

## DELAYS AND DELAY ROUTINES

Delays in a computer system can be of two types:

- 1) Hardware delays
- 2) Software delays

	HARDWARE DELAYS	SOFTWARE DELAYS
1	Caused by external hardware (Timer IC like 8254)	Caused by a software delay routine (program)
2	$\mu$ P is not involved in causing the delay and hence is free for other applications.	$\mu$ P is busy as it is executing the delay routine so cannot be used otherwise.
3	Multiple delay routines are possible	Multiple delay routines are not possible
4	Flexibility is low as h/w is involved.	Flexibility is high as delay caused by s/w.
5	External h/w required so ckt. becomes more complex and expensive	External h/w not required so ckt. is simple and less expensive

### SOFTWARE DELAYS

Software delays are produced in programs by one of the various software "**Delay Routines**".

As the amount of delay required varies from application to application different types of delay routines are present, as follows:

- 1) Using NOP Instruction
- 2) Using One 8-bit register
- 3) Using One 16-bit register  
(Nested delay routines):
- 4) Using Two 8-bit registers
- 5) Using One 8-bit register and One 16-bit register
- 6) Using Two 16-bit registers

#### 1) Using NOP Instruction

Eg: NOP;

1-byte instruction

Opcode fetch --- 4 T-states.

$T_D = 4T$ .

$T = 1/(\text{Clk freq})$

$\therefore$  assuming 8085 working at 3 MHz,  $T = 1/(3 \text{ MHz}) = 0.333 \mu \text{ sec.}$

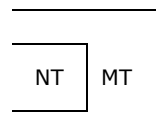
$\therefore T_D = 4 \times 0.333 = 1.332 \mu \text{ sec.}$

$\therefore T_D = 1.332 \mu \text{ sec.}$

This is the maximum delay that can be achieved by writing a NOP instruction.

#### 2) Using One 8-bit register

Delay:	<b>MVI B, 8-bit count</b>	7T
Loop:	<b>DCR B</b>	4T
	<b>JNZ Loop</b>	10/7T
	<b>RET</b>	10T



$$T_D = MT + [(Count)_d \times NT] - 3T$$

**NT** = No of T-states inside the loop {here  $NT = 10T + 4T = 14T$ }

**MT** = No of T-states outside the loop {here  $MT = 7T + 10T = 17T$ }

$Count_{max} = 255$  {8-bit count in decimal}

$$\therefore T_{D\ max} = 17T + [255 \times 14T] - 3T$$

$$\therefore T_{D\ max} = 3584T.$$

assuming 8085 working at 3 MHz i.e.  $T = 333\text{ n sec.}$

$$\therefore T_{D\ max} = 1.18\text{ m sec.}$$

### 3) Using One 16-bit register

Delay:	<b>LXI B, 16-bit count</b>	10T	
Loop:	<b>DCX B</b>	6T	
	<b>MOV A, C</b>	4T	
	<b>ORA C</b>	4T	
	<b>JNZ Loop</b>	10/7T	
	<b>RET</b>	10T	

$$T_D = MT + [(Count)_d \times NT] - 3T$$

here **NT** =  $6T + 4T + 4T + 10T = 24T$

**MT** =  $10T + 10T = 20T$

$Count_{max} = 65535$  {16-bit count in decimal}

$$\therefore T_{D\ max} = 20T + [65535 \times 24T] - 3T$$

$$\therefore T_{D\ max} = 1572057T.$$

assuming 8085 working at 3 MHz i.e.  $T = 333\text{ n sec.}$

$$\therefore T_{D\ max} = 0.525\text{ sec.}$$

### 4) Using Two 8-bit registers

Delay:	<b>MVI C, Count2</b>	7T	
Loop2:	<b>MVI B, Count1</b>	7T	
Loop1:	<b>DCR B</b>	4T	
	<b>JNZ Loop1</b>	10/7T	
	<b>DCR C</b>	4T	
	<b>JNZ Loop2</b>	10/7T	
	<b>RET</b>	10T	

