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Numonyx™ StrataFlash® Embedded Memory (P30)

Datasheet

Product Features

- High performance
  - 85 ns initial access
  - 52 MHz with zero wait states, 17ns clock-to-data output synchronous-burst read mode
  - 25 ns asynchronous-page read mode
  - 4-, 8-, 16-, and continuous-word burst mode
  - Buffered Enhanced Factory Programming (BEFP) at 5 µs/byte (Typ)
  - 1.8 V buffered programming at 7 µs/byte (Typ)
- Architecture
  - Multi-Level Cell Technology: Highest Density at Lowest Cost
  - Asymmetrically-blocked architecture
  - Four 32-KByte parameter blocks: top or bottom configuration
  - 128-KByte main blocks
- Voltage and Power
  - V_{CC} (core) voltage: 1.7 V – 2.0 V
  - V_{CCQ} (I/O) voltage: 1.7 V – 3.6 V
  - Standby current: 20µA (Typ) for 64-Mbit
  - 4-Word synchronous read current: 13 mA (Typ) at 40 MHz
- Quality and Reliability
  - Operating temperature: –40 °C to +85 °C
  - Minimum 100,000 erase cycles per block
  - ETOX™ VIII process technology
- Security
  - One-Time Programmable Registers:
    - 64 unique factory device identifier bits
    - 2112 user-programmable OTP bits
  - Selectable OTP Space in Main Array:
    - Four pre-defined 128-KByte blocks (top or bottom configuration)
    - Up to Full Array OTP Lockout
  - Absolute write protection: $V_{PP} = V_{SS}$
  - Power-transition erase/program lockout
  - Individual zero-latency block locking
  - Individual block lock-down
- Software
  - 20 µs (Typ) program suspend
  - 20 µs (Typ) erase suspend
  - Numonyx™ Flash Data Integrator optimized
  - Basic Command Set and Extended Command Set compatible
  - Common Flash Interface capable
- Density and Packaging
  - 56- Lead TSOP package (64, 128, 256, 512- Mbit)
  - 64- Ball Numonyx™ Easy BGA package (64, 128, 256, 512- Mbit)
  - Numonyx™ QUAD+ SCSP (64, 128, 256, 512- Mbit)
  - 16-bit wide data bus

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August 2008

Contents

1.0 Functional Description

1.1 Introduction

This document provides information about the Numonyx™ StrataFlash® Embedded Memory (P30) product and describes its features, operation, and specifications.

The Numonyx™ StrataFlash® Embedded Memory (P30) product is the latest generation of Numonyx™ StrataFlash® memory devices. Offered in 64-Mbit up through 512-Mbit densities, the P30 device brings reliable, two-bit-per-cell storage technology to the embedded flash market segment. Benefits include more density in less space, high-speed interface, lowest cost-per-bit NOR device, and support for code and data storage. Features include high-performance synchronous-burst read mode, fast asynchronous access times, low power, flexible security options, and three industry standard package choices. The P30 product family is manufactured using Intel* 130 nm ETOX™ VIII process technology.

The P30 product family is also planned on the Intel* 65nm process lithography. 65nm AC timing changes are noted in this datasheet, and should be taken into account for all new designs.

1.2 Overview

This section provides an overview of the features and capabilities of the P30.

The P30 family provides density upgrades from 64-Mbit through 512-Mbit. This family of devices provides high performance at low voltage on a 16-bit data bus. Individually erasable memory blocks are sized for optimum code and data storage.

Upon initial power up or return from reset, the device defaults to asynchronous page-mode read. Configuring the Read Configuration Register enables synchronous burst-mode reads. In synchronous burst mode, output data is synchronized with a user-supplied clock signal. A WAIT signal provides an easy CPU-to-flash memory synchronization.

In addition to the enhanced architecture and interface, the device incorporates technology that enables fast factory program and erase operations. Designed for low-voltage systems, the
P30 supports read operations with V_{CC} at 1.8 V, and erase and program operations with V_{PP} at 1.8 V or 9.0 V. Buffered Enhanced Factory Programming (BEFP) provides the fastest flash array programming performance with V_{PP} at 9.0 V, which increases factory throughput. With V_{PP} at 1.8 V, VCC and VPP can be tied together for a simple, ultra low power design. In addition to voltage flexibility, a dedicated VPP connection provides complete data protection when $V_{PP} \leq V_{PPLK}$.

A Command User Interface (CUI) is the interface between the system processor and all internal operations of the device. An internal Write State Machine (WSM) automatically executes the algorithms and timings necessary for block erase and program. A Status Register indicates erase or program completion and any errors that may have occurred.

An industry-standard command sequence invokes program and erase automation. Each erase operation erases one block. The Erase Suspend feature allows system software to pause an erase cycle to read or program data in another block. Program Suspend allows system software to pause programming to read other locations. Data is programmed in word increments (16 bits).

The P30 protection register allows unique flash device identification that can be used to increase system security. The individual Block Lock feature provides zero-latency block locking and unlocking. In addition, the P30 device also has four pre-defined spaces in the main array that can be configured as One-Time Programmable (OTP).

1.3 Virtual Chip Enable Description

The P30 512Mbit devices employ a Virtual Chip Enable which combines two 256-Mbit die with a common chip enable, F1-CE# for QUAD+ packages or CE# for Easy BGA and TSOP packages. (Refer to Figure 9 on page 21 and Figure 10 on page 21). Address A24 (Quad+ package) or A25 (Easy BGA and TSOP packages) is then used to select between the die pair with F1-CE# / CE# asserted depending upon the package option used. When chip enable is asserted and QUAD+ A24 (Easy BGA/TSOP A25) is low (V_{IL}), The lower parameter die is selected; when chip enable is asserted and QUAD+ A24 (Easy BGA/TSOP A25) is high (V_{IH}), the upper parameter die is selected. Refer to Table 1 and Table 2 for additional details.

Table 1: Virtual Chip Enable Truth Table for 512 Mb (QUAD+ Package)

Die Selected	F1-CE#	A24
Lower Param Die	L	L
Upper Param Die	L	H

Table 2: Virtual Chip Enable Truth Table for 512 Mb (Easy BGA & TSOP Packages)

Die Selected	CE#	A25
Lower Param Die	L	L
Upper Param Die	L	H

1.4 Memory Maps

Table 3 through Table 5 show the P30 memory maps. The memory array is divided into multiple 8-Mbit Programming Regions (see Section 8.0, “Program Operation” on page 29).

Table 3: Discrete Top Parameter Memory Maps (all packages)

	Size (KB)	Blk	64-Mbit
One Programming Region	32	66	3FC000 - 3FFFFF
	⋮	⋮	⋮
	32	63	3F0000 - 3F3FFF
	128	62	3E0000 - 3EFFFF
	⋮	⋮	⋮
	128	56	380000 - 38FFFF
Seven Programming Regions	128	55	370000 - 37FFFF
	128	54	360000 - 36FFFF
	⋮	⋮	⋮
	128	1	010000 - 01FFFF
	128	0	000000 - 00FFFF

	Size (KB)	Blk	128-Mbit
One Programming Region	32	130	7FC000 - 7FFFFF
	⋮	⋮	⋮
	32	127	7F0000 - 7F3FFF
	128	126	7E0000 - 7EFFFF
	⋮	⋮	⋮
	128	120	780000 - 78FFFF
Fifteen Programming Regions	128	119	770000 - 77FFFF
	128	118	760000 - 76FFFF
	⋮	⋮	⋮
	128	1	010000 - 01FFFF
	128	0	000000 - 00FFFF

	Size (KB)	Blk	256-Mbit
One Programming Region	32	258	FFC000 - FFFFFF
	⋮	⋮	⋮
	32	255	FF0000 - FF3FFF
	128	254	FE0000 - FEFFFF
	⋮	⋮	⋮
	128	248	F80000 - F8FFFF
Thirty-One Programming Regions	128	247	F70000 - F7FFFF
	128	246	F60000 - F6FFFF
	⋮	⋮	⋮
	128	1	010000 - 01FFFF
	128	0	000000 - 00FFFF

Table 4: Discrete Bottom Parameter Memory Maps (all packages)

