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#### What is "Embedded - Microcontrollers"?

"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

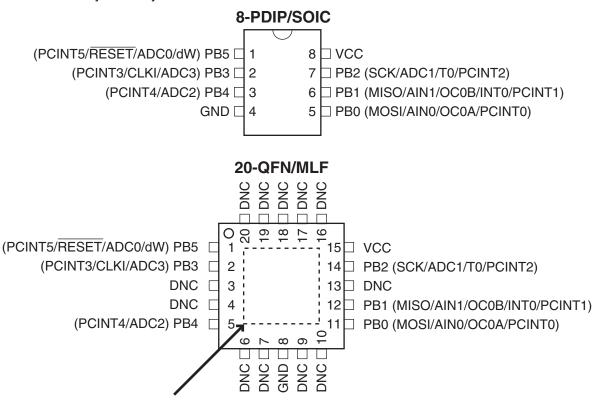
Applications of "<u>Embedded - Microcontrollers</u>"

Details	
Product Status	Active
Core Processor	AVR
Core Size	8-Bit
Speed	20MHz
Connectivity	-
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	6
Program Memory Size	1KB (512 x 16)
Program Memory Type	FLASH
EEPROM Size	64 x 8
RAM Size	64 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	A/D 4x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	10-VFDFN Exposed Pad
Supplier Device Package	10-MLP (3x3)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/attiny13-20mmur



# 1. Pin Configurations

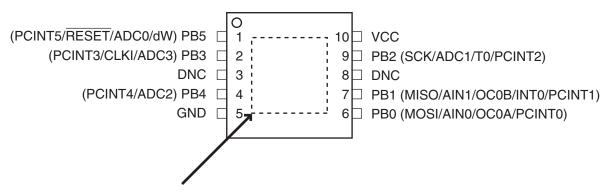
Figure 1-1. Pinout ATtiny13/ATtiny13V



NOTE: Bottom pad should be soldered to ground.

**DNC: Do Not Connect** 

#### 10-QFN/MLF



NOTE: Bottom pad should be soldered to ground.

**DNC: Do Not Connect** 

### 1.1 Pin Descriptions

#### 1.1.1 VCC

Digital supply voltage.

#### 1.1.2 GND

Ground.

#### 1.1.3 Port B (PB5:PB0)

Port B is a 6-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The Port B output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port B pins that are externally pulled low will source current if the pull-up resistors are activated. The Port B pins are tri-stated when a reset condition becomes active, even if the clock is not running.

Port B also serves the functions of various special features of the ATtiny13 as listed on page 54.

#### 1.1.4 **RESET**

Reset input. A low level on this pin for longer than the minimum pulse length will generate a reset, even if the clock is not running. The minimum pulse length is given in Table 18-1 on page 115. Shorter pulses are not guaranteed to generate a reset.

The reset pin can also be used as a (weak) I/O pin.



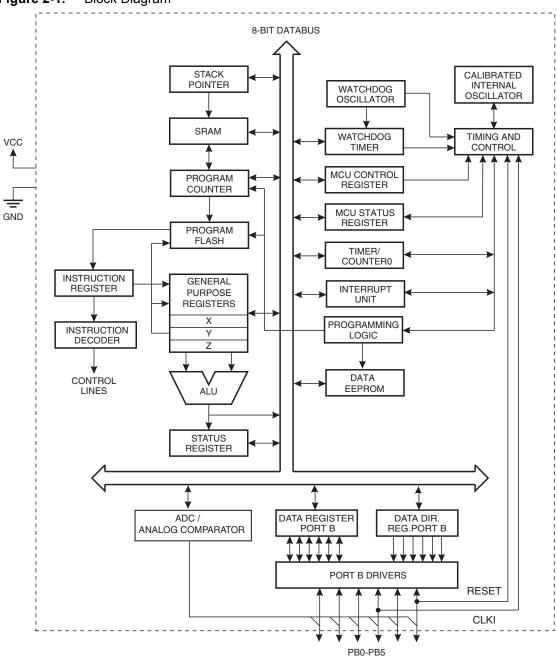


### 2. Overview

The ATtiny13 is a low-power CMOS 8-bit microcontroller based on the AVR enhanced RISC architecture. By executing powerful instructions in a single clock cycle, the ATtiny13 achieves throughputs approaching 1 MIPS per MHz allowing the system designer to optimize power consumption versus processing speed.

## 2.1 Block Diagram

Figure 2-1. Block Diagram



The AVR core combines a rich instruction set with 32 general purpose working registers. All 32 registers are directly connected to the Arithmetic Logic Unit (ALU), allowing two independent registers to be accessed in one single instruction executed in one clock cycle. The resulting architecture is more code efficient while achieving throughputs up to ten times faster than conventional CISC microcontrollers.

The ATtiny13 provides the following features: 1K byte of In-System Programmable Flash, 64 bytes EEPROM, 64 bytes SRAM, 6 general purpose I/O lines, 32 general purpose working registers, one 8-bit Timer/Counter with compare modes, Internal and External Interrupts, a 4-channel, 10-bit ADC, a programmable Watchdog Timer with internal Oscillator, and three software selectable power saving modes. The Idle mode stops the CPU while allowing the SRAM, Timer/Counter, ADC, Analog Comparator, and Interrupt system to continue functioning. The Power-down mode saves the register contents, disabling all chip functions until the next Interrupt or Hardware Reset. The ADC Noise Reduction mode stops the CPU and all I/O modules except ADC, to minimize switching noise during ADC conversions.

The device is manufactured using Atmel's high density non-volatile memory technology. The On-chip ISP Flash allows the Program memory to be re-programmed In-System through an SPI serial interface, by a conventional non-volatile memory programmer or by an On-chip boot code running on the AVR core.

The ATtiny13 AVR is supported with a full suite of program and system development tools including: C Compilers, Macro Assemblers, Program Debugger/Simulators, and Evaluation kits.





### 3. General Information

#### 3.1 Resources

A comprehensive set of drivers, application notes, data sheets and descriptions on development tools are available for download at http://www.atmel.com/avr.

## 3.2 Code Examples

This documentation contains simple code examples that briefly show how to use various parts of the device. These code examples assume that the part specific header file is included before compilation. Be aware that not all C compiler vendors include bit definitions in the header files and interrupt handling in C is compiler dependent. Please confirm with the C compiler documentation for more details.

### 3.3 Data Retention

Reliability Qualification results show that the projected data retention failure rate is much less than 1 PPM over 20 years at 85°C or 100 years at 25°C.

# 4. Register Summary

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
0x3F	SREG	1	T	Н	S	V	N	Z	С	page 9
0x3E	Reserved	-	-	-	-	-	-	-	-	
0x3D	SPL				SP	[7:0]				page 11
0x3C	Reserved			,	1	-			_	
0x3B	GIMSK	-	INT0	PCIE	-	-	_	_	-	page 46
0x3A	GIFR	-	INTF0	PCIF	-	_			-	page 47
0x39	TIMSK0	-	-	-	-	OCIE0B	OCIE0A	TOIE0	-	page 74
0x38	TIFR0	-		-	-	OCF0B	OCF0A	TOV0	-	page 75
0x37	SPMCSR	-	-	-	СТРВ	RFLB	PGWRT	PGERS	SELFPR-	page 97
0x36	OCR0A					ut Compare Reg				page 74
0x35	MCUCR	-	PUD	SE	SM1	SM0	-	ISC01	ISC00	page 32
0x34	MCUSR	-	-	-	-	WDRF	BORF	EXTRF	PORF	page 41
0x33	TCCR0B	FOC0A	FOC0B	-		WGM02	CS02	CS01	CS00	page 72
0x32	TCNT0					unter (8-bit)				page 73
0x31	OSCCAL				Oscillator Cali	bration Register				page 27
0x30	Reserved			T		_				
0x2F	TCCR0A	COM0A1	COM0A0	COM0B1	COM0B0	_	-	WGM01	WGM00	page 69
0x2E	DWDR					PR[7:0]				page 96
0x2D	Reserved									
0x2C	Reserved									
0x2B	Reserved									
0x2A	Reserved				10 1 2					
0x29	OCR0B	TC:-				ut Compare Reg			D05 15	page 74
0x28	GTCCR	TSM	-	-	-	_	-	-	PSR10	page 77
0x27	Reserved	011/202		ı		-	211/222		2111722	
0x26	CLKPR	CLKPCE	-	_	-	CLKPS3	CLKPS2	CLKPS1	CLKPS0	page 28
0x25	Reserved					-				
0x24	Reserved					_				
0x23	Reserved					-				
0x22	Reserved			1		- I				
0x21	WDTCR	WDTIF	WDTIE	WDP3	WDCE	WDE	WDP2	WDP1	WDP0	page 41
0x20	Reserved									
0x1F	Reserved			1		- FERROM A di	lanca Danieten			
0x1E	EEARL	-	-		EEDDOM	EEPROM Add	iress Register			page 20
0x1D	EEDR			EED144		ata Register	FEMBE	FEDE	FEDE	page 20
0x1C	EECR	-	-	EEPM1	EEPM0	EERIE	EEMPE	EEPE	EERE	page 21
0x1B	Reserved					<u>-</u>				
0x1A	Reserved					_				
0x19 0x18	Reserved PORTB			DODTES	PORTB4	PORTB3	DODTDO	DODTD4	DODTRO	none 50
		-	-	PORTB5			PORTB2	PORTB1	PORTB0	page 56
0x17	DDRB PINB	-	-	DDB5	DDB4	DDB3	DDB2	DDB1	DDB0	page 56
0x16 0x15	PCMSK	-	-	PINB5 PCINT5	PINB4 PCINT4	PINB3 PCINT3	PINB2 PCINT2	PINB1 PCINT1	PINB0 PCINT0	page 57 page 47
0x15 0x14	DIDR0	_		ADC0D	ADC2D	ADC3D	ADC1D	AIN1D	AIN0D	
0x14 0x13	Reserved	-		ADCOD			ADCID	AINID	AINUD	page 80, page 94
0x13 0x12	Reserved									
0x12 0x11	Reserved									
0x11	Reserved					<u>-</u>				
0x10 0x0F	Reserved									
0x0E	Reserved					_				
0x0D	Reserved					<u>-</u>				
0x0C	Reserved					_				
0x0B	Reserved									
0x0A	Reserved									
0x09	Reserved					<u>-</u> -				
0x08	ACSR	ACD	ACBG	ACO	ACI	ACIE	_	ACIS1	ACIS0	page 79
0x08 0x07	ADMUX	ACD -	REFS0	ADLAR	ACI	ACIE -	_	MUX1	MUX0	page 79 page 91
0x07 0x06	ADCSRA	ADEN	ADSC	ADLAR	ADIF	ADIE	ADPS2	ADPS1	ADPS0	page 91
0x05	ADCH	ADLIN	ADOU	ADATE	l .	gister High Byte	ADF 02	ADEGI	ADI-00	page 92 page 93
0x05 0x04	ADCL	1				gister Low Byte				page 93
0x04 0x03	ADCSRB	_	ACME	-	ADC Data Re	JISTEI LOW BYTE	ADTS2	ADTS1	ADTS0	page 93
	Reserved	_	AOIVIL				ADIOL	עטוטו	ADTOU	paye 34
0^02										
0x02 0x01	Reserved					_				





Notes: 1. For compatibility with future devices, reserved bits should be written to zero if accessed. Reserved I/O memory addresses should never be written.

