

Chapter 11

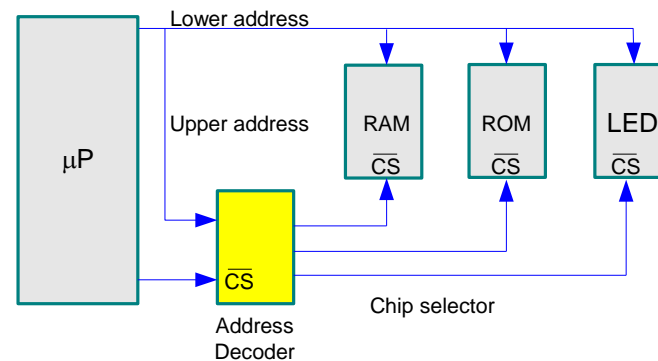
Address Decoder

Expected Outcomes

- Design of address decoder – partial and full
- Interpret and determine address ranges of memory map
- Describe I/O interfacing concept such as I/O driver and memory mapped
- Write a program for simple I/O interfacing

Introduction

- Normally, microprocessor is connected to several devices
- However, only one device can communicate with the processor at one time leaving other devices at high impedance
- To ensure this condition is established, **address decoder** is introduced
- With this decoder, there will not be any devices fighting for control of common wire which may cause damaging to current flow



Address Decoder

- The role of the address decoder is to ensure one device can communicate with the processor at one time.
- This is done by placing all unselected devices into high impedance condition by deactivate enable pin of each device
- There are two type of decoders
 - **Full Address Decoder (FAD)**
 - All address buses of processor must be connected
 - **Partial Address Decoder (PAD)**
 - Only a few selected address buses are connected
 - PAD using combinational circuit
 - PAD using MSI chip

Full Address Decoder

■ Procedure to design the address decoder for memory

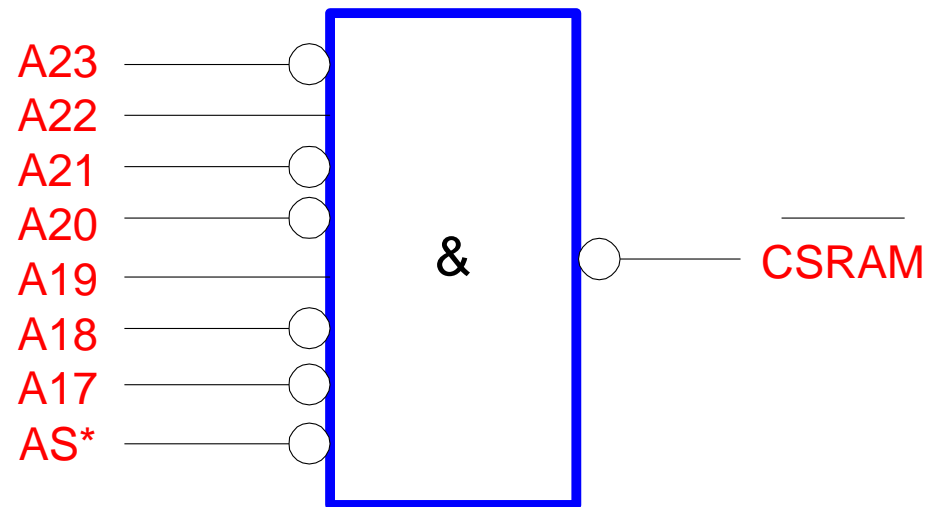
- For each memory device, determine the entire range of address
 - The first address
 - Size of memory
 - The last address
- For each memory device, determine the number of address lines connected to memory
 - Determine the total address lines of the device
 - The lower address lines of processor are connected directly to memory
 - The rest of address lines are connected to the address decoder
- Design decoder circuit

Full Address Decoder

■ Example

Design a full address decoder for a 128kbyte RAM with the starting address of \$480000

■ Solution



Partial Address Decoder

■ Procedure to design the address decoder for memory

- For each memory device, determine the entire range of address
 - The first address
 - Size of memory
 - The last address
- For each memory device, determine the number of address lines connected to memory
 - Determine the total address lines of the device
 - The lower address lines of processor are connected directly to memory
 - The rest of address lines can be considered to design the address decoder
 - Normally, higher address lines are used to distinguish devices
 - The less number of lines involved, the simple the decoder circuit

