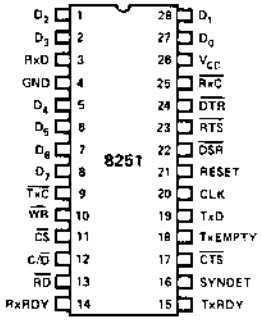
PROGRAMMABLE COMMUNICATION INTERFACE

- **Synchronous and Asynchronous Operation**
  - **Synchronous:**
    5-8 Bit Characters
    Internal or External Character Synchronization
    Automatic Sync Insertion
  - **Asynchronous:**
    5-8 Bit Characters
    Clock Rate — 1, 16 or 64 Times Baud Rate
    Break Character Generation
    1, 1½, or 2 Stop Bits
    False Start Bit Detection
- **Baud Rate —DC to 56k Baud (Sync Mode)**
  DC to 9.6k Baud (Async Mode)
- **Full Duplex, Double Buffered, Transmitter and Receiver**
- **Error Detection — Parity, Overrun, and Framing**
- **Fully Compatible with 8080 CPU**
- **28-Pin DIP Package**
- **All Inputs and Outputs Are TTL Compatible**
- **Single 5 Volt Supply**
- **Single TTL Clock**

The 8251 is a Universal Synchronous/Asynchronous Receiver / Transmitter (USART) Chip designed for data communications in microcomputer systems. The USART is used as a peripheral device and is programmed by the CPU to operate using virtually any serial data transmission technique presently in use (including IBM Bi-Sync). The USART accepts data characters from the CPU in parallel format and then converts them into a continuous serial data stream for transmission. Simultaneously it can receive serial data streams and convert them into parallel data characters for the CPU. The USART will signal the CPU whenever it can accept a new character for transmission or whenever it has received a character for the CPU. The CPU can read the complete status of the USART at any time. These include data transmission errors and control signals such as SYNDET, TxEMPT. The chip is constructed using N-channel silicon gate technology.

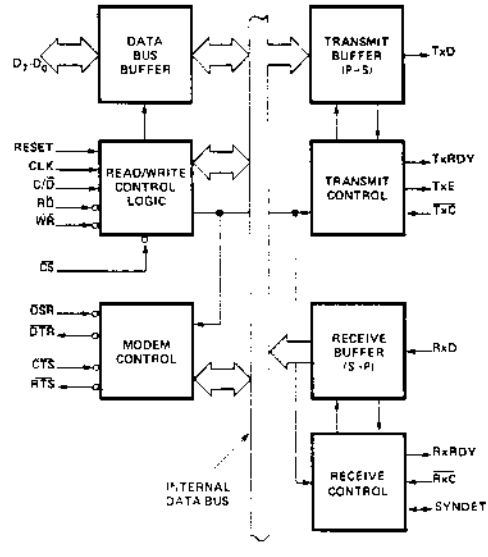
PIN CONFIGURATION



Pin Name	Pin Function
D_7-D_0	Data Bus (8 bits)
C/D	Control or Data is to be Written or Read
RD	Read Data Command
WR	Write Data or Control Command
CS	Chip Enable
CLK	Clock Pulse (TTL)
RESET	Reset
TxC	Transmitter Clock
TxD	Transmitter Data
RxC	Receiver Clock
RxD	Receiver Data
RxRDY	Receiver Ready (has character for 8080)
TxRDY	Transmitter Ready (ready for char. from 8080)

Pin Name	Pin Function
DSR	Data Set Ready
DTR	Data Terminal Ready
SYNDET	Sync Detect
RTS	Request to Send Data
CTS	Clear to Send Data
TxE	Transmitter Empty
VCC	+5 Volt Supply
GND	Ground

BLOCK DIAGRAM



8251 BASIC FUNCTIONAL DESCRIPTION

General

The 8251 is a Universal Synchronous/Asynchronous Receiver/Transmitter designed specifically for the 8080 Microcomputer System. Like other I/O devices in the 8080 Microcomputer System its functional configuration is programmed by the systems software for maximum flexibility. The 8251 can support virtually any serial data technique currently in use (including IBM "bi-sync").

In a communication environment an interface device must convert parallel format system data into serial format for transmission and convert incoming serial format data into parallel system data for reception. The interface device must also delete or insert bits or characters that are functionally unique to the communication technique. In essence, the interface should appear "transparent" to the CPU, a simple input or output of byte-oriented system data.

Data Bus Buffer

This 3-state, bi-directional, 8-bit buffer is used to interface the 8251 to the 8080 system Data Bus. Data is transmitted or received by the buffer upon execution of INput or OUTput instructions of the 8080 CPU. Control words, Command words and Status information are also transferred through the Data Bus Buffer.

Read/Write Control Logic

This functional block accepts inputs from the 8080 Control bus and generates control signals for overall device operation. It contains the Control Word Register and Command Word Register that store the various control formats for device functional definition.

RESET (Reset)

A "high" on this input forces the 8251 into an "Idle" mode. The device will remain at "Idle" until a new set of control words is written into the 8251 to program its functional definition.

CLK (Clock)

The CLK input is used to generate internal device timing and is normally connected to the Phase 2 (TTL) output of the 8224 Clock Generator. No external inputs or outputs are referenced to CLK but the frequency of CLK must be greater than 30 times the Receiver or Transmitter clock inputs for synchronous mode (4.5 times for asynchronous mode).

$\overline{WR}$ (Write)

A "low" on this input informs the 8251 that the CPU is outputting data or control words, in essence, the CPU is writing out to the 8251.

$\overline{RD}$ (Read)

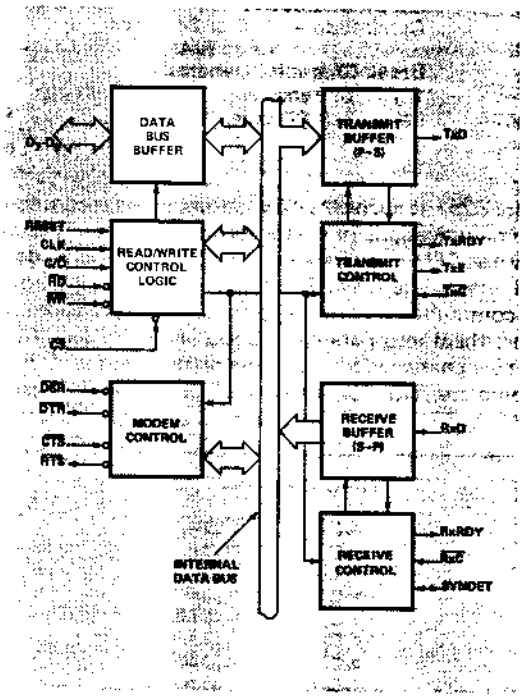
A "low" on this input informs the 8251 that the CPU is inputting data or status information, in essence, the CPU is reading from the 8251.

C/$\overline{D}$ (Control/Data)

This input, in conjunction with the $\overline{WR}$ and $\overline{RD}$ inputs informs the 8251 that the word on the Data Bus is either a data character, control word or status information.
1 = CONTROL 0 = DATA

$\overline{CS}$ (Chip Select)

A "low" on this input enables the 8251. No reading or writing will occur unless the device is selected.



C/$\overline{D}$	$\overline{RD}$	$\overline{WR}$	$\overline{CS}$	
0	0	1	0	8251 → DATA BUS
0	1	0	0	DATA BUS → 8251
1	0	1	0	STATUS → DATA BUS
1	1	0	0	DATA BUS → CONTROL
X	X	X	1	DATA BUS → 3-STATE

Modem Control

The 8251 has a set of control inputs and outputs that can be used to simplify the interface to almost any Modem. The modem control signals are general purpose in nature and can be used for functions other than Modem control, if necessary.

$\overline{DSR}$ (Data Set Ready)

The $\overline{DSR}$ input signal is general purpose in nature. Its condition can be tested by the CPU using a Status Read operation. The $\overline{DSR}$ input is normally used to test Modem conditions such as Data Set Ready.

$\overline{DTR}$ (Data Terminal Ready)

The $\overline{DTR}$ output signal is general purpose in nature. It can be set "low" by programming the appropriate bit in the Command Instruction word. The $\overline{DTR}$ output signal is normally used for Modem control such as Data Terminal Ready or Rate Select.

$\overline{RTS}$ (Request to Send)

The $\overline{RTS}$ output signal is general purpose in nature. It can be set "low" by programming the appropriate bit in the Command Instruction word. The $\overline{RTS}$ output signal is normally used for Modem control such as Request to Send.

$\overline{CTS}$ (Clear to Send)

A "low" on this input enables the 8251 to transmit data (serial) if the Tx EN bit in the Command byte is set to a "one."

Transmitter Buffer

The Transmitter Buffer accepts parallel data from the Data Bus Buffer, converts it to a serial bit stream, inserts the appropriate characters or bits (based on the communication technique) and outputs a composite serial stream of data on the TxD output pin.

Transmitter Control

The Transmitter Control manages all activities associated with the transmission of serial data. It accepts and issues signals both externally and internally to accomplish this function.

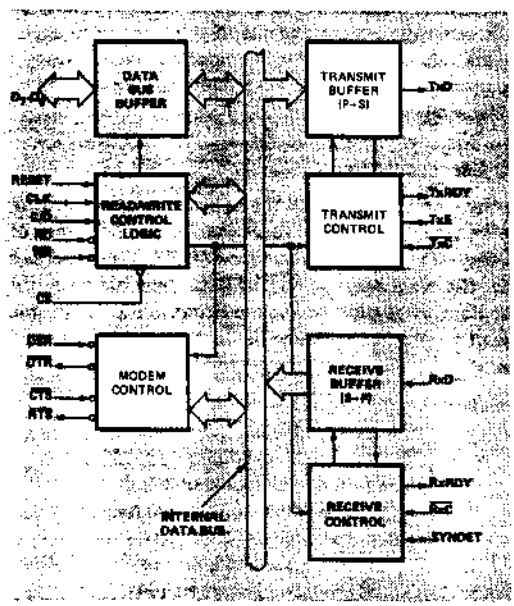
TxRDY (Transmitter Ready)

This output signals the CPU that the transmitter is ready to accept a data character. It can be used as an interrupt to the system or for the Polled operation the CPU can check TxRDY using a status read operation. TxRDY is automatically reset when a character is loaded from the CPU.

TxE (Transmitter Empty)

When the 8251 has no characters to transmit, the TxE output will go "high". It resets automatically upon receiving a character from the CPU. TxE can be used to indicate the end of a transmission mode, so that the CPU "knows" when to "turn the line around" in the half-duplexed operational mode.

In SYNChronous mode, a "high" on this output indicates that a character has not been loaded and the SYNC character or characters are about to be transmitted automatically as "fillers".



$\overline{TxC}$ (Transmitter Clock)

The Transmitter Clock controls the rate at which the character is to be transmitted. In the Synchronous transmission mode, the frequency of $\overline{TxC}$ is equal to the actual Baud Rate (1X). In Asynchronous transmission mode, the frequency of $\overline{TxC}$ is a multiple of the actual Baud Rate. A portion of the mode instruction selects the value of the multiplier; it can be 1x, 16x or 64x the Baud Rate.

For Example:

If Baud Rate equals 110 Baud,
$\overline{TxC}$ equals 110 Hz (1x)
$\overline{TxC}$ equals 1.76 kHz (16x)
$\overline{TxC}$ equals 7.04 kHz (64x).
If Baud Rate equals 9600 Baud,
$\overline{TxC}$ equals 614.4 kHz (64x).

The falling edge of $\overline{TxC}$ shifts the serial data out of the 8251.

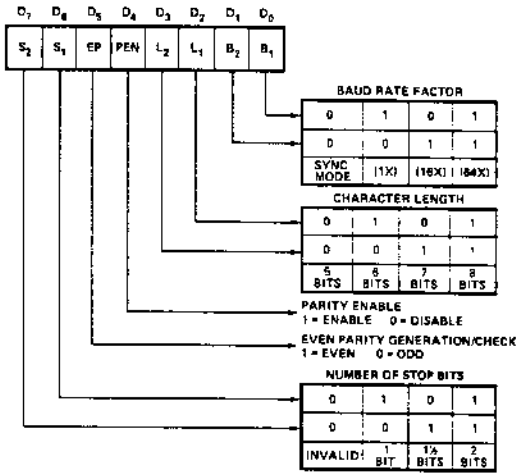
Mode Instruction Definition

The 8251 can be used for either Asynchronous or Synchronous data communication. To understand how the Mode Instruction defines the functional operation of the 8251 the designer can best view the device as two separate components sharing the same package. One Asynchronous the other Synchronous. The format definition can be changed "on the fly" but for explanation purposes the two formats will be isolated.

Asynchronous Mode (Transmission)

Whenever a data character is sent by the CPU the 8251 automatically adds a Start bit (low level) and the programmed number of Stop bits to each character. Also, an even or odd Parity bit is inserted prior to the Stop bit(s), as defined by the Mode Instruction. The character is then transmitted as a serial data stream on the TxD output. The serial data is shifted out on the falling edge of $\overline{TxC}$ at a rate equal to 1, 1/16, or 1/64 that of the $\overline{TxC}$, as defined by the Mode Instruction. BREAK characters can be continuously sent to the TxD if commanded to do so.

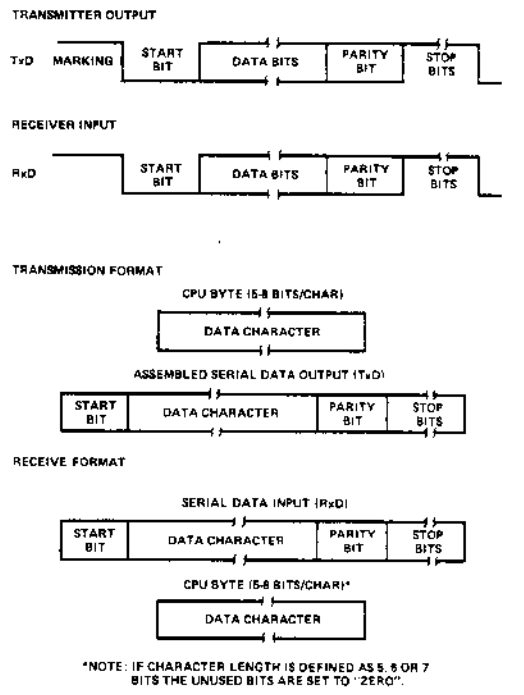
When no data characters have loaded into the 8251 the TxD output remains "high" (marking) unless a Break (continuously low) has been programmed.



Mode Instruction Format, Asynchronous Mode

Asynchronous Mode (Receive)

The RxD line is normally high. A falling edge on this line triggers the beginning of a START bit. The validity of this START bit is checked by again strobing this bit at its nominal center. If a low is detected again, it is a valid START bit, and the bit counter will start counting. The bit counter locates the center of the data bits, the parity bit (if it exists) and the stop bits. If parity error occurs, the parity error flag is set. Data and parity bits are sampled on the RxD pin with the rising edge of $\overline{RxC}$. If a low level is detected as the STOP bit, the Framing Error flag will be set. The STOP bit signals the end of a character. This character is then loaded into the parallel I/O buffer of the 8251. The RxRDY pin is raised to signal the CPU that a character is ready to be fetched. If a previous character has not been fetched by the CPU, the present character replaces it in the I/O buffer, and the OVERRUN flag is raised (thus the previous character is lost). All of the error flags can be reset by a command instruction. The occurrence of any of these errors will not stop the operation of the 8251.



Asynchronous Mode

Synchronous Mode (Transmission)

The TxD output is continuously high until the CPU sends its first character to the 8251 which usually is a SYNC character. When the $\overline{CTS}$ line goes low, the first character is serially transmitted out. All characters are shifted out on the falling edge of $\overline{TxC}$. Data is shifted out at the same rate as the $\overline{TxC}$.

Once transmission has started, the data stream at TxD output must continue at the $\overline{TxC}$ rate. If the CPU does not provide the 8251 with a character before the 8251 becomes empty, the SYNC characters (or character if in single SYNC word mode) will be automatically inserted in the TxD data stream. In this case, the TxEMPTY pin is raised high to signal that the 8251 is empty and SYNC characters are being sent out. The TxEMPTY pin is internally reset by the next character being written into the 8251.

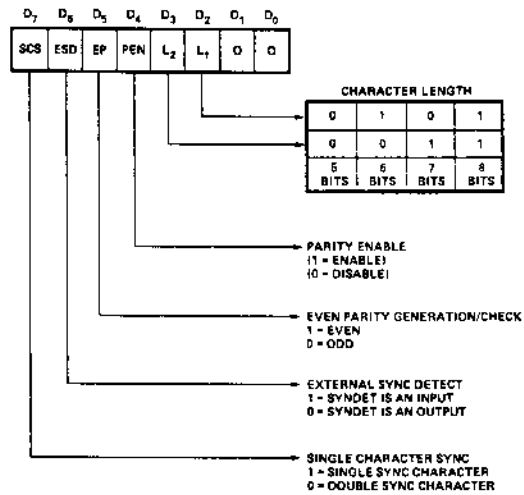
Synchronous Mode (Receive)

In this mode, character synchronization can be internally or externally achieved. If the internal SYNC mode has been programmed, the receiver starts in a HUNT mode. Data on the RxD pin is then sampled in on the rising edge of $\overline{RxC}$. The content of the Rx buffer is continuously compared with the first SYNC character until a match occurs. If the 8251 has been programmed for two SYNC characters, the subsequent received character is also compared; when both SYNC characters have been detected, the USART ends the HUNT mode and is in character synchronization. The SYNDET pin is then set high, and is reset automatically by a STATUS READ.

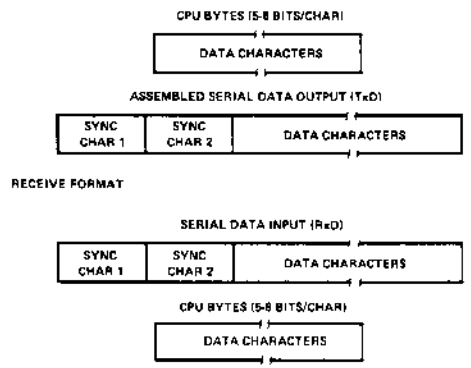
In the external SYNC mode, synchronization is achieved by applying a high level on the SYNDET pin. The high level can be removed after one $\overline{RxC}$ cycle.

Parity error and overrun error are both checked in the same way as in the Asynchronous Rx mode.

The CPU can command the receiver to enter the HUNT mode if synchronization is lost.



Mode Instruction Format, Synchronous Mode

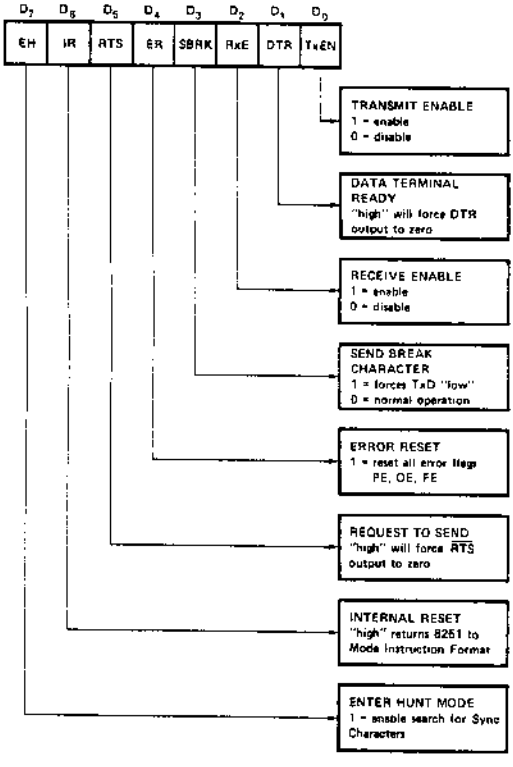


Synchronous Mode, Transmission Format

COMMAND INSTRUCTION DEFINITION

Once the functional definition of the 8251 has been programmed by the Mode Instruction and the Sync Characters are loaded (if in Sync Mode) then the device is ready to be used for data communication. The Command Instruction controls the actual operation of the selected format. Functions such as: Enable Transmit/Receive, Error Reset and Modem Controls are provided by the Command Instruction.

