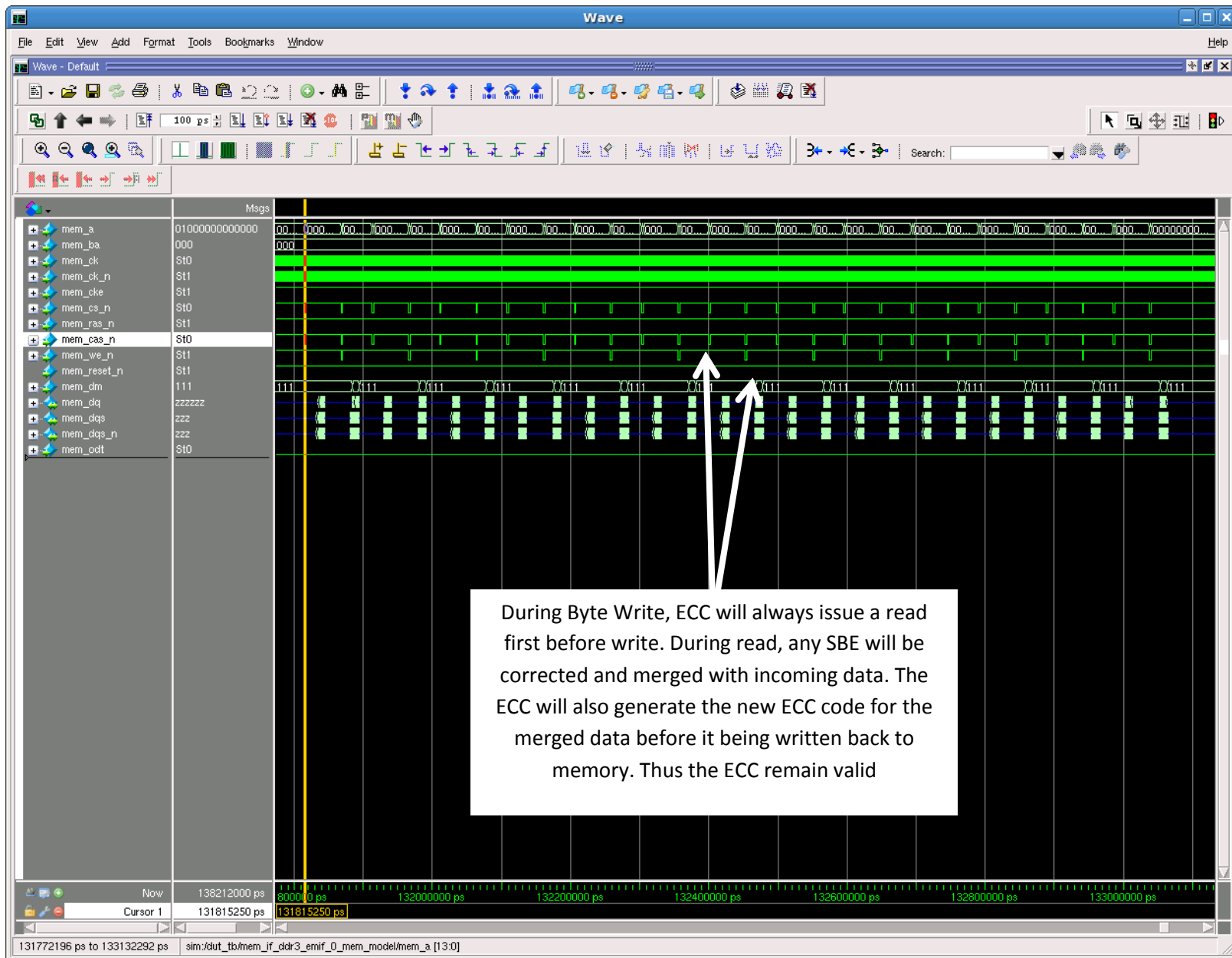