Partial Address Decoder

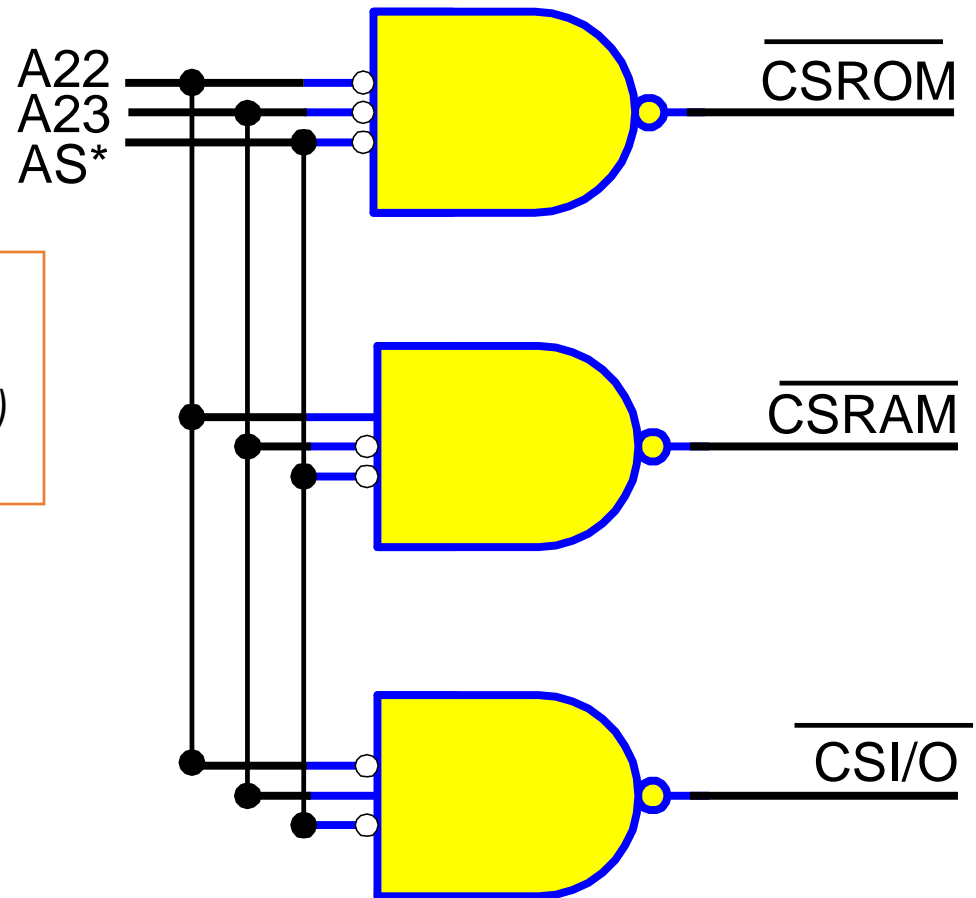
■ **Example:** Design address decoder for following devices

- RAM (128kbyte) with initial address of \$400000
- ROM (32kbyte) with initial address of \$000000
- I/O with address between \$800000 - \$80001F

■ Solution

- RAM is located between \$400000 - \$49FFFF
- ROM is located between \$000000 - \$007FFF
- RAM: Address line A0-A16 are connected directly to memory
- ROM: Address line A0-A14 are connected directly to memory
- I/O: Address line A0-A4 are connected directly to I/O device
- Choose the minimum address lines (higher address) to select these devices : A23 and A22

