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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	216
Number of Logic Elements/Cells	1728
Total RAM Bits	24576
Number of I/O	171
Number of Gates	119000
Voltage - Supply	2.375V ~ 2.625V
Mounting Type	Surface Mount
Operating Temperature	-40°C ~ 85°C (TA)
Package / Case	256-BGA
Supplier Device Package	256-FBGA (17x17)
Purchase URL	https://www.e-xfl.com/product-detail/intel/ep1k30fi256-2



For more information on the configuration of ACEX 1K devices, see the following documents:

- [*Configuration Devices for ACEX, APEX, FLEX, & Mercury Devices Data Sheet*](#)
- [*MasterBlaster Serial/USB Communications Cable Data Sheet*](#)
- [*ByteBlasterMV Parallel Port Download Cable Data Sheet*](#)
- [*BitBlaster Serial Download Cable Data Sheet*](#)

ACEX 1K devices are supported by Altera development systems, which are integrated packages that offer schematic, text (including AHDL), and waveform design entry, compilation and logic synthesis, full simulation and worst-case timing analysis, and device configuration. The software provides EDIF 2.0.0 and 3.0.0, LPM, VHDL, Verilog HDL, and other interfaces for additional design entry and simulation support from other industry-standard PC- and UNIX workstation-based EDA tools.

The Altera software works easily with common gate array EDA tools for synthesis and simulation. For example, the Altera software can generate Verilog HDL files for simulation with tools such as Cadence Verilog-XL. Additionally, the Altera software contains EDA libraries that use device-specific features such as carry chains, which are used for fast counter and arithmetic functions. For instance, the Synopsys Design Compiler library supplied with the Altera development system includes DesignWare functions that are optimized for the ACEX 1K device architecture.

The Altera development systems run on Windows-based PCs and Sun SPARCstation, and HP 9000 Series 700/800 workstations.



For more information, see the [*MAX+PLUS II Programmable Logic Development System & Software Data Sheet*](#) and the [*Quartus Programmable Logic Development System & Software Data Sheet*](#).

Functional Description

Each ACEX 1K device contains an enhanced embedded array that implements memory and specialized logic functions, and a logic array that implements general logic.

The embedded array consists of a series of EABs. When implementing memory functions, each EAB provides 4,096 bits, which can be used to create RAM, ROM, dual-port RAM, or first-in first-out (FIFO) functions. When implementing logic, each EAB can contribute 100 to 600 gates towards complex logic functions such as multipliers, microcontrollers, state machines, and DSP functions. EABs can be used independently, or multiple EABs can be combined to implement larger functions.

