

# Digital Design

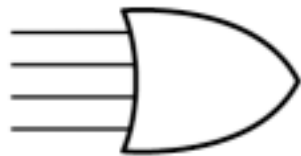
## Lecture 13

ROMs and RAMs

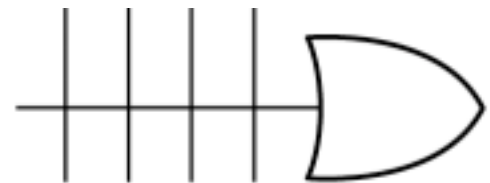
Mano, 7.1-7.5

# Conventional and Array Logic (PLA) Symbols

- PLA symbol has provisions for denoting “Cross Connects”  
(whether or not an input is connected)
- The horizontal line is actually a bus



(a) Conventional symbol



(b) Array logic symbol

Fig. 7-1 Conventional and Array Logic Diagrams for OR Gate

# Memory Unit

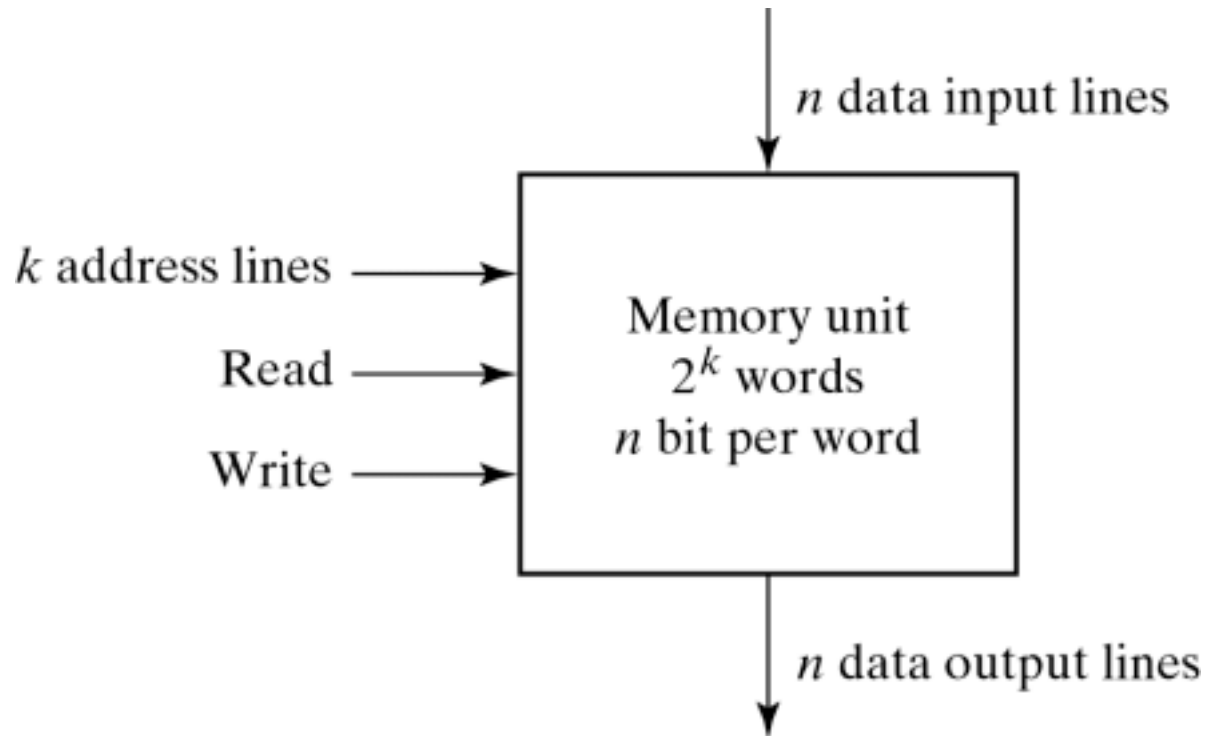


Fig. 7-2 Block Diagram of a Memory Unit

# A 1024 x 16 Memory

| Memory address |         | Memory content   |
|----------------|---------|------------------|
| Binary         | decimal |                  |
| 000000000      | 0       | 1011010101011101 |
| 000000001      | 1       | 1010101110001001 |
| 000000010      | 2       | 0000110101000110 |
|                | ⋮       | ⋮                |
| 111111101      | 1021    | 1001110100010100 |
| 111111110      | 1022    | 0000110100011110 |
| 111111111      | 1023    | 1101111000100101 |

