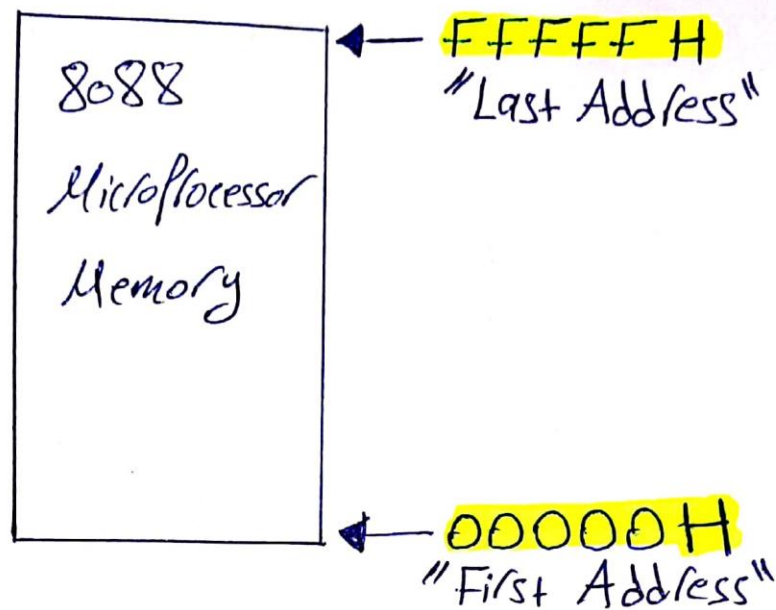


8088 Microprocessor Memory Size = 1 MB

$1 \text{ MB} = 2^{20}$ → That is all the Memory in 8088

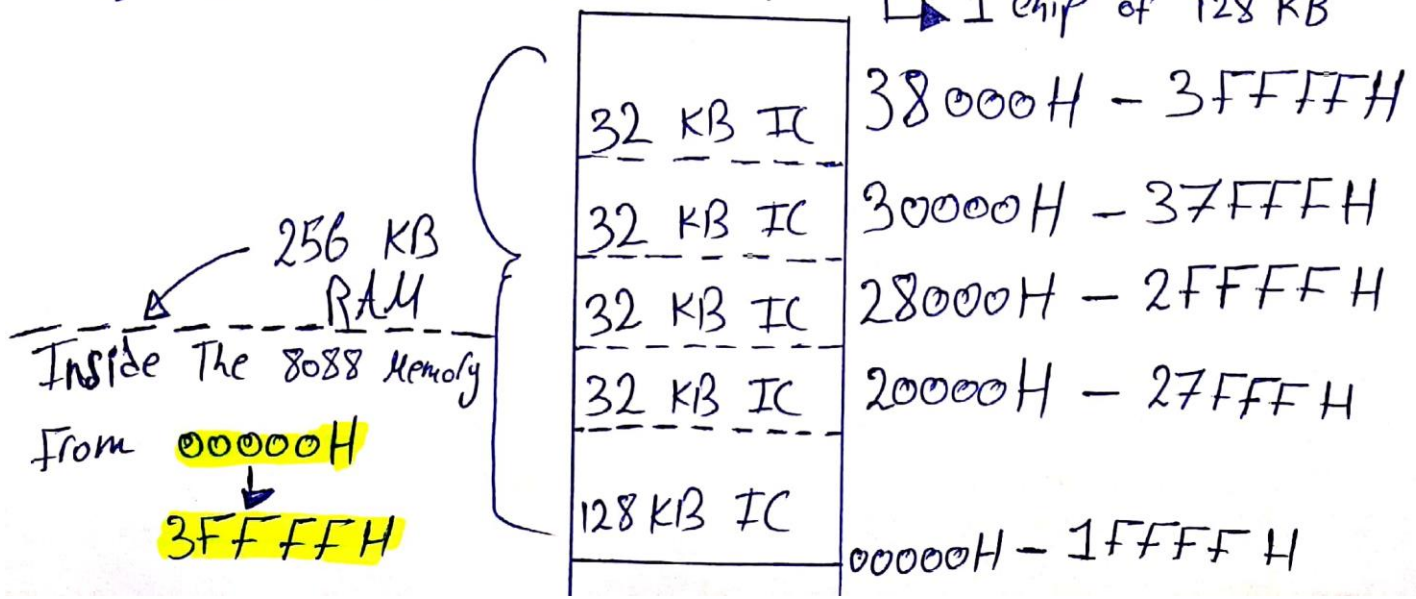


*A. 256 KB RAM (Read & Write)

Consists of 128 KB and 32 KB

$$\Rightarrow 256 \text{ KB} = 1 \cdot (128 \text{ KB RAM}) + 4 \cdot (32 \text{ KB RAM})$$

⇒ So we need 5 chips —
 → 4 chips of 32 KB
 → 1 chip of 128 KB



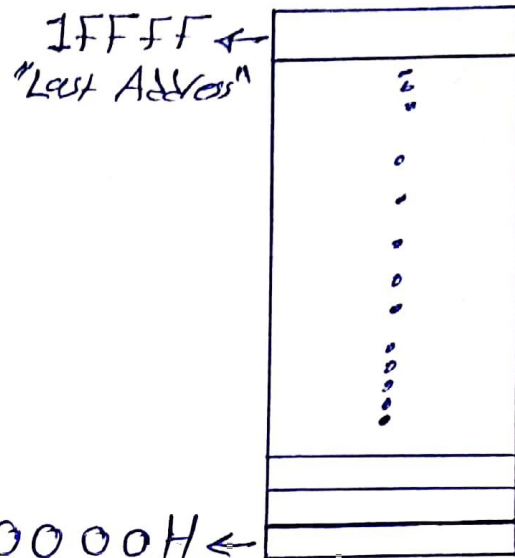
⊛ Chip #1 : 128 KB

$$128 \text{ KB} = 2^{17}$$

Which Means There
is 131072 Different Addresses
To Write or Read On it.