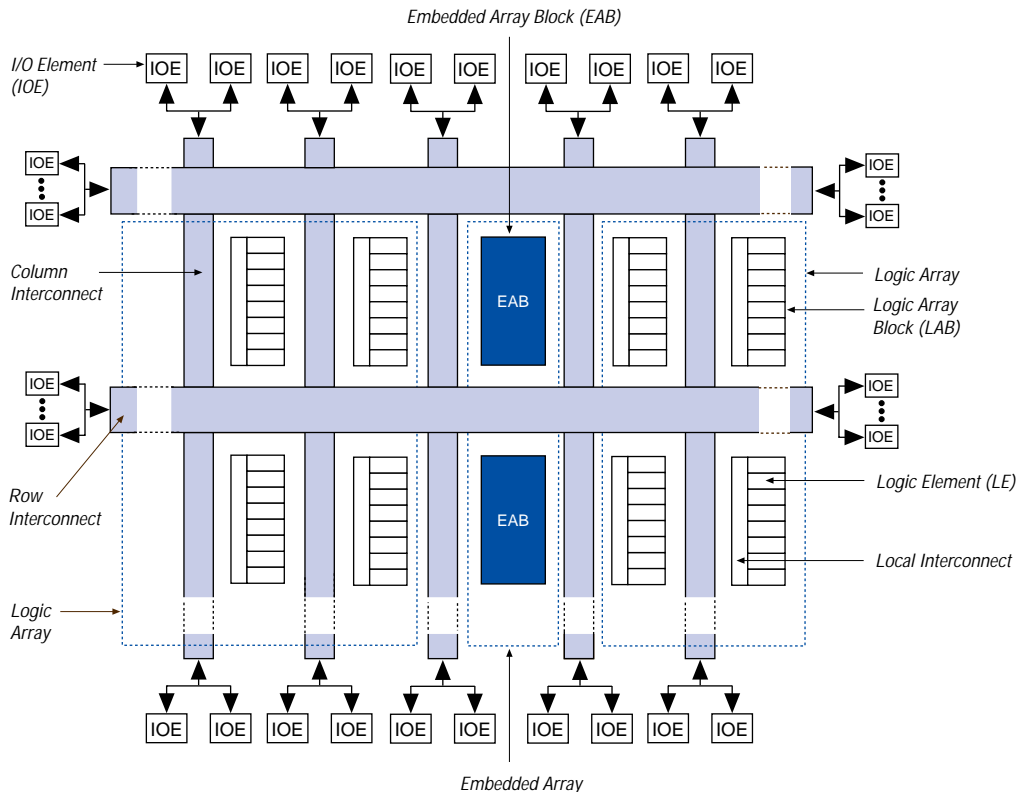
The logic array consists of logic array blocks (LABs). Each LAB contains eight LEs and a local interconnect. An LE consists of a 4-input LUT, a programmable flipflop, and dedicated signal paths for carry and cascade functions. The eight LEs can be used to create medium-sized blocks of logic—such as 8-bit counters, address decoders, or state machines—or combined across LABs to create larger logic blocks. Each LAB represents about 96 usable logic gates.

Signal interconnections within ACEX 1K devices (as well as to and from device pins) are provided by the FastTrack Interconnect routing structure, which is a series of fast, continuous row and column channels that run the entire length and width of the device.

Each I/O pin is fed by an I/O element (IOE) located at the end of each row and column of the FastTrack Interconnect routing structure. Each IOE contains a bidirectional I/O buffer and a flipflop that can be used as either an output or input register to feed input, output, or bidirectional signals. When used with a dedicated clock pin, these registers provide exceptional performance. As inputs, they provide setup times as low as 1.1 ns and hold times of 0 ns. As outputs, these registers provide clock-to-output times as low as 2.5 ns. IOEs provide a variety of features, such as JTAG BST support, slew-rate control, tri-state buffers, and open-drain outputs.

Figure 1 shows a block diagram of the ACEX 1K device architecture. Each group of LEs is combined into an LAB; groups of LABs are arranged into rows and columns. Each row also contains a single EAB. The LABs and EABs are interconnected by the FastTrack Interconnect routing structure. IOEs are located at the end of each row and column of the FastTrack Interconnect routing structure.

Figure 1. ACEX 1K Device Block Diagram



ACEX 1K devices provide six dedicated inputs that drive the flipflops' control inputs and ensure the efficient distribution of high-speed, low-skew (less than 1.0 ns) control signals. These signals use dedicated routing channels that provide shorter delays and lower skews than the FastTrack Interconnect routing structure. Four of the dedicated inputs drive four global signals. These four global signals can also be driven by internal logic, providing an ideal solution for a clock divider or an internally generated asynchronous clear signal that clears many registers in the device.

