

Fundamentals of Computer Systems

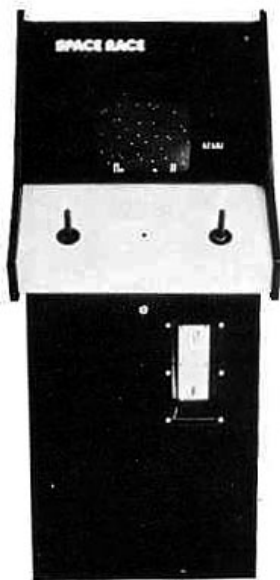
Memory

Stephen A. Edwards

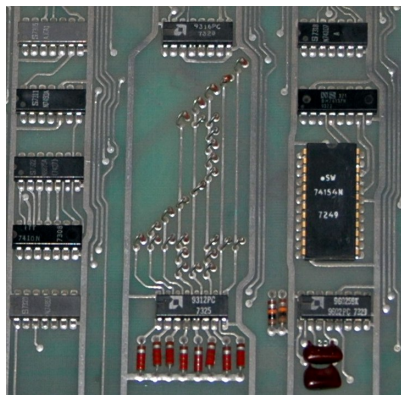
Columbia University

Fall 2011

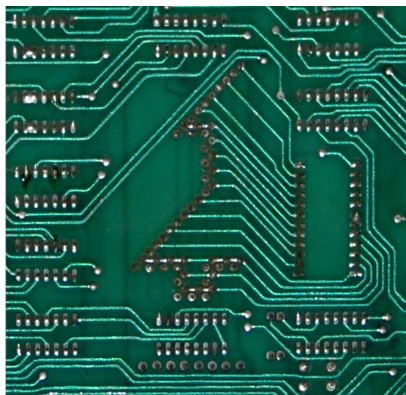
Atari Space Race, 1973



Atari Space Race PCB

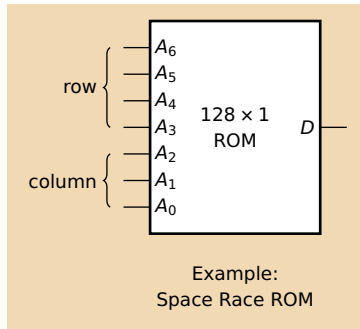
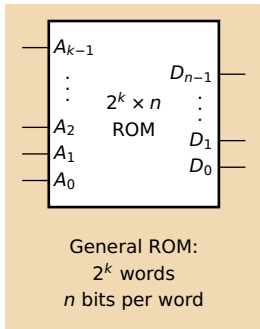


Front

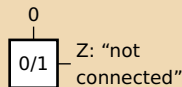


Back (mirrored)

