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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	Obsolete
Number of LABs/CLBs	440
Number of Logic Elements/Cells	3520
Total RAM Bits	81920
Number of I/O	176
Number of Gates	-
Voltage - Supply	1.14V ~ 1.26V
Mounting Type	Surface Mount
Operating Temperature	-40°C ~ 85°C (TA)
Package / Case	284-VFBGA, CSPBGA
Supplier Device Package	284-CSPBGA (12x12)
Purchase URL	https://www.e-xfl.com/product-detail/lattice-semiconductor/ice65l04f-lcb284i

Overview

The Lattice Semiconductor iCE65 programmable logic family is specifically designed to deliver the lowest static and dynamic power consumption of any comparable CPLD or FPGA device. iCE65 devices are designed for cost-sensitive, high-volume applications and provide on-chip, nonvolatile configuration memory (NVCM) to customize for a specific application. iCE65 devices can self-configure from a configuration image stored in an external commodity SPI serial Flash PROM or be downloaded from an external processor over an SPI-like serial port.

The three iCE65 components, highlighted in Table 1, deliver from approximately 1K to nearly 8K logic cells and flip-flops while consuming a fraction of the power of comparable programmable logic devices. Each iCE65 device includes between 16 to 32 RAM blocks, each with 4Kbits of storage, for on-chip data storage and data buffering.

As pictured in Figure 1, each iCE65 device consists of four primary architectural elements.

- An array of Programmable Logic Blocks (PLBs)
  - Each PLB contains eight Logic Cells (LCs); each Logic Cell consists of ...
    - A fast, four-input look-up table (LUT4) capable of implementing any combinational logic function of up to four inputs, regardless of complexity
    - A 'D'-type flip-flop with an optional clock-enable and set/reset control
    - Fast carry logic to accelerate arithmetic functions such as adders, subtracters, comparators, and counters.
  - Common clock input with polarity control, clock-enable input, and optional set/reset control input to the PLB is shared among all eight Logic Cells
- Two-port, 4Kbit RAM blocks (RAM4K)
  - 256x16 default configuration; selectable data width using programmable logic resources
  - Simultaneous read and write access; ideal for FIFO memory and data buffering applications
  - RAM contents pre-loadable during configuration
- Four I/O banks with independent supply voltage, each with multiple Programmable Input/Output (PIO) blocks
  - LVCMOS I/O standards and LVDS outputs supported in all banks
  - I/O Bank 3 supports additional SSTL, MDDR, LVDS, and SubLVDS I/O standards
- Programmable interconnections between the blocks
  - Flexible connections between all programmable logic functions
  - Eight dedicated low-skew, high-fanout clock distribution networks

Packaging Options

iCE65 components are available in a variety of package options to support specific application requirements. The available options, including the number of available user-programmable I/O pins (PIOs), are listed in Table 2. Fully-tested Known-Good Die (KGD) DiePlus™ are available for die stacking and highly space-conscious applications. All iCE65 devices are provided exclusively in Pb-free, RoHS-compliant packages.

Table 2: **iCE65 Family Packaging Options, Maximum I/O per Package**

Package	Package Body (mm)	Package Code	Ball/Lead Pitch (mm)	65L01	65L04	65L08
81-ball chip-scale BGA	5 x 5	CB81	0.5	63 *(0)*	—	—
84-pin quad flat no-lead package	7 x 7	QN84	0.5	67 *(0)*	—	—
100-pin very thin quad flat package	14 x 14	VQ100	0.5	72 *(0)* ⟺	72 *(9)*	—
121-ball chip-scale BGA	6 x 6	CB121	0.5	92 *(0)*	—	—
132-ball chip-scale BGA	8 x 8	CB132		93 *(0)* ⇔	95 *(11)* ⇔	95 *(12)*
196-ball chip-scale BGA	8 x 8	CB196		—	150 *(18)* ⇔	150 *(18)*
284-ball chip-scale BGA	12 x 12	CB284		—	176 *(20)* ⟺	222 *(25)*
Known Good Die	See DiePlus data sheet	DI	—	95 *(0)*	176 *(20)*	222 *(25)*

⟺ = Common footprint allows each density migration on the same printed circuit board. *(Differential input count)*.

The iCE65L04 and the iCE65L08 are both available in the CB196 package and have similar footprints but are not completely pin compatible. See "Pinout Differences between iCE65L04 and iCE65L08 in CB196 Package" on page 73 for more information.

When iCE65 components are supplied in the same package style, devices of different gate densities share a common footprint. The common footprint improves manufacturing flexibility. Different models of the same product can share a common circuit board. Feature-rich versions of the end application mount a larger iCE65 device on the circuit board. Low-end versions mount a smaller iCE65 device.

Programmable Logic Block (PLB)

Generally, a logic design for an iCE65 component is created using a high-level hardware description language such as Verilog or VHDL. The Lattice Semiconductor development software then synthesizes the high-level description into equivalent functions built using the programmable logic resources within each iCE65 device. Both sequential and combinational functions are constructed from an array of Programmable Logic Blocks (PLBs). Each PLB contains eight Logic Cells (LCs), as pictured in Figure 4, and share common control inputs, such as clocks, reset, and enable controls.

PLBs are connected to one another and other logic functions using the rich Programmable Interconnect resources.

Logic Cell (LC)

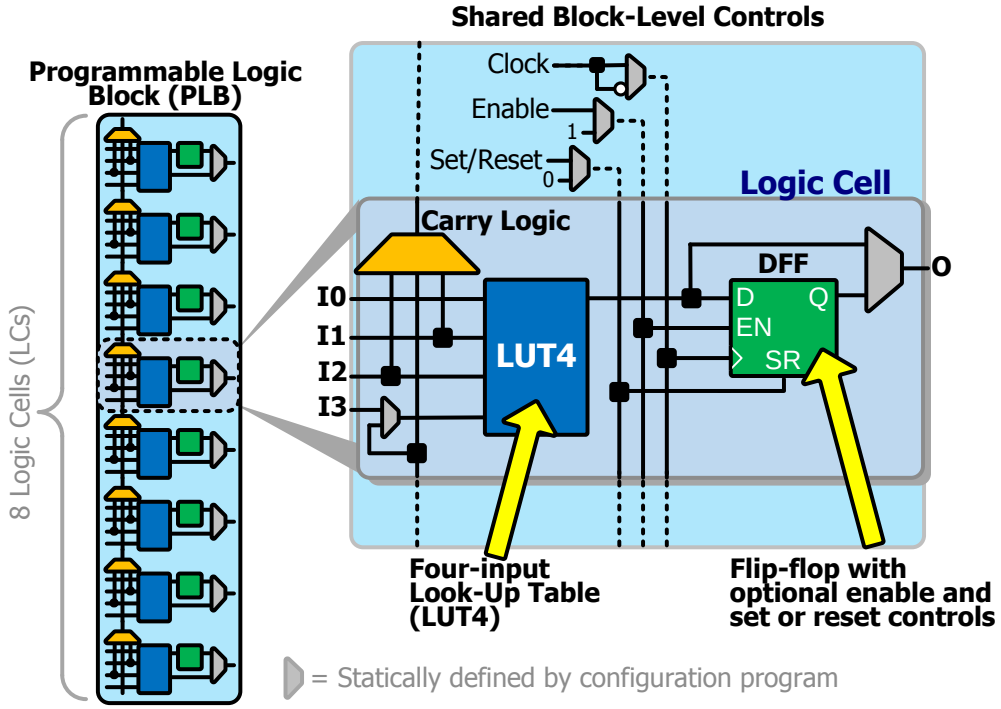
Each iCE65 device contains thousands of Logic Cells (LCs), as listed in Table 1. Each Logic Cell includes three primary logic elements, shown in Figure 4.

