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Understanding Embedded - FPGAs (Field Programmable Gate Array)

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

Applications of Embedded - FPGAs

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

Details	
Product Status	Obsolete
Number of LABs/CLBs	576
Number of Logic Elements/Cells	1368
Total RAM Bits	18432
Number of I/O	113
Number of Gates	13000
Voltage - Supply	3V ~ 3.6V
Mounting Type	Surface Mount
Operating Temperature	0°C ~ 85°C (TJ)
Package / Case	144-LQFP Exposed Pad
Supplier Device Package	144-TQFP (20x20)
Purchase URL	https://www.e-xfl.com/product-detail/xilinx/xc4013xl-1ht144c

XC4000E and XC4000X Series Compared to the XC4000

For readers already familiar with the XC4000 family of Xilinx Field Programmable Gate Arrays, the major new features in the XC4000 Series devices are listed in this section. The biggest advantages of XC4000E and XC4000X devices are significantly increased system speed, greater capacity, and new architectural features, particularly Select-RAM memory. The XC4000X devices also offer many new routing features, including special high-speed clock buffers that can be used to capture input data with minimal delay.

Any XC4000E device is pinout- and bitstream-compatible with the corresponding XC4000 device. An existing XC4000 bitstream can be used to program an XC4000E device. However, since the XC4000E includes many new features, an XC4000E bitstream cannot be loaded into an XC4000 device.

XC4000X Series devices are not bitstream-compatible with equivalent array size devices in the XC4000 or XC4000E families. However, equivalent array size devices, such as the XC4025, XC4025E, XC4028EX, and XC4028XL, are pinout-compatible.

Improvements in XC4000E and XC4000X

Increased System Speed

XC4000E and XC4000X devices can run at synchronous system clock rates of up to 80 MHz, and internal performance can exceed 150 MHz. This increase in performance over the previous families stems from improvements in both device processing and system architecture. XC4000 Series devices use a sub-micron multi-layer metal process. In addition, many architectural improvements have been made, as described below.

The XC4000XL family is a high performance 3.3V family based on 0.35µ SRAM technology and supports system speeds to 80 MHz.

PCI Compliance

XC4000 Series -2 and faster speed grades are fully PCI compliant. XC4000E and XC4000X devices can be used to implement a one-chip PCI solution.

Carry Logic

The speed of the carry logic chain has increased dramatically. Some parameters, such as the delay on the carry chain through a single CLB (T_{BYP}), have improved by as much as 50% from XC4000 values. See "Fast Carry Logic" on page 18 for more information.

Select-RAM Memory: Edge-Triggered, Synchronous RAM Modes

The RAM in any CLB can be configured for synchronous, edge-triggered, write operation. The read operation is not affected by this change to an edge-triggered write.

Dual-Port RAM

A separate option converts the 16x2 RAM in any CLB into a 16x1 dual-port RAM with simultaneous Read/Write.

The function generators in each CLB can be configured as either level-sensitive (asynchronous) single-port RAM, edge-triggered (synchronous) single-port RAM, edge-triggered (synchronous) dual-port RAM, or as combinatorial logic.

Configurable RAM Content

The RAM content can now be loaded at configuration time, so that the RAM starts up with user-defined data.

H Function Generator

In current XC4000 Series devices, the H function generator is more versatile than in the original XC4000. Its inputs can come not only from the F and G function generators but also from up to three of the four control input lines. The H function generator can thus be totally or partially independent of the other two function generators, increasing the maximum capacity of the device.

IOB Clock Enable

The two flip-flops in each IOB have a common clock enable input, which through configuration can be activated individually for the input or output flip-flop or both. This clock enable operates exactly like the EC pin on the XC4000 CLB. This new feature makes the IOBs more versatile, and avoids the need for clock gating.

Output Drivers

The output pull-up structure defaults to a TTL-like totem-pole. This driver is an n-channel pull-up transistor, pulling to a voltage one transistor threshold below Vcc, just like the XC4000 family outputs. Alternatively, XC4000 Series devices can be globally configured with CMOS outputs, with p-channel pull-up transistors pulling to Vcc. Also, the configurable pull-up resistor in the XC4000 Series is a p-channel transistor that pulls to Vcc, whereas in the original XC4000 family it is an n-channel transistor that pulls to a voltage one transistor threshold below Vcc.

Set/Reset

An asynchronous storage element input (SR) can be configured as either set or reset. This configuration option determines the state in which each flip-flop becomes operational after configuration. It also determines the effect of a Global Set/Reset pulse during normal operation, and the effect of a pulse on the SR pin of the CLB. All three set/reset functions for any single flip-flop are controlled by the same configuration data bit.

The set/reset state can be independently specified for each flip-flop. This input can also be independently disabled for either flip-flop.

The set/reset state is specified by using the INIT attribute, or by placing the appropriate set or reset flip-flop library symbol.

SR is active High. It is not invertible within the CLB.

Global Set/Reset

A separate Global Set/Reset line (not shown in Figure 1) sets or clears each storage element during power-up, re-configuration, or when a dedicated Reset net is driven active. This global net (GSR) does not compete with other routing resources; it uses a dedicated distribution network.

Each flip-flop is configured as either globally set or reset in the same way that the local set/reset (SR) is specified. Therefore, if a flip-flop is set by SR, it is also set by GSR. Similarly, a reset flip-flop is reset by both SR and GSR.

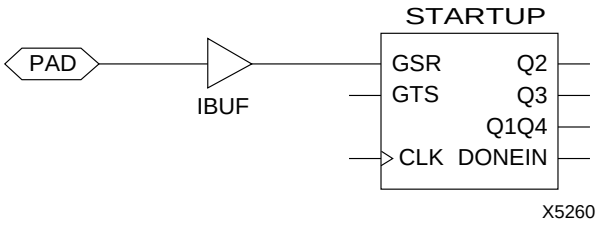


Figure 2: Schematic Symbols for Global Set/Reset

GSR can be driven from any user-programmable pin as a global reset input. To use this global net, place an input pad and input buffer in the schematic or HDL code, driving the GSR pin of the STARTUP symbol. (See Figure 2.) A specific pin location can be assigned to this input using a LOC attribute or property, just as with any other user-programmable pad. An inverter can optionally be inserted after the input buffer to invert the sense of the Global Set/Reset signal.

Alternatively, GSR can be driven from any internal node.

Data Inputs and Outputs

The source of a storage element data input is programmable. It is driven by any of the functions F', G', and H', or by the Direct In (DIN) block input. The flip-flops or latches drive the XQ and YQ CLB outputs.

Two fast feed-through paths are available, as shown in Figure 1. A two-to-one multiplexer on each of the XQ and YQ outputs selects between a storage element output and any of the control inputs. This bypass is sometimes used by the automated router to repower internal signals.

Control Signals

Multiplexers in the CLB map the four control inputs (C1 - C4 in Figure 1) into the four internal control signals (H1, DIN/H2, SR/H0, and EC). Any of these inputs can drive any of the four internal control signals.

When the logic function is enabled, the four inputs are:

- EC — Enable Clock
- SR/H0 — Asynchronous Set/Reset or H function generator Input 0
- DIN/H2 — Direct In or H function generator Input 2
- H1 — H function generator Input 1.

When the memory function is enabled, the four inputs are:

- EC — Enable Clock
- WE — Write Enable
- D0 — Data Input to F and/or G function generator
- D1 — Data input to G function generator (16x1 and 16x2 modes) or 5th Address bit (32x1 mode).

Using FPGA Flip-Flops and Latches

The abundance of flip-flops in the XC4000 Series invites pipelined designs. This is a powerful way of increasing performance by breaking the function into smaller subfunctions and executing them in parallel, passing on the results through pipeline flip-flops. This method should be seriously considered wherever throughput is more important than latency.

To include a CLB flip-flop, place the appropriate library symbol. For example, FDCE is a D-type flip-flop with clock enable and asynchronous clear. The corresponding latch symbol (for the XC4000X only) is called LDCE.

In XC4000 Series devices, the flip flops can be used as registers or shift registers without blocking the function generators from performing a different, perhaps unrelated task. This ability increases the functional capacity of the devices.

The CLB setup time is specified between the function generator inputs and the clock input K. Therefore, the specified CLB flip-flop setup time includes the delay through the function generator.

Using Function Generators as RAM

Optional modes for each CLB make the memory look-up tables in the F' and G' function generators usable as an array of Read/Write memory cells. Available modes are level-sensitive (similar to the XC4000/A/H families), edge-triggered, and dual-port edge-triggered. Depending on the selected mode, a single CLB can be configured as either a 16x2, 32x1, or 16x1 bit array.

Fast Carry Logic

Each CLB F and G function generator contains dedicated arithmetic logic for the fast generation of carry and borrow signals. This extra output is passed on to the function generator in the adjacent CLB. The carry chain is independent of normal routing resources.

Dedicated fast carry logic greatly increases the efficiency and performance of adders, subtractors, accumulators, comparators and counters. It also opens the door to many new applications involving arithmetic operation, where the previous generations of FPGAs were not fast enough or too inefficient. High-speed address offset calculations in microprocessor or graphics systems, and high-speed addition in digital signal processing are two typical applications.

The two 4-input function generators can be configured as a 2-bit adder with built-in hidden carry that can be expanded to any length. This dedicated carry circuitry is so fast and efficient that conventional speed-up methods like carry generate/propagate are meaningless even at the 16-bit level, and of marginal benefit at the 32-bit level.

This fast carry logic is one of the more significant features of the XC4000 Series, speeding up arithmetic and counting into the 70 MHz range.

The carry chain in XC4000E devices can run either up or down. At the top and bottom of the columns where there are no CLBs above or below, the carry is propagated to the right. (See Figure 11.) In order to improve speed in the high-capacity XC4000X devices, which can potentially have very long carry chains, the carry chain travels upward only, as shown in Figure 12. Additionally, standard interconnect can be used to route a carry signal in the downward direction.

Figure 13 on page 19 shows an XC4000E CLB with dedicated fast carry logic. The carry logic in the XC4000X is similar, except that COUT exits at the top only, and the signal CINDOWN does not exist. As shown in Figure 13, the carry logic shares operand and control inputs with the function generators. The carry outputs connect to the function generators, where they are combined with the operands to form the sums.

Figure 14 on page 20 shows the details of the carry logic for the XC4000E. This diagram shows the contents of the box labeled “CARRY LOGIC” in Figure 13. The XC4000X carry logic is very similar, but a multiplexer on the pass-through carry chain has been eliminated to reduce delay. Additionally, in the XC4000X the multiplexer on the G4 path has a memory-programmable 0 input, which permits G4 to directly connect to COUT. G4 thus becomes an additional high-speed initialization path for carry-in.

