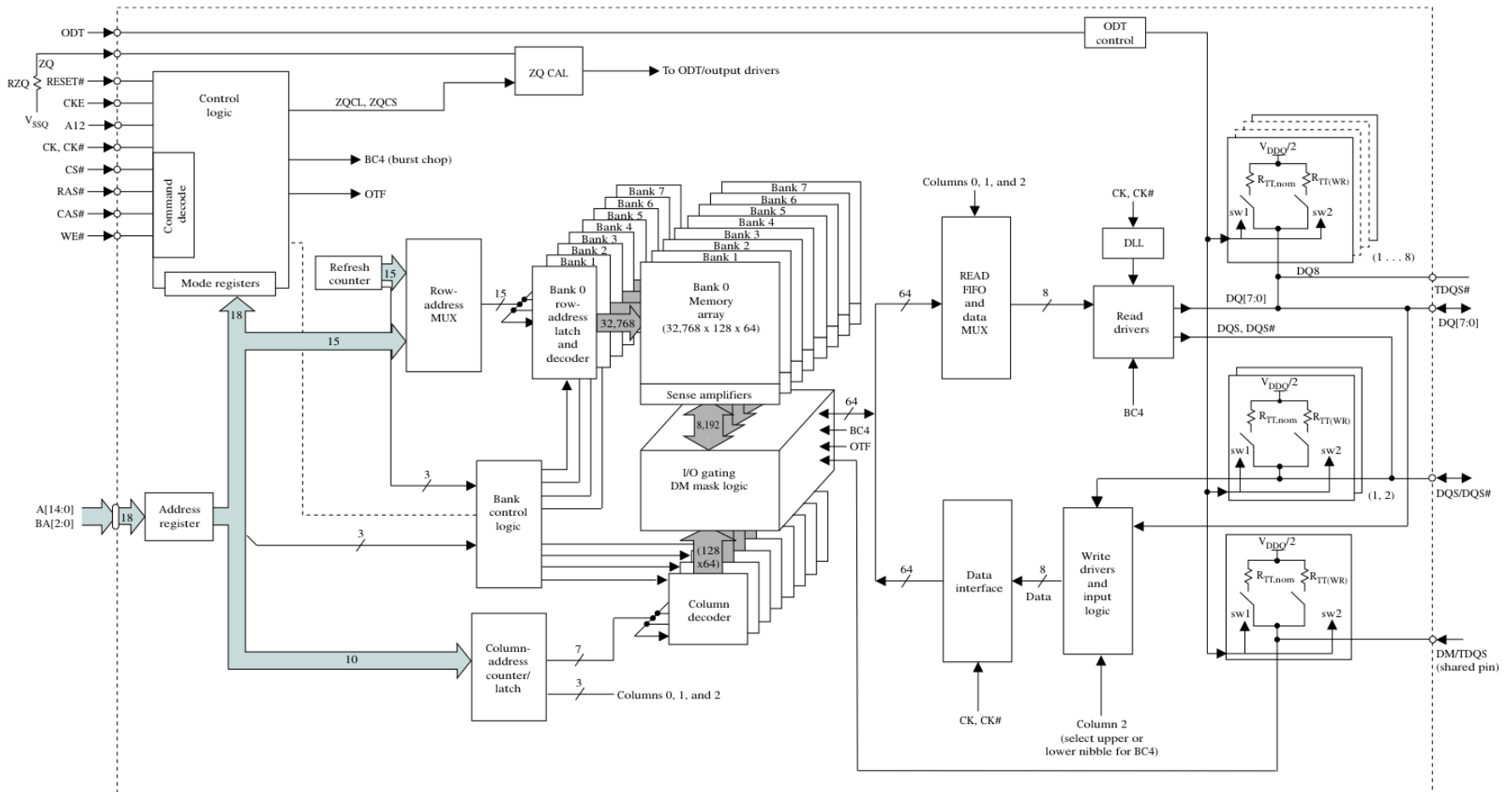


DDR3 Synchronous DRAM Memory

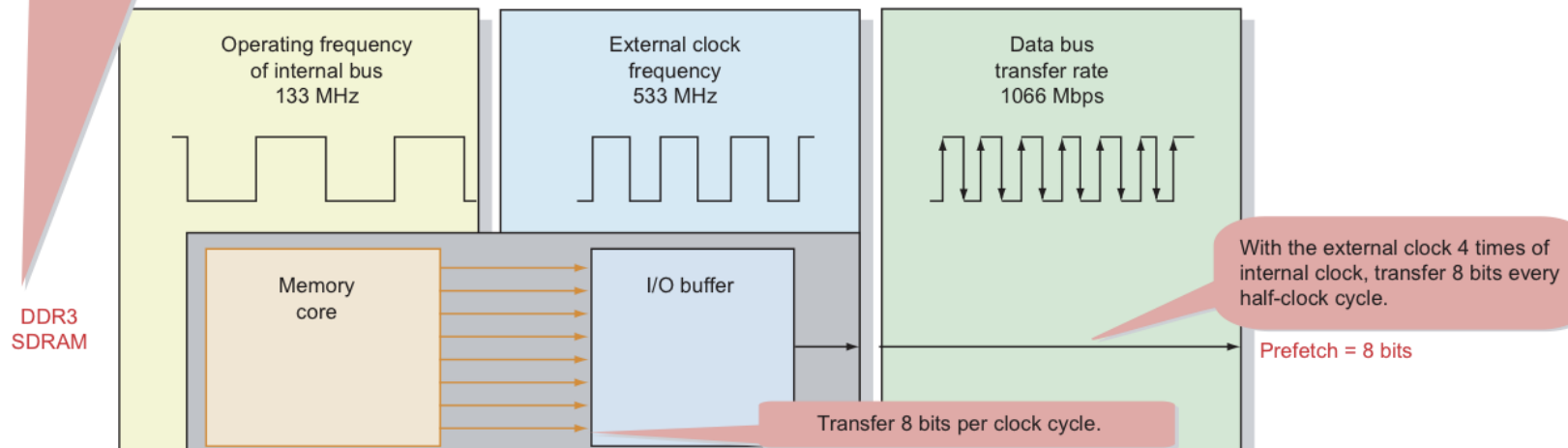
- ◆ DDR data transfer
- ◆ Burst read and write
- ◆ Simultaneous multiple bank operation
- ◆ Command sequencing and pipelining
- ◆ Read/Write leveling