	Size (KB)	Blk	64-Mbit
Seven Programming Regions	128	66	3F0000 - 3FFFFF
	128	65	3E0000 - 3EFFFF
	⋮	⋮	⋮
	128	12	090000 - 09FFFF
	128	11	080000 - 08FFFF
One Programming Region	128	10	070000 - 07FFFF
	⋮	⋮	⋮
	128	4	010000 - 01FFFF
	32	3	00C000 - 00FFFF
	⋮	⋮	⋮
	32	0	000000 - 003FFF

	Size (KB)	Blk	128-Mbit
Fifteen Programming Regions	128	130	7F0000 - 7FFFFF
	128	129	7E0000 - 7EFFFF
	⋮	⋮	⋮
	128	12	090000 - 09FFFF
	128	11	080000 - 08FFFF
One Programming Region	128	10	070000 - 07FFFF
	⋮	⋮	⋮
	128	4	010000 - 01FFFF
	32	3	00C000 - 00FFFF
	⋮	⋮	⋮
	32	0	000000 - 003FFF

	Size (KB)	Blk	256-Mbit
Thirty-One Programming Regions	128	258	FF0000 - FFFFFF
	128	257	FE0000 - FEFFFF
	⋮	⋮	⋮
	128	12	090000 - 09FFFF
	128	11	080000 - 08FFFF
One Programming Region	128	10	070000 - 07FFFF
	⋮	⋮	⋮
	128	4	010000 - 01FFFF
	32	3	00C000 - 00FFFF
	⋮	⋮	⋮
	32	0	000000 - 003FFF

Block size is referenced in K-Bytes where a byte= 8 bits. Block Address range is referenced in K-Words where a Word is the size of the flash output bus (16 bits).

Note: The Dual- Die P30 memory maps are the same for both parameter options because the devices employ virtual chip enable (Refer to Section 1.3). The parameter option only defines the placement of bottom parameter die.

Table 5: 512-Mbit Top and Bottom Parameter Memory Map (Easy BGA and QUAD+ SCSP)

512-Mbit Flash (2x256-Mbit w/ 1CE)			
Die Stack Config	**Size (KB)**	**Blk**	**Address Range**
256-Mbit Top Parameter Die	32	517	1FFC000 - 1FFFFFF
	⋮	⋮	⋮
	32	514	1FF0000 - 1FF3FFF
	128	513	1FE0000 - 1FEFFFF
	⋮	⋮	⋮
	128	259	1000000 - 100FFFF
	128	258	FF0000 - FFFFFF
256-Mbit Bottom Parameter Die	⋮	⋮	⋮
	128	4	010000 - 01FFFF
	32	3	00C000 - 00FFFF
	⋮	⋮	⋮
	32	0	000000 - 003FFF

Note: Refer to the appropriate 256-Mbit Memory Map (Table 3 or Table 4) for Programming Region information; Block size is referenced in K-Bytes where a byte=8 bits. Block Address range is referenced in K-Words where a Word is the size of the flash output bus (16 bits).

2.0 Package Information

2.1 56-Lead TSOP

Figure 1: TSOP Mechanical Specifications

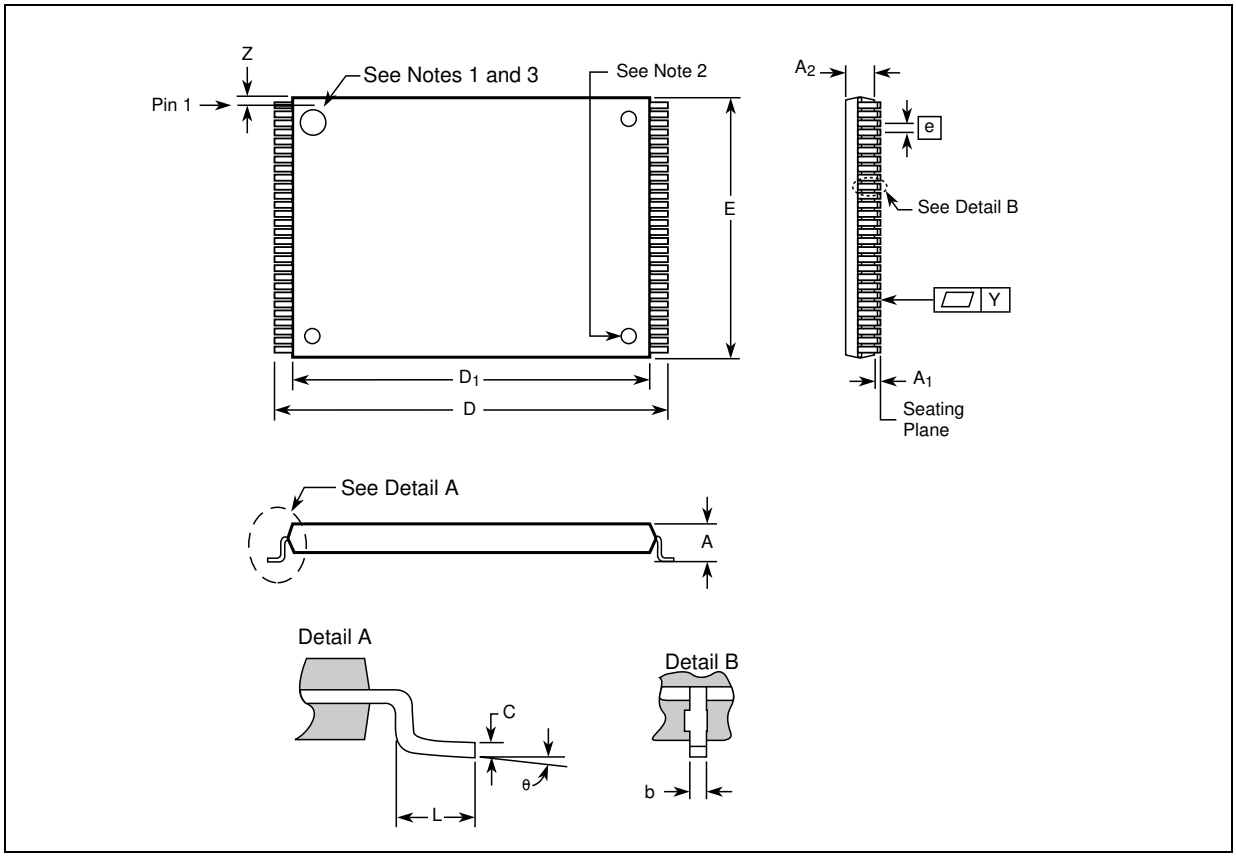


Table 6: TSOP Package Dimensions (Sheet 1 of 2)

Product Information	Symbol	Millimeters			Inches			Notes
		Min	Nom	Max	Min	Nom	Max	
Package Height	A	-	-	1.200	-	-	0.047	
Standoff	A_1	0.050	-	-	0.002	-	-	
Package Body Thickness	A_2	0.965	0.995	1.025	0.038	0.039	0.040	
Lead Width	b	0.100	0.150	0.200	0.004	0.006	0.008	
Lead Thickness	c	0.100	0.150	0.200	0.004	0.006	0.008	
Package Body Length	D_1	18.200	18.400	18.600	0.717	0.724	0.732	
Package Body Width	E	13.800	14.000	14.200	0.543	0.551	0.559	
Lead Pitch	e	-	0.500	-	-	0.0197	-	
Terminal Dimension	D	19.800	20.00	20.200	0.780	0.787	0.795	

Table 6: TSOP Package Dimensions (Sheet 2 of 2)

Product Information	Symbol	Millimeters			Inches			Notes
		Min	Nom	Max	Min	Nom	Max	
Lead Tip Length	L	0.500	0.600	0.700	0.020	0.024	0.028	
Lead Count	N	-	56	-	-	56	-	
Lead Tip Angle	ý	0°	3°	5°	0°	3°	5°	
Seating Plane Coplanarity	Y	-	-	0.100	-	-	0.004	
Lead to Package Offset	Z	0.150	0.250	0.350	0.006	0.010	0.014	

Notes:
1. One dimple on package denotes Pin 1.
2. If two dimples, then the larger dimple denotes Pin 1.
3. Pin 1 will always be in the upper left corner of the package, in reference to the product mark.
4. Daisy Chain Evaluation Unit information is at Numonyx™ Flash Memory Packaging Technology http://developer.Numonyx.com/design/flash/packtech.