Fig. 7-3 Content of a 1024 × 16 Memory

# RAM Timing Diagram

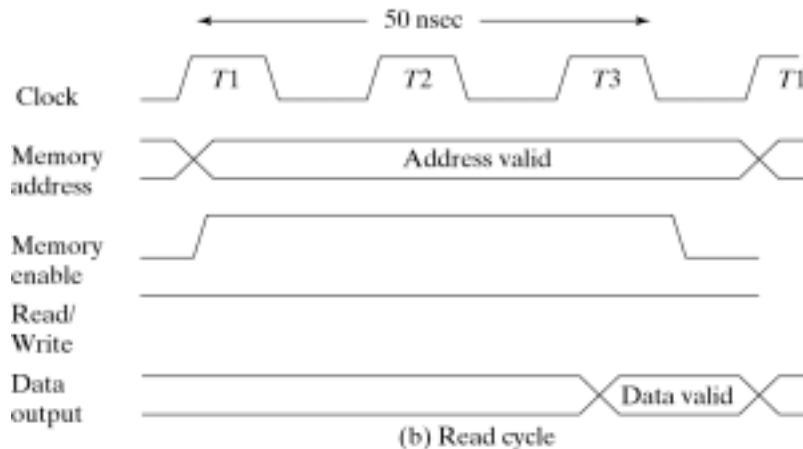
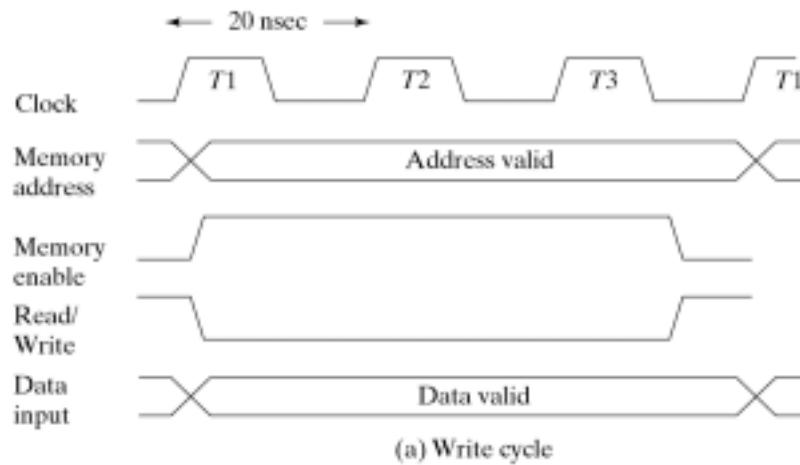
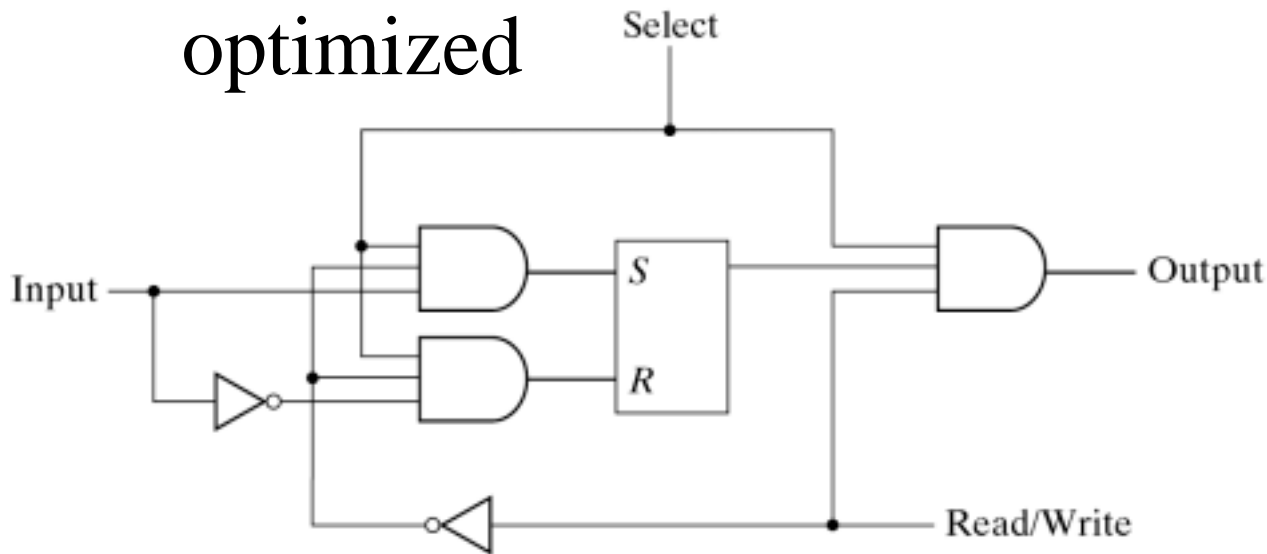


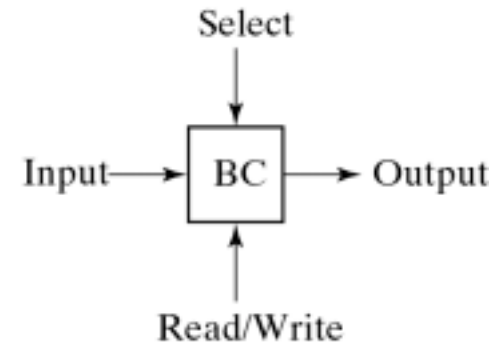
Fig. 7-4 Memory Cycle Timing Waveforms

# A Memory Cell

- This is a “logical” structure
- The actual implementation is highly optimized



(a) Logic diagram



(b) Block diagram

Fig. 7-5 Memory Cell

# A 4 x 4 RAM

- One Dimensional Decoding
- Suitable for small memories only

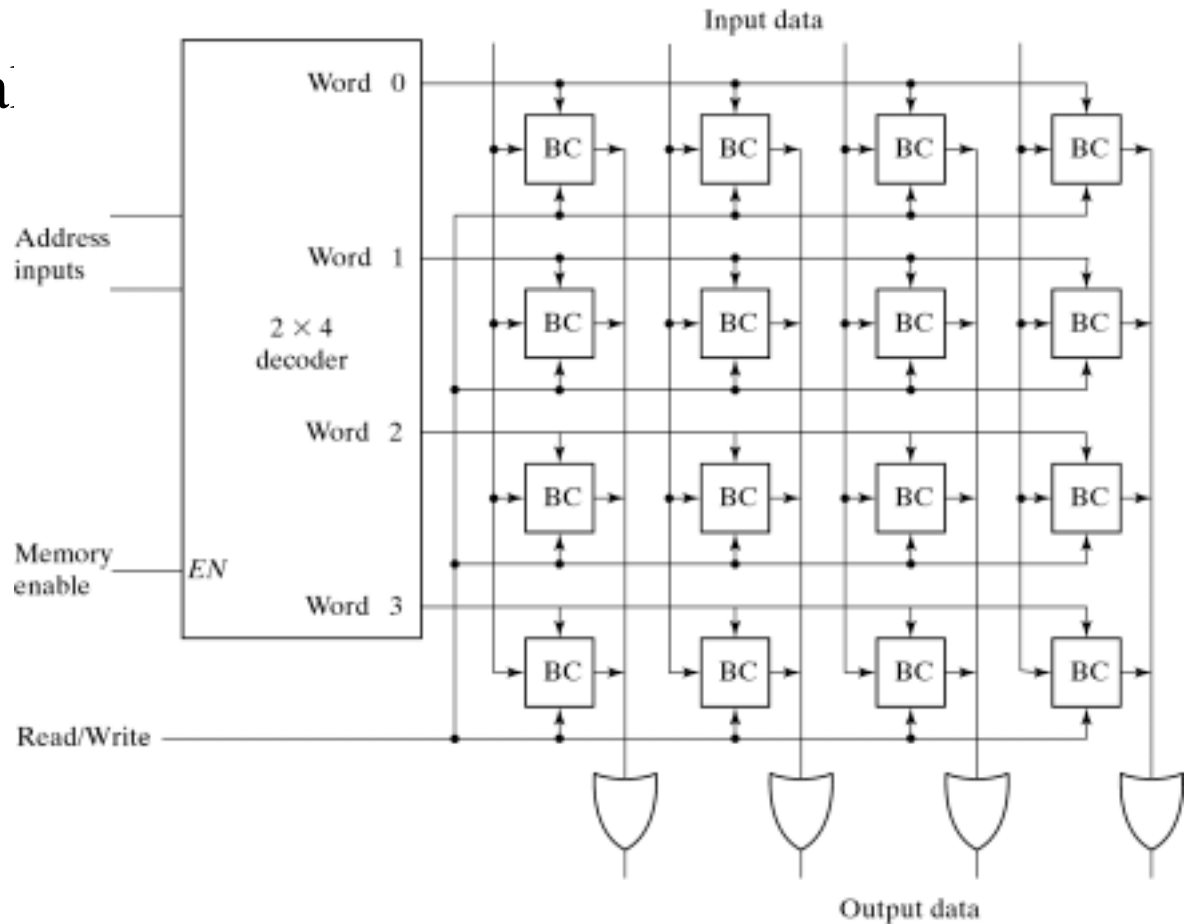


Fig. 7-6 Diagram of a  $4 \times 4$  RAM

# Two Dimensional Decoding

- Significant reduction in decoding hardware

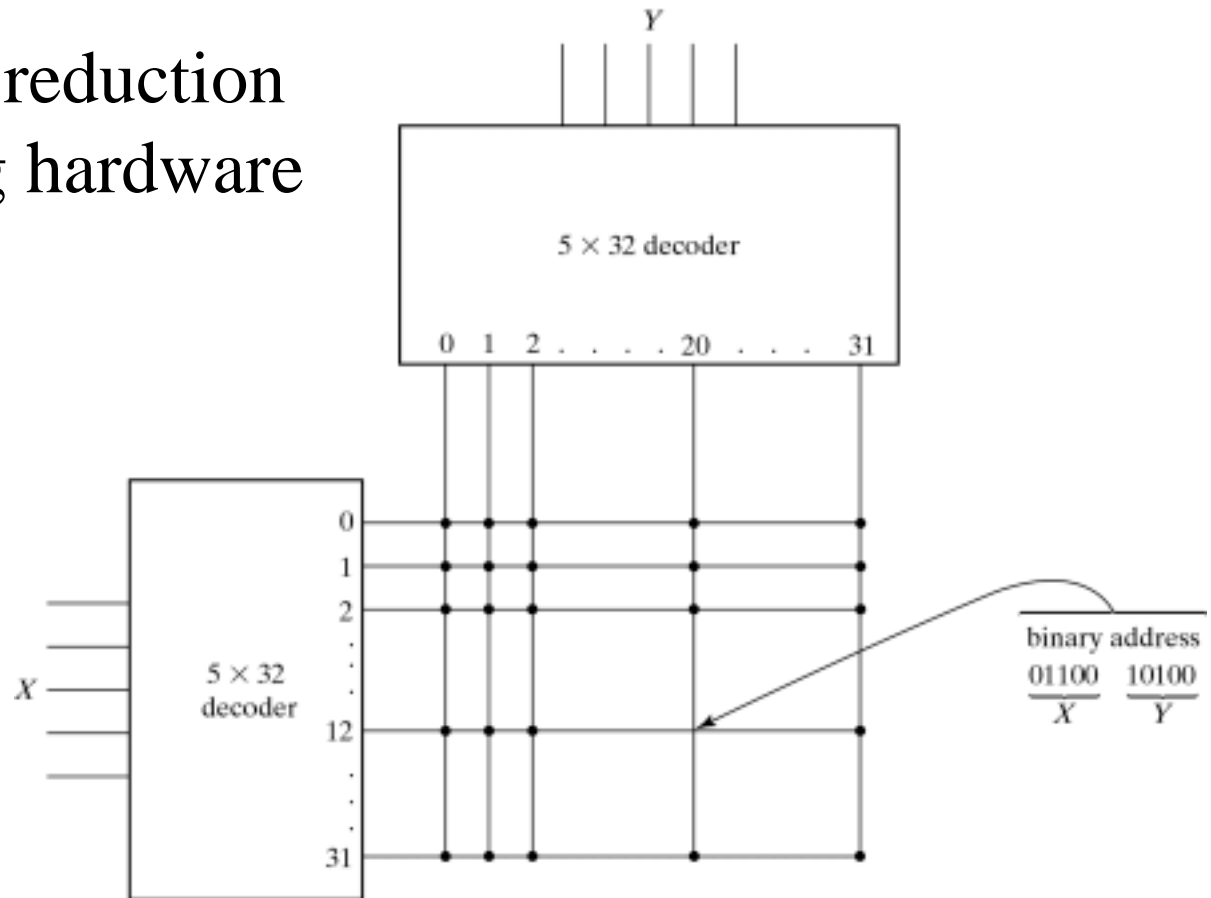


Fig. 7-7 Two-Dimensional Decoding Structure for a 1K-Word Memory



# A 64Kword RAM

- Address selects (CAS and RAS) are “enables” that allow multiple “pages”

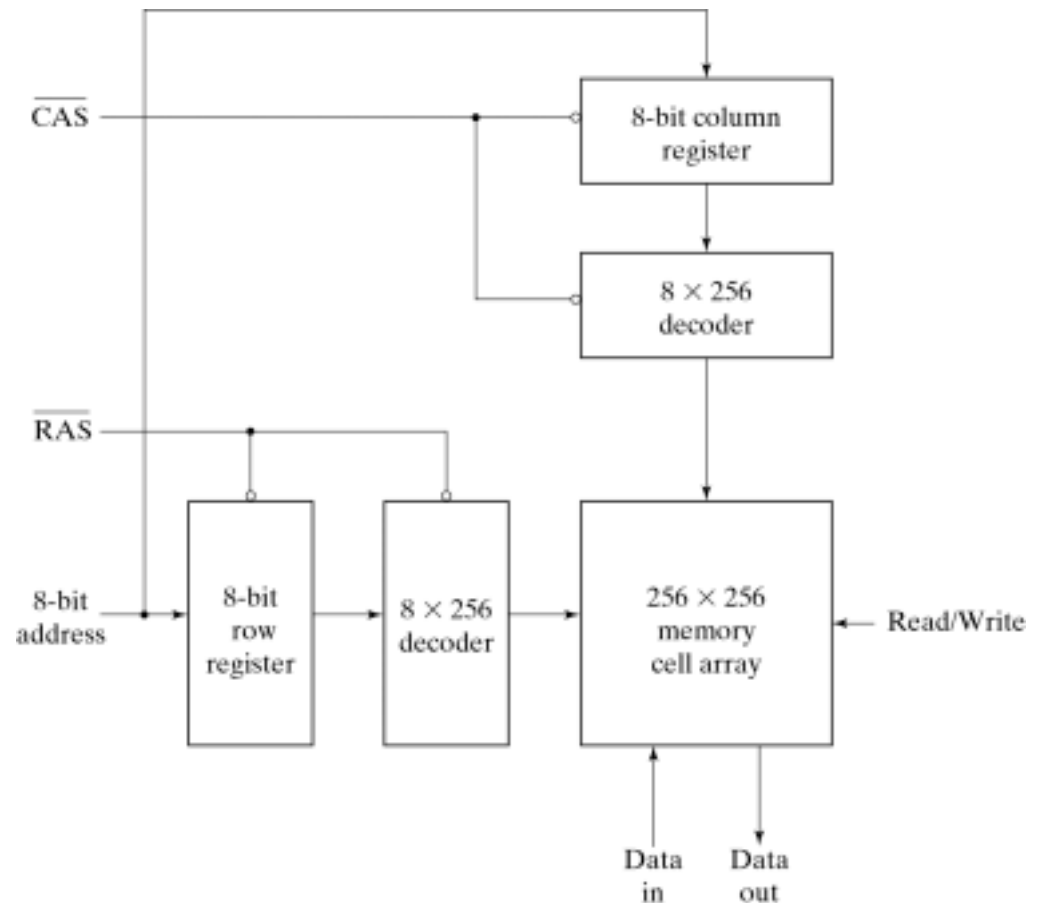


Fig. 7-8 Address Multiplexing for a 64K DRAM

# Error Detection and Correction

- “Parity” bits added to data words for redundancy
- Stated when Claude Shannon introduced Information Theory in 1940  
(Two part BSTJ article)
  - The bit is the smallest measure of information
  - Channel Capacity Theorem:  
“If you send data slower than the Channel Capacity, You can receive it with no errors”
  - He proved this theorem, and gave how to calculate the Channel Capacity. He didn’t say how to achieve zero errors.

# Simple Parity

- Add one bit to each word
  - Make the total number of ones even for “even parity”
  - Make the total number of ones odd for “odd parity”
- Detects “single bit” errors
- Used in most PCs (not Macs) at the byte level

# Hamming Distance

- A measure of how different are the allowed data codes from each other
- Just add up the bit differences between two allowed codes to determine the “Hamming Distance”  
(a simplification of the Euclidean distance)
- The minimum Hamming Distance across the set of allowed codes is a measure of the strength of the code
- Parity yields a minimum Hamming Distance of two

# The Hamming Codes

- A clever code that adds multiple parity bits to a word at specific bit positions that cover different bits.
- Yields a Hamming Distance of 3 so that a single error is still closer to the original data word than any other and you can then correct the error.
- Adding one more overall parity bit increases the Hamming distance to 4 so you can also detect a Double error.
- PCs with ECC RAM use 22 bit words (5 plus 1 parity for 16 Data bits) to achieve single error correction and double error detection.

# Read-Only Memory (ROM)

- Same as RAM, but simpler
- Data is established when manufactured and cannot be altered

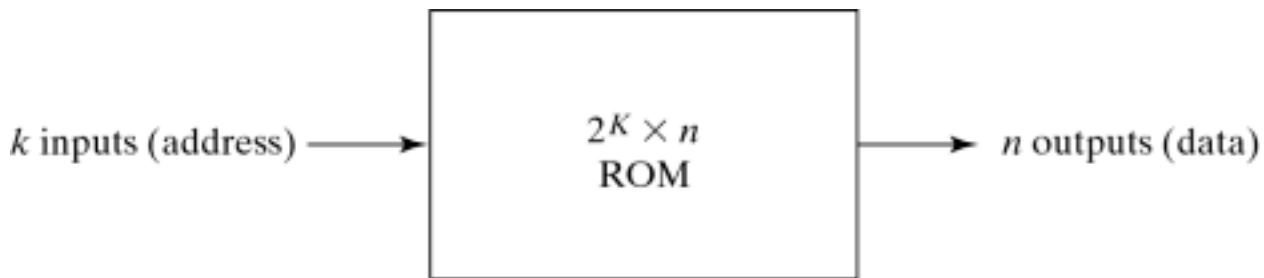


Fig. 7-9 ROM Block Diagram

# ROM Internal Logic

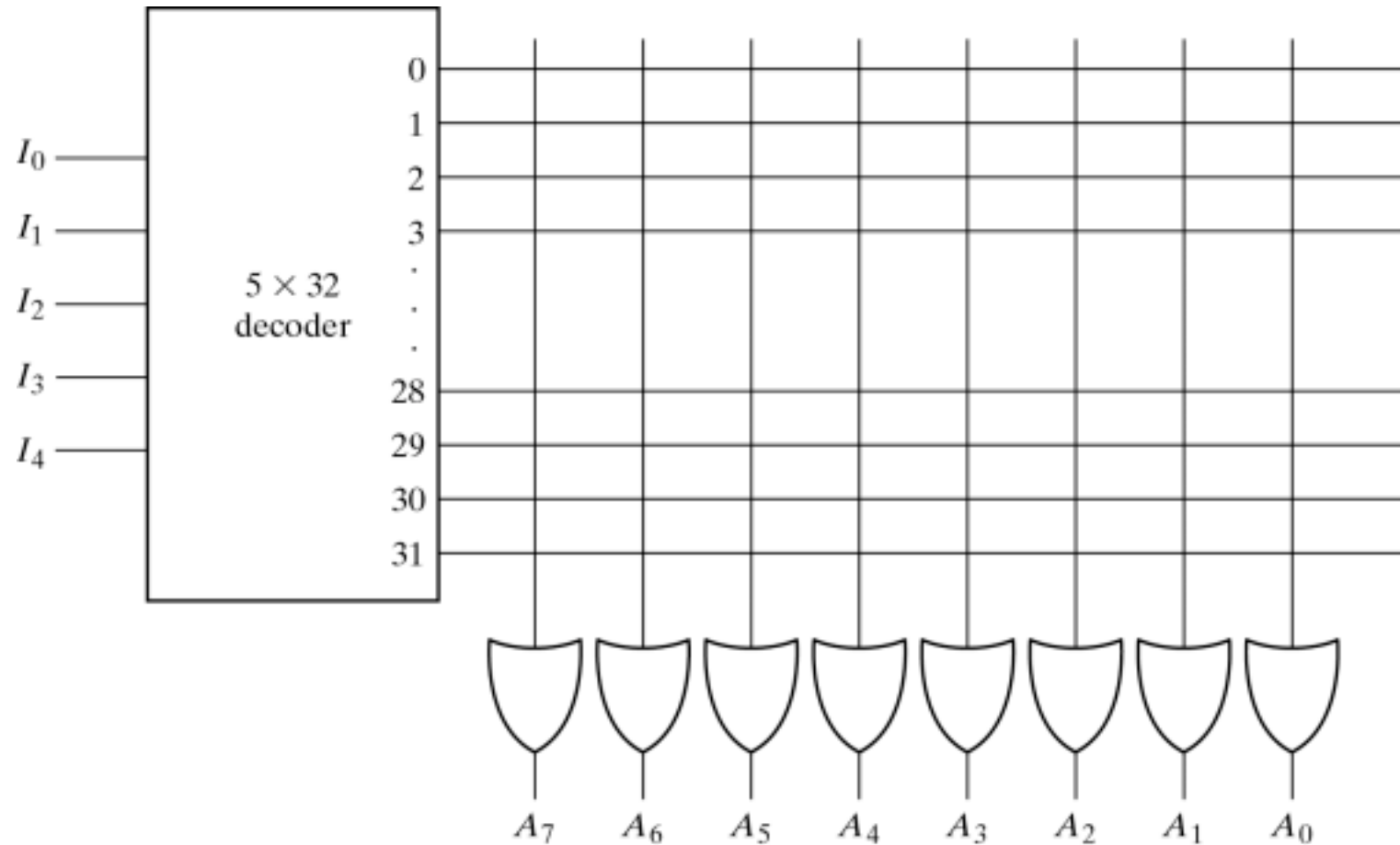


Fig. 7-10 Internal Logic of a 32 × 8 ROM

# A “Programmable” ROM (PROM)

- Data “Burned” in later
- Cannot be altered a second time

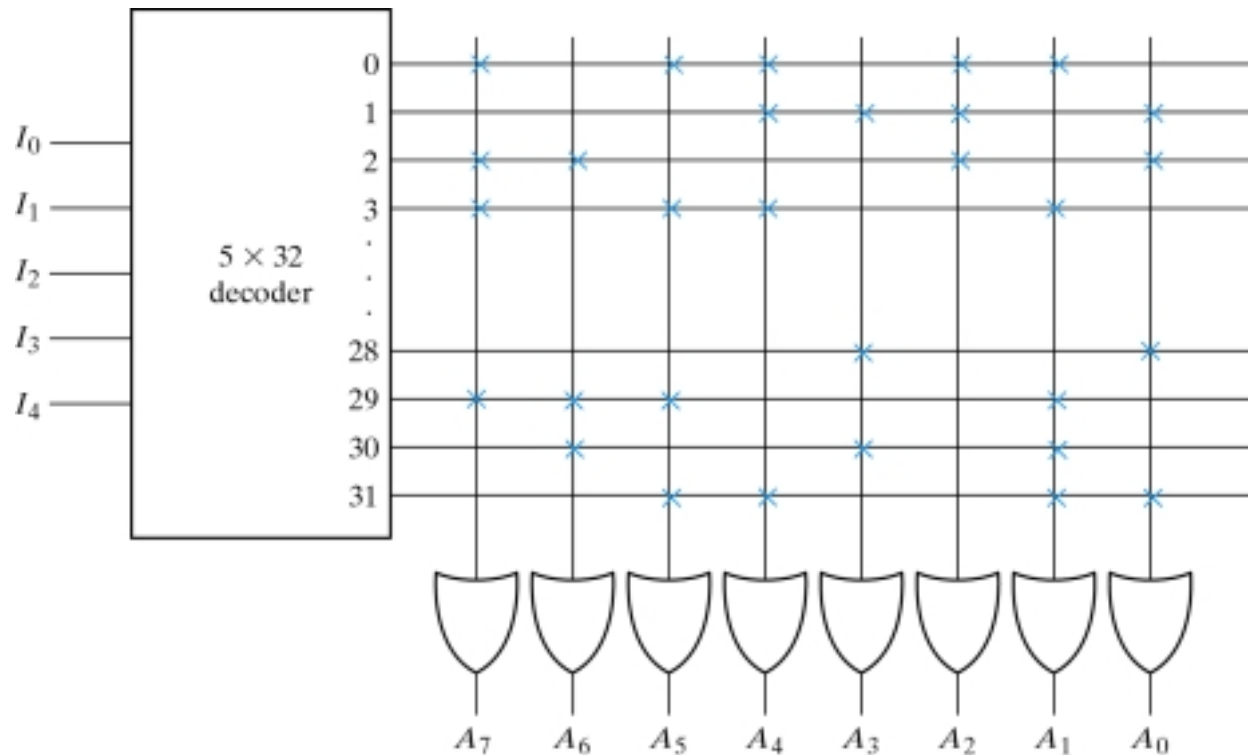
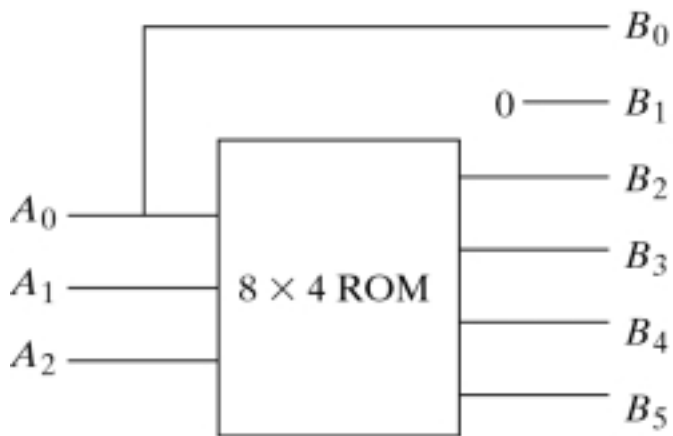


Fig. 7-11 Programming the ROM According to Table 7-3



# A Example ROM



(a) Block diagram

| $A_2$ | $A_1$ | $A_0$ | $B_5$ | $B_4$ | $B_3$ | $B_2$ |
|-------|-------|-------|-------|-------|-------|-------|
| 0     | 0     | 0     | 0     | 0     | 0     | 0     |
| 0     | 0     | 1     | 0     | 0     | 0     | 0     |
| 0     | 1     | 0     | 0     | 0     | 0     | 1     |
| 0     | 1     | 1     | 0     | 0     | 1     | 0     |
| 1     | 0     | 0     | 0     | 1     | 0     | 0     |
| 1     | 0     | 1     | 0     | 1     | 1     | 0     |
| 1     | 1     | 0     | 1     | 0     | 0     | 1     |
| 1     | 1     | 1     | 1     | 1     | 0     | 0     |

(b) ROM truth table

Fig. 7-12 ROM Implementation of Example 7-1

# Other Semiconductor Memories

- EPROM: PROMS that are “erasable” (usually by exposure to UV light, note that x-ray can also change them as in airport security)
- Flash or EEROM: Electrically erasable. Can be fully erased and rewritten in place using higher voltages than used to read data.