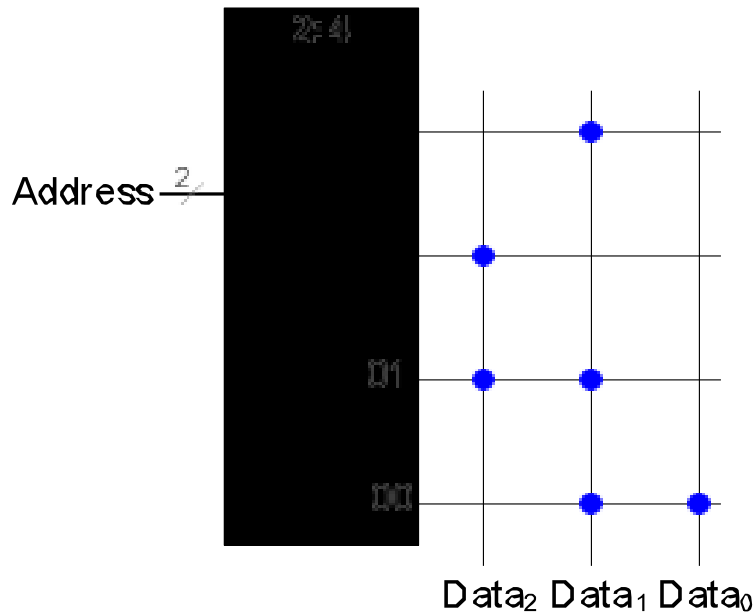


# Memory Arrays

*Digital Design and Computer Architecture*

David Money Harris and Sarah L. Harris

# ROM Storage



Address Data

|    |   |   |   |
|----|---|---|---|
| 11 | 0 | 1 | 0 |
| 10 | 1 | 0 | 0 |
| 01 | 1 | 1 | 0 |
| 00 | 0 | 1 | 1 |

↑  
depth  
↓

← width →

$$Data_2 = A_1 \oplus A_0$$

$$Data_1 = A_1 + A_0$$

$$Data_0 = A_1 A_0$$

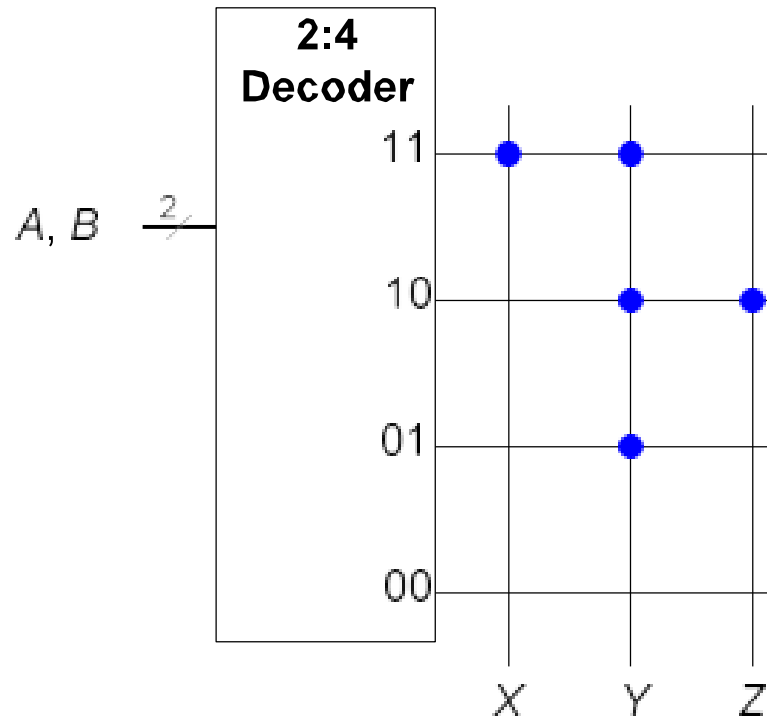
# Example: Logic with ROMs

- Implement the following logic functions using a  $2^2 \times 3$ -bit ROM:

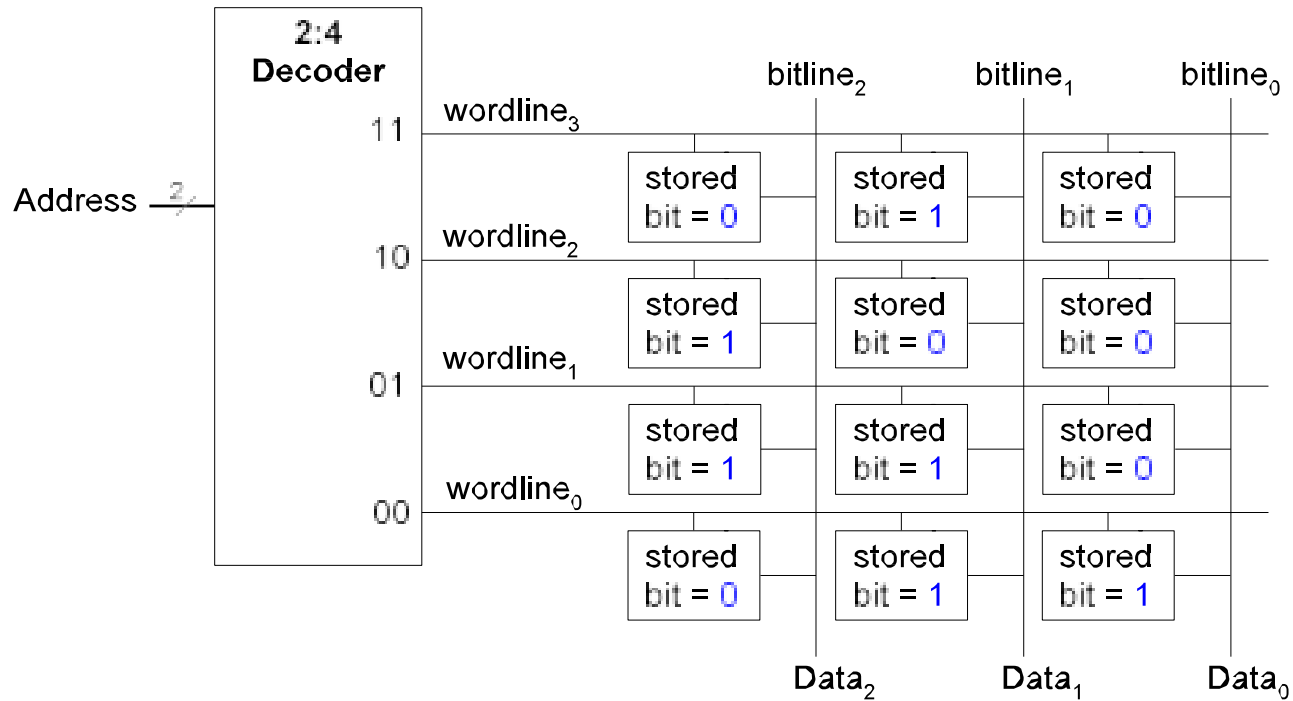
- $X = AB$

- $Y = A + B$

- $Z = A\overline{B}$



# Logic with Any Memory Array



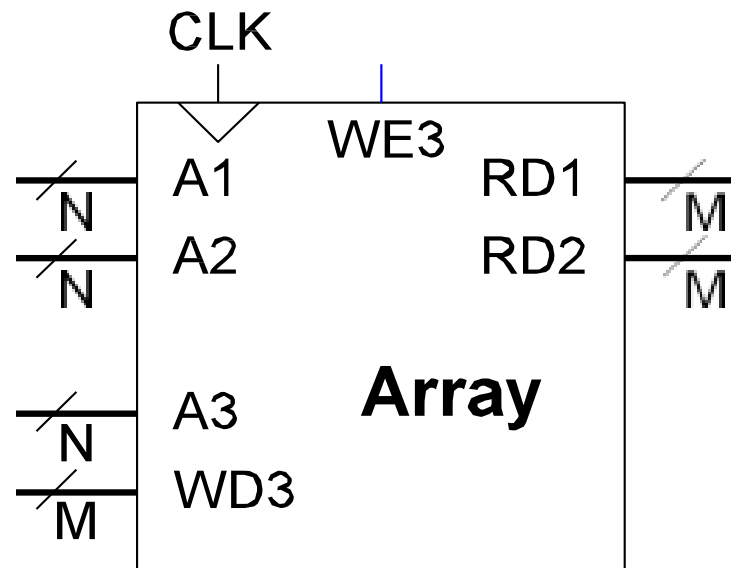
$$Data_2 = A_1 \oplus A_0$$

$$Data_1 = \overline{A_1} + A_0$$

$$Data_0 = \overline{A_1} \overline{A_0}$$

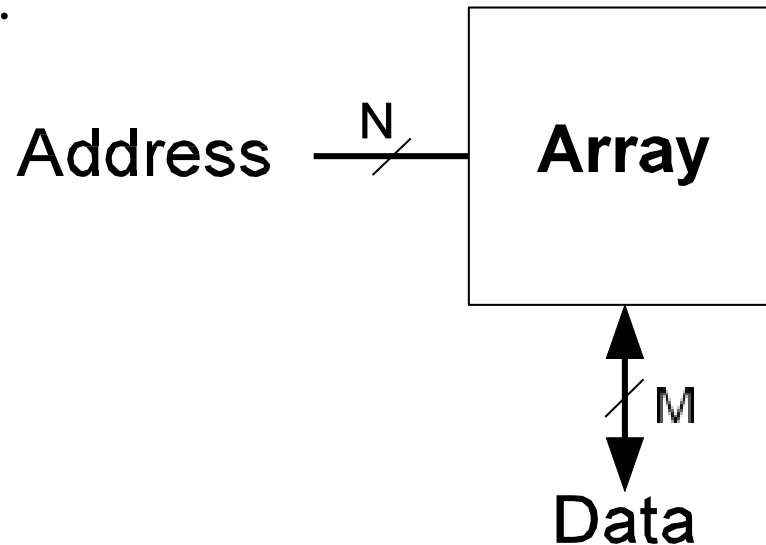
# Multi-ported Memories

- **Port:** address/data pair
- 3-ported memory
  - 2 read ports (A1/RD1, A2/RD2)
  - 1 write port (A3/WD3, WE3 enables writing)
- Small multi-ported memories are called *register files*



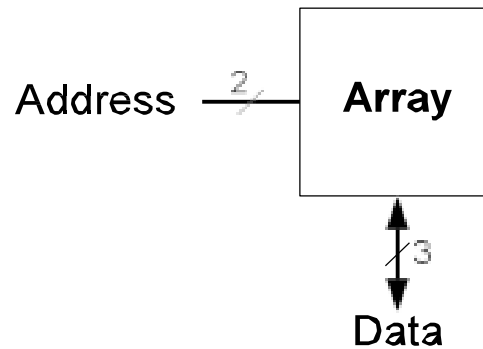
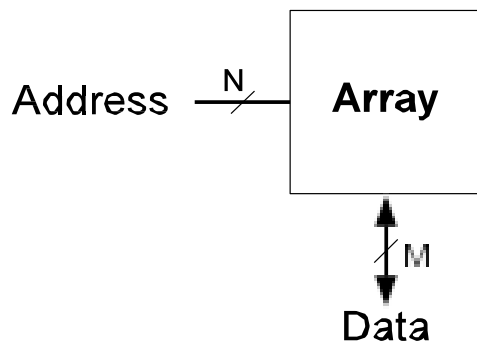
# Memory Arrays

- Efficiently store large amounts of data
- Three common types:
  - Dynamic random access memory (DRAM)
  - Static random access memory (SRAM)
  - Read only memory (ROM)
