Memory

Prof. Kavita Bala and Prof. Hakim Weatherspoon

CS 3410, Spring 2014

Computer Science

Cornell University

See P&H Appendix B.8 (register files) and B.9

Administrivia

Make sure to go to ***your*** Lab Section this week

Completed Lab1 due ***before*** winter break, Friday, Feb 14th

Note, a Design Document is due when you submit Lab1 final circuit

Work **alone**

Save your work!

- ***Save often***. Verify file is non-zero. Periodically save to Dropbox, email.
- Beware of MacOSX 10.5 (leopard) and 10.6 (snow-leopard)

Homework1 is out

Due a week before prelim1, Monday, February 24th

Work on problems incrementally, as we cover them in lecture

Office Hours for help

Work **alone**

Work alone, **BUT** use your resources

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

Administrivia

Check online syllabus/schedule

- http://www.cs.cornell.edu/Courses/CS3410/2014sp/schedule.html

Slides and Reading for lectures

Office Hours

Homework and Programming Assignments

Prelims (in evenings):

- Tuesday, March 4th
- Thursday, May 1th

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

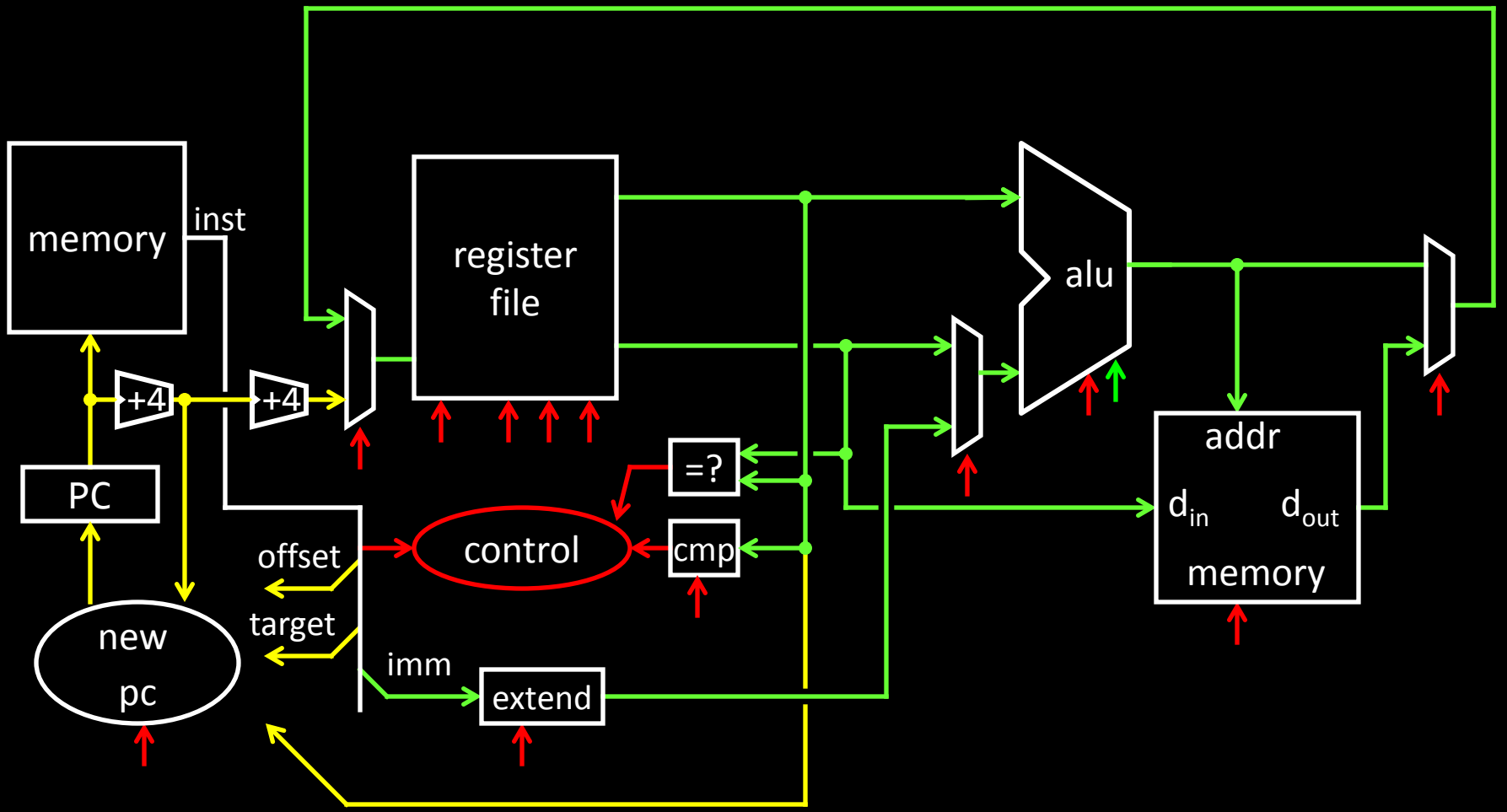
Late Policy

- 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
- 25% 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.

Big Picture: Building a Processor



A Single cycle processor

Goals for today

Review

- Finite State Machines

Memory

- CPU: Register Files (i.e. Memory w/in the CPU)
- Scaling Memory: Tri-state devices
- Cache: SRAM (Static RAM—random access memory)
- Memory: DRAM (Dynamic RAM)

Goal:

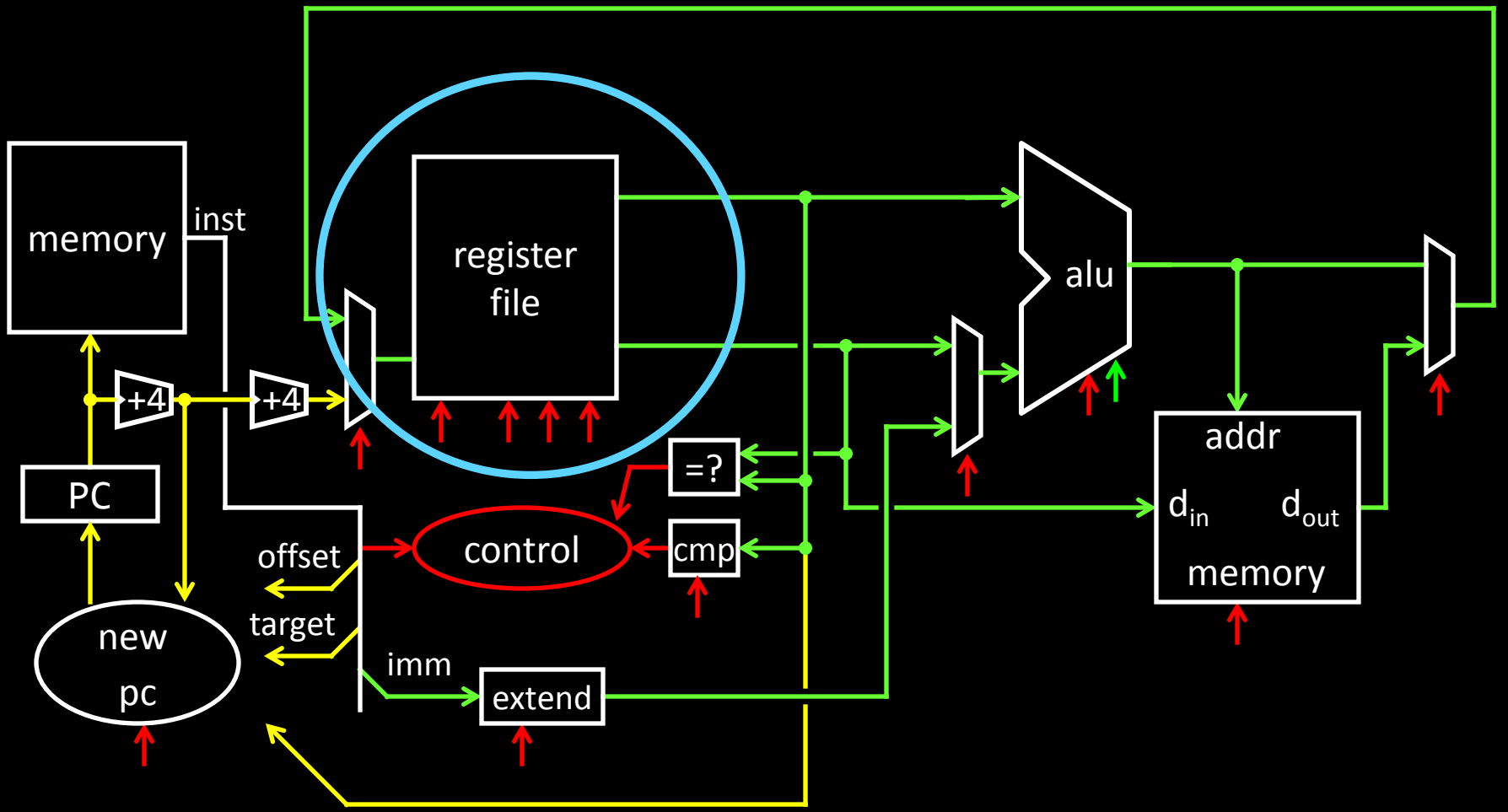
How do we store results from ALU computations?

