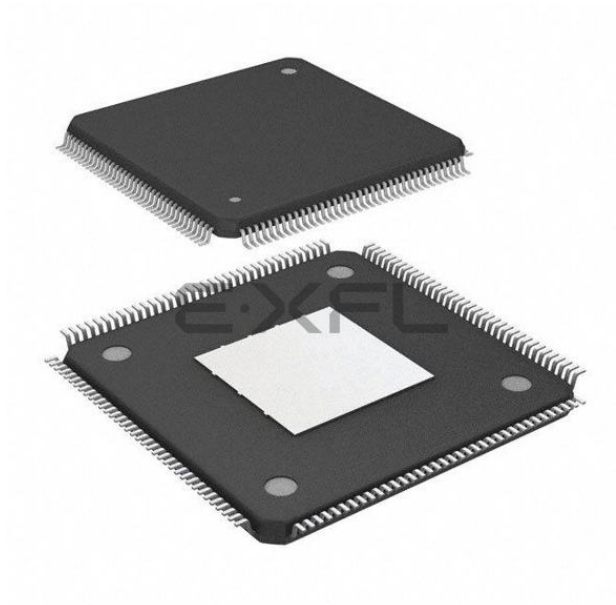

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Understanding Embedded - FPGAs (Field Programmable Gate Array)

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	963
Number of Logic Elements/Cells	15408
Total RAM Bits	516096
Number of I/O	81
Number of Gates	-
Voltage - Supply	1.15V ~ 1.25V
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/ep4ce15e22c6n

Logic Array Blocks

Logic array blocks (LABs) contain groups of LEs.

Topology

Each LAB consists of the following features:

- 16 LEs
- LAB control signals
- LE carry chains
- Register chains
- Local interconnect

The local interconnect transfers signals between LEs in the same LAB. Register chain connections transfer the output of one LE register to the adjacent LE register in an LAB. The Quartus II Compiler places associated logic in an LAB or adjacent LABs, allowing the use of local and register chain connections for performance and area efficiency.

Figure 2–4 shows the LAB structure for Cyclone IV devices.

Figure 2–4. Cyclone IV Device LAB Structure

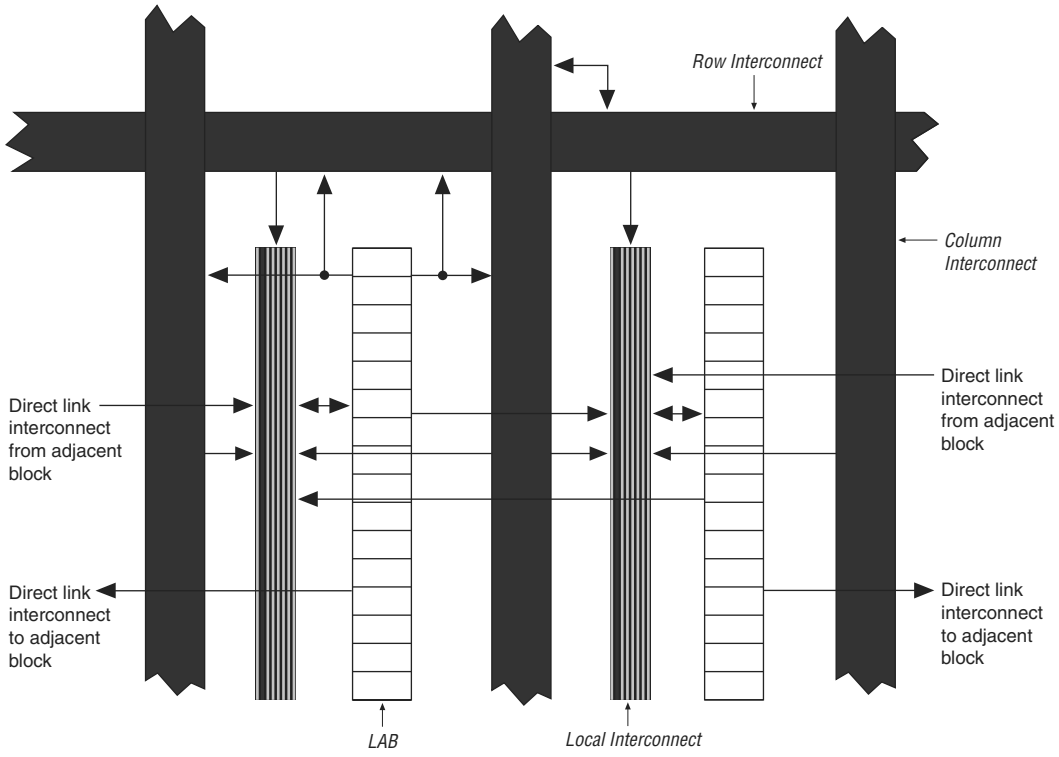
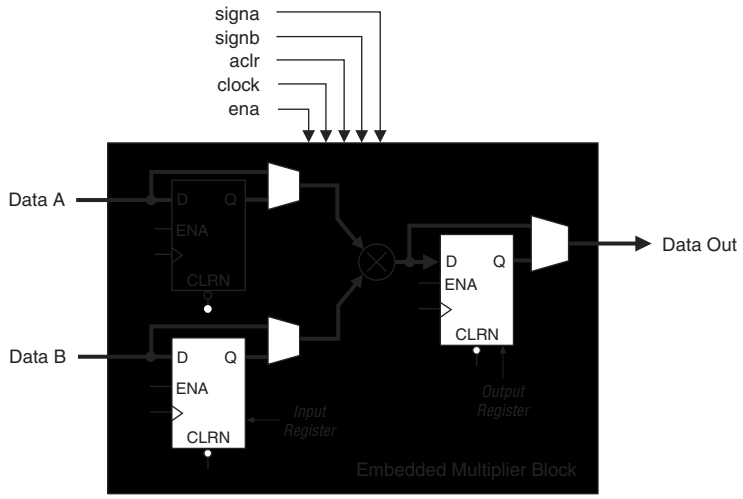


Figure 4–2 shows the multiplier block architecture.