Read-Only Memories: Combinational Functions

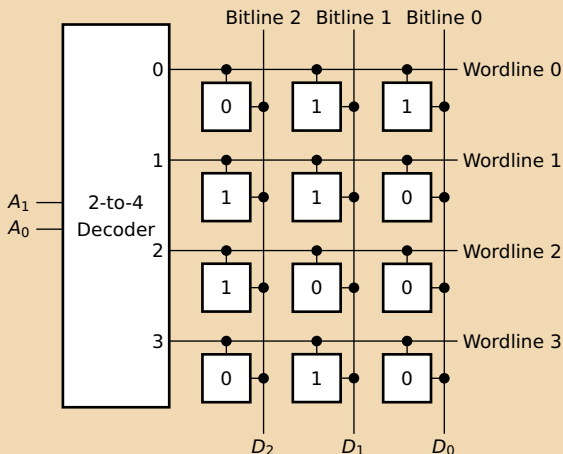


Implementing ROMs

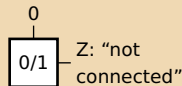


Add. Data

00	011
01	110
10	100
11	010

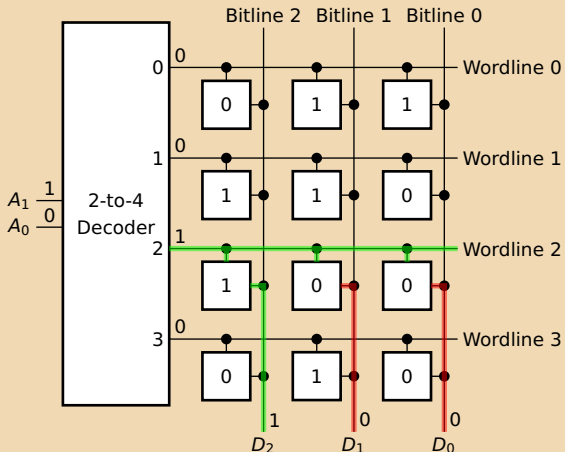


Implementing ROMs

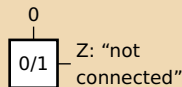


Add. Data

00	011
01	110
10	100
11	010

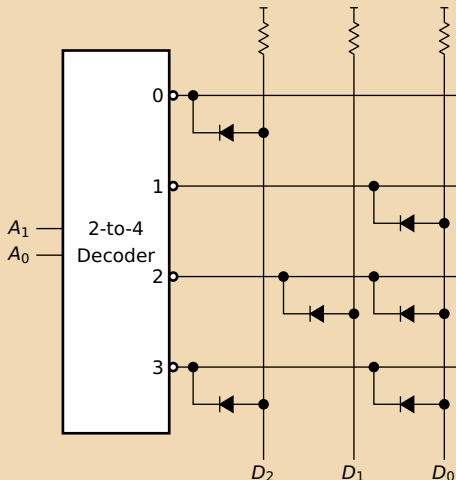


Implementing ROMs

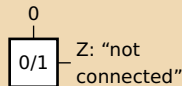


Add. Data

00	011
01	110
10	100
11	010

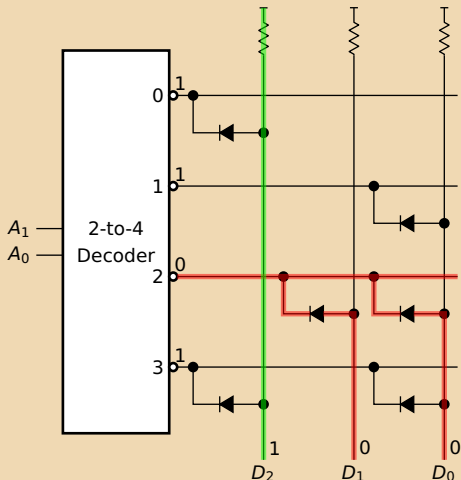


Implementing ROMs

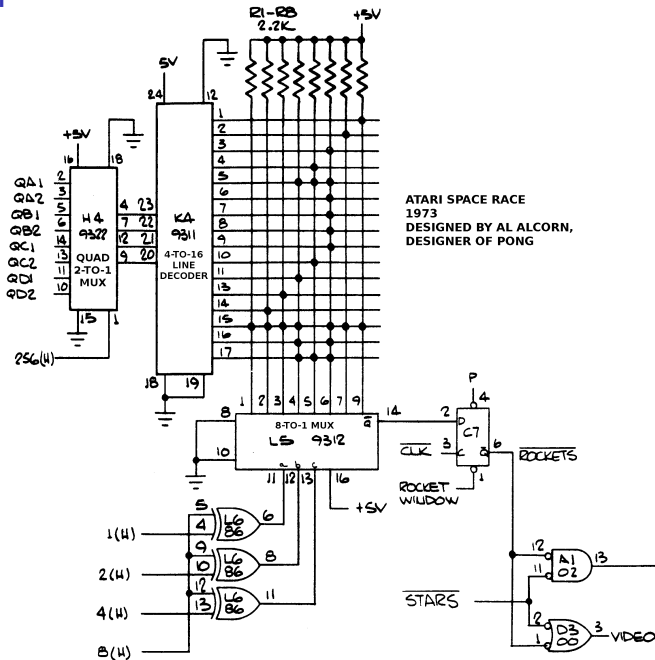


Add. Data

00	011
01	110
10	100
11	010

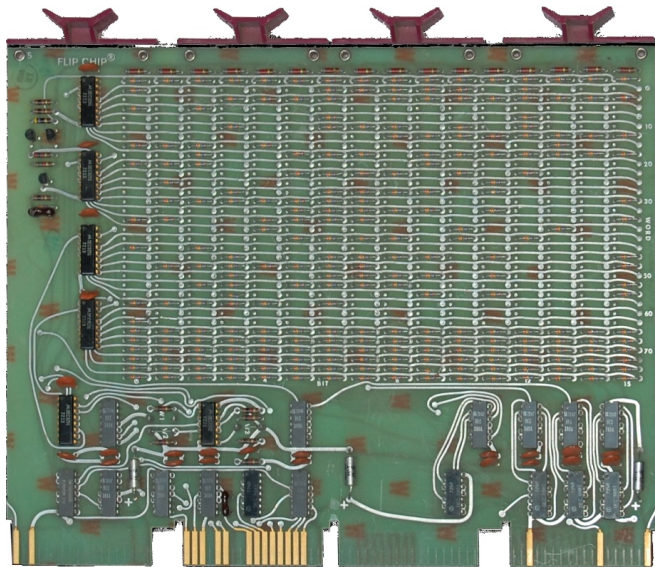


Atari Space Race Schematic



ATARI SPACE RACE
1973
DESIGNED BY AL ALCORN,
DESIGNER OF PONG

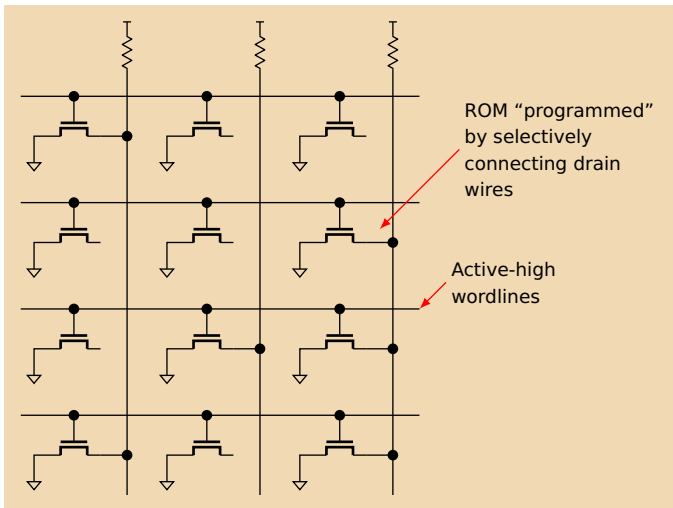
The 1971 DEC M792-YB Bootstrap Diode Matrix



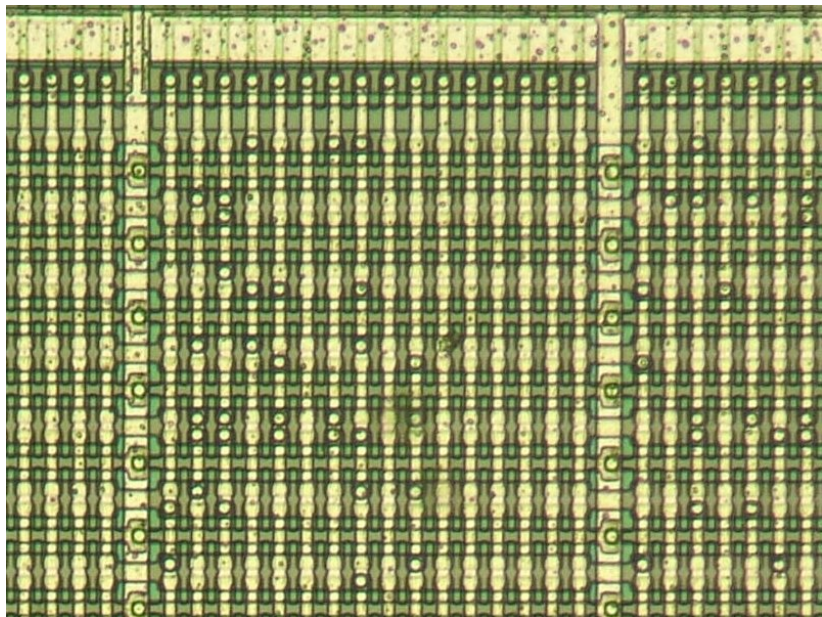
32-word, 16-bit (64-byte) ROM diode matrix