How do we use stored results in subsequent operations?

Register File

How does a Register File work? How do we design it?

Big Picture: Building a Processor

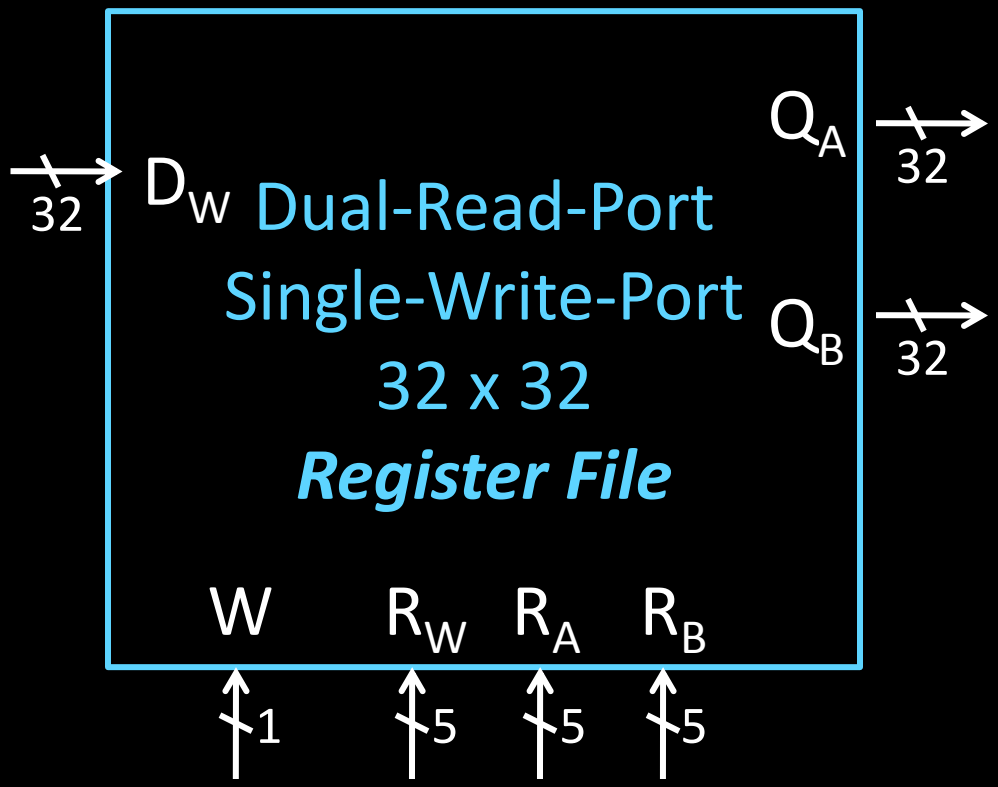


A Single cycle processor

Register File

Register File

- N read/write registers
- Indexed by register number



Tradeoffs

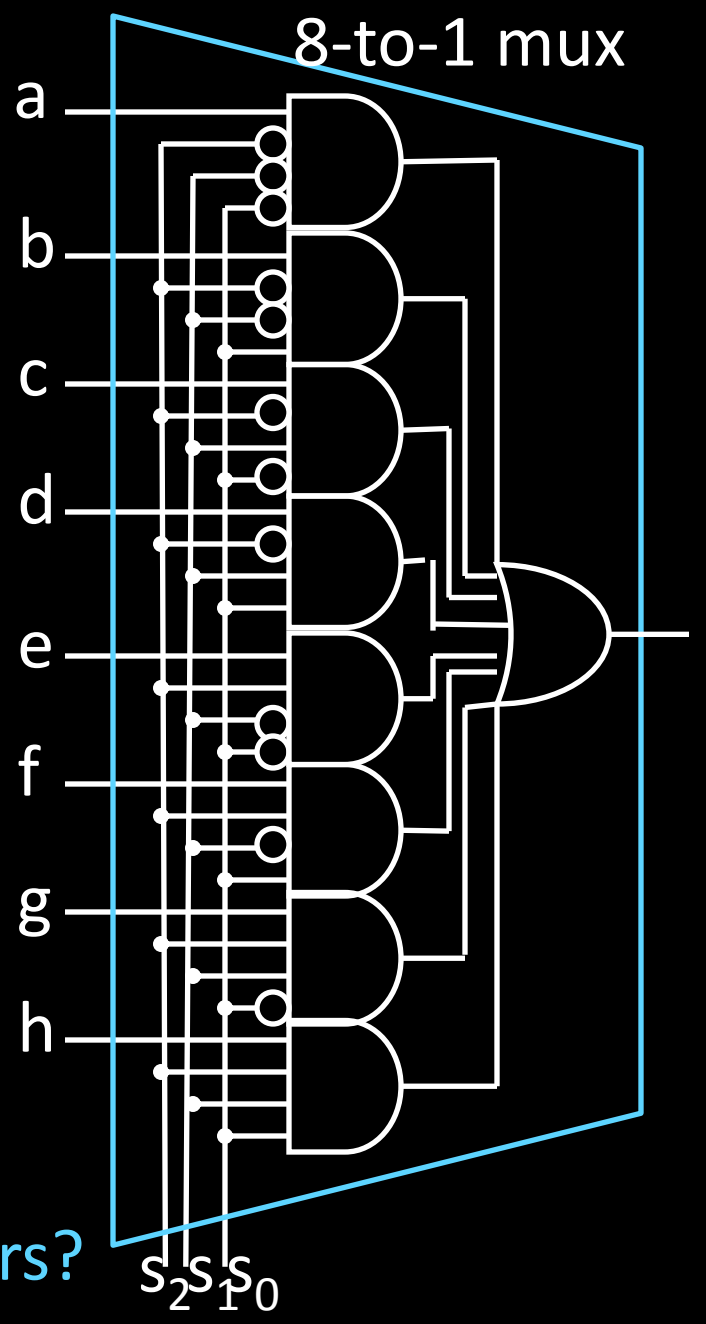
Register File tradeoffs

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

e.g. 32MB register file with 32 bit registers

Need 32x 1M-to-1 multiplexor and 32x 20-to-1M decoder

How many logic gates/transistors?



Takeway

Register files are very fast storage (only a few gate delays), but does not scale to large memory sizes.