2. I/O Registers within the address range 0x00 - 0x1F are directly bit-accessible using the SBI and CBI instructions. In these registers, the value of single bits can be checked by using the SBIS and SBIC instructions.ome of the Status Flags are cleared by writing a logical one to them. Note that, unlike most other AVRs, the CBI and SBI instructions will only operation the specified bit, and can therefore be used on registers containing such Status Flags. The CBI and SBI instructions work with registers 0x00 to 0x1F only.

# 5. Instruction Set Summary

APPLIED TO ADD LOCK INSTRUCTIONS  ADD  RS. FY  Add two Registers  Rd - Rd + Rf - RC  ZCN.VIH  ADD  RS. RY  Add with Carry two Registers  Rd - Rd + Rf - C  ZCN.VIH  ADD  RS. RY  ADD  RS. RY  Subtract two Registers  Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH  SUB Rs. RY  Subtract two Registers  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  SUB Rs. RY  Subtract two Registers  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  SUB Rs. RY  Subtract two Registers  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  SUB Rs. RY  Subtract two Registers  Rd - Rd - Rd - Rd - Rd - CC - ZCN.VIH  SUB Rs. RY  Subtract two Registers  Rd - Rd - Rd - Rd - Rd - CC - ZCN.VIH  SUB Rs. RY  Subtract two Registers  Rd - Rd - Rd - Rd - Rd - CC - ZCN.VIH  SUB Rs. RY  Subtract two Registers  Rd - Rd - Rd - Rd - Rd - CC - ZCN.VIH  SUB Rs. RY  Subtract two Registers  Rd - Rd - Rd - Rd - Rd - CC - ZCN.VIH  ADD  Rs. RY  Logical And Registers  Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH  ADD  Rs. RY  Logical And Registers and Constant  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  ADD  Rd - Rd - Rd - Rd - ZCN.VIH  ADD  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  EDR  Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  ADD  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  ADD  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH  Rd - Rd - Rd - Rd - Rd -	Mnemonics	Operands	Description	Operation	Flags	#Clocks
AOC Rd Rr Add with Carry how Registers Rd - Rd + Rd + Rd - Rd - C Z C.N.V. SUB Rd RR Rd - Rd Rd Rd Immediate by World Rd Rd - Rd - Rd Rd Rd - C Z C.N.V. SUB Rd Rd Rr Subtract with Registers Rd + Rd - Rd - Rd - C Z C.N.V. SUB Rd Rd Rr Subtract with Registers Rd + Rd - Rd - Rd - C Z C.N.V. SUB Rd Rd Rd Subtract with Construction Register Rd + Rd - Rd - Rd - C Z C.N.V. SUB Rd		ARITHMET	TIC AND LOGIC INSTRUCTIONS		•	•
ADMY   Ralik	ADD	Rd, Rr	Add two Registers	Rd ← Rd + Rr	Z,C,N,V,H	1
SUB	ADC	Rd, Rr	Add with Carry two Registers	$Rd \leftarrow Rd + Rr + C$	Z,C,N,V,H	1
SUB	ADIW	RdI,K	Add Immediate to Word	Rdh:Rdl ← Rdh:Rdl + K	Z,C,N,V,S	2
SBC	SUB	Rd, Rr	Subtract two Registers	Rd ← Rd - Rr	Z,C,N,V,H	1
SSIC    Rd, K   Subteat with Carry Constant from Reg.   Rd - Rd - Rd - Rd - C   ZCN.VS	SUBI	Rd, K	Subtract Constant from Register	$Rd \leftarrow Rd - K$	Z,C,N,V,H	1
SBW   Rdl K	SBC	Rd, Rr	Subtract with Carry two Registers	$Rd \leftarrow Rd - Rr - C$	Z,C,N,V,H	1
AND   Rd. Rr   Logical AND Registers   Rd ← Rd × Rr   Z.N.V	SBCI	Rd, K	Subtract with Carry Constant from Reg.	$Rd \leftarrow Rd - K - C$	Z,C,N,V,H	1
AND	SBIW	RdI,K	Subtract Immediate from Word	Rdh:Rdl ← Rdh:Rdl - K	Z,C,N,V,S	2
OR         Rd. R         Logical OR Registers         Rd + Rd v K         Z.N.V           EOR         Rd. R         Logical OR Registers         Rd + Rd 8 Rv         Z.N.V           EOR         Rd. Rr         Exclusive OR Registers         Rd + Rd 8 Rv         Z.N.V           COM         Rd         One's Complement         Rd + O8 Rv         Z.C.N.V.           NEG         Rd         Tvo's Complement         Rd + O80 - Rd         Z.C.N.V.H           SSR         Rd. Rd         Vivo's Complement         Rd + O80 - Rd         Z.C.N.V.H           SSR         Rd. Rd.K         Set Bittis in Register         Rd + Rd + W.K         Z.N.V           CCR         Rd         Color Broghter         Rd + Rd + W.K         Z.N.V           DEC         Rd         Decement         Rd + Rd + W.K         Z.N.V           LOCA         Rd         Decement         Rd + Rd + Rd + L         Z.N.V           CLR         Rd         Decement         Rd + Rd + Rd + L         Z.N.V           CLR         Rd         Decement         Rd + Rd + Rd + Rd + Z.N.V           SER         Rd         Test for Zeco of Minus         Rd + Rd + Rd + Rd + Z.N.V           SER         Rd         Test for Zeco of Minus         Rd + Rd + Rd +	AND	Rd, Rr	Logical AND Registers	$Rd \leftarrow Rd \bullet Rr$	Z,N,V	1
CRI	ANDI	Rd, K	Logical AND Register and Constant	$Rd \leftarrow Rd \bullet K$	Z,N,V	1
EOR	OR	Rd, Rr	Logical OR Registers	$Rd \leftarrow Rd v Rr$	Z,N,V	1
COM	ORI	Rd, K	Logical OR Register and Constant	$Rd \leftarrow Rd v K$	Z,N,V	1
SER   Rd	EOR	Rd, Rr	Exclusive OR Registers	$Rd \leftarrow Rd \oplus Rr$	Z,N,V	1
SBR   Rd.K   Set Bitto) in Register   Rd.← Rd.v.K   Z,N.V	COM	Rd	One's Complement	$Rd \leftarrow 0xFF - Rd$	Z,C,N,V	1
CORN	NEG	Rd	Two's Complement	$Rd \leftarrow 0x00 - Rd$	Z,C,N,V,H	1
INC	SBR	Rd,K	Set Bit(s) in Register	$Rd \leftarrow Rd v K$	Z,N,V	1
DEC	CBR	Rd,K	Clear Bit(s) in Register	$Rd \leftarrow Rd \bullet (0xFF - K)$	Z,N,V	1
TST	INC	Rd	Increment	Rd ← Rd + 1	Z,N,V	1
CLR   Rd	DEC	Rd	Decrement	Rd ← Rd – 1	Z,N,V	1
SER   Rd   Set Register   Rd ← 0xFF   None	TST	Rd	Test for Zero or Minus	$Rd \leftarrow Rd \bullet Rd$	Z,N,V	1
RAIMP   K   Relative Jump   PC ← PC + K + 1   None     LIMP   Indirect Jump to (2)   PC ← Z   None     RCALL   K   Relative Subroutine Call   PC ← PC + K + 1   None     RCALL   R   Relative Subroutine Call   PC ← PC + K + 1   None     RET   Subroutine Return   PC ← PC + K + 1   None     RET   Subroutine Return   PC ← PC + K + 1   None     RET   Subroutine Return   PC ← STACK   None     RET   RET   Subroutine Return   PC ← STACK   None     RET   RET   Return   PC ← STACK   I     CPSE   Rd,Rr   Compare, Sikp if Equal   if (Rd = Rr) PC ← PC + 2 or 3   None     CP   Rd,Rr   Compare with Carry   Rd − Rr − C   Z, NV,C.H     CPI   Rd,K   Compare with Carry   Rd − Rr − C   Z, NV,C.H     CPI   Rd,K   Compare with Carry   Rd − Rr − C   Z, NV,C.H     SBRC   Rr, b   Sikp if Bit in Register with Immediate   Rd − K   Z, NV,C.H     SBRC   Rr, b   Sikp if Bit in Register is Set   if (Rr(b)=1) PC ← PC + 2 or 3   None     SBRS   Rr, b   Skip if Bit in IOR Register is Set   if (Rr(b)=1) PC ← PC + 2 or 3   None     SBRS   P, b   Skip if Bit in IOR Register is Set   if (P(b)=1) PC ← PC + 2 or 3   None     BRBS   S, k   Branch if Status Flag Celered   if (SREG(s) = 1) then PC ← PC + k + 1   None     BRBC   K   Branch if Note Equal   if (Z = 0) then PC ← PC + k + 1   None     BRC   K   Branch if Note Equal   if (Z = 0) then PC ← PC + k + 1   None     BRC   K   Branch if Male Equal   if (Z = 0) then PC ← PC + k + 1   None     BRC   K   Branch if Male Equal   if (Z = 0) then PC ← PC + k + 1   None     BRNE   K   Branch if Male Equal   if (Z = 0) then PC ← PC + k + 1   None     BRNE   K   Branch if Male Equal   if (Z = 0) then PC ← PC + k + 1   None     BRNE   K   Branch if Male Equal   if (Z = 0) then PC ← PC + k + 1   None     BRNE   K   Branch if Male Equal   if (Z = 0) then PC ← PC + k + 1   None     BRNE   K   Branch if Male Equal   if (Z = 0) then PC ← PC + k + 1   None     BRNE   K   Branch if Half Carry Flag Set   if (Y = 1) then PC ← PC + k + 1   None     BRNE   K   Branch if Half Carry Flag Set   if (Y = 1) then PC ← PC + k	CLR	Rd	Clear Register	$Rd \leftarrow Rd \oplus Rd$	Z,N,V	1
RJMP	SER	Rd	Set Register	Rd ← 0xFF	None	1
LIMP		BF	RANCH INSTRUCTIONS			
RCALL   K   Relative Subroutine Call   PC ← PC + K + 1   None     ICALL   Indirect Call to (Z)   PC ← Z   None     RET   Subroutine Return   PC ← STACK   None     RET   RET   Subroutine Return   PC ← STACK   None     RET   RET   Interrupt Return   PC ← STACK   I     PC ← PC + 2 or 3   None     PC ← Rd,Rr   Compare with Carry   Rd − Rr − C   Z, N,V,C,H     SBRC   Rd,K   Compare Register with Immediate   Rd − K   Z, N,V,C,H     SBRC   Rr, b   Skip if Bit in Register Cleared   if (Rr(D)=0) PC ← PC + 2 or 3   None     SBRC   Rr, b   Skip if Bit in Register Set   if (Rr(D)=1) PC ← PC + 2 or 3   None     SBRC   Rr, b   Skip if Bit in I/O Register is Set   if (Rr(D)=1) PC ← PC + 2 or 3   None     SBRC   P, b   Skip if Bit in I/O Register is Set   if (P(D)=0) PC ← PC + 2 or 3   None     SBRS   P, b   Skip if Bit in I/O Register is Set   if (RR(D)=1) PC ← PC + 2 or 3   None     SBRS   S, k   Branch if Status Flag Cleared   if (SREG(S)=1) then PC ← PC + x + 1   None     BRBC   S, k   Branch if Status Flag Cleared   if (SREG(S)=1) then PC ← PC + x + 1   None     BRBC   S, k   Branch if Status Flag Cleared   if (SREG(S)=0) then PC ← PC + x + 1   None     BRC   K   Branch if Garry Set   if (SREG(S)=0) then PC ← PC + x + 1   None     BRCS   K   Branch if Carry Set   if (C=0) then PC ← PC + x + 1   None     BRSH   K   Branch if Same or Higher   if (C=0) then PC ← PC + x + 1   None     BRSH   K   Branch if Fasse or Higher   if (C=0) then PC ← PC + x + 1   None     BRDL   K   Branch if Fasse or Higher   if (N = 0) then PC ← PC + x + 1   None     BRDL   K   Branch if Half Carry Flag Set   if (N = 0) then PC ← PC + x + 1   None     BRST   K   Branch if Half Carry Flag Set   if (N = 0) then PC ← PC + x + 1   None     BRTS   K   B	RJMP	k	Relative Jump	PC ← PC + k + 1	None	2
CALL   Indirect Call to (Z)	IJMP		Indirect Jump to (Z)	PC ← Z	None	2
RETI         Subroutine Return         PC ← STACK         None           RETI         Interrupt Return         PC ← STACK         I           CPSE         Rd,Rr         Compare, Styli Equal         if (Rd = Rr) PC ← PC + 2 or 3         None           CP         Rd,Rr         Compare         Rd − Rr         Z, N,V,C,H           CPC         Rd,Rr         Compare with Carry         Rd − K         Z, N,V,C,H           CPI         Rd,K         Compare Register with Immediate         Rd − K         Z, N,V,C,H           SBRC         Rr, b         Skip if Bit in Register Cleared         if (Rr(b)=0) PC ← PC + 2 or 3         None           SBRS         Rr, b         Skip if Bit in I/O Register is Set         if (P(b)=1) PC ← PC + 2 or 3         None           SBIS         P, b         Skip if Bit in I/O Register Cleared         if (P(b)=1) PC ← PC + 2 or 3         None           SBIS         P, b         Skip if Bit in I/O Register is Set         if (P(b)=1) PC ← PC + 2 or 3         None           BRBS         s, k         Branch if Status Flag Set         if (SREG(s) = 1) then PC ← PC + k + 1         None           BRBC         s, k         Branch if Status Flag Set         if (SREG(s) = 0) then PC ← PC + k + 1         None           BRC         s, k         Branch	RCALL	k	Relative Subroutine Call	PC ← PC + k + 1	None	3