- A four-input Look-Up Table (LUT4) builds any combinational logic function, of any complexity, of up to four inputs. Similarly, the LUT4 element behaves as a 16x1 Read-Only Memory (ROM). Combine and cascade multiple LUT4s to create wider logic functions.

Figure 4: **Programmable Logic Block and Logic Cell**

- A 'D'-style Flip-Flop (DFF), with an optional clock-enable and reset control input, builds sequential logic functions. Each DFF also connects to a global reset signal that is automatically asserted immediately following device configuration.
- Carry Logic boosts the logic efficiency and performance of arithmetic functions, including adders, subtracters, comparators, binary counters and some wide, cascaded logic functions.

The output from a Logic Cell is available to all inputs to all eight Logic Cells within the Programmable Logic Block. Similarly, the Logic Cell output feeds into fabric to connect to other features on the iCE65 device.



Look-Up Table (LUT4)

The four-input Look-Up Table (LUT4) function implements any and all combinational logic functions, regardless of complexity, of between zero and four inputs. Zero-input functions include "High" (1) and "Low" (0). The LUT4 function has four inputs, labeled I0, I1, I2, and I3. Three of the four inputs are shared with the Carry Logic function, as shown in Figure 4. The bottom-most LUT4 input connects either to the I3 input or to the Carry Logic output from the previous Logic Cell.

The output from the LUT4 function connects to the flip-flop within the same Logic Cell. The LUT4 output or the flip-flop output then connects to the programmable interconnect.

For detailed LUT4 internal timing, see Table 54.

'D'-style Flip-Flop (DFF)

The 'D'-style flip-flop (DFF) optionally stores state information for the application.

The flip-flop has a data input, 'D', and a data output, 'Q'. Additionally, each flip-flop has up to three control signals that are shared among all flip-flops in all Logic Cells within the PLB, as shown in Figure 4. Table 3 describes the behavior of the flip-flop based on inputs and upon the specific DFF design primitive used or synthesized.

Table 3: 'D'-Style Flip-Flop Behavior

DFF Primitive	Operation	Flip-Flop Mode	Inputs				Output
			D	EN	SR	CLK	Q
All	Cleared Immediately after Configuration	X	X	X	X	X	0
	Hold Present Value (Disabled)		X	0	X	X	Q
	Hold Present Value (Static Clock)		X	X	X	1 or 0	Q
	Load with Input Data		D	1*	0*	↑	D
SB_DFFR	Asynchronous Reset	Asynchronous Reset	X	X	1	X	0
SB_DFFS	Asynchronous Set	Asynchronous Set	X	X	1	X	1
SB_DFFSR	Synchronous Reset	Synchronous Reset	X	1*	1	↑	0
SB_DFFSS	Synchronous Set	Synchronous Set	X	1*	1	↑	1

X = don't care, ↑ = rising clock edge (default polarity), 1* = High or unused, 0* = Low or unused

The CLK clock signal is not optional and is shared among all flip-flops in a Programmable Logic Block. By default, flip-flops are clocked by the rising edge of the PLB clock input, although the clock polarity can be inverted for all the flip-flops in the PLB.

The CLK input optionally connects to one of the following clock sources.

- The output from any one of the eight Global Buffers, or
- A connection from the general-purpose interconnect fabric

The EN clock-enable signal is common to all Logic Cells in a Programmable Logic Block. If the enable signal is not used, then the flip-flop is always enabled. This condition is indicated as "1*" in Table 3. The asterisk indicates that this is the default state if the control signal is not connected in the application.

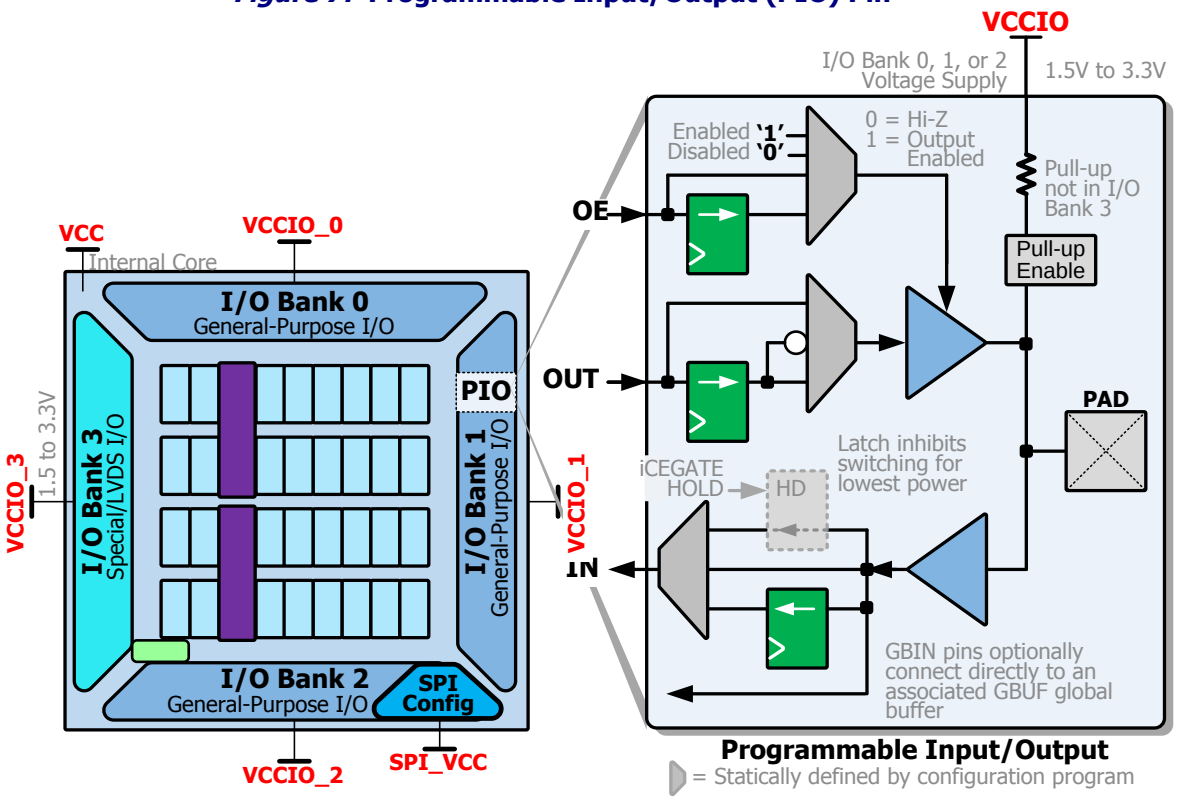
Similarly, the SR set/reset signal is common to all Logic Cells in a Programmable Logic Block. If not used, then the flip-flop is never set/reset, except when cleared immediately after configuration or by the Global Reset signal. This condition is indicated as "0*" in Table 3. The asterisk indicates that this is the default state if the control signal is not connected in the application.

Programmable Input/Output Block (PIO)

Programmable Input/Output (PIO) blocks surround the periphery of the device and connect external components to the Programmable Logic Blocks (PLBs) and RAM4K blocks via programmable interconnect. Individual PIO pins are grouped into one of four I/O banks, as shown in Figure 7. I/O Bank 3 has additional capabilities, including LVDS differential I/O and the ability to interface to Mobile DDR memories.

Figure 7 also shows the logic within a PIO pin. When used in an application, a PIO pin becomes a signal input, an output, or a bidirectional I/O pin with a separate direction control input.

Figure 7: **Programmable Input/Output (PIO) Pin**



I/O Banks

PIO blocks are organized into four separate I/O banks, each with its own voltage supply input, as shown in Table 5. The voltage applied to the VCCIO pin on a bank defines the I/O standard used within the bank. Table 50 and Table 51 describe the I/O drive capabilities and switching thresholds by I/O standard. On iCE65L04 and iCE65L08 devices, I/O Bank 3, along the left edge of the die, is different than the others and supports specialized I/O standards.