Once the Mode Instruction has been written into the 8251 and Sync characters inserted, if necessary, then all further "control writes" ($C/\overline{D}$ = 1) will load the Command Instruction. A Reset operation (internal or external) will return the 8251 to the Mode Instruction Format.



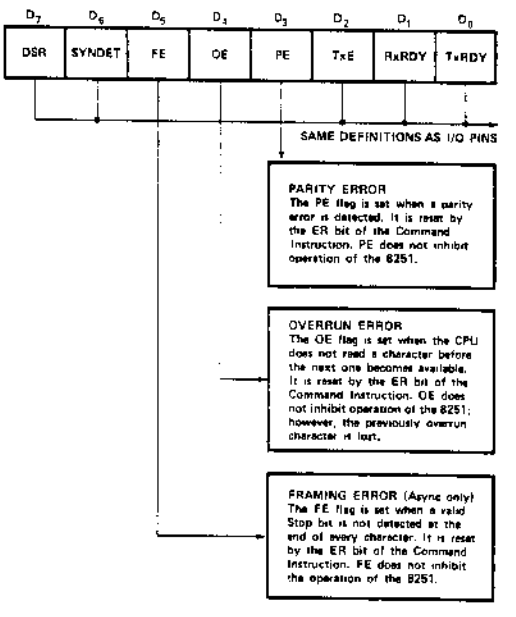
Command Instruction Format

STATUS READ DEFINITION

In data communication systems it is often necessary to examine the "status" of the active device to ascertain if errors have occurred or other conditions that require the processor's attention. The 8251 has facilities that allow the programmer to "read" the status of the device at any time during the functional operation.

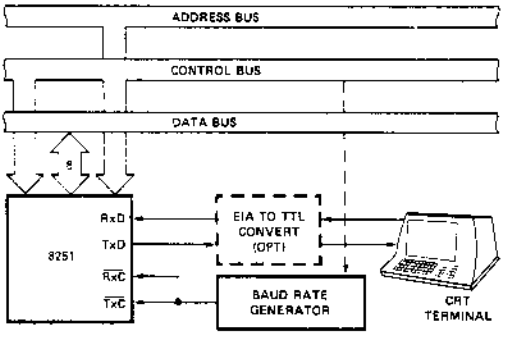
A normal "read" command is issued by the CPU with the C/D input at one to accomplish this function.

Some of the bits in the Status Read Format have identical meanings to external output pins so that the 8251 can be used in a completely Polled environment or in an interrupt driven environment.

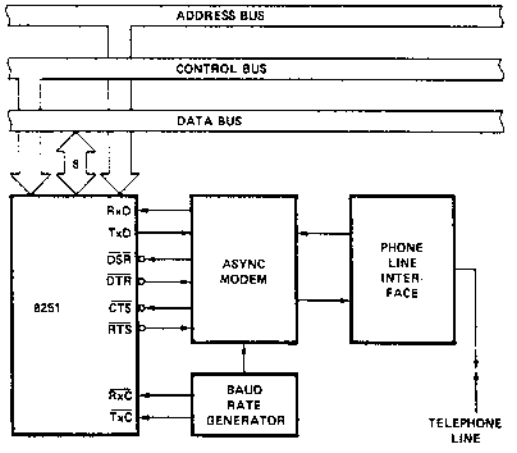


Status Read Format

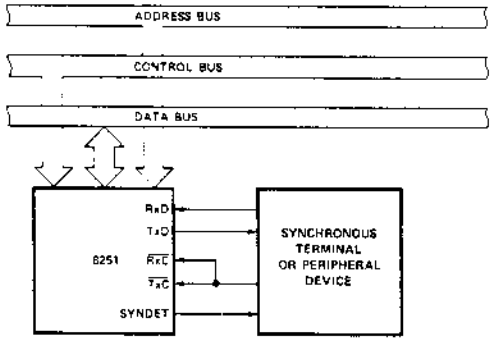
APPLICATIONS OF THE 8251



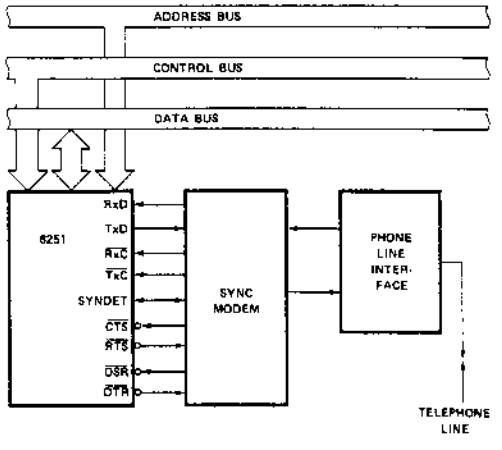
Asynchronous Serial Interface to CRT Terminal, DC-9600 Baud



Asynchronous Interface to Telephone Lines



Synchronous Interface to Terminal or Peripheral Device



Synchronous Interface to Telephone Lines

D.C. Characteristics:

$T_A = 0°C$ to $70°C$; $V_{CC} = 5.0V \pm 5\%$; $V_{SS} = 0V$

Symbol	Parameter	Min.	Typ.	Max.	Unit	Test Conditions
V_{IL}	Input Low Voltage	V_{SS}-.5		0.8	V	
V_{IH}	Input High Voltage	2.0		V_{CC}	V	
V_{OL}	Output Low Voltage			0.45	V	$I_{OL} = 1.6mA$
V_{OH}	Output High Voltage	2.2			V	$I_{OH} = -100\mu A$ (DB_{0-7}) $I_{OH} = -100\mu A$ (Others)
I_{DL}	Data Bus Leakage			50	μA	$V_{OUT} = 4.5V$
I_{LI}	Input Load Current			10	μA	@ 5.5V
I_{CC}	Power Supply Current		45	80		

Capacitance

$T_A = 25°C$; $V_{CC} = V_{SS} = 0V$

Symbol	Parameter	Min.	Typ.	Max.	Unit	Test Conditions
C_{IN}	Input Capacitance			10	pF	fc = 1MHz
$C_{I/O}$	I/O Capacitance			20	pF	Unmeasured pins returned to V_{SS}.

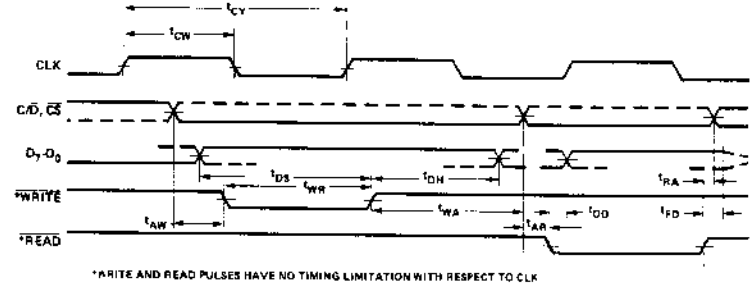
A.C. Characteristics:

$T_A = 0°C$ to $70°C$; $V_{CC} = 5.0V \pm 5\%$; $V_{SS} = 0V$

Symbol	Parameter	Min.	Typ.	Max.	Unit	Test Conditions
t_{CY}	Clock Period	.420		1.35	μs	
$t_{\phi W}$	Clock Pulse Width	220		300	ns	
t_R, t_F	Clock Rise and Fall Time	0		50	ns	
t_{WR}	$\overline{WRITE}$ Pulse Width	430			ns	
t_{DS}	Data Set-Up Time for $\overline{WRITE}$	0			ns	
t_{DH}	Data Hold Time for $\overline{WRITE}$	65			ns	
t_{AW}	Address Stable before $\overline{WRITE}$	20			ns	
t_{WA}	Address Hold Time for $\overline{WRITE}$	35			ns	
t_{RD}	READ Pulse Width	430			ns	
t_{DD}	Data Delay from $\overline{READ}$	350			ns	C_L=100pF
t_{DF}	$\overline{READ}$ to Data Floating	150			ns	C_L=100pF
t_{AR1}	Address Stable before $\overline{READ}$, CE (C/D)	50			ns	
t_{RA1}	Address Hold Time for $\overline{READ}$, CE	5			ns	
t_{RA2}	Address Hold Time for $\overline{READ}$, C/D	370			ns	
t_{DTx}	TxD Delay from Falling Edge of TxC	1			μs	C_L=100pF
t_{SRx}	Rx Data Set-Up Time to Sampling Pulse	2			μs	C_L=100pF
t_{HRx}	Rx Data Hold Time to Sampling Pulse	2			μs	C_L=100pF
f_{Tx}	Transmitter Input Clock Frequency					
	1X Baud Rate	DC		56	KHz	
	16X and 64X Baud Rate	DC		615	KHz	
f_{Rx}	Receiver Input Clock Frequency					
	1X Baud Rate	DC		56	KHz	
	16X and 64X Baud Rate	DC		615	KHz	
t_{Tx}	TxRDY Delay from Center of Data Bit			16	CLK Period	C_L=50pF
t_{Rx}	RxRDY Delay from Center of Data Bit	15		20	CLK Period	
t_{IS}	Internal Syndet Delay from Center of Data Bit	20		25	CLK Period	
t_{ES}	External Syndet Set-Up Time before Falling Edge of RxC			15	CLK Period	

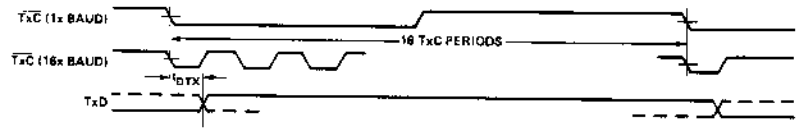
Note: The TxC and RxC frequencies have the following limitation with respect to CLK.
For ASYNC Mode, t_{Tx} or $t_{Rx} \geq 4.5\ t_{CY}$
For SYNC Mode, t_{Tx} or $t_{Rx} \geq 30\ t_{CY}$

READ AND WRITE TIMING

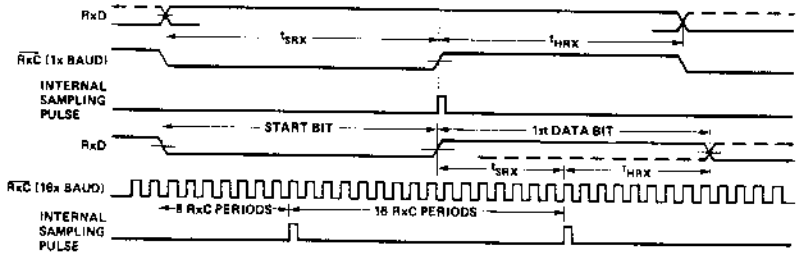


*WRITE AND READ PULSES HAVE NO TIMING LIMITATION WITH RESPECT TO CLK

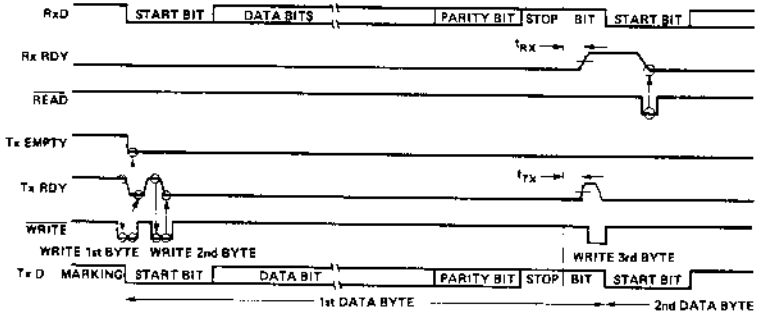
TRANSMITTER CLOCK AND DATA



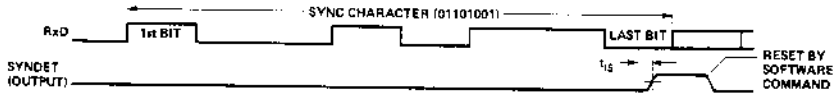
RECEIVER CLOCK AND DATA



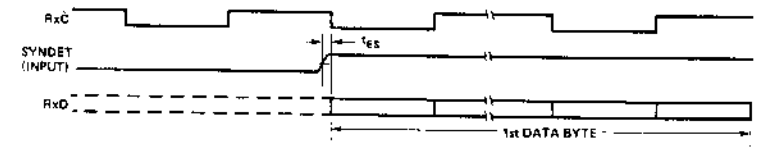
Tx RDY AND Rx RDY TIMING (ASYNC MODE)



INTERNAL SYNC DETECT



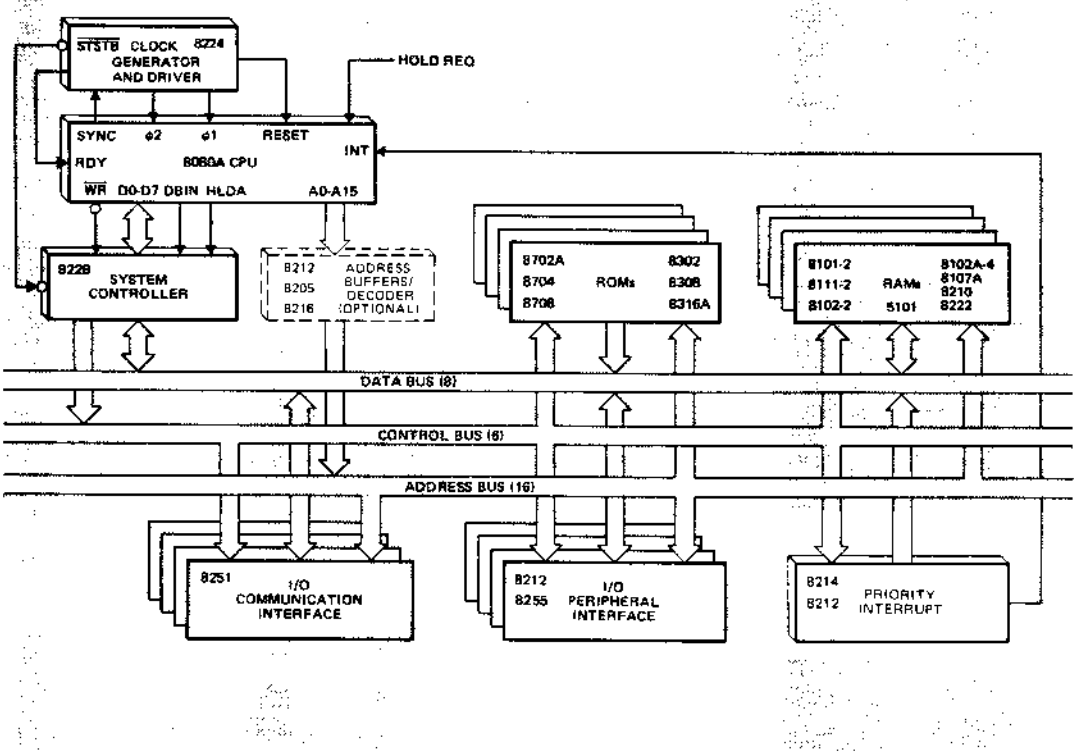
EXTERNAL SYNC DETECT



intel® Microcomputer Systems

Peripherals

8205
8214
8216/8226



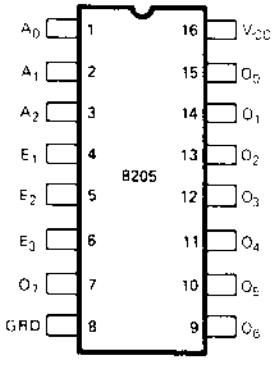
HIGH SPEED 1 OUT OF 8 BINARY DECODER

- **I/O Port or Memory Selector**
- **Simple Expansion — Enable Inputs**
- **High Speed Schottky Bipolar Technology — 18ns Max. Delay**
- **Directly Compatible with TTL Logic Circuits**
- **Low Input Load Current — .25 mA max., 1/6 Standard TTL Input Load**
- **Minimum Line Reflection — Low Voltage Diode Input Clamp**
- **Outputs Sink 10 mA min.**
- **16-Pin Dual-In-Line Ceramic or Plastic Package**

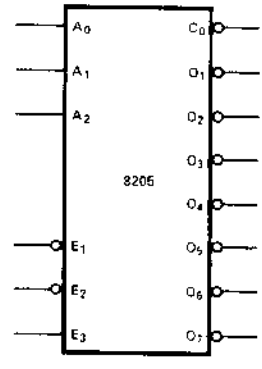
The 8205 decoder can be used for expansion of systems which utilize input ports, output ports, and memory components with active low chip select input. When the 8205 is enabled, one of its eight outputs goes "low", thus a single row of a memory system is selected. The 3 chip enable inputs on the 8205 allow easy system expansion. For very large systems, 8205 decoders can be cascaded such that each decoder can drive eight other decoders for arbitrary memory expansions.

The Intel® 8205 is packaged in a standard 16 pin dual-in-line package; and its performance is specified over the temperature range of 0°C to +75°C, ambient. The use of Schottky barrier diode clamped transistors to obtain fast switching speeds results in higher performance than equivalent devices made with a gold diffusion process.

PIN CONFIGURATION



LOGIC SYMBOL



PIN NAMES

A_0 A_2	ADDRESS INPUTS
$\overline{E_1}$ $\overline{E_3}$	ENABLE INPUTS
$\overline{O_0}$ $\overline{O_7}$	DECODED OUTPUTS

ADDRESS			ENABLE			OUTPUTS							
A_0	A_1	A_2	E_1	$\overline{E_2}$	$\overline{E_3}$	0	1	2	3	4	5	6	7
L	L	L	L	L	H	L	H	H	H	H	H	H	H
H	L	L	L	L	H	H	L	H	H	H	H	H	H
L	H	L	L	L	H	H	H	L	H	H	H	H	H
H	H	L	L	L	H	H	H	H	L	H	H	H	H
L	L	H	L	L	H	H	H	H	H	L	H	H	H
H	L	H	L	L	H	H	H	H	H	H	L	H	H
L	H	H	L	L	H	H	H	H	H	H	H	L	H
H	H	H	L	L	H	H	H	H	H	H	H	H	L
X	X	X	L	L	L	H	H	H	H	H	H	H	H
X	X	X	H	L	L	H	H	H	H	H	H	H	H
X	X	X	L	H	L	H	H	H	H	H	H	H	H
X	X	X	H	H	L	H	H	H	H	H	H	H	H
X	X	X	L	L	H	H	H	H	H	H	H	H	H
X	X	X	H	L	H	H	H	H	H	H	H	H	H
X	X	X	L	H	H	H	H	H	H	H	H	H	H
X	X	X	H	H	H	H	H	H	H	H	H	H	H

FUNCTIONAL DESCRIPTION

Decoder

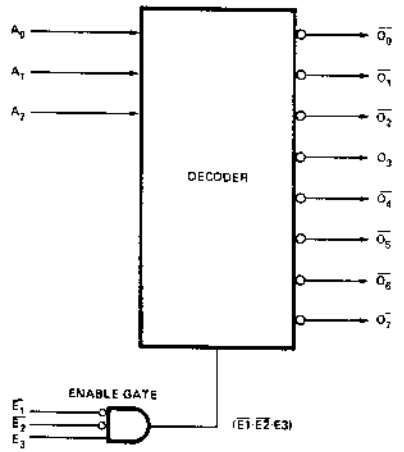
The 8205 contains a one out of eight binary decoder. It accepts a three bit binary code and by gating this input, creates an exclusive output that represents the value of the input code.

For example, if a binary code of 101 was present on the A0, A1 and A2 address input lines, and the device was enabled, an active low signal would appear on the $\overline{O5}$ output line. Note that all of the other output pins are sitting at a logic high, thus the decoded output is said to be exclusive. The decoders outputs will follow the truth table shown below in the same manner for all other input variations.

