

TOSHIBA CMOS DIGITAL INTEGRATED CIRCUIT SILICON MONOLITHIC

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JT6A73-CS CMOS SINGLE-CHIP LSI FOR LCD CALCULATOR

The JT6A73-CS is a single-chip microcomputer for 8-digit 1-memory calculator.

JT6A73-CS can drive the liquid crystal display (LCD). Single power supply operation, low-power consumption make it suitable for single battery operated pocketable calculator.

FEATURES

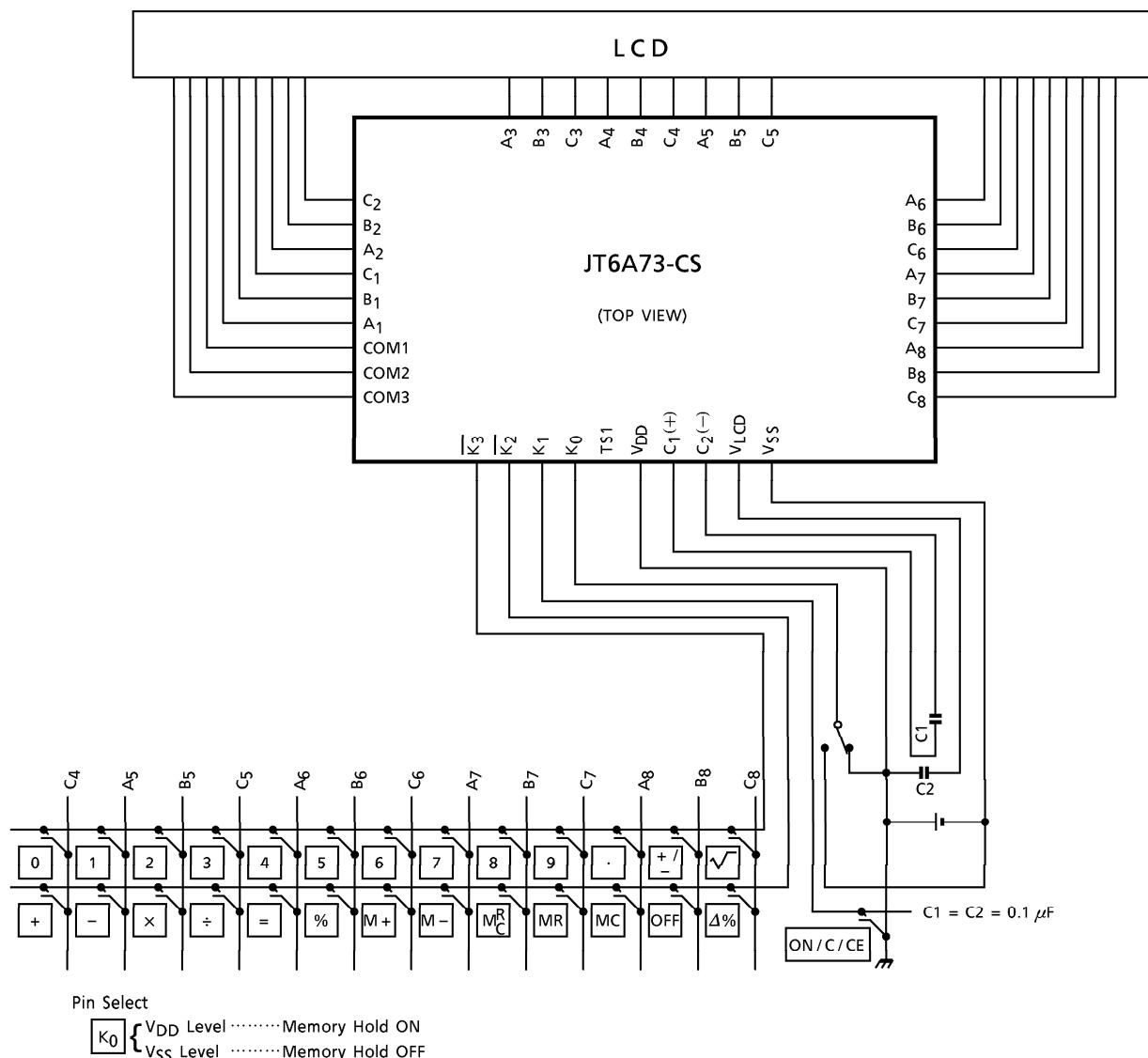
- 8 digits of data and 1 symbol digit for calculator.
- Algebraic calculation mode.
- Punctuation.
- Standard 4 functions (+, -, ×, ÷), mark up percent with automatic add-on / discount, automatic constant calculations, chain calculations, memory calculations with memory overflow protection.
- Internal keyboard decoding and denouncing.
- Complementary output buffer for direct driving of liquid crystal display (LCD : FEM type 3.0V, 1/2 bias, 1/3 duty).
- Single power supply (1.4 V typ.).
- Very low power consumption (2.66 μ W typ. at wait).
- Very wide range of operating voltage ($V_{DD} = 1.1\sim 1.9$ V).
- Automatic power off (A time for about 7 min.).

