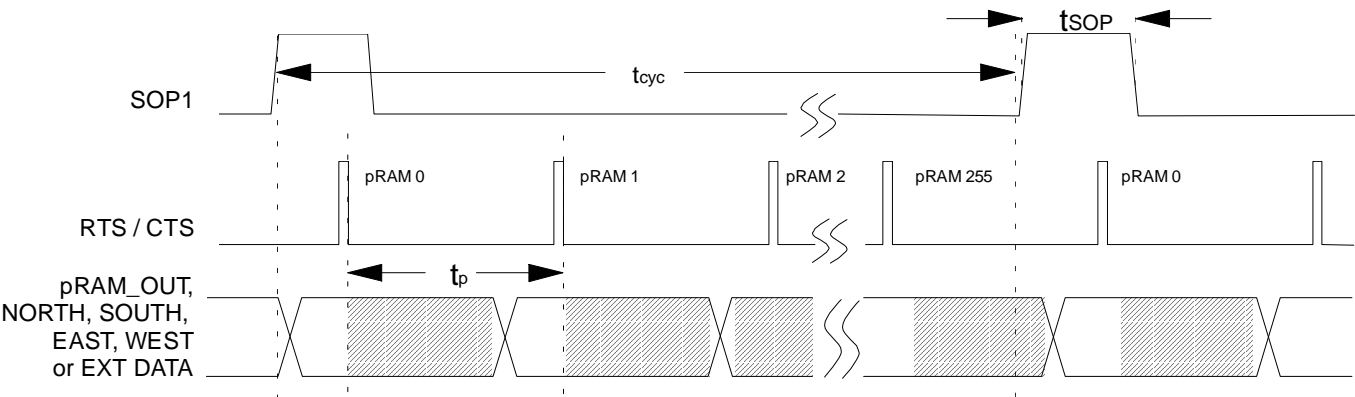


## pRAM-256 TIMING

CLK	input clock rate	33MHz maximum (determined by $t_{AC}$ of SRAM)	
$t_{AC}$	access time of external SRAM	25 nS	
$t_{cyc}$	pRAM-256 cycle time (training disabled)	0.154 mS	(5120 cycles of CLK @ 33MHz)
$t_{cycL}$	pRAM-256 cycle time (training enabled)	0.246 mS	(8192 cycles of CLK @ 33MHz)
$t_p$	interval between pRAM outputs	600ns	(20 cycles of CLK @ 33 MHz)
$t_{SOP}$	SOP1 pulse width	600ns	(20 cycles of CLK @ 33 MHz)
$t_{WE}$	WE pulse width	40ns minimum	
$t_{SRAM}$	SRAM cycle time	60ns	(2 cycles of CLK @ 33MHz)
$t_{RRW}$	RRW pulse width	40ns minimum	
$t_{RTS}$	RTS pulse width	40ns minimum	

