STANDARD MICROSYSTEMS CORPORATION
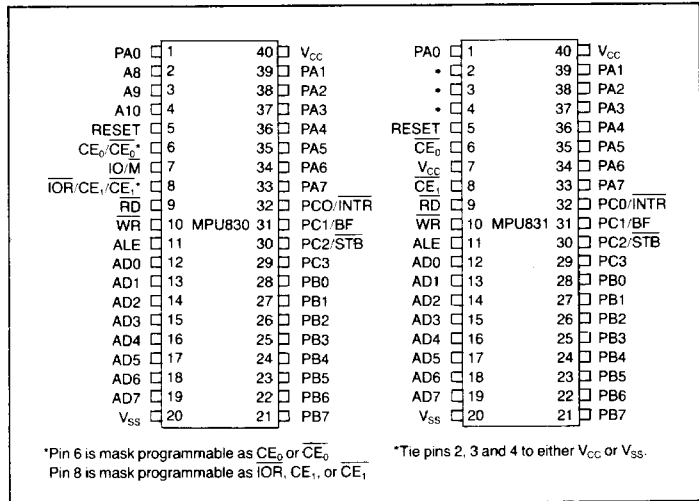
MPU 830
MPU 831

PRELIMINARY

MPU 830 ROM I/O Device
MPU 831 I/O Device

FEATURES

- [ ] Variable Power Supply: 2.4V–6.0V
- [ ] Pin-Compatible With NSC830/NSC831
- [ ] Three Programmable I/O Ports
- [ ] 2K x 8 Read Only Memory (MPU830)
- [ ] Very Low Power Consumption
- [ ] Fully Static Operation
- [ ] Single Instruction I/O Bit Operations
- [ ] Bus Compatible With MPU800 Family
- [ ] Strobed Mode Available on Port A

PIN CONFIGURATION

	MPU830				MPU831	
PA0	1	40 V_{CC}		PA0	1	40 V_{CC}
A8	2	39 PA1		•	2	39 PA1
A9	3	38 PA2		•	3	38 PA2
A10	4	37 PA3		•	4	37 PA3
RESET	5	36 PA4		RESET	5	36 PA4
$CE_0/\overline{CE_0}$*	6	35 PA5		$\overline{CE_0}$	6	35 PA5
$IO/\overline{M}$	7	34 PA6		V_{CC}	7	34 PA6
$\overline{IOR}/CE_1/\overline{CE_1}$*	8	33 PA7		$\overline{CE_1}$	8	33 PA7
$\overline{RD}$	9	32 $PCO/\overline{INTR}$		$\overline{RD}$	9	32 $PCO/\overline{INTR}$
$\overline{WR}$	10	31 $PC1/\overline{BF}$		$\overline{WR}$	10	31 $PC1/\overline{BF}$
ALE	11	30 $PC2/\overline{STB}$		ALE	11	30 $PC2/\overline{STB}$
AD0	12	29 PC3		AD0	12	29 PC3
AD1	13	28 PB0		AD1	13	28 PB0
AD2	14	27 PB1		AD2	14	27 PB1
AD3	15	26 PB2		AD3	15	26 PB2
AD4	16	25 PB3		AD4	16	25 PB3
AD5	17	24 PB4		AD5	17	24 PB4
AD6	18	23 PB5		AD6	18	23 PB5
AD7	19	22 PB6		AD7	19	22 PB6
V_{SS}	20	21 PB7		V_{SS}	20	21 PB7

*Pin 6 is mask programmable as CE_0 or $\overline{CE_0}$.
Pin 8 is mask programmable as $\overline{IOR}$, CE_1, or $\overline{CE_1}$.

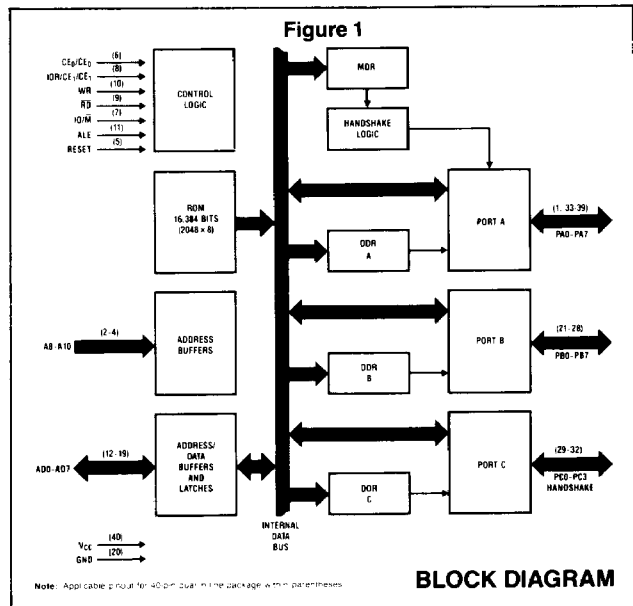*Tie pins 2, 3 and 4 to either V_{CC} or V_{SS}.

