

# Am29BDS643G

## Data Sheet



RETIRED  
PRODUCT

This product has been retired and is not recommended for designs. For new designs, S29NS064J supersedes Am29BDS643G. Please refer to the S29NS-J family data sheet for specifications and ordering information. Availability of this document is retained for reference and historical purposes only.

The following document contains information on Spansion memory products.

### Continuity of Specifications

There is no change to this data sheet as a result of offering the device as a Spansion product. Any changes that have been made are the result of normal data sheet improvement and are noted in the document revision summary.

### For More Information

Please contact your local sales office for additional information about Spansion memory solutions.



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# Am29BDS643G

64 Megabit (4 M x 16-Bit)

CMOS 1.8 Volt-only Simultaneous Read/Write, Burst Mode Flash Memory

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## DISTINCTIVE CHARACTERISTICS

- **Single 1.8 volt read, program and erase (1.7 to 1.9 volt)**
- **Multiplexed Data and Address for reduced I/O count**
  - A0–A15 multiplexed as D0–D15
  - Addresses are latched by AVD# control input when CE# low
- **Simultaneous Read/Write operation**
  - Data can be continuously read from one bank while executing erase/program functions in other bank
  - Zero latency between read and write operations
- **Read access times at 66/54/40 MHz**
  - Burst access times of 11/13.5/20 ns @ 30 pF at industrial temperature range
  - Asynchronous random access times of 55/70/70 ns @ 30 pF
  - Synchronous random access times of 71/87.5/95 ns @ 30 pF
- **Burst length**
  - Continuous linear burst
  - 8/16/32 word linear burst with wrap around
- **Power dissipation (typical values, 8 bits switching,  $C_L = 30$  pF)**
  - Burst Mode Read: 25 mA
  - Simultaneous Operation: 40 mA
  - Program/Erase: 15 mA
  - Standby mode: 0.2  $\mu$ A
- **Sector Architecture**
  - Eight 8 Kword sectors and one hundred twenty-six 32 Kword sectors
  - Banks A and B each contain four 8 Kword sectors and thirty-one 32 Kword sectors; Banks C and D each contain thirty-two 32 Kword sectors
- **Sector Protection**
  - Software command sector locking
  - WP# protects the last two boot sectors
  - All sectors locked when  $V_{PP} = V_{IL}$
- **Handshaking feature**
  - Provides host system with minimum possible latency by monitoring RDY
- **Supports Common Flash Memory Interface (CFI)**
- **Software command set compatible with JEDEC 42.4 standards**
  - Backwards compatible with Am29F and Am29LV families
- **Manufactured on 0.17  $\mu$ m process technology**
- **Minimum 1 million erase cycle guarantee per sector**
- **20-year data retention at 125°C**
  - Reliable operation for the life of the system
- **Embedded Algorithms**
  - Embedded Erase algorithm automatically preprograms and erases the entire chip or any combination of designated sectors
  - Embedded Program algorithm automatically writes and verifies data at specified addresses
- **Data# Polling and toggle bits**
  - Provides a software method of detecting program and erase operation completion
- **Erase Suspend/Resume**
  - Suspends an erase operation to read data from, or program data to, a sector that is not being erased, then resumes the erase operation
- **Hardware reset input (RESET#)**
  - Hardware method to reset the device for reading array data
- **CMOS compatible inputs and outputs**
- **Package**
  - 44-ball Very Thin FBGA

## GENERAL DESCRIPTION

The Am29BDS643G is a 64 Mbit, 1.8 Volt-only, simultaneous Read/Write, Burst Mode Flash memory device, organized as 4,194,304 words of 16 bits each. This device uses a single  $V_{CC}$  of 1.7 to 1.9 V to read, program, and erase the memory array. A 12.0-volt  $V_{PP}$  may be used for faster program performance if desired. The device can also be programmed in standard EPROM programmers.

At 66 MHz, the Am29N643 provides a burst access of 11 ns at 30 pF with initial access times of 71 ns at 30 pF. At 54 MHz, the device provides a burst access of 13.5 ns at 30 pF with initial access times of 87.5 ns at 30 pF. At 40 MHz, the device provides a burst access of 20 ns at 30 pF with initial access times of 95 ns at 30 pF. The device operates within the industrial temperature range of  $-40^{\circ}\text{C}$  to  $+85^{\circ}\text{C}$ . The device is offered in the 44-ball Very Thin FBGA package.

### Simultaneous Read/Write Operations with Zero Latency

The Simultaneous Read/Write architecture provides **simultaneous operation** by dividing the memory space into four banks. The device allows a host system to program or erase in one bank, then immediately and simultaneously read from another bank, with zero latency. This releases the system from waiting for the completion of program or erase operations.

The device is divided as shown in the following table:

Bank A & B Sectors		Bank C & D Sectors	
Quantity	Size	Quantity	Size
4	8 Kwords	32	32 Kwords
31	32 Kwords		
32 Mbits total		32 Mbits total	

The device uses Chip Enable (CE#), Write Enable (WE#), Address Valid (AVD#) and Output Enable (OE#) to control asynchronous read and write operations. For burst operations, the device additionally requires Power Saving (PS), Ready (RDY), and Clock (CLK). This implementation allows easy interface with minimal glue logic to microprocessors/microcontrollers for high performance read operations.

The device offers complete compatibility with the **JEDEC 42.4 single-power-supply Flash command set standard**. Commands are written to the command register using standard microprocessor write timings. Reading data out of the device is similar to reading from other Flash or EPROM devices.

The host system can detect whether a program or erase operation is complete by using the device **status bit** DQ7 (Data# Polling) and DQ6/DQ2 (toggle bits). After a program or erase cycle has been completed, the device automatically returns to reading array data.

The **sector erase architecture** allows memory sectors to be erased and reprogrammed without affecting the data contents of other sectors. The device is fully erased when shipped from the factory.

**Hardware data protection** measures include a low  $V_{CC}$  detector that automatically inhibits write operations during power transitions. The device also offers three types of data protection at the sector level. The **sector lock/unlock command sequence** disables or re-enables both program and erase operations in any sector. When at  $V_{IL}$ , **WP#** locks the outermost sectors. Finally, when  $V_{PP}$  is at  $V_{IL}$ , all sectors are locked.

The device offers two power-saving features. When addresses have been stable for a specified amount of time, the device enters the **automatic sleep mode**. The system can also place the device into the **standby mode**. Power consumption is greatly reduced in both modes.

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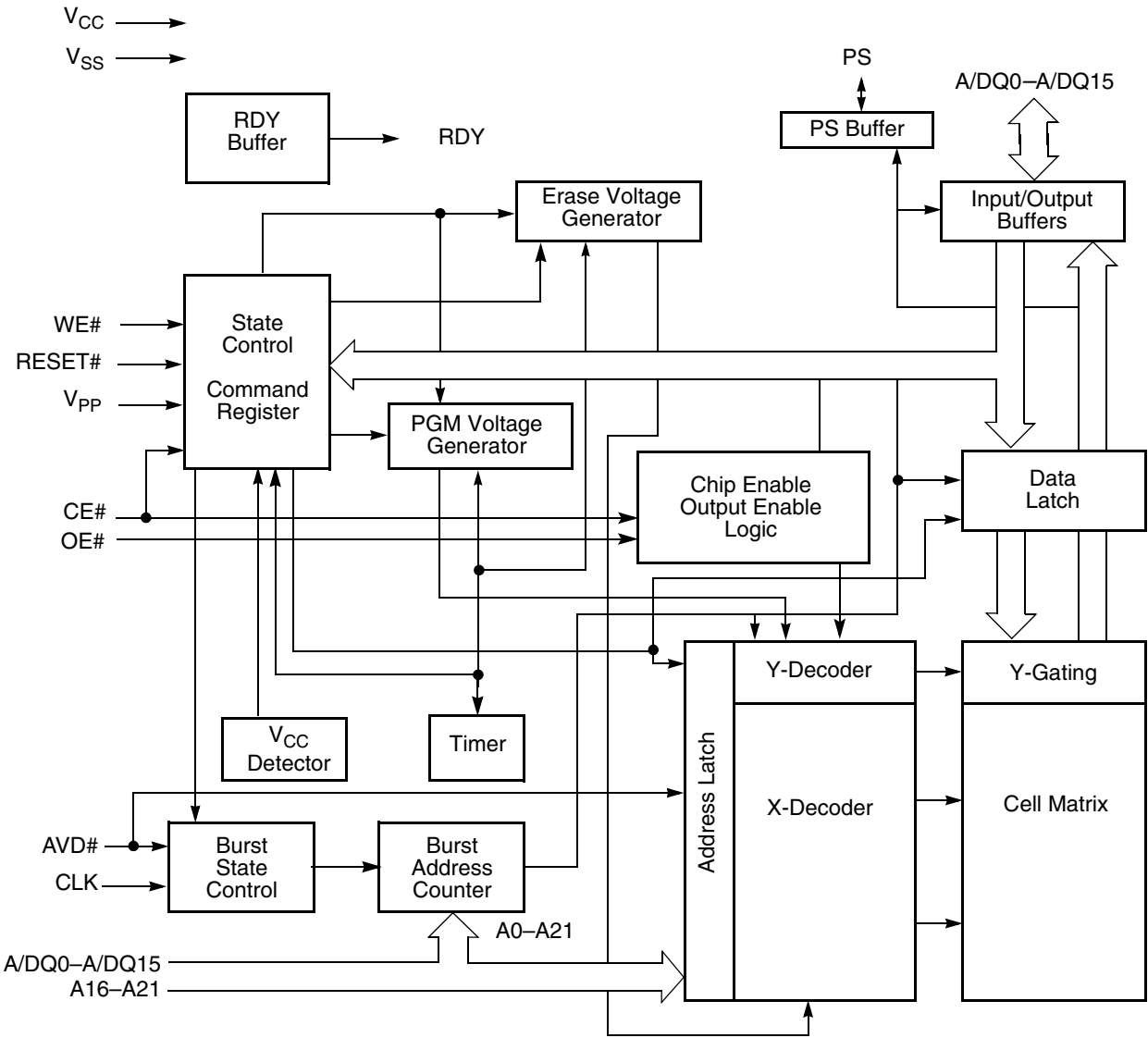
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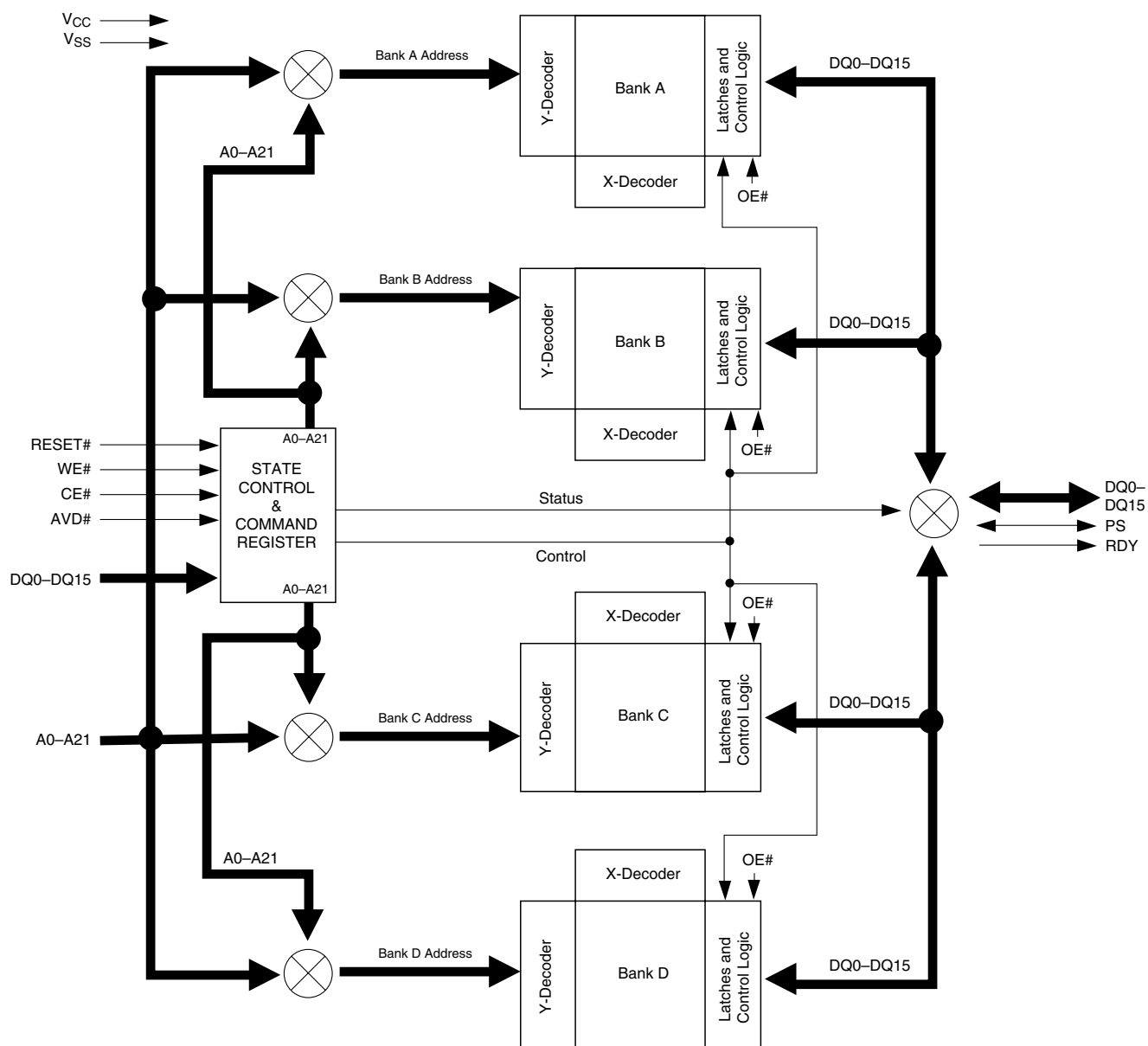
PRODUCT SELECTOR GUIDE

Part Number	Am29BDS643G						
	Synchronous/Burst				Asynchronous		
	Speed Option	7G (40 MHz)	7M (54 MHz)	5K (66 MHz)	Speed Option	7G/7M	5K
$V_{CC} = 1.7 - 1.9\text{ V}$	Max Initial Access Time, ns ( $t_{IACC}$ )	95	87.5	71	Max Access Time, ns ( $t_{ACC}$ )	70	55
	Max Burst Access Time, ns ( $t_{BACC}$ )	20	13.5	11	Max CE# Access, ns ( $t_{CE}$ )	70	55
	Max OE# Access, ns ( $t_{OE}$ )	20	13.5	11	Max OE# Access, ns ( $t_{OE}$ )	20	11

BLOCK DIAGRAM



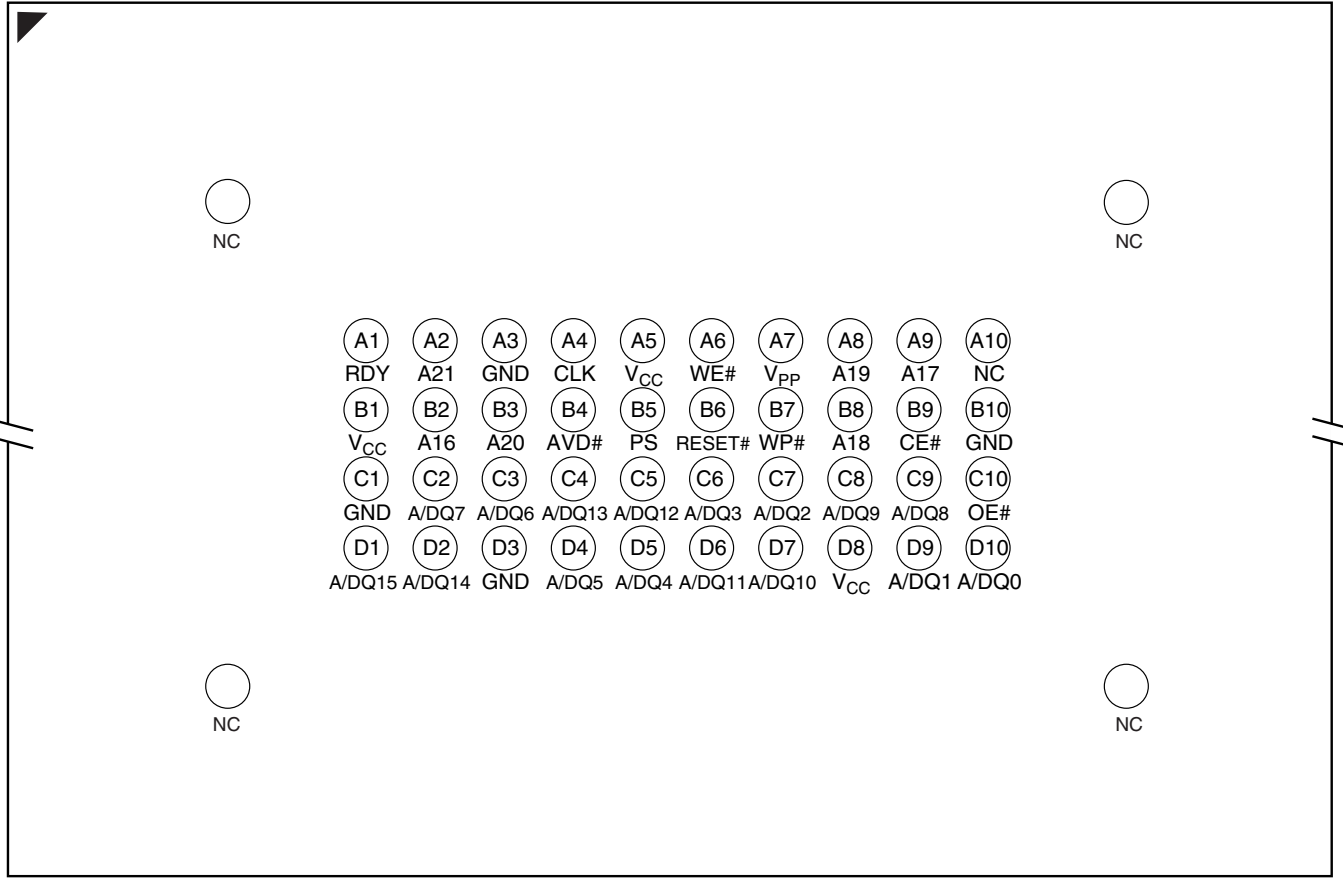
### BLOCK DIAGRAM OF SIMULTANEOUS OPERATION CIRCUIT



**Note:** A0–A15 are multiplexed with DQ0–DQ15.

CONNECTION DIAGRAM

44-Ball Very Thin FBGA  
Top View, Balls Facing Down



Special Handling Instructions for FBGA Package

Special handling is required for Flash Memory products in FBGA packages.

