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# Micron Starts Sampling 4 GB DDR3 Notebook Modules

*The new memory modules will enter mass-production during the second quarter*

Micron has just announced that it started sampling units of its 4 GB DDR3 memory modules, built using 2-Gigabit DDR3 chips. The new memory offering is comprised of the highest-density DDR3 modules on the notebook market.The nowadays mobile technology asks for significant amounts of system memory, that is a key element for graphics-intensive and eye-candy operating systems such as Microsoft's Windows Vista. The new memory modules come with faster data transfer rates, higher capacities and lower energy requirements, which make them suitable to be used in mobile computing environments. The DDR3 memory modules manufactured by Micron support data transfer rates of 1333 Mb/s, which accounts for increased graphics and processing performance."With our new 4 GB DDR3 modules, we are allowing users to easily take advantage of the performance benefits that increased memory provides," said Brian Shirley, Vice President of Micron's Memory Group. Micron is not the only memory manufacturer gearing up for the advent of Intel's Centrino 2 mobile computing architecture. Samsung and Nanya are two other major players on the DDR memory playground that have announced  Intel validation for DDR3 chips to be used with Intel's Centrino 2 platform. The latter is the first notebook architecture that comes with full native support for the new memory type, previously used in desktop PCs only."Micron is developing DDR3 memory products that will support Intel's high-performance desktop, workstation, server, and mobile platforms in 2008," said Ali Sarabi, Director of Industry Initiatives and Pathfinding at Intel Corporation. "The DDR3 architecture and products are key to Intel's leadership product roadmap." The manufacturer announced that it will start shipping the 4GB version of its mobile DDR3 memory in large numbers during the second quarter of the year. However, the offering is especially targeted at high-end mobile computing, such as hardcore gaming and high-definition multimedia processing.