

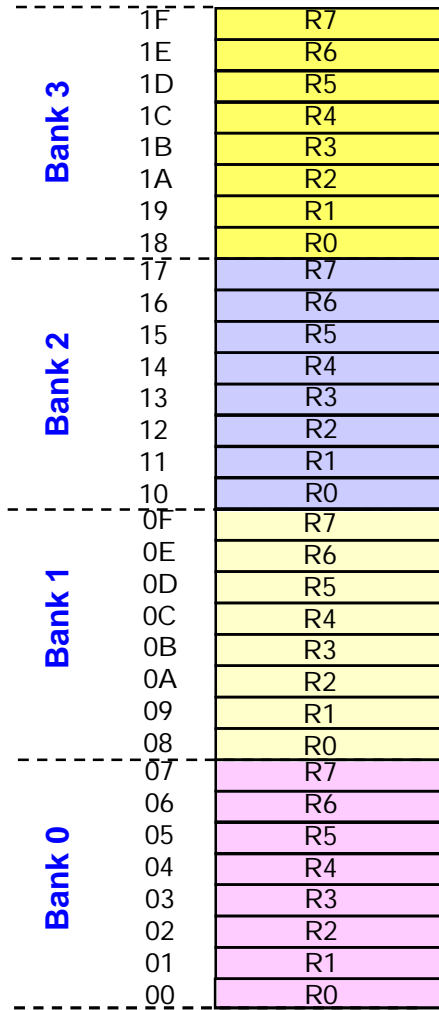
**MEMORY ORGANIZATION  
OF  
8051**

## INTERNAL MEMORY

- ◆ A functioning computer must have memory for **program code** bytes, commonly in ROM, and RAM memory for **variable data** that can be altered as the program runs
- ◆ 8051 has internal RAM (128 bytes) and ROM (4Kbytes)
- ◆ 8051 uses the same address but in different memories for code and data
- ◆ Internal circuitry access the correct memory based on the nature of the operation in progress
- ◆ Can add memory externally if needed



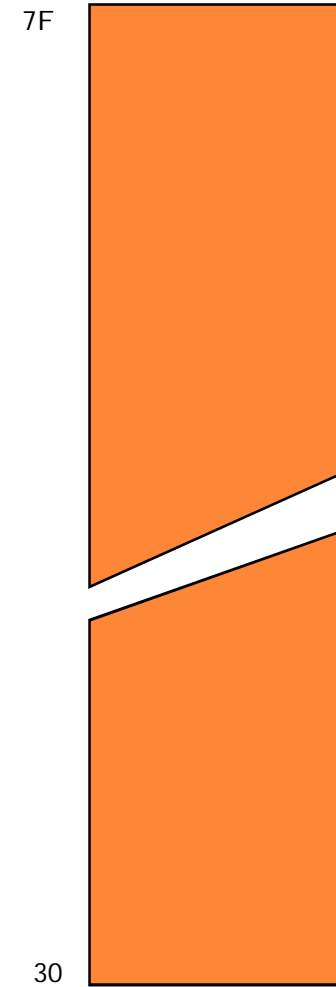
# 8051 Internal RAM Organisation



Working Registers

2F	7F	78
2E	77	70
2D	6F	68
2C	67	60
2B	5F	58
2A	57	50
29	4F	48
28	47	40
27	3F	38
26	37	30
25	2F	28
24	27	20
23	1F	18
22	17	10
21	0F	08
20	07	00