I/O Bank Voltage Supply Inputs Support Different I/O Standards

Because each I/O bank has its own voltage supply, iCE65 components become the ideal bridging device between different interface standards. For example, the iCE65 device allows a 1.8V-only processor to interface cleanly with a 3.3V bus interface. The iCE65 device replaces external voltage translators.

Table 5: Supported Voltages by I/O Bank

Bank	Device Edge	Supply Input	3.3V	2.5V	1.8V	1.5V
0	Top	VCCIO_0	Yes	Yes	Yes	Outputs only
1	Right	VCCIO_1	Yes	Yes	Yes	Outputs only
2	Bottom	VCCIO_2	Yes	Yes	Yes	Outputs only
3	Left	VCCIO_3	Yes	Yes	Yes	iCE65L01: Outputs only iCE65L04/08: Yes
SPI	Bottom Right	SPI_VCC	Yes	Yes	Yes	No

If not connected to an external SPI PROM, the four pins associated with the SPI Master Configuration Interface can be used as PIO pins, supplied by the SPI_VCC input, essentially forming a fifth "mini" I/O bank. If using an SPI Flash PROM, then connect SPI_VCC to 3.3V.

I/O Banks 0, 1, 2, SPI and Bank 3 of iCE65L01

Table 6 highlights the available I/O standards when using an iCE65 device, indicating the drive current options, and in which bank(s) the standard is supported. I/O Banks 0, 1, 2 and SPI interface support the same standards. I/O Bank 3 has additional capabilities in iCE65L04 and iCE65L08, including support for MDDR memory standards and LVDS differential I/O.

***Table 6:* I/O Standards for I/O Banks 0, 1, 2, SPI Interface Bank, and Bank 3 of iCE65L01**

I/O Standard	Supply Voltage	Drive Current (mA)	Attribute Name
5V Input Tolerance	3.3V	N/A	N/A
LVCMOS33	3.3V	±11	SB_LVCMOS
LVCMOS25	2.5V	±8	
LVCMOS18	1.8V	±5	
LVCMOS15 outputs	1.5V	±4	

IBIS Models for I/O Banks 0, 1, 2 and the SPI Bank

The IBIS (I/O Buffer Information Specification) file that describes the output buffers used in I/O Banks 0, 1, 2, SPI Bank and Bank 3 of iCE65L01 is available from the following link.

- IBIS Models for I/O Banks 0, 1, 2, SPI Bank and Bank 3 of iCE65L01

I/O Bank 3 of iCE65L04 and iCE65L08

I/O Bank 3, located along the left edge of the die, has additional special I/O capabilities to support memory components and differential I/O signaling (LVDS). Table 7 lists the various I/O standards supported by I/O Bank 3. The SSTL2 and SSTL18 I/O standards require the VREF voltage reference input pin which is only available on the CB284 package. Also see Table 51 for electrical characteristics.

***Table 7:* I/O Standards for I/O Bank 3 Only of iCE65L04 and iCE65L08**

I/O Standard	Supply Voltage	VREF Pin (CB284 or DiePlus) Required?	Target Drive Current (mA)	Attribute Name
LVCMOS33	3.3V	No	±8	SB_LVCMOS33_8
LVCMOS25	2.5V	No	±16	SB_LVCMOS25_16
			±12	SB_LVCMOS25_12
			±8	SB_LVCMOS25_8
			±4	SB_LVCMOS25_4
LVCMOS18	1.8V	No	±10	SB_LVCMOS18_10
			±8	SB_LVCMOS18_8
			±4	SB_LVCMOS18_4
			±2	SB_LVCMOS18_2
LVCMOS15	1.5V	No	±4	SB_LVCMOS15_4
			±2	SB_LVCMOS15_2
SSTL2_II	2.5V	Yes	±16.2	SB_SSTL2_CLASS_2
SSTL2_I			±8.1	SB_SSTL2_CLASS_1
SSTL18_II	1.8V	Yes	±13.4	SB_SSTL18_FULL
SSTL18_I			±6.7	SB_SSTL18_HALF
MDDR	1.8V	No	±10	SB_MDDR10
			±8	SB_MDDR8
			±4	SB_MDDR4
			±2	SB_MDDR2
LVDS	2.5V	No	N/A	SB_LVDS_INPUT

- Register file and scratchpad RAM
- First-In, First-Out (FIFO) memory for data buffering applications
- Circuit buffer
- A 256-deep by 16-wide ROM with registered outputs, contents loaded during configuration
  - Sixteen different 8-input look-up tables
  - Function or waveform tables such as sine, cosine, etc.
  - Correlators or pattern matching operations
- Counters, sequencers

As pictured in Figure 17, a RAM4K block has separate write and read ports, each with independent control signals. Table 17 lists the signals for both ports. Additionally, the write port has an active-Low bit-line write-enable control; optionally mask write operations on individual bits. By default, input and output data is 16 bits wide, although the data width is configurable using programmable logic and, if needed, multiple RAM4K blocks.

The WCLK and RCLK inputs optionally connect to one of the following clock sources.

- The output from any one of the eight Global Buffers, or
- A connection from the general-purpose interconnect fabric

The data contents of the RAM4K block are optionally pre-loaded during iCE65 device configuration. If the RAM4K blocks are not pre-loaded during configuration, then the resulting configuration bitstream image is smaller. However, if an uninitialized RAM4K block is used in the application, then the application must initialize the RAM contents to guarantee the data value.

See Table 56 for detailed timing information.

Signals

Table 17 lists the signal names, direction, and function of each connection to the RAM4K block. See also Figure 17.

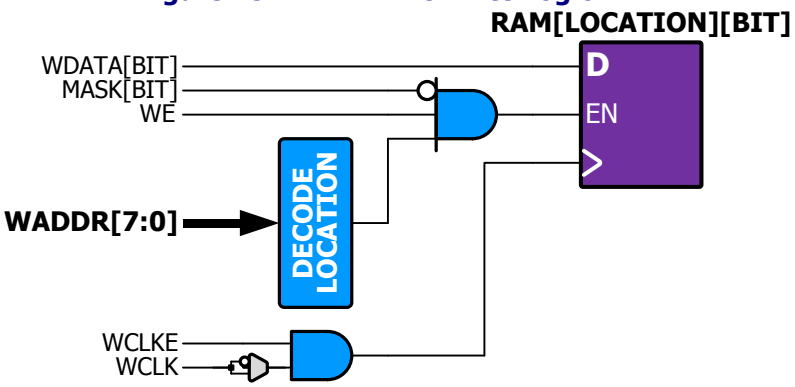
Table 17: RAM4K Block RAM Signals

Signal Name	Direction	Description
WDATA[15:0]	Input	Write Data input.
MASK[15:0]	Input	Masks write operations for individual data bit-lines. 0 = Write bit; 1 = Don't write bit
WADDR[7:0]	Input	Write Address input. Selects one of 256 possible RAM locations.
WE	Input	Write Enable input.
WCLKE	Input	Write Clock Enable input.
WCLK	Input	Write Clock input. Default rising-edge, but with falling-edge option.
RDATA[15:0]	Output	Read Data output.
RADDR[7:0]	Input	Read Address input. Selects one of 256 possible RAM locations.
RE	Input	Read Enable input.
RCLKE	Input	Read Clock Enable input.
RCLK	Input	Read Clock input. Default rising-edge, but with falling-edge option.

Write Operations

Figure 18 shows the logic involved in writing a data bit to a RAM location. Table 18 describes various write operations for a RAM4K block. By default, all RAM4K write operations are synchronized to the rising edge of WCLK although the clock is invertible as shown in Figure 18.

