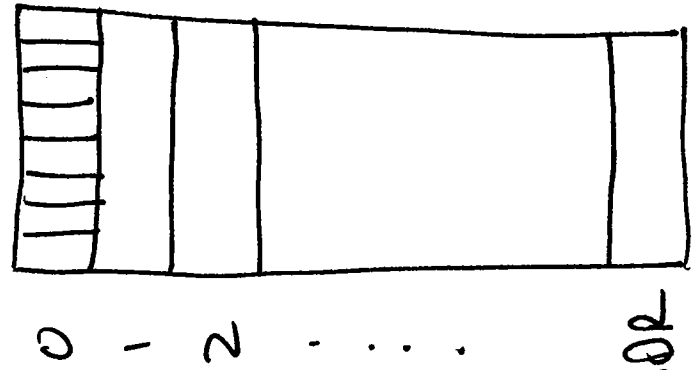


CINAPS 10 2-28-08

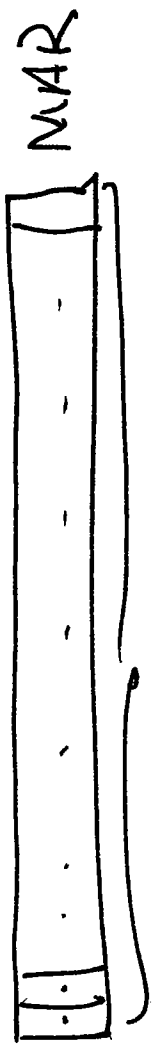


MEMORY

1 cell = 8 BITS = 1 Byte



MUST BE $2^M - 1$



Ex. $n = 6$ what is max memory size?

$$2^6 = 64 \Rightarrow \text{At most } 64 \text{ cells in memory}$$

Ex. 128 MB memory unit.

what is min # of bits in MAR.

$$128 \text{ MB} = 2^7 \cdot 2^{20} \text{ Bytes} = 2^{27} \text{ cells}$$

MUST HAVE AT LEAST 2^{27} ADDRESSES.

$$\therefore n \geq 27$$

Two memory ops:

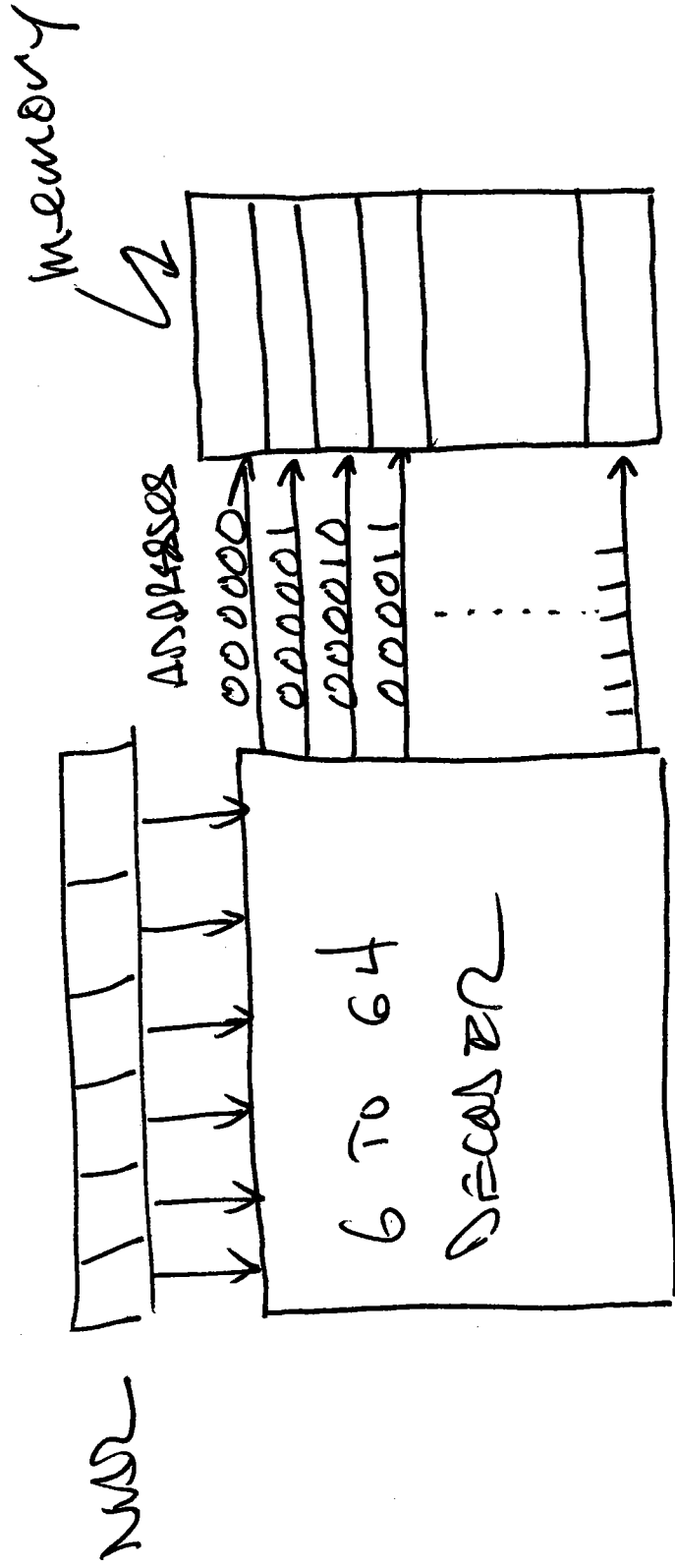
Fetch (address)