Bit Addressable

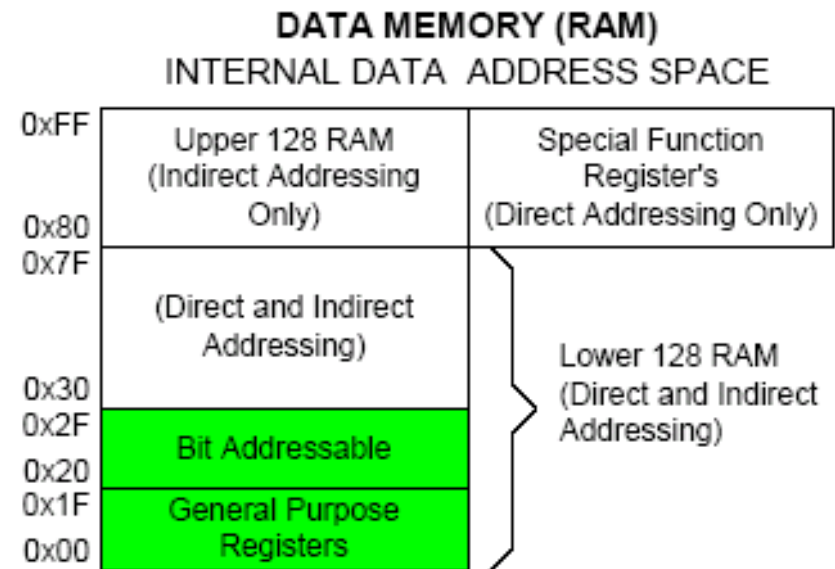
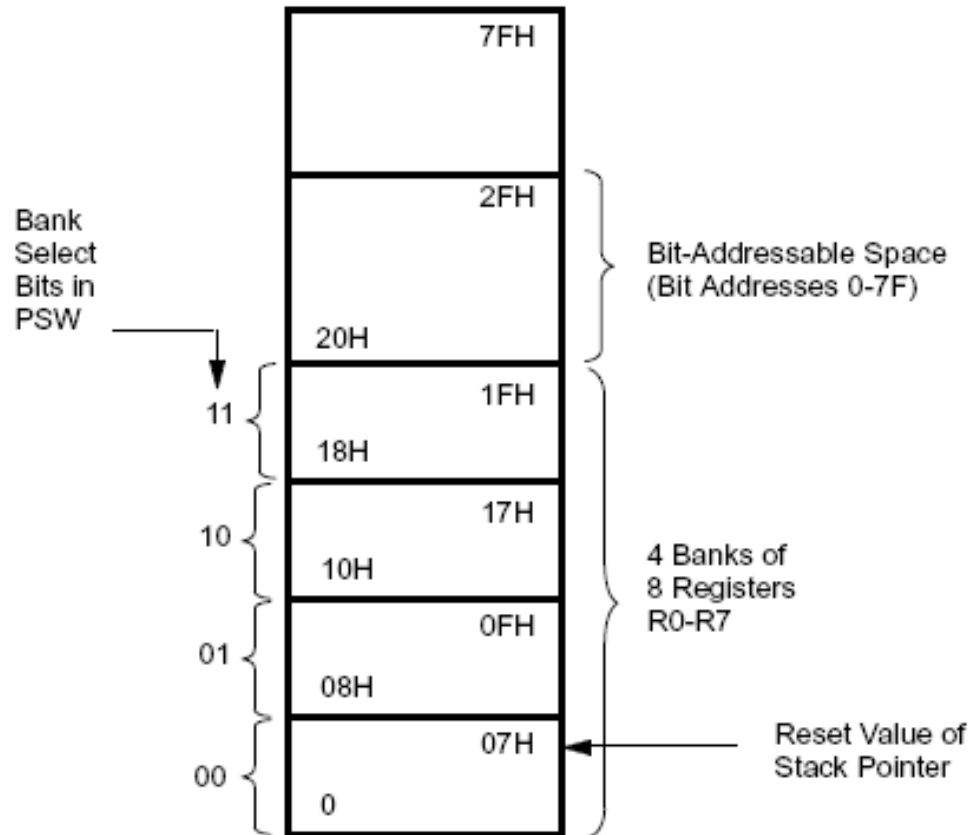


