

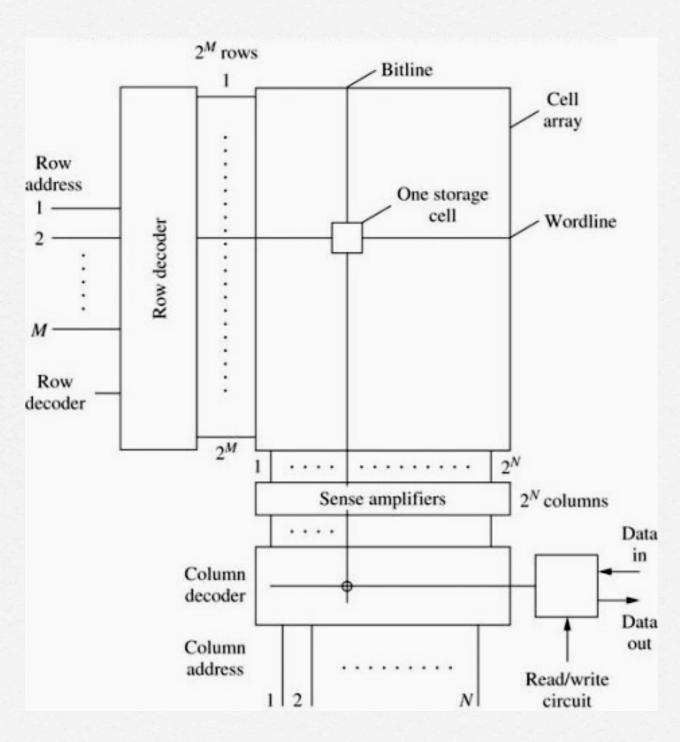
ROM Memory and Decoders

INEL4207 - April 27, 2011

Read-Only Memory (ROM)

- · Non-volatile
- ROM is often needed in digital systems such as:
 - -Holding the instruction set for a microprocessor
 - -Firmware

A 256-MByte Memory Chip

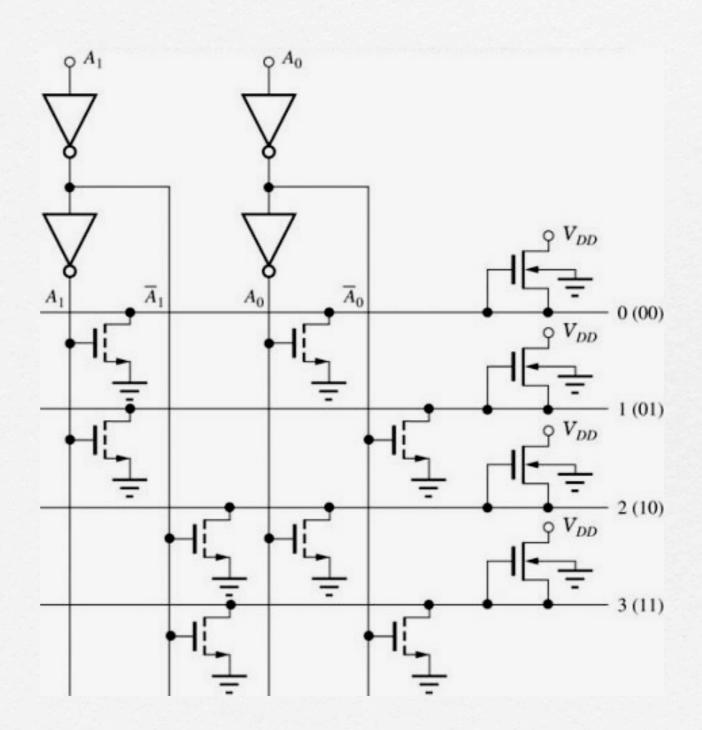


- Memory block contains
 2^{M+N} storage locations
- · When a bit is selected,
 - sense amplifiers:
 used to read/
 write to the RAM location

