

Using the ATV750 and ATV750B



Introduction

This application note describes how to use the features of the ATV750 and ATV750B in the ABEL (and Atmel-ABEL) and CUPL (and Atmel-CUPL) high level description languages. The ATV750 and ATV750B are easy upgrades from a 22V10. They offer twice the logic density and more flexibility in the same footprint. Both devices have 20 registers and individual clock and AR product terms for each register. Each I/O pin has a programmable polarity control and an individual output enable product term. Independent feedback paths from each register allow all of the registers to

be buried without wasting the I/O pins. For the ATV750B the registers can also be configured as D- or T-type and the clock can be selected as either a synchronous clock pin or a clock product term. The ATV750 and ATV750B macrocell is shown in Figure 1.

Device Names and Pin and Node Assignments

The device names for the ATV750 and ATV750B for each language are shown in Table 1.

Erasable Programmable Logic Device

Application Note

Table 1. Device Names

Device Type	ABEL Device Name	CUPL Device Name
ATV750 DIP	P750	V750
ATV750 PLCC	P750C	V750LCC
ATV750B DIP	P750B	V750B
ATV750B PLCC	P750BC	V750BLCC

Table 2. Node Numbers

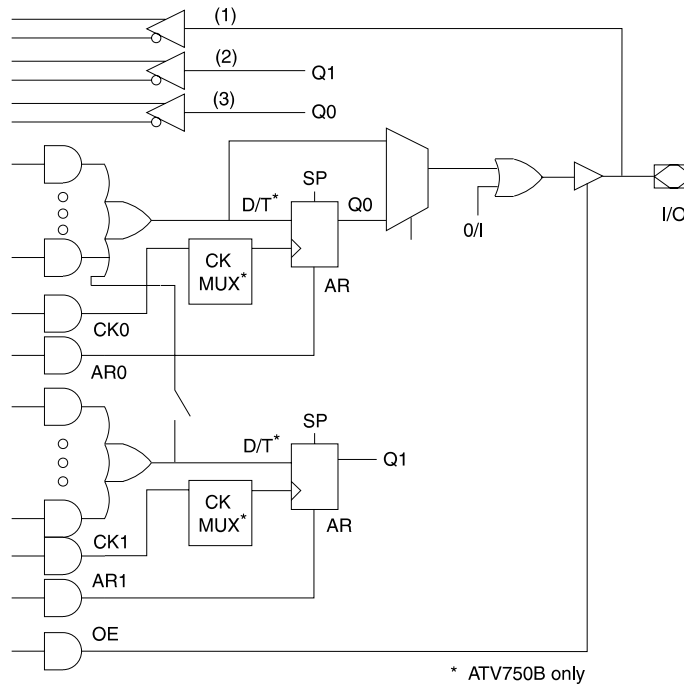
Pin #	ABEL	CUPL	
	Q1	Q1	Q0
14(17)	26 (30)	25 (29)	35 (39)
15(18)	27 (31)	26 (30)	36 (40)
16(19)	28 (32)	27 (31)	37 (41)
17(20)	29 (33)	28 (32)	38 (42)
18(21)	30 (34)	29 (33)	39 (43)
19(23)	31 (35)	30 (34)	40 (44)
20(24)	32 (36)	31 (35)	41 (45)
21(25)	33 (37)	32 (36)	42 (46)
22(26)	34 (38)	33 (37)	43 (47)
23(27)	35 (39)	34 (38)	44 (48)

Note: Pin/node numbers: DIP (PLCC)

Rev. 0459C-09/99



Figure 1. The ATV750 and ATV750B Macrocell



Buried registers (Q1 in each macrocell) are identified by node numbers. Table 2 shows the node numbers for the Q1 registers in the ATV750 and ATV750B. Registers which are associated with the I/O pin (Q0 in each macrocell) are identified by the pin numbers. The use of the Q0 node numbers in CUPL is described in the Macrocell Configurations section.

