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Tudi Semiconductor

Product Specification

TUDI-24LC32A

32-Kbit I²C Serial EEPROM

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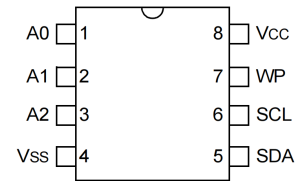
**semiconductor device
manufacturer**

- Design
- research and development
- production
- and sales

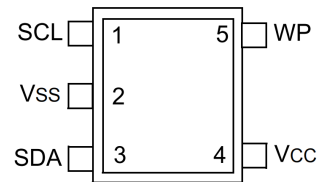


Features

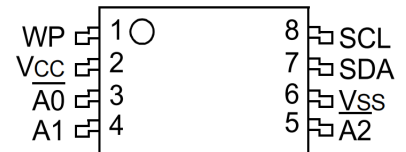
- Single Supply with Operation down to 1.7V for 24AA32A Devices, 2.5V for 24LC32A Devices
- Low-Power CMOS Technology:
 - Active current 1 mA, typical
 - Standby current 1 μ A, typical
- Two-Wire Serial Interface, I2C Compatible
- Schmitt Trigger Inputs for Noise Suppression
- Output Slope Control to Eliminate Ground Bounce
- 100 kHz and 400 kHz Clock Compatibility
- Page Write Time: 5 ms, Maximum
- Self-Timed Erase/Write Cycle
- 32-Byte Page Write Buffer
- Hardware Write-Protect
- ESD Protection > 4,000V
- More than 1 Million Erase/Write Cycles
- Data Retention > 200 Years
- Factory Programming Available
- RoHS Compliant
- Temperature Ranges:
 - Industrial (I): -40°C to +85°C
 - Extended (E): -40°C to +125°C
- Automotive AEC-Q100 Qualified



PDIP/SOIC



SOT-23



X-Rotated TSSOP

Description

The Microchip Technology Inc. 24XX32A(1) is a 32-Kbit Electrically Erasable PROM (EEPROM). The device is organized as a single block of 4K x 8-bit memory with a two-wire serial interface. Its low-voltage design permits operation down to 1.7V, with standby and active currents of only 1 μ A and 1 mA, respectively. The 24XX32A also has a page write capability for up to 32 bytes of data. Functional address lines allow up to eight devices on the same bus, for up to 256 Kbits address space.



1.0 ELECTRICAL CHARACTERISTICS

Absolute Maximum Ratings (†)

V _{CC}	6.5V
All inputs and outputs w.r.t. V _{SS}	-0.3V to V _{CC} +1.0V
Storage temperature	-65°C to +150°C
Ambient temperature with power applied	-40°C to +125°C
ESD protection on all pins	≥ 4 kV

† **NOTICE:** Stresses above those listed under “Absolute Maximum Ratings” may cause permanent damage to the device. This is a stress rating only and functional operation of the device at those or any other conditions above those indicated in the operational listings of this specification is not implied. Exposure to maximum rating conditions for extended periods may affect device reliability.

TABLE 1-1: DC CHARACTERISTICS

DC CHARACTERISTICS			Industrial (I): TA = -40°C to +85°C, V _{CC} = +1.7V to +5.5V Extended (E): TA = -40°C to +125°C, V _{CC} = +2.5V to +5.5V				
Param. No.	Symbol	Characteristic	Minimum	Type	Maximum	Units	Conditions
D1	V _{IH}	High-Level Input Voltage	0.7 V _{CC}	—	—	V	
D2	V _{IL}	Low-Level Input Voltage	—	—	0.3 V _{CC}	V	V _{CC} ≥ 2.5V
			—	—	0.2 V _{CC}	V	V _{CC} < 2.5V
D3	V _{HYS}	Hysteresis of Schmitt Trigger Inputs (SDA, SCL pins)	0.05 V _{CC}	—	—	V	V _{CC} ≥ 2.5V (Note 1)
D4	V _{OL}	Low-Level Output Voltage	—	—	0.40	V	I _{OL} = 3.0 mA, V _{CC} = 4.5V I _{OL} = 2.1 mA, V _{CC} = 2.5V
D5	I _{LI}	Input Leakage Current	—	—	±1	μA	V _{IN} = V _{SS} or V _{CC}
D6	I _{LO}	Output Leakage Current	—	—	±1	μA	V _{OUT} = V _{SS} or V _{CC}
D7	C _{IN} , C _{OUT}	Pin Capacitance (all inputs/outputs)	—	—	10	pF	V _{CC} = 5.0V (Note 1) TA = +25°C, F _{CLK} = 1 MHz
D8	I _{CC} write	Operating Current	—	0.1	3	mA	V _{CC} = 5.5V, SCL = 400 kHz
D9	I _{CC} read		—	0.05	400	μA	V _{CC} = 5.5V, SCL = 400 kHz
D10	I _{CCS}	Standby Current	—	0.01	1	μA	SDA = SCL = V _{CC} A0, A1, A2, WP = V _{SS} , I-Temp.
			—	—	5	μA	SDA = SCL = V _{CC} = 5.5V A0, A1, A2, WP = V _{SS} , E-Temp

Note 1: This parameter is periodically sampled and not 100% tested.

2: Typical measurements taken at room temperature.



TABLE 1-2: AC CHARACTERISTICS

AC CHARACTERISTICS			Industrial (I): TA = -40°C to +85°C, VCC = +1.7V to +5.5V Extended (E): TA = -40°C to +125°C, VCC = +2.5V to +5.5V			
Param. No.	Symbol	Characteristic	Minimum	Maximum	Units	Conditions
1	FCLK	Clock Frequency	—	400	kHz	2.5V ≤ VCC ≤ 5.5V
			—	100	kHz	1.7V ≤ VCC < 2.5V (24AA32A)
2	THIGH	Clock High Time	600	—	ns	2.5V ≤ VCC ≤ 5.5V
			4000	—	ns	1.7V ≤ VCC < 2.5V (24AA32A)
3	TLOW	Clock Low Time	1300	—	ns	2.5V ≤ VCC ≤ 5.5V
			4700	—	ns	1.7V ≤ VCC < 2.5V (24AA32A)
4	TR	SDA and SCL Rise Time	—	300	ns	2.5V ≤ VCC ≤ 5.5V (Note 1)
			—	1000	ns	1.7V ≤ VCC < 2.5V (24AA32A) (Note 1)
5	TF	SDA and SCL Fall Time	—	300	ns	Note 1
6	THD:STA	Start Condition Hold Time	600	—	ns	2.5V ≤ VCC ≤ 5.5V
			4000	—	ns	1.7V ≤ VCC < 2.5V (24AA32A)
7	TSU:STA	Start Condition Setup Time	600	—	ns	2.5V ≤ VCC ≤ 5.5V
			4700	—	ns	1.7V ≤ VCC < 2.5V (24AA32A)
8	THD:DAT	Data Input Hold Time	0	—	ns	Note 2
9	TSU:DAT	Data Input Setup Time	100	—	ns	2.5V ≤ VCC ≤ 5.5V
			250	—	ns	1.7V ≤ VCC < 2.5V (24AA32A)
10	TSU:STO	Stop Condition Setup Time	600	—	ns	2.5V ≤ VCC ≤ 5.5V
			4000	—	ns	1.7V ≤ VCC < 2.5V (24AA32A)
11	TSU:WP	WP Setup Time	600	—	ns	2.5V ≤ VCC ≤ 5.5V
			4000	—	ns	1.7V ≤ VCC < 2.5V (24AA32A)
12	THD:WP	WP Hold Time	1300	—	ns	2.5V ≤ VCC ≤ 5.5V
			4700	—	ns	1.7V ≤ VCC < 2.5V (24AA32A)
13	TAA	Output Valid from Clock	—	900	ns	2.5V ≤ VCC ≤ 5.5V (Note 2)
			—	3500	ns	1.7V ≤ VCC < 2.5V (24AA32A) (Note 2)
14	TBUF	Bus free time: Time the bus must be free before a new transmission can start	1300	—	ns	2.5V ≤ VCC ≤ 5.5V
			4700	—	ns	1.7V ≤ VCC < 2.5V (24AA32A)
15	TOF	Output Fall Time from VIH Minimum to VIL Maximum	20+0.1CB	250	ns	2.5V ≤ VCC ≤ 5.5V
			—	250	ns	1.7V ≤ VCC < 2.5V (24AA32A)
16	TSP	Input Filter Spike Suppression (SDA and SCL pins)	—	50	ns	Note 1 and Note 3
17	TWC	Write Cycle Time (byte or page)	—	5	ms	
18		Endurance	1,000,000	—	cycles	+25°C, 5.5V, Page Mode (Note 4)