Figure 4: 256 Meg x 8 Functional Block Diagram



8-bit prefetch/burst length

Since 8 bits at a time are read from DDR3 memory into the I/O buffer, so even if the data bus is handling transfer at a rate of 1066 Mbps, the internal bus operating at 133 MHz will be capable of handling this if there is little other load, so high-speed operation is realized.



Commands

◆ PRECHARGE

- ⇒ Ready BANK for an ACTIVATE (closes currently active row)
- ⇒ Read and Write may issue an auto-precharge

◆ ACTIVATE

- ⇒ Open a ROW in a BANK for access (Row Address)
- ⇒ ROW remains active until a Precharge

◆ READ

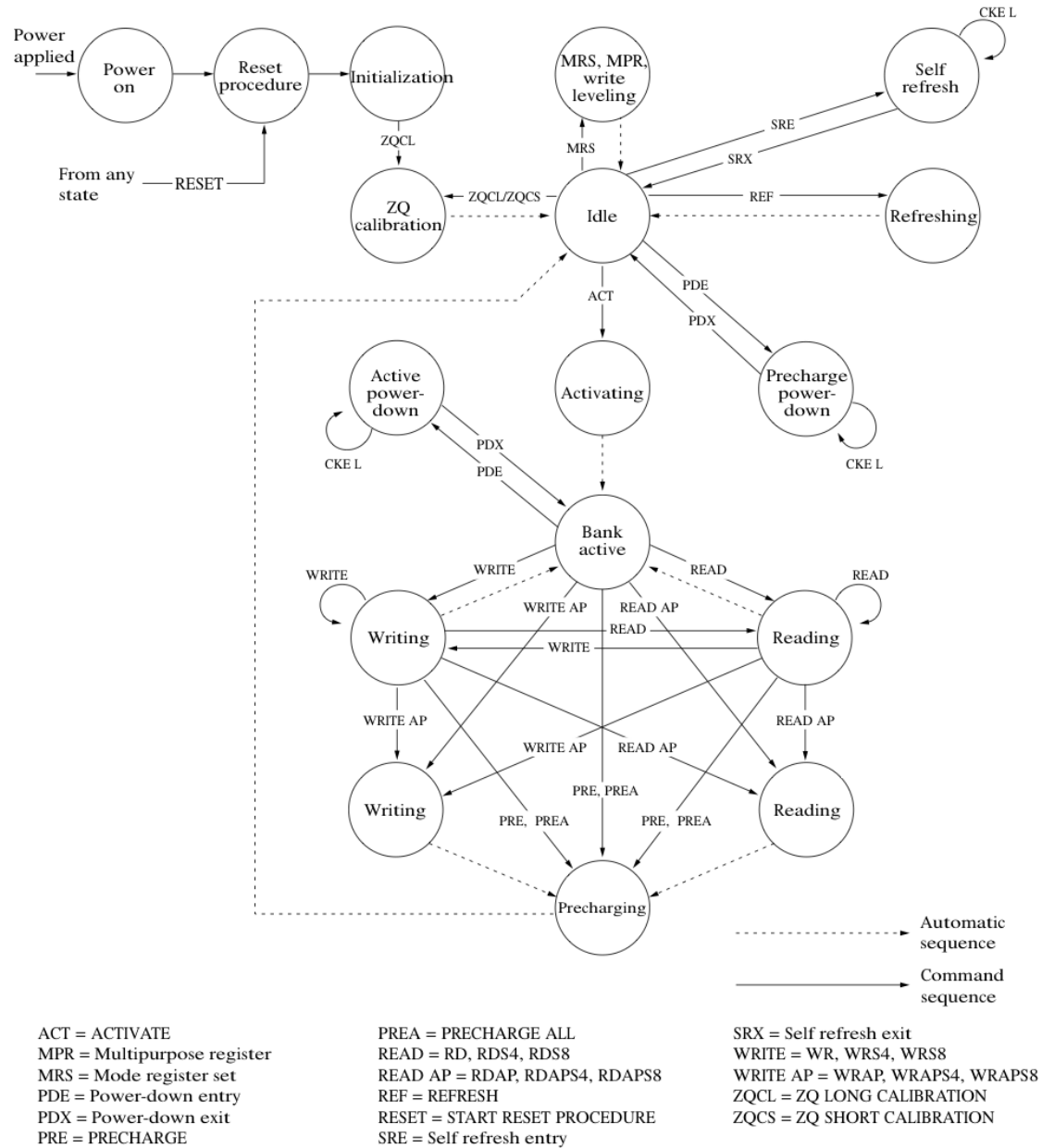
- ⇒ Initiate a burst read from an active ROW in a BANK