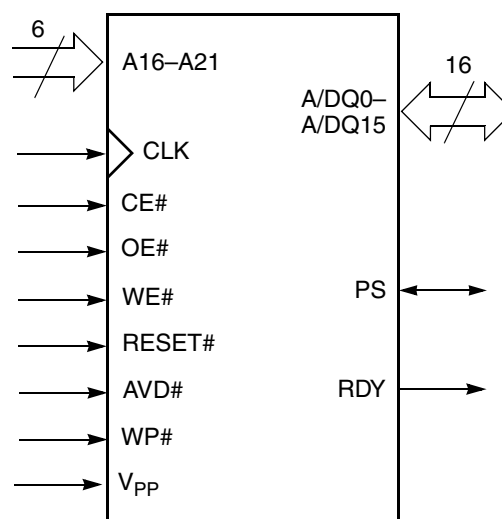
Flash memory devices in FBGA packages may be damaged if exposed to ultrasonic cleaning methods. The package and/or data integrity may be compromised if the package body is exposed to temperatures above 150°C for prolonged periods of time.



## INPUT/OUTPUT DESCRIPTIONS

A16–A21	=	Address Inputs	are inverted. Low = data not inverted; High = data inverted
A/DQ0–A/DQ15	=	Multiplexed Address/Data input/output	During write or command operations, if the PS input is taken high the input data will be inverted internally; if the PS input is low the input data will not be inverted internally
CE#	=	Chip Enable Input. Asynchronous relative to CLK for the Burst mode.	
OE#	=	Output Enable Input. Asynchronous relative to CLK for the Burst mode.	
WE#	=	Write Enable Input.	
V <sub>CC</sub>	=	Device Power Supply (1.7 V–1.9 V).	
V <sub>SS</sub>	=	Ground	
NC	=	No Connect; not connected internally	
RDY	=	Ready output; indicates the status of the Burst read. Low = data not valid at expected time. High = data valid.	
CLK	=	The first rising edge of CLK in conjunction with AVD# low latches address input and activates burst mode operation. After the initial word is output, subsequent rising edges of CLK increment the internal address counter. CLK should remain low during asynchronous access.	
AVD#	=	Address Valid input. Indicates to device that the valid address is present on the address inputs (address bits A0–A15 are multiplexed, address bits A16–A21 are address only).  Low = for asynchronous mode, indicates valid address; for burst mode, causes starting address to be latched on rising edge of CLK. High = device ignores address inputs	
PS	=	Power Saving input/output  During a read operation, PS indicates whether or not the data on the outputs	
RESET#	=	Hardware reset input. Low = device resets and returns to reading array data	
WP#	=	Hardware write protect input. Low = disables writes to SA132 and SA133	
V <sub>PP</sub>	=	At 12 V, accelerates programming; automatically places device in unlock bypass mode. At V <sub>IL</sub> , disables program and erase functions. Should be at V <sub>IH</sub> for all other conditions.	

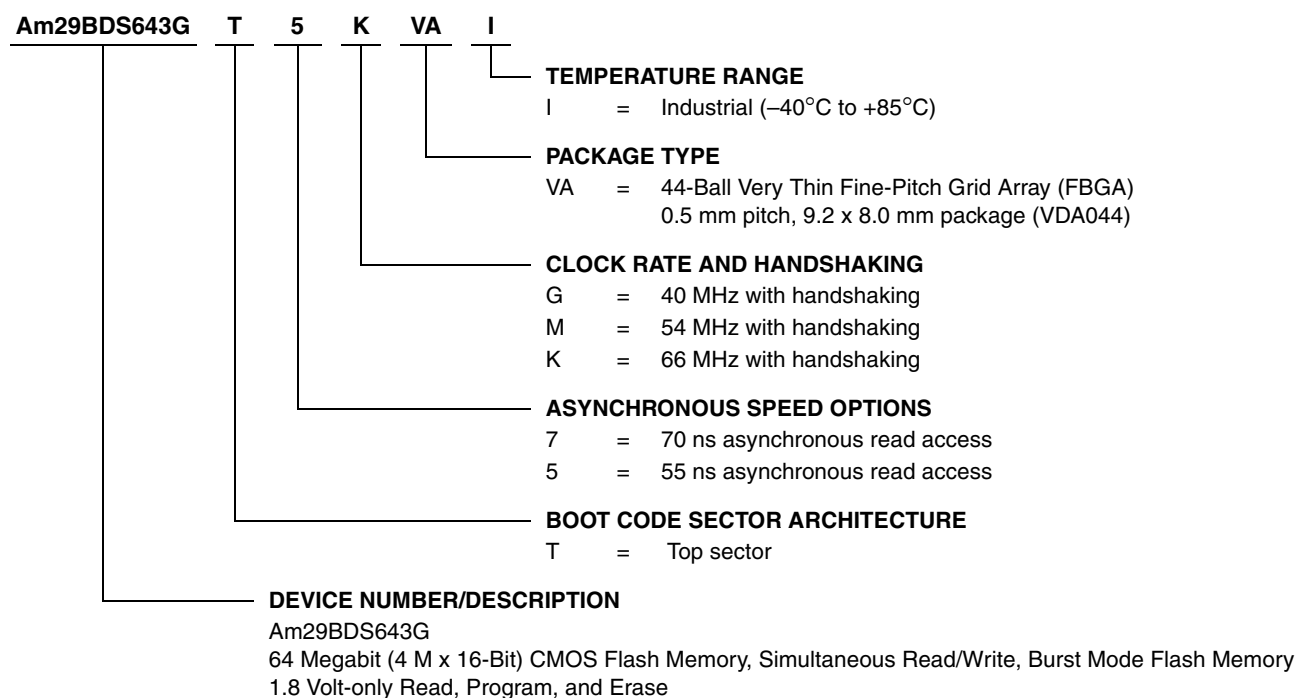
## LOGIC SYMBOL





## ORDERING INFORMATION

The order number (Valid Combination) is formed by the following:



### Valid Combinations

Valid Combination configuration planned to be supported for this device.









Valid Combinations	
Order Number	Package Marking
Am29BDS643GT7GVAI	N643GT7GI
Am29BDS643GT7MVAI	N643GT7MI
Am29BDS643GT5KVAI	N643GT5KI

## DEVICE BUS OPERATIONS

This section describes the requirements and use of the device bus operations, which are initiated through the internal command register. The command register itself does not occupy any addressable memory location. The register is composed of latches that store the commands, along with the address and data information needed to execute the command. The contents of

the register serve as inputs to the internal state machine. The state machine outputs dictate the function of the device. Table 1 lists the device bus operations, the inputs and control levels they require, and the resulting output. The following subsections describe each of these operations in further detail.

**Table 1. Device Bus Operations**

Operation	CE#	OE#	WE#	A16–21	A/DQ0–15	RESET#	CLK	AVD#
Asynchronous Read	L	L	H	Addr In	I/O	H	H/L	
Write	L	H	L	Addr In	I/O	H	H/L	
Standby (CE#)	H	X	X	X	HIGH Z	H	H/L	X
Hardware Reset	X	X	X	X	HIGH Z	L	X	X
<b>Burst Read Operations</b>								
Load Starting Burst Address	L	H	H	Addr In	Addr In	H		
Advance Burst to next address with appropriate Data presented on the Data Bus	L	L	H	X	Burst Data Out	H		H
Terminate current Burst read cycle	H	X	H	X	HIGH Z	H		X
Terminate current Burst read cycle via RESET#	X	X	H	X	HIGH Z	L	X	X
Terminate current Burst read cycle and start new Burst read cycle	L	H	H	X	I/O	H		

**Legend:** L = Logic 0, H = Logic 1, X = Don't Care.

### Requirements for Asynchronous Read Operation (Non-Burst)

To read data from the memory array, the system must assert a valid address on A/DQ0–A/DQ15 and A16–A21, while AVD# and CE# are at  $V_{IL}$ . WE# should remain at  $V_{IH}$ . Note that CLK must not be switching during asynchronous read operations. The rising edge of AVD# latches the address, after which the system can drive OE# to  $V_{IL}$ . The data will appear on A/DQ0–A/DQ15. (See Figure 11.) Since the memory array is divided into four banks, each bank remains enabled for read access until the command register contents are altered.

Address access time ( $t_{ACC}$ ) is equal to the delay from stable addresses to valid output data. The chip enable access time ( $t_{CE}$ ) is the delay from the stable addresses and stable CE# to valid data at the outputs. The output enable access time ( $t_{OE}$ ) is the delay from the falling edge of OE# to valid data at the output.

The internal state machine is set for reading array data upon device power-up, or after a hardware reset. This

ensures that no spurious alteration of the memory content occurs during the power transition.

### Requirements for Synchronous (Burst) Read Operation

The device is capable of four different burst read modes (see Table 8): continuous burst read; and 8-, 16-, and 32-word linear burst reads with wrap around capability.

#### Continuous Burst

When the device first powers up, it is enabled for asynchronous read operation. The device will automatically be enabled for burst mode on the first rising edge on the CLK input, while AVD# is held low for one clock cycle. Prior to activating the clock signal, the system should determine how many wait states are desired for the initial word ( $t_{IACC}$ ) of each burst session. The system would then write the Set Configuration Register command sequence. The system may optionally activate the PS mode (see “Power Saving Function”) by writing the Enable PS Mode command sequence at this time, but note that the PS mode can only be disabled by a hardware reset. (See “Command Defini-

tions” and “Programmable Wait State” for further details).

The initial word is output  $t_{IACC}$  after the rising edge of the first CLK cycle. Subsequent words are output  $t_{BACC}$  after the rising edge of each successive clock cycle, which automatically increments the internal address counter. **Note that the device has a fixed internal address boundary that occurs every 64 words, starting at address 00003Eh. The transition from the highest address 3FFFFFFh to 000000h is also a boundary crossing.** During the time the device is outputting the 64th word (address 00003Eh, 00007Eh, 0000BEh, etc.), a two cycle latency occurs before data appears for the next address (address 00003Fh, 00007Fh, 0000BFh, etc.). The RDY output indicates this condition to the system by pulsing low. See Figure 19.

The device will continue to output continuous, sequential burst data, wrapping around to address 000000h after it reaches the highest addressable memory location, until the system asserts CE# high, RESET# low, or AVD# low in conjunction with a new address. See Table 1. The reset command does *not* terminate the burst read operation.

If the host system crosses the bank boundary while reading in burst mode, and the device is not programming or erasing, a two-cycle latency will occur as described above. If the host system crosses the bank boundary while the device is programming or erasing, the device will provide asynchronous read status information. The clock will be ignored. After the host has completed status reads, or the device has completed the program or erase operation, the host can restart a burst operation using a new address and AVD# pulse.

If the clock frequency is less than 6 MHz during a burst mode operation, additional latencies will occur. RDY indicates the length of the latency by pulsing low.

### 8-, 16-, and 32-Word Linear Burst with Wrap Around

The remaining three modes are of the linear wrap around design, in which a fixed number of words are read from consecutive addresses. In each of these modes, the burst addresses read are determined by the group within which the starting address falls. The groups are sized according to the number of words read in a single burst sequence for a given mode (see Table 2.)

**Table 2. Burst Address Groups**

Mode	Group Size	Group Address Ranges
8-word	8 words	0-7h, 8-Fh, 10-17h, 18-1Fh...
16-word	16 words	0-Fh, 10-1Fh, 20-2Fh, 30-3Fh...
32-word	32 words	00-1Fh, 20-3Fh, 40-5Fh, 60-7Fh...

As an example: if the starting address in the 8-word mode is 39h, the address range to be read would be

38-3Fh, and the burst sequence would be 39-3A-3B-3C-3D-3E-3F-38h. The burst sequence begins with the starting address written to the device, but wraps back to the first address in the selected group. In a similar fashion, the 16-word and 32-word Linear Wrap modes begin their burst sequence on the starting address written to the device, and then wrap back to the first address in the selected address group. **Note that in these three burst read modes the address pointer does not cross the boundary that occurs every 64 words; thus, no wait states are inserted (except during the initial access).**

If the clock frequency is less than 6 MHz during a burst mode operation, additional latencies will occur. RDY indicates the length of the latency by pulsing low.

### Programmable Wait State

The programmable wait state feature indicates to the device the number of additional clock cycles that must elapse after AVD# is driven active before data will be available. Upon power up, the device defaults to the maximum of seven total cycles. The total number of wait states is programmable from two to seven cycles.

The wait state command sequence requires three cycles; after the two unlock cycles, the third cycle address should be written according to the desired wait state as shown in Table 8. Address bits A11-A0 should be set to 555h, while addresses bits A16-A12 set the wait state. For further details, see “Set Configuration Register Command Sequence”.

### Handshaking Feature

The handshaking feature allows the host system to simply monitor the RDY signal from the device to determine when the initial word of burst data is ready to be read. The host system should use the wait state command sequence to set the number of wait states for optimal burst mode operation (02h for 40 MHz clock, 03h for 54 and 66 MHz clock). The initial word of burst data is indicated by the rising edge of RDY after OE# goes low.

The handshaking feature may be verified by writing the autoselect command sequence to the device. See “Autoselect Command Sequence” for details.

For optimal burst mode performance on devices without the handshaking option, the host system must set the appropriate number of wait states in the flash device depending on such factors as clock frequency, presence of a boundary crossing, or an odd or even starting address. See “Set Configuration Register Command Sequence” section for more information.

The autoselect function allows the host system to distinguish flash devices that have handshaking from those that do not. See the “Autoselect Command Sequence” section for more information.

## Power Saving Function

The Power Save function reduces the amount of switching on the data output bus by changing the minimum number of bits possible, thereby reducing power consumption. This function is active only during burst mode operations.

The device compares the word previously output to the system with the new word to be output. If the number of bits to be switched is 0–8 (less than half the bus width), the device simply outputs the new word on the data bus. If, however, the number of bits that must be switched is 9 or higher, the data is *inverted* before being output on the data bus. This effectively limits the maximum number of bits that are switched for any given read cycle to eight. The device indicates to the system whether or not the data is inverted via the PS (power saving) output. If the word on the data bus is *not* inverted,  $PS = V_{IL}$ ; if the word on the data bus is inverted,  $PS = V_{IH}$ .

During initial power up the PS function is disabled. To enable the PS function, the system must write the Enable PS command sequence to the flash device (see the Command Definitions table).

When the PS function is enabled, one additional clock cycle is inserted during the initial and second access of a burst sequence. See Figure 20. The RDY output indicates this condition to the system.

The device is also capable of receiving inverted data during command and write operations. The host system must indicate to the device via the PS input whether or not the input data is inverted. PS must be driven to  $V_{IH}$  for inverted data, or to  $V_{IL}$  for non-inverted data.

To disable the PS function, the system must hardware reset the device (drive the RESET# input low).

## Simultaneous Read/Write Operations with Zero Latency

This device is capable of reading data from one bank of memory while programming or erasing in one of the other three banks of memory. An erase operation may also be suspended to read from or program to another location within the same bank (except the sector being erased). Figure 22 shows how read and write cycles may be initiated for simultaneous operation with zero latency. Refer to the DC Characteristics table for read-while-program and read-while-erase current specifications.

## Writing Commands/Command Sequences

The device has inputs/outputs that accept both address and data information. To write a command or command sequence (which includes programming data to the device and erasing sectors of memory), the

system must drive AVD# and CE# to  $V_{IL}$ , and OE# to  $V_{IH}$  when providing an address to the device, and drive WE# and CE# to  $V_{IL}$ , and OE# to  $V_{IH}$  when writing commands or data.

The device features an **Unlock Bypass** mode to facilitate faster programming. Once the device enters the Unlock Bypass mode, only two write cycles are required to program a word, instead of four.

An erase operation can erase one sector, multiple sectors, or the entire device. Table 7 indicates the address space that each sector occupies. The device address space is divided into four banks: Banks A and B contain both 8 Kword boot sectors in addition to 32 Kword sectors, while Banks C and D contain only 32 Kword sectors. A “bank address” is the address bits required to uniquely select a bank. Similarly, a “sector address” is the address bits required to uniquely select a sector.

Refer to the DC Characteristics table for write mode current specifications. The AC Characteristics section contains timing specification tables and timing diagrams for write operations.

## Accelerated Program Operation

The device offers accelerated program operations through the  $V_{PP}$  input. This function is primarily intended to allow faster manufacturing throughput at the factory. If the system asserts  $V_{ID}$  on this input, the device automatically enters the aforementioned Unlock Bypass mode and uses the higher voltage on the input to reduce the time required for program operations. The system would use a two-cycle program command sequence as required by the Unlock Bypass mode. Removing  $V_{ID}$  from the  $V_{PP}$  input returns the device to normal operation.

## Autoselect Functions

If the system writes the autoselect command sequence, the device enters the autoselect mode. The system can then read autoselect codes from the internal register (which is separate from the memory array) on DQ7–DQ0. Standard read cycle timings apply in this mode. Refer to the Autoselect Functions and Autoselect Command Sequence sections for more information.

## Standby Mode

When the system is not reading or writing to the device, it can place the device in the standby mode. In this mode, current consumption is greatly reduced, and the outputs are placed in the high impedance state, independent of the OE# input.

The device enters the CMOS standby mode when the CE# and RESET# inputs are both held at  $V_{CC} \pm 0.2 V$ . The device requires standard access time ( $t_{CE}$ ) for

read access when the device is in either of these standby modes, before it is ready to read data.

If the device is deselected during erasure or programming, the device draws active current until the operation is completed.

$I_{CC3}$  in the DC Characteristics table represents the standby current specification.

### Automatic Sleep Mode

The automatic sleep mode minimizes Flash device energy consumption. The device automatically enters this mode when addresses remain stable for  $t_{ACC} + 60$  ns. The automatic sleep mode is independent of the CE#, WE#, and OE# control signals. Standard address access timings provide new data when addresses are changed. While in sleep mode, output data is latched and always available to the system.  $I_{CC4}$  in the DC Characteristics table represents the automatic sleep mode current specification.

### RESET#: Hardware Reset Input

The RESET# input provides a hardware method of resetting the device to reading array data. When RESET# is driven low for at least a period of  $t_{RP}$  the device immediately terminates any operation in progress, tristates all outputs, and ignores all read/write commands for the duration of the RESET# pulse. The device also resets the internal state machine to reading array data. The operation that was interrupted should be reinitiated once the device is ready to accept another command sequence, to ensure data integrity.

Current is reduced for the duration of the RESET# pulse. When RESET# is held at  $V_{SS} \pm 0.2$  V, the device draws CMOS standby current ( $I_{CC4}$ ). If RESET# is held at  $V_{IL}$  but not within  $V_{SS} \pm 0.2$  V, the standby current will be greater.

RESET# may be tied to the system reset circuitry. A system reset would thus also reset the Flash memory, enabling the system to read the boot-up firmware from the Flash memory.

If RESET# is asserted during a program or erase operation, the device requires a time of  $t_{READY}$  (during Embedded Algorithms) before the device is ready to read data again. If RESET# is asserted when a program or erase operation is not executing, the reset operation is completed within a time of  $t_{READY}$  (not during Embedded Algorithms). The system can read data  $t_{RH}$  after RESET# returns to  $V_{IH}$ .

Refer to the AC Characteristics tables for RESET# parameters and to Figure 12 for the timing diagram.

### Output Disable Mode

When the OE# input is at  $V_{IH}$ , output from the device is disabled. The outputs are placed in the high impedance state.

### Hardware Data Protection

The command sequence requirement of unlock cycles for programming or erasing provides data protection against inadvertent writes (refer to Table 10 for command definitions).

The device offers three types of data protection at the sector level:

- The sector lock/unlock command sequence disables or re-enables both program and erase operations in any sector.
- When WP# is at  $V_{IL}$ , the two outermost sectors are locked.
- When  $V_{PP}$  is at  $V_{IL}$ , all sectors are locked.

