Memory

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Memory is the faculty of the mind by which data or information is encoded, stored, and retrieved when needed. It is the retention of information over time for the purpose of influencing future action. If past events could not be remembered, it would be impossible for language, relationships, or personal identity to develop. Memory loss is usually described as forgetfulness or amnesia.

Memory is often understood as an informational processing system with explicit and implicit functioning that is made up of a sensory processor, short-term (or working) memory, and long-term memory. This can be related to the neuron.

The sensory processor allows information from the outside world to be sensed in the form of chemical and physical stimuli and attended to various levels of focus and intent. Working memory serves as an encoding and retrieval processor. Information in the form of stimuli is encoded in accordance with explicit or implicit functions by the working memory processor. The working memory also retrieves information from previously stored material. Finally, the function of long-term memory is to store through various categorical models or systems.

Declarative, or explicit memory, is the conscious storage and recollection of data. Under declarative memory resides semantic and episodic memory. Semantic memory refers to memory that is encoded with specific meaning. Meanwhile, episodic memory refers to information that is encoded along a spatial and temporal plane. Declarative memory is usually the primary process thought of when referencing memory. Non-declarative, or implicit, memory is the unconscious storage and recollection of information. An example of a non-declarative process would be the unconscious learning or retrieval of information by way of procedural memory, or a priming phenomenon. Priming is the process of subliminally arousing specific responses from memory and shows that not all memory is consciously activated, whereas procedural memory is the slow and gradual learning of skills that often occurs without conscious attention to learning.

Memory is not a perfect processor and is affected by many factors. The ways by which information is encoded, stored, and retrieved can all be corrupted. Pain, for example, has been identified as a physical condition that impairs memory, and has been noted in animal models as well as chronic pain patients. The amount of attention given new stimuli can diminish the amount of information that becomes encoded for storage. Also, the storage process can become corrupted by physical damage to areas of the brain that are associated with memory storage, such as the hippocampus. Finally, the retrieval of information from long-term memory can be disrupted because of decay within long-term memory. Normal functioning, decay over time, and brain damage all affect the accuracy and capacity of the memory.

Organizational memory

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Organizational memory (OM), sometimes called institutional memory or corporate memory, is the accumulated body of data, information, and knowledge created in the course of an organization's existence. The concept of organizational memory includes the ideas of components knowledge acquisition, knowledge processing or maintenance, and knowledge usage like search and retrieval. Falling under the wider

disciplinary umbrella of knowledge management, it has two repositories: an organization's archives, including its electronic data bases; and individuals' memories.

Organizational memory can only be applied if it can be accessed. To make use of it, organizations must have effective retrieval systems for their archives and members with good memory recall. Its importance to an organization depends upon how well individuals can apply it, a discipline known as experiential learning or evidence-based practice. In the case of individuals, organizational memory's accuracy is invariably compromised by the inherent limitations of human memory. Individuals' reluctance to admit to mistakes and difficulties compounds the problem. The actively encouraged flexible labor market has imposed an Alzheimer's-like corporate amnesia on organizations that creates an inability to benefit from hindsight.

Random-access memory

Random-access memory (RAM; /ræm/) is a form of electronic computer memory that can be read and changed in any order, typically used to store working data

Random-access memory (RAM;) is a form of electronic computer memory that can be read and changed in any order, typically used to store working data and machine code. A random-access memory device allows data items to be read or written in almost the same amount of time irrespective of the physical location of data inside the memory, in contrast with other direct-access data storage media (such as hard disks and magnetic tape), where the time required to read and write data items varies significantly depending on their physical locations on the recording medium, due to mechanical limitations such as media rotation speeds and arm movement.

In today's technology, random-access memory takes the form of integrated circuit (IC) chips with MOS (metal–oxide–semiconductor) memory cells. RAM is normally associated with volatile types of memory where stored information is lost if power is removed. The two main types of volatile random-access semiconductor memory are static random-access memory (SRAM) and dynamic random-access memory (DRAM).

Non-volatile RAM has also been developed and other types of non-volatile memories allow random access for read operations, but either do not allow write operations or have other kinds of limitations. These include most types of ROM and NOR flash memory.

The use of semiconductor RAM dates back to 1965 when IBM introduced the monolithic (single-chip) 16-bit SP95 SRAM chip for their System/360 Model 95 computer, and Toshiba used bipolar DRAM memory cells for its 180-bit Toscal BC-1411 electronic calculator, both based on bipolar transistors. While it offered higher speeds than magnetic-core memory, bipolar DRAM could not compete with the lower price of the then-dominant magnetic-core memory. In 1966, Dr. Robert Dennard invented modern DRAM architecture in which there's a single MOS transistor per capacitor. The first commercial DRAM IC chip, the 1K Intel 1103, was introduced in October 1970. Synchronous dynamic random-access memory (SDRAM) was reintroduced with the Samsung KM48SL2000 chip in 1992.

Memory (disambiguation)

memory or memories in Wiktionary, the free dictionary. Memory is an organism's ability to store, retain, and recall information. Memory or Memories may

Memory is an organism's ability to store, retain, and recall information.

