

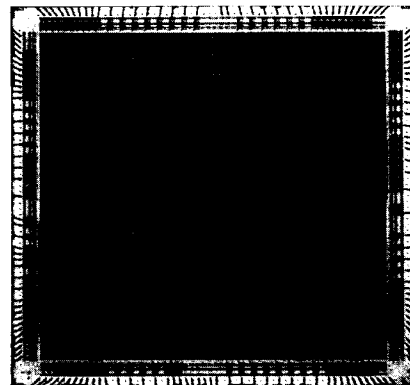
L64134 32-Bit HCMOS IEEE Floating-Point Processor

Description

The L64134 is a high-speed processor which contains a full 32-bit floating-point multiplier and a full 32-bit floating-point ALU on a single chip. This three-bus device has a clean architecture with no internal pipelines. It is ideally suited for high-speed graphics and DSP (Digital Signal Processing) applications.

The L64134 supports the ANSI/IEEE Standard P754-1985 (commonly called IEEE) format. The device has been implemented in a 1.0-micron drawn gate length (0.7-micron effective channel length) HCMOS process for high-speed with low power dissipation, and is packaged in an industry standard 144-pin CPGA (Ceramic Pin Grid Array).

The L64134 is functionally equivalent and pin compatible with the L64133. The L64134 has minor variations from the L64133 in terms of performance, flag generation and exception handling. In all cases, the L64134 behaves in a manner which is more consistent with the accepted interpretation of the IEEE Standard.



L64134 Chip

Features

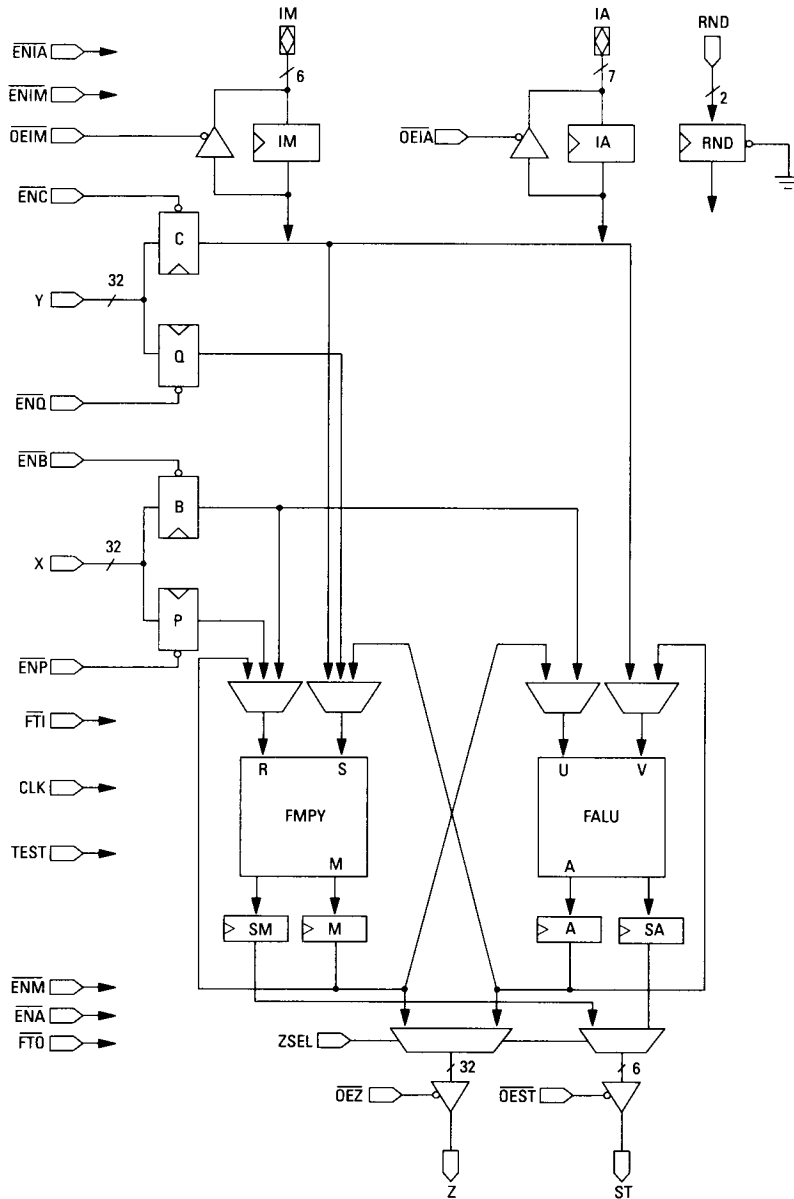
- Provides separate 32-bit floating-point multiplier and floating-point ALU on a single chip
- Fully supports all boundary conditions of the IEEE format except operations with denormalized numbers, which are treated as zero
- Three-bus architecture for high bandwidth
- Six ported internal core for super-scalar performance
- Separate register enable signals
- Fast floating-point operation times

Commercial	Military
50 ns	60 ns
60 ns	80 ns
80 ns	100 ns
- No internal pipelines for low latency
- Architecture optimized for sum of products and product of sums calculations
- All input registers can be selected as edge-triggered flip-flops or level-triggered latches
- All output registers can be selected as edge-triggered flip-flops or transparent buffers
- Single master clock
- Four separate input registers
- Provides conversion from integer to floating-point and from floating-point to integer formats
- Performs (2 minus X) for Newton-Raphson division
- Special graphics operations such as Min and Max
- Full serial scan test mode for all input and output registers eases board and system level testing

L64134 32-Bit HCMOS IEEE Floating-Point Processor

LSI LOGIC

Block Diagram



L64134 32-Bit HCMOS IEEE Floating-Point Processor

Architecture

The L64134 has two separate processing sections – the FMPY (Floating-Point Multiplier), and the FALU (Floating-Point ALU). Each of these sections has separate instruction inputs and can operate fully independently of each other. Neither the FMPY nor the FALU are internally pipelined, thus providing low latency and simple control.