- 1.) load address into MAR
- 2.) Decode address in MAR
- 3.) Copy contents of cell to MDR.

Store (address, data)

- 1.) load address into MAR
- 2.) load data into MDR
- 3.) Decode address in MAR
- 4.) Copy contents of MDR to cell

Ex $n=6 \therefore 2^6 = 64$ ADDRESSABLE cells.



For instance: if M₁₀ contains 001101 = 13

Ex more realistic:

$$256 \text{ MB} = 2^8 \cdot 2^{20} \text{ cells}$$

$$= 2^{28} \text{ cells}$$

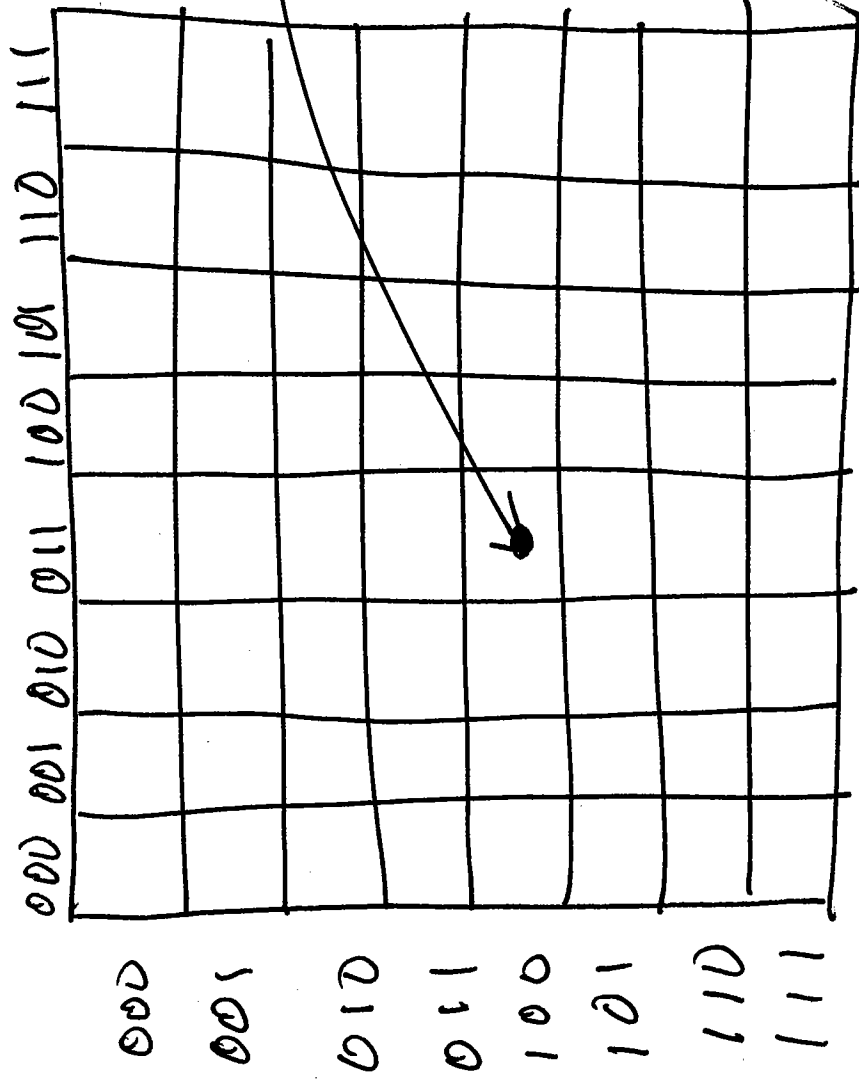
so we need A 28 to 28 Decoder.