2.2 64-Ball Easy BGA Package

Figure 2: Easy BGA Mechanical Specifications

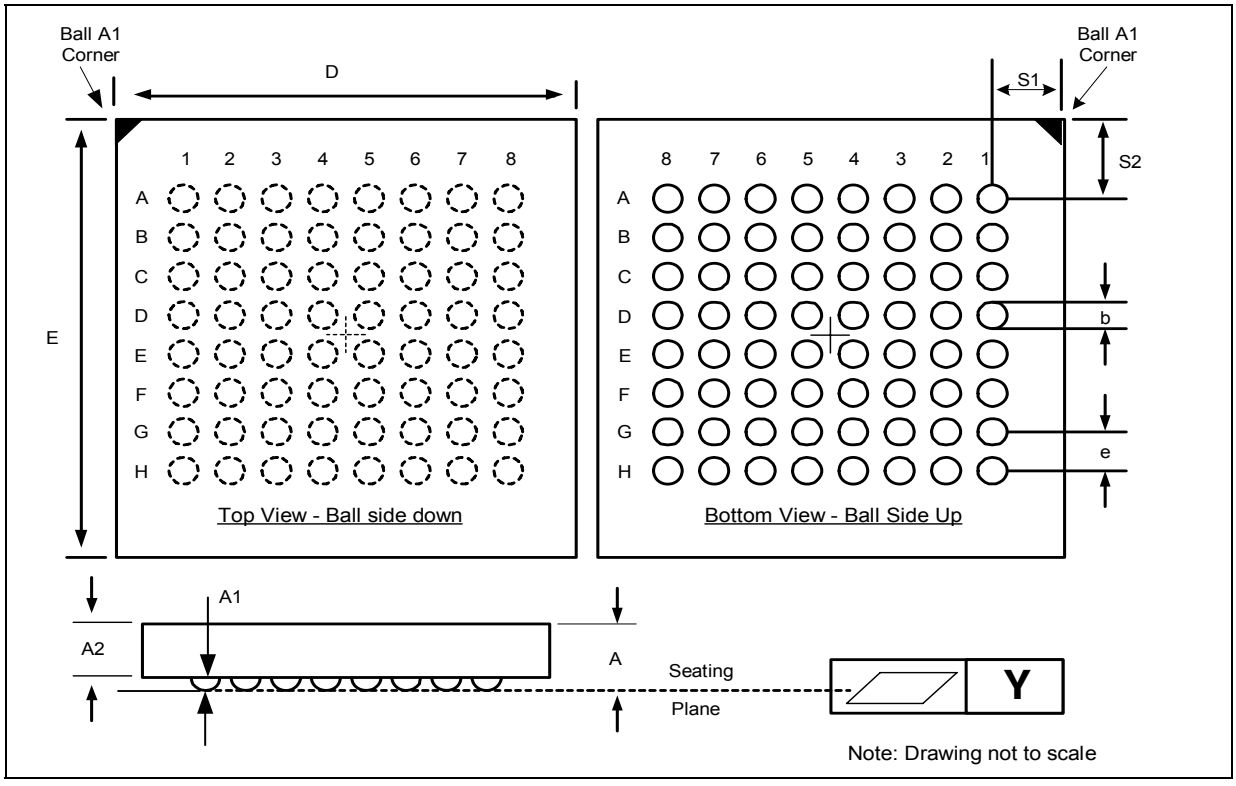


Table 7: Easy BGA Package Dimensions

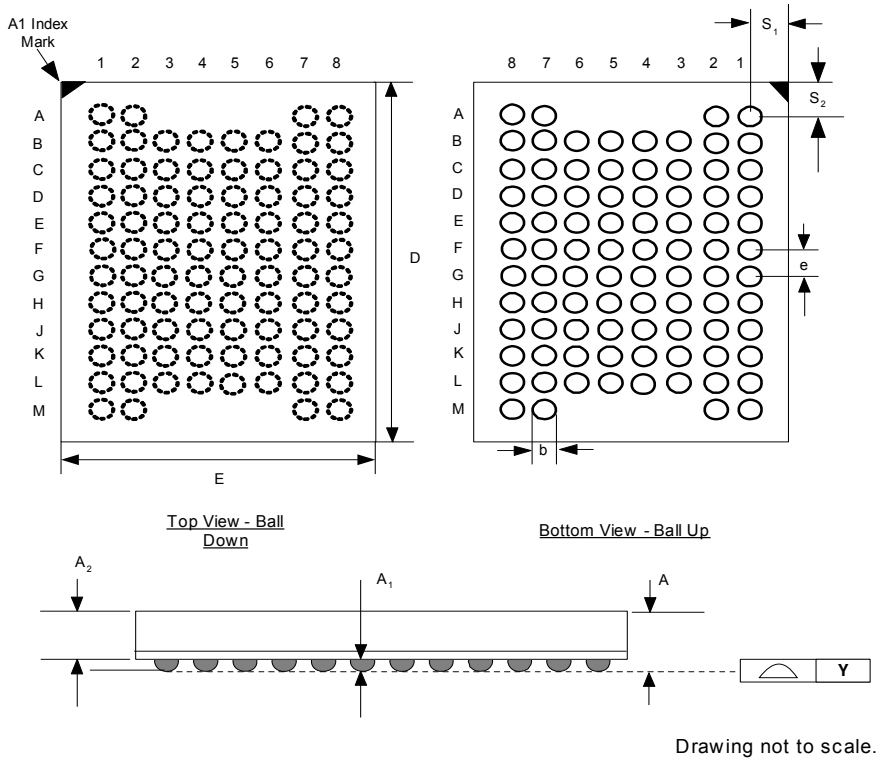
Product Information	Symbol	Millimeters			Inches			Notes
		Min	Nom	Max	Min	Nom	Max	
Package Height (64/128/256-Mbit)	A	-	-	1.200	-	-	0.0472	
Package Height (512-Mbit)	A	-	-	1.300	-	-	0.0512	
Ball Height	A1	0.250	-	-	0.0098	-	-	
Package Body Thickness (64/128/256-Mbit)	A2	-	0.780	-	-	0.0307	-	
Package Body Thickness (512-Mbit)	A2	-	0.910	-	-	0.0358	-	
Ball (Lead) Width	b	0.330	0.430	0.530	0.0130	0.0169	0.0209	
Package Body Width	D	9.900	10.000	10.100	0.3898	0.3937	0.3976	
Package Body Length	E	12.900	13.000	13.100	0.5079	0.5118	0.5157	
Pitch	[e]	-	1.000	-	-	0.0394	-	
Ball (Lead) Count	N	-	64	-	-	64	-	
Seating Plane Coplanarity	Y	-	-	0.100	-	-	0.0039	
Corner to Ball A1 Distance Along D	S1	1.400	1.500	1.600	0.0551	0.0591	0.0630	
Corner to Ball A1 Distance Along E	S2	2.900	3.000	3.100	0.1142	0.1181	0.1220	

Notes:

1. Daisy Chain Evaluation Unit information is at Numonyx™ Flash Memory Packaging Technology http://developer.Numonyx.com/design/flash/packtech.

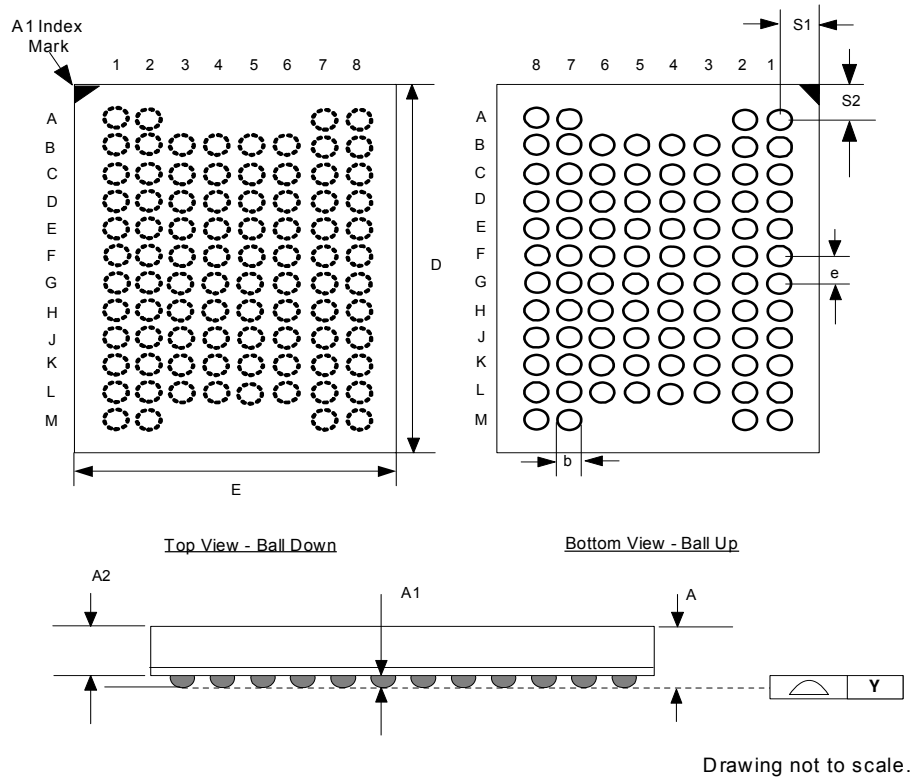
2.3 QUAD+ SCSP Packages

Figure 3: 64/ 128-Mbit, 88-ball (80 active) QUAD+ SCSP Specifications (8x10x1.2 mm)



