

## Timing Waveforms (Continued)

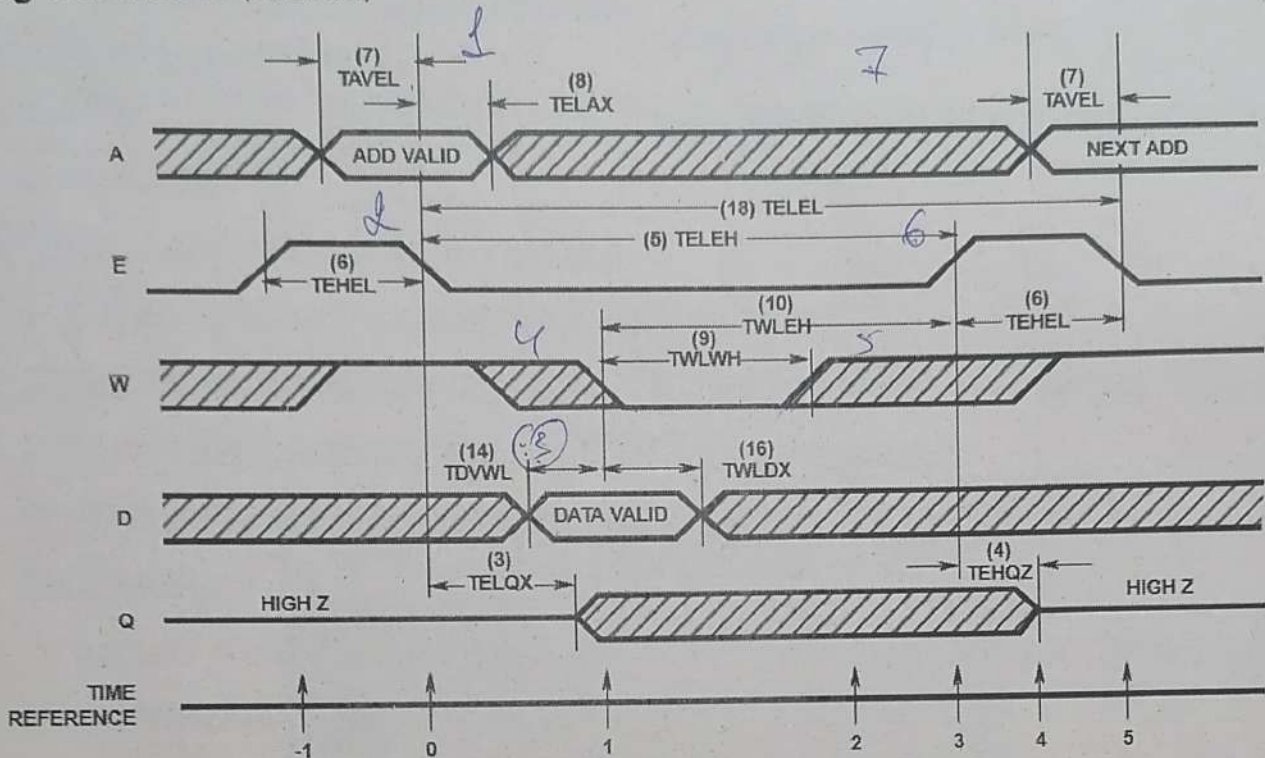


FIGURE 3. LATE WRITE CYCLE

## TRUTH TABLE

TIME REFERENCE	INPUTS				OUTPUTS	FUNCTION
	E	$\bar{W}$	A	D	Q	
-1	H	X	X	X	Z	Memory Disabled
0		H	V	X	Z	Cycle Begins, Addresses are Latched
1	L		X	V	X	Write Begins, Data is Latched
2	L	H	X	X	X	Write In Progress Internally
3		H	X	X	X	Write Completed
4	H	X	X	X	Z	Prepare for Next Cycle (Same as -1)
5		H	V	X	Z	Cycle Ends, Next Cycle Begins (Same as 0)

The late write cycle is a cross between the early write cycle and the read-modify-write cycle.