Goals for today

Memory

- CPU: Register Files (i.e. Memory w/in the CPU)
- Scaling Memory: Tri-state devices
- Cache: SRAM (Static RAM—random access memory)
- Memory: DRAM (Dynamic RAM)

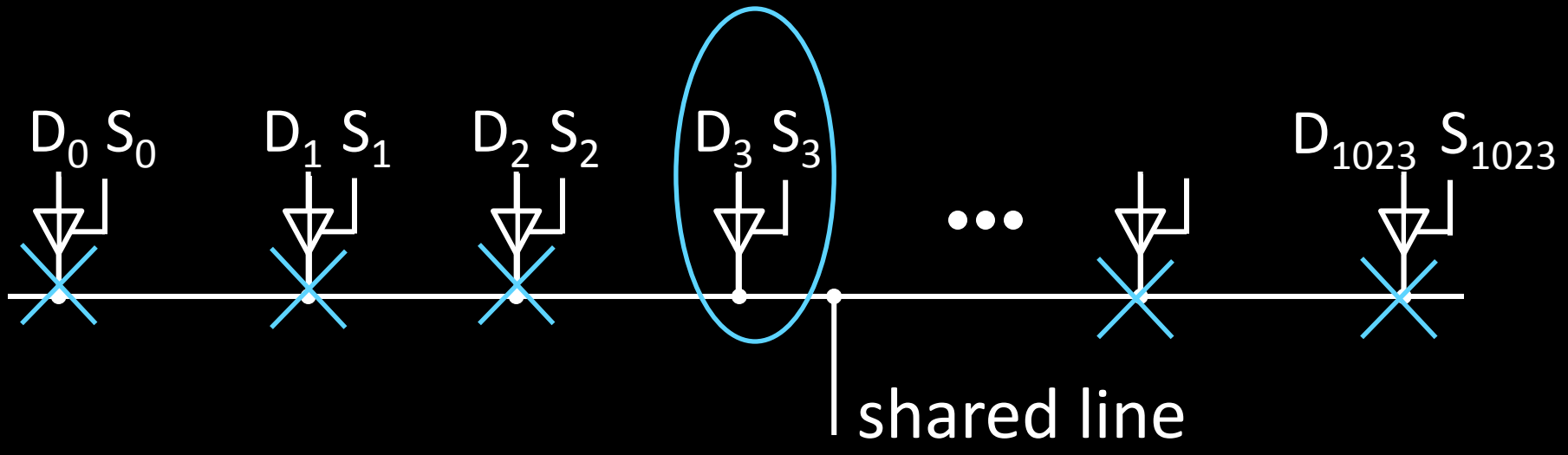
Next Goal

How do we scale/build larger memories?

Building Large Memories

Need a shared bus (or shared bit line)

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

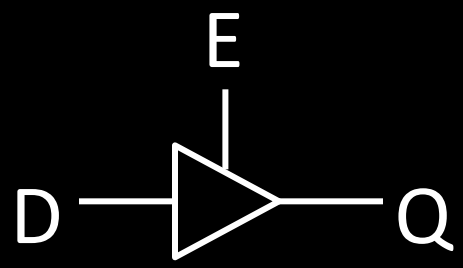


- How do we build such a device?

Tri-State Devices

Tri-State Buffers

- If enabled (E=1), then Q = D
- Otherwise, Q is not connected (z = high impedance)



E	D	Q
0	0	z
0	1	z
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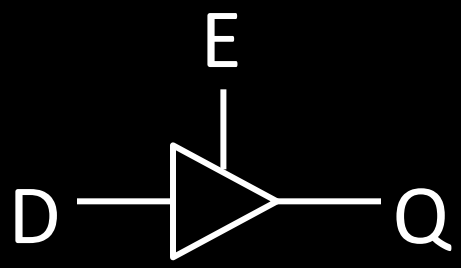

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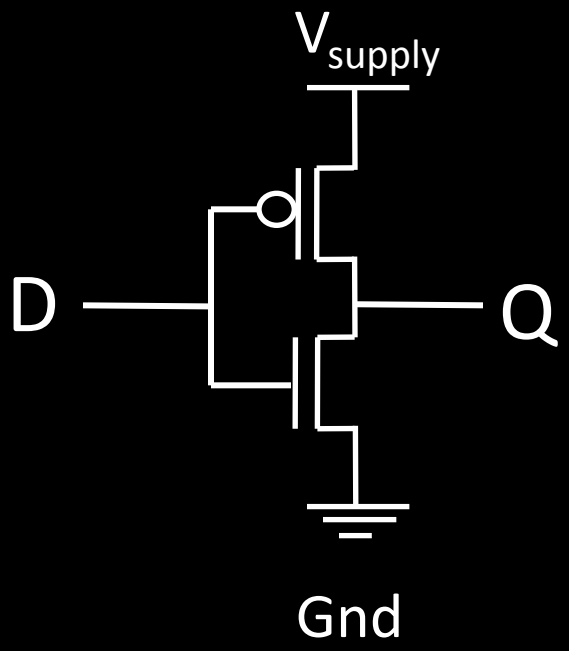

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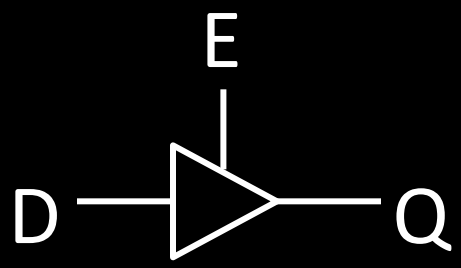

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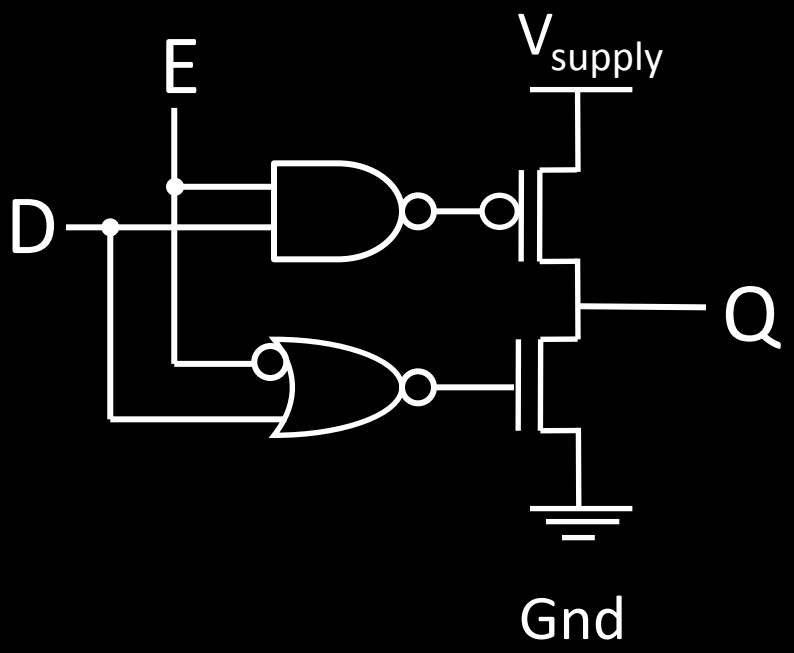
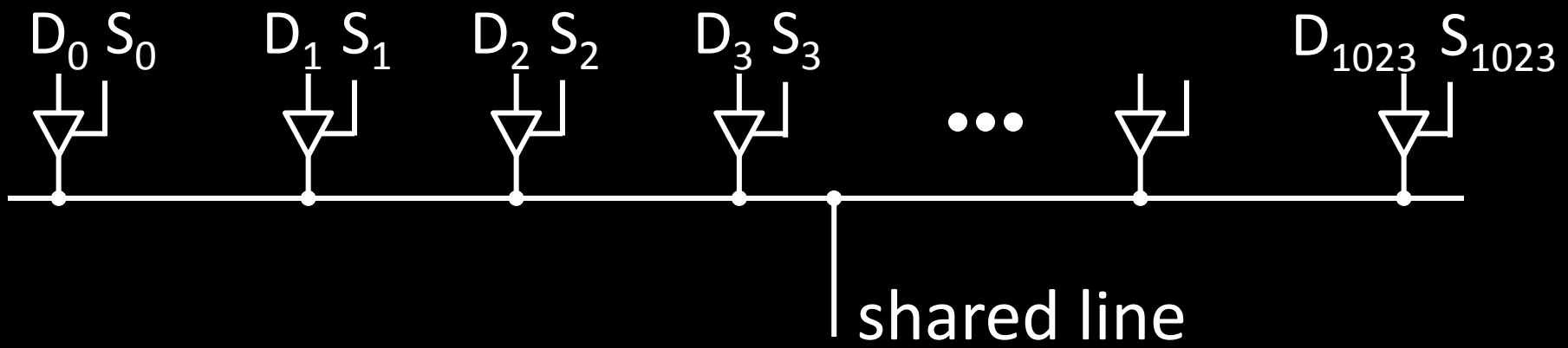


Shared Bus



Takeway

Register files are very fast storage (only a few gate delays), but does not scale to large memory sizes.

