



128K x 32 Synchronous Pipelined Cache RAM

Features

- Supports 100-MHz bus for Pentium® and PowerPC® operations with zero wait states
- Fully registered inputs and outputs for pipelined operation
- 128K × 32 common I/O architecture
- 3.3V core power supply
- 2.5V / 3.3V I/O operation
- Fast clock-to-output times
 - 3.5 ns (for 166-MHz device)
 - -4.0 ns (for 133-MHz device)
 - 5.5 ns (for 100-MHz device)
- User-selectable burst counter supporting Intel®
 Pentium interleaved or linear burst sequences
- · Separate processor and controller address strobes
- Synchronous self-timed writes
- Asynchronous output enable
- Offered in JEDEC-standard 100-pin TQFP and 119-ball BGA packages
- "ZZ" Sleep Mode and Stop Clock options

Functional Description

The CY7C1339B is a 3.3V, 128K by 32 synchronous-pipelined cache SRAM designed to support zero wait state secondary cache with minimal glue logic.

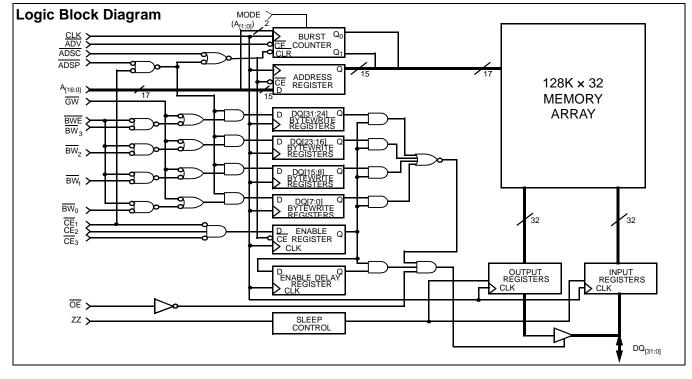
The CY7C1339B I/O pins can operate at either the 2.5V or the 3.3V level; the I/O pins are 3.3V-tolerant when $V_{DDO} = 2.5V$.

All synchronous inputs pass through input registers controlled by the rising edge of the clock. All data outputs pass through output registers controlled by the rising edge of the clock. Maximum access delay from the clock rise is 3.5 ns (166-MHz device).

The CY7C1339B supports either the interleaved burst sequence used by the Intel Pentium processor or a linear burst sequence used by processors such as the PowerPC. The burst sequence is selected through the MODE pin. Accesses can be initiated by asserting either the Processor Address Strobe (ADSP) or the Controller Address Strobe (ADSC) at clock rise. Address advancement through the burst sequence is controlled by the ADV input. A two-bit on-chip wraparound burst counter captures the first address in a burst sequence and automatically increments the address for the rest of the burst access.

Byte Write operations are qualified with the four Byte Write Select $(\overline{BW}_{[3:0]})$ inputs. A Global Write Enable (\overline{GW}) overrides all Byte Write inputs and writes data to all four bytes. All Writes are conducted with on-chip synchronous self-timed Write circuitry.

Three synchronous Chip Selects (\overline{CE}_1 , CE_2 , \overline{CE}_3) and an asynchronous Output Enable (\overline{OE}) provide for easy bank selection and output three-state control. In order to provide proper data during depth expansion, \overline{OE} is masked during the first clock of a Read cycle when emerging from a deselected state.

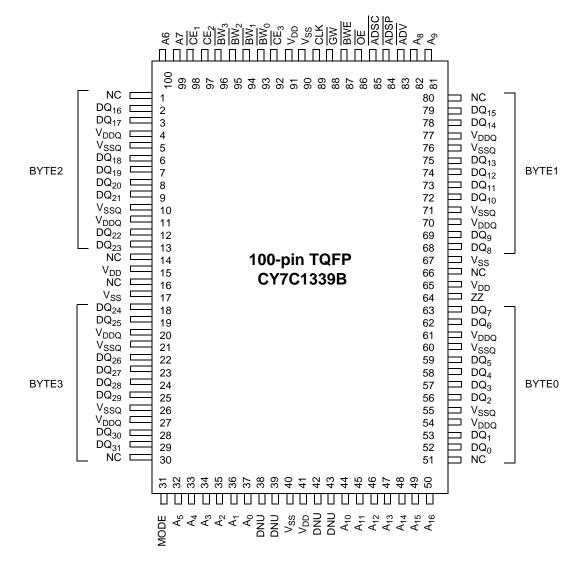


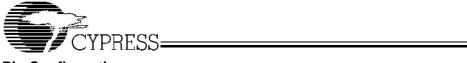


Selection Guide

	7C1339B-166	7C1339B-133	7C1339B-100	Unit
Maximum Access Time	3.5	4.0	5.5	ns
Maximum Operating Current	420	375	325	mA
Maximum CMOS Standby Current	10	10	10	mA

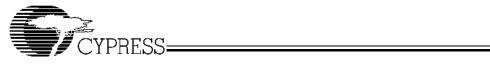
Pin Configurations





Pin Configurations (continued)

119-Dali BGA									
		(CY7C1339	B (128K ×	32)				
	1	2	3	4	5	6	7		
Α	V _{DDQ}	А	А	ADSP	А	А	V _{DDQ}		
В	NC	CE ₂	А	ADSC	А	NC	NC		
С	NC	А	А	V _{DD}	А	А	NC		
D	DQ _c	NC	V _{SS}	NC	V _{SS}	NC	DQb		
Е	DQc	DQ _c	V _{SS}	CE ₁	V _{SS}	DQb	DQb		
F	V _{DDQ}	DQ _c	V _{SS}	OE	V _{SS}	DQ_{b}	V _{DDQ}		
G	DQc	DQ _c	BWc	ADV	BWb	DQb	DQb		
н	DQ _c	DQ_{c}	V _{SS}	GW	V _{SS}	DQ_b	DQb		
J	V _{DDQ}	V _{DD}	NC	V_{DD}	NC	V_{DD}	V _{DDQ}		
К	DQd	DQ _d	V _{SS}	CLK	V_{SS}	DQa	DQa		
L	DQd	DQ_{d}	BWd	NC	BWa	DQa	DQa		
М	V _{DDQ}	DQ _d	V _{SS}	BWE	V _{SS}	DQa	V _{DDQ}		
Ν	DQ _d	DQ _d	V _{SS}	A1	V_{SS}	DQ_{a}	DQa		
Р	DQd	NC	V _{SS}	A0	V_{SS}	NC	DQa		
R	NC	А	MODE	V _{DD}	V_{DD}	А	NC		
Т	NC	NC	А	А	А	NC	ZZ		
U	V _{DDQ}	DNU	DNU	DNU	DNU	NC	V _{DDQ}		