RETI         Subroutine Return         PC ← STACK         None           RETI         Interrupt Return         PC ← STACK         I           CPSE         Rd,Rr         Compare, Styli Equal         if (Rd = Rr) PC ← PC + 2 or 3         None           CP         Rd,Rr         Compare         Rd − Rr         Z, N,V,C,H           CPC         Rd,Rr         Compare with Carry         Rd − K         Z, N,V,C,H           CPI         Rd,K         Compare Register with Immediate         Rd − K         Z, N,V,C,H           SBRC         Rr, b         Skip if Bit in Register Cleared         if (Rr(b)=0) PC ← PC + 2 or 3         None           SBRS         Rr, b         Skip if Bit in I/O Register is Set         if (P(b)=1) PC ← PC + 2 or 3         None           SBIS         P, b         Skip if Bit in I/O Register Cleared         if (P(b)=1) PC ← PC + 2 or 3         None           SBIS         P, b         Skip if Bit in I/O Register is Set         if (P(b)=1) PC ← PC + 2 or 3         None           BRBS         s, k         Branch if Status Flag Set         if (SREG(s) = 1) then PC ← PC + k + 1         None           BRBC         s, k         Branch if Status Flag Set         if (SREG(s) = 0) then PC ← PC + k + 1         None           BRC         s, k         Branch	ICALL		Indirect Call to (Z)	PC ← Z	None	3
RETI			· ·	PC ← STACK	None	4
CPSE         Rd,Rr         Compare, Skip if Equal         if (Rd = Rr) PC ← PC + 2 or 3         None           CP         Rd,Rr         Compare         Rd − Rr         Z, N,V,C,H           CPC         Rd,Rr         Compare with Carry         Rd − Rr − C         Z, N,V,C,H           CPI         Rd,K         Compare Register with Immediate         Rd − K         Z, N,V,C,H           SBRC         Rr, b         Skip if Bit in Register Is Set         if (R(b)=0) PC ← PC + 2 or 3         None           SBRS         Rr, b         Skip if Bit in Register Is Set         if (R(b)=1) PC ← PC + 2 or 3         None           SBIS         P, b         Skip if Bit in I/O Register Cleared         if (P(b)=0) PC ← PC + 2 or 3         None           SBRS         Rr, b         Skip if Bit in I/O Register is Set         if (P(b)=0) PC ← PC + 2 or 3         None           SBIS         P, b         Skip if Bit in I/O Register is Set         if (P(b)=0) PC ← PC + 2 or 3         None           BRBS         s, k         Branch if Status Flag Set         if (SREG(s) = 1) then PC ← PC + 2 or 3         None           BRBC         s, k         Branch if Status Flag Set         if (SREG(s) = 0) then PC ← PC + k + 1         None           BRBC         s, k         Branch if Not Equal         if (Z = 0) then PC ← PC + k + 1	RETI				1	4
CP         Rd,Rr         Compare         Rd - Rr         Z, N,V,C,H           CPC         Rd,Rr         Compare with Carry         Rd - Rr - C         Z, N,V,C,H           CPI         Rd,K         Compare Register with Immediate         Rd - K         Z, N,V,C,H           SBRC         Rr, b         Skip if Bit in Register Cleared         if (Rr(b)=0) PC ← PC + 2 or 3         None           SBRS         Rr, b         Skip if Bit in Register is Set         if (R(b)=1) PC ← PC + 2 or 3         None           SBIS         P, b         Skip if Bit in IVO Register Cleared         if (P(b)=1) PC ← PC + 2 or 3         None           SBIS         P, b         Skip if Bit in IVO Register is Set         if (P(b)=1) PC ← PC + 2 or 3         None           BRBS         s, k         Branch if Status Flag Set         if (SREG(s) = 1) then PC ← PC + k + 1         None           BRBS         s, k         Branch if Status Flag Cleared         if (SREG(s) = 0) then PC ← PC + k + 1         None           BREQ         k         Branch if Status Flag Cleared         if (Z = 0) then PC ← PC + k + 1         None           BRNE         k         Branch if Equal         if (Z = 0) then PC ← PC + k + 1         None           BRNE         k         Branch if Carry Cleared         if (C = 0) then PC ← PC + k + 1	CPSE	Rd.Rr			None	1/2/3
CPC         Rd,Rr         Compare with Carry         Rd − Rr − C         Z, N,V,C,H           CPI         Rd,K         Compare Register with Immediate         Rd − K         Z, N,V,C,H           SBRC         Rr, b         Skipl filbt in Register Cleared         if (Rr(b)=0) PC − PC + 2 or 3         None           SBRS         Rr, b         Skipl filbt in I/O Register is Set         if (P(D)=0) PC − PC + 2 or 3         None           SBIC         P, b         Skipl filbt in I/O Register is Set         if (P(D)=1) PC ← PC + 2 or 3         None           SBIS         P, b         Skipl filbt in I/O Register is Set         if (P(D)=1) PC ← PC + 2 or 3         None           BRBS         s, k         Branch if Status Flag Set         if (PD)=1) PC ← PC + 2 or 3         None           BRBS         s, k         Branch if Status Flag Cleared         if (SREG(s) = 1) then PC ← PC + k + 1         None           BRBC         s, k         Branch if Status Flag Cleared         if (SREG(s) = 0) then PC ← PC + k + 1         None           BRPC         k         Branch if Status Flag Cleared         if (SREG(s) = 0) then PC ← PC + k + 1         None           BRCS         k         Branch if Status Flag Cleared         if (SREG(s) = 0) then PC ← PC + k + 1         None           BRCD         k         Branch if Carr				· · · · · ·		1
CPI         Rd,K         Compare Register with Immediate         Rd − K         Z, N,V,C,H           SBRC         Rr, b         Skpi fibit in Register Cleared         if (Rr(b)=0) PC ← PC + 2 or 3         None           SBRS         Rr, b         Skpi fibit in Register is Set         if (Rr(b)=1) PC ← PC + 2 or 3         None           SBIC         P, b         Skip if Bit in I/O Register Cleared         if (P(b)=1) PC ← PC + 2 or 3         None           SBIS         P, b         Skip if Bit in I/O Register is Set         if (P(b)=1) PC ← PC + 2 or 3         None           BRBS         s, k         Branch if Status Flag Set         if (P(b)=1) PC ← PC + C + 4 + 1         None           BRBC         s, k         Branch if Status Flag Set         if (SREG(s) = 1) then PC ← PC + k + 1         None           BRBC         s, k         Branch if Status Flag Set         if (SREG(s) = 0) then PC ← PC + k + 1         None           BREQ         k         Branch if Not Equal         if (Z = 0) then PC ← PC + k + 1         None           BRCO         k         Branch if Oarry Set         if (C = 1) then PC ← PC + k + 1         None           BRCO         k         Branch if Carry Cleared         if (C = 0) then PC ← PC + k + 1         None           BRSH         k         Branch if Same or Higher		,				1
SBRC         Rr, b         Skip if Bit in Register Cleared         if (Rr(b)=0) PC ← PC + 2 or 3         None           SBRS         Rr, b         Skip if Bit in Register is Set         if (Rr(b)=1) PC ← PC + 2 or 3         None           SBIC         P, b         Skip if Bit in I/O Register Cleared         if (P(b)=0) PC ← PC + 2 or 3         None           SBIS         P, b         Skip if Bit in I/O Register is Set         if (P(b)=1) PC ← PC + 2 or 3         None           BRBS         s, k         Branch if Status Flag Set         if (SREG(s) = 1) then PC ← PC + k + 1         None           BRBC         s, k         Branch if Status Flag Cleared         if (SREG(s) = 0) then PC ← PC + k + 1         None           BRBC         k         Branch if Status Flag Cleared         if (SREG(s) = 0) then PC ← PC + k + 1         None           BRRC         k         Branch if Status Flag Cleared         if (SREG(s) = 0) then PC ← PC + k + 1         None           BRNE         k         Branch if Status Flag Cleared         if (Z = 0) then PC ← PC + k + 1         None           BRCS         k         Branch if Carry Set         if (C = 0) then PC ← PC + k + 1         None           BRCS         k         Branch if Garry Set         if (C = 0) then PC ← PC + k + 1         None           BRSH         k <td< td=""><td>CPI</td><td>Rd.K</td><td></td><td>Rd – K</td><td></td><td>1</td></td<>	CPI	Rd.K		Rd – K		1
SBRS         Rr, b         Skip if Bit in Register is Set         if (Rr(b)=1) PC ← PC + 2 or 3         None           SBIC         P, b         Skip if Bit in I/O Register Cleared         if (P(b)=0) PC ← PC + 2 or 3         None           SBIS         P, b         Skip if Bit in I/O Register is Set         if (P(b)=1) PC ← PC + 2 or 3         None           BRBS         s, k         Branch if Status Flag Set         if (SREG(s) = 1) then PC ← PC++ 1         None           BRBC         s, k         Branch if Status Flag Set         if (SREG(s) = 0) then PC ← PC++ 1         None           BRBC         s, k         Branch if Status Flag Set         if (SREG(s) = 0) then PC ← PC++ 1         None           BRRC         k         Branch if Status Flag Set         if (SREG(s) = 0) then PC ← PC++ 1         None           BRNE         k         Branch if Status Flag Set         if (Z = 1) then PC ← PC + k + 1         None           BRNE         k         Branch if Carry Set         if (C = 1) then PC ← PC + k + 1         None           BRCS         k         Branch if Carry Cleared         if (C = 0) then PC ← PC + k + 1         None           BRC         k         Branch if Same or Higher         if (C = 0) then PC ← PC + k + 1         None           BRC         k         Branch if Minus         if		,				1/2/3