- An  $M$ -bit data value can be read or written at each unique  $N$ -bit address.



# Memory Arrays

- Two-dimensional array of bit cells
- Each bit cell stores one bit
- An array with  $N$  address bits and  $M$  data bits:
  - $2^N$  rows and  $M$  columns
  - **Depth:** number of rows (number of words)
  - **Width:** number of columns (size of word)
  - **Array size:** depth  $\times$  width =  $2^N \times M$



| Address | Data |   |   |
|---------|------|---|---|
| 11      | 0    | 1 | 0 |
| 10      | 1    | 0 | 0 |
| 01      | 1    | 1 | 0 |
| 00      | 0    | 1 | 1 |

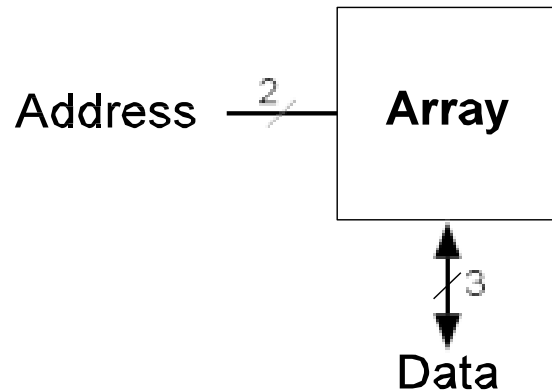
width

depth

# Memory Array: Example

- $2^2 \times 3$ -bit array
- Number of words: 4
- Word size: 3-bits
- For example, the 3-bit word stored at address 10 is 100

