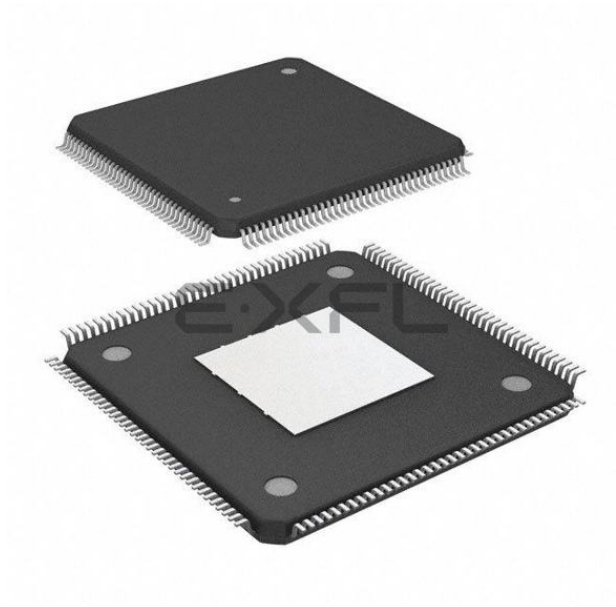

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Details	
Product Status	Active
Number of LABs/CLBs	645
Number of Logic Elements/Cells	10320
Total RAM Bits	423936
Number of I/O	91
Number of Gates	-
Voltage - Supply	0.97V ~ 1.03V
Mounting Type	Surface Mount
Operating Temperature	0°C ~ 85°C (TJ)
Package / Case	144-LQFP Exposed Pad
Supplier Device Package	144-EQFP (20x20)
Purchase URL	https://www.e-xfl.com/product-detail/intel/ep4ce10e22c9ln

Section I. Device Core

This section provides a complete overview of all features relating to the Cyclone® IV device family, which is the most architecturally advanced, high-performance, low-power FPGA in the marketplace. This section includes the following chapters:

- Chapter 1, Cyclone IV FPGA Device Family Overview
- Chapter 2, Logic Elements and Logic Array Blocks in Cyclone IV Devices
- Chapter 3, Memory Blocks in Cyclone IV Devices
- Chapter 4, Embedded Multipliers in Cyclone IV Devices
- Chapter 5, Clock Networks and PLLs in Cyclone IV Devices

Revision History

Refer to each chapter for its own specific revision history. For information about when each chapter was updated, refer to the Chapter Revision Dates section, which appears in the complete handbook.

Table 3–1 lists the features supported by the M9K memory.

Table 3–1. Summary of M9K Memory Features

Feature	M9K Blocks
Configurations (depth × width)	8192 × 1 4096 × 2 2048 × 4 1024 × 8 1024 × 9 512 × 16 512 × 18 256 × 32 256 × 36
Parity bits	✓
Byte enable	✓
Packed mode	✓
Address clock enable	✓
Single-port mode	✓
Simple dual-port mode	✓
True dual-port mode	✓
Embedded shift register mode *(1)*	✓
ROM mode	✓
FIFO buffer *(1)*	✓
Simple dual-port mixed width support	✓
True dual-port mixed width support *(2)*	✓
Memory initialization file (**.mif**)	✓
Mixed-clock mode	✓
Power-up condition	Outputs cleared
Register asynchronous clears	Read address registers and output registers only
Latch asynchronous clears	Output latches only
Write or read operation triggering	Write and read: Rising clock edges
Same-port read-during-write	Outputs set to **Old Data** or **New Data**
Mixed-port read-during-write	Outputs set to **Old Data** or **Don't Care**

Notes to Table 3–1:

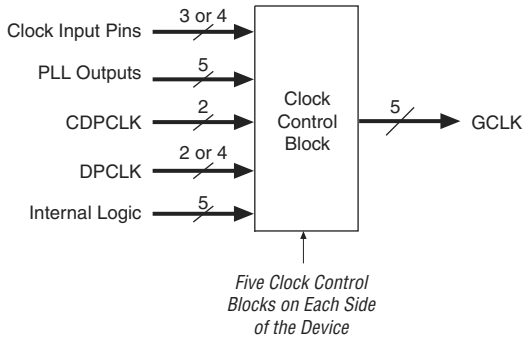
(1) FIFO buffers and embedded shift registers that require external logic elements (LEs) for implementing control logic.

(2) Width modes of ×32 and ×36 are not available.

For information about the number of M9K memory blocks for Cyclone IV devices, refer to the *Cyclone IV Device Family Overview* chapter in volume 1 of the *Cyclone IV Device Handbook*.

Figure 5–6 shows a simplified version of the five clock control blocks on each side of the Cyclone IV E device periphery.

Figure 5–6. Clock Control Blocks on Each Side of Cyclone IV E Device *(1)*



Note to Figure 5–6:

(1) The left and right sides of the device have two DPCLK pins; the top and bottom of the device have four DPCLK pins.

GCLK Network Power Down

You can disable a Cyclone IV device's GCLK (power down) using both static and dynamic approaches. In the static approach, configuration bits are set in the configuration file generated by the Quartus II software, which automatically disables unused GCLKs. The dynamic clock enable or disable feature allows internal logic to control clock enable or disable the GCLKs in Cyclone IV devices.

When a clock network is disabled, all the logic fed by the clock network is in an off-state, thereby reducing the overall power consumption of the device. This function is independent of the PLL and is applied directly on the clock network, as shown in Figure 5–1 on page 5–11.