Pin Definitions

Synchronous CLK if ADSP or ADSC is active LOW, and CE ₁ , CE ₂ , and CE ₃ are sampled active. A _{f1:0} fec two-bit counter. BW _[3:0] Input- Synchronous Byte Write Select Inputs, active LOW. Qualified with BWE to conduct byte writes to the SR. Synchronous GW Input- Synchronous Global Write Te Enable Input, active LOW. When asserted LOW on the rising edge of CLK. BWE Input- Synchronous Byte Write Enable Input, active LOW. Sampled on the rising edge of CLK. This signal must asserted LOW to conduct a Byte Write. CLK Input- CLK Chip Enable 1 Write is asserted LOW to conduct a Byte Write. CLK Input- Chip Enable 1 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction Synchronous CE ₂ and CE ₃ to select/deselect the device. CE ₁ Input- Synchronous Chip Enable 3 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction Synchronous CE ₁ Input- Synchronous CE ₁ to select/deselect the device. OE Input- Output Enable 3 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction Synchronous CE ₃ Input- Output Enable 3 Input, active LOW. Controls the direction of the I/O pins. When Asynchronous Address Strobe from Processor, sampled on the rising edge of CLK. When asserted, and act as state. ADV Input- Mother the address in a burst cycle. A	Pin Name	I/O	Pin Description
Synchronous Sampled on the rising edge of CLK. GW Input- Synchronous Global Write Inable Input, active LOW. When asserted LOW on the rising edge of CLK, a (Synchronous asserted LOW to conduct a Byte Write. BWE Input- Synchronous Byte Write Enable Input, active LOW. Sampled on the rising edge of CLK. This signal must asserted LOW to conduct a Byte Write. CLK Input-Clock Clock Input. Used to capture all synchronous inputs to the device. Also used to increment the counter when ADV is asserted LOW, during a burst operation. CE1 Input- Synchronous Chip Enable 1 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction CE2 and CE3 to select/deselect the device. CE3 Input- Synchronous Chip Enable 2 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction CE1 and CE2 to select/deselect the device. CE4 Output Enable, Asynchronous Input, active LOW. Controls the direction of the I/O pins. When data pins. OE is masked during the first clock of a Read cycle when emerging from a desel state. ADV Input- Synchronous Advance Input Signal, sampled on the rising edge of CLK. When asserted LOW, adta pins. OE is masked during the first clock of a Read cycle when emerging from a desel state. ADV Input- Synchronous Advance Input Signal, sampled on the rising edge of CLK. When asserted LOW, adta pins. Or is acaptired in the address registers. A _{11:01} are also loaded into the burst counter. When ADS ADSC are both asserted, only	A _[16:0]		Address Inputs used to select one of the 64K address locations. Sampled at the rising edge of the CLK if ADSP or ADSC is active LOW, and \overline{CE}_1 , \overline{CE}_2 , and \overline{CE}_3 are sampled active. A _[1:0] feed the two-bit counter.
Synchronous Write Enable Input. Byte Write Enable Input, active LOW. Sampled on the rising edge of CLK. This signal must sasented LOW to conduct a Byte Write. CLK Input- CLK Input- Input- Clock Clock Input. Used to capture all synchronous inputs to the device. Also used to increment the counter when ADV is asserted LOW. during a burst operation. CE1 Input- Synchronous Chip Enable 1 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction CE2 and CE3 to select/deselect the device. ADSP is ignored if CE1 is HIGH. CE2 Input- Synchronous Chip Enable 3 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction CE1 and CE2 to select/deselect the device. OE Input- Synchronous CE1 and CE2 to select/deselect the device. OE Input- Asynchronous Output Enable, Asynchronous Input, active LOW. Controls the direction of the I/O pins. When the I/O pins behave as outputs. When deserted HIGH, I/O pins are three-stated, and act as data pins. OE is masked during the first clock of a Read cycle when emerging from a desel state. ADV Input- Synchronous Advance Input Signal, sampled on the rising edge of CLK. When asserted, I/O, yonchronous ADSC Input- Synchronous Advance Input Signal, sampled on the rising edge of CLK. When asserted LOW, is captured in the address registers. A _{11:01} are also loaded into the burst counter. When ADS ADSC are both asserted, only ADSP is recognized. ASDP is ignored when CE1 is desested ADSC are both asserted, only ADSP is recognized. </td <td>BW_[3:0]</td> <td></td> <td>Byte Write Select Inputs, active LOW. Qualified with BWE to conduct byte writes to the SRAM. Sampled on the rising edge of CLK.</td>	BW _[3:0]		Byte Write Select Inputs, active LOW. Qualified with BWE to conduct byte writes to the SRAM. Sampled on the rising edge of CLK.
Synchronous asserted LOW to conduct a Byte Write. CLK Input-Clock Clock Input. Used to capture all synchronous inputs to the device. Also used to increment the counter when ADV is asserted LOW, during a burst operation. CE1 Input- Synchronous Chip Enable 1 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction CE2 and CE3 to select/deselect the device. ADSP is ignored if CE1 is HIGH. CE2 Input- Synchronous Chip Enable 2 Input, active HIGH. Sampled on the rising edge of CLK. Used in conjunction CE1 and CE2 to select/deselect the device. OE Input- Synchronous Chip Enable 3 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction CE1 and CE2 to select/deselect the device. OE Input- Asynchronous Output Enable, Asynchronous Input, active LOW. Controls the direction of the I/O pins. When the I/O pins Dehave as outputs. When deserted HIGH, I/O pins are three-stated, and act as data pins. Dehave as outputs. When deserted HIGH, I/O pins are three-stated, and act as fate. ADV Input- Synchronous Advance Input Signal, sampled on the rising edge of CLK. When asserted, CW1, is captured in the address registers. Anti-oil are asserted, ICW1, Synchronous Synchronous Address Strobe from Crocotoller, sampled on the rising edge of CLK. When asserted LOW1, is captured in the address registers. Anti-oil are address registers. Anti-oil are address in a burst cycle. ADSC Input- Synchronous Address Strobe from Contoller, sampled	GW		Global Write Enable Input, active LOW. When asserted LOW on the rising edge of <u>CLK</u> , a global Write is conducted (ALL bytes are written, regardless of the values on $BW_{[3:0]}$ and BWE).
CEI counter when ADV is asserted LOW, during a burst operation. CE1 Input- Synchronous Chip Enable 1 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction CE2 and CE3 to select/deselect the device. ADSP is ignored if CE1, is HIGH. CE2 Input- Synchronous Chip Enable 3 Input, active HIGH. Sampled on the rising edge of CLK. Used in conjunction CE1 and CE2 to select/deselect the device. CE3 Input- Synchronous Chip Enable 3 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction CE1 and CE2 to select/deselect the device. OE Input- Asynchronous Cutput Enable, Asynchronous Input, active LOW. Controls the direction of the I/O pins. When the I/O pins behave as outputs. When deserted HIGH, I/O pins are three-stated, and at as data pins. OE is masked during the first clock of a Read cycle when emerging from a desel state. ADV Input- Synchronous Advance Input Signal, sampled on the rising edge of CLK. When asserted LOW, J synchronous ADSP Input- Synchronous Advance Input Signal, sampled on the rising edge of CLK. When asserted LOW, J is captured in the address registers. A _{11:0} are also loaded into the burst counter. When ADS ADSC are both asserted, only ADSP is recognized. ASDP is ignored when CE1 is deserted ADSC ADSC Input- Synchronous Synchronous Sectore from Controller, sampled on the rising edge of CLK. When asserted LOW, J is captured in the address registers. A _{11:0} are also loaded into the burst counter. When ADS ADSC are both asserted, o	BWE		Byte Write Enable Input, active LOW. Sampled on the rising edge of CLK. This signal must be asserted LOW to conduct a Byte Write.