◆ WRITE

- ⇒ Initiate a burst write to an active ROW in a BANK

◆ REFRESH/SELF REFRESH

Figure 2: Simplified State Diagram



Reads

Figure 67: READ Latency

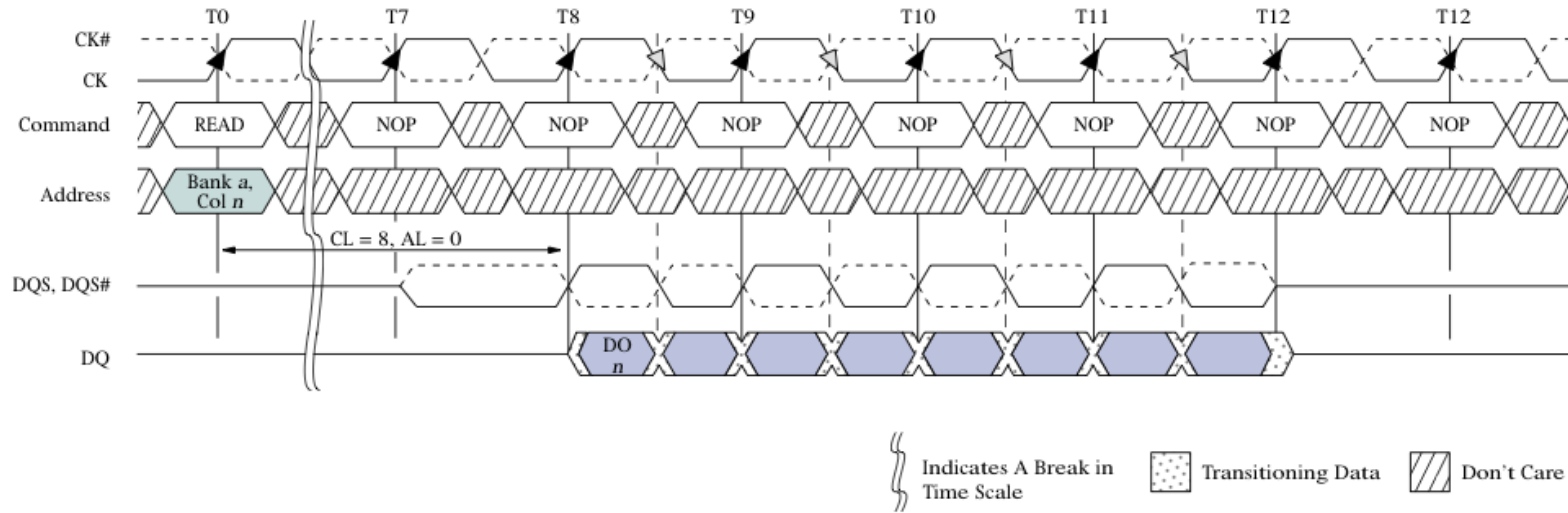
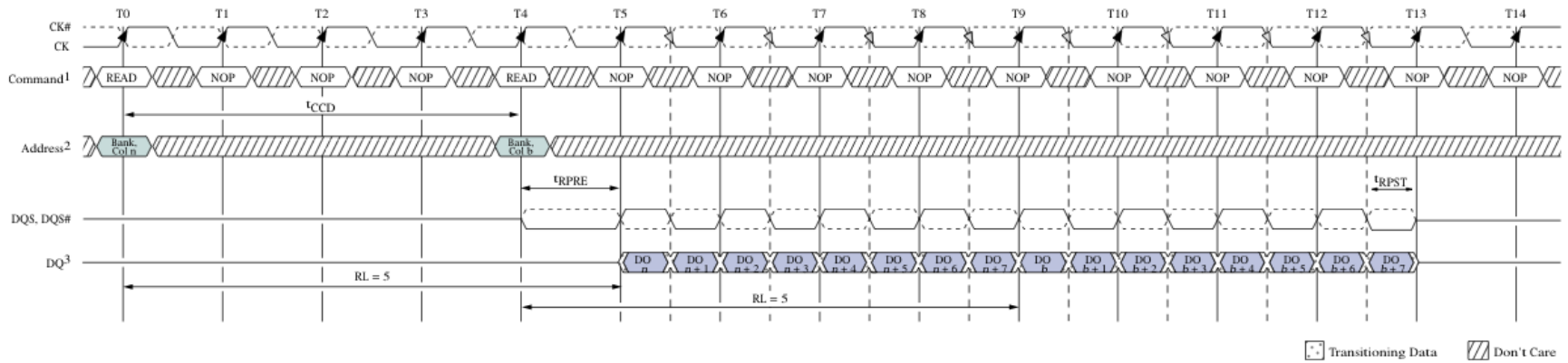