The dedicated carry logic is discussed in detail in Xilinx document XAPP 013: “*Using the Dedicated Carry Logic in XC4000*.” This discussion also applies to XC4000E devices, and to XC4000X devices when the minor logic changes are taken into account.

The fast carry logic can be accessed by placing special library symbols, or by using Xilinx Relationally Placed Macros (RPMs) that already include these symbols.

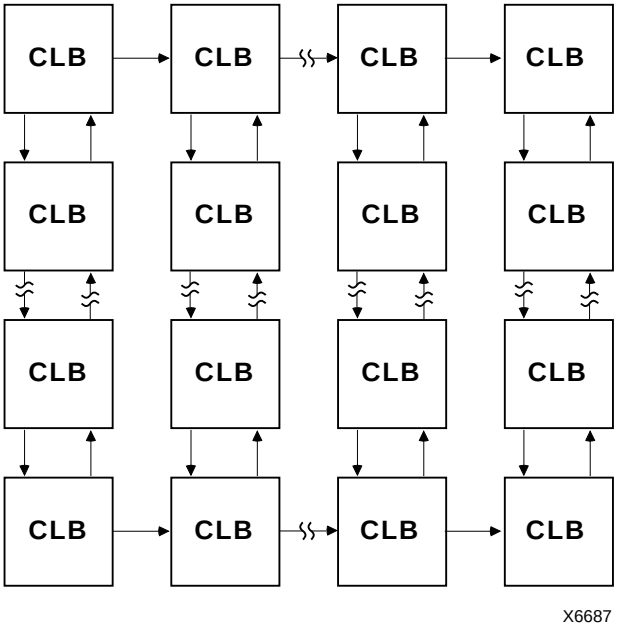


Figure 11: Available XC4000E Carry Propagation Paths

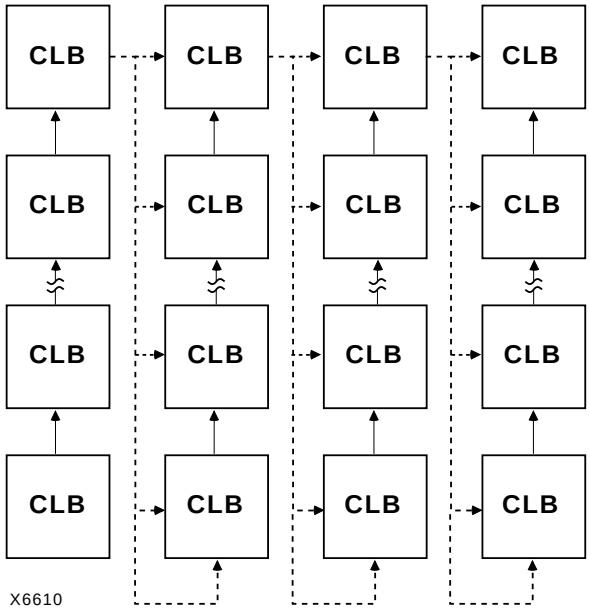


Figure 12: Available XC4000X Carry Propagation Paths (dotted lines use general interconnect)

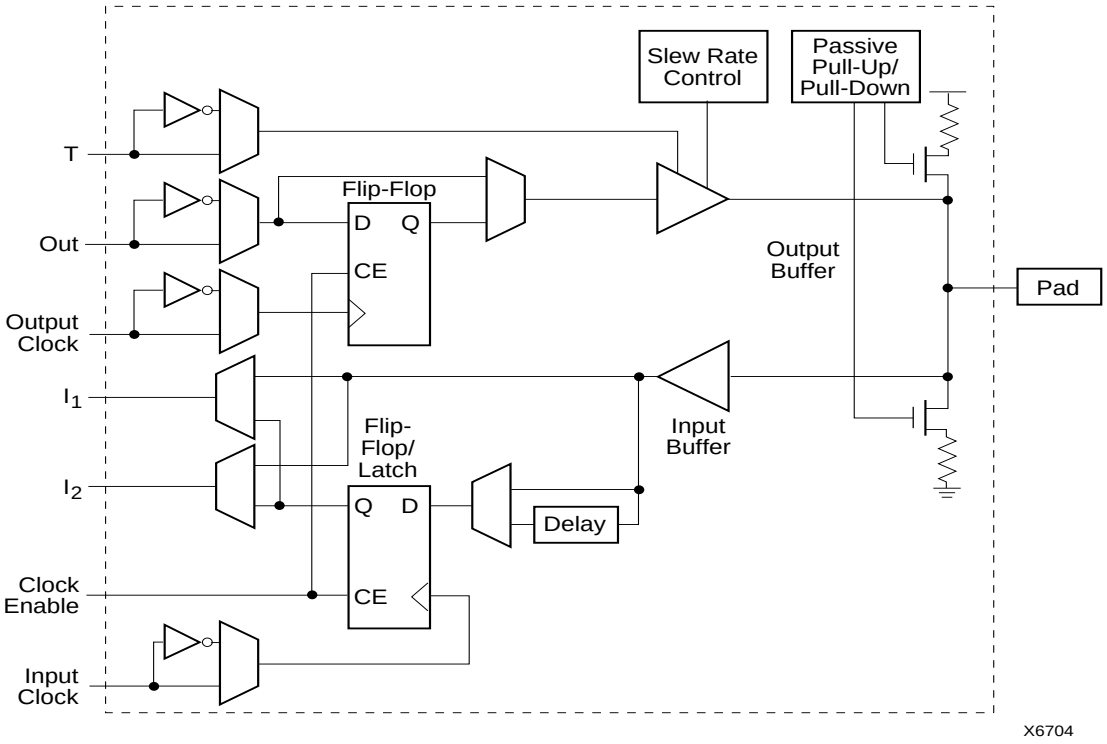


Figure 15: Simplified Block Diagram of XC4000E IOB

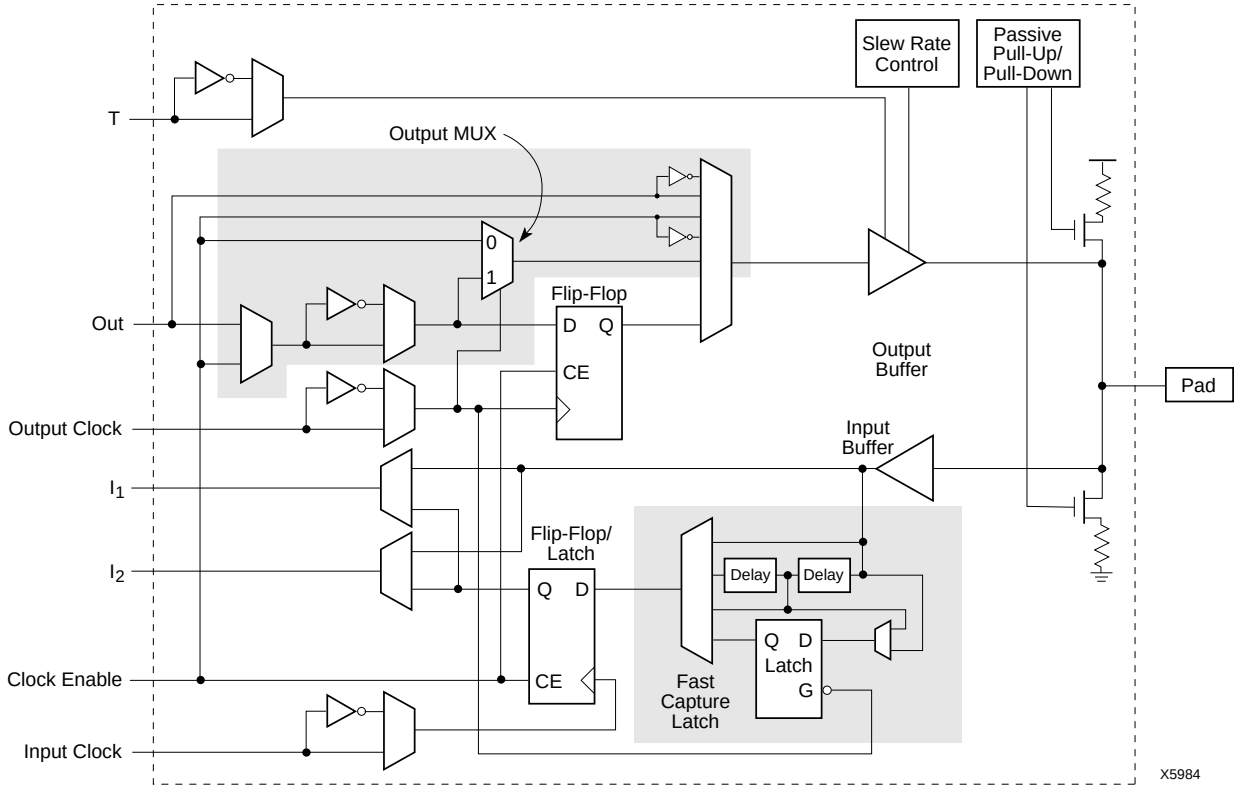


Figure 16: Simplified Block Diagram of XC4000X IOB (shaded areas indicate differences from XC4000E)

Output Multiplexer/2-Input Function Generator (XC4000X only)

As shown in Figure 16 on page 21, the output path in the XC4000X IOB contains an additional multiplexer not available in the XC4000E IOB. The multiplexer can also be configured as a 2-input function generator, implementing a pass-gate, AND-gate, OR-gate, or XOR-gate, with 0, 1, or 2 inverted inputs. The logic used to implement these functions is shown in the upper gray area of Figure 16.

When configured as a multiplexer, this feature allows two output signals to time-share the same output pad; effectively doubling the number of device outputs without requiring a larger, more expensive package.

When the MUX is configured as a 2-input function generator, logic can be implemented within the IOB itself. Combined with a Global Early buffer, this arrangement allows very high-speed gating of a single signal. For example, a wide decoder can be implemented in CLBs, and its output gated with a Read or Write Strobe Driven by a BUFGE buffer, as shown in Figure 19. The critical-path pin-to-pin delay of this circuit is less than 6 nanoseconds.

As shown in Figure 16, the IOB input pins Out, Output Clock, and Clock Enable have different delays and different flexibilities regarding polarity. Additionally, Output Clock sources are more limited than the other inputs. Therefore, the Xilinx software does not move logic into the IOB function generators unless explicitly directed to do so.

The user can specify that the IOB function generator be used, by placing special library symbols beginning with the letter "O." For example, a 2-input AND-gate in the IOB function generator is called OAND2. Use the symbol input pin labelled "F" for the signal on the critical path. This signal is placed on the OK pin — the IOB input with the shortest delay to the function generator. Two examples are shown in Figure 20.