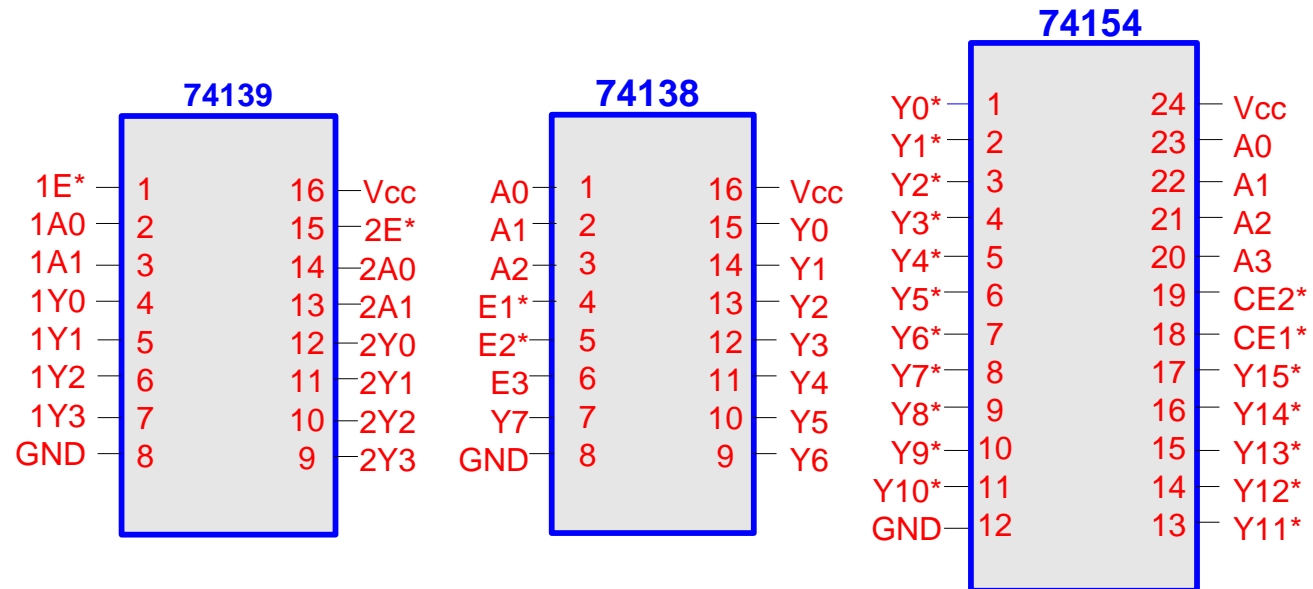
Partial Address Decoder



The address lines are valid when the address strobe (AS) is activated*

■ The most common address decoder using MSI technology are

- 74139 (2-4 decoder)
- 74138 (3-8 decoder)
- 74154 (4-16 decoder)



74139

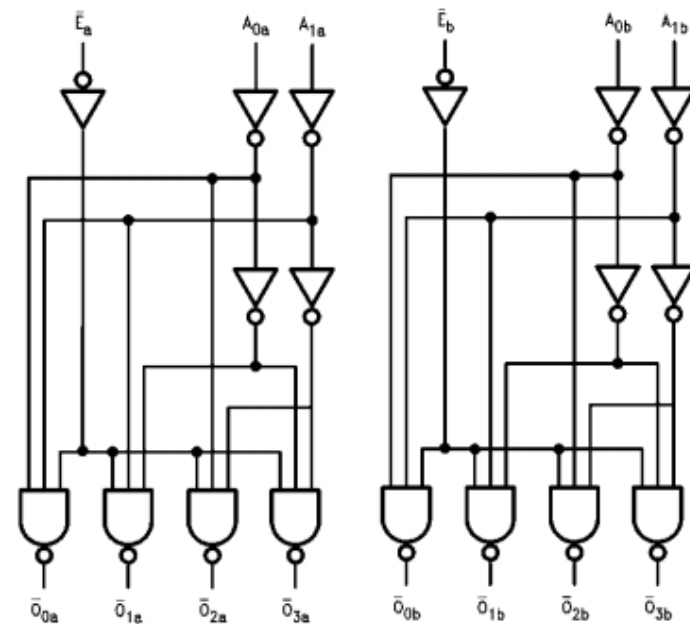
Truth Table

Inputs			Outputs			
\bar{E}	A_0	A_1	\bar{O}_0	\bar{O}_1	\bar{O}_2	\bar{O}_3
H	X	X	H	H	H	H
L	L	L	L	H	H	H
L	H	L	H	L	H	H
L	L	H	H	H	L	H
L	H	H	H	H	H	L

H = HIGH Voltage Level
L = LOW Voltage Level
X = Immaterial



Logic Diagram

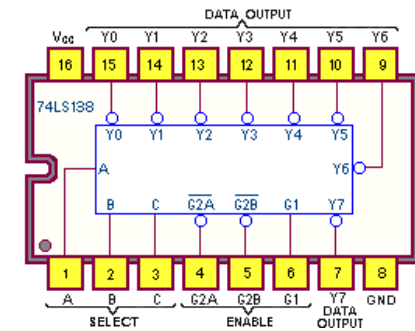


Please note that this diagram is provided only for the understanding of logic operations and should not be used to estimate propagation delays.