		Millimeters			Inches		
Dimensions	**Symbol**	**Min**	**Nom**	**Max**	**Min**	**Nom**	**Max**
Package Height	A	-	-	1.200	-	-	0.0472
Ball Height	A1	0.200	-	-	0.0079	-	-
Package Body Thickness	A2	-	0.860	-	-	0.0339	-
Ball (Lead) Width	b	0.325	0.375	0.425	0.0128	0.0148	0.0167
Package Body Width	D	9.900	10.000	10.100	0.3898	0.3937	0.3976
Package Body Length	E	7.900	8.000	8.100	0.3110	0.3150	0.3189
Pitch	e	-	0.800	-	-	0.0315	-
Ball (Lead) Count	N	-	88	-	-	88	-
Seating Plane Coplanarity	Y	-	-	0.100	-	-	0.0039
Corner to Ball A1 Distance Along E	S1	1.100	1.200	1.300	0.0433	0.0472	0.0512
Corner to Ball A1 Distance Along D	S2	0.500	0.600	0.700	0.0197	0.0236	0.0276

Figure 4: 256-Mbit, 88-ball (80 active) QUAD+ SCSP Specifications (8x11x1.0 mm)

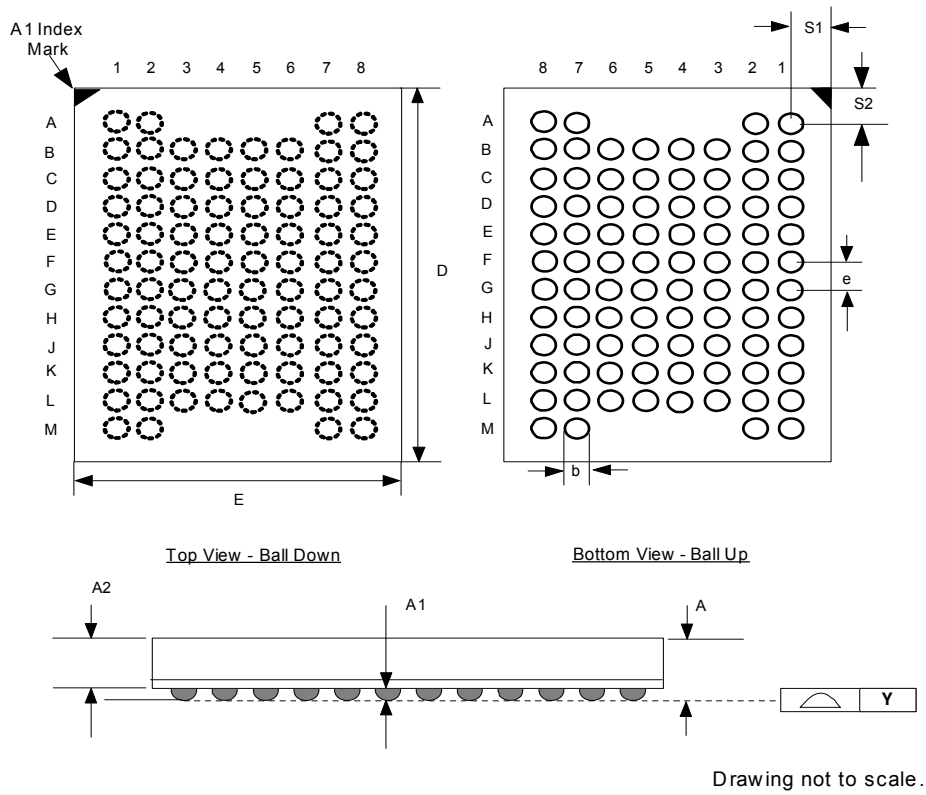


Drawing not to scale.

Note: Dimensions A1, A2, and b are preliminary

		Millimeters			Inches		
Dimensions	**Symbol**	**Min**	**Nom**	**Max**	**Min**	**Nom**	**Max**
Package Height	A	-	-	1.000	-	-	0.0394
Ball Height	A1	0.117	-	-	0.0046	-	-
Package Body Thickness	A2	-	0.740	-	-	0.0291	-
Ball (Lead) Width	b	0.300	0.350	0.400	0.0118	0.0138	0.0157
Package Body Length	D	10.900	11.00	11.100	0.4291	0.4331	0.4370
Package Body Width	E	7.900	8.00	8.100	0.3110	0.3150	0.3189
Pitch	e	-	0.80	-	-	0.0315	-
Ball (Lead) Count	N	-	88	-	-	88	-
Seating Plane Coplanarity	Y	-	-	0.100	-	-	0.0039
Corner to Ball A1 Distance Along E	S1	1.100	1.200	1.300	0.0433	0.0472	0.0512
Corner to Ball A1 Distance Along D	S2	1.000	1.100	1.200	0.0394	0.0433	0.0472

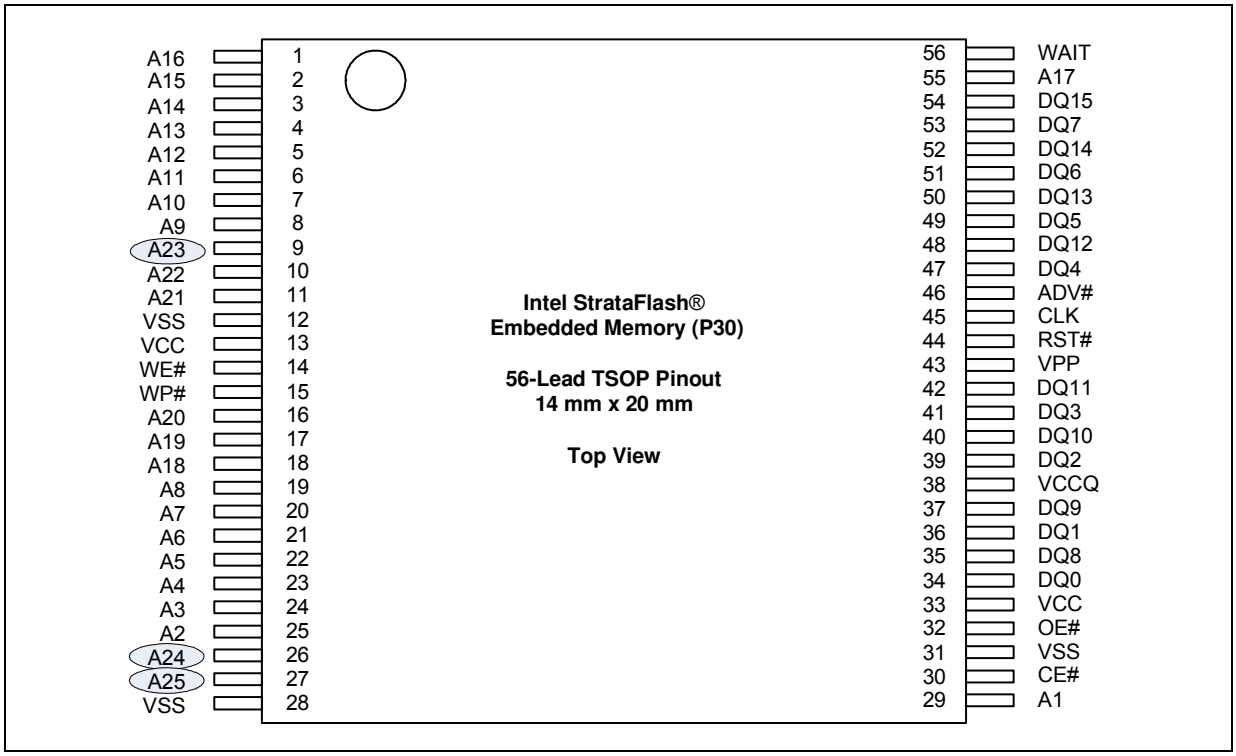
Figure 5: 512-Mbit, 88-ball (80 active) QUAD+ SCSP Specifications (8x11x1.2 mm)



