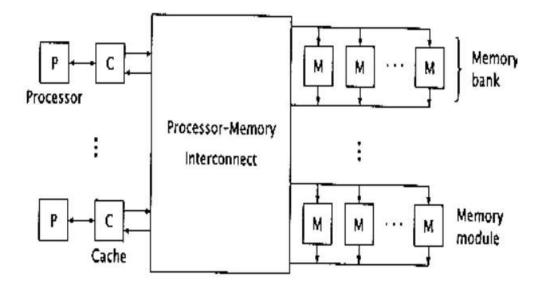
Lecture No 12

Memory System Design



Memory System

- There are two basic parameters that determine Memory systems Performance
- 1. <u>Access Time</u>: Time for a processor request to be transmitted to the memory system, access a datum and return it back to the processor.(Depends on physical parameter like *bus delay*, *chip delay* etc.)
- 2. <u>Memory Bandwidth:</u> Ability of the memory to respond to requests per unit of time. (depends on memory system organization, No of memory modules etc.





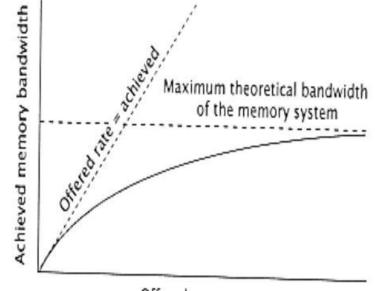
- No. of memory banks each consisting of no of memory modules, each capable of performing one memory access at a time.
- Multiple memory modules in a memory bank share the same input and out put buses.
- In one bus cycle, only one module with in a memory bank can begin or complete a memory operation.
- Memory cycle time should be greater than the bus cycle time.

- In systems with multiple processors or with complex single processors, multiple requests may occur at the same time causing bus or network congestion.
- Even in single processor system requests arising from different buffered sources may request access to same memory module resulting in memory systems contention degrading the bandwidth.



- The maximum theoretical bandwidth of the memory system is given by the number of memory modules divided by memory cycle time.
- The Offered Request Rate is the rate at which processor would be submitting memory requests if memory had unlimited bandwidth.
- Offered request rate and maximum memory bandwidth determine maximum Achieved Memory Bandwidth

Achieved vs. Offered Bandwidth



Offered request rate

Offered Request Rate:

 Rate that processor(s) would make requests if memory had unlimited bandwidth and no contention

- The offered request rate is not dependent on organization of memory system.
- It depends on processor architecture and instruction set etc.
- The analysis and modeling of memory system depends on no of processors that request service from common shared memory system.
- For this we use a model where *n* simple processors access *m* independent modules.



- Contention develops when multiple processors access the same module.
- A single pipelined processor making *n* requests to memory system during a memory cycle resembles the *n* processor *m* modules memory system.

The Physical Memory Module

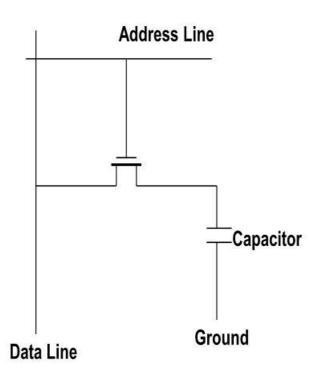
- Memory module has two important parameters
 - Module Access Time: Amount of time to retrieve a word into output memory buffer of the module, given a valid address in its address register.
 - Module Cycle Time: Minimum time between requests directed at the same module.
 - *Memory access Time* is the total time for the processor to access a word in memory. In a large interleaved memory system it includes module access time plus transit time on bus, bus accessing overhead, error detection and correction delay etc.

Semiconductor Memories

- Semiconductor memories fall into two categories.
 - Static RAM or SRAM
 - Dynamic RAM or DRAM
 - The data retention methods of SRAM are static where as for DRAM its Dynamic.
 - Data in SRAM remains in stable state as long as power is on.
 - Data in DRAM requires to be refreshed at regular time intervals.



DRAM Cell





SRAM Vs DRAM

- SRAM cell uses 6 transistor and resembles flip flops in construction.
- Data information remains in stable state as long as power is on.
- SRAM is much less dense than DRAM but has much faster access and cycle time.
- In a DRAM cell data is stored as charge on a capacitor which decays with time requiring periodic refresh. This increases access and cycle times

SRAM Vs DRAM

- DRAM cells constructed using a capacitor controlled by single transistor offer very high storage density.
- DRAM uses destructive read out process so data readout must be amplified and subsequently written back to the cell
- This operation can be combined with periodic refreshing required by DRAMS.
- The main advantage of DRAM cell is its small size, offering very high storage density and low power consumption.