The following hardware data protection measures prevent accidental erasure or programming, which might otherwise be caused by spurious system level signals during  $V_{CC}$  power-up and power-down transitions, or from system noise.

### Low $V_{CC}$ Write Inhibit

When  $V_{CC}$  is less than  $V_{LKO}$ , the device does not accept any write cycles. This protects data during  $V_{CC}$  power-up and power-down. The command register and all internal program/erase circuits are disabled, and the device resets to reading array data. Subsequent writes are ignored until  $V_{CC}$  is greater than  $V_{LKO}$ . The system must provide the proper signals to the control inputs to prevent unintentional writes when  $V_{CC}$  is greater than  $V_{LKO}$ .

### Write Pulse “Glitch” Protection

Noise pulses of less than 5 ns (typical) on OE#, CE# or WE# do not initiate a write cycle.

### Logical Inhibit

Write cycles are inhibited by holding any one of OE# =  $V_{IL}$ , CE# =  $V_{IH}$  or WE# =  $V_{IH}$ . To initiate a write cycle, CE# and WE# must be a logical zero while OE# is a logical one.



## COMMON FLASH MEMORY INTERFACE (CFI)

The Common Flash Interface (CFI) specification outlines device and host system software interrogation handshake, which allows specific vendor-specified software algorithms to be used for entire families of devices. Software support can then be device-independent, JEDEC ID-independent, and forward- and backward-compatible for the specified flash device families. Flash vendors can standardize their existing interfaces for long-term compatibility.

This device enters the CFI Query mode when the system writes the CFI Query command, 98h, to address 55h any time the device is ready to read array data.

The system can read CFI information at the addresses given in Tables 3–6. To terminate reading CFI data, the system must write the reset command.

The system can also write the CFI query command when the device is in the autoselect mode. The device enters the CFI query mode, and the system can read CFI data at the addresses given in Tables 3–6. The system must write the reset command to return the device to the autoselect mode.

For further information, please refer to the CFI Specification and CFI Publication 100, available via the World Wide Web at <http://www.amd.com/products/nvd/overview/cfi.html>. Alternatively, contact an AMD representative for copies of these documents.

**Table 3. CFI Query Identification String**

Addresses	Data	Description
10h 11h 12h	0051h 0052h 0059h	Query Unique ASCII string “QRY”
13h 14h	0002h 0000h	Primary OEM Command Set
15h 16h	0040h 0000h	Address for Primary Extended Table
17h 18h	0000h 0000h	Alternate OEM Command Set (00h = none exists)
19h 1Ah	0000h 0000h	Address for Alternate OEM Extended Table (00h = none exists)

Table 4. System Interface String

Addresses	Data	Description
1Bh	0017h	V <sub>CC</sub> Min. (write/erase) D7–D4: volt, D3–D0: 100 millivolt
1Ch	0019h	V <sub>CC</sub> Max. (write/erase) D7–D4: volt, D3–D0: 100 millivolt
1Dh	0000h	V <sub>PP</sub> Min. voltage (00h = no V <sub>PP</sub> pin present) Refer to 4Dh.
1Eh	0000h	V <sub>PP</sub> Max. voltage (00h = no V <sub>PP</sub> pin present) Refer to 4Eh.
1Fh	0003h	Typical timeout per single byte/word write 2 <sup>N</sup> μs
20h	0000h	Typical timeout for Min. size buffer write 2 <sup>N</sup> μs (00h = not supported)
21h	0008h	Typical timeout per individual block erase 2 <sup>N</sup> ms
22h	0000h	Typical timeout for full chip erase 2 <sup>N</sup> ms (00h = not supported)
23h	0005h	Max. timeout for byte/word write 2 <sup>N</sup> times typical
24h	0000h	Max. timeout for buffer write 2 <sup>N</sup> times typical
25h	0004h	Max. timeout per individual block erase 2 <sup>N</sup> times typical
26h	0000h	Max. timeout for full chip erase 2 <sup>N</sup> times typical (00h = not supported)

Table 5. Device Geometry Definition

Addresses	Data	Description
27h	0017h	Device Size = 2 <sup>N</sup> byte
28h 29h	0001h 0000h	Flash Device Interface description (refer to CFI publication 100)
2Ah 2Bh	0000h 0000h	Max. number of bytes in multi-byte write = 2 <sup>N</sup> (00h = not supported)
2Ch	0004h	Number of Erase Block Regions within device
2Dh 2Eh 2Fh 30h	005Eh 0000h 0000h 0001h	Erase Block Region 1 Information (refer to the CFI specification or CFI publication 100)
31h 32h 33h 34h	0003h 0000h 0040h 0000h	Erase Block Region 2 Information
35h 36h 37h 38h	001Eh 0000h 0000h 0001h	Erase Block Region 3 Information
39h 3Ah 3Bh 3Ch	0003h 0000h 0040h 0000h	Erase Block Region 4 Information



**Table 6. Primary Vendor-Specific Extended Query**

Addresses	Data	Description
40h 41h 42h	0050h 0052h 0049h	Query-unique ASCII string "PRI"
43h	0031h	Major version number, ASCII
44h	0033h	Minor version number, ASCII
45h	0000h	Address Sensitive Unlock (Bits 1-0) 0 = Required, 1 = Not Required Silicon Revision Number (Bits 7-2)
46h	0002h	Erase Suspend 0 = Not Supported, 1 = To Read Only, 2 = To Read & Write
47h	0001h	Sector Protect 0 = Not Supported, X = Number of sectors in per group
48h	0000h	Sector Temporary Unprotect 00 = Not Supported, 01 = Supported
49h	0005h	Sector Protect/Unprotect scheme 05 = 29BDS/N643 mode
4Ah	0066h	Simultaneous Operation Number of Sectors in Bank 2 (Uniform Bank)
4Bh	0001h	Burst Mode Type 00 = Not Supported, 01 = Supported
4Ch	0000h	Page Mode Type 00 = Not Supported, 01 = 4 Word Page, 02 = 8 Word Page
4Dh	00B5h	ACC (Acceleration) Supply Minimum 00h = Not Supported, D7-D4: Volt, D3-D0: 100 mV
4Eh	00C5h	ACC (Acceleration) Supply Maximum 00h = Not Supported, D7-D4: Volt, D3-D0: 100 mV
4Fh	0001h	Top/Bottom Boot Sector Flag 0001h = Top/Middle Boot Device, 0002h = Bottom Boot Device, 03h = Top Boot Device
50h	0000h	Program Suspend. 00h = not supported
57h	0004h	Bank Organization: X = Number of banks
58h	0020h	Bank D Region Information. X = Number of sectors in bank
59h	0020h	Bank C Region Information. X = Number of sectors in bank
5Ah	0023h	Bank B Region Information. X = Number of sectors in bank
5Bh	0023h	Bank A Region Information. X = Number of sectors in bank
5Ch	0001h	Process Technology. 00h = 0.23 $\mu$ m, 01h = 0.17 $\mu$ m

Table 7. Sector Address Table

	Sector	Sector Size	(x16) Address Range
Bank D	SA0	32 Kwords	000000h—007FFFh
	SA1	32 Kwords	008000h—00FFFFh
	SA2	32 Kwords	010000h—017FFFh
	SA3	32 Kwords	018000h—01FFFFh
	SA4	32 Kwords	020000h—027FFFh
	SA5	32 Kwords	028000h—02FFFFh
	SA6	32 Kwords	030000h—037FFFh
	SA7	32 Kwords	038000h—03FFFFh
	SA8	32 Kwords	040000h—047FFFh
	SA9	32 Kwords	048000h—04FFFFh
	SA10	32 Kwords	050000h—057FFFh
	SA11	32 Kwords	058000h—05FFFFh
	SA12	32 Kwords	060000h—067FFFh
	SA13	32 Kwords	068000h—06FFFFh
	SA14	32 Kwords	070000h—077FFFh
	SA15	32 Kwords	078000h—07FFFFh
	SA16	32 Kwords	080000h—087FFFh
	SA17	32 Kwords	088000h—08FFFFh
	SA18	32 Kwords	090000h—097FFFh
	SA19	32 Kwords	098000h—09FFFFh
	SA20	32 Kwords	0A0000h—0A7FFFh
	SA21	32 Kwords	0A8000h—0AFFFFh
	SA22	32 Kwords	0B0000h—0B7FFFh
	SA23	32 Kwords	0B8000h—0BFFFFh
	SA24	32 Kwords	0C0000h—0C7FFFh
	SA25	32 Kwords	0C8000h—0CFFFFh
	SA26	32 Kwords	0D0000h—0D7FFFh
	SA27	32 Kwords	0D8000h—0DFFFFh
	SA28	32 Kwords	0E0000h—0E7FFFh
	SA29	32 Kwords	0E8000h—0EFFFFh
	SA30	32 Kwords	0F0000h—0F7FFFh
	SA31	32 Kwords	0F8000h—0FFFFFh

Table 7. Sector Address Table (Continued)

	Sector	Sector Size	(x16) Address Range
Bank C	SA32	32 Kwords	100000h—107FFFh
	SA33	32 Kwords	108000h—10FFFFh
	SA34	32 Kwords	110000h—117FFFh
	SA35	32 Kwords	118000h—11FFFFh
	SA36	32 Kwords	120000h—127FFFh
	SA37	32 Kwords	128000h—12FFFFh
	SA38	32 Kwords	130000h—137FFFh
	SA39	32 Kwords	138000h—13FFFFh
	SA40	32 Kwords	140000h—147FFFh
	SA41	32 Kwords	148000h—14FFFFh
	SA42	32 Kwords	150000h—157FFFh
	SA43	32 Kwords	158000h—15FFFFh
	SA44	32 Kwords	160000h—167FFFh
	SA45	32 Kwords	168000h—16FFFFh
	SA46	32 Kwords	170000h—177FFFh
	SA47	32 Kwords	178000h—17FFFFh
	SA48	32 Kwords	180000h—187FFFh
	SA49	32 Kwords	188000h—18FFFFh
	SA50	32 Kwords	190000h—197FFFh
	SA51	32 Kwords	198000h—19FFFFh
	SA52	32 Kwords	1A0000h—1A7FFFh
	SA53	32 Kwords	1A8000h—1AFFFFh
	SA54	32 Kwords	1B0000h—1B7FFFh
	SA55	32 Kwords	1B8000h—1BFFFFh
	SA56	32 Kwords	1C0000h—1C7FFFh
	SA57	32 Kwords	1C8000h—1CFFFFh
	SA58	32 Kwords	1D0000h—1D7FFFh
	SA59	32 Kwords	1D8000h—1DFFFFh
	SA60	32 Kwords	1E0000h—1E7FFFh
	SA61	32 Kwords	1E8000h—1EFFFFh
	SA62	32 Kwords	1F0000h—1F7FFFh
	SA63	32 Kwords	1F8000h—1FFFFFh
Bank B	SA64	32 Kwords	200000h—207FFFh
	SA65	32 Kwords	208000h—20FFFFh
	SA66	32 Kwords	210000h—217FFFh
	SA67	32 Kwords	218000h—21FFFFh
	SA68	32 Kwords	220000h—227FFFh
	SA69	32 Kwords	228000h—22FFFFh
	SA70	32 Kwords	230000h—237FFFh
	SA71	32 Kwords	238000h—23FFFFh
	SA72	32 Kwords	240000h—247FFFh
	SA73	32 Kwords	248000h—24FFFFh
	SA74	32 Kwords	250000h—257FFFh
	SA75	32 Kwords	258000h—25FFFFh

Table 7. Sector Address Table (Continued)

	Sector	Sector Size	(x16) Address Range
Bank B (continued)	SA76	32 Kwords	260000h–267FFFh
	SA77	32 Kwords	268000h–26FFFFh
	SA78	32 Kwords	270000h–277FFFh
	SA79	32 Kwords	278000h–27FFFFh
	SA80	32 Kwords	280000h–287FFFh
	SA81	32 Kwords	288000h–28FFFFh
	SA82	32 Kwords	290000h–297FFFh
	SA83	32 Kwords	298000h–29FFFFh
	SA84	32 Kwords	2A0000h–2A7FFFh
	SA85	32 Kwords	2A8000h–2AFFFFh
	SA86	32 Kwords	2B0000h–2B7FFFh
	SA87	32 Kwords	2B8000h–2BFFFFh
	SA88	32 Kwords	2C0000h–2C7FFFh
	SA89	32 Kwords	2C8000h–2CFFFFh
	SA90	32 Kwords	2D0000h–2D7FFFh
	SA91	32 Kwords	2D8000h–2DFFFFh
	SA92	32 Kwords	2E0000h–2E7FFFh
	SA93	32 Kwords	2E8000h–2EFFFFh
	SA94	32 Kwords	2F0000h–2F7FFFh
	SA95	8 Kwords	2F8000h–2F9FFFh
	SA96	8 Kwords	2FA000h–2FBFFFh
	SA97	8 Kwords	2FC000h–2FDFFFh
	SA98	8 Kwords	2FE000h–2FFFFFh
Bank A	SA99	32K words	300000h–307FFFh
	SA100	32K words	308000h–30FFFFh
	SA101	32K words	310000h–317FFFh
	SA102	32K words	318000h–31FFFFh
	SA103	32K words	320000h–327FFFh
	SA104	32K words	328000h–32FFFFh
	SA105	32K words	330000h–337FFFh
	SA106	32K words	338000h–33FFFFh
	SA107	32K words	340000h–347FFFh
	SA108	32K words	348000h–34FFFFh
	SA109	32K words	350000h–357FFFh
	SA110	32K words	358000h–35FFFFh
	SA111	32K words	360000h–367FFFh
	SA112	32K words	368000h–36FFFFh
	SA113	32K words	370000h–377FFFh
	SA114	32K words	378000h–37FFFFh
	SA115	32K words	380000h–387FFFh
	SA116	32K words	388000h–38FFFFh

**Table 7. Sector Address Table (Continued)**

	<b>Sector</b>	<b>Sector Size</b>	<b>(x16) Address Range</b>
<b>Bank A (continued)</b>	SA117	32K words	390000h–397FFFh
	SA118	32K words	398000h–39FFFFh
	SA119	32K words	3A0000h–3A7FFFh
	SA120	32K words	3A8000h–3AFFFFh
	SA121	32K words	3B0000h–3B7FFFh
	SA122	32K words	3B8000h–3BFFFFh
	SA123	32K words	3C0000h–3C7FFFh
	SA124	32K words	3C8000h–3CFFFFh
	SA125	32K words	3D0000h–3D7FFFh
	SA126	32K words	3D8000h–3DFFFFh
	SA127	32K words	3E0000h–3E7FFFh
	SA128	32K words	3E8000h–3EFFFFh
	SA129	32K words	3F0000h–3F7FFFh
	SA130	8K words	3F8000h–3F9FFFh
	SA131	8K words	3FA000h–3FBFFFh
	SA132	8K words	3FC000h–3FDFFFh
	SA133	8K words	3FE000h–3FFFFFh

## COMMAND DEFINITIONS

Writing specific address and data commands or sequences into the command register initiates device operations. Table 10 defines the valid register command sequences. Writing **incorrect address and data values** or writing them in the **improper sequence** resets the device to reading array data.

All addresses are latched on the rising edge of AVD#. All data is latched on the rising edge of WE#. Refer to the AC Characteristics section for timing diagrams.

### Reading Array Data

The device is automatically set to reading array data after device power-up. No commands are required to retrieve data in asynchronous mode. Each bank is ready to read array data after completing an Embedded Program or Embedded Erase algorithm.

After the device accepts an Erase Suspend command, the corresponding bank enters the erase-suspend-read mode, after which the system can read data from any non-erase-suspended sector. After completing a programming operation in the Erase Suspend mode, the system may once again read array data with the same exception. See the Erase Suspend/Erase Resume Commands section for more information.

The system *must* issue the reset command to return a bank to the read (or erase-suspend-read) mode if DQ5 goes high during an active program or erase operation, or if the bank is in the autoselect mode. See the next section, Reset Command, for more information.

See also Requirements for Asynchronous Read Operation (Non-Burst) and Requirements for Synchronous (Burst) Read Operation in the Device Bus Operations section for more information. The Asynchronous Read and Synchronous/Burst Read tables provide the read parameters, and Figures 9 and 11 show the timings.

### Set Configuration Register Command Sequence

The configuration register command sequence instructs the device to set a particular number of clock cycles for the initial access in burst mode. The number of wait states that should be programmed into the device is directly related to the clock frequency. The first two cycles of the command sequence are for unlock purposes. On the third cycle, the system should write C0h to the address associated with the intended wait state setting (see Table 8). Address bits A16–A12 determine the setting. Note that addresses A19–A17 are shown as “0” but are actually don’t care.

**Table 8. Burst Modes**

Burst Mode	Third Cycle Addresses for Wait States						
	Wait States	0	1	2	3	4	5
	Clock Cycles	2	3	4	5	6	7
Continuous		00555h	01555h	02555h	03555h	04555h	05555h
8-word Linear		08555h	09555h	0A555h	0B555h	0C555h	0D555h
16-word Linear		10555h	11555h	12555h	13555h	14555h	15555h
32-word Linear		18555h	19555h	1A555h	1B555h	1C555h	1D555h

**Note:** The burst mode is set in the third cycle of the Set Wait State command sequence.

Upon power up, the device defaults to the maximum seven cycle wait state setting. It is recommended that the wait state command sequence be written, even if the default wait state value is desired, to ensure the device is set as expected. A hardware reset will set the wait state to the default setting.

### Handshaking Feature

The host system should set address bits A16–A12 to “00010” for a clock frequency of 40 MHz or to “00011” for a clock frequency of 54 or 66 MHz, assuming continuous burst is desired in both cases.

Table 9 describes the typical number of clock cycles (wait states) for various conditions.

Table 9. Wait States for Handshaking

Conditions at Address	Typical No. of Clock Cycles after AVD# Low	
	40 MHz	54/66 MHz
Initial address is even	4	5
Initial address is odd	5	6
Initial address is even, and is at boundary crossing*	6	7
Initial address is odd, and is at boundary crossing*	7	8

\* In the 8-, 16- and 32-word burst read modes, the address pointer does not cross 64-word boundaries (addresses which are multiples of 3Eh).

The autoselect function allows the host system to determine whether the flash device is enabled for handshaking. See the “Autoselect Command Sequence” section for more information.

### Enable PS (Power Saving) Mode Command Sequence

The Enable PS (Power Saving) Mode command sequence is required to set the device to the PS mode. On power up, the Power Saving mode is disabled. The command sequence consists of two unlock cycles followed by a command cycle in which the address and data should 555h/70h, respectively. The PS mode remains enabled until the device is hardware reset (either device is powered down or RESET# is asserted low).

### Sector Lock/Unlock Command Sequence

The sector lock/unlock command sequence allows the system to determine which sectors are protected from accidental writes. When the device is first powered up, all sectors are locked. To unlock a sector, the system must write the sector lock/unlock command sequence. Two cycles are first written: addresses are don't care and data is 60h. During the third cycle, the sector address (SLA) and unlock command (60h) is written, while specifying with address A6 whether that sector should be locked ( $A6 = V_{IL}$ ) or unlocked ( $A6 = V_{IH}$ ). After the third cycle, the system can continue to lock or unlock additional cycles, or exit the sequence by writing F0h (reset command).