Figure 18: RAM4K Bit Write Logic



When the WCLKE signal is Low, the clock to the RAM4K block is disabled, keeping the RAM in its lowest power mode.

Table 18: RAM4K Write Operations

Operation	WDATA[15:0] Data	MASK[15:0] Mask Bit	WADDR[7:0] Address	WE Write Enable	WCLKE Clock Enable	WCLK Clock	RAM Location
Disabled	X	X	X	X	X	0	No change
Disabled					0	X	No change
Disabled	X	X	X	0	X	X	No change
Write Data	WDATA[i]	MASK[i] = 0	WADDR	1	1	↑	RAM[WADDR][i] = WDATA[i]
Masked Write	X	MASK[i] = 1	WADDR	1	1	↑	RAM[WADDR][i] = No change

To write data into the RAM4K block, perform the following operations.

- Supply a valid address on the WADDR[7:0] address input port
- Supply valid data on the WDATA[15:0] data input port
- To write or mask selected data bits, set the associated MASK input port accordingly. For example, write operations on data bit D[i] are controlled by the associated MASK[i] input.
  - MASK[i] = 0: Write operations are enabled for data line WDATA[i]
  - MASK[i] = 1: Mask write operations are disabled for data line WDATA[i]
- Enable the RAM4K write port (WE = 1)
- Enable the RAM4K write clock (WCLKE = 1)
- Apply a rising clock edge on WCLK (assuming that the clock is not inverted)

Read Operations

Figure 19 shows the logic involved in reading a location from RAM. Table 19 describes various read operations for a RAM4K block. By default, all RAM4K read operations are synchronized to the rising edge of RCLK although the clock is invertible as shown in Figure 19.

Table 28: **ColdBoot Select Ball/Pin Numbers by Package**

ColdBoot Select	CB81	QN84	VQ100	CB132	CB196	CB284
PIO2/CBSEL0	G5	B15	41	L9	L9	R13
PIO2/CBSEL1	H5	A20	42	P10	P10	V14

When creating the initial configuration image, the Lattice development software loads the start address for up to four configuration images in the bitstream. The value on the CBSEL[1:0] pins tell the configuration controller to read a specific start address, then to load the configuration image stored at the selected address. The multiple bitstreams are stored either in the SPI Flash or in the internal NVCM.

After configuration, the CBSEL[1:0] pins become normal PIO pins available to the application.

The Cold Boot feature allows the iCE65 to be reprogrammed for special application requirements such as the following.

- A normal operating mode and a self-test or diagnostics mode.
- Different applications based on switch settings.
- Different applications based on a card-slot ID number.

Warm Boot Configuration Option

The Warm Boot configuration is similar to the Cold Boot feature, but is completely under the control of the FPGA application.

A special design primitive, SB_WARMBOOT, allows an FPGA application to choose between four configuration images using two internal signal ports, S1 and S0, as shown in Figure 27. These internal signal ports connect to programmable interconnect, which in turn can connect to PLB logic and/or PIO pins.

After selecting the desired configuration image, the application then asserts the internal signal BOOT port High to force the FPGA to restart the configuration process from the specified vector address stored in PROM.

A Warm Boot application can only jump to another configuration image that DOES NOT have Warm Boot enabled. There is no such restriction for Cold Boot applications.

Time-Out and Retry

When configuring from external SPI Flash, the iCE65 device looks for a synchronization word. If the device does not find a synchronization word within its timeout period, the device automatically attempts to restart the configuration process from the very beginning. This feature is designed to address any potential power-sequencing issues that may occur between the iCE65 device and the external PROM.

The iCE65 device attempts to reconfigure six times. If not successful after six attempts, the iCE65 FPGA automatically goes into low-power mode.

SPI Peripheral Configuration Interface

Using the SPI peripheral configuration interface, an application processor (AP) serially writes a configuration image to an iCE65 FPGA using the iCE65's SPI interface, as shown in Figure 23. The iCE65's SPI configuration interface is a separate, independent I/O bank, powered by the VCC_SPI supply input. Typically, VCC_SPI is the same voltage as the application processor's I/O. The configuration control signals, CDONE and CRESET_B, are supplied by the separate I/O Bank 2 voltage input, VCCIO_2.

This same SPI peripheral interface supports programming for the iCE65's Nonvolatile Configuration Memory (NVCM).

Ball Function	Ball Number	Pin Type	Bank
PIO3	B1	PIO	3
PIO3	B2	PIO	3
PIO3	B3	PIO	3
PIO3	C1	PIO	3
PIO3	C2	PIO	3
PIO3	C3	PIO	3
GBIN7/PIO3	D1	GBIN	3
PIO3	D2	PIO	3
PIO3	D3	PIO	3
GBIN6/PIO3	E1	GBIN	3
PIO3	E2	PIO	3
PIO3	E3	PIO	3
PIO3	F2	PIO	3
PIO3	F3	PIO	3
PIO3	G1	PIO	3
PIO3	G2	PIO	3
PIO3	H1	PIO	3
PIO3	H2	PIO	3
VCCIO_3	F1	VCCIO	3
PIOS/SPI_SO	H7	SPI	SPI
PIOS/SPI_SI	J7	SPI	SPI
PIOS/SPI_SCK	J8	SPI	SPI
PIOS/SPI_SS_B	H8	SPI	SPI
SPI_VCC	H9	SPI	SPI
GND	A1	GND	GND
GND	A9	GND	GND
GND	J9	GND	GND
GND	J1	GND	GND
GND	E4	GND	GND
GND	E5	GND	GND
GND	F4	GND	GND
GND	F5	GND	GND
VCC	A5	VCC	VCC
VCC	J5	VCC	VCC
VPP_2V5	B9	VPP	VPP

QN84 Quad Flat Pack No-Lead

The QN84 is a Quad Flat Pack No-Lead package with a 0.5 mm pad pitch.