GENERAL DESCRIPTION

The MPU830 is a combination ROM and I/O peripheral device contained in a standard 40 pin package.

The ROM is comprised of 16,384 bits of Read Only Memory organized as 2048 by 8.

The I/O portion consists of 20 programmable input/output bits arranged as three separate ports, with each bit individually definable as an input or output. The port bits can be set or cleared individually and can be written or read in bytes. Several types of strobed mode operations are available through port A.

The MPU831 is similar to the MPU830 except that is contains no ROM. The MPU831 is useful for prototyping work prior to ordering the MPU830, and when on chip ROM is not required.

Figure 1

BLOCK DIAGRAM

Note: Applicable pinout for 40-pin dual in line package within parentheses.

SECTION IX

DESCRIPTION OF PIN FUNCTIONS

PIN NO.	NAME	SYMBOL	FUNCTION
40	+ 5 Volt	V_{CC}	+ 5 volt supply
20	Ground	GND	Ground
Input Signals			
5	Master Reset	RESET	An active-high input on the RESET pin initializes the chip causing the three I/O ports (A, B and C) to revert to the input mode. The three ports, the three data direction registers and the mode definition register are reset to low (0).
7	Input/Output/Memory Select	IO/$\overline{M}$	The IO/$\overline{M}$ pin is a latched, select input line. A high (1) input selects the I/O portion of the chip; a low (0) input selects the ROM portion of the chip. The select input is latched by the trailing edge (high to low transition) of the ALE signal.
6 8	Chip Enable 0 Chip Enable 1	CE0/$\overline{CE0}$ $\overline{IOR}$/CE1/$\overline{CE1}$	The chip enable inputs are mask programmable at the factory. The CE inputs permit the use of multiple MPU830s in a system without using a chip select decoder. The CE inputs must be active at the falling edge of ALE. At ALE time, the CE inputs are latched to provide access to the MPU830. The $\overline{IOR}$ input performs the same function as the combination of IO/$\overline{M}$ input high and the $\overline{RD}$ input low.
9	Read	$\overline{RD}$	When the $\overline{RD}$ (or the $\overline{IOR}$, when mask programmed) input is an active low, data is read from the AD0-AD7 bus. When both $\overline{RD}$ and $\overline{IOR}$ are high, the AD0-AD7 bus is in the high impedance state.
10	Write	$\overline{WR}$	When the CE inputs are active, and the IO/$\overline{M}$ input is high, an active low $\overline{WR}$ input causes the selected output port to be written with the data from the AD0-AD7 bus.
11	Address Latch Enable	ALE	The trailing edge (high to low transition) of the ALE input signal latches the address/data present on the AD0-AD7 bus, A8-A10 bus, plus the input control signals on IO/$\overline{M}$, CE$_0$/$\overline{CE}_0$, and CE$_1$/$\overline{CE}_1$.
2-4	Address Bus A8-A10	A8, A9-A10	The high-order bits of the ROM address are input on this 3-bit bus and are latched by the high-to-low transition of the ALE input. These bits do not affect the I/O operations.
Input/Output Signals			
12-19	Bidirectional Address/Data Bus	AD0-AD7	The lower 8 bits of the ROM or I/O address are applied to these pins, and latched by the trailing edge of ALE. During read operations, 8 bits are present on these pins, and are read when $\overline{RD}$ or $\overline{IOR}$ is low. During an I/O write cycle, Port A, B, or C is written with the data present on this bus at the trailing edge of the $\overline{WR}$ strobe.
1, 39-33 28-21 32-29	Port A, Bits 0-7 Port B, Bits 0-7 Port C, Bits 0-3	PA0-PA7 PB0-PB7 PC0-PC3	These are general purpose I/O pins. Their input/output direction is determined by the contents of the Data Direction Register (DDRs).