Figure 3. ACEX 1K EAB in Dual-Port RAM Mode

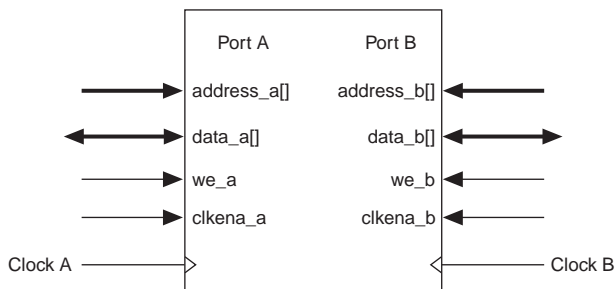
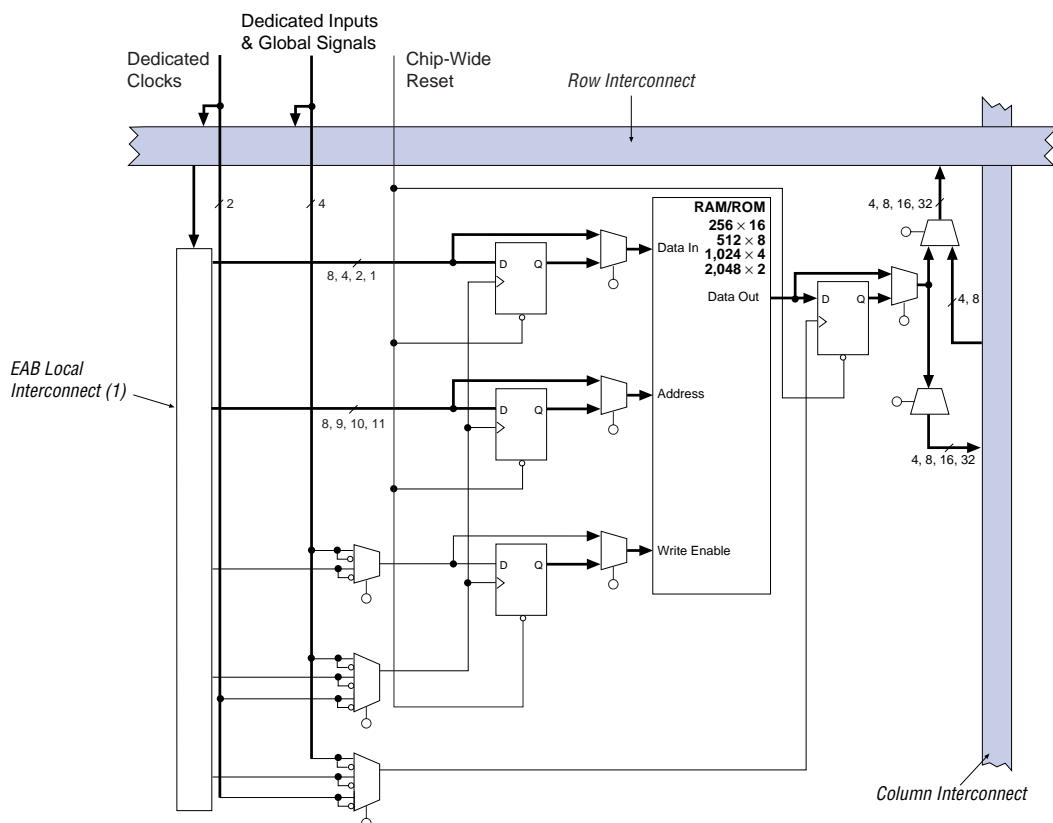