Enable Gate

When using a decoder it is often necessary to gate the outputs with timing or enabling signals so that the exclusive output of the decoded value is synchronous with the overall system.

The 8205 has a built-in function for such gating. The three enable inputs ($\overline{E1}$, $\overline{E2}$, E3) are ANDed together and create a single enable signal for the decoder. The combination of both active "high" and active "low" device enable inputs provides the designer with a powerfully flexible gating function to help reduce package count in his system.



ADDRESS			ENABLE			OUTPUTS							
A_0	A_1	A_2	E_1	E_2	E_3	0	1	2	3	4	5	6	7
L	L	L	L	L	H	L	H	H	H	H	H	H	H
H	L	L	L	L	H	H	L	H	H	H	H	H	H
L	H	L	L	L	H	H	H	L	H	H	H	H	H
H	H	L	L	L	H	H	H	H	L	H	H	H	H
L	L	H	L	L	H	H	H	H	H	L	H	H	H
H	L	H	L	L	H	H	H	H	H	H	L	H	H
L	H	H	L	L	H	H	H	H	H	H	H	L	H
H	H	H	L	L	H	H	H	H	H	H	H	H	L
X	X	X	L	L	L	H	H	H	H	H	H	H	H
X	X	X	H	L	L	H	H	H	H	H	H	H	H
X	X	X	L	H	L	H	H	H	H	H	H	H	H
X	X	X	H	H	L	H	H	H	H	H	H	H	H
X	X	X	H	L	H	H	H	H	H	H	H	H	H
X	X	X	L	H	H	H	H	H	H	H	H	H	H
X	X	X	H	H	H	H	H	H	H	H	H	H	H

APPLICATIONS OF THE 8205

The 8205 can be used in a wide variety of applications in microcomputer systems. I/O ports can be decoded from the address bus, chip select signals can be generated to select memory devices and the type of machine state such as in 8008 systems can be derived from a simple decoding of the state lines (S0, S1, S2) of the 8008 CPU.

I/O Port Decoder

Shown in the figure below is a typical application of the 8205. Address input lines are decoded by a group of 8205s (3). Each input has a binary weight. For example, A0 is assigned a value of 1 and is the LSB; A4 is assigned a value of 16 and is the MSB. By connecting them to the decoders as shown, an active low signal that is exclusive in nature and represents the value of the input address lines, is available at the outputs of the 8205s.

This circuit can be used to generate enable signals for I/O ports or any other decoder related application.

Note that no external gating is required to decode up to 24 exclusive devices and that a simple addition of an inverter or two will allow expansion to even larger decoder networks.

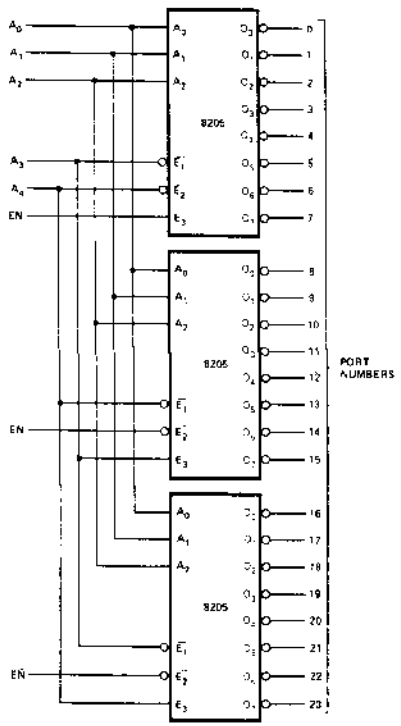
Chip Select Decoder

Using a very similar circuit to the I/O port decoder, an array of 8205s can be used to create a simple interface to a 24K memory system.

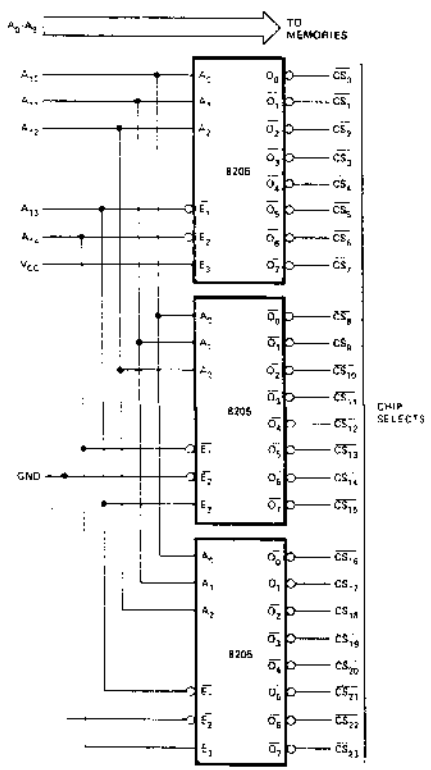
The memory devices used can be either ROM or RAM and are 1K in storage capacity. 8308s and 8102s are the devices typically used for this application. This type of memory device has ten (10) address inputs and an active "low" chip select ($\overline{CS}$). The lower order address bits A0-A9 which come from the microprocessor are "bussed" to all memory elements and the chip select to enable a specific device or group of devices comes from the array of 8205s. The output of the 8205 is active low so it is directly compatible with the memory components.

Basic operation is that the CPU issues an address to identify a specific memory location in which it wishes to "write" or "read" data. The most significant address bits A10-A14 are decoded by the array of 8205s and an exclusive, active low, chip select is generated that enables a specific memory device. The least significant address bits A0-A9 identify a specific location within the selected device. Thus, all addresses throughout the entire memory array are exclusive in nature and are non-redundant.

This technique can be expanded almost indefinitely to support even larger systems with the addition of a few inverters and an extra decoder (8205).



I/O Port Decoder



24K Memory Interface

Logic Element Example

Probably the most overlooked application of the 8205 is that of a general purpose logic element. Using the "on-chip" enabling gate, the 8205 can be configured to gate its decoded outputs with system timing signals and generate strobes that can be directly connected to latches, flip-flops and one-shots that are used throughout the system.

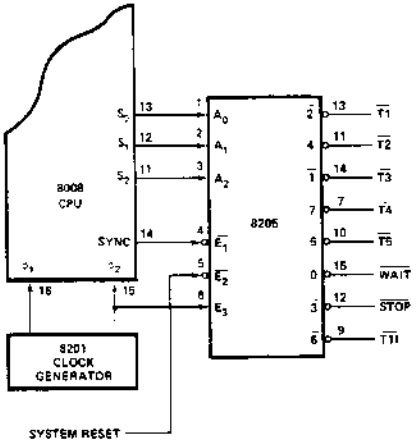
An excellent example of such an application is the "state decoder" in an 8008 CPU based system. The 8008 CPU issues three bits of information (S0, S1, S2) that indicate the nature of the data on the Data Bus during each machine state. Decoding of these signals is vital to generate strobes that can load the address latches, control bus discipline and general machine functions.

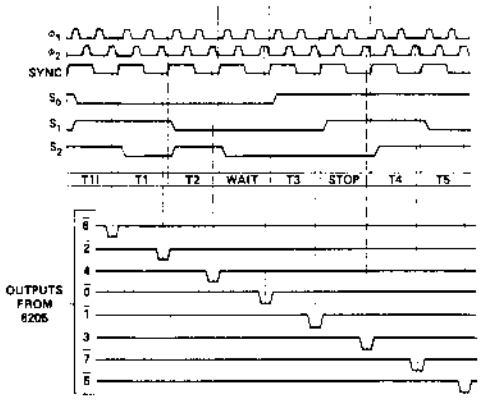
In the figure below a circuit is shown using the 8205 as the "state decoder" for an 8008 CPU that not only decodes the S0, S1, S2 outputs but gates these signals with the clock (phase 2) and the SYNC output of the 8008 CPU. The $\overline{T1}$ and $\overline{T2}$ decoded strobes can connect directly to devices like 8212s for latching the address information. The other decoded strobes can be used to generate signals to control the system data bus, memory timing functions and interrupt structure. RESET is connected to the enable gate so that strobes are not generated during system reset, eliminating accidental loading.

The power of such a circuit becomes evident when a single decoded strobe is logically broken down. Consider $\overline{T1}$ output, the boolean equation for it would be:

$$\overline{T1} = (\overline{S0} \cdot S1 \cdot \overline{S2}) \cdot (\overline{SYNC} \cdot \text{Phase 2} \cdot \overline{\text{Reset}})$$

A six input NAND gate plus a few inverters would be needed to implement this function. The seven remaining outputs would need a similar circuit to duplicate their function, obviously a substantial savings in components can be achieved when using such a technique.





State Control Coding

S_0	S_1	S_2	STATE
0	1	0	T1
0	1	1	T1I
0	0	1	T2
0	0	0	WAIT
1	0	0	T3
1	1	0	STOP
1	1	1	T4
1	0	1	T5

ABSOLUTE MAXIMUM RATINGS*

Temperature Under Bias:	Ceramic	−65°C to +125°C
	Plastic	−65°C to +75°C
Storage Temperature		−65°C to +160°C
All Output or Supply Voltages		−0.5 to +7 Volts
All Input Voltages		−1.0 to +5.5 Volts
Output Currents		125 mA

*COMMENT

Stresses above those listed under "Absolute Maximum Rating" may cause permanent damage to the device. This is a stress rating only and functional operation of the device at these or at any other condition above those indicated in the operational sections of this specification is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability.

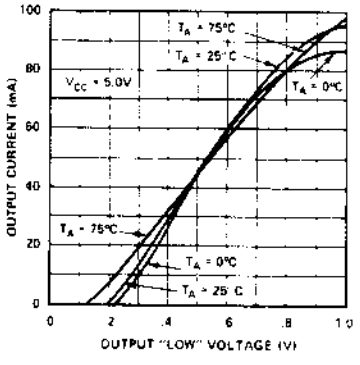
D.C. CHARACTERISTICS T_A = 0°C to +75°C, V_{CC} = 5.0V ±5%

8205

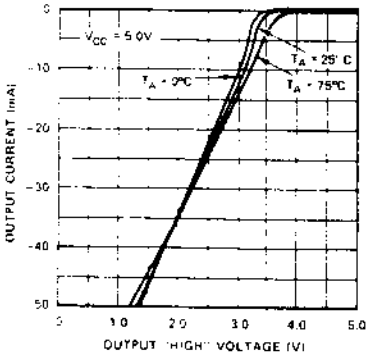
SYMBOL	PARAMETER	LIMIT MIN.	LIMIT MAX.	UNIT	TEST CONDITIONS
I_F	INPUT LOAD CURRENT		−0.25	mA	V_{CC} = 5.25V, V_F = 0.45V
I_R	INPUT LEAKAGE CURRENT		10	µA	V_{CC} = 5.25V, V_R = 5.25V
V_C	INPUT FORWARD CLAMP VOLTAGE		−1.0	V	V_{CC} = 4.75V, I_C = −5.0 mA
V_{OL}	OUTPUT "LOW" VOLTAGE		0.45	V	V_{CC} = 4.75V, I_{OL} = 10.0 mA
V_{OH}	OUTPUT HIGH VOLTAGE	2.4		V	V_{CC} = 4.75V, I_{OH} = −1.5 mA
V_{IL}	INPUT "LOW" VOLTAGE		0.85	V	V_{CC} = 5.0V
V_{IH}	INPUT "HIGH" VOLTAGE	2.0		V	V_{CC} = 5.0V
I_{SC}	OUTPUT HIGH SHORT CIRCUIT CURRENT	−40	−120	mA	V_{CC} = 5.0V, V_{OUT} = 0V
V_{CX}	OUTPUT "LOW" VOLTAGE @ HIGH CURRENT		0.8	V	V_{CC} = 5.0V, I_{OX} = 40 mA
I_{CC}	POWER SUPPLY CURRENT		70	mA	V_{CC} = 5.25V

TYPICAL CHARACTERISTICS

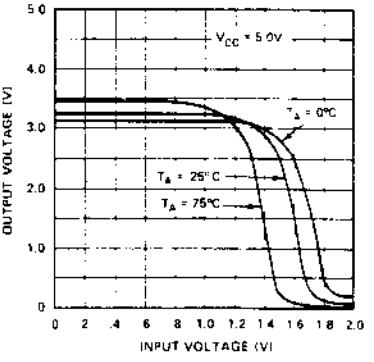
OUTPUT CURRENT VS. OUTPUT "LOW" VOLTAGE



OUTPUT CURRENT VS. OUTPUT "HIGH" VOLTAGE



DATA TRANSFER FUNCTION



8205 SWITCHING CHARACTERISTICS

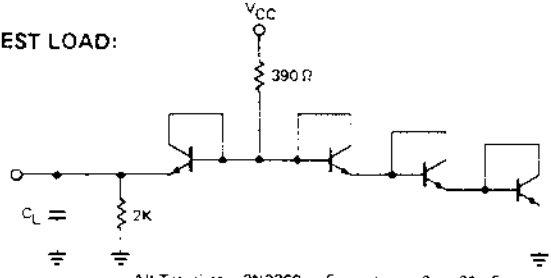
CONDITIONS OF TEST:

Input pulse amplitudes: 2.5V

Input rise and fall times: 5 nsec between 1V and 2V

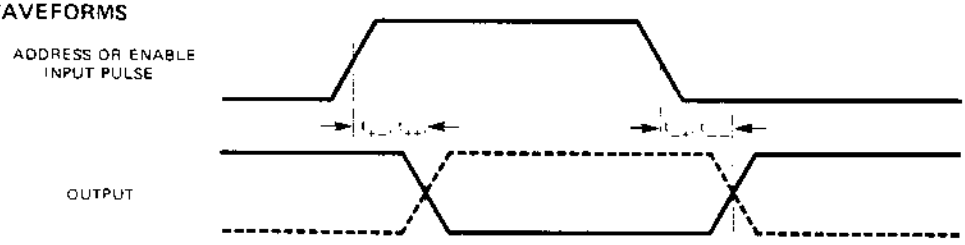
Measurements are made at 1.5V

TEST LOAD:



All Transistors 2N2369 or Equivalent. C_L = 30 pF

TEST WAVEFORMS



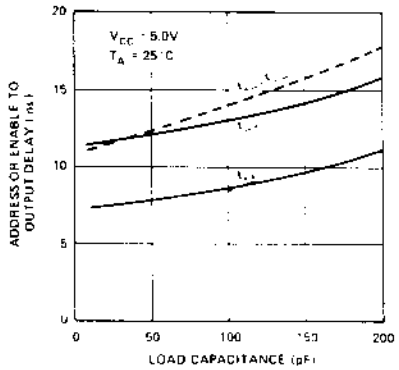
A.C. CHARACTERISTICS T_A = 0°C to +75°C, V_{CC} = 5.0V ±5% unless otherwise specified.

SYMBOL	PARAMETER		MAX. LIMIT	UNIT	TEST CONDITIONS
t_{+-}	ADDRESS OR ENABLE TO OUTPUT DELAY		18	ns	
t_{-+}			18	ns	
t_{+-}			18	ns	
t_{--}			18	ns	
C_{IN} (1)	INPUT CAPACITANCE	P8205	4(typ.)	pF	f = 1 MHz, V_{CC} = 0V
		C8205	5(typ.)	pF	V_{BIAS} = 2.0V, T_A = 25°C

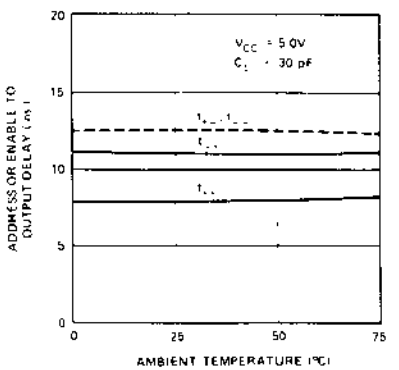
1. This parameter is periodically sampled and is not 100% tested

TYPICAL CHARACTERISTICS

ADDRESS OR ENABLE TO OUTPUT DELAY VS. LOAD CAPACITANCE



ADDRESS OR ENABLE TO OUTPUT DELAY VS. AMBIENT TEMPERATURE



Schottky Bipolar 8214

PRIORITY INTERRUPT CONTROL UNIT

- Eight Priority Levels
- Current Status Register
- Priority Comparator
- Fully Expandable
- High Performance (50ns)
- 24-Pin Dual In-Line Package

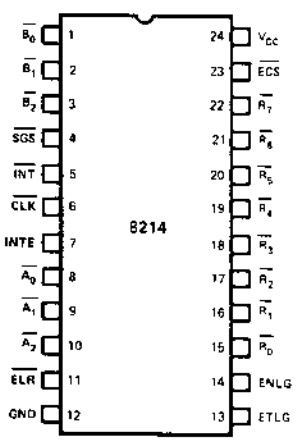
The 8214 is an eight level priority interrupt control unit designed to simplify interrupt driven microcomputer systems.

The PICU can accept eight requesting levels; determine the highest priority, compare this priority to a software controlled current status register and issue an interrupt to the system along with vector information to identify the service routine.

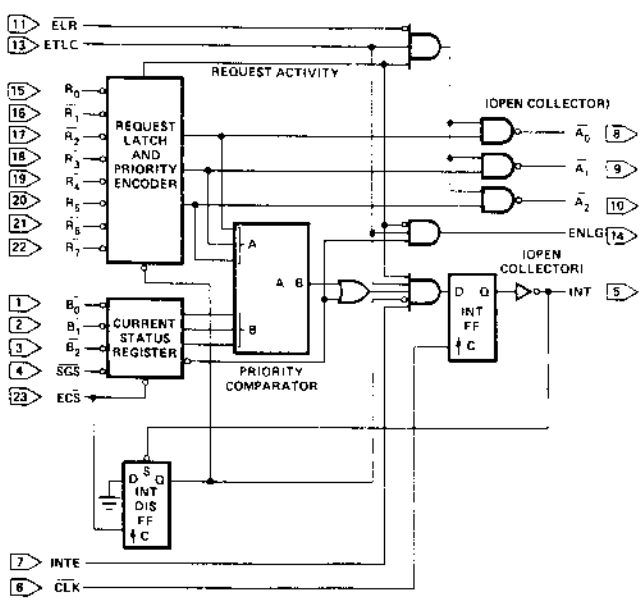
The 8214 is fully expandable by the use of open collector interrupt output and vector information. Control signals are also provided to simplify this function.

The PICU is designed to support a wide variety of vectored interrupt structures and reduce package count in interrupt driven microcomputer systems.

PIN CONFIGURATION



LOGIC DIAGRAM



PIN NAMES

INPUTS	
$\overline{R_0}$-$\overline{R_7}$	REQUEST LEVELS (R_7 HIGHEST PRIORITY)
$\overline{B_0}$-$\overline{B_2}$	CURRENT STATUS
$\overline{SGS}$	STATUS GROUP SELECT
$\overline{ECS}$	ENABLE CURRENT STATUS
INTE	INTERRUPT ENABLE
$\overline{CLK}$	CLOCK (INT F-F)
$\overline{ELR}$	ENABLE LEVEL READ
ETLG	ENABLE THIS LEVEL GROUP
OUTPUTS:	
$\overline{A_0}$-$\overline{A_2}$	REQUEST LEVELS — OPEN COLLECTOR
$\overline{INT}$	INTERRUPT (ACT LOW) — OPEN COLLECTOR
ENLG	ENABLE NEXT LEVEL GROUP

INTERRUPTS IN MICROCOMPUTER SYSTEMS

Microcomputer system design requires that I/O devices such as keyboards, displays, sensors and other components receive servicing in an efficient method so that large amounts of the total systems tasks can be assumed by the microcomputer with little or no effect on throughput.