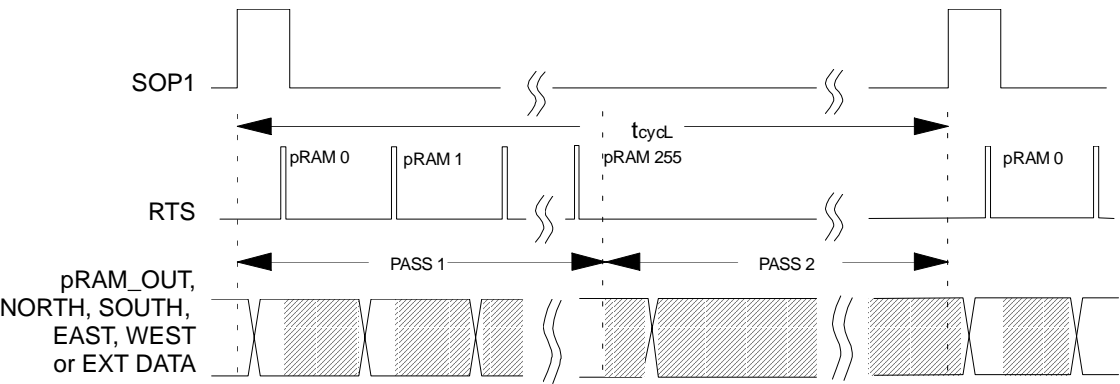
INPUT AND OUTPUT DATA  
NO TRAINING



NOTES:  
ACK\_HALT = 0  
ACK\_TRAIN = 0

DATA IS LATCHED INTO ON-CHIP MEMORY ON THE TRAILING EDGE OF CTS

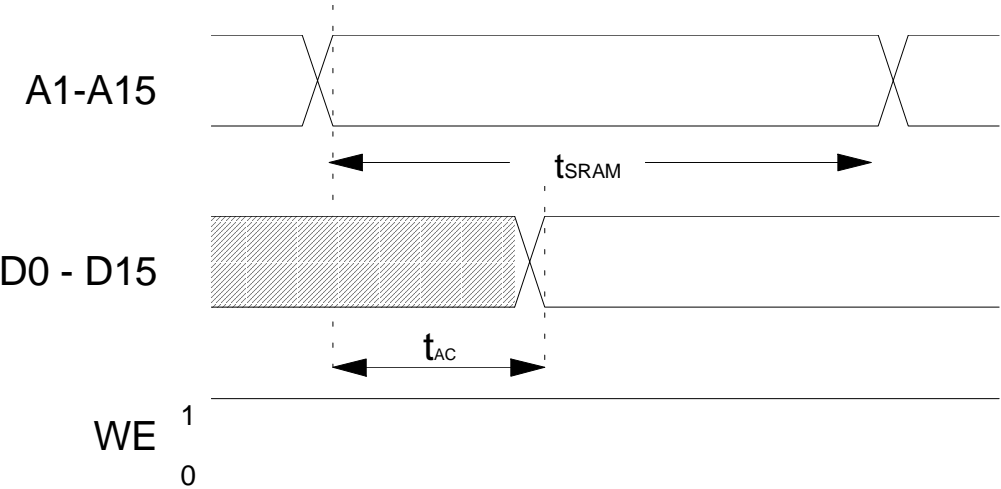
WITH TRAINING ENABLED



NOTES:  
ACK\_HALT = 0  
ACK\_TRAIN = 1

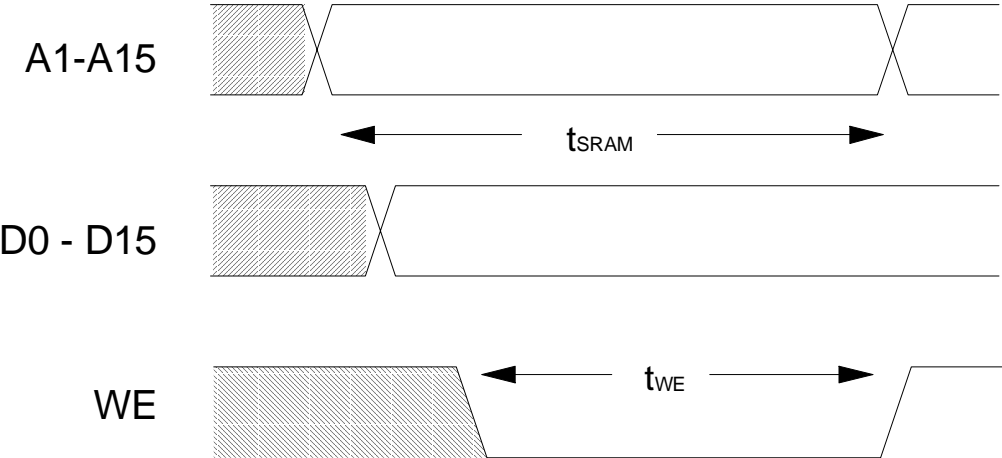
DATA IS TRANSFERRED DURING PASS 1 ONLY