FUNCTIONAL DESCRIPTION

Refer to *Figure 1* for a detailed block diagram of the MPU830.

Read Only Memory (ROM): The memory portion of the ROM-I/O is accessed by an 11-bit address input to pins AD0-AD7 and A8-A10. The IO/$\overline{M}$ input must be low (ROM select) and the chip enable pins in the active programmed state at the falling edge of ALE to address the ROM. Timing for ROM read and write operations is shown in the timing diagrams.

Input/Output (I/O): The I/O portion of the MPU830 contains three sets of I/O called Ports. There are two ports (A and B) which contain 8 bits each and one port (Port C) which has 4 bits. Any bit or combination of bits in a port may be addressed with Set or Clear commands. A port can also be addressed as an 8-bit word (4 bits for Port C). When reading Port C, bits 4-7 will be read as ones. All ports share common functions of Read, Write, Bit-Set and Bit-Clear. Additionally, Port A is programmable for strobed (handshake) mode input or output. Port C has a programmable second function for each bit associated with strobed modes. *Table 1* defines the address location of the ports and control registers.

*TRI-STATE® is a registered trademark of National Semiconductor Corporation.

MODE DEFINITION REGISTER (MDR)

The Mode Definition Register (MDR) defines the operating mode for Port A. While Ports B and C are always in the basic I/O mode, there are four operating modes for Port A:

Mode 0–Basic I/O (Input or Output)
Mode 1–Strobed Mode Input
Mode 2–Strobed Mode Output
    • Active Peripheral Bus
Mode 3–Strobed Mode Output
    • TRI-STATE® (high impedance) Peripheral Bus

The MDR has the I/O address assignment XXX00111. The bit configuration for the mode selection is illustrated below:

Mode	Bit							
	7	6	5	4	3	2	1	0
0	X	X	X	X	X	X	X	0
1	X	X	X	X	X	X	0	1
2	X	X	X	X	X	0	1	1
3	X	X	X	X	X	1	1	1

NOTE: X – don't care

Table 1. I/O and Address Designations

8-Bit Address Field Bits								Designation I/O Port, etc.	R (Read) W (Write)
7	6	5	4	3	2	1	0		
X	X	X	X	0	0	0	0	Port A (byte)	R/W
X	X	X	X	0	0	0	1	Port B (byte)	R/W
X	X	X	X	0	0	1	0	Port C (byte)	R/W
X	X	X	X	0	0	1	1	Not Used	—
X	X	X	X	0	1	0	0	DDR — Port A	W
X	X	X	X	0	1	0	1	DDR — Port B	W
X	X	X	X	0	1	1	0	DDR — Port C	W
X	X	X	X	0	1	1	1	Mode Definition Register	W
X	X	X	X	1	0	0	0	Port A — Bit Clear	W
X	X	X	X	1	0	0	1	Port B — Bit Clear	W
X	X	X	X	1	0	1	0	Port C — Bit Clear	W
X	X	X	X	1	0	1	1	Not Used	—
X	X	X	X	1	1	0	0	Port A — Bit Set	W
X	X	X	X	1	1	0	1	Port B — Bit Set	W
X	X	X	X	1	1	1	0	Port C — Bit Set	W
X	X	X	X	1	1	1	1	Not Used	—

NOTE: X — don't care

DATA DIRECTION REGISTERS (DDR)

Each port bit has a data direction register (DDR) which defines the I/O state of the bit. The bit is configured as an input if a "0" is written into its DDR, or as an output if a "1" is written. The DDR bits cannot be individually written to: the entire DDR byte is affected by a write to the DDR address. Thus all data must be consistent with the direction desired for each port.

Any write or read operations on a port contradicting the DDR will not affect the port output or input. However, a read of a port bit defined as an output will cause a read from the output latch, and a write to a port bit defined as an input will modify the output latch.

PORT FUNCTIONS—BASIC I/O

Basic I/O is the mode of operation of Ports B and C and mode 0 of Port A (defined by the MDR). Read, write, and bit operations can be executed in the basic I/O mode. The timing for basic input and basic output modes is shown in the AC Characteristics tables.