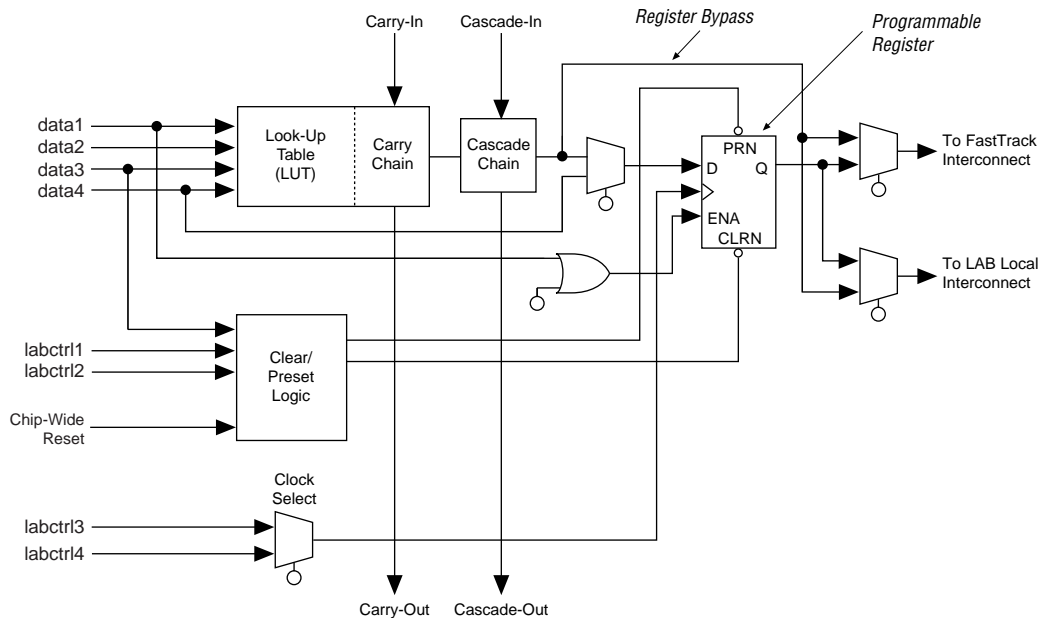
Figure 4. ACEX 1K Device in Single-Port RAM Mode



Note:

- (1) EP1K10, EP1K30, and EP1K50 devices have 88 EAB local interconnect channels; EP1K100 devices have 104 EAB local interconnect channels.

Figure 8. ACEX 1K Logic Element



The programmable flipflop in the LE can be configured for D, T, JK, or SR operation. The clock, clear, and preset control signals on the flipflop can be driven by global signals, general-purpose I/O pins, or any internal logic. For combinational functions, the flipflop is bypassed and the LUT's output drives the LE's output.

The LE has two outputs that drive the interconnect: one drives the local interconnect, and the other drives either the row or column FastTrack Interconnect routing structure. The two outputs can be controlled independently. For example, the LUT can drive one output while the register drives the other output. This feature, called register packing, can improve LE utilization because the register and the LUT can be used for unrelated functions.

The ACEX 1K architecture provides two types of dedicated high-speed data paths that connect adjacent LEs without using local interconnect paths: carry chains and cascade chains. The carry chain supports high-speed counters and adders, and the cascade chain implements wide-input functions with minimum delay. Carry and cascade chains connect all LEs in a LAB and all LABs in the same row. Intensive use of carry and cascade chains can reduce routing flexibility. Therefore, the use of these chains should be limited to speed-critical portions of a design.

Carry Chain

The carry chain provides a very fast (as low as 0.2 ns) carry-forward function between LEs. The carry-in signal from a lower-order bit drives forward into the higher-order bit via the carry chain, and feeds into both the LUT and the next portion of the carry chain. This feature allows the ACEX 1K architecture to efficiently implement high-speed counters, adders, and comparators of arbitrary width. Carry chain logic can be created automatically by the compiler during design processing, or manually by the designer during design entry. Parameterized functions, such as LPM and DesignWare functions, automatically take advantage of carry chains.

Carry chains longer than eight LEs are automatically implemented by linking LABs together. For enhanced fitting, a long carry chain skips alternate LABs in a row. A carry chain longer than one LAB skips either from even-numbered LAB to even-numbered LAB, or from odd-numbered LAB to odd-numbered LAB. For example, the last LE of the first LAB in a row carries to the first LE of the third LAB in the row. The carry chain does not cross the EAB at the middle of the row. For instance, in the EP1K50 device, the carry chain stops at the eighteenth LAB, and a new carry chain begins at the nineteenth LAB.