You can set the input clock sources and the clkena signals for the GCLK multiplexers through the Quartus II software using the ALTCLKCTRL megafunction.

For more information, refer to the *ALTCLKCTRL Megafunction User Guide*.

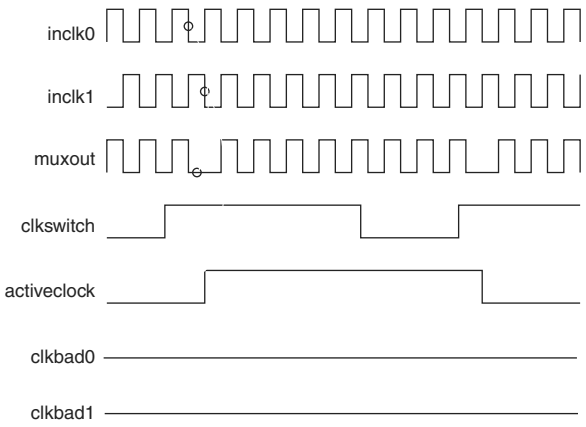
clkena Signals

Cyclone IV devices support clkena signals at the GCLK network level. This allows you to gate-off the clock even when a PLL is used. Upon re-enabling the output clock, the PLL does not need a resynchronization or re-lock period because the circuit gates off the clock at the clock network level. In addition, the PLL can remain locked independent of the clkena signals because the loop-related counters are not affected.

In this mode, the activeclock signal mirrors the clkswitch signal. As both blocks are still functional during the manual switch, neither clkbad signals go high. Because the switchover circuit is positive edge-sensitive, the falling edge of the clkswitch signal does not cause the circuit to switch back from inclk1 to inclk0. When the clkswitch signal goes high again, the process repeats. The clkswitch signal and the automatic switch only works depending on the availability of the clock that is switched to. If the clock is unavailable, the state machine waits until the clock is available.

When CLKSWITCH = 1, it overrides the automatic switch-over function. As long as clkswitch signal is high, further switch-over action is blocked.

Figure 5–19. Clock Switchover Using the clkswitch Control *(1)*



Note to Figure 5–19:

(1) Both inclk0 and inclk1 must be running when the clkswitch signal goes high to start a manual clock switchover event.

Manual Clock Switchover

PLLs of Cyclone IV devices support manual switchover, in which the clkswitch signal controls whether inclk0 or inclk1 is the input clock to the PLL. The characteristics of a manual switchover are similar to the manual override feature in an automatic clock switchover, in which the switchover circuit is edge-sensitive. When the clkswitch signal goes high, the switchover sequence starts. The falling edge of the clkswitch signal does not cause the circuit to switch back to the previous input clock.

For more information about PLL software support in the Quartus II software, refer to the *ALTPLL Megafunction User Guide*.

Guidelines

Use the following guidelines to design with clock switchover in PLLs:

- Clock loss detection and automatic clock switchover require the inclk0 and inclk1 frequencies be within 20% of each other. Failing to meet this requirement causes the clkbad0 and clkbad1 signals to function improperly.

Figure 7–3 shows the location and numbering of the DQS, DQ, or CQ# pins in I/O banks of the Cyclone IV GX device in the 324-pin FBGA package only.

Figure 7–3. DQS, CQ, or CQ# Pins for Cyclone IV GX Devices in the 324-Pin FBGA Package

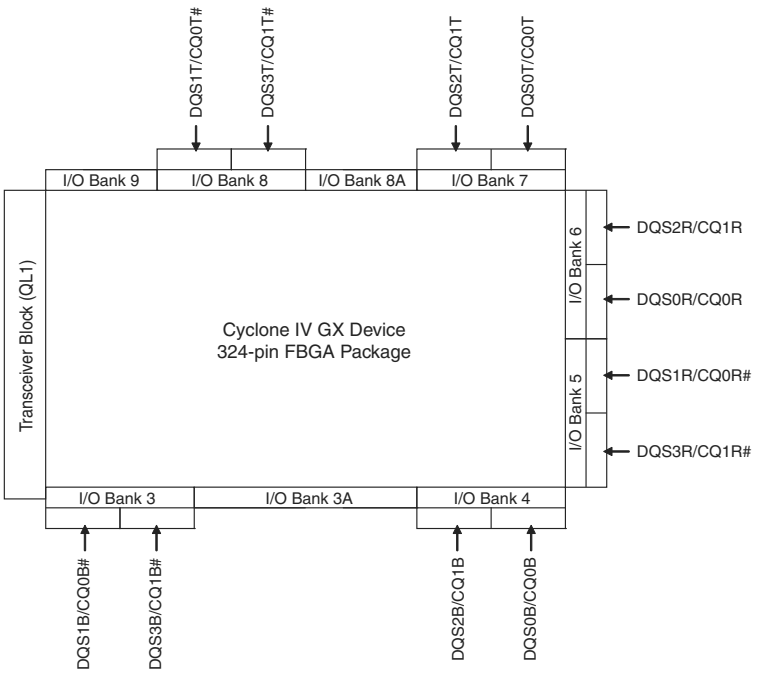
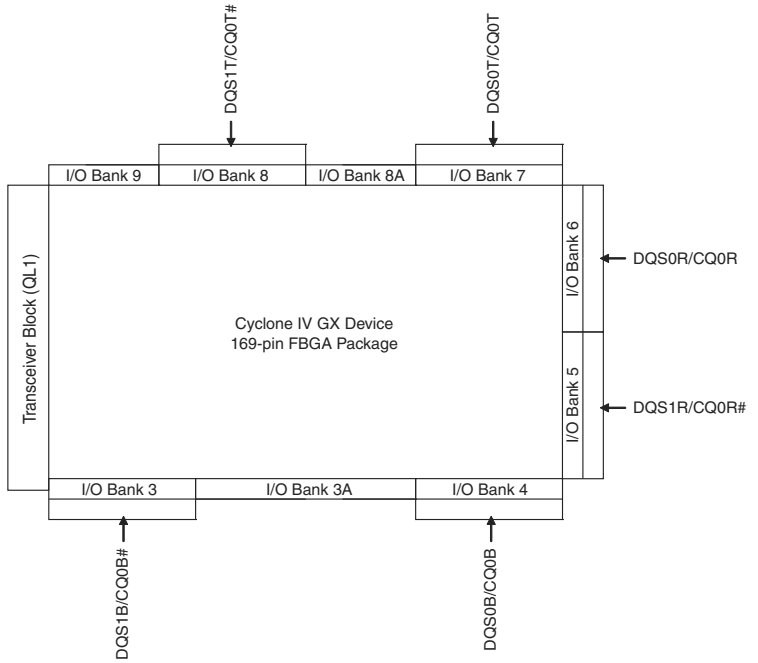