CMOS Mask-Programmed ROMs

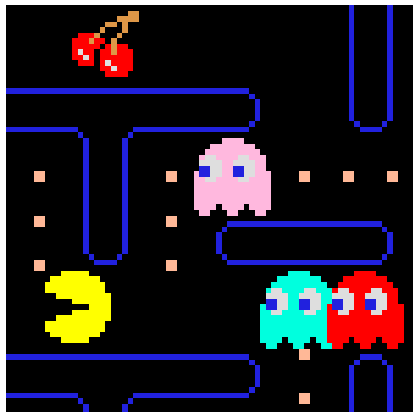
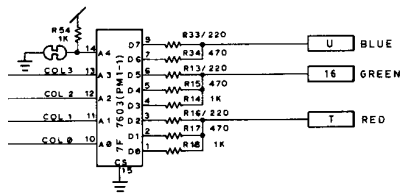
Add. Data	
00	011
01	110
10	100
11	010



Mask ROM Die Photo

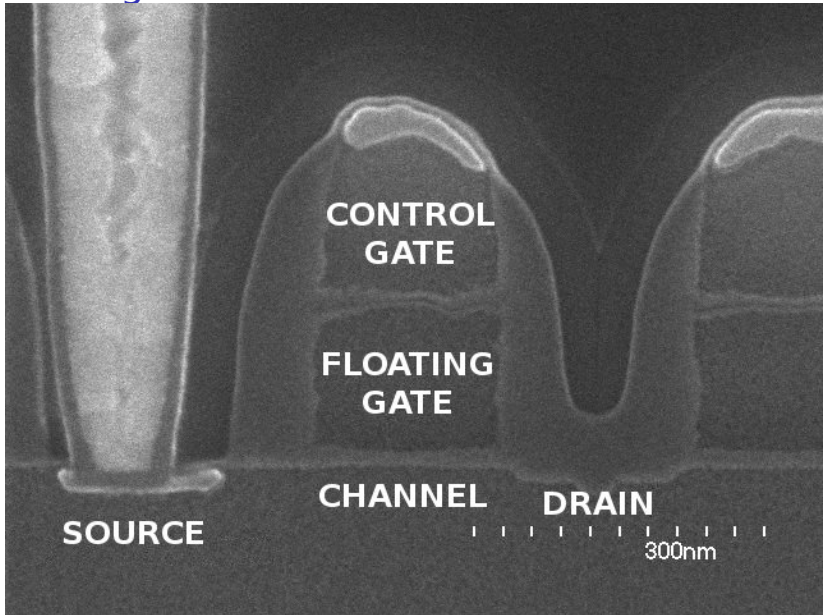


Color PROM in Pac-Man



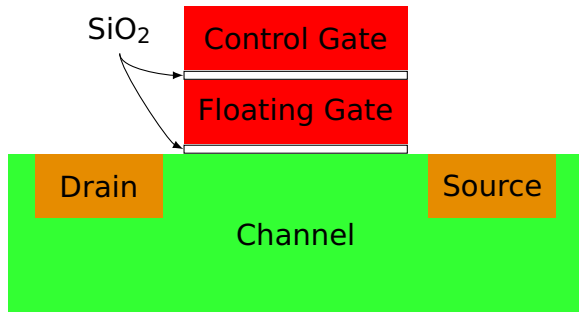
00	00	Black
01	07	Red
02	66	Brown
03	EF	Pink
04	00	Black
05	F8	Cyan
06	EA	Light Blue
07	6F	Orange
08	00	Black
09	3F	Yellow
0A	00	Black
0B	C9	Blue
0C	38	Bright Green
0D	AA	Teal
0E	AF	Light Red
0F	F6	Light Purple
10	00	Black
:	:	
1F	00	Black

A Floating Gate MOSFET



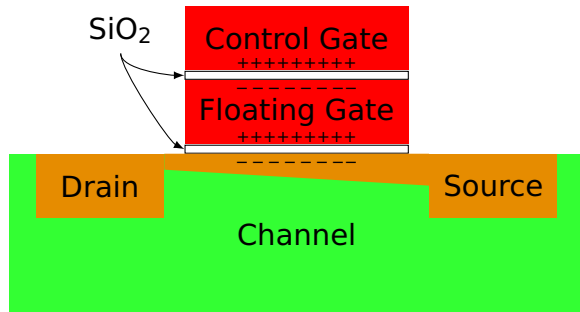
Cross section of a NOR FLASH transistor. Kawai et al., ISSCC 2008 (Renesas)

Floating Gate n-channel MOSFET



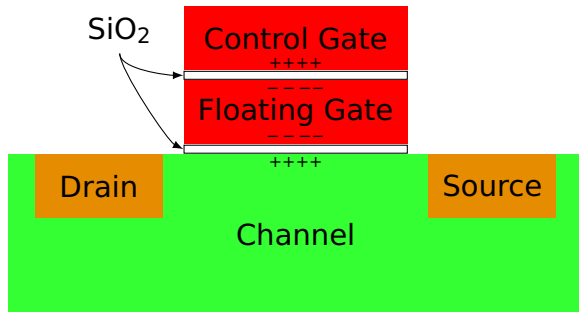
Floating gate uncharged; Control gate at 0V: Off

Floating Gate n-channel MOSFET



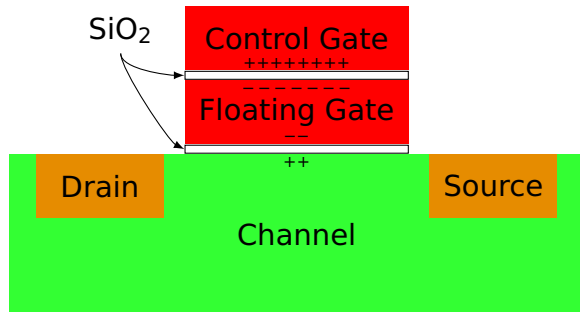
Floating gate uncharged; Control gate positive: On

Floating Gate n-channel MOSFET



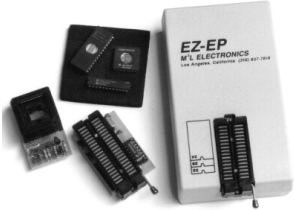
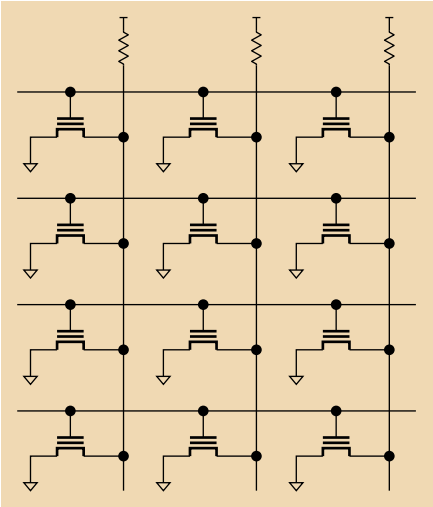
Floating gate negative; Control gate at 0V: Off