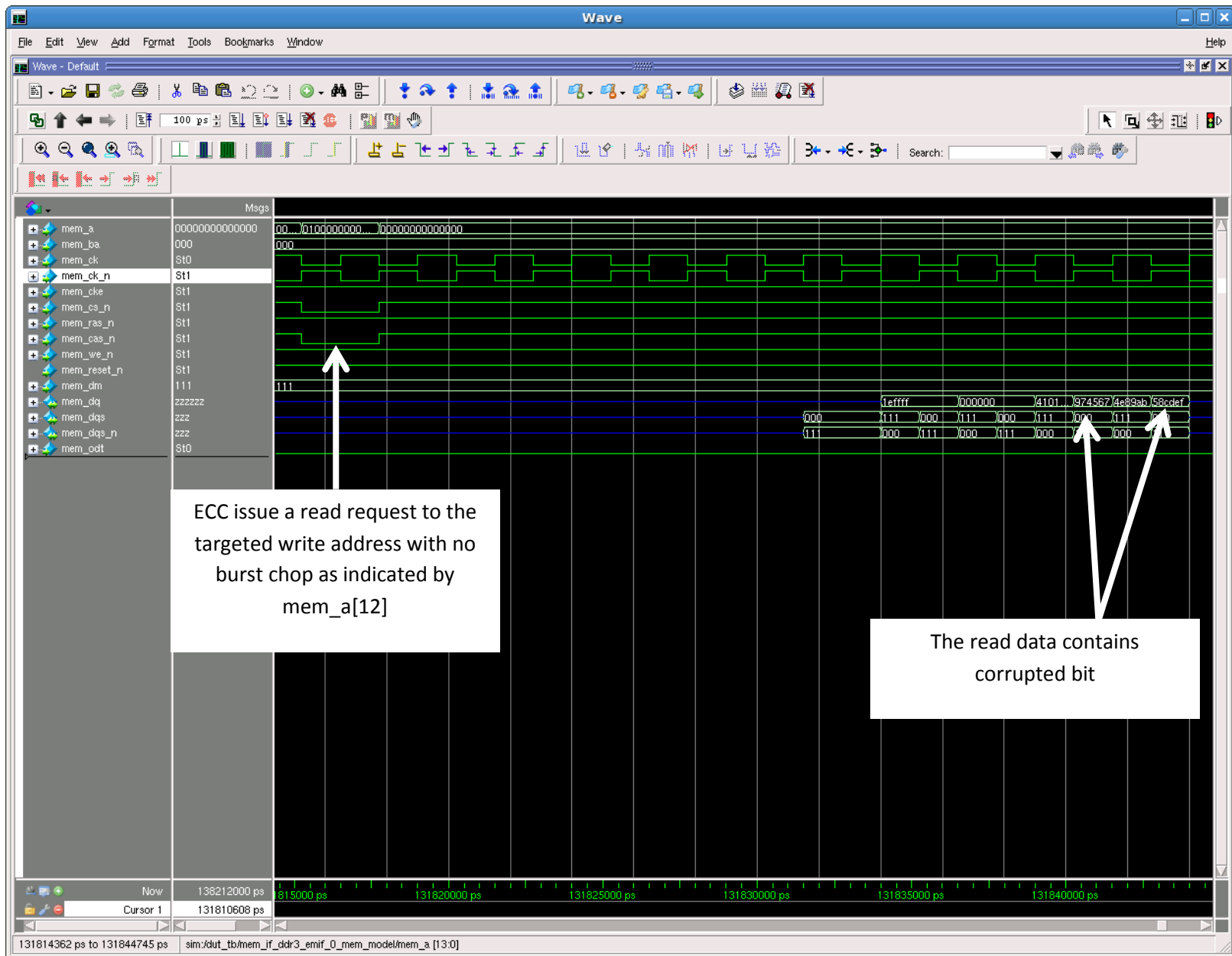