SBIC         P, b         Skip if Bit in I/O Register Cleared         if (P(b)=0) PC ← PC + 2 or 3         None           SBIS         P, b         Skip if Bit in I/O Register is Set         if (P(b)=1) PC ← PC + 2 or 3         None           BRBS         s, k         Branch if Status Flag Set         if (SREG(s) = 1) then PC ← PC + k + 1         None           BRBC         s, k         Branch if Status Flag Cleared         if (SREG(s) = 0) then PC ← PC + k + 1         None           BREQ         k         Branch if Status Flag Cleared         if (Z = 1) then PC ← PC + k + 1         None           BRNE         k         Branch if Equal         if (Z = 0) then PC ← PC + k + 1         None           BRNE         k         Branch if Cary Set         if (C = 0) then PC ← PC + k + 1         None           BRCS         k         Branch if Carry Set         if (C = 1) then PC ← PC + k + 1         None           BRCC         k         Branch if Carry Cleared         if (C = 0) then PC ← PC + k + 1         None           BRSH         k         Branch if Lower         if (C = 0) then PC ← PC + k + 1         None           BRSH         k         Branch if Lower         if (C = 1) then PC ← PC + k + 1         None           BRMI         k         Branch if Minus         if (N = 0) then PC ← PC + k + 1 <td></td> <td></td> <td></td> <td>1 1 1 1</td> <td></td> <td>1/2/3</td>				1 1 1 1		1/2/3
SBIS         P, b         Skip if Bit in I/O Register is Set         if (P(b)=1) PC ← PC + 2 or 3         None           BRBS         s, k         Branch if Status Flag Set         if (SREG(s) = 1) then PC←PC+k+1         None           BRBC         s, k         Branch if Status Flag Cleared         if (SREG(s) = 0) then PC←PC+k+1         None           BREQ         k         Branch if Status Flag Cleared         if (Z=0) then PC←PC+k+1         None           BRNE         k         Branch if Not Equal         if (Z=0) then PC←PC+k+1         None           BRCS         k         Branch if Carry Set         if (C=0) then PC←PC+k+1         None           BRCC         k         Branch if Carry Cleared         if (C=0) then PC←PC+k+1         None           BRSH         k         Branch if Game or Higher         if (C=0) then PC←PC+k+1         None           BRSH         k         Branch if Lower         if (C=0) then PC←PC+k+1         None           BRNI         k         Branch if Minus         if (N=1) then PC←PC+k+1         None           BRNI         k         Branch if Plus         if (N=0) then PC←PC+k+1         None           BRPL         k         Branch if Plus         if (N=0) then PC←PC+k+1         None           BRIT         k <td< td=""><td>SBIC</td><td></td><td></td><td>` ' ' '</td><td>None</td><td>1/2/3</td></td<>	SBIC			` ' ' '	None	1/2/3
BRBS         s, k         Branch if Status Flag Set         if (SREG(s) = 1) then PC←PC+k+1         None           BRBC         s, k         Branch if Status Flag Cleared         if (SREG(s) = 0) then PC←PC+k+1         None           BREQ         k         Branch if Equal         if (Z = 1) then PC ← PC + k+1         None           BRNE         k         Branch if Not Equal         if (Z = 0) then PC ← PC + k+1         None           BRCS         k         Branch if Carry Set         if (C = 1) then PC ← PC + k+1         None           BRCC         k         Branch if Carry Cleared         if (C = 0) then PC ← PC + k+1         None           BRSH         k         Branch if Same or Higher         if (C = 0) then PC ← PC + k+1         None           BRLO         k         Branch if Lower         if (C = 0) then PC ← PC + k+1         None           BRMI         k         Branch if Minus         if (N = 1) then PC ← PC + k+1         None           BRPL         k         Branch if Greater or Equal, Signed         if (N = 0) then PC ← PC + k+1         None           BRLT         k         Branch if Greater or Equal, Signed         if (N ⊕ P 1) then PC ← PC + k+1         None           BRHS         k         Branch if Greater or Equal, Signed         if (N ⊕ P 1) then PC ← PC + k+1 <td< td=""><td></td><td></td><td></td><td></td><td></td><td>1/2/3</td></td<>						1/2/3
BRBC         s, k         Branch if Status Flag Cleared         if (SREG(s) = 0) then PC←PC+k+1         None           BREQ         k         Branch if Equal         if (Z = 1) then PC ← PC + k + 1         None           BRNE         k         Branch if Not Equal         if (Z = 0) then PC ← PC + k + 1         None           BRCS         k         Branch if Carry Set         if (C = 1) then PC ← PC + k + 1         None           BRCC         k         Branch if Carry Cleared         if (C = 0) then PC ← PC + k + 1         None           BRSH         k         Branch if Same or Higher         if (C = 0) then PC ← PC + k + 1         None           BRLO         k         Branch if Lower         if (C = 0) then PC ← PC + k + 1         None           BRMI         k         Branch if Minus         if (N = 1) then PC ← PC + k + 1         None           BRPL         k         Branch if Oreater or Equal, Signed         if (N = 0) then PC ← PC + k + 1         None           BRGE         k         Branch if Less Than Zero, Signed         if (N ⊕ V = 0) then PC ← PC + k + 1         None           BRHS         k         Branch if Half Carry Flag Set         if (H = 1) then PC ← PC + k + 1         None           BRHS         k         Branch if T Flag Set         if (T = 1) then PC ← PC + k + 1		·		1 1 1		1/2
BREQ         k         Branch if Equal         if (Z = 1) then PC ← PC + k + 1         None           BRNE         k         Branch if Not Equal         if (Z = 0) then PC ← PC + k + 1         None           BRCS         k         Branch if Carry Set         if (C = 1) then PC ← PC + k + 1         None           BRCC         k         Branch if Carry Cleared         if (C = 0) then PC ← PC + k + 1         None           BRSH         k         Branch if Same or Higher         if (C = 0) then PC ← PC + k + 1         None           BRLO         k         Branch if Lower         if (C = 1) then PC ← PC + k + 1         None           BRMI         k         Branch if Minus         if (N = 1) then PC ← PC + k + 1         None           BRPL         k         Branch if Greater or Equal, Signed         if (N = 0) then PC ← PC + k + 1         None           BRGE         k         Branch if Greater or Equal, Signed         if (N = 0) then PC ← PC + k + 1         None           BRHT         k         Branch if Greater or Equal, Signed         if (N = V = 1) then PC ← PC + k + 1         None           BRHS         k         Branch if Jersey Flag         if (N = V = 1) then PC ← PC + k + 1         None           BRHS         k         Branch if Half Carry Flag Cleared         if (H = 1) then PC ← PC + k +			0	, , , ,		1/2
BRNE         k         Branch if Not Equal         if (Z = 0) then PC ← PC + k + 1         None           BRCS         k         Branch if Carry Set         if (C = 1) then PC ← PC + k + 1         None           BRCC         k         Branch if Carry Cleared         if (C = 0) then PC ← PC + k + 1         None           BRSH         k         Branch if Same or Higher         if (C = 0) then PC ← PC + k + 1         None           BRLO         k         Branch if Lower         if (C = 1) then PC ← PC + k + 1         None           BRMI         k         Branch if Minus         if (N = 1) then PC ← PC + k + 1         None           BRPL         k         Branch if Greater or Equal, Signed         if (N = 0) then PC ← PC + k + 1         None           BRGE         k         Branch if Greater or Equal, Signed         if (N ⊕ V = 0) then PC ← PC + k + 1         None           BRHT         k         Branch if Jess Than Zero, Signed         if (N ⊕ V = 0) then PC ← PC + k + 1         None           BRHS         k         Branch if Half Carry Flag Set         if (H = 1) then PC ← PC + k + 1         None           BRHC         k         Branch if Half Carry Flag Cleared         if (H = 0) then PC ← PC + k + 1         None           BRTS         k         Branch if T Flag Set         if (T = 1) then PC			•	1 1 1		1/2
BRCS         k         Branch if Carry Set         if (C = 1) then PC ← PC + k + 1         None           BRCC         k         Branch if Carry Cleared         if (C = 0) then PC ← PC + k + 1         None           BRSH         k         Branch if Same or Higher         if (C = 0) then PC ← PC + k + 1         None           BRLO         k         Branch if Lower         if (C = 1) then PC ← PC + k + 1         None           BRMI         k         Branch if Hower         if (N = 1) then PC ← PC + k + 1         None           BRMI         k         Branch if Minus         if (N = 1) then PC ← PC + k + 1         None           BRPL         k         Branch if Minus         if (N = 1) then PC ← PC + k + 1         None           BRGE         k         Branch if Greater or Equal, Signed         if (N = 0) then PC ← PC + k + 1         None           BRLT         k         Branch if Less Than Zero, Signed         if (N ⊕ V = 0) then PC ← PC + k + 1         None           BRHS         k         Branch if Half Carry Flag Set         if (H = 1) then PC ← PC + k + 1         None           BRHC         k         Branch if Tag Set         if (H = 0) then PC ← PC + k + 1         None           BRTS         k         Branch if Tag Set         if (T = 1) then PC ← PC + k + 1         None </td <td></td> <td></td> <td></td> <td></td> <td></td> <td>1/2</td>						1/2
BRCC         k         Branch if Carry Cleared         if (C = 0) then PC ← PC + k + 1         None           BRSH         k         Branch if Same or Higher         if (C = 0) then PC ← PC + k + 1         None           BRLO         k         Branch if Lower         if (C = 1) then PC ← PC + k + 1         None           BRMI         k         Branch if Minus         if (N = 1) then PC ← PC + k + 1         None           BRPL         k         Branch if Plus         if (N = 0) then PC ← PC + k + 1         None           BRGE         k         Branch if Greater or Equal, Signed         if (N ⊕ V = 0) then PC ← PC + k + 1         None           BRLT         k         Branch if Less Than Zero, Signed         if (N ⊕ V = 1) then PC ← PC + k + 1         None           BRHS         k         Branch if Half Carry Flag Set         if (H = 1) then PC ← PC + k + 1         None           BRHC         k         Branch if Tag Set         if (T = 0) then PC ← PC + k + 1         None           BRTS         k         Branch if T Flag Set         if (T = 0) then PC ← PC + k + 1         None           BRTC         k         Branch if Overflow Flag is Set         if (Y = 0) then PC ← PC + k + 1         None           BRVS         k         Branch if Overflow Flag is Cleared         if (Y = 0) then PC ← PC + k +				, ,		1/2