Synchronous CE2 and CE3 to select/deselect the device. ADSP is ignored if CE1 is HIGH. CE2 Input- Synchronous Chip Enable 2 Input, active HIGH. Sampled on the rising edge of CLK. Used in conjunction CE1 and CE3 to select/deselect the device. CE3 Input- Synchronous Chip Enable 3 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction CE1 and CE2 to select/deselect the device. OE Input- Asynchronous Output Enable, Asynchronous Input, active LOW. Controls the direction of the I/O pins. When desented HIGH, I/O pins behave as outputs. When deserted HIGH, I/O pins are three-stated, and act as data pins. OE is masked during the first clock of a Read cycle when emerging from a desel state. ADV Input- Synchronous Advance Input Signal, sampled on the rising edge of CLK. When asserted LOW, J synchronous ADSP Input- Synchronous Advances Strobe from Processor, sampled on the rising edge of CLK. When asserted LOW, J is captured in the address registers. A _{11:0} are also loaded into the burst counter. When ADS ADSC are both asserted, only ADSP is recognized. ASDP is ignored when CE ₁ is deserted DASC are both asserted, only ADSP is recognized. ZZ Input- Synchronous Zz "sieger input. This active HIGH input places the device in a non-time-critical "sleep" con with data integrity preserved. Leaving ZZ floating or NC will default the device into an active ZZ has an internal pull down. ZZ Input- Synchronous Bidirectional Data I/O Lines. As inputs, they feed into an on-chip data register that	CLK	Input-Clock	Clock Input. Used to capture all synchronous inputs to the device. Also used to increment the burst counter when ADV is asserted LOW, during a burst operation.
Synchronous CE1 and CE3 to select/deselect the device. CE3 Input- Synchronous Chip Enable 3 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction CE1 and CE2 to select/deselect the device. OE Input- Asynchronous Output Enable, Asynchronous Input, active LOW. Controls the direction of the I/O pins. When the I/O pins behave as outputs. When deserted HIGH, I/O pins are three-stated, and act as data pins. OE is masked during the first clock of a Read cycle when emerging from a desel state. ADV Input- Synchronous Advance Input Signal, sampled on the rising edge of CLK. When asserted, it automatically ments the address in a burst cycle. ADSP Input- Synchronous Address Strobe from Processor, sampled on the rising edge of CLK. When asserted LOW, is captured in the address registers. A _{11:01} are also loaded into the burst counter. When ADS ADSC are both asserted, only ADSP is recognized. ASDP is ignored when CE1 is deserted ADSC are both asserted, only ADSP is recognized. ZZ Input- Synchronous Bidirectional Data I/O Lines. As inputs, they feed into an on-time-critical "sleep" con with data integrity preserved. Leaving ZZ floating or NC will default the device in a anctive ZZ has an internal pull down. DQ _[31:0] I/O- Synchronous Bidirectional Data I/O Lines. As inputs, they feed into an on-chip data register that is trigger in a three-state condition. V_DD Power Supply Power supply inputs to the core of the device. Should be connected to ground of the system. <	CE ₁		Chip Ena <u>ble</u> 1 Input, active LOW. Sampled <u>on the</u> rising edge of <u>C</u> LK. Used in conjunction with CE_2 and CE_3 to select/deselect the device. ADSP is ignored if CE_1 is HIGH.
Synchronous CE1 and CE2 to select/deselect the device. OE Input- Asynchronous Output Enable, Asynchronous Input, active LOW. Controls the direction of the I/O pins. When data pins. OE is masked during the first clock of a Read cycle when emerging from a desel state. ADV Input- Synchronous Advance Input Signal, sampled on the rising edge of CLK. When asserted, it automatically generative as outputs: Synchronous ADSP Input- Synchronous Address Strobe from Processor, sampled on the rising edge of CLK. When asserted LOW, Synchronous ADSC Input- Synchronous Address Strobe from Processor, sampled on the rising edge of CLK. When asserted LOW, ADSC are both asserted, only ADSP is recognized. ASDP is ignored when CE1 is deserted ADSC are both asserted, only ADSP is recognized. ZZ Input- Synchronous Address Strobe from Controller, sampled on the rising edge of CLK. When asserted LOW, is captured in the address registers. At 10 are also loaded into the burst counter. When ADS ADSC are both asserted, only ADSP is recognized. ZZ Input- Asynchronous Z [*] sileep" Input. This active HIGH input places the device in a non-time-critical "sleep" con with data integrity preserved. Leaving ZZ floating or NC will default the device into an active ZZ has an internal pull down. DQ _[31:0] I/O- Synchronous Ediferctional Data I/O Lines. As inputs, they deliver the data contained in the memory location spe by Attend of Uring the previous clock rise of the Read cycle. The direction of the pins is contr by OE. When OE is	CE ₂		<u>Chip</u> Enable 2 Input, active HIGH. Sampled on the rising edge of CLK. Used in conjunction with CE_1 and CE_3 to select/deselect the device.
Asynchronous the I/O pins behave as outputs. When deserted HIGH, I/O pins are three-stated, and act as data pins. OE is masked during the first clock of a Read cycle when emerging from a desel state. ADV Input- Synchronous Advance Input Signal, sampled on the rising edge of CLK. When asserted, it automatically ments the address in a burst cycle. ADSP Input- Synchronous Address Strobe from Processor, sampled on the rising edge of CLK. When asserted LOW, / Synchronous ADSC Input- Synchronous Address Strobe from Processor, sampled on the rising edge of CLK. When asserted LOW, / ADSC are both asserted, only ADSP is recognized. ASDP is ignored when CE ₁ is deserted ADSC Input- Synchronous Address Strobe from Controller, sampled on the rising edge of CLK. When asserted LOW, / is captured in the address registers. A _[1:0] are also loaded into the burst counter. When ADS ADSC are both asserted, only ADSP is recognized. ZZ Input- Asynchronous Zz "sleep" Input. This active HIGH input places the device in a non-time-critical "sleep" con ADSC are both asserted. Leaving ZZ floating or NC will default the device into an active ZZ has an internal pull down. DQ _[31:0] I/O- Synchronous Bidirectional Data I/O Lines. As inputs, they feed into an on-chip data register that is trigger the rising edge of CLK. As outputs, they deliver the data contained in the memory location spe by A _{LESO} during the previous clock rise of the Read cycle. The direction of the pins is contr by OE. When OE is asserted LOW, the pins behave as outputs. When HIGH, DQ _[31:0] are p in a three-state co	CE ₃		<u>Chip</u> Enable 3 Input, active LOW. Sampled on the rising edge of CLK. Used in conjunction with \overline{CE}_1 and \overline{CE}_2 to select/deselect the device.
Synchronous ments the address in a burst cycle. ADSP Input- Synchronous Address Strobe from Processor, sampled on the rising edge of CLK. When asserted LOW, <u>is captured in the address registers.</u> A _{11:01} are also loaded into the burst counter. When ADS ADSC are both asserted, only ADSP is recognized. ASDP is ignored when CE ₁ is deserted Address Strobe from Controller, sampled on the rising edge of CLK. When asserted LOW, <u>A</u> is captured in the address registers. A _{11:01} are also loaded into the burst counter. When ADS ADSC are both asserted, only ADSP is recognized. ZZ Input- Asynchronous Z "sleep" Input. This active HIGH input places the device in a non-time-critical "sleep" con with data integrity preserved. Leaving ZZ floating or NC will default the device into an active ZZ has an internal pull down. DQ _[31:0] I/O- Synchronous Bidirectional Data I/O Lines. As inputs, they feed into an on-chip data register that is trigger the rising edge of CLK. As outputs, they deliver the data contained in the memory location spe by A _{116:01} during the previous clock rise of the Read cycle. The direction of the pins is contr by OE. When OE is asserted LOW, the pins behave as outputs. When HIGH, DQ _[31:0] are p in a three-state condition. V _{DD} Power Supply Power supply inputs to the core of the device. Should be connected to 3.3V power supply. V _{SS} Ground Ground for the l/O circuitry. Should be connected to a 3.3V or 2.5V power supply. V _{SSQ} I/O Power Supply Selects Burst Order. When tied to GND selects linear burst sequence. When tied to V _{DDO} floating selects	OE		Output Enable, Asynchronous Input, active LOW. Controls the direction of the I/O pins. When LOW, the I/O pins behave as outputs. When deserted HIGH, I/O pins are three-stated, and act as input data pins. OE is masked during the first clock of a Read cycle when emerging from a deselected state.
Synchronous is captured in the address registers. A _[1:0] are also loaded into the burst counter. When ADS ADSC are both asserted, only ADSP is recognized. ASDP is ignored when CE ₁ is deserted (ADSC are both asserted, only ADSP is recognized. ASDP is ignored when CE ₁ is deserted (Address Strobe from Controller, sampled on the rising edge of CLK. When asserted LOW, / is captured in the address registers. A _[1:0] are also loaded into the burst counter. When ADS ADSC are both asserted, only ADSP is recognized. ZZ Input- Asynchronous ZZ "sleep" Input. This active HIGH input places the device in a non-time-critical "sleep" con with data integrity preserved. Leaving ZZ floating or NC will default the device into an active ZZ has an internal pull down. DQ _[31:0] I/O- Synchronous Bidirectional Data I/O Lines. As inputs, they feed into an on-chip data register that is trigger the rising edge of CLK. As outputs, they deliver the data contained in the memory location spe by A _{116:01} during the previous clock rise of the Read cycle. The direction of the pins is contr by OE. When OE is asserted LOW, the pins behave as outputs. When HIGH, DQ _[31:0] are p in a three-state condition. V _{DD} Power Supply Power supply inputs to the core of the device. Should be connected to 3.3V power supply. V _{SS} Ground Ground for the I/O circuitry. Should be connected to a 3.3V or 2.5V power supply. V _{SSQ} I/O Ground Ground for the I/O circuitry. Should be connected to ground of the system. MODE Input- Selects Burst Order. When tied to GND selects linear burst sequence. When tied to V _{DDQ} floating s	ADV		Advance Input Signal, sampled on the rising edge of CLK. When asserted, it automatically incre- ments the address in a burst cycle.