Floating Gate n-channel MOSFET

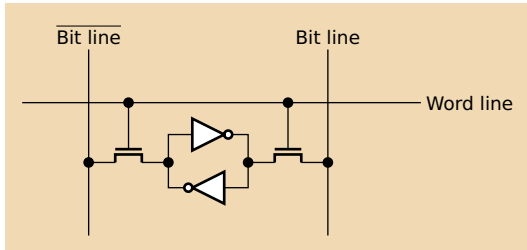


Floating gate negative; Control gate positive: Off

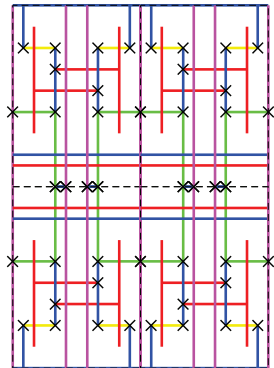
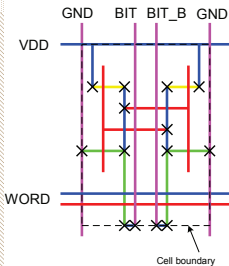
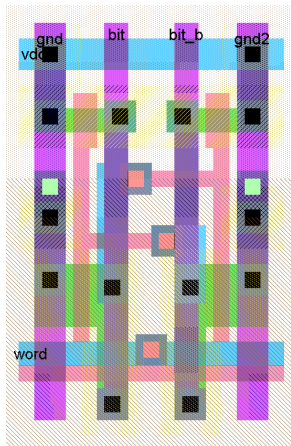
EPROMs and FLASH use Floating-Gate MOSFETs



Static Random-Access Memory Cell

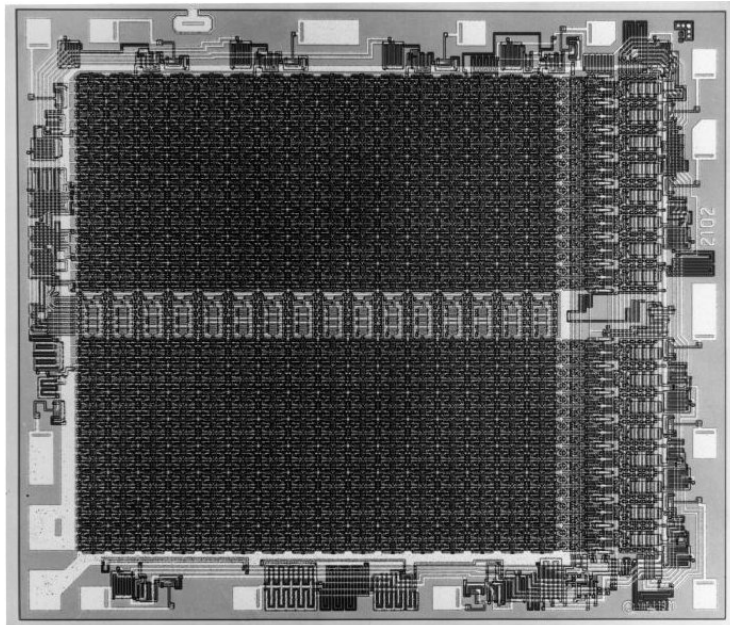


Layout of a 6T SRAM Cell

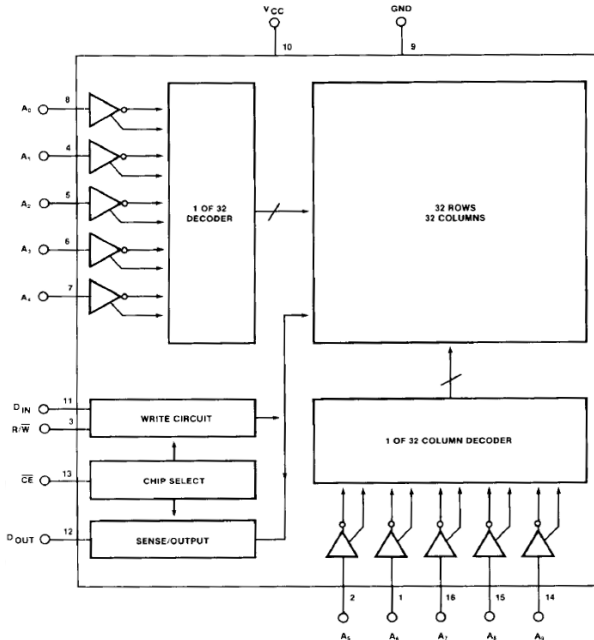


Weste and Harris. *Introduction to CMOS VLSI Design*.
Addison-Wesley, 2010.