The device contains a total of six data registers (four input and two output). There are also two instruction registers, a rounding mode register and two status registers. Input data, instruction and rounding mode registers can operate as either edge-triggered master-slave flip-flops, or as level-triggered latches. These register modes are controlled by FTI. Output data and status registers can operate as either edge-triggered flip-flops, or as completely

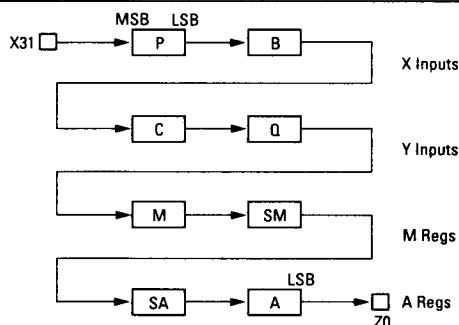
transparent buffers. These register modes are controlled by FTO.

The L64134 is designed so that either processor can be fed data from any input data bus. This flexibility and the absence of internal pipe lines is the key to simple solutions for complicated problems such as multiplication of complex numbers or matrices.

The output of the chip is controlled by ZSEL. This selects the results residing in either the M and SM or A and SA registers. Both the Z data output and ST status output are 3-stated.

The L64134 supports IEEE single precision floating-point format. IEEE denormalized numbers are treated as zero.

L64134 Test Mode Scan Path Diagram (TEST = HIGH)



Notes:

1. In each register the path is from MSB to LSB.
2. There are 204 scan elements total.
3. To activate TEST Mode, FTI and FTO must also be HIGH.
4. When TEST is HIGH, the Z and ST buses are enabled for output regardless of OEZ and OEST.

L64134 Operations Supported

NOP	No Operation	MIN	Comparison yields Minimum
MUL	Floating-Point Multiplication	MAX	Comparison yields Maximum
PASS	Pass input data (transparent)	I2F	Integer to Floating-Point format conversion
NRS	(2 - X) for Newton-Raphson division	F2I	Floating-Point to Integer format conversion
ADD	Floating-Point Addition		
NEG	Negation (invert sign bit)		
SUB	Floating-Point Subtraction		

L64134 32-Bit HCMOS IEEE Floating-Point Processor

Pin Listing and Description

X0:31

X operand input bus.

Y0:31

Y operand input bus.

Z0:31

Z result 3-state output bus.

CLK

Clock input. Operates the registers as positive edge-triggered flip-flops when FTI and/or FTO are HIGH.

FTI

Flowthrough control for all input registers. When FTI is HIGH, all input registers (P, Q, B, C, IM, IA and RND) act as edge-triggered flip-flops under control of the CLK and the input register enables. Data is loaded into a register at the rising edge of CLK when the enable for that register is LOW. (RND register is permanently enabled.)

When FTI is LOW, most input registers act as level-triggered latches under control of the individual active-LOW input enables for each register. When an enable is LOW, a latch becomes transparent and data flows through. When an enable is HIGH, the register is not transparent and previous data is held. When FTI is LOW, the RND Register is transparent.

FTO

Flowthrough control for all output registers. When FTO is HIGH, all output registers (M, A, SM and SA) act as edge-triggered flip-flops under control of the CLK, ENM (for M and SM registers) and ENA (for A and SA registers). Data is loaded into a register at the rising edge of CLK when the enable for that register is LOW.

When FTO is LOW, all output registers (M, SM, A and SA) become completely transparent. They act as simple buffers regardless of ENM and ENA.

ENP, ENQ, ENB, ENC, ENIM, ENIA

Input Register Enables (for the P, Q, B, C, IM and IA registers). When FTI is HIGH (registers act as edge-triggered flip-flops) and an input enable is LOW, data will be clocked into the register at the rising edge CLK. When an input enable is HIGH, the new data input is disabled and previous data is maintained in the register.

When FTI is LOW (registers act as level-triggered latches) and an input enable is LOW, the register is transparent. Previous data is held in the register when an input enable is HIGH.

ENM, ENA

Output Register Enables for the M and SM, A and SA registers. When FTO is HIGH (registers act as edge-triggered flip-flops) and ENM or ENA is LOW, data and status bits will be clocked into the appropriate data and status registers at the rising edge of CLK. When ENM or ENA is HIGH, the new data input is disabled and previous data is maintained in the data and status registers.

When FTO is LOW, all output registers (M, SM, A and SA) become completely transparent. They act as simple buffers regardless of ENM and ENA.

ST0:5

Multiplexed status port for the FMPY and FALU. When ZSEL is LOW, status information contained in the SM register is available at the ST output. When ZSEL is HIGH, status information contained in the SA register is available at the ST output. The status bits ST0:5 are for zero (ZER), not-a-number (NaN), inexact (INE), underflow (UNF), overflow (OVF) and invalid (INV) from ST0 to ST5, respectively.

IM0:5

Bidirectional Instruction input for the FMPY. The instruction stored in the IM register can be read out of IM0:5 by holding OEIM LOW (for context switching). Source for the FMPY S bus is indicated by IM0:1. Source for the R bus is indicated by IM2:3 and the FMPY operation mode is indicated by IM4:5.

IA0:6

Bidirectional Instruction input for the FALU. The instruction stored in the IA register can be read out of IA0:6 by holding OEIA LOW (for context switching). Source for the FALU V bus is indicated by IA0. Source for the U bus is indicated by IA1. FALU operation mode is indicated by IA2:6 with IA6 indicating an absolute value operation.

RND0:1

RND0 and RND1 inputs are applied to the RND register which sets the rounding mode for the device. This register is permanently enabled. See section on Rounding Mode Select for definition of rounding modes.

**Pin Listing and
Description**
(Continued)

OEIM

Bidirectional output control for the IM port. When OEIM is HIGH, input data at the IM port is available to the IM register. When OEIM is LOW, contents of the IM register are available at the IM port.