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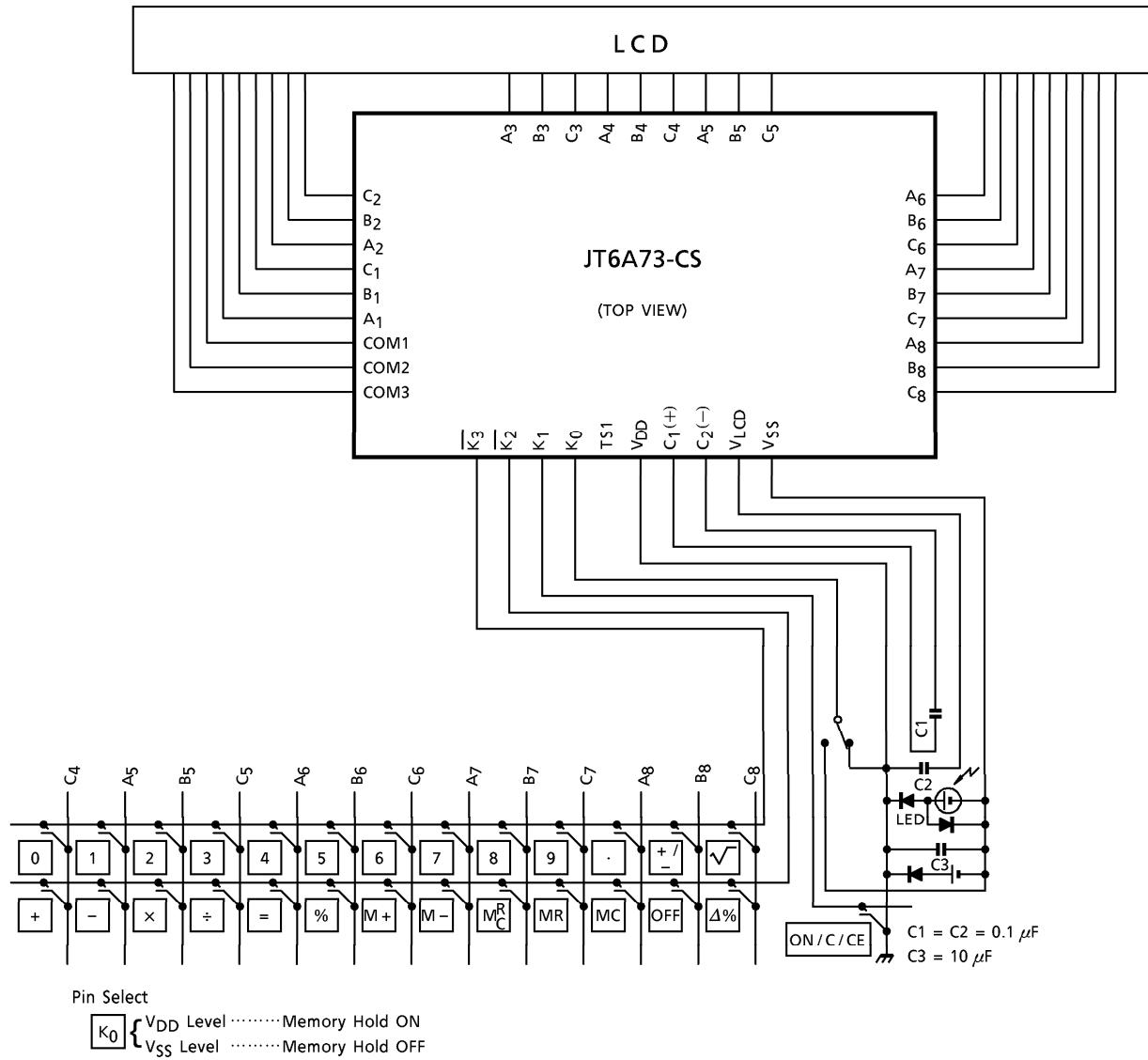
SYSTEM BLOCK DIAGRAM