Figure 68: Consecutive READ Bursts (BL8)



Writes

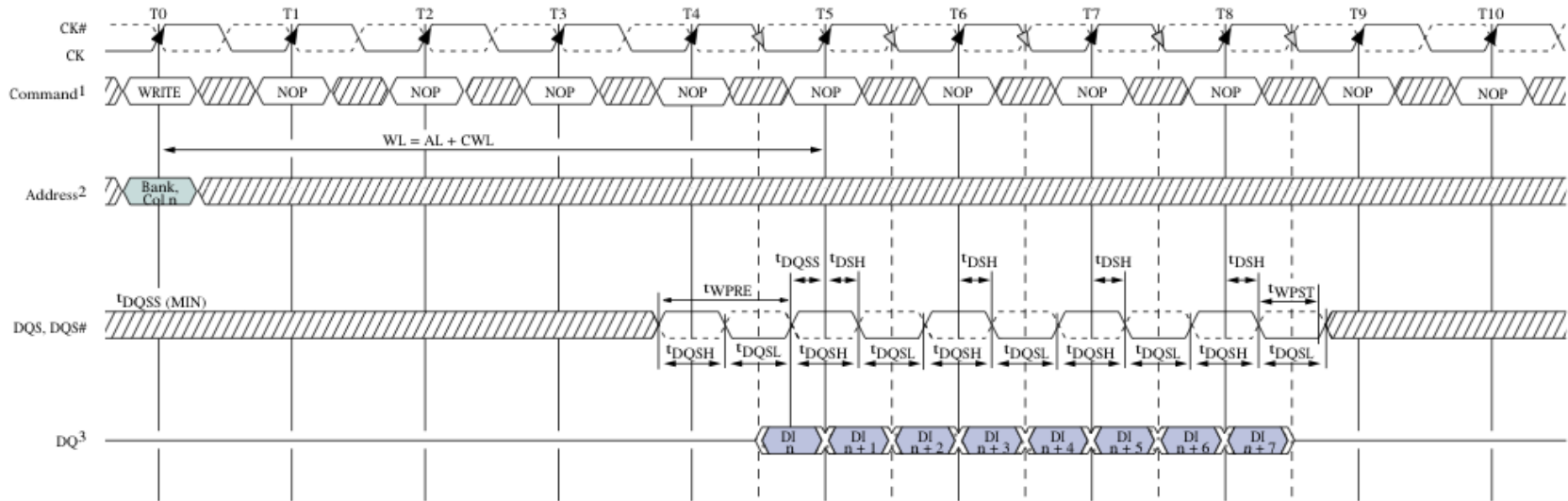
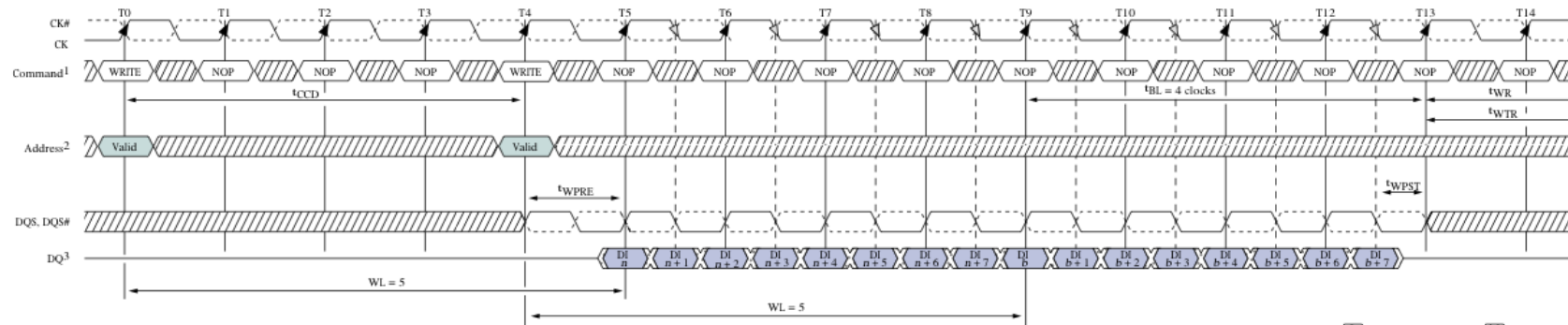


Figure 85: Consecutive WRITE (BL8) to WRITE (BL8)