General Purpose



# Program Status Word (PSW)

Bank Select Bits, RS1, & RS0 to select 1 of 4 register bank



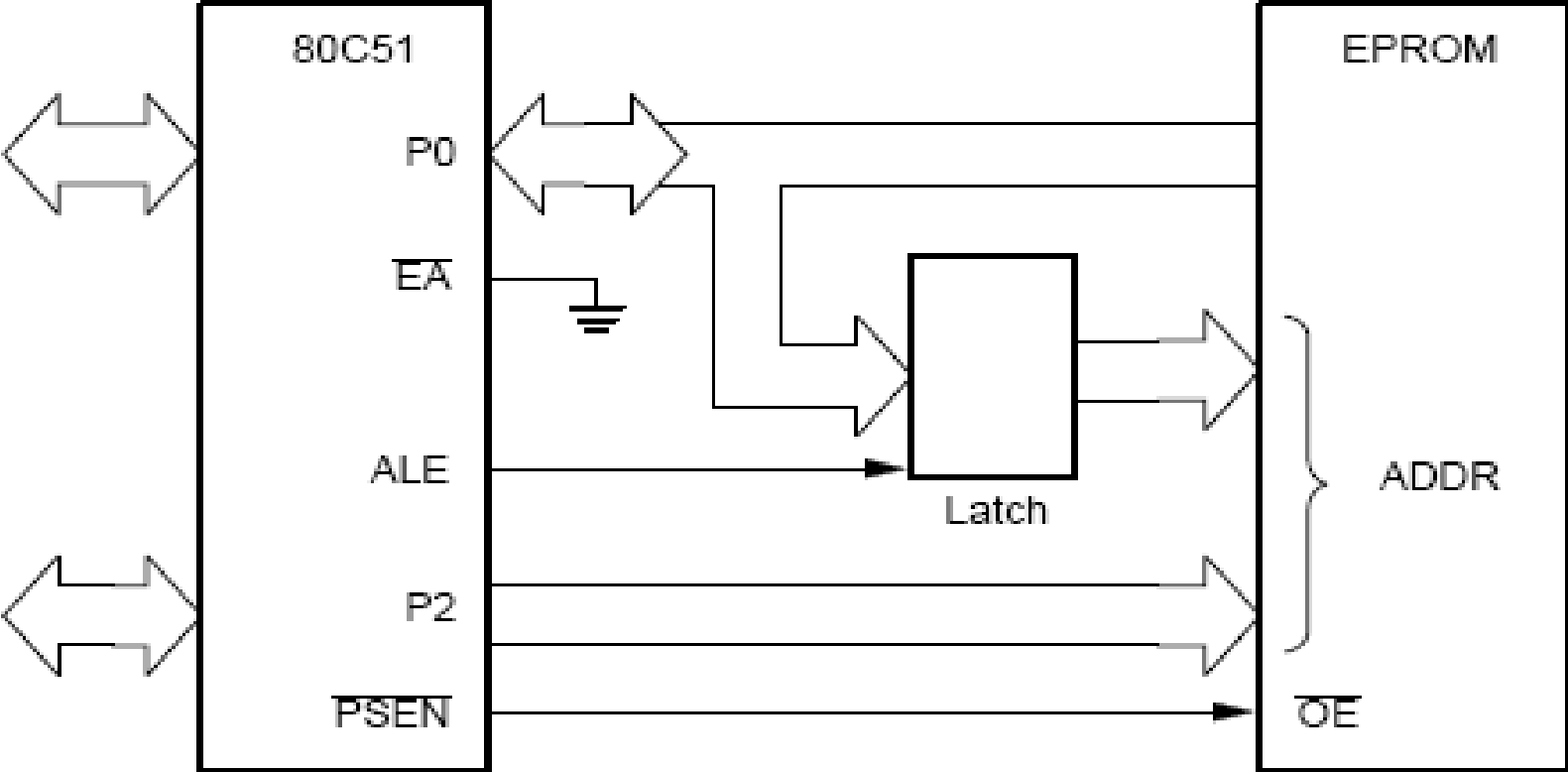
RS1	RS0	REGISTER BANK	ADDRESS
0	0	0	00H-07H
0	1	1	08H-0FH
1	0	2	10H-17H
1	1	3	18H-1FH

## Internal ROM

- ◆ Internal ROM occupies the code address space from 0000H to 0FFFH (Size = 4K byte)
- ◆ Program addresses higher than 0FFFH will automatically fetch code bytes from external program memory
- ◆ Code bytes can also be fetched exclusively from an external memory by connecting the external access pin (*EA*) to ground



# Interfacing with External Program Memory



# Interfacing with External Data Memory