Figure 4–2. Multiplier Block Architecture



Input Registers

You can send each multiplier input signal into an input register or directly into the multiplier in 9- or 18-bit sections, depending on the operational mode of the multiplier. You can send each multiplier input signal through a register independently of other input signals. For example, you can send the multiplier `Data A` signal through a register and send the `Data B` signal directly to the multiplier.

The following control signals are available for each input register in the embedded multiplier:

- clock
- clock enable
- asynchronous clear

All input and output registers in a single embedded multiplier are fed by the same clock, clock enable, and asynchronous clear signals.

Multiplier Stage

The multiplier stage of an embedded multiplier block supports 9 × 9 or 18 × 18 multipliers, as well as other multipliers between these configurations. Depending on the data width or operational mode of the multiplier, a single embedded multiplier can perform one or two multiplications in parallel. For multiplier information, refer to "Operational Modes" on page 4–4.

Each multiplier operand is a unique signed or unsigned number. The `signa` and `signb` signals control an input of a multiplier and determine if the value is signed or unsigned. If the `signa` signal is high, the `Data A` operand is a signed number. If the `signa` signal is low, the `Data A` operand is an unsigned number.

5. Clock Networks and PLLs in Cyclone IV Devices

CYIV-51005-2.4

This chapter describes the hierarchical clock networks and phase-locked loops (PLLs) with advanced features in the Cyclone® IV device family. It includes details about the ability to reconfigure the PLL counter clock frequency and phase shift in real time, allowing you to sweep PLL output frequencies and dynamically adjust the output clock phase shift.

☞ The Quartus® II software enables the PLLs and their features without external devices.

This chapter contains the following sections:

Clock Networks

The Cyclone IV GX device provides up to 12 dedicated clock pins (`CLK[15..4]`) that can drive the global clocks (GCLKs). Cyclone IV GX devices support four dedicated clock pins on each side of the device except the left side. These clock pins can drive up to 30 GCLKs.

The Cyclone IV E device provides up to 15 dedicated clock pins (`CLK[15..1]`) that can drive up to 20 GCLKs. Cyclone IV E devices support three dedicated clock pins on the left side and four dedicated clock pins on the top, right, and bottom sides of the device except EP4CE6 and EP4CE10 devices. EP4CE6 and EP4CE10 devices only support three dedicated clock pins on the left side and four dedicated clock pins on the right side of the device.

If you do not use dedicated clock pins to feed the GCLKs, you can use them as general-purpose input pins to feed the logic array. However, when using them as general-purpose input pins, they do not have support for an I/O register and must use LE-based registers in place of an I/O register.

For more information about how to connect the clock and PLL pins, refer to the *Cyclone IV Device Family Pin Connection Guidelines*.

Clock Control Block

The clock control block drives the GCLKs. Clock control blocks are located on each side of the device, close to the dedicated clock input pins. GCLKs are optimized for minimum clock skew and delay.

Table 5–4 lists the sources that can feed the clock control block, which in turn feeds the GCLKs.

Table 5–4. Clock Control Block Inputs

Input	Description
Dedicated clock inputs	Dedicated clock input pins can drive clocks or global signals, such as synchronous and asynchronous clears, presets, or clock enables onto given GCLKs.
Dual-purpose clock (DPCLK and CDPCLK) I/O input	DPCLK and CDPCLK I/O pins are bidirectional dual function pins that are used for high fan-out control signals, such as protocol signals, TRDY and IRDY signals for PCI, via the GCLK. Clock control blocks that have inputs driven by dual-purpose clock I/O pins are not able to drive PLL inputs.
PLL outputs	PLL counter outputs can drive the GCLK.
Internal logic	You can drive the GCLK through logic array routing to enable internal logic elements (LEs) to drive a high fan-out, low-skew signal path. Clock control blocks that have inputs driven by internal logic are not able to drive PLL inputs.

In Cyclone IV devices, dedicated clock input pins, PLL counter outputs, dual-purpose clock I/O inputs, and internal logic can all feed the clock control block for each GCLK. The output from the clock control block in turn feeds the corresponding GCLK. The GCLK can drive the PLL input if the clock control block inputs are outputs of another PLL or dedicated clock input pins. There are five or six clock control blocks on each side of the device periphery—depending on device density; providing up to 30 clock control blocks in each Cyclone IV GX device. The maximum number of clock control blocks per Cyclone IV E device is 20. For the clock control block locations, refer to Figure 5–2 on page 5–12, Figure 5–3 on page 5–13, and Figure 5–4 on page 5–14.

The clock control blocks on the left side of the Cyclone IV GX device do not support any clock inputs.

The control block has two functions:

- Dynamic GCLK clock source selection (not applicable for DPCLK, CDPCLK, and internal logic input)
- GCLK network power down (dynamic enable and disable)

Deterministic Latency Compensation Mode

The deterministic latency mode compensates for the delay of the multipurpose PLLs through the clock network and serializer in Common Public Radio Interface (CPRI) applications. In this mode, the PLL PFD feedback path compensates the latency uncertainty in `Tx dataout` and `Tx clkout` paths relative to the reference clock.

Hardware Features

Cyclone IV PLLs support several features for general-purpose clock management. This section discusses clock multiplication and division implementation, phase shifting implementations, and programmable duty cycles.

Clock Multiplication and Division

Each Cyclone IV PLL provides clock synthesis for PLL output ports using M/(N*post-scale counter) scaling factors. The input clock is divided by a pre-scale factor, N, and is then multiplied by the M feedback factor. The control loop drives the VCO to match f_{IN} (M/N). Each output port has a unique post-scale counter that divides down the high-frequency VCO. For multiple PLL outputs with different frequencies, the VCO value is the least common multiple of the output frequencies that meets its frequency specifications. For example, if output frequencies required from one PLL are 33 and 66 MHz, the Quartus II software sets the VCO to 660 MHz (the least common multiple of 33 and 66 MHz in the VCO range). Then, the post-scale counters scale down the VCO frequency for each output port.

There is one pre-scale counter, N, and one multiply counter, M, per PLL, with a range of 1 to 512 for both M and N. The N counter does not use duty cycle control because the purpose of this counter is only to calculate frequency division. There are five generic post-scale counters per PLL that can feed GCLKs or external clock outputs. These post-scale counters range from 1 to 512 with a 50% duty cycle setting. The post-scale counters range from 1 to 256 with any non-50% duty cycle setting. The sum of the high/low count values chosen for a design selects the divide value for a given counter.