Note 1: Not 100% tested. CB = total capacitance of one bus line in pF.

2: As a transmitter the device must provide an internal minimum delay time to bridge the undefined region (minimum 300 ns) of the falling edge of SCL to avoid unintended generation of Start or Stop conditions.

3: The combined TSP and VHYS specifications are due to new Schmitt Trigger inputs which provide improved noise spike suppression. This eliminates the need for a TI specification for standard operation.

4: This parameter is not tested but ensured by characterization.



FIGURE 1-1: BUS TIMING DATA

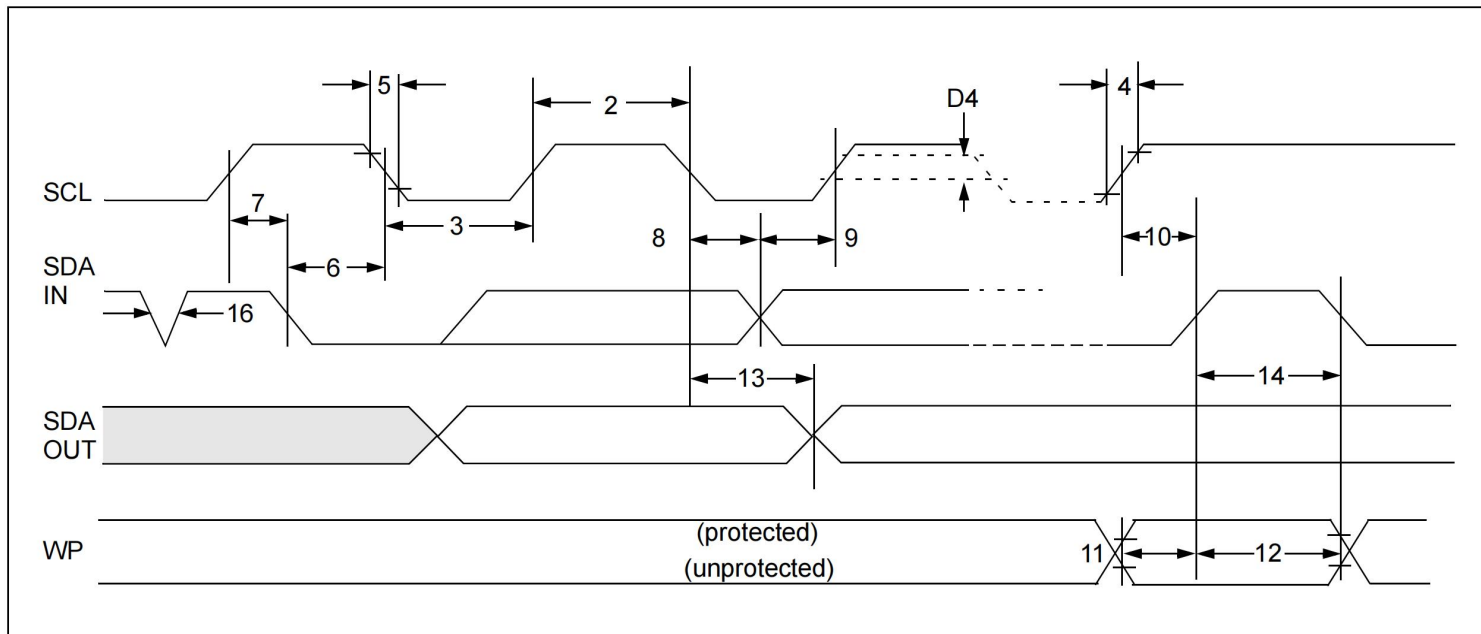
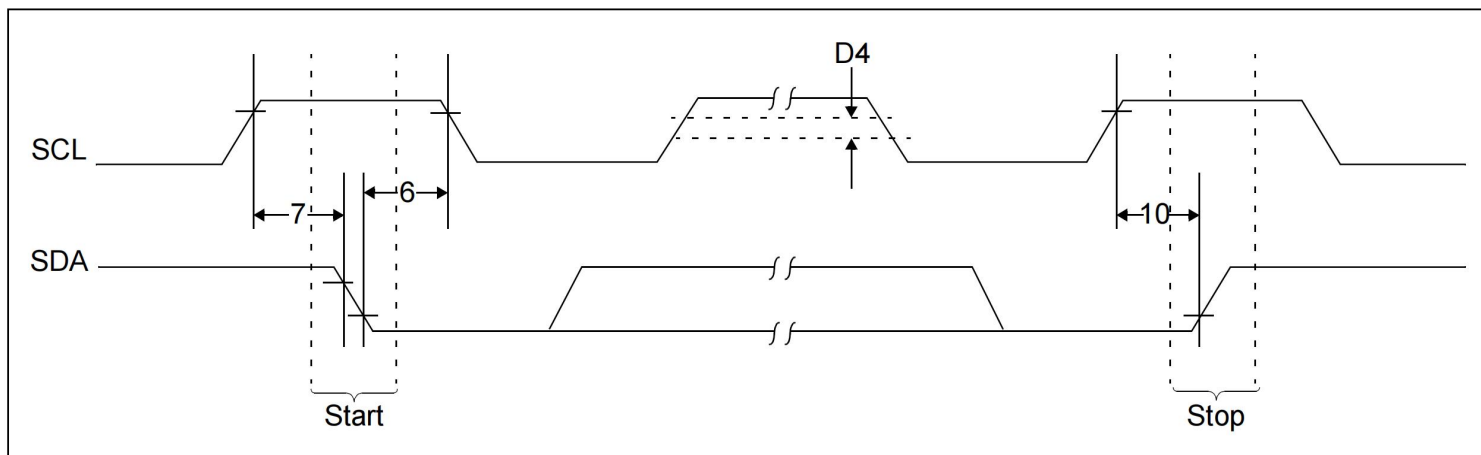


FIGURE 1-2: BUS TIMING START/STOP





2.0 PIN DESCRIPTIONS

The descriptions of the pins are listed in [Table 2-1](#).