The following examples show the device type specification and the pin and node assignments:

ABEL and Atmel-ABEL

```
device_id device 'P750B'; "device_id will be used
                           "for JEDEC filename

I1,I2,I3,I4,I5 pin 1,2,3,4,5;
O23,O22 pin 23,22 istype 'reg_d,buffer';
O21,O20 pin 21,20 istype 'com';
O23Q1,O20Q1 node 35,32 istype 'reg_d';
```

CUPL and Atmel-CUPL

```
device V750B;
pin [1,2,3,4,5] = [I1,I2,I3,I4,I5];
pin [20,21,22,23] = [O20,O21,O22,O23];
pinnode [34,44,31] = [O23Q1,O23Q0,O20Q1];
```

Pin and Node Feedbacks

Each macrocell has three feedback paths into the array, one from each of the registers and one from the pin. For a buried register, the node name is used to refer to the

feedback path. For a combinatorial output, the feedback comes from the pin, so the pin name is used to refer to the feedback. For a registered output, the feedback can come either from the register or from the pin. The feedback paths are labeled (1), (2), and (3) on Figure 1. The following examples show how the different feedback paths are identified:

ABEL and Atmel-ABEL

```
O23.d = I1 # I2;
O23Q1.d = I1 & !I2;
O21 = O23      "(1)feedback from pin
               # O23.fb    "(2)feedback from Q0 register(1)
               # O23Q1;    "(3)feedback from buried register
```

Note: 1. For ABEL, either ".q" or ".fb" can be used to indicate the buried register feedback path. When ".q" extension is used, the software will select the Q output of the register, regardless of the output buffer polarity. When the ".fb" extension is used, the software will match the polarity of the register feedback with the output polarity by selecting either the Q or !Q output of the register.

CUPL and Atmel-CUPL

```
O23.d = I1 # I2;
O23Q1.d = I1 & !I2;
O21 = O23.io /*(1)feedback from pin */
           # O23      /*(2)feedback from Q0 register */
           # O23Q1;  /*(3)feedback from buried register */
```

Macrocell Configurations

The basic macrocell configurations are shown in Figures 2 through 7. Each macrocell can be configured as either a registered or combinatorial output. In addition, each macrocell has a buried register. The multiple feedback paths also allow both registers to be buried, with the I/O pin used as an input pin.

The macrocells have a total of between 8 and 16 product terms. If the buried register is used, the product terms are automatically divided into two sum terms, each with half of the product terms. If the buried register is not used, all of the product terms are available for the I/O function.

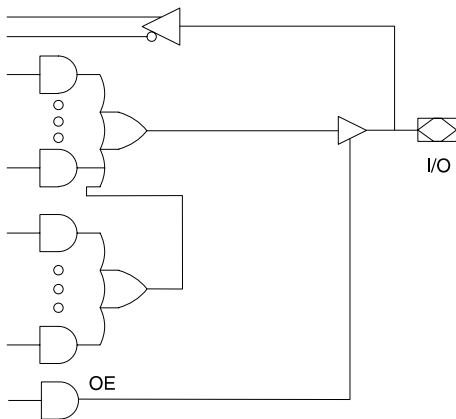
For ABEL, the Q1 register is identified by a node number. The Q0 register is identified by the pin number. The OE should be set to 0 to disable the outputs. The "pinname" (with no extensions) refers to the input path. The "pinname.fb" refers to the register feedback path. Another

name for either the input or the register may be substituted in the Declarations section of the file, to make it clearer that they have separate functions. The pin and node names will be substituted back into the equations when the file is compiled.

For CUPL, there are node numbers for both the Q1 and Q0 registers. The Q0 node numbers should only be used if the Q0 register is buried and the pin is used as an input. The Q0 node name refers to the register and the pin name refers to the pin.

For this configuration, the output should be defined as combinatorial, and the equation written as combinatorial. A clock equation should also be written for the output. The registered signal which is fed back into the array is identified with ".fb" or ".q" for ABEL or ".dfb" for CUPL.