		Millimeters			Inches		
Dimensions	**Symbol**	**Min**	**Nom**	**Max**	**Min**	**Nom**	**Max**
Package Height	A	-	-	1.200	-	-	0.0472
Ball Height	A1	0.200	-	-	0.0079	-	-
Package Body Thickness	A2	-	0.860	-	-	0.0339	-
Ball (Lead) Width	b	0.325	0.375	0.425	0.0128	0.0148	0.0167
Package Body Length	D	10.900	11.000	11.100	0.4291	0.4331	0.4370
Package Body Width	E	7.900	8.000	8.100	0.3110	0.3150	0.3189
Pitch	e	-	0.800	-	-	0.0315	-
Ball (Lead) Count	N	-	88	-	-	88	-
Seating Plane Coplanarity	Y	-	-	0.100	-	-	0.0039
Corner to Ball A1 Distance Along E	S1	1.100	1.200	1.300	0.0433	0.0472	0.0512
Corner to Ball A1 Distance Along D	S2	1.000	1.100	1.200	0.0394	0.0433	0.0472

3.0 Ballouts

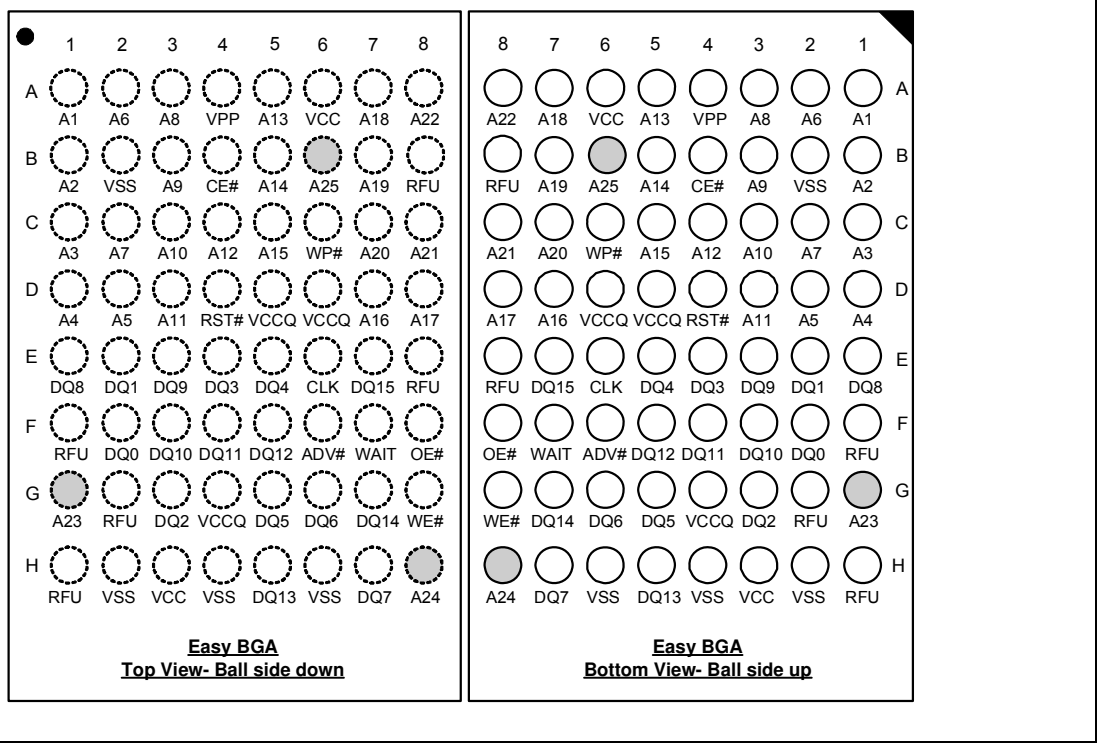
Figure 6: 56-Lead TSOP Pinout (64/ 128/ 256/ 512- Mbit)



Notes:

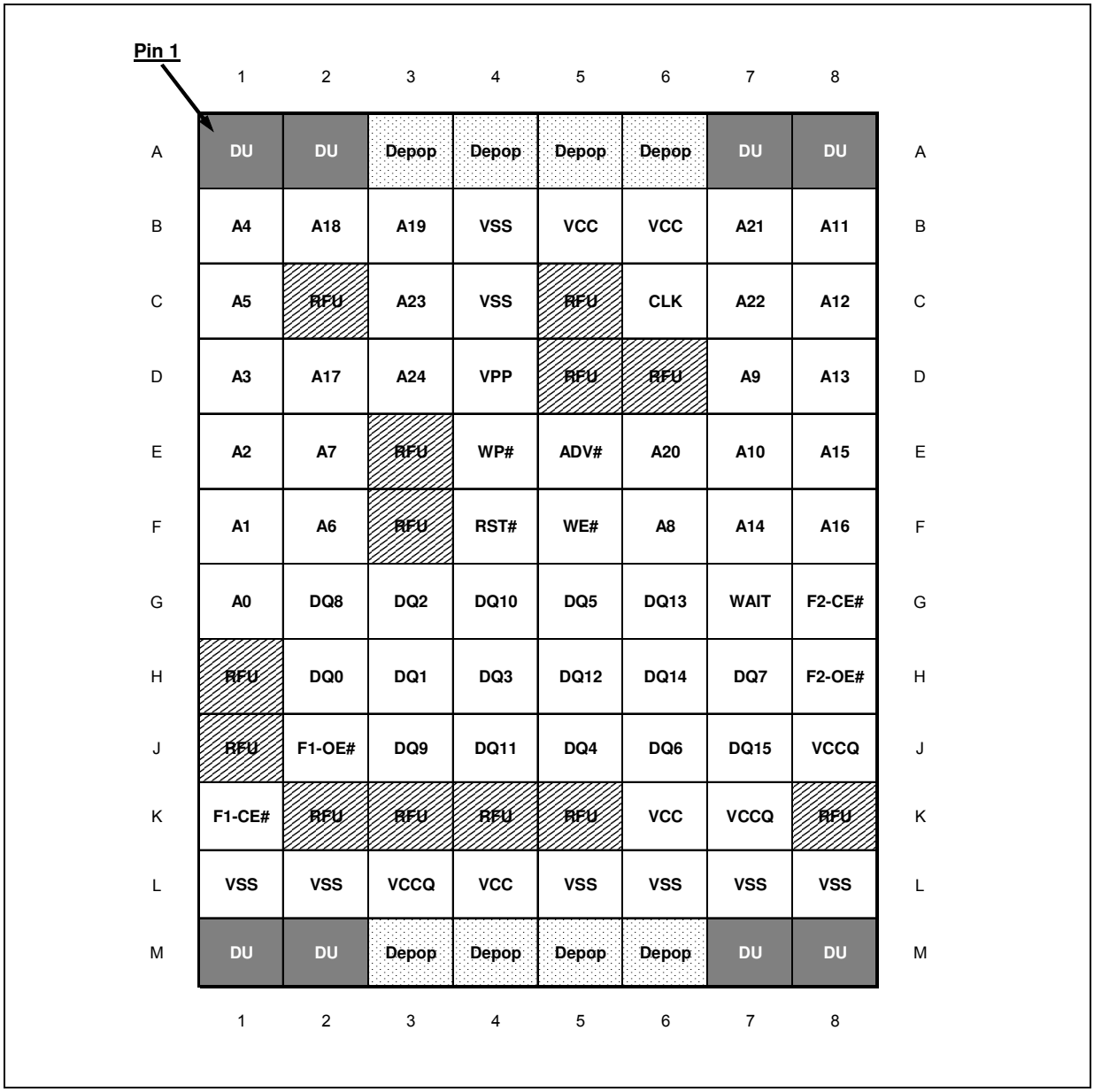
1. A1 is the least significant address bit.
2. A23 is valid for 128-Mbit densities and above; otherwise, it is a no connect (NC).
3. A24 is valid for 256-Mbit densities; otherwise, it is a no connect (NC).
4. A25 is valid for 512-Mbit densities; otherwise, it is a no connect (NC).
5. Please refer to the latest specification update for synchronous read operation with the TSOP package. The synchronous read input signals (i.e. ADV# and CLK) should be tied off to support asynchronous reads. See Section 4.0, “Signals” on page 19.