TABLE 2-1: PIN FUNCTION TABLE

Name	PDIP	SOIC	SOIJ	TSSOP	Rotated TSSOP	DFN ⁽¹⁾	TDFN ⁽¹⁾	MSOP	SOT-23	CS	Description
A0	1	1	1	1	3	1	1	1	—	—	Chip Address Input
A1	2	2	2	2	4	2	2	2	—	—	Chip Address Input
A2	3	3	3	3	5	3	3	3	—	—	Chip Address Input
VSS	4	4	4	4	6	4	4	4	2	2	Ground
SDA	5	5	5	5	7	5	5	5	3	5	Serial Address/Data I/O
SCL	6	6	6	6	8	6	6	6	1	4	Serial Clock
WP	7	7	7	7	1	7	7	7	5	3	Write-Protect Input
VCC	8	8	8	8	2	8	8	8	4	1	Power Supply

Note 1: The exposed pad on the DFN/TDFN packages can be connected to VSS or left floating.

2.1 A0, A1, A2 Chip Address Inputs

The A0, A1 and A2 inputs are used by the 24XX32A for multiple device operation. The levels on these inputs are compared with the corresponding bits in the client address. The chip is selected if the comparison is true.

Up to eight devices may be connected to the same bus by using different Chip Select bit combinations. These inputs must be connected to either VCC or VSS.

In most applications, the chip address inputs A0, A1 and A2 are hard-wired to logic '0' or logic '1'. For applications in which these pins are controlled by a microcontroller or other programmable device, the chip address pins must be driven to logic '0' or logic '1' before normal device operation can proceed. Address pins are not available in the SOT-23 package.

2.2 Serial Address/Data Input/Output (SDA)

SDA is a bidirectional pin used to transfer addresses and data into and out of the device. It is an open-drain terminal; therefore, the SDA bus requires a pull-up resistor to VCC (typical 10 k Ω for 100 kHz, 2 k Ω for 400 kHz)

For normal data transfer, SDA is allowed to change only during SCL low. Changes during SCL high are reserved for indicating Start and Stop conditions.

2.3 Serial Clock (SCL)

The SCL input is used to synchronize the data transfer to and from the device.

2.4 Write-Protect (WP)

This pin must be connected to either VSS or VCC. If tied to VSS, write operations are enabled. If tied to VCC, write operations are inhibited but read operations are not affected.



3.0 FUNCTIONAL DESCRIPTION

The 24XX32A supports a bidirectional, two-wire bus and data transmission protocol. A device that sends data onto the bus is defined as transmitter, while a device receiving data is defined as a receiver. The bus has to be controlled by a host device which generates the Serial Clock (SCL), controls the bus access and generates the Start and Stop conditions, while the 24XX32A works as client. Both host and client can operate as transmitter or receiver, but the host device determines which mode is activated.

4.0 BUS CHARACTERISTICS

The following **bus protocol** has been defined:

- Data transfer may be initiated only when the bus is not busy.
- During data transfer, the data line must remain stable whenever the clock line is high. Changes in the data line while the clock line is high will be interpreted as a Start or Stop condition.

Accordingly, the following bus conditions have been defined (Figure 4-1).

4.1 Bus Not Busy (A)

Both data and clock lines remain high.

4.2 Start Data Transfer (B)

A high-to-low transition of the SDA line while the clock (SCL) is high determines a Start condition. All commands must be preceded by a Start condition.

4.3 Stop Data Transfer (C)

A low-to-high transition of the SDA line while the clock (SCL) is high determines a Stop condition. All operations must be ended with a Stop condition.

4.4 Data Valid (D)

The state of the data line represents valid data when, after a Start condition, the data line is stable for the duration of the high period of the clock signal.

The data on the line must be changed during the low period of the clock signal. There is one clock pulse per bit of data.

Each data transfer is initiated with a Start condition and terminated with a Stop condition. The number of data bytes transferred between Start and Stop conditions is determined by the host device and is, theoretically, unlimited (although only the last 32 bytes will be stored when doing a write operation). When an overwrite does occur, it will replace data in a First-In First-Out (FIFO) principle.

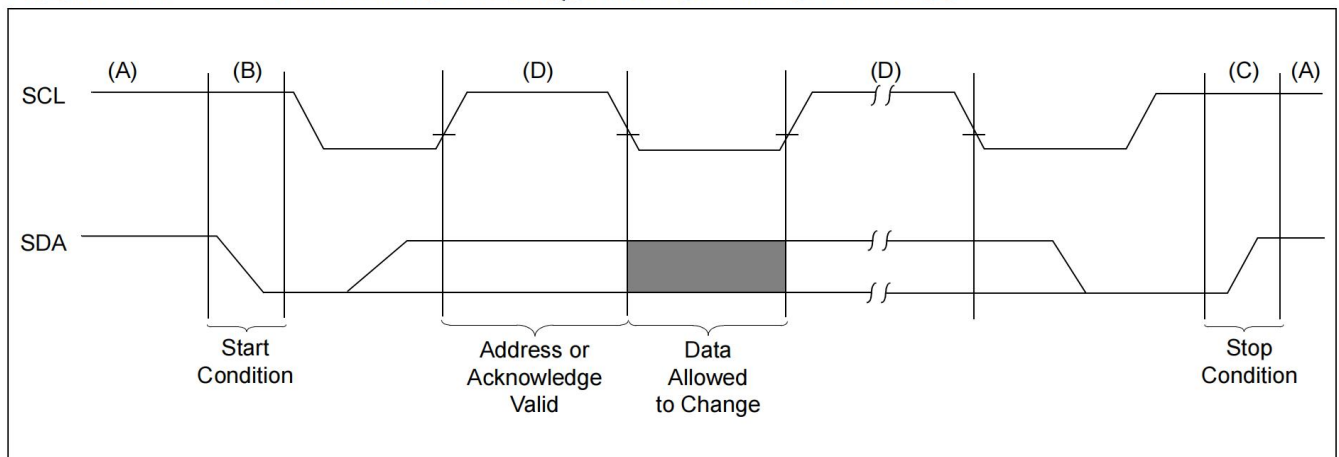
4.5 Acknowledge

Each receiving device, when addressed, is obliged to generate an Acknowledge after the reception of each byte. The host device must generate an extra clock pulse which is associated with this Acknowledge bit.

Note: The 24XX32A does not generate any Acknowledge bits if an internal programming cycle is in progress.

The device that acknowledges, has to pull down the SDA line during the Acknowledge clock pulse in such a way that the SDA line is stable-low during the high period of the Acknowledge-related clock pulse. Moreover, setup and hold times must be taken into account. During reads, a host must signal an end of data to the client by not generating an Acknowledge bit on the last byte that has been clocked out of the client. In this case, the client (24XX32A) will leave the data line high to enable the host to generate the Stop condition.