Figure 2. Combinatorial Output



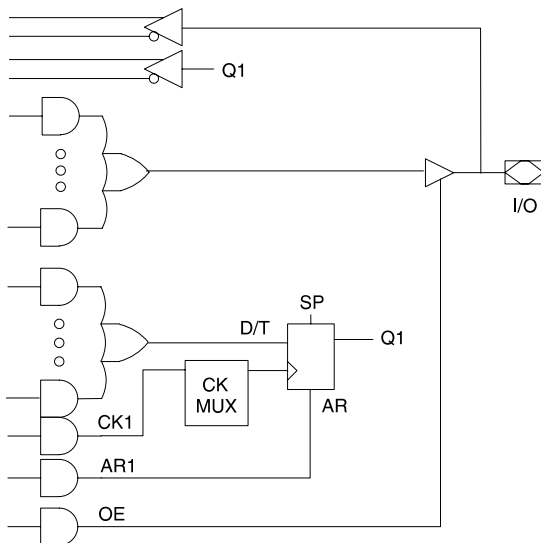
ABEL and Atmel-ABEL

```
O21 = I1 # !I2 # I3 # !I4 # I5;
```

CUPL and Atmel-CUPL

```
O21 = I1 # !I2 # I3 # !I4 # I5;
```

Figure 3. Combinatorial Output plus Buried Register



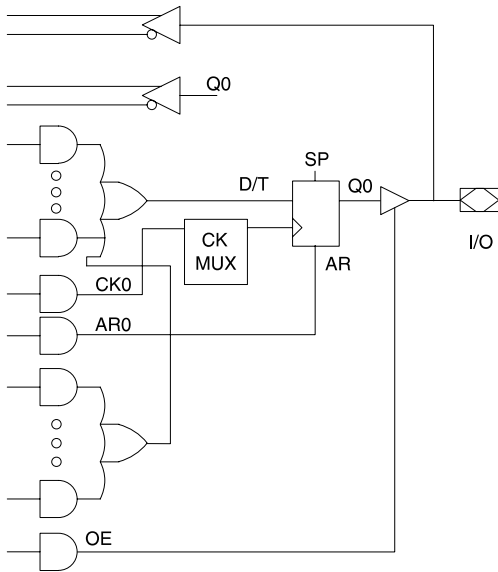
ABEL and Atmel-ABEL

```
O20 = I3 & !I4;  
O20Q1.d = I2 # I3 # I4;
```

CUPL and Atmel-CUPL

```
O20 = I3 & !I4;  
O20Q1.d = I2 # I3 # I4;
```

Figure 4. Registered Output



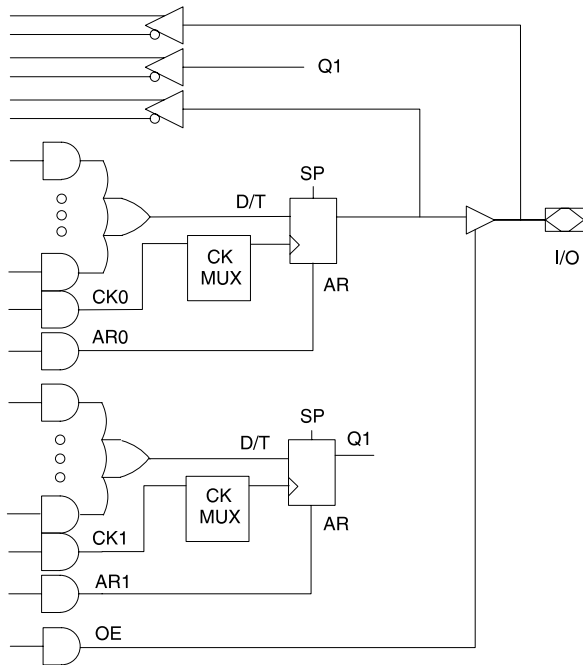
ABEL and Atmel-ABEL

```
O23.d = I1 # I2 # I3 # I4 # I5;
```