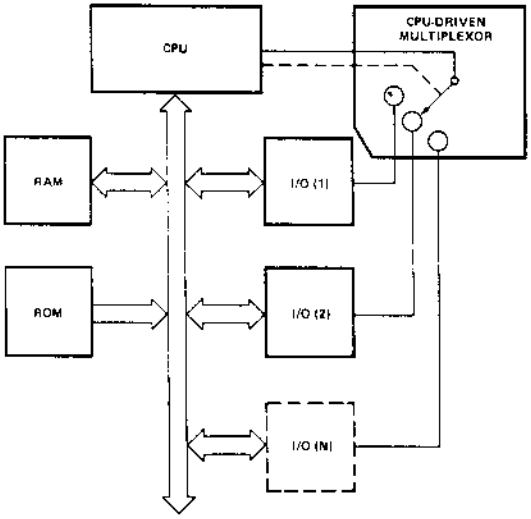
The most common method of servicing such devices is the **Polled** approach. This is where the processor must test each device in sequence and in effect "ask" each one if it needs servicing. It is easy to see that a large portion of the main program is looping through this continuence polling cycle and that such a method would have a serious, detrimental effect on system throughput thus limiting the tasks that could be assumed by the microcomputer and reducing the cost effectiveness of using such devices.

A more desireable method would be one that would allow the microprocessor to be executing its main program and only stop to service peripheral devices when it is told to do so by the device itself. In effect, the method would provide an external asynchronous input that would inform the processor that it should complete whatever instruction that is currently being executed and fetch a new routine that will service the requesting device. Once this servicing is complete however the processor would resume exactly where it left off.

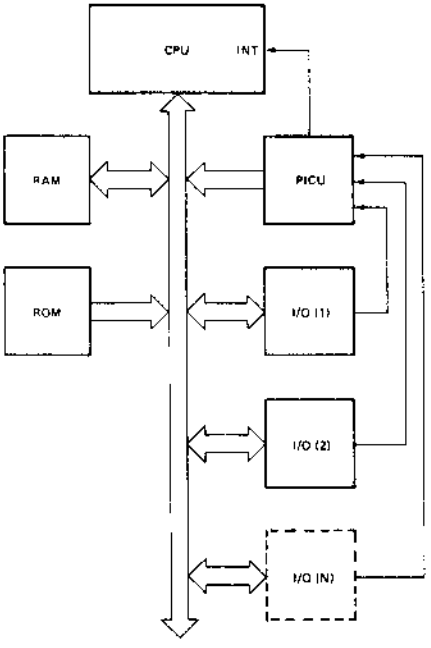
This method is called **Interrupt**. It is easy to see that system throughput would drastically increase, and thus more tasks could be assumed by the microcomputer to further enhance its cost effectiveness.

The Priority Interrupt Control Unit (PICU) functions as an overall manager in an Interrupt-Driven system environment. It accepts requests from the peripheral equipment, determines which of the incoming requests is of the highest importance (priority), ascertains whether the incoming request has a higher priority value than the level currently being serviced and issues an Interrupt to the CPU based on this determination.

Each peripheral device or structure usually has a special program or "routine" that is associated with its specific functional or operational requirements; this is referred to as a "service routine". The PICU, after issuing an Interrupt to the CPU, must somehow input information into the CPU that can "point" the Program Counter to the service routine associated with the requesting device. The PICU encodes the requesting level into such information for use as a "vector" to the correct Interrupt Service Routine.



Polled Method



Interrupt Method

FUNCTIONAL DESCRIPTION

General

The 8214 is a device specifically designed for use in real time, interrupt driven, microcomputer systems. Basically it is an eight (8) level priority control unit that can accept eight different interrupt requests, determine which has the highest priority, compare that level to a software maintained current status register and issue an interrupt to the system based on this comparison along with vector information to indicate the location of the service routine.

Priority Encoder

The eight requests inputs, which are active low, come into the Priority Encoder. This circuit determines which request input is the most important (highest priority) as preassigned by the designer. ($\overline{R7}$) is the highest priority input to the 8214 and ($\overline{R0}$) is the lowest. The logic of the Priority Encoder is such that if two or more input levels arrive at the same time then the input having the highest priority will take presidence and a three bit output, corresponding to the active level (modulo 8) will be sent out. The Priority Encoder also contains a latch to store the request input. This latch is controlled by the Interrupt Disable Flip-flop so that once an interrupt has been issued by the 8214 the request latch is no longer open. (Note that the latch does not store inactive requests. In order for a request to be monitored by the 8214 it must remain present until it has been serviced.)

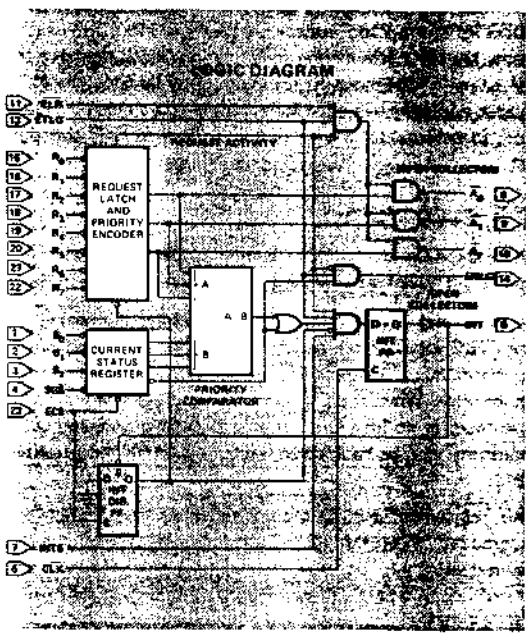
Current Status Register

In an interrupt driven microcomputer system it is important to not only prioritize incoming requests but to ascertain whether such a request is a higher priority than the interrupt currently being serviced.

The Current Status Register is a simple 4-bit latch that is treated as an addressable outport port by the microcomputer system. It is loaded when the $\overline{ECS}$ input goes low.

Maintenance of the Current Status Register is performed as a portion of the service routine. Basically, when an interrupt is issued to the system the programmer outputs a binary code (modulo 8) that is the compliment of the interrupt level. This value is stored in the Current Status Register and is compared to all further prioritized incoming requests by the Priority Comparator. In essence, a copy of the current interrupt level is written into the 8214 to be used as a reference for comparison. There is no restriction to this maintenance, other level values can be written into this register as references so that groups of interrupt requests may be disallowed under complete control of the programmer.

Note that the fourth bit in the register is $\overline{SGS}$. This input is part of the value written out by the programmer and performs a special function. The Priority Comparator will only issue an output that indicates the request level is greater than the Current Status Register. If both comparator inputs are equal to zero no output will be present. The $\overline{SGS}$ input allows the programmer to, in effect, disable this comparison and allow the 8214 to issue an interrupt to the system that is based only on the logic of the priority encoder.



Control Signals

The 8214 also has several inputs that enable the designer to synchronize the interrupt issued to the microprocessor and to allow or disallow such an issuance. Also, signals are provided that permit simple expansion to other 8214s so that more than eight levels can be controlled.

INTE, $\overline{CLK}$

The INTE (Interrupt Enable) input allows the designer to "shutoff" the interrupt system under control of external logic or possibly under software maintenance. A "zero" on this line will not allow interrupts to be issued to the microcomputer system.

The $\overline{CLK}$ (Clock) input is actually the trigger that strobes the Interrupt Flip-Flop. It can be connected to one of the clocks of the microprocessor so that the interrupt issued meets the CPU set-up time specification. Note that due to the gating of the input to the Interrupt Flip-Flop the $\overline{INT}$ output will only be active for the time of a single clock period, so external latching may be required to hold this signal.

$\overline{ELR}$, ETLG, ENGL

These three signals allow 8214s to be cascaded so that more than eight levels of interrupt requests can be controlled.

Basically, the ENLG output of one 8214 is connected to the ETLG input of the next and so on, with the first 8214 having its ETLG input pulled "high" and assigned the highest priority. When the ENLG output is "high" it indicates that there is no interrupt pending on that device and that interrupts can be monitored on the next lower priority 8214.

This "cascading" can be expanded almost indefinitely to accomodate even the largest of interrupt driven system architectures.

$\overline{A0}$, $\overline{A1}$, $\overline{A2}$

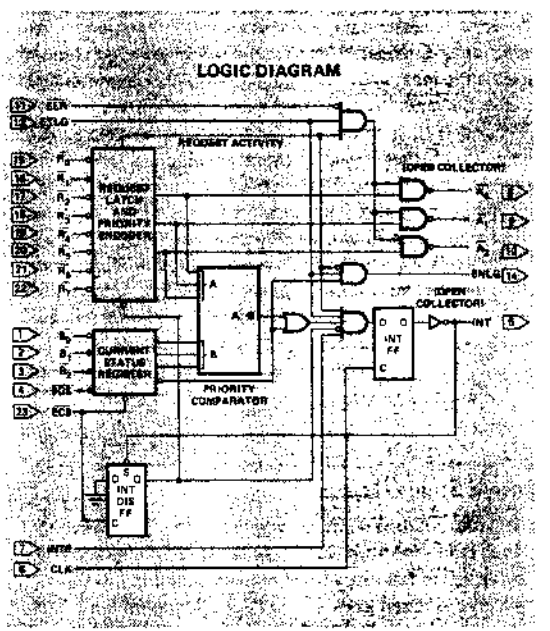
In order to identify which device has interrupted the processor so that the service routine associated with it can be addressed, a pointer or "vector" must accompany the interrupt issued to the microcomputer system.

The $\overline{A0}$, $\overline{A1}$ and $\overline{A2}$ outputs represent the complement of the active interrupt level (modulo 8). By using these signals to encode the special instruction, RST, the program counter of the microprocessor, can point to the location of the service routine. Note that these three outputs are gated by the $\overline{ELR}$ input and are open collector so that expansion is simplified.

$\overline{INT}$

The $\overline{INT}$ output of the 8214 is the signal that is issued to the microprocessor to initiate the interrupt sequence. As soon a $\overline{INT}$ is active the INT DIS FF is set, inhibiting further requests from entering the Request Latch. Only the writing out of the current status information by strobing the $\overline{ECS}$ input will clear the INT DIS FF and allow requests to enter the latch.

Note that $\overline{INT}$ is also open collector so that when cascaded to other 8214s an interrupt in any of the active devices will set all INT DIS FFs in the entire array.



APPLICATIONS OF THE 8214

8 Level Controller (8080)

The most common of applications of the 8214 is that of an eight level priority structure for 8080 or 8008 microcomputer systems.

Shown in the figure below is a detailed logic schematic of a simple circuit that will accept eight input requests, maintain current status, issue the interrupt signal to the 8080 and encode the proper RST instruction to gate onto the data bus.

The eight requests are connected to the 8214 by the designer in whatever order of priority is to be preassigned. For example, eight keyboards could be monitored and each assigned a degree of importance (level of priority) so that faster processor attention or access can be assigned to the critical or time dependent tasks.

The inputs to the Current Status Register are connected to the Data Bus so that data can be written out into this "port".

An 8212 is used to encode the RST instruction and also to act as a 3-state gate to place the proper RST instruction when the 8080 Data Bus is in the input mode. Note that the $\overline{INT}$ signal from the 8214 is latched in the SR flip-flop of the 8212 so that proper timing is maintained. The 8212 is selected (enabled) when the INTA signal from the 8080 status latch and the DBIN from the 8080 are active, this assures that the RST instruction will be placed on the Data Bus at the proper time. Note that the $\overline{INT}$ output from the 8212 is inverted and pulled up before it is connected to the 8080. This is to generate an $\overline{INT}$ signal to the 8080 that has the correct polarity and meets the input voltage requirement (3.3V).

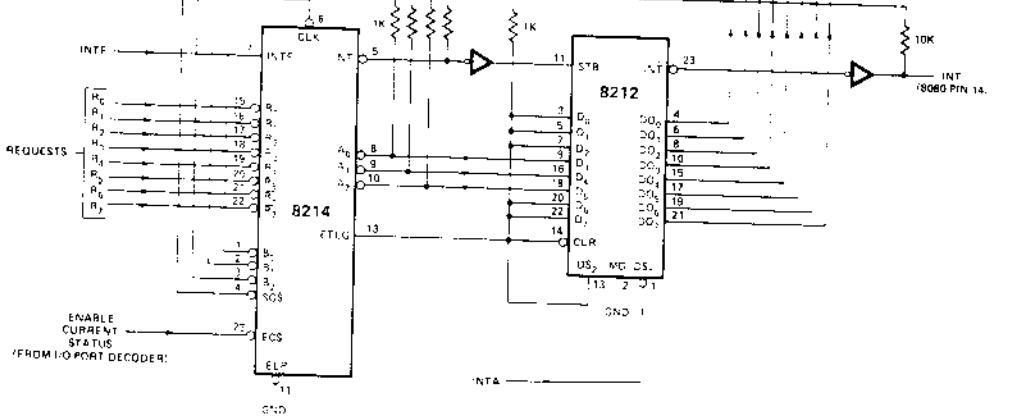
Basic Operation

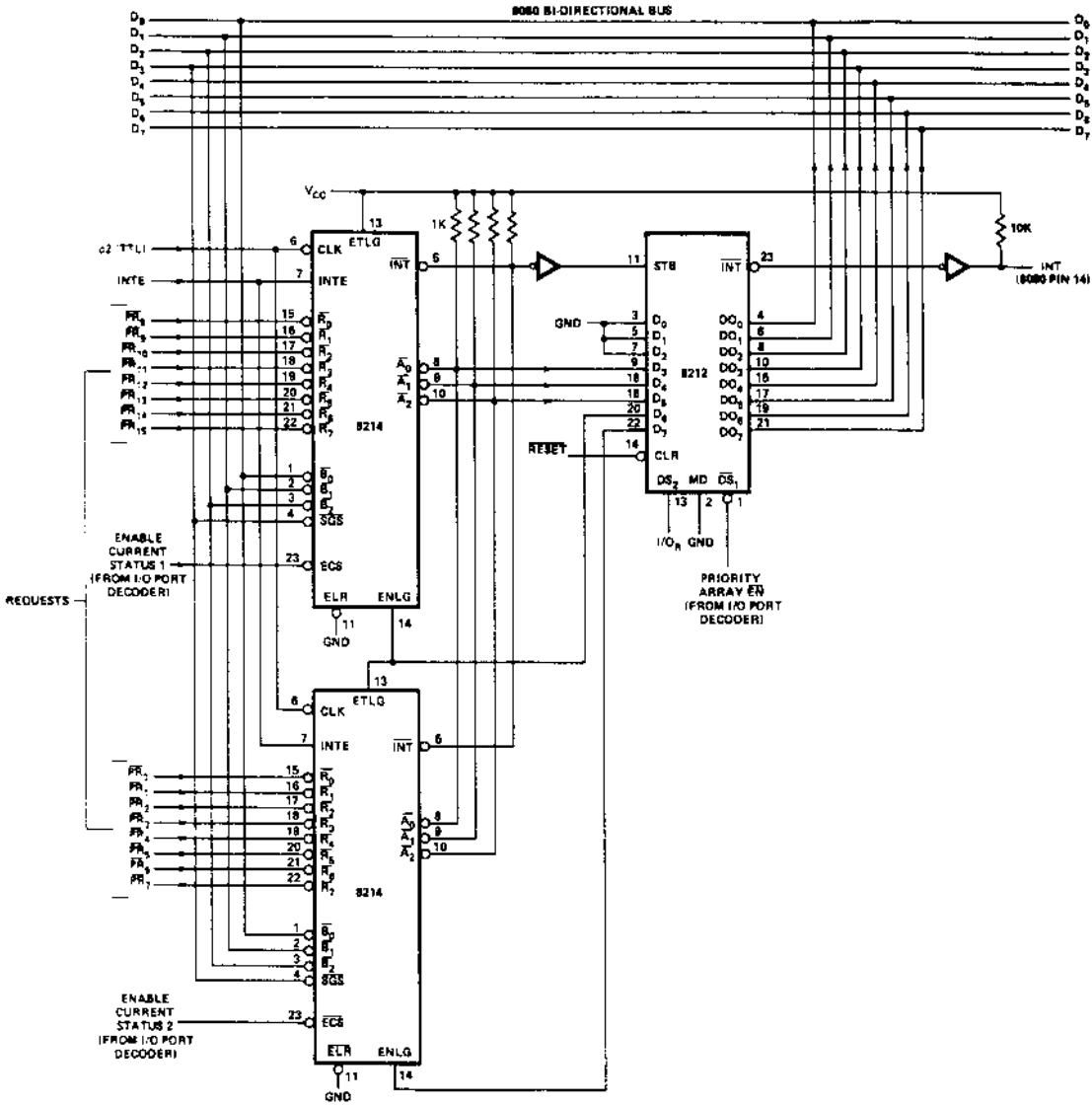
When the initial interrupt request is presented to the 8214 it will issue an interrupt to the 8080 if the structure is enabled. The 8214 will encode the request into 3 bits (modulo 8) and output them to the 8212. After the acknowledgement of the interrupt has been issued by the 8080 the encoded RST instruction is gated onto the Data Bus by the 8212. The processor executes the instruction and points the program counter to the desired serviced routine. In this routine the programmer will probably save the status of the register array and flags within a series of PUSH instructions (4). Then a copy of the current interrupt level (modulo 8) can be "built" in the Accumulator and output to the Current Status Register of the 8214 for use as a comparison reference for all further incoming requests to the system.

This Vectored Eight Level Priority Interrupt Structure for 8080 microcomputer systems is a powerful yet flexible circuit that is high performance and has a minimal component count.

PRIORITY (REQUEST)		D_7	D_6	D_5	D_4	D_3	D_2	D_1	D_0
	RST	1	1	A_2	A_1	A_0	1	1	1
LOWEST	0	1	1	1	1	1	1	1	1
	1	6	1	1	1	0	1	1	1
	2	5	1	1	0	1	1	1	1
	3	4	1	1	0	0	1	1	1
	4	3	1	0	1	1	1	1	1
	5	2	1	0	1	0	1	1	1
	6	1	1	0	0	1	1	1	1
HIGHEST	7	0	1	0	0	0	1	1	1

*RST 0 WILL VECTOR PROGRAM COUNTER TO LOCATION 0 (ZERO) AND INVOKE THE SAME ROUTINE AS "RESET" INPUT TO 8080
THIS COULD RE INITIALIZE THE SYSTEM BASED ON THE ROUTINE INVOKED
(A CAUTION TO SYSTEM PROGRAMMERS.)





16 Level Controller

APPLICATIONS OF THE 8214

Cascading the 8214

When greater than eight levels of interrupts must be prioritized and serviced, the 8214 can be cascaded with other 8214s to support such an architecture.

On the previous page a simple circuit is shown that can control 16 levels of interrupt and is easily expandable to support up to 40 levels of interrupt by just cascading more 8214s.

As described previously, there are signals provided in the 8214 for cascading ($\overline{ELR}$, ETLG, ENLG) and in effect the ENLG output of the first 8214 "ripples" down to the next and so on. The entire array of 8214s regardless of size, can be thought of as a single priority control unit, with the first having the highest priority and the next 8214 having a lower priority and so on.

In this application, the manner in which software handles the servicing of the interrupt will change. Since more than eight vectors must be generated a method other than the common RST instruction must be implemented. Basically, the priority control array must somehow modify the contents of the 8080 Program Counter so that it can point ("vector") to one of 16 (or how many levels are to be serviced) and fetch the proper service routine. A simple approach is to treat the priority control array as a single input port that can input a value into the Accumulator and use this value as an offset to modify the Program Counter (Indirect Jump).

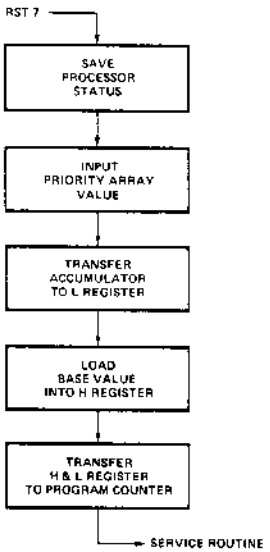
An initial CALL is needed to invoke this Indirect Jump routine so the circuitry is configured to insert an RST 7 (FFh) for all interrupts, thus the Indirect Jump Routine starts at location (56d).