OEIA

Bidirectional output control for the IA port. When OEIA is HIGH, input data at the IA port is available to the IA register. When OEIA is LOW, contents of the IA register is available at the IA port.

ZSEL

Output Register Select. If ZSEL is LOW, the data contained in register M is placed at the Z

output while the status information contained in SM is placed at the ST output. If ZSEL is HIGH, data in register A is placed at the Z output bus while status in SA is made available at the ST output.

OEZ

Active-LOW output enable for the Z output.


OEST

Active-LOW output enable for the ST output.

TEST


When TEST is HIGH, all input and output data registers are placed into a single serial scan chain. This mode is useful for board and system level testing.

**Input Register Operation
(P, Q, B, C, IM, IA)**

FTI	Input Register Enable	CLK	Input Register Mode	
0	0	X	Latch transparent, data feeds through	Level-Triggered (Latch)
0	1	X	Latch retains previous state	
1	0		New data loaded into register	Edge-Triggered (Flip-Flop)
1	0	0, 1	Register retains previous state	
1	1	X	Register retains previous state	

Note: The RND Register follows the table above, except that it is permanently enabled.

**Output Register Operation
(M, SM, A, SA)**

FTO	Output Register Enable	CLK	Output Register Mode	
0	X	X	Data feeds through	Transparent Data Buffer
1	0		New data loaded into register	Edge-Triggered (Flip-Flop)
1	0	0, 1	Register retains previous state	
1	1	X	Register retains previous state	

L64134 32-Bit HCMOS IEEE Floating-Point Processor

Multiplier Instructions (IM)

The IM0:5 input is divided into three separate instruction fields, Source R, Source S and operation. Each of these fields is two bits in length.

Source: The FMPY can receive input data from any of the four input registers as well as the M-register (FMPY result) or A-register (FALU result). The P-register, B-register and M-register can be placed onto the R-bus. The Q-register, C-register and A-register can be placed onto the S-bus.

Operation: The FMPY performs one arithmetic operation (to multiply R x S). Also included is the ability to pass R, pass S and a NOP instruction.

When \overline{FTO} is HIGH and the FMPY operation is a NOP, the M and SM registers will retain previous data regardless of ENM.

The IM register is read-writable. That is, the instruction stored in the IM register can be read out of the IM port by holding the OEIM input LOW. This is useful during context switching and other operations.

The PASS operation in the FMPY is completely transparent, i.e., input exceptions will not be flagged.

Multiplier Instruction Format

	OP Code		Source R		Source S	
IM	5	4	3	2	1	0

Op Code

IM5	IM4	Operation	
0	0	NOP	No Operation
0	1	MUL	Multiply R x S
1	0	PASS (R)	Pass R
1	1	PASS (S)	Pass S

Source R

IM3	IM2	Source R
0	0	P-Register
0	1	B-Register
1	X	M-Register

Source S

IM1	IM0	Source S
0	0	Q-Register
0	1	C-Register
1	X	A-Register

L64134 32-Bit HCMOS IEEE Floating-Point Processor

ALU Instructions (IA)

The 7-bit IA0:6 FALU instruction input is divided into three fields. Source U (IA1), Source V (IA0) and Op Code (IA2:6).

Source: The FALU can receive input data from the B or C-registers as well as the M-register (FMPY result) or A-register (FALU result). The B and M-registers can be placed onto the U-bus while the C and A-registers can be placed onto the V-bus.

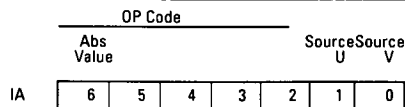
Operation: The FALU provides 16 basic operations including addition, subtraction, negation, pass, min, max, conversion to and from integer format and 2 – X (for Newton-Raphson division) as well as signed or absolute value. A single instruction bit (IA6) controls the absolute value operation.

When \overline{FTO} is HIGH and the FALU operation is a NOP, the A and SA registers will retain previous data regardless of ENA.

The IA register is read-writable. That is, the instruction stored in the IA register can be read out of the IA port by holding the OEIA input LOW. This is useful during context switching and other operations.

The PASS and NEG operations in the FALU are completely transparent, i.e., input exceptions will not be flagged. The NEG operation will invert the MSB of the passed operand.

ALU Instruction Format



Absolute Value Operation (IA6 = 1) Op Codes

IA6	IA5	IA4	IA3	IA2	Operation
0	0	0	0	0	NOP
0	0	0	0	1	NRS(U)
0	0	0	1	0	NRS(V)
0	0	0	1	1	ADD
0	0	1	0	0	PASS(U)
0	0	1	0	1	NEG(U)
0	0	1	1	0	PASS(V)
0	0	1	1	1	NEG(V)
0	1	0	0	0	SUB(U – V)
0	1	0	0	1	SUB(V – U)
0	1	0	1	0	MIN(U,V)
0	1	0	1	1	MAX(U,V)
0	1	1	0	0	I2F(U)
0	1	1	0	1	I2F(V)
0	1	1	1	0	F2I(U)
0	1	1	1	1	F2I(V)

IA6	IA5	IA4	IA3	IA2	Operation
1	0	0	0	0	NOP
1	0	0	0	1	NRS(U)
1	0	0	1	0	NRS(V)
1	0	0	1	1	ADD
1	0	1	0	0	PASS(U)
1	0	1	0	1	NEG(U)
1	0	1	1	0	PASS(V)
1	0	1	1	1	NEG(V)
1	1	0	0	0	SUB(U – V)
1	1	0	0	1	SUB(V – U)
1	1	0	1	0	MIN(U,V)
1	1	0	1	1	MAX(U,V)
1	1	1	0	0	I2F(U)
1	1	1	0	1	I2F(V)
1	1	1	1	0	Reserved operation
1	1	1	1	1	Reserved operation

Source U

IA1	Source U
0	B-Register
1	M-Register

Source V

IA0	Source V
0	C-Register
1	A-Register

Note: If the IA6 bit of the IA register is HIGH, the operation is first performed according to IA2:5. Then the MSB of the final result is cleared.