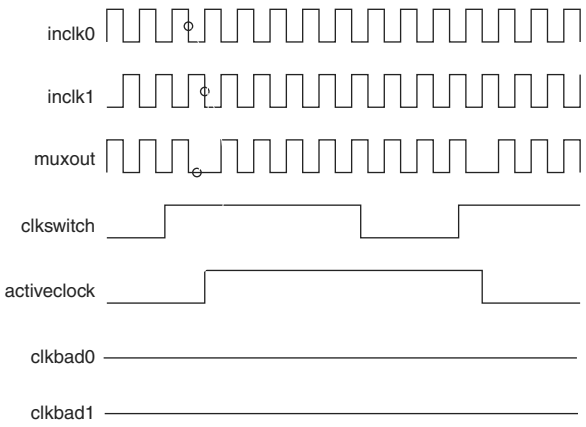
The Quartus II software automatically chooses the appropriate scaling factors according to the input frequency, multiplication, and division values entered into the ALTPLL megafunction.

Phase alignment between output counters is determined using the t_{PLL_PSERR} specification.

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.

For the specific sustaining current for each V_{CCIO} voltage level driven through the resistor and for the overdrive current used to identify the next driven input level, refer to the *Cyclone IV Device Datasheet* chapter.

Programmable Pull-Up Resistor

Each Cyclone IV device I/O pin provides an optional programmable pull-up resistor while in user mode. If you enable this feature for an I/O pin, the pull-up resistor holds the output to the V_{CCIO} level of the output pin's bank.

If you enable the programmable pull-up resistor, the device cannot use the bus-hold feature. Programmable pull-up resistors are not supported on the dedicated configuration, JTAG, and dedicated clock pins.

When the optional `DEV_OE` signal drives low, all I/O pins remains tri-stated even with the programmable pull-up option enabled.

Programmable Delay

The Cyclone IV IOE includes programmable delays to ensure zero hold times, minimize setup times, increase clock-to-output times, and delay the clock input signal.

A path in which a pin directly drives a register may require a programmable delay to ensure zero hold time, whereas a path in which a pin drives a register through combinational logic may not require the delay. Programmable delays minimize setup time. The Quartus II Compiler can program these delays to automatically minimize setup time while providing a zero hold time. Programmable delays can increase the register-to-pin delays for output registers. Each dual-purpose clock input pin provides a programmable delay to the global clock networks.

Table 6–1 shows the programmable delays for Cyclone IV devices.

Table 6–1. Cyclone IV Devices Programmable Delay Chain

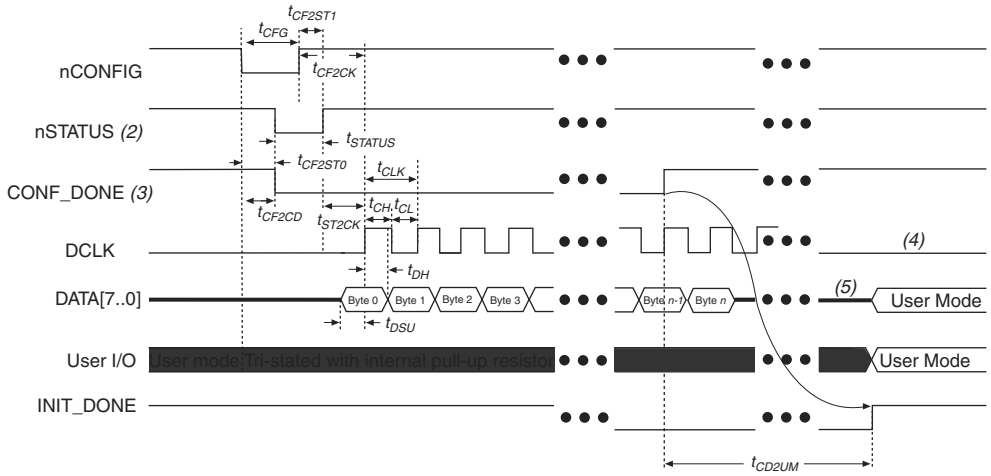
Programmable Delay	Quartus II Logic Option
Input pin-to-logic array delay	Input delay from pin to internal cells
Input pin-to-input register delay	Input delay from pin to input register
Output pin delay	Delay from output register to output pin
Dual-purpose clock input pin delay	Input delay from dual-purpose clock pin to fan-out destinations

There are two paths in the IOE for an input to reach the logic array. Each of the two paths can have a different delay. This allows you to adjust delays from the pin to the internal logic element (LE) registers that reside in two different areas of the device. You must set the two combinational input delays with the input delay from pin to internal cells logic option in the Quartus II software for each path. If the pin uses the input register, one of the delays is disregarded and the delay is set with the input delay from pin to input register logic option in the Quartus II software.

FPP Configuration Timing

Figure 8–22 shows the timing waveform for the FPP configuration when using an external host.

Figure 8–22. FPP Configuration Timing Waveform (1)



Notes to Figure 8–22:

(1) The beginning of this waveform shows the device in user mode. In user mode, nCONFIG, nSTATUS, and CONF_DONE are at logic-high levels. When nCONFIG is pulled low, a reconfiguration cycle begins.

(2) After power up, the Cyclone IV device holds nSTATUS low during POR delay.

(3) After power up, before and during configuration, CONF_DONE is low.

(4) Do not leave DCLK floating after configuration. It must be driven high or low, whichever is more convenient.

(5) DATA[7..0] is available as a user I/O pin after configuration; the state of the pin depends on the dual-purpose pin settings.

Table 8–13 lists the FPP configuration timing parameters for Cyclone IV devices.