74138

FUNCTION TABLE

ENABLE INPUTS			SELECT INPUTS			OUTPUTS							
G1	$\overline{G2A}$	$\overline{G2B}$	C	B	A	Y0	Y1	Y2	Y3	Y4	Y5	Y6	Y7
X	H	X	X	X	X	H	H	H	H	H	H	H	H
X	X	H	X	X	X	H	H	H	H	H	H	H	H
L	X	X	X	X	X	H	H	H	H	H	H	H	H
H	L	L	L	L	L	L	H	H	H	H	H	H	H
H	L	L	L	L	H	H	L	H	H	H	H	H	H
H	L	L	L	H	L	H	H	L	H	H	H	H	H
H	L	L	L	H	H	H	H	H	L	H	H	H	H
H	L	L	H	L	H	H	H	H	H	H	L	H	H
H	L	L	H	H	L	H	H	H	H	H	H	L	H
H	L	L	H	H	H	H	H	H	H	H	H	H	L

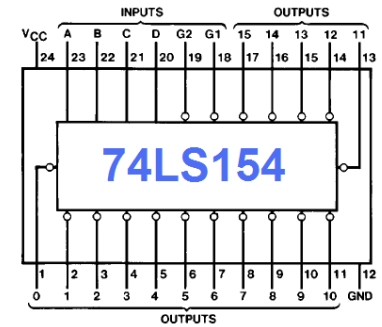


74154

Function Table

Inputs		Outputs																				
G1	G2	D	C	B	A	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
L	L	L	L	L	L	L	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H
L	L	L	L	L	H	H	L	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H
L	L	L	L	H	L	H	H	L	H	H	H	H	H	H	H	H	H	H	H	H	H	H
L	L	L	L	H	H	H	H	H	L	H	H	H	H	H	H	H	H	H	H	H	H	H
L	L	L	H	L	L	H	H	H	H	L	H	H	H	H	H	H	H	H	H	H	H	H
L	L	L	H	H	L	H	H	H	H	H	L	H	H	H	H	H	H	H	H	H	H	H
L	L	L	H	H	H	H	H	H	H	H	H	L	H	H	H	H	H	H	H	H	H	H
L	L	H	L	L	L	H	H	H	H	H	H	H	L	H	H	H	H	H	H	H	H	H
L	L	H	L	L	H	H	H	H	H	H	H	H	H	L	H	H	H	H	H	H	H	H
L	L	H	L	H	H	H	H	H	H	H	H	H	H	H	L	H	H	H	H	H	H	H
L	L	H	H	L	L	H	H	H	H	H	H	H	H	H	H	L	H	H	H	H	H	H
L	L	H	H	L	H	H	H	H	H	H	H	H	H	H	H	H	L	H	H	H	H	H
L	L	H	H	H	L	H	H	H	H	H	H	H	H	H	H	H	H	H	H	L	H	H
L	L	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	L
L	H	X	X	X	X	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H
H	L	X	X	X	X	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H
H	H	X	X	X	X	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H

H = High Level, L = Low Level, X = Don't Care



More Examples..