Figure 7: 64-Ball Easy BGA Ballout (64/ 128/ 256/ 512-Mbit)



Notes:
1. A1 is the least significant address bit.
2. A23 is valid for 128-Mbit densities and above; otherwise, it is a no connect (NC).
3. A24 is valid for 256-Mbit densities and above; otherwise, it is a no connect (NC).
4. A25 is valid for 512-Mbit densities; otherwise, it is a no connect (NC).

Figure 8: 88-Ball (80-Active Ball) QUAD+ SCSP Ballout



Notes:
1. A22 is valid for 128-Mbit densities and above; otherwise, it is a no connect (NC).
2. A23 is valid for 256-Mbit densities and above; otherwise, it is a no connect (NC).
3. A24 is valid for 512-Mbit densities and above; otherwise, it is a no connect (NC).
4. F2-CE# and F2-OE# are no connect (NC) for all densities.

4.0 Signals

This section has signal descriptions for the various P30 packages.

Table 8: TSOP and Easy BGA Signal Descriptions (Sheet 1 of 2)

Symbol	Type	Name and Function
A[MAX:1]	Input	**ADDRESS INPUTS:** Device address inputs. 64-Mbit: A[22:1]; 128-Mbit: A[23:1]; 256-Mbit: A[24:1]; 512-Mbit: A[25:1]. *Note:* The virtual selection of the 256-Mbit "Top parameter" die in the dual-die 512-Mbit configuration is accomplished by setting A[25] high (V_{IH}).
DQ[15:0]	Input/ Output	**DATA INPUT/ OUTPUTS:** Inputs data and commands during write cycles; outputs data during memory, Status Register, Protection Register, and Read Configuration Register reads. Data balls float when the CE# or OE# are deasserted. Data is internally latched during writes.
ADV#	Input	**ADDRESS VALID:** Active low input. During synchronous read operations, addresses are latched on the rising edge of ADV#, or on the next valid CLK edge with ADV# low, whichever occurs first. In asynchronous mode, the address is latched when ADV# going high or continuously flows through if ADV# is held low. WARNING: Designs not using ADV# must tie it to VSS to allow addresses to flow through.
CE#	Input	**FLASH CHIP ENABLE:** Active low input. CE# low selects the associated flash memory die. When asserted, flash internal control logic, input buffers, decoders, and sense amplifiers are active. When deasserted, the associated flash die is deselected, power is reduced to standby levels, data and WAIT outputs are placed in high-Z state. WARNING: Chip enable must be driven high when device is not in use.
CLK	Input	**CLOCK:** Synchronizes the device with the system's bus frequency in synchronous-read mode. During synchronous read operations, addresses are latched on the rising edge of ADV#, or on the next valid CLK edge with ADV# low, whichever occurs first. WARNING: Designs not using CLK for synchronous read mode must tie it to VCCQ or VSS.
OE#	Input	**OUTPUT ENABLE:** Active low input. OE# low enables the device's output data buffers during read cycles. OE# high places the data outputs and WAIT in High-Z.
RST#	Input	**RESET:** Active low input. RST# resets internal automation and inhibits write operations. This provides data protection during power transitions. RST# high enables normal operation. Exit from reset places the device in asynchronous read array mode.
WAIT	Output	**WAIT:** Indicates data valid in synchronous array or non-array burst reads. Read Configuration Register bit 10 (RCR[10], WT) determines its polarity when asserted. WAIT's active output is V_{OL} or V_{OH} when CE# and OE# are V_{IL}. WAIT is high-Z if CE# or OE# is V_{IH}. • In synchronous array or non-array read modes, WAIT indicates invalid data when asserted and valid data when deasserted. • In asynchronous page mode, and all write modes, WAIT is deasserted.
WE#	Input	**WRITE ENABLE:** Active low input. WE# controls writes to the device. Address and data are latched on the rising edge of WE#.
WP#	Input	**WRITE PROTECT:** Active low input. WP# low enables the lock-down mechanism. Blocks in lock-down cannot be unlocked with the Unlock command. WP# high overrides the lock-down function enabling blocks to be erased or programmed using software commands.
VPP	Power/ Input	**Erase and Program Power:** A valid voltage on this pin allows erasing or programming. Memory contents cannot be altered when $V_{PP} \le V_{PPLK}$. Block erase and program at invalid V_{PP} voltages should not be attempted. Set $V_{PP} = V_{PPL}$ for in-system program and erase operations. To accommodate resistor or diode drops from the system supply, the V_{IH} level of V_{PP} can be as low as V_{PPL} min. V_{PP} must remain above V_{PPL} min to perform in-system flash modification. VPP may be 0 V during read operations. V_{PPH} can be applied to main blocks for 1000 cycles maximum and to parameter blocks for 2500 cycles. VPP can be connected to 9 V for a cumulative total not to exceed 80 hours. Extended use of this pin at 9 V may reduce block cycling capability.
VCC	Power	**Device Core Power Supply:** Core (logic) source voltage. Writes to the flash array are inhibited when $V_{CC} \le V_{LKO}$. Operations at invalid V_{CC} voltages should not be attempted.
VCCQ	Power	**Output Power Supply:** Output-driver source voltage.
VSS	Power	**Ground:** Connect to system ground. Do not float any VSS connection.

Table 8: TSOP and Easy BGA Signal Descriptions (Sheet 2 of 2)

Symbol	Type	Name and Function
RFU	—	**Reserved for Future Use:** Reserved by Numonyx for future device functionality and enhancement. These should be treated in the same way as a Do Not Use (DU) signal.
DU	—	**Do Not Use:** Do not connect to any other signal, or power supply; must be left floating.
NC	—	**No Connect:** No internal connection; can be driven or floated.

Table 9: QUAD+ SCSP Signal Descriptions (Sheet 1 of 2)

Symbol	Type	Name and Function
A[MAX:0]	Input	**ADDRESS INPUTS:** Device address inputs. 64-Mbit: A[21:0]; 128-Mbit: A[22:0]; 256-Mbit: A[23:0]; 512-Mbit: A[24:0]. *Note:* The virtual selection of the 256-Mbit "Top parameter" die in the dual-die 512-Mbit configuration is accomplished by setting A[25] high (V_{IH}).
DQ[15:0]	Input/ Output	**DATA INPUT/ OUTPUTS:** Inputs data and commands during write cycles; outputs data during memory, Status Register, Protection Register, and Read Configuration Register reads. Data balls float when the CE# or OE# are deasserted. Data is internally latched during writes.
ADV#	Input	**ADDRESS VALID:** Active low input. During synchronous read operations, addresses are latched on the rising edge of ADV#, or on the next valid CLK edge with ADV# low, whichever occurs first. In asynchronous mode, the address is latched when ADV# going high or continuously flows through if ADV# is held low. WARNING: Designs not using ADV# must tie it to VSS to allow addresses to flow through.
F1-CE#	Input	**FLASH CHIP ENABLE:** Active low input. CE# low selects the associated flash memory die. When asserted, flash internal control logic, input buffers, decoders, and sense amplifiers are active. When deasserted, the associated flash die is deselected, power is reduced to standby levels, data and WAIT outputs are placed in high-Z state. WARNING: Chip enable must be driven high when device is not in use.
CLK	Input	**CLOCK:** Synchronizes the device with the system's bus frequency in synchronous-read mode. During synchronous read operations, addresses are latched on the rising edge of ADV#, or on the next valid CLK edge with ADV# low, whichever occurs first. WARNING: Designs not using CLK for synchronous read mode must tie it to VCCQ or VSS.
F1-OE#	Input	**OUTPUT ENABLE:** Active low input. OE# low enables the device's output data buffers during read cycles. OE# high places the data outputs and WAIT in High-Z.
RST#	Input	**RESET:** Active low input. RST# resets internal automation and inhibits write operations. This provides data protection during power transitions. RST# high enables normal operation. Exit from reset places the device in asynchronous read array mode.
WAIT	Output	**WAIT:** Indicates data valid in synchronous array or non-array burst reads. Read Configuration Register bit 10 (RCR[10], WT) determines its polarity when asserted. WAIT's active output is V_{OL} or V_{OH} when CE# and OE# are V_{IL}. WAIT is high-Z if CE# or OE# is V_{IH}. • In synchronous array or non-array read modes, WAIT indicates invalid data when asserted and valid data when deasserted. • In asynchronous page mode, and all write modes, WAIT is deasserted.
WE#	Input	**WRITE ENABLE:** Active low input. WE# controls writes to the device. Address and data are latched on the rising edge of WE#.
WP#	Input	**WRITE PROTECT:** Active low input. WP# low enables the lock-down mechanism. Blocks in lock-down cannot be unlocked with the Unlock command. WP# high overrides the lock-down function enabling blocks to be erased or programmed using software commands.
VPP	Power/ Input	**Erase and Program Power:** A valid voltage on this pin allows erasing or programming. Memory contents cannot be altered when $V_{PP} \le V_{PPLK}$. Block erase and program at invalid V_{PP} voltages should not be attempted. Set $V_{PP} = V_{PPL}$ for in-system program and erase operations. To accommodate resistor or diode drops from the system supply, the V_{IH} level of V_{PP} can be as low as V_{PPL} min. V_{PP} must remain above V_{PPL} min to perform in-system flash modification. VPP may be 0 V during read operations. V_{PPH} can be applied to main blocks for 1000 cycles maximum and to parameter blocks for 2500 cycles. VPP can be connected to 9 V for a cumulative total not to exceed 80 hours. Extended use of this pin at 9 V may reduce block cycling capability.