Table 8–13. FPP Timing Parameters for Cyclone IV Devices (Part 1 of 2)

Symbol	Parameter	Minimum		Maximum		Unit
		Cyclone IV (1)	Cyclone IV E (2)	Cyclone IV (1)	Cyclone IV E (2)	
t_{CF2CD}	nCONFIG low to CONF_DONE low	—		500		ns
t_{CF2ST0}	nCONFIG low to nSTATUS low	—		500		ns
t_{CFG}	nCONFIG low pulse width	500		—		ns
t_{STATUS}	nSTATUS low pulse width	45		230 (3)		µs
t_{CF2ST1}	nCONFIG high to nSTATUS high	—		230 (4)		µs
t_{CF2CK}	nCONFIG high to first rising edge on DCLK	230 (3)		—		µs

Table 8–19. Configuration Pin Summary for Cyclone IV E Devices (Part 2 of 3)

Bank	Description	Input/Output	Dedicated	Powered By	Configuration Mode
1	DATA[0] *(1), (2)*	Input	—	V_{CCIO}	PS, FPP, AS
		Bidirectional		V_{CCIO}	AP
1	DATA[1] *(2)*/ASDO *(1)*	Input	—	V_{CCIO}	FPP
		Output		V_{CCIO}	AS
		Bidirectional		V_{CCIO}	AP
8	DATA[7..2] *(2)*	Input	—	V_{CCIO}	FPP
		Bidirectional		V_{CCIO}	AP
8	DATA[15..8] *(2)*	Bidirectional	—	V_{CCIO}	AP
6	INIT_DONE	Output	—	Pull-up	Optional, all modes
1	nSTATUS	Bidirectional	Yes	Pull-up	All modes
1	nCE	Input	Yes	V_{CCIO}	All modes
1	DCLK *(1), (2)*	Input	Yes	V_{CCIO}	PS, FPP
		Output	—	V_{CCIO}	AS, AP
6	CONF_DONE	Bidirectional	Yes	Pull-up	All modes
1	TDI	Input	Yes	V_{CCIO}	JTAG
1	TMS	Input	Yes	V_{CCIO}	JTAG
1	TCK	Input	Yes	V_{CCIO}	JTAG
1	nCONFIG	Input	Yes	V_{CCIO}	All modes
6	CLKUSR	Input	—	V_{CCIO}	Optional
6	nCEO	Output	—	V_{CCIO}	Optional, all modes
6	MSEL[]	Input	Yes	V_{CCINT}	All modes
1	TDO	Output	Yes	V_{CCIO}	JTAG
7	PADD[14..0]	Output	—	V_{CCIO}	AP
8	PADD[19..15]	Output	—	V_{CCIO}	AP
6	PADD[23..20]	Output	—	V_{CCIO}	AP
1	nRESET	Output	—	V_{CCIO}	AP
6	nAVD	Output	—	V_{CCIO}	AP
6	nOE	Output	—	V_{CCIO}	AP
6	nWE	Output	—	V_{CCIO}	AP
5	DEV_OE	Input	—	V_{CCIO}	Optional, AP

Contents

☞ In any configuration, a receiver channel cannot source CDR clocks from other PLLs beyond the two multipurpose PLLs directly adjacent to transceiver block where the channel resides.

The Cyclone IV GX transceivers support non-bonded (×1) and bonded (×2 and ×4) channel configurations. The two configurations differ in regards to clocking and phase compensation FIFO control. Bonded configuration provides a relatively lower channel-to-channel skew between the bonded channels than in non-bonded configuration. Table 1–8 lists the supported conditions in non-bonded and bonded channel configurations.

Table 1–8. Supported Conditions in Non-Bonded and Bonded Channel Configurations

Channel Configuration	Description	Supported Channel Operation Mode
Non-bonded (×1)	■ Low-speed clock in each channel is sourced independently ■ Phase compensation FIFO in each channel has its own pointers and control logic	■ Transmitter Only ■ Receiver Only ■ Transmitter and Receiver
Bonded (×2 and ×4)	■ Low-speed clock in each bonded channel is sourced from a common bonded clock path for lower channel-to-channel skew ■ Phase compensation FIFOs in bonded channels share common pointers and control logic for equal latency through the FIFOs in all bonded channels ■ ×2 bonded configuration is supported with channel 0 and channel 1 in a transceiver block ■ ×4 bonded configuration is supported with all four channels in a transceiver block	■ Transmitter Only ■ Transmitter and Receiver

Non-Bonded Channel Configuration

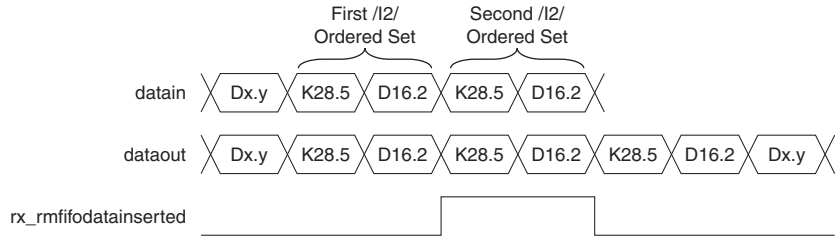
In non-bonded channel configuration, the high- and low-speed clocks for each channel are sourced independently. The phase compensation FIFOs in each channel has its own pointers and control logic. When implementing multi-channel serial interface in non-bonded channel configuration, the clock skew and unequal latency results in larger channel-to-channel skew.

☞ Altera recommends using bonded channel configuration (×2 or ×4) when implementing multi-channel serial interface for a lower channel-to-channel skew.

In a transceiver block, the high- and low-speed clocks for each channel are distributed primarily from one of the two multipurpose PLLs directly adjacent to the block. Transceiver channels for devices in F484 and larger packages support additional clocking flexibility. In these packages, some channels support high-speed and low-speed clock distribution from PLLs beyond the two multipurpose PLLs directly adjacent to the block.

Figure 1–59 shows an example of rate match FIFO insertion in the case where one symbol must be inserted. Because the rate match FIFO can only insert /I2/ ordered sets, it inserts one /I2/ ordered set (two symbols inserted).

Figure 1–59. Example of Rate Match FIFO Insertion in GIGE Mode



The rate match FIFO does not insert or delete code groups automatically to overcome FIFO empty or full conditions. In this case, the rate match FIFO asserts the `rx_rmfifofull` and `rx_rmfifoempty` flags for at least two recovered clock cycles to indicate rate match FIFO full and empty conditions, respectively. You must then assert the `rx_digitalreset` signal to reset the receiver PCS blocks.