CUPL and Atmel-CUPL

```
O23.d = I1 # I2 # I3 # I4 # I5;
```

Figure 5. Registered Output plus Buried Register



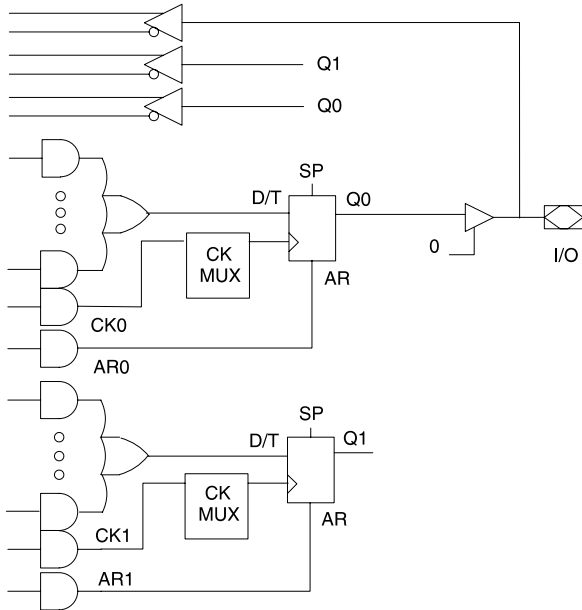
ABEL and Atmel-ABEL

```
O23.d = I1 & I2;
O23Q1.d = I3 & I4;
```

CUPL and Atmel-CUPL

```
O23.d = I1 & I2;
O23Q1.d = I3 & I4;
```

Figure 6. Both Registers Buried, I/O Pin Used as Input



ABEL and Atmel-ABEL

```

Declarations
O23 pin 23 istype 'reg_d';
O23Q1 node 35 istype 'reg_d';
INPUT_FUNC = O23;
REG_FUNC = O23.fb;

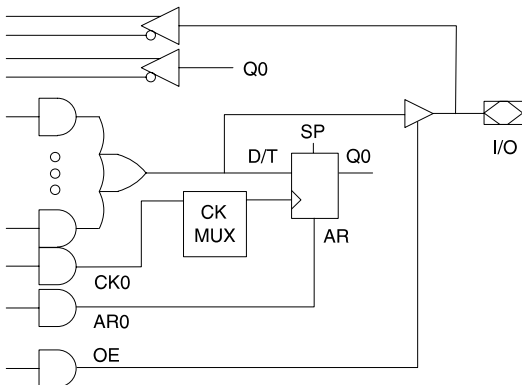
Equations
O23.d = INPUT_FUNC & I3;
O23.oe = 0;          "disable OE to use pin for input
O23Q1.d = REG_FUNC & I4;
    
```

CUPL and Atmel-CUPL

```

pin 23 = O23;
pinnode [34,44] = [O23Q1,O23Q0];
O23Q0.d = O23 & I3;
O23.oe = 'b'0;      /*disable OE to use pin for */
                    /*input */
O23Q1.d = O23Q0 & I4;
    
```

Figure 7. Combinatorial Output, Q0 Register Used to Latch Data



ABEL and Atmel-ABEL

```

O21 = I3;
O21.ck = CLK;
O23.d = O21.fb;  "registered O21 output
    
```

CUPL and Atmel-CUPL

```

O21 = I3;
O21.ck = CLK;
O23.d = O21.fb; /* registered O21 output */
    
```

Asynchronous Reset, Synchronous Preset and Output Enable

There is an individual asynchronous reset product term for each register. A single synchronous preset product term is used to preset all registers. Since the synchronous preset requires a clock, an individual register will only preset if it is clocked. Each I/O pin has an individual output enable product term. The following examples show how the asynchronous reset, synchronous preset, and output enable functions are defined:

ABEL and Atmel-ABEL

```

O23.ar = I1;
O23.sp = I2; "NOTE: preset is for all registers
O23.oe = I3 & I4;
O22.oe = 1;
    
```

CUPL and Atmel-CUPL

```

O23.ar = I1;
O23.sp = I2; /*NOTE: preset is for all registers*/
O23.oe = I3 & I4;
O22.oe = 'b'1;
    
```

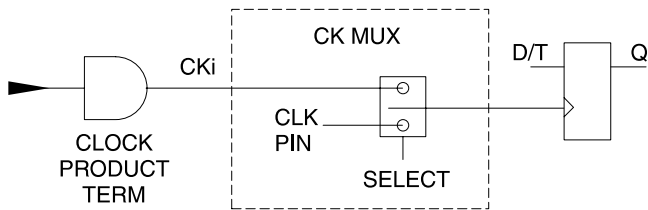
Programmable Polarity Control

Each I/O pin has programmable polarity control. Please refer to the application note “Using the Programmable Polarity Control” for details on using the polarity control.