The Assembly Code for the flow chart is as follows:

```
PUSH   PSW  ┐
PUSH   B    │
PUSH   D    ├  (save processor status)
PUSH   H    │  (22 microseconds)
            ┘
IN     (n)      (input Priority Array Value)
MOV    L,A      (transfer Accumulator to L register)
MVI    H,(n)    (load Base Address into H register)
PCHL            (transfer H&L to Program Counter)
```

(The execution time for the total routine is 35.5 microseconds based on an 8080 clock period of 500ns.)

Following is a basic flowchart of the priority array Indirect Jump routine. Note that the last step in the routine will vector the processor to fetch the proper service routine as dictated by the interrupting level.



REQUEST (PR) PRIORITIES		D_7 0-7 EN	D_6 8-15 EN	D_5 A_2	D_4 A_1	D_3 A_0	D_2 0	D_1 0	D_0 0
LOWEST	0	0	1	1	1	1	0	0	0
	1	0	1	1	1	0	0	0	0
	2	0	1	1	0	1	0	0	0
	3	0	1	1	0	0	0	0	0
	4	0	1	0	1	1	0	0	0
	5	0	1	0	1	0	0	0	0
	6	0	1	0	0	1	0	0	0
	7	0	1	0	0	0	0	0	0
	8	1	0	1	1	1	0	0	0
	9	1	0	1	1	0	0	0	0
	10	1	0	1	0	1	0	0	0
	11	1	0	1	0	0	0	0	0
	12	1	0	0	1	1	0	0	0
	13	1	0	0	1	0	0	0	0
	14	1	0	0	0	1	0	0	0
HIGHEST	15	1	0	0	0	0	0	0	0

Shown in the figure above is a chart of the 16 different array values that are used to offset the Program Counter and vector to the proper service routine. These values are the ones that are loaded into the "L" register; the value loaded into the "H" register with an "immediate instruction" is used to identify the major area of memory where the service routines are stored, similar to a "course setting" and the value in the "L" register is used to identify a specific location, similar to a "fine setting".

Note that D0, D1, and D2 are always set to "zero", this provides the programmer eight (8) memory locations between the start of each service routine so that maintenance of the associated Current Status Register and a JUMP or CALL instruction can be implemented.

This method of interrupt control can be almost indefinitely expanded and provides the system designer with a powerful tool to enhance total system throughput.

D.C. AND OPERATING CHARACTERISTICS

ABSOLUTE MAXIMUM RATINGS*

Temperature Under Bias . . . . . 0°C to 70°C
Storage Temperature . . . . . -65°C to +150°C
All Output and Supply Voltages . . . . . -0.5V to +7V
All Input Voltages . . . . . -1.0V to +5.5V
Output Currents . . . . . 100 mA

*COMMENT: Stresses above those listed under "Absolute Maximum Rating" may cause permanent damage to the device. This is a stress rating only and functional operation of the device at these or at any other condition above those indicated in the operational sections of this specifications is not implied. Exposure to absolute maximum ratings for extended periods may affect device reliability.

T_A = 0°C to +70°C, V_{CC} = 5V ±5%.

Symbol	Parameter		Limits			Unit	Conditions
			Min.	Typ.[1]	Max.		
V_C	Input Clamp Voltage (all inputs)				-1.0	V	I_C=-5mA
I_F	Input Forward Current:	ETLG input		-.15	-0.5	mA	V_F=0.45V
		all other inputs		-.08	-0.25	mA	
I_R	Input Reverse Current:	ETLG input			80	μA	V_R=5.25V
		all other inputs			40	μA	
V_{IL}	Input LOW Voltage:	all inputs			0.8	V	V_{CC}=5.0V
V_{IH}	Input HIGH Voltage:	all inputs	2.0			V	V_{CC}=5.0V
I_{CC}	Power Supply Current			90	130	mA	See Note 2.
V_{OL}	Output LOW Voltage:	all outputs		.3	.45	V	I_{OL}=15mA
V_{OH}	Output HIGH Voltage:	ENLG output	2.4	3.0		V	I_{OH}=-1mA
I_{OS}	Short Circuit Output Current:	ENLG output	-20	-35	-55	mA	V_{OS}=0V, V_{CC}=5.0V
I_{CEX}	Output Leakage Current:	$\overline{INT}$ and $\overline{A_0}$·$\overline{A_2}$			100	μA	V_{CEX}=5.25V

NOTES:
1. Typical values are for T_A = 25°C, V_{CC} = 5.0V.
2. B_0-B_2, $\overline{SGS}$, CLK, $\overline{R_0}$-$\overline{R_4}$ grounded, all other inputs and all outputs open.

A.C. CHARACTERISTICS AND WAVEFORMS $T_A = 0°C$ to $+70°C$, $V_{CC} = +5V \pm 5\%$

Symbol	Parameter	Limits Min.	Typ.[1]	Max.	Unit
t_{CY}	$\overline{CLK}$ Cycle Time	80	50		ns
t_{PW}	$\overline{CLK}$, $\overline{ECS}$, $\overline{INT}$ Pulse Width	25	15		ns
t_{ISS}	INTE Setup Time to $\overline{CLK}$	16	12		ns
t_{ISH}	INTE Hold Time after $\overline{CLK}$	20	10		ns
t_{ETCS}[2]	ETLG Setup Time to $\overline{CLK}$	25	12		ns
t_{ETCH}[2]	ETLG Hold Time After $\overline{CLK}$	20	10		ns
t_{ECCS}[2]	$\overline{ECS}$ Setup Time to $\overline{CLK}$	80	50		ns
t_{ECCH}[3]	$\overline{ECS}$ Hold Time After $\overline{CLK}$	0			ns
t_{ECRS}[3]	$\overline{ECS}$ Setup Time to $\overline{CLK}$	110	70		ns
t_{ECRH}[3]	$\overline{ECS}$ Hold Time After $\overline{CLK}$	0			
t_{ECSS}[2]	$\overline{ECS}$ Setup Time to $\overline{CLK}$	75	70		ns
t_{ECSH}[2]	$\overline{ECS}$ Hold Time After $\overline{CLK}$	0			ns
t_{DCS}[2]	$\overline{SGS}$ and $\overline{B_0}\cdot\overline{B_2}$ Setup Time to $\overline{CLK}$	70	50		ns
t_{DCH}[2]	$\overline{SGS}$ and $\overline{B_0}\cdot\overline{B_2}$ Hold Time After $\overline{CLK}$	0			ns
t_{RCS}[3]	$\overline{R_0}\cdot\overline{R_7}$ Setup Time to $\overline{CLK}$	90	55		ns
t_{RCH}[3]	$\overline{R_0}\cdot\overline{R_7}$ Hold Time After $\overline{CLK}$	0			ns
t_{ICS}	$\overline{INT}$ Setup Time to $\overline{CLK}$	55	35		ns
t_{CI}	$\overline{CLK}$ to $\overline{INT}$ Propagation Delay		15	25	ns
t_{RIS}[4]	$\overline{R_0}\cdot\overline{R_7}$ Setup Time to $\overline{INT}$	10	0		ns
t_{RIH}[4]	$\overline{R_0}\cdot\overline{R_7}$ Hold Time After $\overline{INT}$	35	20		ns
t_{RA}	$\overline{R_0}\cdot\overline{R_7}$ to $\overline{A_0}\cdot\overline{A_2}$ Propagation Delay		80	100	ns
t_{ELA}	$\overline{ELR}$ to $\overline{A_0}\cdot\overline{A_2}$ Propagation Delay		40	55	ns
t_{ECA}	$\overline{ECS}$ to $\overline{A_0}\cdot\overline{A_2}$ Propagation Delay		100	120	ns
t_{ETA}	ETLG to $\overline{A_0}\cdot\overline{A_2}$ Propagation Delay		35	70	ns
t_{DECS}[4]	$\overline{SGS}$ and $\overline{B_0}\cdot\overline{B_2}$ Setup Time to $\overline{ECS}$	15	10		ns
t_{DECH}[4]	$\overline{SGS}$ and $\overline{B_0}\cdot\overline{B_2}$ Hold Time After $\overline{ECS}$	15	10		ns
t_{REN}	$\overline{R_0}\cdot\overline{R_7}$ to ENLG Propagation Delay		45	70	ns
t_{ETEN}	ETLG to ENLG Propagation Delay		20	25	ns
t_{ECRN}	$\overline{ECS}$ to ENLG Propagation Delay		85	90	ns
t_{ECSN}	$\overline{ECS}$ to ENLG Propagation Delay		35	55	ns

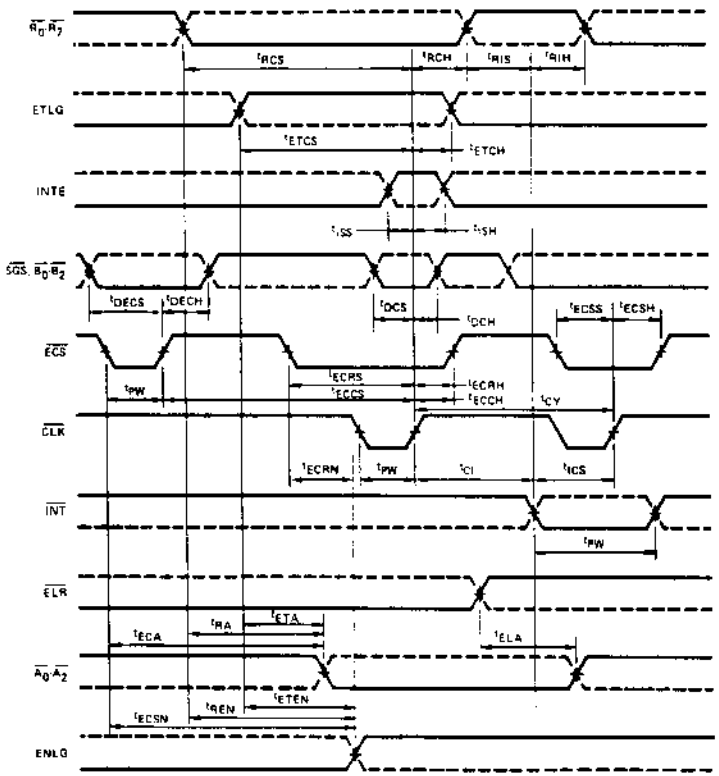
CAPACITANCE [5]

Symbol	Parameter	Limits Min.	Typ.[1]	Max	Unit
C_{IN}	Input Capacitance		5	10	pF
C_{OUT}	Output Capacitance		7	12	pF

TEST CONDITIONS: $V_{BIAS} = 2.5V$, $V_{CC} = 5V$, $T_A = 25°C$, f = 1 MHz

NOTE 5. This parameter is periodically sampled and not 100% tested.

WAVEFORMS



NOTES:

(1) Typical values are for $T_A = 25°C$, $V_{CC} = 5.0V$.

(2) Required for proper operation if ISE is enabled during next clock pulse.

(3) These times are not required for proper operation but for desired change in interrupt flip-flop.

(4) Required for new request or status to be properly loaded.

TEST CONDITIONS:

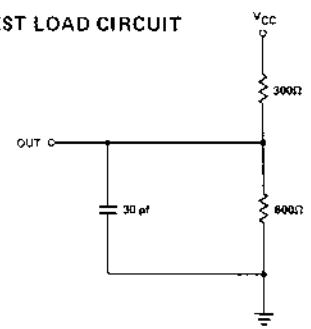
Input pulse amplitude: 2.5 volts.

Input rise and fall times: 5 ns between 1 and 2 volts.

Output loading of 15 mA and 30 pf.

Speed measurements taken at the 1.5V levels.

TEST LOAD CIRCUIT



4 BIT PARALLEL BIDIRECTIONAL BUS DRIVER

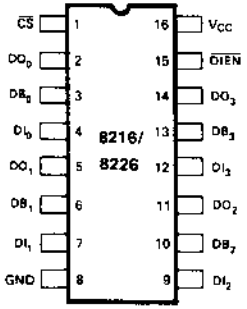
- **Data Bus Buffer Driver for 8080 CPU**
- **Low Input Load Current — .25 mA Maximum**
- **High Output Drive Capability for Driving System Data Bus**
- **3.65V Output High Voltage for Direct Interface to 8080 CPU**
- **Three State Outputs**
- **Reduces System Package Count**

The 8216/8226 is a 4-bit bi-directional bus driver/receiver.

All inputs are low power TTL compatible. For driving MOS, the DO outputs provide a high 3.65V V_{OH}, and for high capacitance terminated bus structures, the D8 outputs provide a high 50mA I_{OL} capability.

A non-inverting (8216) and an inverting (8226) are available to meet a wide variety of applications for buffering in microcomputer systems.

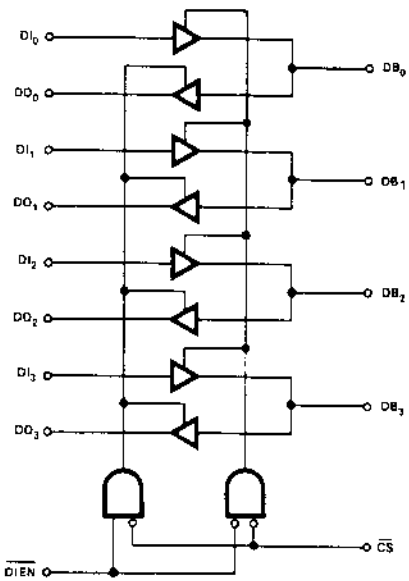
PIN CONFIGURATION



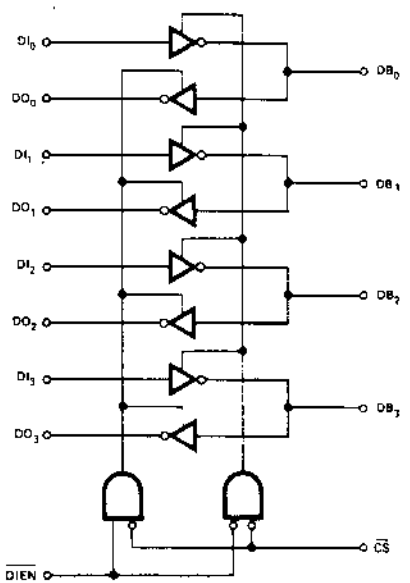
PIN NAMES

DB_0-DB_3	DATA BUS BI-DIRECTIONAL
DI_0-DI_3	DATA INPUT
DO_0-DO_3	DATA OUTPUT
$\overline{DIEN}$	DATA IN ENABLE DIRECTION CONTROL
$\overline{CS}$	CHIP SELECT

LOGIC DIAGRAM
8216



LOGIC DIAGRAM
8226



FUNCTIONAL DESCRIPTION

Microprocessors like the 8080 are MOS devices and are generally capable of driving a single TTL load. The same is true for MOS memory devices. While this type of drive is sufficient in small systems with few components, quite often it is necessary to buffer the microprocessor and memories when adding components or expanding to a multi-board system.

The 8216/8226 is a four bit bi-directional bus driver specifically designed to buffer microcomputer system components.

Bi-Directional Driver

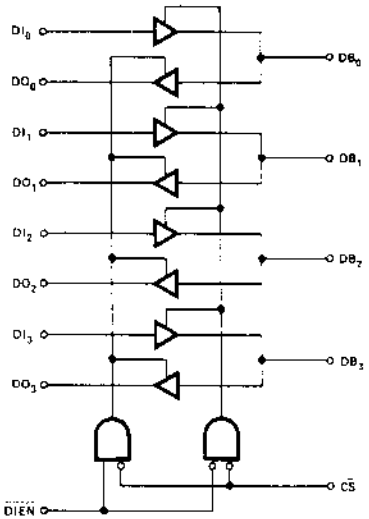
Each buffered line of the four bit driver consists of two separate buffers that are tri-state in nature to achieve direct bus interface and bi-directional capability. On one side of the driver the output of one buffer and the input of another are tied together (DB), this side is used to interface to the system side components such as memories, I/O, etc., because its interface is direct TTL compatible and it has high drive (50mA). On the other side of the driver the inputs and outputs are separated to provide maximum flexibility. Of course, they can be tied together so that the driver can be used to buffer a true bi-directional bus such as the 8080 Data Bus. The DO outputs on this side of the driver have a special high voltage output drive capability (3.65V) so that direct interface to the 8080 and 8008 CPUs is achieved with an adequate amount of noise immunity (350mV worst case).

Control Gating $\overline{DIEN}$, $\overline{CS}$

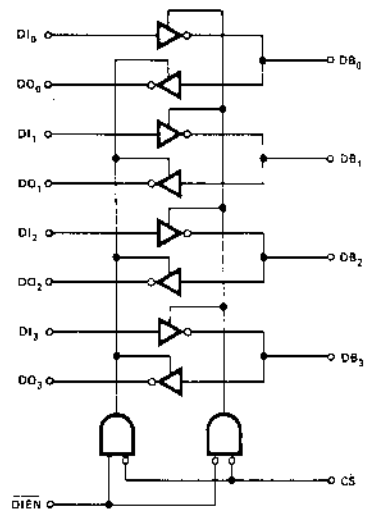
The $\overline{CS}$ input is actually a device select. When it is "high" the output drivers are all forced to their high-impedance state. When it is at "zero" the device is selected (enabled) and the direction of the data flow is determined by the $\overline{DIEN}$ input.

The $\overline{DIEN}$ input controls the direction of data flow (see Figure 1) for complete truth table. This direction control is accomplished by forcing one of the pair of buffers into its high impedance state and allowing the other to transmit its data. A simple two gate circuit is used for this function.

The 8216/8226 is a device that will reduce component count in microcomputer systems and at the same time enhance noise immunity to assure reliable, high performance operation.



(a) 8216



(b) 8226

$\overline{DIEN}$	$\overline{CS}$	
0	0	DI → DB
1	0	DB → DO
0	1	HIGH IMPEDANCE
1	1	

Figure 1. 8216/8226 Logic Diagrams

APPLICATIONS OF 8216/8226

8080 Data Bus Buffer

The 8080 CPU Data Bus is capable of driving a single TTL load and is more than adequate for small, single board systems. When expanding such a system to more than one board to increase I/O or Memory size, it is necessary to provide a buffer. The 8216/8226 is a device that is exactly fitted to this application.

Shown in Figure 2 are a pair of 8216/8226 connected directly to the 8080 Data Bus and associated control signals. The buffer is bi-directional in nature and serves to isolate the CPU data bus.

On the system side, the DB lines interface with standard semiconductor I/O and Memory components and are completely TTL compatible. The DB lines also provide a high drive capability (50mA) so that an extremely large system can be dirven along with possible bus termination networks.

On the 8080 side the DI and DO lines are tied together and are directly connected to the 8080 Data Bus for bi-directional operation. The DO outputs of the 8216/8226 have a high voltage output capability of 3.65 volts which allows direct connection to the 8080 whose minimum input voltage is 3.3 volts. It also gives a very adequate noise margin of 350mV (worst case).

The $\overline{DIEN}$ inputs to 8216/8226 is connected directly to the 8080. $\overline{DIEN}$ is tied to DBIN so that proper bus flow is maintained, and $\overline{CS}$ is tied to $\overline{BUSEN}$ so that the system side Data Bus will be 3-stated when a Hold request has been acknowledged during a DMA activity.

Memory and I/O Interface to a Bi-directional Bus

In large microcomputer systems it is often necessary to provide Memory and I/O with their own buffers and at the same time maintain a direct, common interface to a bi-directional Data Bus. The 8216/8226 has separated data in and data out lines on one side and a common bi-directional set on the other to accomodate such a function.

Shown in Figure 3 is an example of how the 8216/8226 is used in this type of application.

The interface to Memory is simple and direct. The memories used are typically Intel® 8102, 8102A, 8101 or 8107B-4 and have separate data inputs and outputs. The DI and DO lines of the 8216/8226 tie to them directly and under control of the $\overline{MEMR}$ signal, which is connected to the $\overline{DIEN}$ input, an interface to the bi-directional Data Bus is maintained.

