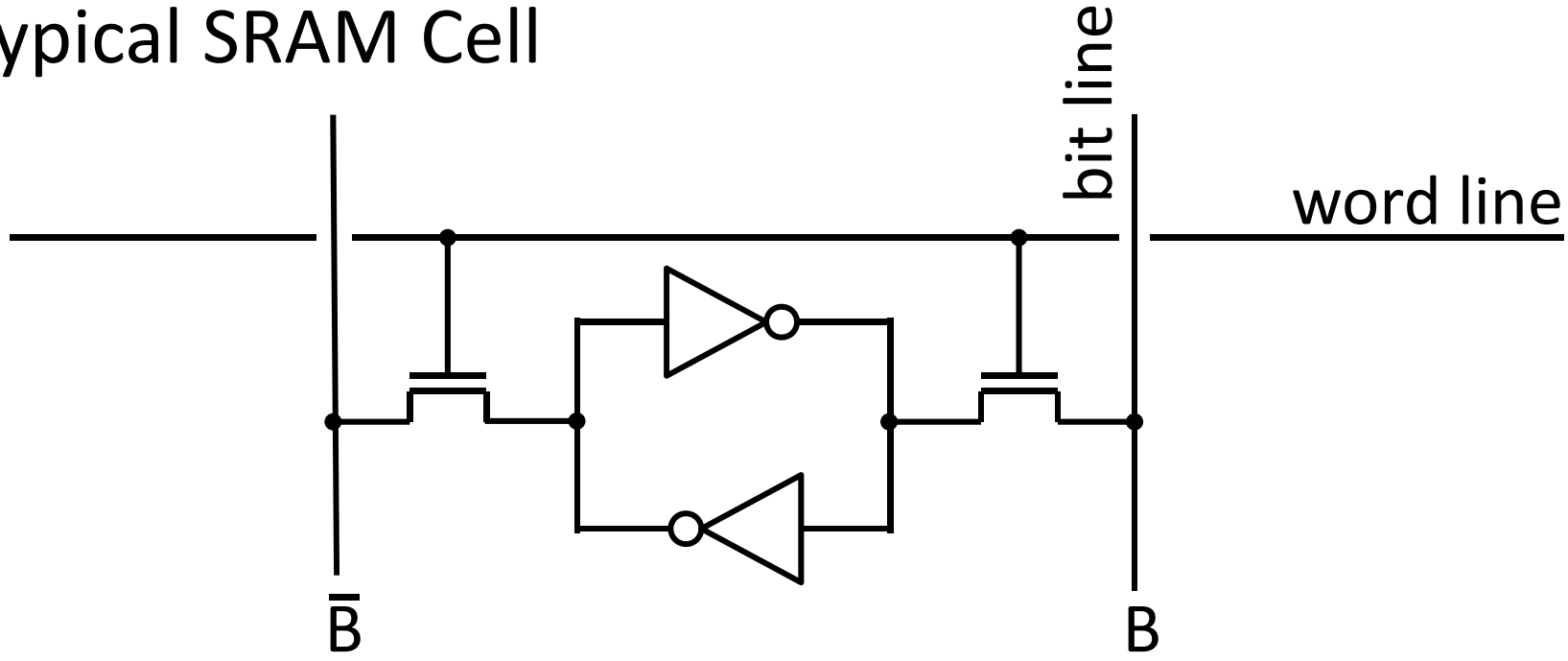
FIGURE B.9.4 Typical organization of a 4M x 8 SRAM as an array of 4K x 1024 arrays. The first decoder generates the addresses for eight 4K × 1024 *arrays*; then a set of multiplexors is used to select 1 bit from each 1024-bit-wide array. This is a much easier design than a single-level decode that would need either an enormous decoder or a gigantic multiplexor. In practice, a modern SRAM of this size would probably use an even larger number of blocks, each somewhat smaller.