Figure 7–4 shows the location and numbering of the DQS, DQ, or CQ# pins in I/O banks of the Cyclone IV GX device in the 169-pin FBGA package.

Figure 7–4. DQS, CQ, or CQ# Pins for Cyclone IV GX Devices in the 169-Pin FBGA Package



four devices. During the first configuration cycle, the master device reads its configuration data from the serial configuration device while holding nCEO high. After completing its configuration cycle, the master device drives nCE low and sends the second copy of the configuration data to all three slave devices, configuring them simultaneously.

The advantage of the setup in Figure 8–4 is that you can have a different **.sof** for the master device. However, all the slave devices must be configured with the same **.sof**. You can either compress or uncompress the **.sof** in this configuration method.

☞ You can still use this method if the master and slave devices use the same **.sof**.

During device configuration, Cyclone IV E devices read configuration data using the parallel interface and configure their SRAM cells. This scheme is referred to as the AP configuration scheme because the device controls the configuration interface. This scheme contrasts with the FPP configuration scheme, where an external host controls the interface.

AP Configuration Supported Flash Memories

The AP configuration controller in Cyclone IV E devices is designed to interface with two industry-standard flash families—the Micron P30 Parallel NOR flash family and the Micron P33 Parallel NOR flash family. Unlike serial configuration devices, both of the flash families supported in AP configuration scheme are designed to interface with microprocessors. By configuring from an industry standard microprocessor flash which allows access to the flash after entering user mode, the AP configuration scheme allows you to combine configuration data and user data (microprocessor boot code) on the same flash memory.

The Micron P30 flash family and the P33 flash family support a continuous synchronous burst read mode at 40 MHz DCLK frequency for reading data from the flash. Additionally, the Micron P30 and P33 flash families have identical pin-out and adopt similar protocols for data access.

Cyclone IV E devices use a 40-MHz oscillator for the AP configuration scheme. The oscillator is the same oscillator used in the Cyclone IV E AS configuration scheme.

Table 8–10 lists the supported families of the commodity parallel flash for the AP configuration scheme.

Table 8–10. Supported Commodity Flash for AP Configuration Scheme for Cyclone IV E Devices *(1)*

Flash Memory Density	Micron P30 Flash Family *(2)*	Micron P33 Flash Family *(3)*
64 Mbit	✓	✓
128 Mbit	✓	✓
256 Mbit	✓	✓

Notes to Table 8–10:

(1) The AP configuration scheme only supports flash memory speed grades of 40 MHz and above.
(2) 3.3- , 3.0-, 2.5-, and 1.8-V I/O options are supported for the Micron P30 flash family.
(3) 3.3-, 3.0- and 2.5-V I/O options are supported for the Micron P33 flash family.

Configuring Cyclone IV E devices from the Micron P30 and P33 family 512-Mbit flash memory is possible, but you must properly drive the extra address and FLASH_nCE pins as required by these flash memories.

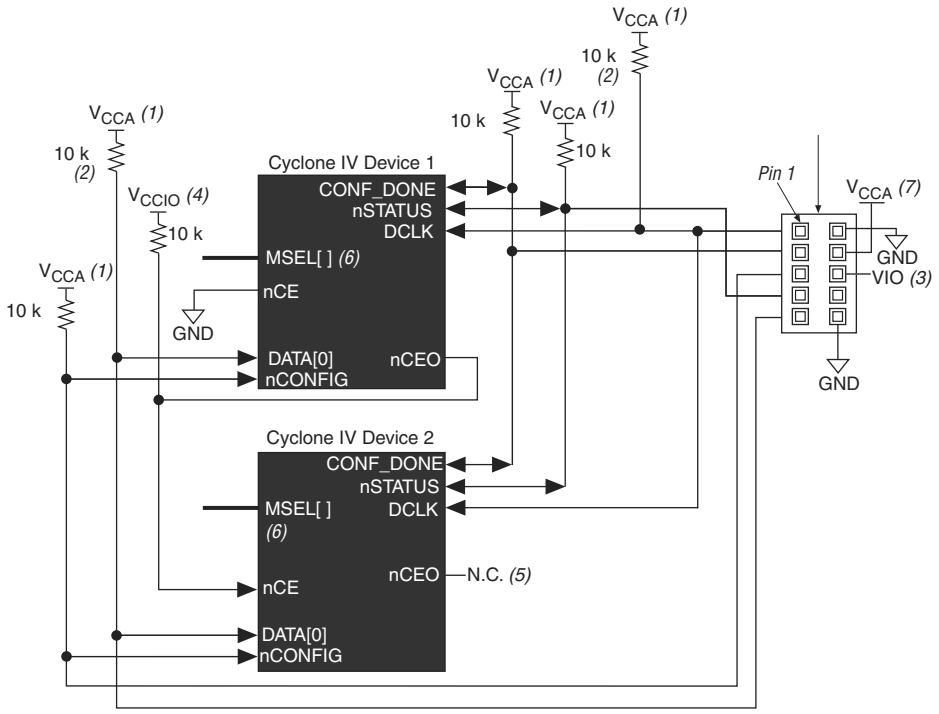
To check for supported speed grades and package options, refer to the respective flash datasheets.