Figure 9 shows how an n -bit full adder can be implemented in $n + 1$ LEs with the carry chain. One portion of the LUT generates the sum of two bits using the input signals and the carry-in signal; the sum is routed to the output of the LE. The register can be bypassed for simple adders or used for an accumulator function. Another portion of the LUT and the carry chain logic generates the carry-out signal, which is routed directly to the carry-in signal of the next-higher-order bit. The final carry-out signal is routed to an LE, where it can be used as a general-purpose signal.

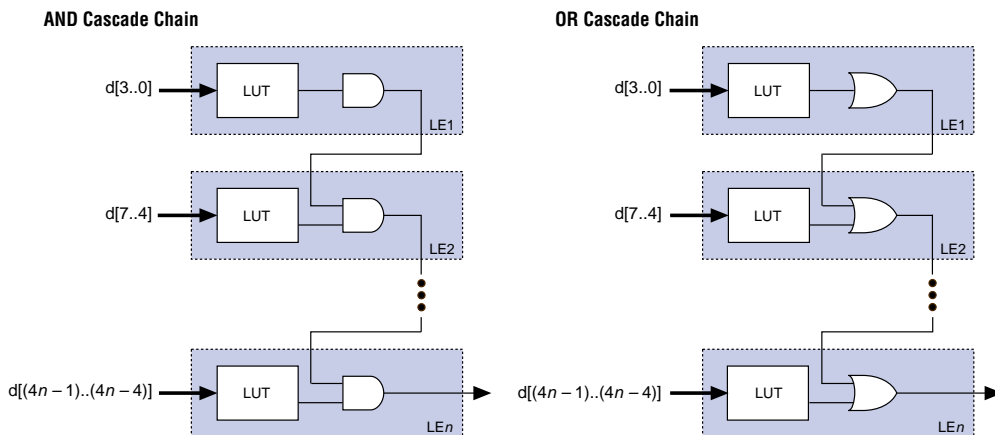
Cascade Chain

With the cascade chain, the ACEX 1K architecture can implement functions that have a very wide fan-in. Adjacent LUTs can be used to compute portions of the function in parallel; the cascade chain serially connects the intermediate values. The cascade chain can use a logical AND or logical OR (via De Morgan's inversion) to connect the outputs of adjacent LEs. With a delay as low as 0.6 ns per LE, each additional LE provides four more inputs to the effective width of a function. Cascade chain logic can be created automatically by the compiler during design processing, or manually by the designer during design entry.

Cascade chains longer than eight bits are implemented automatically by linking several LABs together. For easier routing, a long cascade chain skips every other LAB in a row. A cascade chain longer than one LAB skips either from even-numbered LAB to even-numbered LAB, or from odd-numbered LAB to odd-numbered LAB (e.g., the last LE of the first LAB in a row cascades to the first LE of the third LAB). The cascade chain does not cross the center of the row (e.g., in the EP1K50 device, the cascade chain stops at the eighteenth LAB, and a new one begins at the nineteenth LAB). This break is due to the EAB's placement in the middle of the row.

Figure 10 shows how the cascade function can connect adjacent LEs to form functions with a wide fan-in. These examples show functions of $4n$ variables implemented with n LEs. The LE delay is 1.3 ns; the cascade chain delay is 0.6 ns. With the cascade chain, decoding a 16-bit address requires 3.1 ns.

Figure 10. ACEX 1K Cascade Chain Operation



Clearable Counter Mode

The clearable counter mode is similar to the up/down counter mode, but it supports a synchronous clear instead of the up/down control. The clear function is substituted for the cascade-in signal in the up/down counter mode. Two 3-input LUTs are used; one generates the counter data, and the other generates the fast carry bit. Synchronous loading is provided by a 2-to-1 multiplexer. The output of this multiplexer is ANDed with a synchronous clear signal.