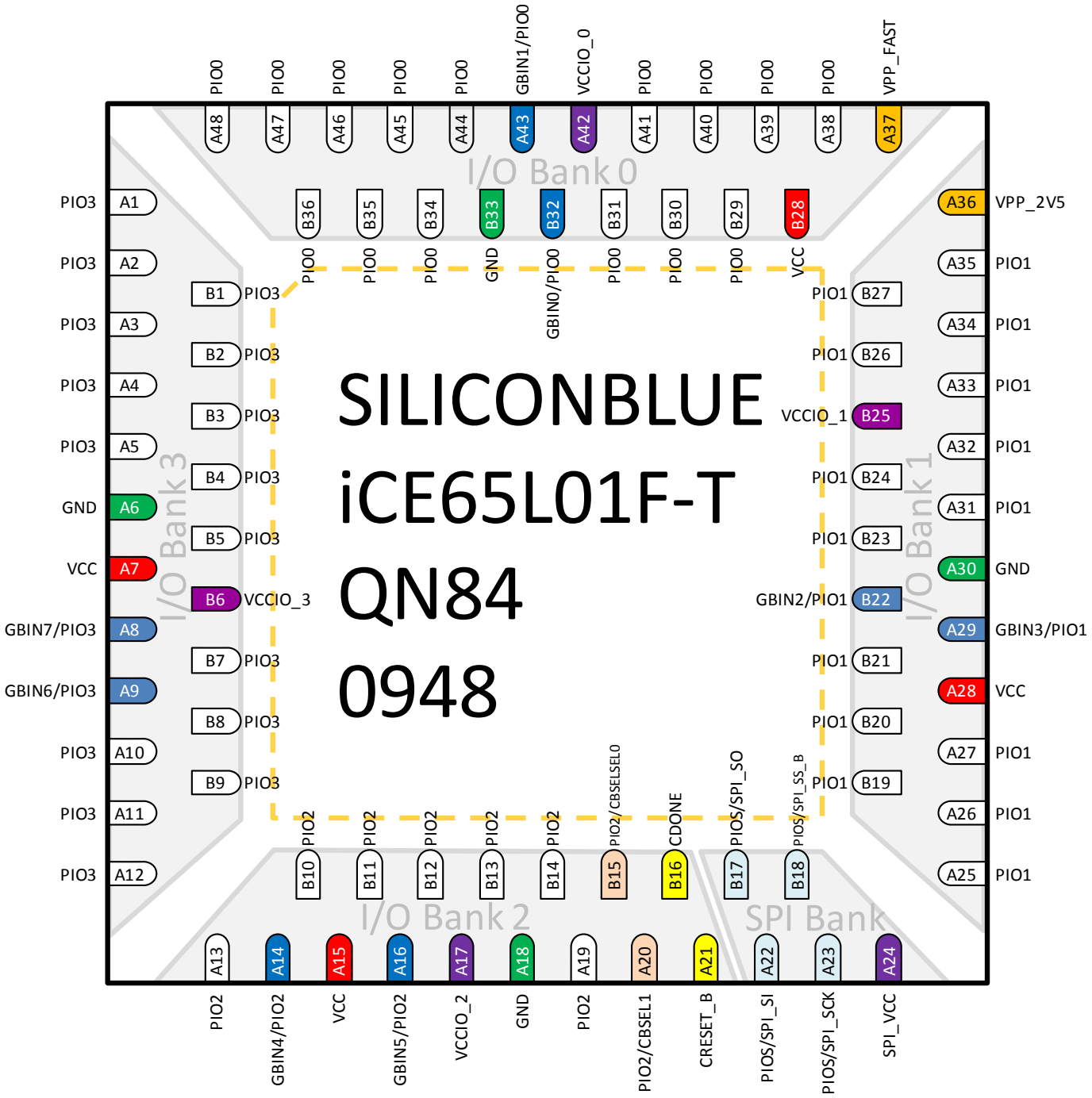
Footprint Diagram

Figure 34 shows the iCE65 footprint diagram for the QN84 package.

Also see Table 38 for a complete, detailed pinout for the QN84 package.

The signal pins are also grouped into the four I/O Banks and the SPI interface.

Figure 34: **iCE65 QN84 Quad Flat Pack No-Lead Footprint (Top View)**



Pinout Table

Table 38 provides a detailed pinout table for the QN84 package. Pins are generally arranged by I/O bank, then by ball function. The QN84 package has no JTAG pins.

Table 38: **iCE65 QN84 Chip-scale BGA Pinout Table**

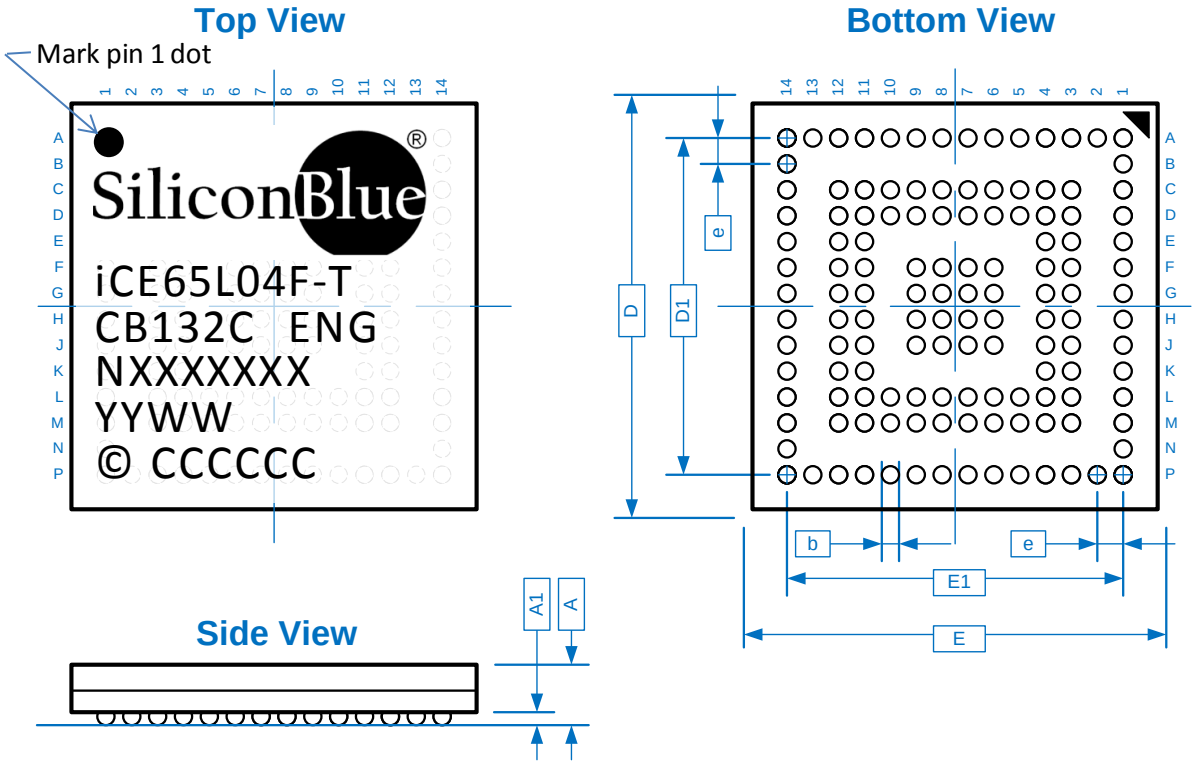
Ball Function	Ball Number	Pin Type	Bank
GBIN0/PIO0	B32	GBIN	0
GBIN1/PIO0	A43	GBIN	0
PIO0	A38	PIO	0
PIO0	A39	PIO	0
PIO0	A40	PIO	0
PIO0	A41	PIO	0
PIO0	A44	PIO	0
PIO0	A45	PIO	0
PIO0	A46	PIO	0
PIO0	A47	PIO	0
PIO0	A48	PIO	0
PIO0	B29	PIO	0
PIO0	B30	PIO	0
PIO0	B31	PIO	0
PIO0	B34	PIO	0
PIO0	B35	PIO	0
PIO0	B36	PIO	0
VCCIO_0	A42	VCCIO	0
GBIN2/PIO1	B22	GBIN	1
GBIN3/PIO1	A29	GBIN	1
PIO1	A25	PIO	1
PIO1	A26	PIO	1
PIO1	A27	PIO	1
PIO1	A31	PIO	1
PIO1	A32	PIO	1
PIO1	A33	PIO	1
PIO1	A34	PIO	1
PIO1	A35	PIO	1
PIO1	B19	PIO	1
PIO1	B20	PIO	1
PIO1	B21	PIO	1
PIO1	B23	PIO	1
PIO1	B24	PIO	1
PIO1	B26	PIO	1
PIO1	B27	PIO	1
VCCIO_1	B25	VCCIO	1
CDONE	B16	CONFIG	2
CRESET_B	A21	CONFIG	2
GBIN4/PIO2	A14	GBIN	2
GBIN5/PIO2	A16	GBIN	2
PIO2	A13	PIO	2
PIO2	B12	PIO	2
PIO2	A19	PIO	2
PIO2	B10	PIO	2
PIO2	B11	PIO	2
PIO2	B13	PIO	2

