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Understanding Embedded - FPGAs (Field Programmable Gate Array)

Embedded - FPGAs, or Field Programmable Gate Arrays, are advanced integrated circuits that offer unparalleled flexibility and performance for digital systems. Unlike traditional fixed-function logic devices, FPGAs can be programmed and reprogrammed to execute a wide array of logical operations, enabling customized functionality tailored to specific applications. This reprogrammability allows developers to iterate designs quickly and implement complex functions without the need for custom hardware.

Applications of Embedded - FPGAs

The versatility of Embedded - FPGAs makes them indispensable in numerous fields. In telecommunications.

Details	
Product Status	Active
Number of LABs/CLBs	-
Number of Logic Elements/Cells	-
Total RAM Bits	276480
Number of I/O	119
Number of Gates	1500000
Voltage - Supply	1.425V ~ 1.575V
Mounting Type	Surface Mount
Operating Temperature	-55°C ~ 100°C (TJ)
Package / Case	256-LBGA
Supplier Device Package	256-FPBGA (17x17)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/m1afs1500-fgg256k

1 – Fusion Device Family Overview

Introduction

The Fusion® mixed signal FPGA satisfies the demand from system architects for a device that simplifies design and unleashes their creativity. As the world's first mixed signal programmable logic family, Fusion integrates mixed signal analog, flash memory, and FPGA fabric in a monolithic device. Fusion devices enable designers to quickly move from concept to completed design and then deliver feature-rich systems to market. This new technology takes advantage of the unique properties of Microsemi flash-based FPGAs, including a high-isolation, triple-well process and the ability to support high-voltage transistors to meet the demanding requirements of mixed signal system design.

Fusion mixed signal FPGAs bring the benefits of programmable logic to many application areas, including power management, smart battery charging, clock generation and management, and motor control. Until now, these applications have only been implemented with costly and space-consuming discrete analog components or mixed signal ASIC solutions. Fusion mixed signal FPGAs present new capabilities for system development by allowing designers to integrate a wide range of functionality into a single device, while at the same time offering the flexibility of upgrades late in the manufacturing process or after the device is in the field. Fusion devices provide an excellent alternative to costly and time-consuming mixed signal ASIC designs. In addition, when used in conjunction with the Cortex-M1, Fusion technology represents the definitive mixed signal FPGA platform.

Flash-based Fusion devices are Instant On. As soon as the system power is applied, within normal operating specifications, Fusion devices start working. Fusion devices have a 128-bit flash-based lock and industry-leading AES decryption, used to secure programmed intellectual property (IP) and configuration data. Fusion devices are the most comprehensive single-chip analog and digital programmable logic solution available today.

To support this new ground-breaking technology, Microsemi has developed a series of major tool innovations to help maximize designer productivity. Implemented as extensions to the popular Libero® System-on-Chip (SoC), these new tools allow designers to easily instantiate and configure peripherals within a design, establish links between peripherals, create or import building blocks or reference designs, and perform hardware verification. This tool suite will also add comprehensive hardware/software debug capability as well as a suite of utilities to simplify development of embedded soft-processor-based solutions.

General Description

The Fusion family, based on the highly successful ProASIC®3 and ProASIC3E flash FPGA architecture, has been designed as a high-performance, programmable, mixed signal platform. By combining an advanced flash FPGA core with flash memory blocks and analog peripherals, Fusion devices dramatically simplify system design and, as a result, dramatically reduce overall system cost and board space.

The state-of-the-art flash memory technology offers high-density integrated flash memory blocks, enabling savings in cost, power, and board area relative to external flash solutions, while providing increased flexibility and performance. The flash memory blocks and integrated analog peripherals enable true mixed-mode programmable logic designs. Two examples are using an on-chip soft processor to implement a fully functional flash microcontroller (MCU) and using high-speed FPGA logic to offer system and power supervisory capabilities. Instant On and capable of operating from a single 3.3 V supply, the Fusion family is ideally suited for system management and control applications.

The devices in the Fusion family are categorized by FPGA core density. The two family members contain many peripherals, including flash memory blocks, an analog-to-digital-converter (ADC), high-drive outputs, both RC and crystal oscillators, and a real-time counter (RTC). This provides the user with a high level of flexibility and integration to support a wide variety of mixed signal applications. The flash memory block capacity ranges from 4 Mbits to 8 Mbits. The integrated 12-bit ADC supports up to 30 independently configurable input channels.

The system application, Level 3, is the larger user application that utilizes one or more applets. Designing at the highest level of abstraction supported by the Fusion technology stack, the application can be easily created in FPGA gates by importing and configuring multiple applets.

In fact, in some cases an entire FPGA system design can be created without any HDL coding.

An optional MCU enables a combination of software and HDL-based design methodologies. The MCU can be on-chip or off-chip as system requirements dictate. System portioning is very flexible, allowing the MCU to reside above the applets or to absorb applets, or applets and backbone, if desired.

The Fusion technology stack enables a very flexible design environment. Users can engage in design across a continuum of abstraction from very low to very high.

Core Architecture

VersaTile

Based upon successful ProASIC3/E logic architecture, Fusion devices provide granularity comparable to gate arrays. The Fusion device core consists of a sea-of-VersaTiles architecture.

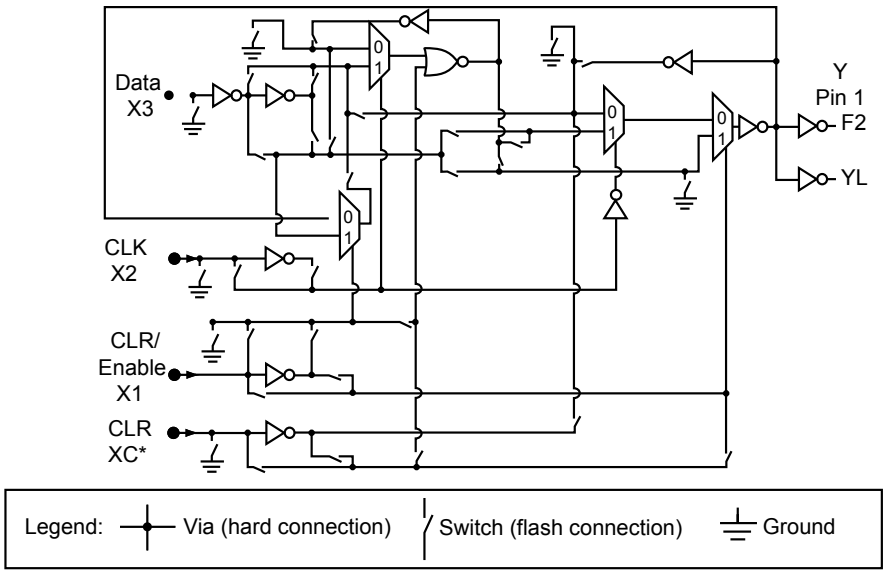
As illustrated in Figure 2-2, there are four inputs in a logic VersaTile cell, and each VersaTile can be configured using the appropriate flash switch connections:

- Any 3-input logic function
- Latch with clear or set
- D-flip-flop with clear or set
- Enable D-flip-flop with clear or set (on a 4th input)

VersaTiles can flexibly map the logic and sequential gates of a design. The inputs of the VersaTile can be inverted (allowing bubble pushing), and the output of the tile can connect to high-speed, very-long-line routing resources. VersaTiles and larger functions are connected with any of the four levels of routing hierarchy.

When the VersaTile is used as an enable D-flip-flop, the SET/CLR signal is supported by a fourth input, which can only be routed to the core cell over the VersaNet (global) network.

The output of the VersaTile is F2 when the connection is to the ultra-fast local lines, or YL when the connection is to the efficient long-line or very-long-line resources (Figure 2-2).