$$T_D = PT + [(Count2)_d \times T_{loop1}] - 3T$$

$$T_{loop1} = MT + [(Count1)_d \times NT] - 3T$$

**NT** = No of T-states inside loop1 {here  $NT = 4T + 10T = 14T$ }.

**MT** = No of T-states outside loop1 but inside loop2 { $MT = 7T + 4T + 10T = 17T$ }

**PT** = No of T-states outside loop2 {here  $PT = 10T + 7T = 17T$ }.

$Count1_{max} = 255$  {8-bit count in decimal}

$Count2_{max} = 255$  {8-bit count in decimal}

$$\therefore T_{D\ max} = 914954T.$$

assuming 8085 working at 3 MHz i.e.  $T = 333\text{ n sec.}$

$$\therefore T_{D\ max} = 0.304\text{ sec.}$$

**5) Using One 8-bit register and One 16-bit register**

Delay:	<b>MVI D, Count2</b>	7T	
Loop2:	<b>LXI B, Count1</b>	10T	
Loop1:	<b>DCX B</b>	6T	
	<b>MOV A, C</b>	4T	
	<b>ORA B</b>	4T	
	<b>JNZ Loop1</b>	10/7T	
	<b>DCR D</b>	4T	
	<b>JNZ Loop2</b>	10/7T	
	<b>RET</b>	10T	

$$T_D = PT + [(Count2)_d \times T_{loop1}] - 3T$$

$$T_{loop1} = MT + [(Count1)_d \times NT] - 3T$$

Here **NT** = 6T + 4T + 4T + 10T = **24T**.

**MT** = 10T + 4T + 10T = **24T**.

**PT** = 7T + 10T = **17T**.

Count1<sub>max</sub> = 65535 {16-bit count in decimal}

Count2<sub>max</sub> = 255 {8-bit count in decimal}

assuming 8085 working at 3 MHz i.e. T = 333 n sec.

$$\therefore T_{D \max} = \mathbf{133.69 \text{ sec.}}$$

**6) Using Two 16-bit registers**

Delay:	<b>LXI B, Count2</b>	10T	
Loop2:	<b>LXI D, Count1</b>	10T	
Loop1:	<b>DCX D</b>	6T	
	<b>MOV A, E</b>	4T	
	<b>ORA D</b>	4T	
	<b>JNZ Loop1</b>	10/7T	
	<b>DCX B</b>	6T	
	<b>MOV A, C</b>	4T	
	<b>ORA B</b>	4T	
	<b>JNZ Loop2</b>	10/7T	
	<b>RET</b>	10T	

$$T_D = PT + [(Count2)_d \times T_{loop1}] - 3T$$

$$T_{loop1} = MT + [(Count1)_d \times NT] - 3T$$

Here **NT** = 6T + 4T + 4T + 10T = **24T**.

**MT** = 10T + 6T + 4T + 4T + 10T = **34T**.

**PT** = 10T + 10T = **20T**.

Count1<sub>max</sub> = 65535 {16-bit count in decimal}

Count2<sub>max</sub> = 65535 {16-bit count in decimal}

assuming 8085 working at 3 MHz i.e. T = 333 n sec.

$$\therefore T_{D \max} = \mathbf{9 \text{ hours, } 32 \text{ min, } 24 \text{ sec.}}$$

Summary:

Delay Method	Max duration
NOP	1.332 $\mu$ sec
One 8-bit register	1.18 m sec
One 16-bit register	.525 sec
Two 8-bit registers	.304 sec
One 8-bit / one 16-bit reg	133.69 sec
Two 16-bit register	9 hrs, 32 min, 24 sec

**Please Note:** All these calculations are w.r.t. 8085 operating at 3 MHz.  
In case in the exam, the frequency is different then calculate  $1T = 1/(\text{Clk. freq.})$ , and then calculate the appropriate delay. © In case of doubts, contact Bharat Sir: - 98204 08217.