L64134 32-Bit HCMOS IEEE Floating-Point Processor

IEEE Single Precision Floating-Point Format

31	30	29	28	27	2	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
S		Exponent										Fraction																			

Features

- Bit <31> is the sign bit
- Bits <30:23> are an excess 127 (biased) binary exponent
- Bits <22:0> are a normalized fraction with the most significant integer bit (1.0...) not represented (hidden bit)
- A zero value is indicated by a zero fraction with zero exponent. The zero value can be positive or negative
- Infinity is indicated by a zero fraction with a one's filled exponent (255₁₀). The infinity value can be positive or negative
- A reserved operand known as not-a-number (NaN) is represented by one's filled exponent (255₁₀) and a non-zero fraction. The two types of NaNs called signaling NaN and quiet NaN are discussed below

Not-a-Number

A signaling NaN (sNaN) is indicated by a fraction with a 1 in the MSB and X everywhere else. Signaling NaNs are generally useful for indicating uninitialized variables, or for implementing user-designed extensions to the operations provided. A signaling NaN is never produced as the final result of an operation.

A quiet NaN (qNaN) is indicated by a fraction with a 0 in the MSB and at least one 1 else-

where in the fraction. Quiet NaNs are generated for most invalid operations (except invalid F2I operations). When they appear as an input operand, they are generally passed through without setting the INV flag; except for F2I (qNaN) which sets invalid but does not pass the qNaN to the output. Thus, quiet NaNs are useful as flags or to pass a "marker" through a series of operations.

IEEE Format Boundries and Special Cases(1)

Operand	Sign	Exponent	Fraction (f22...f0)	Exponent Bias	Hidden Bit	Magnitude
Normalized Numbers: NORM.MAX NORM.MIN	x x	254 1	111...11 000...00	+127 +127	1.0 1.0	2 ^{e-127} (1.f) 2 ¹²⁷ (2-2 ⁻²³) 2 ⁻¹²⁶
Denormalized ⁽²⁾ Numbers: DNRM.MAX DNRM.MIN	x x x	0 0 0	Non-Zero 111...11 000...01	+126 +126 +126	0 0 0	2 ⁻¹²⁶ (0.f) 2 ⁻¹²⁶ (1-2 ⁻²³) 2 ⁻¹²⁶ (2 ⁻²³)
Special: Zero Signaling NaN Quiet NaN Infinity	x x x x	0 255 255 255	0 1xx...xx 0xx...xx ⁽³⁾ 000...00	- - - -	0 - - -	±0 - - ±∞

Notes:

1. Exponent, Exponent Bias and Magnitude values all represented in base 10 (decimal) format, x indicates a don't care.
2. The L64134 treats denormalized numbers as zero.
3. At least one of the 22 LSBs of a qNaN must be a 1 (see Not-a-Number above).

IEEE Numerical Representations

- Denormalized numbers are represented by a zero exponent and a non-zero fraction. These numbers are treated as zero by the L64134.

IEEE convention is as follows:

s = sign bit
e = exponent
f = fraction

s	e	f	Value Equation	Value
x	0	0	(-1) ^s * (0)	+0, -0
x	0	≠0	(-1) ^s * (0)	Denormalized number
x	0 < e < 255	x	(-1) ^s * (2 ^{e-127}) * (1.f)	Normalized number
x	255	0	(-1) ^s * (∞)	+ ∞, - ∞
x	255	≠0	(-1) ^s * (∞)	NaN (Not-a-Number)

L64134 32-Bit HCMOS IEEE Floating-Point Processor

Integer Data Type Longword (32-Bits)

31	0
Two's Complement Integer	

Features

- Two's complement integer format
- Order from most to least significant is from bit <31> through bit <0>

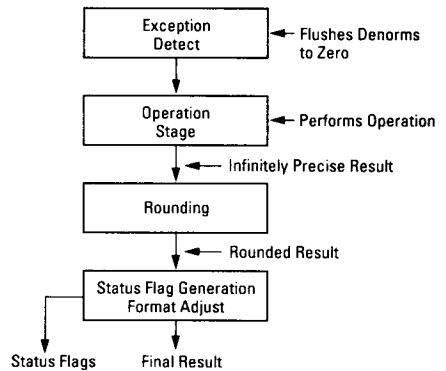
Rounding Mode Select

RND1	RND0	Mode
0	0	Round to nearest (unbiased)
0	1	Round toward $-\infty$
1	0	Round toward $+\infty$
1	1	Round toward zero

Rounding

There are four rounding modes supported by the L64134 controlled by RND0:1. These are: round to nearest, round toward $+\infty$, round toward $-\infty$ and round toward zero. In the case where the infinitely precise result is exactly halfway between two representable values, round to nearest mode will round to the value whose LSB is 0 (unbiased round).

L64134 Multiplier and ALU Internal Architecture



Status (ST) Output

INV	OVF	UNF	INE	NaN	ZER
ST5	ST4	ST3	ST2	ST1	ST0

The status (ST0:5) output displays the status of the FMPY (contained in register SM) when ZSEL is LOW or of the FALU (contained in register SA) when ZSEL is HIGH.

L64134 32-Bit HCMOS IEEE Floating-Point Processor

Definition of Status Flags

Invalid (INV)

There are four types of invalid operations. The first is when a floating-point input is expected, but a sNaN is received. The second is the effective operation ($\infty - \infty$). The third is the effective operation ($0 * \infty$). The fourth is F2I of a number which is too large in magnitude to be represented in 32-bit two's complement integer, or F2I (NaN). The output of invalid F2I operations is $7FFFFFFF_{16}$ or 80000000_{16} based on the sign bit of the invalid operand. All other invalid operations deliver a qNaN as their final result. For invalid F2I operations the OVF and INE flags will not be set.