Clock Options

For the ATV750, each register has an independent clock product term. For the ATV750B, each register can be configured to use either the clock product term or a synchronous clock pin (see Figure 8).

Figure 8. Clock Options



The following examples show how the clock is defined for the two different modes:

ABEL and Atmel-ABEL

```

SYNC_CLK pin 1;
ASYNC_CLK,EN pin 2,3;
O23.ck = SYNC_CLK;      "clock assigned to pin 1,
                        "no clock equation,
                        "software selects
                        "synchronous clock pin
                        "(for ATV750B only)

O23Q1.ck = ASYNC_CLK;   "clock assigned to pin 2,
                        "software selects clock
                        "product term

O22.ck = ASYNC_CLK & EN; "clock uses product term,
                        "software selects clock
                        "product term
    
```

CUPL and Atmel-CUPL

```

pin 1 = SYNC_CLK;
pin [2,3] = [ASYNC_CLK,EN];
O23.ckmux = SYNC_CLK; /*.ckmux extension */
/*selects synchronous */
/*clock pin */
/*(for ATV750B only) */

O23Q1.ck = SYNC_CLK; /*.ck extension selects */
/*clock product term */

O22.ck = ASYNC_CLK & EN;
    
```

D-type or T-type Registers

For the ATV750, the registers can only be configured as D-type flip-flops. For the ATV750B, the registers can be configured as either D-type or T-type flip-flops. The following examples show how to configure the registers as either D- or T-type:

ABEL and Atmel-ABEL

```

O13 pin 13 istype 'reg_t';
O23.d = I1 & I2;
O13.t = I1 # I2;
    
```

CUPL and Atmel-CUPL

```

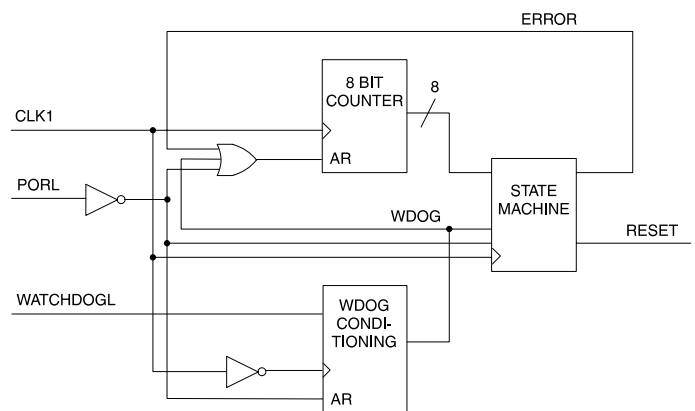
pin 13 = O13;
O23.d = I1 & I2;
O13.t = I1 # I2;
    
```

Design Example

Figure 9 shows a watchdog timer circuit which is implemented in an ATV750B. The circuit detects whether an event occurs at a regular interval. For this design, the timer is set to detect whether the WATCHDOGL input goes low every 18 ms. An 8 bit counter running on a 1ms clock counts the number of clock cycles between events. A small state machine detects whether the event occurs within the expected window. If the event occurs either too soon or too late, an error is generated. If the event occurs during the window, the counter is reset to time the next event.

The ABEL and CUPL descriptions for this design follow.