Start = 0 0000 0000 0000 0000

End = $\underbrace{1}_{1} \underbrace{1111}_F \underbrace{1111}_F \underbrace{1111}_F \underbrace{1111}_F$



"First Address In 128 KB Memory"

We will use Address Pins A0 → A16 to locate the
Address of the Data we need to write or read with
The Memory.

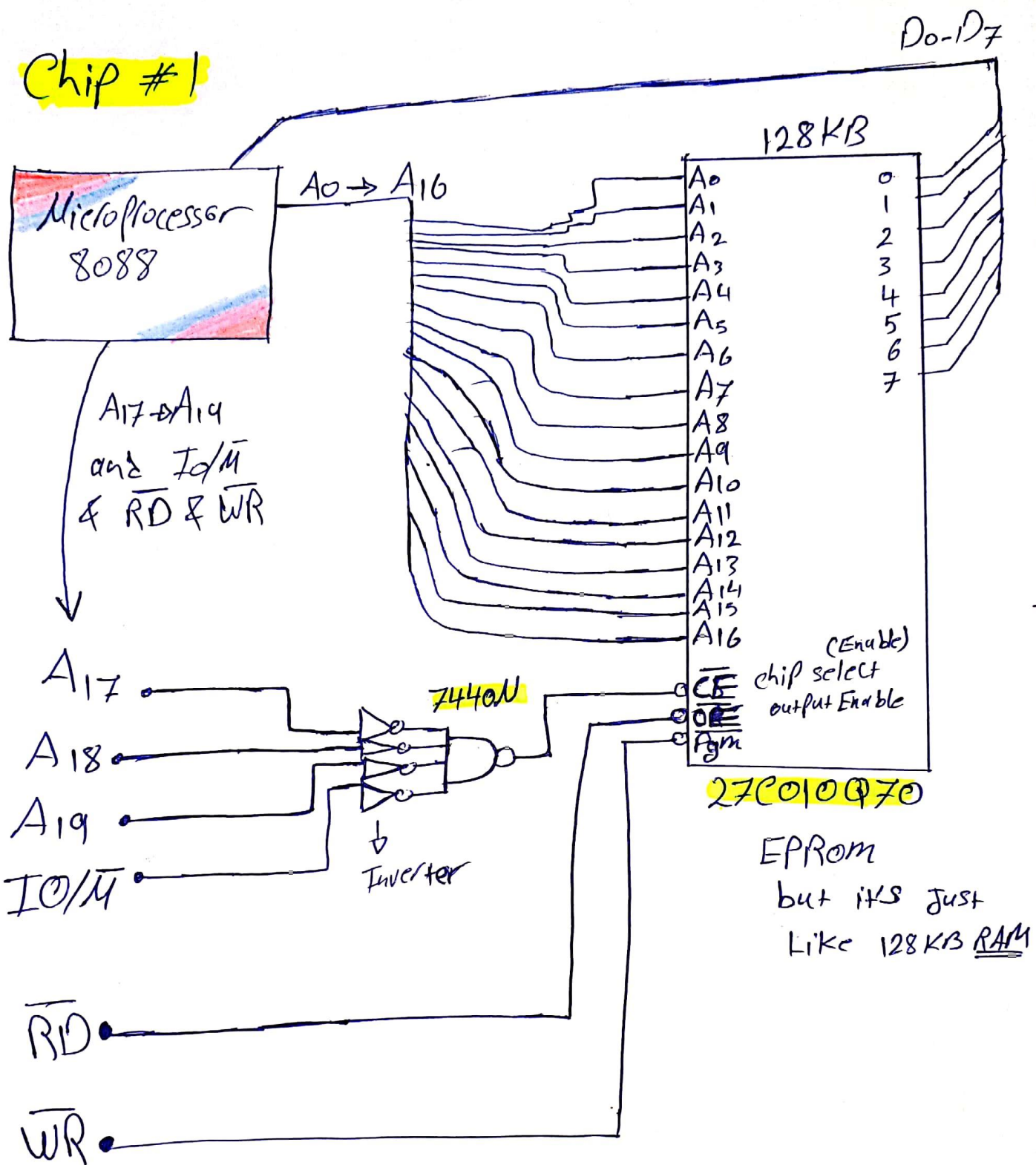
We will use Address Pins A17 → A19 to decode
The Address of the chip we need to use.