Overflow (OVF)

Overflow occurs when the rounded finite floating-point result is too large to fit into the floating-point destination format. The final result will be $\pm \infty$ or $\pm \text{NORM.MAX}$ based on the sign and rounding mode. The INE flag is also set for overflow operations.

Underflow (UNF)

Underflow occurs when the magnitude of the infinitely precise floating-point result lies strictly between zero and NORM.MIN. This is the numerical range $(0, 2^{-126})$. The final result will be ± 0 or $\pm \text{NORM.MIN}$ based on the sign and rounding mode. The INE flag is also set for underflow operations. The ZER flag will be set for underflow operations which round to ± 0 .

Inexact (INE)

The final result is not equal to the infinitely precise result. This includes overflow and underflow operations, but does not include any invalid or NaN operations.

Not-a-Number (NaN)

The NaN flag is set when a floating-point input or output is a NaN.

Zero (ZER)

The final result is zero. This includes negative zeros in floating-point format, underflows which round to ± 0 and integer 0.

Flag Summary

Operation	INV	OVF	UNF	INE	NaN	ZER
ADD SUB MUL	X	X	X	X	X	X
NRS	X	X	0	X	X	X
I2F	0	0	0	X	0	X
F2I	X	0	0	X	X	X
MIN MAX	X	0	0	0	X	X
PASS NEG	0	0	0	0	0	0

Note: "X" indicates that the status flag is determined by the definitions given in the text.

**L64134 32-Bit HCMOS
IEEE Floating-Point
Processor**
L64134 AC Switching Characteristics: Commercial (TA = 0°C to 70°C, VDD = 4.75 V to 5.25 V)

Symbol	Description	L64134-50		L64134-60		L64134-80		Reference Timing Diagram
		Min	Max	Min	Max	Min	Max	
tFLOP	Floating-point operation time	50		60		80		4, 5
tSD	Input data setup time	6		8		10		2, 4
tHD	Input data hold time	3		3		4		2, 4
tSDL	Input data setup time relative to latch	10		12		14		1, 3
tHDL	Input data hold time relative to latch	5		6		7		1, 3
tSI	Input register enable setup time	6		8		10		2, 4
tHI	Input register enable hold time	3		3		4		2, 4
tSO	Output register enable setup time	6		7		9		3, 4
tHO	Output register enable hold time	1		1		1		3, 4
tSEL	Setup time input register enable LOW	58		70		95		3
tHEH	Hold time input register enable HIGH	0		0		0		3
tDELAY	Output delay time from input register		75		80	20	105	1, 2
tOD	Output delay time from clock	9	21	9	25	9	33	3, 4, 5
tZSEL	Output delay time from ZSEL	7	17	7	20	7	25	5
tPWLE	Min pulse width LOW, input reg enable	13		15		20		1, 3
tPWH	Min pulse width HIGH, clock	9		10		14		5
tPWL	Min pulse width LOW, clock	9		10		14		5
tOZ	Output disable		13		15		20	5
tOE	Output enable time		13		15		20	5
tBI	Bidirect input mode enable time		13		15		20	5
tBO	Bidirect output mode enable time		13		15		20	5

Note: All units are in ns, output loading = 50 pF.

L64134 AC Switching Characteristics: Military (TA = -55°C to 125°C, VDD = 4.5 V to 5.5 V)

Symbol	Description	L64134-60		L64133-80		L64134-100		Reference Timing Diagram
		Min	Max	Min	Max	Min	Max	
tFLOP	Floating-point operation time	60		80		100		4, 5
tSD	Input data setup time	8		10		12		2, 4
tHD	Input data hold time	3		4		5		2, 4
tSDL	Input data setup time relative to latch	12		14		16		1, 3
tHDL	Input data hold time relative to latch	6		7		8		1, 3
tSI	Input register enable setup time	8		10		12		2, 4
tHI	Input register enable hold time	3		4		5		2, 4
tSO	Output register enable setup time	7		9		12		3, 4
tHO	Output register enable hold time	1		1		1		3, 4
tSEL	Setup time input register enable LOW	70		95		115		3
tHEH	Hold time input register enable HIGH	0		0		0		3
tDELAY	Output delay time from input register	20	80	20	90	20	105	1, 2
tOD	Output delay time from clock	7	25	7	33	7	42	3, 4, 5
tZSEL	Output delay time from ZSEL	4	20	4	25	4	30	5
tPWLE	Min pulse width LOW, input reg enable	15		20		25		1, 3
tPWH	Min pulse width HIGH, clock	10		14		17		5
tPWL	Min pulse width LOW, clock	10		14		17		5
tOZ	Output disable		15		20		25	5
tOE	Output enable time		15		20		25	5
tBI	Bidirect input mode enable time		15		20		25	5
tBO	Bidirect output mode enable time		15		20		25	5

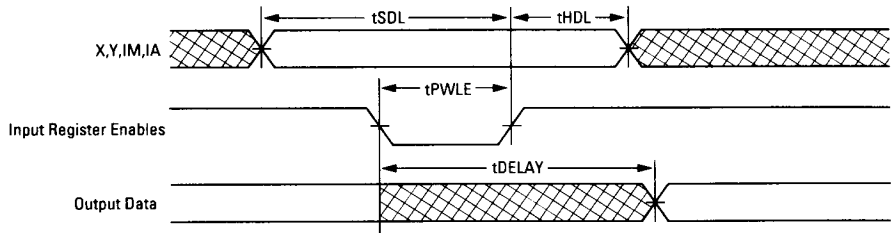
Note: All units are in ns, output loading = 50 pF.