Commands – Truth Tables

Table 69: Truth Table – Command

Notes 1–5 apply to the entire table

Function	Symbol	CKE		CS#	RAS#	CAS#	WE#	BA [2:0]	An	A12	A10	A[11, 9:0]	Notes	
		Prev. Cycle	Next Cycle											
MODE REGISTER SET	MRS	H	H	L	L	L	L	BA	OP code					
REFRESH	REF	H	H	L	L	L	H	V	V	V	V	V		
Self refresh entry	SRE	H	L	L	L	L	H	V	V	V	V	V	6	
Self refresh exit	SRX	L	H	H	V	V	V	V	V	V	V	V	6, 7	
				L	H	H	H							
Single-bank PRECHARGE	PRE	H	H	L	L	H	L	BA	V	V	L	V		
PRECHARGE all banks	PREA	H	H	L	L	H	L	V		V	H	V		
Bank ACTIVATE	ACT	H	H	L	L	H	H	BA	Row address (RA)					
WRITE	BL8MRS, BC4MRS	WR	H	H	L	H	L	L	BA	RFU	V	L	CA	8
	BC4OTF	WRS4	H	H	L	H	L	L	BA	RFU	L	L	CA	8
	BL8OTF	WRS8	H	H	L	H	L	L	BA	RFU	H	L	CA	8
WRITE with auto precharge	BL8MRS, BC4MRS	WRAP	H	H	L	H	L	L	BA	RFU	V	H	CA	8
	BC4OTF	WRAPS4	H	H	L	H	L	L	BA	RFU	L	H	CA	8
	BL8OTF	WRAPS8	H	H	L	H	L	L	BA	RFU	H	H	CA	8
READ	BL8MRS, BC4MRS	RD	H	H	L	H	L	H	BA	RFU	V	L	CA	8
	BC4OTF	RDS4	H	H	L	H	L	H	BA	RFU	L	L	CA	8
	BL8OTF	RDS8	H	H	L	H	L	H	BA	RFU	H	L	CA	8
READ with auto precharge	BL8MRS, BC4MRS	RDAP	H	H	L	H	L	H	BA	RFU	V	H	CA	8
	BC4OTF	RDAPS4	H	H	L	H	L	H	BA	RFU	L	H	CA	8
	BL8OTF	RDAPS8	H	H	L	H	L	H	BA	RFU	H	H	CA	8
NO OPERATION	NOP	H	H		H	H	H	V	V	V	V	V	9	
Device DESELECTED	DES	H	H	H	X	X	X	X	X	X	X	X	10	
Power-down entry	PDE	H	L	L	H	H	H	V	V	V	V	V	6	
				H	V	V	V							
Power-down exit	PDX	L	H	L	H	H	H	V	V	V	V	V	6, 11	
				H	V	V	V							
ZQ CALIBRATION LONG	ZQCL	H	H	L	H	H	L	X	X	X	H	X	12	
ZQ CALIBRATION SHORT	ZQCS	H	H	L	H	H	L	X	X	X	L	X		

Mode Registers

- ◆ Burst length: 4/8/dynamic
- ◆ READ burst type: Sequential/Interleaved

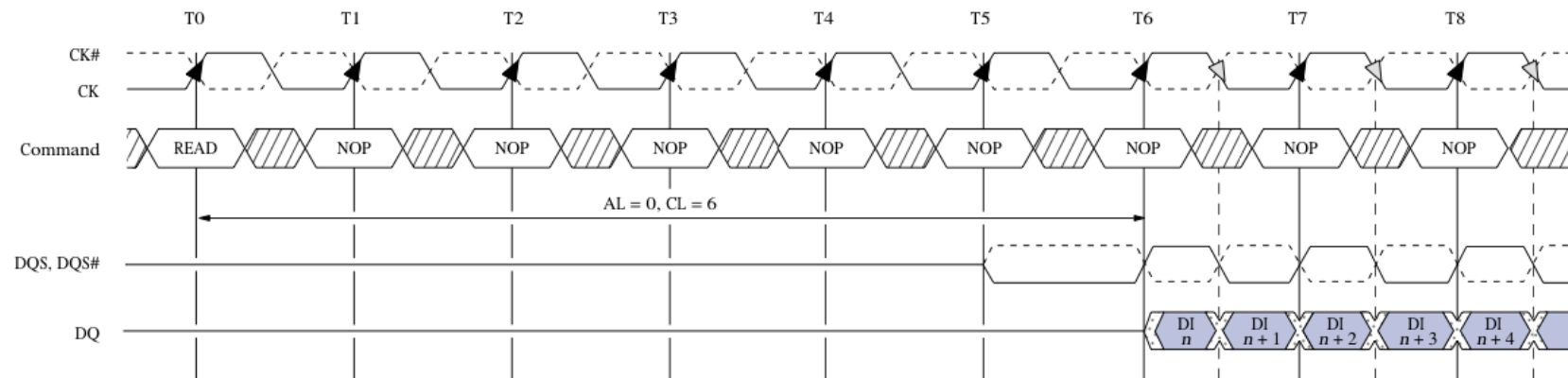
8	READ	0 0 0	0, 1, 2, 3, 4, 5, 6, 7	0, 1, 2, 3, 4, 5, 6, 7	1
		0 0 1	1, 2, 3, 0, 5, 6, 7, 4	1, 0, 3, 2, 5, 4, 7, 6	1
		0 1 0	2, 3, 0, 1, 6, 7, 4, 5	2, 3, 0, 1, 6, 7, 4, 5	1
		0 1 1	3, 0, 1, 2, 7, 4, 5, 6	3, 2, 1, 0, 7, 6, 5, 4	1
		1 0 0	4, 5, 6, 7, 0, 1, 2, 3	4, 5, 6, 7, 0, 1, 2, 3	1
		1 0 1	5, 6, 7, 4, 1, 2, 3, 0	5, 4, 7, 6, 1, 0, 3, 2	1
		1 1 0	6, 7, 4, 5, 2, 3, 0, 1	6, 7, 4, 5, 2, 3, 0, 1	1
		1 1 1	7, 4, 5, 6, 3, 0, 1, 2	7, 6, 5, 4, 3, 2, 1, 0	1
	WRITE	V V V	0, 1, 2, 3, 4, 5, 6, 7	0, 1, 2, 3, 4, 5, 6, 7	1, 3