Battery Type



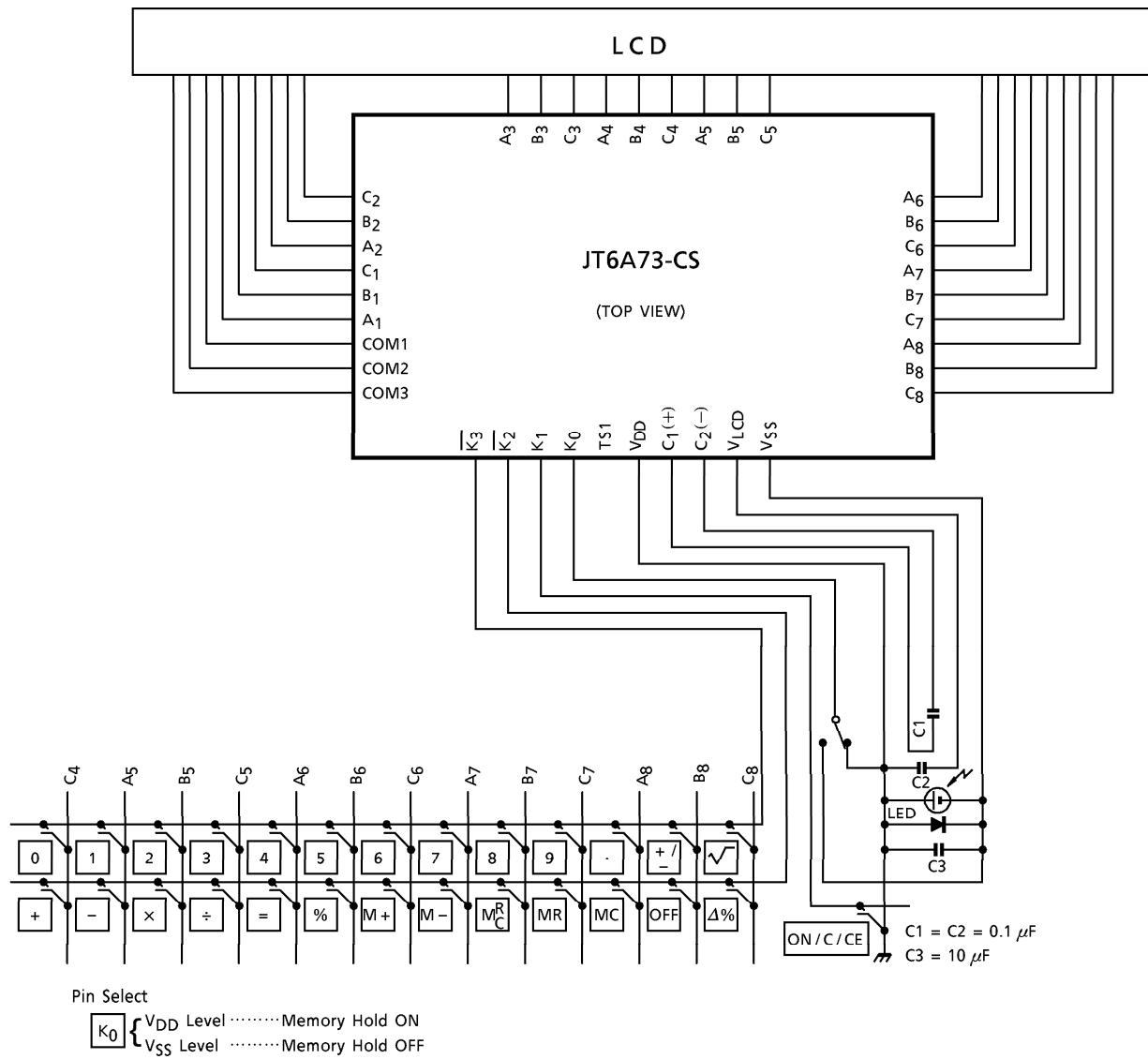
(Note) : INPUT capacity ≤ 400 (pF) at V_{DD} = 1.4 (V)
 Key resistance ≤ 3 (kΩ) at V_{DD} = 1.4 (V)

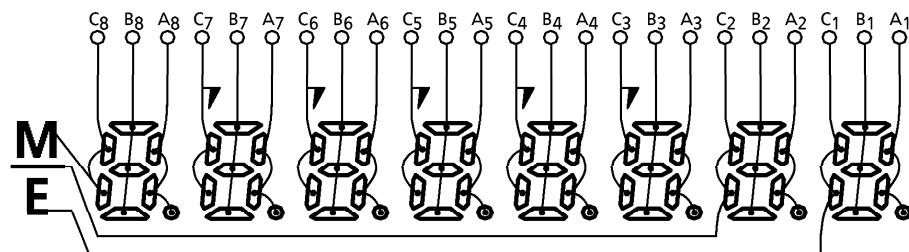
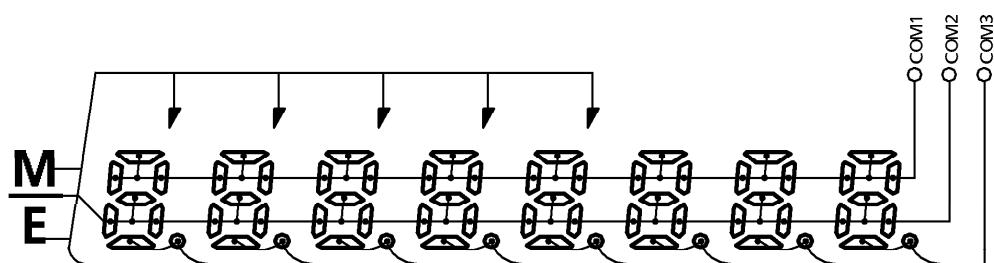
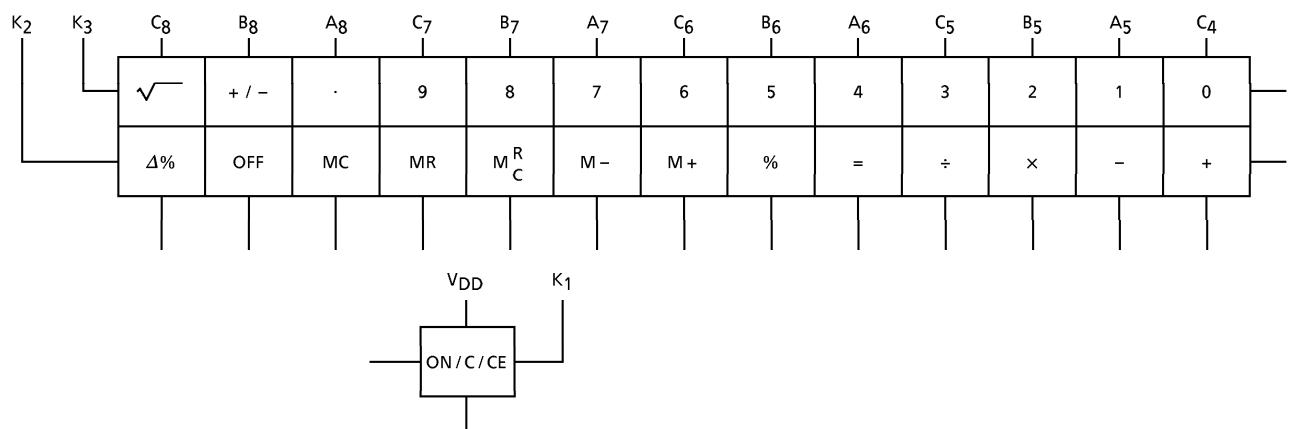
Dual Type