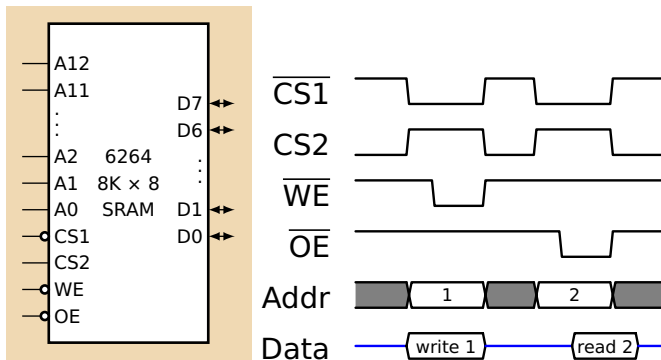
Intel's 2102 SRAM, 1024 × 1 bit, 1972



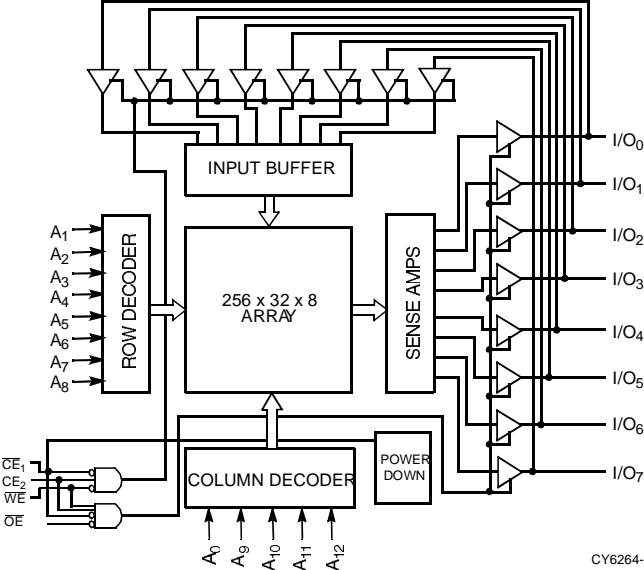
2102 Block Diagram



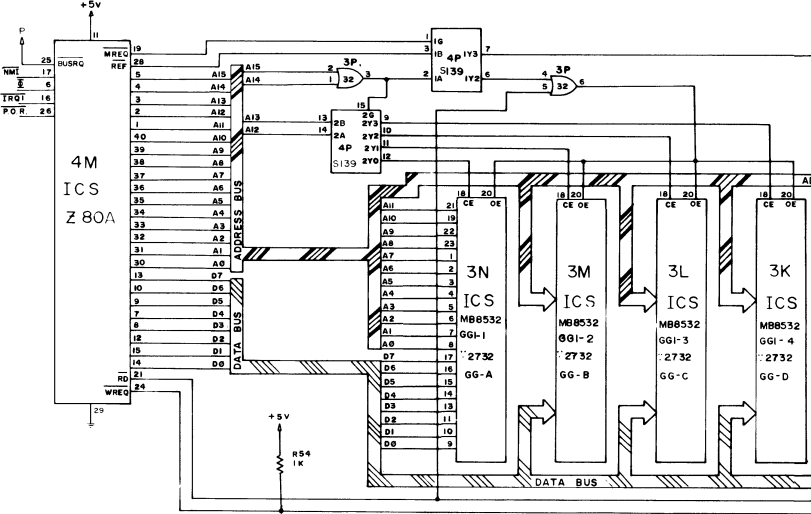
SRAM Timing



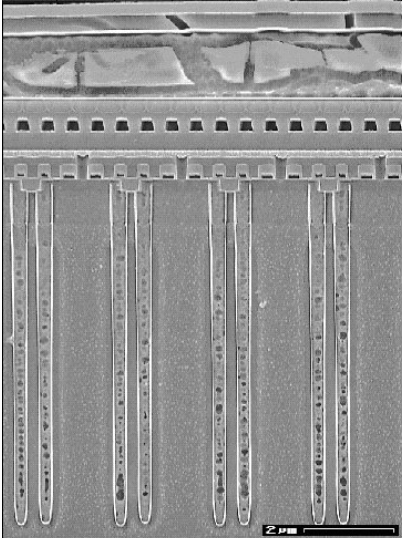
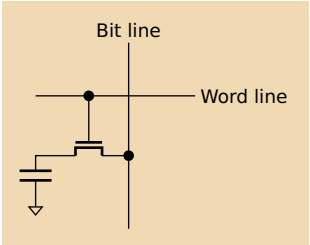
6264 SRAM Block Diagram



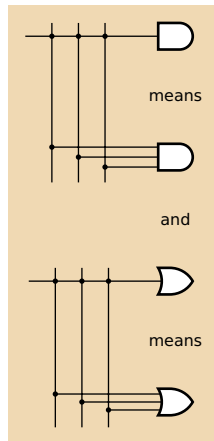
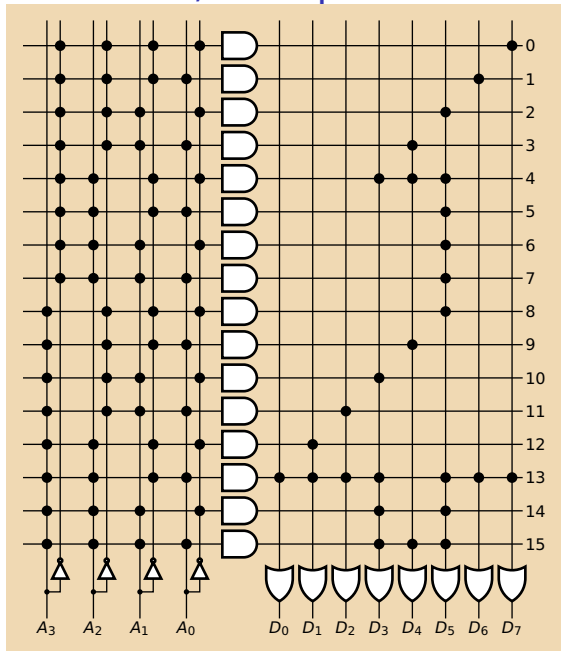
Galaga CPU detail (Namco/Midway 1981)



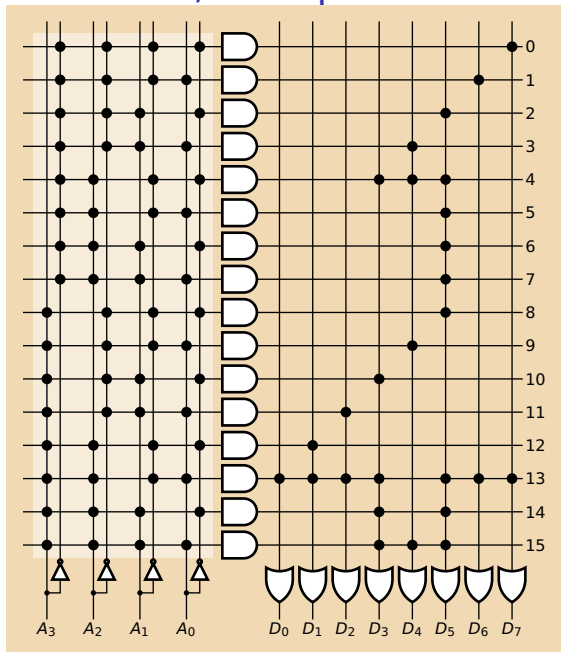
Dynamic RAM Cell



Our Old Pal, the Space Race ROM



Our Old Pal, the Space Race ROM

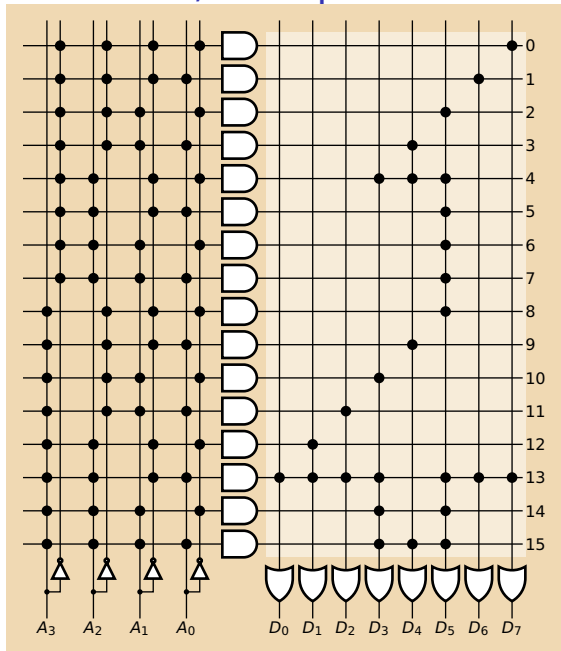


The decoder or
"AND plane"

