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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	216
Number of Logic Elements/Cells	972
Total RAM Bits	24576
Number of I/O	92
Number of Gates	30000
Voltage - Supply	2.375V ~ 2.625V
Mounting Type	Surface Mount
Operating Temperature	-40°C ~ 100°C (TJ)
Package / Case	144-TFBGA, CSPBGA
Supplier Device Package	144-LCSBGA (12x12)
Purchase URL	https://www.e-xfl.com/product-detail/xilinx/xc2s30-5cs144i

Introduction

The Spartan®-II Field-Programmable Gate Array family gives users high performance, abundant logic resources, and a rich feature set, all at an exceptionally low price. The six-member family offers densities ranging from 15,000 to 200,000 system gates, as shown in [Table 1](#). System performance is supported up to 200 MHz. Features include block RAM (to 56K bits), distributed RAM (to 75,264 bits), 16 selectable I/O standards, and four DLLs. Fast, predictable interconnect means that successive design iterations continue to meet timing requirements.

The Spartan-II family is a superior alternative to mask-programmed ASICs. The FPGA avoids the initial cost, lengthy development cycles, and inherent risk of conventional ASICs. Also, FPGA programmability permits design upgrades in the field with no hardware replacement necessary (impossible with ASICs).

Features

- Second generation ASIC replacement technology
 - Densities as high as 5,292 logic cells with up to 200,000 system gates
 - Streamlined features based on Virtex® FPGA architecture
 - Unlimited reprogrammability
 - Very low cost
 - Cost-effective 0.18 micron process
- System level features
 - SelectRAM™ hierarchical memory:
 - 16 bits/LUT distributed RAM
 - Configurable 4K bit block RAM
 - Fast interfaces to external RAM
 - Fully PCI compliant
 - Low-power segmented routing architecture
 - Full readback ability for verification/observability
 - Dedicated carry logic for high-speed arithmetic
 - Efficient multiplier support
 - Cascade chain for wide-input functions
 - Abundant registers/latches with enable, set, reset
 - Four dedicated DLLs for advanced clock control
 - Four primary low-skew global clock distribution nets
 - IEEE 1149.1 compatible boundary scan logic
- Versatile I/O and packaging
 - Pb-free package options
 - Low-cost packages available in all densities
 - Family footprint compatibility in common packages
 - 16 high-performance interface standards
 - Hot swap Compact PCI friendly
 - Zero hold time simplifies system timing
- Core logic powered at 2.5V and I/Os powered at 1.5V, 2.5V, or 3.3V
- Fully supported by powerful Xilinx® ISE® development system
 - Fully automatic mapping, placement, and routing

Table 1: Spartan-II FPGA Family Members

Device	Logic Cells	System Gates (Logic and RAM)	CLB Array (R x C)	Total CLBs	Maximum Available User I/O ⁽¹⁾	Total Distributed RAM Bits	Total Block RAM Bits
XC2S15	432	15,000	8 x 12	96	86	6,144	16K
XC2S30	972	30,000	12 x 18	216	92	13,824	24K
XC2S50	1,728	50,000	16 x 24	384	176	24,576	32K
XC2S100	2,700	100,000	20 x 30	600	176	38,400	40K
XC2S150	3,888	150,000	24 x 36	864	260	55,296	48K
XC2S200	5,292	200,000	28 x 42	1,176	284	75,264	56K

Notes:

1. All user I/O counts do not include the four global clock/user input pins. See details in [Table 2, page 4](#).

Similarly, the F6 multiplexer combines the outputs of all four function generators in the CLB by selecting one of the F5-multiplexer outputs. This permits the implementation of any 6-input function, an 8:1 multiplexer, or selected functions of up to 19 inputs.

Each CLB has four direct feedthrough paths, one per LC. These paths provide extra data input lines or additional local routing that does not consume logic resources.

Arithmetic Logic

Dedicated carry logic provides capability for high-speed arithmetic functions. The Spartan-II FPGA CLB supports two separate carry chains, one per slice. The height of the carry chains is two bits per CLB.

The arithmetic logic includes an XOR gate that allows a 1-bit full adder to be implemented within an LC. In addition, a dedicated AND gate improves the efficiency of multiplier implementation.

The dedicated carry path can also be used to cascade function generators for implementing wide logic functions.

BUFTs

Each Spartan-II FPGA CLB contains two 3-state drivers (BUFTs) that can drive on-chip busses. See "Dedicated Routing," page 12. Each Spartan-II FPGA BUFT has an independent 3-state control pin and an independent input pin.

Block RAM

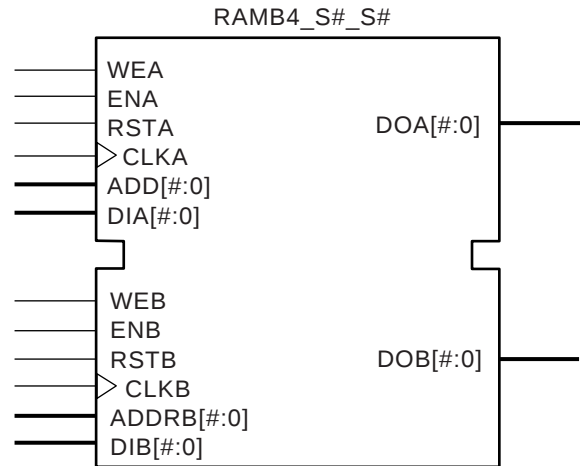
Spartan-II FPGAs incorporate several large block RAM memories. These complement the distributed RAM Look-Up Tables (LUTs) that provide shallow memory structures implemented in CLBs.

Block RAM memory blocks are organized in columns. All Spartan-II devices contain two such columns, one along each vertical edge. These columns extend the full height of the chip. Each memory block is four CLBs high, and consequently, a Spartan-II device eight CLBs high will contain two memory blocks per column, and a total of four blocks.

Table 5: Spartan-II Block RAM Amounts

Spartan-II Device	# of Blocks	Total Block RAM Bits
XC2S15	4	16K
XC2S30	6	24K
XC2S50	8	32K
XC2S100	10	40K
XC2S150	12	48K
XC2S200	14	56K

Each block RAM cell, as illustrated in Figure 5, is a fully synchronous dual-ported 4096-bit RAM with independent control signals for each port. The data widths of the two ports can be configured independently, providing built-in bus-width conversion.



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Figure 5: Dual-Port Block RAM

Table 6 shows the depth and width aspect ratios for the block RAM.

Table 6: Block RAM Port Aspect Ratios

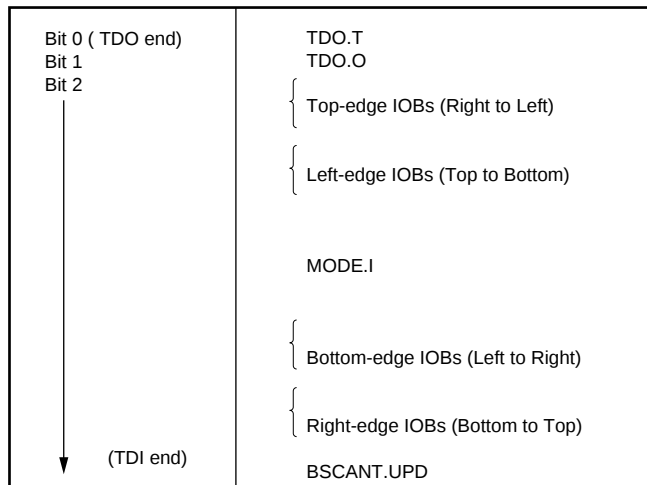
Width	Depth	ADDR Bus	Data Bus
1	4096	ADDR<11:0>	DATA<0>
2	2048	ADDR<10:0>	DATA<1:0>
4	1024	ADDR<9:0>	DATA<3:0>
8	512	ADDR<8:0>	DATA<7:0>
16	256	ADDR<7:0>	DATA<15:0>

The Spartan-II FPGA block RAM also includes dedicated routing to provide an efficient interface with both CLBs and other block RAMs.

Programmable Routing Matrix

It is the longest delay path that limits the speed of any worst-case design. Consequently, the Spartan-II routing architecture and its place-and-route software were defined in a single optimization process. This joint optimization minimizes long-path delays, and consequently, yields the best system performance.

The joint optimization also reduces design compilation times because the architecture is software-friendly. Design cycles are correspondingly reduced due to shorter design iteration times.



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Figure 10: Boundary Scan Bit Sequence

Development System

Spartan-II FPGAs are supported by the Xilinx ISE® development tools. The basic methodology for Spartan-II FPGA design consists of three interrelated steps: design entry, implementation, and verification. Industry-standard tools are used for design entry and simulation, while Xilinx provides proprietary architecture-specific tools for implementation.

The Xilinx development system is integrated under a single graphical interface, providing designers with a common user interface regardless of their choice of entry and verification tools. The software simplifies the selection of implementation options with pull-down menus and on-line help.

For HDL design entry, the Xilinx FPGA development system provides interfaces to several synthesis design environments.

A standard interface-file specification, Electronic Design Interchange Format (EDIF), simplifies file transfers into and out of the development system.