BRSH k Branch if Same or Higher if (C = 0) then PC ← PC + k + 1 None BRLO k Branch if Lower if (C = 1) then PC ← PC + k + 1 None BRMI k Branch if Minus if (N = 1) then PC ← PC + k + 1 None BRMI k Branch if Plus if (N = 0) then PC ← PC + k + 1 None BRPL k Branch if Greater or Equal, Signed if (N = 0) then PC ← PC + k + 1 None BRLT k Branch if Less Than Zero, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None BRTC k Branch if T Flag Set if (T = 0) then PC ← PC + k + 1 None BRTC k Branch if Overflow Flag is Set if (V = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Set if (V = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRTC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRTC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRTC BRTCHONS			•	` ′		1/2
BRLO         k         Branch if Lower         if (C = 1) then PC ← PC + k + 1         None           BRMI         k         Branch if Minus         if (N = 1) then PC ← PC + k + 1         None           BRPL         k         Branch if Plus         if (N = 0) then PC ← PC + k + 1         None           BRGE         k         Branch if Greater or Equal, Signed         if (N ⊕ V = 0) then PC ← PC + k + 1         None           BRLT         k         Branch if Less Than Zero, Signed         if (N ⊕ V = 1) then PC ← PC + k + 1         None           BRHS         k         Branch if Half Carry Flag Set         if (H = 1) then PC ← PC + k + 1         None           BRHC         k         Branch if Half Carry Flag Cleared         if (T = 0) then PC ← PC + k + 1         None           BRTS         k         Branch if T Flag Set         if (T = 1) then PC ← PC + k + 1         None           BRTC         k         Branch if T Flag Cleared         if (T = 0) then PC ← PC + k + 1         None           BRVS         k         Branch if Overflow Flag is Set         if (V = 1) then PC ← PC + k + 1         None           BRVC         k         Branch if Interrupt Enabled         if (I = 1) then PC ← PC + k + 1         None           BRIE         k         Branch if Interrupt Enabled         if (I = 0) then				1 ,		1/2
BRMI         k         Branch if Minus         if (N = 1) then PC ← PC + k + 1         None           BRPL         k         Branch if Plus         if (N = 0) then PC ← PC + k + 1         None           BRGE         k         Branch if Greater or Equal, Signed         if (N ⊕ V = 0) then PC ← PC + k + 1         None           BRLT         k         Branch if Less Than Zero, Signed         if (N ⊕ V = 1) then PC ← PC + k + 1         None           BRHS         k         Branch if Half Carry Flag Set         if (H = 1) then PC ← PC + k + 1         None           BRHC         k         Branch if Half Carry Flag Cleared         if (H = 0) then PC ← PC + k + 1         None           BRTS         k         Branch if T Flag Set         if (T = 1) then PC ← PC + k + 1         None           BRTC         k         Branch if T Flag Cleared         if (T = 0) then PC ← PC + k + 1         None           BRVS         k         Branch if Overflow Flag is Set         if (V = 1) then PC ← PC + k + 1         None           BRVC         k         Branch if Overflow Flag is Cleared         if (V = 1) then PC ← PC + k + 1         None           BRIE         k         Branch if Interrupt Enabled         if (I = 1) then PC ← PC + k + 1         None           BRID         k         Branch if Interrupt Disabled			3	<u> </u>		1/2
BRPL k Branch if Plus if (N = 0) then PC ← PC + k + 1 None BRGE k Branch if Greater or Equal, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None BRLT k Branch if Less Than Zero, Signed if (N ⊕ V = 1) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None BRVC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRIE k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRID k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRID K Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRIT AND BIT-TEST INSTRUCTIONS  SBI P,b Set Bit in I/O Register I/O(P,b) ← 1 None				1		1/2
BRGE k Branch if Greater or Equal, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None  BRLT k Branch if Less Than Zero, Signed if (N ⊕ V = 1) then PC ← PC + k + 1 None  BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None  BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None  BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None  BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None  BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None  BRVC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None  BRIE k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None  BRID k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None  BIT AND BIT-TEST INSTRUCTIONS  SBI P,b Set Bit in I/O Register I/O(P,b) ← 1 None				1		1/2
BRLT k Branch if Less Than Zero, Signed if (N ⊕ V = 1) then PC ← PC + k + 1 None  BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None  BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None  BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None  BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None  BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None  BRVC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None  BRIE k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None  BRID k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None  BIT AND BIT-TEST INSTRUCTIONS  SBI P,b Set Bit in I/O Register I/O(P,b) ← 1 None				, , ,		1/2
BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None  BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None  BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None  BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None  BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None  BRVC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None  BRIE k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None  BRID k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None  BIT AND BIT-TEST INSTRUCTIONS  SBI P,b Set Bit in I/O Register I/O(P,b) ← 1 None				,		1/2
BRHC       k       Branch if Half Carry Flag Cleared       if (H = 0) then PC ← PC + k + 1       None         BRTS       k       Branch if T Flag Set       if (T = 1) then PC ← PC + k + 1       None         BRTC       k       Branch if T Flag Cleared       if (T = 0) then PC ← PC + k + 1       None         BRVS       k       Branch if Overflow Flag is Set       if (V = 1) then PC ← PC + k + 1       None         BRVC       k       Branch if Overflow Flag is Cleared       if (V = 0) then PC ← PC + k + 1       None         BRIE       k       Branch if Interrupt Enabled       if (I = 1) then PC ← PC + k + 1       None         BRID       k       Branch if Interrupt Disabled       if (I = 0) then PC ← PC + k + 1       None         BIT AND BIT-TEST INSTRUCTIONS         SBI       P,b       Set Bit in I/O Register       I/O(P,b) ← 1       None						1/2
BRTS       k       Branch if T Flag Set       if (T = 1) then PC ← PC + k + 1       None         BRTC       k       Branch if T Flag Cleared       if (T = 0) then PC ← PC + k + 1       None         BRVS       k       Branch if Overflow Flag is Set       if (V = 1) then PC ← PC + k + 1       None         BRVC       k       Branch if Overflow Flag is Cleared       if (V = 0) then PC ← PC + k + 1       None         BRIE       k       Branch if Interrupt Enabled       if (I = 1) then PC ← PC + k + 1       None         BRID       k       Branch if Interrupt Disabled       if (I = 0) then PC ← PC + k + 1       None         BIT AND BIT-TEST INSTRUCTIONS         SBI       P,b       Set Bit in I/O Register       I/O(P,b) ← 1       None						1/2
BRTC     k     Branch if T Flag Cleared     if (T = 0) then PC ← PC + k + 1     None       BRVS     k     Branch if Overflow Flag is Set     if (V = 1) then PC ← PC + k + 1     None       BRVC     k     Branch if Overflow Flag is Cleared     if (V = 0) then PC ← PC + k + 1     None       BRIE     k     Branch if Interrupt Enabled     if (I = 1) then PC ← PC + k + 1     None       BRID     k     Branch if Interrupt Disabled     if (I = 0) then PC ← PC + k + 1     None       BIT AND BIT-TEST INSTRUCTIONS       SBI     P,b     Set Bit in I/O Register     I/O(P,b) ← 1     None				` '		1/2
BRVS k Branch if Overflow Flag is Set if $(V = 1)$ then $PC \leftarrow PC + k + 1$ None BRVC k Branch if Overflow Flag is Cleared if $(V = 0)$ then $PC \leftarrow PC + k + 1$ None BRIE k Branch if Interrupt Enabled if $(I = 1)$ then $PC \leftarrow PC + k + 1$ None BRID k Branch if Interrupt Disabled if $(I = 0)$ then $PC \leftarrow PC + k + 1$ None BIT AND BIT-TEST INSTRUCTIONS  SBI P,b Set Bit in I/O Register I/O(P,b) $\leftarrow$ 1 None				1 /		1/2
BRVC     k     Branch if Overflow Flag is Cleared     if (V = 0) then PC $\leftarrow$ PC + k + 1     None       BRIE     k     Branch if Interrupt Enabled     if (I = 1) then PC $\leftarrow$ PC + k + 1     None       BRID     k     Branch if Interrupt Disabled     if (I = 0) then PC $\leftarrow$ PC + k + 1     None       BIT AND BIT-TEST INSTRUCTIONS       SBI     P,b     Set Bit in I/O Register     I/O(P,b) $\leftarrow$ 1     None						1/2
BRIE     k     Branch if Interrupt Enabled     if (I = 1) then PC $\leftarrow$ PC + k + 1     None       BRID     k     Branch if Interrupt Disabled     if (I = 0) then PC $\leftarrow$ PC + k + 1     None       BIT AND BIT-TEST INSTRUCTIONS       SBI     P,b     Set Bit in I/O Register     I/O(P,b) $\leftarrow$ 1     None				1		1/2
BRID         k         Branch if Interrupt Disabled         if (I = 0) then PC ← PC + k + 1         None           BIT AND BIT-TEST INSTRUCTIONS         SBI         P,b         Set Bit in I/O Register         I/O(P,b) ← 1         None			•	` '		1/2
				` '		1/2
SBI P,b Set Bit in I/O Register $I/O(P,b) \leftarrow 1$ None	סואוט			11 (1 - 0) alon FO + FO + K + 1	I MOLIC	1/2
· · · · · · · · · · · · · · · · · · ·	SRI			I/O/P h) ← 1	None	2
CBI P,b Clear Bit in I/O Register $I/O(P,b) \leftarrow 0$ None						2
						1
			,			
LSR Rd Logical Shift Right Rd(n) $\leftarrow$ Rd(n+1), Rd(7) $\leftarrow$ 0 Z,C,N,V ROL Rd Rotate Left Through Carry Rd(0) $\leftarrow$ C,Rd(n+1) $\leftarrow$ Rd(n),C $\leftarrow$ Rd(7) Z,C,N,V				` ' ` ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '		1