Internal Tri-State Emulation

Internal tri-state emulation provides internal tri-states without the limitations of a physical tri-state bus. In a physical tri-state bus, the tri-state buffers' output enable (OE) signals select which signal drives the bus. However, if multiple OE signals are active, contending signals can be driven onto the bus. Conversely, if no OE signals are active, the bus will float. Internal tri-state emulation resolves contending tri-state buffers to a low value and floating buses to a high value, thereby eliminating these problems. The Altera software automatically implements tri-state bus functionality with a multiplexer.

Clear & Preset Logic Control

Logic for the programmable register's clear and preset functions is controlled by the DATA3, LABCTRL1, and LABCTRL2 inputs to the LE. The clear and preset control structure of the LE asynchronously loads signals into a register. Either LABCTRL1 or LABCTRL2 can control the asynchronous clear. Alternatively, the register can be set up so that LABCTRL1 implements an asynchronous load. The data to be loaded is driven to DATA3; when LABCTRL1 is asserted, DATA3 is loaded into the register.

During compilation, the compiler automatically selects the best control signal implementation. Because the clear and preset functions are active-low, the Compiler automatically assigns a logic high to an unused clear or preset.

The clear and preset logic is implemented in one of the following six modes chosen during design entry:

- Asynchronous clear
- Asynchronous preset
- Asynchronous clear and preset
- Asynchronous load with clear
- Asynchronous load with preset
- Asynchronous load without clear or preset

Asynchronous Clear

The flipflop can be cleared by either LABCTRL1 or LABCTRL2. In this mode, the preset signal is tied to VCC to deactivate it.

Asynchronous Preset

An asynchronous preset is implemented as an asynchronous load, or with an asynchronous clear. If DATA3 is tied to VCC, asserting LABCTRL1 asynchronously loads a one into the register. Alternatively, the Altera software can provide preset control by using the clear and inverting the register's input and output. Inversion control is available for the inputs to both LEs and IOEs. Therefore, if a register is preset by only one of the two LABCTRL signals, the DATA3 input is not needed and can be used for one of the LE operating modes.

Asynchronous Preset & Clear

When implementing asynchronous clear and preset, LABCTRL1 controls the preset, and LABCTRL2 controls the clear. DATA3 is tied to VCC, so that asserting LABCTRL1 asynchronously loads a one into the register, effectively presetting the register. Asserting LABCTRL2 clears the register.

Asynchronous Load with Clear

When implementing an asynchronous load in conjunction with the clear, LABCTRL1 implements the asynchronous load of DATA3 by controlling the register preset and clear. LABCTRL2 implements the clear by controlling the register clear; LABCTRL2 does not have to feed the preset circuits.