The interface to I/O is similar to Memory. The I/O devices used are typically Intel® 8255s, and can be used for both input and output ports. The $\overline{I/O\ R}$ signal is connected directly to the $\overline{DIEN}$ input so that proper data flow from the I/O device to the Data Bus is maintained.

The 8216/8226 can be used in a wide variety of other buffering functions in microcomputer systems such as Address Bus Drivers, Drivers to peripheral devices such as printers, and as Drivers for long length cables to other peripherals or systems.

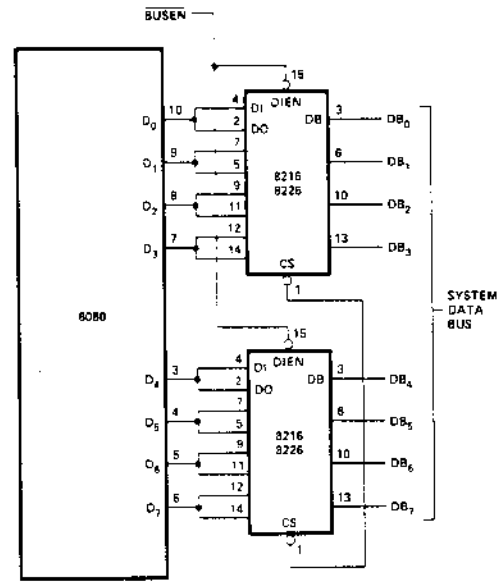


Figure 2. 8080 Data Bus Buffer.

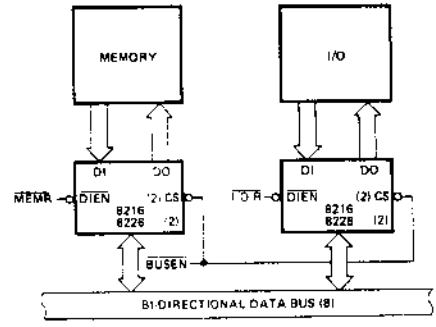


Figure 3. Memory and I/O Interface to a Bi-Directional Bus.

D.C. AND OPERATING CHARACTERISTICS

ABSOLUTE MAXIMUM RATINGS*

Temperature Under Bias . . . . . 0°C to 70°C
Storage Temperature . . . . . -65°C to +150°C
All Output and Supply Voltages . . . . . -0.5V to +7V
All Input Voltages . . . . . -1.0V to +5.5V
Output Currents . . . . . 125 mA

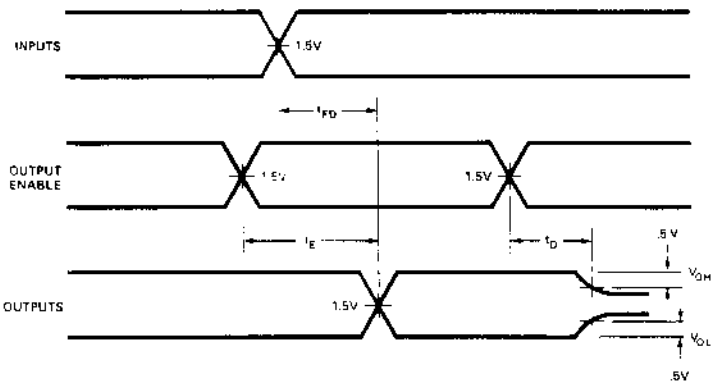
*COMMENT: Stresses above those listed under "Absolute Maximum Rating" may cause permanent damage to the device. This is a stress rating only and functional operation of the device at these or at any other condition above those indicated in the operational sections of this specification is not implied.

T_A = 0°C to +70°C, V_{CC}=+5V ±5%

Symbol	Parameter		Limits Min.	Typ.	Max.	Unit	Conditions
I_{F1}	Input Load Current $\overline{DIEN}$, $\overline{CS}$			-0.15	-.5	mA	V_F = 0.45
I_{F2}	Input Load Current All Other Inputs			-0.08	-.25	mA	V_F = 0.45
I_{R1}	Input Leakage Current $\overline{DIEN}$, $\overline{CS}$				20	μA	V_R = 5.25V
I_{R2}	Input Leakage Current DI Inputs				10	μA	V_R = 5.25V
V_C	Input Forward Voltage Clamp				-1	V	I_C = -5mA
V_{IL}	Input "Low" Voltage				.95	V	
V_{IH}	Input "High" Voltage		2.0			V	
$\|I_{OL}\|$	Output Leakage Current (3-State)	DO DB			20 100	μA	V_O = 0.45V/5.25V
I_{CC}	Power Supply Current	8216		95	130	mA	
		8226		85	120	mA	
V_{OL1}	Output "Low" Voltage			0.3	.45	V	DO Outputs I_{OL}=15mA DB Outputs I_{OL}=25mA
V_{OL2}	Output "Low" Voltage	8216		0.5	.6	V	DB Outputs I_{OL}=55mA
		8226		0.5	.6	V	DB Outputs I_{OL}=50mA
V_{OH1}	Output "High" Voltage		3.65	4.0		V	DO Outputs I_{OH} = -1mA
V_{OH2}	Output "High" Voltage		2.4	3.0		V	DB Outputs I_{OH} = -10mA
I_{OS}	Output Short Circuit Current		-15 -30	-35 -75	-65 -120	mA mA	DO Outputs $V_O \cong 0V$, DB Outputs V_{CC}=5.0V

NOTE: Typical values are for T_A = 25°C, V_{CC} = 5.0V.

WAVEFORMS



A.C. CHARACTERISTICS

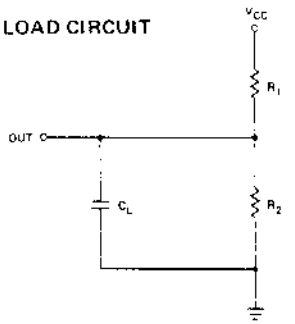
T_A = 0°C to +70°C, V_{CC} = +5V ±5%

Symbol	Parameter	Limits Min.	Typ.[1]	Max.	Unit	Conditions
T_{PD1}	Input to Output Delay DO Outputs		15	25	ns	C_L=30pF, R_1=300Ω R_2=600Ω
T_{PD2}	Input to Output Delay DB Outputs					
	8216		20	30	ns	C_L=300pF, R_1=90Ω
	8226		16	25	ns	R_2 = 180Ω
T_E	Output Enable Time					
	8216		45	65	ns	(Note 2)
	8226		35	54	ns	(Note 3)
T_D	Output Disable Time		20	35	ns	(Note 4)

TEST CONDITIONS:

Input pulse amplitude of 2.5V.
Input rise and fall times of 5 ns between 1 and 2 volts.
Output loading is 5 mA and 10 pF.
Speed measurements are made at 1.5 volt levels.

TEST LOAD CIRCUIT



Capacitance[5]

Symbol	Parameter	Limits Min.	Typ.[1]	Max.	Unit
C_{IN}	Input Capacitance		4	8	pF
C_{OUT1}	Output Capacitance		6	10	pF
C_{OUT2}	Output Capacitance		13	18	pF

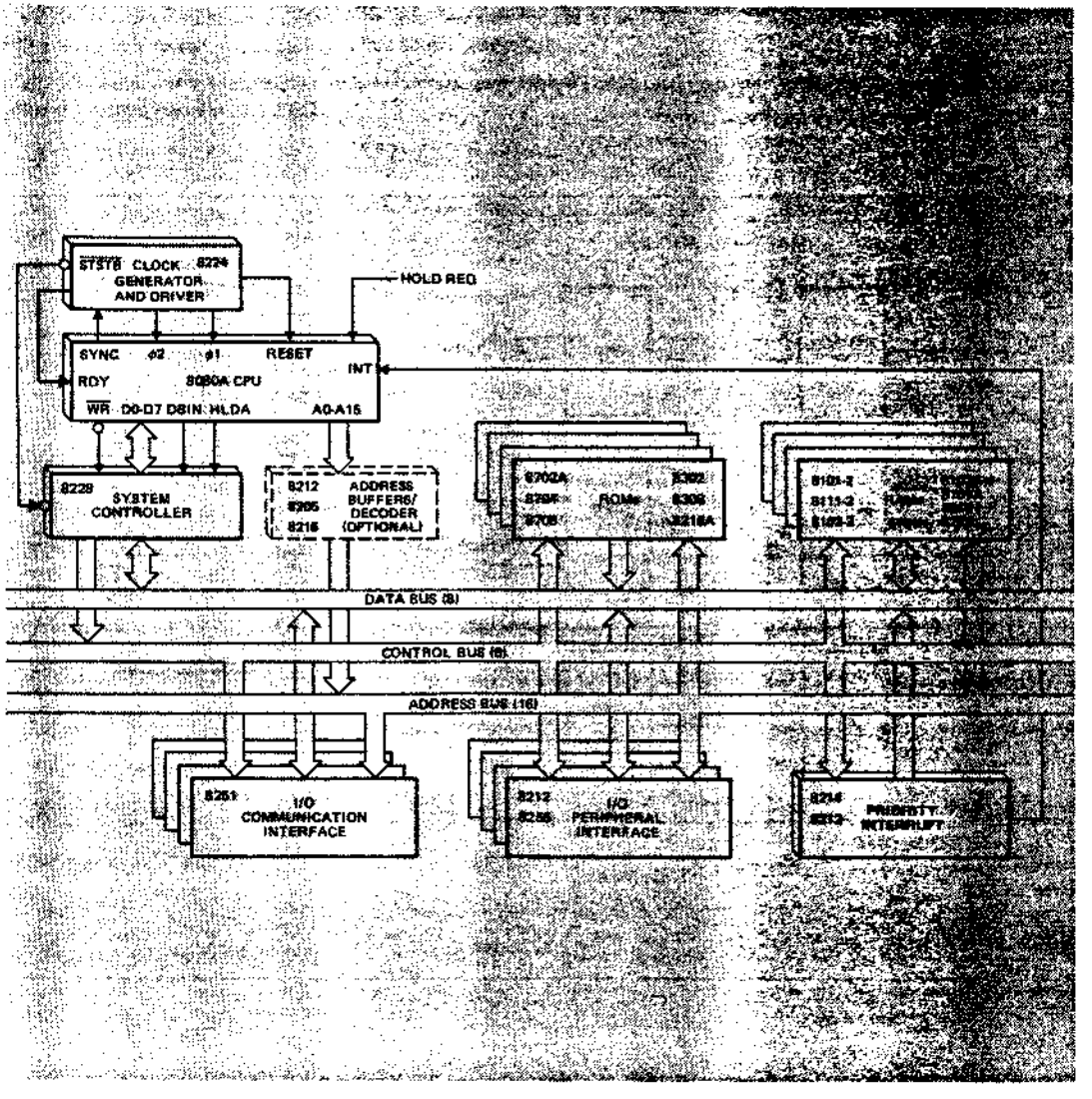
TEST CONDITIONS: V_{BIAS} = 2.5V, V_{CC} = 5.0V, T_A = 25°C, f = 1 MHz.

NOTES:
1. Typical values are for T_A = 25°C, V_{CC} = 5.0V.
2. DO Outputs, C_L = 30pF, R_1 = 300/10 KΩ, R_2 = 180/1KΩ; DB Outputs, C_L = 300pF, R_1 = 90/10 KΩ, R_2 = 180/1 KΩ.
3. DO Outputs, C_L = 30pF, R_1 = 300/10 KΩ, R_2 = 600/1K; DB Outputs, C_L = 300pF, R_1 = 90/10 KΩ, R_2 = 180/1 KΩ.
4. DO Outputs, C_L = 5pF, R_1 = 300/10 KΩ, R_2 = 600/1 KΩ; DB Outputs, C_L = 5pF, R_1 = 90/10 KΩ, R_2 = 180/1 KΩ.
5. This parameter is periodically sampled and not 100% tested.

intel®
Microcomputer Systems

Coming Soon

8253
8257
8259



Silicon Gate MOS 8253

PRELIMINARY

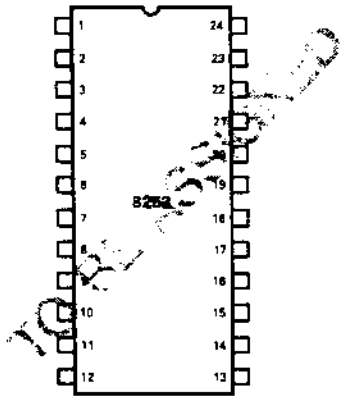
PROGRAMMABLE INTERVAL TIMER

- 3 Independent 16-Bit Counters
- DC to 3 MHz
- Programmable Counter Modes
- Count Binary or BCD
- Single +5V Supply
- 24 Pin Dual-in-line Package

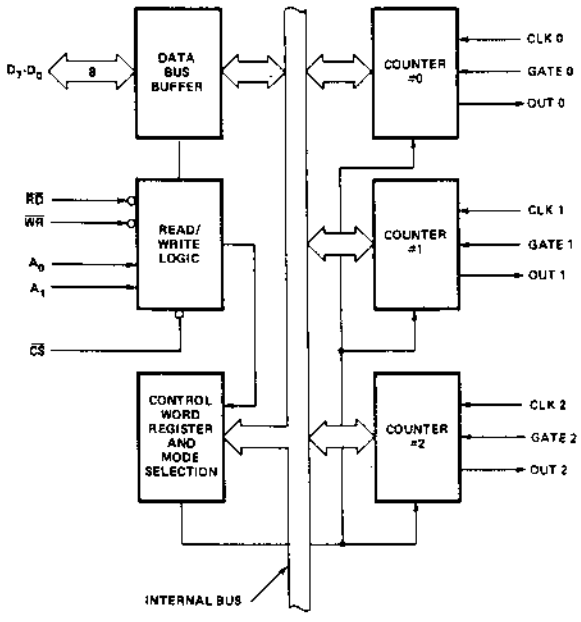
The 8253 is a programmable counter/timer chip designed for use as an 8080 (or 8008) peripheral. It uses nMOS technology with a single +5V supply and is packaged in a 24-pin plastic DIP.

It is organized as three independent 16-bit counters, each with a count rate from 0Hz to 3MHz. All modes of operation are software programmable by the 8080.

PIN CONFIGURATION



BLOCK DIAGRAM



8253 PRELIMINARY FUNCTIONAL DESCRIPTION

In Microcomputer-based systems the most common interface is to a mechanical device such as a printer head or stepper motor. All such devices have inherent delays that must be accounted for if accurate and reliable performance is to be achieved. The systems software allows for such delays by programmed timing loops. This type of programming requires significant overhead and maintenance of multiple loops gets extremely complicated.

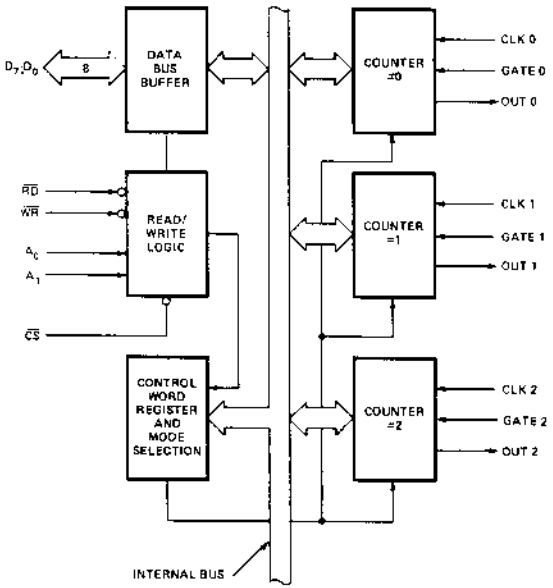
The 8253 Programmable Interval Timer is a single chip solution to system timing problems. In essence, it is a group of three 16-bit counters that are independent in nature but driven commonly as I/O peripheral ports. Instead of setting up timing loops in the system software, the programmer configures the 8253 to match his requirements. The programmer initializes one of the three counters of the 8253 with the quantity and mode desired then, upon command, the 8253 will count out the delay and interrupt the microcomputer when it has finished its task. It is easy to see that the software overhead is minimal and that multiple delays can be easily maintained by assigned interrupt levels to different counters. Other functions that are non-delay in nature and require counters can also be implemented with the 8253.

- Programmable Baud Rate Generator
- Event Counter
- Binary Rate Multiplier
- Real Time Clock

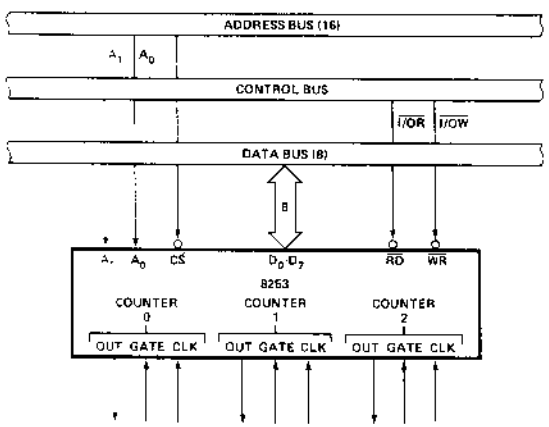
System Interface

The 8253 is a component of the MCS-80 system and interfaces in the same manner as all other peripherals of the family. It is treated by the systems software as an array of I/O ports; three are counters and the fourth is a control register for programming. The OUT lines of each counter would normally be tied to the interrupt request inputs of the 8259.

The 8253 represents a significant improvement for solving one of the most common problems in system design and reducing software overhead.



8253 Block Diagram.



8253 System Interface.

Silicon Gate MOS 8257

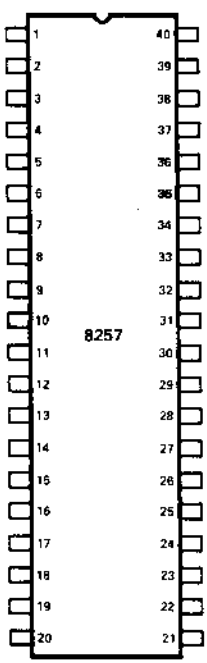
PROGRAMMABLE DMA CONTROLLER

- Four Channel DMA Controller
- Priority DMA Request Logic
- Channel Inhibit Logic
- Terminal and Modulo 256/128 Outputs
- Auto Load Mode
- Single TTL Clock (ϕ2/TTL)
- Single +5V Supply
- Expandable
- 40 Pin Dual-in-Line Package

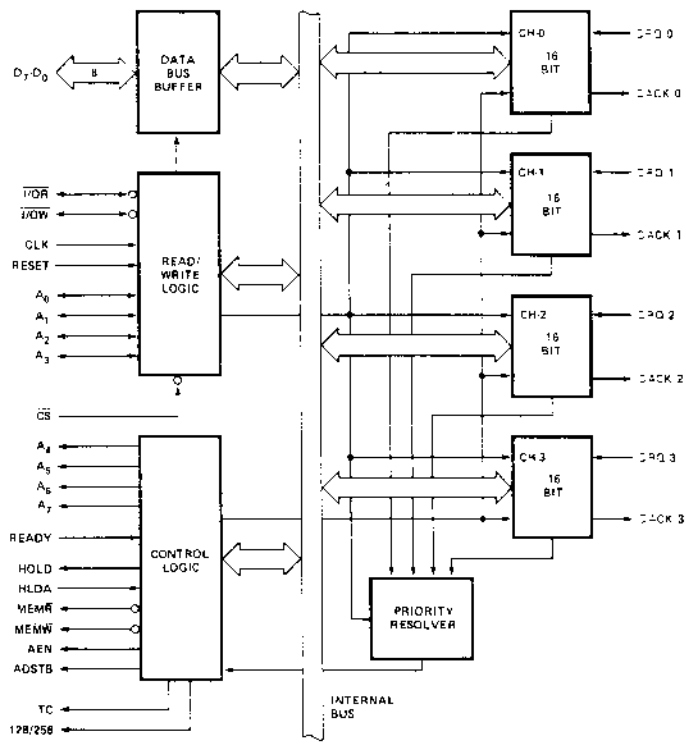
The 8257 is a Direct Memory Access (DMA) Chip which has four channels for use in 8080 microcomputer systems. Its primary function is to generate, upon a peripheral request, a sequential memory address which will allow the peripheral to access or deposit data directly from or to memory. It uses the Hold feature of the 8080 to acquire the system bus. It also keeps count of the number of DMA cycles for each channel and notifies the peripheral when a programmable terminal count has been reached. Other features that it has are two mode priority logic to resolve the request among the four channels, programmable channel inhibit logic, an early write pulse option, a modulo 256/128 Mark output for sectored data transfers, an automatic load mode, a terminal count status register, and control signal timing generation during DMA cycles. There are three types of DMA cycles: Read DMA Cycle, Write DMA Cycle and Verify DMA Cycle.