- ◆ Write Recovery: clock cycles

Mode Registers (cont)

- ◆ CAS Read Latency: clock cycles READ to data output

Figure 53: READ Latency



Mode Registers (cont)

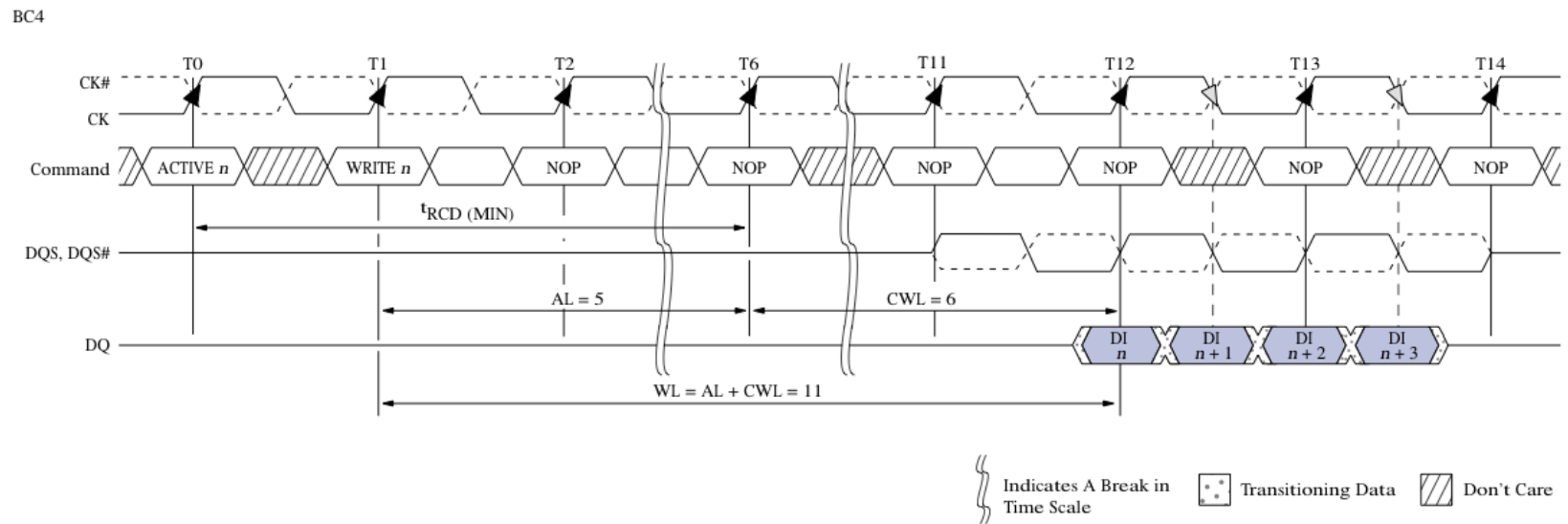
- ◆ Additive Latency

- ⇒ Allows ACTIVATE – READ/WRITE to be done together
- ⇒ AL holds back READ/WRITE for n clock cycles