Spartan-II FPGAs supported by a unified library of standard functions. This library contains over 400 primitives and macros, ranging from 2-input AND gates to 16-bit accumulators, and includes arithmetic functions, comparators, counters, data registers, decoders, encoders, I/O functions, latches, Boolean functions, multiplexers, shift registers, and barrel shifters.

The design environment supports hierarchical design entry. These hierarchical design elements are automatically combined by the implementation tools. Different design entry tools can be combined within a hierarchical design, thus allowing the most convenient entry method to be used for each portion of the design.

Design Implementation

The place-and-route tools (PAR) automatically provide the implementation flow described in this section. The partitioner takes the EDIF netlist for the design and maps the logic into the architectural resources of the FPGA (CLBs and IOBs, for example). The placer then determines the best locations for these blocks based on their interconnections and the desired performance. Finally, the router interconnects the blocks.

The PAR algorithms support fully automatic implementation of most designs. For demanding applications, however, the user can exercise various degrees of control over the process. User partitioning, placement, and routing information is optionally specified during the design-entry process. The implementation of highly structured designs can benefit greatly from basic floorplanning.

The implementation software incorporates timing-driven placement and routing. Designers specify timing requirements along entire paths during design entry. The timing path analysis routines in PAR then recognize these user-specified requirements and accommodate them.

Timing requirements are entered in a form directly relating to the system requirements, such as the targeted clock frequency, or the maximum allowable delay between two registers. In this way, the overall performance of the system along entire signal paths is automatically tailored to user-generated specifications. Specific timing information for individual nets is unnecessary.

Design Verification

In addition to conventional software simulation, FPGA users can use in-circuit debugging techniques. Because Xilinx devices are infinitely reprogrammable, designs can be verified in real time without the need for extensive sets of software simulation vectors.

The development system supports both software simulation and in-circuit debugging techniques. For simulation, the system extracts the post-layout timing information from the design database, and back-annotates this information into the netlist for use by the simulator. Alternatively, the user can verify timing-critical portions of the design using the static timing analyzer.

For in-circuit debugging, the development system includes a download cable, which connects the FPGA in the target system to a PC or workstation. After downloading the design into the FPGA, the designer can read back the contents of the flip-flops, and so observe the internal logic state. Simple modifications can be downloaded into the system in a matter of minutes.

Configuration

Configuration is the process by which the bitstream of a design, as generated by the Xilinx software, is loaded into the internal configuration memory of the FPGA. Spartan-II devices support both serial configuration, using the master/slave serial and JTAG modes, as well as byte-wide configuration employing the Slave Parallel mode.

Configuration File

Spartan-II devices are configured by sequentially loading frames of data that have been concatenated into a configuration file. [Table 8](#) shows how much nonvolatile storage space is needed for Spartan-II devices.

It is important to note that, while a PROM is commonly used to store configuration data before loading them into the FPGA, it is by no means required. Any of a number of different kinds of under populated nonvolatile storage already available either on or off the board (i.e., hard drives, FLASH cards, etc.) can be used. For more information on configuration without a PROM, refer to [XAPP098, The Low-Cost, Efficient Serial Configuration of Spartan FPGAs](#).

Table 8: Spartan-II Configuration File Size

Device	Configuration File Size (Bits)
XC2S15	197,696
XC2S30	336,768
XC2S50	559,200
XC2S100	781,216
XC2S150	1,040,096
XC2S200	1,335,840

Modes

Spartan-II devices support the following four configuration modes:

- Slave Serial mode
- Master Serial mode
- Slave Parallel mode
- Boundary-scan mode

The Configuration mode pins (M2, M1, M0) select among these configuration modes with the option in each case of having the IOB pins either pulled up or left floating prior to the end of configuration. The selection codes are listed in [Table 9](#).

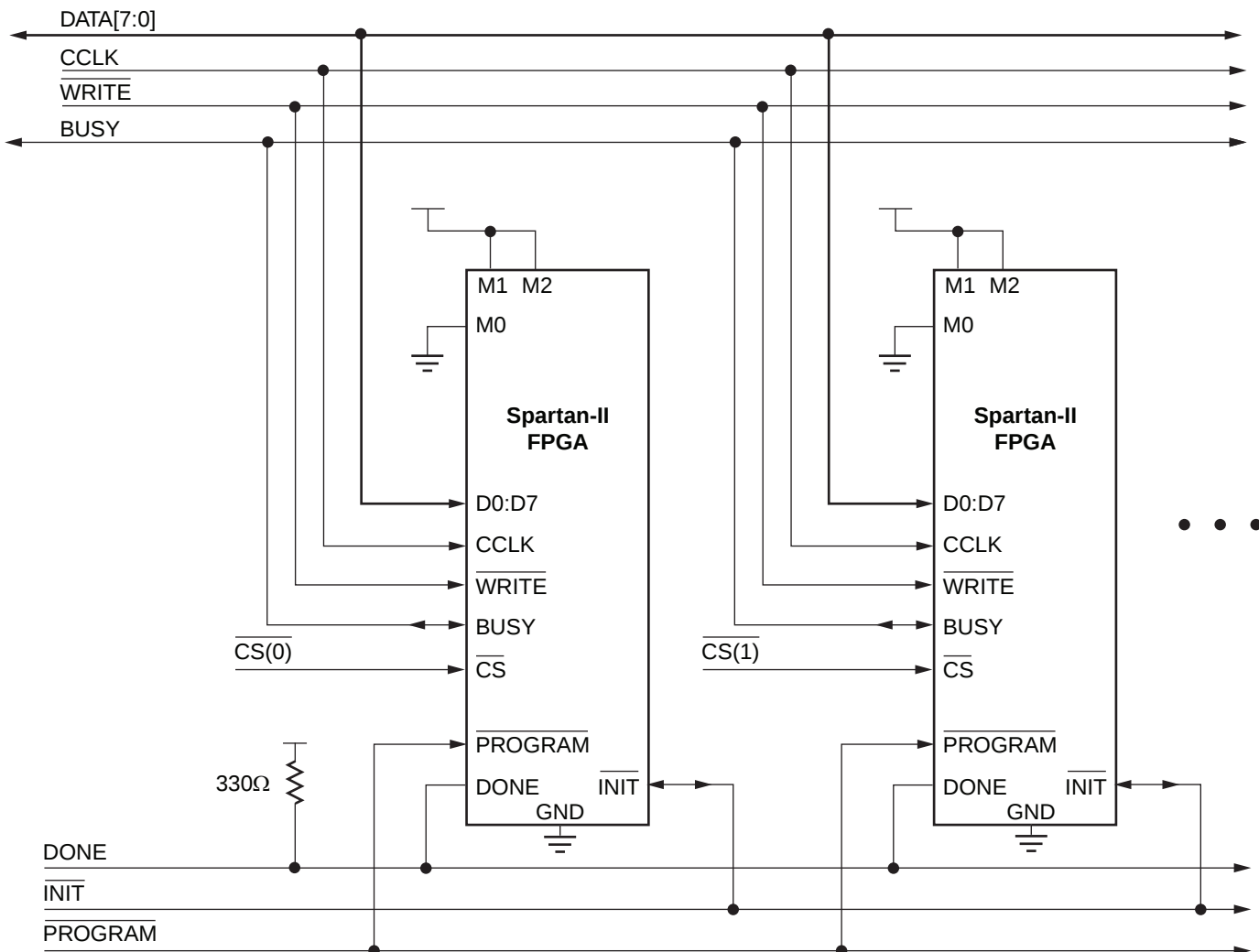
Configuration through the boundary-scan port is always available, independent of the mode selection. Selecting the boundary-scan mode simply turns off the other modes. The three mode pins have internal pull-up resistors, and default to a logic High if left unconnected.

Table 9: Configuration Modes

Configuration Mode	Preconfiguration Pull-ups	M0	M1	M2	CCLK Direction	Data Width	Serial D _{OUT}
Master Serial mode	No	0	0	0	Out	1	Yes
	Yes	0	0	1			
Slave Parallel mode	Yes	0	1	0	In	8	No
	No	0	1	1			
Boundary-Scan mode	Yes	1	0	0	N/A	1	No
	No	1	0	1			
Slave Serial mode	Yes	1	1	0	In	1	Yes
	No	1	1	1			

Notes:

1. During power-on and throughout configuration, the I/O drivers will be in a high-impedance state. After configuration, all unused I/Os (those not assigned signals) will remain in a high-impedance state. Pins used as outputs may pulse High at the end of configuration (see [Answer 10504](#)).
2. If the Mode pins are set for preconfiguration pull-ups, those resistors go into effect once the rising edge of INIT samples the Mode pins. They will stay in effect until GTS is released during startup, after which the UnusedPin bitstream generator option will determine whether the unused I/Os have a pull-up, pull-down, or no resistor.