The 8257 is a 40-pin, N-channel MOS chip which uses a single +5V supply and the ϕ2 (TTL) clock of the 8080 system. It is designed to work in conjunction with a single 8212 8-bit, three-state latch chip. Multiple DMA chips can be used to expand the number of channels with the aid of the 8214 Priority Interrupt Chip.

PIN CONFIGURATION



BLOCK DIAGRAM



8257 PRELIMINARY FUNCTIONAL DESCRIPTION

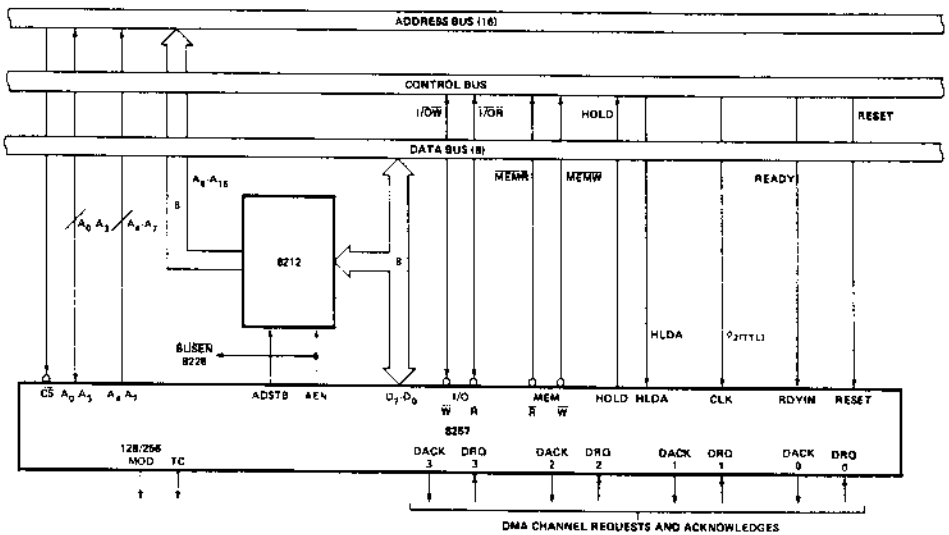
The transfer of data between a mass storage device such as a floppy disk or mag cassette and system RAM memory is often limited by the speed of the microprocessor. Removing the processor during such a transfer and letting an auxillary device manage the transfer in a more efficient manner would greatly improve the speed and make mass storage devices more attractive, even to the small system designer.

The transfer technique is called DMA (Direct Memory Access); in essence the CPU is idled so that it no longer has control of the system bus and a DMA controller takes over to manage the transfer.

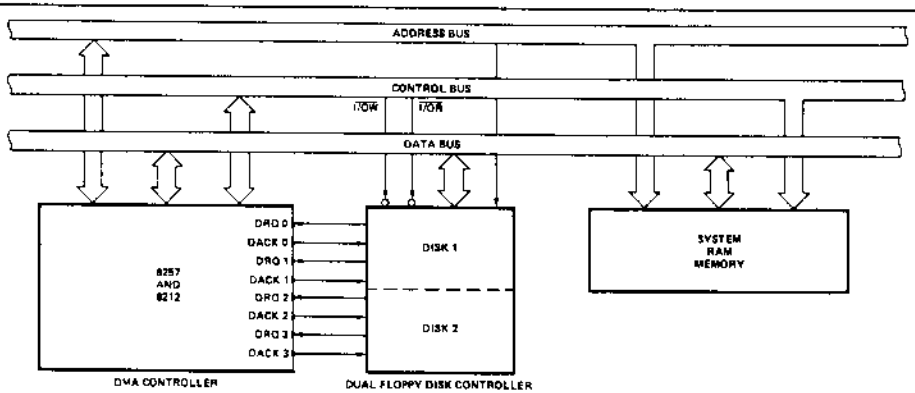
The 8257 Programmable DMA Controller is a single chip, four channel device that can efficiently manage DMA activities. Each channel is assigned a priority level so that if multi-DMA activities are required each mass storage device can be serviced, based on its importance in the system. In operation, a request is made from a peripheral device for access to the system bus. After its priority is accepted a HOLD command is ussued to the CPU, the CPU issues a HLDA and that DMA channel has complete control of the system bus. Transfers can be made in blocks, suspending the processors operation during the entire transfer or, the transfer can be made a few bytes at a time, hidden in the execution states of each instruction cycle, (cycle-stealing).

The modes and priority resolving are maintained by the system software as well as initializing each channel as to the starting address and length of transfer.

The system interface is similar to the other peripherals of the MCS-80 but an additional 8212 is necessary to control the entire address bus. A special control signal $\overline{\text{BUSEN}}$ is connected directly to the 8228 so that the data bus and control bus will be released at the proper time.



System Interface 8257.



System Application of 8257.

Silicon Gate MOS 8259

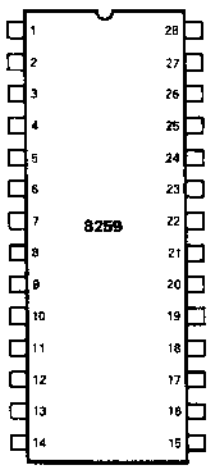
PROGRAMMABLE INTERRUPT CONTROLLER

- Eight Level Priority Controller
- Expandable to 64 Levels
- Programmable Interrupt Modes (Algorithms)
- Individual Request Mask Capability
- Single +5V Supply (No Clocks)
- 28 Pin Dual-in-Line Package

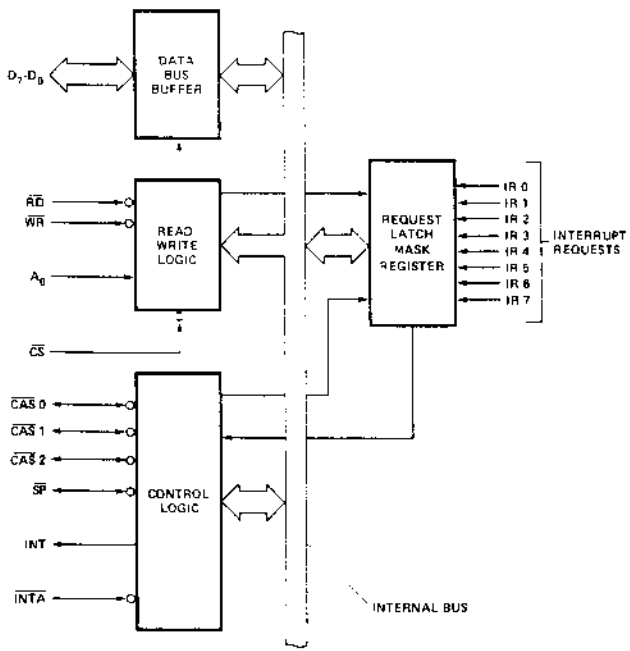
The 8259 handles up to eight vectored priority interrupts for the 8080A CPU. It is cascadable for up to 64 vectored priority interrupts, without additional circuitry. It will be packaged in a 28-pin plastic DIP, uses nMOS technology and requires a single +5V supply. Circuitry is static, requiring no clock input.

The 8259 is designed to minimize the software and real time overhead in handling multi-level priority interrupts. It has several modes, permitting optimization for a variety of system requirements.

PIN CONFIGURATION



BLOCK DIAGRAM

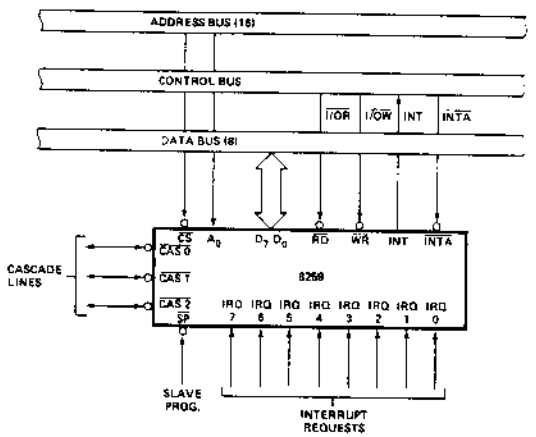


8259 PRELIMINARY FUNCTIONAL DESCRIPTION

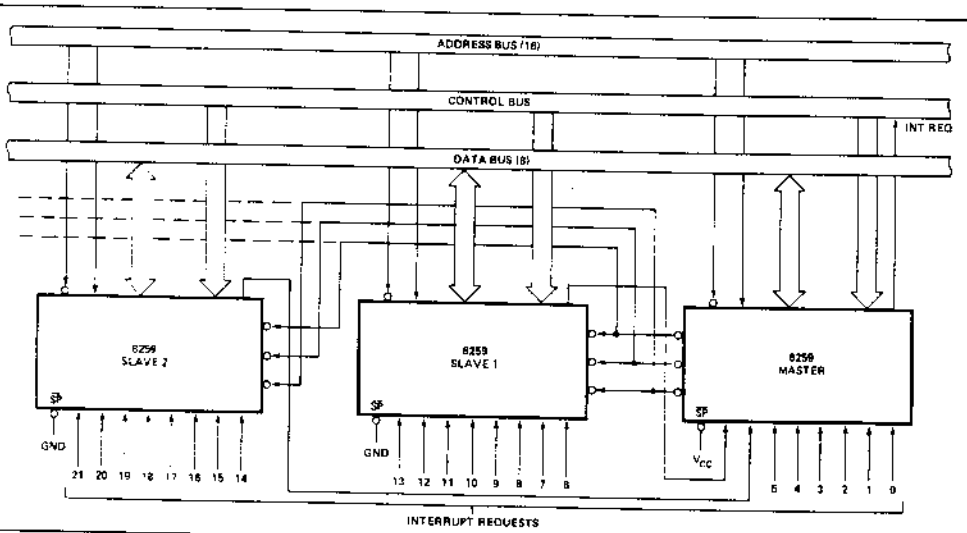
In microcomputer systems, the rate at which a peripheral device or devices can be serviced determines the total amount of system tasks that can be assigned to the control of the microprocessor. The higher the throughput the more jobs the microcomputer can do and the more cost effective it becomes. Interrupts have long been accepted as a key to improving system throughput by servicing a peripheral device only when the device has requested it to do so. Efficient managing of the interrupt requests to the CPU will have a significant effect on the overall cost effectiveness of the microcomputer system.

The 8259 Programmable Interrupt Controller is a single-chip device that can manage eight levels of requests and has built-in features for expandability to other 8259s (up to 64 levels). It is programmed by the systems software as an I/O peripheral. A selection of priority algorithms is available to the programmer so that the manner in which the requests are processed by the 8259 can be configured to match his system requirements. The priority assignments and algorithms can be changed or reconfigured dynamically at any time during the main program. This means that the complete interrupt structure can be defined as required, based on the total system environment.

The system interface is the same as other peripheral devices in the MCS-80. A special input is provided ($\overline{SP}$) to program the 8259 as a slave or master device when expanding to more than eight levels. Basically the master accepts INT inputs from the slaves and issues a composite request to the 8080A; when it receives the $\overline{INTA}$ from the 8228 it puts the first byte on the CALL on the bus. On subsequent $\overline{INTA}$s the interrupting slave puts out the address of the vector.



8259 System Interface.



Cascading the 8259 22 Level Controller (Expandable to 64 levels).

CHAPTER 6
PACKAGING INFORMATION

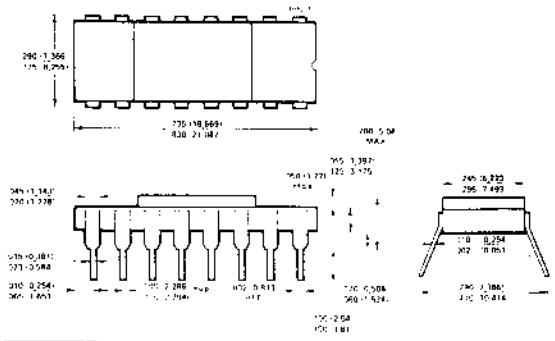
	Intel Product Number	Standard Package Type			Number Of Pins	Comments
CPU GROUP	8224	C	D	P	16	
	8228	C	D	P	28	
	8080A	C			40	Including 8080A-1, 8080A-2 and M8080A
ROMs	8702A	C			24	
	8708/4	C			24	
	8302	C		P	24	
	8308	C		P	24	
	8316A	C	D	P	24	
RAMs	8101-2	C	D	P	22	
	8111-2	C	D	P	18	
	8102-2	C	D	P	16	
	8102A-4	C	D	P	16	
	8107B-4	C	D	P	22	
	5101	C	D	P	22	
	8210		D	P	18	
	8222		D		22	New Product
I/O	8212		D	P	24	
	8255	C			40	
	8251	C	D	P	28	
ERIPHERAL	8205	C	D	P	16	
	8214	C	D	P	24	
	8216/26		D	P	16	
COMING SOON	8253				24	Coming Soon
	8257				40	Coming Soon
	8259				28	Coming Soon

C = Ceramic D = Cerdip P = Plastic

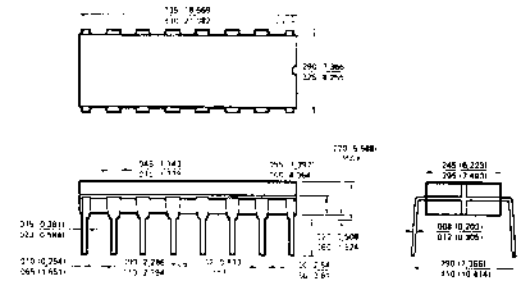
PACKAGING INFORMATION

Dimensions in inches and (millimeters).

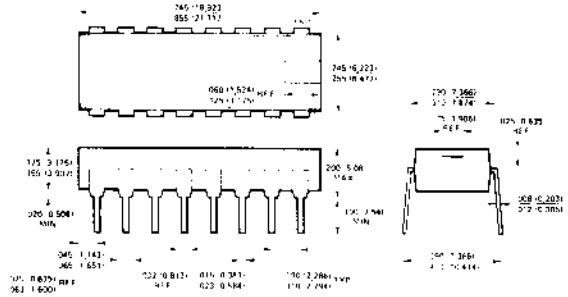
16-LEAD CERAMIC DUAL IN-LINE PACKAGE (C)



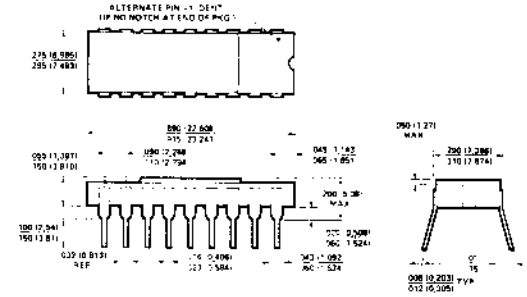
16-LEAD CerDIP DUAL IN-LINE PACKAGE (D)



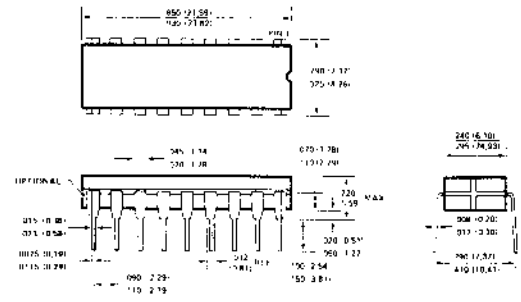
16-LEAD PLASTIC DUAL IN-LINE PACKAGE (P)



18-LEAD CERAMIC DUAL IN-LINE PACKAGE (C)



18-LEAD CerDIP DUAL IN-LINE PACKAGE (D)



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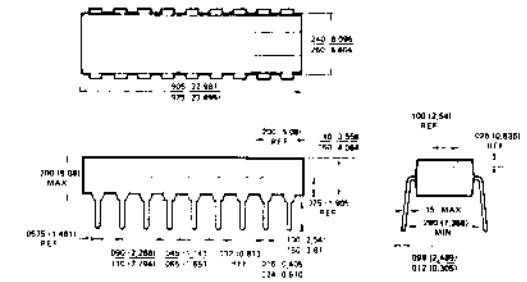
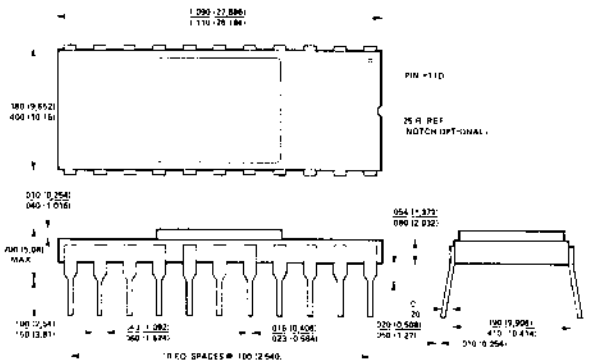


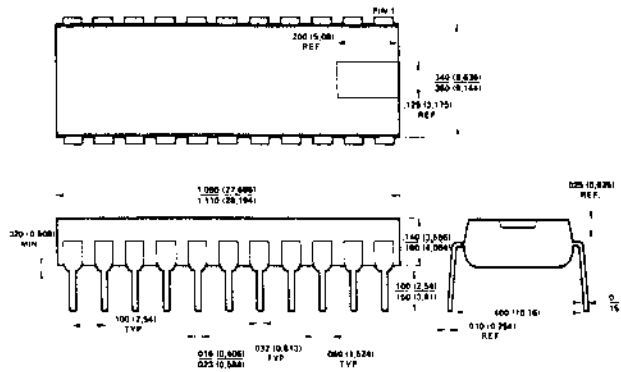
22-LEAD CERAMIC DUAL IN-LINE PACKAGE (C)



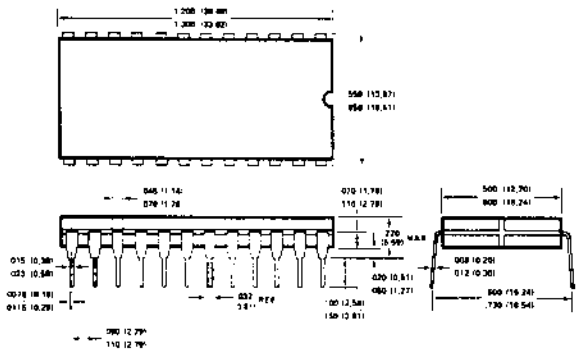
PACKAGING INFORMATION

Dimensions in inches and (millimeters).