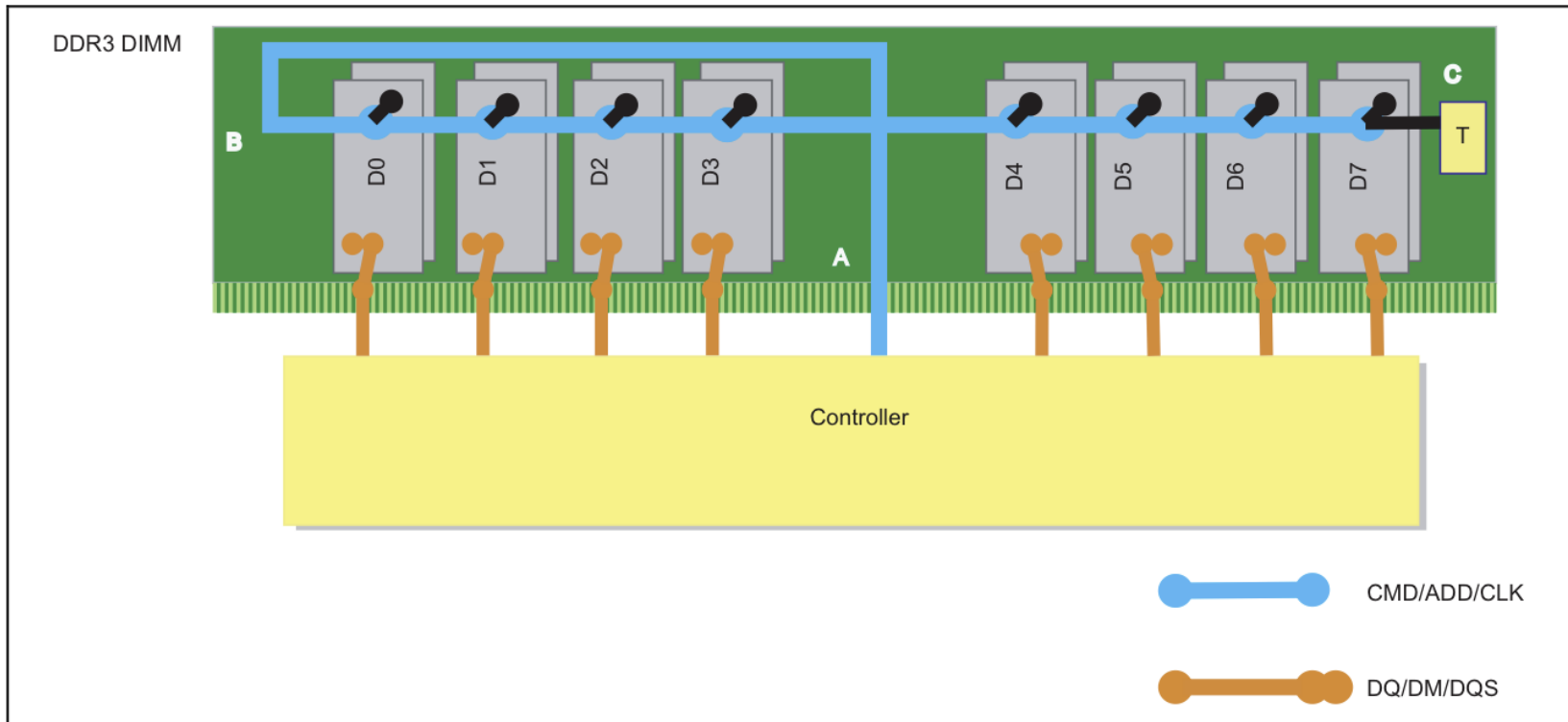
Mode Registers (cont)