*Note: *This input can only be connected to the global clock distribution network.*

Figure 2-2 • **Fusion Core VersaTile**

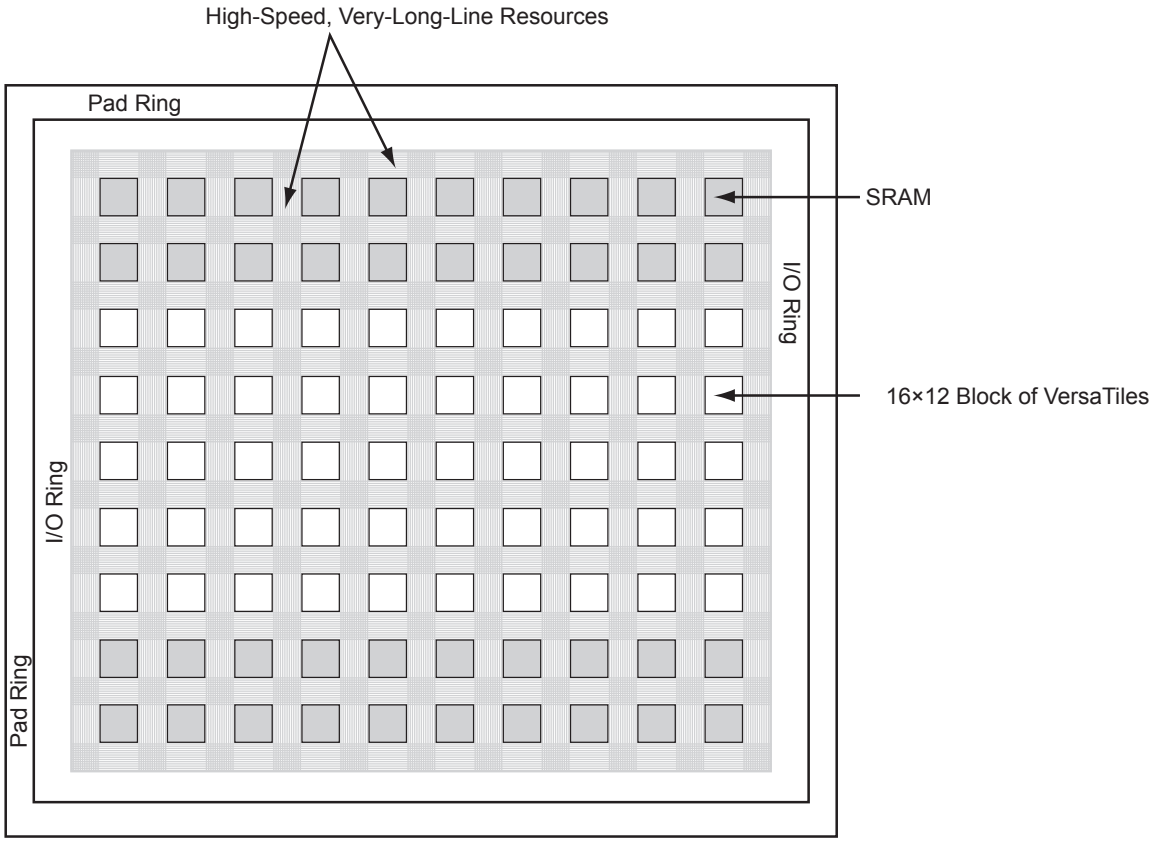


Figure 2-10 • **Very-Long-Line Resources**

VersaNet Global Networks and Spine Access

The Fusion architecture contains a total of 18 segmented global networks that can access the VersaTiles, SRAM, and I/O tiles on the Fusion device. There are 6 chip (main) global networks that access the entire device and 12 quadrant networks (3 in each quadrant). Each device has a total of 18 globals. These VersaNet global networks offer fast, low-skew routing resources for high-fanout nets, including clock signals. In addition, these highly segmented global networks offer users the flexibility to create low-skew local networks using spines for up to 180 internal/external clocks (in an AFS1500 device) or other high-fanout nets in Fusion devices. Optimal usage of these low-skew networks can result in significant improvement in design performance on Fusion devices.

The nine spines available in a vertical column reside in global networks with two separate regions of scope: the quadrant global network, which has three spines, and the chip (main) global network, which has six spines. Note that there are three quadrant spines in each quadrant of the device. There are four quadrant global network regions per device (Figure 2-12 on page 2-12).

The spines are the vertical branches of the global network tree, shown in Figure 2-11 on page 2-11. Each spine in a vertical column of a chip (main) global network is further divided into two equal-length spine segments: one in the top and one in the bottom half of the die.

Each spine and its associated ribs cover a certain area of the Fusion device (the "scope" of the spine; see Figure 2-11 on page 2-11). Each spine is accessed by the dedicated global network MUX tree architecture, which defines how a particular spine is driven—either by the signal on the global network from a CCC, for example, or another net defined by the user (Figure 2-13). Quadrant spines can be driven from user I/Os on the north and south sides of the die, via analog I/Os configured as direct digital inputs. The ability to drive spines in the quadrant global networks can have a significant effect on system performance for high-fanout inputs to a design.

Details of the chip (main) global network spine-selection MUX are presented in Figure 2-13. The spine drivers for each spine are located in the middle of the die.

Quadrant spines are driven from a north or south rib. Access to the top and bottom ribs is from the corner CCC or from the I/Os on the north and south sides of the device. For details on using spines in Fusion devices, see the application note *Using Global Resources in Actel Fusion Devices*.

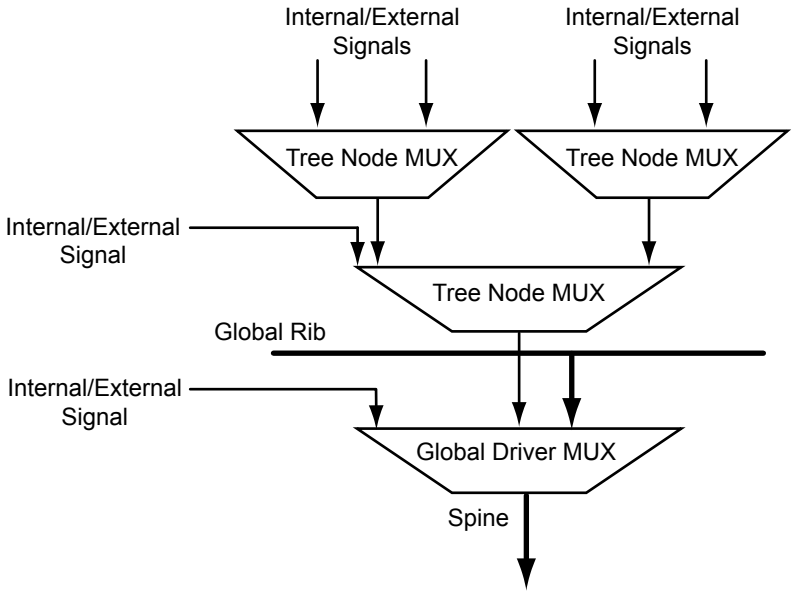


Figure 2-13 • **Spine-Selection MUX of Global Tree**

Clocking Resources

The Fusion family has a robust collection of clocking peripherals, as shown in the block diagram in Figure 2-16. These on-chip resources enable the creation, manipulation, and distribution of many clock signals. The Fusion integrated RC oscillator produces a 100 MHz clock source with no external components. For systems requiring more precise clock signals, the Fusion family supports an on-chip crystal oscillator circuit. The integrated PLLs in each Fusion device can use the RC oscillator, crystal oscillator, or another on-chip clock signal as a source. These PLLs offer a variety of capabilities to modify the clock source (multiply, divide, synchronize, advance, or delay). Utilizing the CCC found in the popular ProASIC3 family, Fusion incorporates six CCC blocks. The CCCs allow access to Fusion global and local clock distribution nets, as described in the "Global Resources (VersaNets)" section on page 2-11.