Mnemonics	Operands	Description	Operation	Flags	#Clocks
ROR	Rd	Rotate Right Through Carry	$Rd(7)\leftarrow C,Rd(n)\leftarrow Rd(n+1),C\leftarrow Rd(0)$	Z,C,N,V	1
ASR	Rd	Arithmetic Shift Right	$Rd(n) \leftarrow Rd(n+1), n=06$	Z,C,N,V	1
SWAP	Rd	Swap Nibbles	$Rd(30) \leftarrow Rd(74), Rd(74) \leftarrow Rd(30)$	None	1
BSET	S	Flag Set	SREG(s) ← 1	SREG(s)	1
BCLR	S	Flag Clear	$SREG(s) \leftarrow 0$	SREG(s)	1
BST	Rr, b	Bit Store from Register to T	$T \leftarrow Rr(b)$	T	1
BLD	Rd, b	Bit load from T to Register	$Rd(b) \leftarrow T$	None	1
SEC		Set Carry	C ← 1	С	1
CLC		Clear Carry	C ← 0	С	1
SEN		Set Negative Flag	N ← 1	N	1
CLN		Clear Negative Flag	N ← 0	N	1
SEZ		Set Zero Flag	Z ← 1	Z	1
CLZ		Clear Zero Flag	Z ← 0	Z	1
SEI		Global Interrupt Enable	I ← 1	1	1
CLI		Global Interrupt Disable	1←0	1	1
SES		Set Signed Test Flag	S ← 1	S	1
CLS		Clear Signed Test Flag	S ← 0	S	1
SEV		Set Twos Complement Overflow.	V ← 1	V	1
CLV		Clear Twos Complement Overflow	V ← 0	V	1
SET		Set T in SREG	T ← 1	Т	1
CLT		Clear T in SREG	T ← 0	Ť	1
SEH		Set Half Carry Flag in SREG	H ← 1	Н	1
CLH		Clear Half Carry Flag in SREG	H ← 0	Н	1
OLIT	DATA TDA	NSFER INSTRUCTIONS	111.0		1
MOV	Rd, Rr	Move Between Registers	Rd ← Rr	None	1
MOVW			Rd ← R1 Rd+1:Rd ← Rr+1:Rr	None	1
	Rd, Rr	Copy Register Word			1
LDI	Rd, K	Load Immediate	Rd ← K	None	1
LD	Rd, X	Load Indirect	$Rd \leftarrow (X)$	None	2
LD	Rd, X+	Load Indirect and Post-Inc.	$Rd \leftarrow (X), X \leftarrow X + 1$	None	2
LD	Rd, - X	Load Indirect and Pre-Dec.	$X \leftarrow X - 1$ , $Rd \leftarrow (X)$	None	2
LD	Rd, Y	Load Indirect	$Rd \leftarrow (Y)$	None	2
LD	Rd, Y+	Load Indirect and Post-Inc.	$Rd \leftarrow (Y), Y \leftarrow Y + 1$	None	2
LD	Rd, - Y	Load Indirect and Pre-Dec.	$Y \leftarrow Y - 1$ , $Rd \leftarrow (Y)$	None	2
LDD	Rd,Y+q	Load Indirect with Displacement	$Rd \leftarrow (Y + q)$	None	2
LD	Rd, Z	Load Indirect	$Rd \leftarrow (Z)$	None	2
LD	Rd, Z+	Load Indirect and Post-Inc.	$Rd \leftarrow (Z), Z \leftarrow Z+1$	None	2
LD	Rd, -Z	Load Indirect and Pre-Dec.	$Z \leftarrow Z - 1$ , $Rd \leftarrow (Z)$	None	2
LDD	Rd, Z+q	Load Indirect with Displacement	$Rd \leftarrow (Z + q)$	None	2
LDS	Rd, k	Load Direct from SRAM	Rd ← (k)	None	2
ST	X, Rr	Store Indirect	(X) ← Rr	None	2
ST	X+, Rr	Store Indirect and Post-Inc.	$(X) \leftarrow Rr, X \leftarrow X + 1$	None	2
ST	- X, Rr	Store Indirect and Pre-Dec.	$X \leftarrow X - 1$ , $(X) \leftarrow Rr$	None	2
ST	Y, Rr	Store Indirect	$(Y) \leftarrow Rr$	None	2
ST	Y+, Rr	Store Indirect and Post-Inc.	$(Y) \leftarrow Rr, Y \leftarrow Y + 1$	None	2
ST	- Y, Rr	Store Indirect and Pre-Dec.	$Y \leftarrow Y - 1$ , $(Y) \leftarrow Rr$	None	2
STD	Y+q,Rr	Store Indirect with Displacement	$(Y + q) \leftarrow Rr$	None	2
ST	Z, Rr	Store Indirect	(Z) ← Rr	None	2
ST	Z+, Rr	Store Indirect and Post-Inc.	(Z) ← Rr, Z ← Z + 1	None	2
ST	-Z, Rr	Store Indirect and Pre-Dec.	$Z \leftarrow Z - 1$ , $(Z) \leftarrow Rr$	None	2
STD	Z+q,Rr	Store Indirect with Displacement	(Z + q) ← Rr	None	2
STS	k, Rr	Store Direct to SRAM	(k) ← Rr	None	2
LPM		Load Program Memory	R0 ← (Z)	None	3
LPM	Rd, Z	Load Program Memory	Rd ← (Z)	None	3
LPM	Rd, Z+	Load Program Memory and Post-Inc	$Rd \leftarrow (Z), Z \leftarrow Z+1$	None	3
SPM	· ·	Store Program Memory	(z) ← R1:R0	None	
IN	Rd, P	In Port	Rd ← P	None	1
OUT	P, Rr	Out Port	P ← Rr	None	1
PUSH	Rr	Push Register on Stack	STACK ← Rr	None	2
POP	Rd	Pop Register from Stack	Rd ← STACK	None	2
i Ur		ITROL INSTRUCTIONS	Nu ← STACK	INOITE	. 4
	IVICO CON	No Operation		None	1
	I	No Operation		ivone	<u> </u>
NOP		Closs	(and appointed dozen for Class for attent	Nana	4
SLEEP WDR		Sleep Watchdog Reset	(see specific descr. for Sleep function) (see specific descr. for WDR/Timer)	None None	1