Tri-state Buffers allow scaling since multiple registers can be connected to a single output, while only one register actually drives the output.

Goals for today

Memory

- CPU: Register Files (i.e. Memory w/in the CPU)
- Scaling Memory: Tri-state devices
- Cache: SRAM (Static RAM—random access memory)
- Memory: DRAM (Dynamic RAM)

Next Goal

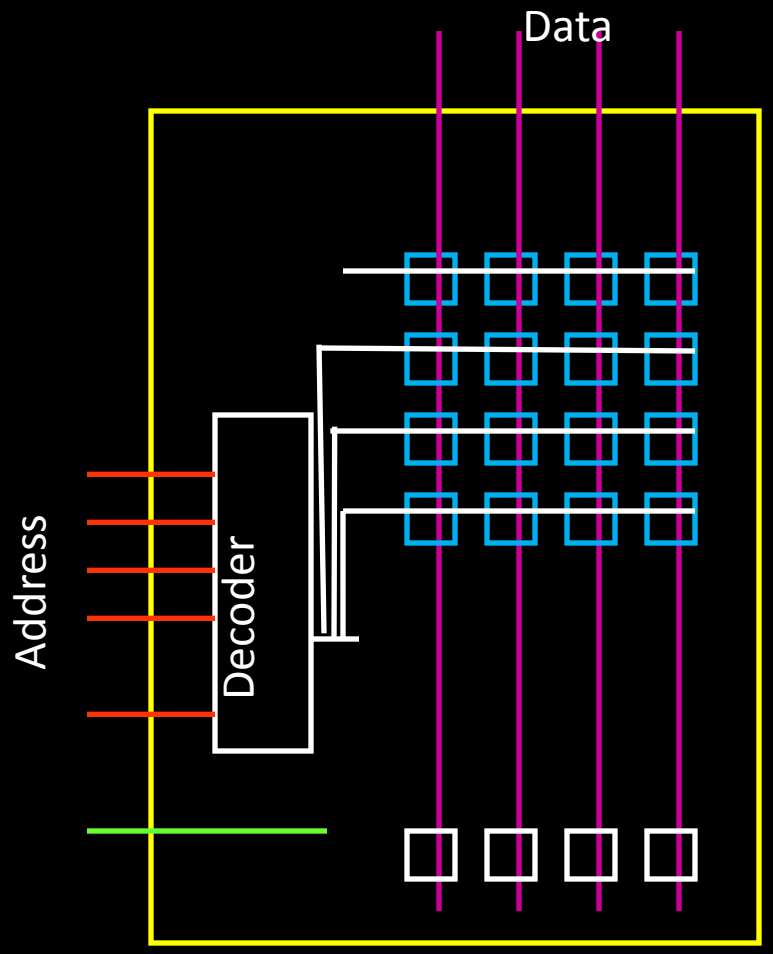
How do we build large memories?

Use similar designs as Tri-state Buffers to connect multiple registers to output line. Only one register will drive output line.

SRAM

Static RAM (SRAM)—Static Random Access Memory

- Essentially just D-Latches plus Tri-State Buffers
- A decoder selects which line of memory to access (i.e. word line)
- A R/W selector determines the type of access
- That line is then coupled to the data lines



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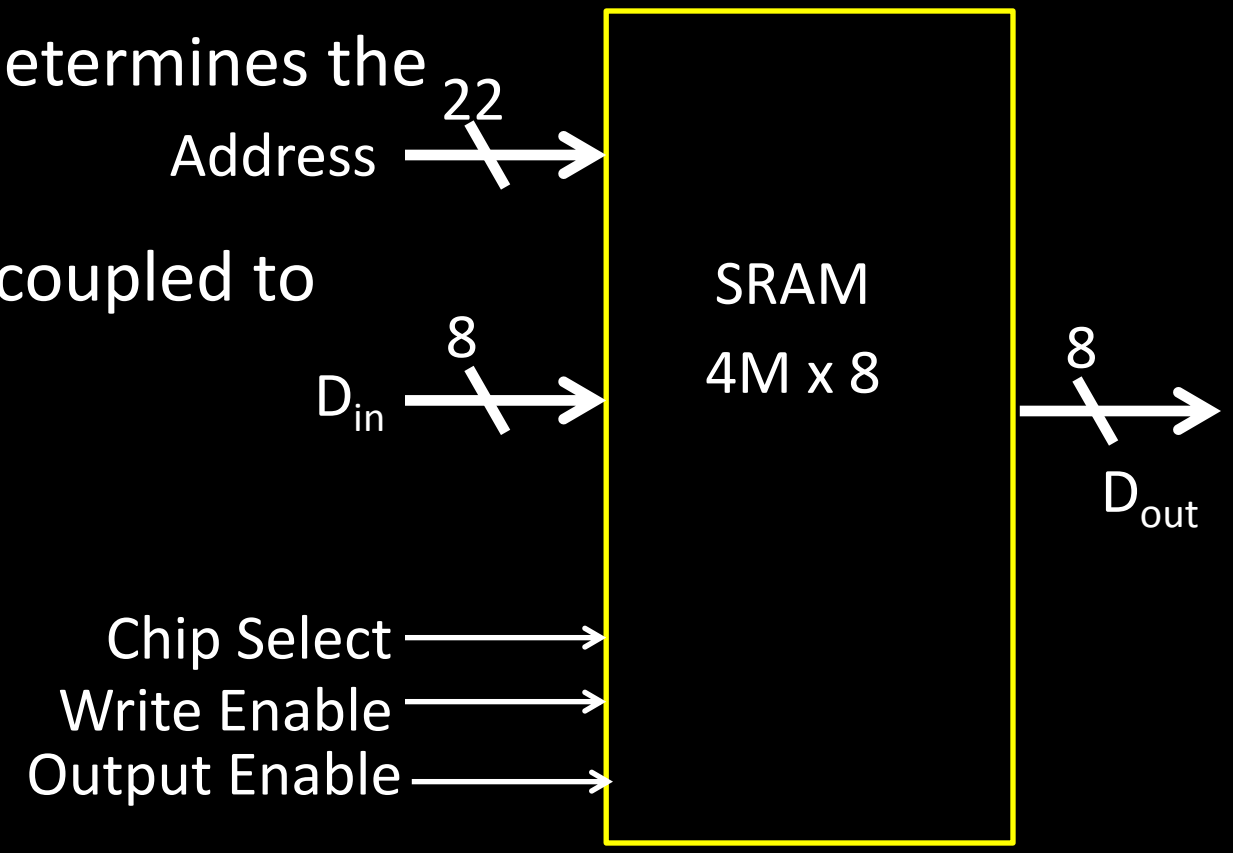
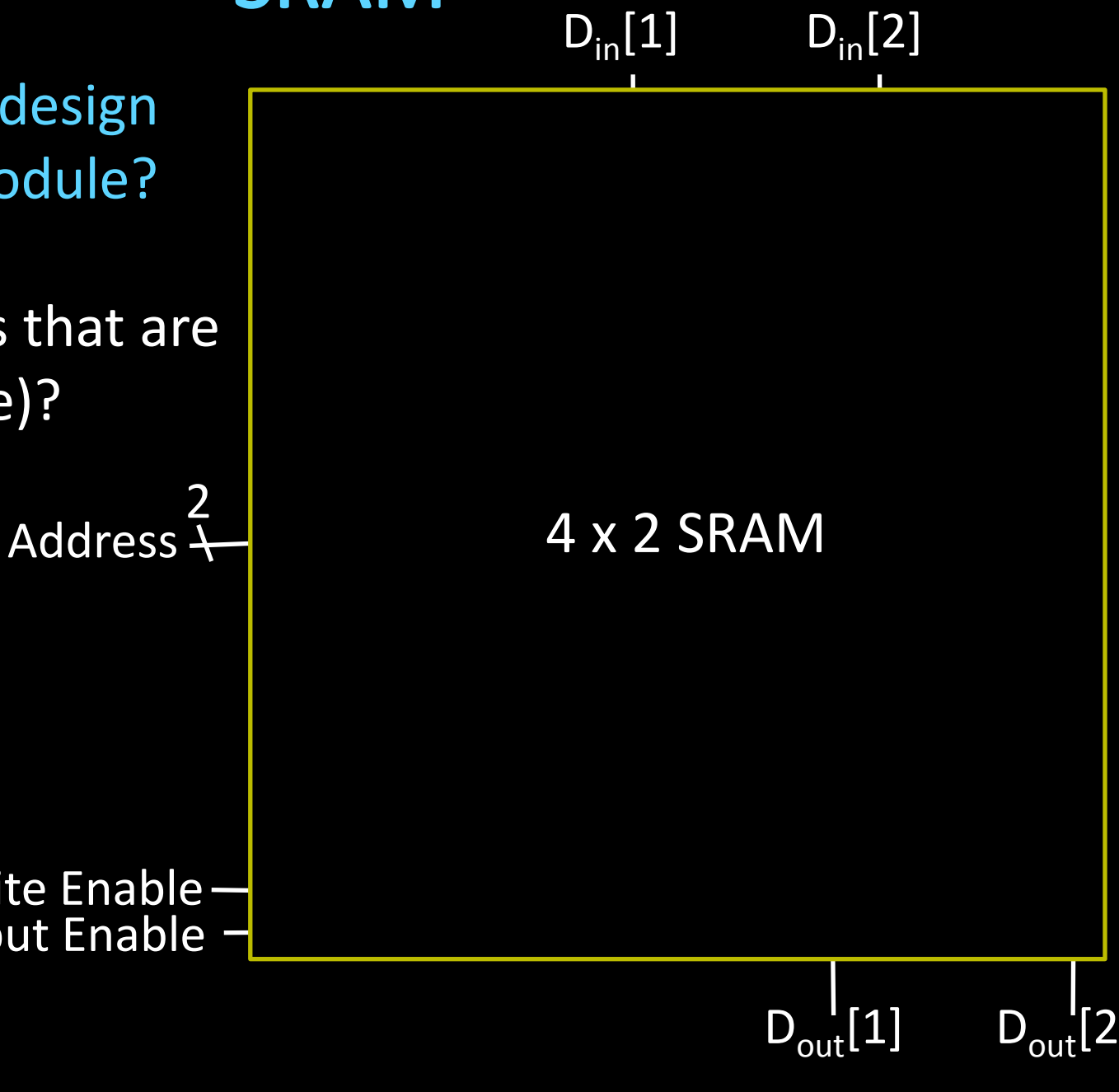