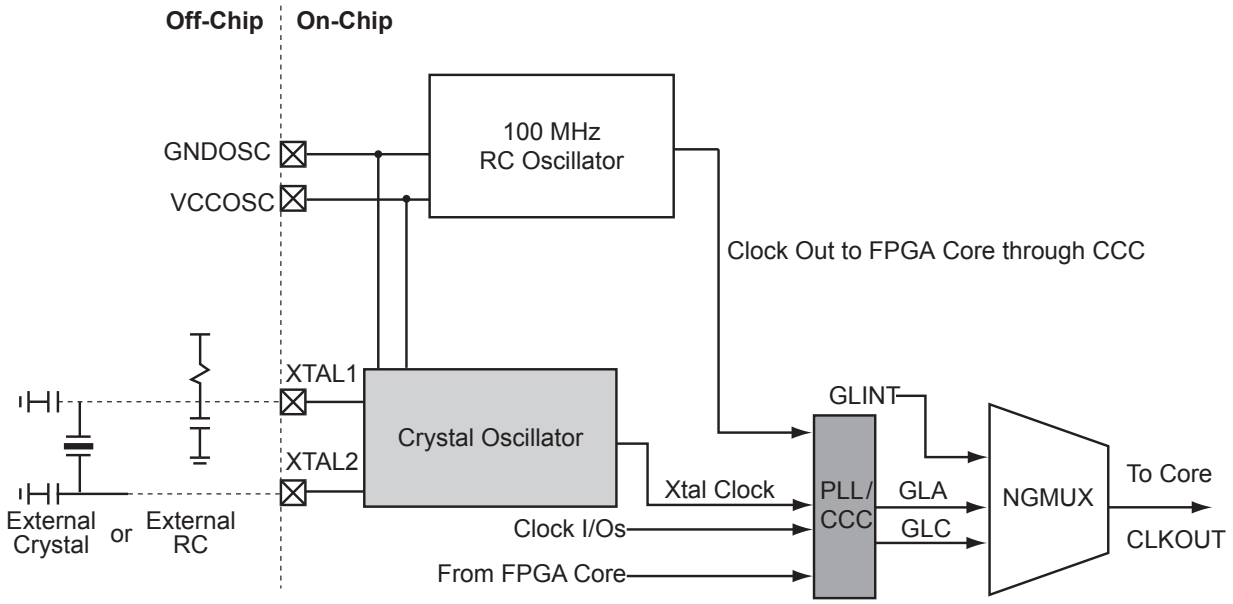


Figure 2-16 • **Fusion Clocking Options**

Real-Time Counter System

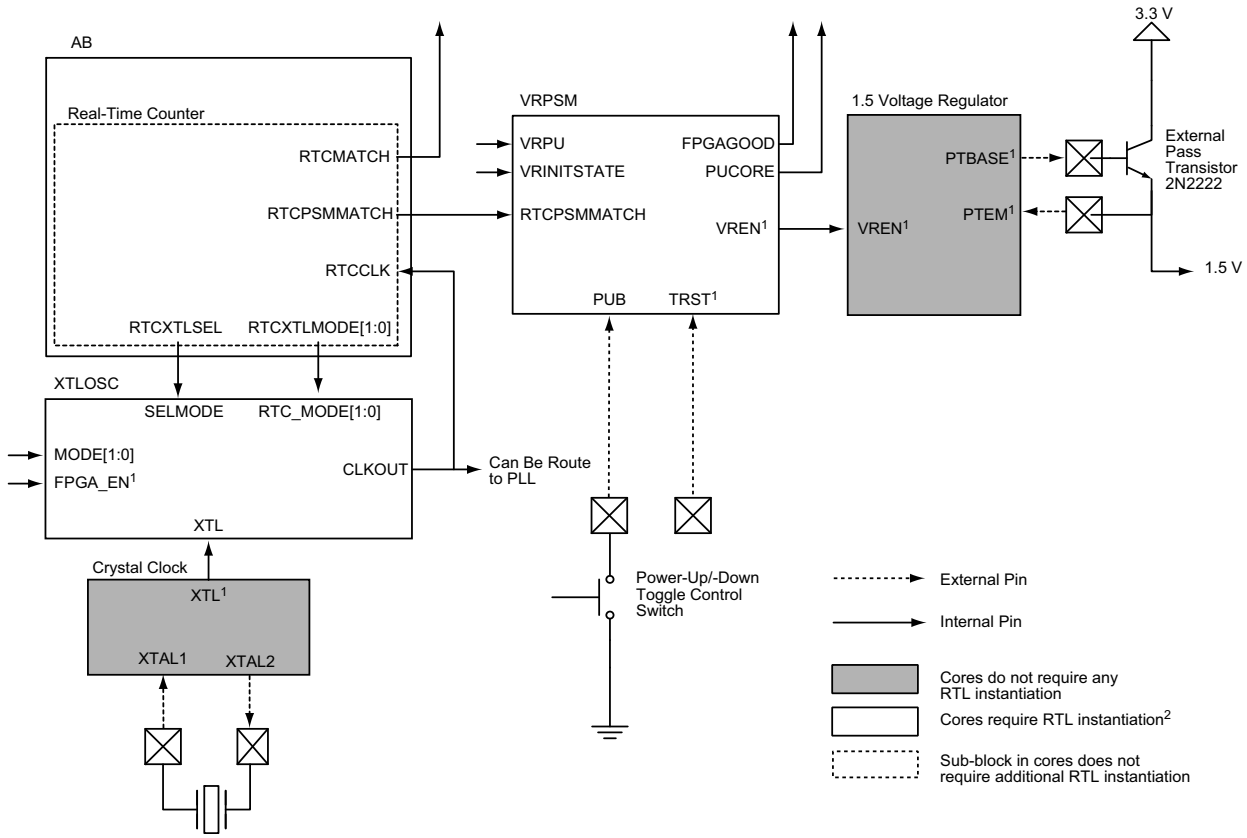
The RTC system enables Fusion devices to support standby and sleep modes of operation to reduce power consumption in many applications.

- Sleep mode, typical 10 µA
- Standby mode (RTC running), typical 3 mA with 20 MHz

The RTC system is composed of five cores:

- RTC sub-block inside Analog Block (AB)
- Voltage Regulator and Power System Monitor (VRPSM)
- Crystal oscillator (XTLOSC); refer to the "Crystal Oscillator" section in the Fusion Clock Resources chapter of the *Fusion FPGA Fabric User's Guide* for more detail.
- Crystal clock; does not require instantiation in RTL
- 1.5 V voltage regulator; does not require instantiation in RTL

All cores are powered by 3.3 V supplies, so the RTC system is operational without a 1.5 V supply during standby mode. Figure 2-27 shows their connection.



Notes:

1. *Signals are hardwired internally and do not exist in the macro core.*
2. *User is only required to instantiate the VRPSM macro if the user wishes to specify PUPO behavior of the voltage regulator to be different from the default, or employ user logic to shut the voltage regulator off.*

Figure 2-27 • **Real-Time Counter System (not all the signals are shown for the AB macro)**

Example: Calculation for Match Count

To put the Fusion device on standby for one hour using an external crystal of 32.768 KHz:

The period of the crystal oscillator is $T_{crystal}$:

$T_{crystal}$ = 1 / 32.768 KHz = 30.518 µs

The period of the counter is $T_{counter}$:

$T_{counter}$ = 30.518 us X 128 = 3.90625 ms

The Match Count for 1 hour is ∆tmatch:

∆tmatch / $T_{counter}$ = (1 hr X 60 min/hr X 60 sec/min) / 3.90625 ms = 921600 or 0xE1000

Using a 32.768 KHz crystal, the maximum standby time of the 40-bit counter is 4,294,967,296 seconds, which is 136 years.

Table 2-14 • **Memory Map for RTC in ACM Register and Description**

ACMADDR	Register Name	Description	Use	Default Value
0x40	COUNTER0	Counter bits 7:0	Used to preload the counter to a specified start point.	0x00
0x41	COUNTER1	Counter bits 15:8		0x00
0x42	COUNTER2	Counter bits 23:16		0x00
0x43	COUNTER3	Counter bits 31:24		0x00
0x44	COUNTER4	Counter bits 39:32		0x00
0x48	MATCHREG0	Match register bits 7:0	The RTC comparison bits	0x00
0x49	MATCHREG1	Match register bits 15:8		0x00
0x4A	MATCHREG2	Match register bits 23:16		0x00
0x4B	MATCHREG3	Match register bits 31:24		0x00
0x4C	MATCHREG4	Match register bits 39:32		0x00
0x50	MATCHBIT0	Individual match bits 7:0	The output of the XNOR gates 0 – Not matched 1 – Matched	0x00
0x51	MATCHBIT1	Individual match bits 15:8		0x00
0x52	MATCHBIT2	Individual match bits 23:16		0x00
0x53	MATCHBIT3	Individual match bits 31:24		0x00
0x54	MATCHBIT4	Individual match bits 29:32		0x00
0x58	CTRL_STAT	Control (write/read) / Status (read only) register bits	Refer to Table 2-15 on page 2-35 for details.	0x00

Flash Memory Block Diagram

A simplified diagram of the flash memory block is shown in Figure 2-33.

