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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	3491
Number of Logic Elements/Cells	55856
Total RAM Bits	2396160
Number of I/O	324
Number of Gates	-
Voltage - Supply	1.15V ~ 1.25V
Mounting Type	Surface Mount
Operating Temperature	0°C ~ 85°C (TJ)
Package / Case	484-BGA
Supplier Device Package	484-FBGA (23x23)
Purchase URL	https://www.e-xfl.com/product-detail/intel/ep4ce55f23c6n

Manual Clock Switchover 5–30
Guidelines 5–30
Programmable Bandwidth 5–32
Phase Shift Implementation 5–32
PLL Cascading 5–33
PLL Reconfiguration 5–34
PLL Reconfiguration Hardware Implementation 5–34
Post-Scale Counters (C0 to C4) 5–36
Scan Chain Description 5–37
Charge Pump and Loop Filter 5–38
Bypassing a PLL Counter 5–39
Dynamic Phase Shifting 5–39
Spread-Spectrum Clocking 5–41
PLL Specifications 5–41
Document Revision History 5–42

Section II. I/O Interfaces

Chapter 6. I/O Features in Cyclone IV Devices

Cyclone IV I/O Elements 6–2
I/O Element Features 6–3
Programmable Current Strength 6–3
Slew Rate Control 6–4
Open-Drain Output 6–4
Bus Hold 6–4
Programmable Pull-Up Resistor 6–5
Programmable Delay 6–5
PCI-Clamp Diode 6–6
OCT Support 6–6
On-Chip Series Termination with Calibration 6–8
On-Chip Series Termination Without Calibration 6–10
I/O Standards 6–11
Termination Scheme for I/O Standards 6–13
Voltage-Referenced I/O Standard Termination 6–14
Differential I/O Standard Termination 6–15
I/O Banks 6–16
High-Speed Differential Interfaces 6–22
External Memory Interfacing 6–23
Pad Placement and DC Guidelines 6–23
Pad Placement 6–23
DC Guidelines 6–23
Clock Pins Functionality 6–23
High-Speed I/O Interface 6–24
High-Speed I/O Standards Support 6–28
High Speed Serial Interface (HSSI) Input Reference Clock Support 6–28
LVDS I/O Standard Support in Cyclone IV Devices 6–29
Designing with LVDS 6–30
BLVDS I/O Standard Support in Cyclone IV Devices 6–30
Designing with BLVDS 6–31
RSDS, Mini-LVDS, and PPDS I/O Standard Support in Cyclone IV Devices 6–32
Designing with RSDS, Mini-LVDS, and PPDS 6–32
LVPECL I/O Support in Cyclone IV Devices 6–34
Differential SSTL I/O Standard Support in Cyclone IV Devices 6–35

- Cyclone IV GX devices offer up to eight high-speed transceivers that provide:
  - Data rates up to 3.125 Gbps
  - 8B/10B encoder/decoder
  - 8-bit or 10-bit physical media attachment (PMA) to physical coding sublayer (PCS) interface
  - Byte serializer/deserializer (SERDES)
  - Word aligner
  - Rate matching FIFO
  - TX bit slipper for Common Public Radio Interface (CPRI)
  - Electrical idle
  - Dynamic channel reconfiguration allowing you to change data rates and protocols on-the-fly
  - Static equalization and pre-emphasis for superior signal integrity
  - 150 mW per channel power consumption
  - Flexible clocking structure to support multiple protocols in a single transceiver block
- Cyclone IV GX devices offer dedicated hard IP for PCI Express (PIPE) (PCIe) Gen 1:
  - ×1, ×2, and ×4 lane configurations
  - End-point and root-port configurations
  - Up to 256-byte payload
  - One virtual channel
  - 2 KB retry buffer
  - 4 KB receiver (Rx) buffer
- Cyclone IV GX devices offer a wide range of protocol support:
  - PCIe (PIPE) Gen 1 ×1, ×2, and ×4 (2.5 Gbps)
  - Gigabit Ethernet (1.25 Gbps)
  - CPRI (up to 3.072 Gbps)
  - XAUI (3.125 Gbps)
  - Triple rate serial digital interface (SDI) (up to 2.97 Gbps)
  - Serial RapidIO (3.125 Gbps)
  - Basic mode (up to 3.125 Gbps)
  - V-by-One (up to 3.0 Gbps)
  - DisplayPort (2.7 Gbps)
  - Serial Advanced Technology Attachment (SATA) (up to 3.0 Gbps)
  - OBSAI (up to 3.072 Gbps)

In addition to the three general routing outputs, LEs in an LAB have register chain outputs, which allows registers in the same LAB to cascade together. The register chain output allows the LUTs to be used for combinational functions and the registers to be used for an unrelated shift register implementation. These resources speed up connections between LABs while saving local interconnect resources.

LE Operating Modes

Cyclone IV LEs operate in the following modes:

- Normal mode
- Arithmetic mode

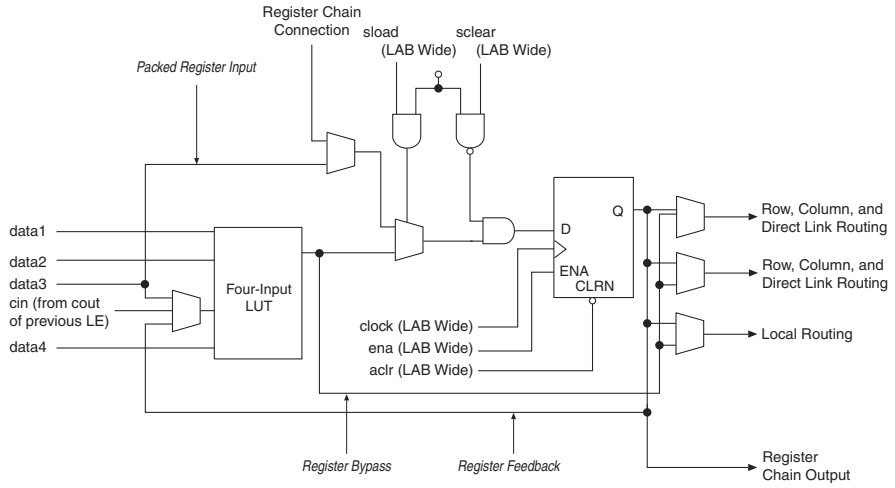
The Quartus® II software automatically chooses the appropriate mode for common functions, such as counters, adders, subtractors, and arithmetic functions, in conjunction with parameterized functions such as the library of parameterized modules (LPM) functions. You can also create special-purpose functions that specify which LE operating mode to use for optimal performance, if required.