SRAM

E.g. How do we design a 4 x 2 SRAM Module?

(i.e. 4 word lines that are each 2 bits wide)?



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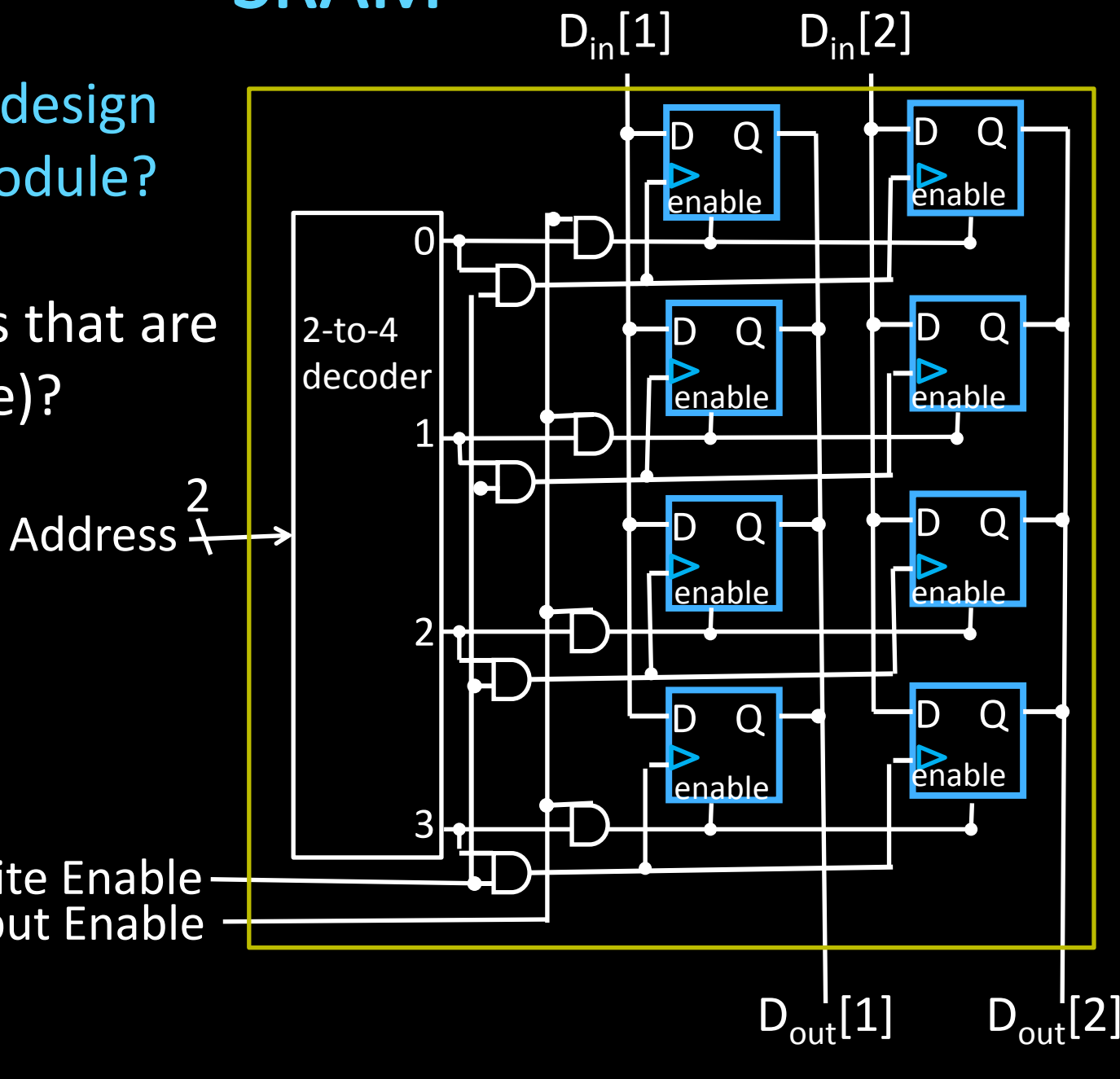