When a read occurs the information is latched from the peripheral bus on the leading (falling) edge of the $\overline{RD}$ strobe. When a write occurs the port bus is modified after the trailing (rising) edge of the $\overline{WR}$ strobe with data from the AD bus. Port output data remains valid on the output pin from one trailing edge of $\overline{WR}$ strobe to the trailing edge of the next $\overline{WR}$ strobe.

BIT OPERATIONS

The I/O features of the ROM-I/O allow modification of a single bit or several bits of a port with Bit-Set and Bit-Clear (see Figure 2). The address is set up to indicate that a bit set (or clear) is taking place. The incoming data on the address/data bus is latched at the trailing edge of the $\overline{WR}$ strobe and is treated as a mask. All bits containing "1s" will cause the indicated operation to be performed on the corresponding port bit. All bits of the data mask with "0s" cause the corresponding port bits to remain unchanged. Three sample operations are given, using Port B as an example:

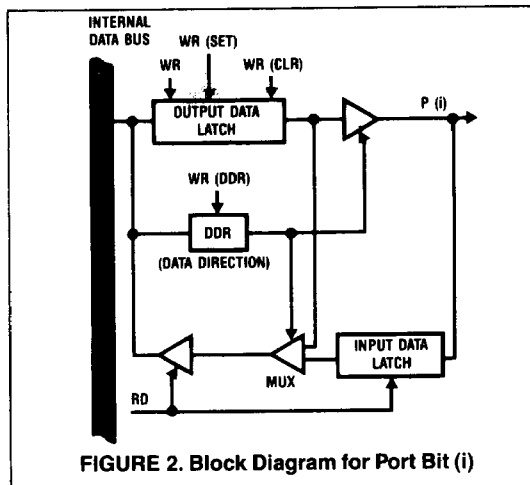| Operation	Set B7	Bit B2 and B0	Set B4, B3 and B1
Address	XXX01101	XXX01001	XXX01101
Data	10000000	00000101	00011010
Port Pins			
Prior State	00001111	10001111	10001010
Next State	10001111	10001010	10011010

FIGURE 2. Block Diagram for Port Bit (i)

PORT A–STROBED (HANDSHAKE) MODE

Port A can be programmed (via the MDR) into one of 3 types of strobed mode for handshake communication with intelligent peripherals. When Port A is in mode 1, 2, or 3 (see description of MDR), Port C pins 0, 1, and 2 are used as signals to and from the peripheral and to the CPU, controlling handshake operations. These control signals are designated $\overline{STB}$, BF, and $\overline{INTR}$. Timing parameters and timing diagrams are detailed under AC Characteristics.

$\overline{\text{INTR}}$ (Strobe Mode Interrupt) is an active-low interrupt from the I/O to the CPU. In strobed input mode, the CPU reads the valid data at Port A to clear the interrupt. In strobed output mode, the CPU clears the interrupt by writing to Port A.

The $\overline{\text{INTR}}$ output can be enabled or disabled, thus giving the ability to control strobed data transfer under software control. It is enabled or disabled respectively, by setting (= 1) or clearing (= 0) the output data latch of bit 2, Port C. Port bit PC2 is used as the $\overline{\text{STB}}$ input. Since PC2 is always an input during strobed mode of operation, its output data latch is not needed. Therefore, during strobed mode of operation it is internally gated with the interrupt signal to generate the $\overline{\text{INTR}}$ output. Reset clears this bit to zero, so it must be set to one to enable the $\overline{\text{INTR}}$ pin for strobed operation. Once the strobed mode of operation is programmed, the only way to change the output data latch of PC2 is by using the Bit-Set and Clear instructions. The Port C byte write command will not alter the output data latch of the PC2 during the strobed mode of operation.

$\overline{\text{STB}}$ (Strobe) is an active-low input from the peripheral device, signaling that data transfer is about to begin. This strobe is interpreted as an "output request" if Port A is in a strobed output mode, or as a "data valid" signal if Port A is in strobed input mode.

BF (Buffer Full) is an output from the I/O to the peripheral signaling that data transfer is complete. In strobed input mode this strobe indicates that data is received into Port A and that no further data should be transmitted by the peripheral device until the port has been read (emptied). In strobed output mode the BF indicates that the request from the peripheral has been processed by the CPU and the valid data now appears in Port A.

The bits of Port C that are used for handshake control of Port A (bits C0, C1, and C2) must be direction-defined appropriately in the DDR. Also, the DDR of Port A must be consistent with the mode specified in the MDR. Register set-up configurations for the three handshake modes are illustrated in Table 2.