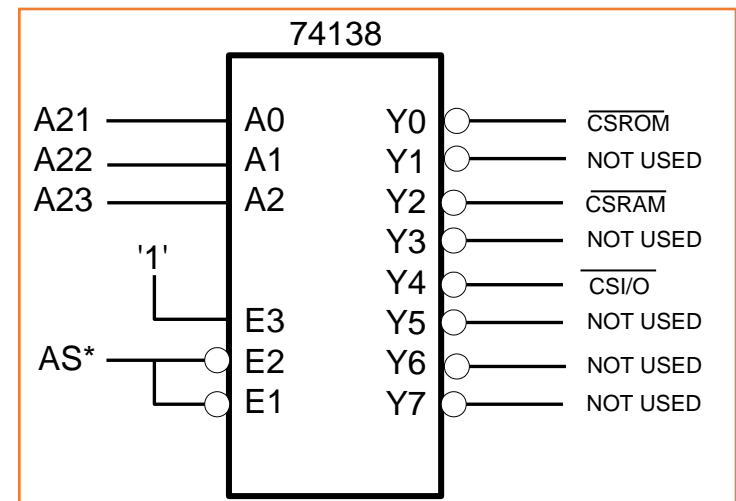
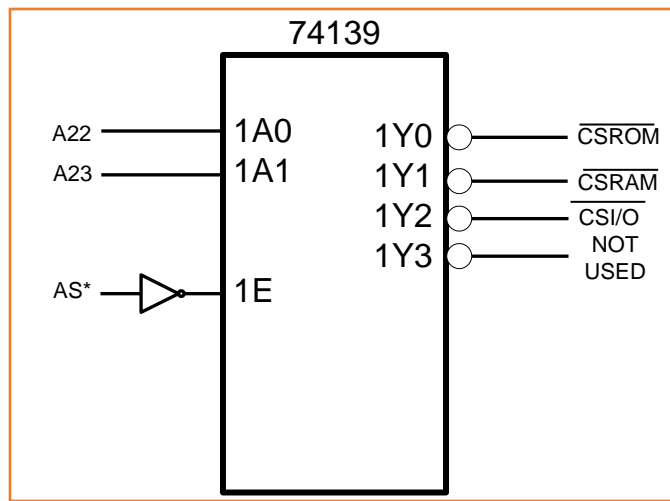
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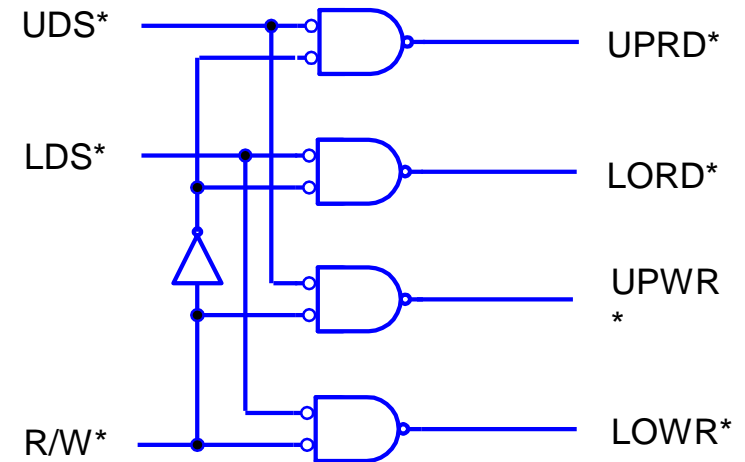
■ **Solution:**