Serial RapidIO Mode

Serial RapidIO mode provides the non-bonded (×1) transceiver channel datapath configuration for SRIO protocol implementation. The Cyclone IV GX transceiver provides the PMA and the following PCS functions:

- 8B/10B encoding and decoding
- lane synchronization state machine

Cyclone IV GX transceivers do not have built-in support for some PCS functions such as pseudo-random idle sequence generation and lane alignment in ×4 bonded channel configuration. If required, you must implement these functions in a user logics or external circuits.

The RapidIO Trade Association defines a high-performance, packet-switched interconnect standard to pass data and control information between microprocessors, digital signals, communications, network processes, system memories, and peripheral devices. The SRIO physical layer specification defines serial protocol running at 1.25 Gbps, 2.5 Gbps, and 3.125 Gbps in either single-lane (×1) or bonded four-lane (×4) at each line rate. Cyclone IV GX transceivers support single-lane (×1) configuration at all three line rates. Four ×1 channels configured in Serial RapidIO mode can be instantiated to achieve one non-bonded ×4 SRIO link. When implementing four ×1 SRIO channels, the receivers do not have lane alignment or deskew capability.

3. Cyclone IV Dynamic Reconfiguration

CYIV-52003-2.1

Cyclone® IV GX transceivers allow you to dynamically reconfigure different portions of the transceivers without powering down any part of the device. This chapter describes and provides examples about the different modes available for dynamic reconfiguration.

You can use the ALTGX_RECONFIG and ALTPLL_RECONFIG controller instance to reconfigure the physical medium attachment (PMA) controls, physical coding sublayer (PCS), multipurpose phase locked loops (PLLs), and general purpose PLLs.

This chapter contains the following sections:

Glossary of Terms

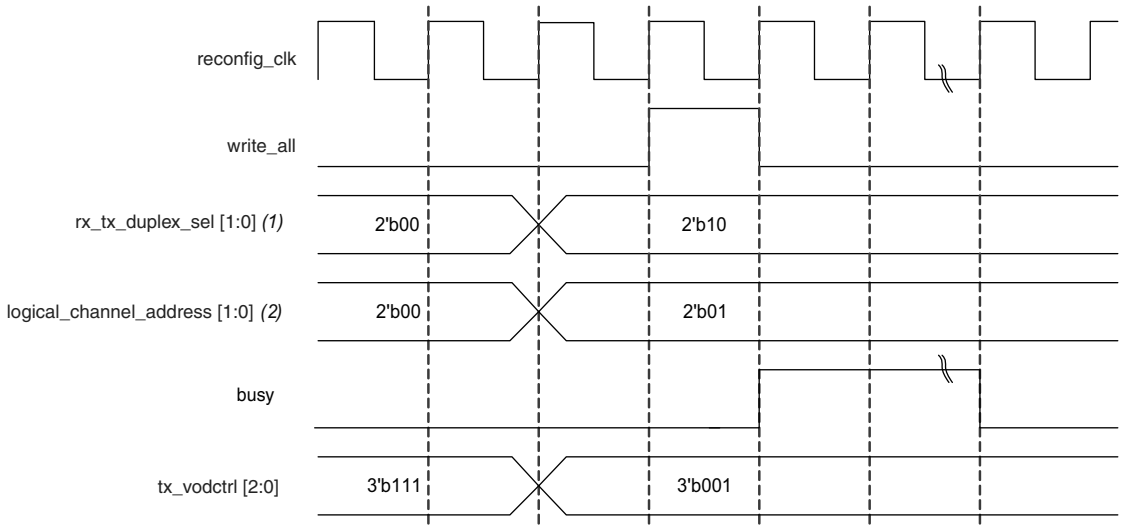
Table 3–1 lists the terms used in this chapter:

Table 3–1. Glossary of Terms Used in this Chapter (Part 1 of 2)

Term	Description
ALTGX_RECONFIG Instance	Dynamic reconfiguration controller instance generated by the ALTGX_RECONFIG MegaWizard™ Plug-In Manager.
ALTGX Instance	Transceiver instance generated by the ALTGX MegaWizard Plug-In Manager.
ALTPLL_RECONFIG Instance	Dynamic PLL reconfiguration controller instance generated by the ALTPLL_RECONFIG Megawizard Plug-In Manager
Logical Channel Addressing	Used whenever the concept of logical channel addressing is explained. This term does not refer to the `logical_channel_address` port available in the ALTGX_RECONFIG MegaWizard Plug-In Manager.

Figure 3–4 shows the write transaction waveform for Method 1.

Figure 3–4. Write Transaction Waveform—Use 'logical_channel_address port' Option



Notes to Figure 3–4:

(1) In this waveform example, you are writing to only the transmitter portion of the channel.

(2) In this waveform example, the number of channels connected to the dynamic reconfiguration controller is four. Therefore, the `logical_channel_address` port is 2 bits wide.

Read Transaction

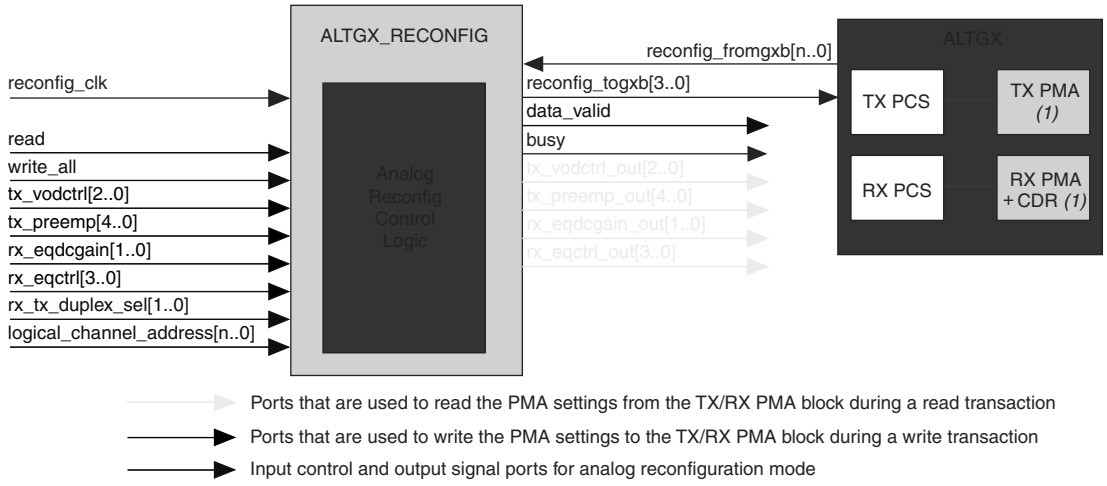
For example, to read the existing V_{OD} values from the transmit V_{OD} control registers of the transmitter portion of a specific channel controlled by the ALTGX_RECONFIG instance, perform the following steps:

1. Set the `logical_channel_address` input port to the logical channel address of the transceiver channel whose PMA controls you want to read (for example, `tx_vodctrl_out`).
2. Set the `rx_tx_duplex_sel` port to **2'b10** so that only the transmit PMA controls are read from the transceiver channel.
3. Ensure that the `busy` signal is low before you start a read transaction.
4. Assert the read signal for one `reconfig_clk` clock cycle. This initiates the read transaction.

The `busy` output status signal is asserted high to indicate that the dynamic reconfiguration controller is busy reading the PMA control values. When the read transaction has completed, the `busy` signal goes low. The `data_valid` signal is asserted to indicate that the data available at the read control signal is valid.

Figure 3–9 shows the connection for PMA reconfiguration mode.

Figure 3–9. ALTGX and ALTGX_RECONFIG Connection for PMA Reconfiguration Mode



Note to Figure 3–9:

(1) This block can be reconfigured in PMA reconfiguration mode.

Transceiver Channel Reconfiguration Mode

You can dynamically reconfigure the transceiver channel from an existing functional mode to a different functional mode by selecting the **Channel Reconfiguration** option in ALTGX and ALTGX_RECONFIG MegaWizards. The blocks that are reconfigured by channel reconfiguration mode are the PCS and RX PMA blocks of a transceiver channel.

For more information about reconfiguring the RX PMA blocks of the transceiver channel using channel reconfiguration mode, you can refer to "Data Rate Reconfiguration Mode Using RX Local Divider" on page 3–26.

In channel reconfiguration, only a write transaction can occur; no read transactions are allowed. You can optionally choose to trigger `write_all` once by selecting the continuous write operation in the ALTGX_RECONFIG MegaWizard Plug-In Manager. The Quartus II software then continuously writes all the words required for reconfiguration.

For channel reconfiguration, **.mif** files are required to dynamically reconfigure the transceivers channels in channel reconfiguration modes. The **.mif** carries the reconfiguration information that will be used to reconfigure the transceivers channel dynamically on-the-fly. The **.mif** contents is generated automatically when you select the **Generate GXB Reconfig MIF** option in the Quartus II software setting. For different **.mif** settings, you need to later reconfigure and recompile the ALTGX MegaWizard to generate the **.mif** based on the required reconfiguration settings.

The dynamic reconfiguration controller can optionally perform a continuos write operation or a regular write operation of the **.mif** contents in terms of word size (16-bit data) to the transceivers channel that is selected for reconfiguration.

Table 3–5. rx_dataoutfull[31..0] FPGA Fabric-Transceiver Channel Interface Signal Descriptions (Part 3 of 3)

FPGA Fabric-Transceiver Channel Interface Description	Receive Signal Description (Based on Cyclone IV GX Supported FPGA Fabric-Transceiver Channel Interface Widths)
20-bit FPGA fabric-Transceiver Channel Interface with PCS-PMA set to 10 bits	Two 10-bit Data (rx_dataout) rx_dataoutfull[9:0] - rx_dataout (LSByte) and rx_dataoutfull[25:16] - rx_dataout (MSByte)
	wo Receiver Sync Status Bits rx_dataoutfull[10] - rx_syncstatus (LSB) and rx_dataoutfull[26] - rx_syncstatus (MSB)
	rx_dataoutfull[11] and rx_dataoutfull[27]: 8B/10B disparity error indicator (rx_disperr)
	Two Receiver Pattern Detect Bits rx_dataoutfull[12] - rx_patterndetect (LSB) and rx_dataoutfull[28] - rx_patterndetect (MSB)
	rx_dataoutfull[13] and rx_dataoutfull[29]: Rate Match FIFO deletion status indicator (rx_rmfifodatadeleted) in non-PCI Express (PIPE) functional modes
	rx_dataoutfull[14] and rx_dataoutfull[30]: Rate Match FIFO insertion status indicator (rx_rmfifodatainserted) in non-PCI Express (PIPE) functional modes
	rx_dataoutfull[15] and rx_dataoutfull[31]: 8B/10B running disparity indicator (rx_runningdisp)

Data Rate Reconfiguration Mode Using RX Local Divider

The RX local divider resides in the RX PMA block for every channels. This is a hardware feature where a /2 divider is available in each of the receiver channel for the supported device. You can use this RX local divider to reconfigure the data rate at the receiver channel. This can be used for protocols such as SDI that has data rates in divisions of 2.

By using this RX local divider, you can support two different data rates without using additional transceiver PLLs. This dynamic reconfiguration mode is available only for the receiver and not applicable to the transmitter. This reconfiguration mode using the RX local divider (/2) is only supported and available in EP4CGX30 (F484 package), EP4CGX50, and EP4CGX75 devices.

For more information about this RX local divider, refer to the *Cyclone IV GX Transceiver Architecture* chapter.

Transceiver Performance Specifications

Table 1–21 lists the Cyclone IV GX transceiver specifications.