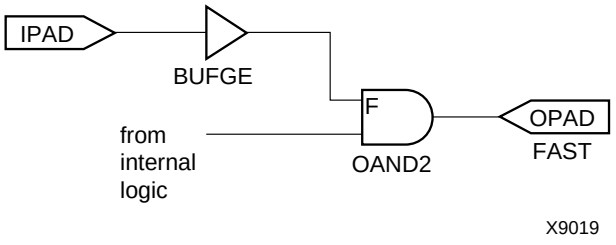


Figure 19: Fast Pin-to-Pin Path in XC4000X

Figure 20: AND & MUX Symbols in XC4000X IOB

Other IOB Options

There are a number of other programmable options in the XC4000 Series IOB.

Pull-up and Pull-down Resistors

Programmable pull-up and pull-down resistors are useful for tying unused pins to Vcc or Ground to minimize power consumption and reduce noise sensitivity. The configurable pull-up resistor is a p-channel transistor that pulls to Vcc. The configurable pull-down resistor is an n-channel transistor that pulls to Ground.

The value of these resistors is 50 kΩ – 100 kΩ. This high value makes them unsuitable as wired-AND pull-up resistors.

The pull-up resistors for most user-programmable IOBs are active during the configuration process. See Table 22 on page 58 for a list of pins with pull-ups active before and during configuration.

After configuration, voltage levels of unused pads, bonded or un-bonded, must be valid logic levels, to reduce noise sensitivity and avoid excess current. Therefore, by default, unused pads are configured with the internal pull-up resistor active. Alternatively, they can be individually configured with the pull-down resistor, or as a driven output, or to be driven by an external source. To activate the internal pull-up, attach the PULLUP library component to the net attached to the pad. To activate the internal pull-down, attach the PULLDOWN library component to the net attached to the pad.

Independent Clocks

Separate clock signals are provided for the input and output flip-flops. The clock can be independently inverted for each flip-flop within the IOB, generating either falling-edge or rising-edge triggered flip-flops. The clock inputs for each IOB are independent, except that in the XC4000X, the Fast Capture latch shares an IOB input with the output clock pin.

Early Clock for IOBs (XC4000X only)

Special early clocks are available for IOBs. These clocks are sourced by the same sources as the Global Low-Skew buffers, but are separately buffered. They have fewer loads and therefore less delay. The early clock can drive either the IOB output clock or the IOB input clock, or both. The early clock allows fast capture of input data, and fast clock-to-output on output data. The Global Early buffers that drive these clocks are described in "Global Nets and Buffers (XC4000X only)" on page 37.

Global Set/Reset

As with the CLB registers, the Global Set/Reset signal (GSR) can be used to set or clear the input and output registers, depending on the value of the INIT attribute or property. The two flip-flops can be individually configured to set

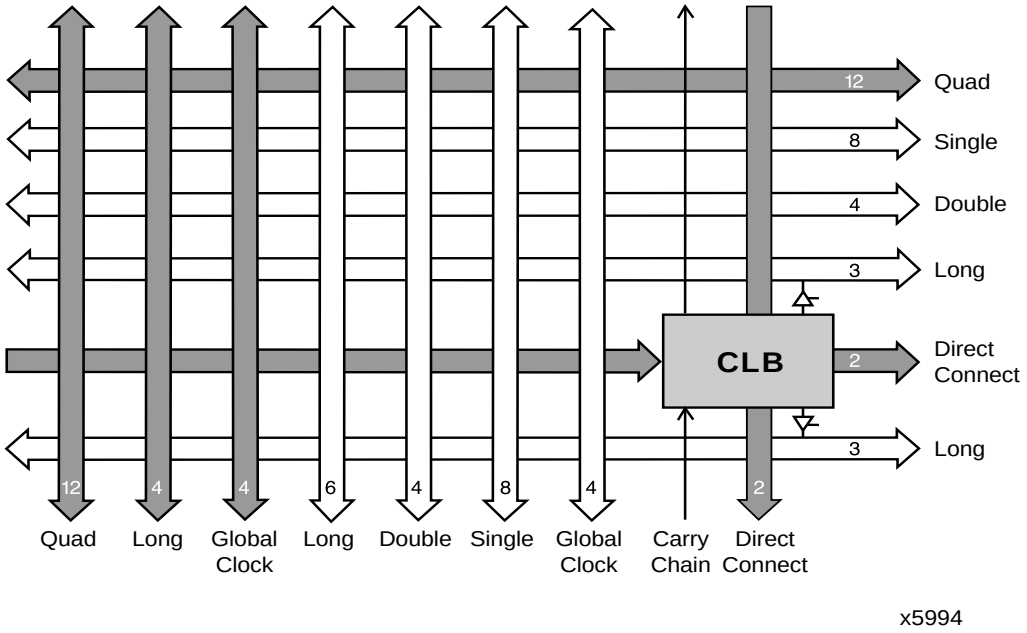


Figure 25: High-Level Routing Diagram of XC4000 Series CLB (shaded arrows indicate XC4000X only)

Table 14: Routing per CLB in XC4000 Series Devices

	XC4000E		XC4000X	
	Vertical	Horizontal	Vertical	Horizontal
Singles	8	8	8	8
Doubles	4	4	4	4
Quads	0	0	12	12
Longlines	6	6	10	6
Direct Connects	0	0	2	2
Globals	4	0	8	0
Carry Logic	2	0	1	0
Total	24	18	45	32

Programmable Switch Matrices

The horizontal and vertical single- and double-length lines intersect at a box called a programmable switch matrix (PSM). Each switch matrix consists of programmable pass transistors used to establish connections between the lines (see Figure 26).

For example, a single-length signal entering on the right side of the switch matrix can be routed to a single-length line on the top, left, or bottom sides, or any combination thereof, if multiple branches are required. Similarly, a double-length signal can be routed to a double-length line on any or all of the other three edges of the programmable switch matrix.

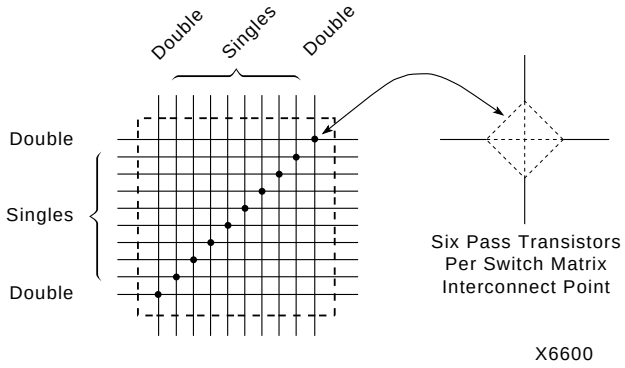


Figure 26: Programmable Switch Matrix (PSM)

Single-Length Lines

Single-length lines provide the greatest interconnect flexibility and offer fast routing between adjacent blocks. There are eight vertical and eight horizontal single-length lines associated with each CLB. These lines connect the switching matrices that are located in every row and a column of CLBs.

Single-length lines are connected by way of the programmable switch matrices, as shown in Figure 28. Routing connectivity is shown in Figure 27.

Single-length lines incur a delay whenever they go through a switching matrix. Therefore, they are not suitable for routing signals for long distances. They are normally used to conduct signals within a localized area and to provide the branching for nets with fanout greater than one.