# **Ordering Information**

Speed (MHz) (3)	Power Supply (V)	Ordering Code (4)	Package <sup>(2)</sup>	Operation Range
10	1.8 - 5.5	ATtiny13V-10PU ATtiny13V-10SU ATtiny13V-10SUR ATtiny13V-10SSU ATtiny13V-10SSUR ATtiny13V-10MU ATtiny13V-10MUR ATtiny13V-10MMU ATtiny13V-10MMUR	8P3 8S2 8S2 S8S1 S8S1 20M1 20M1 10M1	Industrial (-40°C to +85°C) <sup>(1)</sup>
20	2.7 - 5.5	ATtiny13-20PU ATtiny13-20SU ATtiny13-20SUR ATtiny13-20SSU ATtiny13-20SSUR ATtiny13-20MU ATtiny13-20MUR ATtiny13-20MMU ATtiny13-20MMUR	8P3 8S2 8S2 S8S1 S8S1 20M1 20M1 10M1	Industrial (-40°C to +85°C) <sup>(1)</sup>

- Notes: 1. These devices can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.
  - 2. All packages are Pb-free, halide-free and fully green and they comply with the European directive for Restriction of Hazardous Substances (RoHS).
  - 3. For Speed vs.  $V_{CC}$ , see "Speed Grades" on page 117.
  - 4. Code indicators:
- U: matte tin
- R: tape & reel

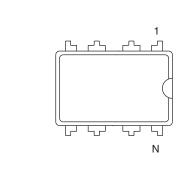
Package Type				
8P3	8-lead, 0.300" Wide, Plastic Dual Inline Package (PDIP)			
8S2	8-lead, 0.209" Wide, Plastic Small Outline Package (EIAJ SOIC)			
S8S1	8-lead, 0.150" Wide, Plastic Gull-Wing Small Outline (JEDEC SOIC)			
20M1	20-pad, 4 x 4 x 0.8 mm Body, Lead Pitch 0.50 mm, Micro Lead Frame Package (MLF)			
10M1	10-pad, 3 x 3 x 1 mm Body, Lead Pitch 0.50 mm, Micro Lead Frame Package (MLF)			



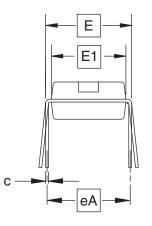


# **Packaging Information**

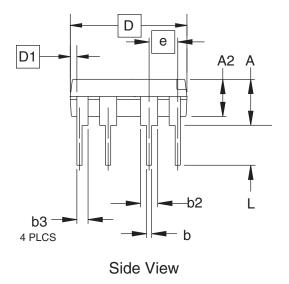
#### 7.1 8P3



Top View



**End View** 



#### **COMMON DIMENSIONS**

(Unit of Measure = inches)

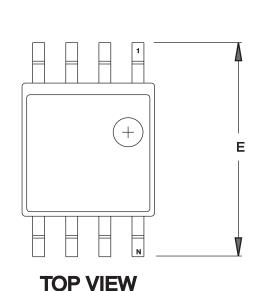
SYMBOL	MIN	NOM	MAX	NOTE
Α			0.210	2
A2	0.115	0.130	0.195	
b	0.014	0.018	0.022	5
b2	0.045	0.060	0.070	6
b3	0.030	0.039	0.045	6
С	0.008	0.010	0.014	
D	0.355	0.365	0.400	3
D1	0.005			3
E	0.300	0.310	0.325	4
E1	0.240	0.250	0.280	3
е	0.100 BSC			
eA	0.300 BSC			4
L	0.115	0.130	0.150	2

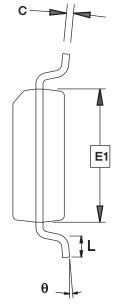
- This drawing is for general information only; refer to JEDEC Drawing MS-001, Variation BA for additional information.
   Dimensions A and L are measured with the package seated in JEDEC seating plane Gauge GS-3.
- 3. D, D1 and E1 dimensions do not include mold Flash or protrusions. Mold Flash or protrusions shall not exceed 0.010 inch.
- 4. E and eA measured with the leads constrained to be perpendicular to datum.
- 5. Pointed or rounded lead tips are preferred to ease insertion.
- 6. b2 and b3 maximum dimensions do not include Dambar protrusions. Dambar protrusions shall not exceed 0.010 (0.25 mm).

01/09/02

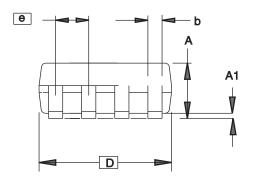
-		TITLE	DRAWING NO.	REV.	l
	2325 Orchard Parkway San Jose, CA 95131	8P3, 8-lead, 0.300" Wide Body, Plastic Dual In-line Package (PDIP)	8P3	В	

#### 7.2 **8S2**





# **END VIEW**



## **COMMON DIMENSIONS** (Unit of Measure = mm)

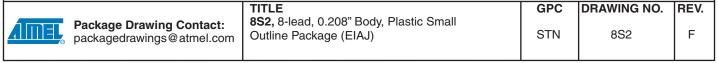
SYMBOL	MIN	NOM	MAX	NOTE
Α	1.70		2.16	
A1	0.05		0.25	
b	0.35		0.48	4
С	0.15		0.35	4
D	5.13		5.35	
E1	5.18		5.40	2
E	7.70		8.26	
L	0.51		0.85	
θ	0°		8°	
е		1.27 BSC		3

# **SIDE VIEW**

- Notes: 1. This drawing is for general information only; refer to EIAJ Drawing EDR-7320 for additional information.
  - 2. Mismatch of the upper and lower dies and resin burrs aren't included.

  - Determines the true geometric position.
     Values b,C apply to plated terminal. The standard thickness of the plating layer shall measure between 0.007 to .021 mm.

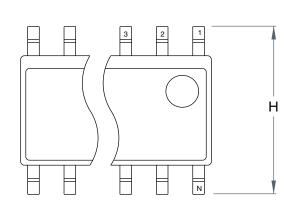
4/15/08



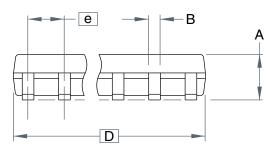




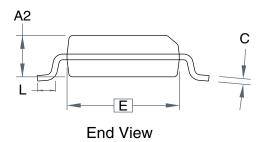
#### 7.3 **S8S1**



Top View



Side View



# **COMMON DIMENSIONS**

(Unit of Measure = mm)

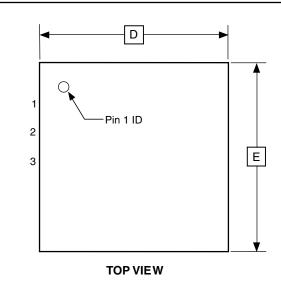
SYMBOL	MIN	NOM	MAX	NOTE
Α	_	_	1.75	
В	_	_	0.51	
С	_	_	0.25	
D	_	_	5.00	
Е	_	_	4.00	
е		1.27 BSC		
Н	_	_	6.20	
L	_	_	1.27	

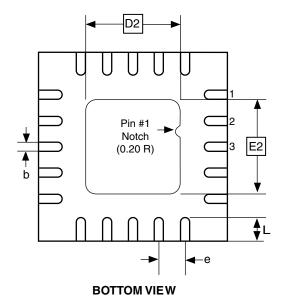
Note: This drawing is for general information only. Refer to JEDEC Drawing MS-012 for proper dimensions, tolerances, datums, etc.

10/10/01

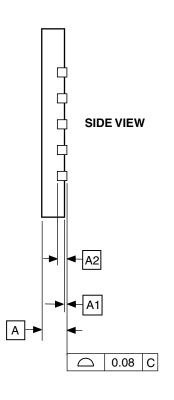
<u>AMEL</u>	2325 Orchard Parkway San Jose, CA 95131	8S1, 8-lead (0.150" Wide Body), Plastic Gull Wing Small Outline (JEDEC SOIC)	8S1	REV.	
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#### 7.4 20M1





Note: Reference JEDEC Standard MO-220, Fig. 1 (SAW Singulation) WGGD-5.



# COMMON DIMENSIONS

(Unit of Measure = mm)

SYMBOL	MIN	NOM	MAX	NOTE
Α	0.70	0.75	0.80	
A1	_	0.01	0.05	
A2		0.20 REF		
b	0.18	0.23	0.30	
D		4.00 BSC		
D2	2.45	2.60	2.75	
Е		4.00 BSC		
E2	2.45	2.60	2.75	
е	0.50 BSC			
L	0.35	0.40	0.55	

10/27/04



2325 Orchard Parkway San Jose, CA 95131 **TITLE 20M1**, 20-pad, 4 x 4 x 0.8 mm Body, Lead Pitch 0.50 mm, 2.6 mm Exposed Pad, Micro Lead Frame Package (MLF)

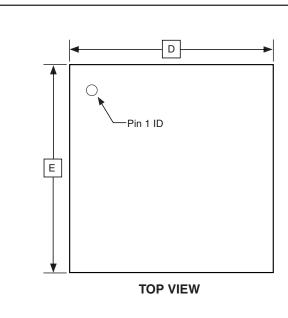
DRAWING NO. 20M1

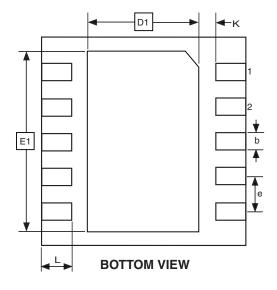
REV.