	A19	A18	A17	A16		A0
Starting Address :	0	0	0	0	0000	0000 0000 0000
Ending Address :	0	0	0	1	1111	1111 1111 1111
	A19	A18	A17			

$$\text{⊛ NAND-Inputs} = \overline{A_{19}} \cdot \overline{A_{18}} \cdot \overline{A_{17}}$$

⊛ Enabling Signals : IO/M and RD and WR

Chip #1



Finish chip #1

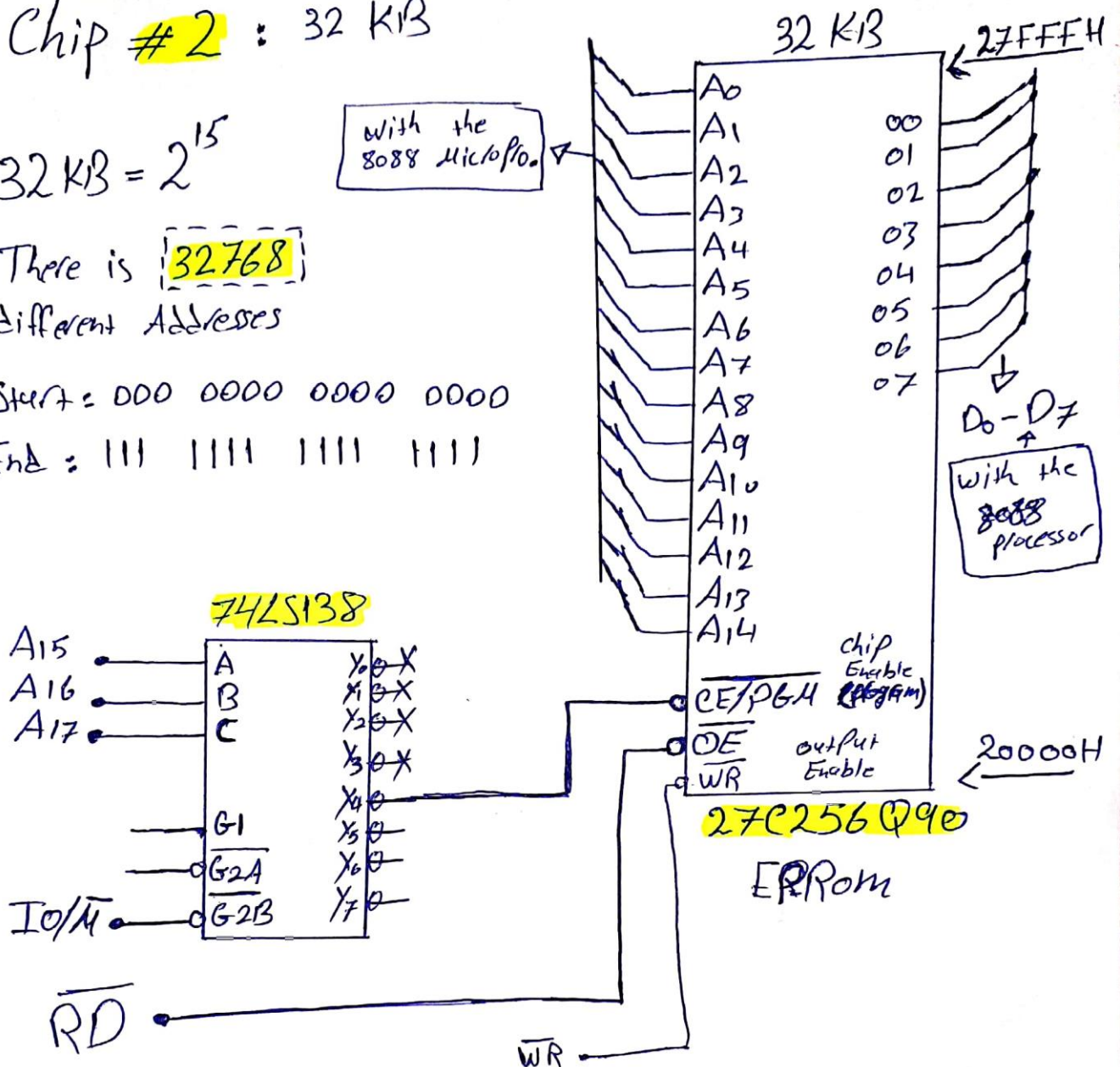
Chip #2 : 32 KIB

$$32 \text{ KIB} = 2^{15}$$

There is 32768 different addresses

Start = 000 0000 0000 0000

End = 111 1111 1111 1111



~~Starting Address:~~
 Starting Address: 00 | 0 0 | 000 0000 0000 0000
 Ending Address: 00 | 0 0 | 111 1111 1111 1111
 A17 A16 A15 | A14