**L64134 32-Bit HCMOS
IEEE Floating-Point
Processor**

LSI LOGIC

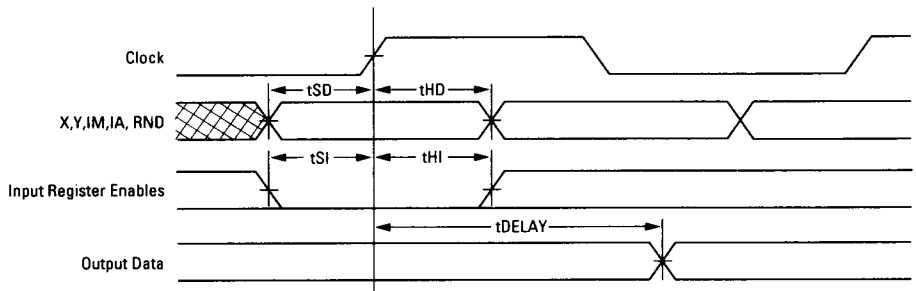
L64134 Timing Diagram #1

(FTI = FT0 = 0) Input registers are level-triggered (latches), output registers are transparent buffers



L64134 Timing Diagram #2

(FTI = 1, FT0 = 0) Input registers are edge-triggered (flip-flops), output registers are transparent buffers

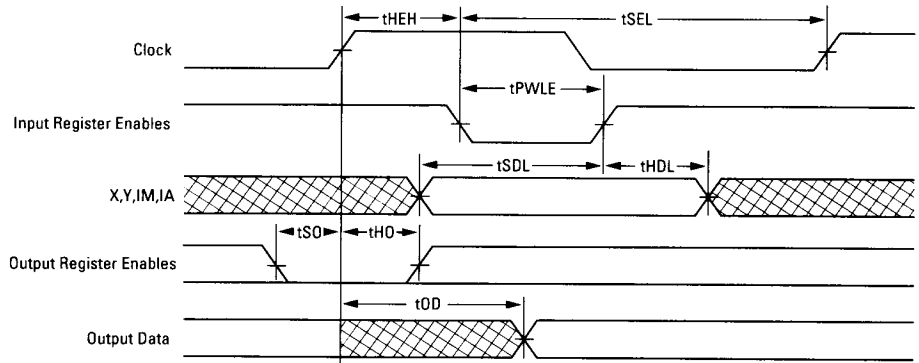


**L64134 32-Bit HCMOS
IEEE Floating-Point
Processor**

LSI LOGIC

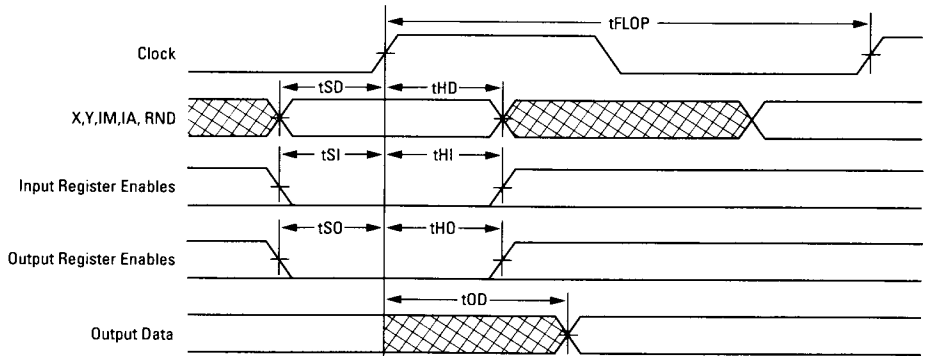
L64134 Timing Diagram #3

(FTI = 0, FTO = 1) Input registers are level-triggered (latches), output registers are edge-triggered (flip-flops)



L64134 Timing Diagram #4

(FTI = \overline{FTO} = 1) Both input and output registers are edge-triggered (flip-flops)

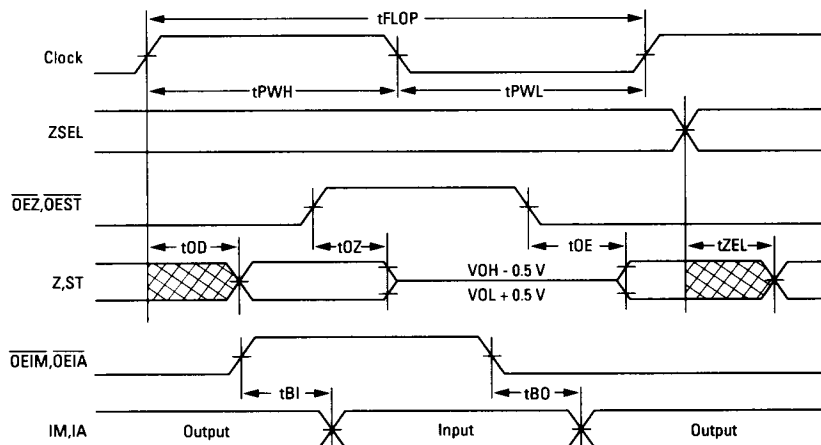


**L64134 32-Bit HCMOS
IEEE Floating-Point
Processor**

LSI LOGIC

L64134 Timing Diagram #5

General timing for all I/O modes (Clock applies when appropriate)



L64134 32-Bit HCMOS IEEE Floating-Point Processor

Operating Characteristics

Absolute Maximum Ratings (Reference to GND)

Parameter	Symbol	Limits	Unit
DC supply voltage	VDD	-0.3 to +7	V
Input voltage	VIN	-0.3 to VDD + 0.3	V
DC input current	IIN	±10	mA
Storage temperature range	TSTG	-65 to +150	°C

Recommended Operating Conditions

Parameter	Symbol	Limits	Unit
DC supply voltage	VDD	+3 to +6	V
Operating ambient temperature range			
Military	TA	-55 to +125	°C
Commercial range	TA	0 to +70	°C

DC Characteristics: Specified at VDD = 5 V over the specified temperature and voltage ranges ⁽¹⁾