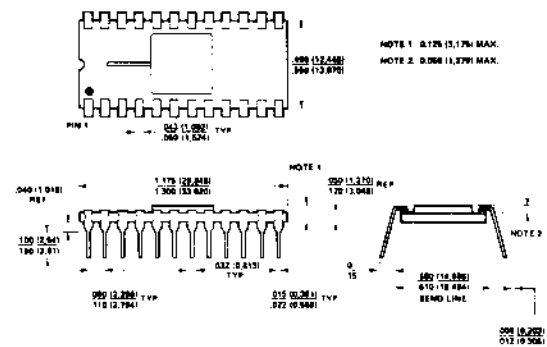
22-LEAD PLASTIC DUAL IN-LINE PACKAGE (P)



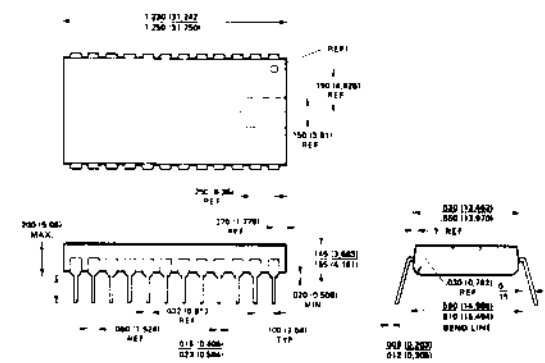
24-LEAD CerDIP DUAL IN-LINE PACKAGE (D)



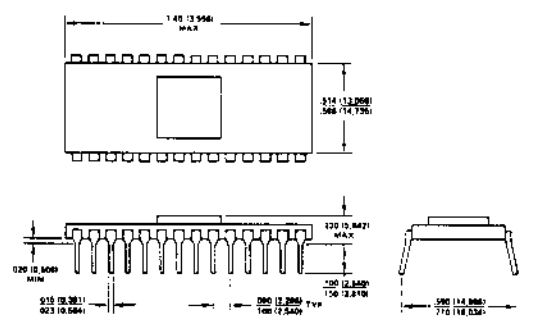
24-LEAD CERAMIC DUAL IN-LINE PACKAGE (C)



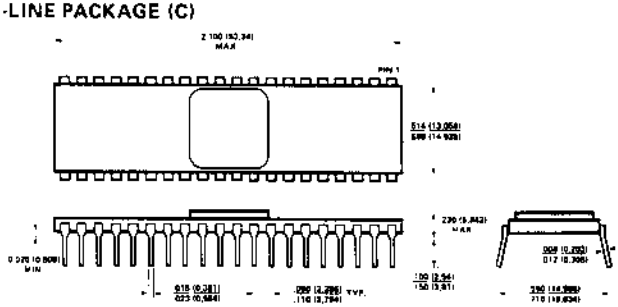
24-LEAD PLASTIC DUAL IN-LINE PACKAGE (P)



28-LEAD CERAMIC DUAL IN-LINE PACKAGE (C)



40-LEAD CERAMIC DUAL IN-LINE PACKAGE (C)



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INSTRUCTION SET

Summary of Processor Instructions

Mnemonic	Description	Instruction Code[1] D_7	D_6	D_5	D_4	D_3	D_2	D_1	D_0	Clock[2] Cycles
MOV r1, r2	Move register to register	0	1	D	D	D	S	S	S	5
MOV M, r	Move register to memory	0	1	1	1	0	S	S	S	7
MOV r, M	Move memory to register	0	1	D	D	D	1	1	0	7
HLT	Halt	0	1	1	1	0	1	1	0	7
MVI r	Move immediate register	0	0	D	D	D	1	1	0	7
MVI M	Move immediate memory	0	0	1	1	0	1	1	0	10
INR r	Increment register	0	0	D	D	D	1	0	0	5
DCR r	Decrement register	0	0	D	D	D	1	0	1	5
INR M	Increment memory	0	0	1	1	0	1	0	0	10
DCR M	Decrement memory	0	0	1	1	0	1	0	1	10
ADD r	Add register to A	1	0	0	0	0	S	S	S	4
ADC r	Add register to A with carry	1	0	0	0	1	S	S	S	4
SUB r	Subtract register from A	1	0	0	1	0	S	S	S	4
SBB r	Subtract register from A with borrow	1	0	0	1	1	S	S	S	4
ANA r	And register with A	1	0	1	0	0	S	S	S	4
XRA r	Exclusive Or register with A	1	0	1	0	1	S	S	S	4
ORA r	Or register with A	1	0	1	1	0	S	S	S	4
CMP r	Compare register with A	1	0	1	1	1	S	S	S	4
ADD M	Add memory to A	1	0	0	0	0	1	1	0	7
ADC M	Add memory to A with carry	1	0	0	0	1	1	1	0	7
SUB M	Subtract memory from A	1	0	0	1	0	1	1	0	7
SBB M	Subtract memory from A with borrow	1	0	0	1	1	1	1	0	7
ANA M	And memory with A	1	0	1	0	0	1	1	0	7
XRA M	Exclusive Or memory with A	1	0	1	0	1	1	1	0	7
ORA M	Or memory with A	1	0	1	1	0	1	1	0	7
CMP M	Compare memory with A	1	0	1	1	1	1	1	0	7
ADI	Add immediate to A	1	1	0	0	0	1	1	0	7
ACI	Add immediate to A with carry	1	1	0	0	1	1	1	0	7
SUI	Subtract immediate from A	1	1	0	1	0	1	1	0	7
SBI	Subtract immediate from A with borrow	1	1	0	1	1	1	1	0	7
ANI	And immediate with A	1	1	1	0	0	1	1	0	7
XRI	Exclusive Or immediate with A	1	1	1	0	1	1	1	0	7
ORI	Or immediate with A	1	1	1	1	0	1	1	0	7
CPI	Compare immediate with A	1	1	1	1	1	1	1	0	7
RLC	Rotate A left	0	0	0	0	0	1	1	1	4
RRC	Rotate A right	0	0	0	0	1	1	1	1	4
RAL	Rotate A left through carry	0	0	0	1	0	1	1	1	4
RAR	Rotate A right through carry	0	0	0	1	1	1	1	1	4
JMP	Jump unconditional	1	1	0	0	0	0	1	1	10
JC	Jump on carry	1	1	0	1	1	0	1	1	10
JNC	Jump on no carry	1	1	0	1	0	0	1	1	10
JZ	Jump on zero	1	1	0	0	1	0	1	1	10
JNZ	Jump on no zero	1	1	0	0	0	0	1	1	10
JP	Jump on positive	1	1	1	1	0	0	1	1	10
JM	Jump on minus	1	1	1	1	1	0	1	1	10
JPE	Jump on parity even	1	1	1	0	1	0	1	1	10
JPO	Jump on parity odd	1	1	1	0	0	0	1	1	10
CALL	Call unconditional	1	1	0	0	1	1	0	1	17
CC	Call on carry	1	1	0	1	1	1	0	1	11/17
CNC	Call on no carry	1	1	0	1	0	1	0	1	11/17
CZ	Call on zero	1	1	0	0	1	1	0	1	11/17
CNZ	Call on no zero	1	1	0	0	0	1	0	1	11/17
CP	Call on positive	1	1	1	1	0	1	0	1	11/17
CM	Call on minus	1	1	1	1	1	1	0	1	11/17
CPE	Call on parity even	1	1	1	0	1	1	0	1	11/17
CPO	Call on parity odd	1	1	1	0	0	1	0	1	11/17
RET	Return	1	1	0	0	1	0	0	1	10
RC	Return on carry	1	1	0	1	1	0	0	0	5/11
RNC	Return on no carry	1	1	0	1	0	0	0	0	5/11
RZ	Return on zero	1	1	0	0	1	0	0	0	5/11
RNZ	Return on no zero	1	1	0	0	0	0	0	0	5/11
RP	Return on positive	1	1	1	1	0	0	0	0	5/11
RM	Return on minus	1	1	1	1	1	0	0	0	5/11
RPE	Return on parity even	1	1	1	0	1	0	0	0	5/11
RPO	Return on parity odd	1	1	1	0	0	0	0	0	5/11
RST	Restart	1	1	A	A	A	1	1	1	11
IN	Input	1	1	0	1	1	0	1	1	10
OUT	Output	1	1	0	1	0	0	1	1	10
LXI B	Load immediate register Pair B & C	0	0	0	0	0	0	0	1	10
LXI D	Load immediate register Pair D & E	0	0	0	1	0	0	0	1	10
LXI H	Load immediate register Pair H & L	0	0	1	0	0	0	0	1	10
LXI SP	Load immediate stack pointer	0	0	1	1	0	0	0	1	10
PUSH B	Push register Pair B & C on stack	1	1	0	0	0	1	0	1	11
PUSH D	Push register Pair D & E on stack	1	1	0	1	0	1	0	1	11
PUSH H	Push register Pair H & L on stack	1	1	1	0	0	1	0	1	11
PUSH PSW	Push A and Flags on stack	1	1	1	1	0	1	0	1	11
POP B	Pop register pair B & C off stack	1	1	0	0	0	0	0	1	10
POP D	Pop register pair D & E off stack	1	1	0	1	0	0	0	1	10
POP H	Pop register pair H & L off stack	1	1	1	0	0	0	0	1	10
POP PSW	Pop A and Flags off stack	1	1	1	1	0	0	0	1	10
STA	Store A direct	0	0	1	1	0	0	1	0	13
LDA	Load A direct	0	0	1	1	1	0	1	0	13
XCHG	Exchange D & E, H & L Registers	1	1	1	0	1	0	1	1	4
XTHL	Exchange top of stack, H & L	1	1	1	0	0	0	1	1	18
SPHL	H & L to stack pointer	1	1	1	1	1	0	0	1	5
PCHL	H & L to program counter	1	1	1	0	1	0	0	1	5
DAD B	Add B & C to H & L	0	0	0	0	1	0	0	1	10
DAD D	Add D & E to H & L	0	0	0	1	1	0	0	1	10
DAD H	Add H & L to H & L	0	0	1	0	1	0	0	1	10
DAD SP	Add stack pointer to H & L	0	0	1	1	1	0	0	1	10
STAX B	Store A indirect	0	0	0	0	0	0	1	0	7
STAX D	Store A indirect	0	0	0	1	0	0	1	0	7
LDAX B	Load A indirect	0	0	0	0	1	0	1	0	7
LDAX D	Load A indirect	0	0	0	1	1	0	1	0	7
INX B	Increment B & C registers	0	0	0	0	0	0	1	1	5
INX D	Increment D & E registers	0	0	0	1	0	0	1	1	5
INX H	Increment H & L registers	0	0	1	0	0	0	1	1	5
INX SP	Increment stack pointer	0	0	1	1	0	0	1	1	5
DCX B	Decrement B & C	0	0	0	0	1	0	1	1	5
DCX D	Decrement D & E	0	0	0	1	1	0	1	1	5
DCX H	Decrement H & L	0	0	1	0	1	0	1	1	5
DCX SP	Decrement stack pointer	0	0	1	1	1	0	1	1	5
CMA	Complement A	0	0	1	0	1	1	1	1	4
STC	Set carry	0	0	1	1	0	1	1	1	4
CMC	Complement carry	0	0	1	1	1	1	1	1	4
DAA	Decimal adjust A	0	0	1	0	0	1	1	1	4
SHLD	Store H & L direct	0	0	1	0	0	0	1	0	16
LHLD	Load H & L direct	0	0	1	0	1	0	1	0	16
EI	Enable Interrupts	1	1	1	1	1	0	1	1	4
DI	Disable interrupt	1	1	1	1	0	0	1	1	4
NOP	No-operation	0	0	0	0	0	0	0	0	4

NOTES: 1. DDD or SSS – 000 B – 001 C – 010 D – 011 E – 100 H – 101 L – 110 Memory – 111 A.
2. Two possible cycle times, (5/11) indicate instruction cycles dependent on condition flags.

INSTRUCTION SET

Summary of Processor Instructions
By Alphabetical Order

Mnemonic	Description	Instruction Code[1] D_7	D_6	D_5	D_4	D_3	D_2	D_1	D_0	Clock[2] Cycles
ACI	Add immediate to A with carry	1	1	0	0	1	1	1	0	7
ADC M	Add memory to A with carry	1	0	0	0	1	1	1	0	7
ADC r	Add register to A with carry	1	0	0	0	1	S	S	S	4
ADD M	Add memory to A	1	0	0	0	0	1	1	0	7
ADD r	Add register to A	1	0	0	0	0	S	S	S	4
ADI	Add immediate to A	1	1	0	0	0	1	1	0	7
ANA M	And memory with A	1	0	1	0	0	1	1	0	7
ANA r	And register with A	1	0	1	0	0	S	S	S	4
ANI	And immediate with A	1	1	1	0	0	1	1	0	7
CALL	Call unconditional	1	1	0	0	1	1	0	1	17
CC	Call on carry	1	1	0	1	1	1	0	0	11/17
CM	Call on minus	1	1	1	1	1	1	0	0	11/17
CMA	Complement A	0	0	1	0	1	1	1	1	4
CMC	Complement carry	0	0	1	1	1	1	1	1	4
CMP M	Compare memory with A	1	0	1	1	1	1	1	0	7
CMP r	Compare register with A	1	0	1	1	1	S	S	S	4
CNC	Call on no carry	1	1	0	1	0	1	0	0	11/17
CNZ	Call on no zero	1	1	0	0	0	1	0	0	11/17
CP	Call on positive	1	1	1	1	0	1	0	0	11/17
CPE	Call on parity even	1	1	1	0	1	1	0	0	11/17
CPI	Compare immediate with A	1	1	1	1	1	1	0	0	11/17
CPO	Call on parity odd	1	1	1	0	0	1	0	0	11/17
CZ	Call on zero	1	1	0	0	1	1	0	0	11/17
DAA	Decimal adjust A	0	0	1	0	0	1	1	1	4
DAD B	Add B & C to H & L	0	0	0	0	1	0	0	1	10
DAD D	Add D & E to H & L	0	0	0	1	1	0	0	1	10
DAD H	Add H & L to H & L	0	0	1	0	1	0	0	1	10
DAD SP	Add stack pointer to H & L	0	0	1	1	1	0	0	1	10
DCR M	Decrement memory	0	0	1	1	0	1	0	1	10
DCR r	Decrement register	0	0	0	0	0	1	0	1	5
DCX B	Decrement B & C	0	0	0	0	1	0	1	1	5
DCX D	Decrement D & E	0	0	0	1	1	0	1	1	5
DCX H	Decrement H & L	0	0	1	0	1	0	1	1	5
DCX SP	Decrement stack pointer	0	0	1	1	1	0	1	1	5
DI	Disable Interrupt	1	1	1	1	0	0	1	1	4
EI	Enable Interrupts	1	1	1	1	1	0	1	1	4
HLT	Halt	0	1	1	1	0	1	1	0	7
IN	Input	1	1	0	1	1	0	1	1	10
INR M	Increment memory	0	0	1	1	0	1	0	0	10
INR r	Increment register	0	0	0	0	0	1	0	0	5
INX B	Increment B & C registers	0	0	0	0	0	0	1	1	5
INX D	Increment D & E registers	0	0	0	1	0	0	1	1	5
INX H	Increment H & L registers	0	0	1	0	0	0	1	1	5
INX SP	Increment stack pointer	0	0	1	1	0	0	1	1	5
JC	Jump on carry	1	1	0	1	1	0	1	0	10
JM	Jump on minus	1	1	1	1	1	0	1	0	10
JMP	Jump unconditional	1	1	0	0	0	0	1	0	10
JNC	Jump on no carry	1	1	0	1	0	0	1	0	10
JNZ	Jump on no zero	1	1	0	0	0	0	1	0	10
JP	Jump on positive	1	1	1	1	0	0	1	0	10
JPE	Jump on parity even	1	1	1	0	1	0	1	0	10
JPO	Jump on parity odd	1	1	1	0	0	0	1	0	10
JZ	Jump on zero	1	1	0	0	1	0	1	0	10
LDA	Load A direct	0	0	1	1	1	0	1	0	13
LDAX B	Load A indirect	0	0	0	0	1	0	1	0	7
LDAX D	Load A indirect	0	0	0	1	1	0	1	0	7
LHLD	Load H & L direct	0	0	1	0	1	0	1	0	16
LXI B	Load immediate register Pair B & C	0	0	0	0	0	0	0	1	10
LXI D	Load immediate register Pair D & E	0	0	0	1	0	0	0	1	10
LXI H	Load immediate register Pair H & L	0	0	1	0	0	0	0	1	10
LXI SP	Load immediate stack pointer	0	0	1	1	0	0	0	1	10

Mnemonic	Description	Instruction Code[1] D_7	D_6	D_5	D_4	D_3	D_2	D_1	D_0	Clock[2] Cycles
MVI M	Move immediate memory	0	0	1	1	0	1	1	0	10
MVI r	Move immediate register	0	0	0	0	0	1	1	0	7
MOV M, r	Move register to memory	0	1	1	1	0	0	0	0	7
MOV r, M	Move memory to register	0	1	0	0	0	1	1	0	7
MOV r1,r2	Move register to register	0	1	0	0	0	S	S	S	5
NOP	No-operation	0	0	0	0	0	0	0	0	4
ORA M	Or memory with A	1	0	1	1	0	1	1	0	7
ORA r	Or register with A	1	0	1	1	0	S	S	S	4
ORI	Or immediate with A	1	1	1	1	0	1	1	0	7
OUT	Output	1	1	0	1	0	0	1	1	10
PCHL	H & L to program counter	1	1	1	0	1	0	0	1	5
POP B	Pop register pair B & C off stack	1	1	0	0	0	0	0	1	10
POP D	Pop register pair D & E off stack	1	1	0	1	0	0	0	1	10
POP H	Pop register pair H & L off stack	1	1	1	0	0	0	0	1	10
POP PSW	Pop A and Flags off stack	1	1	1	1	0	0	0	1	10
PUSH B	Push register Pair B & C on stack	1	1	0	0	0	1	0	1	11
PUSH D	Push register Pair D & E on stack	1	1	0	1	0	1	0	1	11
PUSH H	Push register Pair H & E on stack	1	1	1	0	0	1	0	1	11
PUSH PSW	Push A and Flags on stack	1	1	1	1	0	1	0	1	11
RAL	Rotate A left through carry	0	0	0	1	0	1	1	1	4
RAR	Rotate A right through carry	0	0	0	1	1	1	1	1	4
RC	Return on carry	1	1	0	1	1	0	0	0	5/11
RET	Return	1	1	0	0	1	0	0	1	10
RLC	Rotate A left	0	0	0	0	0	1	1	1	4
RM	Return on minus	1	1	1	1	1	0	0	0	5/11
RNC	Return on no carry	1	1	0	1	0	0	0	0	5/11
RNZ	Return on no zero	1	1	0	0	0	0	0	0	5/11
RP	Return on positive	1	1	1	1	0	0	0	0	5/11
RPE	Return on parity even	1	1	1	0	1	0	0	0	5/11
RPO	Return on parity odd	1	1	1	0	0	0	0	0	5/11
RRC	Rotate A right	0	0	0	0	1	1	1	1	4
RST	Restart	1	1	A	A	A	1	1	1	11
RZ	Return on zero	1	1	0	0	1	0	0	0	5/11
SBB M	Subtract memory from A with borrow	1	0	0	1	1	1	1	0	7
SBB r	Subtract register from A with borrow	1	0	0	1	1	S	S	S	4
SBI	Subtract immediate from A with borrow	1	1	0	1	1	1	1	0	7
SHLD	Store H & L direct	0	0	1	0	0	0	1	0	16
SPHL	H & L to stack pointer	1	1	1	1	1	0	0	1	5
STA	Store A direct	0	0	1	1	0	0	1	0	13
STAX B	Store A indirect	0	0	0	0	0	0	1	0	7
STAX D	Store A indirect	0	0	0	1	0	0	1	0	7
STC	Set carry	0	0	1	1	0	1	1	1	4
SUB M	Subtract memory from A	1	0	0	1	0	1	1	0	7
SUB r	Subtract register from A	1	0	0	1	0	S	S	S	4
SUI	Subtract immediate from A	1	1	0	1	0	1	1	0	7
XCHG	Exchange D & E, H & L Registers	1	1	1	0	1	0	1	1	4
XRA M	Exclusive Or memory with A	1	0	1	0	1	1	1	0	7
XRA r	Exclusive Or register with A	1	0	1	0	1	S	S	S	4
XRI	Exclusive Or immediate with A	1	1	1	0	1	1	1	0	7
XTHL	Exchange top of stack, H & L	1	1	1	0	0	0	1	1	18

NOTES: 1. DDD or SSS – 000 B – 001 C – 010 D – 011 E – 100 H – 101 L – 110 Memory – 111 A.
2. Two possible cycle times, (5/11) indicate instruction cycles dependent on condition flags.