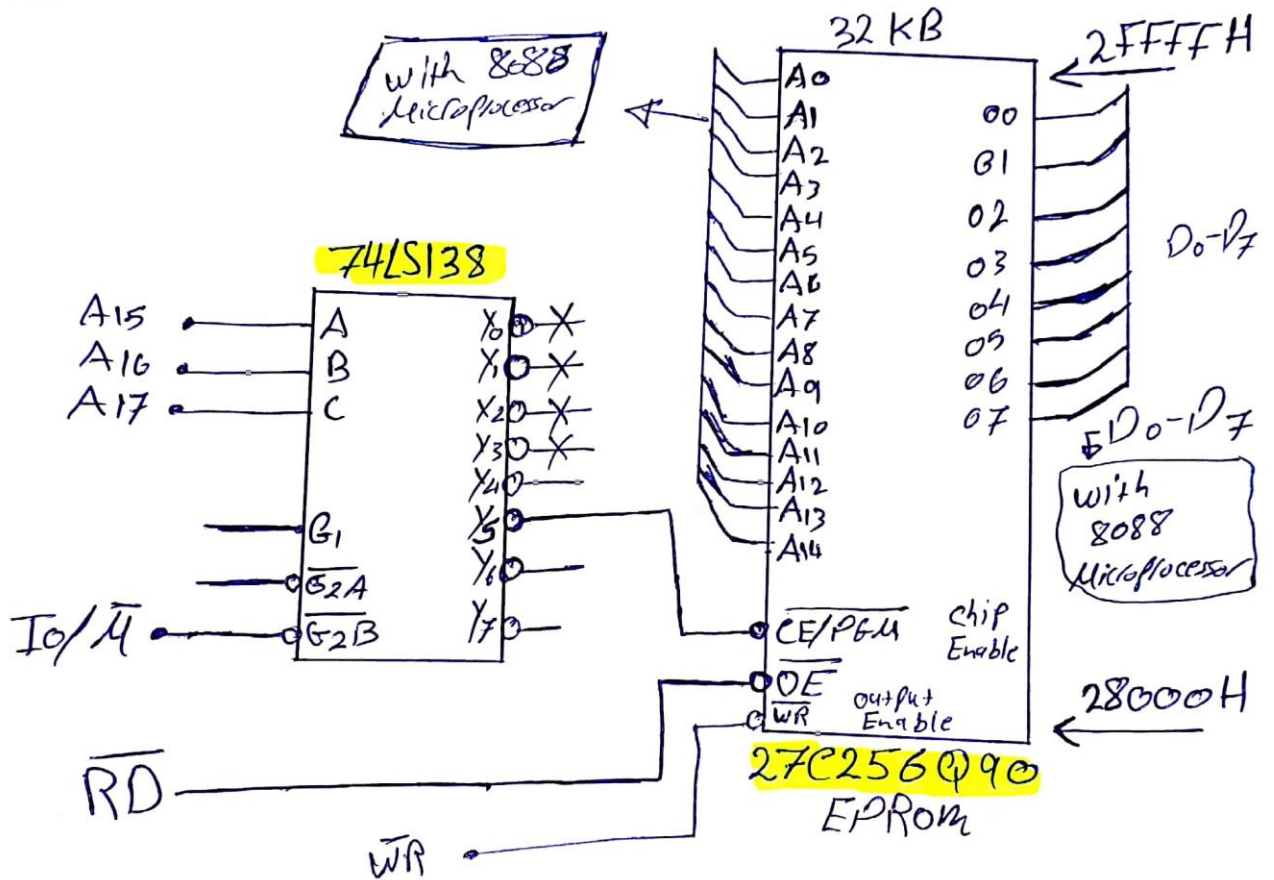
We will use A17, A16, A15
 with decoder 74LS138 to Decode the Address

Chip #3: 32 KB

$$32 \text{ KB} = 2^{15}$$

Starts : 000 0000 0000 0000 [28060H]

End: 111 1111 1111 1111 [2FFFFH]



Starting Address : $A_{19} A_{18} A_{17} A_{16} A_{15} A_{14}$
 Ending Address : $A_{19} A_{18} A_{17} A_{16} A_{15} A_{14}$

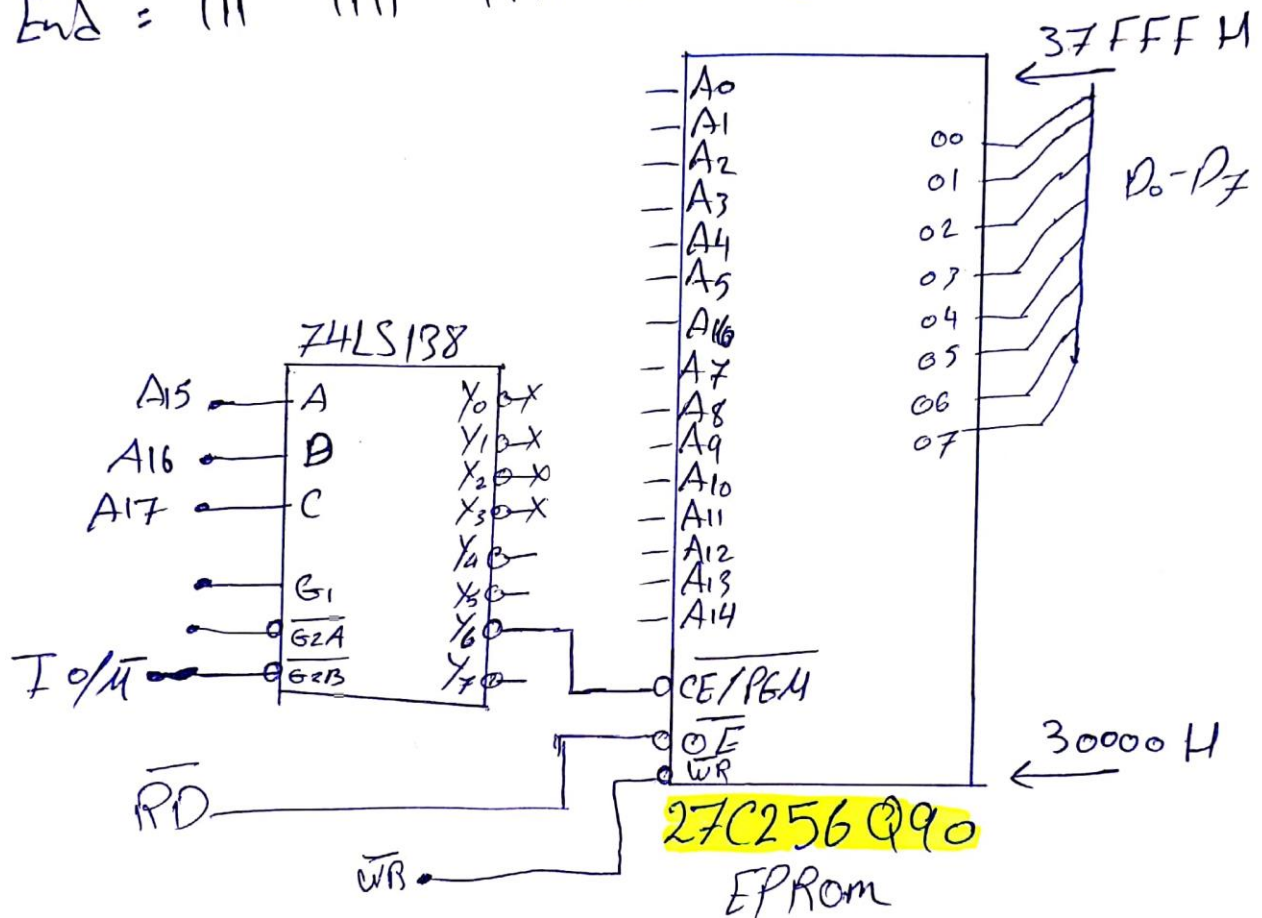
We will use A_{17}, A_{16}, A_{15} in the same 74LS138 decoder that we used in chip #2