Table 2. Mode Definition Register Configurations

Mode	MDR	DDR Port A	DDR Port C	Port C Output Latch
Strobed Input	XXXXXX01	00000000	XXX011	XXX1XX
Strobed Output (Active)	XXXXX011	11111111	XXX011	XXX1XX
Strobed Output (TRI-STATE)	XXXXX111	11111111	XXX011	XXX1XX

ABSOLUTE MAXIMUM RATINGS

Storage Temperature Range .... $-65°C$ to $+150°C$
Voltage at Any Pin With Respect to Ground .... $-0.3V$ to $V_{CC} + 0.3V$
V_{CC} 7V
Lead Temperature (Soldering, 10 seconds) .... 300°C
Power Dissipation 1W

Note: Absolute maximum ratings are those values beyond which the safety of the device cannot be guaranteed. Continuous operation at these limits is not intended; operation should be limited to those conditions specified under DC Electrical Characteristics.

DC ELECTRICAL CHARACTERISTICS $T_A = 0°C$ to $70°C$, $V_{CC} = 5V \pm 10\%$, GND =

Symbol	Parameter	Test Conditions	Min	Typ	Max	Units
V_{IH}	Logical 1 Input Voltage		$0.7 V_{CC}$		V_{CC}	V
V_{IL}	Logical 0 Input Voltage		0		$0.2 V_{CC}$	V
V_{OH}	Logical 1 Output Voltage	$I_{OH} = -1.0$ mA	2.4			V
		$I_{OUT} = -10 \mu A$	$V_{CC} - 0.5$			V
V_{OL}	Logical 0 Output Voltage	$I_{OL} = 2$ mA	0		0.4	V
		$I_{OUT} = 10 \mu A$	0		0.1	V
I_{IL}	Input Leakage Current	$0 \leq V_{IN} \leq V_{CC}$	-10.0		10.0	μA
I_{OL}	Output Leakage Current	$0 \leq V_{IN} \leq V_{CC}$	-10.0		10.0	μA
I_{CC}	Active Supply Current	$I_{OUT} = 0$, $t_{WCY} = 750$ ns		8	10	mA
I_Q	Quiescent Current	No Input Switching, $T_A = 25°C$		10	100	μA
C_{IN}	Input Capacitance			4	7	pF
C_{OUT}	Output Capacitance			6	10	pF
V_{CC}	Power Supply Voltage		2.4	5	6	V

LOW VOLTAGE OPERATION Preliminary

Voltage	MPU831-1	MPU831	MPU831-4	Units
2.4	—	500	500	kHz
3.0	—	1	1	MHz

AC TESTING INPUT/OUTPUT WAVEFORM

70% 70%
20% 20%

AC TESTING LOAD CIRCUIT

DEVICE UNDER TEST
150 pF

I_CC vs. SPEED

MAXIMUM

TYPICAL

I_{CC}—SUPPLY CURRENT (mA)

10

5

0

4500   3000   1500   1000   750

t_{WCY} (ns)

0   1   2   3   4

MPU800 CLOCK SPEED* (MHz)

*WHEN MPU830/MPU831 IS USED WITH MPU800

AC ELECTRICAL CHARACTERISTICS

PRELIMINARY
Notice: This is not a final specification. Some parametric limits are subject to change.