Note that the last two outermost boot sectors can be locked by taking the WP# signal to  $V_{IL}$ . Also, if  $V_{PP}$  is at  $V_{IL}$  all sectors are locked; if the  $V_{PP}$  input is at  $V_{PP}$  all sectors are unlocked.

### Reset Command

Writing the reset command resets the banks to the read or erase-suspend-read mode. Address bits are don't cares for this command.

The reset command may be written between the sequence cycles in an erase command sequence before erasing begins. This resets the bank to which the system was writing to the read mode. Once erasure begins, however, the device ignores reset commands until the operation is complete.

The reset command may be written between the sequence cycles in a program command sequence before programming begins. This resets the bank to which the system was writing to the read mode. If the program command sequence is written to a bank that is in the Erase Suspend mode, writing the reset command returns that bank to the erase-suspend-read mode. Once programming begins, however, the device ignores reset commands until the operation is complete.

The reset command may be written between the sequence cycles in an autoselect command sequence. Once in the autoselect mode, the reset command must be written to return to the read mode. If a bank entered the autoselect mode while in the Erase Suspend mode, writing the reset command returns that bank to the erase-suspend-read mode.

If DQ5 goes high during a program or erase operation, writing the reset command returns the banks to the read mode (or erase-suspend-read mode if that bank was in Erase Suspend).

### Autoselect Command Sequence

The autoselect command sequence allows the host system to access the manufacturer and device codes, and determine whether or not a sector is protected. Table 10 shows the address and data requirements. The autoselect command sequence may be written to an address within a bank that is either in the read or erase-suspend-read mode. The autoselect command may not be written while the device is actively programming or erasing in the other bank.

The autoselect command sequence is initiated by first writing two unlock cycles. This is followed by a third write cycle that contains the bank address and the autoselect command. The bank then enters the autoselect mode. The system may read at any address within the same bank any number of times without initiating another autoselect command sequence. The following table describes the address requirements for the various autoselect functions, and the resulting data. BA represents the bank address, and SA represents

the sector address. The device ID is read in three cycles.

Description	Address	Read Data
Manufacturer ID	(BA) + 00h	0001h
Device ID, Word 1	(BA) + 01h	227Eh
Device ID, Word 2	(BA) + 0Eh	2202h
Device ID, Word 3	(BA) + 0Fh	2200h
Sector Block Lock/Unlock	(SA) + 02h	0001 (locked), 0000 (unlocked)
Handshaking	(BA) + 03h	43h

The system must write the reset command to return to the read mode (or erase-suspend-read mode if the bank was previously in Erase Suspend).

### Program Command Sequence

Programming is a four-bus-cycle operation. The program command sequence is initiated by writing two unlock write cycles, followed by the program set-up command. The program address and data are written next, which in turn initiate the Embedded Program algorithm. The system is *not* required to provide further controls or timings. The device automatically provides internally generated program pulses and verifies the programmed cell margin. Table 10 shows the address and data requirements for the program command sequence.

When the Embedded Program algorithm is complete, that bank then returns to the read mode and addresses are no longer latched. The system can determine the status of the program operation by monitoring DQ7 or DQ6/DQ2. Refer to the Write Operation Status section for information on these status bits.

Any commands written to the device during the Embedded Program Algorithm are ignored. Note that a **hardware reset** immediately terminates the program operation. The program command sequence should be reinitiated once that bank has returned to the read mode, to ensure data integrity.

Programming is allowed in any sequence and across sector boundaries. **A bit cannot be programmed**

**from “0” back to a “1.”** Attempting to do so may cause that bank to set DQ5 = 1, or cause the DQ7 and DQ6 status bit to indicate the operation was successful. However, a succeeding read will show that the data is still “0.” Only erase operations can convert a “0” to a “1.”

### Unlock Bypass Command Sequence

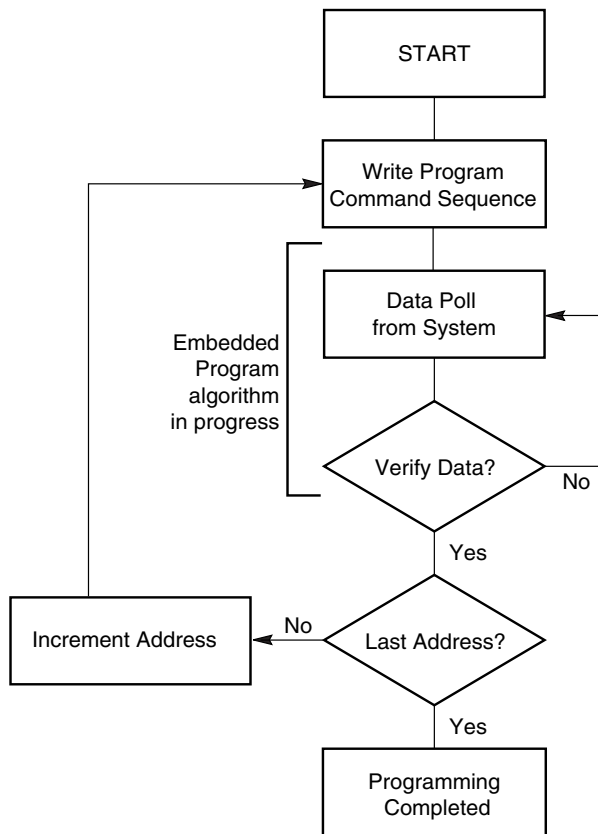
The unlock bypass feature allows the system to primarily program to a bank faster than using the standard program command sequence. The unlock bypass command sequence is initiated by first writing two unlock cycles. This is followed by a third write cycle containing the unlock bypass command, 20h. That bank then enters the unlock bypass mode. A two-cycle unlock bypass program command sequence is all that is required to program in this mode. The first cycle in this sequence contains the unlock bypass program command, A0h; the second cycle contains the program address and data. Additional data is programmed in the same manner. This mode dispenses with the initial two unlock cycles required in the standard program command sequence, resulting in faster total programming time. Table 10 shows the requirements for the unlock bypass command sequences.

During the unlock bypass mode, only the Unlock Bypass Program and Unlock Bypass Reset commands are valid. To exit the unlock bypass mode, the system must issue the two-cycle unlock bypass reset command sequence. The first cycle must contain the bank address and the data 90h. The second cycle need only contain the data 00h. The bank then returns to the read mode.

The device offers accelerated program operations through the  $V_{PP}$  input. When the system asserts  $V_{PP}$  on this input, the device automatically enters the Unlock Bypass mode. The system may then write the two-cycle Unlock Bypass program command sequence. The device uses the higher voltage on the  $V_{PP}$  input to accelerate the operation.

Figure 1 illustrates the algorithm for the program operation. Refer to the Erase/Program Operations table in the AC Characteristics section for parameters, and Figure 13 for timing diagrams.





**Note:** See Table 10 for program command sequence.

**Figure 1. Program Operation**

## Chip Erase Command Sequence

Chip erase is a six bus cycle operation. The chip erase command sequence is initiated by writing two unlock cycles, followed by a set-up command. Two additional unlock write cycles are then followed by the chip erase command, which in turn invokes the Embedded Erase algorithm. The device does *not* require the system to preprogram prior to erase. The Embedded Erase algorithm automatically preprograms and verifies the entire memory for an all zero data pattern prior to electrical erase. The system is not required to provide any controls or timings during these operations. Table 10 shows the address and data requirements for the chip erase command sequence.

When the Embedded Erase algorithm is complete, that bank returns to the read mode and addresses are no longer latched. The system can determine the status of the erase operation by using DQ7 or DQ6/DQ2. Refer to the Write Operation Status section for information on these status bits.

Any commands written during the chip erase operation are ignored. However, note that a **hardware reset** immediately terminates the erase operation. If that occurs, the chip erase command sequence should be reinitiated once that bank has returned to reading array data, to ensure data integrity.

The host system may also initiate the chip erase command sequence while the device is in the unlock bypass mode. The command sequence is two cycles in length instead of six cycles. See Table 10 for details on the unlock bypass command sequences.

Figure 2 illustrates the algorithm for the erase operation. Refer to the Erase/Program Operations table in the AC Characteristics section for parameters, and Figure 14 section for timing diagrams.

## Sector Erase Command Sequence

Sector erase is a six bus cycle operation. The sector erase command sequence is initiated by writing two unlock cycles, followed by a set-up command. Two additional unlock cycles are written, and are then followed by the address of the sector to be erased, and the sector erase command. Table 10 shows the address and data requirements for the sector erase command sequence.

The device does *not* require the system to preprogram prior to erase. The Embedded Erase algorithm automatically programs and verifies the entire memory for an all zero data pattern prior to electrical erase. The system is not required to provide any controls or timings during these operations.

After the command sequence is written, a sector erase time-out of no less than 50  $\mu$ s occurs. During the time-out period, additional sector addresses and sector erase commands may be written. Loading the sector erase buffer may be done in any sequence, and the number of sectors may be from one sector to all sectors. The time between these additional cycles must be less than 50  $\mu$ s, otherwise erasure may begin. Any sector erase address and command following the exceeded time-out may or may not be accepted. It is recommended that processor interrupts be disabled during this time to ensure all commands are accepted. The interrupts can be re-enabled after the last Sector Erase command is written. **Any command other than Sector Erase or Erase Suspend during the time-out period resets that bank to the read mode.** The system must rewrite the command sequence and any additional addresses and commands.

The system can monitor DQ3 to determine if the sector erase timer has timed out (See the section on DQ3: Sector Erase Timer.). The time-out begins from the rising edge of the final WE# pulse in the command sequence.

When the Embedded Erase algorithm is complete, the bank returns to reading array data and addresses are no longer latched. Note that while the Embedded Erase operation is in progress, the system can read data from the non-erasing bank. The system can determine the status of the erase operation by reading DQ7 or DQ6/DQ2 in the erasing bank. Refer to the Write Operation Status section for information on these status bits.

Once the sector erase operation has begun, only the Erase Suspend command is valid. All other commands are ignored. However, note that a **hardware reset** immediately terminates the erase operation. If that occurs, the sector erase command sequence should be reinitiated once that bank has returned to reading array data, to ensure data integrity.

The host system may also initiate the sector erase command sequence while the device is in the unlock bypass mode. The command sequence is four cycles in length instead of six cycles.

Figure 2 illustrates the algorithm for the erase operation. Refer to the Erase/Program Operations table in the AC Characteristics section for parameters, and Figure 14 section for timing diagrams.

### Erase Suspend/Erase Resume Commands

The Erase Suspend command, B0h, allows the system to interrupt a sector erase operation and then read data from, program data to, any sector not selected for erasure. The system may also lock or unlock any sector while the erase operation is suspended. **The system must not write the sector lock/unlock command to sectors selected for erasure.** The bank address is required when writing this command. This command is valid only during the sector erase operation, including the minimum 50  $\mu$ s time-out period during the sector erase command sequence. The Erase Suspend command is ignored if written during the chip erase operation or Embedded Program algorithm.

When the Erase Suspend command is written during the sector erase operation, the device requires a maximum of 20  $\mu$ s to suspend the erase operation. However, when the Erase Suspend command is written during the sector erase time-out, the device immediately terminates the time-out period and suspends the erase operation.

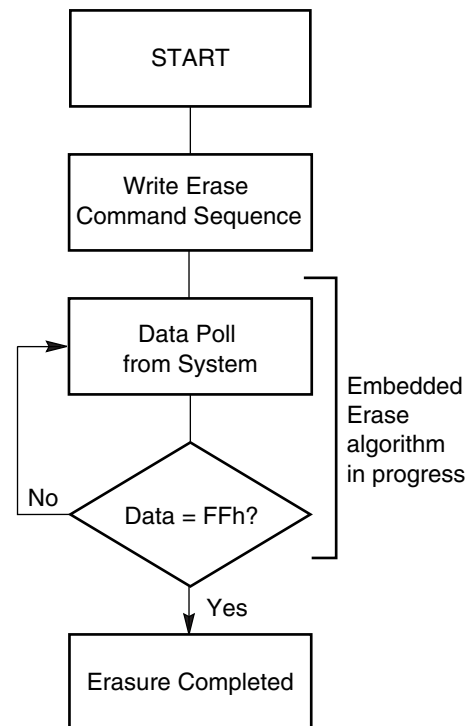
After the erase operation has been suspended, the bank enters the erase-suspend-read mode. The system can read data from or program data to any sector not selected for erasure. (The device “erase suspends” all sectors selected for erasure.) The system may also lock or unlock any sector while in the erase-suspend-read mode. Reading at any address

within erase-suspended sectors produces status information on DQ7–DQ0. The system can use DQ7, or DQ6 and DQ2 together, to determine if a sector is actively erasing or is erase-suspended. Refer to the Write Operation Status section for information on these status bits.

After an erase-suspended program operation is complete, the bank returns to the erase-suspend-read mode. The system can determine the status of the program operation using the DQ7 or DQ6 status bits, just as in the standard program operation. Refer to the Write Operation Status section for more information.

In the erase-suspend-read mode, the system can also issue the autoselect command sequence. Refer to the Autoselect Functions and Autoselect Command Sequence sections for details.

To resume the sector erase operation, the system must write the Erase Resume command. The bank address of the erase-suspended bank is required when writing this command. Further writes of the Resume command are ignored. Another Erase Suspend command can be written after the chip has resumed erasing.



**Notes:**

1. See Table 10 for erase command sequence.
2. See the section on DQ3 for information on the sector erase timer.

**Figure 2. Erase Operation**

**Table 10. Command Definitions**

Command Sequence (Note 1)		Cycles	Bus Cycles (Notes 2–5)											
			First		Second		Third		Fourth		Fifth		Sixth	
			Addr	Data	Addr	Data	Addr	Data	Addr	Data	Addr	Data	Addr	Data
Asynchronous Read (Note 6)		1	RA	RD										
Reset (Note 7)		1	XXX	F0										
Autoselect (Note 8)	Manufacturer ID	4	555	AA	2AA	55	(BA)555	90	(BA)X00	0001				
	Device ID	6	555	AA	2AA	55	(BA)555	90	(BA)X01	227E	(BA)X0E	2202	(BA)X0F	2200
	Sector Lock Verify (Note 9)	4	555	AA	2AA	55	(SA)555	90	(SA)X02	0000	0001			
	Handshaking Option (Note 10)	4	555	AA	2AA	55	(BA)555	90	(BA)X03	0042	0043			
Program		4	555	AA	2AA	55	555	A0	PA	Data				
Unlock Bypass		3	555	AA	2AA	55	555	20						
Unlock Bypass Program (Note 11)		2	XXX	A0	PA	PD								
Unlock Bypass Reset (Note 12)		2	BA	90	XXX	00								
Chip Erase		6	555	AA	2AA	55	555	80	555	AA	2AA	55	555	10
Sector Erase		6	555	AA	2AA	55	555	80	555	AA	2AA	55	SA	30
Erase Suspend (Note 13)		1	BA	B0										
Erase Resume (Note 14)		1	BA	30										
Sector Lock/Unlock		3	XXX	60	XXX	60	SLA	60						
Set Configuration Register (Note 15)		3	555	AA	2AA	55	(CR)555	C0						
Enable PS Mode		3	555	AA	2AA	55	555	70						
CFI Query (Note 16)		1	55	98										

**Legend:**

*X = Don't care*

*RA = Address of the memory location to be read.*

*RD = Data read from location RA during read operation.*

*PA = Address of the memory location to be programmed. Addresses latch on the falling edge of the WE# or CE# pulse, whichever happens later.*

*PD = Data to be programmed at location PA. Data latches on the rising edge of WE# or CE# pulse, whichever happens first.*

*SA = Address of the sector to be verified (in autoselect mode) or erased. Address bits A21–A12 uniquely select any sector.*

*BA = Address of the bank (A21, A20) that is being switched to autoselect mode, is in bypass mode, or is being erased.*

*SLA = Address of the sector to be locked. Set sector address (SA) and either A6 = 1 for unlocked or A6 = 0 for locked.*

*CR = Configuration Register set by address bits A16–A12.*

**Notes:**

- See Table 1 for description of bus operations.
- All values are in hexadecimal.
- Except for the read cycle and the fourth cycle of the autoselect command sequence, all bus cycles are write cycles.
- Data bits DQ15–DQ8 are don't care in command sequences, except for RD and PD.
- Unless otherwise noted, address bits A21–A12 are don't cares.
- No unlock or command cycles required when bank is reading array data.
- The Reset command is required to return to reading array data (or to the erase-suspend-read mode if previously in Erase Suspend) when a bank is in the autoselect mode, or if DQ5 goes high (while the bank is providing status information).
- The fourth cycle of the autoselect command sequence is a read cycle. The system must read device IDs across the 4th, 5th, and 6th cycles. The system must provide the bank address. See the Autoselect Command Sequence section for more information.
- The data is 0000h for an unlocked sector and 0001h for a locked sector
- The data is 0043h for handshaking enabled.
- The Unlock Bypass command sequence is required prior to this command sequence.
- The Unlock Bypass Reset command is required to return to reading array data when the bank is in the unlock bypass mode.
- The system may read and program in non-erasing sectors, or enter the autoselect mode, when in the Erase Suspend mode. The Erase Suspend command is valid only during a sector erase operation, and requires the bank address.
- The Erase Resume command is valid only during the Erase Suspend mode, and requires the bank address.
- The addresses in the third cycle must contain, on A12–A16, the additional wait counts to be set. See "Set Configuration Register Command Sequence".
- Command is valid when device is ready to read array data or when device is in autoselect mode.

## WRITE OPERATION STATUS

The device provides several bits to determine the status of a program or erase operation: DQ2, DQ3, DQ5, DQ6, and DQ7. Table 12 and the following subsections describe the function of these bits. DQ7 and DQ6 each offers a method for determining whether a program or erase operation is complete or in progress.

### DQ7: Data# Polling

The Data# Polling bit, DQ7, indicates to the host system whether an Embedded Program or Erase algorithm is in progress or completed, or whether a bank is in Erase Suspend. Data# Polling is valid after the rising edge of the final WE# pulse in the command sequence.

During the Embedded Program algorithm, the device outputs on DQ7 the complement of the datum programmed to DQ7. This DQ7 status also applies to programming during Erase Suspend. When the Embedded Program algorithm is complete, the device outputs the datum programmed to DQ7. The system must provide the program address to read valid status information on DQ7. If a program address falls within a protected sector, Data# Polling on DQ7 is active for approximately 1  $\mu$ s, then that bank returns to the read mode.