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Figure 18: Slave Parallel Configuration Circuit Diagram

Multiple Spartan-II FPGAs can be configured using the Slave Parallel mode, and be made to start-up simultaneously. To configure multiple devices in this way, wire the individual CCLK, Data, $\overline{\text{WRITE}}$, and BUSY pins of all the devices in parallel. The individual devices are loaded separately by asserting the $\overline{\text{CS}}$ pin of each device in turn and writing the appropriate data. Sync-to-DONE start-up timing is used to ensure that the start-up sequence does not begin until all the FPGAs have been loaded. See "Start-up," page 19.

Write

When using the Slave Parallel Mode, write operations send packets of byte-wide configuration data into the FPGA. Figure 19, page 25 shows a flowchart of the write sequence used to load data into the Spartan-II FPGA. This is an expansion of the "Load Configuration Data Frames" block in Figure 11, page 18. The timing for write operations is shown in Figure 20, page 26.

For the present example, the user holds $\overline{\text{WRITE}}$ and $\overline{\text{CS}}$ Low throughout the sequence of write operations. Note that when $\overline{\text{CS}}$ is asserted on successive CCLKs, $\overline{\text{WRITE}}$ must remain either asserted or de-asserted. Otherwise an abort will be initiated, as in the next section.

1. Drive data onto D0:D7. Note that to avoid contention, the data source should not be enabled while $\overline{\text{CS}}$ is Low and $\overline{\text{WRITE}}$ is High. Similarly, while $\overline{\text{WRITE}}$ is High, no more than one device's $\overline{\text{CS}}$ should be asserted.
2. On the rising edge of CCLK: If BUSY is Low, the data is accepted on this clock. If BUSY is High (from a previous write), the data is not accepted. Acceptance will instead occur on the first clock after BUSY goes Low, and the data must be held until this happens.
3. Repeat steps 1 and 2 until all the data has been sent.
4. De-assert $\overline{\text{CS}}$ and $\overline{\text{WRITE}}$.

Design Considerations

This section contains more detailed design information on the following features:

- Delay-Locked Loop . . . see [page 27](#)
- Block RAM . . . see [page 32](#)
- Versatile I/O . . . see [page 36](#)

Using Delay-Locked Loops

The Spartan-II FPGA family provides up to four fully digital dedicated on-chip Delay-Locked Loop (DLL) circuits which provide zero propagation delay, low clock skew between output clock signals distributed throughout the device, and advanced clock domain control. These dedicated DLLs can be used to implement several circuits that improve and simplify system level design.

Introduction

Quality on-chip clock distribution is important. Clock skew and clock delay impact device performance and the task of managing clock skew and clock delay with conventional clock trees becomes more difficult in large devices. The Spartan-II family of devices resolve this potential problem by providing up to four fully digital dedicated on-chip Delay-Locked Loop (DLL) circuits which provide zero propagation delay and low clock skew between output clock signals distributed throughout the device.

Each DLL can drive up to two global clock routing networks within the device. The global clock distribution network minimizes clock skews due to loading differences. By monitoring a sample of the DLL output clock, the DLL can compensate for the delay on the routing network, effectively eliminating the delay from the external input port to the individual clock loads within the device.

In addition to providing zero delay with respect to a user source clock, the DLL can provide multiple phases of the source clock. The DLL can also act as a clock doubler or it can divide the user source clock by up to 16.

Clock multiplication gives the designer a number of design alternatives. For instance, a 50 MHz source clock doubled by the DLL can drive an FPGA design operating at 100 MHz. This technique can simplify board design because the clock path on the board no longer distributes such a high-speed signal. A multiplied clock also provides designers the option of time-domain-multiplexing, using one circuit twice per clock cycle, consuming less area than two copies of the same circuit.

The DLL can also act as a clock mirror. By driving the DLL output off-chip and then back in again, the DLL can be used to de-skew a board level clock between multiple devices.

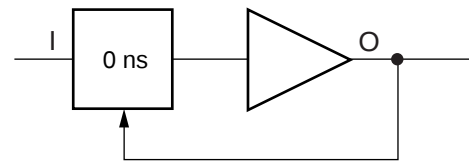
In order to guarantee the system clock establishes prior to the device "waking up," the DLL can delay the completion of

the device configuration process until after the DLL achieves lock.

By taking advantage of the DLL to remove on-chip clock delay, the designer can greatly simplify and improve system level design involving high-fanout, high-performance clocks.

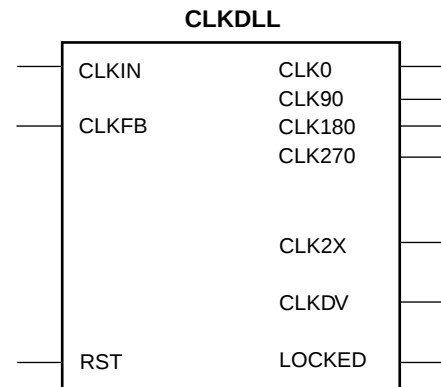
Library DLL Primitives

Figure 22 shows the simplified Xilinx library DLL macro, BUFGDLL. This macro delivers a quick and efficient way to provide a system clock with zero propagation delay throughout the device. Figure 23 and Figure 24 show the two library DLL primitives. These primitives provide access to the complete set of DLL features when implementing more complex applications.



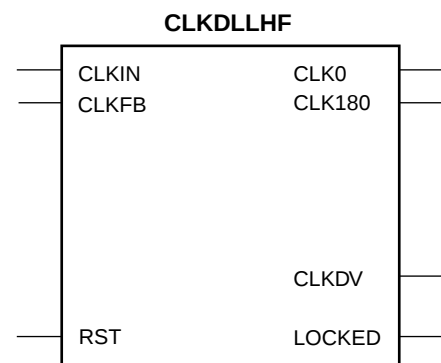
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Figure 22: Simplified DLL Macro BUFGDLL



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Figure 23: Standard DLL Primitive CLKDLL



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Figure 24: High-Frequency DLL Primitive CLKDLLHF

BUFGDLL Pin Descriptions

Use the BUFGDLL macro as the simplest way to provide zero propagation delay for a high-fanout on-chip clock from an external input. This macro uses the IBUFG, CLKDLL and BUFG primitives to implement the most basic DLL application as shown in Figure 25.

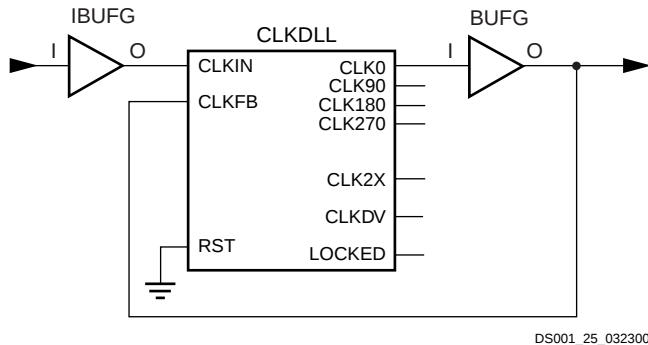


Figure 25: BUFGDLL Block Diagram

This macro does not provide access to the advanced clock domain controls or to the clock multiplication or clock division features of the DLL. This macro also does not provide access to the RST or LOCKED pins of the DLL. For access to these features, a designer must use the DLL primitives described in the following sections.

Source Clock Input — I

The I pin provides the user source clock, the clock signal on which the DLL operates, to the BUFGDLL. For the BUFGDLL macro the source clock frequency must fall in the low frequency range as specified in the data sheet. The BUFGDLL requires an external signal source clock. Therefore, only an external input port can source the signal that drives the BUFGDLL I pin.

Clock Output — O

The clock output pin O represents a delay-compensated version of the source clock (I) signal. This signal, sourced by a global clock buffer BUFG primitive, takes advantage of the dedicated global clock routing resources of the device.

The output clock has a 50/50 duty cycle unless you deactivate the duty cycle correction property.

CLKDLL Primitive Pin Descriptions

The library CLKDLL primitives provide access to the complete set of DLL features needed when implementing more complex applications with the DLL.

Source Clock Input — CLKIN

The CLKIN pin provides the user source clock (the clock signal on which the DLL operates) to the DLL. The CLKIN frequency must fall in the ranges specified in the data sheet. A global clock buffer (BUFG) driven from another CLKDLL

or one of the global clock input buffers (IBUFG) on the same edge of the device (top or bottom) must source this clock signal.

Feedback Clock Input — CLKFB

The DLL requires a reference or feedback signal to provide the delay-compensated output. Connect only the CLK0 or CLK2X DLL outputs to the feedback clock input (CLKFB) pin to provide the necessary feedback to the DLL. Either a global clock buffer (BUFG) or one of the global clock input buffers (IBUFG) on the same edge of the device (top or bottom) must source this clock signal.

If an IBUFG sources the CLKFB pin, the following special rules apply.

1. An external input port must source the signal that drives the IBUFG I pin.
2. The CLK2X output must feed back to the device if both the CLK0 and CLK2X outputs are driving off chip devices.
3. That signal must directly drive only OBUFs and nothing else.

These rules enable the software to determine which DLL clock output sources the CLKFB pin.

