



**LaACES
Student
Ballooning
Course**

Memory and Data Storage Devices



Memory Devices

Memory devices are electronic devices that store information for immediate use in electronic hardware. Memory devices utilize **digital logic** to perform their operations.

Examples:

- EEPROM
- RAM
- Flash Memory



Building Blocks of Memory

Memory devices are often constructed on a hardware level with logic gates and simple memory circuits such as latches and flip-flops.

Types of Logic Gates:

- AND, OR, NOT, NAND, NOR

Types of Latches

- SR NOR, SR NAND, SR AND-OR

Types of Flip-Flops

- D Flip-Flop, T Flip-Flop, JK Flip-Flop



Memory Types

There are two main types of memory devices:
volatile and non-volatile

Volatile Memory is memory that requires power to maintain stored information (Ex. RAM)

By contrast, **Non-Volatile Memory** is computer memory that stores information even after power has been cycled. (Ex. Flash memory)



ROM

- **Read-Only Memory (ROM)** is a type of non-volatile memory used to store programs and data
- Traditional ROM cannot be changed after it has been written
- EEPROM and EPROM are types of ROM that can be changed after the initial programming. The write time for such devices is often relatively slow
- EEPROMs have a finite amount of times it be erased and rewritten
- Often used to store software or data that is rarely changed (ex. firmware, lookup tables)



Flash Memory

- Flash memory is a type of non-volatile computer memory that can be erased and reprogrammed
- Flash memory is based on EEPROM with larger memory block sizes
 - Technically Flash is a type of EEPROM
 - Usually “EEPROM” use NOR and “Flash” use NAND
 - “EEPROM” small, “Flash” large
- Flash memory is often used for large solid-state digital storage
- Solid-state hard drives are often made using flash memory



RAM

- **Random Access Memory (RAM)** is a type of volatile computer memory where memory cells can be accessed in any order
- Since programs do not need to look up addresses for memory, RAM is significantly faster than other memory devices
- RAM is often used for programs or software that are actively being used



Magnetic Hard Disk Drive

- **Hard disk drives** are non-volatile memory devices used for storing large amount of data
- Data is stored in individual blocks of memory that can be stored or retrieved in any order
- Data is saved by magnetizing ferromagnetic material on a disk using a magnetic lever. The encoding allows for data to be stored even when power is lost
- Primarily used as secondary storage devices for computers.



SD Cards

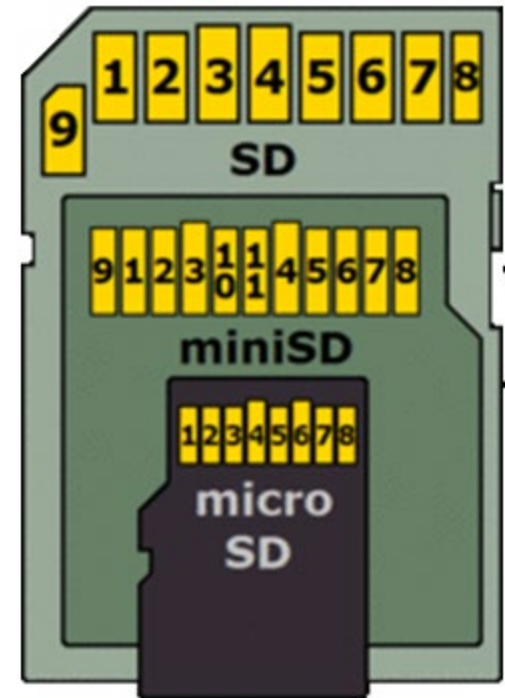
- Secure Digital (SD) cards are a type of non-volatile memory devices used for portable devices
- SD cards utilize flash memory to store large quantities of data in a small physical size
- SD Cards are available in multiple storages size ranging from 512 MB to 1 TB
- SD, SDHC, SDXC, SDUC are simply standards of increasing size and write speed and generally not important for Arduino usage





SD Cards Physical Details

- SD cards are available in three physical sizes: standard, miniSD, and microSD
- Standard: 32 mm x 24 mm x 2.1 mm
- Mini: 32 x 20 mm x 1.4 mm
- Micro: 15 mm x 11mm x 1.0 mm
- The pinout for each size varies