Normal Mode

Normal mode is suitable for general logic applications and combinational functions. In normal mode, four data inputs from the LAB local interconnect are inputs to a four-input LUT (Figure 2–2). The Quartus II Compiler automatically selects the carry-in (`cin`) or the `data3` signal as one of the inputs to the LUT. LEs in normal mode support packed registers and register feedback.

Figure 2–2 shows LEs in normal mode.

Figure 2–2. Cyclone IV Device LEs in Normal Mode



Power-Up Conditions and Memory Initialization

The M9K memory block outputs of Cyclone IV devices power up to zero (cleared) regardless of whether the output registers are used or bypassed. All M9K memory blocks support initialization using a **.mif**. You can create **.mif**s in the Quartus II software and specify their use using the RAM MegaWizard Plug-In Manager when instantiating memory in your design. Even if memory is pre-initialized (for example, using a **.mif**), it still powers up with its outputs cleared. Only the subsequent read after power up outputs the pre-initialized values.

For more information about **.mif**s, refer to the *RAM Megafunction User Guide* and the *Quartus II Handbook*.

Power Management

The M9K memory block clock enables of Cyclone IV devices allow you to control clocking of each M9K memory block to reduce AC power consumption. Use the `rden` signal to ensure that read operations only occur when necessary. If your design does not require read-during-write, reduce power consumption by deasserting the `rden` signal during write operations or any period when there are no memory operations. The Quartus II software automatically powers down any unused M9K memory blocks to save static power.

Document Revision History

Table 3–6 shows the revision history for this chapter.

Table 3–6. Document Revision History

Date	Version	Changes
November 2011	1.1	Updated the “Byte Enable Support” section.
November 2009	1.0	Initial release.

Table 4–1 lists the number of embedded multipliers and the multiplier modes that can be implemented in each Cyclone IV device.

Table 4–1. Number of Embedded Multipliers in Cyclone IV Devices

Device Family	Device	Embedded Multipliers	9 × 9 Multipliers (1)	18 × 18 Multipliers (1)
Cyclone IV GX	EP4CGX15	0	0	0
	EP4CGX22	40	80	40
	EP4CGX30	80	160	80
	EP4CGX50	140	280	140
	EP4CGX75	198	396	198
	EP4CGX110	280	560	280
	EP4CGX150	360	720	360
Cyclone IV E	EP4CE6	15	30	15
	EP4CE10	23	46	23
	EP4CE15	56	112	56
	EP4CE22	66	132	66
	EP4CE30	66	132	66
	EP4CE40	116	232	116
	EP4CE55	154	308	154
	EP4CE75	200	400	200
	EP4CE115	266	532	266

Note to Table 4–1:

(1) These columns show the number of 9 × 9 or 18 × 18 multipliers for each device.

In addition to the embedded multipliers in Cyclone IV devices, you can implement soft multipliers by using the M9K memory blocks as look-up tables (LUTs). The LUTs contain partial results from the multiplication of input data with coefficients that implement variable depth and width high-performance soft multipliers for low-cost, high-volume DSP applications. The availability of soft multipliers increases the number of available multipliers in the device.

For more information about M9K memory blocks, refer to the *Memory Blocks in Cyclone IV Devices* chapter.

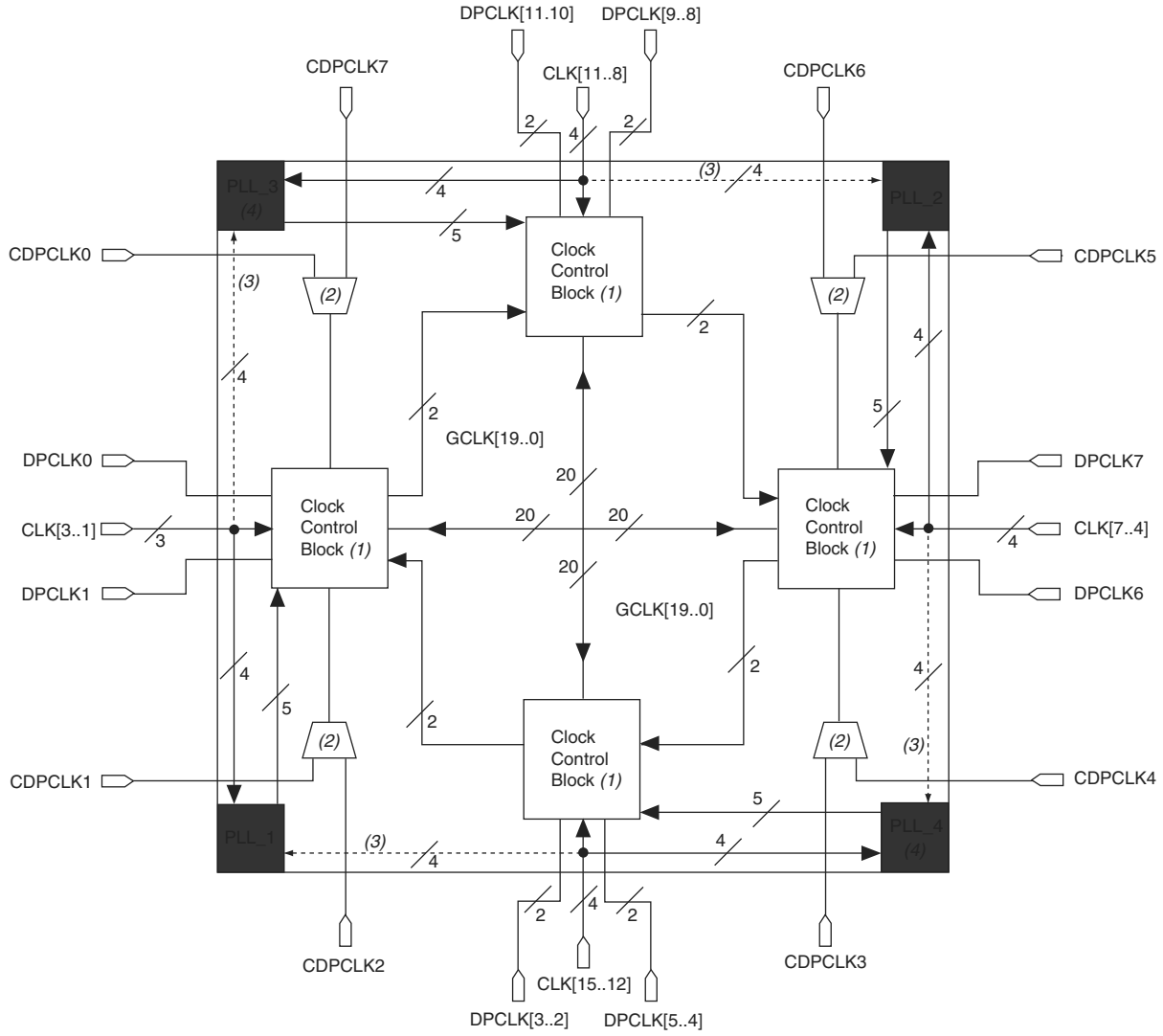
For more information about soft multipliers, refer to *AN 306: Implementing Multipliers in FPGA Devices*.