Figure 9. Design Example



Example ABEL Description File

```

module WATCH;
title 'Watchdog Timer V750B Design Example
      ATMEL Corporation   March 27, 1995';

WATCH device 'P750B';

CLK1,WATCHDOGL,PORL      pin 1,2,3;
RESET,CLEARCOUNT       pin 23,22 istype 'com,buffer';
ERRPULSE,ERRPULSE2      pin 21,20 istype 'reg_d,buffer';
WDOG,WDOG2              pin 17,16 istype 'reg_d,buffer';
Q0,Q1,Q2,Q3,Q4,Q5,Q6,Q7 node 35,34,33,32,29,28,27,26 istype 'reg_t';
REGA, REGB              pin 18,19 istype 'reg_d,buffer';

COUNT8 = [Q7..Q0]; "8-bit counter

H,L,Z,C,K,X,U,D = 1,0,.Z.,.C.,.K.,.X.,.U.,.D.;

"Define state values
POWERUP = ^B00;
IDLE    = ^B10;
WAIT    = ^B01;
ERROR   = ^B11;

STATE_MACH = [REGB,REGA];

"Internal counter values used in state machine
" (these are 1 less than actual due to state machine delay)
LT18 = (COUNT8 < 16);
GT22 = (COUNT8 > 20);
MS256 = (COUNT8 == 255);

IRESET = (STATE_MACH == ERROR);

Equations

" For WATCHDOGL input, generate a 1 clock cycle wide pulse.
" Uses opposite edge of system clock from the state machine to
" insure that there are no setup or metastability problems between
" the inputs to the state machine and the state machine clock.
WDOG.d   = (!WATCHDOGL & !WDOG2.fb);
WDOG2.d  = (!WATCHDOGL);
WDOG.ck  = !CLK1;
WDOG2.ck = !CLK1;
WDOG.ar  = !PORL;
WDOG2.ar = !PORL;

" Generate 1 clock cycle wide error pulse upon entering ERROR
" state. Uses opposite clock edge from state machine to ensure
" error pulse generation is clean.
ERRPULSE.d   = (IRESET & !ERRPULSE2.fb);
ERRPULSE2.d  = IRESET;
ERRPULSE.ck  = !CLK1;
ERRPULSE2.ck = !CLK1;
ERRPULSE.ar  = !PORL;
ERRPULSE2.ar = !PORL;

```

```
"256mS Internal Timer
" (resets on power-up reset, watchdog input, or ERROR state)
CLEARCOUNT = (!PORL # WDOG # ERRPULSE.fb);
COUNT8.ck = CLK1;
COUNT8.ar = CLEARCOUNT;
COUNT8.t = (COUNT8 + 1) $ COUNT8;
```

```
RESET = (!PORL # IRESET); "external RESET output
```

```
"State machine clocks and resets
STATE_MACH.ck = CLK1;
STATE_MACH.ar = !PORL;
```

```
state_diagram STATE_MACH;
```

```
state POWERUP:
  if (WDOG & !MS256) then IDLE;
  else if (MS256) then ERROR;
  else POWERUP;
state IDLE:
  if (WDOG) then ERROR;
  else if (!LT18) then WAIT;
  else IDLE;