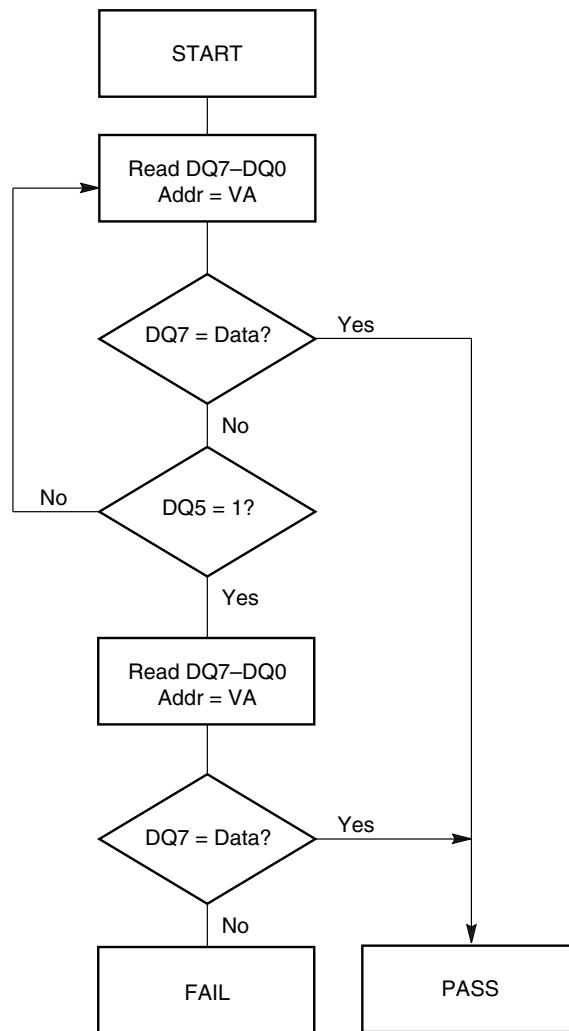
During the Embedded Erase algorithm, Data# Polling produces a “0” on DQ7. When the Embedded Erase algorithm is complete, or if the bank enters the Erase Suspend mode, Data# Polling produces a “1” on DQ7. The system must provide an address within any of the sectors selected for erasure to read valid status information on DQ7.

After an erase command sequence is written, if all sectors selected for erasing are protected, Data# Polling on DQ7 is active for approximately 100  $\mu$ s, then the bank returns to the read mode. If not all selected sectors are protected, the Embedded Erase algorithm erases the unprotected sectors, and ignores the selected sectors that are protected. However, if the system reads DQ7 at an address within a protected sector, the status may not be valid.

Just prior to the completion of an Embedded Program or Erase operation, DQ7 may change asynchronously with DQ0–DQ6 while Output Enable (OE#) is asserted low. That is, the device may change from providing status information to valid data on DQ7. Depending on when the system samples the DQ7 output, it may read the status or valid data. Even if the device has completed the program or erase operation and DQ7 has valid data, the data outputs on DQ0–DQ6 may be still

invalid. Valid data on DQ0–DQ7 will appear on successive read cycles.

Table 12 shows the outputs for Data# Polling on DQ7. Figure 3 shows the Data# Polling algorithm. Figure 16 in the AC Characteristics section shows the Data# Polling timing diagram.



#### Notes:

1. VA = Valid address for programming. During a sector erase operation, a valid address is any sector address within the sector being erased. During chip erase, a valid address is any non-protected sector address.
2. DQ7 should be rechecked even if DQ5 = “1” because DQ7 may change simultaneously with DQ5.

Figure 3. Data# Polling Algorithm

**RDY: Ready**

The RDY is a dedicated output that indicates (when at logic low) the system should wait until RDY returns high before expecting the next word of data.

RDY functions only while reading data in burst mode. The following conditions cause the RDY output to be low: during the initial access (in burst mode); after the boundary that occurs every 64 words beginning with the 63rd address, 3Eh; and when the clock frequency is less than 6 MHz (in which case RDY is low every third clock). The RDY pin will also switch during status reads if there is a clock signal at the CLK input. If RDY goes low, it indicates that the status data is not yet valid and that the system should wait until RDY returns high.

**DQ6: Toggle Bit I**

Toggle Bit I on DQ6 indicates whether an Embedded Program or Erase algorithm is in progress or complete, or whether the device has entered the Erase Suspend mode. Toggle Bit I may be read at any address in the same bank, and is valid after the rising edge of the final WE# pulse in the command sequence (prior to the program or erase operation), and during the sector erase time-out.

During an Embedded Program or Erase algorithm operation, successive read cycles to any address cause DQ6 to toggle. Note that OE# must be low during toggle bit status reads. When the operation is complete, DQ6 stops toggling.

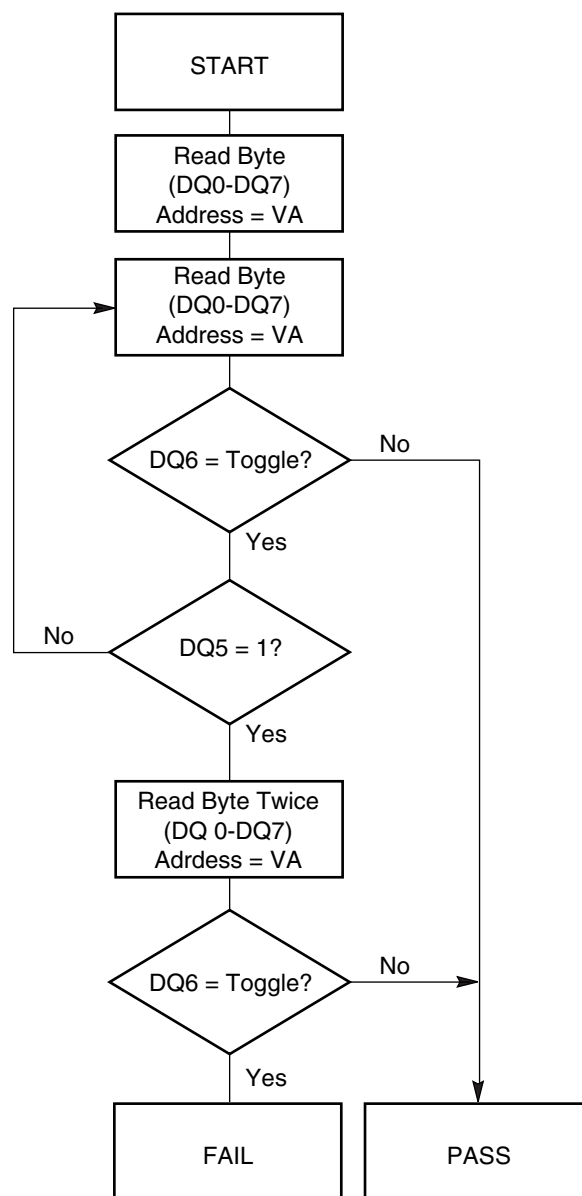
After an erase command sequence is written, if all sectors selected for erasing are protected, DQ6 toggles for approximately 100  $\mu$ s, then returns to reading array data. If not all selected sectors are protected, the Embedded Erase algorithm erases the unprotected sectors, and ignores the selected sectors that are protected.

The system can use DQ6 and DQ2 together to determine whether a sector is actively erasing or is erase-suspended. When the device is actively erasing (that is, the Embedded Erase algorithm is in progress), DQ6 toggles. When the device enters the Erase Suspend mode, DQ6 stops toggling. However, the system must also use DQ2 to determine which sectors are erasing or erase-suspended. Alternatively, the system can use DQ7 (see the subsection on DQ7: Data# Polling).

If a program address falls within a protected sector, DQ6 toggles for approximately 1  $\mu$ s after the program command sequence is written, then returns to reading array data.

DQ6 also toggles during the erase-suspend-program mode, and stops toggling once the Embedded Program algorithm is complete.

See the following for additional information: Figure 4 (toggle bit flowchart), DQ6: Toggle Bit I (description), Figure 17 (toggle bit timing diagram), and Table 11 (compares DQ2 and DQ6).



**Note:** The system should recheck the toggle bit even if DQ5 = "1" because the toggle bit may stop toggling as DQ5 changes to "1." See the subsections on DQ6 and DQ2 for more information.

**Figure 4. Toggle Bit Algorithm**



## DQ2: Toggle Bit II

The “Toggle Bit II” on DQ2, when used with DQ6, indicates whether a particular sector is actively erasing (that is, the Embedded Erase algorithm is in progress), or whether that sector is erase-suspended. Toggle Bit II is valid after the rising edge of the final WE# pulse in the command sequence.

DQ2 toggles when the system reads at addresses within those sectors that have been selected for erasure. Note that OE# must be low during toggle bit status reads. But DQ2 cannot distinguish whether the

sector is actively erasing or is erase-suspended. DQ6, by comparison, indicates whether the device is actively erasing, or is in Erase Suspend, but cannot distinguish which sectors are selected for erasure. Thus, both status bits are required for sector and mode information. Refer to Table 12 to compare outputs for DQ2 and DQ6.

See the following for additional information: Figure 4 (toggle bit flowchart), DQ6: Toggle Bit I (description), Figure 17 (toggle bit timing diagram), and Table 11 (compares DQ2 and DQ6).

**Table 11. DQ6 and DQ2 Indications**

If device is	and the system reads	then DQ6	and DQ2
programming,	at any address,	toggles,	does not toggle.
actively erasing,	at an address within a sector selected for erasure,	toggles,	also toggles.
	at an address within sectors <i>not</i> selected for erasure,	toggles,	does not toggle.
erase suspended,	at an address within a sector selected for erasure,	does not toggle,	toggles.
	at an address within sectors <i>not</i> selected for erasure,	returns array data,	returns array data. The system can read from any sector not selected for erasure.
programming in erase suspend	at any address,	toggles,	is not applicable.

## Reading Toggle Bits DQ6/DQ2

Refer to Figure 4 for the following discussion. Whenever the system initially begins reading toggle bit status, it must read DQ7–DQ0 at least twice in a row to determine whether a toggle bit is toggling. Typically, the system would note and store the value of the toggle bit after the first read. After the second read, the system would compare the new value of the toggle bit with the first. If the toggle bit is not toggling, the device has completed the program or erase operation. The system can read array data on DQ7–DQ0 on the following read cycle.

However, if after the initial two read cycles, the system determines that the toggle bit is still toggling, the system also should note whether the value of DQ5 is high (see the section on DQ5). If it is, the system should then determine again whether the toggle bit is toggling, since the toggle bit may have stopped toggling just as DQ5 went high. If the toggle bit is no longer toggling, the device has successfully completed the program or erase operation. If it is still toggling, the device did not completed the operation successfully,

and the system must write the reset command to return to reading array data.

The remaining scenario is that the system initially determines that the toggle bit is toggling and DQ5 has not gone high. The system may continue to monitor the toggle bit and DQ5 through successive read cycles, determining the status as described in the previous paragraph. Alternatively, it may choose to perform other system tasks. In this case, the system must start at the beginning of the algorithm when it returns to determine the status of the operation (top of Figure 4).

## DQ5: Exceeded Timing Limits

DQ5 indicates whether the program or erase time has exceeded a specified internal pulse count limit. Under these conditions DQ5 produces a “1,” indicating that the program or erase cycle was not successfully completed.

The device may output a “1” on DQ5 if the system tries to program a “1” to a location that was previously programmed to “0.” **Only an erase operation can change a “0” back to a “1.”** Under this condition, the device

halts the operation, and when the timing limit has been exceeded, DQ5 produces a “1.”

Under both these conditions, the system must write the reset command to return to the read mode (or to the erase-suspend-read mode if a bank was previously in the erase-suspend-program mode).

### DQ3: Sector Erase Timer

After writing a sector erase command sequence, the system may read DQ3 to determine whether or not erasure has begun. (The sector erase timer does not apply to the chip erase command.) If additional sectors are selected for erasure, the entire time-out also applies after each additional sector erase command. When the time-out period is complete, DQ3 switches from a “0” to a “1.” If the time between additional sector erase commands from the system can be assumed to be less than 50 µs, the system need not monitor DQ3.

See also the Sector Erase Command Sequence section.

After the sector erase command is written, the system should read the status of DQ7 (Data# Polling) or DQ6 (Toggle Bit I) to ensure that the device has accepted the command sequence, and then read DQ3. If DQ3 is “1,” the Embedded Erase algorithm has begun; all further commands (except Erase Suspend) are ignored until the erase operation is complete. If DQ3 is “0,” the device will accept additional sector erase commands. To ensure the command has been accepted, the system software should check the status of DQ3 prior to and following each subsequent sector erase command. If DQ3 is high on the second status check, the last command might not have been accepted.

Table 12 shows the status of DQ3 relative to the other status bits.

**Table 12. Write Operation Status**

Status			DQ7 (Note 2)	DQ6	DQ5 (Note 1)	DQ3	DQ2 (Note 2)
Standard Mode	Embedded Program Algorithm		DQ7#	Toggle	0	N/A	No toggle
	Embedded Erase Algorithm		0	Toggle	0	1	Toggle
Erase Suspend Mode	Erase-Suspend-Read (Note 4)	Erase Suspended Sector	1	No toggle	0	N/A	Toggle
		Non-Erase Suspended Sector	Data	Data	Data	Data	Data
	Erase-Suspend-Program		DQ7#	Toggle	0	N/A	N/A

**Notes:**

1. DQ5 switches to ‘1’ when an Embedded Program or Embedded Erase operation has exceeded the maximum timing limits. Refer to the section on DQ5 for more information.
2. DQ7 and DQ2 require a valid address when reading status information. Refer to the appropriate subsection for further details.
3. When reading write operation status bits, the system must always provide the bank address where the Embedded Algorithm is in progress. The device outputs array data if the system addresses a non-busy bank.
4. The system may read either asynchronously or synchronously (burst) while in erase suspend. RDY will function exactly as in non-erase-suspended mode.

## ABSOLUTE MAXIMUM RATINGS

Storage Temperature . . . . .  $-65^{\circ}\text{C}$  to  $+150^{\circ}\text{C}$

Ambient Temperature  
with Power Applied. . . . .  $-65^{\circ}\text{C}$  to  $+125^{\circ}\text{C}$

Voltage with Respect to Ground,  
All Inputs and I/Os  
except  $V_{PP}$  (Note 1) . . . . .  $-0.5\text{ V}$  to  $V_{CC} + 0.5\text{ V}$

$V_{CC}$  (Note 1) . . . . .  $-0.5\text{ V}$  to  $+2.5\text{ V}$

$V_{PP}$  (Note 2) . . . . .  $-0.5\text{ V}$  to  $+12.5\text{ V}$

Output Short Circuit Current (Note 3) . . . . . 100 mA

### Notes:

1. Minimum DC voltage on input or I/Os is  $-0.5\text{ V}$ . During voltage transitions, input at I/Os may undershoot  $V_{SS}$  to  $-2.0\text{ V}$  for periods of up to 20 ns during voltage transitions inputs might overshoot to  $V_{CC} + 0.5\text{ V}$  for periods up to 20 ns. See Figure 5. Maximum DC voltage on output and I/Os is  $V_{CC} + 0.5\text{ V}$ . During voltage transitions outputs may overshoot to  $V_{CC} + 2.0\text{ V}$  for periods up to 20 ns. See Figure 6.
2. Minimum DC input voltage on  $V_{PP}$  is  $-0.5\text{ V}$ . During voltage transitions,  $V_{PP}$  may overshoot  $V_{SS}$  to  $-2.0\text{ V}$  for periods of up to 20 ns. See Figure 5. Maximum DC input voltage on  $V_{PP}$  is  $+12.5\text{ V}$  which may overshoot to  $+13.5\text{ V}$  for periods up to 20 ns.
3. No more than one output may be shorted to ground at a time. Duration of the short circuit should not be greater than one second.
4. Stresses above those listed under "Absolute Maximum Ratings" may cause permanent damage to the device. This is a stress rating only; functional operation of the device at these or any other conditions above those indicated in the operational sections of this data sheet is not implied. Exposure of the device to absolute maximum rating conditions for extended periods may affect device reliability.

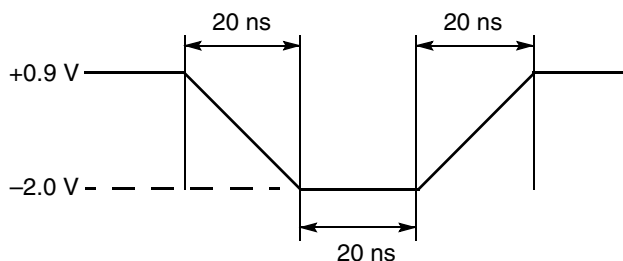


Figure 5. Maximum Negative Overshoot Waveform

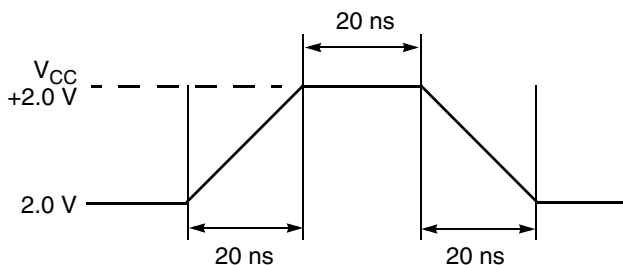


Figure 6. Maximum Positive Overshoot Waveform

## OPERATING RANGES

### Industrial (I) Devices

Ambient Temperature ( $T_A$ ) . . . . .  $-40^{\circ}\text{C}$  to  $+85^{\circ}\text{C}$

### $V_{CC}$ Supply Voltages

$V_{CC}$  min . . . . . +1.7 V

$V_{CC}$  max. . . . . +1.9 V

Operating ranges define those limits between which the functionality of the device is guaranteed.



## DC CHARACTERISTICS

### CMOS Compatible

Parameter	Description	Test Conditions (Note 1)		Min	Typ	Max	Unit
$I_{LI}$	Input Load Current	$V_{IN} = V_{SS}$ to $V_{CC}$ , $V_{CC} = V_{CCmax}$				$\pm 1$	$\mu A$
$I_{LO}$	Output Leakage Current	$V_{OUT} = V_{SS}$ to $V_{CC}$ , $V_{CC} = V_{CCmax}$				$\pm 1$	$\mu A$
$I_{CCB}$	$V_{CC}$ Active Burst Read Current (Note 6)	$CE\# = V_{IL}$ , $OE\# = V_{IL}$			25	30	mA
$I_{CC1}$	$V_{CC}$ Active Asynchronous Read Current	$CE\# = V_{IL}$ , $OE\# = V_{IH}$	5 MHz		12	16	mA
			1 MHz		3.5	5	mA
$I_{CC2}$	$V_{CC}$ Active Write Current (Note 3)	$CE\# = V_{IL}$ , $OE\# = V_{IH}$ , $V_{PP} = V_{IH}$			15	40	mA
$I_{CC3}$	$V_{CC}$ Standby Current (Note 4)	$CE\# = V_{IH}$ , $RESET\# = V_{IH}$			0.2	10	$\mu A$
$I_{CC4}$	$V_{CC}$ Reset Current	$RESET\# = V_{IL}$ , $CLK = V_{IL}$			0.2	10	$\mu A$
$I_{CC5}$	$V_{CC}$ Active Current (Read While Write)	$CE\# = V_{IL}$ , $OE\# = V_{IL}$			40	60	mA
$I_{PP}$	Accelerated Program Current (Note 5)	$CE\# = V_{IL}$ , $OE\# = V_{IH}$ , $V_{PP} = 12.0 \pm 0.5 V$	$V_{PP}$		7	15	mA
			$V_{CC}$		5	10	mA
$V_{IL}$	Input Low Voltage			-0.5		0.4	V
$V_{IH}$	Input High Voltage			$V_{CC} - 0.4$		$V_{CC} + 0.2$	V
$V_{OL}$	Output Low Voltage	$I_{OL} = 100 \mu A$ , $V_{CC} = V_{CC min}$				0.1	V
$V_{OH}$	Output High Voltage	$I_{OH} = -100 \mu A$ , $V_{CC} = V_{CC min}$		$V_{CC} - 0.1$			V
$V_{ID}$	Voltage for Accelerated Program			11.5		12.5	V
$V_{LKO}$	Low $V_{CC}$ Lock-out Voltage			1.0		1.4	V

**Note:**

1. Maximum  $I_{CC}$  specifications are tested with  $V_{CC} = V_{CCmax}$ .
2. The  $I_{CC}$  current listed is typically less than 2 mA/MHz, with  $OE\#$  at  $V_{IH}$ .
3.  $I_{CC}$  active while Embedded Erase or Embedded Program is in progress.
4. Device enters automatic sleep mode when addresses are stable for  $t_{ACC} + 60 ns$ . Typical sleep mode current is equal to  $I_{CC3}$ .
5. Total current during accelerated programming is the sum of  $V_{PP}$  and  $V_{CC}$  currents.
6. Specifications assume 8 I/Os switching.