SRAM Chip


row decoder
A21-10
A9-0
column selector, sense amp, and I/O circuits
CS
R/W
Shared Data Bus

SRAM Cell

Typical SRAM Cell



Each cell stores one bit, and requires 4 – 8 transistors (6 is typical)

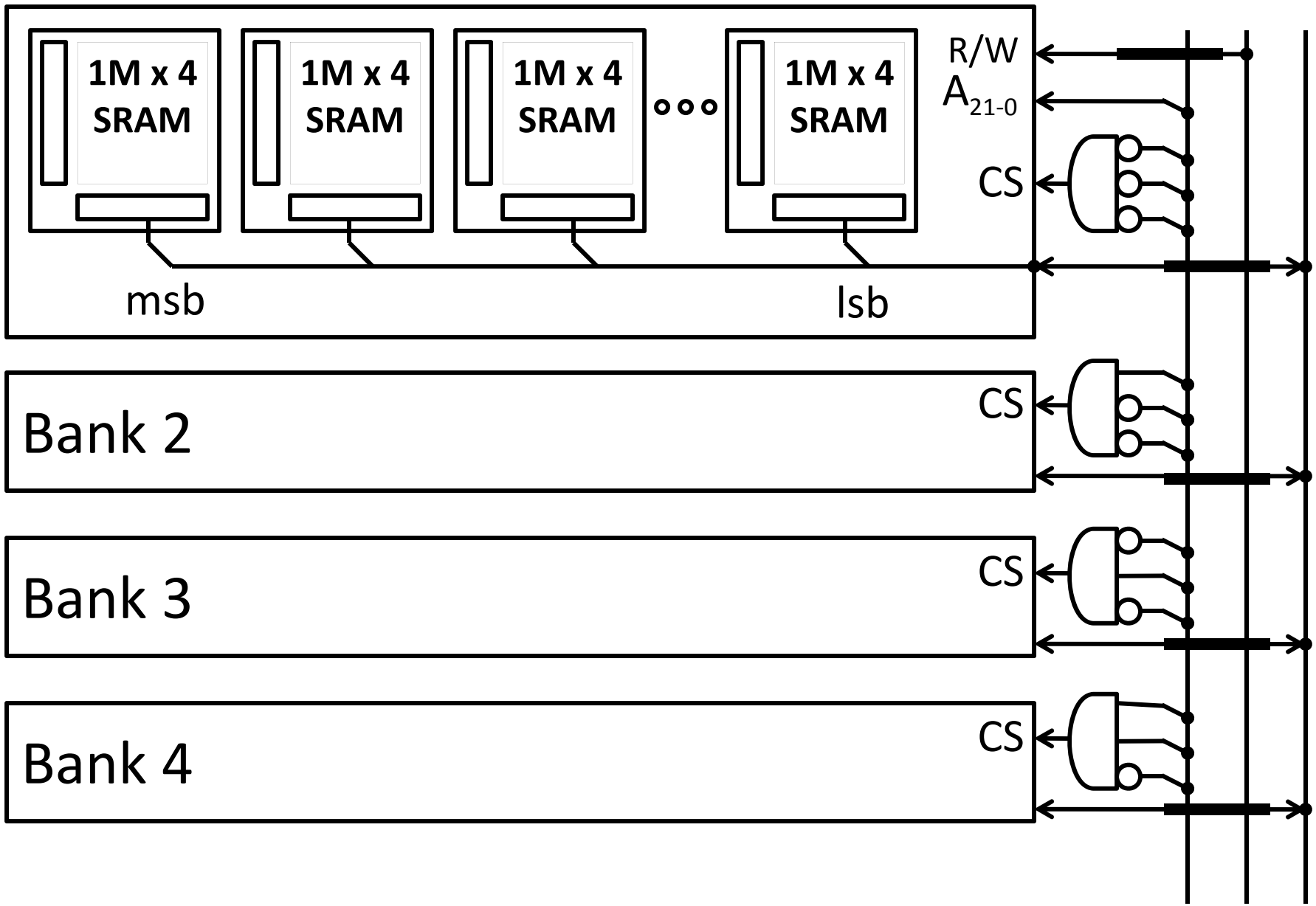
Read:

- pre-charge B and $\overline{B}$ to Vdd/2
- pull word line high
- cell pulls B or $\overline{B}$ low, sense amp detects voltage difference

Write:

- pull word line high
- drive B and $\overline{B}$ to flip cell

SRAM Modules and Arrays



SRAM Summary

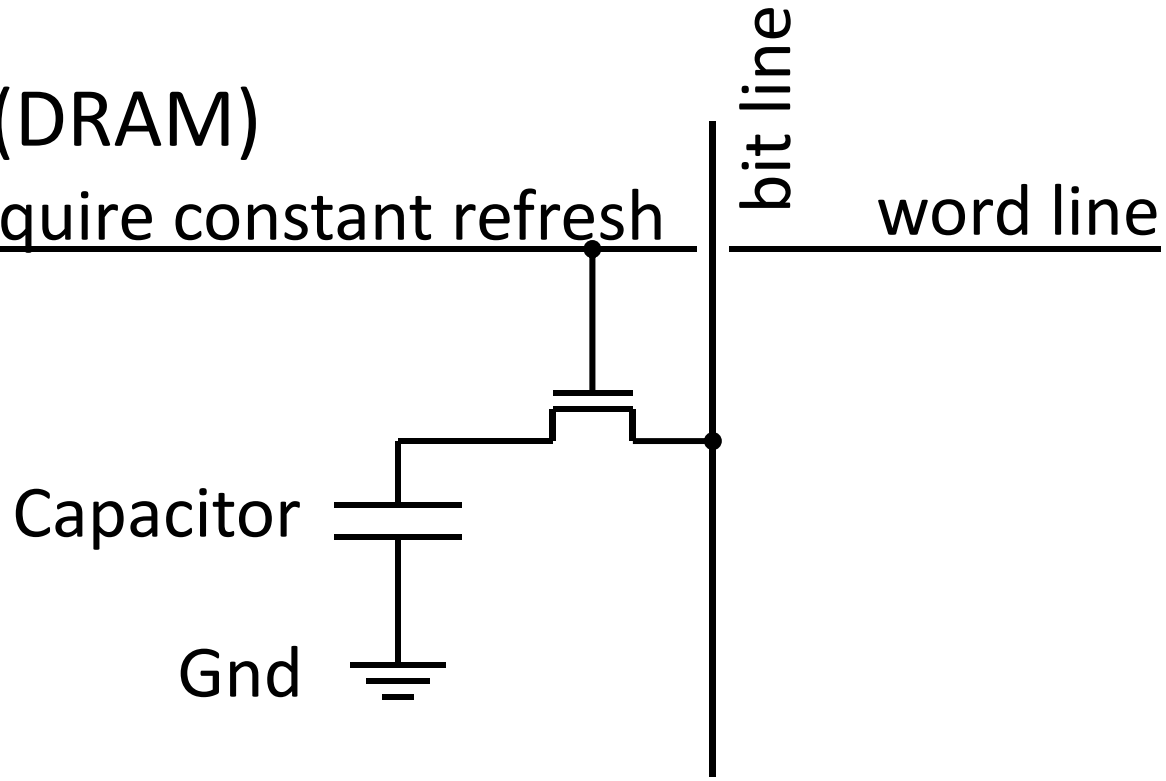
SRAM

- A few transistors (~6) per cell
- Used for working memory (caches)
- But for even higher density…

Dynamic RAM: DRAM

Dynamic-RAM (DRAM)

- Data values require constant refresh



DRAM vs. SRAM

Single transistor vs. many gates

- Denser, cheaper ($30/1GB vs. $30/2MB)
- But more complicated, and has analog sensing

Also needs refresh

- Read and write back…
- …every few milliseconds
- Organized in 2D grid, so can do rows at a time
- Chip can do refresh internally

Hence… slower and energy inefficient

Memory

Register File tradeoffs

- \+ Very fast (a few gate delays for both read and write)
- \+ Adding extra ports is straightforward
- – Expensive, doesn't scale
- – Volatile

Volatile Memory alternatives: SRAM, DRAM, …

- – Slower
- \+ Cheaper, and scales well
- – Volatile

Non-Volatile Memory (NV-RAM): Flash, EEPROM, …

- \+ Scales well
- – Limited lifetime; degrades after 100000 to 1M writes

Summary

We now have enough building blocks to build machines that can perform non-trivial computational tasks

Register File: Tens of words of working memory

SRAM: Millions of words of working memory

DRAM: Billions of words of working memory

NVRAM: long term storage
(usb fob, solid state disks, BIOS, …)

Next time we will build a simple processor!