Chip #4 : 32 KB:

$$32 \text{ KB} = 2^{15}$$

Starts = 000 0000 0000 0000 [30000H]

End = 111 1111 1111 1111 [37FFFH]



Starting Address : 00 11 0 000 0000 0000 0000 0000 A14 A13 A12 A11 A10 A9 A8 A7 A6 A5 A4 A0

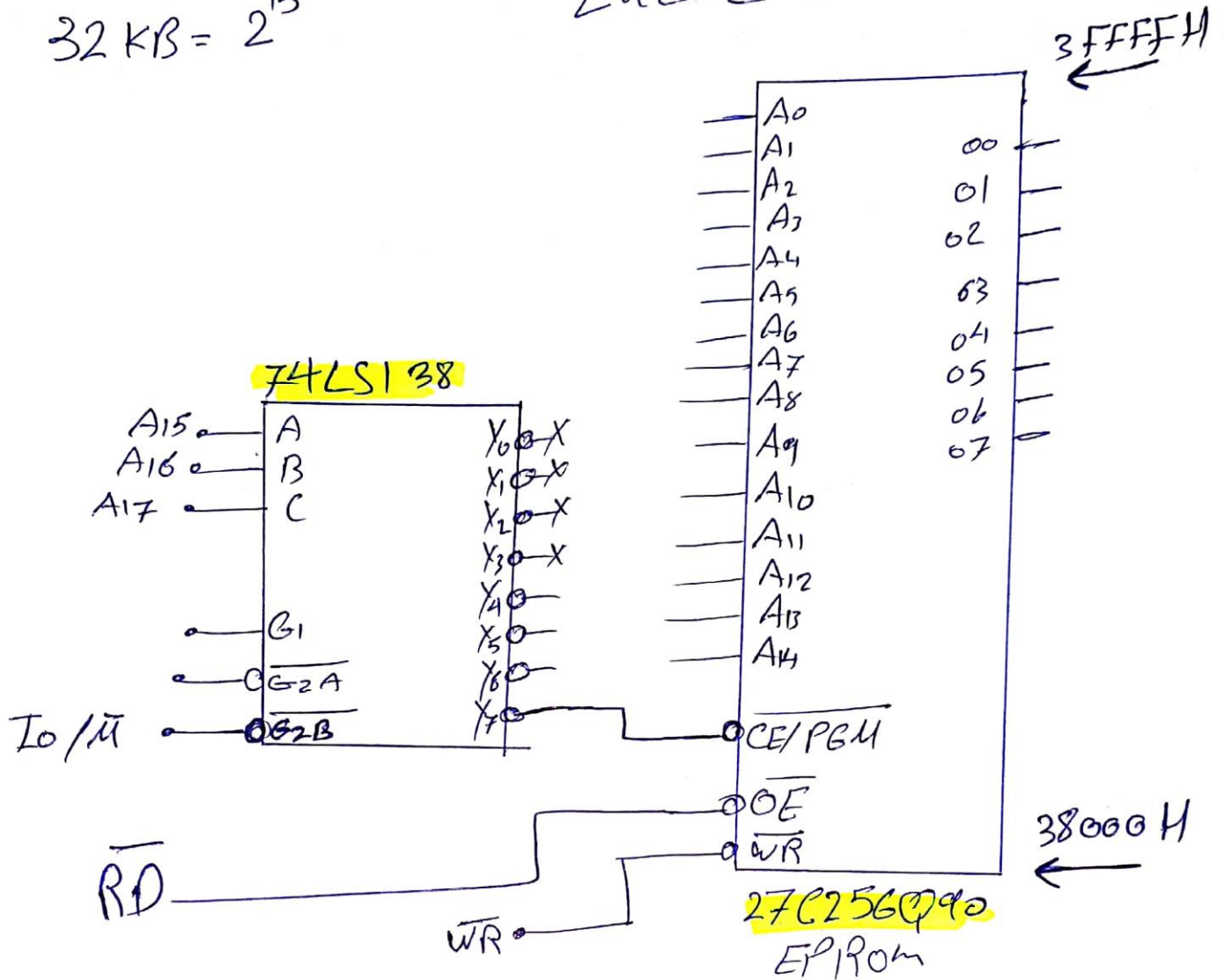
Ending Address : 00 11 0 111 1111 1111 1111 1111