(Note) : INPUT capacity ≤ 400 (pF) at V_{DD} = 1.4 (V)
 Key resistance ≤ 3 (kΩ) at V_{DD} = 1.4 (V)

Solar Type



CONNECTION OF LCD**SEGMENT****COMMON****KEY CONNECTION**

SPECIFICATION OF CALCULATOR**Operational Features**

- (1) 8 digits of data and 1 symbol digit.
- (2) Algebraic mode.
- (3) Full floating point.
- (4) Standard 4 functions +, -, ×, ÷.
- (5) Memory calculation and memory hold.
- (6) Delta Percent, mark-up and mark-down functions.
- (7) Percent with automatic add-on and discount.
- (8) Constant calculation (Automatic constant).
- (9) Chain calculation.
- (10) Leading zero suppression.
- (11) Trailing zero suppression.
- (12) Square root.
- (13) Change sign.

Capacity of Calculation

- (1) Numeral entry 8 digits
- (2) Addition / Subtraction 8 digits + (–) 8 digits = 8 digits
- (3) Multiplication / Division 8 digits × (÷) 8 digits = 8 digits
- (4) Memory calculation 8 digits + (–) 8 digits = 8 digits

Display Font

M 1 2 3 4 5 6 7 8 9 0.

Overflow Condition

- (1) When division by zero is attempted, an overflow condition will result, and error symbol "E" and a zero are displayed.
- (2) When the integer part of result exceeds 8 digits, the display will show 8 most significant digits of result divided by 10^{+8} and "E".
- (3) When the integer part of result exceeds 15 digits, display will show a zero and "E".
- (4) When the integer part of result in memory register exceeds 8 digits at memory calculation, display will show a zero and "E", and previous data will be kept in memory register.
- (5) When an overflow occurs on the way of add-on/discount calculation, display will show a zero and "E".
- (6) In overflow condition, any operation or numeral entry will be inhibited.

Clearing Overflow Condition

- (1) The resulting overflow condition can be cleared by depressing [ON/C/CE].
- (2) At memory overflow condition, depression of [MR] or [MC] after [ON/C/CE] will recall the previous memory data.
- (3) At the condition of exceeding capacity overflow occurred in chain calculation, depression of [ON/C/CE] will reset the error symbol "E", and you can continue the calculation using the displayed data.

Speed of Calculation

(1) Numeral entry			56.0~59.3 ms
(2) Addition	11111111	[+]	11111111 [=] 102.6~105.9 ms
(3) Multiplication	1	[X]	99999999 [=] 258.6~261.9 ms
(4) Division	99999999	[÷]	1 [=] 294.6~297.9 ms
(5) Memory Calculation	99999999	[÷]	1 [M+] 345.3~348.6 ms
(6) Percentage calculation	1	[+]	99999999 [%] 287.9~291.2 ms
(7) Square root			99999999 [√] 259.9~263.2 ms

Arithmetic Operations**1. Addition**

Key Op.	Display
A	A
[+]	A
B	B
[+]	A + B
C	C
[=]	A + B + C
D	D
[+]	D
E	E
[+]	D + E
[=]	D + E

2. Subtraction

(1)	A	A
	[−]	A
	B	B
	[−]	A − B
	C	C
	[=]	A − B − C
	[−]	A − B − C
	D	D

Key Op.	Display
<input type="button" value="+ / -"/>	- D
<input type="button" value="-"/>	A - B - C + D
<input type="button" value="="/>	- (A - B - C + D)

3. Multiplication

(1)	A	A
	<input type="button" value="x"/>	A
	B	B
	<input type="button" value="="/>	A·B
	<input type="button" value="+"/>	A·B
	C	C
	<input type="button" value="="/>	A·B + C
(2)	<input type="button" value="-"/>	0.
	A	A
	<input type="button" value="x"/>	- A
	B	B
	<input type="button" value="="/>	- A·B