NMOS NOR Address

Output 0 is high if both
 Ao and A1 are low

ROW
$$0 = (A1 + A0)'$$



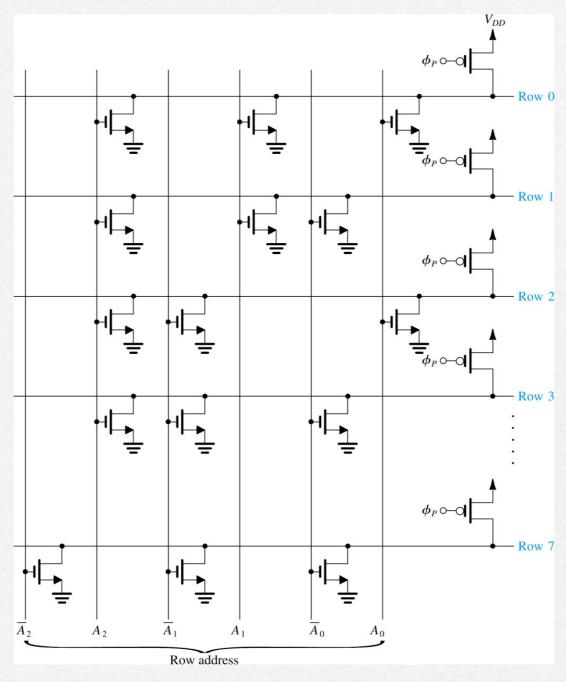


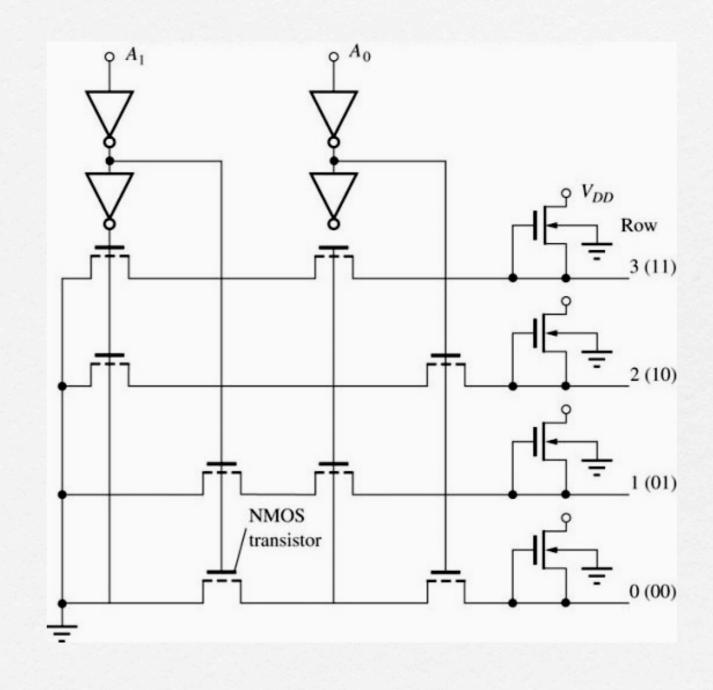
Figure 16.25 A NOR address decoder in array form. One out of eight lines (row lines) is selected using a 3-bit address.

NMOS NAND Address Decoders

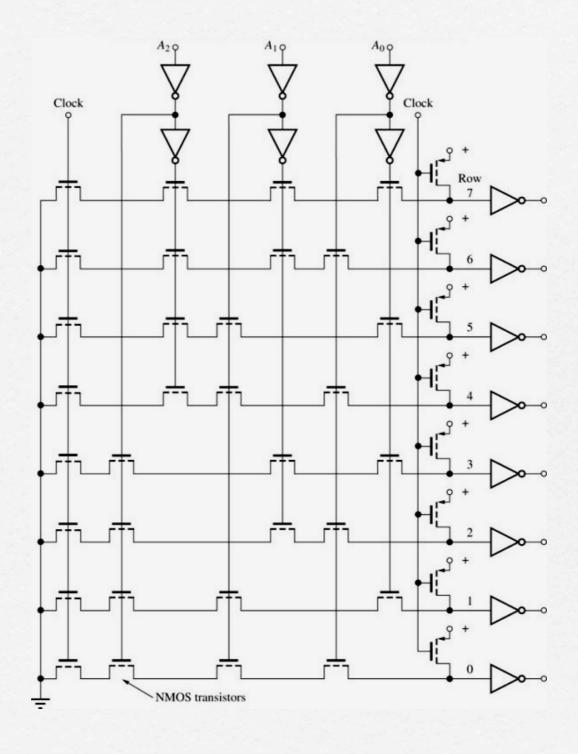
 Output 3 is low if both A0 and A1 are high