R/W* Control Logic Bus

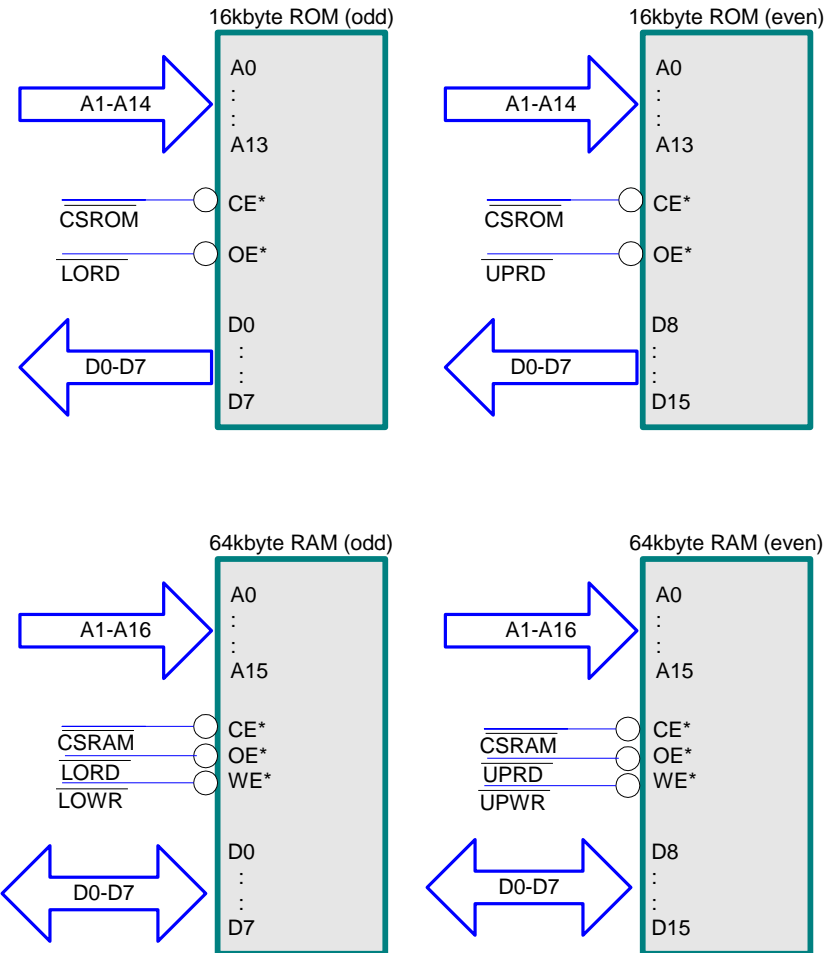
Control logic for R/W* memory operation

UDS	LDS	R/W	UPRD	LORD	UPWR	LOWR
0	0	0	1	1	0	0
0	0	1	0	0	1	1
0	1	0	1	1	0	1
0	1	1	0	1	1	1
1	0	0	1	1	1	0
1	0	1	1	0	1	1
1	1	0	1	1	1	1
1	1	1	1	1	1	1



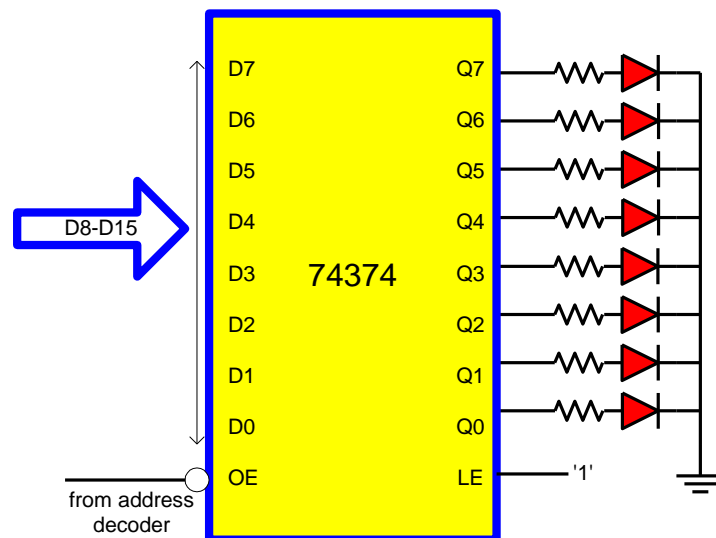
Interface With Memory

- Circuit design from previous example

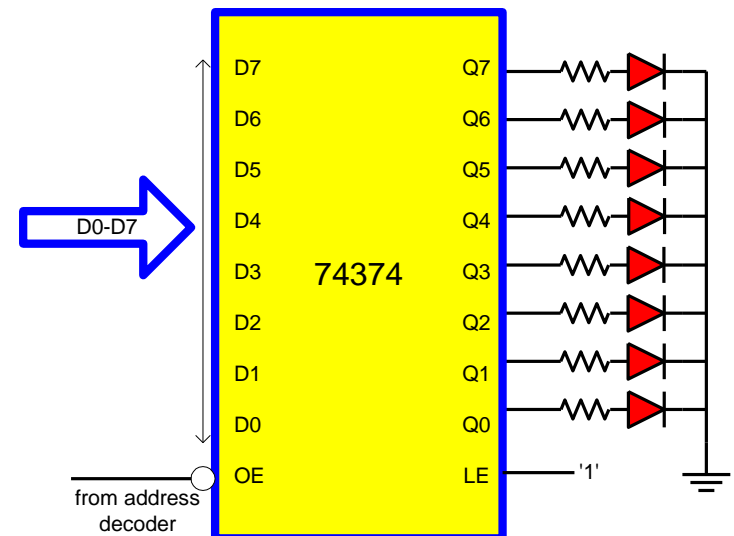


Interface With Latch

- If even address is chosen (simplified circuit)

