# Microcontrollers & Embeded System Design ${\bf CSE~315}$

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## 1 8086/8088 Hardware Specifications

#### 1.1 Introduction

 $\overline{RD}$ 

- Whenever this pin goes to logic 0, the data bus becomes receptive to data from the memory or I?O devices connected to the system.
- Floats to high impedence state during a hold acknowledge
- **READY**  $\mu p$  enters into **WAIT** state and remains idle if this pin is at logic 0
  - No effect on operations of  $\mu p$ , if this pin is at logic 1
- **INTR** Used to request a h/w interrupt
  - If INTR is held high when IF = 1, the  $\mu p$  enters an interrupt acknowledge cycle ( $\overline{INTA}$  becomes active) after completion of the current instruction
- $\overline{TEST}$  An input that is tested by the WAIT instruction
  - If TEST is logic 0, the WAIT instruction functions as NOP
  - If TEST is logic 1, the WAIT instruction waits for TEST to become
- NMI Non markable interrupt pin
  - Similar to the **INTR** except that NMI does not check IF (whether it is 1)
- **RESET** Causes the  $\mu p$  to reset itself if this pin remains high for a minimum of four clocking periods
  - whenever the up gets reset , it begins executing instructions at memory location **FFFFOH** and disables future interrupts by clearing IF
- **CLK** Provides the base timing signal to the up
  - Clock signal must have at least 33% duty cycle (high for the one-third of the clocking period and low for two-third of the period)
- **VCC** Power supply input
  - Provides +5.0 volt with 10% tolerance to the up
- **GND** 2 pins, both must be connected to ground
- $\overline{MN}/\overline{MX}$  Selects either minimum mode or maximum mode operation of the up
- $\overline{BHE}/\mathbf{S7}$  Bus high Enable
  - Used in 8086 to enable the most signifant data bus bits (D15 D8) during a read or write operations
  - The state of S7 is always a logic 1

#### 1.2 Minimum Mode Pins

#### $IO/\overline{M}$ or $M/\overline{IO}$ • Selects memory or I/O

- Indicates the  $\mu p's$  address bus contains either a memory address or an I/O port address
- High impedence state during a hold acknowledge

#### $\overline{WR}$ • Indicates that the $\mu p$ is outputting data to a mem or I/O device

• Data bus contains valid data for memory or I/O during the time  $\overline{WR}$  remains 0

#### $\overline{INTA}$ • A response to the INTR input pin

• Used to gate the interrupt vector number onto the databus in response to an interrupt request.

#### $\overline{ALE}$ • Address Latch Enable

- Indicates that the  $\mu p's$  address/ data bus contains address information
- $\bullet$  The address can be a mem address or I/O port number
- [ Does **NOT** float during a hold acknowledge ]

#### $\mathbf{DT}/\overline{R}$ • Data Transmit or Receive

- Indicates that the  $\mu p's$  data bus is transmitting  $(DT/\overline{R}=1)$  or receiving  $(DT/\overline{R}=0)$  data.
- Used to enable external data bus buffers.

#### **DEN** • Data bus enable

• Activates external data bus buffers.

#### **HOLD** • Requests a direct memory access (DMA)

- If it is a logic 1,  $\mu p$  stops executing S/W and places its address, data and control bus at high impedence state
- If it is a logic 0, the  $\mu p$  executes S/W normally

#### **HLDA** • Hold acknowledge

• Indicates that the  $\mu p$  has entered the hold state

#### $\overline{SSO}$ • Equivalent to SO pin in maximum mode option of the $\mu p$

 $\bullet$  It is combined with  $\mathrm{IO}/\overline{M}$  and  $\mathrm{DT}/\overline{R}$  to decode function of the current bus cycle

## 1.3 Tables

$\mathrm{IO}/\overline{M}$	$\mathrm{DT}/\overline{R}$	$\overline{SSO}$	Function
0	0	0	Interrupt acknowl- edge
0	0	1	Memory read
0	1	0	Memory write
0	1	1	Halt
1	0	0	Opcode fetch
1	0	1	I/O read
1	1	0	I/O write
1	1	1	Passive inactive

Table 1: Bus cycle status (8088) [Minimum mode]

$\overline{S_2}$	$\overline{S_1}$	$\overline{S_0}$	Function
0	0	0	Interrupt acknowl- edge
0	0	1	I/O read
0	1	0	I/O write
0	1	1	Halt
1	0	0	Opcode fetch
1	0	1	Memory read
1	1	0	Memory write
1	1	1	Passive inactive

Table 2: Bus control functions generated by the bus controller 8288 [ Maximum mode ]

### 2 Lecture - 3

#### 2.1 Maximum Mode Pins

For using external coprocessors:

 $\overline{S2}, \overline{S1}$  and  $\overline{S0}$  • Indicate the function of current bus-cycle

• Normally decoded by 8288 bus controllers

 $\overline{R1}/\overline{G1}$  and  $\overline{R0}/\overline{GT0}$  • Request/grant pins

- Request Direct Memory Access
- Bi-Directional lines
- used to both request and grant a DMA operations

 $\overline{LOCK}$  • Used to lock peripherals off the system

 $\overline{QS_1}$  and  $\overline{QS0}$  • Queue status bits

- Show status of the internal instructions queue
- Accessed by numeric coprocessor (8087)

$\overline{QS_1}$	$\overline{QS_0}$	Function
0	0	Queue is idle
0	1	First byte of opcode
1	0	Queue is empty
1	1	Subsequent byte of opcode

Table 3:

### 2.2 Clock Generator (8284A)

Basic functions • Clock generation

- **RESET** synchronization
- READY synchronization
- TTL-level peripheral clock signal

#### 2.2.1 Pin diagram

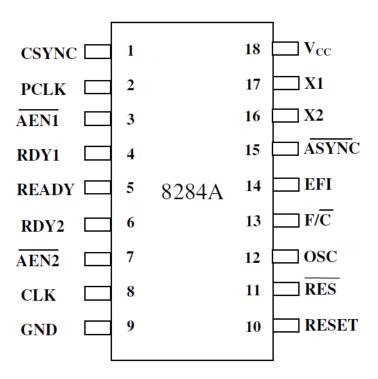


Figure 1: Pin Diagram for Intel 8284A

#### 2.2.2 Pin Functions

- **AEN1 and AEN2** Qualify the bus ready signals, RDY1 and RDY2 respectively
  - wait states are generated by the **READY** pin of  $\mu P$ , which is controlled by  $\overline{AEN1}$  and  $\overline{AEN2}$  pins

#### RDY1 and RDY2 • Bus ready inputs

 $\bullet$  Cause wait states in conjunction with  $\overline{AEN1}$  and  $\overline{AEN2}$  pins

### $\overline{ASYNC}$ • Ready synchronization

- $\bullet$  Selects either one or two stages of synchronization for RDY1 and RDY2 inputs
- **READY** An output pin that connects to the  $\mu P's$  READY input
  - Synchronized with RDY1 and RDY2 inputs