ROW 0 =
$$(A_{1}'A_{0}')'$$

ROW 1 = $(A_{1}'A_{0})'$
ROW 2 = $(A_{1}A_{0}')'$
ROW 3 = $(A_{1}A_{0})'$

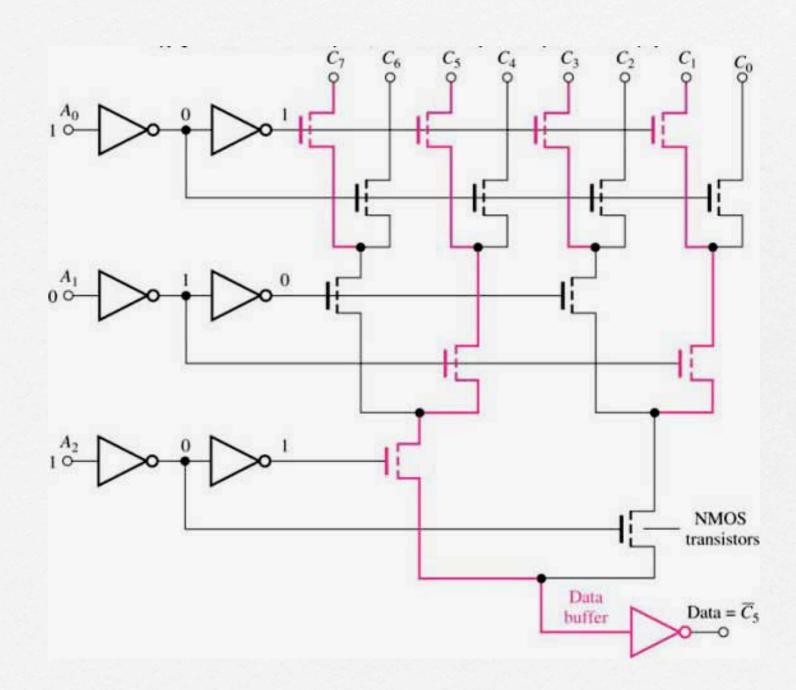


Domino CMOS Address Decoders



Pass-transistor Column Decoder

 3-bit column data selector using passtransistor logic



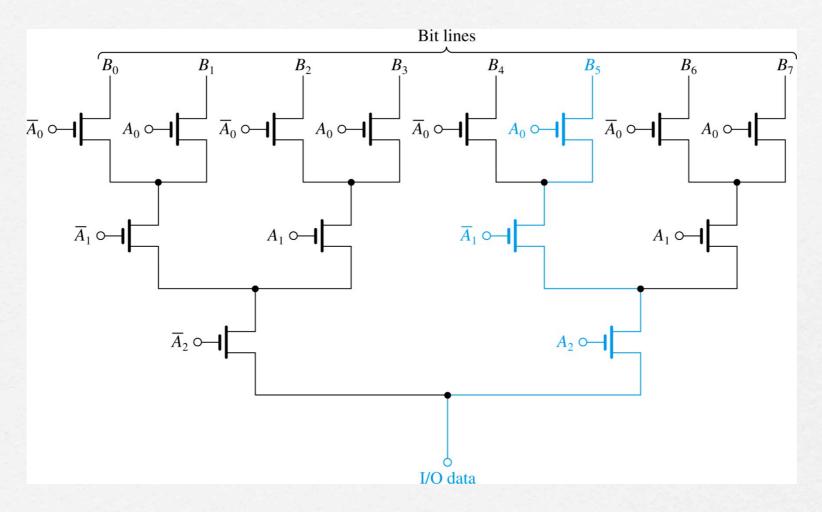


Figure 16.27 A tree column decoder. Note that the colored path shows the transistors that are conducting when $A_0 = 1$, $A_1 = 0$, and $A_2 = 1$, the address that results in connecting B_5 to the data line.