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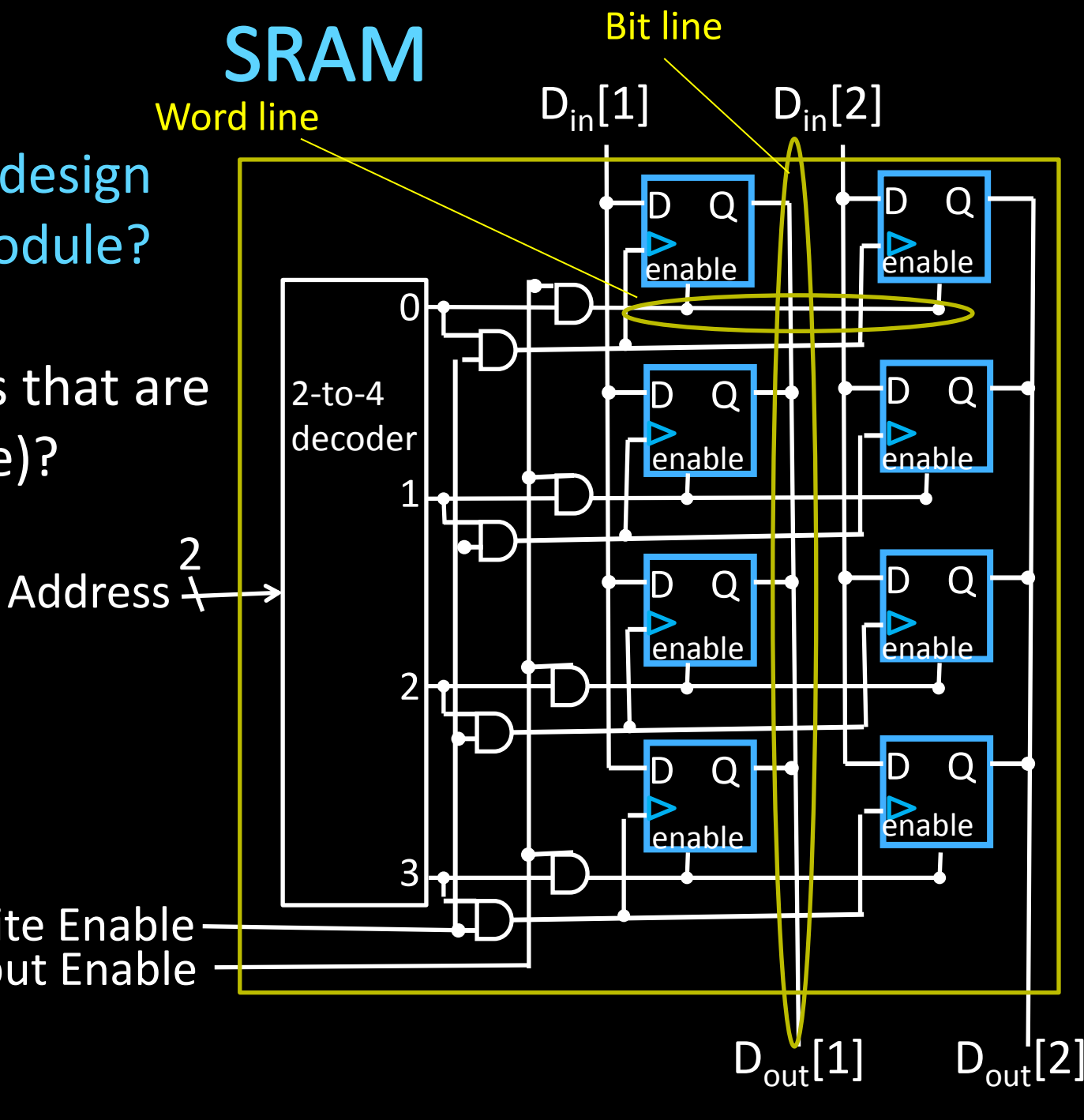

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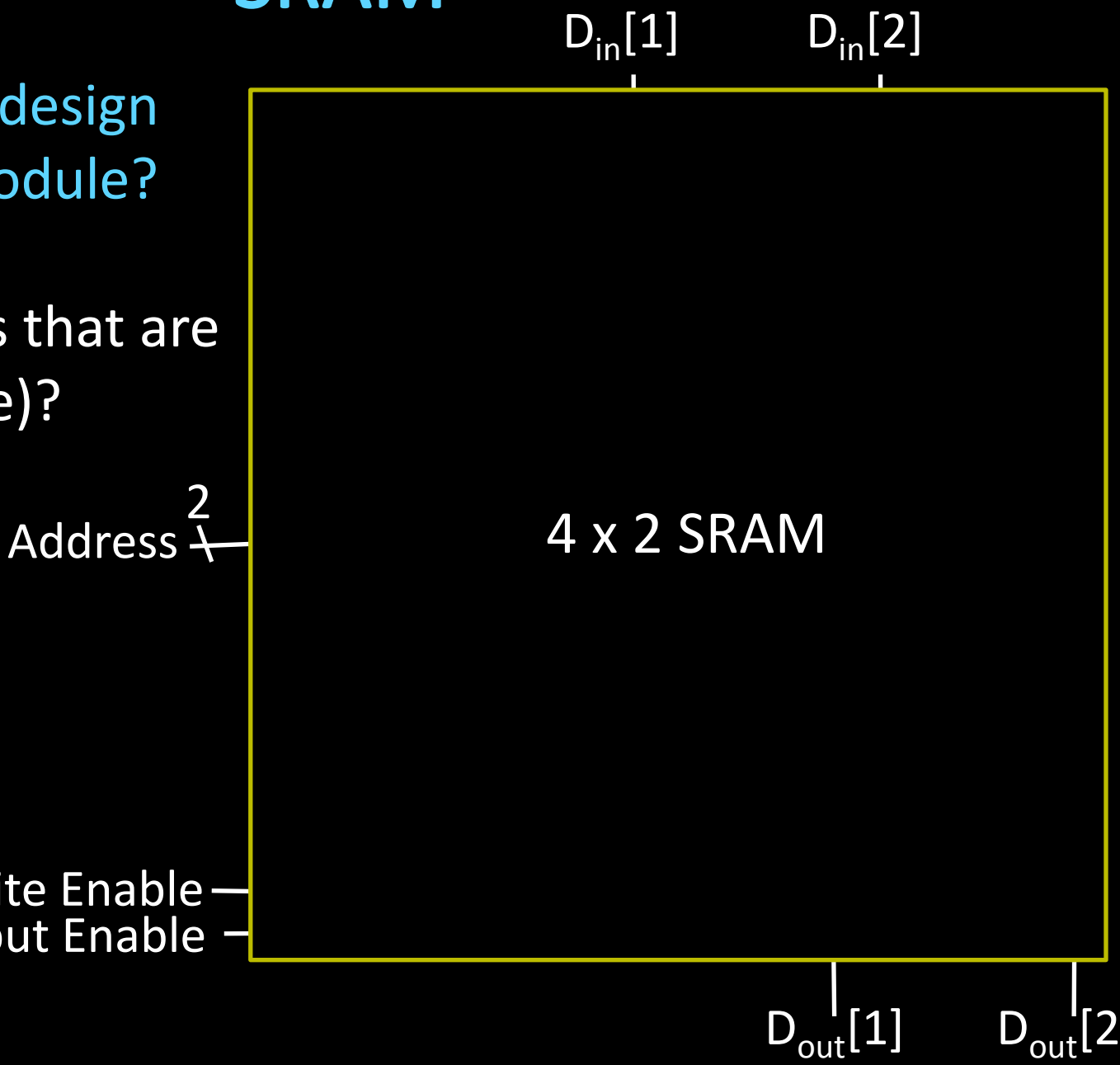

SRAM

E.g. How do we design a ***4M x 8*** SRAM Module?

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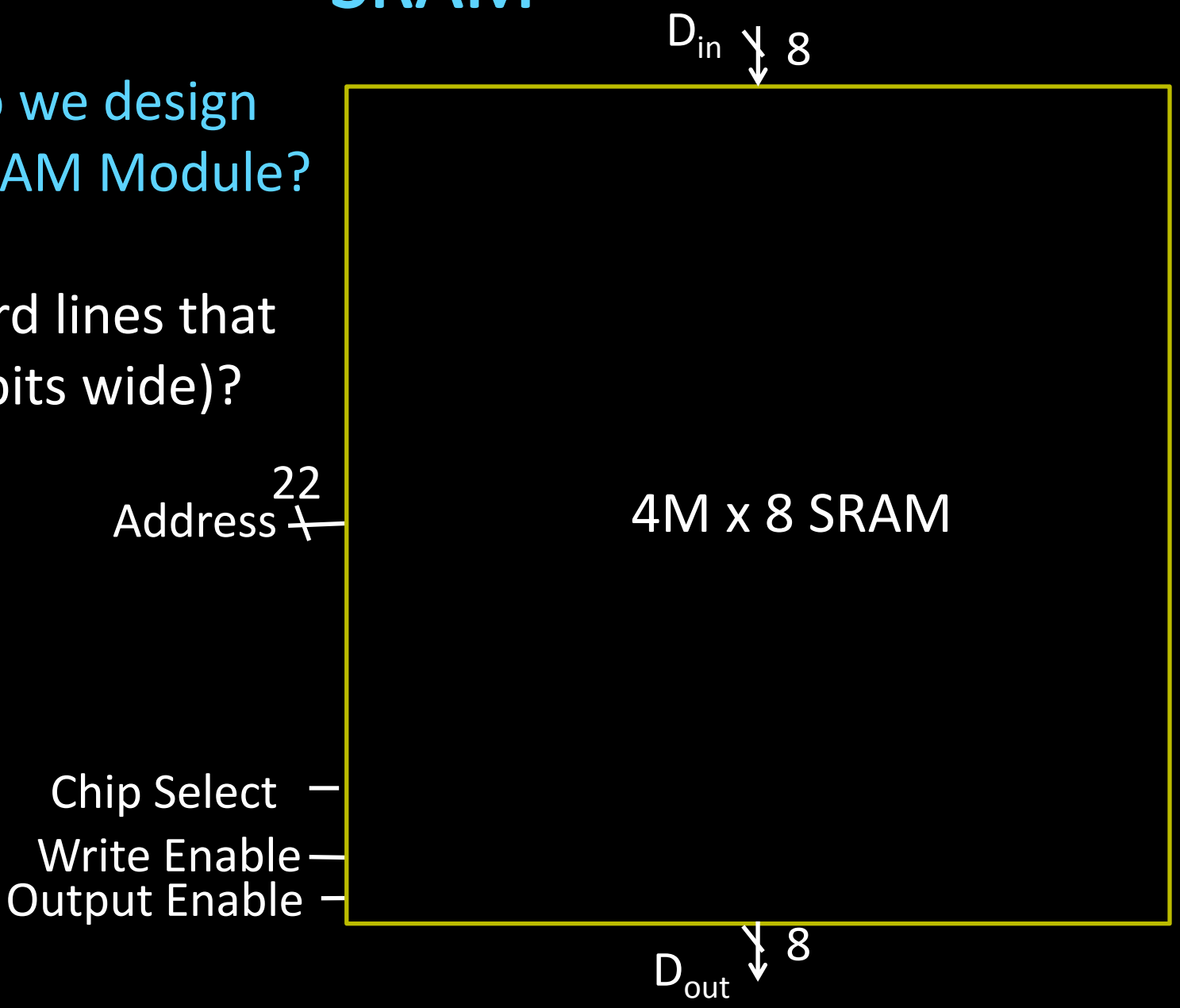