💡 Check the timestamp and observe it yourself in your simulation steps



During Byte Write, ECC will always issue a read first before write. During read, any SBE will be corrected and merged with incoming data. The ECC will also generate the new ECC code for the merged data before it being written back to memory. Thus the ECC remain valid

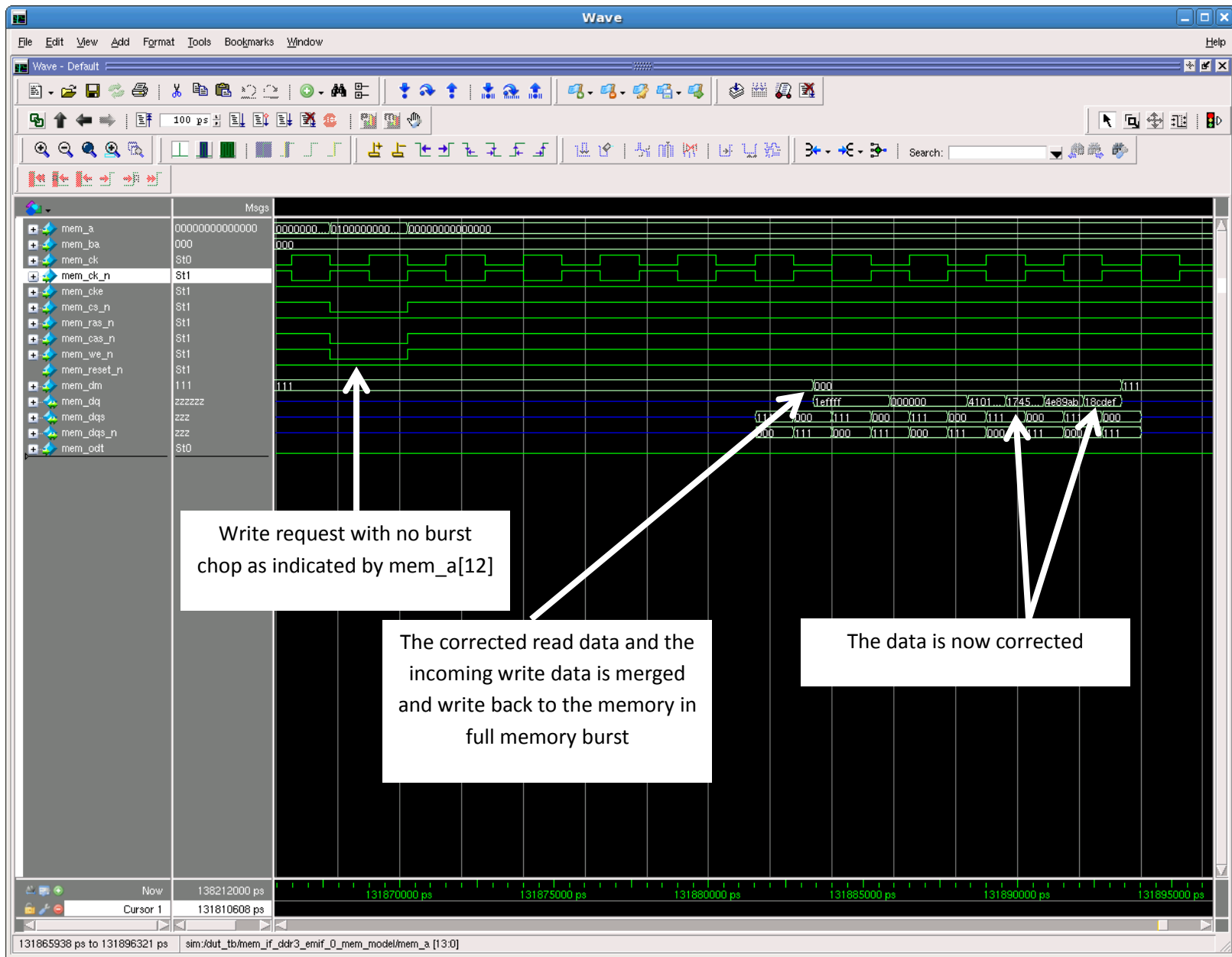
Byte Write (Zoom out)



ECC issue a read request to the targeted write address with no burst chop as indicated by mem_a[12]

The read data contains corrupted bit

Byte Write (Zoom to ECC Read)



Byte Write (Zoom to Write)