In a RAM or ROM,
computes every
minterm

Pattern is not
programmable

Our Old Pal, the Space Race ROM

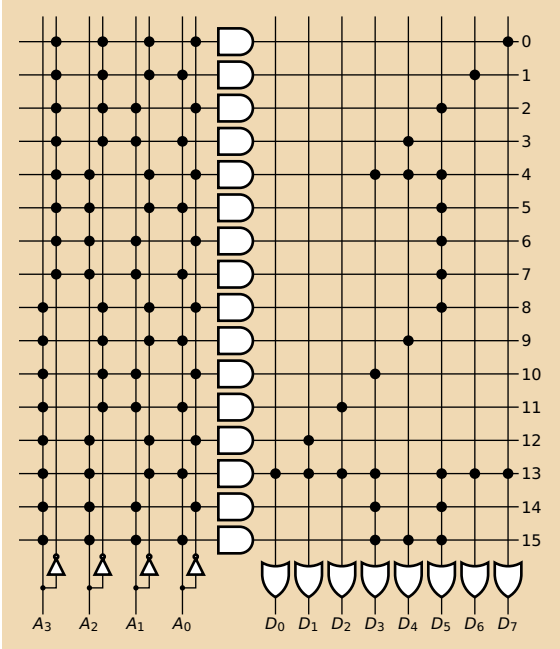


The decoder or
“OR plane”

One term for every
output

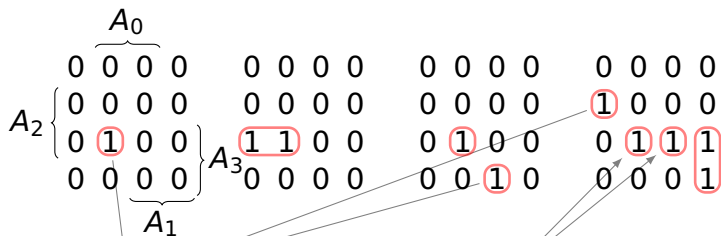
Pattern is
programmable =
the contents of the
ROM

Our Old Pal, the Space Race ROM



Can we do better?