The AP configuration scheme in Cyclone IV E devices supports flash speed grades of 40 MHz and above. However, AP configuration for all these speed grades must be capped at 40 MHz. The advantage of faster speed grades is realized when your design in the Cyclone IV E devices accesses flash memory in user mode.

You can use a download cable to configure multiple Cyclone IV device configuration pins. nCONFIG, nSTATUS, DCLK, DATA[0], and CONF_DONE are connected to every device in the chain. All devices in the chain utilize and enter user mode at the same time because all CONF_DONE pins are tied together.

In addition, the entire chain halts configuration if any device detects an error because the nSTATUS pins are tied together. Figure 8–18 shows the PS configuration for multiple Cyclone IV devices using a MasterBlaster, USB-Blaster, ByteBlaster II, or ByteBlasterMV cable.

Figure 8–18. Multi-Device PS Configuration Using a Download Cable



Notes to Figure 8–18:

(1) You must connect the pull-up resistor to the same supply voltage as the V_{CCA} supply.

(2) The pull-up resistors on DATA[0] and DCLK are only required if the download cable is the only configuration scheme used on your board. This ensures that DATA[0] and DCLK are not left floating after configuration. For example, if you also use a configuration device, the pull-up resistors on DATA[0] and DCLK are not required.

(3) Pin 6 of the header is a V_{IO} reference voltage for the MasterBlaster output driver. V_{IO} must match the V_{CCA} of the device. For this value, refer to the *MasterBlaster Serial/USB Communications Cable User Guide*. When using the ByteBlasterMV download cable, this pin is a no connect. When using USB-Blaster, ByteBlaster II, and EthernetBlaster cables, this pin is connected to nCE when it is used for AS programming. Otherwise, it is a no connect.

(4) Connect the pull-up resistor to the V_{CCIO} supply voltage of the I/O bank in which the nCE pin resides.

(5) The nCEO pin of the last device in the chain is left unconnected or used as a user I/O pin.

(6) The MSEL pin settings vary for different configuration voltage standards and POR time. To connect MSEL for PS configuration schemes, refer to Table 8–3 on page 8–8, Table 8–4 on page 8–8, and Table 8–5 on page 8–9. Connect the MSEL pins directly to V_{CCA} or GND.

(7) Power up the V_{CC} of the ByteBlaster II, USB-Blaster, or ByteBlasterMV cable with a 2.5 V supply from V_{CCA}. Third-party programmers must switch to 2.5 V. Pin 4 of the header is a V_{CC} power supply for the MasterBlaster cable. The MasterBlaster cable can receive power from either 5.0- or 3.3-V circuit boards, DC power supply, or 5.0 V from the USB cable. For this value, refer to the *MasterBlaster Serial/USB Communications Cable User Guide*.

Table 9–6 lists the estimated time for each CRC calculation with minimum and maximum clock frequencies for Cyclone IV devices.

Table 9–6. CRC Calculation Time

Device		Minimum Time (ms) (1)	Maximum Time (s) (2)
Cyclone IV E	EP4CE6 (3)	5	2.29
	EP4CE10 (3)	5	2.29
	EP4CE15 (3)	7	3.17
	EP4CE22 (3)	9	4.51
	EP4CE30 (3)	15	7.48
	EP4CE40 (3)	15	7.48
	EP4CE55 (3)	23	11.77
	EP4CE75 (3)	31	15.81
	EP4CE115 (3)	45	22.67
Cyclone IV GX	EP4CGX15	6	2.93
	EP4CGX22	12	5.95
	EP4CGX30	12	5.95
		34 (4)	17.34 (4)
	EP4CGX50	34	17.34
	EP4CGX75	34	17.34
	EP4CGX110	62	31.27
	EP4CGX150	62	31.27

Notes to Table 9–6:

(1) The minimum time corresponds to the maximum error detection clock frequency and may vary with different processes, voltages, and temperatures (PVT).

(2) The maximum time corresponds to the minimum error detection clock frequency and may vary with different PVT.

(3) Only applicable for device with 1.2-V core voltage

(4) Only applicable for the F484 device package.

Software Support

Enabling the CRC error detection feature in the Quartus II software generates the CRC_ERROR output to the optional dual purpose CRC_ERROR pin.