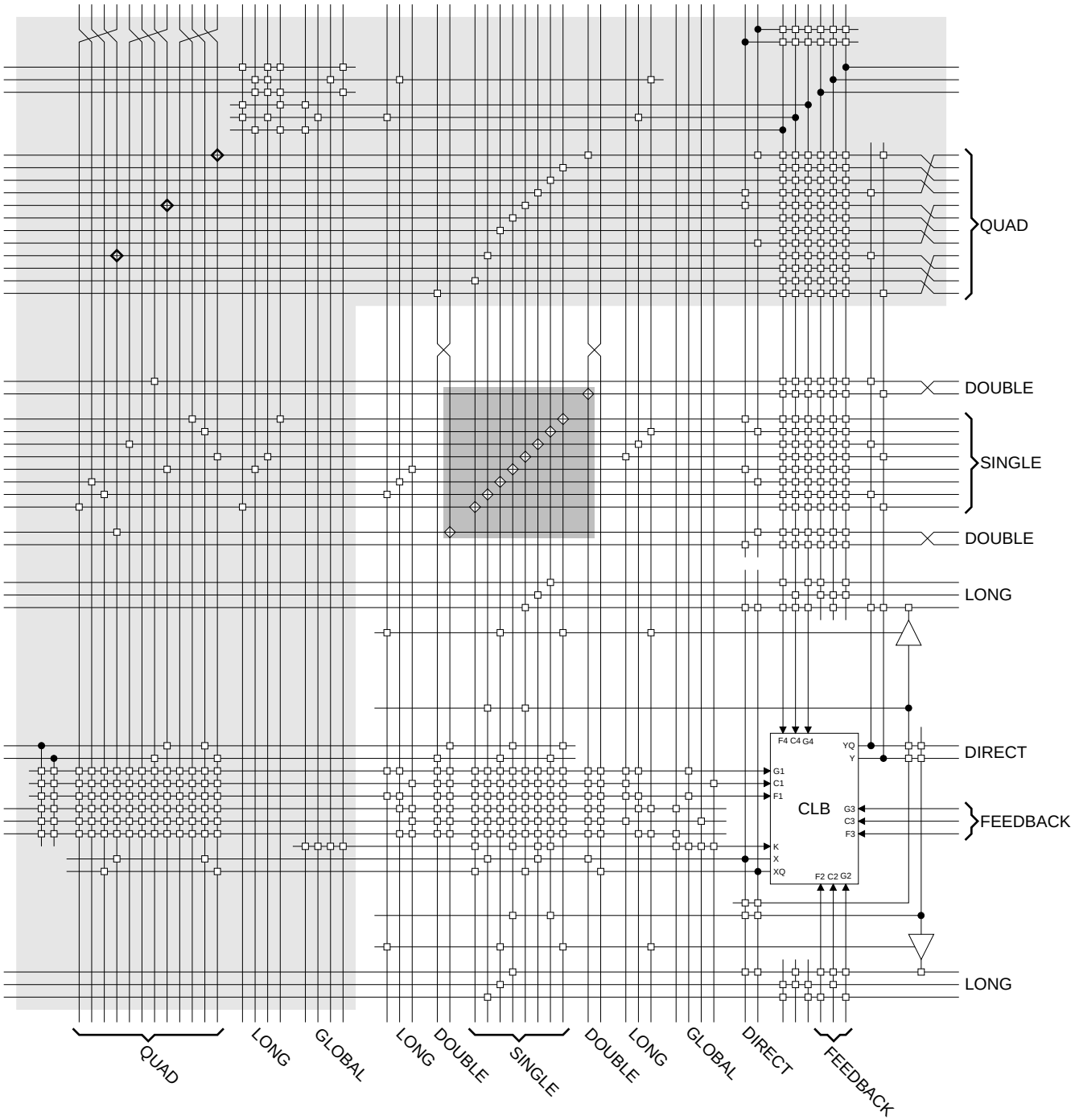


Figure 27: Detail of Programmable Interconnect Associated with XC4000 Series CLB

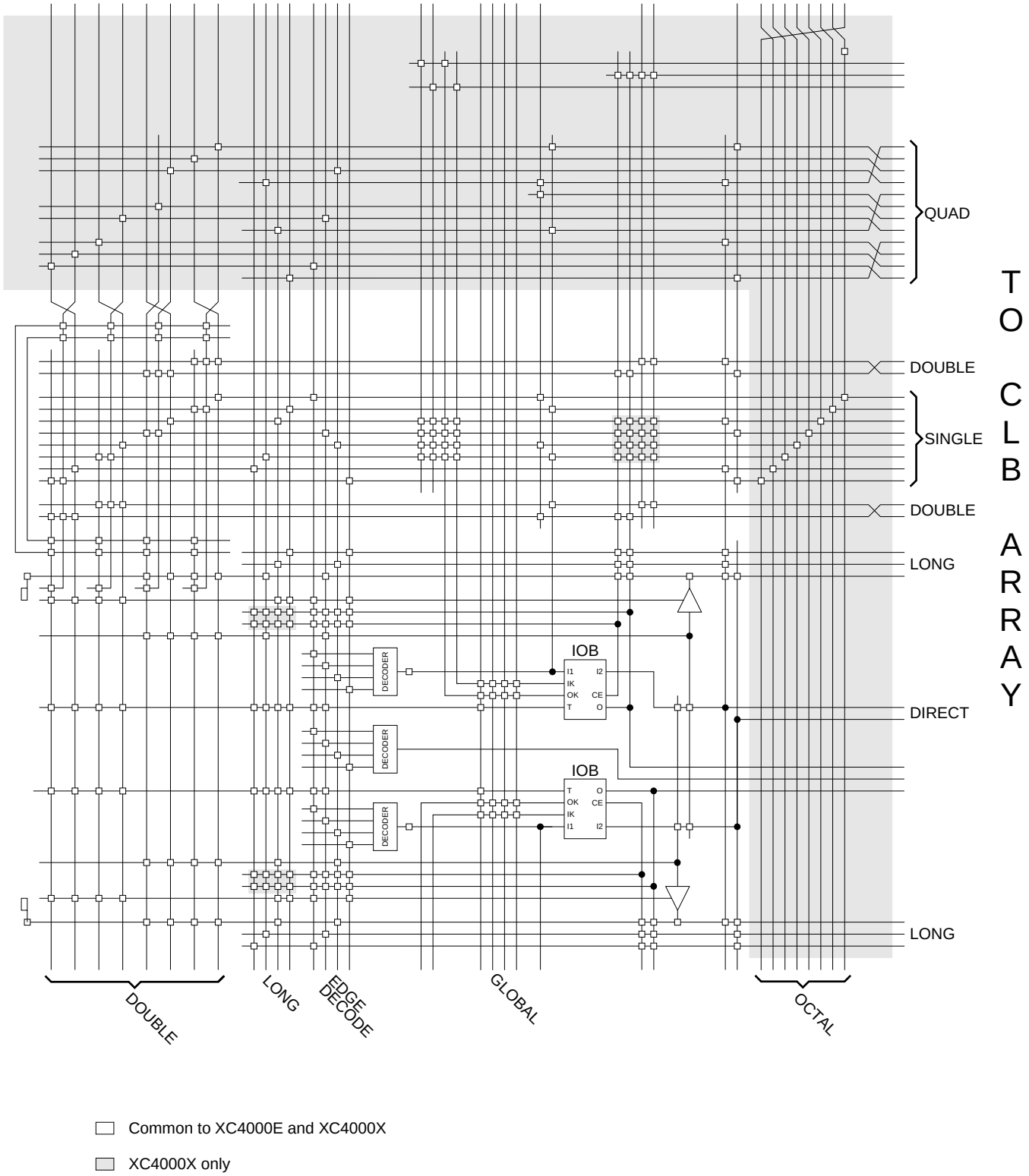


Figure 33: Detail of Programmable Interconnect Associated with XC4000 Series IOB (Left Edge)

Table 16: Pin Descriptions

Pin Name	I/O During Config.	I/O After Config.	Pin Description
Permanently Dedicated Pins			
VCC	I	I	Eight or more (depending on package) connections to the nominal +5 V supply voltage (+3.3 V for low-voltage devices). All must be connected, and each must be decoupled with a 0.01 - 0.1 µF capacitor to Ground.
GND	I	I	Eight or more (depending on package type) connections to Ground. All must be connected.
CCLK	I or O	I	During configuration, Configuration Clock (CCLK) is an output in Master modes or Asynchronous Peripheral mode, but is an input in Slave mode and Synchronous Peripheral mode. After configuration, CCLK has a weak pull-up resistor and can be selected as the Readback Clock. There is no CCLK High or Low time restriction on XC4000 Series devices, except during Readback. See "Violating the Maximum High and Low Time Specification for the Readback Clock" on page 56 for an explanation of this exception.
DONE	I/O	O	DONE is a bidirectional signal with an optional internal pull-up resistor. As an output, it indicates the completion of the configuration process. As an input, a Low level on DONE can be configured to delay the global logic initialization and the enabling of outputs. The optional pull-up resistor is selected as an option in the XACT*step* program that creates the configuration bitstream. The resistor is included by default.
$\overline{\text{PROGRAM}}$	I	I	$\overline{\text{PROGRAM}}$ is an active Low input that forces the FPGA to clear its configuration memory. It is used to initiate a configuration cycle. When $\overline{\text{PROGRAM}}$ goes High, the FPGA finishes the current clear cycle and executes another complete clear cycle, before it goes into a WAIT state and releases $\overline{\text{INIT}}$. The $\overline{\text{PROGRAM}}$ pin has a permanent weak pull-up, so it need not be externally pulled up to Vcc.
User I/O Pins That Can Have Special Functions			
RDY/$\overline{\text{BUSY}}$	O	I/O	During Peripheral mode configuration, this pin indicates when it is appropriate to write another byte of data into the FPGA. The same status is also available on D7 in Asynchronous Peripheral mode, if a read operation is performed when the device is selected. After configuration, RDY/$\overline{\text{BUSY}}$ is a user-programmable I/O pin. RDY/$\overline{\text{BUSY}}$ is pulled High with a high-impedance pull-up prior to $\overline{\text{INIT}}$ going High.
$\overline{\text{RCLK}}$	O	I/O	During Master Parallel configuration, each change on the A0-A17 outputs (A0 - A21 for XC4000X) is preceded by a rising edge on $\overline{\text{RCLK}}$, a redundant output signal. $\overline{\text{RCLK}}$ is useful for clocked PROMs. It is rarely used during configuration. After configuration, $\overline{\text{RCLK}}$ is a user-programmable I/O pin.
M0, M1, M2	I	I (M0), O (M1), I (M2)	As Mode inputs, these pins are sampled after $\overline{\text{INIT}}$ goes High to determine the configuration mode to be used. After configuration, M0 and M2 can be used as inputs, and M1 can be used as a 3-state output. These three pins have no associated input or output registers. During configuration, these pins have weak pull-up resistors. For the most popular configuration mode, Slave Serial, the mode pins can thus be left unconnected. The three mode inputs can be individually configured with or without weak pull-up or pull-down resistors. A pull-down resistor value of 4.7 kΩ is recommended. These pins can only be used as inputs or outputs when called out by special schematic definitions. To use these pins, place the library components MD0, MD1, and MD2 instead of the usual pad symbols. Input or output buffers must still be used.
TDO	O	O	If boundary scan is used, this pin is the Test Data Output. If boundary scan is not used, this pin is a 3-state output without a register, after configuration is completed. This pin can be user output only when called out by special schematic definitions. To use this pin, place the library component TDO instead of the usual pad symbol. An output buffer must still be used.

Table 17: Boundary Scan Instructions

Instruction I2	I1	I0	Test Selected	TDO Source	I/O Data Source
0	0	0	EXTEST	DR	DR
0	0	1	SAMPLE/PRELOAD	DR	Pin/Logic
0	1	0	USER 1	BSCAN. TDO1	User Logic
0	1	1	USER 2	BSCAN. TDO2	User Logic
1	0	0	READBACK	Readback Data	Pin/Logic
1	0	1	CONFIGURE	DOUT	Disabled
1	1	0	Reserved	—	—
1	1	1	BYPASS	Bypass Register	—

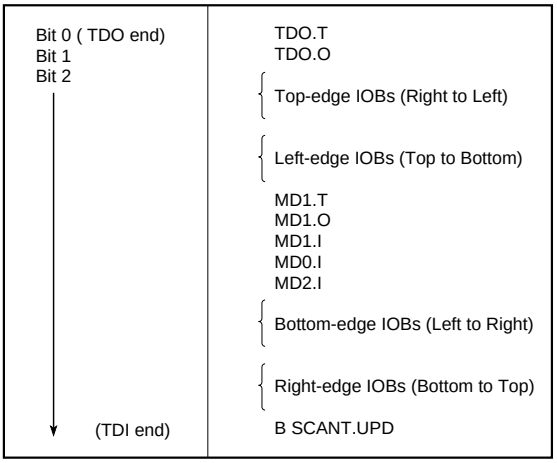


Figure 42: Boundary Scan Bit Sequence

Avoiding Inadvertent Boundary Scan

If TMS or TCK is used as user I/O, care must be taken to ensure that at least one of these pins is held constant during configuration. In some applications, a situation may occur where TMS or TCK is driven during configuration. This may cause the device to go into boundary scan mode and disrupt the configuration process.

To prevent activation of boundary scan during configuration, do either of the following:

- TMS: Tie High to put the Test Access Port controller in a benign RESET state
- TCK: Tie High or Low—don't toggle this clock input.

For more information regarding boundary scan, refer to the Xilinx Application Note XAPP 017.001, "*Boundary Scan in XC4000E Devices*."

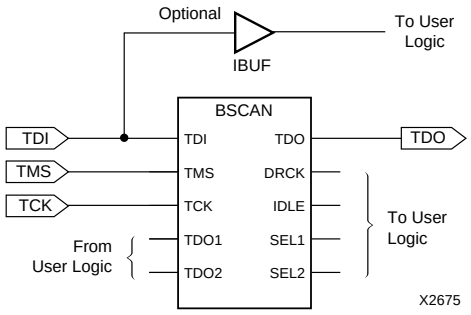


Figure 43: Boundary Scan Schematic Example

Configuration

Configuration is the process of loading design-specific programming data into one or more FPGAs to define the functional operation of the internal blocks and their interconnections. This is somewhat like loading the command registers of a programmable peripheral chip. XC4000 Series devices use several hundred bits of configuration data per CLB and its associated interconnects. Each configuration bit defines the state of a static memory cell that controls either a function look-up table bit, a multiplexer input, or an interconnect pass transistor. The XACT*step* development system translates the design into a netlist file. It automatically partitions, places and routes the logic and generates the configuration data in PROM format.