TEST CONDITIONS

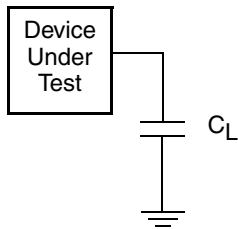


Figure 7. Test Setup

Table 13. Test Specifications

Test Condition	All Speeds	Unit
Output Load Capacitance, $C_L$ (including jig capacitance)	30	pF
Input Rise and Fall Times	5	ns
Input Pulse Levels	$0.0-V_{CC}$	V
Input timing measurement reference levels	$V_{CC}/2$	V
Output timing measurement reference levels	$V_{CC}/2$	V

KEY TO SWITCHING WAVEFORMS

WAVEFORM	INPUTS	OUTPUTS
	Steady	
	Changing from H to L	
	Changing from L to H	
	Don't Care, Any Change Permitted	Changing, State Unknown
	Does Not Apply	Center Line is High Impedance State (High Z)

SWITCHING WAVEFORMS

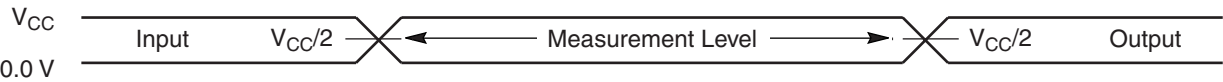
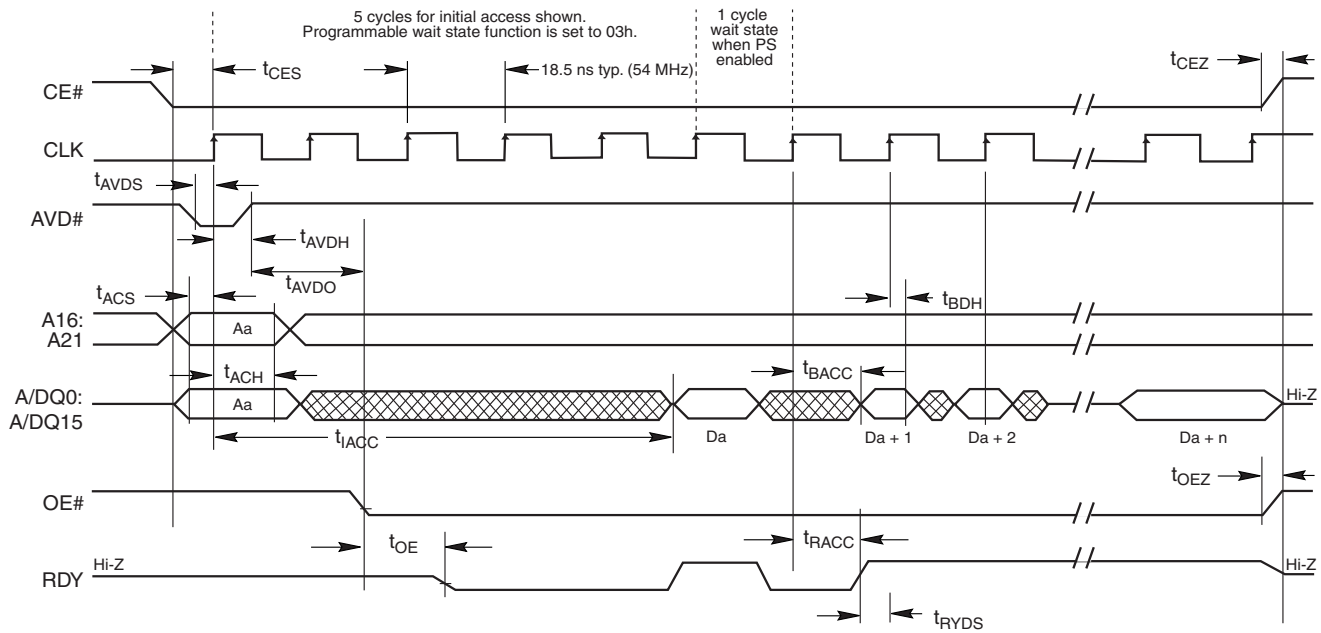


Figure 8. Input Waveforms and Measurement Levels

## AC CHARACTERISTICS

### Synchronous/Burst Read

Parameter		Description		7G	7M	5K	Unit
JEDEC	Standard			(40 MHz)	(54 MHz)	(66 MHz)	
	t <sub>IACC</sub>	Initial Access Time	Max	95	87.5	71	ns
	t <sub>BACC</sub>	Burst Access Time Valid Clock to Output Delay	Max	20	13.5	11	ns
	t <sub>AVDS</sub>	AVD# Setup Time to CLK	Min	5		4	ns
	t <sub>AVDH</sub>	AVD# Hold Time from CLK	Min	7		6	ns
	t <sub>AVDO</sub>	AVD# High to OE# Low	Min	0		0	ns
	t <sub>ACS</sub>	Address Setup Time to CLK	Min	5		4	ns
	t <sub>ACH</sub>	Address Hold Time from CLK	Min	7		6	ns
	t <sub>BDH</sub>	Data Hold Time from Next Clock Cycle	Max	4		4	ns
	t <sub>OE</sub>	Output Enable to Data, PS, or RDY Valid	Max	20	13.5	11	ns
	t <sub>CEZ</sub>	Chip Enable to High Z	Max	10		10	ns
	t <sub>OEZ</sub>	Output Enable to High Z	Max	10		10	ns
	t <sub>CES</sub>	CE# Setup Time to CLK	Min	5		4	ns
	t <sub>RDYS</sub>	RDY Setup Time to CLK	Min	5		4	ns
	t <sub>RACC</sub>	Ready access time from CLK	Max	20	13.5	11	ns

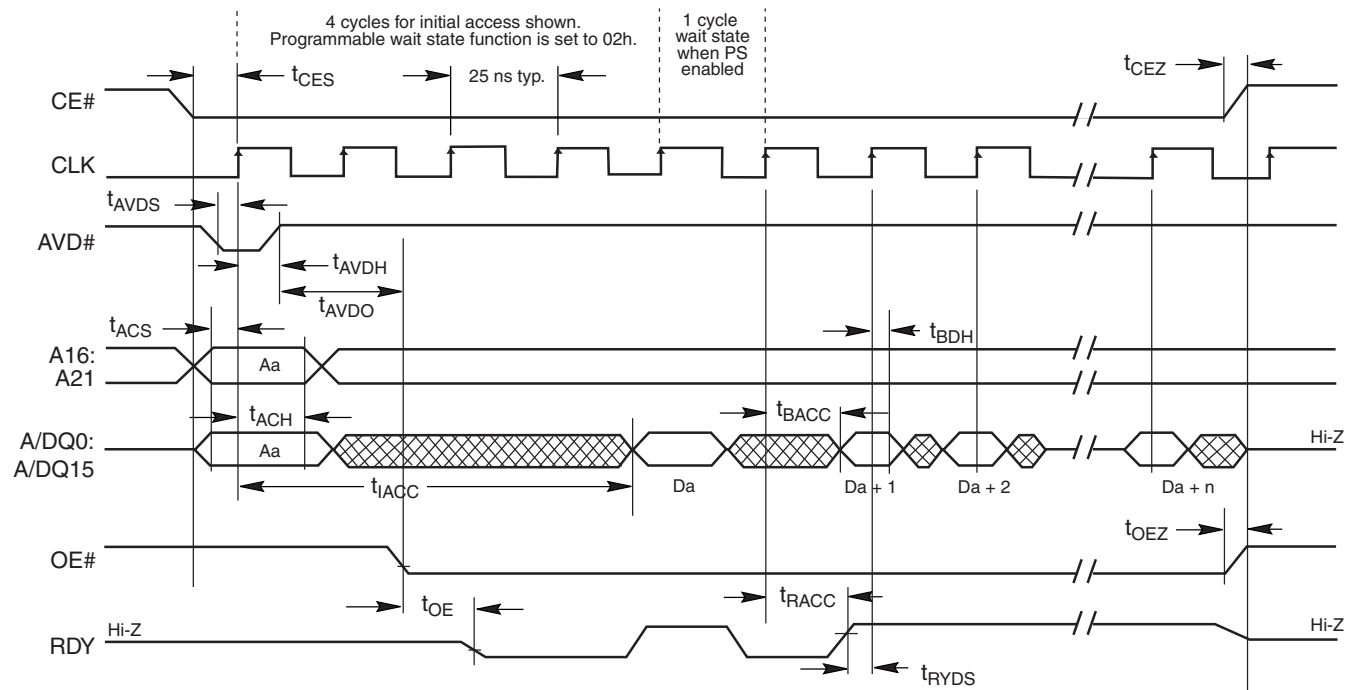


#### Notes:

- Figure shows total number of clock set to five.
- Figure shows that PS (power saving mode) has been enabled; one additional wait state occurs during initial data Da. Latency is not present if PS is not enabled.
- If any burst address occurs at a 64-word boundary, two additional clock cycles are inserted, and is indicated by RDY.

Figure 9. Burst Mode Read (66 and 54 MHz)

## AC CHARACTERISTICS

**Notes:**

1. Figure shows total number of clock cycles set to four.
2. Figure shows that PS (power saving mode) has been enabled; one additional wait state occurs during initial data  $Da$ . Latency is not present if PS is not enabled.
3. If any burst address occurs at a 64-word boundary, two additional clock cycle are inserted, and are indicated by RDY.

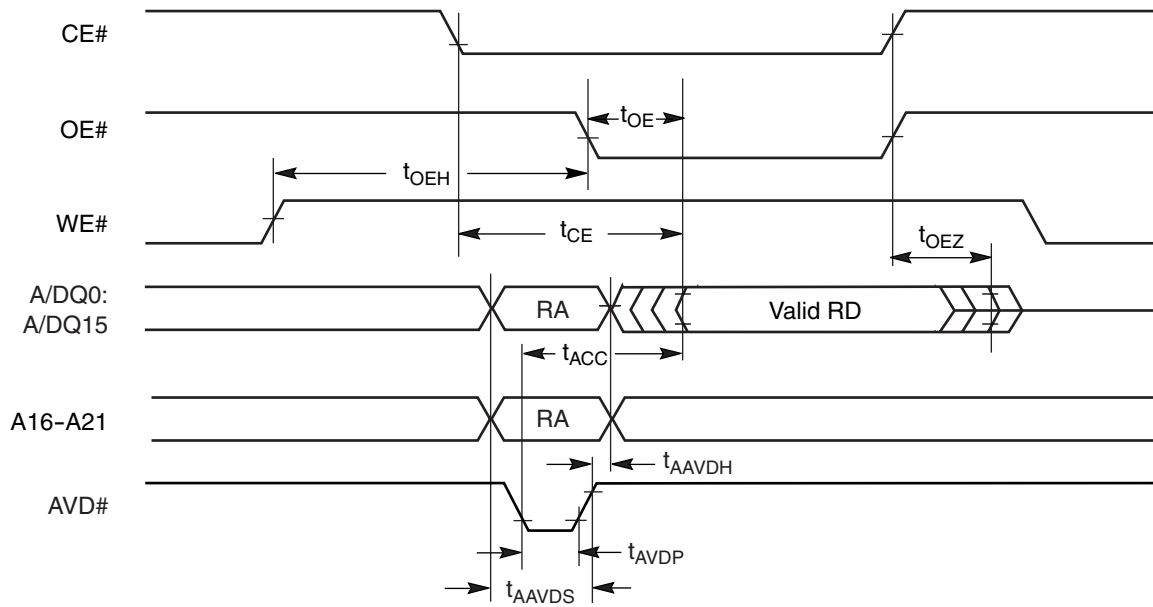
**Figure 10. Burst Mode Read (40 MHz)**

## AC CHARACTERISTICS

### Asynchronous Read

Parameter		Description		7G/7M	5K	Unit
JEDEC	Standard					
	$t_{CE}$	Access Time from CE# Low	Max	70	55	ns
	$t_{ACC}$	Asynchronous Access Time	Max	70	55	ns
	$t_{AVDP}$	AVD# Low Time	Min	12	11	ns
	$t_{AAVDS}$	Address Setup Time to Rising Edge of AVD	Min	5	4	ns
	$t_{AAVDH}$	Address Hold Time from Rising Edge of AVD	Min	7	6	ns
	$t_{OE}$	Output Enable to Output Valid	Max	20	11	ns
	$t_{OE\#}$	Output Enable Hold Time	Read	0		ns
			Toggle and Data# Polling	10		ns
	$t_{OEZ}$	Output Enable to High Z (See Note)	Max	10		ns

**Note:** Not 100% tested.



**Note:** RA = Read Address, RD = Read Data.

**Figure 11. Asynchronous Mode Read**

# AC CHARACTERISTICS

## Hardware Reset (RESET#)

Parameter		Description		All Speed Options	Unit
JEDEC	Std				
	$t_{\text{Readyw}}$	RESET# Pin Low (During Embedded Algorithms) to Read Mode (See Note)	Max	20	$\mu\text{s}$
	$t_{\text{Ready}}$	RESET# Pin Low (NOT During Embedded Algorithms) to Read Mode (See Note)	Max	500	ns
	$t_{\text{RP}}$	RESET# Pulse Width	Min	500	ns
	$t_{\text{RH}}$	Reset High Time Before Read (See Note)	Min	200	ns
	$t_{\text{RPD}}$	RESET# Low to Standby Mode	Min	20	$\mu\text{s}$