Synchronousis captured in the address registers. A[1:0] are also loaded into the burst counter. When ADS ADSC are both asserted, only ADSP is recognized.ZZInput- AsynchronousZZ "sleep" Input. This active HIGH input places the device in a non-time-critical "sleep" con with data integrity preserved. Leaving ZZ floating or NC will default the device into an active ZZ has an internal pull down.DQ[31:0]I/O- SynchronousBidirectional Data I/O Lines. As inputs, they feed into an on-chip data register that is trigger the rising edge of CLK. As outputs, they deliver the data contained in the memory location spe by Af16:0] during the previous clock rise of the Read cycle. The direction of the pins is contr by OE. When OE is asserted LOW, the pins behave as outputs. When HIGH, DQ[31:0]V_DDPower SupplyPower supply inputs to the core of the device. Should be connected to 3.3V power supply.V_SSGroundGround for the core of the device. Should be connected to a 3.3V or 2.5V power supply.V_DDQI/O Fower SupplyPower supply for the I/O circuitry. Should be connected to a 3.3V or 2.5V power supply.V_SSQI/O GroundGround for the I/O circuitry. Should be connected to a 3.3V or 2.5V power supply.MODEInput- StaticSelects Burst Order. When tied to GND selects linear burst sequence. When tied to V DDQ or NC, defaults to interleaved burst order. Mode pin ha internal pull up.NC-No Connects.	ADSP		Address Strobe from Processor, sampled on the rising edge of CLK. When asserted LOW, $A_{[16:0]}$ is captured in the address registers. $A_{[1:0]}$ are also loaded into the burst counter. When ADSP and ADSC are both asserted, only ADSP is recognized. ASDP is ignored when CE ₁ is deserted HIGH.
Asynchronous with data integrity preserved. Leaving ZZ floating or NC will default the device into an active ZZ has an internal pull down. DQ _[31:0] I/O- Synchronous Bidirectional Data I/O Lines. As inputs, they feed into an on-chip data register that is trigger the rising edge of CLK. As outputs, they deliver the data contained in the memory location spectrum by A _[16:0] during the previous clock rise of the Read cycle. The direction of the pins is controp by A _[16:0] during the previous clock rise of the Read cycle. The direction of the pins is controp by A _[16:0] during the previous clock rise of the Read cycle. The direction of the pins is controp by A _[16:0] during the previous clock rise of the Read cycle. The direction of the pins is controp by A _[16:0] during the previous clock rise of the Read cycle. The direction of the pins is controp by A _[16:0] during the previous clock rise of the Read cycle. The direction of the pins is controp by A _[16:0] during the previous clock rise of the Read cycle. The direction of the pins is controp by A _[16:0] during the previous clock rise of the Read cycle. The direction of the pins is controp by A _[16:0] during the previous clock rise of the Read cycle. The direction of the pins is controp by A _[16:0] during the previous clock rise of the device. Should be connected to 3.3V power supply. V _{DD} Power Supply Power supply for the I/O circuitry. Should be connected to a 3.3V or 2.5V power supply. V _{SSQ} I/O Ground Ground for the I/O circuitry. Should be connected to ground of the system. MODE Input- Static Selects Burst Order. When tied to GND selects linear burst sequence. When tied to V _{DDQ} of loating selects interleaved burst sequence. This i	ADSC		Address Strobe from Controller, sampled on the rising edge of CLK. When asserted LOW, $A_{[16:0]}$ is captured in the address registers. $A_{[1:0]}$ are also loaded into the burst counter. When ADSP and ADSC are both asserted, only ADSP is recognized.
IsingSynchronousthe rising edge of CLK. As outputs, they deliver the data contained in the memory location spectrumVisionMathematical distributionSynchronousthe rising edge of CLK. As outputs, they deliver the data contained in the memory location spectrumVDDVolumeSynchronousSynchronousSynchronousSynchronousVDDPower SupplyPower supply inputs to the core of the device. Should be connected to 3.3V power supply.VSSGroundGround for the core of the device. Should be connected to ground of the system.VDDQI/O Power SupplyPower supply for the I/O circuitry. Should be connected to a 3.3V or 2.5V power supply.VSSQI/O GroundGround for the I/O circuitry. Should be connected to ground of the system.MODEInput- StaticSelects Burst Order. When tied to GND selects linear burst sequence. When tied to VDDQ device operation. When left floating or NC, defaults to interleaved burst order. Mode pin ha internal pull up.NC-No Connects.	ZZ		ZZ "sleep" Input. This active HIGH input places the device in a non-time-critical "sleep" condition with data integrity preserved. Leaving ZZ floating or NC will default the device into an active state. ZZ has an internal pull down.
VSS Ground Ground for the core of the device. Should be connected to ground of the system. VDDQ I/O Power Supply Power supply for the I/O circuitry. Should be connected to a 3.3V or 2.5V power supply. VSSQ I/O Ground Ground for the I/O circuitry. Should be connected to ground of the system. VSSQ I/O Ground Ground for the I/O circuitry. Should be connected to ground of the system. MODE Input- Static Selects Burst Order. When tied to GND selects linear burst sequence. When tied to V _{DDQ} of floating selects interleaved burst sequence. This is a strap pin and should remain static dur device operation. When left floating or NC, defaults to interleaved burst order. Mode pin ha internal pull up. NC – No Connects.	DQ _[31:0]		Bidirectional Data I/O Lines. As inputs, they feed into an on-chip data register that is triggered by the rising edge of CLK. As outputs, they deliver the data contained in the memory location specified by $\underline{A_{[16:0]}}$ during the previous clock rise of the Read cycle. The direction of the pins is controlled by OE. When OE is asserted LOW, the pins behave as outputs. When HIGH, DQ _[31:0] are placed in a three-state condition.
V _{DDQ} I/O Power Supply Power supply for the I/O circuitry. Should be connected to a 3.3V or 2.5V power supply. V _{SSQ} I/O Ground Ground for the I/O circuitry. Should be connected to ground of the system. MODE Input- Static Selects Burst Order. When tied to GND selects linear burst sequence. When tied to V _{DDQ} of floating selects interleaved burst sequence. This is a strap pin and should remain static durind device operation. When left floating or NC, defaults to interleaved burst order. Mode pin has internal pull up. NC – No Connects.	V _{DD}	Power Supply	Power supply inputs to the core of the device. Should be connected to 3.3V power supply.
Supply No No <th< td=""><td></td><td></td><td></td></th<>			
MODE Input- Static Selects Burst Order. When tied to GND selects linear burst sequence. When tied to V _{DDQ} of floating selects interleaved burst sequence. This is a strap pin and should remain static dur device operation. When left floating or NC, defaults to interleaved burst order. Mode pin ha internal pull up. NC – No Connects.	V _{DDQ}		Power supply for the I/O circuitry. Should be connected to a 3.3V or 2.5V power supply.
MODE Input- Static Selects Burst Order. When tied to GND selects linear burst sequence. When tied to V _{DDQ} of floating selects interleaved burst sequence. This is a strap pin and should remain static dur device operation. When left floating or NC, defaults to interleaved burst order. Mode pin has internal pull up. NC – No Connects.	V _{SSQ}	I/O Ground	Ground for the I/O circuitry. Should be connected to ground of the system.
			Selects Burst Order. When tied to GND selects linear burst sequence. When tied to V_{DDQ} or left floating selects interleaved burst sequence. This is a strap pin and should remain static during device operation. When left floating or NC, defaults to interleaved burst order. Mode pin has an internal pull up.
DNU - Do Not Use pins. These pins could be left floating or tied to GND.	NC	_	No Connects.
	DNU	-	Do Not Use pins. These pins could be left floating or tied to GND.