Fortunately memory Decoded as 2-dimensional

More Realistic Pictures: (6)

Ex. $n=6$, 2^6 cells = 8 rows x 8 columns

Column Addresses

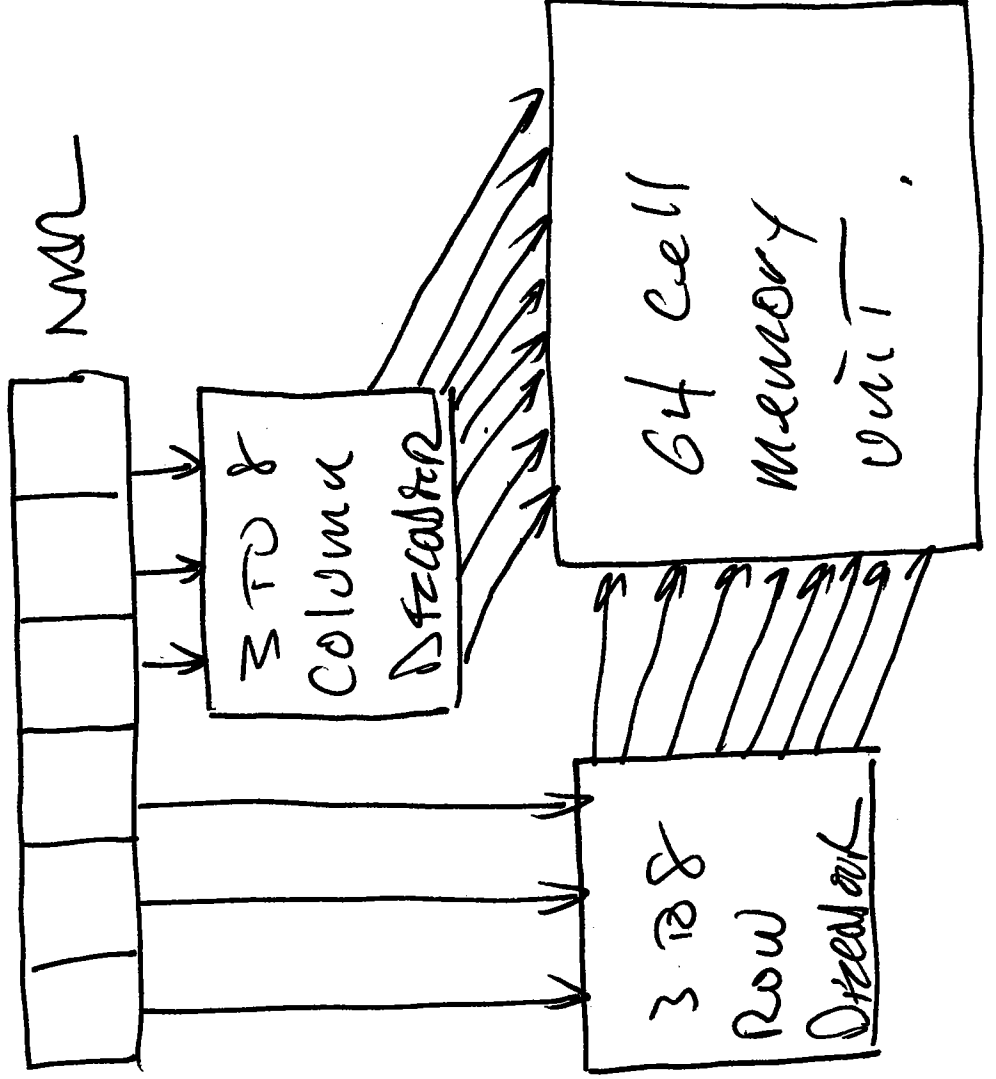


Cell
100011

Row
Addresses

INSTEAD OF A 6 TO 14 DECADES, WITH

TWO 3 TO 2³=8 DECADES



Ex. 256 MB = $2^8 \cdot 2^{20}$ cells

= 2^{28} cells

= (2^{14} Rows) \times (2^{14} columns)