SD Cards File Systems

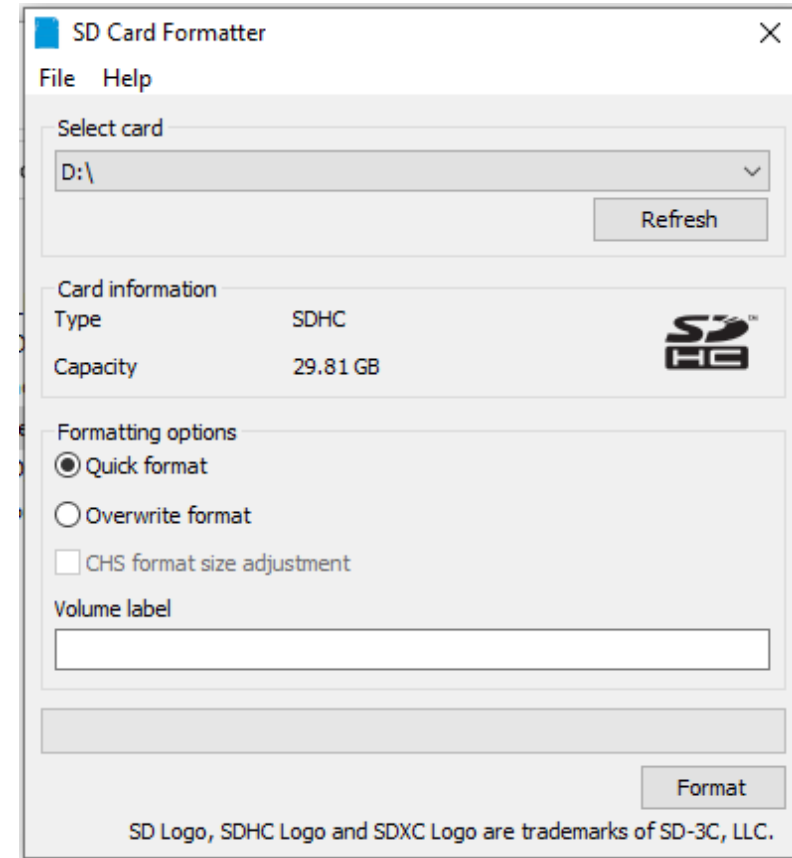
- An SD card (or any storage device) uses a particular format to store/arrange its files.
- The file system places maximum limits on the total storage size and on single file size
- For SD cards you are likely to encounter one of the versions of the File Allocation Table (FAT)
 - Under 2GB have FAT16
 - 2- 32 GB FAT32
 - >32 GB exFAT
- One detail to keep in mind is that a libraries that are compatible with larger file systems will require larger amounts of the Arduinos RAM

File System	Max Volume Size	Maximum Single File Size
FAT16	2 GB	2 GB
FAT32	32 GB	4 GB
ExFAT	128 PetaB	2 ExaB