Reset Input — RST

When the reset pin RST activates, the LOCKED signal deactivates within four source clock cycles. The RST pin, active High, must either connect to a dynamic signal or be tied to ground. As the DLL delay taps reset to zero, glitches can occur on the DLL clock output pins. Activation of the RST pin can also severely affect the duty cycle of the clock output pins. Furthermore, the DLL output clocks no longer deskew with respect to one another. The DLL must be reset when the input clock frequency changes, if the device is reconfigured in Boundary-Scan mode, if the device undergoes a hot swap, and after the device is configured if the input clock is not stable during the startup sequence.

2x Clock Output — CLK2X

The output pin CLK2X provides a frequency-doubled clock with an automatic 50/50 duty-cycle correction. Until the CLKDLL has achieved lock, the CLK2X output appears as a 1x version of the input clock with a 25/75 duty cycle. This behavior allows the DLL to lock on the correct edge with respect to source clock. This pin is not available on the CLKDLLHF primitive.

Clock Divide Output — CLKDV

The clock divide output pin CLKDV provides a lower frequency version of the source clock. The CLKDV_DIVIDE property controls CLKDV such that the source clock is divided by N where N is either 1.5, 2, 2.5, 3, 4, 5, 8, or 16.

This feature provides automatic duty cycle correction. The CLKDV output pin has a 50/50 duty cycle for all values of the

Creating Larger RAM Structures

The block RAM columns have specialized routing to allow cascading blocks together with minimal routing delays. This achieves wider or deeper RAM structures with a smaller timing penalty than when using normal routing channels.

Location Constraints

Block RAM instances can have LOC properties attached to them to constrain the placement. The block RAM placement locations are separate from the CLB location naming convention, allowing the LOC properties to transfer easily from array to array.

The LOC properties use the following form:

LOC = RAMB4_R#C#

RAMB4_R0C0 is the upper left RAMB4 location on the device.

Conflict Resolution

The block RAM memory is a true dual-read/write port RAM that allows simultaneous access of the same memory cell from both ports. When one port writes to a given memory cell, the other port must not address that memory cell (for a write or a read) within the clock-to-clock setup window. The following lists specifics of port and memory cell write conflict resolution.

- If both ports write to the same memory cell simultaneously, violating the clock-to-clock setup requirement, consider the data stored as invalid.
- If one port attempts a read of the same memory cell the other simultaneously writes, violating the clock-to-clock setup requirement, the following occurs.
 - The write succeeds
 - The data out on the writing port accurately reflects the data written.
 - The data out on the reading port is invalid.

Conflicts do not cause any physical damage.

Single Port Timing

Figure 33 shows a timing diagram for a single port of a block RAM memory. The block RAM AC switching characteristics are specified in the data sheet. The block RAM memory is initially disabled.

At the first rising edge of the CLK pin, the ADDR, DI, EN, WE, and RST pins are sampled. The EN pin is High and the WE pin is Low indicating a read operation. The DO bus contains the contents of the memory location, 0x00, as indicated by the ADDR bus.

At the second rising edge of the CLK pin, the ADDR, DI, EN, WR, and RST pins are sampled again. The EN and WE pins are High indicating a write operation. The DO bus mirrors

the DI bus. The DI bus is written to the memory location 0x0F.

At the third rising edge of the CLK pin, the ADDR, DI, EN, WR, and RST pins are sampled again. The EN pin is High and the WE pin is Low indicating a read operation. The DO bus contains the contents of the memory location 0x7E as indicated by the ADDR bus.

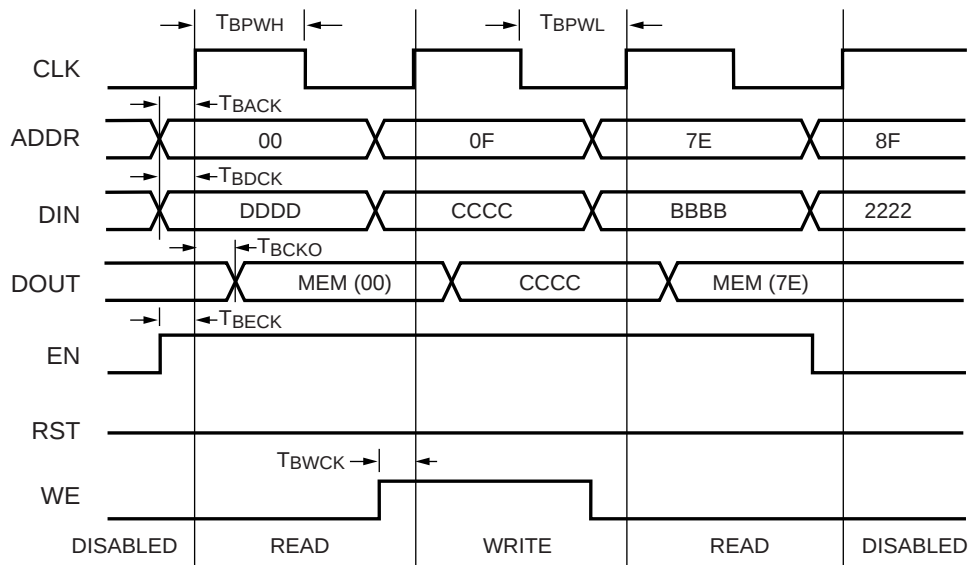
At the fourth rising edge of the CLK pin, the ADDR, DI, EN, WR, and RST pins are sampled again. The EN pin is Low indicating that the block RAM memory is now disabled. The DO bus retains the last value.

Dual Port Timing

Figure 34 shows a timing diagram for a true dual-port read/write block RAM memory. The clock on port A has a longer period than the clock on Port B. The timing parameter T_{BCCS} , (clock-to-clock setup) is shown on this diagram. The parameter, T_{BCCS} is violated once in the diagram. All other timing parameters are identical to the single port version shown in Figure 33.

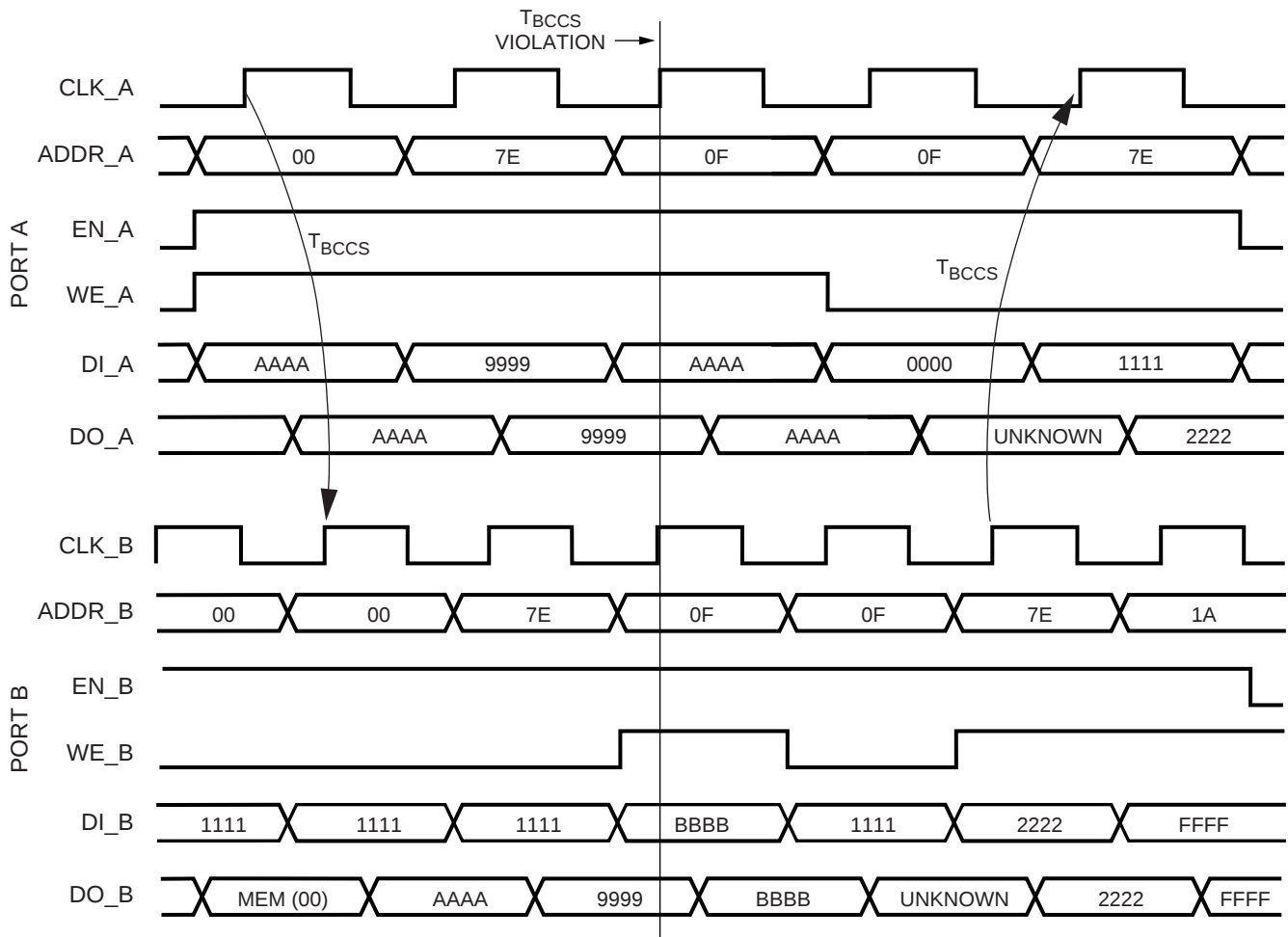
T_{BCCS} is only of importance when the address of both ports are the same and at least one port is performing a write operation. When the clock-to-clock set-up parameter is violated for a WRITE-WRITE condition, the contents of the memory at that location will be invalid. When the clock-to-clock set-up parameter is violated for a WRITE-READ condition, the contents of the memory will be correct, but the read port will have invalid data. At the first rising edge of the CLKA, memory location 0x00 is to be written with the value 0xAAAA and is mirrored on the DOA bus. The last operation of Port B was a read to the same memory location 0x00. The DOB bus of Port B does not change with the new value on Port A, and retains the last read value. A short time later, Port B executes another read to memory location 0x00, and the DOB bus now reflects the new memory value written by Port A.