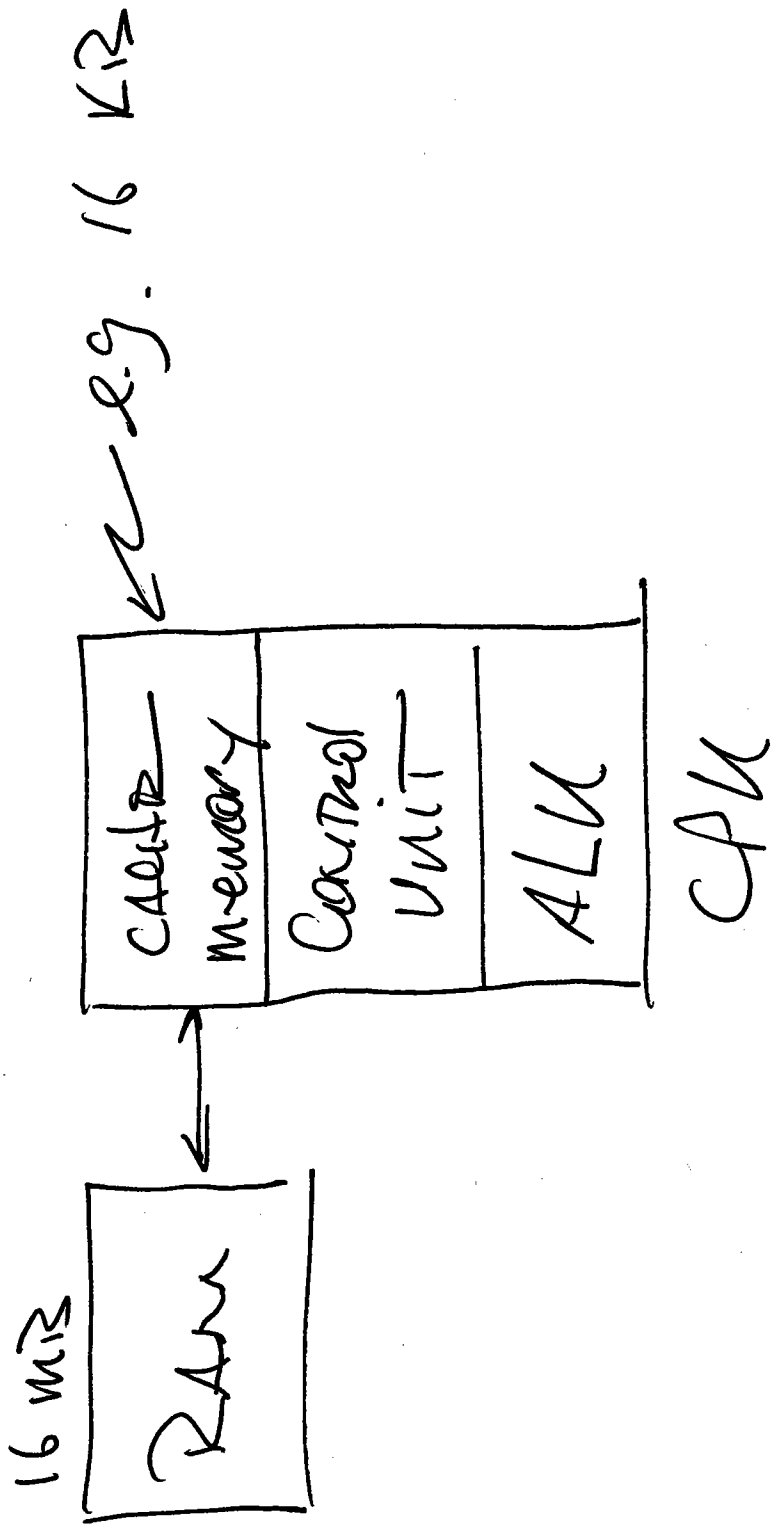
So we build Two 14 to 2^{14}

Decoders

CACHE MEMORY

Very FAST Memory Directly on the CPU

e.g.