**Note:** Not 100% tested.

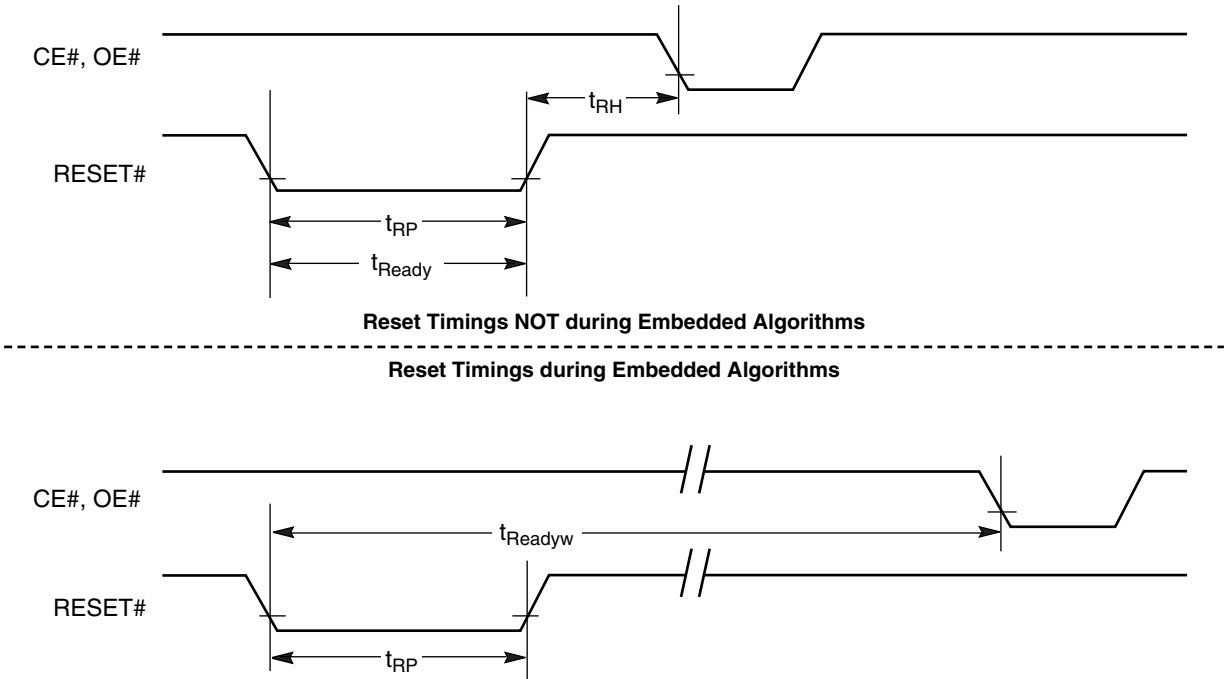


Figure 12. Reset Timings

## AC CHARACTERISTICS

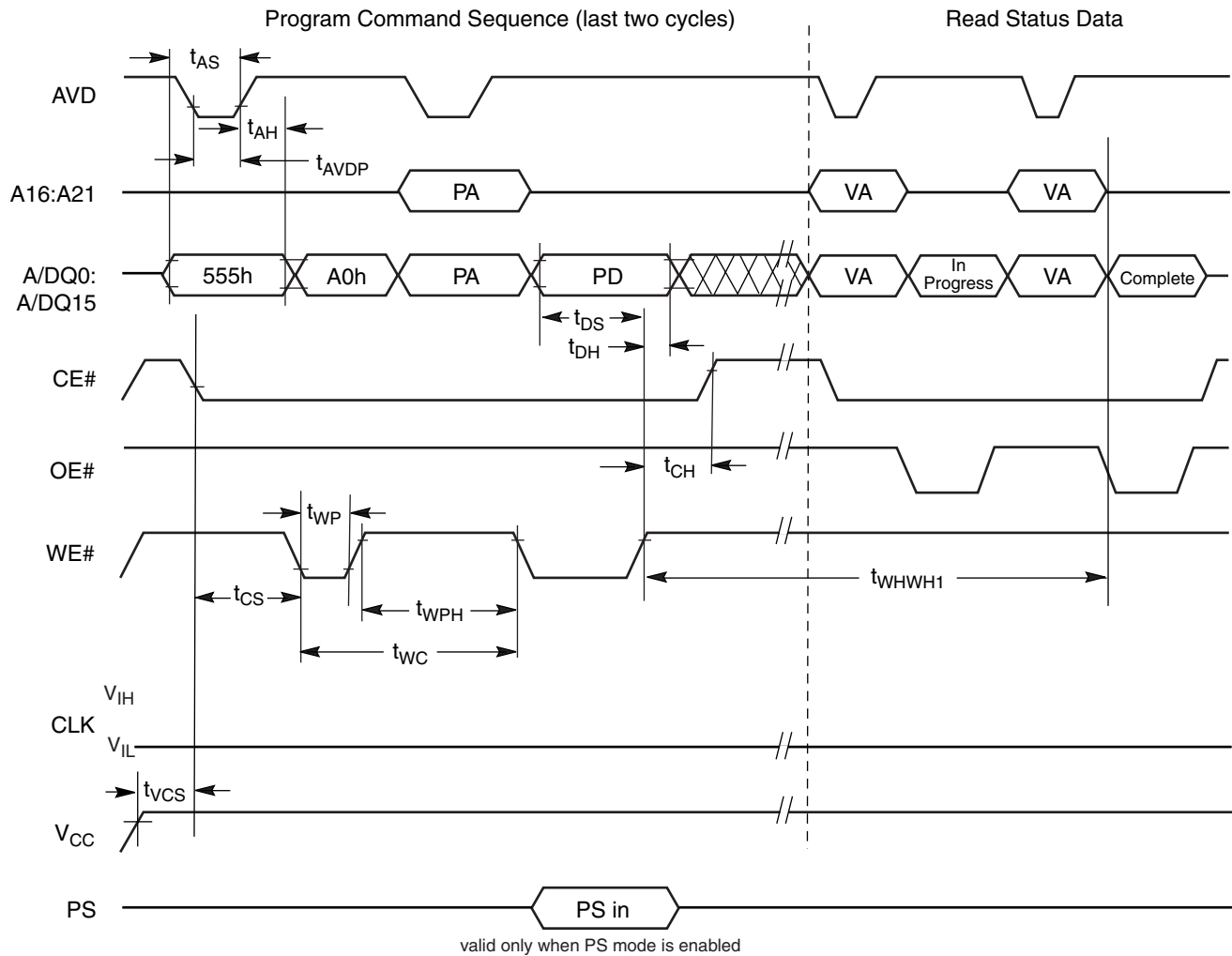
### Erase/Program Operations

Parameter		Description		7G/7M	5K	Unit
JEDEC	Standard					
$t_{AVAV}$	$t_{WC}$	Write Cycle Time (Note 1)	Min	80	45	ns
$t_{AVWL}$	$t_{AS}$	Address Setup Time	Min	5	4	ns
$t_{WLAX}$	$t_{AH}$	Address Hold Time	Min	7	6	ns
	$t_{AVDP}$	AVD# Low Time	Min	12	11	ns
$t_{DVWH}$	$t_{DS}$	Data Setup Time	Min	45	25	ns
$t_{WHDX}$	$t_{DH}$	Data Hold Time	Min	0		ns
$t_{GHWL}$	$t_{GHWL}$	Read Recovery Time Before Write	Typ	0		ns
$t_{ELWL}$	$t_{CS}$	CE# Setup Time	Typ	0		ns
$t_{WHEH}$	$t_{CH}$	CE# Hold Time	Typ	0		ns
$t_{WLWH}$	$t_{WP}/t_{WRL}$	Write Pulse Width	Typ	50	25	ns
$t_{WHWL}$	$t_{WPH}$	Write Pulse Width High	Typ	30	20	ns
	$t_{SRW}$	Latency Between Read and Write Operations	Min	0		ns
$t_{WHWH1}$	$t_{WHWH1}$	Programming Operation (Note 2)	Typ	11.5		$\mu$ s
$t_{WHWH1}$	$t_{WHWH1}$	Accelerated Programming Operation (Note 2)	Typ	4		$\mu$ s
$t_{WHWH2}$	$t_{WHWH2}$	Sector Erase Operation (Notes 2, 3)	Typ	0.4		sec
	$t_{VPP}$	$V_{PP}$ Rise and Fall Time	Min	500		ns
	$t_{VPS}$	$V_{PP}$ Setup Time (During Accelerated Programming)	Min	1		$\mu$ s
	$t_{VCS}$	$V_{CC}$ Setup Time	Min	50		$\mu$ s

**Notes:**

1. Not 100% tested.
2. See the “Erase and Programming Performance” section for more information.
3. Does not include the preprogramming time.

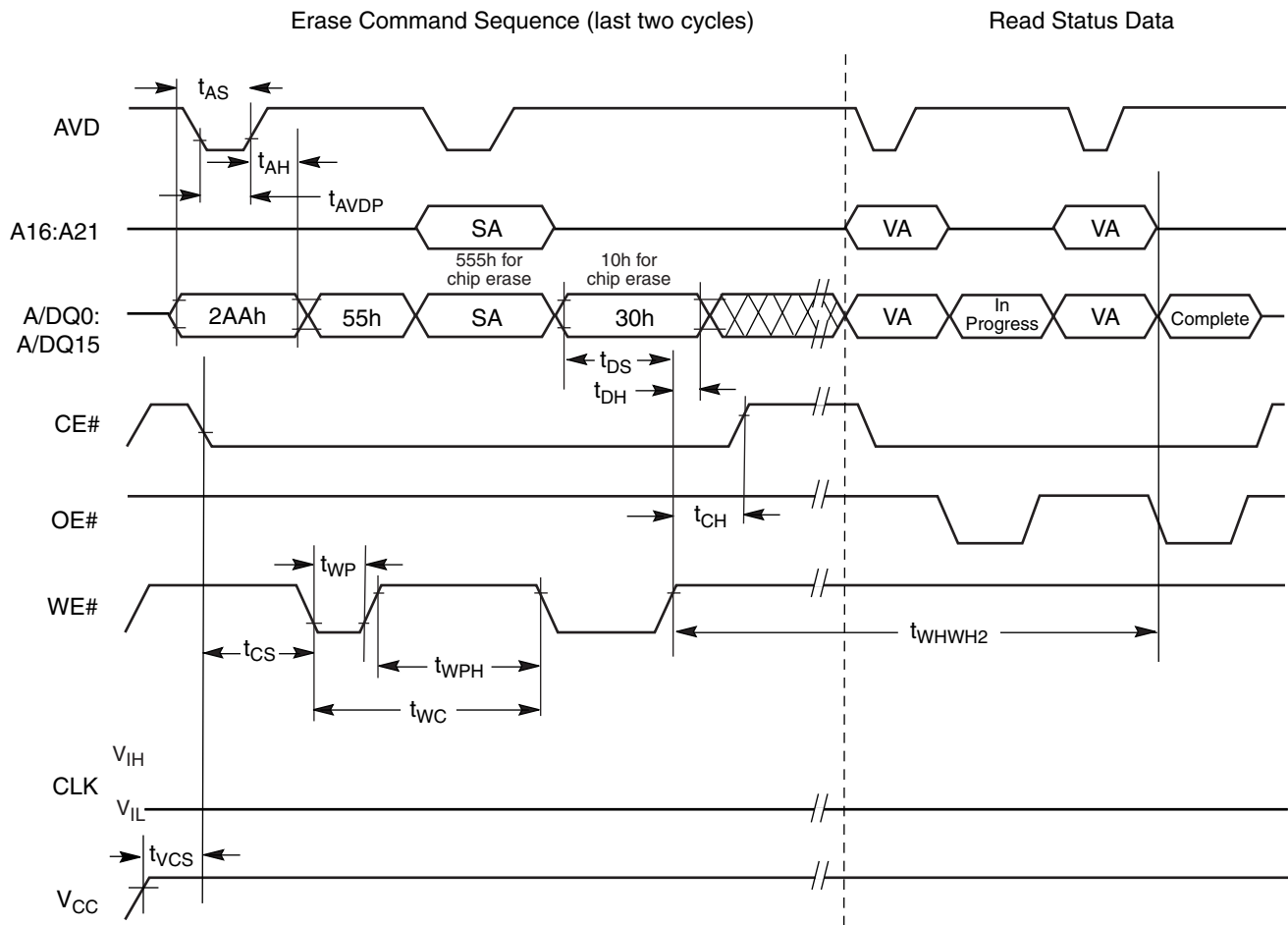
## AC CHARACTERISTICS



**Figure 13. Program Operation Timings**



## AC CHARACTERISTICS

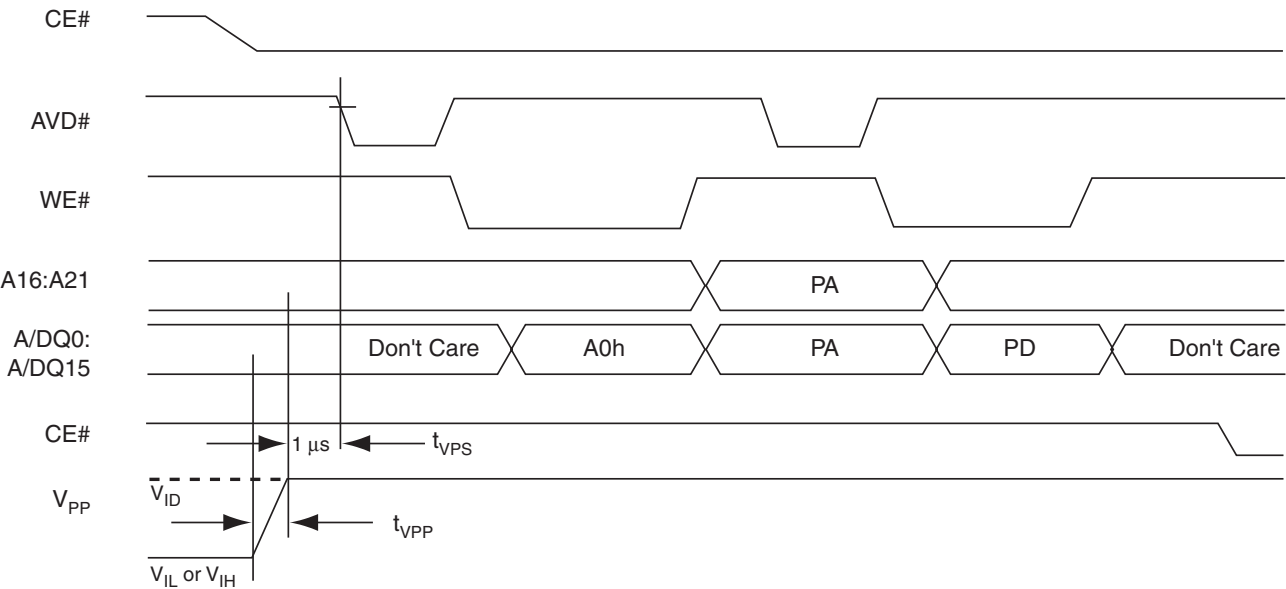


### Notes:

1. SA is the sector address for Sector Erase.
2. Address bits A16–A21 are don't cares during unlock cycles in the command sequence.

**Figure 14. Chip/Sector Erase Operations**

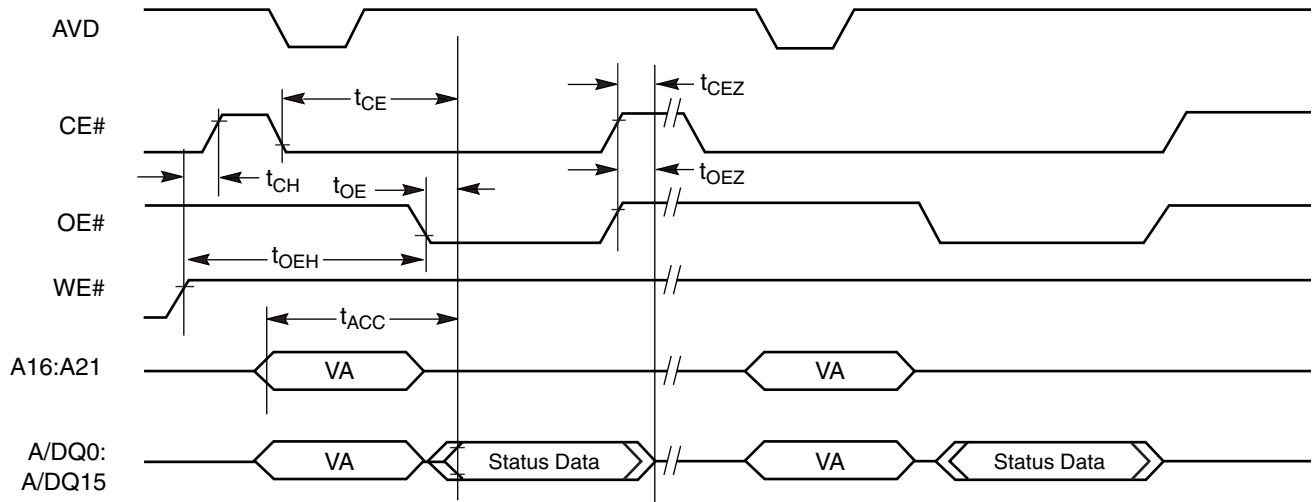
AC CHARACTERISTICS



- Notes:**
- 1. *V<sub>PP</sub> can be left high for subsequent programming pulses.*
  - 2. *Use setup and hold times from conventional program operation.*

Figure 15. Accelerated Unlock Bypass Programming Timing

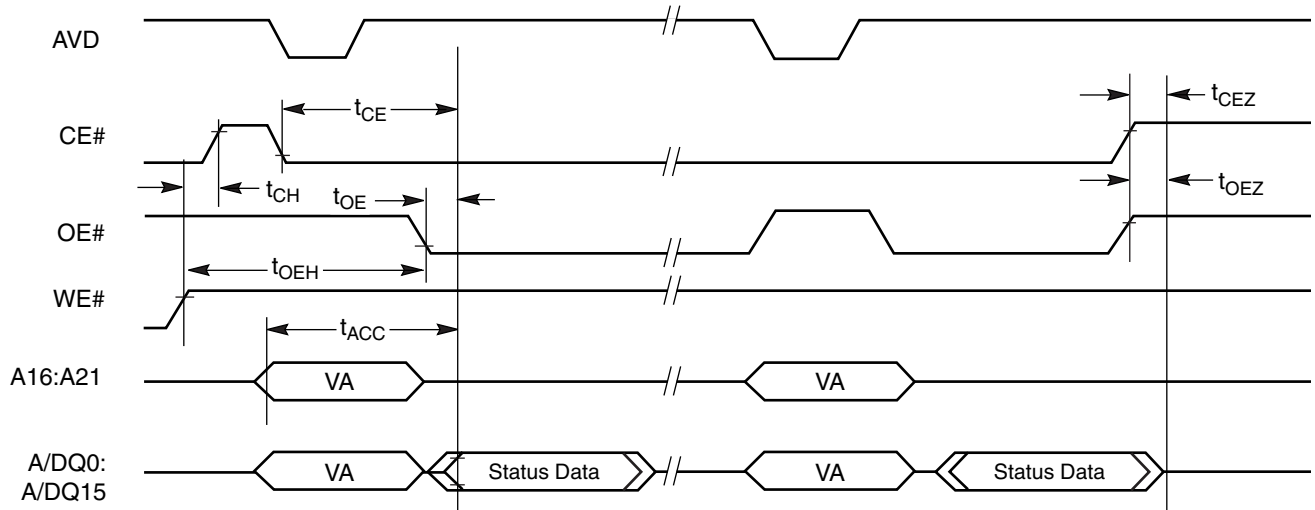
## AC CHARACTERISTICS



### Notes:

1. All status reads are asynchronous.
2. VA = Valid Address. Two read cycles are required to determine status. When the Embedded Algorithm operation is complete, and Data# Polling will output true data.

Figure 16. Data# Polling Timings (During Embedded Algorithm)

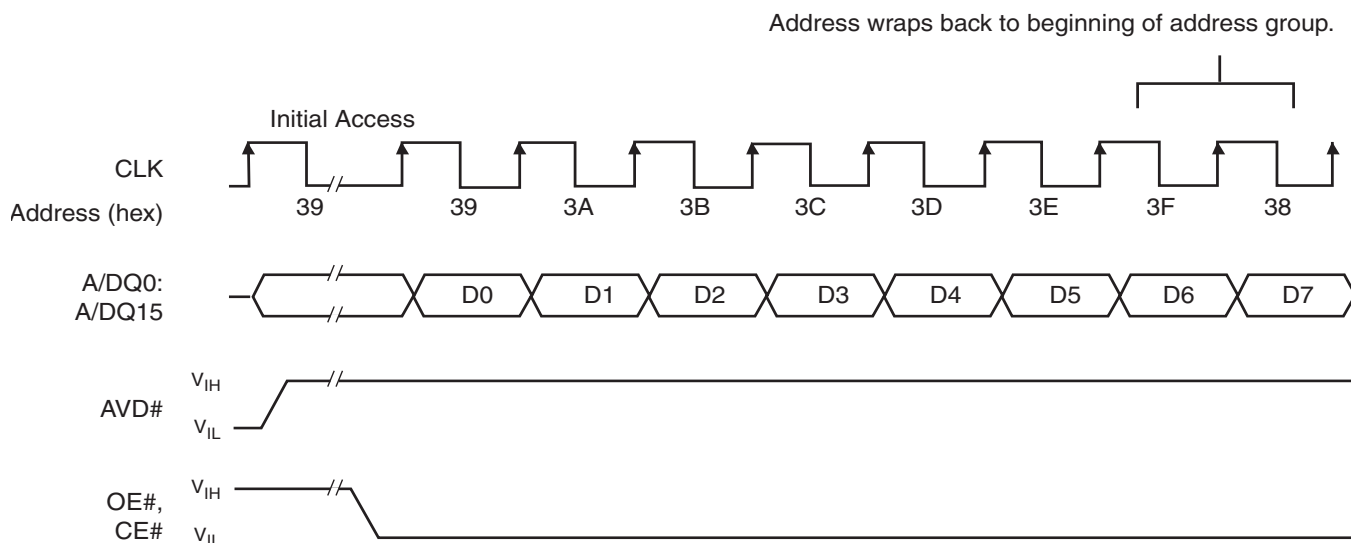


### Notes:

1. All status reads are asynchronous.
2. VA = Valid Address. Two read cycles are required to determine status. When the Embedded Algorithm operation is complete, the toggle bits will stop toggling.