We will use the same 74LS138 decoder used in chip #2 & #3

Chip #5: 32 KB

$$32 \text{ KB} = 2^{15}$$

Starts [38000H]
Ends [3FFFFH]



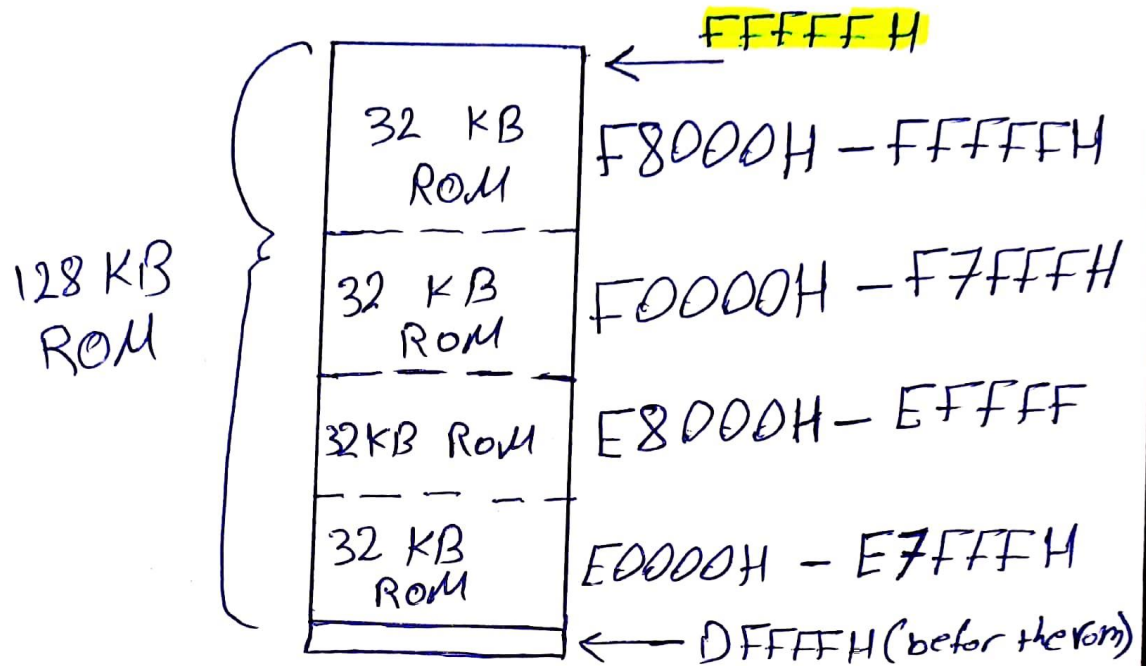
Starting Address : 00111111 | 000 0000 0000 0000 0000 0000
Ending Address : 00111111 | 111 1111 1111 1111 1111 1111

We will use the same 74LS138
Decoder

⊛ B. 128 KB ROM (Read only)