Ex. Suppose item needed is in cache

70% of the time. (This is the

Cache Hit Rate.)

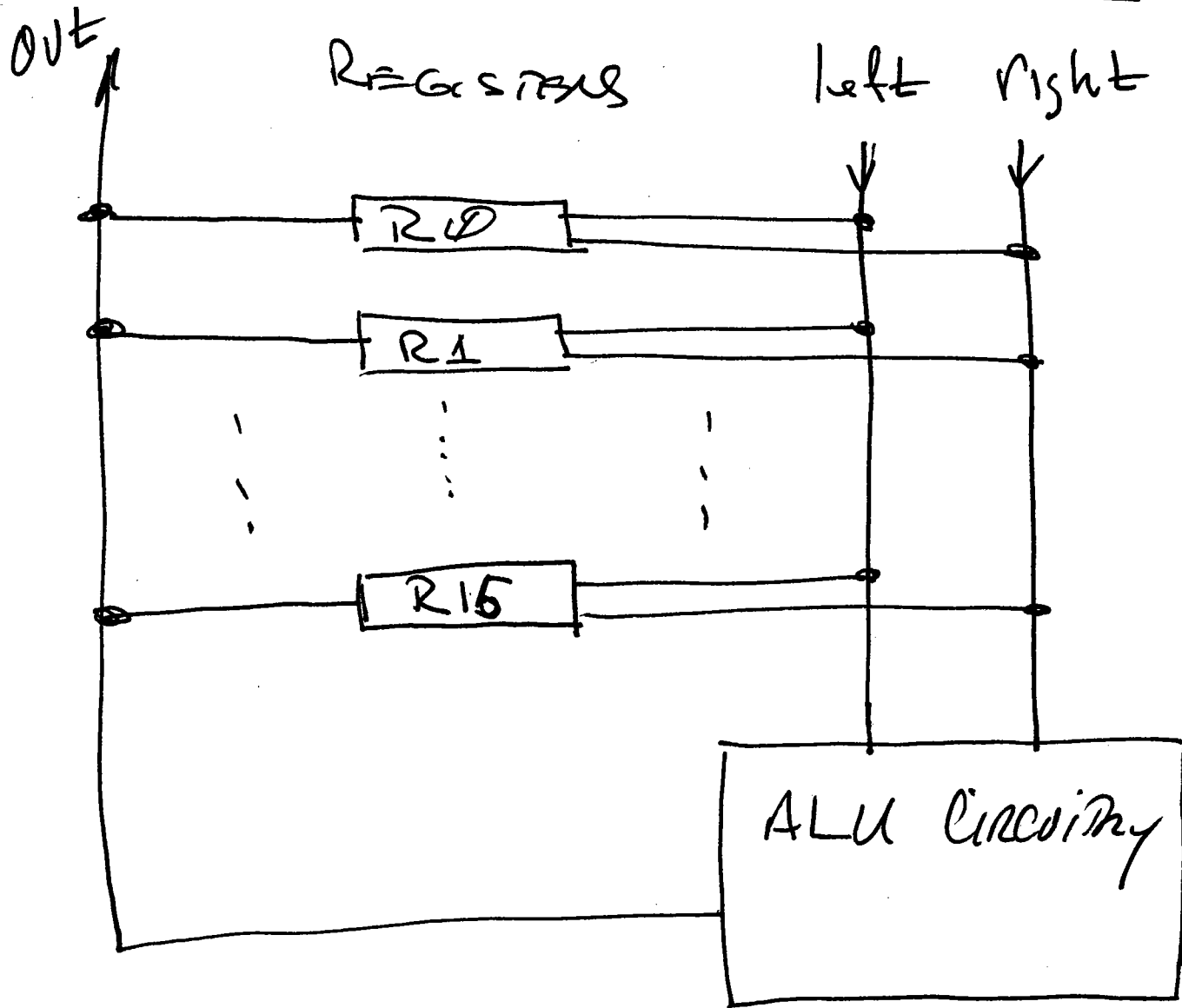
(10)