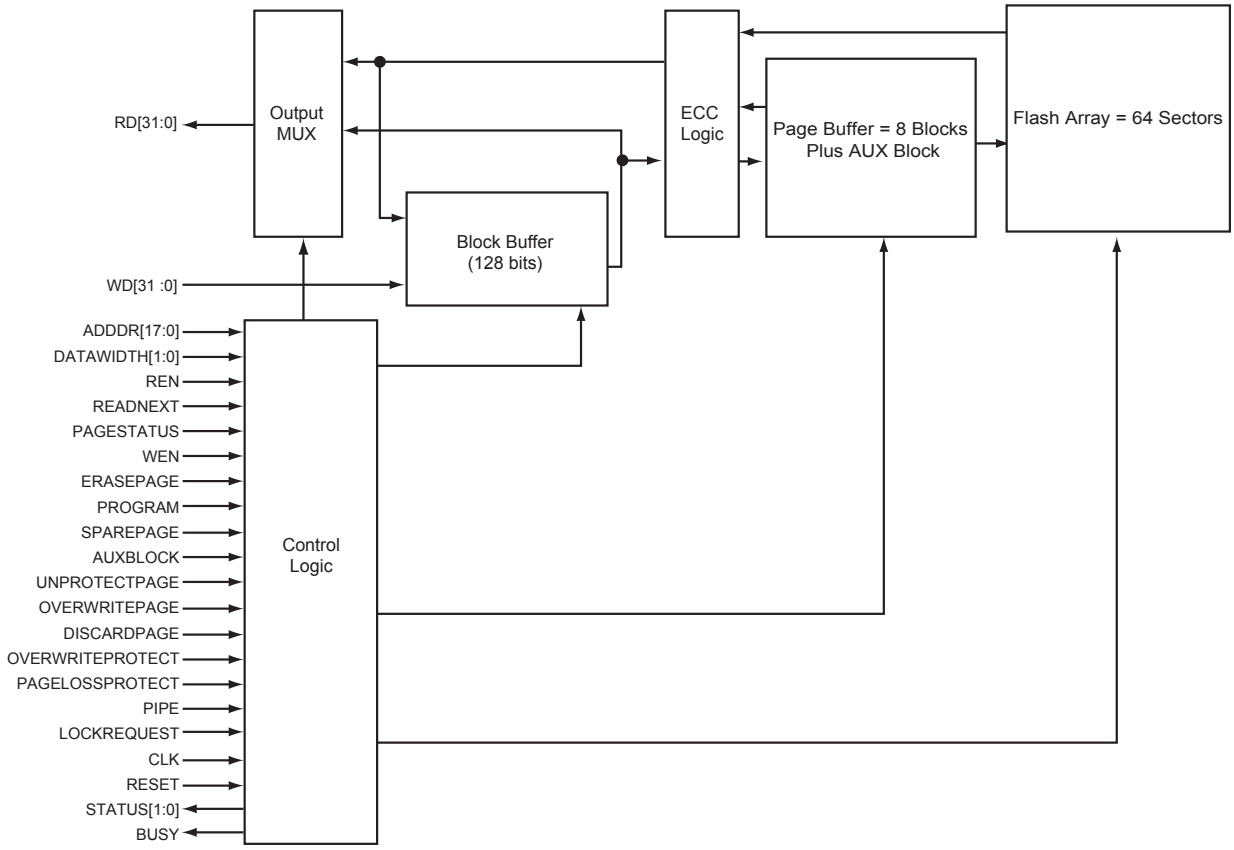


Figure 2-33 • **Flash Memory Block Diagram**

The logic consists of the following sub-blocks:

- Flash Array

  Contains all stored data. The flash array contains 64 sectors, and each sector contains 33 pages of data.
- Page Buffer

  A page-wide volatile register. A page contains 8 blocks of data and an AUX block.
- Block Buffer

  Contains the contents of the last block accessed. A block contains 128 data bits.
- ECC Logic

The FB stores error correction information with each block to perform single-bit error correction and double-bit error detection on all data blocks.

Flash Memory Block Addressing

Figure 2-34 shows a graphical representation of the flash memory block.

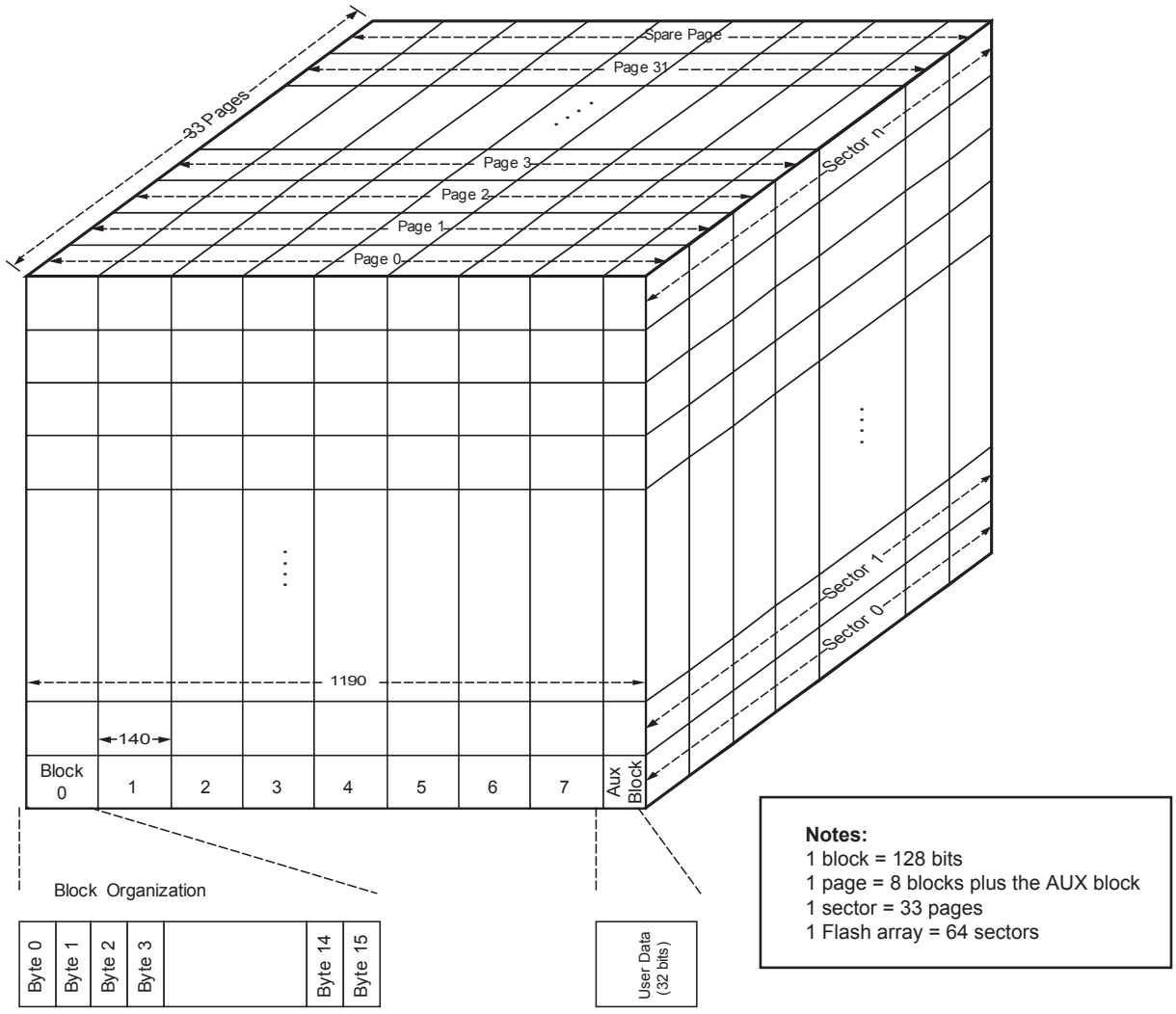


Figure 2-34 • **Flash Memory Block Organization**

Each FB is partitioned into sectors, pages, blocks, and bytes. There are 64 sectors in an FB, and each sector contains 32 pages and 1 spare page. Each page contains 8 data blocks and 1 auxiliary block. Each data block contains 16 bytes of user data, and the auxiliary block contains 4 bytes of user data.

Addressing for the FB is shown in Table 2-19.

Table 2-19 • **FB Address Bit Allocation ADDR[17:0]**

17	12	11	7	6	4	3	0
Sector		Page		Block		Byte	

When the spare page of a sector is addressed (SPAREPAGE active), ADDR[11:7] are ignored.

When the Auxiliary block is addressed (AUXBLOCK active), ADDR[6:2] are ignored.

Note: The spare page of sector 0 is unavailable for any user data. Writes to this page will return an error, and reads will return all zeroes.

Access to the FB is controlled by the BUSY signal. The BUSY output is synchronous to the CLK signal. FB operations are only accepted in cycles where BUSY is logic 0.

Write Operation

Write operations are initiated with the assertion of the WEN signal. Figure 2-35 illustrates the multiple Write operations.