| Symbol	Parameter	Test Conditions	MPU830-1 MPU831-1 Min	Max	MPU830 MPU831 Min	Max	Min	Max	Units
t_{ACC}	Access Time from ALE	$C_L = 150$ pF		1000		400		300	ns
t_{AH}	AD0-AD7, CE, IOT/$\overline{M}$ Hold Time		100		60		30		ns
t_{ALE}	ALE Strobe Width (High)		200		125		75		ns
t_{ARW}	ALE to $\overline{RD}$ or $\overline{WR}$ Strobe		150		120		75		ns
t_{AS}	AD0-AD7, CE, IOT/$\overline{M}$ Set-Up Time		100		75		40		ns
t_{DH}	Data Hold Time		150		90		40		ns
t_{DO}	Port Data Output Valid			350		310		300	ns
t_{DS}	Data Set-Up Time		100		80		50		ns
t_{PE}	Peripheral Bus Enable			320		200		200	ns
t_{PH}	Peripheral Data Hold Time		150		125		100		ns
t_{PS}	Peripheral Data Set-Up Time		100		75		50		ns
t_{PZ}	Peripheral Bus Disable (TRI-STATE®)			150		150		150	ns
t_{RB}	$\overline{RD}$ to BF Output			300		300		300	ns
t_{RD}	Read Strobe Width		400		320		220		ns
t_{RDD}	Data Bus Disable		0	100	0	100	0	75	ns
t_{RI}	$\overline{RD}$ to $\overline{INTR}$ Output			320		320		300	ns
t_{RWA}	$\overline{RD}$ to $\overline{WR}$ to Next ALE		125		100		75		ns
t_{SB}	$\overline{STB}$ to BF Valid			300		300		300	ns
t_{SH}	Peripheral Data Hold With Respect to $\overline{STB}$		150		125		100		ns
t_{SI}	$\overline{STB}$ to INTR Output			300		300		300	ns
t_{SS}	Peripheral Data Set-Up With Respect to $\overline{STB}$		100		75		50		ns
t_{SW}	$\overline{STB}$ Width		400		320		220		ns
t_{WB}	$\overline{WR}$ to BF Output			340		340		300	ns
t_{WI}	$\overline{WR}$ to $\overline{INTR}$ Output			320		320		300	ns
t_{WR}	$\overline{WR}$ Strobe Width		400		320		220		ns
t_{WCY}	Width of Machine Cycle		3000		1200		750		ns

GENERAL TIMING WAVEFORMS

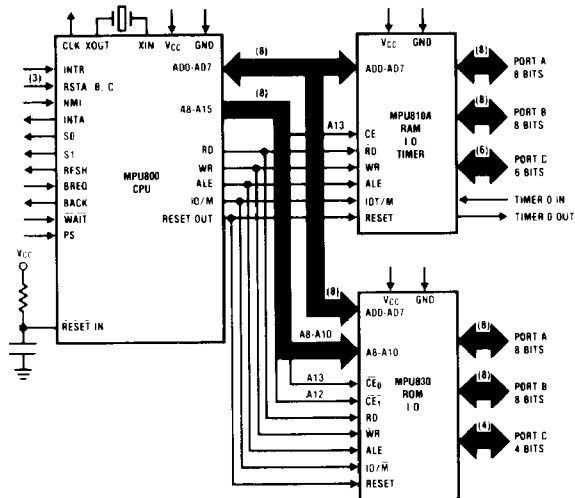## Read Cycle (Read from ROM or Port)
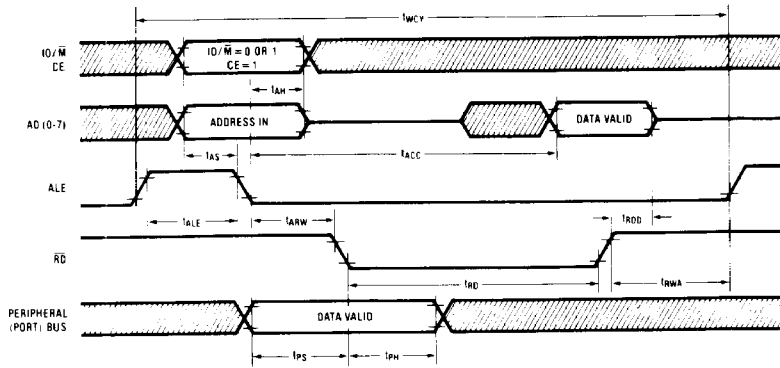
Note: Diagonal lines indicate interval of invalid data
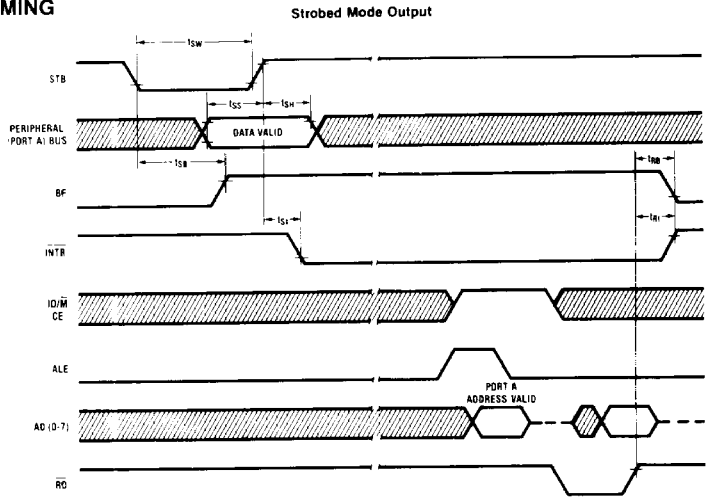
Write Cycle (Write to Port)
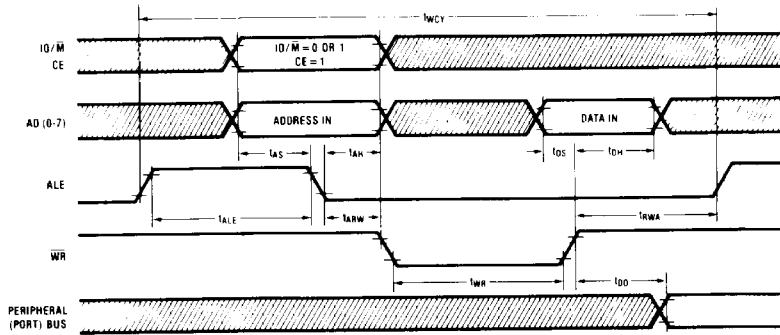
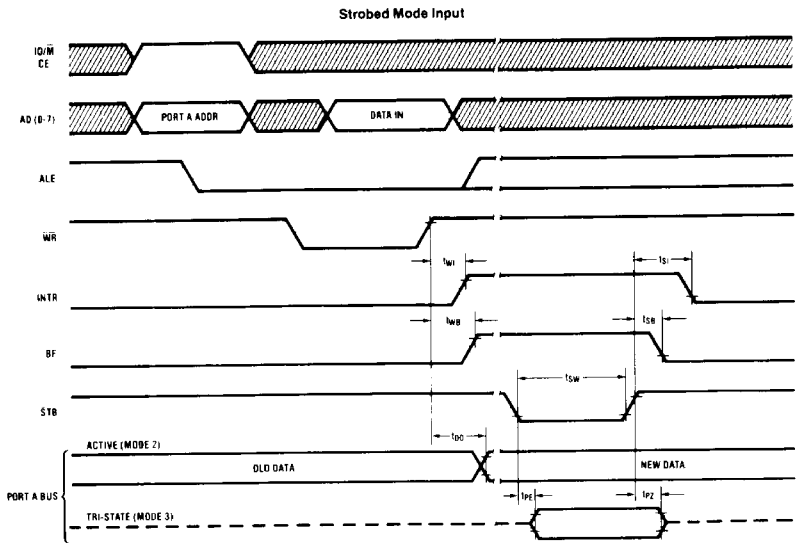Note: Diagonal lines indicate interval of invalid data