Ball Function	Ball Number	Pin Type	Bank
PIO0	A5	PIO	0
PIO0	A6	PIO	0
PIO0	A8	PIO	0
PIO0	A10	PIO	0
PIO0	B3	PIO	0
PIO0	B4	PIO	0
PIO0	B5	PIO	0
PIO0	B8	PIO	0
PIO0	B9	PIO	0
PIO0	C5	PIO	0
PIO0	C7	PIO	0
PIO0	C8	PIO	0
PIO0	C9	PIO	0
PIO0	D5	PIO	0
PIO0	D7	PIO	0
PIO0	E5	PIO	0
PIO0	E6	PIO	0
PIO0	E7	PIO	0
PIO0	F7	PIO	0
VCCIO_0	B7	VCCIO	0
GBIN2/PIO1	F9	GBIN	1
GBIN3/PIO1	F8	GBIN	1
PIO1	A11	PIO	1
PIO1	B11	PIO	1
PIO1	C11	PIO	1
PIO1	D8	PIO	1
PIO1	D9	PIO	1
PIO1	D10	PIO	1
PIO1	D11	PIO	1
PIO1	E8	PIO	1
PIO1	E9	PIO	1
PIO1	E11	PIO	1
PIO1	F10	PIO	1
PIO1	G7	PIO	1
PIO1	G8	PIO	1
PIO1	G9	PIO	1
PIO1	G10	PIO	1
PIO1	H7	PIO	1
PIO1	H8	PIO	1
PIO1	H9	PIO	1
PIO1	H10	PIO	1
VCCIO_1	E10	VCCIO	1
CDONE	J7	CONFIG	2
CRESET_B	K7	CONFIG	2
GBIN4/PIO2	L8	GBIN	2
GBIN5/PIO2	L9	GBIN	2
PIO2	H4	PIO	2
PIO2	H5	PIO	2
PIO2	H11	PIO	2
PIO2	J4	PIO	2
PIO2	J5	PIO	2

Package Mechanical Drawing

Figure 44: **CB132 Package Mechanical Drawing**

CB132: 8 x 8 mm, 132-ball, 0.5 mm ball-pitch, chip-scale ball grid array



Description		Symbol	Min.	Nominal	Max.	Units
Number of Ball Columns	X			14		Columns
Number of Ball Rows	Y			14		Rows
Number of Signal Balls		n		132		Balls
Body Size	X	E	7.90	8.00	8.10	mm
	Y	D	7.90	8.00	8.10	
Ball Pitch		e	—	0.50	—	
Ball Diameter		b	0.27	—	0.37	
Edge Ball Center to Center	X	E1	—	6.50	—	
	Y	D1	—	6.50	—	
Package Height		A	—	—	1.00	
Stand Off		A1	0.16	—	0.26	

Top Marking Format

Line	Content	Description
1	Logo	Logo
2	iCE65L04F	Part number
	-T	Power/Speed
3	CB132C	Package type
	ENG	Engineering
4	NXXXXXXX	Lot Number
5	YYWW	Date Code
6	© CCCCCC	Country

Thermal Resistance

Junction-to-Ambient θ_{JA} (°C/W)	
0 LFM	200 LFM
42	34

CB196 Chip-Scale Ball-Grid Array

The CB196 package is a chip-scale, fully-populated, ball-grid array with 0.5 mm ball pitch.

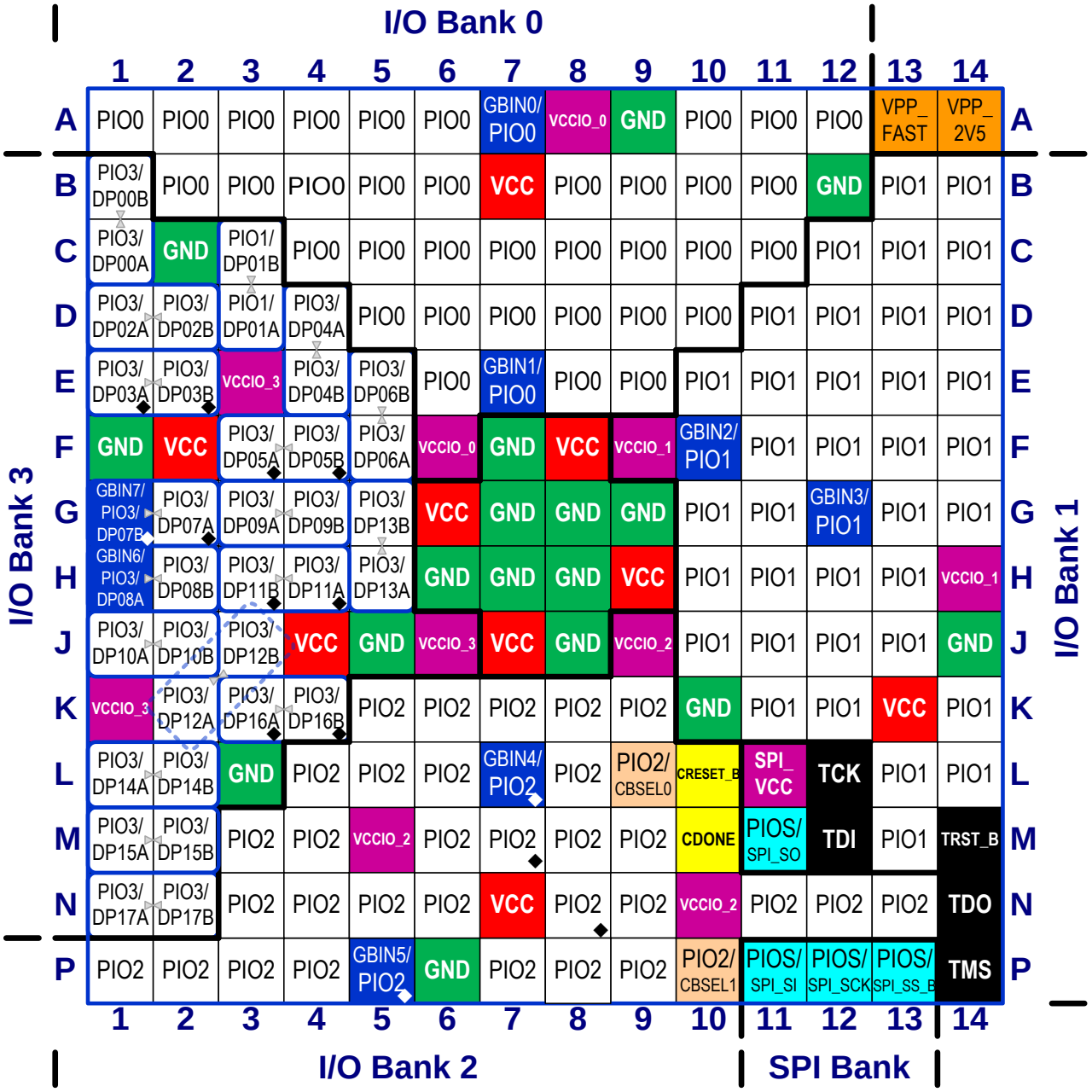
Footprint Diagram

Figure 45 shows the iCE65L04 chip-scale BGA footprint for the 8 x 8 mm CB196 package. The footprint for the iCE65L08 is different than the iCE64L04 footprint, as shown in Figure 46. The pinout differences are highlighted by warning diamonds (◆) in the footprint diagrams and summarized in Table 43.

> Although both the iCE65L04 and iCE65L08 are both available in the CB196 package and ***almost*** completely pin compatible, there are differences as shown in Table 43.

Figure 31 shows the conventions used in the diagram. Also see Table 42 for a complete, detailed pinout for the 196-ball chip-scale BGA packages. The signal pins are also grouped into the four I/O Banks and the SPI interface.