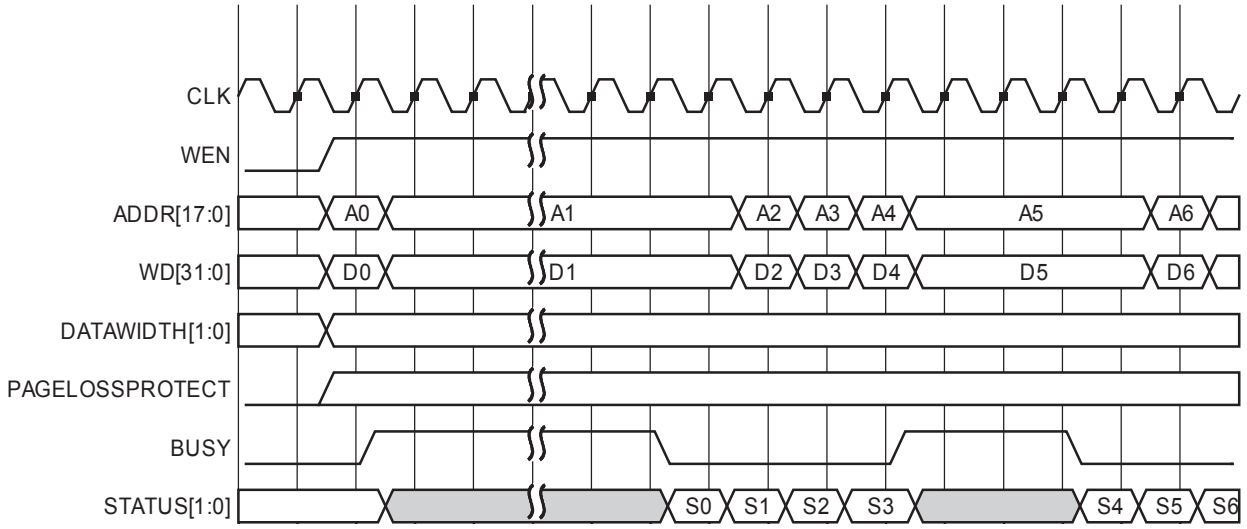


Figure 2-35 • **FB Write Waveform**

When a Write operation is initiated to a page that is currently not in the Page Buffer, the FB control logic will issue a BUSY signal to the user interface while the page is loaded from the FB Array into the Page Buffer. A Copy Page operation takes no less than 55 cycles and could take more if a Write or Unprotect Page operation is started while the NVM is busy pre-fetching a block. The basic operation is to read a block from the array into the block register (5 cycles) and then write the block register to the page buffer (1 cycle) and if necessary, when the copy is complete, reading the block being written from the page buffer into the block buffer (1 cycle). A page contains 9 blocks, so 9 blocks multiplied by 6 cycles to read/write each block, plus 1 is 55 cycles total. Subsequent writes to the same block of the page will incur no busy cycles. A write to another block in the page will assert BUSY for four cycles (five cycles when PIPE is asserted), to allow the data to be written to the Page Buffer and have the current block loaded into the Block Buffer.

Write operations are considered successful as long as the STATUS output is '00'. A non-zero STATUS indicates that an error was detected during the operation and the write was not performed. Note that the STATUS output is "sticky"; it is unchanged until another operation is started.

Only one word can be written at a time. Write word width is controlled by the DATAWIDTH bus. Users are responsible for keeping track of the contents of the Page Buffer and when to program it to the array. Just like a regular RAM, writing to random addresses is possible. Users can write into the Page Buffer in any order but will incur additional BUSY cycles. It is not necessary to modify the entire Page Buffer before saving it to nonvolatile memory.

Write errors include the following:

1. Attempting to write a page that is Overwrite Protected (STATUS = '01'). The write is not performed.
2. Attempting to write to a page that is not in the Page Buffer when Page Loss Protection is enabled (STATUS = '11'). The write is not performed.

The following signals are used to configure the FIFO4K18 memory element:

WW and RW

These signals enable the FIFO to be configured in one of the five allowable aspect ratios (Table 2-32).

Table 2-32 • Aspect Ratio Settings for WW[2:0]

WW2, WW1, WW0	RW2, RW1, RW0	D×W
000	000	4k×1
001	001	2k×2
010	010	1k×4
011	011	512×9
100	100	256×18
101, 110, 111	101, 110, 111	Reserved

WBLK and RBLK

These signals are active low and will enable the respective ports when Low. When the RBLK signal is High, the corresponding port's outputs hold the previous value.

WEN and REN

Read and write enables. WEN is active low and REN is active high by default. These signals can be configured as active high or low.

WCLK and RCLK

These are the clock signals for the synchronous read and write operations. These can be driven independently or with the same driver.

RPIPE

This signal is used to specify pipelined read on the output. A Low on RPIPE indicates a nonpipelined read, and the data appears on the output in the same clock cycle. A High indicates a pipelined read, and data appears on the output in the next clock cycle.

RESET

This active low signal resets the output to zero when asserted. It resets the FIFO counters. It also sets all the RD pins Low, the FULL and AFULL pins Low, and the EMPTY and AEMPTY pins High (Table 2-33).

Table 2-33 • Input Data Signal Usage for Different Aspect Ratios

D×W	WD/RD Unused
4k×1	WD[17:1], RD[17:1]
2k×2	WD[17:2], RD[17:2]
1k×4	WD[17:4], RD[17:4]
512×9	WD[17:9], RD[17:9]
256×18	–

WD

This is the input data bus and is 18 bits wide. Not all 18 bits are valid in all configurations. When a data width less than 18 is specified, unused higher-order signals must be grounded (Table 2-33).

RD

This is the output data bus and is 18 bits wide. Not all 18 bits are valid in all configurations. Like the WD bus, high-order bits become unusable if the data width is less than 18. The output data on unused pins is undefined (Table 2-33).

ESTOP, FSTOP

ESTOP is used to stop the FIFO read counter from further counting once the FIFO is empty (i.e., the EMPTY flag goes High). A High on this signal inhibits the counting.

Analog-to-Digital Converter Block

At the heart of the Fusion analog system is a programmable Successive Approximation Register (SAR) ADC. The ADC can support 8-, 10-, or 12-bit modes of operation. In 12-bit mode, the ADC can resolve 500 ksps. All results are MSB-justified in the ADC. The input to the ADC is a large 32:1 analog input multiplexer. A simplified block diagram of the Analog Quads, analog input multiplexer, and ADC is shown in Figure 2-78 on page 2-96. The ADC offers multiple self-calibrating modes to ensure consistent high performance both at power-up and during runtime.