SUPPOSE CACHE ACCESS TIME IS
10 NS, WHILE RAM TAKES 50 NS
TO ACCESS. THEN THE AVERAGE
ACCESS TIME IS

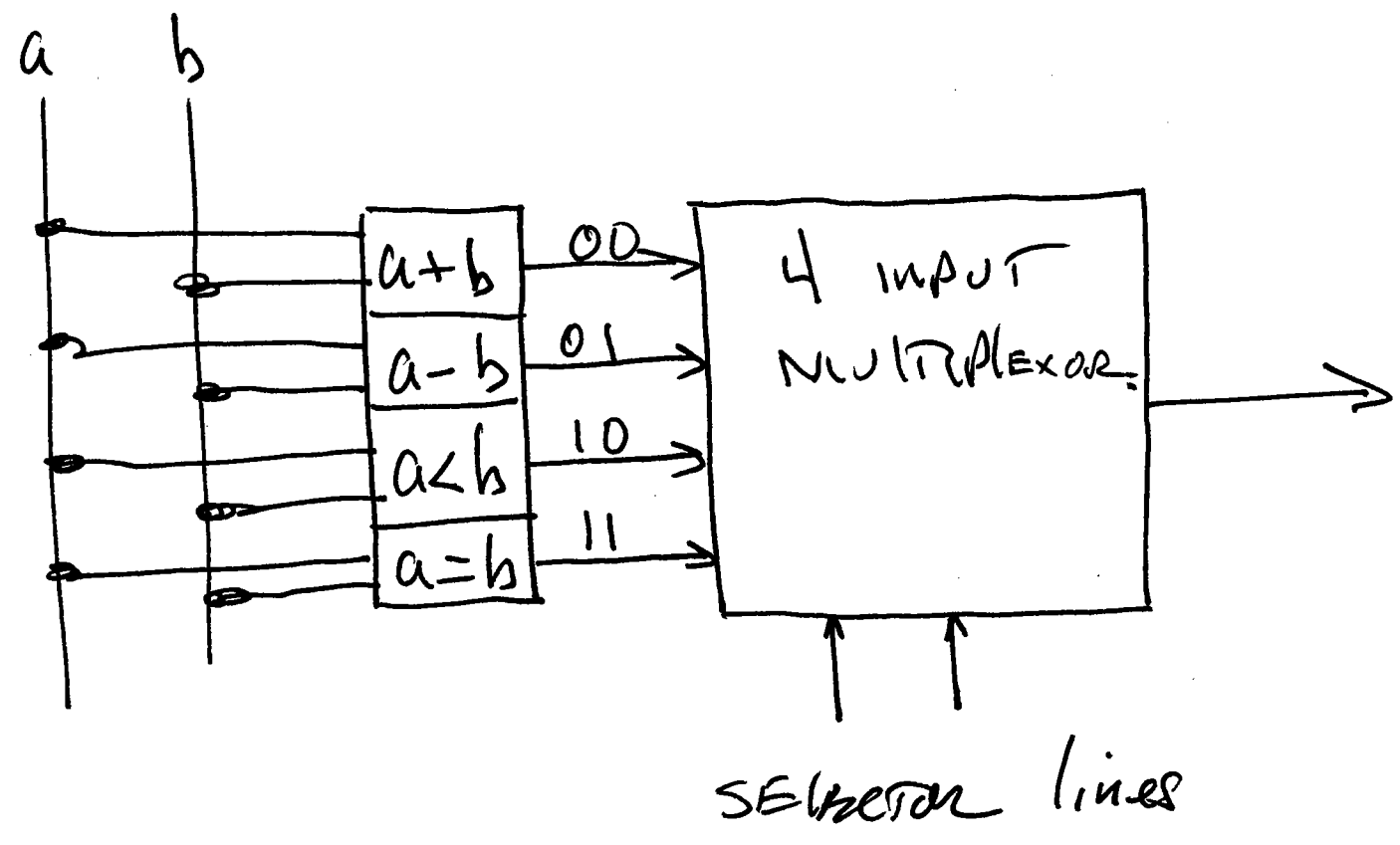
$$\text{AVG.} = (.70) 10 \text{ NS} + (.30) (10 + 50) \text{ NS} \\ = 25 \text{ NS.}$$

THIS IS TWICE AS FAST AS THE
50 NS TIME WITH NO CACHE.

Arithmetic Logic Unit (ALU)



Ex. Suppose ALU Does Just 4 ops $a+b$, $a-b$, $a < b$, $a = b$. How do we select which op. is performed by ALU.