state WAIT:
  if (WDOG) then IDLE;
  else if (!WDOG & GT22) then ERROR;
  else WAIT;
state ERROR:
  if (MS256) then POWERUP;
  else ERROR;
```

```
"Test normal powerup and normal watchdog input
```

```
TEST_VECTORS (
[CLK1, PORL,WATCHDOGL] -> [STATE_MACH,COUNT8,RESET])
[ U,  0,  X      ] -> [POWERUP,  0,  1  ];
[ K,  1,  1      ] -> [POWERUP,  1,  0  ];
[ K,  1,  1      ] -> [POWERUP,  2,  0  ];
[ K,  1,  1      ] -> [POWERUP,  3,  0  ];
[ K,  1,  0      ] -> [IDLE,    0,  0  ];
@@CONST CNT = 0;
@@REPEAT 9 {
@@CONST CNT = CNT + 1;
[ K,  1,  0      ] -> [ IDLE,    CNT,  0  ];}
@@REPEAT 7 {
@@CONST CNT = CNT + 1;
[ K,  1,  1      ] -> [IDLE,    CNT,  0  ];}
[ K,  1,  1      ] -> [WAIT,    17,  0  ];
[ K,  1,  1      ] -> [WAIT,    18,  0  ];
[ K,  1,  1      ] -> [WAIT,    19,  0  ];
[ K,  1,  0      ] -> [IDLE,    0,  0  ];
[ K,  1,  0      ] -> [IDLE,    1,  0  ];
[ K,  1,  0      ] -> [IDLE,    2,  0  ];
```

```
"Now test various state transitions and timeouts
```

```
TEST_VECTORS (
[CLK1, PORL,WATCHDOGL] -> [STATE_MACH,COUNT8,RESET])
[ U,  0,  X      ] -> [POWERUP,  0,  1  ];
[ K,  1,  1      ] -> [POWERUP,  1,  0  ];
[ K,  1,  1      ] -> [POWERUP,  2,  0  ];
[ K,  1,  1      ] -> [POWERUP,  3,  0  ];
[ K,  1,  0      ] -> [IDLE,    0,  0  ];
```



```

@@CONST CNT = 0;
@@REPEAT 15 {
@@CONST CNT = CNT + 1;
[ K, 1, 1 ] -> [ IDLE, CNT, 0 ];
[ K, 1, 1 ] -> [ IDLE, 16, 0 ];
[ K, 1, 1 ] -> [ WAIT, 17, 0 ];
[ K, 1, 1 ] -> [ WAIT, 18, 0 ];
[ K, 1, 1 ] -> [ WAIT, 19, 0 ];
[ K, 1, 1 ] -> [ WAIT, 20, 0 ];
[ K, 1, 1 ] -> [ WAIT, 21, 0 ];
[ K, 1, 1 ] -> [ ERROR, 22, 1 ]; "Input doesn't happen
[ K, 1, 1 ] -> [ ERROR, 0, 1 ];
[ K, 1, 1 ] -> [ ERROR, 1, 1 ];
[ K, 0, X ] -> [ POWERUP, 0, 1 ]; "RESET
[ K, 1, 1 ] -> [ POWERUP, 1, 0 ];
[ K, 1, 0 ] -> [ IDLE, 0, 0 ];
[ K, 1, 1 ] -> [ IDLE, 1, 0 ];
[ K, 1, 0 ] -> [ ERROR, 0, 1 ]; "Input hits too soon
[ K, 1, 1 ] -> [ ERROR, 0, 1 ];
[ K, 1, 1 ] -> [ ERROR, 1, 1 ];
[ U, 0, 1 ] -> [ POWERUP, 0, 1 ];
@@REPEAT 255 { "Test POWERUP timeout
[ K, 1, 1 ] -> [ POWERUP, X, 0 ];
@@REPEAT 257 { "Test ERROR timeout
[ K, 1, 1 ] -> [ ERROR, X, 1 ];
[ K, 1, 1 ] -> [ POWERUP, X, 0 ];
[ K, 1, 1 ] -> [ POWERUP, X, 0 ];
[ K, 1, 1 ] -> [ POWERUP, X, 0 ];