Table 1–21. Transceiver Specification for Cyclone IV GX Devices (Part 1 of 4)

Symbol/ Description	Conditions	C6			C7, I7			C8			Unit
		Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	
Reference Clock											
Supported I/O Standards	1.2 V PCML, 1.5 V PCML, 3.3 V PCML, Differential LVPECL, LVDS, HCSL										
Input frequency from REFCLK input pins	—	50	—	156.25	50	—	156.25	50	—	156.25	MHz
Spread-spectrum modulating clock frequency	Physical interface for PCI Express (PIPE) mode	30	—	33	30	—	33	30	—	33	kHz
Spread-spectrum downspread	PIPE mode	—	0 to –0.5%	—	—	0 to –0.5%	—	—	0 to –0.5%	—	—
Peak-to-peak differential input voltage	—	0.1	—	1.6	0.1	—	1.6	0.1	—	1.6	V
V_{ICM} (AC coupled)	—	1100 ± 5%			1100 ± 5%			1100 ± 5%			mV
V_{ICM} (DC coupled)	HCSL I/O standard for PCIe reference clock	250	—	550	250	—	550	250	—	550	mV
Transmitter REFCLK Phase Noise *(1)*	Frequency offset = 1 MHz – 8 MHZ	—	—	–123	—	—	–123	—	—	–123	dBc/Hz
Transmitter REFCLK Total Jitter *(1)*		—	—	42.3	—	—	42.3	—	—	42.3	ps
R_{ref}	—	—	2000 ± 1%	—	—	2000 ± 1%	—	—	2000 ± 1%	—	Ω
Transceiver Clock											
cal_blk_clk clock frequency	—	10	—	125	10	—	125	10	—	125	MHz
fixedclk clock frequency	PCIe Receiver Detect	—	125	—	—	125	—	—	125	—	MHz
reconfig_clk clock frequency	Dynamic reconfiguration clock frequency	2.5/ 37.5 *(2)*	—	50	2.5/ 37.5 *(2)*	—	50	2.5/ 37.5 *(2)*	—	50	MHz
Delta time between reconfig_clk	—	—	—	2	—	—	2	—	—	2	ms
Transceiver block minimum power-down pulse width	—	—	1	—	—	1	—	—	1	—	µs

Table 1–29 lists the active configuration mode specifications for Cyclone IV devices.

Table 1–29. Active Configuration Mode Specifications for Cyclone IV Devices

Programming Mode	DCLK Range	Typical DCLK	Unit
Active Parallel (AP) (1)	20 to 40	33	MHz
Active Serial (AS)	20 to 40	33	MHz

Note to Table 1–29:

(1) AP configuration mode is only supported for Cyclone IV E devices.

Table 1–30 lists the JTAG timing parameters and values for Cyclone IV devices.

Table 1–30. JTAG Timing Parameters for Cyclone IV Devices (1)

Symbol	Parameter	Min	Max	Unit
t_{JCP}	TCK clock period	40	—	ns
t_{JCH}	TCK clock high time	19	—	ns
t_{JCL}	TCK clock low time	19	—	ns
t_{JPSU_TDI}	JTAG port setup time for TDI	1	—	ns
t_{JPSU_TMS}	JTAG port setup time for TMS	3	—	ns
t_{JPH}	JTAG port hold time	10	—	ns
t_{JPCO}	JTAG port clock to output (2), (3)	—	15	ns
t_{JPZX}	JTAG port high impedance to valid output (2), (3)	—	15	ns
t_{JPXZ}	JTAG port valid output to high impedance (2), (3)	—	15	ns
t_{JSSU}	Capture register setup time	5	—	ns
t_{JSH}	Capture register hold time	10	—	ns
t_{JSCO}	Update register clock to output	—	25	ns
t_{JSZX}	Update register high impedance to valid output	—	25	ns
t_{JSXZ}	Update register valid output to high impedance	—	25	ns

Notes to Table 1–30:

(1) For more information about JTAG waveforms, refer to "JTAG Waveform" in "Glossary" on page 1–37.

(2) The specification is shown for 3.3-, 3.0-, and 2.5-V LVTTL/LVCMOS operation of JTAG pins. For 1.8-V LVTTL/LVCMOS and 1.5-V LVCMOS, the output time specification is 16 ns.

(3) For EP4CGX22, EP4CGX30 (F324 and smaller package), EP4CGX110, and EP4CGX150 devices, the output time specification for 3.3-, 3.0-, and 2.5-V LVTTL/LVCMOS operation of JTAG pins is 16 ns. For 1.8-V LVTTL/LVCMOS and 1.5-V LVCMOS, the output time specification is 18 ns.

Periphery Performance

This section describes periphery performance, including high-speed I/O and external memory interface.

I/O performance supports several system interfaces, such as the high-speed I/O interface, external memory interface, and the PCI/PCI-X bus interface. I/Os using the SSTL-18 Class I termination standard can achieve up to the stated DDR2 SDRAM interfacing speeds. I/Os using general-purpose I/O standards such as 3.3-, 3.0-, 2.5-, 1.8-, or 1.5-LVTTL/LVCMOS are capable of a typical 200 MHz interfacing frequency with a 10 pF load.

Table 1–32. Emulated RSDS_E_1R Transmitter Timing Specifications for Cyclone IV Devices (1), (3) (Part 2 of 2)

Symbol	Modes	C6			C7, I7			C8, A7			C8L, I8L			C9L			Unit
		Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	
t_{LOCK} (2)	—	—	—	1	—	—	1	—	—	1	—	—	1	—	—	1	ms

Notes to Table 1–32:

(1) Emulated RSDS_E_1R transmitter is supported at the output pin of all I/O Banks of Cyclone IV E devices and I/O Banks 3, 4, 5, 6, 7, 8, and 9 of Cyclone IV GX devices.

(2) t_{LOCK} is the time required for the PLL to lock from the end-of-device configuration.

(3) Cyclone IV E 1.0 V core voltage devices only support C8L, C9L, and I8L speed grades. Cyclone IV E 1.2 V core voltage devices only support C6, C7, C8, I7, and A7 speed grades. Cyclone IV GX devices only support C6, C7, C8, and I7 speed grades.