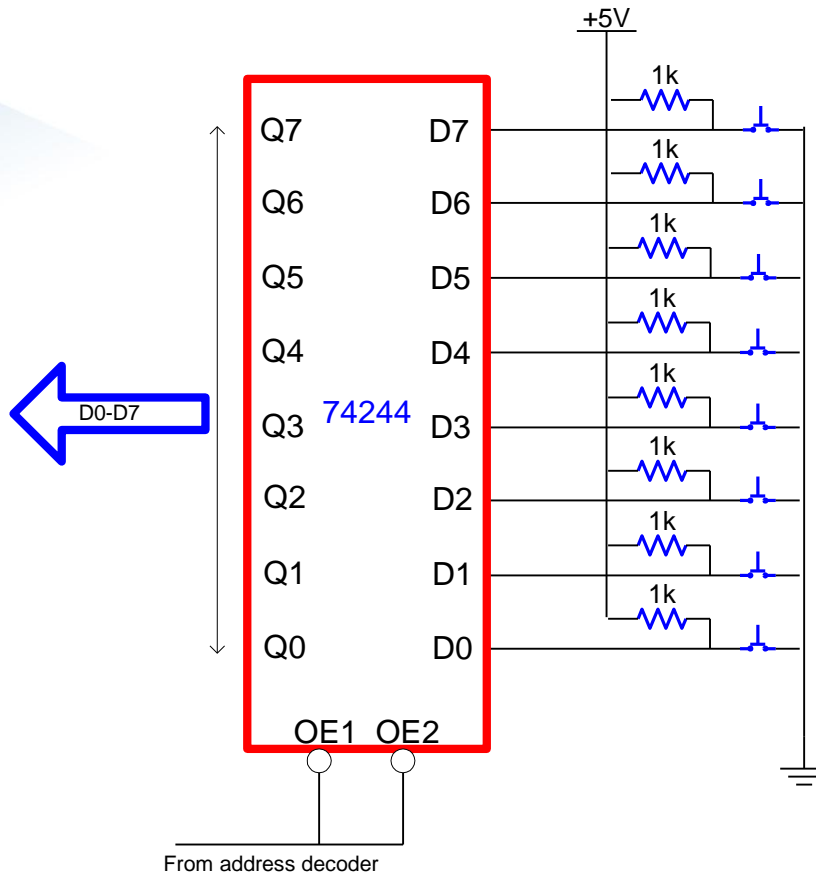


- If odd address is chosen (simplified circuit)

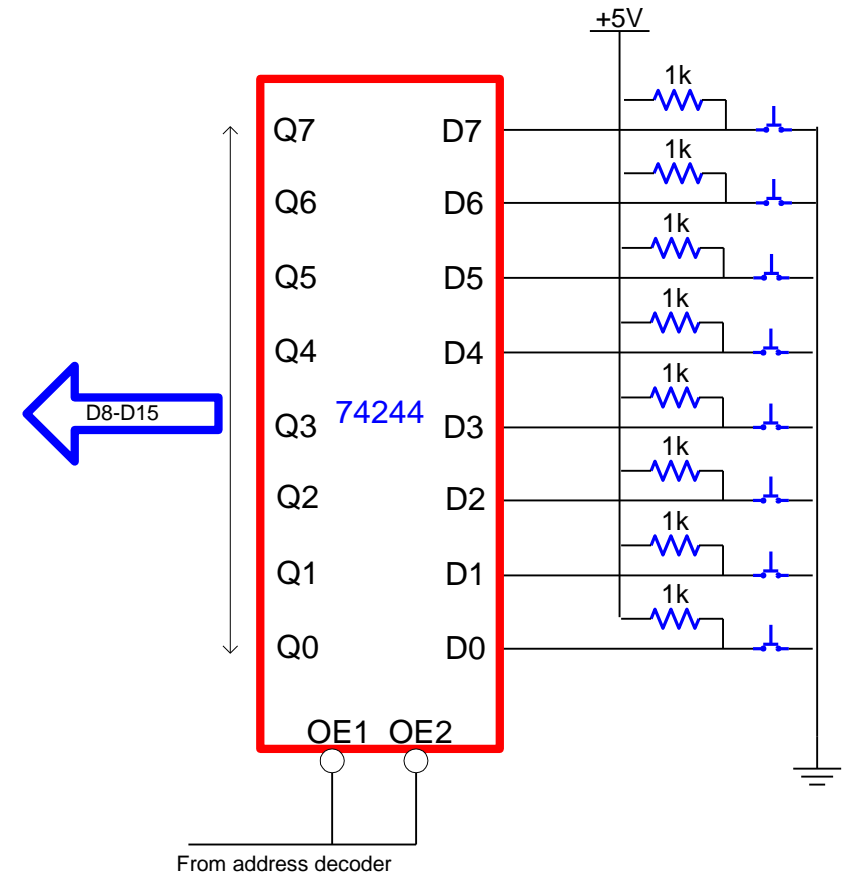


Interface With Buffer

■ If odd address is chosen



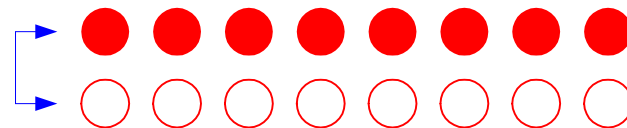
■ If even address is chosen



More Examples..

```

LED          EQU          $80000
REPEAT      MOVE .B      #$FF , LED
            BSR          DELAY
            MOVE .B      #0 , LED
            BSR          DELAY
            BRA          REPEAT
DELAY       MOVE .L      #$100000 , D1
AGAIN      SUBQ .L      #1 , D1
            BNE          AGAIN
            RTS
    
```