Special Purpose Pins

Three configuration mode pins (M2, M1, M0) are sampled prior to configuration to determine the configuration mode. After configuration, these pins can be used as auxiliary connections. M2 and M0 can be used as inputs, and M1 can be used as an output. The XACT*step* development system does not use these resources unless they are explicitly specified in the design entry. This is done by placing a special pad symbol called MD2, MD1, or MD0 instead of the input or output pad symbol.

In XC4000 Series devices, the mode pins have weak pull-up resistors during configuration. With all three mode pins High, Slave Serial mode is selected, which is the most popular configuration mode. Therefore, for the most common configuration mode, the mode pins can be left unconnected. (Note, however, that the internal pull-up resistor value can be as high as 100 kΩ.) After configuration, these pins can individually have weak pull-up or pull-down resistors, as specified in the design. A pull-down resistor value of 4.7 kΩ is recommended.

These pins are located in the lower left chip corner and are near the readback nets. This location allows convenient routing if compatibility with the XC2000 and XC3000 family conventions of M0/RT, M1/RD is desired.

Configuration Modes

XC4000E devices have six configuration modes. XC4000X devices have the same six modes, plus an additional configuration mode. These modes are selected by a 3-bit input code applied to the M2, M1, and M0 inputs. There are three self-loading Master modes, two Peripheral modes, and a Serial Slave mode, which is used primarily for daisy-chained devices. The coding for mode selection is shown in Table 18.

Table 18: Configuration Modes

Mode	M2	M1	M0	CCLK	Data
Master Serial	0	0	0	output	Bit-Serial
Slave Serial	1	1	1	input	Bit-Serial
Master Parallel Up	1	0	0	output	Byte-Wide, increment from 00000
Master Parallel Down	1	1	0	output	Byte-Wide, decrement from 3FFFF
Peripheral Synchronous*	0	1	1	input	Byte-Wide
Peripheral Asynchronous	1	0	1	output	Byte-Wide
Reserved	0	1	0	—	—
Reserved	0	0	1	—	—

* Can be considered byte-wide Slave Parallel

A detailed description of each configuration mode, with timing information, is included later in this data sheet. During configuration, some of the I/O pins are used temporarily for the configuration process. All pins used during configuration are shown in Table 22 on page 58.

Master Modes

The three Master modes use an internal oscillator to generate a Configuration Clock (CCLK) for driving potential slave devices. They also generate address and timing for external PROM(s) containing the configuration data.

Master Parallel (Up or Down) modes generate the CCLK signal and PROM addresses and receive byte parallel data. The data is internally serialized into the FPGA data-frame format. The up and down selection generates starting addresses at either zero or 3FFFF (3FFFFF when 22 address lines are used), for compatibility with different microprocessor addressing conventions. The Master Serial mode generates CCLK and receives the configuration data in serial form from a Xilinx serial-configuration PROM.

CCLK speed is selectable as either 1 MHz (default) or 8 MHz. Configuration always starts at the default slow frequency, then can switch to the higher frequency during the first frame. Frequency tolerance is -50% to +25%.

Additional Address lines in XC4000 devices

The XC4000X devices have additional address lines (A18-A21) allowing the additional address space required to daisy-chain several large devices.

The extra address lines are programmable in XC4000EX devices. By default these address lines are not activated. In the default mode, the devices are compatible with existing XC4000 and XC4000E products. If desired, the extra address lines can be used by specifying the address lines option in bitgen as 22 (bitgen -g AddressLines:22). The lines (A18-A21) are driven when a master device detects, via the bitstream, that it should be using all 22 address lines. Because these pins will initially be pulled high by internal pull-ups, designers using Master Parallel Up mode should use external pull down resistors on pins A18-A21. If Master Parallel Down mode is used external resistors are not necessary.

All 22 address lines are always active in Master Parallel modes with XC4000XL devices. The additional address lines behave identically to the lower order address lines. If the Address Lines option in bitgen is set to 18, it will be ignored by the XC4000XL device.

The additional address lines (A18-A21) are not available in the PC84 package.

Peripheral Modes

The two Peripheral modes accept byte-wide data from a bus. A RDY/$\overline{\text{BUSY}}$ status is available as a handshake signal. In Asynchronous Peripheral mode, the internal oscillator generates a CCLK burst signal that serializes the byte-wide data. CCLK can also drive slave devices. In the synchronous mode, an externally supplied clock input to CCLK serializes the data.

Slave Serial Mode

In Slave Serial mode, the FPGA receives serial configuration data on the rising edge of CCLK and, after loading its configuration, passes additional data out, resynchronized on the next falling edge of CCLK.

Multiple slave devices with identical configurations can be wired with parallel DIN inputs. In this way, multiple devices can be configured simultaneously.

Serial Daisy Chain

Multiple devices with different configurations can be connected together in a “daisy chain,” and a single combined bitstream used to configure the chain of slave devices.

To configure a daisy chain of devices, wire the CCLK pins of all devices in parallel, as shown in Figure 51 on page 60. Connect the DOUT of each device to the DIN of the next. The lead or master FPGA and following slaves each passes resynchronized configuration data coming from a single source. The header data, including the length count,

Low. During this time delay, or as long as the PROGRAM input is asserted, the configuration logic is held in a Configuration Memory Clear state. The configuration-memory frames are consecutively initialized, using the internal oscillator.

At the end of each complete pass through the frame addressing, the power-on time-out delay circuitry and the level of the PROGRAM pin are tested. If neither is asserted, the logic initiates one additional clearing of the configuration frames and then tests the INIT input.

Initialization

During initialization and configuration, user pins HDC, LDC, INIT and DONE provide status outputs for the system interface. The outputs LDC, INIT and DONE are held Low and HDC is held High starting at the initial application of power.

The open drain INIT pin is released after the final initialization pass through the frame addresses. There is a deliberate delay of 50 to 250 µs (up to 10% longer for low-voltage devices) before a Master-mode device recognizes an inactive INIT. Two internal clocks after the INIT pin is recognized as High, the FPGA samples the three mode lines to determine the configuration mode. The appropriate interface lines become active and the configuration preamble and data can be loaded.Configuration

The 0010 preamble code indicates that the following 24 bits represent the length count. The length count is the total number of configuration clocks needed to load the complete configuration data. (Four additional configuration clocks are required to complete the configuration process, as discussed below.) After the preamble and the length count have been passed through to all devices in the daisy chain, DOUT is held High to prevent frame start bits from reaching any daisy-chained devices.

A specific configuration bit, early in the first frame of a master device, controls the configuration-clock rate and can increase it by a factor of eight. Therefore, if a fast configuration clock is selected by the bitstream, the slower clock rate is used until this configuration bit is detected.

Each frame has a start field followed by the frame-configuration data bits and a frame error field. If a frame data error is detected, the FPGA halts loading, and signals the error by pulling the open-drain INIT pin Low. After all configuration frames have been loaded into an FPGA, DOUT again follows the input data so that the remaining data is passed on to the next device.

Delaying Configuration After Power-Up

There are two methods of delaying configuration after power-up: put a logic Low on the PROGRAM input, or pull the bidirectional INIT pin Low, using an open-collector (open-drain) driver. (See Figure 46 on page 50.)

A Low on the PROGRAM input is the more radical approach, and is recommended when the power-supply rise time is excessive or poorly defined. As long as PROGRAM is Low, the FPGA keeps clearing its configuration memory. When PROGRAM goes High, the configuration memory is cleared one more time, followed by the beginning of configuration, provided the INIT input is not externally held Low. Note that a Low on the PROGRAM input automatically forces a Low on the INIT output. The XC4000 Series PROGRAM pin has a permanent weak pull-up.

Using an open-collector or open-drain driver to hold INIT Low before the beginning of configuration causes the FPGA to wait after completing the configuration memory clear operation. When INIT is no longer held Low externally, the device determines its configuration mode by capturing its mode pins, and is ready to start the configuration process. A master device waits up to an additional 250 µs to make sure that any slaves in the optional daisy chain have seen that INIT is High.

Start-Up

Start-up is the transition from the configuration process to the intended user operation. This transition involves a change from one clock source to another, and a change from interfacing parallel or serial configuration data where most outputs are 3-stated, to normal operation with I/O pins active in the user-system. Start-up must make sure that the user-logic ‘wakes up’ gracefully, that the outputs become active without causing contention with the configuration signals, and that the internal flip-flops are released from the global Reset or Set at the right time.

Figure 47 describes start-up timing for the three Xilinx families in detail. The configuration modes can use any of the four timing sequences.

To access the internal start-up signals, place the STARTUP library symbol.

Start-up Timing

Different FPGA families have different start-up sequences.

The XC2000 family goes through a fixed sequence. DONE goes High and the internal global Reset is de-activated one CCLK period after the I/O become active.

The XC3000A family offers some flexibility. DONE can be programmed to go High one CCLK period before or after the I/O become active. Independent of DONE, the internal global Reset is de-activated one CCLK period before or after the I/O become active.

The XC4000 Series offers additional flexibility. The three events — DONE going High, the internal Set/Reset being de-activated, and the user I/O going active — can all occur in any arbitrary sequence. Each of them can occur one CCLK period before or after, or simultaneous with, any of the others. This relative timing is selected by means of software options in the bitstream generation software.

The default option, and the most practical one, is for DONE to go High first, disconnecting the configuration data source and avoiding any contention when the I/Os become active one clock later. Reset/Set is then released another clock period later to make sure that user-operation starts from stable internal conditions. This is the most common sequence, shown with heavy lines in Figure 47, but the designer can modify it to meet particular requirements.

Normally, the start-up sequence is controlled by the internal device oscillator output (CCLK), which is asynchronous to the system clock.

XC4000 Series offers another start-up clocking option, UCLK_NOSYNC. The three events described above need not be triggered by CCLK. They can, as a configuration option, be triggered by a user clock. This means that the device can wake up in synchronism with the user system.

When the UCLK_SYNC option is enabled, the user can externally hold the open-drain DONE output Low, and thus stall all further progress in the start-up sequence until DONE is released and has gone High. This option can be used to force synchronization of several FPGAs to a common user clock, or to guarantee that all devices are successfully configured before any I/Os go active.

If either of these two options is selected, and no user clock is specified in the design or attached to the device, the chip could reach a point where the configuration of the device is complete and the Done pin is asserted, but the outputs do not become active. The solution is either to recreate the bitstream specifying the start-up clock as CCLK, or to supply the appropriate user clock.

Start-up Sequence

The Start-up sequence begins when the configuration memory is full, and the total number of configuration clocks received since $\overline{\text{INIT}}$ went High equals the loaded value of the length count.