Table 9: QUAD+ SCSP Signal Descriptions (Sheet 2 of 2)

Symbol	Type	Name and Function
VCC	Power	**Device Core Power Supply:** Core (logic) source voltage. Writes to the flash array are inhibited when $V_{CC} \le V_{LKO}$. Operations at invalid V_{CC} voltages should not be attempted.
VCCQ	Power	**Output Power Supply:** Output-driver source voltage.
VSS	Power	**Ground:** Connect to system ground. Do not float any VSS connection.
RFU	—	**Reserved for Future Use:** Reserved by Numonyx for future device functionality and enhancement. These should be treated in the same way as a Do Not Use (DU) signal.
DU	—	**Do Not Use:** Do not connect to any other signal, or power supply; must be left floating.
NC	—	**No Connect:** No internal connection; can be driven or floated.

4.1 Dual-Die Configurations

Figure 9: 512-Mbit Easy BGA and TSOP Top or Bottom Parameter Block Diagram

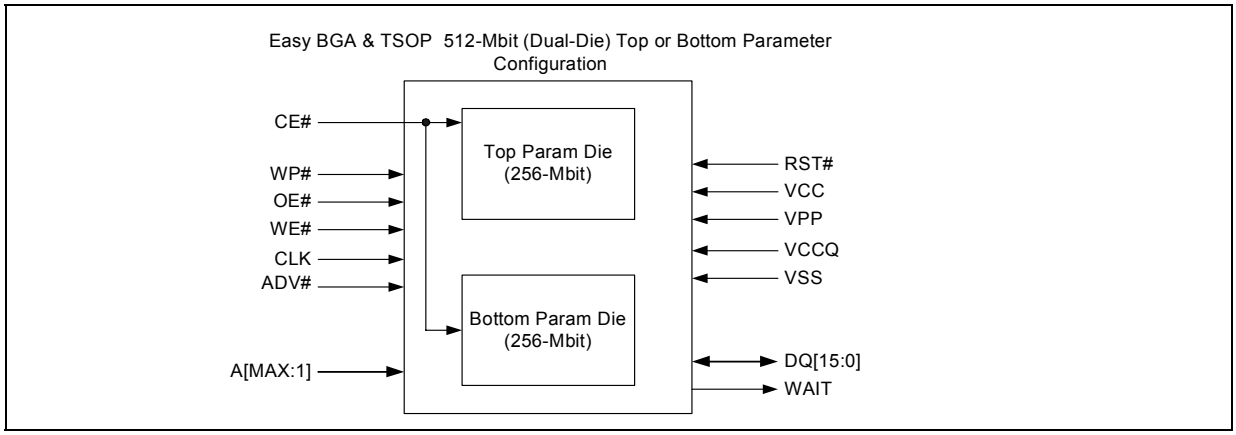
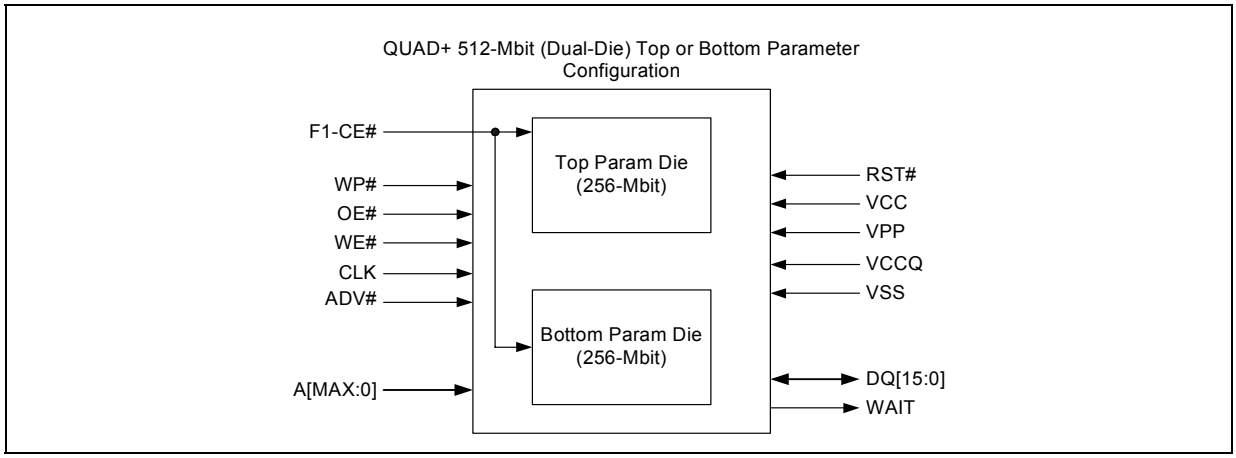


Figure 10: 512-Mbit QUAD+ SCSP Top or Bottom Parameter Block Diagram



Note: $A_{max} = V_{ih}$ selects the Top parameter Die; $A_{max} = V_{il}$ selects the Bottom Parameter Die.

5.0 Bus Operations

CE# low and RST# high enable device read operations. The device internally decodes upper address inputs to determine the accessed block. ADV# low opens the internal address latches. OE# low activates the outputs and gates selected data onto the I/O bus.

In asynchronous mode, the address is latched when ADV# goes high or continuously flows through if ADV# is held low. In synchronous mode, the address is latched by the first of either the rising ADV# edge or the next valid CLK edge with ADV# low (WE# and RST# must be V_{IH}; CE# must be V_{IL}).

Bus cycles to/from the P30 device conform to standard microprocessor bus operations. Table 10 summarizes the bus operations and the logic levels that must be applied to the device control signal inputs.

Table 10: Bus Operations Summary

Bus Operation		RST#	CLK	ADV#	CE#	OE#	WE#	WAIT	DQ[15:0]	Notes
Read	Asynchronous	V_{IH}	X	L	L	L	H	Deasserted	Output	
	Synchronous	V_{IH}	Running	L	L	L	H	Driven	Output	
Write		V_{IH}	X	L	L	H	L	High-Z	Input	1
Output Disable		V_{IH}	X	X	L	H	H	High-Z	High-Z	2
Standby		V_{IH}	X	X	H	X	X	High-Z	High-Z	2
Reset		V_{IL}	X	X	X	X	X	High-Z	High-Z	2,3

Notes:
1. Refer to the Table 12, “Command Bus Cycles” on page 26 for valid DQ[15:0] during a write operation.
2. X = Don’t Care (H or L).
3. RST# must be at V_{SS} ± 0.2 V to meet the maximum specified power-down current.