4. Division

(1)	A	A
	<input type="button" value="÷"/>	A
	B	B
	<input type="button" value="="/>	A / B
(2)	<input type="button" value="-"/>	0.
	A	A.
	<input type="button" value="÷"/>	- A
	B	B
	<input type="button" value="="/>	- A / B

5. Power calculation

(1)	A	A
	<input type="button" value="x"/>	A

	Key Op.	Display
	<input type="button" value="="/>	A^2
	<input type="button" value="="/>	A^3
(2)	A	A
	<input type="button" value="÷"/>	A
	<input type="button" value="="/>	$1/A$
	<input type="button" value="="/>	$1/A^2$
(3)	<input type="button" value="-"/>	0.
	A	A
	<input type="button" value="×"/>	-A
	<input type="button" value="="/>	A^2
	<input type="button" value="="/>	$-A^3$
(4)	<input type="button" value="-"/>	0.
	A	A
	<input type="button" value="÷"/>	-A
	<input type="button" value="="/>	$-1/A$
	<input type="button" value="="/>	$1/A^2$
(5)	A	A
	<input type="button" value="×"/>	A
	<input type="button" value="="/>	A^2
	<input type="button" value="×"/>	A^2
	<input type="button" value="="/>	A^4

6. Mixed calculation

(1)	A	A
	<input type="button" value="×"/>	A
	B	B
	<input type="button" value="+"/>	$A \cdot B$
	C	C
	<input type="button" value="÷"/>	$A \cdot B + C$
	D	D

Key Op.	Display
$\boxed{-}$	$\frac{A \cdot B + C}{D}$
E	E
$\boxed{=}$	$\frac{A \cdot B + C}{D} - E$

7. Constant calculation

(1)	A	A
	$\boxed{\times}$	A
	B	B
	$\boxed{=}$	A · B
	C	C
	$\boxed{=}$	A · C
(2)	$\boxed{-}$	0.
	A	A
	$\boxed{\times}$	- A
	B	B
	$\boxed{=}$	- A · B
	C	C
	$\boxed{=}$	- A · C
(3)	A	A
	$\boxed{\div}$	A
	B	B
	$\boxed{=}$	A / B
	C	C
	$\boxed{=}$	C / B
	D	D
	$\boxed{\times}$	D
	$\boxed{=}$	D ²
(4)	A	A
	$\boxed{+}$	A
	B	B

	Key Op.	Display
	=	A + B
	C	C
	=	C + B
(5)	A	A
	-	A
	B	B
	=	A - B
	C	C
	=	C - B
(6)	A	A
	×	A
	B	B
	=	A·B
	C	C
	×	C
	D	D
	=	C·D
	E	E
	=	C·E
	×	C·E
	F	F
	=	C·E·F
	G	G
	÷	G
	H	H
	=	G / H
	I	I
	=	I / H

	Key Op.	Display
(7)	A	A
	<input type="button" value="×"/>	A
	B	B
	<input style="border: 1px solid black; padding: 2px; width: 15px; height: 15px;" type="button" value="%"/>	A·B / 100
	C	C
	<input style="border: 1px solid black; padding: 2px; width: 15px; height: 15px;" type="button" value="%"/>	A·C / 100
	D	D
	<input type="button" value="÷"/>	D
	E	E
	<input style="border: 1px solid black; padding: 2px; width: 15px; height: 15px;" type="button" value="%"/>	100·D / E
	F	F
	<input style="border: 1px solid black; padding: 2px; width: 15px; height: 15px;" type="button" value="%"/>	100·F / E

8. Mark-up / Discount calculator

(1)	A	A
	<input type="button" value="×"/>	A
	B	B
	<input style="border: 1px solid black; padding: 2px; width: 15px; height: 15px;" type="button" value="+"/>	A·B
	<input style="border: 1px solid black; padding: 2px; width: 15px; height: 15px;" type="button" value="="/>	A + A·B
(2)	A	A
	<input type="button" value="×"/>	A
	B	B
	<input type="button" value="-"/>	A·B
	<input style="border: 1px solid black; padding: 2px; width: 15px; height: 15px;" type="button" value="="/>	A - A·B
(3)	A	A
	<input type="button" value="×"/>	A
	B	B
	<input style="border: 1px solid black; padding: 2px; width: 15px; height: 15px;" type="button" value="%"/>	A·B / 100
	<input style="border: 1px solid black; padding: 2px; width: 15px; height: 15px;" type="button" value="+"/>	A·B / 100
	<input style="border: 1px solid black; padding: 2px; width: 15px; height: 15px;" type="button" value="="/>	A + A·B / 100

	Key Op.	Display
(4)	A	A
	\times	A
	B	B
	%	$A \cdot B / 100$
	-	$A \cdot B / 100$
	=	$A - A \cdot B / 100$
(5)	A	A
	+	A
	B	B
	%	$A + AB / 100$
(6)	A	A
	-	A
	B	B
	%	$A - AB / 100$