Recall that in the early write, the output is guaranteed to remain high impedance, and in the read-modify-write, the output is guaranteed valid at access time. The late write is

between these two cases. With this cycle the output may become active, and may become valid data, or may remain active but undefined. Valid data is written into the RAM if data setup, data hold, write setup and write pulse widths are observed.



## Timing Waveforms

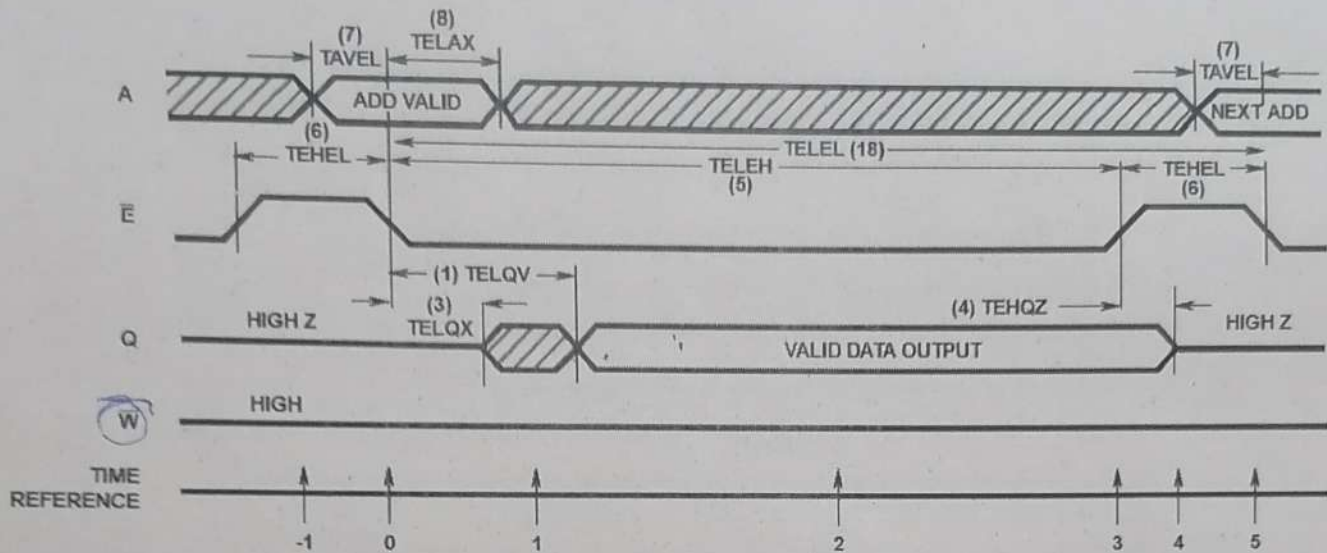


FIGURE 1. READ CYCLE

TRUTH TABLE

TIME REFERENCE	INPUTS			OUTPUT	FUNCTION
	$\bar{E}$	$\bar{W}$	A	Q	
-1	H	X	X	Z	Memory Disabled
0		H	V	Z	Cycle Begins, Addresses are Latched
1	L	H	X	X	Output Enabled
2	L	H	X	V	Output Valid
3		H	X	V	Read Accomplished
4	H	X	X	Z	Prepare for Next Cycle (Same as -1)
5		H	V	Z	Cycle Ends, Next Cycle Begins (Same as 0)

The address information is latched in the on-chip registers on the falling edge of  $\bar{E}$  ( $T = 0$ ). Minimum address set up and hold time requirements must be met. After the required hold time, the addresses may change state without affecting device operation. During time ( $T = 1$ ) the output becomes

enabled but the data is not valid until during time ( $T = 2$ ).  $\bar{W}$  must remain high for the read cycle. After the output data has been read,  $\bar{E}$  may return high ( $T = 3$ ). This will disable the output buffer and all input, and ready the RAM for the next memory cycle ( $T = 4$ ).