Table 1–33. Mini-LVDS Transmitter Timing Specifications for Cyclone IV Devices (1), (2), (4)

Symbol	Modes	C6			C7, I7			C8, A7			C8L, I8L			C9L			Unit
		Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	
f_{HSCLK} (input clock frequency)	×10	5	—	200	5	—	155.5	5	—	155.5	5	—	155.5	5	—	132.5	MHz
	×8	5	—	200	5	—	155.5	5	—	155.5	5	—	155.5	5	—	132.5	MHz
	×7	5	—	200	5	—	155.5	5	—	155.5	5	—	155.5	5	—	132.5	MHz
	×4	5	—	200	5	—	155.5	5	—	155.5	5	—	155.5	5	—	132.5	MHz
	×2	5	—	200	5	—	155.5	5	—	155.5	5	—	155.5	5	—	132.5	MHz
	×1	5	—	400	5	—	311	5	—	311	5	—	311	5	—	265	MHz
Device operation in Mbps	×10	100	—	400	100	—	311	100	—	311	100	—	311	100	—	265	Mbps
	×8	80	—	400	80	—	311	80	—	311	80	—	311	80	—	265	Mbps
	×7	70	—	400	70	—	311	70	—	311	70	—	311	70	—	265	Mbps
	×4	40	—	400	40	—	311	40	—	311	40	—	311	40	—	265	Mbps
	×2	20	—	400	20	—	311	20	—	311	20	—	311	20	—	265	Mbps
	×1	10	—	400	10	—	311	10	—	311	10	—	311	10	—	265	Mbps
t_{DUTY}	—	45	—	55	45	—	55	45	—	55	45	—	55	45	—	55	%
TCCS	—	—	—	200	—	—	200	—	—	200	—	—	200	—	—	200	ps
Output jitter (peak to peak)	—	—	—	500	—	—	500	—	—	550	—	—	600	—	—	700	ps
t_{RISE}	20 – 80%, C_{LOAD} = 5 pF	—	500	—	—	500	—	—	500	—	—	500	—	—	500	—	ps
t_{FALL}	20 – 80%, C_{LOAD} = 5 pF	—	500	—	—	500	—	—	500	—	—	500	—	—	500	—	ps
t_{LOCK} (3)	—	—	—	1	—	—	1	—	—	1	—	—	1	—	—	1	ms

Notes to Table 1–33:

(1) Applicable for true and emulated mini-LVDS transmitter.

(2) Cyclone IV E—true mini-LVDS transmitter is only supported at the output pin of Row I/O Banks 1, 2, 5, and 6. Emulated mini-LVDS transmitter is supported at the output pin of all I/O banks.
Cyclone IV GX—true mini-LVDS transmitter is only supported at the output pin of Row I/O Banks 5 and 6. Emulated mini-LVDS transmitter is supported at the output pin of I/O Banks 3, 4, 5, 6, 7, 8, and 9.

(3) t_{LOCK} is the time required for the PLL to lock from the end-of-device configuration.

(4) Cyclone IV E 1.0 V core voltage devices only support C8L, C9L, and I8L speed grades. Cyclone IV E 1.2 V core voltage devices only support C6, C7, C8, I7, and A7 speed grades. Cyclone IV GX devices only support C6, C7, C8, and I7 speed grades.

Table 1–35. Emulated LVDS Transmitter Timing Specifications for Cyclone IV Devices (1), (3) (Part 2 of 2)

Symbol	Modes	C6		C7, I7		C8, A7		C8L, I8L		C9L		Unit
		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
t_{DUTY}	—	45	55	45	55	45	55	45	55	45	55	%
TCCS	—	—	200	—	200	—	200	—	200	—	200	ps
Output jitter (peak to peak)	—	—	500	—	500	—	550	—	600	—	700	ps
t_{LOCK} (2)	—	—	1	—	1	—	1	—	1	—	1	ms

Notes to Table 1–35:

(1) Cyclone IV E—emulated LVDS transmitter is supported at the output pin of all I/O Banks.
Cyclone IV GX—emulated LVDS transmitter is supported at the output pin of I/O Banks 3, 4, 5, 6, 7, 8, and 9.

(2) t_{LOCK} is the time required for the PLL to lock from the end-of-device configuration.

(3) Cyclone IV E 1.0 V core voltage devices only support C8L, C9L, and I8L speed grades. Cyclone IV E 1.2 V core voltage devices only support C6, C7, C8, I7, and A7 speed grades. Cyclone IV GX devices only support C6, C7, C8, and I7 speed grades.

Table 1–36. LVDS Receiver Timing Specifications for Cyclone IV Devices (1), (3)

Symbol	Modes	C6		C7, I7		C8, A7		C8L, I8L		C9L		Unit
		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
f_{HSCLK} (input clock frequency)	×10	10	437.5	10	370	10	320	10	320	10	250	MHz
	×8	10	437.5	10	370	10	320	10	320	10	250	MHz
	×7	10	437.5	10	370	10	320	10	320	10	250	MHz
	×4	10	437.5	10	370	10	320	10	320	10	250	MHz
	×2	10	437.5	10	370	10	320	10	320	10	250	MHz
	×1	10	437.5	10	402.5	10	402.5	10	362	10	265	MHz
HSIODR	×10	100	875	100	740	100	640	100	640	100	500	Mbps
	×8	80	875	80	740	80	640	80	640	80	500	Mbps
	×7	70	875	70	740	70	640	70	640	70	500	Mbps
	×4	40	875	40	740	40	640	40	640	40	500	Mbps
	×2	20	875	20	740	20	640	20	640	20	500	Mbps
	×1	10	437.5	10	402.5	10	402.5	10	362	10	265	Mbps
SW	—	—	400	—	400	—	400	—	550	—	640	ps
Input jitter tolerance	—	—	500	—	500	—	550	—	600	—	700	ps
t_{LOCK} (2)	—	—	1	—	1	—	1	—	1	—	1	ms

Notes to Table 1–36:

(1) Cyclone IV E—LVDS receiver is supported at all I/O Banks.
Cyclone IV GX—LVDS receiver is supported at I/O Banks 3, 4, 5, 6, 7, 8, and 9.

(2) t_{LOCK} is the time required for the PLL to lock from the end-of-device configuration.

(3) Cyclone IV E 1.0 V core voltage devices only support C8L, C9L, and I8L speed grades. Cyclone IV E 1.2 V core voltage devices only support C6, C7, C8, I7, and A7 speed grades. Cyclone IV GX devices only support C6, C7, C8, and I7 speed grades.

External Memory Interface Specifications

The external memory interfaces for Cyclone IV devices are auto-calibrating and easy to implement.