FIGURE 4-1: DATA TRANSFER SEQUENCE ON THE SERIAL BUS





5.0 DEVICE ADDRESSING

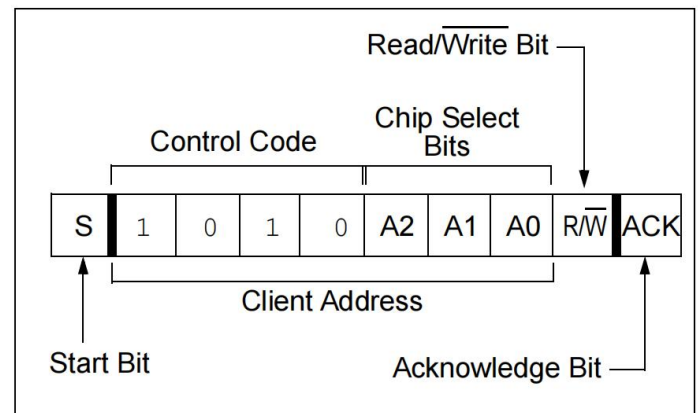
A control byte is the first byte received following the Start condition from the host device. The control byte consists of a 4-bit control code. For the 24XX32A, this is set as '1010' binary for read and write operations. The next 3 bits of the control byte are the Chip Select bits (A2, A1, A0). The Chip Select bits allow the use of up to eight 24XX32A devices on the same bus and are used to select which device is accessed. The Chip Select bits in the control byte must correspond to the logic levels on the corresponding A2, A1 and A0 pins for the device to respond. These bits are in effect the three Most Significant bits of the word address. The combination of the 4-bit control code and the next three bits are called the client address.

For the SOT-23 package, the address pins are not available. During device addressing, the A1, A2, and A0 Chip Selects bits should be set to '0'.

The last bit of the control byte is the Read/Write ($\overline{R/W}$) bit and it defines the operation to be performed. When set to a '1', a read operation is selected. When set to a zero, a write operation is selected. The next two bytes received define the address of the first data byte (Figure 5-2). Because only A11 to A0 are used, the upper four address bits are "don't care" bits. The upper address bits are transferred first, followed by the Less Significant bits.

Following the Start condition, the 24XX32A monitors the SDA bus checking the device type identifier being transmitted and, upon receiving a valid client address and the $\overline{R/W}$ bit, the client device outputs an Acknowledge signal on the SDA line. Depending on the state of the $\overline{R/W}$ bit, the 24XX32A will select a read or write operation.

FIGURE 5-1: CONTROL BYTE FORMAT

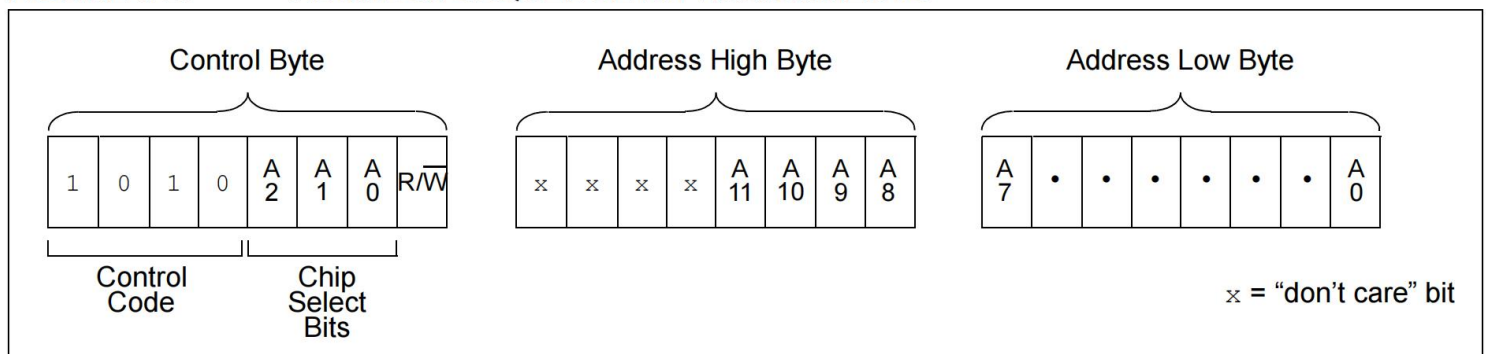


5.1 Contiguous Addressing Across Multiple Devices

The Chip Select bits A2, A1 and A0 can be used to expand the contiguous address space for up to 256 Kbits by adding up to eight 24XX32A devices on the same bus. In this case, software can use A0 of the control byte as address bit A12; A1 as address bit A13; and A2 as address bit A14. It is not possible to sequentially read across device boundaries.

The SOT-23 package do not support multiple device addressing on the same bus.

FIGURE 5-2: ADDRESS SEQUENCE BIT ASSIGNMENTS





6.0 WRITE OPERATIONS

6.1 Byte Write

Following the Start condition from the host, the control code (4 bits), the Chip Select (3 bits), and the $R/\overline{W}$ bit (which is a logic low) are clocked onto the bus by the host transmitter. This indicates to the addressed client receiver that the address high byte will follow once it has generated an Acknowledge bit during the ninth clock cycle. Therefore, the next byte transmitted by the host is the high-order byte of the word address and will be written into the Address Pointer of the 24XX32A. The next byte is the Least Significant Address Byte. After receiving another Acknowledge signal from the 24XX32A, the host device will transmit the data word to be written into the addressed memory location. The 24XX32A acknowledges again and the host generates a Stop condition. This initiates the internal write cycle and, during this time, the 24XX32A will not generate Acknowledge signals (Figure 6-1). If an attempt is made to write to the array with the WP pin held high, the device will acknowledge the command, but no write cycle will occur. No data will be written and the device will immediately accept a new command. After a byte Write command, the internal Address Pointer will point to the address location following the one that was just written.

Note: When doing a write of less than 32-bytes the data in the rest of the page is refreshed along with the data bytes being written. This will force the entire page to endure a write cycle, for this reason endurance is specified per page.

6.2 Page Write

The write control byte, word address and the first data byte are transmitted to the 24XX32A in the same way as in a byte write. However, instead of generating a Stop condition, the host transmits up to 31 additional bytes which are temporarily stored in the on-chip page buffer and will be written into memory once the host has transmitted a Stop condition. Upon receipt of each word, the five lower Address Pointer bits, which form the byte counter, are internally incremented by '1'. The higher-order 7-bits of the word address remain constant. If the host should transmit more than 32-bytes prior to generating the Stop condition, the Address Pointer will roll over and the previously received data will be overwritten. As with the byte write operation, once the Stop condition is received, an internal write cycle will begin (Figure 6-2). If an attempt is made to write to the array with the WP pin held high, the device will acknowledge the command, but no write cycle will occur, no data will be written, and the device will immediately accept a new command.

Note: Page write operations are limited to writing bytes within a single physical page, **regardless** of the number of bytes actually being written. Physical page boundaries start at addresses that are integer multiples of the page buffer size (or 'page size') and end at addresses that are integer multiples of page size – 1. If a page write command attempts to write across a physical page boundary, the result is that the data wrap around to the beginning of the current page (overwriting data previously stored there), instead of being written to the next page as might be expected. It is therefore necessary for the application software to prevent page write operations that would attempt to cross a page boundary.

6.3 Write Protection

The WP pin allows the user to write-protect the entire array (000-FFF) when the pin is tied to VCC. If tied to VSS the write protection is disabled. The WP pin is sampled at the Stop bit for every Write command (Figure 4-1). Toggling the WP pin after the Stop bit will have no effect on the execution of the write cycle.