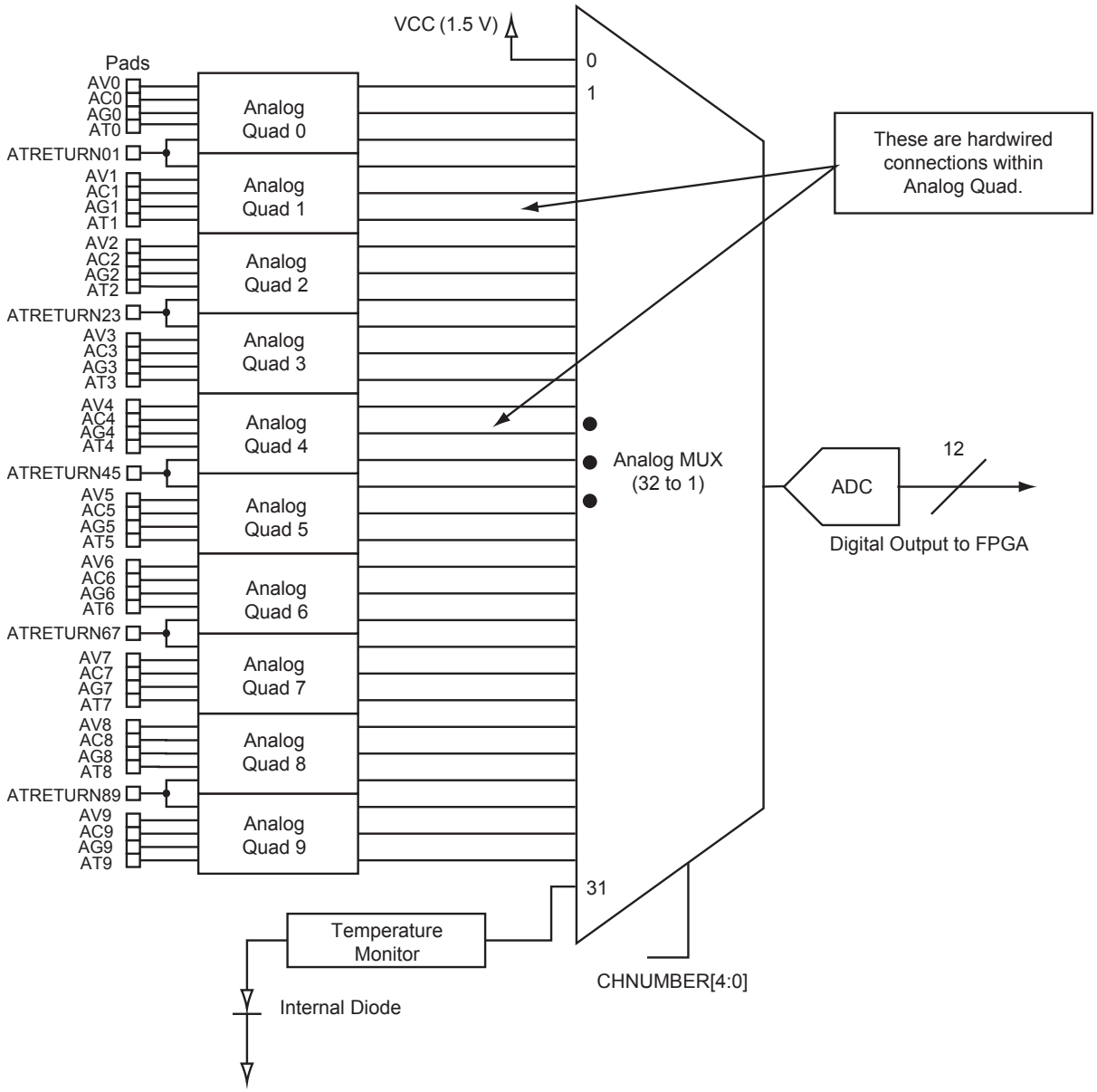


Figure 2-78 • **ADC Block Diagram**

This process results in a binary approximation of VIN. Generally, there is a fixed interval T, the sampling period, between the samples. The inverse of the sampling period is often referred to as the sampling frequency f_S = 1 / T. The combined effect is illustrated in Figure 2-81.

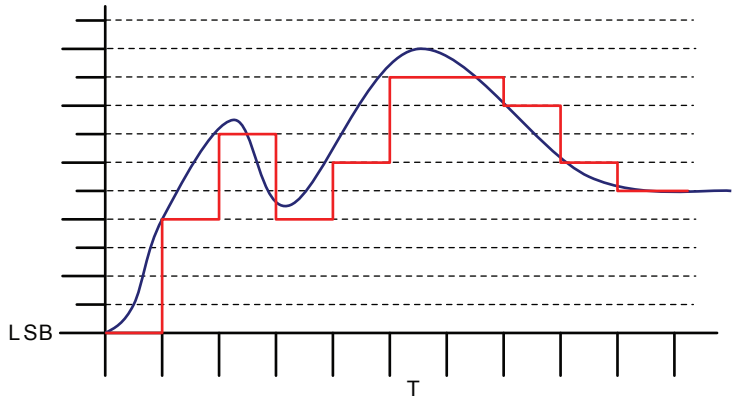


***Figure 2-81* • Conversion Example**

Figure 2-81 demonstrates that if the signal changes faster than the sampling rate can accommodate, or if the actual value of VIN falls between counts in the result, this information is lost during the conversion. There are several techniques that can be used to address these issues.

First, the sampling rate must be chosen to provide enough samples to adequately represent the input signal. Based on the Nyquist-Shannon Sampling Theorem, the minimum sampling rate must be at least twice the frequency of the highest frequency component in the target signal (Nyquist Frequency). For example, to recreate the frequency content of an audio signal with up to 22 KHz bandwidth, the user must sample it at a minimum of 44 ksps. However, as shown in Figure 2-81, significant post-processing of the data is required to interpolate the value of the waveform during the time between each sample.

Similarly, to re-create the amplitude variation of a signal, the signal must be sampled with adequate resolution. Continuing with the audio example, the dynamic range of the human ear (the ratio of the amplitude of the threshold of hearing to the threshold of pain) is generally accepted to be 135 dB, and the dynamic range of a typical symphony orchestra performance is around 85 dB. Most commercial recording media provide about 96 dB of dynamic range using 16-bit sample resolution. But 16-bit fidelity does not necessarily mean that you need a 16-bit ADC. As long as the input is sampled at or above the Nyquist Frequency, post-processing techniques can be used to interpolate intermediate values and reconstruct the original input signal to within desired tolerances.

If sophisticated digital signal processing (DSP) capabilities are available, the best results are obtained by implementing a reconstruction filter, which is used to interpolate many intermediate values with higher resolution than the original data. Interpolating many intermediate values increases the effective number of samples, and higher resolution increases the effective number of bits in the sample. In many cases, however, it is not cost-effective or necessary to implement such a sophisticated reconstruction algorithm. For applications that do not require extremely fine reproduction of the input signal, alternative methods can enhance digital sampling results with relatively simple post-processing. The details of such techniques are out of the scope of this chapter; refer to the *Improving ADC Results through Oversampling and Post-Processing of Data* white paper for more information.

Table 2-39 • **Analog MUX Channels (continued)**

Analog MUX Channel	Signal	Analog Quad Number
16	AV5	Analog Quad 5
17	AC5	
18	AT5	
19	AV6	Analog Quad 6
20	AC6	
21	AT6	
22	AV7	Analog Quad 7
23	AC7	
24	AT7	
25	AV8	Analog Quad 8
26	AC8	
27	AT8	
28	AV9	Analog Quad 9
29	AC9	
30	AT9	
31	Internal temperature monitor	

The ADC can be powered down independently of the FPGA core, as an additional control or for power-saving considerations, via the PWRDWN pin of the Analog Block. The PWRDWN pin controls only the comparators in the ADC.

ADC Modes

The Fusion ADC can be configured to operate in 8-, 10-, or 12-bit modes, power-down after conversion, and dynamic calibration. This is controlled by MODE[3:0], as defined in Table 2-40.

The output of the ADC is the RESULT[11:0] signal. In 8-bit mode, the Most Significant 8 Bits RESULT[11:4] are used as the ADC value and the Least Significant 4 Bits RESULT[3:0] are logical '0's. In 10-bit mode, RESULT[11:2] are used the ADC value and RESULT[1:0] are logical 0s.

Table 2-40 • **Mode Bits Function**

Name	Bits	Function
MODE	3	0 – Internal calibration after every conversion; two ADCCLK cycles are used after the conversion. 1 – No calibration after every conversion
MODE	2	0 – Power-down after conversion 1 – No Power-down after conversion
MODE	1:0	00 – 10-bit 01 – 12-bit 10 – 8-bit 11 – Unused

Integrated Voltage Reference

The Fusion device has an integrated on-chip 2.56 V reference voltage for the ADC. The value of this reference voltage was chosen to make the prescaling and postscaling factors for the prescaler blocks change in a binary fashion. However, if desired, an external reference voltage of up to 3.3 V can be

along with the use of the active bipolar prescaler, current monitor, or temperature monitor, the minimum sample time(s) for each must be obeyed. EQ 19 can be used to determine the appropriate value of STC.

You can calculate the minimum actual acquisition time by using EQ 16:

$$VOUT = VIN(1 - e^{-t/RC})$$

EQ 16

For 0.5 LSB gain error, VOUT should be replaced with (VIN –(0.5 × LSB Value)):

$$(VIN - 0.5 \times LSB\ Value) = VIN(1 - e^{-t/RC})$$

EQ 17

where VIN is the ADC reference voltage (VREF)

Solving EQ 17:

$$t = RC \times \ln (VIN / (0.5 \times LSB\ Value))$$

EQ 18

where $R = Z_{INAD} + R_{SOURCE}$ and $C = C_{INAD}$.

Calculate the value of STC by using EQ 19.

$$t_{SAMPLE} = (2 + STC) \times (1 / ADCCLK) \text{ or } t_{SAMPLE} = (2 + STC) \times (ADC\ Clock\ Period)$$

EQ 19

where ADCCLK = ADC clock frequency in MHz.

t_{SAMPLE} = 0.449 µs from bit resolution in Table 2-43.

ADC Clock frequency = 10 MHz or a 100 ns period.

STC = (t_{SAMPLE} / (1 / 10 MHz)) – 2 = 4.49 – 2 = 2.49.

You must round up to 3 to accommodate the minimum sample time.