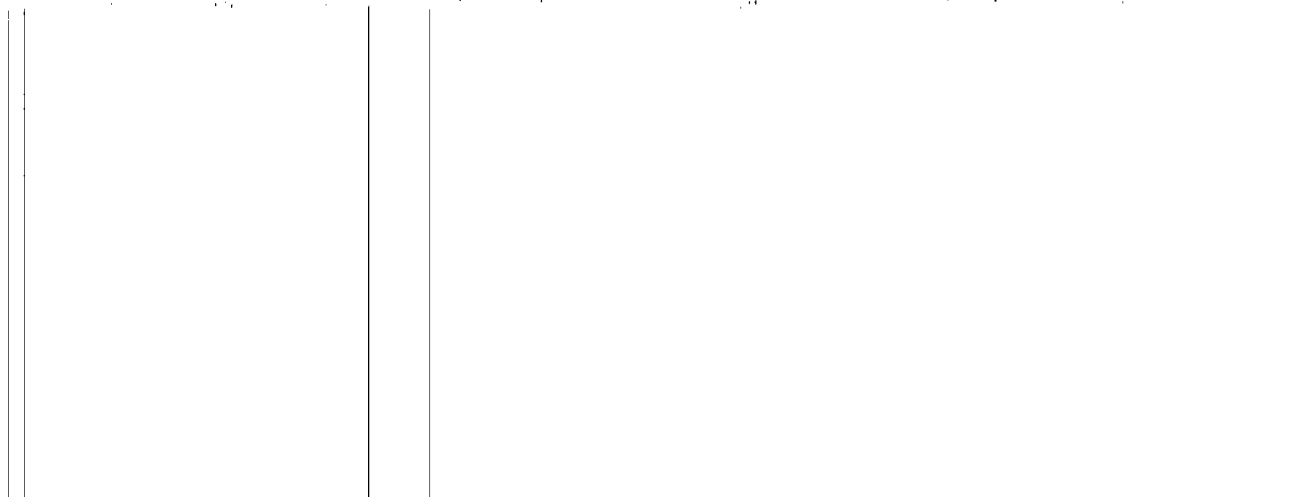
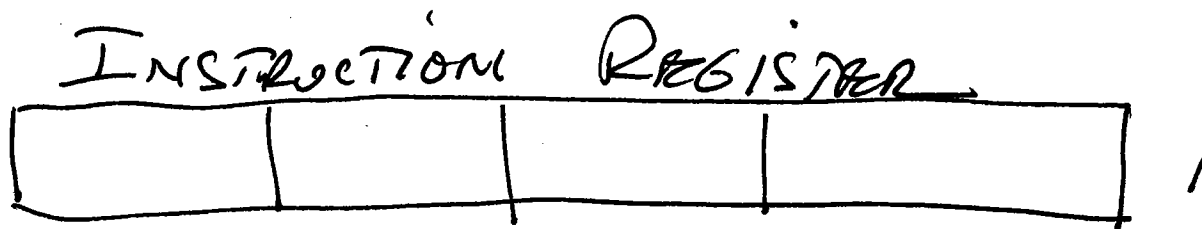


THE CONTROL UNIT

FETCH - DECODE - EXECUTE cycle

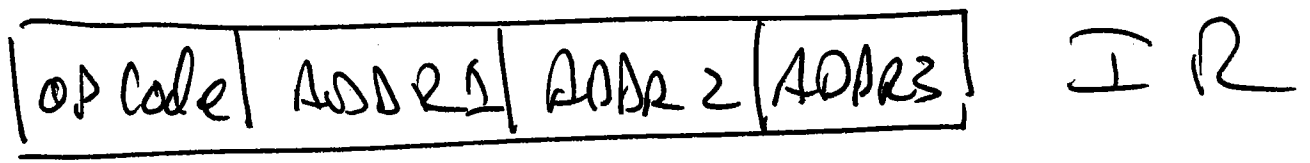
- 1.) Fetch next instruction from memory
- 2.) Decode instruction
- 3.) EXECUTE INSTRUCTION

CONTINUES UNTIL A SPECIAL INSTRUCTION CALLED HALT IS ENCOUNTERED.



Instructions are encoded in a format called 'Machine Language'

Ex.



#Bits

8 24 24 24