9. Memory calculation

	Key Op.	Display	Memory
	A	A	0.
	$[M+]$	A (M)	A
	B	B (M)	A
	$[M+]$	B (M)	A + B
	C	C (M)	A + B
	$[M-]$	C (M)	A + B - C
	D	D (M)	A + B - C
	$[MC^R]$ or $[MR]$	A + B - C (M)	A + B - C
	$[MC^R]$ or $[MC]$	A + B - C	0.
(2)	A	A	0.
	+	A	0.
	B	B	0.
	$[M+]$	A + B (M)	A + B

Key Op.	Display	Memory
$[+]$	A + B (M)	A + B
$[M+]$	A + B (M)	2 (A + B)
C	C (M)	2 (A + B)
$[M-]$	C (M)	2 (A + B) - C
(3) A	A	0.
$[x]$	A	0.
B	B	0.
$[M+]$	A·B (M)	A·B
C	C (M)	A·B
$[x]$	C (M)	A·B
D	D (M)	A·B
$[M-]$	C·D (M)	AB - CD
$[M_C^R]$ or $[MR]$	A·B - C·D (M)	AB - CD
$[M-]$	A·B - C·D	0.
(4) A	A	0.
$[x]$	A	0.
B	B	0.
$[=]$	A·B	0.
C	C	0.
$[M+]$	C (M)	C
$[=]$	A·C (M)	C
D	D (M)	C
$[M-]$	D (M)	C - D
	A·D (M)	C - D
(5) A	A	0.
$[M+]$	A (M)	A
B	B (M)	A
$[M+]$	B (M)	A + B
$[M_C^R]$ or $[MR]$	A + B (M)	A + B

Key Op.	Display	Memory
	A + B (M)	A + B
or	A + B (M)	A + B
	(A + B) ² (M)	A + B
	C (M)	A + B
	(A + B) ² + C (M)	A + B
(6) 1.0000001	1.0000001	0.
	1.0000001 (M)	1.0000001
99999999	99999999. (M)	1.0000001
	0. (M)	1.0000001
	0. (M)	1.0000001
or	1.0000001 (M)	1.0000001

10. Square root

(1)	A	A
		\sqrt{A}
	B	B
(2)	A	A
		A
	B	B
		\sqrt{B}
		$A\sqrt{B}$
(3)	A	A
		A
		\sqrt{A}
	B	B
		A·B
(4)		0.
	A	A
		- A
		\sqrt{A} (E)

	Key Op.	Display	Memory
(5)	A	A	0.
	[M +]	A (M)	A
	[MC] or [MR]	A (M)	A
	[÷]	A (M)	A
	B	B (M)	A
	[+ / -]	- B (M)	A
	[√]	\sqrt{B} (M)	A
	[ON / C / CE]	0. (M)	A

11. Percentage calculation

(1)	A	A
	[×]	A
	B	B
	[%]	$A \cdot B / 100$
	C	C
	[%]	$A \cdot C / 100$
	D	D
	[%]	$A \cdot D / 100$
(2)	A	A
	[%]	A
	B	B
	[%]	B
	C	C
	[%]	C
(3)	A	A
	[−]	A
	B	B
	[%]	$A - A \cdot B / 100$
	[−]	$A - A \cdot B / 100$
	[+]	$A - A \cdot B / 100$

Key Op.	Display	Memory
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$$\begin{matrix} C \\ \% \end{matrix} \quad \left(A - \frac{A \cdot B}{100} \right) + \frac{\left(A - \frac{A \cdot B}{100} \right) \cdot C}{100}$$

12. Key correction

(1)	A	A	0.
	<input type="button" value="x"/>	A	0.
	<input type="button" value="÷"/>	A	0.
	<input type="button" value="-"/>	A	0.
	<input type="button" value="+"/>	A	0.
	<input type="button" value="√"/>	\sqrt{A}	0.
	<input type="button" value="M+"/>	$A + \sqrt{A}$ (M)	$A + \sqrt{A}$
	<input type="button" value="+ / -"/>	$- (A + \sqrt{A})$ (M)	$A + \sqrt{A}$
	<input type="button" value="MR or MC"/>	$A + \sqrt{A}$ (M)	$A + \sqrt{A}$
	<input type="button" value="MC or MR"/>	$A + \sqrt{A}$	0.
	B	B	0.
	<input type="button" value="+"/>	B	0.
	<input type="button" value="-"/>	B	0.
	<input type="button" value="x"/>	B	0.
	<input type="button" value="÷"/>	B	0.
	<input type="button" value="="/> =	1 / B	0.