## Timing Waveforms (Continued)

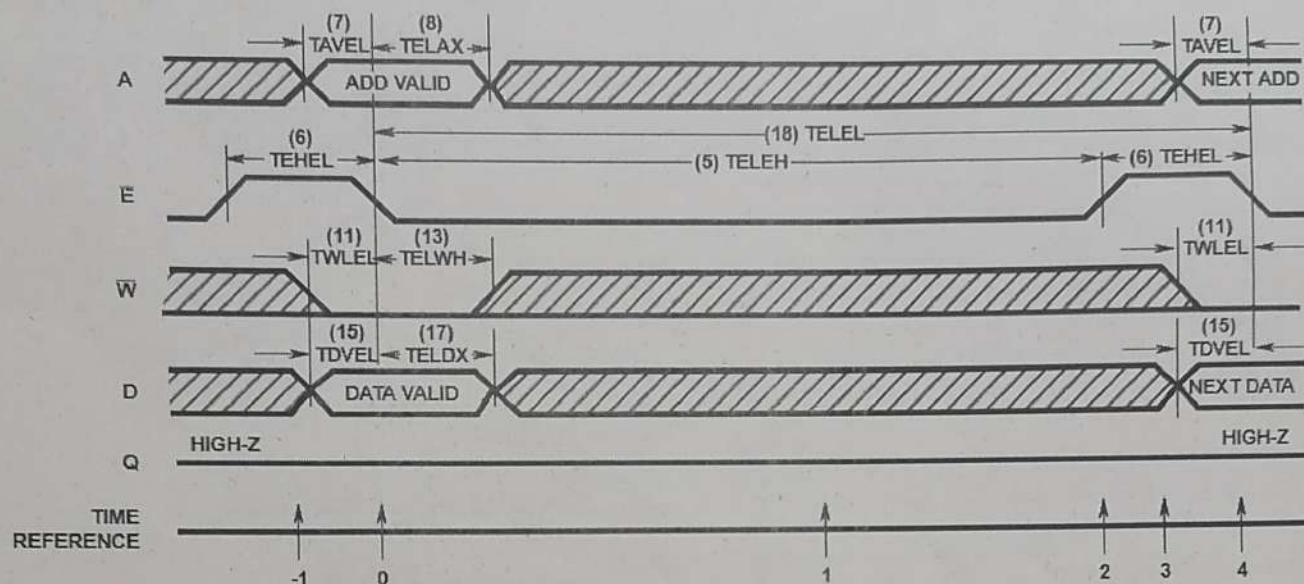


FIGURE 2. EARLY WRITE CYCLE

## TRUTH TABLE

TIME REFERENCE	INPUTS				OUTPUT	FUNCTION
	$\bar{E}$	$\bar{W}$	A	D	Q	
-1	H	X	X	X	Z	Memory Disabled
0		L	V	V	Z	Cycle Begins, Addresses are Latched
1	L	X	X	X	Z	Write in Progress Internally
2		X	X	X	Z	Write Completed
3	H	X	X	X	Z	Prepare for Next Cycle (Same as -1)
4		L	V	V	Z	Cycle Ends, Next Cycle Begins (Same as 0)

The early write cycle is the only cycle where the output is guaranteed not to become active. On the falling edge of  $\bar{E}$  ( $T = 0$ ), the addresses, the write signal, and the data input are latched in on-chip registers. The logic value of  $\bar{W}$  at the time  $\bar{E}$  falls determines the state of the output buffer for that cycle. Since  $\bar{W}$  is low when  $\bar{E}$  falls, the output buffer is latched into the high impedance state and will remain in that

state until  $\bar{E}$  returns high ( $T = 2$ ). For this cycle, the data input is latched by  $\bar{E}$  going low; therefore, data set up and hold times should be referenced to  $\bar{E}$ . When  $\bar{E}$  ( $T = 2$ ) returns to the high state, the output buffer and all inputs are disabled and all signals are unlatched. The device is now ready for the next cycle.