Using the SD Formatting Utility

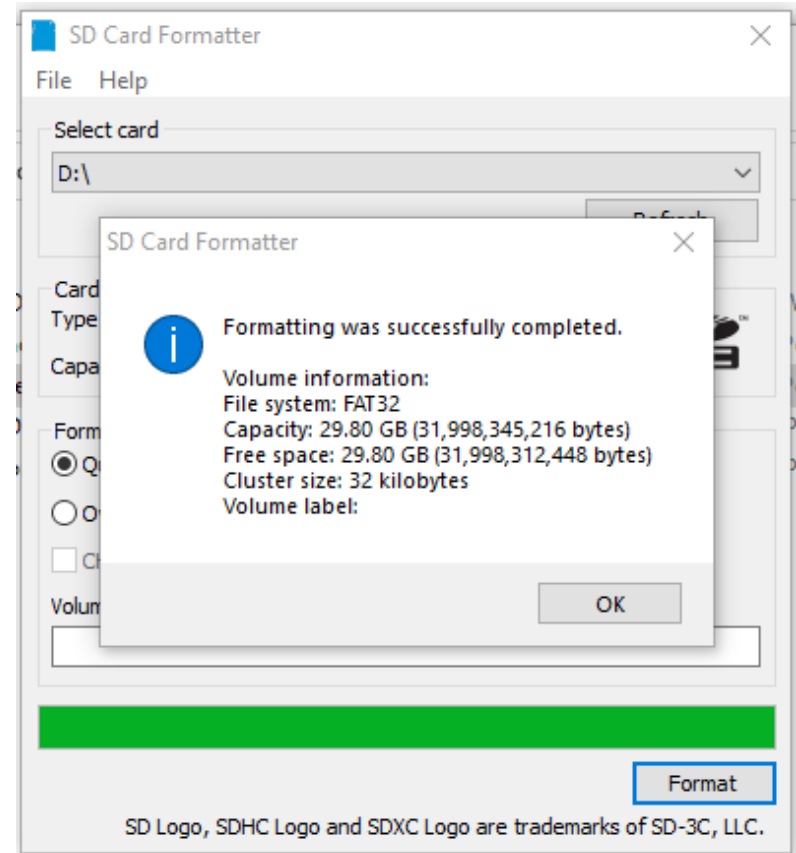
- It is useful to be able to completely erase the SD using the formatting utility Utility from the SD card Association
- Download the correct version for your operating system
- Formatting the card will erase all the data on the card
- When the SD card is inserted into the computer the Card should appear under the select card drop down and the Card Information should update





Formatting FAT32

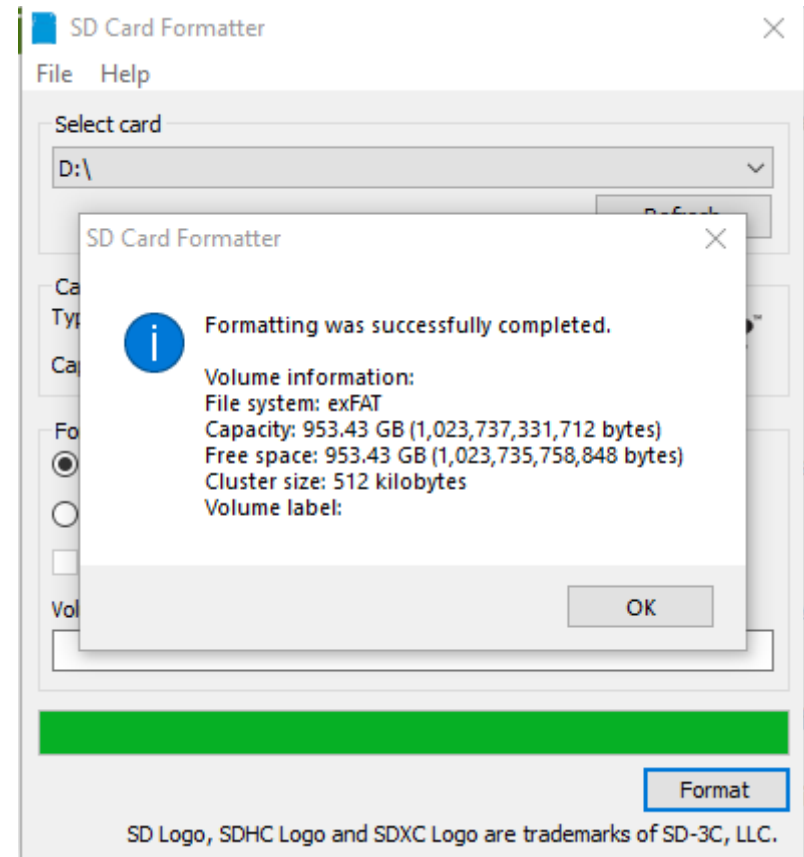
- The utility will automatically select the appropriate file system for the size card.
- You can see here that the 32GB SD card was formatted in FAT32





Formatting ExFAT

- And here a 1 TB SD card was formatted to exFAT
- It is important to know which file system was selected because not all file systems are supported by all libraries
- Also, note there are 2 format options
 - Quick – just marks the space as available to overwrite
 - Overwrite – Actually erases the data by overwriting it





Write Speed Standards

- You may see references to the “Class” or markings like those shown to the right
- These refer to write speed standard the card must achieve
- These speeds are far higher than the Arduino will be able to achieve so not a specification we need to be concerned about