# READ CYCLE



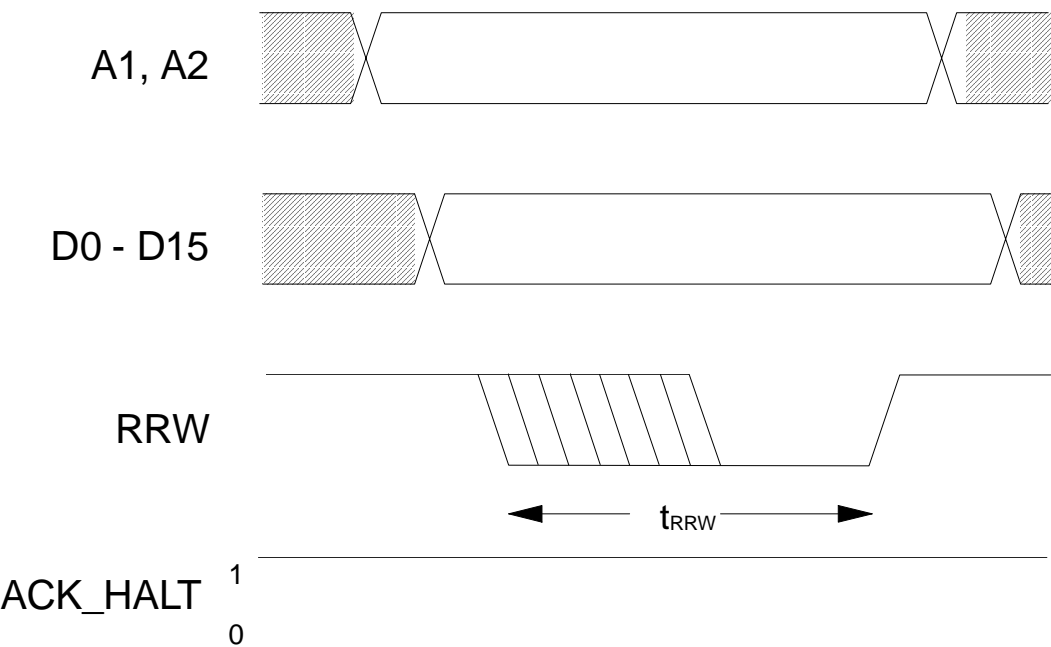
NOTE:  
ACK\_HALT = 0

# WRITE CYCLE



NOTE:  
ACK\_HALT = 0

WRITE TO pRAM-256  
INTERNAL REGISTERS



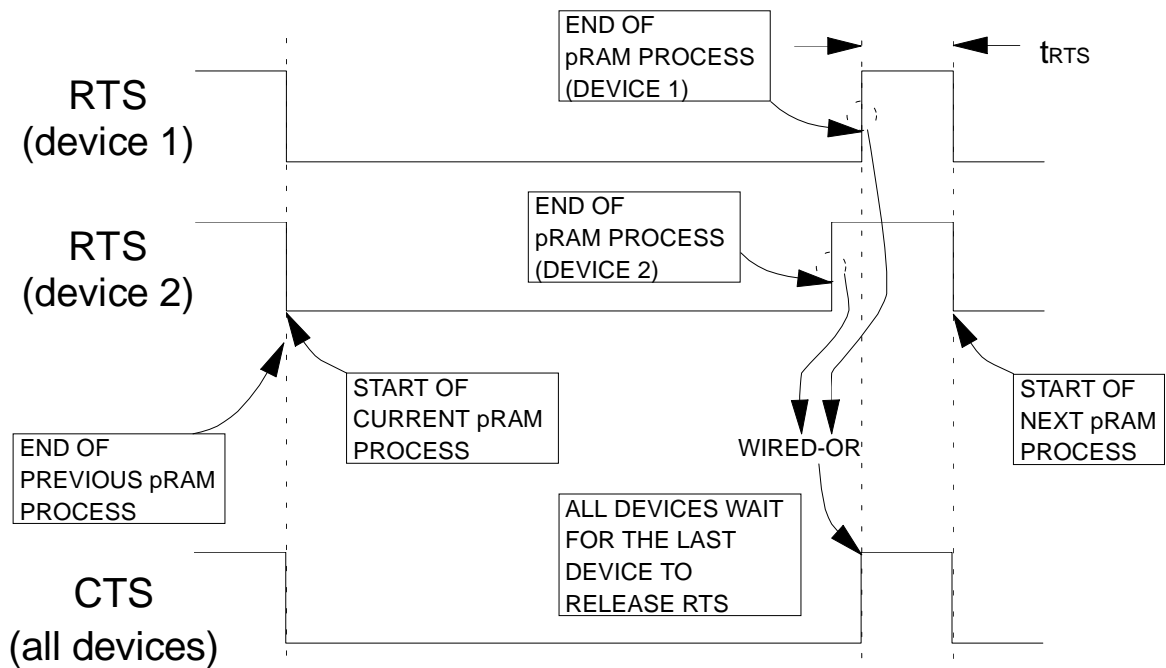
NOTE 1:  
ACK\_HALT INDICATES THAT A1, A2 and D0-D15  
ARE TRI-STATED. EXTERNAL CIRCUITRY MUST  
WAIT FOR ACK\_HALT TO BE ASSERTED BEFORE  
ATTEMPTING TO USE THE BUSES.