Architecture

Each embedded multiplier consists of the following elements:

- Multiplier stage
- Input and output registers
- Input and output interfaces

Figure 5–4. Clock Networks and Clock Control Block Locations in Cyclone IV E Devices



Notes to Figure 5–4:

(1) There are five clock control blocks on each side.

(2) Only one of the corner CDPCLK pins in each corner can feed the clock control block at a time. You can use the other CDPCLK pins as general-purpose I/O (GPIO) pins.

(3) Dedicated clock pins can feed into this PLL. However, these paths are not fully compensated.

(4) PLL_3 and PLL_4 are not available in EP4CE6 and EP4CE10 devices.

The inputs to the clock control blocks on each side of the Cyclone IV GX device must be chosen from among the following clock sources:

- Four clock input pins
- Ten PLL counter outputs (five from each adjacent PLLs)
- Two, four, or six DPCLK pins from the top, bottom, and right sides of the device
- Five signals from internal logic

PLLs in Cyclone IV Devices

Cyclone IV GX devices offer two variations of PLLs: general purpose PLLs and multipurpose PLLs. Cyclone IV E devices only have the general purpose PLLs.

The general purpose PLLs are used for general-purpose applications in the FPGA fabric and periphery such as external memory interfaces. The multipurpose PLLs are used for clocking the transceiver blocks. When the multipurpose PLLs are not used for transceiver clocking, they can be used for general-purpose clocking.

For more details about the multipurpose PLLs used for transceiver clocking, refer to the *Cyclone IV Transceivers* chapter.

Cyclone IV GX devices contain up to eight general purpose PLLs and multipurpose PLLs while Cyclone IV E devices have up to four general purpose PLLs that provide robust clock management and synthesis for device clock management, external system clock management, and high-speed I/O interfaces.

For more information about the number of general purpose PLLs and multipurpose PLLs in each device density, refer to the *Cyclone IV Device Family Overview* chapter.

The general I/O pins cannot drive the PLL clock input pins.

Table 5–5 lists the features available in Cyclone IV GX PLLs.

Table 5–5. Cyclone IV GX PLL Features (Part 1 of 2)

Features	Availability									
	General Purpose PLLs				Multipurpose PLLs					
	PLL_1 (1), (10)	PLL_2 (1), (10)	PLL_3 (2)	PLL_4 (3)	PLL_1 (4)	PLL_2 (4)	PLL_5 (1), (10)	PLL_6 (1), (10)	PLL_7 (1)	PLL_8 (1)
C (output counters)	5									
M, N, C counter sizes	1 to 512 (5)									
Dedicated clock outputs	1 single-ended or 1 differential pair									
Clock input pins	12 single-ended or 6 differential pairs (6) and 4 differential pairs (7)									
Spread-spectrum input clock tracking	✓ (8)									
PLL cascading	Through GCLK									
Source-Synchronous Mode	✓	✓	✓	✓	✓	✓	✓	—	—	✓
No Compensation Mode	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Normal Mode	✓	✓	✓	✓	✓	✓	✓	—	—	✓
Zero Delay Buffer Mode	✓	✓	✓	✓	✓	✓	✓	—	—	✓
Deterministic Latency Compensation Mode	✓	✓	—	—	✓	✓	✓	✓	✓	✓
Phase shift resolution (9)	Down to 96 ps increments									
Programmable duty cycle	✓									
Output counter cascading	✓									

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.

PLL Reconfiguration

PLLs use several divide counters and different VCO phase taps to perform frequency synthesis and phase shifts. In PLLs of Cyclone IV devices, you can reconfigure both counter settings and phase shift the PLL output clock in real time. You can also change the charge pump and loop filter components, which dynamically affects PLL bandwidth. You can use these PLL components to update the output clock frequency, PLL bandwidth, and phase shift in real time, without reconfiguring the entire FPGA.

The ability to reconfigure the PLL in real time is useful in applications that might operate at multiple frequencies. It is also useful in prototyping environments, allowing you to sweep PLL output frequencies and adjust the output clock phase dynamically. For instance, a system generating test patterns is required to generate and send patterns at 75 or 150 MHz, depending on the requirements of the device under test. Reconfiguring PLL components in real time allows you to switch between two such output frequencies in a few microseconds.

You can also use this feature to adjust clock-to-out (t_{CO}) delays in real time by changing the PLL output clock phase shift. This approach eliminates the need to regenerate a configuration file with the new PLL settings.

PLL Reconfiguration Hardware Implementation

The following PLL components are configurable in real time:

- Pre-scale counter (N)
- Feedback counter (M)
- Post-scale output counters (C0–C4)
- Dynamically adjust the charge pump current (I_{CP}) and loop filter components (R, C) to facilitate on-the-fly reconfiguration of the PLL bandwidth

Table 6–2 on page 6–7 shows the possible settings for I/O standards with current strength control. These programmable current strength settings are a valuable tool in helping decrease the effects of simultaneously switching outputs (SSO) in conjunction with reducing system noise. The supported settings ensure that the device driver meets the specifications for IOH and IOL of the corresponding I/O standard.

☞ When you use programmable current strength, on-chip series termination (R_S OCT) is not available.

Slew Rate Control

The output buffer for each Cyclone IV I/O pin provides optional programmable output slew-rate control. Table 6–2 on page 6–7 shows the possible slew rate option and the Quartus II default slew rate setting. However, these fast transitions may introduce noise transients in the system. A slower slew rate reduces system noise, but adds a nominal delay to rising and falling edges. Because each I/O pin has an individual slew-rate control, you can specify the slew rate on a pin-by-pin basis. The slew-rate control affects both the rising and falling edges. Slew rate control is available for single-ended I/O standards with current strength of 8 mA or higher.