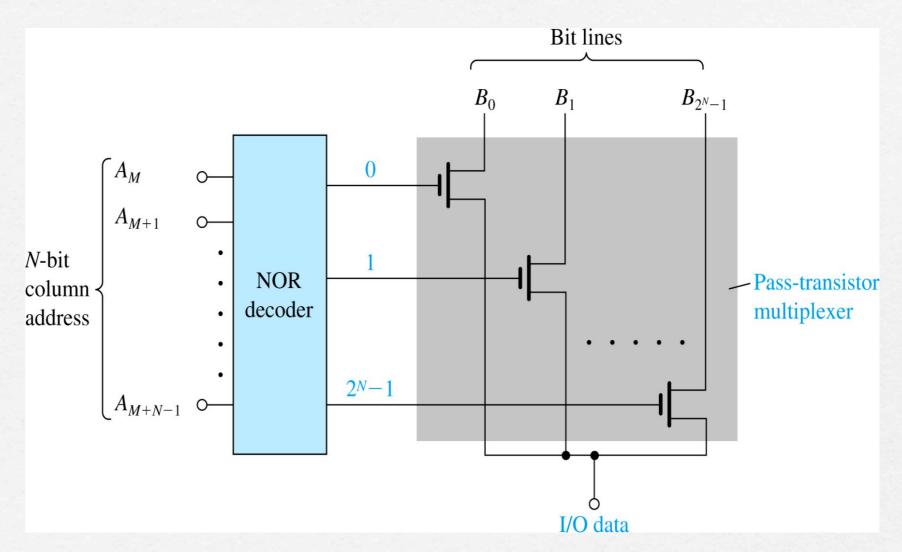
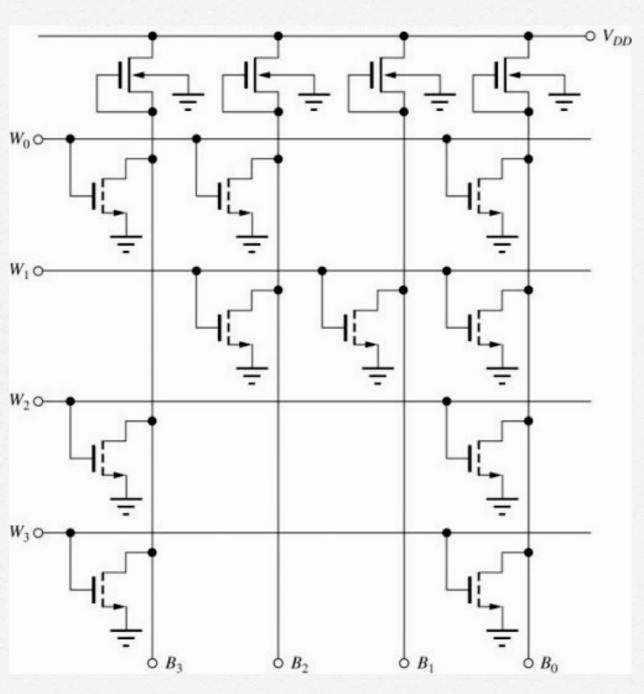


Figure 16.26 A column decoder realized by a combination of a NOR decoder and a pass-transistor multiplexer.