Figure 45: **iCE65L04 CB196 Chip-Scale BGA Footprint (Top View)**



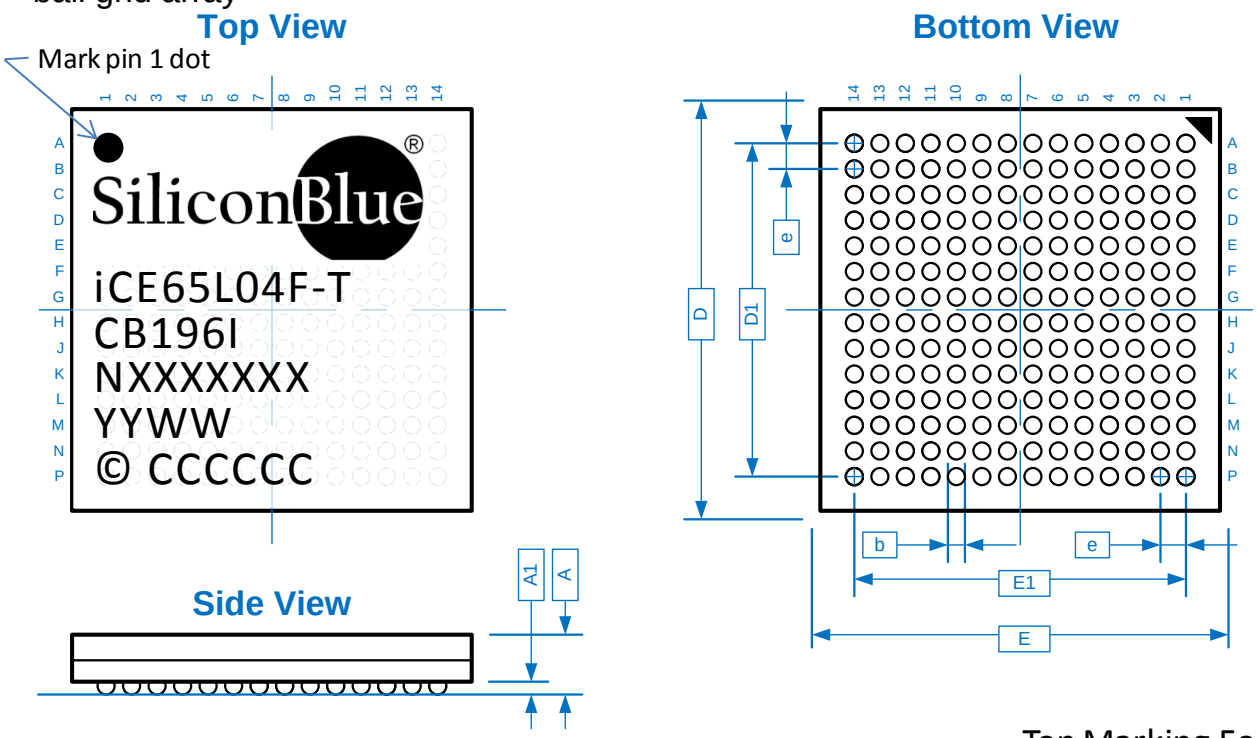
Ball Function	Ball Number	Pin Type	Bank
PIO0	A5	PIO	0
PIO0	A6	PIO	0
PIO0	A10	PIO	0
PIO0	A11	PIO	0
PIO0	A12	PIO	0
PIO0	B2	PIO	0
PIO0	B3	PIO	0
PIO0	B4	PIO	0
PIO0	B5	PIO	0
PIO0	B6	PIO	0
PIO0	B8	PIO	0
PIO0	B9	PIO	0
PIO0	B10	PIO	0
PIO0	B11	PIO	0
PIO0	C4	PIO	0
PIO0	C5	PIO	0
PIO0	C6	PIO	0
PIO0	C7	PIO	0
PIO0	C8	PIO	0
PIO0	C9	PIO	0
PIO0	C10	PIO	0
PIO0	C11	PIO	0
PIO0	D5	PIO	0
PIO0	D6	PIO	0
PIO0	D7	PIO	0
PIO0	D8	PIO	0
PIO0	D9	PIO	0
PIO0	D10	PIO	0
PIO0	E6	PIO	0
PIO0	E8	PIO	0
PIO0	E9	PIO	0
VCCIO_0	A8	VCCIO	0
VCCIO_0	F6	VCCIO	0
GBIN2/PIO1	F10	GBIN	1
GBIN3/PIO1	G12	GBIN	1
PIO1	B13	PIO	1
PIO1	B14	PIO	1
PIO1	C12	PIO	1
PIO1	C13	PIO	1
PIO1	C14	PIO	1
PIO1	D11	PIO	1
PIO1	D12	PIO	1
PIO1	D13	PIO	1
PIO1	D14	PIO	1
PIO1	E10	PIO	1
PIO1	E11	PIO	1
PIO1	E12	PIO	1
PIO1	E13	PIO	1
PIO1	E14	PIO	1
PIO1	F11	PIO	1
PIO1	F12	PIO	1
PIO1	F13	PIO	1

Ball Function	Ball Number	Pin Type	Bank
PIO1	F14	PIO	1
PIO1	G10	PIO	1
PIO1	G11	PIO	1
PIO1	G13	PIO	1
PIO1	G14	PIO	1
PIO1	H10	PIO	1
PIO1	H11	PIO	1
PIO1	H12	PIO	1
PIO1	H13	PIO	1
PIO1	J10	PIO	1
PIO1	J11	PIO	1
PIO1	J12	PIO	1
PIO1	J13	PIO	1
PIO1	K11	PIO	1
PIO1	K12	PIO	1
PIO1	K14	PIO	1
PIO1	L13	PIO	1
PIO1	L14	PIO	1
PIO1	M13	PIO	1
TCK	L12	JTAG	1
TDI	M12	JTAG	1
TDO	N14	JTAG	1
TMS	P14	JTAG	1
TRST_B	M14	JTAG	1
VCCIO_1	F9	VCCIO	1
VCCIO_1	H14	VCCIO	1
CDONE	M10	CONFIG	2
CRESET_B	L10	CONFIG	2
GBIN4/PIO2 (◆)	***iCE65L04:*** L7 ***iCE65L08:*** N8	GBIN	2
GBIN5/PIO2 (◆)	***iCE65L04:*** P5 ***iCE65L08:*** M7	GBIN	2
PIO2	K5	PIO	2
PIO2	K6	PIO	2
PIO2	K7	PIO	2
PIO2	K8	PIO	2
PIO2	K9	PIO	2
PIO2	L4	PIO	2
PIO2	L5	PIO	2
PIO2	L6	PIO	2
PIO2	L8	PIO	2
PIO2	M3	PIO	2
PIO2	M4	PIO	2
PIO2	M6	PIO	2
PIO2 (◆)	***iCE65L04:*** M7 ***iCE65L08:*** P5	PIO	2
PIO2	M8	PIO	2
PIO2	M9	PIO	2
PIO2	N3	PIO	2
PIO2	N4	PIO	2
PIO2	N5	PIO	2
PIO2	N6	PIO	2

Package Mechanical Drawing

Figure 47:
(a) iCE65L04 CB196 Package Mechanical Drawing

CB196: 8 x8 mm, 196-ball, 0.5 mm ball-pitch, fully-populated, chip-scale ball grid array



Description		Symbol	Min.	Nominal	Max.	Units
Number of Ball Columns	X			14		Columns
Number of Ball Rows	Y			14		Rows
Number of Signal Balls		n		196		Balls
Body Size	X	E	7.90	8.00	8.10	mm
	Y	D	7.90	8.00	8.10	
Ball Pitch		e	—	0.50	—	
Ball Diameter		b	0.27	—	0.37	
Edge Ball Center to Center	X	E1	—	6.50	—	
	Y	D1	—	6.50	—	
Package Height		A	—	—	1.00	
Stand Off		A1	0.16	—	0.26	

Top Marking Format

Line	Content	Description
1	Logo	Logo
2	iCE65L04F	Part number
	-T	Power/Speed
3	CB196I	Package type
	ENG	Engineering
4	NXXXXXXX	Lot Number
5	YYWW	Date Code
6	© CCCCCC	Country