FIGURE 6-1: BYTE WRITE

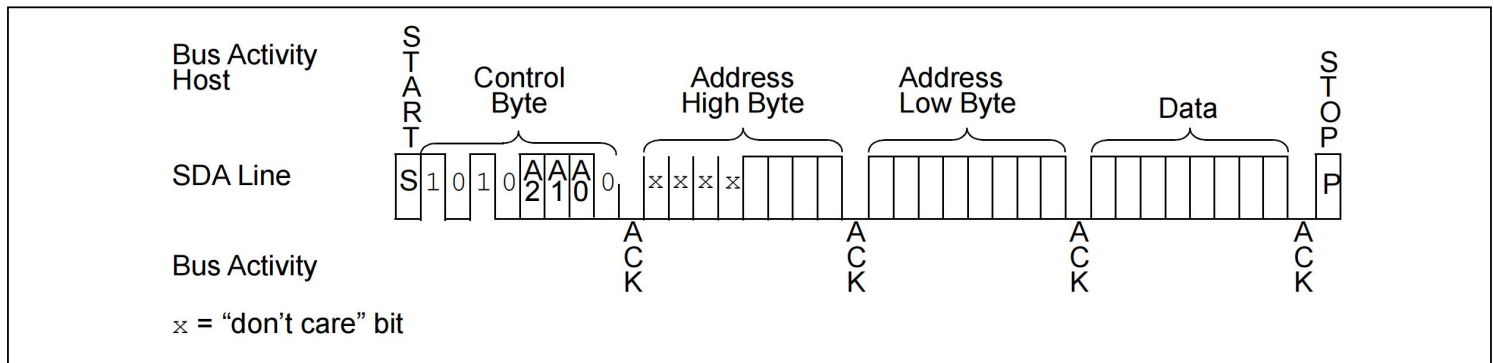
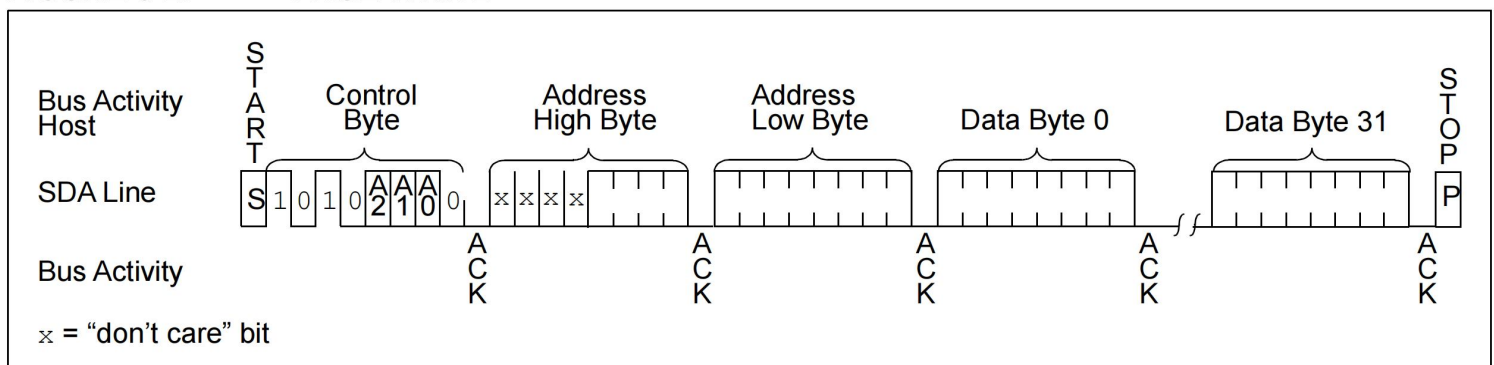


FIGURE 6-2: PAGE WRITE

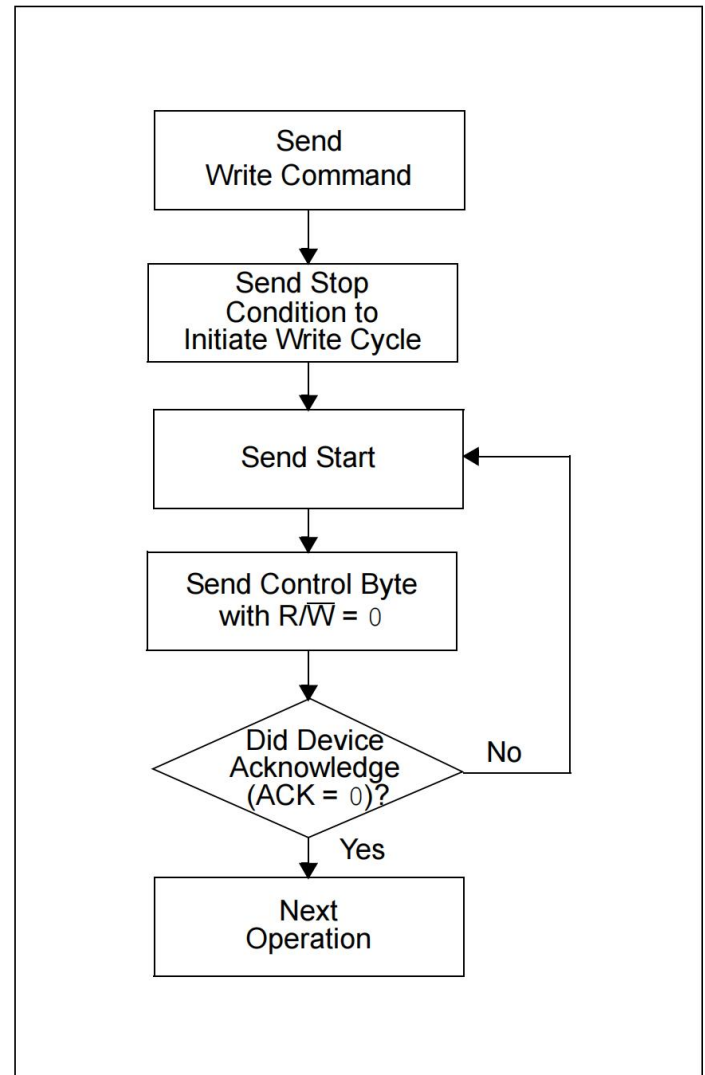




7.0 ACKNOWLEDGE POLLING

Since the device will not acknowledge during a write cycle, this can be used to determine when the cycle is complete (this feature can be used to maximize bus throughput). Once the Stop condition for a write command has been issued from the host, the device initiates the internally-timed write cycle. ACK polling can then be initiated immediately. This involves the host sending a Start condition followed by the control byte for a write command ($R/\overline{W} = 0$). If the device is still busy with the write cycle, then no ACK will be returned. If no ACK is returned, the Start bit and control byte must be re-sent. If the cycle is complete, the device will return the ACK and the host can then proceed with the next read or write operation. See [Figure 7-1](#) for flow diagram of this operation.

FIGURE 7-1: ACKNOWLEDGE POLLING FLOW





8.0 READ OPERATION

Read operations are initiated in the same way as write operations, with the exception that the $\overline{R/\overline{W}}$ bit of the control byte is set to '1'. There are three basic types of read operations: current address read, random read and sequential read.

8.1 Current Address Read

The 24XX32A contains an Address Pointer that maintains the address of the last word accessed, internally incremented by '1'. Therefore, if the previous read access was to address 'n' (n is any legal address), the next current address read operation would access data from address $n + 1$.