Memory or Memories may also refer to:

Olfactory memory

Olfactory memory refers to the recollection of odors. Studies have found various characteristics of common memories of odor memory including persistence

Olfactory memory refers to the recollection of odors. Studies have found various characteristics of common memories of odor memory including persistence and high resistance to interference. Explicit memory is typically the form focused on in the studies of olfactory memory, though implicit forms of memory certainly supply distinct contributions to the understanding of odors and memories of them. Research has demonstrated that the changes to the olfactory bulb and main olfactory system following birth are extremely important and influential for maternal behavior. Mammalian olfactory cues play an important role in the coordination of the mother infant bond, and the following normal development of the offspring. Maternal breast odors are individually distinctive, and provide a basis for recognition of the mother by her offspring.

Throughout evolutionary history, olfaction has served various purposes related to the survival of the species, such as the development of communication. Even in humans and other animals today, these survival and communication aspects are still functioning. There is also evidence suggesting that there are deficits in olfactory memory in individuals with brain degenerative diseases such as Parkinson's disease, Alzheimer's disease and dementia. These individuals lose the ability to distinguish smells as their disease worsens. There is also research showing that deficits in olfactory memory can act as a base in assessing certain types of mental disorders such as depression as each mental disorder has its own distinct pattern of olfactory deficits.

Computer memory

terms RAM, main memory, or primary storage. Archaic synonyms for main memory include core (for magnetic core memory) and store. Main memory operates at a

Computer memory stores information, such as data and programs, for immediate use in the computer. The term memory is often synonymous with the terms RAM, main memory, or primary storage. Archaic synonyms for main memory include core (for magnetic core memory) and store.

Main memory operates at a high speed compared to mass storage which is slower but less expensive per bit and higher in capacity. Besides storing opened programs and data being actively processed, computer memory serves as a mass storage cache and write buffer to improve both reading and writing performance. Operating systems borrow RAM capacity for caching so long as it is not needed by running software. If needed, contents of the computer memory can be transferred to storage; a common way of doing this is through a memory management technique called virtual memory.

Modern computer memory is implemented as semiconductor memory, where data is stored within memory cells built from MOS transistors and other components on an integrated circuit. There are two main kinds of semiconductor memory: volatile and non-volatile. Examples of non-volatile memory are flash memory and ROM, PROM, EPROM, and EEPROM memory. Examples of volatile memory are dynamic random-access memory (DRAM) used for primary storage and static random-access memory (SRAM) used mainly for CPU cache.

Most semiconductor memory is organized into memory cells each storing one bit (0 or 1). Flash memory organization includes both one bit per memory cell and a multi-level cell capable of storing multiple bits per cell. The memory cells are grouped into words of fixed word length, for example, 1, 2, 4, 8, 16, 32, 64 or 128 bits. Each word can be accessed by a binary address of N bits, making it possible to store 2N words in the memory.

Eidetic memory

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Eidetic memory (eye-DET-ik), also known as photographic memory and total recall, is the ability to recall an image from memory with high precision—at least for a brief period of time—after seeing it only once and without using a mnemonic device.

Although the terms eidetic memory and photographic memory are popularly used interchangeably, they are also distinguished, with eidetic memory referring to the ability to see an object for a few minutes after it is no longer present and photographic memory referring to the ability to recall pages of text or numbers, or similar, in great detail. When the concepts are distinguished, eidetic memory is reported to occur in a small number of children and is generally not found in adults, while true photographic memory has never been demonstrated to exist.

The term eidetic comes from the Greek word ????? (pronounced [ê?dos], eidos) "visible form".

Memory hole

A memory hole is any mechanism for the deliberate alteration or disappearance of inconvenient or embarrassing documents, photographs, transcripts or other

A memory hole is any mechanism for the deliberate alteration or disappearance of inconvenient or embarrassing documents, photographs, transcripts or other records, such as from a website or other archive, particularly as part of an attempt to give the impression that something never happened. The concept was first popularized by George Orwell's 1949 dystopian novel Nineteen Eighty-Four, where the Party's Ministry of Truth systematically re-created all potentially embarrassing historical documents, in effect, re-writing all of history to match the often-changing state propaganda. These changes were complete and undetectable.

CONFIG.SYS

resulting in reservation of memory, or load files, mostly device drivers and terminate-and-stay-resident programs (TSRs), into memory. In DOS, CONFIG.SYS is

CONFIG.SYS is the primary configuration file for the DOS and OS/2 operating systems. It is a special ASCII text file that contains user-accessible setup or configuration directives evaluated by the operating system's DOS BIOS (typically residing in IBMBIO.COM or IO.SYS) during boot. CONFIG.SYS was introduced with DOS 2.0.

False memory

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In psychology, a false memory is a phenomenon where someone recalls something that did not actually happen or recalls it differently from the way it actually happened. Suggestibility, activation of associated information, the incorporation of misinformation, and source misattribution have been suggested to be several mechanisms underlying a variety of types of false memory.

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