To enable the error detection feature using CRC, perform the following steps:

1. Open the Quartus II software and load a project using Cyclone IV devices.
2. On the Assignments menu, click **Settings**. The **Settings** dialog box appears.
3. In the Category list, select **Device**. The **Device** page appears.
4. Click **Device and Pin Options**. The **Device and Pin Options** dialog box appears as shown in Figure 9–2.
5. In the **Device and Pin Options** dialog box, click the **Error Detection CRC** tab.
6. Turn on **Enable error detection CRC**.
7. In the **Divide error check frequency by** box, enter a valid divisor as documented in Table 9–5 on page 9–5.

Document Revision History

Table 9–8 lists the revision history for this chapter.

Table 9–8. Document Revision History

Date	Version	Changes
May 2013	1.3	Updated “CRC_ERROR Pin Type” in Table 9–2.
October 2012	1.2	Updated Table 9–2.
February 2010	1.1	Updated for the Quartus II software version 9.1 SP1 release: ■ Updated “Configuration Error Detection” section. ■ Updated Table 9–6. ■ Added Cyclone IV E devices in Table 9–6.
November 2009	1.0	Initial release.

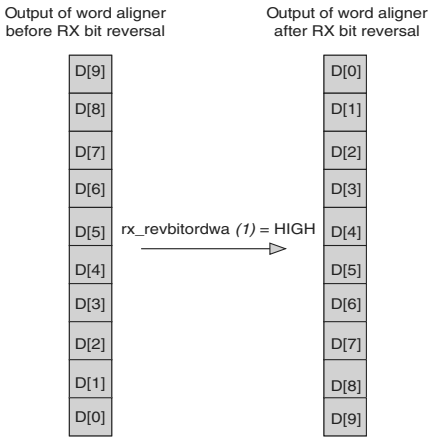
- Programmable equalization—boosts the high-frequency gain of the incoming signal up to 7 dB. This compensates for the low-pass filter effects of the transmission media. The amount of high-frequency gain required depends on the loss characteristics of the physical medium.
- Programmable DC gain—provides equal boost to incoming signal across the frequency spectrum with DC gain settings up to 6 dB.
- Programmable differential OCT—provides calibrated OCT at 100 Ω or 150 Ω with on-chip receiver common mode voltage at 0.82 V. The common mode voltage is tri-stated when you disable the OCT to use external termination.
- Offset cancellation—corrects the analog offset voltages that might exist from process variations between the positive and negative differential signals in the equalizer stage and CDR circuit.
- Signal detection—detects if the signal level present at the receiver input buffer is higher than the threshold with a built-in signal threshold detection circuitry. The circuitry has a hysteresis response that filters out any high-frequency ringing caused by ISI effects or high-frequency losses in the transmission medium. Detection is indicated by the assertion of the `rx_signaldetect` signal. Signal detection is only supported when 8B/10B encoder/decoder block is enabled. When not supported, the `rx_signaldetect` signal is forced high, bypassing the signal detection function.

Disable OCT to use external termination if the link requires a 85 Ω termination, such as when you are interfacing with certain PCIe Gen1 or Gen2 capable devices.

For specifications on programmable equalization and DC gain settings, refer to the *Cyclone IV Device Data Sheet*.

synchronization state machine mode. In bit-slip mode, you can dynamically enable the receiver bit reversal using the rx_revbitorderwa port. When enabled, the 8-bit or 10-bit data D[7..0] or D[9..0] at the output of the word aligner is rewired to D[0..7] or D[0..9] respectively. Figure 1–20 shows the receiver bit reversal feature.

Figure 1–20. Receiver Bit Reversal (1)



Note to Figure 1–20:

(1) The rx_revbitordwa port is dynamic and is only available when the word aligner is configured in bit-slip mode.

☞ When using the receiver bit reversal feature to receive MSB-to-LSB transmission, reversal of the word alignment pattern is required.

- Receiver bit-slip indicator—provides the number of bits slipped in the word aligner for synchronization with rx_bitslipboundaryselectout signal. For usage details, refer to "Receive Bit-Slip Indication" on page 1–76.

Deskew FIFO

This module is only available when used for the XAUI protocol and is used to align all four channels to meet the maximum skew requirement of 40 UI (12.8 ns) as seen at the receiver of the four lanes. The deskew operation is compliant to the PCS deskew state machine diagram specified in clause 48 of the IEEE P802.3ae specification.

The deskew circuitry consists of a 16-word deep deskew FIFO in each of the four channels, and control logics in the central control unit of the transceiver block that controls the deskew FIFO write and read operations in each channel.

For details about the deskew FIFO operations for channel deskewing, refer to "XAUI Mode" on page 1–67.

PIPE Interface

The PIPE interface provides a standard interface between the PCIe-compliant PHY and MAC layer as defined by the version 2.00 of the PIPE Architecture specification for Gen1 (2.5 Gbps) signaling rate. Any core or IP implementing the PHY MAC, data link, and transaction layers that supports PIPE 2.00 can be connected to the Cyclone IV GX transceiver configured in PIPE mode. Table 1–15 lists the PIPE-specific ports available from the Cyclone IV GX transceiver configured in PIPE mode and the corresponding port names in the PIPE 2.00 specification.