13. Others

(1)	A	A
	<input type="button" value="+"/>	A
	<input type="button" value="="/> =	A
(2)	A	A
	<input type="button" value="x"/>	A
	<input type="button" value="÷"/>	A
	<input type="button" value="="/> =	1 / A
(3)	A	A
	<input type="button" value="÷"/>	A

	Key Op.	Display	Memory
	[+]	A	
	[=]	A	
(4)	A	A	
	[X]	A	
	[−]	A	
	[=]	− A	
(5)	A	A	
	[÷]	A	
	[−]	A	
	[=]	− A	
(6)	A	A	
	[X]	A	
	[ON/C/CE]	0.	
	B	B	
	[=]	B	
(7)	A	A	
	[X]	A	
	B	B	
	[ON/C/CE]	0.	
	C	C	
	[=]	A·C	

14.Delta Percentage key function

(1)	A	A
	[+]	A
	B	B
	[Δ%]	(A + B) / B · 100
(2)	A	A
	[÷]	A
	B	B

	Key Op.	Display	Memory
	$\Delta\%$	$A / (1 - B / 100)$	
	$\Delta\%$	$ A / (1 - B / 100) - A $	
(3)	A	A	
	\times	A	
	B	B	
	$\Delta\%$	$A (1 + B / 100)$	
(4)	A	A	
	\times	A	
	B	B	
	$+ / -$	-B	
	$\Delta\%$	$A (1 - B / 100)$	

Key Chattering Protection

- (1) At time of key on : about 6.2~9.5 ms, after key input ($f\phi$ typ.)
- (2) At time of key off : about 30.8 ms, after completion of the operation ($f\phi$ typ.)
- (3) Simultaneous keying protection.

If 2 or more keys are pressed simultaneously, any key input is not accepted.

MAXIMUM RATINGS

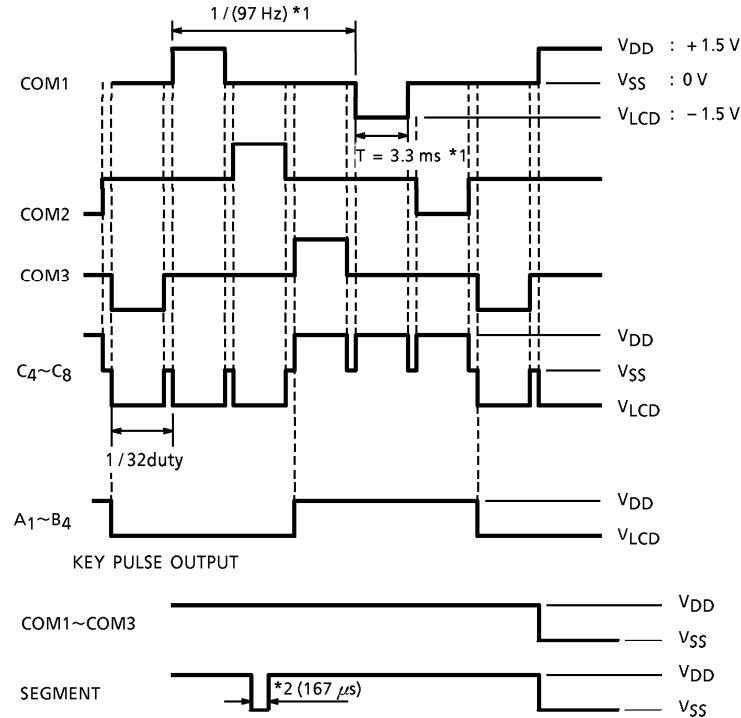
CHARACTERISTICS	SYMBOL	RATING	UNIT
Supply Voltage	V_{DD}	-0.3~+2.1	V
Input Voltage	V_{IN}	-0.3~ $V_{DD} + 0.3$	V
Operating Temperature	T_{opr}	0~40	°C
Storage Temperature	T_{stg}	-55~125	°C

ELECTRICAL CHARACTERISTICS ($V_{DD} = 1.4\text{ V} \pm 0.2\text{ V}$, $V_{SS} = 0\text{ V}$, $T_a = 25^\circ\text{C}$)