☞ You cannot use the programmable slew rate feature when using OCT with calibration.

☞ You cannot use the programmable slew rate feature when using the 3.0-V PCI, 3.0-V PCI-X, 3.3-V LVTTL, or 3.3-V LVCMOS I/O standards. Only the fast slew rate (default) setting is available.

Open-Drain Output

Cyclone IV devices provide an optional open-drain (equivalent to an open-collector) output for each I/O pin. This open-drain output enables the device to provide system-level control signals (for example, interrupt and write enable signals) that are asserted by multiple devices in your system.

Bus Hold

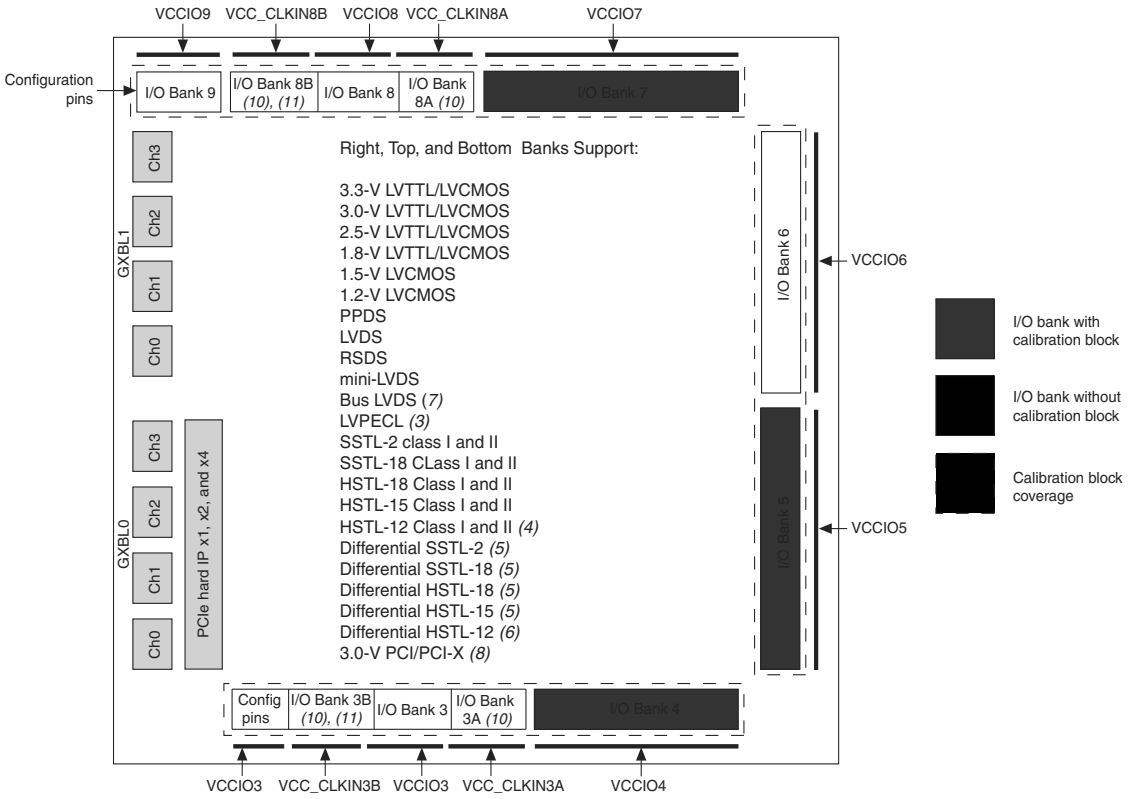
Each Cyclone IV device user I/O pin provides an optional bus-hold feature. The bus-hold circuitry holds the signal on an I/O pin at its last-driven state. Because the bus-hold feature holds the last-driven state of the pin until the next input signal is present, an external pull-up or pull-down resistor is not necessary to hold a signal level when the bus is tri-stated.

The bus-hold circuitry also pulls undriven pins away from the input threshold voltage in which noise can cause unintended high-frequency switching. You can select this feature individually for each I/O pin. The bus-hold output drives no higher than V_{CCIO} to prevent overdriving signals.

☞ If you enable the bus-hold feature, the device cannot use the programmable pull-up option. Disable the bus-hold feature when the I/O pin is configured for differential signals. Bus-hold circuitry is not available on dedicated clock pins.

Bus-hold circuitry is only active after configuration. When going into user mode, the bus-hold circuit captures the value on the pin present at the end of configuration.

Figure 6–11. Cyclone IV GX I/O Banks for EP4CGX50, EP4CGX75, EP4CGX110, and EP4CGX150 *(1), (2), (9)*



Notes to Figure 6–11:

(1) This is a top view of the silicon die. For exact pin locations, refer to the pin list and the Quartus II software.

(2) True differential (PPDS, LVDS, mini-LVDS, and RSDS I/O standards) outputs are supported in row I/O banks 5 and 6 only. External resistors are needed for the differential outputs in column I/O banks.

(3) The LVPECL I/O standard is only supported on clock input pins. This I/O standard is not supported on output pins.

(4) The HSTL-12 Class II is supported in column I/O banks 4, 7, and 8.

(5) The differential SSTL-18 and SSTL-2, differential HSTL-18, and HSTL-15 I/O standards are supported only on clock input pins and phase-locked loops (PLLs) output clock pins. PLL output clock pins do not support Class II interface type of differential SSTL-18, HSTL-18, HSTL-15, and HSTL-12 I/O standards.

(6) The differential HSTL-12 I/O standard is only supported on clock input pins and PLL output clock pins. Differential HSTL-12 Class II is supported only in column I/O banks 4, 7, and 8.

(7) BLVDS output uses two single-ended outputs with the second output programmed as inverted. BLVDS input uses the LVDS input buffer.