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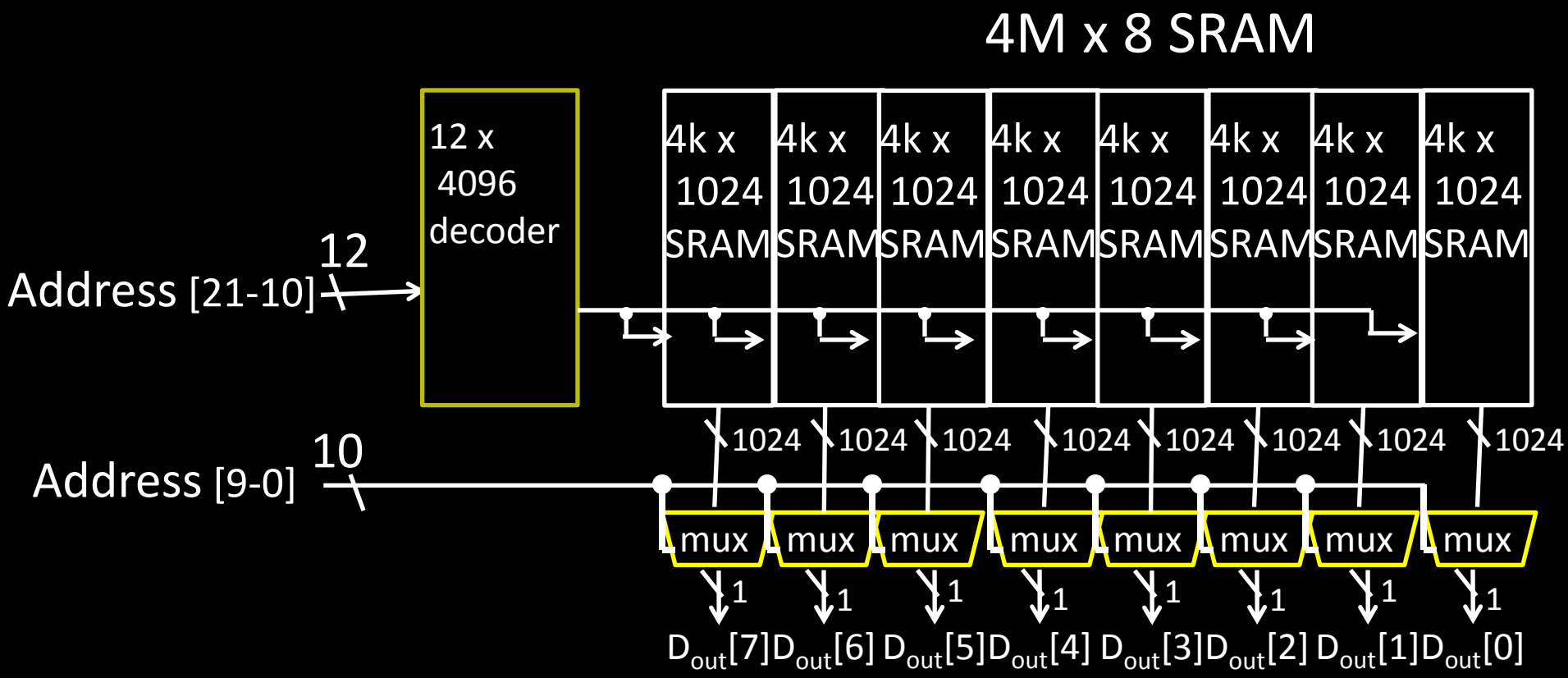