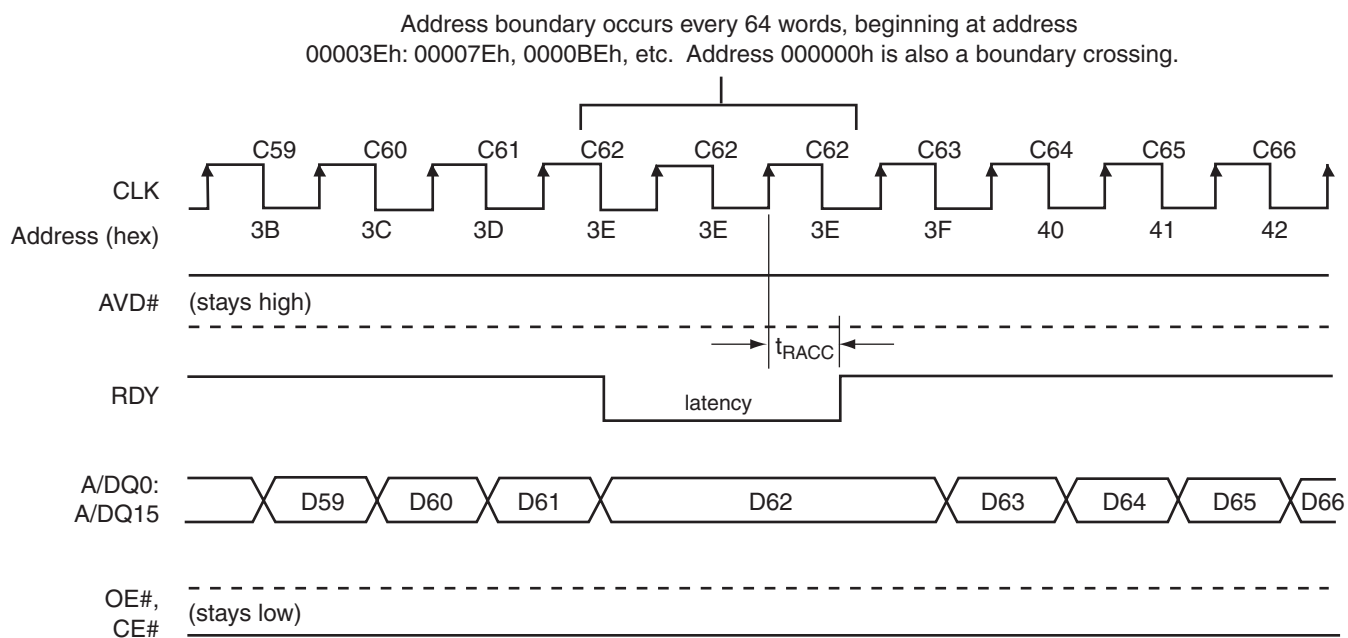
Figure 17. Toggle Bit Timings (During Embedded Algorithm)

# AC CHARACTERISTICS



**Note:** 8-word linear burst mode shown. 16- and 32-word linear burst read modes behave similarly.

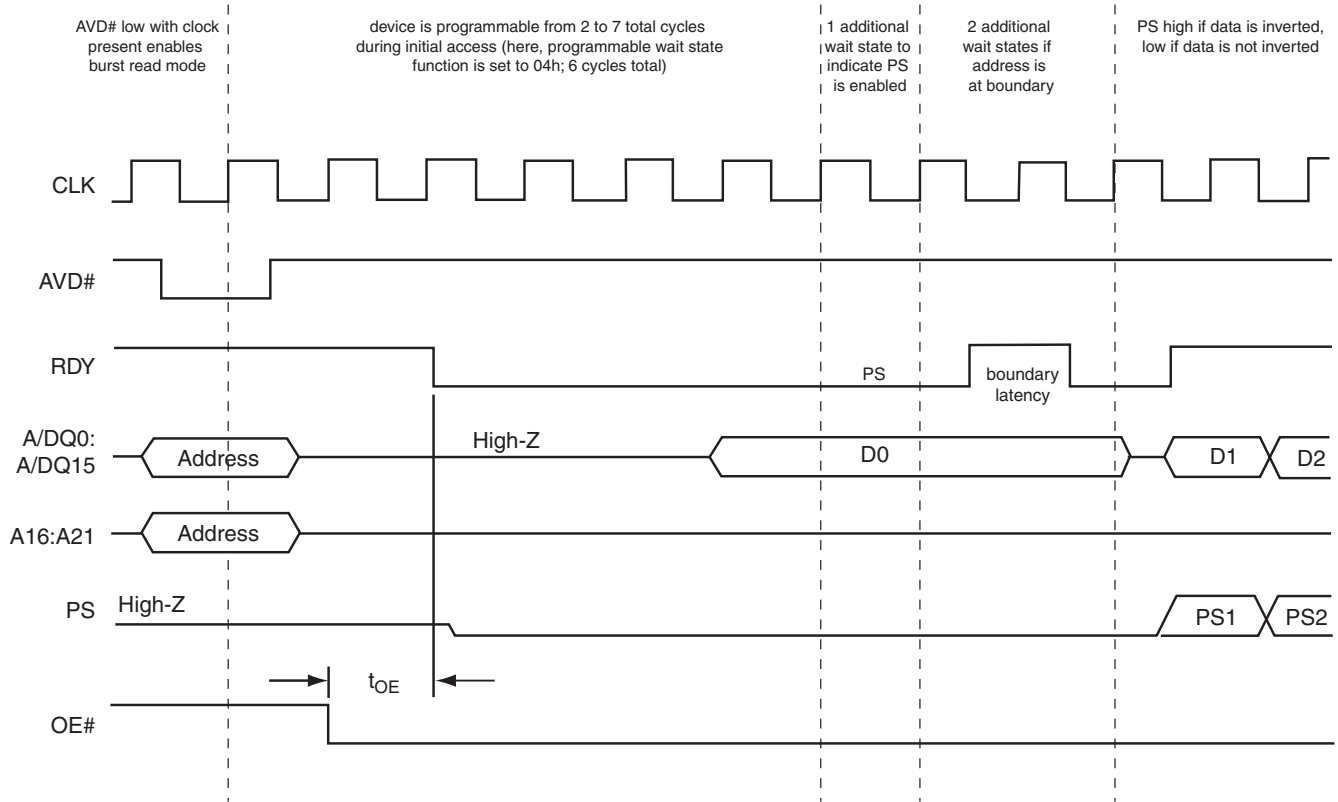
**Figure 18. 8-, 16-, and 32-Word Linear Burst Address Wrap Around**



**Note:** Cxx indicates the clock that triggers Dxx on the outputs; for example, C60 triggers D60.

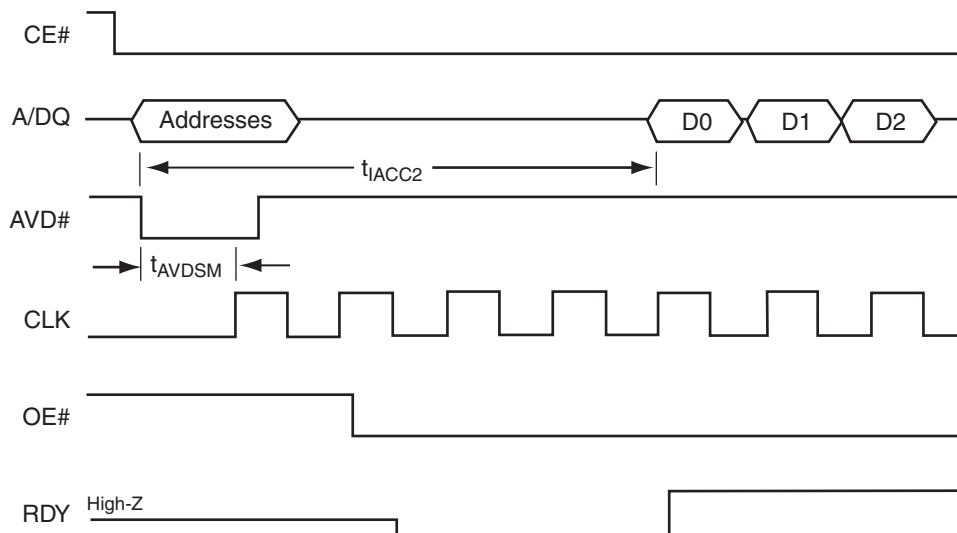
**Figure 19. Latency with Boundary Crossing (54 MHz and 66 MHz)**

## AC CHARACTERISTICS



**Note:** Devices should be programmed with wait states as discussed in the “Programmable Wait State” section on page 10.

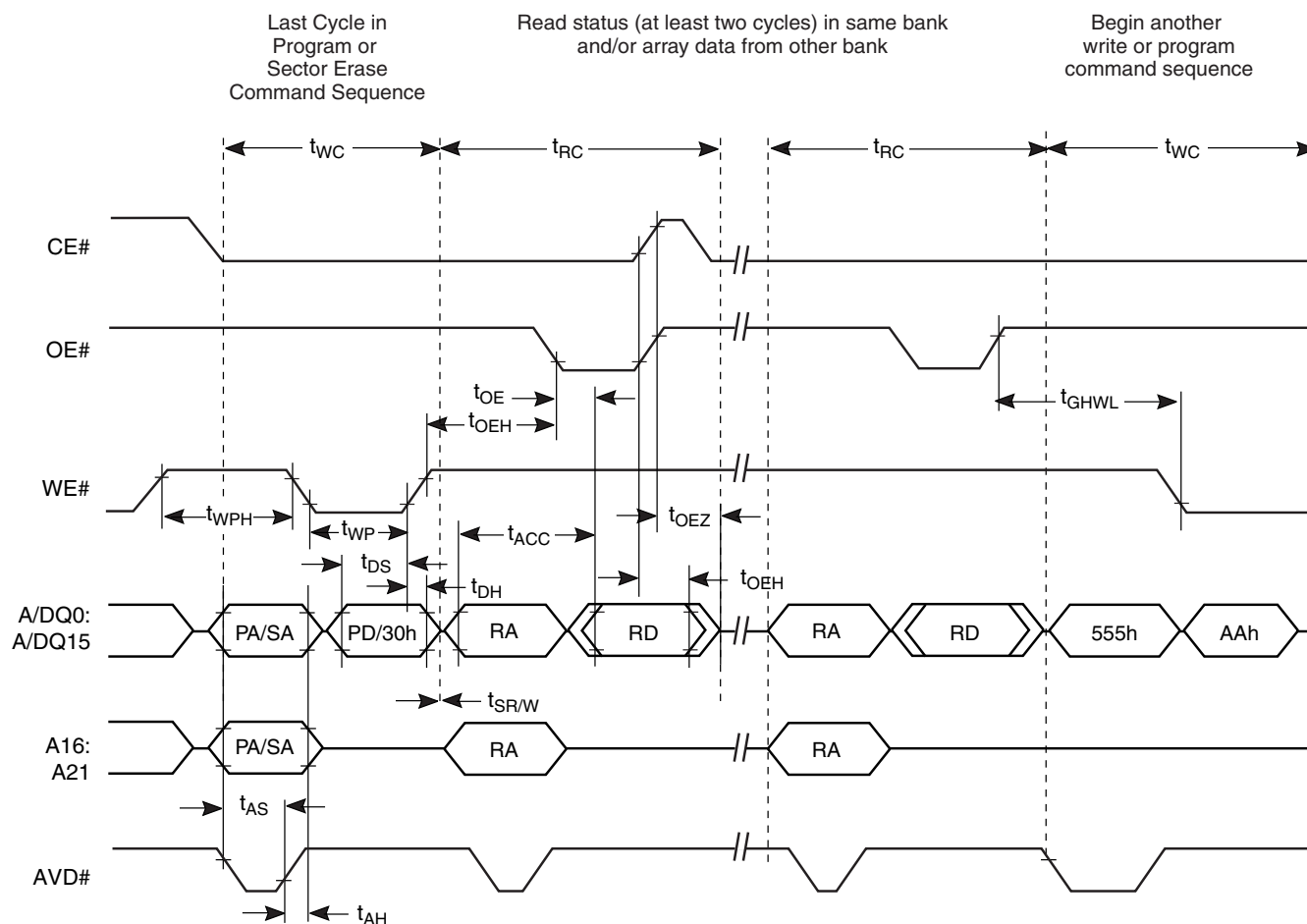
**Figure 20. Initial Access with Power Saving (PS) Function and Address Boundary Latency**



**Note:** If  $t_{AVDSM} > 1$  CLK cycle, wait state usage is reduced. Figure shows 40 MHz clock, handshaking enabled. Wait state usage is 4 clock cycles instead of 5. Note that  $t_{AVDSM}$  must be less than 76  $\mu$ s for burst operation to begin.

**Figure 21. Example of Extended Valid Address Reducing Wait State Usage**

# AC CHARACTERISTICS



**Note:** Breakpoints in waveforms indicate that system may alternately read array data from the “non-busy bank” while checking the status of the program or erase operation in the “busy” bank. The system should read status twice to ensure valid information.

**Figure 22. Back-to-Back Read/Write Cycle Timings**

**ERASE AND PROGRAMMING PERFORMANCE**

Parameter		Typ (Note 1)	Max (Note 2)	Unit	Comments
Sector Erase Time	32 Kword	0.4	5	s	Excludes 00h programming prior to erasure (Note 4)
	8 Kword	0.4	5		
Chip Erase Time		54		s	
Word Programming Time		11.5	210	μs	Excludes system level overhead (Note 5)
Accelerated Word Programming Time		4	120	μs	
Chip Programming Time (Note 3)		48	144	s	Excludes system level overhead (Note 5)
Accelerated Chip Programming Time		16	48	s	

**Notes:**

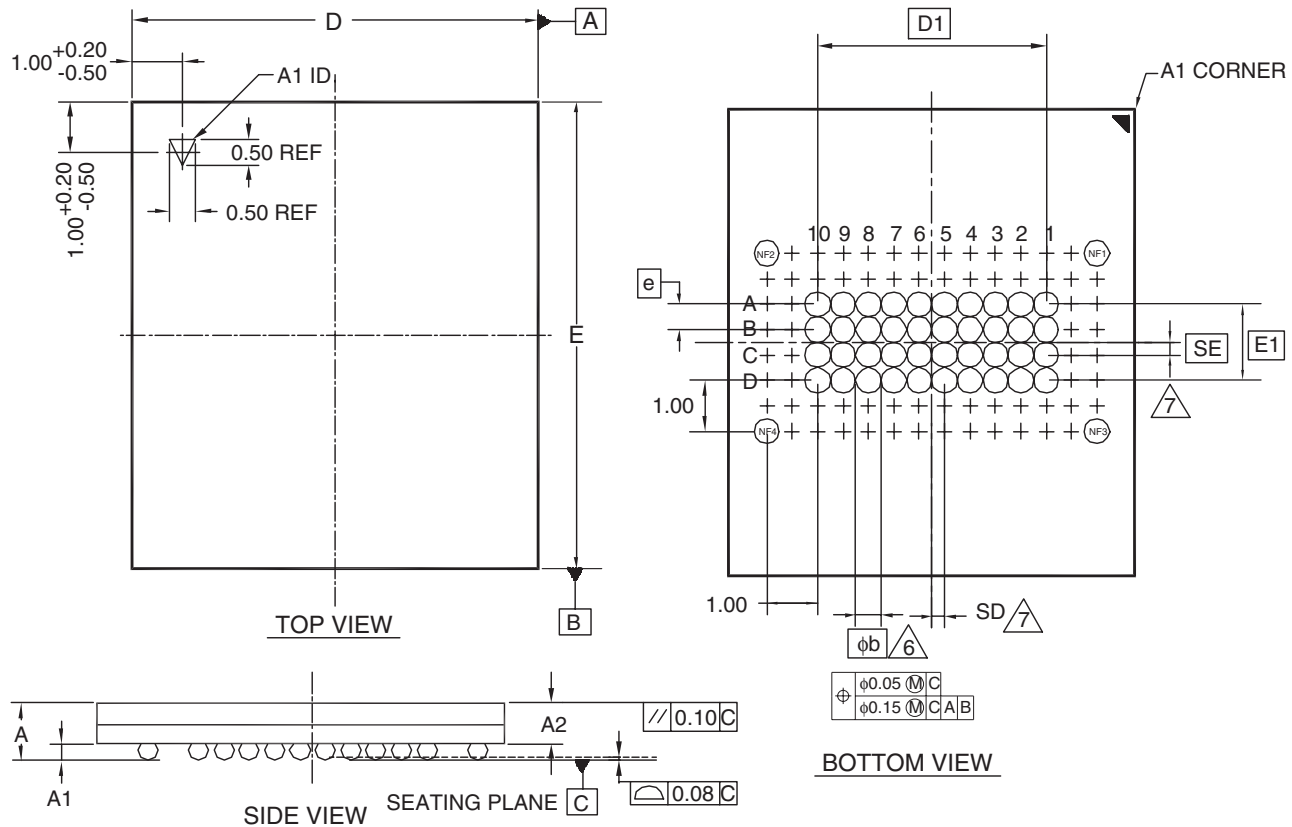
1. Typical program and erase times assume the following conditions: 25°C, 1.8 V  $V_{CC}$ , 1 million cycles. Additionally, programming typicals assume checkerboard pattern.
2. Under worst case conditions of 90°C,  $V_{CC} = 1.8$  V, 100,000 cycles.
3. The typical chip programming time is considerably less than the maximum chip programming time listed.
4. In the pre-programming step of the Embedded Erase algorithm, all words are programmed to 00h before erasure.
5. System-level overhead is the time required to execute the two- or four-bus-cycle sequence for the program command. See Table 10 for further information on command definitions.
6. The device has a minimum erase and program cycle endurance of 1 million cycles.

**DATA RETENTION**

Parameter	Test Conditions	Min	Unit
Minimum Pattern Data Retention Time	150°C	10	Years
	125°C	20	Years

# PHYSICAL DIMENSIONS\*

## VDA044—44-Ball Very Thin Fine-Pitch Ball Grid Array (FBGA) 9.2 x 8.0 mm Package



PACKAGE	VDA 044			NOTE
JEDEC	N/A			
	9.20 mm x 8.00 mm PACKAGE			
SYMBOL	MIN.	NOM.	MAX.	
A	-	-	1.00	OVERALL THICKNESS
A1	0.20	-	-	BALL HEIGHT
A2	0.64	-	0.78	BODY THICKNESS
D	8.00 BSC.			BODY SIZE
E	9.20 BSC.			BODY SIZE
D1	4.50 BSC.			BALL FOOTPRINT
E1	1.50 BSC.			BALL FOOTPRINT
MD	10			ROW MATRIX SIZE D DIRECTION
ME	4			ROW MATRIX SIZE E DIRECTION
N	44			TOTAL BALL COUNT
φb	0.25	0.30	0.35	BALL DIAMETER
e	0.50 BSC.			BALL PITCH
SD/SE	0.25 BSC.			SOLDER BALL PLACEMENT
	NF1-4			DEPOPULATED SOLDER BALLS
	A			PACKAGE OUTLINE TYPE

### NOTES UNLESS OTHERWISE SPECIFIED:

- DIMENSIONING AND TOLERANCING PER ASME Y14.5M-1994.
  - ALL DIMENSIONS ARE IN MILLIMETERS.
  - BALL POSITION DESIGNATION PER JESD 95-1, SPP-010 (EXCEPT AS NOTED).
  - e** REPRESENTS THE SOLDER BALL GRID PITCH.
  - SYMBOL "MD" IS THE BALL ROW MATRIX SIZE IN THE "D" DIRECTION. SYMBOL "ME" IS THE BALL COLUMN MATRIX SIZE IN THE "E" DIRECTION. N IS THE TOTAL NUMBER OF SOLDER BALLS.
  - DIMENSION "b" IS MEASURED AT THE MAXIMUM BALL DIAMETER IN A PLANE PARALLEL TO DATUM Z.
  - SD AND SE ARE MEASURED WITH RESPECT TO DATUMS A AND B AND DEFINE THE POSITION OF THE CENTER SOLDER BALL IN THE OUTER ROW. WHEN THERE IS AN ODD NUMBER OF SOLDER BALLS IN THE OUTER ROW PARALLEL TO THE D OR E DIMENSION, RESPECTIVELY, SD OR SE = 0.000.
- WHEN THERE IS AN EVEN NUMBER OF SOLDER BALLS IN THE OUTER ROW, SD OR SE = **e/2**
- "+" INDICATES THE THEORETICAL CENTER OF DEPOPULATED BALLS.

\* For reference only. BSC is an ANSI standard for Basic Space Centering.



**REVISION SUMMARY****Revision A (November 1, 2001)**

Initial release.

**Revision A+1 (November 9, 2001)****Program Command Sequence;  
Table 10, Command Definitions**

Deleted references to unlock bypass chip and sector erase commands.

**AC Characteristics, Erase and Program Operations**

Corrected  $t_{WHWH1}$  and  $t_{WHWH2}$  to match same specifications elsewhere in document.

**Physical Dimensions**

Replaced drawing with updated version.

**Revision A2 (May 8, 2006)**

Added migration/obsolescence information.

**Colophon**

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