Introduction

Functional Overview

All synchronous inputs pass through input registers controlled by the rising edge of the clock. All data outputs pass through output registers controlled by the rising edge of the clock. Maximum access delay from the clock rise (t_{CO}) is 3.5 ns (166-MHz device).

The CY7C1339B supports secondary cache in systems utilizing either a linear or interleaved burst sequence. The interleaved burst order supports Pentium and i486[™] processors. The linear burst sequence is suited for processors that utilize a linear burst sequence. The burst order is user selectable, and is determined by sampling the MODE input. Accesses can be initiated with either the Processor Address Strobe (ADSP) or the Controller Address Strobe (ADSC). Address advancement through the burst sequence is controlled by the ADV input. A two-bit on-chip wraparound burst counter captures the first address in a burst sequence and automatically increments the address for the rest of the burst access.

Byte Write operations are qualified with the Byte Write Enable (\overline{BWE}) and Byte Write Select $(\overline{BW}_{[3:0]})$ inputs. A Global Write Enable (\overline{GW}) overrides all Byte Write inputs and writes data to all four bytes. All writes are simplified with on-chip synchronous self-timed Write circuitry.

Three synchronous Chip Selects (\overline{CE}_1 , CE_2 , \overline{CE}_3) and an asynchronous Output Enable (\overline{OE}) provide for easy bank selection and output three-state control. ADSP is ignored if \overline{CE}_1 is HIGH.

Single Read Accesses

This access is initiated when the following conditions are satisfied at clock rise: (1) ADSP or ADSC is asserted LOW, (2) CE1, CE2, CE3 are all asserted active, and (3) the Write signals (GW, BWE) are all deserted HIGH. ADSP is ignored if CE1 is HIGH. The address presented to the address inputs (A_[16:0]) is stored into the address advancement logic and the Address Register while being presented to the memory core. The corresponding data is allowed to propagate to the input of the Output Registers. At the rising edge of the next clock the data is allowed to propagate through the output register and onto the data bus within 3.5 ns (166-MHz device) if OE is active LOW. The only exception occurs when the SRAM is emerging from a deselected state to a selected state, its outputs are always three-stated during the first cycle of the access. After the first cycle of the access, the outputs are controlled by the OE signal. Consecutive single Read cycles are supported. Once the SRAM is deselected at clock rise by the chip select and either ADSP or ADSC signals, its output will three-state immediately.

Single Write Accesses Initiated by ADSP

This access is initiated when both of the following conditions are <u>sa</u>tisfied at <u>clock</u> rise: (1) ADSP is asserted LOW, and (2) CE₁, CE₂, CE₃ are all asserted active. The address presented to A_[16:0] is loaded into the address register and the address advancement logic while being delivered to the <u>RAM</u> core. The Write signals (GW, BWE, and BW_[3:0]) and ADV inputs are ignored during this first cycle.

ADSP-triggered Write accesses require two clock cycles to complete. If GW is asserted LOW on the second clock rise, the

data presented to the $DQ_{[31:0]}$ inputs is written into the corresponding address location in the RAM core. If GW is HIGH, then the Write operation is controlled by BWE and $BW_{[3:0]}$ signals. The CY7C1339B provides Byte Write capability that is described in the Write Cycle Descriptions table. Asserting the Byte Write Enable input (BWE) with the selected Byte Write ($BW_{[3:0]}$) input will selectively write to only the desired bytes. Bytes not selected during a Byte Write operation will remain unaltered. A synchronous self-timed Write mechanism has been provided to simplify the Write operations.

Because the CY7C1339B is a common I/O device, the Output Enable (\overline{OE}) must be deserted HIGH before presenting data to the DQ_[31:0] inputs. Doing so will three-state the output drivers. As a safety precaution, DQ_[31:0] are automatically three-stated whenever a Write cycle is detected, regardless of the state of \overline{OE} .

Single Write Accesses Initiated by ADSC

 $\overline{\text{ADSC}}$ Write accesses are initiated when the following conditions are satisfied: (1) $\overline{\text{ADSC}}$ is asserted LOW, (2) $\overline{\text{ADSP}}$ is deserted HIGH, (3) $\overline{\text{CE}}_1$, $\overline{\text{CE}}_2$, $\overline{\text{CE}}_3$ are all asserted active, and (4) the appropriate combination of the Write inputs (GW, BWE, and BW_[3:0]) are asserted active to conduct a Write to the desired byte(s). ADSC-triggered Write accesses require a single clock cycle to complete. The address presented to A_[16:0] is loaded into the address register and the address advancement logic while being delivered to the RAM core. The ADV input is ignored during this cycle. If a global Write is conducted, the data presented to the DQ_[31:0] is written into the corresponding address location in the RAM core. If a Byte Write is conducted, only the selected bytes are written. Bytes not selected during a Byte Write operation will remain unaltered. A synchronous self-timed Write mechanism has been provided to simplify the Write operations.

Because the CY7C1339B is a common I/O device, the Output Enable (\overline{OE}) must be deserted HIGH before presenting data to the DQ_[31:0] inputs. Doing so will three-state the output drivers. As a safety precaution, DQ_[31:0] are automatically three-stated whenever a Write cycle is detected, regardless of the state of \overline{OE} .

Burst Sequences

The CY7C1339B provides a two-bit wraparound counter, fed by $A_{[1:0]}$, that implements either an interleaved or linear burst sequence. The interleaved burst sequence is designed specifically to support Intel Pentium applications. The linear burst sequence is designed to support processors that follow a linear burst sequence. The burst sequence is user selectable through the MODE input.

Asserting ADV LOW at clock rise will automatically increment the burst counter to the next address in the burst sequence. Both Read and Write burst operations are supported. Interleaved Burst Sequence

First Address	Second Address	Third Address	Fourth Address
A _[1:0]	A _[1:0]	A _[1:0]	A _[1:0]
00	01	10	11
01	00	11	10
10	11	00	01
11	10	01	00



Linear Burst Sequence

First Address	Second Address	Third Address	Fourth Address
A _[1:0]	A _[1:0]	A _[1:0]	A _[1:0]
00	01	10	11
01	10	11	00
10	11	00	01
11	00	01	10

ZZ Mode Electrical Characteristics

Sleep Mode

The ZZ input pin is an asynchronous input. Asserting ZZ places the SRAM in a power conservation "sleep" mode. Two clock cycles are required to enter into or exit from this "sleep" mode. While in this mode, data integrity is guaranteed. Accesses pending when entering the "sleep" mode are not considered valid nor is the completion of the operation guaranteed. The device must be deselected prior to entering the "sleep" mode. \overline{CE}_1 , \overline{CE}_2 , \overline{CE}_3 , \overline{ADSP} , and \overline{ADSC} must remain inactive for the duration of t_{ZZREC} after the ZZ input returns LOW.

Parameter	Description	Test Conditions	Min.	Max.	Unit
I _{DDZZ}	Snooze mode standby current	$ZZ \ge V_{DD} - 0.2V$		3	mA
t _{ZZS}	Device operation to ZZ	$ZZ \ge V_{DD} - 0.2V$		2t _{CYC}	ns
t _{ZZREC}	ZZ recovery time	ZZ <u><</u> 0.2V	2t _{CYC}		ns

Cycle Descriptions^[1, 2, 3]