***Table 2-43* • Acquisition Time Example with VAREF = 2.56 V**

VIN = 2.56V, R = 4K (R_{SOURCE} ~ 0), C = 18 pF		
Resolution	**LSB Value (mV)**	**Min. Sample/Hold Time for 0.5 LSB (µs)**
8	10	0.449
10	2.5	0.549
12	0.625	0.649

***Table 2-44* • Acquisition Time Example with VAREF = 3.3 V**

VIN = 3.3V, R = 4K (R_{SOURCE} ~ 0), C = 18 pF		
Resolution	**LSB Value (mV)**	**Min. Sample/Hold time for 0.5 LSB (µs)**
8	12.891	0.449
10	3.223	0.549
12	0.806	0.649

Sample Phase

A conversion is performed in three phases. In the first phase, the analog input voltage is sampled on the input capacitor. This phase is called sample phase. During the sample phase, the output signals BUSY and SAMPLE change from '0' to '1', indicating the ADC is busy and sampling the analog signal. The sample time can be controlled by input signals STC[7:0]. The sample time can be calculated by EQ 20. When controlling the sample time for the ADC along with the use of Prescaler or Current Monitor or Temperature Monitor, the minimum sample time for each must be obeyed. Refer to Table 2-45 on page 2-109 and the "Acquisition Time or Sample Time Control" section on page 2-107

$$t_{sample} = (2 + STC) \times t_{ADCCLK}$$

EQ 20

STC: Sample Time Control value (0–255)

t_{SAMPLE} is the sample time

User I/Os

Introduction

Fusion devices feature a flexible I/O structure, supporting a range of mixed voltages (1.5 V, 1.8 V, 2.5 V, and 3.3 V) through a bank-selectable voltage. Table 2-68, Table 2-69, Table 2-70, and Table 2-71 on page 2-136 show the voltages and the compatible I/O standards. I/Os provide programmable slew rates, drive strengths, weak pull-up, and weak pull-down circuits. 3.3 V PCI and 3.3 V PCI-X are 5 V–tolerant. See the "5 V Input Tolerance" section on page 2-145 for possible implementations of 5 V tolerance.

All I/Os are in a known state during power-up, and any power-up sequence is allowed without current impact. Refer to the "I/O Power-Up and Supply Voltage Thresholds for Power-On Reset" section on page 3-6 for more information. In low power standby or sleep mode (V_{CC} is OFF, V_{CC33A} is ON, V_{CCI} is ON) or when the resource is not used, digital inputs are tristated, digital outputs are tristated, and digital bibufs (input/output) are tristated.

I/O Tile

The Fusion I/O tile provides a flexible, programmable structure for implementing a large number of I/O standards. In addition, the registers available in the I/O tile in selected I/O banks can be used to support high-performance register inputs and outputs, with register enable if desired (Figure 2-98 on page 2-134). The registers can also be used to support the JESD-79C DDR standard within the I/O structure (see the "Double Data Rate (DDR) Support" section on page 2-140 for more information).

As depicted in Figure 2-99 on page 2-139, all I/O registers share one CLR port. The output register and output enable register share one CLK port. Refer to the "I/O Registers" section on page 2-139 for more information.

I/O Banks and I/O Standards Compatibility

The digital I/Os are grouped into I/O voltage banks. There are four digital I/O banks on the AFS600 and AFS1500 devices. Figure 2-112 on page 2-159 shows the bank configuration. The north side of the I/O in the AFS600 and AFS1500 devices comprises two banks of Pro I/Os. The Pro I/Os support a wide number of voltage-referenced I/O standards in addition to the multitude of single-ended and differential I/O standards common throughout all digital I/Os. Each I/O voltage bank has dedicated I/O supply and ground voltages (VCCI/GNDQ for input buffers and V_{CCI}/GND for output buffers). Because of these dedicated supplies, only I/Os with compatible standards can be assigned to the same I/O voltage bank. Table 2-69 and Table 2-70 on page 2-135 show the required voltage compatibility values for each of these voltages.

For more information about I/O and global assignments to I/O banks, refer to the specific pin table of the device in the "Pin Assignments" section on page 4-1 and the "User I/O Naming Convention" section on page 2-159.

Each Pro I/O bank is divided into minibanks. Any user I/O in a VREF minibank (a minibank is the region of scope of a VREF pin) can be configured as a VREF pin (Figure 2-98 on page 2-134). Only one VREF pin is needed to control the entire VREF minibank. The location and scope of the VREF minibanks can be determined by the I/O name. For details, see the "User I/O Naming Convention" section on page 2-159.

Table 2-70 on page 2-135 shows the I/O standards supported by Fusion devices and the corresponding voltage levels.

I/O standards are compatible if the following are true:

- Their VCCI values are identical.
- If both of the standards need a VREF, their VREF values must be identical (Pro I/O only).

Summary of I/O Timing Characteristics – Default I/O Software Settings

Table 2-89 • Summary of AC Measuring Points Applicable to All I/O Bank Types

Standard	Input Reference Voltage (VREF_TYP)	Board Termination Voltage (VTT_REF)	Measuring Trip Point (Vtrip)
3.3 V LVTTL / 3.3 V LVCMOS	–	–	1.4 V
2.5 V LVCMOS	–	–	1.2 V
1.8 V LVCMOS	–	–	0.90 V
1.5 V LVCMOS	–	–	0.75 V
3.3 V PCI	–	–	0.285 * VCCI (RR) 0.615 * VCCI (FF))
3.3 V PCI-X	–	–	0.285 * VCCI (RR) 0.615 * VCCI (FF)
3.3 V GTL	0.8 V	1.2 V	VREF
2.5 V GTL	0.8 V	1.2 V	VREF
3.3 V GTL+	1.0 V	1.5 V	VREF
2.5 V GTL+	1.0 V	1.5 V	VREF
HSTL (I)	0.75 V	0.75 V	VREF
HSTL (II)	0.75 V	0.75 V	VREF
SSTL2 (I)	1.25 V	1.25 V	VREF
SSTL2 (II)	1.25 V	1.25 V	VREF
SSTL3 (I)	1.5 V	1.485 V	VREF
SSTL3 (II)	1.5 V	1.485 V	VREF
LVDS	–	–	Cross point
LVPECL	–	–	Cross point

Table 2-90 • I/O AC Parameter Definitions

Parameter	Definition
t_{DP}	Data to Pad delay through the Output Buffer
t_{PY}	Pad to Data delay through the Input Buffer with Schmitt trigger disabled
t_{DOUT}	Data to Output Buffer delay through the I/O interface
t_{EOUT}	Enable to Output Buffer Tristate Control delay through the I/O interface
t_{DIN}	Input Buffer to Data delay through the I/O interface
t_{PYS}	Pad to Data delay through the Input Buffer with Schmitt trigger enabled
t_{HZ}	Enable to Pad delay through the Output Buffer—High to Z
t_{ZH}	Enable to Pad delay through the Output Buffer—Z to High
t_{LZ}	Enable to Pad delay through the Output Buffer—Low to Z
t_{ZL}	Enable to Pad delay through the Output Buffer—Z to Low
t_{ZHS}	Enable to Pad delay through the Output Buffer with delayed enable—Z to High
t_{ZLS}	Enable to Pad delay through the Output Buffer with delayed enable—Z to Low

Table 2-105 • 3.3 V LVTTL / 3.3 V LVCMOS High Slew, Extended Temperature Case Conditions: T_J = 100°C, Worst-Case VCC = 1.425 V, Worst-Case VCCI = 3.0 V Applicable to Advanced I/O Banks