## Example:



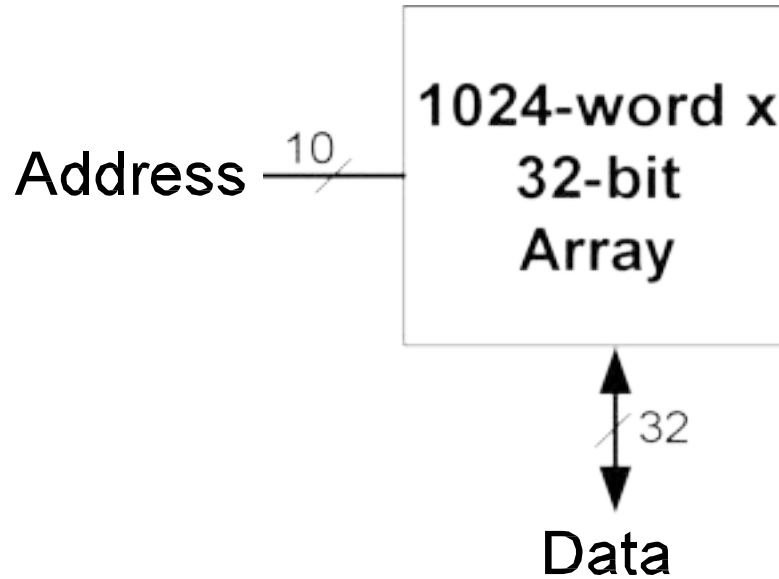
| Address | Data  |
|---------|-------|
| 11      | 0 1 0 |
| 10      | 1 0 0 |
| 01      | 1 1 0 |
| 00      | 0 1 1 |