At the second rising edge of CLKA, memory location 0x7E is written with the value 0x9999 and is mirrored on the DOA bus. Port B then executes a read operation to the same memory location without violating the T_{BCCS} parameter and the DOB reflects the new memory values written by Port A.



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Figure 33: Timing Diagram for Single-Port Block RAM Memory



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Figure 34: Timing Diagram for a True Dual-Port Read/Write Block RAM Memory

At the third rising edge of CLKA, the T_{BCCS} parameter is violated with two writes to memory location 0x0F. The DOA and DOB busses reflect the contents of the DIA and DIB busses, but the stored value at 0x7E is invalid.

At the fourth rising edge of CLKA, a read operation is performed at memory location 0x0F and invalid data is present on the DOA bus. Port B also executes a read operation to memory location 0x0F and also reads invalid data.

At the fifth rising edge of CLKA a read operation is performed that does not violate the T_{BCCS} parameter to the previous write of 0x7E by Port B. The DOA bus reflects the recently written value by Port B.

Initialization

The block RAM memory can initialize during the device configuration sequence. The 16 initialization properties of 64 hex values each (a total of 4096 bits) set the initialization of each RAM. These properties appear in [Table 14](#). Any initialization properties not explicitly set configure as zeros. Partial initialization strings pad with zeros. Initialization strings greater than 64 hex values generate an error. The RAMs can be simulated with the initialization values using generics in VHDL simulators and parameters in Verilog simulators.

Initialization in VHDL

The block RAM structures may be initialized in VHDL for both simulation and synthesis for inclusion in the EDIF output file. The simulation of the VHDL code uses a generic to pass the initialization.

Initialization in Verilog

The block RAM structures may be initialized in Verilog for both simulation and synthesis for inclusion in the EDIF output file. The simulation of the Verilog code uses a defparam to pass the initialization.

Block Memory Generation

The CORE Generator™ software generates memory structures using the block RAM features. This program outputs VHDL or Verilog simulation code templates and an EDIF file for inclusion in a design.

Table 14: RAM Initialization Properties

Property	Memory Cells
INIT_00	255 to 0
INIT_01	511 to 256
INIT_02	767 to 512
INIT_03	1023 to 768
INIT_04	1279 to 1024

Table 14: RAM Initialization Properties

Property	Memory Cells
INIT_05	1535 to 1280
INIT_06	1791 to 1536
INIT_07	2047 to 1792
INIT_08	2303 to 2048
INIT_09	2559 to 2304
INIT_0a	2815 to 2560
INIT_0b	3071 to 2816
INIT_0c	3327 to 3072
INIT_0d	3583 to 3328
INIT_0e	3839 to 3584
INIT_0f	4095 to 3840

For design examples and more information on using the Block RAM, see [XAPP173, Using Block SelectRAM+ Memory in Spartan-II FPGAs](#).

Using Versatile I/O

The Spartan-II FPGA family includes a highly configurable, high-performance I/O resource called Versatile I/O to provide support for a wide variety of I/O standards. The Versatile I/O resource is a robust set of features including programmable control of output drive strength, slew rate, and input delay and hold time. Taking advantage of the flexibility and Versatile I/O features and the design considerations described in this document can improve and simplify system level design.

Introduction

As FPGAs continue to grow in size and capacity, the larger and more complex systems designed for them demand an increased variety of I/O standards. Furthermore, as system clock speeds continue to increase, the need for high-performance I/O becomes more important. While chip-to-chip delays have an increasingly substantial impact on overall system speed, the task of achieving the desired system performance becomes more difficult with the proliferation of low-voltage I/O standards. Versatile I/O, the revolutionary input/output resources of Spartan-II devices, has resolved this potential problem by providing a highly configurable, high-performance alternative to the I/O resources of more conventional programmable devices. The Spartan-II FPGA Versatile I/O features combine the flexibility and time-to-market advantages of programmable logic with the high performance previously available only with ASICs and custom ICs.

Each Versatile I/O block can support up to 16 I/O standards. Supporting such a variety of I/O standards allows the

LVTTL output buffers have selectable drive strengths.

The format for LVTTL OBUF primitive names is as follows.

OBUF_<slew_rate>_<drive_strength>

<slew_rate> is either F (Fast), or S (Slow) and <drive_strength> is specified in milliamps (2, 4, 6, 8, 12, 16, or 24). The default is slew rate limited with 12 mA drive.

OBUF placement restrictions require that within a given V_{CCO} bank each OBUF share the same output source drive voltage. Input buffers of any type and output buffers that do not require V_{CCO} can be placed within any V_{CCO} bank.

Table 17 summarizes the output compatibility requirements. The LOC property can specify a location for the OBUF.

Table 17: Output Standards Compatibility Requirements

Rule 1	Only outputs with standards which share compatible V_{CCO} may be used within the same bank.
Rule 2	There are no placement restrictions for outputs with standards that do not require a V_{CCO} .
V_{CCO}	Compatible Standards
3.3	LVTTL, SSTL3_I, SSTL3_II, CTT, AGP, GTL, GTL+, PCI33_3, PCI66_3
2.5	SSTL2_I, SSTL2_II, LVCMOS2, GTL, GTL+
1.5	HSTL_I, HSTL_III, HSTL_IV, GTL, GTL+

OBUFT

The generic 3-state output buffer OBUFT, shown in Figure 39, typically implements 3-state outputs or bidirectional I/O.

With no extension or property specified for the generic OBUFT primitive, the assumed standard is slew rate limited LVTTL with 12 mA drive strength.

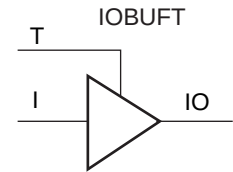
The LVTTL OBUFT can support one of two slew rate modes to minimize bus transients. By default, the slew rate for each output buffer is reduced to minimize power bus transients when switching non-critical signals.

LVTTL 3-state output buffers have selectable drive strengths.

The format for LVTTL OBUFT primitive names is as follows.

OBUFT_<slew_rate>_<drive_strength>

<slew_rate> can be either F (Fast), or S (Slow) and <drive_strength> is specified in milliamps (2, 4, 6, 8, 12, 16, or 24).



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Figure 39: 3-State Output Buffer Primitive (OBUFT)

The Versatile I/O OBUFT placement restrictions require that within a given V_{CCO} bank each OBUFT share the same output source drive voltage. Input buffers of any type and output buffers that do not require V_{CCO} can be placed within the same V_{CCO} bank.

The LOC property can specify a location for the OBUFT.

3-state output buffers and bidirectional buffers can have either a weak pull-up resistor, a weak pull-down resistor, or a weak "keeper" circuit. Control this feature by adding the appropriate primitive to the output net of the OBUFT (PULLUP, PULLDOWN, or KEEPER).

The weak "keeper" circuit requires the input buffer within the IOB to sample the I/O signal. So, OBUFTs programmed for an I/O standard that requires a V_{REF} have automatic placement of a V_{REF} in the bank with an OBUFT configured with a weak "keeper" circuit. This restriction does not affect most circuit design as applications using an OBUFT configured with a weak "keeper" typically implement a bidirectional I/O. In this case the IBUF (and the corresponding V_{REF}) are explicitly placed.

The LOC property can specify a location for the OBUFT.

IOBUF

Use the IOBUF primitive for bidirectional signals that require both an input buffer and a 3-state output buffer with an active high 3-state pin. The generic input/output buffer IOBUF appears in Figure 40.

With no extension or property specified for the generic IOBUF primitive, the assumed standard is LVTTL input buffer and slew rate limited LVTTL with 12 mA drive strength for the output buffer.

The LVTTL IOBUF can support one of two slew rate modes to minimize bus transients. By default, the slew rate for each output buffer is reduced to minimize power bus transients when switching non-critical signals.

LVTTL bidirectional buffers have selectable output drive strengths.

The format for LVTTL IOBUF primitive names is as follows:

property. This property could have one of the following seven values.

DRIVE=2
 DRIVE=4
 DRIVE=6
 DRIVE=8
 DRIVE=12 (Default)
 DRIVE=16
 DRIVE=24

Design Considerations

Reference Voltage (V_{REF}) Pins

Low-voltage I/O standards with a differential amplifier input buffer require an input reference voltage (V_{REF}). Provide the V_{REF} as an external signal to the device.

The voltage reference signal is "banked" within the device on a half-edge basis such that for all packages there are eight independent V_{REF} banks internally. See [Figure 36, page 39](#) for a representation of the I/O banks. Within each bank approximately one of every six I/O pins is automatically configured as a V_{REF} input.

Within each V_{REF} bank, any input buffers that require a V_{REF} signal must be of the same type. Output buffers of any type and input buffers can be placed without requiring a reference voltage within the same V_{REF} bank.

Output Drive Source Voltage (V_{CCO}) Pins

Many of the low voltage I/O standards supported by Versatile I/Os require a different output drive source voltage (V_{CCO}). As a result each device can often have to support multiple output drive source voltages.

The V_{CCO} supplies are internally tied together for some packages. The VQ100 and the PQ208 provide one combined V_{CCO} supply. The TQ144 and the CS144 packages provide four independent V_{CCO} supplies. The FG256 and the FG456 provide eight independent V_{CCO} supplies.

Output buffers within a given V_{CCO} bank must share the same output drive source voltage. Input buffers for LVTTTL, LVCMOS2, PCI33_3, and PCI 66_3 use the V_{CCO} voltage for Input V_{CCO} voltage.

Transmission Line Effects

The delay of an electrical signal along a wire is dominated by the rise and fall times when the signal travels a short distance. Transmission line delays vary with inductance and capacitance, but a well-designed board can experience delays of approximately 180 ps per inch.

Transmission line effects, or reflections, typically start at 1.5" for fast (1.5 ns) rise and fall times. Poor (or non-existent) termination or changes in the transmission line impedance cause these reflections and can cause additional delay in longer traces. As system speeds continue to increase, the effect of I/O delays can become a limiting factor and therefore transmission line termination becomes increasingly more important.

Termination Techniques

A variety of termination techniques reduce the impact of transmission line effects.

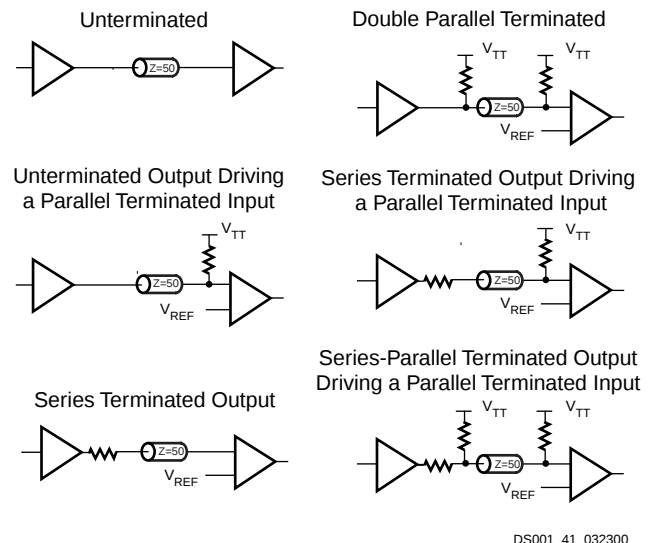
The following lists output termination techniques:

None
 Series
 Parallel (Shunt)
 Series and Parallel (Series-Shunt)

Input termination techniques include the following:

None
 Parallel (Shunt)

These termination techniques can be applied in any combination. A generic example of each combination of termination methods appears in [Figure 41](#).



DS001_41_032300

Figure 41: Overview of Standard Input and Output Termination Methods

Simultaneous Switching Guidelines

Ground bounce can occur with high-speed digital ICs when multiple outputs change states simultaneously, causing undesired transient behavior on an output, or in the internal logic. This problem is also referred to as the Simultaneous Switching Output (SSO) problem.

Ground bounce is primarily due to current changes in the combined inductance of ground pins, bond wires, and

A sample circuit illustrating a valid termination technique for CTT appear in [Figure 51](#). DC voltage specifications appear in [Table 29](#) for the CTT standard. See "[DC Specifications](#)" in Module 3 for the actual FPGA characteristics .



Parameter	Min	Typ	Max
V _{CCO}	2.05 ⁽¹⁾	3.3	3.6
V _{REF}	1.35	1.5	1.65
V _{TT}	1.35	1.5	1.65
V _{IH} ≥ V _{REF} + 0.2	1.55	1.7	-
V _{IL} ≤ V _{REF} − 0.2	-	1.3	1.45
V _{OH} ≥ V _{REF} + 0.4	1.75	1.9	-
V _{OL} ≤ V _{REF} − 0.4	-	1.1	1.25
I _{OH} at V _{OH} (mA)	−8	-	-
I _{OL} at V _{OL} (mA)	8	-	-

1. Timing delays are calculated based on V_{CCQ} min of 3.0V.

PCI33_3 or PCI66_3 require no termination. DC voltage specifications appear in [Table 30](#) for the PCI33_3 and PCI66_3 standards. See ["DC Specifications"](#) in Module 3 for the actual FPGA characteristics.

Parameter	Min	Typ	Max
V_{CCO}	3.0	3.3	3.6
V_{REF}	-	-	-
V_{TT}	-	-	-
$V_{IH} = 0.5 \times V_{CCO}$	1.5	1.65	$V_{CCO} + 0.5$
$V_{IL} = 0.3 \times V_{CCO}$	-0.5	0.99	1.08
$V_{OH} = 0.9 \times V_{CCO}$	2.7	-	-
$V_{OL} = 0.1 \times V_{CCO}$	-	-	0.36
I_{OH} at V_{OH} (mA)	Note 1	-	-
I_{OL} at V_{OL} (mA)	Note 1	-	-

1. Tested according to the relevant specification.

PCI33_5 requires no termination. DC voltage specifications appear in [Table 31](#) for the PCI33_5 standard. See "[DC Specifications](#)" in Module 3 for the actual FPGA characteristics.

Parameter	Min	Typ	Max
V _{CCO}	3.0	3.3	3.6
V _{REF}	-	-	-
V _{TT}	-	-	-
V _{IH}	1.425	1.5	5.5
V _{IL}	-0.5	1.0	1.05
V _{OH}	2.4	-	-
V _{OL}	-	-	0.55
I _{OH} at V _{OH} (mA)	Note 1	-	-
I _{OL} at V _{OL} (mA)	Note 1	-	-

1. Tested according to the relevant specification.

Recommended Operating Conditions

Symbol	Description		Min	Max	Units
T_J	Junction temperature ⁽¹⁾	Commercial	0	85	°C
		Industrial	-40	100	°C
V_{CCINT}	Supply voltage relative to GND ^(2,5)	Commercial	2.5 – 5%	2.5 + 5%	V
		Industrial	2.5 – 5%	2.5 + 5%	V
V_{CCO}	Supply voltage relative to GND ^(3,5)	Commercial	1.4	3.6	V
		Industrial	1.4	3.6	V
T_{IN}	Input signal transition time ⁽⁴⁾		-	250	ns

Notes:

- At junction temperatures above those listed as Operating Conditions, all delay parameters increase by 0.35% per °C.
- Functional operation is guaranteed down to a minimum V_{CCINT} of 2.25V (Nominal V_{CCINT} – 10%). For every 50 mV reduction in V_{CCINT} below 2.375V (nominal V_{CCINT} – 5%), all delay parameters increase by 3%.
- Minimum and maximum values for V_{CCO} vary according to the I/O standard selected.
- Input and output measurement threshold is ~50% of V_{CCO} . See "Delay Measurement Methodology," page 60 for specific levels.
- Supply voltages may be applied in any order desired.

DC Characteristics Over Operating Conditions

Symbol	Description			Min	Typ	Max	Units
V _{DRINT}	Data Retention V _{CCINT} voltage (below which configuration data may be lost)			2.0	-	-	V
V _{DRIO}	Data Retention V _{CCO} voltage (below which configuration data may be lost)			1.2	-	-	V
I _{CCINTQ}	Quiescent V _{CCINT} supply current ⁽¹⁾	XC2S15	Commercial	-	10	30	mA
			Industrial	-	10	60	mA
		XC2S30	Commercial	-	10	30	mA
			Industrial	-	10	60	mA
		XC2S50	Commercial	-	12	50	mA
			Industrial	-	12	100	mA
		XC2S100	Commercial	-	12	50	mA
			Industrial	-	12	100	mA
		XC2S150	Commercial	-	15	50	mA
			Industrial	-	15	100	mA
		XC2S200	Commercial	-	15	75	mA
			Industrial	-	15	150	mA
I _{CCOQ}	Quiescent V _{CCO} supply current ⁽¹⁾			-	-	2	mA
I _{REF}	V _{REF} current per V _{REF} pin			-	-	20	μA
I _L	Input or output leakage current ⁽²⁾			-10	-	+10	μA
C _{IN}	Input capacitance (sample tested)	VQ, CS, TQ, PQ, FG packages		-	-	8	pF
I _{RPU}	Pad pull-up (when selected) @ V _{IN} = 0V, V _{CCO} = 3.3V (sample tested) ⁽³⁾			-	-	0.25	mA
I _{RPD}	Pad pull-down (when selected) @ V _{IN} = 3.6V (sample tested) ⁽³⁾			-	-	0.15	mA

Notes:

- With no output current loads, no active input pull-up resistors, all I/O pins 3-stated and floating.
- The I/O leakage current specification applies only when the V_{CCINT} and V_{CCO} supply voltages have reached their respective minimum Recommended Operating Conditions.
- Internal pull-up and pull-down resistors guarantee valid logic levels at unconnected input pins. These pull-up and pull-down resistors do not provide valid logic levels when input pins are connected to other circuits.