Next Cycle	Add. Used	ZZ	CE ₃	CE ₂	CE ₁	ADSP	ADSC	ADV	OE	DQ	Write
Unselected	None	L	Х	Х	1	Х	0	Х	Х	Hi-Z	Х
Unselected	None	L	1	Х	0	0	Х	Х	Х	Hi-Z	Х
Unselected	None	L	Х	0	0	0	Х	Х	Х	Hi-Z	Х
Unselected	None	L	1	Х	0	1	0	Х	Х	Hi-Z	Х
Unselected	None	L	Х	0	0	1	0	Х	Х	Hi-Z	Х
Begin Read	External	L	0	1	0	0	Х	Х	Х	Hi-Z	Х
Begin Read	External	L	0	1	0	1	0	Х	Х	Hi-Z	Read
Continue Read	Next	L	Х	Х	Х	1	1	0	1	Hi-Z	Read
Continue Read	Next	L	Х	Х	Х	1	1	0	0	DQ	Read
Continue Read	Next	L	Х	Х	1	Х	1	0	1	Hi-Z	Read
Continue Read	Next	L	Х	Х	1	Х	1	0	0	DQ	Read
Suspend Read	Current	L	Х	Х	Х	1	1	1	1	Hi-Z	Read
Suspend Read	Current	L	Х	Х	Х	1	1	1	0	DQ	Read
Suspend Read	Current	L	Х	Х	1	Х	1	1	1	Hi-Z	Read
Suspend Read	Current	L	Х	Х	1	Х	1	1	0	DQ	Read
Begin Write	Current	L	Х	Х	Х	1	1	1	Х	Hi-Z	Write
Begin Write	Current	L	Х	Х	1	Х	1	1	Х	Hi-Z	Write
Begin Write	External	L	0	1	0	1	0	Х	Х	Hi-Z	Write
Continue Write	Next	L	Х	Х	Х	1	1	0	Х	Hi-Z	Write
Continue Write	Next	L	Х	Х	1	Х	1	0	Х	Hi-Z	Write
Suspend Write	Current	L	Х	Х	Х	1	1	1	Х	Hi-Z	Write
Suspend Write	Current	L	Х	Х	1	Х	1	1	Х	Hi-Z	Write
ZZ "Sleep"	None	Н	Х	Х	Х	Х	Х	Х	Х	Hi-Z	Х

Notes:

X = "Don't Care," 1 = HIGH, 0 = LOW.
 Write is defined by BWE, BW_[3:0], and GW. See Write Cycle Descriptions table.

3. The DQ pins are controlled by the current cycle and the OE signal. OE is asynchronous and is not sampled with the clock.



Write Cycle Descriptions^[4, 5, 6]

Function	GW	BWE	BW ₃	BW ₂	BW ₁	BW ₀
Read	1	1	Х	Х	Х	Х
Read	1	0	1	1	1	1
Write Byte 0 – DQ _[7:0]	1	0	1	1	1	0
Write Byte 1 – DQ _[15:8]	1	0	1	1	0	1
Write Bytes 1, 0	1	0	1	1	0	0
Write Byte 2 – DQ _[23:16]	1	0	1	0	1	1
Write Bytes 2, 0	1	0	1	0	1	0
Write Bytes 2, 1	1	0	1	0	0	1
Write Bytes 2, 1, 0	1	0	1	0	0	0
Write Byte 3 – DQ _[31:24]	1	0	0	1	1	1
Write Bytes 3, 0	1	0	0	1	1	0
Write Bytes 3, 1	1	0	0	1	0	1
Write Bytes 3, 1, 0	1	0	0	1	0	0
Write Bytes 3, 2	1	0	0	0	1	1
Write Bytes 3, 2, 0	1	0	0	0	1	0
Write Bytes 3, 2, 1	1	0	0	0	0	1
Write All Bytes	1	0	0	0	0	0
Write All Bytes	0	Х	Х	Х	Х	Х

Notes:

4. X = "don't care," 1 = Logic HIGH, 0 = Logic LOW.
5. The SRAM always initiates a Read cycle when ADSP asserted, regardless of the state of GW, BWE, or BW_[3:0]. Writes may occur only on subsequent clocks after the ADSP or with the assertion of ADSC. As a result, OE must be driven HIGH prior to the start of the Write cycle to allow the outputs to three-state. OE is a don't care for the remainder of the Write cycle.

6. OE is asynchronous and is not sampled with the clock rise. It is masked internally during Write cycles. During a Read cycle DQ = High-Z when OE is inactive or when the device is deselected, and DQ = data when OE is active.



Maximum Ratings

(Above which the useful life may be impaired. For user guide-lines, not tested.) $% \label{eq:constraint}$

Storage Temperature65°C to +150°C
Ambient Temperature with Power Applied55°C to +125°C
Supply Voltage on V_{DD} Relative to GND0.5V to +4.6V
DC Voltage Applied to Outputs in High Z State $^{[7]}$
DC Input Voltage ^[7] 0.5V to V_{DD} + 0.5V
Current into Outputs (LOW)20 mA

Static Discharge Voltage>2001\ (per MIL-STD-883, Method 3015)	/

Operating Range

Range	Ambient Temperature ^[8]	V _{DD}	V _{DDQ}
Commercial	0°C to +70°C	3.3V	2.5V –5%
Industrial	-40°C to +85°C	-5%/+10%	3.3V /+10%

Electrical Characteristics Over the Operating Range

Parameter	Description	Test Condition	ons	Min.	Max.	Unit
V _{DD}	Power Supply Voltage	3.3V -5%/+10%		3.135	3.6	V
V _{DDQ}	I/O Supply Voltage	2.5V –5% to 3.3V +10%		2.375	3.6	V
V _{OH}	Output HIGH Voltage	$V_{DDQ} = 3.3V, V_{DD} = Min., I_{OH} = -4$	I.0 mA	2.4		V
		$V_{DDQ} = 2.5V, V_{DD} = Min., I_{OH} = -2$	2.0 mA	2.0		V
V _{OL}	Output LOW Voltage	V _{DDQ} = 3.3V, V _{DD} = Min., I _{OL} = 8.0) mA		0.4	V
		$V_{DDQ} = 2.5V, V_{DD} = Min., I_{OL} = 2.0$) mA		0.7	V
V _{IH}	Input HIGH Voltage	$V_{DDQ} = 3.3V$		2.0	V _{DD} + 0.3V	V
		$V_{DDQ} = 2.5V$		1.7	V _{DD} + 0.3V	V
V _{IL}	Input LOW Voltage ^[7]	$V_{DDQ} = 3.3V$		-0.3	0.8	V
		$V_{DDQ} = 2.5V$		-0.3	0.7	V
I _X	Input Load Current except ZZ and MODE	$GND \leq V_{I} \leq V_{DDQ}$		-5	5	μA
	Input Current of MODE	Input = V _{SS}		-30		μΑ
		Input = V _{DDQ}		-0.3 -0.3 -0.3 -5 -5 -30 -30 -5 -5 le, 166 MHz cle, 133 MHz cle, 100 MHz le, 166 MHz	5	μΑ
	Input Current of ZZ	Input = V _{SS}		-5		μΑ
		Input = V _{DDQ}		30	μΑ	
I _{OZ}	Output Leakage Current	$GND \le V_I \le V_{DDQ}$, Output Disable	-5	5	μA	
I _{DD}	V _{DD} Operating Supply		6-ns cycle, 166 MHz		420	mA
	Current	$f = f_{MAX} = 1/t_{CYC}$	7.5-ns cycle, 133 MHz		375	mA
			10-ns cycle, 100 MHz		325	mA
I _{SB1}	Automatic CS	Max. V _{DD} , Device Deselected,	6-ns cycle, 166 MHz		150	mA
	Power-Down Current—TTL Inputs	$V_{IN} \ge V_{IH} \text{ or } V_{IN} \le V_{IL}$ f = f _{MAX} = 1/t _{CYC}	7.5-ns cycle, 133 MHz		125	mA
		I - MAX - MCYC	10-ns cycle, 100 MHz		115	mA
I _{SB2}	Automatic CS Power-Down Current—CMOS Inputs	Max. V _{DD} , Device Deselected, $V_{IN} \le 0.3V$ or $V_{IN} \ge V_{DDQ} - 0.3V$, f = 0	All speeds		10	mA
I _{SB3}	Automatic CS	Max. V _{DD} , Device Deselected, or	6-ns cycle, 166 MHz		125	mA
	Power-Down Current—CMOS Inputs	$V_{IN} \le 0.3V$ or $V_{IN} \ge V_{DDQ} - 0.3V$	7.5-ns cycle, 133 MHz		95	mA
		$f = f_{MAX} = 1/t_{CYC}$	10-ns cycle, 100 MHz		85	mA
I _{SB4}	Automatic CS Power-Down Current—TTL Inputs	$\begin{array}{l} \text{Max. } V_{DD} \text{, Device Deselected,} \\ V_{IN} \geq V_{IH} \text{ or } V_{IN} \leq V_{IL} \text{, } f = 0 \end{array}$			18	mA

Notes:

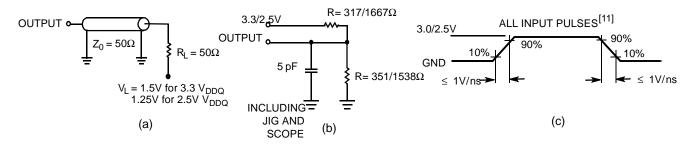
7. Minimum voltage equals –2.0V for pulse durations of less than 20 ns. 8. T_A is the case temperature.