Upon receipt of the control byte with $\overline{R/\overline{W}}$ bit set to '1', the 24XX32A issues an Acknowledge and transmits the 8-bit data word. The host will not acknowledge the transfer, but does generate a Stop condition and the 24XX32A discontinues transmission (Figure 8-1).

8.2 Random Read

Random read operations allow the host to access any memory location in a random manner. To perform this type of read operation, the word address must first be set. This is accomplished by sending the word address to the 24XX32A as part of a write operation ($\overline{R/\overline{W}}$ bit set to '0'). Once the word address is sent, the host generates a Start condition following the Acknowledge. This terminates the write operation, but not before the internal Address Pointer is set. The host issues the control byte again, but with the $\overline{R/\overline{W}}$ bit set to a '1'. The 24XX32A will then issue an Acknowledge and transmit the 8-bit data word. The host will not acknowledge the transfer, but does generate a Stop condition which causes the 24XX32A to discontinue transmission (Figure 8-2). After a random Read command, the internal Address Pointer will point to the address location following the one that was just read.

8.3 Sequential Read

Sequential reads are initiated in the same way as a random read, except that once the 24XX32A transmits the first data byte, the host issues an Acknowledge as opposed to the Stop condition used in a random read. This Acknowledge directs the 24XX32A to transmit the next sequentially addressed 8-bit word (Figure 8-3). Following the final byte transmitted to the host, the host will NOT generate an Acknowledge, but will generate a Stop condition. To provide sequential reads, the 24XX32A contains an internal Address Pointer which is incremented by '1' upon completion of each operation. This Address Pointer allows the entire memory contents to be serially read during one operation. The internal Address Pointer will automatically roll over from address FFF to address 000 if the host acknowledges the byte received from the array address FFF.

FIGURE 8-1: CURRENT ADDRESS READ

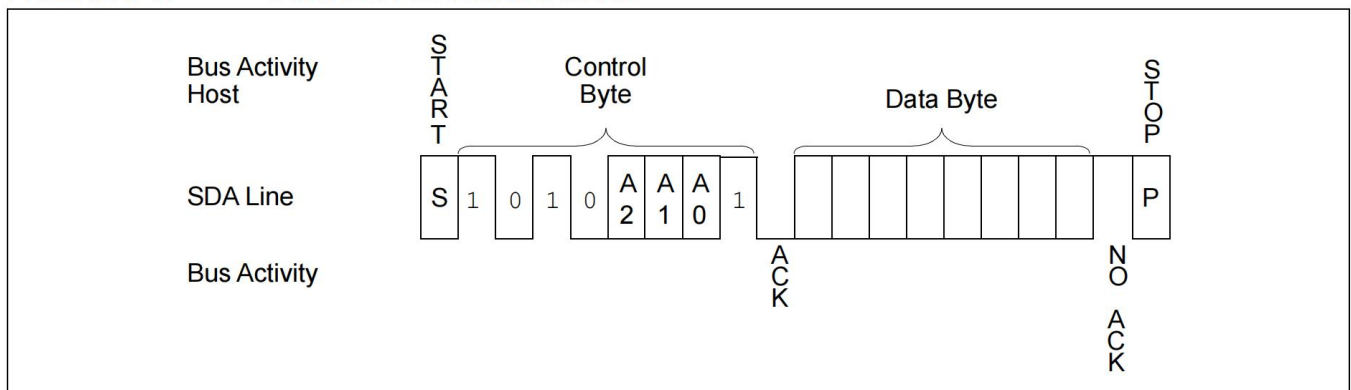




FIGURE 8-2: RANDOM READ

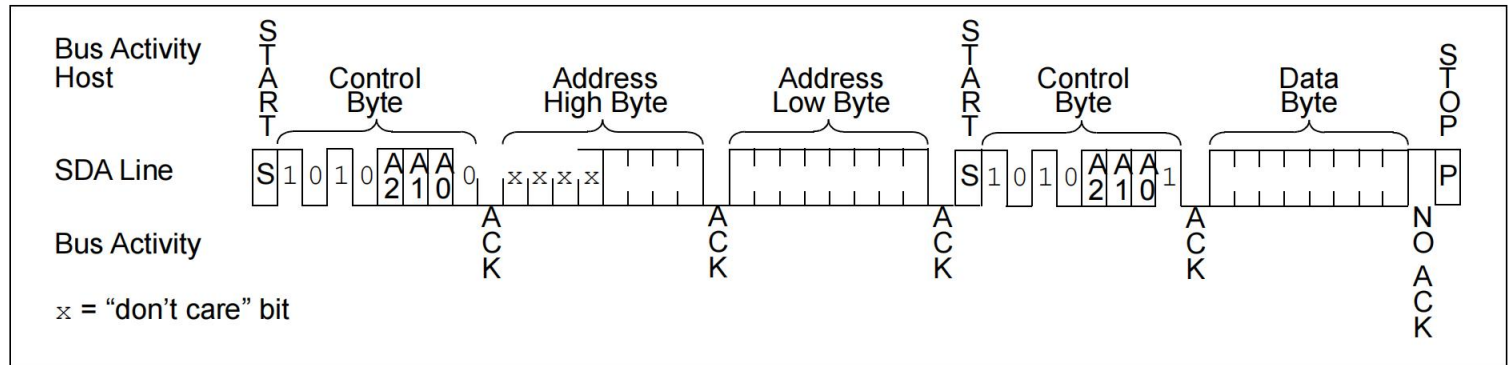
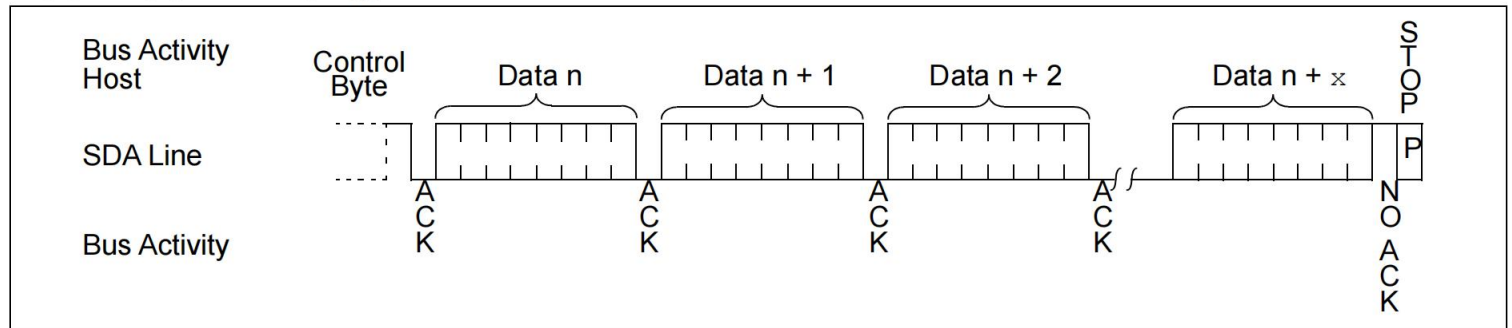
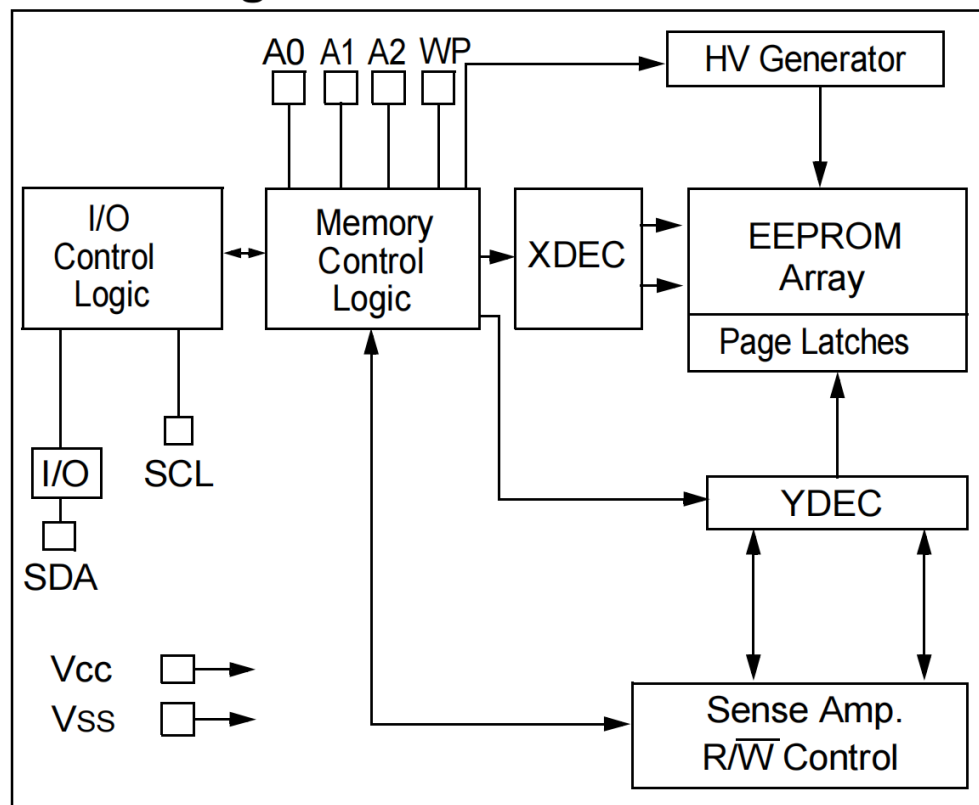