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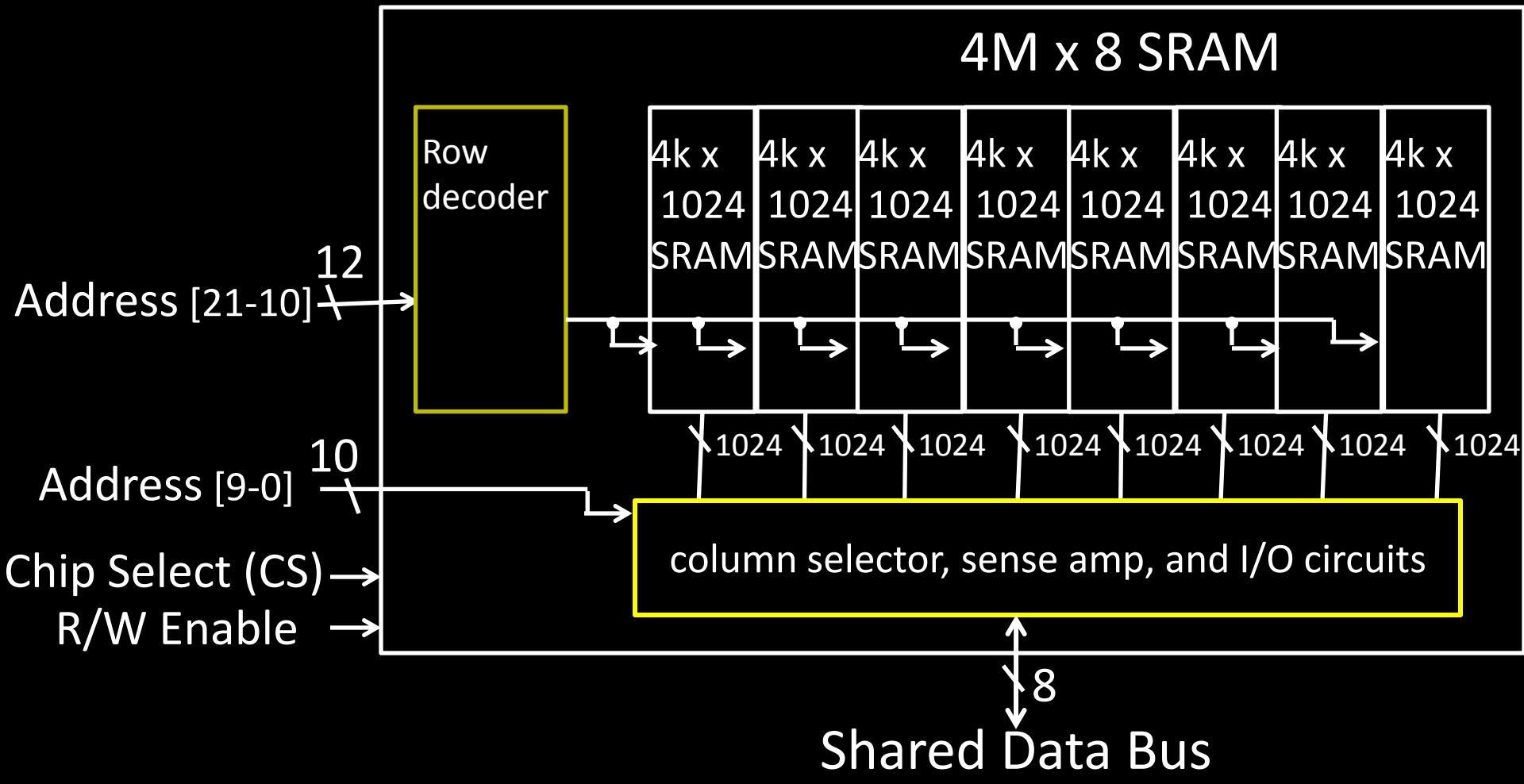
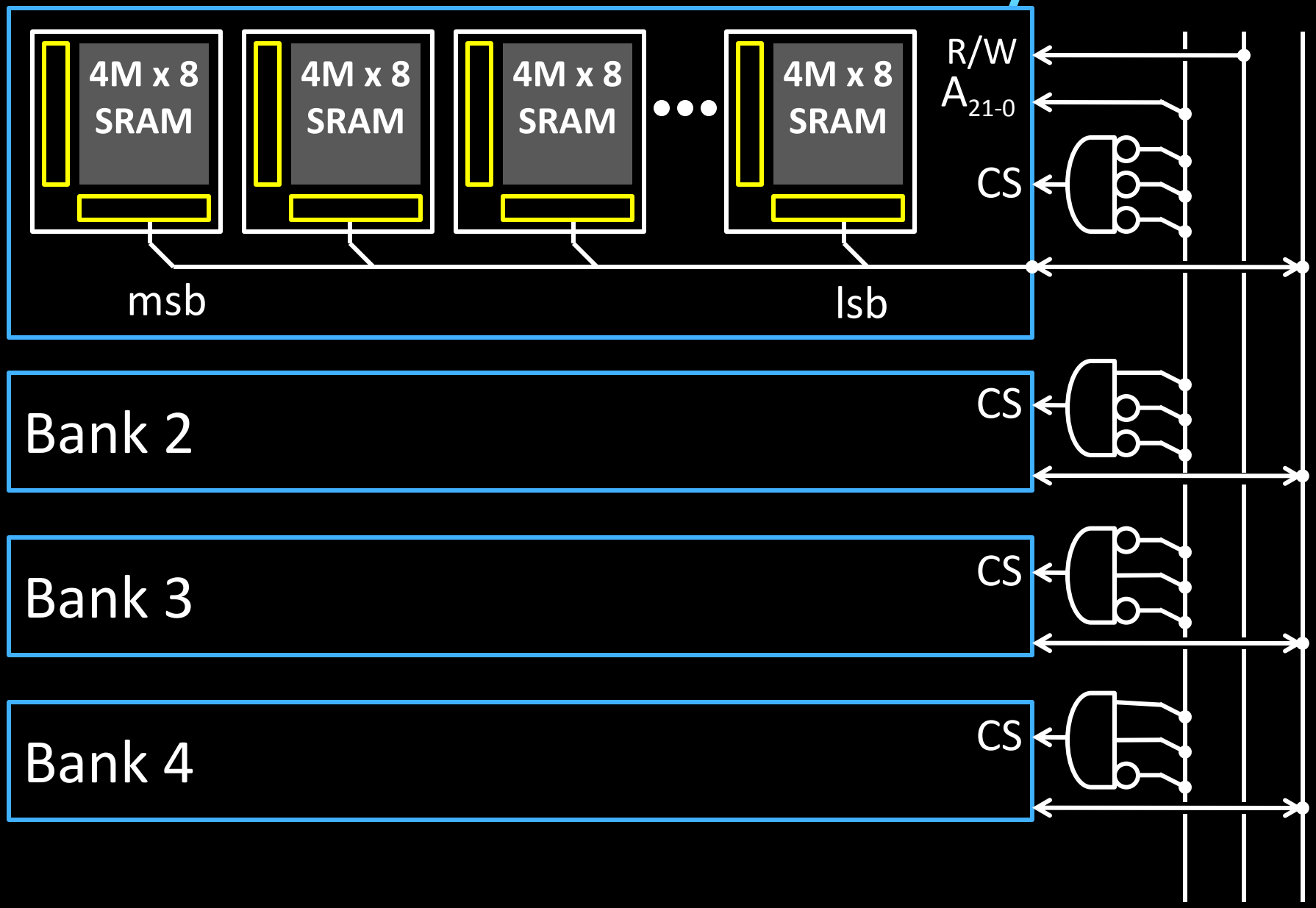


SRAM Modules and Arrays



SRAM Summary

SRAM

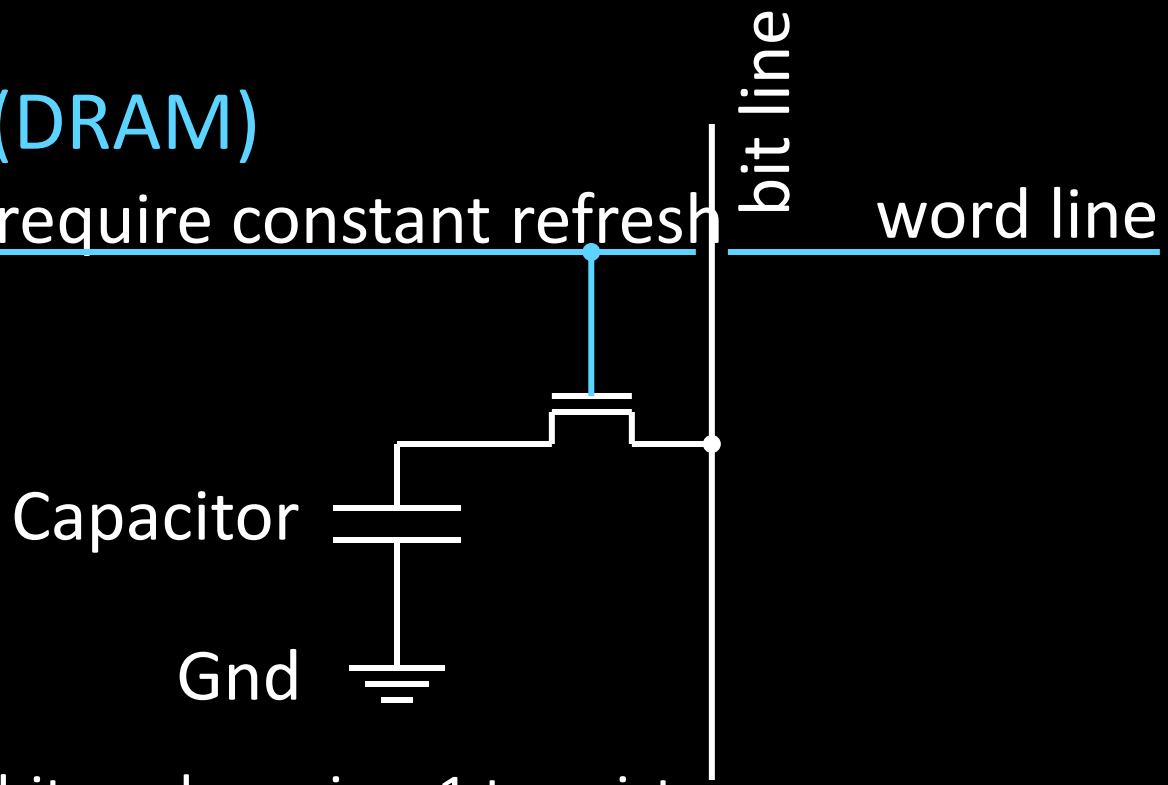
- A few transistors (~6) per cell
- Used for working memory (caches)

- But for even higher density…

Dynamic RAM: DRAM

Dynamic-RAM (DRAM)

- Data values require constant refresh



Each cell stores one bit, and requires 1 transistors

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!