NOTE 2:  
AFTER ACK\_HALT GOES HIGH, RRW SHOULD  
NOT BE IN A LOW STATE WHEN A1 OR A2 ARE  
CHANGING AS THE CONDITION  $A1=0$   $A2=1$  WILL  
CAUSE THE FEEDBACK POLYNOMIAL  
REGISTER TO BE CORRUPTED

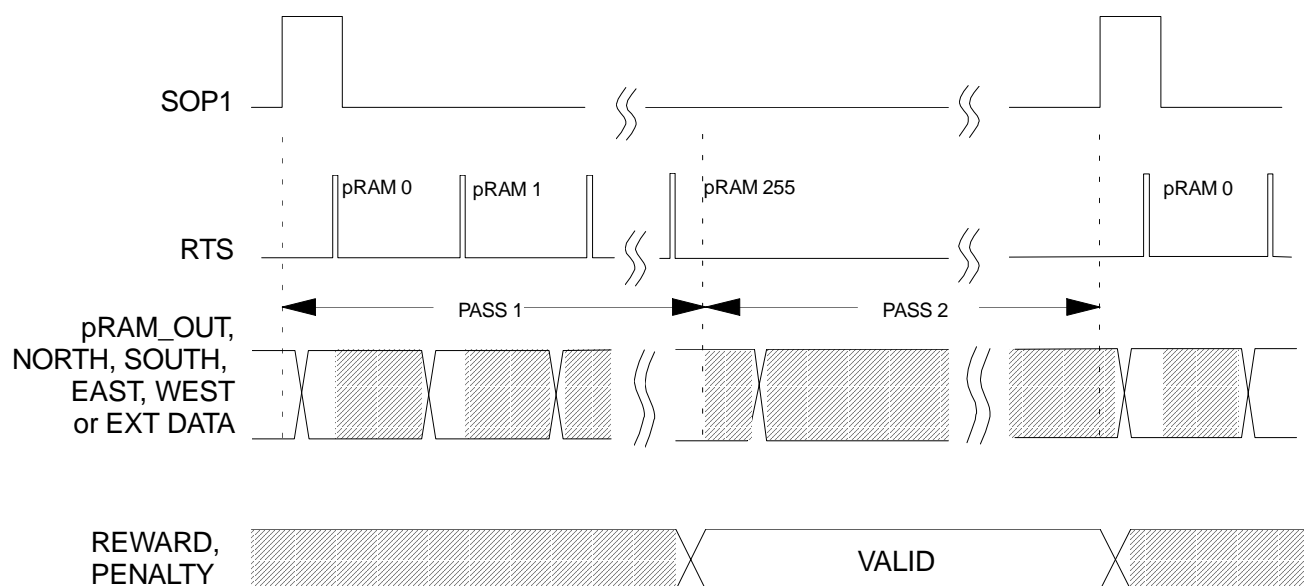
## MULTIPLE pRAM-256 ARRAYS

SYNCHRONISATION BETWEEN pRAM-256 MODULES IS MAINTAINED BY WIRING TOGETHER THE OPEN-DRAIN OUTPUTS (RTS) AND CONNECTING THE RESULTING SIGNAL TO THE CTS INPUT OF ALL DEVICES.

THIS ENSURES THAT THE EXCHANGE OF DATA BETWEEN pRAM-256 MODULES ONLY OCCURS WHEN THE pRAM\_OUT DATA OF ALL MODULES IS VALID.



## REWARD AND PENALTY INPUTS

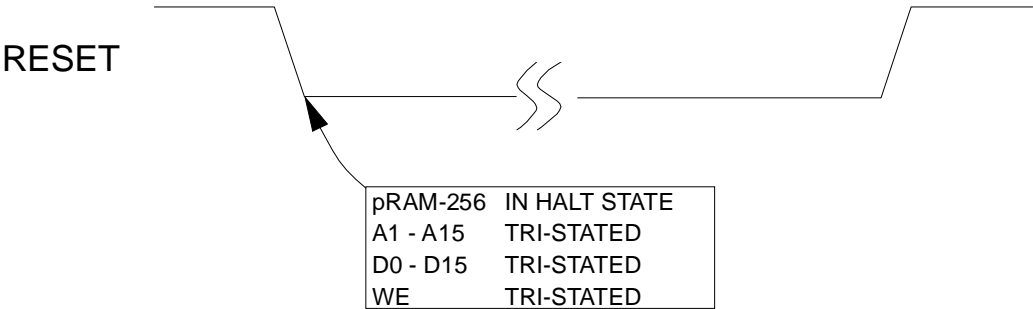


### NOTES:

ACK\_HALT = 0 , ACK\_TRAIN = 1

REWARD & PENALTY ARE NOT LATCHED INTERNALLY TO THE pRAM-256. THESE SIGNALS SHOULD BE LATCHED EXTERNALLY DURING PASS 2 OF THE pRAM-256. SOP1 MAY BE USED AS A STROBE TO LATCH THE REWARD AND PENALTY SIGNALS.

RESET



NOTE:  
RESET SETS THE INTERNAL FEEDBACK POLYNOMIAL GENERATOR TO ITS INITIAL STATE AND RESETS ALL INTERNAL COUNTERS SO THAT PROCESSING OF pRAM #0 STARTS AS SOON AS RESET GOES HIGH.