FIGURE 8-3: SEQUENTIAL READ



Block Diagram



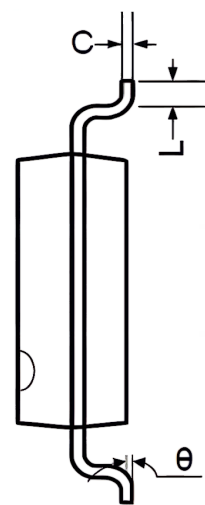
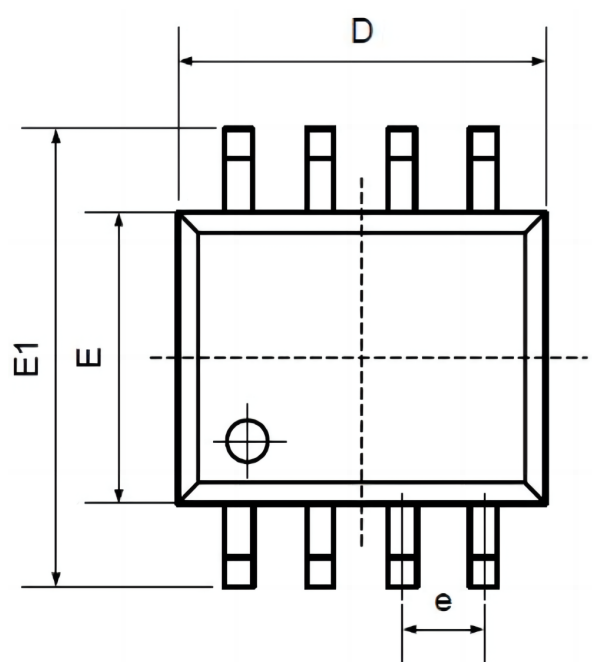


Order information

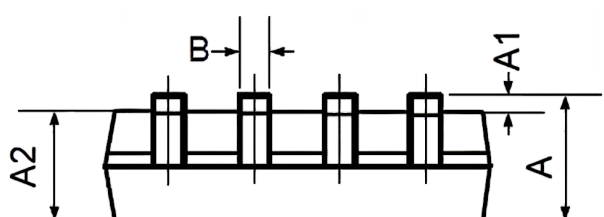
Order Number	Package	Package Quantity	Marking On The park
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24LC32AT-E/OT-TUDI	SOT23	Tape,Reel,3000	24LC32AT-E/OT
24LC32AT-E/SN-TUDI	SOP8	Tape,Reel,2500	24LC32AT-E/SN
24LC32AT-E/ST-TUDI	TSSOP8	Tape,Reel,2500	24LC32AT-E/ST



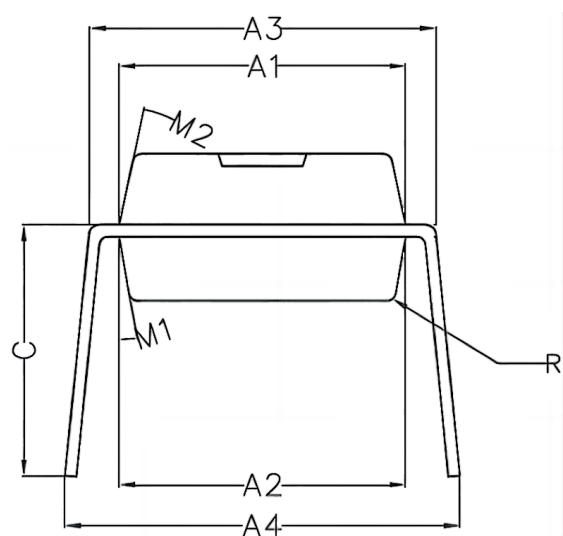
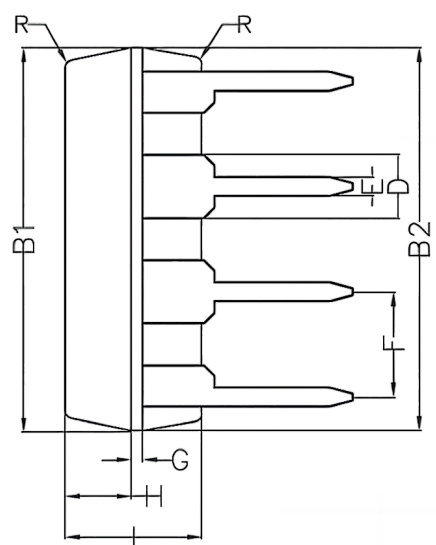
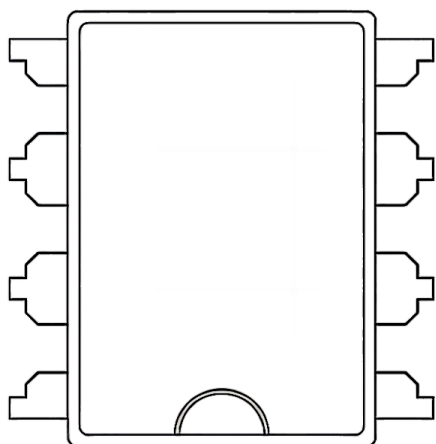
Package SOP8