Drive Strength	Speed Grade	t_{DOUT}	t_{DP}	t_{DIN}	t_{PY}	t_{EOUT}	t_{ZL}	t_{ZH}	t_{LZ}	t_{HZ}	t_{ZLS}	t_{ZHS}	Units
4 mA	Std.	0.68	8.07	0.05	1.27	0.44	8.22	6.95	2.79	2.76	10.58	9.31	ns
	–1	0.58	6.87	0.04	1.08	0.38	6.99	5.91	2.38	2.34	9.00	7.92	ns
	–2	0.51	6.03	0.03	0.95	0.33	6.14	5.19	2.09	2.06	7.90	6.95	ns
8 mA	Std.	0.68	5.17	0.05	1.27	0.44	5.27	4.29	3.15	3.38	7.63	6.65	ns
	–1	0.58	4.40	0.04	1.08	0.38	4.48	3.65	2.68	2.87	6.49	5.66	ns
	–2	0.51	3.86	0.03	0.95	0.33	3.94	3.20	2.35	2.52	5.70	4.97	ns
12 mA	Std.	0.68	3.73	0.05	1.27	0.44	3.79	2.98	3.39	3.78	6.15	5.34	ns
	–1	0.58	3.17	0.04	1.08	0.38	3.23	2.53	2.88	3.21	5.23	4.54	ns
	–2	0.51	2.78	0.03	0.95	0.33	2.83	2.22	2.53	2.82	4.59	3.99	ns
16 mA	Std.	0.68	3.51	0.05	1.27	0.44	3.58	2.70	3.44	3.88	5.94	5.06	ns
	–1	0.58	2.99	0.04	1.08	0.38	3.04	2.30	2.93	3.30	5.05	4.31	ns
	–2	0.51	2.62	0.03	0.95	0.33	2.67	2.02	2.57	2.90	4.43	3.78	ns
24 mA	Std.	0.68	3.24	0.05	1.27	0.44	3.30	2.23	3.51	4.28	5.66	4.59	ns
	–1	0.58	2.76	0.04	1.08	0.38	2.81	1.90	2.98	3.64	4.82	3.91	ns
	–2	0.51	2.42	0.03	0.95	0.33	2.47	1.67	2.62	3.20	4.23	3.43	ns

Note: For the derating values at specific junction temperature and voltage supply levels, refer to Table 3-7 on page 3-10.

Table 2-158 • LVDS AC Waveforms, Measuring Points, and Capacitive Loads

Input Low (V)	Input High (V)	Measuring Point* (V)	V_{REF} (typ.) (V)
1.075	1.325	Cross point	–

*Note: *Measuring point = V_{trip}. See Table 2-89 on page 2-166 for a complete table of trip points.*

Timing Characteristics

Table 2-159 • LVDS
Extended Temperature Case Conditions: T_J = 100°C, Worst Case VCC = 1.425 V, Worst Case VCCI = 2.3 V
Applicable to Pro I/O Banks

Speed Grade	t_{DOUT}	t_{DP}	t_{DIN}	t_{PY}	Units
Std.	0.68	1.98	0.05	1.97	ns
–1	0.58	1.69	0.04	1.68	ns
–2	0.51	1.48	0.03	1.47	ns

Note: For the derating values at specific junction temperature and voltage supply levels, refer to Table 3-7 on page 3-10.

Table 2-160 • LVDS
Extended Temperature Case Conditions: T_J = 100°C, Worst Case VCC = 1.425 V, Worst Case VCCI = 2.3 V
Applicable to Advanced I/O Banks

Speed Grade	t_{DOUT}	t_{DP}	t_{DIN}	t_{PY}	Units
Std.	0.68	1.98	0.05	1.75	ns
–1	0.58	1.69	0.04	1.49	ns
–2	0.51	1.48	0.03	1.31	ns

Note: For the derating values at specific junction temperature and voltage supply levels, refer to Table 3-7 on page 3-10.

B-LVDS/M-LVDS

Bus LVDS (B-LVDS) and Multipoint LVDS (M-LVDS) specifications extend the existing LVDS standard to high-performance multipoint bus applications. Multidrop and multipoint bus configurations can contain any combination of drivers, receivers, and transceivers. Microsemi LVDS drivers provide the higher drive current required by B-LVDS and M-LVDS to accommodate the loading. The driver requires series terminations for better signal quality and to control voltage swing. Termination is also required at both ends of the bus, since the driver can be located anywhere on the bus. These configurations can be implemented using TRIBUF_LVDS and BIBUF_LVDS macros along with appropriate terminations. Multipoint designs using Microsemi LVDS macros can achieve up to 200 MHz with a maximum of 20 loads. A sample application is given in Figure 2-133 on page 2-209. The input and output buffer delays are available in the LVDS section in Table 2-161 on page 2-210.

Output Register

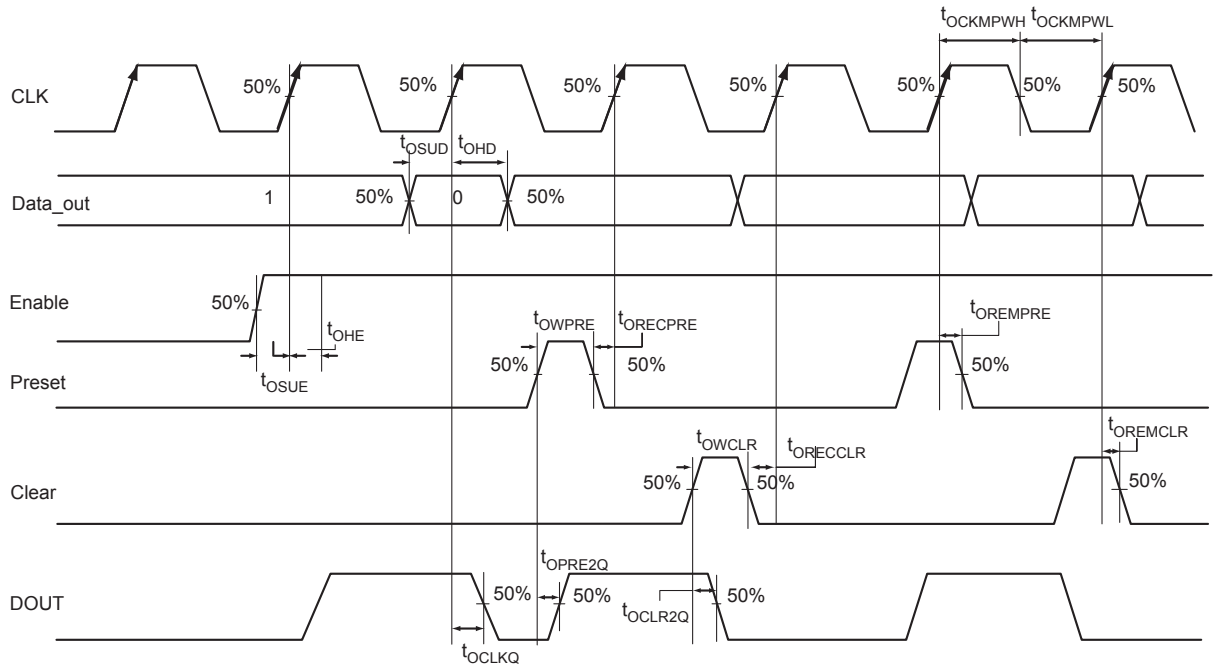


Figure 2-138 • **Output Register Timing Diagram**

Timing Characteristics

Table 2-168 • **Output Data Register Propagation Delays**
Extended Temperature Case Conditions: T_J = 100°C, Worst-Case VCC = 1.425 V

Parameter	Description	–2	–1	Std.	Units
t_{OCLKQ}	Clock-to-Q of the Output Data Register	0.61	0.69	0.81	ns
t_{OSUD}	Data Setup Time for the Output Data Register	0.32	0.37	0.43	ns
t_{OHD}	Data Hold Time for the Output Data Register	0.00	0.00	0.00	ns
t_{OSUE}	Enable Setup Time for the Output Data Register	0.45	0.51	0.60	ns
t_{OHE}	Enable Hold Time for the Output Data Register	0.00	0.00	0.00	ns
t_{OCLR2Q}	Asynchronous Clear-to-Q of the Output Data Register	0.83	0.94	1.11	ns
t_{OPRE2Q}	Asynchronous Preset-to-Q of the Output Data Register	0.83	0.94	1.11	ns
$t_{OREMCLR}$	Asynchronous Clear Removal Time for the Output Data Register	0.00	0.00	0.00	ns
$t_{ORECCLR}$	Asynchronous Clear Recovery Time for the Output Data Register	0.23	0.26	0.31	ns
$t_{OREMPRE}$	Asynchronous Preset Removal Time for the Output Data Register	0.00	0.00	0.00	ns
$t_{ORECPRE}$	Asynchronous Preset Recovery Time for the Output Data Register	0.23	0.26	0.31	ns
t_{OWCLR}	Asynchronous Clear Minimum Pulse Width for the Output Data Register	0.22	0.25	0.30	ns
t_{OWPRE}	Asynchronous Preset Minimum Pulse Width for the Output Data Register	0.22	0.25	0.30	ns
$t_{OCKMPWH}$	Clock Minimum Pulse Width High for the Output Data Register	0.36	0.41	0.48	ns
$t_{OCKMPWL}$	Clock Minimum Pulse Width Low for the Output Data Register	0.32	0.37	0.43	ns

Note: For the derating values at specific junction temperature and voltage supply levels, refer to Table 3-7 on page 3-10.