The next rising clock edge sets a flip-flop Q0, shown in Figure 48. Q0 is the leading bit of a 5-bit shift register. The outputs of this register can be programmed to control three events.

- The release of the open-drain DONE output
- The change of configuration-related pins to the user function, activating all IOBs.
- The termination of the global Set/Reset initialization of all CLB and IOB storage elements.

The DONE pin can also be wire-ANDed with DONE pins of other FPGAs or with other external signals, and can then be used as input to bit Q3 of the start-up register. This is called “Start-up Timing Synchronous to Done In” and is selected by either CCLK_SYNC or UCLK_SYNC.

When DONE is not used as an input, the operation is called “Start-up Timing Not Synchronous to DONE In,” and is selected by either CCLK_NOSYNC or UCLK_NOSYNC.

As a configuration option, the start-up control register beyond Q0 can be clocked either by subsequent CCLK pulses or from an on-chip user net called STARTUP.CLK. These signals can be accessed by placing the STARTUP library symbol.

Start-up from CCLK

If CCLK is used to drive the start-up, Q0 through Q3 provide the timing. Heavy lines in Figure 47 show the default timing, which is compatible with XC2000 and XC3000 devices using early DONE and late Reset. The thin lines indicate all other possible timing options.

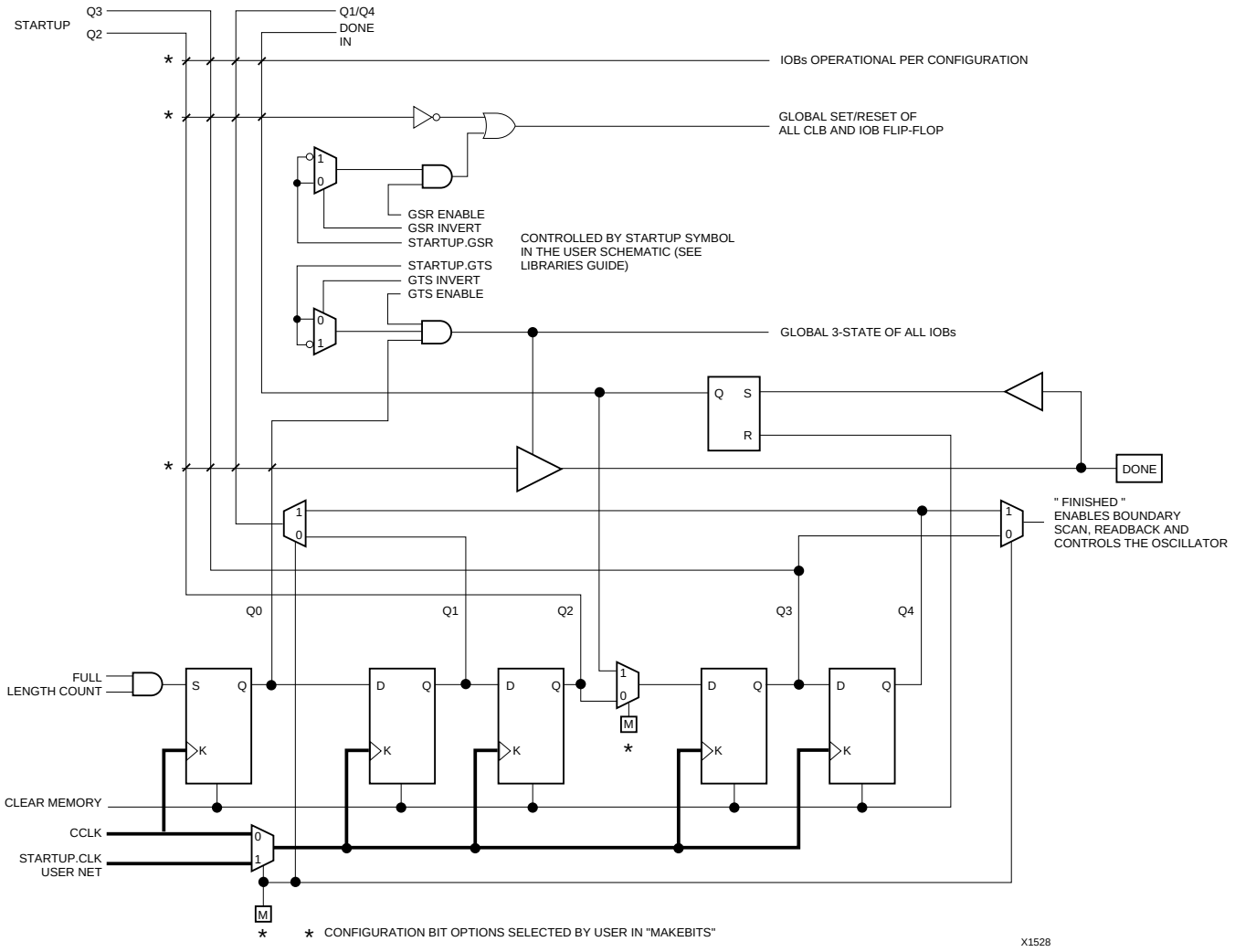


Figure 48: Start-up Logic

Readback

The user can read back the content of configuration memory and the level of certain internal nodes without interfering with the normal operation of the device.

Readback not only reports the downloaded configuration bits, but can also include the present state of the device, represented by the content of all flip-flops and latches in CLBs and IOBs, as well as the content of function generators used as RAMs.

Note that in XC4000 Series devices, configuration data is *not* inverted with respect to configuration as it is in XC2000 and XC3000 families.

XC4000 Series Readback does not use any dedicated pins, but uses four internal nets (RDBK.TRIG, RDBK.DATA, RDBK.RIP and RDBK.CLK) that can be routed to any IOB. To access the internal Readback signals, place the READBACK library symbol and attach the appropriate pad symbols, as shown in Figure 49.

After Readback has been initiated by a High level on RDBK.TRIG after configuration, the RDBK.RIP (Read In Progress) output goes High on the next rising edge of RDBK.CLK. Subsequent rising edges of this clock shift out Readback data on the RDBK.DATA net.

Readback data does not include the preamble, but starts with five dummy bits (all High) followed by the Start bit (Low) of the first frame. The first two data bits of the first frame are always High.

Each frame ends with four error check bits. They are read back as High. The last seven bits of the last frame are also read back as High. An additional Start bit (Low) and an 11-bit Cyclic Redundancy Check (CRC) signature follow, before RDBK.RIP returns Low.

Table 22: Pin Functions During Configuration

CONFIGURATION MODE <M2:M1:M0>						
SLAVE SERIAL <1:1:1>	**MASTER SERIAL <0:0:0>**	**SYNCH. PERIPHERAL <0:1:1>**	**ASYNCH. PERIPHERAL <1:0:1>**	**MASTER PARALLEL DOWN <1:1:0>**	**MASTER PARALLEL UP <1:0:0>**	**USER OPERATION**
M2(HIGH) (I)	M2(LOW) (I)	M2(LOW) (I)	M2(HIGH) (I)	M2(HIGH) (I)	M2(HIGH) (I)	(I)
M1(HIGH) (I)	M1(LOW) (I)	M1(HIGH) (I)	M1(LOW) (I)	M1(HIGH) (I)	M1(LOW) (I)	(O)
M0(HIGH) (I)	M0(LOW) (I)	M0(HIGH) (I)	M0(HIGH) (I)	M0(LOW) (I)	M0(LOW) (I)	(I)
HDC (HIGH)	HDC (HIGH)	HDC (HIGH)	HDC (HIGH)	HDC (HIGH)	HDC (HIGH)	I/O
$\overline{\text{LDC}}$ (LOW)	$\overline{\text{LDC}}$ (LOW)	$\overline{\text{LDC}}$ (LOW)	$\overline{\text{LDC}}$ (LOW)	$\overline{\text{LDC}}$ (LOW)	$\overline{\text{LDC}}$ (LOW)	I/O
$\overline{\text{INIT}}$	$\overline{\text{INIT}}$	$\overline{\text{INIT}}$	$\overline{\text{INIT}}$	$\overline{\text{INIT}}$	$\overline{\text{INIT}}$	I/O
DONE	DONE	DONE	DONE	DONE	DONE	DONE
$\overline{\text{PROGRAM}}$ (I)	$\overline{\text{PROGRAM}}$ (I)	$\overline{\text{PROGRAM}}$ (I)	$\overline{\text{PROGRAM}}$ (I)	$\overline{\text{PROGRAM}}$ (I)	$\overline{\text{PROGRAM}}$ (I)	$\overline{\text{PROGRAM}}$
CCLK (I)	CCLK (O)	CCLK (I)	CCLK (O)	CCLK (O)	CCLK (O)	CCLK (I)
		RDY/$\overline{\text{BUSY}}$ (O)	RDY/$\overline{\text{BUSY}}$ (O)	$\overline{\text{RCLK}}$ (O)	$\overline{\text{RCLK}}$ (O)	I/O
			$\overline{\text{RS}}$ (I)			I/O
			$\overline{\text{CS0}}$ (I)			I/O
		DATA 7 (I)	DATA 7 (I)	DATA 7 (I)	DATA 7 (I)	I/O
		DATA 6 (I)	DATA 6 (I)	DATA 6 (I)	DATA 6 (I)	I/O
		DATA 5 (I)	DATA 5 (I)	DATA 5 (I)	DATA 5 (I)	I/O
		DATA 4 (I)	DATA 4 (I)	DATA 4 (I)	DATA 4 (I)	I/O
		DATA 3 (I)	DATA 3 (I)	DATA 3 (I)	DATA 3 (I)	I/O
		DATA 2 (I)	DATA 2 (I)	DATA 2 (I)	DATA 2 (I)	I/O
		DATA 1 (I)	DATA 1 (I)	DATA 1 (I)	DATA 1 (I)	I/O
DIN (I)	DIN (I)	DATA 0 (I)	DATA 0 (I)	DATA 0 (I)	DATA 0 (I)	I/O
DOUT	DOUT	DOUT	DOUT	DOUT	DOUT	SGCK4-GCK6-I/O
TDI	TDI	TDI	TDI	TDI	TDI	TDI-I/O
TCK	TCK	TCK	TCK	TCK	TCK	TCK-I/O
TMS	TMS	TMS	TMS	TMS	TMS	TMS-I/O
TDO	TDO	TDO	TDO	TDO	TDO	TDO-(O)
			$\overline{\text{WS}}$ (I)	A0	A0	I/O
				A1	A1	PGCK4-GCK7-I/O
			CS1	A2	A2	I/O
				A3	A3	I/O
				A4	A4	I/O
				A5	A5	I/O
				A6	A6	I/O
				A7	A7	I/O
				A8	A8	I/O
				A9	A9	I/O
				A10	A10	I/O
				A11	A11	I/O
				A12	A12	I/O
				A13	A13	I/O
				A14	A14	I/O
				A15	A15	SGCK1-GCK8-I/O
				A16	A16	PGCK1-GCK1-I/O
				A17	A17	I/O
				A18*	A18*	I/O
				A19*	A19*	I/O
				A20*	A20*	I/O
				A21*	A21*	I/O
						ALL OTHERS

Master Parallel Modes

In the two Master Parallel modes, the lead FPGA directly addresses an industry-standard byte-wide EPROM, and accepts eight data bits just before incrementing or decrementing the address outputs.