Ends at FFFFFFFH

$$128 \text{ KB ROM} = 4 \cdot (32 \text{ KB ROM chip})$$



$$(FFFFFF)_{16} = (1048575)_{10} / 128 \text{ KB} = 2^{17} = (131072)_{10}$$

$$(1048575)_{10} - (131072)_{10} = (917503)_{10} = (DFFFFFF)_{16}$$

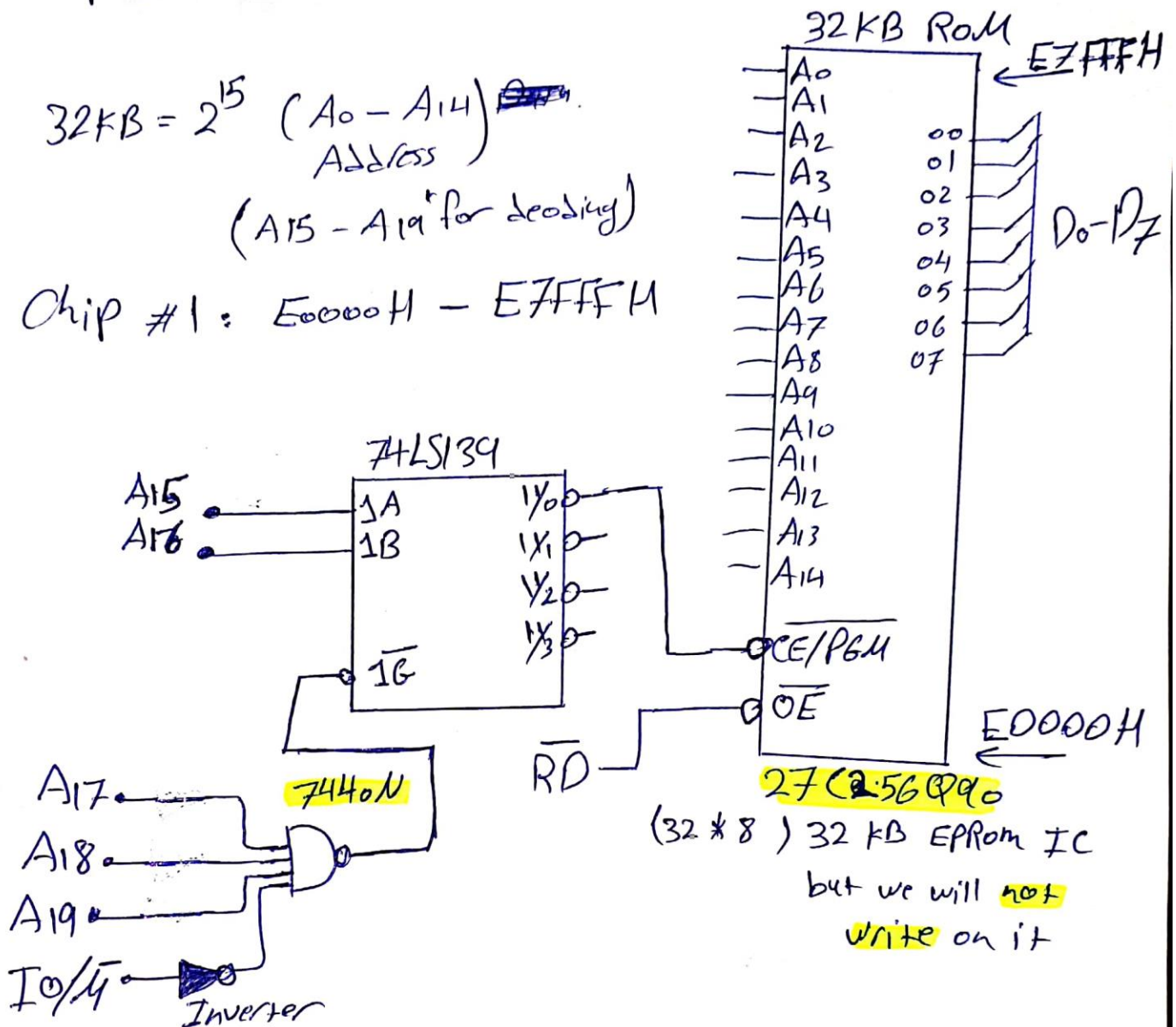
So: Starting Address of the 128 KB ROM
(which means the first 32 KB ROM chip) is E0000H

Chip #1: 32KB ROM

$$32KB = 2^{15} \text{ (A}_0 - \text{A}_{14})$$

(A₁₅ - A₁₉ for decoding)

Chip #1: E0000H - E7FFFH



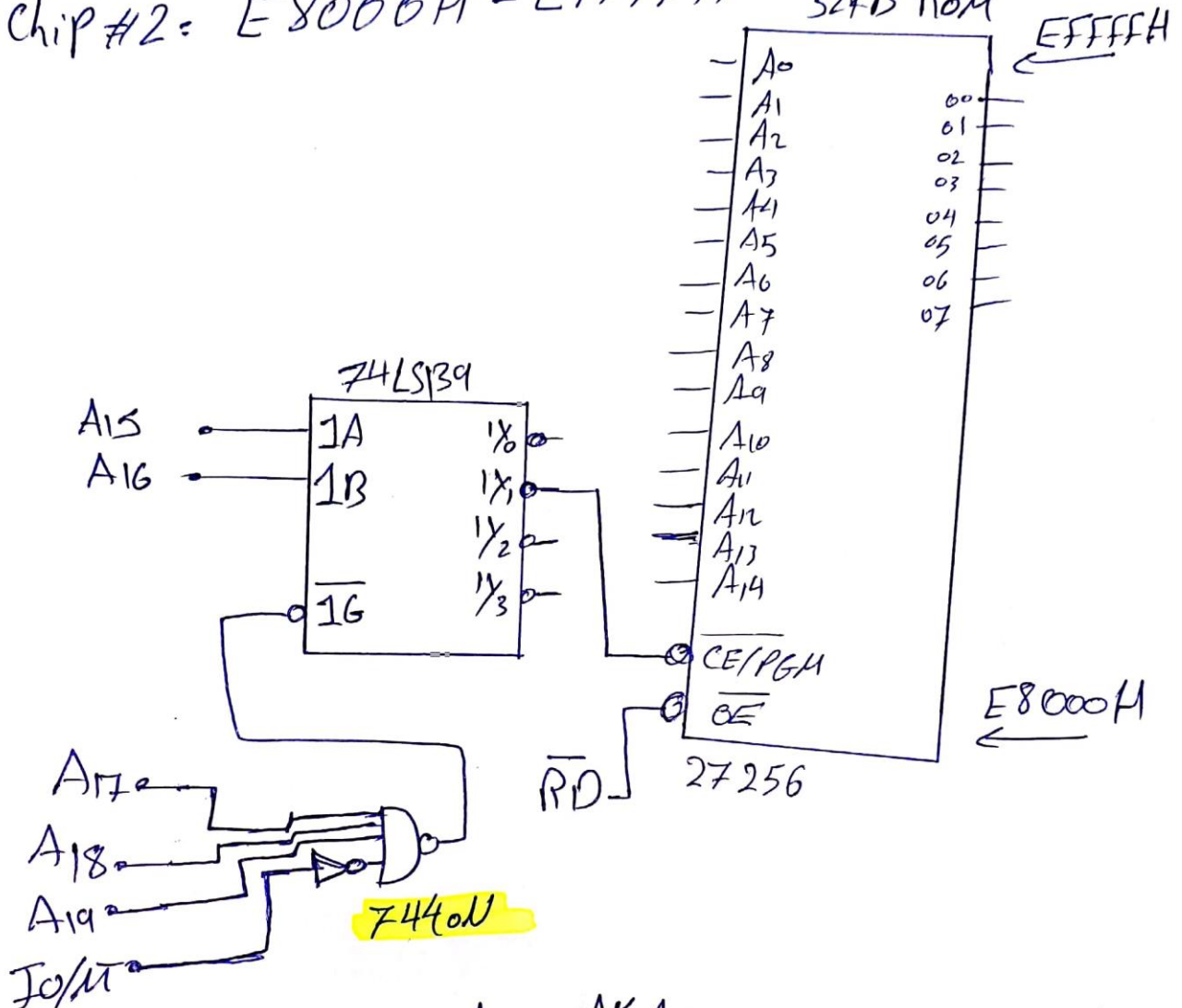
Starting Address = $\begin{matrix} A_{19} & A_{15} & A_{14} & & & & A_0 \end{matrix}$ 11100 000 0000 0000 0000