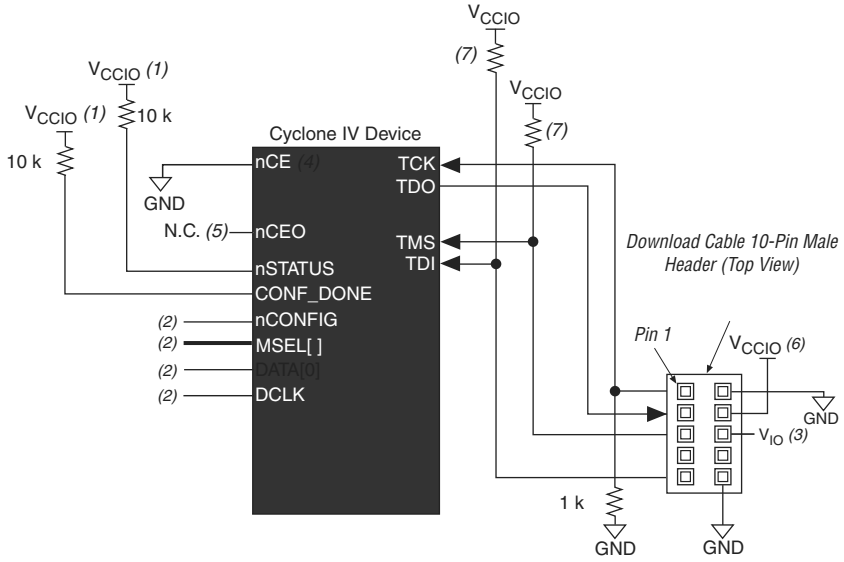
(8) The PCI-X I/O standard does not meet the IV curve requirement at the linear region.

(9) The OCT block is located in the shaded banks 4, 5, and 7.

(10) The dedicated clock input I/O banks 3A, 3B, 8A, and 8B can be used either for HSSI input reference clock pins or clock input pins.

(11) Single-ended clock input support is available for dedicated clock input I/O banks 3B and 8B.

Figure 8–24. JTAG Configuration of a Single Device Using a Download Cable (1.5-V or 1.8-V V_{CCIO} Powering the JTAG Pins)



Notes to Figure 8–24:

(1) Connect these pull-up resistors to the V_{CCIO} supply of the bank in which the pin resides.

(2) Connect the nCONFIG and MSEL pins to support a non-JTAG configuration scheme. If you only use JTAG configuration, connect the nCONFIG pin to logic-high and the MSEL pins to GND. In addition, pull DCLK and DATA[0] to either high or low, whichever is convenient on your board.

(3) In the USB-Blaster and ByteBlaster II cables, this pin is connected to nCE when it is used for AS programming; otherwise it is a no connect.

(4) The nCE must be connected to GND or driven low for successful JTAG configuration.

(5) The nCEO pin is left unconnected or used as a user I/O pin when it does not feed the nCE pin of another device.

(6) Power up the V_{CC} of the EthernetBlaster, ByteBlaster II or USB-Blaster cable with supply from V_{CCIO}. The Ethernet-Blaster, ByteBlaster II, and USB-Blaster cables do not support a target supply voltage of 1.2 V. For the target supply voltage value, refer to the *ByteBlaster II Download Cable User Guide*, the *USB-Blaster Download Cable User Guide*, and the *EthernetBlaster Communications Cable User Guide*.

(7) Resistor value can vary from 1 kΩ to 10 kΩ.

To configure a single device in a JTAG chain, the programming software places all other devices in bypass mode. In bypass mode, devices pass programming data from the TDI pin to the TDO pin through a single bypass register without being affected internally. This scheme enables the programming software to program or verify the target device. Configuration data driven into the device appears on the TDO pin one clock cycle later.

The Quartus II software verifies successful JTAG configuration after completion. At the end of configuration, the software checks the state of CONF_DONE through the JTAG port. When Quartus II generates a **.jam** for a multi-device chain, it contains instructions so that all the devices in the chain are initialized at the same time. If CONF_DONE is not high, the Quartus II software indicates that configuration has failed. If CONF_DONE is high, the software indicates that configuration was successful. After the configuration bitstream is serially sent using the JTAG TDI port, the TCK port clocks an additional clock cycles to perform device initialization.

Table 8–20. Dedicated Configuration Pins on the Cyclone IV Device (Part 2 of 4)

Pin Name	User Mode	Configuration Scheme	Pin Type	Description
CONF_DONE	N/A	All	Bidirectional open-drain	■ Status output—the target Cyclone IV device drives the CONF_DONE pin low before and during configuration. After all the configuration data is received without error and the initialization cycle starts, the target device releases CONF_DONE. ■ Status input—after all the data is received and CONF_DONE goes high, the target device initializes and enters user mode. The CONF_DONE pin must have an external 10-kΩ pull-up resistor in order for the device to initialize. Driving CONF_DONE low after configuration and initialization does not affect the configured device. Do not connect bus holds or ADC to CONF_DONE pin.
nCE	N/A	All	Input	Active-low chip enable. The nCE pin activates the Cyclone IV device with a low signal to allow configuration. You must hold nCE pin low during configuration, initialization, and user-mode. In a single-device configuration, you must tie the nCE pin low. In a multi-device configuration, nCE of the first device is tied low while its nCEO pin is connected to nCE of the next device in the chain. You must hold the nCE pin low for successful JTAG programming of the device.
nCEO	N/A if option is on. I/O if option is off.	All	Output open-drain	Output that drives low when configuration is complete. In a single-device configuration, you can leave this pin floating or use it as a user I/O pin after configuration. In a multi-device configuration, this pin feeds the nCE pin of the next device. The nCEO of the last device in the chain is left floating or used as a user I/O pin after configuration. If you use the nCEO pin to feed the nCE pin of the next device, use an external 10-kΩ pull-up resistor to pull the nCEO pin high to the V_{CCIO} voltage of its I/O bank to help the internal weak pull-up resistor. If you use the nCEO pin as a user I/O pin after configuration, set the state of the pin on the **Dual-Purpose Pin** settings.
nCSO, FLASH_nCE *(1)*	I/O	AS, AP *(2)*	Output	Output control signal from the Cyclone IV device to the serial configuration device in AS mode that enables the configuration device. This pin functions as nCSO in AS mode and FLASH_nCE in AP mode. Output control signal from the Cyclone IV device to the parallel flash in AP mode that enables the flash. Connects to the CE# pin on the Micron P30 or P33 flash. *(2)* This pin has an internal pull-up resistor that is always active.

In a DC-coupled link, the transmitter DC common mode voltage is seen unblocked at the receiver input buffer as shown in Figure 1–13. The link common mode voltage depends on the transmitter common mode voltage and the receiver common mode voltage. When using the receiver OCT and on-chip biasing circuitry in a DC coupled link, you must ensure the transmitter common mode voltage is compatible with the receiver common mode requirements. If you disable the OCT, you must terminate and bias the receiver externally and ensure compatibility between the transmitter and the receiver common mode voltage.