Symbol	Dimensions In Millimeters		Dimensions In Inches	
	Min	Max	Min	Max
A	1.350	1.750	0.053	0.069
A1	0.100	0.250	0.004	0.010
A2	1.350	1.550	0.053	0.061
B	0.330	0.510	0.013	0.020
C	0.190	0.250	0.007	0.010
D	4.780	5.000	0.188	0.197
E	3.800	4.000	0.150	0.157
E1	5.800	6.300	0.228	0.248
e	1.270TYP		0.050TYP	
L	0.400	1.270	0.016	0.050
θ	0°	8°	0°	8°

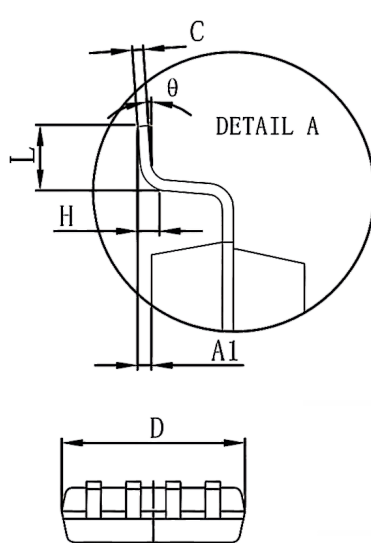
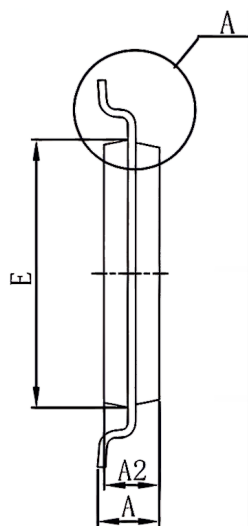
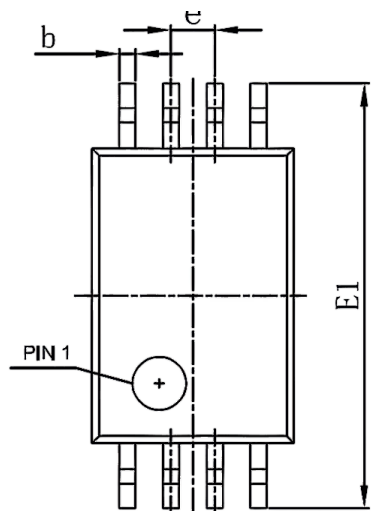


Package DIP8



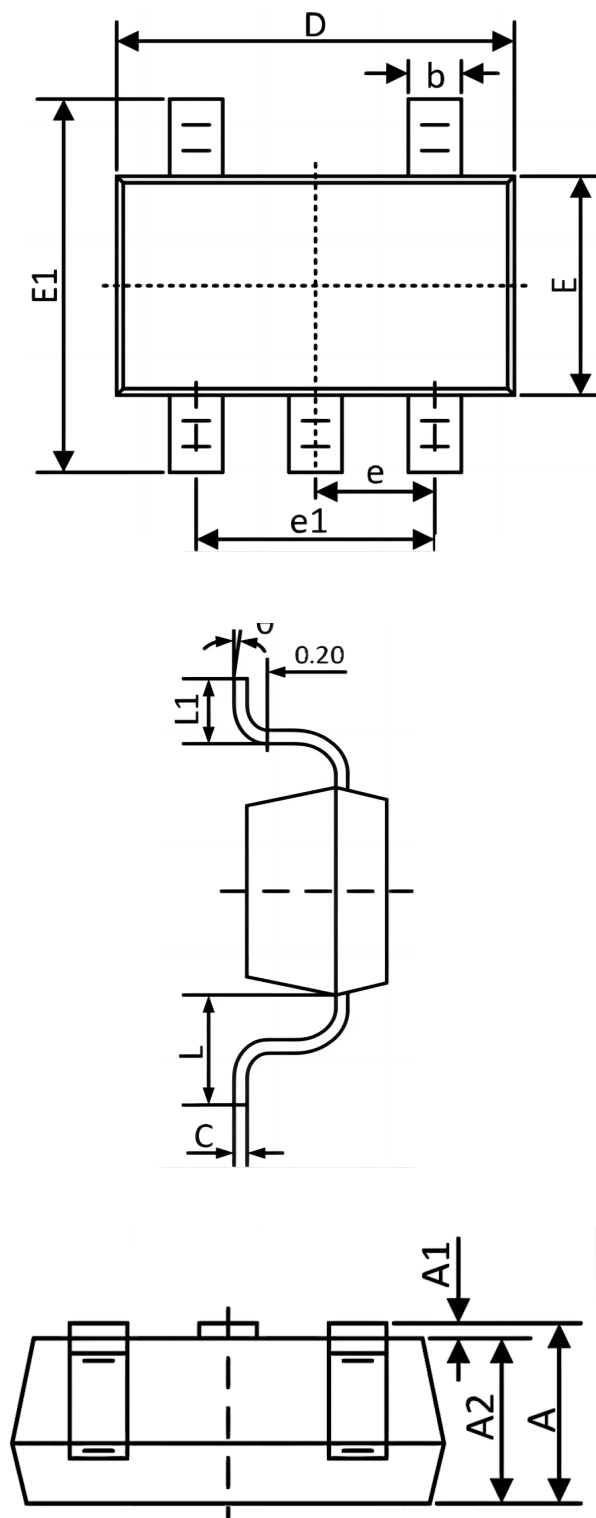
Symbol	Min	Non	Max
A1	6.28	6.33	6.38
A2	6.33	6.38	6.43
A3	7.52	7.62	7.72
A4	7.80	8.40	9.00
B1	9.15	9.20	9.25
B2	9.20	9.25	9.30
C		5.57	
D		1.52	
E	0.43	0.45	0.47
F		2.54	
G		0.25	
H	1.54	1.59	1.64
I	3.22	3.27	3.32
R		0.20	
M1	9°	10°	11°
M2	11°	12°	13°

Package TSSOP8



Symbol	Dimensions In Millimeters		Dimensions In Inches	
	Min	Max	Min	Max
D	2.900	3.100	0.114	0.122
E	4.300	4.500	0.169	0.177
b	0.190	0.300	0.007	0.012
C	0.090	0.200	0.004	0.008
E1	6.250	6.550	0.246	0.258
A		1.200		0.047
A2	0.800	1.000	0.031	0.039
A1	0.050	0.150	0.002	0.006
e	0.65(BSC)		0.026(BSC)	
L	0.500	0.700	0.020	0.028
H	0.25(TYP)		0.01(TYP)	
θ	1°		1°	

Package SOT23-5



Symbol	Dimensions In Millimeters		Dimensions In Inches	
	MIN	MAX	MIN	MAX
A	1.050	1.250	0.041	0.049
A1	0.000	0.100	0.000	0.004
A2	1.050	1.150	0.041	0.045
b	0.300	0.400	0.012	0.016
C	0.100	0.200	0.004	0.008
D	2.820	3.020	0.111	0.119
E	1.500	1.700	0.059	0.067
E1	2.650	2.950	0.104	0.116
e	0.950TYP		0.037TYP	
e1	1.800	2.000	0.071	0.079
L	0.700REF		0.028REF	
L1	0.300	0.600	0.012	0.024
θ	0°	8°	0°	8°



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