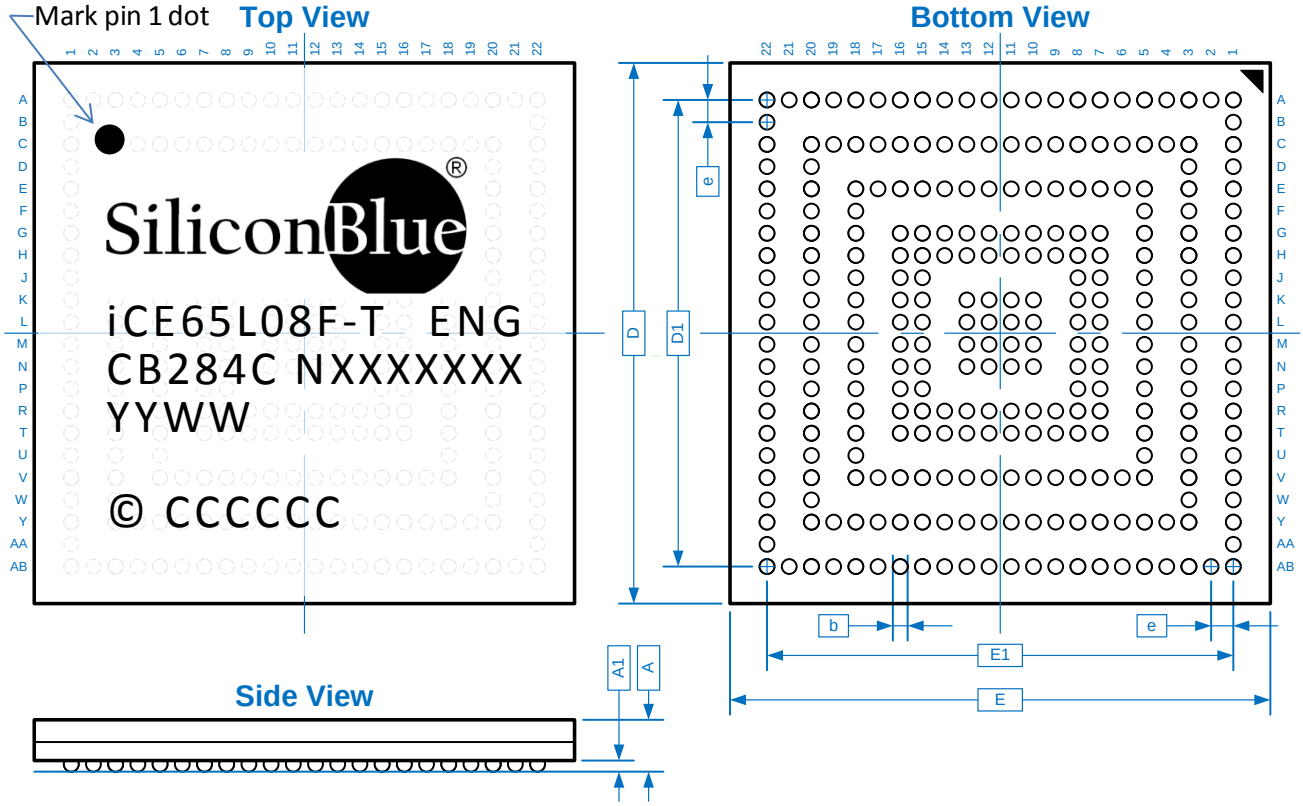
Thermal Resistance

Junction-to-Ambient θ_{JA} (°C/W)	
0 LFM	200 LFM
42	34

Package Mechanical Drawing

Figure 49: CB284 Package Mechanical Drawing

CB284: 12 x 12 mm, 284-ball, 0.5 mm ball-pitch, chip-scale ball grid array



Description		Symbol	Min.	Nominal	Max.	Units
Number of Ball Columns	X			22		Columns
Number of Ball Rows	Y			22		Rows
Number of Signal Balls		n		284		Balls
Body Size	X	E	11.90	12.00	12.10	mm
	Y	D	11.90	12.00	12.10	
Ball Pitch		e	—	0.50	—	
Ball Diameter		b	0.27	—	0.37	
Edge Ball Center to Center	X	E1	—	10.50	—	
	Y	D1	—	10.50	—	
Package Height		A	—	—	1.00	
Stand Off		A1	0.16	—	0.26	

Top Marking Format

Line	Content	Description
1	Logo	Logo
2	iCE65L08F	Part number
	-T	Power/Speed
	ENG	Engineering
3	CB284C NXXXXXXX	Package type and Lot number
4	YYWW	Date Code
5	N/A	Blank
6	© CCCCCC	Country

Thermal Resistance

Junction-to-Ambient θ_{JA} (°C/W)	
0 LFM	200 LFM
35	28

RAM4K Block

Table 56 provides timing information for the logic in a RAM4K block, which includes the paths shown in Figure 59.

Figure 59: RAM4K Timing Circuit

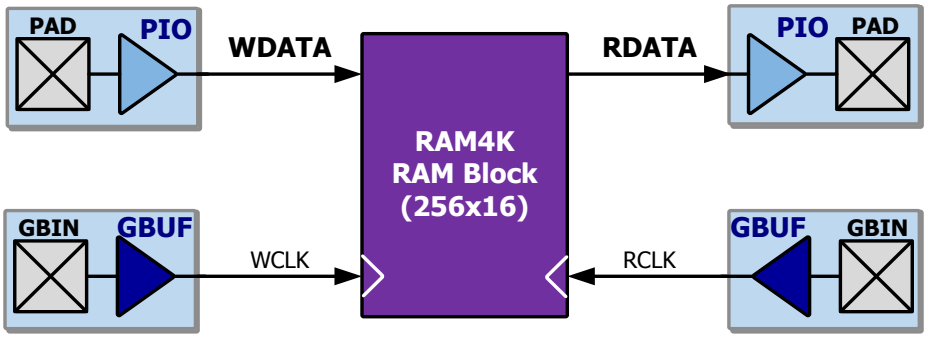


Table 56: Typical RAM4K Block Timing

Symbol	From	To	Device: iCE65 / Description	L01	L04, L08			Units
			Power/Speed Grade	–T	–L	–L	–T	
			Nominal VCC	1.2 V	1.0 V	1.2 V	1.2 V	
			Description	Typ.	Typ.	Typ.	Typ.	
Write Setup/Hold Time								
t_{SUWD}	PIO input	GBIN input	Minimum write data setup time on PIO inputs before active clock edge on GBIN input, include interconnect delay.	0.6	3.1	1.7	0.8	ns
t_{HDWD}	GBIN input	PIO input	Minimum write data hold time on PIO inputs after active clock edge on GBIN input, including interconnect delay.	0	0	0	0	ns
Read Clock-Output-Time								
t_{CKORD}	RCLK clock input	PIO output	Clock-to-output delay from RCLK input pin, through RAM4K RDATA output flip-flop to PIO output pad, including interconnect delay.	5.6	17.1	9.1	7.3	ns
t_{GBCKRM}	GBIN input	RCLK clock input	Global Buffer Input (GBIN) delay, though Global Buffer (GBUF) clock network to the RCLK clock input.	2.1	7.3	3.8	2.6	ns
Write and Read Clock Characteristics								
t_{RMWCKH}	WCLK RCLK	WCLK RCLK	Write clock High time	0.54	1.14	0.54	0.54	ns
t_{RMWCKL}			Write clock Low time	0.63	1.32	0.63	0.63	ns
t_{RMWCYC}			Write clock cycle time	1.27	2.64	1.27	1.27	ns
F_{WMAX}			Sustained write clock frequency	256	256	256	256	MHz