Figure 1–13. DC-Coupled Link with OCT

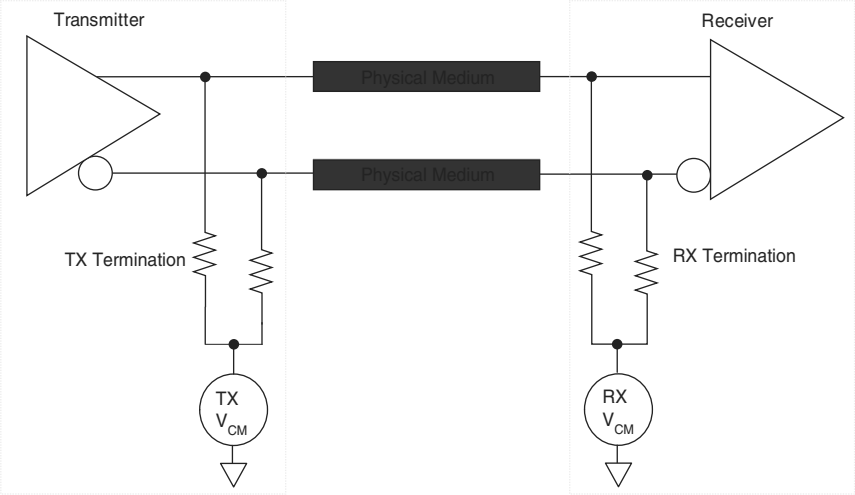
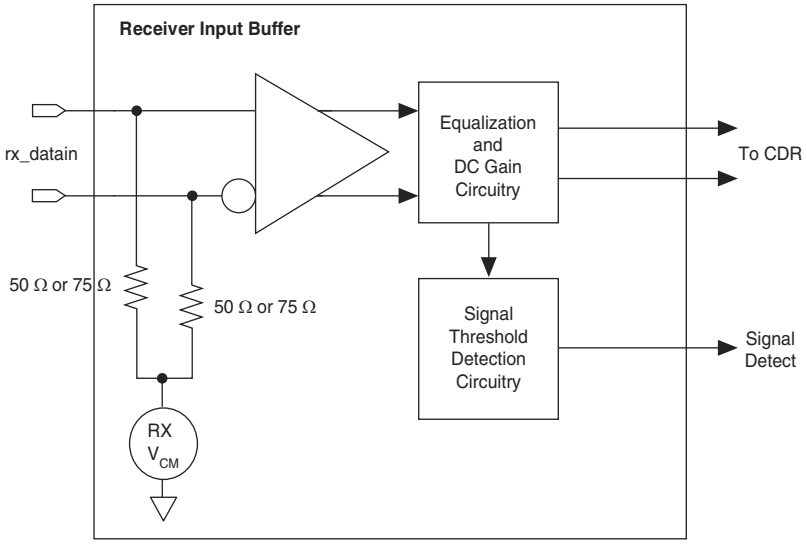


Figure 1–14 shows the receiver input buffer block diagram.

Figure 1–14. Receiver Input Buffer Block Diagram



The receiver input buffers support the following features:

Word Aligner

Figure 1–16 shows the word aligner block diagram. The word aligner receives parallel data from the deserializer and restores the word boundary based on a pre-defined alignment pattern that must be received during link synchronization. The word aligner supports three operational modes as listed in Table 1–3.

Figure 1–16. Word Aligner Block Diagram

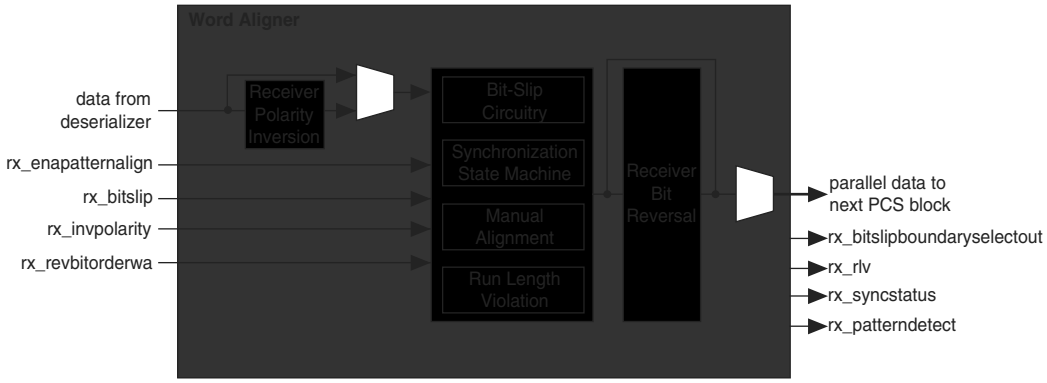


Table 1–3. Word Aligner Modes

Modes	PMA-PCS Interface Widths	Allowed Word Alignment Pattern Lengths
Manual Alignment	8-bit	16 bits
	10-bit	7 or 10 bits
Bit-Slip	8-bit	16 bits
	10-bit	7 or 10 bits
Automatic Synchronization State Machine	10-bit	7 or 10 bits

Manual Alignment Mode

In manual alignment mode, the `rx_enapatternalign` port controls the word aligner with either an 8- or 10-bit data width setting.

The 8-bit word aligner is edge-sensitive to the `rx_enapatternalign` signal. A rising edge on `rx_enapatternalign` signal after deassertion of the `rx_digitalreset` signal triggers the word aligner to look for the word alignment pattern in the received data stream. It updates the word boundary if it finds the word alignment pattern in a new word boundary. Any word alignment pattern received thereafter in a different word boundary causes the word aligner to re-align to the new word boundary only if there is a rising edge in the `rx_enapatternalign` signal.

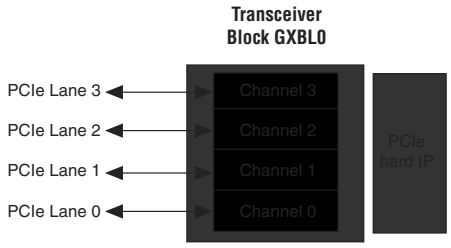
The 10-bit word aligner is level-sensitive to the `rx_enapatternalign` signal. The word aligner looks for the programmed 7-bit or 10-bit word alignment pattern or its complement in the received data stream, if the `rx_enapatternalign` signal is held high. It updates the word boundary if it finds the word alignment pattern in a new word boundary. If the `rx_enapatternalign` signal is deasserted, the word aligner maintains the current word boundary even when it receives the word alignment pattern in a new word boundary.

The hard IP block supports 1, 2, or 4 initial lane configurations with a maximum payload of 256 bytes at Gen1 frequency. The application interface is 64 bits with a data width of 16 bits per channel running at up to 125 MHz. As a hard macro and a verified block, it uses very few FPGA resources, while significantly reducing design risk and the time required to achieve timing closure. It is compliant with the PCI Express Base Specification 1.1. You do not have to pay a licensing fee to use this module. Configuring the hard IP block requires using the PCI Express Compiler.

For more information about the hard IP block, refer to the *PCI Express Compiler User Guide*.

Figure 1–43 shows the lane placement requirements when implementing PCIe with hard IP block.

Figure 1–43. PCIe with Hard IP Block Lane Placement Requirements (1)



Note to Figure 1–43:

(1) Applicable for PCIe ×1, ×2, and ×4 implementations with hard IP blocks only.

Transceiver Functional Modes

The Cyclone IV GX transceiver supports the functional modes as listed in Table 1–14 for protocol implementation.

Table 1–14. Transceiver Functional Modes for Protocol Implementation (Part 1 of 2)

Functional Mode	Protocol	Key Feature	Reference
Basic	Proprietary, SATA, V-by-One, Display Port	Low latency PCS, transmitter in electrical idle, signal detect at receiver, wider spread asynchronous SSC	"Basic Mode" on page 1–48
PCI Express (PIPE)	PCIe Gen1 with PIPE Interface	PIPE ports, receiver detect, transmitter in electrical idle, electrical idle inference, signal detect at receiver, fast recovery, protocol-compliant word aligner and rate match FIFO, synchronous SSC	"PCI Express (PIPE) Mode" on page 1–52
GIGE	GbE	Running disparity preservation, protocol-compliant word aligner, recovered clock port for applications such as Synchronous Ethernet	"GIGE Mode" on page 1–59
Serial RapidIO	SRIO	Protocol-compliant word aligner	"Serial RapidIO Mode" on page 1–64
XAUI	XAUI	Deskew FIFO, protocol-compliant word aligner and rate match FIFO	"XAUI Mode" on page 1–67

Receive Bit-Slip Indication

The number of bits slipped in the word aligner for synchronization in manual alignment mode is provided with the rx_bitslipboundaryselectout[4..0] signal. For example, if one bit is slipped in word aligner to achieve synchronization, the output on rx_bitslipboundaryselectout[4..0] signal shows a value of 1 (5'00001). The information from this signal helps in latency calculation through the receiver as the number of bits slipped in the word aligner varies at each synchronization.

Transmit Bit-Slip Control

The transmitter datapath supports bit-slip control to delay the serial data transmission by a number of specified bits in PCS with tx_bitslipboundaryselect[4..0] port. With 8- or 10-bit channel width, the transmitter supports zero to nine bits of data slip. This feature helps to maintain a fixed round trip latency by compensating latency variation from word aligner when providing the appropriate values on tx_bitslipboundaryselect[4..0] port based on values on rx_bitslipboundaryselectout[4..0] signal.

PLL PFD feedback

In Deterministic Latency mode, when transmitter input reference clock frequency is the same as the low-speed clock, the PLL that clocks the transceiver supports PFD feedback. When enabled, the PLL compensates for delay uncertainty in the low-speed clock (tx_clkout in ×1 configuration or coreclkout in ×4 configuration) path relative to input reference and the transmitter datapath latency is fixed relative to the transmitter input reference clock.

SDI Mode

SDI mode provides the non-bonded (×1) transceiver channel datapath configuration for HD- and 3G-SDI protocol implementations.

Cyclone IV GX transceivers configured in SDI mode provides the serialization and deserialization functions that supports the SDI data rates as listed in Table 1–24.

Table 1–24. Supported SDI Data Rates

SMPTE Standard (1)	Configuration	Data Rate (Mbps)	FPGA Fabric-to-Transceiver Width	Byte SERDES Usage
292M	High definition (HD)	1483.5	20-bit	Used
			10-bit	Not used
		1485	20-bit	Used
			10-bit	Not used
424M	Third-generation (3G)	2967	20-bit	Used
		2970		

Note to Table 1–24:

(1) Society of Motion Picture and Television Engineers (SMPTE).

☞ SDI functions such as scrambling/de-scrambling, framing, and cyclic redundancy check (CRC) must be implemented in the user logic.

Table 1–27. Receiver Ports in ALTGX Megafunction for Cyclone IV GX (Part 2 of 3)

Block	Port Name	Input/ Output	Clock Domain	Description
RX PCS	rx_rmfifofull	Output	Synchronous to tx_clkout (non-bonded modes) or coreclkout (bonded modes)	Rate match FIFO full status indicator. ■ A high level indicates the rate match FIFO is full. ■ Driven for a minimum of two serial clock cycles in configurations without a byte serializer and a minimum of three recovered clock cycles in configurations with a byte serializer.
	rx_rmfifoempty	Output	Synchronous to tx_clkout (non-bonded modes) or coreclkout (bonded modes)	Rate match FIFO empty status indicator. ■ A high level indicates the rate match FIFO is empty. ■ Driven for a minimum of two serial clock cycles in configurations without a byte serializer and a minimum of three recovered clock cycles in configurations with a byte serializer.
	rx_ctrldetect	Output	Synchronous to tx_clkout (non-bonded modes) or coreclkout (bonded modes)	8B/10B decoder control or data identifier. ■ A high level indicates received code group is a /Kx.y/ control code group. ■ A low level indicates received code group is a /Dx.y/ data code group.
	rx_errdetect	Output	Synchronous to tx_clkout (non-bonded modes) or coreclkout (bonded modes)	8B/10B code group violation or disparity error indicator. ■ A high level indicates that a code group violation or disparity error was detected on the associated received code group. ■ Use with the rx_disperr signal to differentiate between a code group violation or a disparity error as follows: [rx_errdetect:rx_disperr] ■ 2'b00—no error ■ 2'b10—code group violation ■ 2'b11—disparity error or both
	rx_disperr	Output	Synchronous to tx_clkout (non-bonded modes) or coreclkout (bonded modes)	8B/10B disparity error indicator. ■ A high level indicates that a disparity error was detected on the associated received code group.
	rx_runningdisp	Output	Synchronous to tx_clkout (non-bonded modes) or coreclkout (bonded modes)	8B/10B current running disparity indicator. ■ A high level indicates a positive current running disparity at the end of the decoded byte ■ A low level indicates a negative current running disparity at the end of the decoded byte
	rx_enabyteord	Input	Asynchronous signal	Enable byte ordering control ■ A low-to-high transition triggers the byte ordering block to restart byte ordering operation.
	rx_byteorder alignstatus	Output	Synchronous to tx_clkout (non-bonded modes) or coreclkout (bonded modes)	Byte ordering status indicator. ■ A high level indicates that the byte ordering block has detected the programmed byte ordering pattern in the least significant byte of the received data from the byte deserializer.
	rx_dataout	Output	Synchronous to tx_clkout (non-bonded modes) or coreclkout (bonded modes)	Parallel data output from the receiver to the FPGA fabric. ■ Bus width depends on channel width multiplied by number of channels per instance.