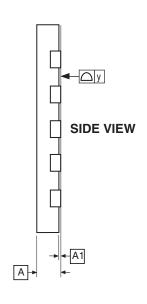




#### 7.5 10M1







#### **COMMON DIMENSIONS** (Unit of Measure = mm)

SYMBOL	MIN	NOM	MAX	NOTE
Α	0.80	0.90	1.00	
A1	0.00	0.02	0.05	
b	0.18	0.25	0.30	
D	2.90	3.00	3.10	
D1	1.40	_	1.75	
Е	2.90	3.00	3.10	
E1	2.20	_	2.70	
е	0.50			
L	0.30	_	0.50	
у	_	_	0.08	
K	0.20	_	_	

Notes: 1. This package conforms to JEDEC reference MO-229C, Variation VEED-5.

2. The terminal #1 ID is a Lasser-marked Feature.

7/7/06

4 mei
AIIIIEL

2325 Orchard Parkway San Jose, CA 95131

**10M1**, 10-pad, 3 x 3 x 1.0 mm Body, Lead Pitch 0.50 mm, 1.64 x 2.60 mm Exposed Pad, Micro Lead Frame Package DRAWING NO. REV. 10M1

Α

### 8. Errata

The revision letter in this section refers to the revision of the ATtiny13 device.

### 8.1 ATtiny13 Rev. D

EEPROM can not be written below 1.9 Volt

#### 1. EEPROM can not be written below 1.9 Volt

Writing the EEPROM at V<sub>CC</sub> below 1.9 volts might fail.

#### Problem Fix/Workaround

Do not write the EEPROM when  $V_{CC}$  is below 1.9 volts.

#### 8.2 ATtiny13 Rev. C

Revision C has not been sampled.

### 8.3 ATtiny13 Rev. B

- · Wrong values read after Erase Only operation
- High Voltage Serial Programming Flash, EEPROM, Fuse and Lock Bits may fail
- · Device may lock for further programming
- · debugWIRE communication not blocked by lock-bits
- Watchdog Timer Interrupt disabled
- EEPROM can not be written below 1.9 Volt

#### 8.3.1 Wrong values read after Erase Only operation

At supply voltages below 2.7 V, an EEPROM location that is erased by the Erase Only operation may read as programmed (0x00).

#### Problem Fix/Workaround

If it is necessary to read an EEPROM location after Erase Only, use an Atomic Write operation with 0xFF as data in order to erase a location. In any case, the Write Only operation can be used as intended. Thus no special considerations are needed as long as the erased location is not read before it is programmed.

#### 8.3.2 High Voltage Serial Programming Flash, EEPROM, Fuse and Lock Bits may fail

Writing to any of these locations and bits may in some occasions fail.

### Problem Fix/Workaround

After a writing has been initiated, always observe the RDY/BSY signal. If the writing should fail, rewrite until the RDY/BSY verifies a correct writing. This will be fixed in revision D.

#### 8.3.3 Device may lock for further programming

Special combinations of fuse bits will lock the device for further programming effectively turning it into an OTP device. The following combinations of settings/fuse bits will cause this effect:

- 128 kHz internal oscillator (CKSEL[1..0] = 11), shortest start-up time
   (SUT[1..0] = 00), Debugwire enabled (DWEN = 0) or Reset disabled RSTDISBL = 0.
- 9.6 MHz internal oscillator (CKSEL[1..0] = 10), shortest start-up time
   (SUT[1..0] = 00), Debugwire enabled (DWEN = 0) or Reset disabled RSTDISBL = 0.





4.8 MHz internal oscillator (CKSEL[1..0] = 01), shortest start-up time
 (SUT[1..0] = 00), Debugwire enabled (DWEN = 0) or Reset disabled RSTDISBL = 0.

#### Problem fix/ Workaround

Avoid the above fuse combinations. Selecting longer start-up time will eliminate the problem.

#### 8.3.4 debugWIRE communication not blocked by lock-bits

When debugWIRE on-chip debug is enabled (DWEN = 0), the contents of program memory and EEPROM data memory can be read even if the lock-bits are set to block further reading of the device.

#### Problem fix/ Workaround

Do not ship products with on-chip debug of the tiny13 enabled.

#### 8.3.5 Watchdog Timer Interrupt disabled

If the watchdog timer interrupt flag is not cleared before a new timeout occurs, the watchdog will be disabled, and the interrupt flag will automatically be cleared. This is only applicable in interrupt only mode. If the Watchdog is configured to reset the device in the watchdog timeout following an interrupt, the device works correctly.

#### Problem fix / Workaround

Make sure there is enough time to always service the first timeout event before a new watchdog timeout occurs. This is done by selecting a long enough time-out period.

#### 8.3.6 EEPROM can not be written below 1.9 Volt

Writing the EEPROM at  $V_{\text{CC}}$  below 1.9 volts might fail.

#### Problem Fix/Workaround

Do not write the EEPROM when  $V_{CC}$  is below 1.9 volts.

### 8.4 ATtiny13 Rev. A

Revision A has not been sampled.

## Datasheet Revision History

Please note that the referring page numbers in this section refer to the complete document.

#### 9.1 Rev. 2535J-08/10

Added tape and reel part numbers in "Ordering Information" on page 160. Removed text "Not recommended for new design" from cover page. Updated last page.

#### 9.2 Rev. 2535I-05/08

- 1. Updated document template, layout and paragraph formats.
- 2. Updated "Features" on page 1.
- 3. Created Sections:
  - "Calibrated Internal RC Oscillator Accuracy" on page 118
  - "Analog Comparator Characteristics" on page 119
- 4. Updated Sections:
  - "System Clock and Clock Options" on page 23
  - "Calibrated Internal 4.8/9.6 MHz Oscillator" on page 25
  - "External Interrupts" on page 45
  - "Analog Noise Canceling Techniques" on page 88
  - "Limitations of debugWIRE" on page 96
  - "Reading Fuse and Lock Bits from Firmware" on page 99
  - "Fuse Bytes" on page 103
  - "Calibration Bytes" on page 104
  - "High-Voltage Serial Programming" on page 108
  - "Ordering Information" on page 160
- 5. Updated Figure:
  - "Analog Input Circuitry" on page 87
  - "High-voltage Serial Programming Timing" on page 122
- Moved Figures:
  - "Serial Programming Timing" on page 121
  - "Serial Programming Waveform" on page 121
  - "High-voltage Serial Programming Timing" on page 122
- 7. Updated Tables:
  - "DC Characteristics,  $T_A$  = -40°C to +85°C" on page 115
  - "Serial Programming Characteristics,  $T_A$  = -40°C to +85°C,  $V_{CC}$  = 1.8 5.5V (Unless Otherwise Noted)" on page 121
- 8. Moved Tables:
  - "Serial Programming Instruction Set" on page 107
  - "Serial Programming Characteristics,  $T_A$  = -40°C to +85°C,  $V_{CC}$  = 1.8 5.5V (Unless Otherwise Noted)" on page 121
  - "High-voltage Serial Programming Characteristics  $T_A$  = 25°C,  $V_{CC}$  = 5.0V  $\pm$  10% (Unless otherwise noted)" on page 122
- 9. Updated Register Description for Sections:





- "TCCR0A Timer/Counter Control Register A" on page 69
- "DIDR0 Digital Input Disable Register 0" on page 94
- 10. Updated description in Step 1. on page 106.
- 11. Changed device status to "Not Recommended for New Designs".

#### 9.3 Rev. 2535H-10/07

- 1. Updated "Features" on page 1.
- 2. Updated "Pin Configurations" on page 2.
- 3. Added "Data Retention" on page 6.
- 4. Updated "Assembly Code Example<sup>(1)</sup>" on page 39.
- 5. Updated Table 21 in "Alternate Functions of Port B" on page 54.
- 6. Updated Bit 5 description in "GIMSK General Interrupt Mask Register" on page 46.
- 7. Updated "ADC Voltage Reference" on page 87.
- 8. Updated "Calibration Bytes" on page 104.
- 9. Updated "Read Calibration Byte" on page 108.
- 10. Updated Table 51 in "Serial Programming Characteristics" on page 121.
- 11. Updated Algorithm in "High-Voltage Serial Programming Algorithm" on page 109.
- 12. Updated "Read Calibration Byte" on page 112.
- 13. Updated values in "External Clock Drive" on page 118.
- 14. Updated "Ordering Information" on page 160.
- 15. Updated "Packaging Information" on page 161.

#### 9.4 Rev. 2535G-01/07

- 1. Removed Preliminary.
- 2. Updated Table 7-1 on page 30, Table 8-1 on page 42, Table 18-8 on page 121.
- 3. Removed Note from Table 7-1 on page 30.
- 4. Updated "Bit 6 ACBG: Analog Comparator Bandgap Select" on page 79.
- 5. Updated "Prescaling and Conversion Timing" on page 83.
- 6. Updated Figure 18-4 on page 121.
- 7. Updated "DC Characteristics" on page 115.
- 8. Updated "Ordering Information" on page 160.
- 9. Updated "Packaging Information" on page 161.

#### 9.5 Rev. 2535F-04/06

1. Revision not published.

#### 9.6 Rev. 2535E-10/04

- 1. Bits EEMWE/EEWE changed to EEMPE/EEPE in document.
- 2. Updated "Pinout ATtiny13/ATtiny13V" on page 2.
- 3. Updated "Write Fuse Low Bits" in Table 17-13 on page 110, Table 18-3 on page 118.
- 2. Added "Pin Change Interrupt Timing" on page 45.
- 4. Updated "GIMSK General Interrupt Mask Register" on page 46.
- 5. Updated "PCMSK Pin Change Mask Register" on page 47.
- 6. Updated item 4 in "Serial Programming Algorithm" on page 106.
- 7. Updated "High-Voltage Serial Programming Algorithm" on page 109.



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