width

depth



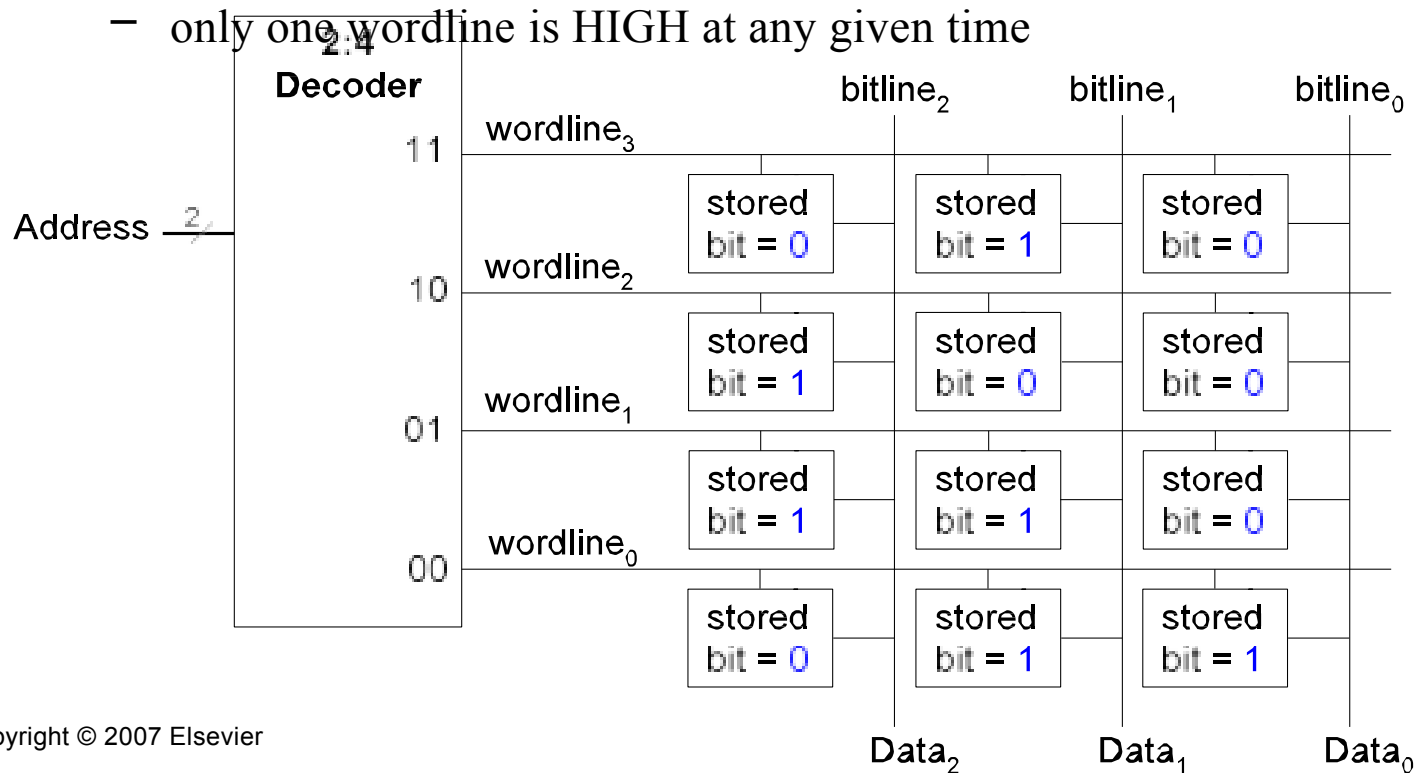
# Memory Arrays



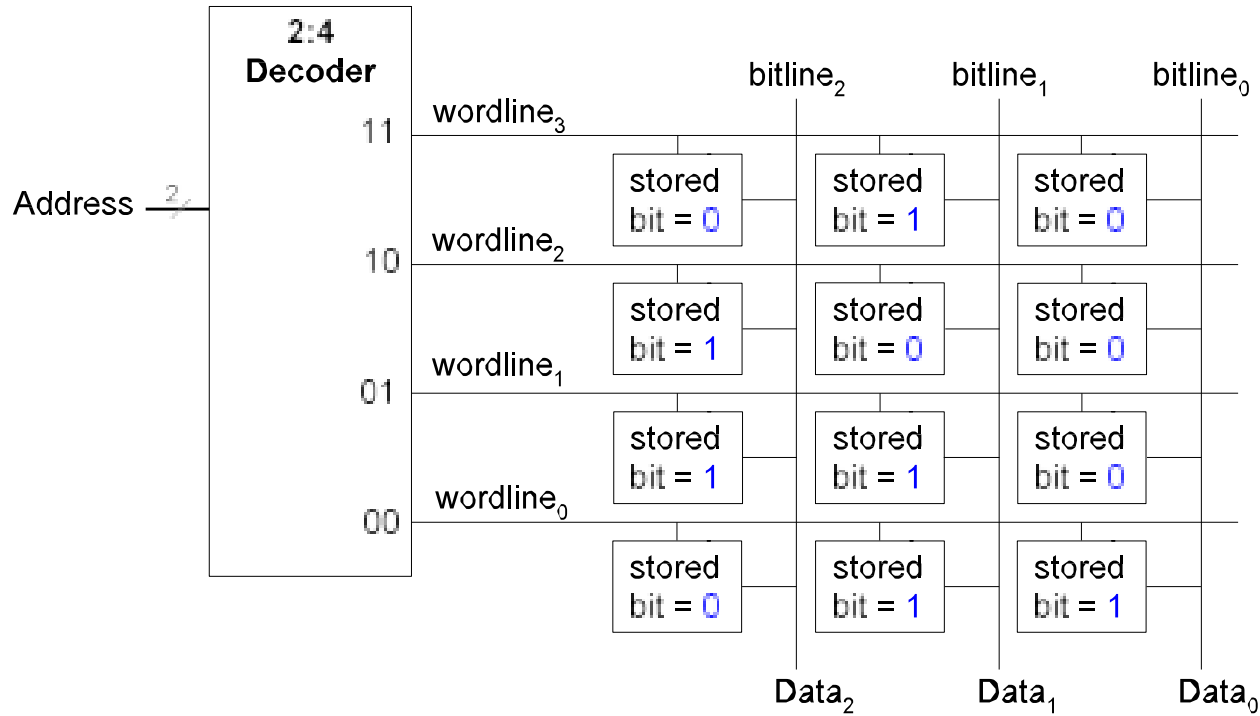
# Memory Array

- **Wordline:**

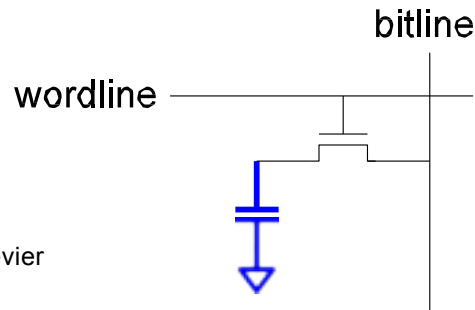
- similar to an enable
- allows a single row in the memory array to be read or written
- corresponds to a unique address
- only one wordline is HIGH at any given time



# Memory Arrays



## DRAM bit cell:



## SRAM bit cell:

