EECS150 - Digital Design

Lecture 10 - Static Random Access Memory (SRAM) part 1

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John Wawrzynek
Memory-Block Basics

- **Uses:**
  
  *Whenever a large collection of state elements is required.*
  
  - data & program storage
  - general purpose registers
  - data buffering
  - table lookups
  - CL implementation

- **Basic Types:**
  
  - **RAM** - random access memory
  - **ROM** - read only memory
  - **EPROM**, **FLASH** - electrically programmable read only memory

M X N memory:

Depth = M, Width = N.

M words of memory, each word N bits wide.
Memory Components Types:

- **Volatile:**
  - Random Access Memory (RAM):
    - DRAM "dynamic"
    - SRAM "static"

- **Non-volatile:**
  - Read Only Memory (ROM):
    - Mask ROM "mask programmable"
    - EPROM "electrically programmable"
    - EEPROM "erasable electrically programmable"
    - FLASH memory - similar to EEPROM with programmer integrated on chip

All these types are available as stand alone chips or as blocks in other chips.
Standard Internal Memory Organization

2-D array of bit cells. Each cell stores one bit of data.

Special circuit tricks are used for the cell array to improve storage density.

- RAM/ROM naming convention:
  - examples: 32 X 8, "32 by 8" => 32 8-bit words
  - 1M X 1, "1 meg by 1" => 1M 1-bit words
Address Decoding

- The function of the address decoder is to generate a one-hot code word from the address.
- The output is used for row selection.
- Many different circuits exist for this function. A simple one is shown to the right.

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<tr>
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<th>sel_row2</th>
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<td>101</td>
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<td>110</td>
<td>001000000</td>
<td></td>
</tr>
<tr>
<td>111</td>
<td>100000000</td>
<td></td>
</tr>
</tbody>
</table>

sel0 = 1 if a2a1a0 = 000
Memory Block Internals

For read operation, functionally the memory is equivalent to a 2-D array of flip-flops with tristate outputs on each:

For write operation, functionally equivalent includes a means to change state value:

These circuits are just functional abstractions of the actual circuits used.
SRAM Cell Array Details

Most common is 6-transistor (6T) cell array.

Word selects this cell, and all others in a row.

For write operation, column bit lines are driven differentially (0 on one, 1 on the other). Values overwrites cell state.

For read operation, column bit lines are equalized (set to same voltage), then released. Cell pulls down one bit line or the other.
Column MUX in ROMs and RAMs:

- Permits input/output data widths different from row width.
- Controls physical aspect ratio
  - Important for physical layout and to control delay on wires.

Technique illustrated for read operation. Similar approach for write.
Cascading Memory-Blocks

How to make larger memory blocks out of smaller ones.

Increasing the width. Example: given 1Kx8, want 1Kx16

Diagram: Two memory blocks are cascaded to increase the width from 8 bits to 16 bits.
Cascading Memory-Blocks

How to make larger memory blocks out of smaller ones.

Increasing the depth. Example: given 1Kx8, want 2Kx8
Multi-ported Memory

- **Motivation:**
  - Consider CPU core register file:
    - 1 read or write per cycle limits processor performance.
    - Complicates pipelining. Difficult for different instructions to simultaneously read or write regfile.
  - Common arrangement in pipelined CPUs is 2 read ports and 1 write port.

- I/O data buffering:
  - Dual-porting allows both sides to simultaneously access memory at full bandwidth.

![Diagram of dual-port memory](attachment:image.png)

- **Diagram:**
  - Dual-port Memory
    - $A_a$, $Din_a$, $WE_a$, $Dout_a$
    - $A_b$, $Din_b$, $WE_b$, $Dout_b$
Dual-ported Memory Internals

- Add decoder, another set of read/write logic, bits lines, word lines:

- Example cell: SRAM

- Repeat everything but cross-coupled inverters.
- This scheme extends up to a couple more ports, then need to add additional transistors.
Adding Ports to Primitive Memory Blocks

Adding a read port to a simple dual port (SDP) memory.

Example: given 1Kx8 SDP, want 1 write & 2 read ports.
Adding Ports to Primitive Memory Blocks

How to add a write port to a simple dual port memory.

Example: given 1Kx8 SDP, want 1 read & 2 write ports.
Virtex-5 LX110T memory blocks.

Distributed RAM using LUTs among the CLBs.

Block RAMs in four columns.
A SLICEM 6-LUT ...

Memory data input

Normal 6-LUT inputs.

Normal 5/6-LUT outputs.

Memory data input.

Control output for chaining LUTs to make larger memories.

Synchronous write / asynchronous read

A 1.1 Mb distributed RAM can be made if all SLICEMs of an LX110T are used as RAM.
SLICEL vs SLICEM ...

SLICEL

SLICEM adds memory features to LUTs, + muxes.

Spring 2009

EECS150
Example Distributed RAM (LUT RAM)

Example configuration: Single-port 256b x 1, registered output.

A 128 x 32b LUT RAM has a 1.1ns access time.
Distributed RAM Primitives

- Single-Port 32 x 1-bit RAM
- Dual-Port 32 x 1-bit RAM
- Quad-Port 32 x 2-bit RAM
- Simple Dual-Port 32 x 6-bit RAM
- Single-Port 64 x 1-bit RAM
- Dual-Port 64 x 1-bit RAM
- Quad-Port 64 x 1-bit RAM
- Simple Dual-Port 64 x 3-bit RAM
- Single-Port 128 x 1-bit RAM
- Dual-Port 128 x 1-bit RAM
- Single-Port 256 x 1-bit RAM

All are built from a single slice or less.

Remember, though, that the SLICEM LUT is naturally only 1 read and 1 write port.
Example Dual Port Configurations

**Figure 5-11:** Distributed RAM (RAM64X3SDP)

**Figure 5-6:** Distributed RAM (RAM32X2Q)
Distributed RAM Timing

Figure 5-27: Simplified Virtex-5 FPGA SLICEM Distributed RAM
### Table 1: Virtex-5 FPGA Family Members

<table>
<thead>
<tr>
<th>Device</th>
<th>Configurable Logic Blocks (CLBs)</th>
<th>Block RAM Blocks</th>
<th>CMTs(4)</th>
<th>PowerPC Processor Blocks</th>
<th>Endpoint Blocks for PCI Express</th>
<th>Ethernet MACs(5)</th>
<th>Max RocketIO Transceivers(6)</th>
<th>Total I/O Banks(8)</th>
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</table>
Block RAM Overview

- 36K bits of data total, can be configured as:
  - 2 independent 18Kb RAMs, or one 36Kb RAM.
- Each 36Kb block RAM can be configured as:
  - 64Kx1 (when cascaded with an adjacent 36Kb block RAM), 32Kx1, 16Kx2, 8Kx4, 4Kx9, 2Kx18, or 1Kx36 memory.
- Each 18Kb block RAM can be configured as:
  - 16Kx1, 8Kx2, 4Kx4, 2Kx9, or 1Kx18 memory.
- Write and Read are synchronous operations.
- The two ports are symmetrical and totally independent (can have different clocks), sharing only the stored data.
- Each port can be configured in one of the available widths, independent of the other port. The read port width can be different from the write port width for each port.
- The memory content can be initialized or cleared by the configuration bitstream.
• Note this is in the default mode, “WRITE_FIRST”. Other possible modes are “READ_FIRST”, and “NO_CHANGE”.
• Optional output register, would delay appearance of output data by one cycle.
• Maximum clock rate, roughly 400MHz.
Verilog Synthesis Notes

- Block RAMS and LUT RAMS all exist as primitive library elements (similar to FDRSE). However, it is much more convenient to use inference.
- Depending on how you write your verilog, you will get either a collection of block RAMs, a collection of LUT RAMs, or a collection of flip-flops.
- The synthesizer uses size, and read style (synch versus asynch) to determine the best primitive type to use.
- It is possible to force mapping to a particular primitive by using synthesis directives. However, if you write your verilog correctly, you will not need to use directives.
- The synthesizer has limited capabilities (eg., it can combine primitives for more depth and width, but is limited on porting options). Be careful, as you might not get what you want.
Inferring RAMs in Verilog

// 64X1 RAM implementation using distributed RAM

module ram64X1 (clk, we, d, addr, q);
input clk, we, d;
input [5:0] addr;
output q;

reg [63:0] temp;
always @ (posedge clk)
  if(we)
    temp[addr] <= d;
assign q = temp[addr];
endmodule

Verilog reg array used with "always @ (posedge ... infers memory array.