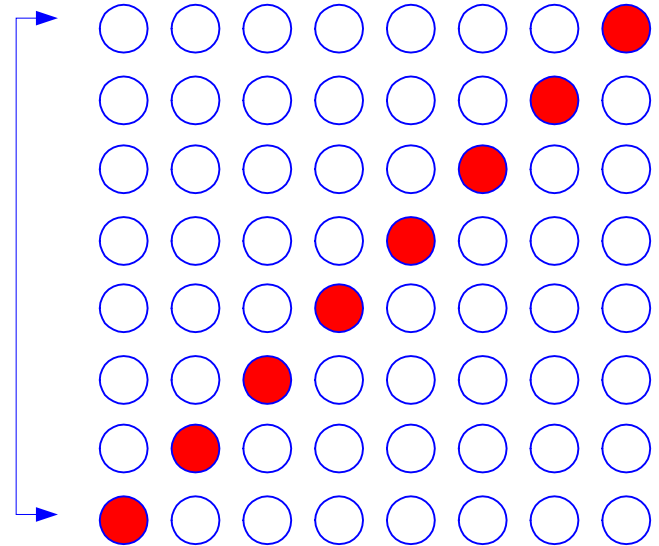
More Examples..

```

LED
REPEAT
AGAIN

EQU    $80000
MOVE .B #1,D0
MOVE .B D0,LED
BSR    DELAY
ROL .B D0
BCC    AGAIN
BRA    REPEAT

```



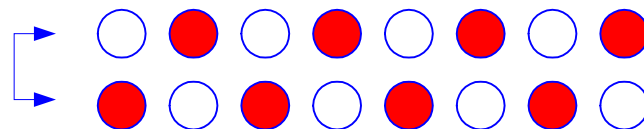
More Examples..

- Write a program to display LED dancing if the RESET switch is pressed. Assume the RESET switch is active low & is located at the LSB of address \$90000

```

LED      EQU      $80000
SW1      EQU      $90000
SCAN     MOVE .B   SW1 ,D0
         ROR .B    #1 ,D0
         BCS      SCAN
AGAIN    MOVE .B   #$AA ,LED
         BSR      DELAY
         MOVE .B   #$55 ,LED
         BSR      DELAY
         BRA      AGAIN

```



More Examples..

- Write a program to display an upward counter (0,1,2,...8,9,0..) on 7 segment display continuously. Assume the address for 7 segment \$400001

```

SEGMENT      EQU      $400001
REPEAT      MOVEA .L   A0 , #DATA
            CLR .W     D0
AGAIN       MOVE .B    0 (A0 , D0) , SEGMENT
            ADDQ .W    #1 , D0
            CMPI .W   #10 , D0
            BNE      AGAIN
            BRA      REPEAT
DATA        DC .B     .....

```

Self-Test

■ Exercise

Design a partial decoding circuit that based on memory map given. The design must be based on a (i) 74139 (ii) 74138 and (iii) 74154. Show all the detail of your connections and address ranges for each device.

2x 2764
2 x 6264
SWITCH
MOTOR
LED
7-SEGMENT
LCD

Self-Test

■ Exercise

Write a program to read a byte of data from address of \$10000. The data then are inverted and rotate to the right twice and stored back to its original address

■ Exercise

If two EPROM 27128 are used and the beginning address of the EPROM is \$10000, what is the end address of EPROM?

■ Exercise

If address lines of A23-A21 are connected respectively to C, B and A of 74138 with C is MSB, what is the possible address range for the device if Y3* is chosen?

Self-Test

■ Exercise

Write a complete program to meet following requirements,

- If switch 1 is pressed, the LEDs will blinking continuously
- If switch 2 is pressed, the LEDs will display free running pattern continuously
- If switch 3 is pressed, the LEDs will display dancing pattern continuously
- If switch 4 is pressed, the program is terminated

Assume that the location of LEDs and switch are \$600000 and \$800000 respectively