Table 1–15. Transceiver-FPGA Fabric Interface Ports in PIPE Mode

Transceiver Port Name	PIPE 2.00 Port Name
tx_datain[15..0] (1)	TxData[15..0]
tx_ctrlenable[1..0] (1)	TxDataK[1..0]
rx_dataout[15..0] (1)	RxData[15..0]
rx_ctrldetect[1..0] (1)	RxDataK[1..0]
tx_detectrxloop	TxDetectRx/Loopback
tx_forceelecidle	TxElecIdle
tx_forcedispcompliance	TxCompliance
pipe8b10binvpolarity	RxPolarity
powerdn[1..0] (2)	PowerDown[1..0]
pipedatavalid	RxValid
pipephydonestatus	PhyStatus
pipeelecidle	RxElecIdle
pipestatus	RxStatus[2..0]

Notes to Table 1–15:

(1) When used with PCIe hard IP block, the byte SERDES is not used. In this case, the data ports are 8 bits wide and control identifier is 1 bit wide.

(2) Cyclone IV GX transceivers do not implement power saving measures in lower power states (P0s, P1, and P2), except when putting the transmitter buffer in electrical idle in the lower power states.

Receiver Detection Circuitry

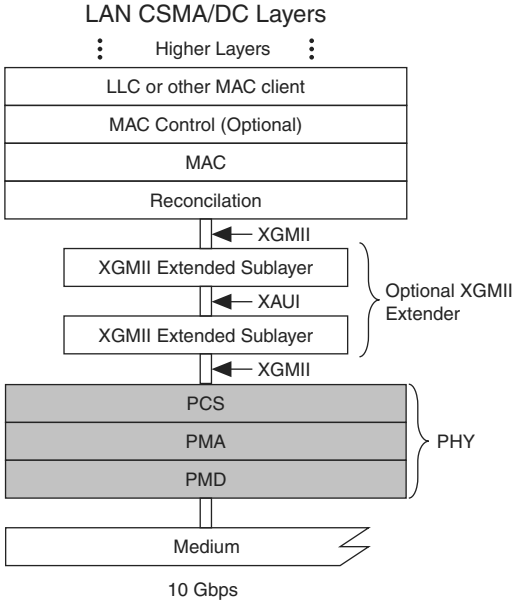
In PIPE mode, the transmitter supports receiver detection function with a built-in circuitry in the transmitter PMA. The PCIe protocol requires the transmitter to detect if a receiver is present at the far end of each lane as part of the link training and synchronization state machine sequence. This feature requires the following conditions:

- transmitter output buffer to be tri-stated
- have OCT utilization
- 125 MHz clock on the `fixedclk` port

The circuit works by sending a pulse on the common mode of the transmitter. If an active PCIe receiver is present at the far end, the time constant of the step voltage on the trace is higher compared to when the receiver is not present. The circuitry monitors the time constant of the step signal seen on the trace to decide if a receiver was detected.

converted within the XGMII extender sublayer into an 8B/10B encoded data stream. Each data stream is then transmitted across a single differential pair running at 3.125 Gbps. At the XAUI receiver, the incoming data is decoded and mapped back to the 32-bit XGMII format. This provides a transparent extension of the physical reach of the XGMII and also reduces the interface pin count.

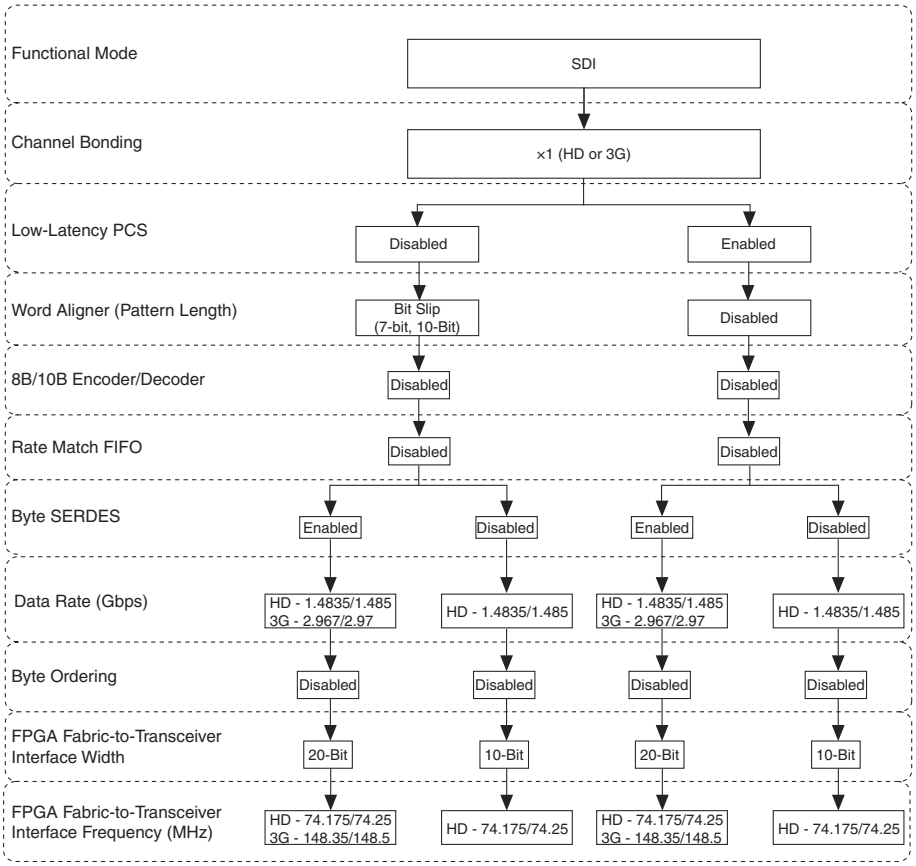
Figure 1–62. XAUI in 10 Gbps LAN Layers



XAUI functions as a self-managed interface because code group synchronization, channel deskew, and clock domain decoupling is handled with no upper layer support requirements. This functionality is based on the PCS code groups that are used during the inter-packet gap time and idle periods.