Symbol	Parameter	Condition	Min	Typ	Max	Units
VIL	LOW level input voltage				0.8	V
VIH	HIGH level input voltage		2.0			V
	Commercial temperature range		2.25			V
	Military temperature range					
IIN	Input current	VIN = VDD	-370		400	µA
VOH	HIGH level output voltage	Comm				
		Mil				
		IOH = -4 mA	-3.2 mA	2.4	4.5	V
VOL	LOW level output voltage	Comm				
		Mil				
		IOL = 4 mA	3.2 mA	0.2	0.4	V
IOZ	3-State output leakage current	VOH = VSS or VDD	-10	±1	10	µA
IOS	Output short circuit current ⁽²⁾	VDD = Max, VO = VDD	15		130	mA
		VDD = Max, VO = 0V	-5		-100	mA
IDDQ	Quiescent supply current	VIN = VDD or VSS			1	mA
IDO	Operating supply current	tFLOP = 80 ns		200		mA
IDO	Operating supply current	tFLOP = 60 ns		250		mA
CIN	Input capacitance	Any input		5		pF
COUT	Output capacitance	Any output		10		pF

Notes:

1. Military temperature range is -55°C to +125°C, ±10% power supply; commercial temperature range is 0°C to 70°C, ±5% power supply.
2. Not more than one output should be shorted at a time. Duration of short circuit test must not exceed one second.

L64134 32-Bit HCMOS IEEE Floating-Point Processor

Applications Examples

Multiply-Accumulate $(a \times b) + (c \times d) + (e \times f)$
Fully Clocked Operation FT1 = FT0 = 1

Clock Cycle	Instruction Inputs		Data Inputs		Register Contents								Outputs Z,ST
	IM	IA	X	Y	IM	IA	P	Q	B	C	M	A	
0	MUL P, Q		a	b	—	—	—	—	—	—	—		
1	MUL P, Q	PASS M	c	d	MUL P, Q	—	a	b	—	—	—		
2	MUL P, Q	ADD A, M	e	f	MUL P, Q	PASS M	c	d	—	—	a x b		
3	—	ADD A, M			MUL P, Q	ADD A, M	e	f	—	—	c x d	(a x b)	(a x b)
4	—	—				ADD A, M	—	—	—	—	e x f	(a x b) + (c x d)	(a x b) + (c x d)
5	—	—					—	—	—	—	—	(a x b) + (c x d) + (e x f)	(a x b) + (c x d) + (e x f)

4 x 4 Transformation

a11	a12	a13	a14	x	=	x'
a21	a22	a23	a24	y		y'
a31	a32	a33	a34	z		z'
a41	a42	a43	a44	w		w'

Clock Cycle	Instruction Inputs		Data Inputs		Register Contents									Outputs
	IM	IA	X	Y	IM	IA	P	Q	B	C	M	A	Z,ST	
0	MUL B, C		a11	X										
1	MUL B, Q	PASS M	a12	Y	MUL B, C				a11	X				
2	MUL B, C	ADD M, A	a13	Z	MUL B, Q	PASS M		y	a12		a11 x X			
3	MUL B, C	ADD M, A	a14	W	MUL B, C	ADD M, A			a13	Z	a12 x Y	a11 x X		
4	MUL B, C	ADD M, A	a21	X	MUL B,C	ADD M, A			a14	W	a13 x Z	(a11 x X) + (a12 x Y)		
5	MUL B, Q	PASS M	a22		MUL B, C	ADD M, A			a21	X	a14 x W	(a11 x X) + (a12 x Y) + (a13 x Z)		
6	MUL B, C	ADD M, A	a23	Z	MUL B, Q	PASS M			a22		a21 x X	(a11 x X) + (a12 x Y) + (a13 x Z) + (a14 x W)	X'	
7	MUL B, C	ADD M, A	a24	W	MUL B, C	ADD M, A			a23	Z	a22 x X	a21 x X		
8	MUL B, C	ADD M, A	a31	X	MUL B, C	ADD M, A			a24	W	a23 x Z	(a21 x X) + (a22 x Y)		
9	MUL B, Q	PASS M	a32		MUL B, C	ADD M, A			a31	X	a24 x W	(a21 x X) + (a22 x Y) + (a23 x Z)		
10	MUL B, C	ADD M, A	a33	Z	MUL B, Q	PASS M			a32		a31 x X	(a21 x X) + (a22 x Y) + (a23 x Z) + (a24 x W)	Y'	
11	MUL B, C	ADD M, A	a34	W	MUL B, C	ADD M, A			a33	Z	a32 x Y	a31 x X		
12	MUL B, C	ADD M, A	a41	X	MUL B, C	ADD M, A			a34	W	a32 x Z	(a31 x X) + (a32 x Y)		
13	MUL B, Q	PASS M	a42		MUL B, C	ADD M, A			a41	X	a34 x W	(a31 x X) + (a32 x Y) + (a33 x Z)		
14	MUL B, C	ADD M, A	a43	Z	MUL B, Q	PASS M			a42		a41 x X	(a31 x X) + (a32 x Y) + (a33 x Z) + (a34 x W)	Z'	
15	MUL B, C	ADD M, A	a43	W	MUL B, C	ADD M, A			a43	Z	a42 x Y	a41 x X		
16					MUL B, C	ADD M, A			a44	W	a43 x Z	(a41 x X) + (a42 x Y)		
17					MUL B, C	ADD M, A			a41		a44 x W	(a41 x X) + (a42 x Y) + (a43 x Z)		
18												(a41 x X) + (a42 x Y) + (a43 x Z) + (a44 x W)	W'	

**L64134 32-Bit HCMOS
IEEE Floating-Point
Processor**

LSI LOGIC

Applications Examples
(Continued)

Complex Multiply (a + jb) (c + jd)