Asynchronous read infers LUT RAM.
//
// Multiple-Port RAM Descriptions
//
module v_rams_17 (clk, we, wa, ra1, ra2, di, do1, do2);
  input  clk;
  input  we;
  input  [5:0] wa;
  input  [5:0] ra1;
  input  [5:0] ra2;
  input  [15:0] di;
  output [15:0] do1;
  output [15:0] do2;
  reg    [15:0] ram [63:0];
  always @(posedge clk)
  begin
    if (we)
      ram[wa] <= di;
  end
assign do1 = ram[ra1];
assign do2 = ram[ra2];
endmodule

Multiple reference to same array.
Block RAM Inference

//
// Single-Port RAM with Synchronous Read
//
module v_rams_07 (clk, we, a, di, do);
  input  clk;
  input  we;
  input  [5:0] a;
  input  [15:0] di;
  output [15:0] do;
  reg    [15:0] ram [63:0];
  reg    [5:0] read_a;
  always @(posedge clk) begin
    if (we)
      ram[a] <= di;
    read_a <= a;  // Synchronous read (registered read address) infers Block RAM
  end
  assign do = ram[read_a];
endmodule
Block RAM initialization

module RAMB4_S4 (data_out, ADDR, data_in, CLK, WE);
    output[3:0] data_out;
    input [2:0] ADDR;
    input [3:0] data_in;
    input CLK, WE;
    reg [3:0] mem [7:0];
    reg [3:0] read_addr;

    initial
        begin
            $readmemb("data.dat", mem);
        end

    always@(posedge CLK)
        read_addr <= ADDR;

    assign data_out = mem[read_addr];

    always @(posedge CLK)
        if (WE) mem[ADDR] = data_in;

endmodule

"data.dat" contains initial RAM contents, it gets put into the bitfile and loaded at configuration time. (Remake bits to change contents)
module test (data0, data1, waddr0, waddr1, we0, we1, clk0, clk1, q0, q1);

parameter d_width = 8;  parameter addr_width = 8; parameter mem_depth = 256;

input [d_width-1:0] data0, data1;
input [addr_width-1:0] waddr0, waddr1;
input we0, we1, clk0, clk1;

reg [d_width-1:0] mem [mem_depth-1:0]
reg [addr_width-1:0] reg_waddr0, reg_waddr1;
output [d_width-1:0] q0, q1;

assign q0 = mem[reg_waddr0];
assign q1 = mem[reg_waddr1];

always @(posedge clk0)
begin
  if (we0)
    mem[waddr0] <= data0;
    reg_waddr0 <= waddr0;
end

always @(posedge clk1)
begin
  if (we1)
    mem[waddr1] <= data1;
    reg_waddr1 <= waddr1;
end

endmodule
Processor Design Considerations (1/2)

• Register File: Consider distributed RAM (LUT RAM)
  - Size is close to what is needed: distributed RAM primitive configurations are 32 or 64 bits deep. Extra width is easily achieved by parallel arrangements.
  - LUT-RAM configurations offer multi-porting options - useful for register files.
  - Asynchronous read, might be useful by providing flexibility on where to put register read in the pipeline.

• Instruction / Data Caches: Consider Block RAM
  - Higher density, lower cost for large number of bits
  - A single 36kbit Block RAM implements 1K 32-bit words.
  - Configuration stream based initialization, permits a simple “boot strap” procedure.

• Other Memories? FIFOs? Video “Frame Buffer”? How big?
More generally, how does software interface to I/O devices?

*ZBT* (ZBT stands for zero bus turnaround) — the turnaround is the number of clock cycles it takes to change access to the SRAM from write to read and vice versa. The turnaround for ZBT SRAMs or the latency between read and write cycle is zero.

“ZBT” synchronous SRAM, 9 Mb on 32-bit data bus, with four “parity” bits 256K x 36 bits (located under the removable LCD)
More generally, how does software interface to I/O devices?

*SO-DIMM* stands for small outline dual in-line memory module. SO-DIMMS are often used in systems which have space restrictions such as notebooks.

*DDR2* stands for second generation double data rate. DDR transfers data both on the rising and falling edges of the clock signal.

256 MByte DDR2 DRAM with 400MHz data rate.