Figure 1–69 shows the transceiver configuration in SDI mode.

Figure 1–69. Transceiver Configuration in SDI Mode



Altera recommends driving `rx_bitslip` port low in configuration where low-latency PCS is not enabled. In SDI systems, the word alignment and framing occurs after de-scrambling, which is implemented in the user logic. The word alignment therefore is not useful, and keeping `rx_bitslip` port low avoids the word aligner from inserting bits in the received data stream.

Loopback

Cyclone IV GX devices provide three loopback options that allow you to verify the operation of different functional blocks in the transceiver channel. The following loopback modes are available:

- reverse parallel loopback (available only for PIPE mode)
- serial loopback (available for all modes except PIPE mode)
- reverse serial loopback (available for all modes except XAUI mode)

In each loopback mode, all transmitter buffer and receiver buffer settings are available if the buffers are active, unless stated otherwise.

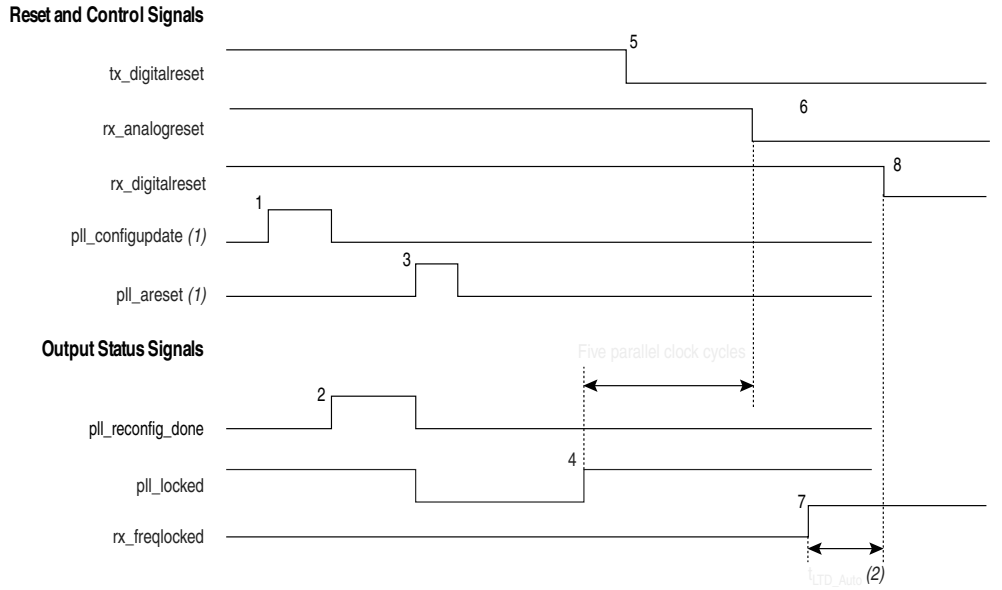
Dynamic Reconfiguration Reset Sequences

When using dynamic reconfiguration in data rate divisions in PLL reconfiguration or channel reconfiguration mode, use the following reset sequences.

Reset Sequence in PLL Reconfiguration Mode

Use the example reset sequence shown in Figure 2–11 when you use the PLL dynamic reconfiguration controller to change the data rate of the transceiver channel. In this example, PLL dynamic reconfiguration is used to dynamically reconfigure the data rate of the transceiver channel configured in Basic ×1 mode with the receiver CDR in automatic lock mode.

Figure 2–11. Reset Sequence When Using the PLL Dynamic Reconfiguration Controller to Change the Data Rate of the Transceiver Channel



Notes to Figure 2–11:

(1) The `pll_configupdate` and `pll_areset` signals are driven by the ALTPLL_RECONFIG megafunction. For more information, refer to *AN 609: Implementing Dynamic Reconfiguration in Cyclone IV GX Devices* and the *Cyclone IV Dynamic Reconfiguration* chapter.

(2) For t_{LTD_Auto} duration, refer to the *Cyclone IV Device Datasheet* chapter.

As shown in Figure 2–11, perform the following reset procedure when using the PLL dynamic reconfiguration controller to change the configuration of the PLLs in the transmitter channel:

1. Assert the `tx_digitalreset`, `rx_analogreset`, and `rx_digitalreset` signals. The `pll_configupdate` signal is asserted (marker 1) by the ALTPLL_RECONFIG megafunction after the final data bit is sent out. The `pll_reconfig_done` signal is asserted (marker 2) to inform the ALTPLL_RECONFIG megafunction that the scan chain process is completed. The ALTPLL_RECONFIG megafunction then asserts the `pll_areset` signal (marker 3) to reset the transceiver PLL.

Table 1–23 lists the Cyclone IV GX transceiver block AC specifications.