5.1 Reads

To perform a read operation, RST# and WE# must be deasserted while CE# and OE# are asserted. CE# is the device-select control. When asserted, it enables the flash memory device. OE# is the data-output control. When asserted, the addressed flash memory data is driven onto the I/O bus.

5.2 Writes

To perform a write operation, both CE# and WE# are asserted while RST# and OE# are deasserted. During a write operation, address and data are latched on the rising edge of WE# or CE#, whichever occurs first. Table 12, “Command Bus Cycles” on page 26 shows the bus cycle sequence for each of the supported device commands, while Table 11, “Command Codes and Definitions” on page 24 describes each command. See Section 15.0, “AC Characteristics” on page 55 for signal-timing details.

Note: Write operations with invalid V_{CC} and/or V_{PP} voltages can produce spurious results and should not be attempted.

5.3 Output Disable

When OE# is deasserted, device outputs DQ[15:0] are disabled and placed in a high-impedance (High-Z) state, WAIT is also placed in High-Z.

5.4 Standby

When CE# is deasserted the device is deselected and placed in standby, substantially reducing power consumption. In standby, the data outputs are placed in High-Z, independent of the level placed on OE#. Standby current, I_{CCS}, is the average current measured over any 5 ms time interval, 5 µs after CE# is deasserted. During standby, average current is measured over the same time interval 5 µs after CE# is deasserted.

When the device is deselected (while CE# is deasserted) during a program or erase operation, it continues to consume active power until the program or erase operation is completed.

5.5 Reset

As with any automated device, it is important to assert RST# when the system is reset. When the system comes out of reset, the system processor attempts to read from the flash memory if it is the system boot device. If a CPU reset occurs with no flash memory reset, improper CPU initialization may occur because the flash memory may be providing status information rather than array data. Flash memory devices from Numonyx allow proper CPU initialization following a system reset through the use of the RST# input. RST# should be controlled by the same low-true reset signal that resets the system CPU.

After initial power-up or reset, the device defaults to asynchronous Read Array mode, and the Status Register is set to 0x80. Asserting RST# de-energizes all internal circuits, and places the output drivers in High-Z. When RST# is asserted, the device shuts down the operation in progress, a process which takes a minimum amount of time to complete. When RST# has been deasserted, the device is reset to asynchronous Read Array state.

Note: If RST# is asserted during a program or erase operation, the operation is terminated and the memory contents at the aborted location (for a program) or block (for an erase) are no longer valid, because the data may have been only partially written or erased.

When returning from a reset (RST# deasserted), a minimum wait is required before the initial read access outputs valid data. Also, a minimum delay is required after a reset before a write cycle can be initiated. After this wake-up interval passes, normal operation is restored. See Section 15.0, “AC Characteristics” on page 55 for details about signal-timing.

6.0 Command Set

6.1 Device Command Codes

The system CPU provides control of all in-system read, write, and erase operations of the device via the system bus. The on-chip Write State Machine (WSM) manages all block-erase and word-program algorithms.

Device commands are written to the Command User Interface (CUI) to control all flash memory device operations. The CUI does not occupy an addressable memory location; it is the mechanism through which the flash device is controlled.

Table 11: Command Codes and Definitions (Sheet 1 of 2)

Mode	Code	Device Mode	Description
Read	0xFF	Read Array	Places the device in Read Array mode. Array data is output on DQ[15:0].
	0x70	Read Status Register	Places the device in Read Status Register mode. The device enters this mode after a program or erase command is issued. Status Register data is output on DQ[7:0].
	0x90	Read Device ID or Configuration Register	Places device in Read Device Identifier mode. Subsequent reads output manufacturer/device codes, Configuration Register data, Block Lock status, or Protection Register data on DQ[15:0].
	0x98	Read CFI	Places the device in Read CFI mode. Subsequent reads output Common Flash Interface information on DQ[7:0].
	0x50	Clear Status Register	The WSM can only set Status Register error bits. The Clear Status Register command is used to clear the SR error bits.
Write	0x40	Word Program Setup	First cycle of a 2-cycle programming command; prepares the CUI for a write operation. On the next write cycle, the address and data are latched and the WSM executes the programming algorithm at the addressed location. During program operations, the device responds only to Read Status Register and Program Suspend commands. CE# or OE# must be toggled to update the Status Register in asynchronous read. CE# or ADV# must be toggled to update the Status Register Data for synchronous Non-array reads. The Read Array command must be issued to read array data after programming has finished.
Write	0x10	Alternate Word Program Setup	Equivalent to the Word Program Setup command, 0x40.
	0xE8	Buffered Program	This command loads a variable number of words up to the buffer size of 32 words onto the program buffer.
	0xD0	Buffered Program Confirm	The confirm command is Issued after the data streaming for writing into the buffer is done. This instructs the WSM to perform the Buffered Program algorithm, writing the data from the buffer to the flash memory array.
	0x80	BEFP Setup	First cycle of a 2-cycle command; initiates Buffered Enhanced Factory Program mode (BEFP). The CUI then waits for the BEFP Confirm command, 0xD0, that initiates the BEFP algorithm. All other commands are ignored when BEFP mode begins.
	0xD0	BEFP Confirm	If the previous command was BEFP Setup (0x80), the CUI latches the address and data, and prepares the device for BEFP mode.

Table 11: Command Codes and Definitions (Sheet 2 of 2)

Mode	Code	Device Mode	Description
Erase	0x20	Block Erase Setup	First cycle of a 2-cycle command; prepares the CUI for a block-erase operation. The WSM performs the erase algorithm on the block addressed by the Erase Confirm command. If the next command *is not* the Erase Confirm (0xD0) command, the CUI sets Status Register bits SR[4] and SR[5], and places the device in read status register mode.
	0xD0	Block Erase Confirm	If the first command was Block Erase Setup (0x20), the CUI latches the address and data, and the WSM erases the addressed block. During block-erase operations, the device responds only to Read Status Register and Erase Suspend commands. CE# or OE# must be toggled to update the Status Register in asynchronous read. CE# or ADV# must be toggled to update the Status Register Data for synchronous Non-array reads
Suspend	0xB0	Program or Erase Suspend	This command issued to any device address initiates a suspend of the currently-executing program or block erase operation. The Status Register indicates successful suspend operation by setting either SR[2] (program suspended) or SR[6] (erase suspended), along with SR[7] (ready). The Write State Machine remains in the suspend mode regardless of control signal states (except for RST# asserted).
	0xD0	Suspend Resume	This command issued to any device address resumes the suspended program or block-erase operation.
Block Locking/ Unlocking	0x60	Lock Block Setup	First cycle of a 2-cycle command; prepares the CUI for block lock configuration changes. If the next command is not Block Lock (0x01), Block Unlock (0xD0), or Block Lock-Down (0x2F), the CUI sets Status Register bits SR[4] and SR[5], indicating a command sequence error.
	0x01	Lock Block	If the previous command was Block Lock Setup (0x60), the addressed block is locked.
	0xD0	Unlock Block	If the previous command was Block Lock Setup (0x60), the addressed block is unlocked. If the addressed block is in a lock-down state, the operation has no effect.
	0x2F	Lock-Down Block	If the previous command was Block Lock Setup (0x60), the addressed block is locked down.
Protection	0xC0	Program Protection Register Setup	First cycle of a 2-cycle command; prepares the device for a Protection Register or Lock Register program operation. The second cycle latches the register address and data, and starts the programming algorithm
Configuration	0x60	Read Configuration Register Setup	First cycle of a 2-cycle command; prepares the CUI for device read configuration. If the Set Read Configuration Register command (0x03) is not the next command, the CUI sets Status Register bits SR[4] and SR[5], indicating a command sequence error.
	0x03	Read Configuration Register	If the previous command was Read Configuration Register Setup (0x60), the CUI latches the address and writes A[15:0] to the Read Configuration Register. Following a Configure Read Configuration Register command, subsequent read operations access array data.

6.2 Device Command Bus Cycles

Device operations are initiated by writing specific device commands to the Command User Interface (CUI). Several commands are used to modify array data including Word Program and Block Erase commands. Writing either command to the CUI initiates a sequence of internally-timed functions that culminate in the completion of the requested task. However, the operation can be aborted by either asserting RST# or by issuing an appropriate suspend command.