2. Cyclone IV Reset Control and Power Down

CYIV-52002-1.4

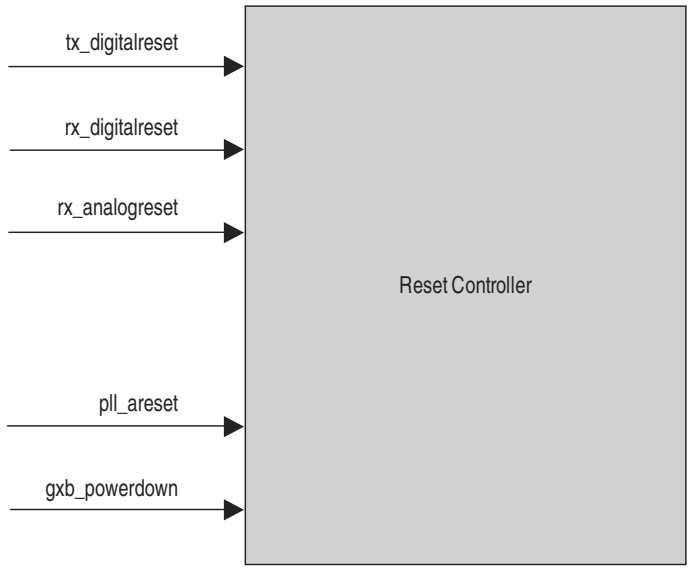
Cyclone® IV GX devices offer multiple reset signals to control transceiver channels independently. The ALTGX Transceiver MegaWizard™ Plug-In Manager provides individual reset signals for each channel instantiated in your design. It also provides one power-down signal for each transceiver block.

This chapter includes the following sections:

- "User Reset and Power-Down Signals" on page 2–2
- "Transceiver Reset Sequences" on page 2–4
- "Dynamic Reconfiguration Reset Sequences" on page 2–19
- "Power Down" on page 2–21
- "Simulation Requirements" on page 2–22
- "Reference Information" on page 2–23

Figure 2–1 shows the reset control and power-down block for a Cyclone IV GX device.

Figure 2–1. Reset Control and Power-Down Block

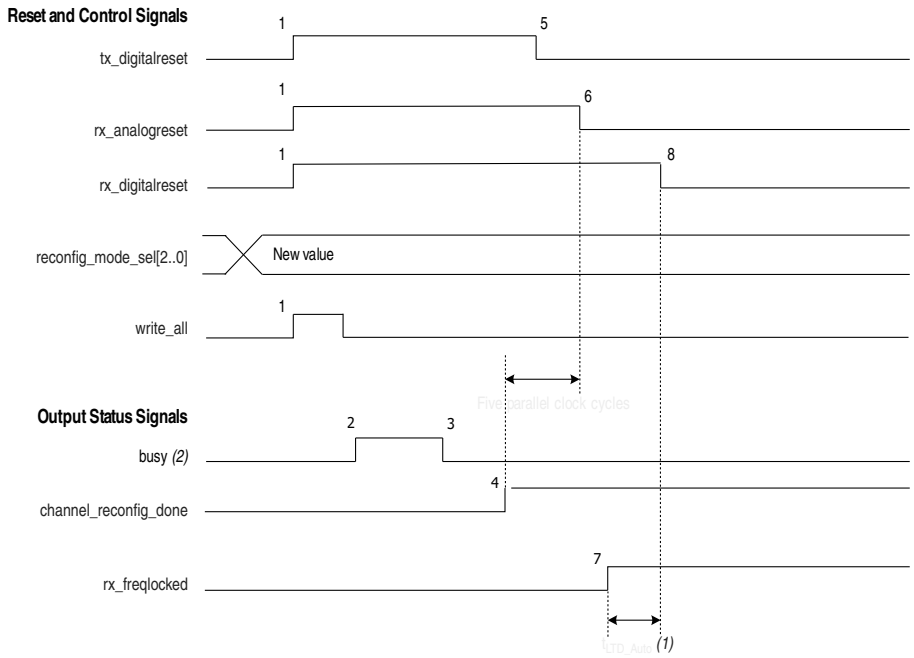


2. After the PLL is reset, wait for the `pll_locked` signal to go high (marker 4) indicating that the PLL is locked to the input reference clock. After the assertion of the `pll_locked` signal, deassert the `tx_digitalreset` signal (marker 5).
3. Wait at least five parallel clock cycles after the `pll_locked` signal is asserted to deassert the `rx_analogreset` signal (marker 6).
4. When the `rx_freqlocked` signal goes high (marker 7), from that point onwards, wait for at least t_{LTD_Auto} time, then deassert the `rx_digitalreset` signal (marker 8). At this point, the receiver is ready for data traffic.

Reset Sequence in Channel Reconfiguration Mode

Use the example reset sequence shown in Figure 2–12 when you are using the dynamic reconfiguration controller to change the PCS settings of the transceiver channel. In this example, the dynamic reconfiguration is used to dynamically reconfigure the transceiver channel configured in Basic ×1 mode with receiver CDR in automatic lock mode.

Figure 2–12. Reset Sequence When Using the Dynamic Reconfiguration Controller to Change the PCS Settings of the Transceiver Channel



Notes to Figure 2–12:

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

(2) The `busy` signal is asserted and deasserted only during initial power up when offset cancellation occurs. In subsequent reset sequences, the `busy` signal is asserted and deasserted only if there is a read or write operation to the ALTGX_RECONFIG megafunction.