CHARACTERISTICS	SYMBOL	TEST CIR-CUIT	PIN NAME	TEST CONDITION	MIN	TYP.	MAX	UNIT
Operating Voltage	V_{DD}	—	—	—	1.1	1.4	1.9	V
"1" Input Voltage	V_{IH}	—	$K_1 \sim \bar{K}_3$	—	$V_{DD} - 0.4$	—	V_{DD}	V
"0" Input Voltage	V_{IL}	—	$K_1 \sim \bar{K}_3$	—	0	—	0.4	V
"1" Output Voltage	V_{OH}	—	Segment Common	—	$V_{DD} - 0.2$	—	V_{DD}	V
"0" Output Voltage	V_{OL}	—	Segment Common	—	$V_{DD} + 0.2$	—	$-V_{DD}$	V
"1" Output Voltage	V_{OH}	—	$\bar{K}_2 \sim \bar{K}_3$	—	$V_{DD} - 0.2$	—	V_{DD}	V
"0" Output Voltage	V_{OL}	—	K_1	—	0	—	0.2	V
"M" Output Voltage	V_{OM}	—	Common	—	$V_{SS} + 0.2$	—	$V_{SS} - 0.2$	V
Output Resistance	"1"	R_{OH}	—	Segment $V_{OUT} = V_{DD} - 0.5\text{ V}$ Key Strobe	—	—	70	$k\Omega$
	"0"	R_{OL}	—	Segment $V_{OUT} = V_{LCD} + 0.5\text{ V}$	—	—	70	
	"1"	R_{OH}	—	Common $V_{OUT} = V_{DD} - 0.5\text{ V}$	—	—	70	
	"0"	R_{OL}	—	Common $V_{OUT} = V_{LCD} + 0.5\text{ V}$	—	—	70	
Output Resistance	"M"	R_{OM}	—	Common $V_{OUT} = V_{SS} + 0.5\text{ V}$	—	—	10	$k\Omega$
Key Pull Down Resistance	R pull down	—	K_1	$V_{OUT} = V_{DD}$	45	80	240	$k\Omega$
Key Pull up Resistance	R pull up	—	$\bar{K}_2 \sim \bar{K}_3$	$V_{OUT} = 0\text{ V}$	45	80	240	$k\Omega$
"0" Output Resistance	R_{KEY}	—	Segment $V_{OUT} = V_{SS} + 0.5\text{ V}$ Key Strobe	—	—	10	$k\Omega$	
Input Leakage Current	I_{IL}	—	K_0	$0 \leq V_{IN} \leq V_{DD}$	—	—	± 1.0	μA
Current Consumption (Wait)	I_{DD1}	—	—	$V_{DD} = 1.4\text{ V}$ (Key Open)	—	1.9	3.3	μA
Current Consumption (OP)	I_{DD2}	—	—	$V_{DD} = 1.1\text{ V}$ (ALL 9 $\sqrt{\text{Peak}}$)	—	3.0	4.0	μA
Current Consumption (OFF)	$I_{DD OFF}$	—	—	$V_{DD} = 1.4\text{ V}$	—	—	1.0	μA
Oscillating Frequency	f_ϕ (Wait)	—	—	$V_{DD} = 1.4\text{ V}$ f_ϕ (Typ.) = Wait	4.2	7	9.8	kHz
	f_ϕ (OP)			f_ϕ (Typ.) = Operate	10.8	18	25.2	
Frame Frequency	f_F	—	—	$V_{DD} = 1.4\text{ V}$ (Wait)	58	97	136	Hz
Power off Timer	Timer	—	—	$V_{DD} = 1.4\text{ V}$	300	420	700	s

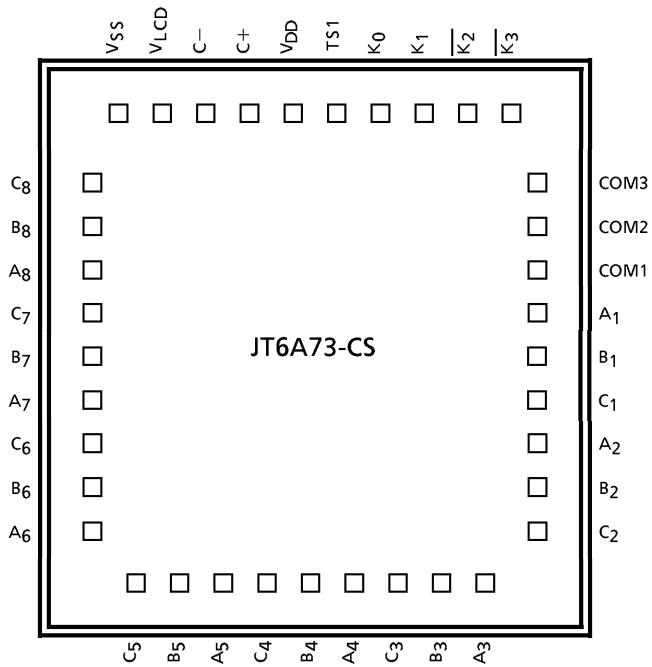
WAVEFORMS FOR DISPLAY

Display Device : FEM type LCD 3.0V, 1/2 bias, 1/3 duty dynamic system

(*1) : $f\phi = 7 \text{ kHz}$ (*2) : $f\phi = 18 \text{ kHz}$

PAD LOCATION TABLE (μm)

NAME	X POINT	Y POINT
A ₆	- 1049	- 705
B ₆	- 1049	- 540
C ₆	- 1049	- 353
A ₇	- 1049	- 188
B ₇	- 1049	- 1
C ₇	- 1049	164
A ₈	- 1049	351
B ₈	- 1049	516
C ₈	- 1049	703
V _{SS}	- 910	879
V _{LCD}	- 736	879
C -	- 464	879
C +	- 229	879
V _{DD}	- 45	879
TS1	123	879
K ₀	284	879
K ₁	466	879
K ₂	627	879
K ₃	809	879
COM3	1049	713
COM2	1049	549
COM1	1049	362
A ₁	1049	171
B ₁	1049	- 10
C ₁	1049	- 172
A ₂	1049	- 353
B ₂	1049	- 515
C ₂	1049	- 697
A ₃	788	- 879
B ₃	606	- 879
C ₃	444	- 879
A ₄	263	- 879
B ₄	110	- 879
C ₄	- 203	- 879
A ₅	- 369	- 879
B ₅	- 555	- 879
C ₅	- 721	- 879

CHIP LAYOUT

Chip size : 2.34 × 2.00 (mm)

Chip thickness : 200 ± 30 (μm)

Substrate : V_{SS}

PAD LAYOUT