Table 1–23. Transceiver Block AC Specification for Cyclone IV GX Devices *(1), (2)*

Symbol/ Description	Conditions	C6			C7, I7			C8			Unit
		Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	
PCIe Transmit Jitter Generation *(3)*											
Total jitter at 2.5 Gbps (Gen1)	Compliance pattern	—	—	0.25	—	—	0.25	—	—	0.25	UI
PCIe Receiver Jitter Tolerance *(3)*											
Total jitter at 2.5 Gbps (Gen1)	Compliance pattern	> 0.6			> 0.6			> 0.6			UI
GIGE Transmit Jitter Generation *(4)*											
Deterministic jitter (peak-to-peak)	Pattern = CRPAT	—	—	0.14	—	—	0.14	—	—	0.14	UI
Total jitter (peak-to-peak)	Pattern = CRPAT	—	—	0.279	—	—	0.279	—	—	0.279	UI
GIGE Receiver Jitter Tolerance *(4)*											
Deterministic jitter tolerance (peak-to-peak)	Pattern = CJPAT	> 0.4			> 0.4			> 0.4			UI
Combined deterministic and random jitter tolerance (peak-to-peak)	Pattern = CJPAT	> 0.66			> 0.66			> 0.66			UI

Notes to Table 1–23:

(1) Dedicated `refclk` pins were used to drive the input reference clocks.
(2) The jitter numbers specified are valid for the stated conditions only.
(3) The jitter numbers for PIPE are compliant to the PCIe Base Specification 2.0.
(4) The jitter numbers for GIGE are compliant to the IEEE802.3-2002 Specification.

Core Performance Specifications

The following sections describe the clock tree specifications, PLLs, embedded multiplier, memory block, and configuration specifications for Cyclone IV Devices.

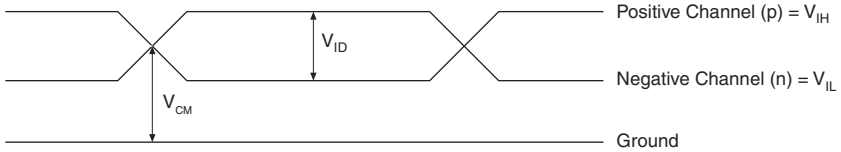
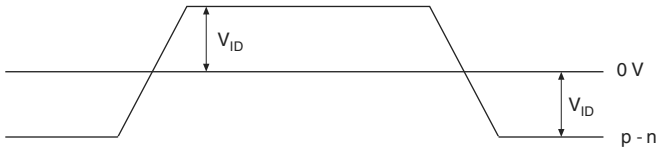
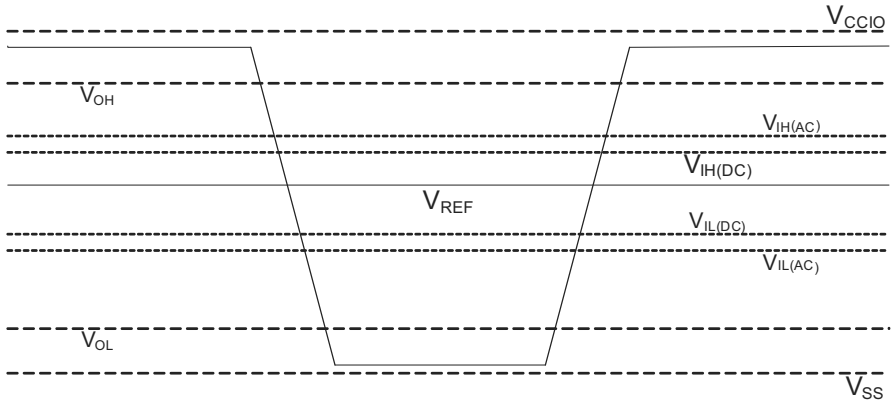
Clock Tree Specifications

Table 1–24 lists the clock tree specifications for Cyclone IV devices.

Table 1–24. Clock Tree Performance for Cyclone IV Devices ***(Part 1 of 2)***

Device	Performance								Unit
	C6	C7	C8	C8L *(1)*	C9L *(1)*	I7	I8L *(1)*	A7	
EP4CE6	500	437.5	402	362	265	437.5	362	402	MHz
EP4CE10	500	437.5	402	362	265	437.5	362	402	MHz
EP4CE15	500	437.5	402	362	265	437.5	362	402	MHz
EP4CE22	500	437.5	402	362	265	437.5	362	402	MHz
EP4CE30	500	437.5	402	362	265	437.5	362	402	MHz
EP4CE40	500	437.5	402	362	265	437.5	362	402	MHz

Table 1–46. Glossary (Part 3 of 5)

Letter	Term	Definitions
R	R_L	Receiver differential input discrete resistor (external to Cyclone IV devices).
	Receiver Input Waveform	Receiver input waveform for LVDS and LVPECL differential standards: **Single-Ended Waveform**  **Differential Waveform (Mathematical Function of Positive & Negative Channel)** 
	Receiver input skew margin (RSKM)	High-speed I/O block: The total margin left after accounting for the sampling window and TCCS. RSKM = (TUI – SW – TCCS) / 2.
S	Single-ended voltage-referenced I/O Standard	 The JEDEC standard for SSTI and HSTL I/O standards defines both the AC and DC input signal values. The AC values indicate the voltage levels at which the receiver must meet its timing specifications. The DC values indicate the voltage levels at which the final logic state of the receiver is unambiguously defined. After the receiver input crosses the AC value, the receiver changes to the new logic state. The new logic state is then maintained as long as the input stays beyond the DC threshold. This approach is intended to provide predictable receiver timing in the presence of input waveform *ringing*.
	SW (Sampling Window)	High-speed I/O block: The period of time during which the data must be valid to capture it correctly. The setup and hold times determine the ideal strobe position in the sampling window.