IOB Input Delay Adjustments for Different Standards⁽¹⁾

Input delays associated with the pad are specified for LVTTTL. For other standards, adjust the delays by the values shown. A delay adjusted in this way constitutes a worst-case limit.

Symbol	Description	Standard	Speed Grade		Units
			-6	-5	
Data Input Delay Adjustments					
T _{ILVTTTL}	Standard-specific data input delay adjustments	LVTTTL	0	0	ns
T _{ILVCMOS2}		LVCMSO2	−0.04	−0.05	ns
T _{IPCI33_3}		PCI, 33 MHz, 3.3V	−0.11	−0.13	ns
T _{IPCI33_5}		PCI, 33 MHz, 5.0V	0.26	0.30	ns
T _{IPCI66_3}		PCI, 66 MHz, 3.3V	−0.11	−0.13	ns
T _{IGTL}		GTL	0.20	0.24	ns
T _{IGTLP}		GTL+	0.11	0.13	ns
T _{IHSTL}		HSTL	0.03	0.04	ns
T _{ISSTL2}		SSTL2	−0.08	−0.09	ns
T _{ISSTL3}		SSTL3	−0.04	−0.05	ns
T _{ICTT}		CTT	0.02	0.02	ns
T _{IAGP}		AGP	−0.06	−0.07	ns

Notes:

1. Input timing for LVTTTL is measured at 1.4V. For other I/O standards, see the table ["Delay Measurement Methodology," page 60](#).

IOB Output Switching Characteristics

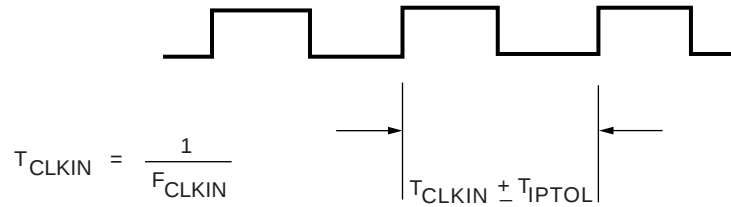
Output delays terminating at a pad are specified for LVTTTL with 12 mA drive and fast slew rate. For other standards, adjust the delays with the values shown in "IOB Output Delay Adjustments for Different Standards," page 59.

Symbol	Description	Speed Grade				Units
		-6		-5		
		Min	Max	Min	Max	
Propagation Delays						
T _{IOOP}	O input to pad	-	2.9	-	3.4	ns
T _{IOOLP}	O input to pad via transparent latch	-	3.4	-	4.0	ns
3-state Delays						
T _{IOTHZ}	T input to pad high-impedance ⁽¹⁾	-	2.0	-	2.3	ns
T _{IOTON}	T input to valid data on pad	-	3.0	-	3.6	ns
T _{IOTLPHZ}	T input to pad high impedance via transparent latch ⁽¹⁾	-	2.5	-	2.9	ns
T _{IOTLPON}	T input to valid data on pad via transparent latch	-	3.5	-	4.2	ns
T _{GTS}	GTS to pad high impedance ⁽¹⁾	-	5.0	-	5.9	ns
Sequential Delays						
T _{IOCKP}	Clock CLK to pad	-	2.9	-	3.4	ns
T _{IOCKHZ}	Clock CLK to pad high impedance (synchronous) ⁽¹⁾	-	2.3	-	2.7	ns
T _{IOCKON}	Clock CLK to valid data on pad (synchronous)	-	3.3	-	4.0	ns
Setup/Hold Times with Respect to Clock CLK ⁽²⁾						
T _{IOOCK} / T _{IOCKO}	O input	1.1 / 0	-	1.3 / 0	-	ns
T _{IOOCECK} / T _{IOCKOCE}	OCE input	0.9 / 0.01	-	0.9 / 0.01	-	ns
T _{IOSRCKO} / T _{IOCKOSR}	SR input (OFF)	1.2 / 0	-	1.3 / 0	-	ns
T _{IOTCK} / T _{IOCKT}	3-state setup times, T input	0.8 / 0	-	0.9 / 0	-	ns
T _{IOTCECK} / T _{IOCKTCE}	3-state setup times, TCE input	1.0 / 0	-	1.0 / 0	-	ns
T _{IOSRCKT} / T _{IOCKTSR}	3-state setup times, SR input (TFF)	1.1 / 0	-	1.2 / 0	-	ns
Set/Reset Delays						
T _{IOSRP}	SR input to pad (asynchronous)	-	3.7	-	4.4	ns
T _{IOSRHZ}	SR input to pad high impedance (asynchronous) ⁽¹⁾	-	3.1	-	3.7	ns
T _{IOSRON}	SR input to valid data on pad (asynchronous)	-	4.1	-	4.9	ns
T _{IOGSRQ}	GSR to pad	-	9.9	-	11.7	ns

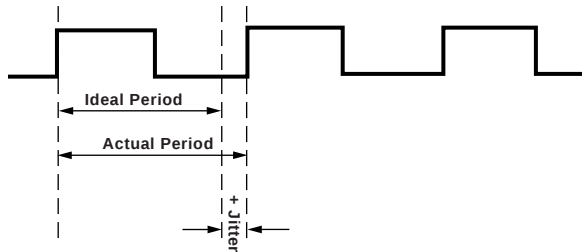
Notes:

- Three-state turn-off delays should not be adjusted.
- A zero hold time listing indicates no hold time or a negative hold time.

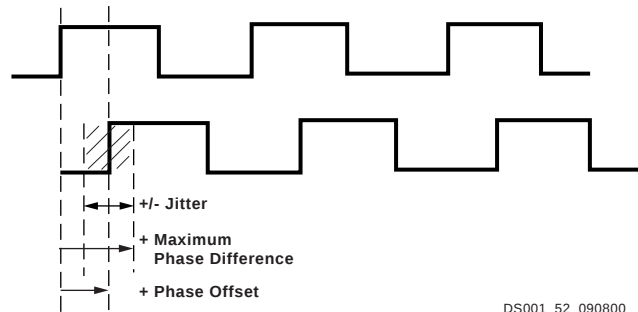
Period Tolerance: the allowed input clock period change in nanoseconds.



Output Jitter: the difference between an ideal reference clock edge and the actual design.



Phase Offset and Maximum Phase Difference



DS001_52_090800

Figure 52: Period Tolerance and Clock Jitter

XC2S50 Device Pinouts (Continued)

XC2S50 Pad Name		TQ144	PQ208	FG256	Bndry Scan
Function	Bank				
I/O	3	-	-	J14	503
I/O	3	P56	P127	K15	506
V _{CCINT}	-	P55	P128	V _{CCINT} *	-
I/O, TRDY ⁽¹⁾	3	P54	P129	J15	512
V _{CCO}	3	P53	P130	V _{CCO} Bank 3*	-
V _{CCO}	2	P53	P130	V _{CCO} Bank 2*	-
GND	-	P52	P131	GND*	-
I/O, IRDY ⁽¹⁾	2	P51	P132	H16	515
I/O	2	-	P133	H14	518
I/O	2	P50	P134	H15	521
I/O	2	-	-	J13	524
I/O (D3)	2	P49	P135	G16	527
I/O, V _{REF}	2	P48	P136	H13	530
GND	-	-	P137	GND*	-
I/O	2	-	P138	G14	533
I/O	2	-	P139	G15	536
I/O	2	-	P140	G12	539
I/O	2	-	-	F16	542
I/O	2	P47	P141	G13	545
I/O (D2)	2	P46	P142	F15	548
V _{CCINT}	-	-	P143	V _{CCINT} *	-
V _{CCO}	2	-	P144	V _{CCO} Bank 2*	-
GND	-	P45	P145	GND*	-
I/O (D1)	2	P44	P146	E16	551
I/O	2	P43	P147	F14	554
I/O	2	P42	P148	D16	557
I/O	2	-	-	F12	560
I/O	2	-	P149	E15	563
I/O, V _{REF}	2	P41	P150	F13	566
GND	-	-	-	GND*	-
I/O	2	-	P151	E14	569
I/O	2	-	-	C16	572
I/O	2	P40	P152	E13	575
I/O	2	-	-	B16	578
I/O (DIN, D0)	2	P39	P153	D14	581
I/O (DOUT, BUSY)	2	P38	P154	C15	584
CCLK	2	P37	P155	D15	587
V _{CCO}	2	P36	P156	V _{CCO} Bank 2*	-