Capacitance^[9]

Parameter	Description	Test Conditions	TQFP Max.	BGA Max.	Unit
C _{IN}	Input Capacitance	$T_A = 25^{\circ}C, f = 1 \text{ MHz},$	4	6	pF
C _{CLK}	Clock Input Capacitance	V _{DD} = 3.3V V _{DDQ} = 3.3V	4	6	pF
C _{I/O}	Input/Output Capacitance		4	8	pF

AC Test Loads and Waveforms ^[10]



Thermal Resistance^[9]

Description	Test Conditions	Symbol	TQFP Typ.	BGA	Units
Thermal Resistance (Junction to Ambient)	Still Air, soldered on a 4 × 4.5 inch, 2-layer printed circuit board	Q_JA	41.83	47.63	°C/W
Thermal Resistance (Junction to Case)		Q _{JC}	9.99	11.71	°C/W

Note:

Tested initially and after any design or process changes that may affect these parameters. Overshoot: VIH(AC) < VDD + 1.5V for t < tTCYC/2; undershoot: VIL(AC) < 0.5V for t < tTCYC/2; power-up: VIH < 2.6V and VDD < 2.4V and VDDQ < 1.4V for t < 200 ms. 9. 10.

Input waveform should have a slew rate of 1 V/ns. 11.



Switching Characteristics Over the Operating Range^[11, 13, 14]

		-166		-133		-100		
Parameter	Description	Min.	Max.	Min.	Max.	Min.	Max.	Unit
t _{CYC}	Clock Cycle Time	6.0		7.5		10		ns
t _{CH}	Clock HIGH	1.7		1.9		3.5		ns
t _{CL}	Clock LOW	1.7		1.9		3.5		ns
t _{AS}	Address Set-Up Before CLK Rise	1.5		1.5		1.5		ns
t _{AH}	Address Hold After CLK Rise	0.5		0.5		0.5		ns
t _{CO}	Data Output Valid After CLK Rise		3.5		4.0		5.5	ns
t _{DOH}	Data Output Hold After CLK Rise	1.5		2.0		2.0		ns
t _{ADS}	ADSP, ADSC Set-up Before CLK Rise	2.0		2.5		2.5		ns
t _{ADH}	ADSP, ADSC Hold After CLK Rise	0.5		0.5		0.5		ns
t _{WES}	BWE, GW, BW[3:0] Set-up Before CLK Rise	2.0		2.5		2.5		ns
t _{WEH}	BWE, GW, BW[3:0] Hold After CLK Rise	0.5		0.5		0.5		ns
t _{ADVS}	ADV Set-Up Before CLK Rise	2.0		2.5		2.5		ns
t _{ADVH}	ADV Hold After CLK Rise	0.5		0.5		0.5		ns
t _{DS}	Data Input Set-up Before CLK Rise	1.5		1.5		1.5		ns
t _{DH}	Data Input Hold After CLK Rise	0.5		0.5		0.5		ns
t _{CES}	Chip Select Set-up	2.0		2.5		2.5		ns
t _{CEH}	Chip Select Hold After CLK Rise	0.5		0.5		0.5		ns
t _{CHZ}	Clock to High-Z ^[12]		3.5		3.5		3.5	ns
t _{CLZ}	Clock to Low-Z ^[12]	0		0		0		ns
t _{EOHZ}	OE HIGH to Output High-Z ^[12, 13]		3.5		3.5		5.5	ns
t _{EOLZ}	OE LOW to Output Low-Z ^[12, 13]	0		0		0		ns
t _{EOV}	OE LOW to Output Valid ^[12]		3.5		4.0		5.5	ns

Notes:

12. Unless otherwise noted, test conditions assume signal transition time of 3.0/2.5 ns or less, timing reference levels of 1.5/1.25V, input pulse levels of 0 to 3.0/2.5V for 3.3/2.5V V_{DDQ} respectively, and output loading of the specified I_{OL}/I_{OH} and load capacitance. Shown in (a) and (c) of AC test loads diagram.

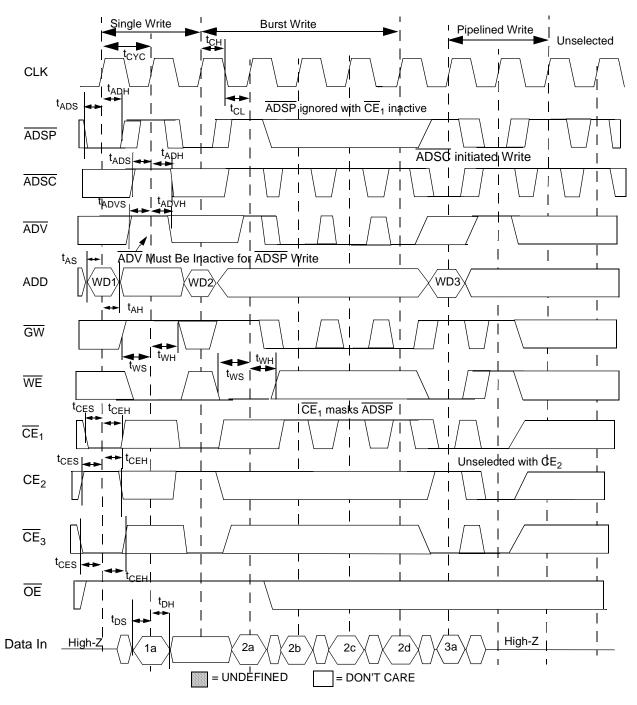
t_{CHZ}, t_{CLZ}, t_{EOV}, t_{EOLZ}, and t_{EOHZ} are specified with a load capacitance of 5 pF as in part (b) of AC Test Loads. Transition is measured ± 200 mv from steady-state voltage.

14. At any given voltage and temperature, t_{EOHZ} is less than t_{EOLZ} and t_{CHZ} is less than t_{CLZ} .



Switching Waveforms

Write Cycle Timing^[15, 16]



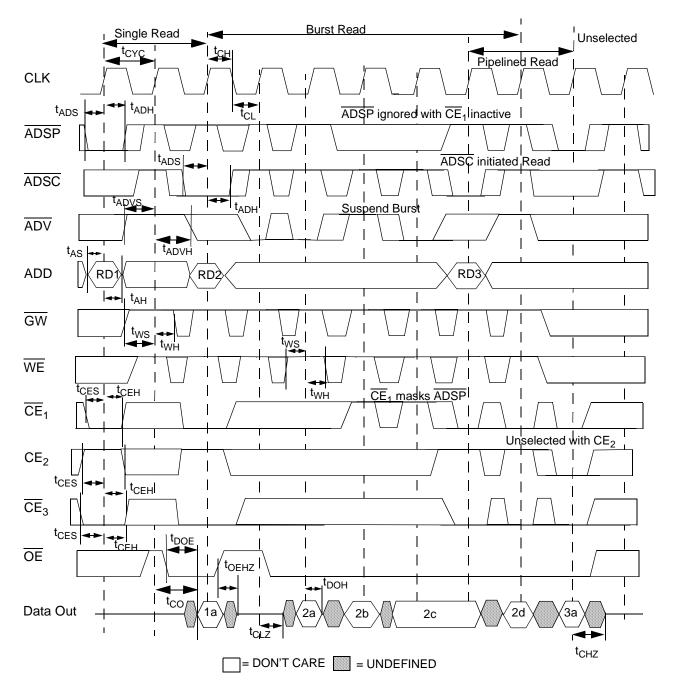
Notes:

WE is the combination of BWE, BW_[3:0], and GW to define a Write cycle (see Write Cycle Descriptions table).
 WDx stands for Write Data to Address X.