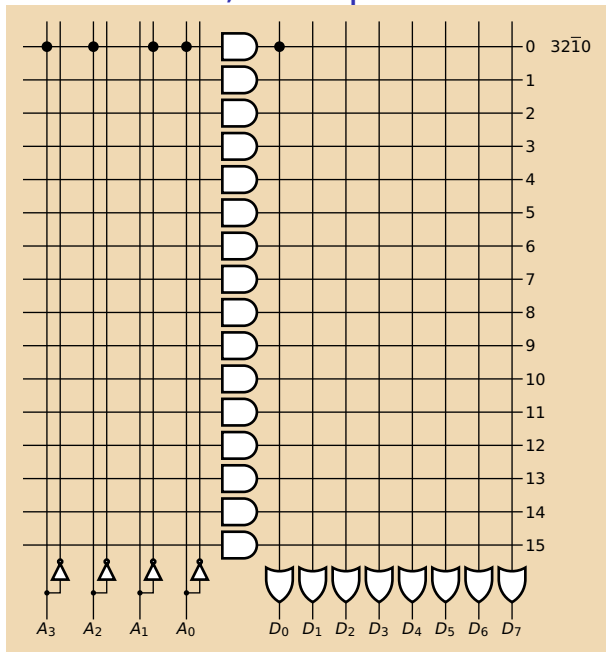
Simplifying the Space Race ROM



Essential minterms mean don't expand these

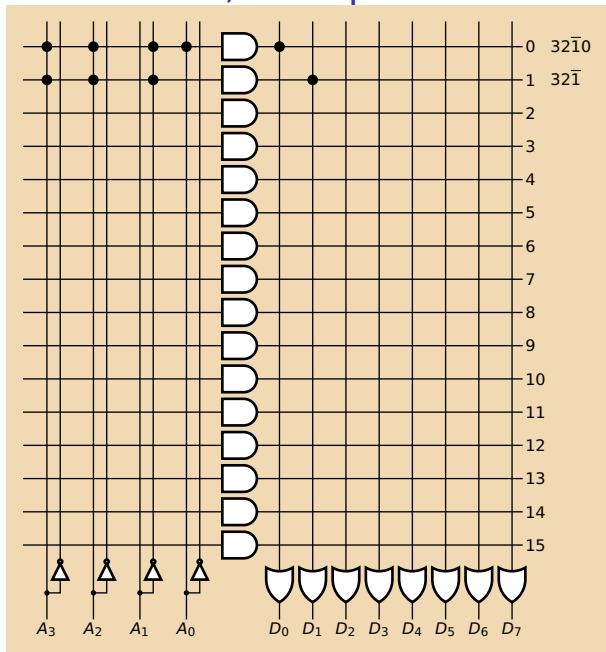


Our New PAL, the Space Race ROM



$$D_0 = 32\bar{1}0$$

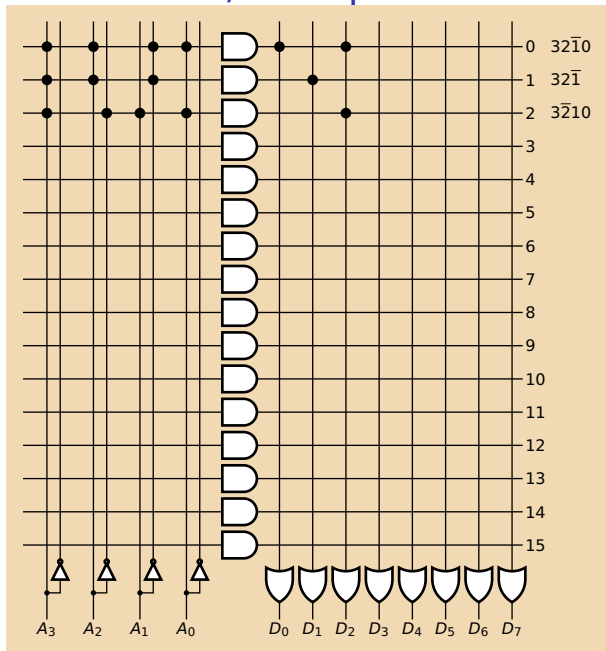
Our New PAL, the Space Race ROM



$$D_0 = 32\bar{I}_0$$

$$D_1 = 32\bar{I}_1$$

Our New PAL, the Space Race ROM

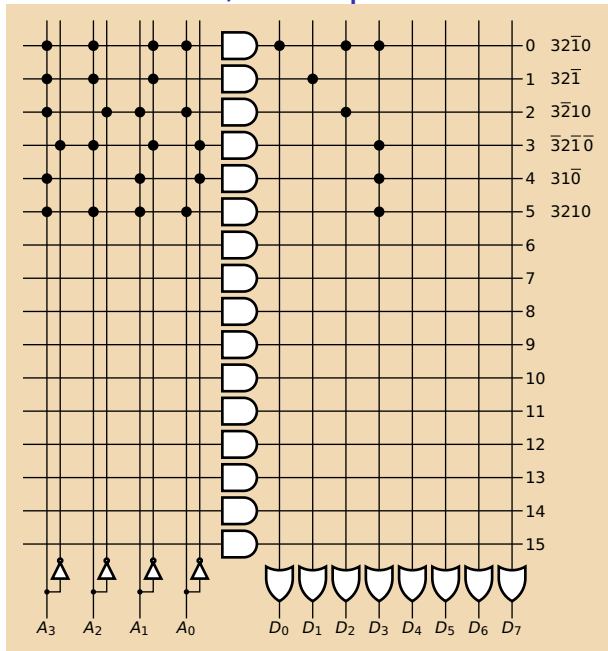


$$D_0 = 3\bar{2}\bar{1}0$$

$$D_1 = 3\bar{2}\bar{1}$$

$$D_2 = 3\bar{2}\bar{1}0 + 3\bar{2}\bar{1}0$$

Our New PAL, the Space Race ROM



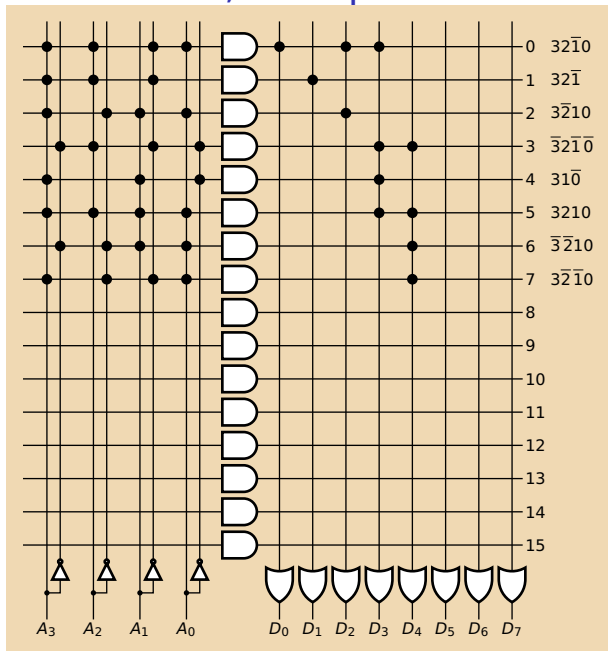
$$D_0 = 3\bar{2}\bar{1}0$$

$$D_1 = 3\bar{2}\bar{1}$$

$$D_2 = 3\bar{2}\bar{1}0 + 32\bar{1}0$$

$$D_3 = \bar{3}\bar{2}\bar{1}\bar{0} + 3\bar{1}\bar{0} + 3\bar{2}\bar{1}0 + 32\bar{1}0$$

Our New PAL, the Space Race ROM



$$D_0 = 3\bar{2}\bar{1}0$$

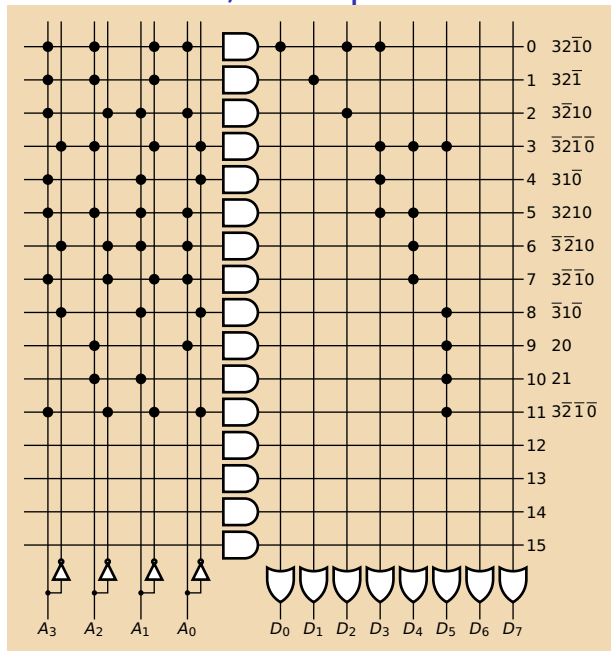
$$D_1 = 3\bar{2}\bar{1}$$

$$D_2 = 3\bar{2}10 + 3\bar{2}\bar{1}0$$

$$D_3 = \bar{3}\bar{2}\bar{1}\bar{0} + 3\bar{1}\bar{0} + 3\bar{2}\bar{1}0 + 3210$$

$$D_4 = \bar{3}\bar{2}10 + \bar{3}\bar{2}\bar{1}\bar{0} + 3\bar{2}\bar{1}0 + 3210$$