Ending Address = 111100 111 1111 1111 1111

We will use A₁₆, A₁₇ (A₁₅, A₁₆) for Address decoding with 74LS139

Chip #2: 32KB Rom

Chip #2: E8000H - EFFFFH 32KB Rom

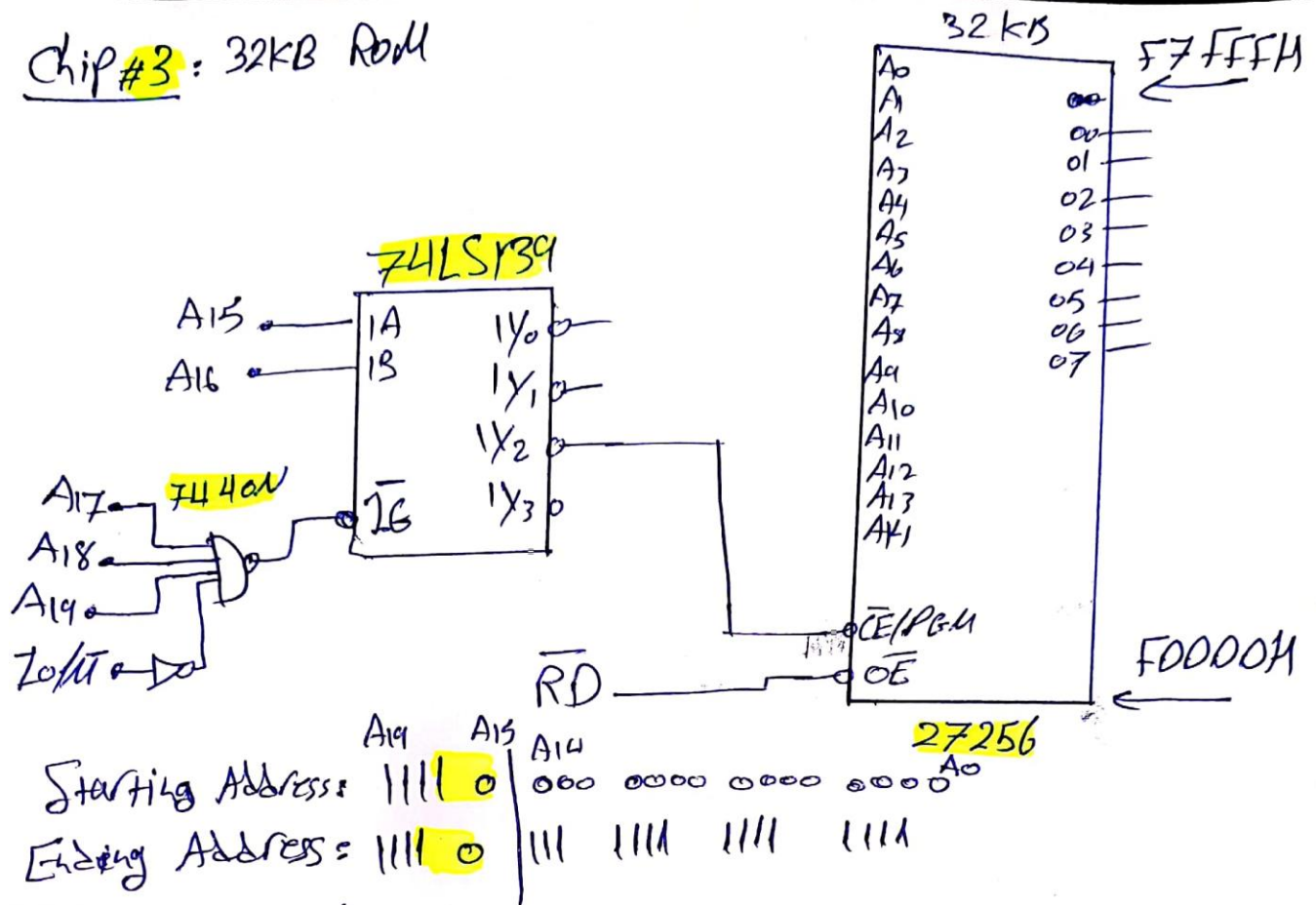


Starting Address : A19 A18 A17 A16 A15 A14 A13 A12 A11 A10 A9 A8 A7 A6 A5 A4 A3 A2 A1 A0

Ending Address : 1110 1111 1111 1111 1111 1111 1111 1111 1111 1111 1111 1111 1111 1111 1111 1111 1111 1111 1111 1111

We'll use the same decoder we used in chip #1

Chip #3: 32KB ROM



Chip #4: 32KB ROM