## Die Characteristics

### DIE DIMENSIONS:

136 x 169 x 19  $\pm$  1mils

### METALLIZATION:

Type: Si - Al

Thickness: 1kÅ  $\pm$  2kÅ

### GLASSIVATION:

Type: SiO<sub>2</sub>

Thickness: 8kÅ  $\pm$  1kÅ

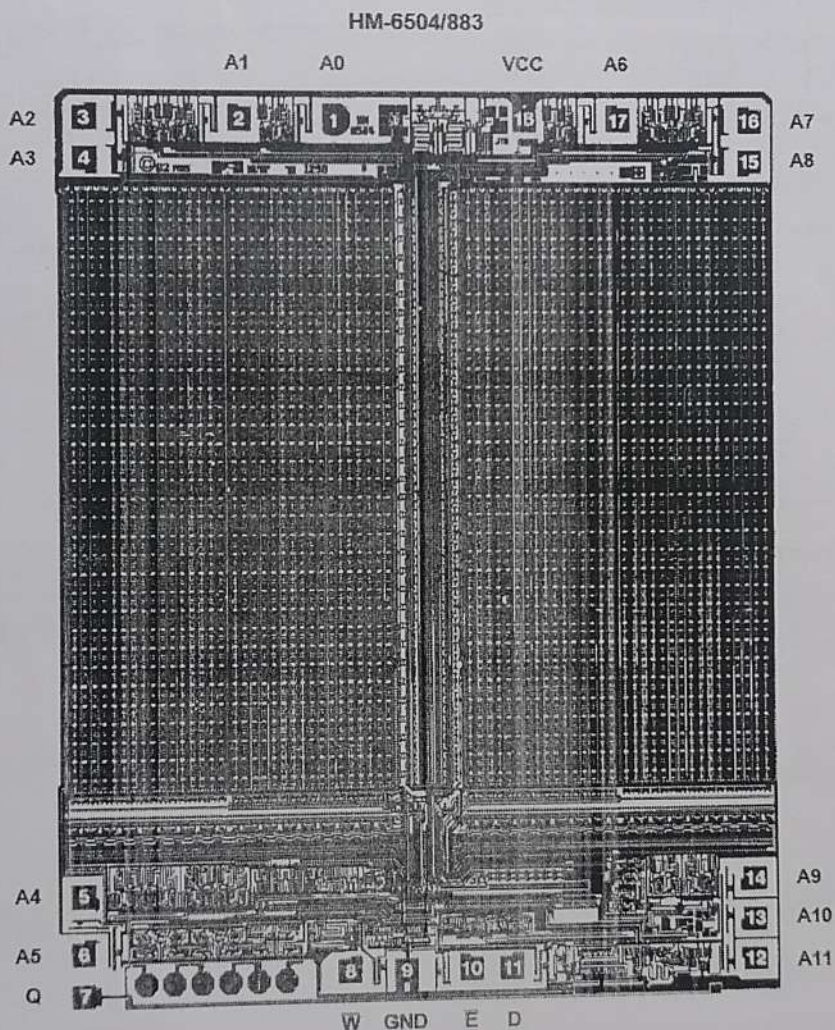
### WORST CASE CURRENT DENSITY:

$1.79 \times 10^5$  A/cm<sup>2</sup>

### LEAD TEMPERATURE (10s soldering):

$\leq 300^\circ\text{C}$

## Metallization Mask Layout



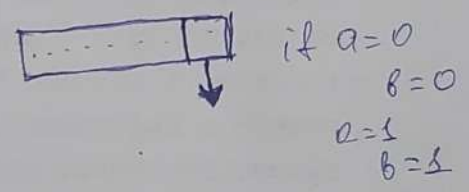
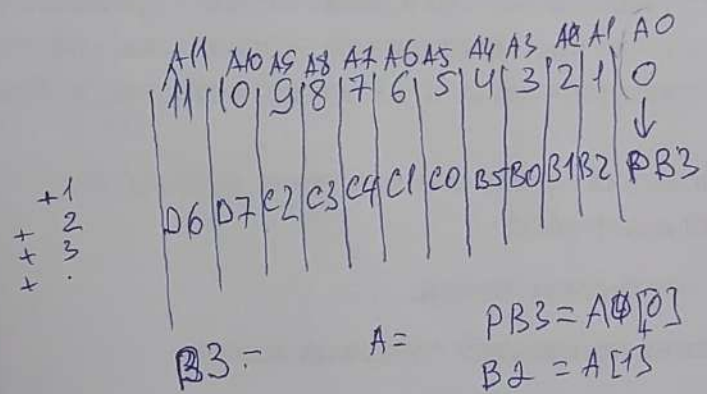
### NOTE:

1. Pin numbers correspond to DIP Package only.

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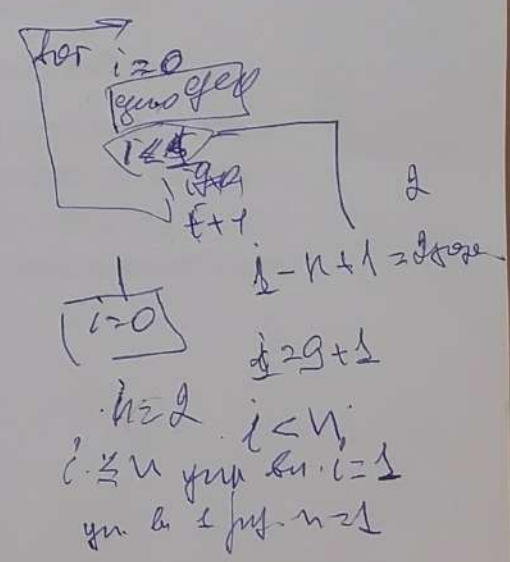
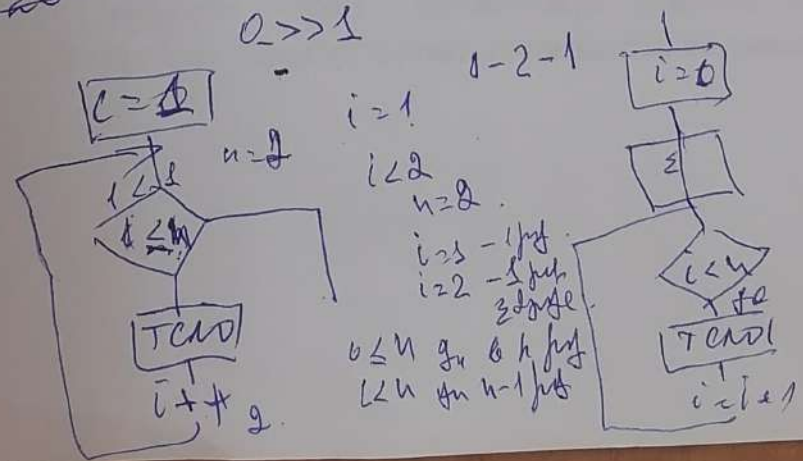
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PC0	A0	PB3
C1	A1	PB2
C2	A2	B1
C3	A3	B0
	A4	B5
	A5	C0
	A6	C1
	A7	C2
	A8	C3
	A9	C2
	A10	D7
	A11	D6
	DI	C5
	DO	D5
	CS	B4
	WR	D4
		+Un



Port C.1 = 0  
 Port C.1 = 0  
 Port C.1 = 1  
 cyber i

~~8:20~~ ~~10:20~~  
~~9:20~~  
 $a = 000129$   
 if  $a = 0$  Pin B.3 = 0  
 else Pin B.3 = 1  
 $a >> 1$





~~for (i=1; i ≤ 11; i++)~~  
~~a = a & 0x0000180;~~  
~~if (a & 0x0000180)~~  
~~a = b~~  
~~b = 0x0001 & b;~~  
~~if (b == 0) Pin C.1 = 0;~~  
~~else Pin C.1 = 1;~~  
~~a >> 4;~~  
~~b = 0x0002 & a~~  
~~if (b == 0) Pin C.2 = 0~~

---

~~int a = 0, b = 0;~~  
~~a = b;~~  
~~b = 0x0001 & a;~~  
~~if (b == 0) Port B.3 = 0;~~  
~~else Port B.3 = 1;~~  
~~b = 0x0020 & a;~~  
~~if (b == 0) Port B.2 = 0;~~  
~~else Port B.2 = 1;~~  
~~b = 0x0040 & a;~~  
~~if (b == 0) Port B.1 = 0~~  
~~else Port B.1 = 1~~

v. 2  
 Address(a);