Switching Waveforms (continued)

Read Cycle Timing^[15, 17]



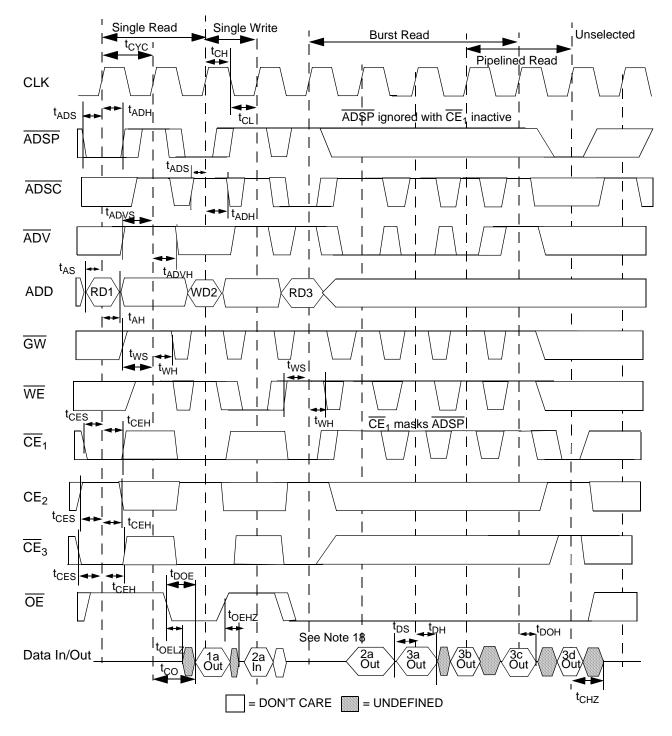
Note:

17. RDx stands for Read Data from Address X.



Switching Waveforms (continued)

Read/Write Cycle Timing^[15, 16, 17, 18]

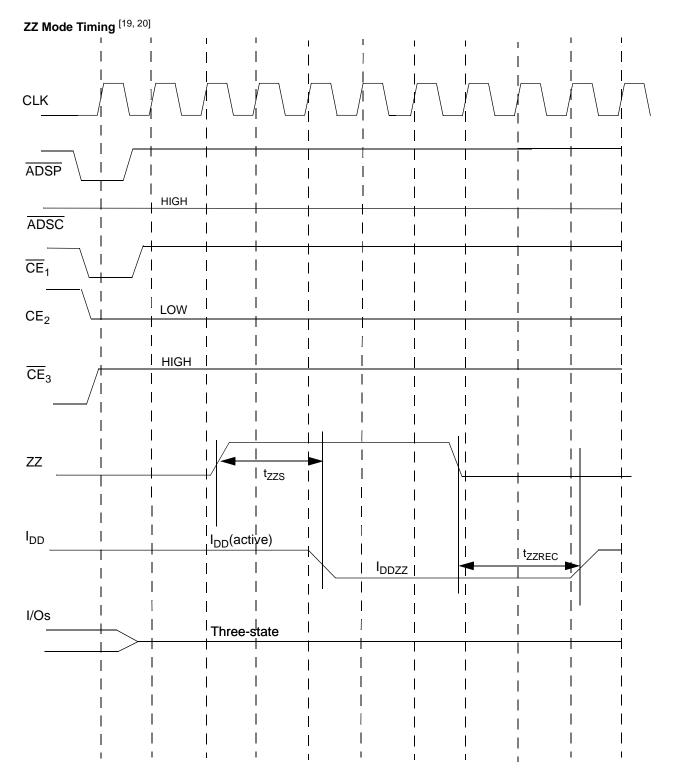


Note:

18. Data bus is driven by SRAM, but data is not guaranteed.



Switching Waveforms (continued)



Notes:

Device must be deselected when entering ZZ mode. See Cycle Descriptions table for all possible signal conditions to deselect the device.
 I/Os are in three-state when exiting ZZ sleep mode.



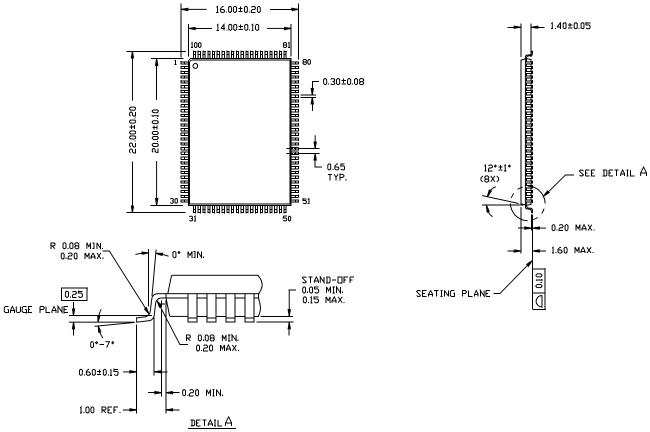
Ordering Information

Speed (MHz)	Ordering Code	Package Name Package Type		Operating Range
166	CY7C1339B-166AC	A101	100-lead Thin Quad Flat Pack	Commercial
	CY7C1339B-166BGC	BG119	119-ball BGA	
133	CY7C1339B-133AC	A101	100-lead Thin Quad Flat Pack	Commercial
	CY7C1339B-133BGC	BG119	119-ball BGA	
	CY7C1339B-133AI	A101	100-lead Thin Quad Flat Pack	Industrial
	CY7C1339B-133BGI	BG119	119-ball BGA	
100	CY7C1339B-100AC	A101	100-lead Thin Quad Flat Pack	Commercial
	CY7C1339B-100BGC	BG119	119-ball BGA	
	CY7C1339B-100AI	A101	100-lead Thin Quad Flat Pack	Industrial
	CY7C1339B-100BGI	BG119	119-ball BGA	
	•			

Package Diagrams

100-pin Thin Plastic Quad Flatpack (14 x 20 x 1.4 mm) A101

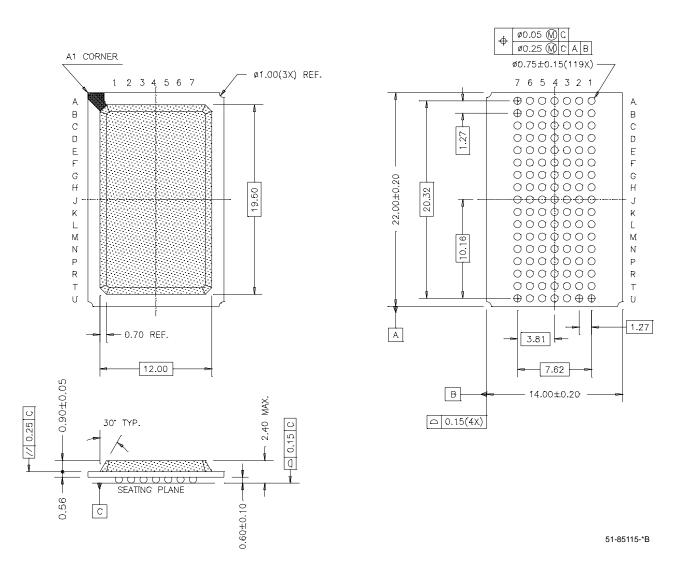
DIMENSIONS ARE IN MILLIMETERS.



51-85050-A



Package Diagrams (continued)



119-Lead PBGA (14 x 22 x 2.4 mm) BG119

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Document History Page

Document Title: CY7C1339B 128K x 32 Synchronous Pipelined Cache RAM Document Number: 38-05141							
REV.	REV. ECN NO. Issue Orig. of Change Description of Change						
**	109885	09/15/01	SZV	Change from Spec number: 38-00936 to 38-05141			
*A	113899	03/29/02	SKX	Changed the JTAG pins on the BGA package to DNU pins. Added BGA capacitance. Added thermal resistance table for both TQFP and BGA.			
*B	121470	11/14/02	DSG Updated package diagram 51-85115 (BG119) to rev. *B				
*C	123112	01/18/03	RBI	Added power up requirements for AC test loads and waveforms information			