Clock Cycle	Instruction Inputs		Data Inputs		Register Contents								Outputs Z,ST
	IM	IA	X	Y	IM	IA	P	Q	B	C	M	A	
0	MUL P, Q		a	c	—	—	—	—	—	—	—	—	(a x c) - (b x d) (real part)
1	MUL B, C	PASS M	b	d	MUL P, Q	—	a	c	—	—	—	—	
2	MUL P, C	SUB A, M			MUL B, C	PASS M	a	c	b	d	a x c	—	
3	MUL Q, B	PASS, M			MUL P, C	SUB A, M	a	c	b	d	b x d	a x c	
4		ADD A, M			MUL Q, B	PASS, M	—	c	b	—	a x d	(a x c) - (b x d)	
5	—	—				ADD A, M					b x c	a x d	
6	—	—									b x c	(a x d) + (b x c)	(a x d) + (b x c) (imaginary part)


Complex Multiply-Accumulate
(a + jb) (c + jd) (e + jf) (g + jh) (k + jl) (m + jn)

Clock Cycle	Instruction Inputs		Data Inputs		Register Contents								Outputs Z,ST
	IM	IA	X	Y	IM	IA	P	Q	B	C	M	A	
0	MUL P, Q		a	c	MUL P, Q		a	c					(a x c) - (b x d) + (e x g) - (f x h) + (k x m) - (l x n) (real part)
1	MUL B, C	PASS M	b	d	MUL B, C	PASS M	a	c	b	d	a x c	(a x c) - (b x d)	
2	MUL P, Q	SUB A, M	e	g	MUL P, C	ADD A, M	e	g	f	h	e x g	(a x c) - (b x d) + (e x g)	
3	MUL B, C	ADD A, M	f	h	MUL P, C	ADD A, M	e	g	f	h	f x h	(a x c) - (b x d) + (e x g) - (f x h)	
4	MUL P, Q	SUB A, M	k	m	MUL B, C	ADD A, M	k	m	l	n	k x m	(a x c) - (b x d) + (e x g) - (f x h) + (k x m)	
5	MUL B, C	ADD A, M	l	n	MUL P, C	ADD A, M	k	m	l	n	l x n	(a x c) - (b x d) + (e x g) - (f x h) + (k x m) - (l x n)	
6	MUL P, Q	SUB A, M	a	d	MUL B, C	ADD A, M	k	m	l	n	k x m	(a x c) - (b x d) + (e x g) - (f x h) + (k x m) - (l x n)	
7	MUL B, C	PASS M	b	c	MUL P, Q	SUB A, M	a	d	l	n	l x n	(a x c) - (b x d) + (e x g) - (f x h) + (k x m)	
8	MUL P, Q	ADD A, M	e	h	MUL B, C	PASS M	a	d	b	c	a x d	(a x c) - (b x d) + (e x g) - (f x h) + (k x m) - (l x n)	
9	MUL B, C	ADD A, M	f	g	MUL P, Q	ADD A, M	e	h	b	c	b x c	a x d	
10	MUL P, Q	ADD A, M	k	n	MUL B, C	ADD A, M	e	h	f	g	e x h	(a x d) + (b x c)	
11	MUL B, C	ADD A, M	l	m	MUL P, Q	ADD A, M	k	n	f	g	f x g	(a x d) + (b x c) + (e x h)	
12		ADD A, M			MUL B, C	ADD A, M	k	n	l	m	k x n	(a x d) + (b x c) + (e x h) + (f x g)	
13						ADD A, M			l	m	l x m	(a x d) + (b x c) + (e x h) + (f x g) + (k x n) + (l x m)	(a x d) + (b x c) + (e x h) + (f x g) + (k x n) + (l x m) (imaginary part)

L64134 32-Bit HCMOS IEEE Floating-Point Processor

**L64134 Floating-Point
Processor Bonding
Diagram—144-Pin CPGA**

Top View

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
A	Y17	Y13	Y9	Y8	Y6	Y2	Y1	X31	X29	X28	X25	X22	X20	X17	X15
B	Y19	Y16	Y12	Y10	Y7	Y4	Y3	X30	X26	X24	X21	X18	X16	X14	X11
C	Y22	Y18	Y15	Y14	Y11	Y5	Y0	VDD	X27	X23	X19	GND	X13	X10	X7
D	Y24	Y20	GND		Orientation Pin								X12	X8	X6
E	Y27	Y23	Y21										X9	X5	X4
F	Y30	Y26	Y25										X3	X2	X0
G	Y31	Y28	Y29										$\overline{\text{ENB}}$	X1	$\overline{\text{ENP}}$
H	$\overline{\text{ENC}}$	$\overline{\text{ENQ}}$	CLK										TEST	NC	$\overline{\text{FTI}}$
J	IM5	IM3	$\overline{\text{ENIM}}$										IA5	IA4	$\overline{\text{ENIA}}$
K	IM4	IM2	IM1										IA1	IA2	IA6
L	IM0	$\overline{\text{OEIM}}$	ST5										RND1	$\overline{\text{OEIA}}$	IA3
M	ZSEL	$\overline{\text{OEST}}$	ST2										GND	$\overline{\text{ENA}}$	IA0
N	$\overline{\text{OEZ}}$	ST4	ST1	VDD	Z28	Z24	Z20	VDD	GND	Z11	Z5	Z2	Z1	$\overline{\text{FTO}}$	RND0
P	ST3	ST0	Z31	Z29	Z26	Z23	Z21	Z17	Z13	Z12	Z9	Z6	Z4	Z0	$\overline{\text{ENM}}$
R	GND	Z30	Z27	Z25	Z22	Z19	Z18	Z16	Z15	Z14	Z10	Z8	Z7	Z3	VDD

Packaging

144-Pin Ceramic Pin Grid Array: See FE Package in Package Selector Guide

Ordering Information

L64134 G X -XX

Cycle Time
50 = 50 ns
60 = 60 ns
80 = 80 ns
10 = 100 ns

Temperature Range/Flow Option
C = Commercial (0°C to 70°C)
M = Military (-55°C to +125°C)
Full MIL-STD-883C Level B

Package Code
G = 144-Pin Ceramic Pin Grid Array

Device Type
32-Bit Floating-Point Processor