XC2S50 Device Pinouts (Continued)

XC2S50 Pad Name		TQ144	PQ208	FG256	Bndry Scan
Function	Bank				
V _{CCO}	1	P35	P156	V _{CCO} Bank 1*	-
TDO	2	P34	P157	B14	-
GND	-	P33	P158	GND*	-
TDI	-	P32	P159	A15	-
I/O ($\overline{\text{CS}}$)	1	P31	P160	B13	0
I/O ($\overline{\text{WRITE}}$)	1	P30	P161	C13	3
I/O	1	-	-	C12	6
I/O	1	P29	P162	A14	9
I/O	1	-	-	D12	12
I/O	1	-	P163	B12	15
GND	-	-	-	GND*	-
I/O, V _{REF}	1	P28	P164	C11	18
I/O	1	-	P165	A13	21
I/O	1	-	-	D11	24
I/O	1	-	P166	A12	27
I/O	1	P27	P167	E11	30
I/O	1	P26	P168	B11	33
GND	-	P25	P169	GND*	-
V _{CCO}	1	-	P170	V _{CCO} Bank 1*	-
V _{CCINT}	-	P24	P171	V _{CCINT} *	-
I/O	1	P23	P172	A11	36
I/O	1	P22	P173	C10	39
I/O	1	-	P174	B10	45
I/O	1	-	P175	D10	48
I/O	1	-	P176	A10	51
GND	-	-	P177	GND*	-
I/O, V _{REF}	1	P21	P178	B9	54
I/O	1	-	P179	E10	57
I/O	1	-	-	A9	60
I/O	1	P20	P180	D9	63
I/O	1	P19	P181	A8	66
I, GCK2	1	P18	P182	C9	72
GND	-	P17	P183	GND*	-
V _{CCO}	1	P16	P184	V _{CCO} Bank 1*	-
V _{CCO}	0	P16	P184	V _{CCO} Bank 0*	-
I, GCK3	0	P15	P185	B8	73
V _{CCINT}	-	P14	P186	V _{CCINT} *	-
I/O	0	P13	P187	A7	80

XC2S100 Device Pinouts (Continued)

XC2S100 Pad Name						
Function	Bank	TQ144	PQ208	FG256	FG456	Bndry Scan
I/O	0	-	P188	A6	C10	107
I/O, V _{REF}	0	P12	P189	B7	A9	110
GND	-	-	P190	GND*	GND*	-
I/O	0	-	P191	C8	B9	113
I/O	0	-	P192	D7	E10	116
I/O	0	-	P193	E7	A8	122
I/O	0	-	-	-	D9	125
I/O	0	P11	P194	C7	E9	128
I/O	0	P10	P195	B6	A7	131
V _{CCINT}	-	P9	P196	V _{CCINT} *	V _{CCINT} *	-
V _{CCO}	0	-	P197	V _{CCO} Bank 0*	V _{CCO} Bank 0*	-
GND	-	P8	P198	GND*	GND*	-
I/O	0	P7	P199	A5	B7	134
I/O, V _{REF}	0	P6	P200	C6	E8	137
I/O	0	-	-	-	D8	140
I/O	0	-	P201	B5	C7	143
I/O	0	-	-	D6	D7	146
I/O	0	-	P202	A4	D6	152
I/O, V _{REF}	0	P5	P203	B4	C6	155
V _{CCO}	0	-	-	V _{CCO} Bank 0*	V _{CCO} Bank 0*	-
GND	-	-	-	GND*	GND*	-
I/O	0	-	P204	E6	B5	158
I/O	0	-	-	D5	E7	161
I/O	0	-	-	-	E6	164
I/O	0	P4	P205	A3	B4	167
I/O	0	-	-	C5	A3	170
I/O	0	P3	P206	B3	C5	176
TCK	-	P2	P207	C4	C4	-
V _{CCO}	0	P1	P208	V _{CCO} Bank 0*	V _{CCO} Bank 0*	-
V _{CCO}	7	P144	P208	V _{CCO} Bank 7*	V _{CCO} Bank 7*	-

04/18/01

Notes:

1. IRDY and TRDY can only be accessed when using Xilinx PCI cores.
2. Pads labelled GND*, V_{CCINT}*, V_{CCO} Bank 0*, V_{CCO} Bank 1*, V_{CCO} Bank 2*, V_{CCO} Bank 3*, V_{CCO} Bank 4*, V_{CCO} Bank 5*, V_{CCO} Bank 6*, V_{CCO} Bank 7* are internally bonded to independent ground or power planes within the package.
3. See "VCCO Banks" for details on V_{CCO} banking.

XC2S200 Device Pinouts (Continued)

XC2S200 Pad Name		PQ208	FG256	FG456	Bndry Scan
Function	Bank				
V _{CCO}	1	P156	V _{CCO} Bank 1*	V _{CCO} Bank 1*	-
TDO	2	P157	B14	A21	-
GND	-	P158	GND*	GND*	-
TDI	-	P159	A15	B20	-
I/O ($\overline{\text{CS}}$)	1	P160	B13	C19	0
I/O ($\overline{\text{WRITE}}$)	1	P161	C13	A20	3
I/O	1	-	-	B19	9
I/O	1	-	-	C18	12
I/O	1	-	C12	D17	15
GND	-	-	GND*	GND*	-
I/O, V _{REF}	1	P162	A14	A19	18
I/O	1	-	-	B18	21
I/O	1	-	-	E16	27
I/O	1	-	D12	C17	30
I/O	1	P163	B12	D16	33
GND	-	-	GND*	GND*	-
V _{CCO}	1	-	V _{CCO} Bank 1*	V _{CCO} Bank 1*	-
I/O, V _{REF}	1	P164	C11	A18	36
I/O	1	P165	A13	B17	39
I/O	1	-	-	E15	42
I/O	1	-	-	A17	45
I/O	1	-	D11	D15	48
GND	-	-	GND*	GND*	-
I/O	1	P166	A12	C16	51
I/O	1	-	-	D14	54
I/O, V _{REF}	1	P167	E11	E14	60
I/O	1	P168	B11	A16	63
GND	-	P169	GND*	GND*	-
V _{CCO}	1	P170	V _{CCO} Bank 1*	V _{CCO} Bank 1*	-
V _{CCINT}	-	P171	V _{CCINT} *	V _{CCINT} *	-
I/O	1	P172	A11	C15	66
I/O	1	P173	C10	B15	69
I/O	1	-	-	E13	72
I/O	1	-	-	A15	75
I/O	1	-	-	F12	78
GND	-	-	GND*	GND*	-
I/O	1	P174	B10	C14	81
I/O	1	-	-	B14	84
I/O	1	-	-	A14	87

XC2S200 Device Pinouts (Continued)

XC2S200 Pad Name		PQ208	FG256	FG456	Bndry Scan
Function	Bank				
I/O	1	P175	D10	D13	90
I/O	1	P176	A10	C13	93
GND	-	P177	GND*	GND*	-
V _{CCO}	1	-	V _{CCO} Bank 1*	V _{CCO} Bank 1*	-
I/O, V _{REF}	1	P178	B9	B13	96
I/O	1	P179	E10	E12	99
I/O	1	-	-	A13	105
I/O	1	-	A9	B12	108
I/O	1	P180	D9	D12	111
I/O	1	-	-	C12	114
I/O	1	P181	A8	D11	120
I, GCK2	1	P182	C9	A11	126
GND	-	P183	GND*	GND*	-
V _{CCO}	1	P184	V _{CCO} Bank 1*	V _{CCO} Bank 1*	-
V _{CCO}	0	P184	V _{CCO} Bank 0*	V _{CCO} Bank 0*	-
I, GCK3	0	P185	B8	C11	127
V _{CCINT}	-	P186	V _{CCINT} *	V _{CCINT} *	-
I/O	0	-	-	E11	137
I/O	0	P187	A7	A10	140
I/O	0	-	D8	B10	143
I/O	0	-	-	F11	146
I/O	0	P188	A6	C10	152
I/O, V _{REF}	0	P189	B7	A9	155
V _{CCO}	0	-	V _{CCO} Bank 0*	V _{CCO} Bank 0*	-
GND	-	P190	GND*	GND*	-
I/O	0	P191	C8	B9	158
I/O	0	P192	D7	E10	161
I/O	0	-	-	C9	164
I/O	0	-	-	D10	167
I/O	0	P193	E7	A8	170
GND	-	-	GND*	GND*	-
I/O	0	-	-	D9	173
I/O	0	-	-	B8	176
I/O	0	-	-	C8	179
I/O	0	P194	C7	E9	182
I/O	0	P195	B6	A7	185
V _{CCINT}	-	P196	V _{CCINT} *	V _{CCINT} *	-
V _{CCO}	0	P197	V _{CCO} Bank 0*	V _{CCO} Bank 0*	-