MICROCOMPUTER FAMILY BLOCK DIAGRAM

HANDSHAKE TIMING

Strobed Mode Output

STB

PERIPHERAL (PORT A) BUS — DATA VALID

BF

$\overline{INTR}$

IO/$\overline{M}$ CE

ALE

PORT A ADDRESS VALID

AD (0-7)

$\overline{RD}$

Note: Diagonal lines indicate interval of invalid data.

Strobed Mode Input

IO/$\overline{M}$ CE

AD (0-7) — PORT A ADDR — DATA IN

ALE

$\overline{WR}$

INTR

BF

STB

PORT A BUS:
ACTIVE (MODE 2) — OLD DATA / NEW DATA
TRI-STATE (MODE 3)

Note: Diagonal lines indicate interval of invalid data.

APPROVED FORMATS FOR CUSTOM PROGRAMMED PARTS

Input Medium:

2716 EPROM
2708 EPROM

IMPORTANT—EPROM LABELING

Only one customer program may be included in a single order. The following method must be used to identify the EPROMs comprising a program.

a. The EPROMs used for storing a custom program are designated as shown:

2716:	Block A	0-2047
2708:	Block A	0-1023
	Block B	1024-2047

b. All EPROMs must be labeled (stickers, paint, etc.) with this block designation plus a customer assigned print or identification number.

Example:

1. Customer Data
   - Custom Program Length—2K
   - Medium—Two 2708s
   - Customer Print or I.D. No. C123-45

2. EPROM Labels

C123-45 A 0-1023	C123-45 B 1024-2047

733