◆ CAS Write Latency

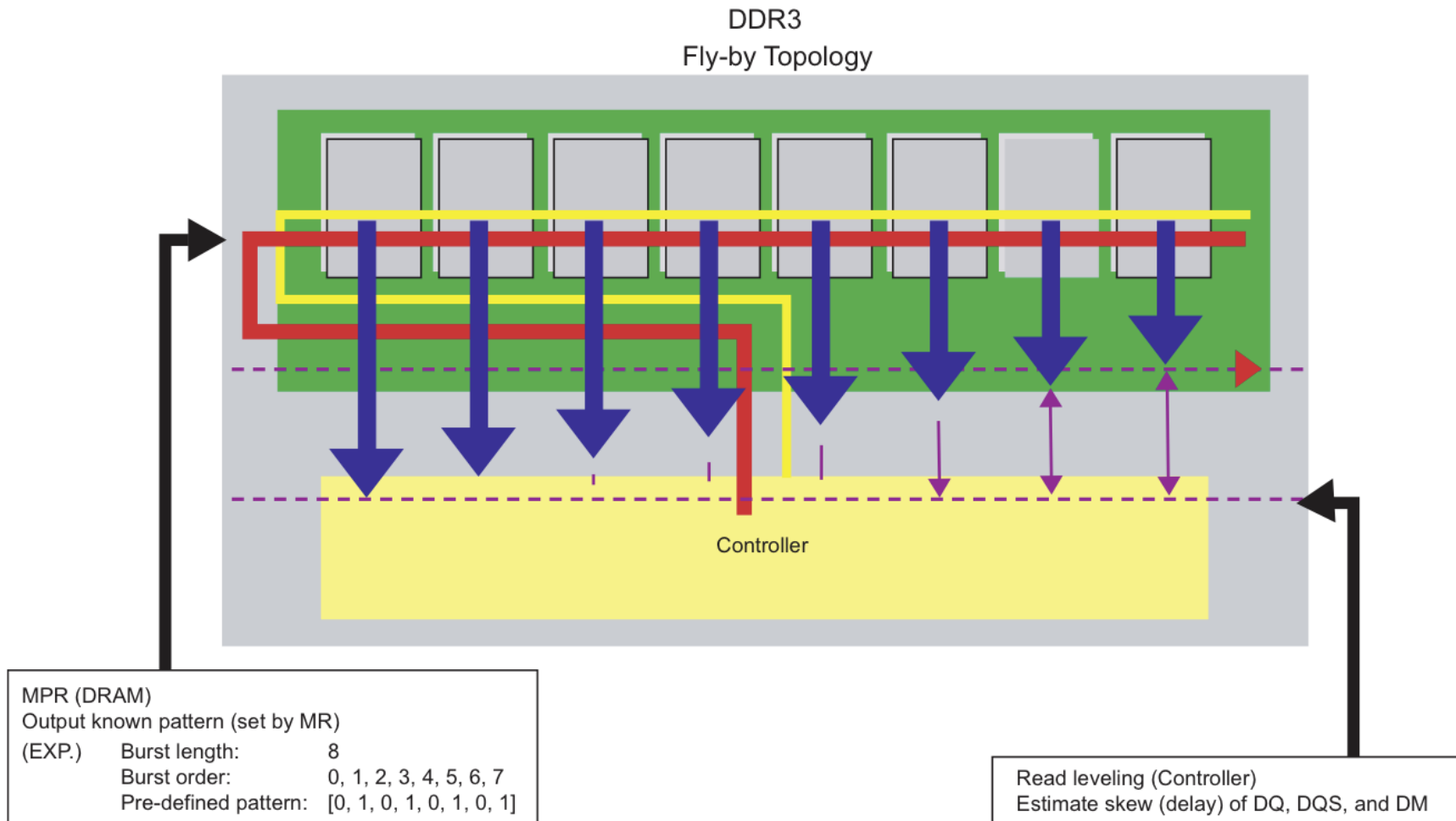
Figure 57: CAS Write Latency



“Fly-by” clocking – Source Synchronous



“Fly-by” and Read Leveling



DDR3 Synchronous DRAM

Write-Leveling

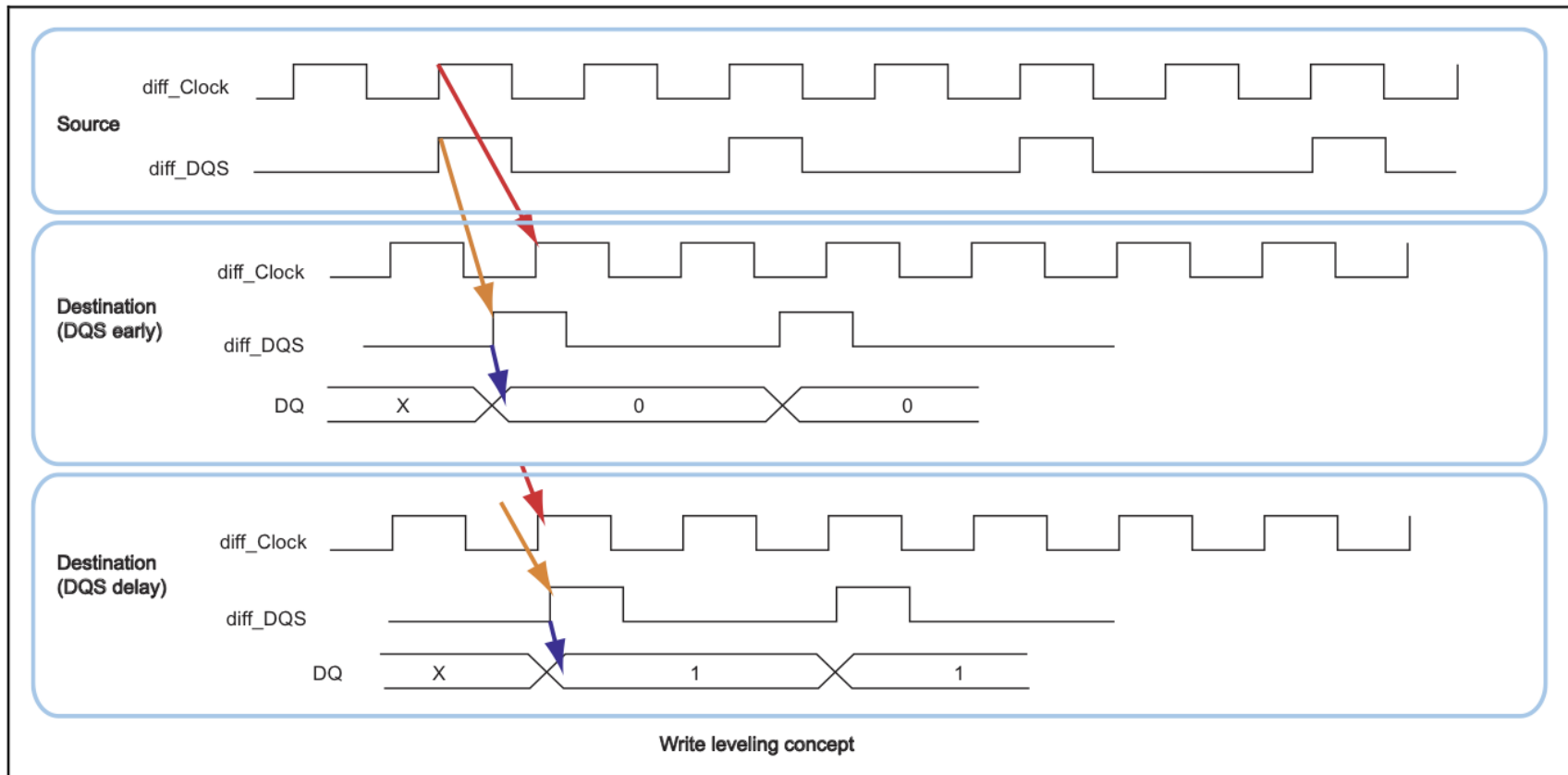


Figure 1-7 Conceptual Diagram of Write Leveling

Memory Bandwidth

- ◆ Accesses to same row are fast
 - ⇒ Back-to-back reads/writes to row
- ◆ Changing rows costs time
 - ⇒ PRECHARGE/ACTIVATE
- ◆ Multiple bank accesses can be overlapped
 - ⇒ Interleave bank accesses
 - ⇒ Pipeline/overlap PRECHARGE/ACTIVATE
 - ⇒ Good for random access