Our New PAL, the Space Race ROM



$$D_0 = 32\bar{1}0$$

$$D_1 = 32\bar{1}$$

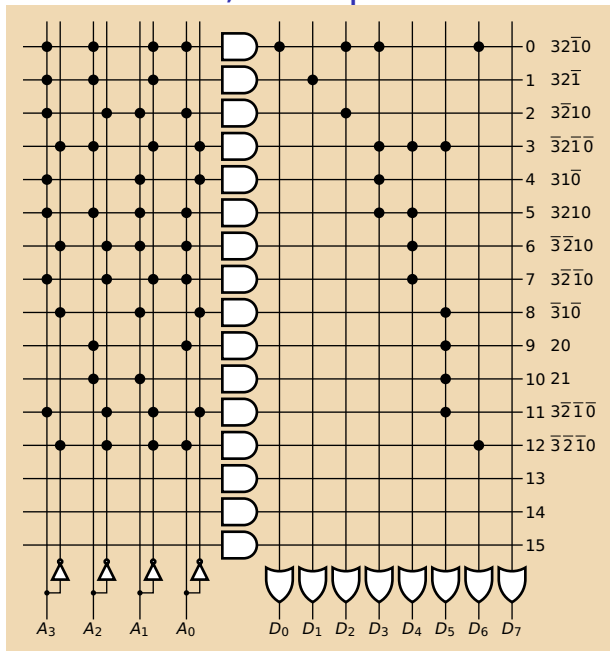
$$D_2 = 3\bar{2}10 + 32\bar{1}0$$

$$D_3 = \bar{3}2\bar{1}\bar{0} + 31\bar{0} + 32\bar{1}0 + 3210$$

$$D_4 = \bar{3}\bar{2}10 + \bar{3}2\bar{1}\bar{0} + 3\bar{2}\bar{1}0 + 3210$$

$$D_5 = \bar{3}1\bar{0} + 20 + 21 + \bar{3}2\bar{1}\bar{0} + 3\bar{2}\bar{1}0$$

Our New PAL, the Space Race ROM



$$D_0 = 32\bar{1}0$$

$$D_1 = 32\bar{1}$$

$$D_2 = 3\bar{2}10 + 32\bar{1}0$$

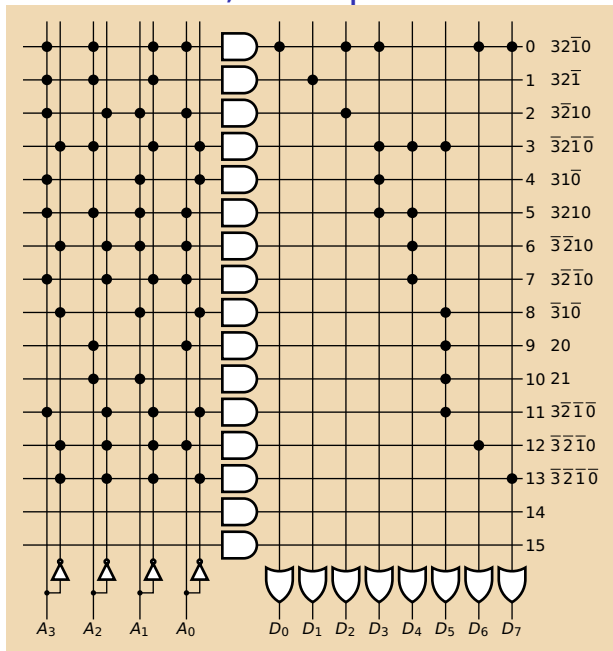
$$D_3 = \bar{3}2\bar{1}\bar{0} + 31\bar{0} + 32\bar{1}0 + 3210$$

$$D_4 = \bar{3}\bar{2}10 + \bar{3}2\bar{1}\bar{0} + 3\bar{2}\bar{1}0 + 3210$$

$$D_5 = \bar{3}1\bar{0} + 20 + 21 + \bar{3}2\bar{1}\bar{0} + 3\bar{2}\bar{1}0$$

$$D_6 = \bar{3}\bar{2}\bar{1}0 + 32\bar{1}0$$

Our New PAL, the Space Race ROM



$$D_0 = 32\bar{1}0$$

$$D_1 = 32\bar{1}$$

$$D_2 = 3\bar{2}10 + 32\bar{1}0$$

$$D_3 = \bar{3}2\bar{1}\bar{0} + 31\bar{0} + 32\bar{1}0 + 3210$$

$$D_4 = \bar{3}\bar{2}10 + \bar{3}2\bar{1}\bar{0} + 3\bar{2}\bar{1}0 + 3210$$

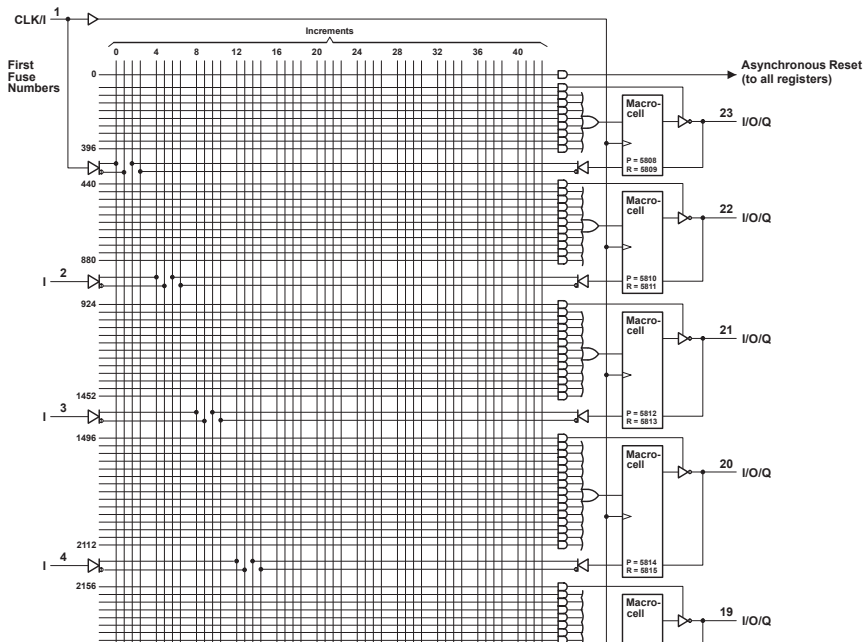
$$D_5 = \bar{3}\bar{1}\bar{0} + 20 + 21 + \bar{3}2\bar{1}\bar{0} + 3\bar{2}\bar{1}\bar{0}$$

$$D_6 = \bar{3}\bar{2}\bar{1}0 + 32\bar{1}0$$

$$D_7 = \bar{3}\bar{2}\bar{1}\bar{0} + 32\bar{1}0$$

Saved two ANDs

A 22V10 PAL: Programmable AND/Fixed OR



Field-Programmable Gate Arrays (FPGAs)