The eight data bits are serialized in the lead FPGA, which then presents the preamble data—and all data that overflows the lead device—on its DOUT pin. There is an internal delay of 1.5 CCLK periods, after the rising CCLK edge that accepts a byte of data (and also changes the EPROM address) until the falling CCLK edge that makes the LSB (D0) of this byte appear at DOUT. This means that DOUT changes on the falling CCLK edge, and the next FPGA in the daisy chain accepts data on the subsequent rising CCLK edge.

The PROM address pins can be incremented or decremented, depending on the mode pin settings. This option allows the FPGA to share the PROM with a wide variety of microprocessors and micro controllers. Some processors must boot from the bottom of memory (all zeros) while others must boot from the top. The FPGA is flexible and can load its configuration bitstream from either end of the memory.

Master Parallel Up mode is selected by a <100> on the mode pins (M2, M1, M0). The EPROM addresses start at 00000 and increment.

Master Parallel Down mode is selected by a <110> on the mode pins. The EPROM addresses start at 3FFFF and decrement.

Additional Address lines in XC4000 devices

The XC4000X devices have additional address lines (A18-A21) allowing the additional address space required to daisy-chain several large devices.

The extra address lines are programmable in XC4000EX devices. By default these address lines are not activated. In the default mode, the devices are compatible with existing XC4000 and XC4000E products. If desired, the extra address lines can be used by specifying the address lines option in bitgen as 22 (bitgen -g AddressLines:22). The lines (A18-A21) are driven when a master device detects, via the bitstream, that it should be using all 22 address lines. Because these pins will initially be pulled high by internal pull-ups, designers using Master Parallel Up mode should use external pull down resistors on pins A18-A21. If Master Parallel Down mode is used external resistors are not necessary.

All 22 address lines are always active in Master Parallel modes with XC4000XL devices. The additional address lines behave identically to the lower order address lines. If the Address Lines option in bitgen is set to 18, it will be ignored by the XC4000XL device.

The additional address lines (A18-A21) are not available in the PC84 package.

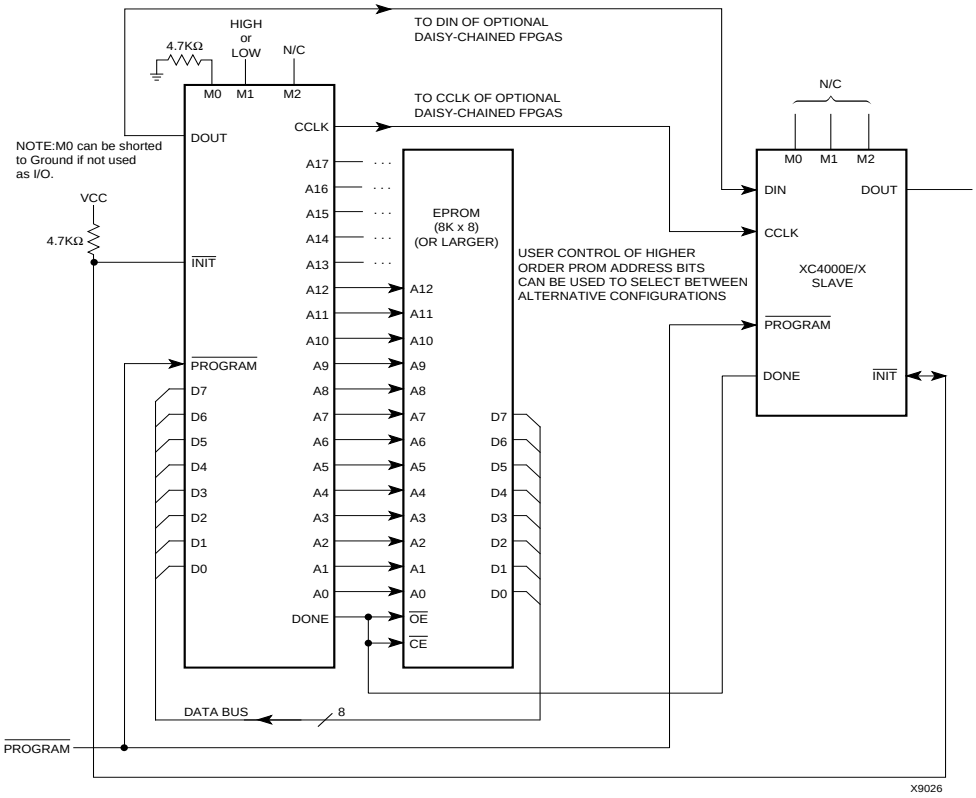
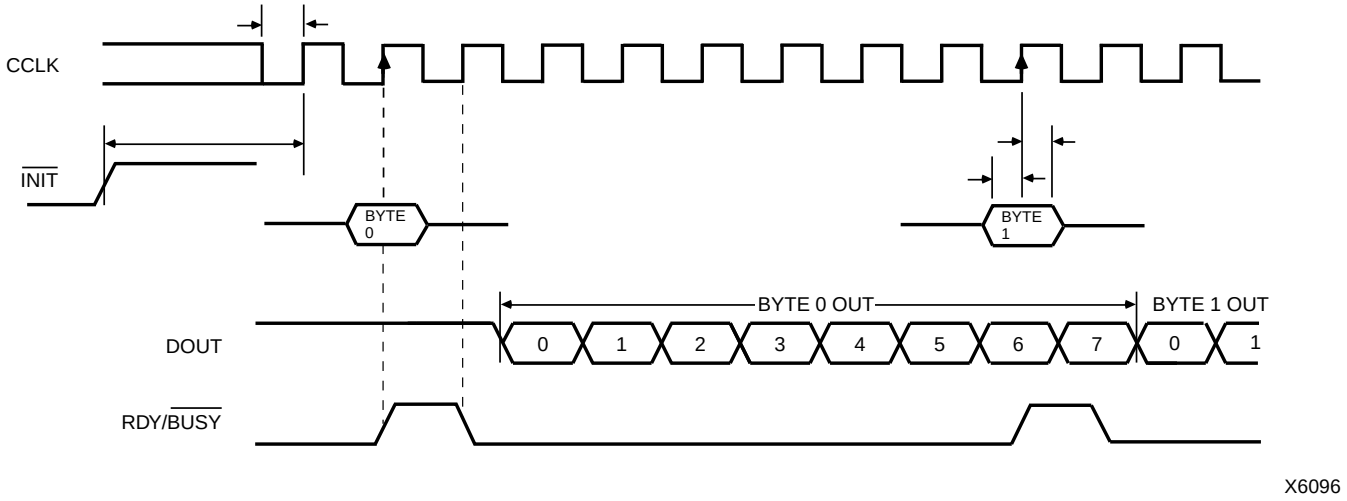


Figure 54: Master Parallel Mode Circuit Diagram



	Description	Symbol	Min	Max	Units
CCLK	$\overline{INIT}$ (High) setup time	T_{IC}	5		µs
	D0 - D7 setup time	T_{DC}	60		ns
	D0 - D7 hold time	T_{CD}	0		ns
	CCLK High time	T_{CCH}	50		ns
	CCLK Low time	T_{CCL}	60		ns
	CCLK Frequency	F_{CC}		8	MHz

Notes:
1. Peripheral Synchronous mode can be considered Slave Parallel mode. An external CCLK provides timing, clocking in the **first** data byte on the **second** rising edge of CCLK after $\overline{INIT}$ goes High. Subsequent data bytes are clocked in on every eighth consecutive rising edge of CCLK.
2. The RDY/$\overline{BUSY}$ line goes High for one CCLK period after data has been clocked in, although synchronous operation does not require such a response.
3. The pin name RDY/$\overline{BUSY}$ is a misnomer. In Synchronous Peripheral mode this is really an ACKNOWLEDGE signal.
4. Note that data starts to shift out serially on the DOUT pin 0.5 CCLK periods after it was loaded in parallel. Therefore, additional CCLK pulses are clearly required after the last byte has been loaded.

Figure 57: Synchronous Peripheral Mode Programming Switching Characteristics

Asynchronous Peripheral Mode

Write to FPGA

Asynchronous Peripheral mode uses the trailing edge of the logic AND condition of $\overline{WS}$ and $\overline{CS0}$ being Low and $\overline{RS}$ and CS1 being High to accept byte-wide data from a microprocessor bus. In the lead FPGA, this data is loaded into a double-buffered UART-like parallel-to-serial converter and is serially shifted into the internal logic.

The lead FPGA presents the preamble data (and all data that overflows the lead device) on its DOUT pin. The RDY/$\overline{BUSY}$ output from the lead FPGA acts as a handshake signal to the microprocessor. RDY/$\overline{BUSY}$ goes Low when a byte has been received, and goes High again when the byte-wide input buffer has transferred its information into the shift register, and the buffer is ready to receive new data. A new write may be started immediately, as soon as the RDY/$\overline{BUSY}$ output has gone Low, acknowledging receipt of the previous data. Write may not be terminated until RDY/$\overline{BUSY}$ is High again for one CCLK period. Note that RDY/$\overline{BUSY}$ is pulled High with a high-impedance pull-up prior to $\overline{INIT}$ going High.

The length of the $\overline{BUSY}$ signal depends on the activity in the UART. If the shift register was empty when the new byte was received, the $\overline{BUSY}$ signal lasts for only two CCLK periods. If the shift register was still full when the new byte was received, the $\overline{BUSY}$ signal can be as long as nine CCLK periods.

Note that after the last byte has been entered, only seven of its bits are shifted out. CCLK remains High with DOUT equal to bit 6 (the next-to-last bit) of the last byte entered.

The READY/$\overline{BUSY}$ handshake can be ignored if the delay from any one Write to the end of the next Write is guaranteed to be longer than 10 CCLK periods.

Status Read

The logic AND condition of the $\overline{CS0}$, CS1and $\overline{RS}$ inputs puts the device status on the Data bus.

- D7 High indicates Ready
- D7 Low indicates Busy
- D0 through D6 go unconditionally High

It is mandatory that the whole start-up sequence be started and completed by one byte-wide input. Otherwise, the pins used as Write Strobe or Chip Enable might become active outputs and interfere with the final byte transfer. If this transfer does not occur, the start-up sequence is not completed all the way to the finish (point F in Figure 47 on page 53).