```

END WATCH;



Example CUPL Description File

```
Name          WATCH;
Partno        N/A;
Date          3/27/95;
Rev.          -;
Designer      PLD Expert;
Company       Atmel;
Assembly      -;
Location      -;
Device        V750B;

pin [1,2,3] = [CLK1,WATCHDOGL,PORL];
pin [23,22] = [RESET,CLEARCOUNT];
pin [21,20] = [ERRPULSE,ERRPULSE2];
pin [17,16] = [WDOG,WDOG2];
pin [18,19] = REGA, REGB;
pinnode [34,33,32,31,28,27,26,25] = [Q0..Q7];

field COUNT8 = [Q7..Q0]; /* 8-bit counter */

/* Define state values */
$define POWERUP 'b'00
$define IDLE    'b'10
$define WAIT    'b'01
$define ERROR   'b'11

field STATE_MACH = [REGB,REGA];

/* Internal counter values used in state machine */
/* (these are 1 less than actual due to state machine delay) */
LT18 = COUNT8:[0..F];
GT22 = COUNT8:[15..FF];
MS256 = COUNT8:FF;

IRESET = STATE_MACH:ERROR;

/* Equations */

/* For WATCHDOGL input, generate a 1 clock cycle wide pulse.
Uses opposite edge of system clock from the state machine to
insure that there are no setup or metastability problems between
the inputs to the state machine and the state machine clock. */
WDOG.d   = (!WATCHDOGL & !WDOG2);
WDOG2.d  = (!WATCHDOGL);
WDOG.ck  = !CLK1;
WDOG2.ck = !CLK1;
WDOG.ar  = !PORL;
WDOG2.ar = !PORL;

/* Generate 1 clock cycle wide error pulse upon entering ERROR
state. Uses opposite clock edge from state machine to ensure
error pulse generation is clean. */
ERRPULSE.d   = (IRESET & !ERRPULSE2);
ERRPULSE2.d  = IRESET;
ERRPULSE.ck  = !CLK1;
ERRPULSE2.ck = !CLK1;
ERRPULSE.ar  = !PORL;
ERRPULSE2.ar = !PORL;
```

```

/* 256mS Internal Timer
(resets on power-up reset, watchdog input, or ERROR state) */
CLEARCOUNT = (!PORL # WDOG # ERRPULSE);
COUNT8.ck = CLK1;
COUNT8.ar = CLEARCOUNT;
Q0.t = 'b'1;
Q1.t = Q0;
Q2.t = Q1 & Q0;
Q3.t = Q2 & Q1 & Q0;
Q4.t = Q3 & Q2 & Q1 & Q0;
Q5.t = Q4 & Q3 & Q2 & Q1 & Q0;
Q6.t = Q5 & Q4 & Q3 & Q2 & Q1 & Q0;
Q7.t = Q6 & Q5 & Q4 & Q3 & Q2 & Q1 & Q0;

RESET = (!PORL # IRESET); /* external RESET output */

/* State machine clocks and resets */
STATE_MACH.ck = CLK1;
STATE_MACH.ar = !PORL;

sequence STATE_MACH {

    present POWERUP
        if (WDOG & !MS256) next IDLE;
        if (MS256) next ERROR;
        default next POWERUP;
    present IDLE
        if (WDOG) next ERROR;
        if (!WDOG & !LT18) next WAIT;
        default next IDLE;
    present WAIT
        if (WDOG) next IDLE;
        if (!WDOG & GT22) next ERROR;
        default next WAIT;
    present ERROR
        if (MS256) next POWERUP;
        default next ERROR;
}

-----
CUPL Simulation Input File (WATCH.SI)
Name          WATCH;
Partno        N/A;
Date          3/27/95;
Rev.          -;
Designer      PLD Expert;
Company       Atmel;
Assembly     -;
Location      -;
Device       V750B;

ORDER: CLK1,%1,PORL,%1,WATCHDOGL,%2,STATE_MACH,%1,COUNT8,%1,RESET;
BASE: decimal;
VECTORS:
$MSG "Test normal powerup and normal watchdog input";
1 0 X  "0" "0"  H
K 1 1  "0" "1"  L
K 1 1  "0" "2"  L
K 1 1  "0" "3"  L
K 1 0  "2" "0"  L
$REPEAT 9;
K 1 0  "2" "*"  L

```

```

$REPEAT 7;
K 1 1 "2" "*" L
K 1 1 "1" "17" L
K 1 1 "1" "18" L
K 1 1 "1" "19" L
K 1 0 "2" "0" L
K 1 0 "2" "1" L
K 1 0 "2" "2" L

$MSG "Test various state transitions and timeouts";
1 0 X "0" "0" H
K 1 1 "0" "1" L
K 1 1 "0" "2" L
K 1 1 "0" "3" L
K 1 0 "2" "0" L
$REPEAT 15;
K 1 1 "2" "*" L
K 1 1 "2" "16" L
K 1 1 "1" "17" L
K 1 1 "1" "18" L
K 1 1 "1" "19" L
K 1 1 "1" "20" L
K 1 1 "1" "21" L
K 1 1 "3" "22" H /*Input doesn't happen*/
K 1 1 "3" "0" H
K 1 1 "3" "1" H
K 0 X "0" "0" H /*RESET*/
K 1 1 "0" "1" L
K 1 0 "2" "0" L
K 1 1 "2" "1" L
K 1 0 "3" "0" H /*Input hits too soon*/
K 1 1 "3" "0" H
K 1 1 "3" "1" H
1 0 1 "0" "0" H
$REPEAT 255; /*Test POWERUP timeout*/
K 1 1 "0" "*" L
$REPEAT 257; /*Test ERROR timeout*/
K 1 1 "3" "*" H
K 1 1 "0" "*" L
K 1 1 "0" "*" L
K 1 1 "0" "*" L

```



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