Read-Only Memory (ROM)



- The basic structure of the NMOS static ROM is shown in the figure
- The existence of a NMOS means a "O" is stored at that address otherwise a "1" is stored
- The major downfall to this particular circuit is that it dissipates a lot of power

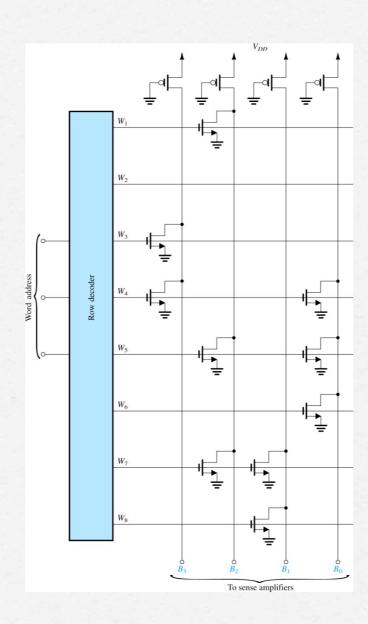
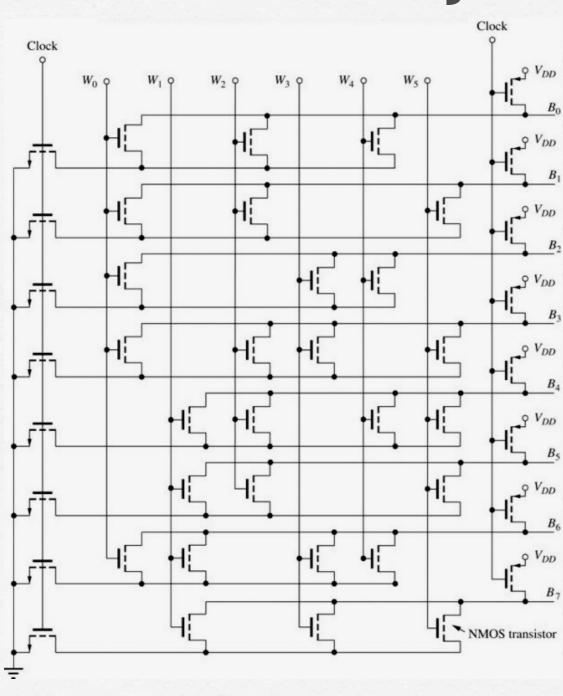


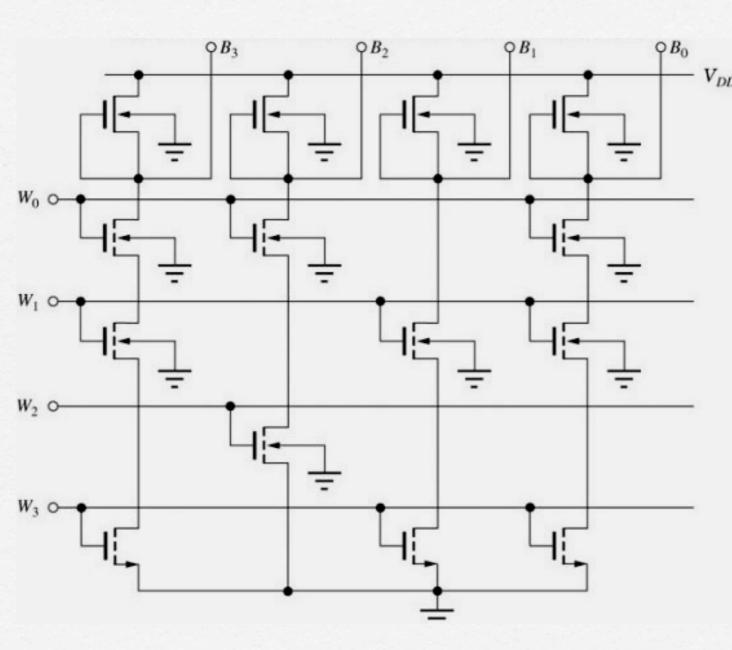
Figure 16.30 A simple MOS ROM organized as 8 words ×4 bits.

Read-Only Memory (ROM)



• The domino CMOS ROM is one technique used to lower the amount of power dissipation

NAND-array structure ROM



- Can be directly used with NAND decoder
- · Active-low word bits:
 - -All W's are HIGH except selected row
 - -absence of FET makes bit low;
 - -presence makes bit high