In this case, at worst, the internal reset is not released. At best, Readback and Boundary Scan are inhibited. The length-count value, as generated by the XACT*step* software, ensures that these problems never occur.

Although RDY/$\overline{BUSY}$ is brought out as a separate signal, microprocessors can more easily read this information on one of the data lines. For this purpose, D7 represents the RDY/$\overline{BUSY}$ status when $\overline{RS}$ is Low, $\overline{WS}$ is High, and the two chip select lines are both active.

Asynchronous Peripheral mode is selected by a <101> on the mode pins (M2, M1, M0).

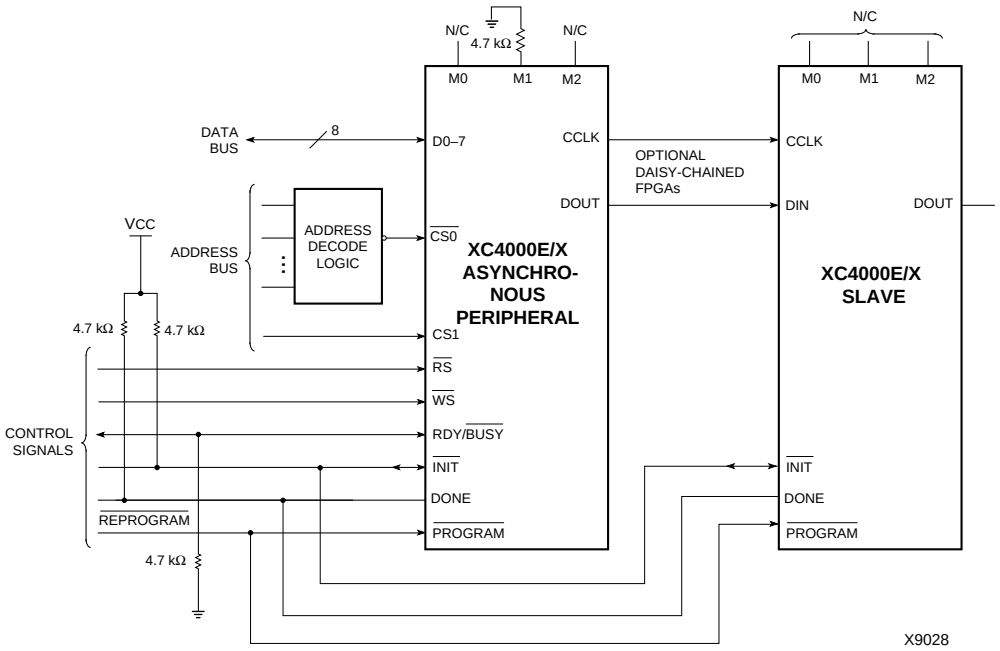
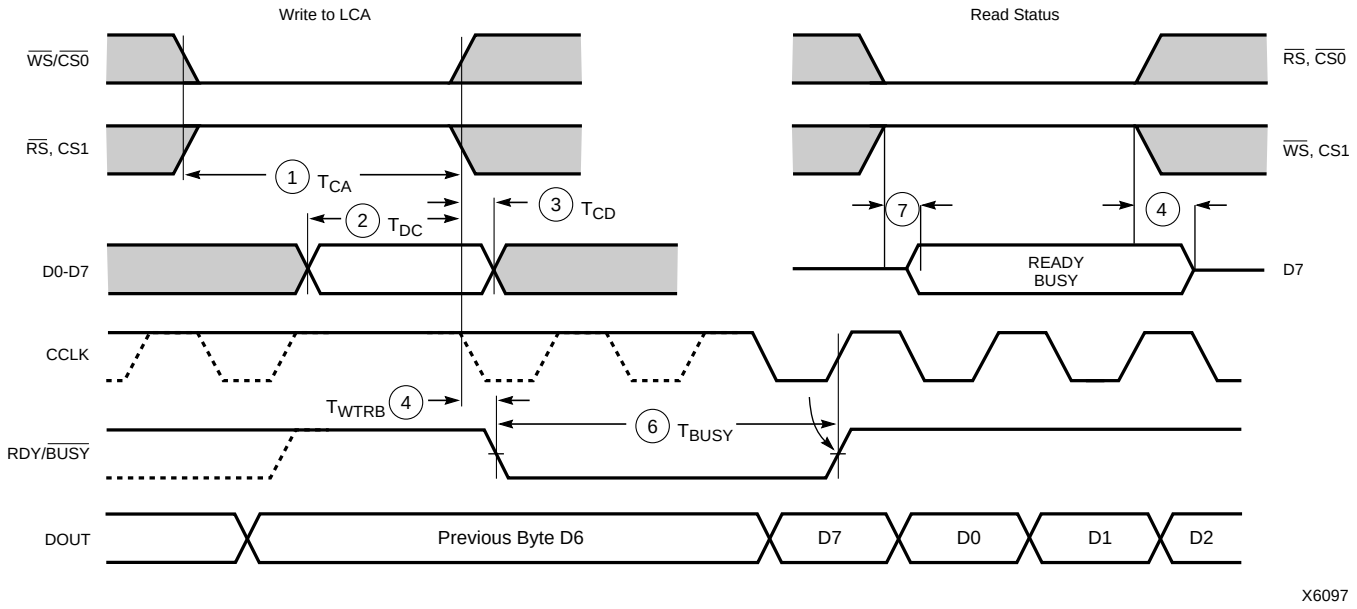


Figure 58: Asynchronous Peripheral Mode Circuit Diagram



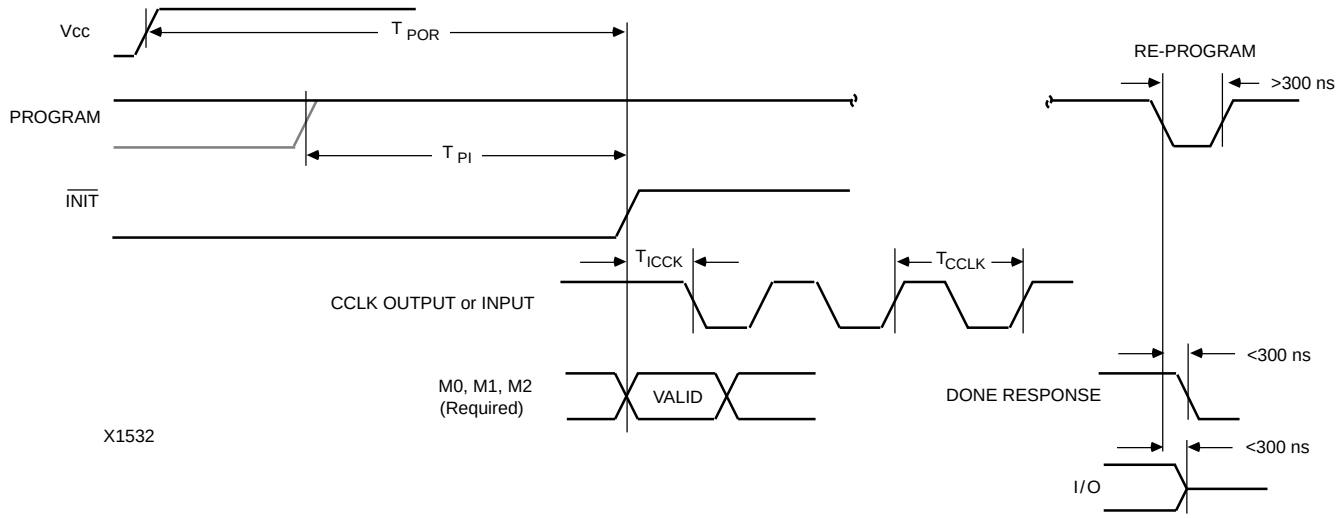
	Description	Symbol		Min	Max	Units
Write	Effective Write time ($\overline{CS0}$, $\overline{WS}$=Low; $\overline{RS}$, CS1=High)	1	T_{CA}	100		ns
	DIN setup time	2	T_{DC}	60		ns
	DIN hold time	3	T_{CD}	0		ns
RDY	RDY/$\overline{BUSY}$ delay after end of Write or Read	4	T_{WTRB}		60	ns
	RDY/$\overline{BUSY}$ active after beginning of Read	7			60	ns
	RDY/$\overline{BUSY}$ Low output (Note 4)	6	T_{BUSY}	2	9	CCLK periods

Notes:
1. Configuration must be delayed until the $\overline{INIT}$ pins of all daisy-chained FPGAs are High.
2. The time from the end of $\overline{WS}$ to CCLK cycle for the new byte of data depends on the completion of previous byte processing and the phase of the internal timing generator for CCLK.
3. CCLK and DOUT timing is tested in slave mode.
4. T_{BUSY} indicates that the double-buffered parallel-to-serial converter is not yet ready to receive new data. The shortest T_{BUSY} occurs when a byte is loaded into an empty parallel-to-serial converter. The longest T_{BUSY} occurs when a new word is loaded into the input register before the second-level buffer has started shifting out data

This timing diagram shows very relaxed requirements. Data need not be held beyond the rising edge of $\overline{WS}$. RDY/$\overline{BUSY}$ will go active within 60 ns after the end of $\overline{WS}$. A new write may be asserted immediately after RDY/$\overline{BUSY}$ goes Low, but write may not be terminated until RDY/$\overline{BUSY}$ has been High for one CCLK period.

Figure 59: Asynchronous Peripheral Mode Programming Switching Characteristics

Configuration Switching Characteristics



Master Modes (XC4000E/EX)

Description		Symbol	Min	Max	Units
Power-On Reset	M0 = High	T_{POR}	10	40	ms
	M0 = Low	T_{POR}	40	130	ms
Program Latency		T_{PI}	30	200	µs per CLB column
CCLK (output) Delay		T_{ICCK}	40	250	µs
CCLK (output) Period, slow		T_{CCLK}	640	2000	ns
CCLK (output) Period, fast		T_{CCLK}	80	250	ns

Master Modes (XC4000XL)

Description		Symbol	Min	Max	Units
Power-On Reset	M0 = High	T_{POR}	10	40	ms
	M0 = Low	T_{POR}	40	130	ms
Program Latency		T_{PI}	30	200	µs per CLB column
CCLK (output) Delay		T_{ICCK}	40	250	µs
CCLK (output) Period, slow		T_{CCLK}	540	1600	ns
CCLK (output) Period, fast		T_{CCLK}	67	200	ns

Slave and Peripheral Modes (All)

Description	Symbol	Min	Max	Units
Power-On Reset	T_{POR}	10	33	ms
Program Latency	T_{PI}	30	200	µs per CLB column
CCLK (input) Delay (required)	T_{ICCK}	4		µs
CCLK (input) Period (required)	T_{CCLK}	100		ns