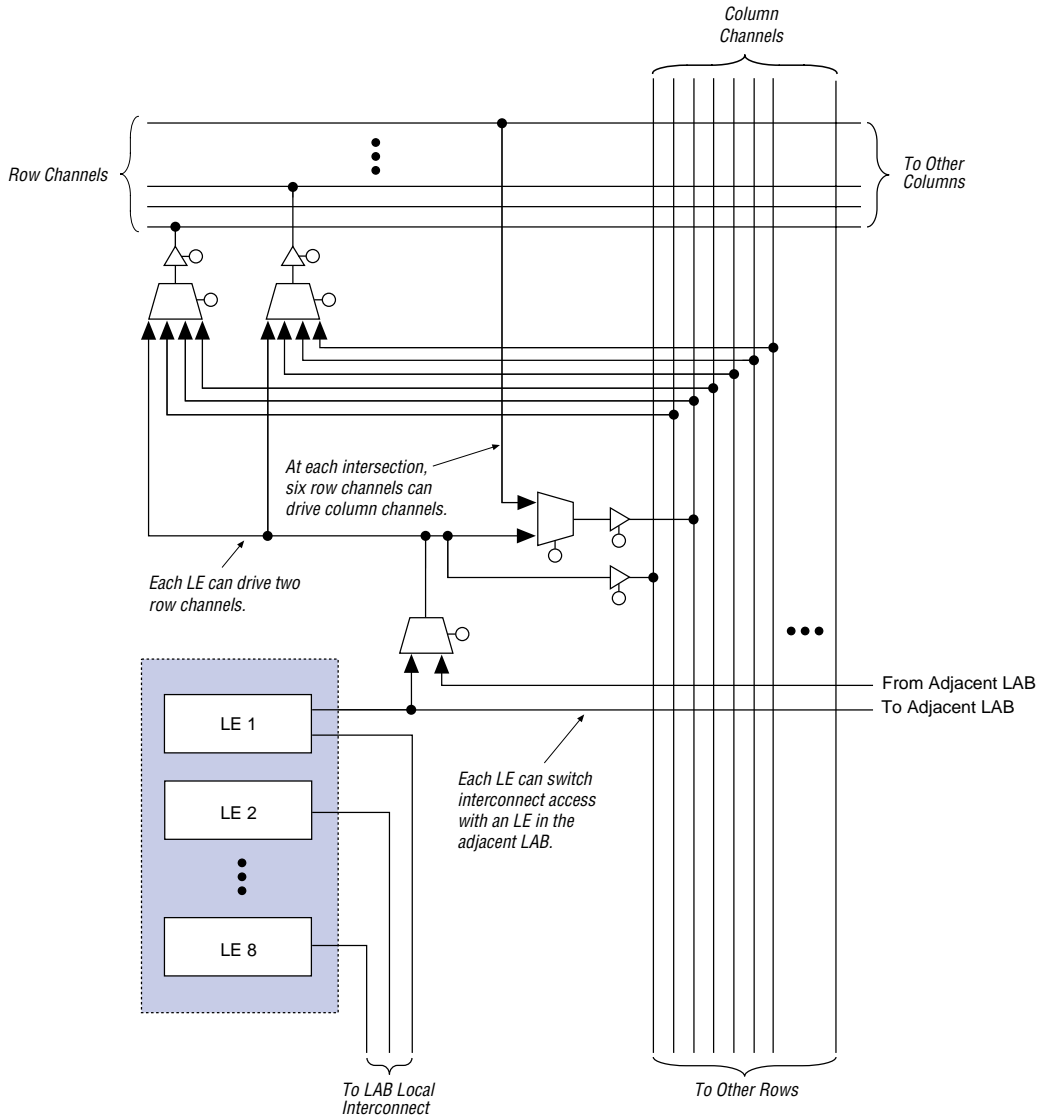
Asynchronous Load with Preset

When implementing an asynchronous load in conjunction with preset, the Altera software provides preset control by using the clear and inverting the input and output of the register. Asserting LABCTRL2 presets the register, while asserting LABCTRL1 loads the register. The Altera software inverts the signal that drives DATA3 to account for the inversion of the register's output.

Asynchronous Load without Preset or Clear

When implementing an asynchronous load without preset or clear, LABCTRL1 implements the asynchronous load of DATA3 by controlling the register preset and clear.

Figure 13. ACEX 1K LAB Connections to Row & Column Interconnect



For improved routing, the row interconnect consists of a combination of full-length and half-length channels. The full-length channels connect to all LABs in a row; the half-length channels connect to the LABs in half of the row. The EAB can be driven by the half-length channels in the left half of the row and by the full-length channels. The EAB drives out to the full-length channels. In addition to providing a predictable, row-wide interconnect, this architecture provides increased routing resources. Two neighboring LABs can be connected using a half-row channel, thereby saving the other half of the channel for the other half of the row.

Table 6 summarizes the FastTrack Interconnect routing structure resources available in each ACEX 1K device.

<i>Table 6. ACEX 1K FastTrack Interconnect Resources</i>				
Device	Rows	Channels per Row	Columns	Channels per Column
EP1K10	3	144	24	24
EP1K30	6	216	36	24
EP1K50	10	216	36	24
EP1K100	12	312	52	24

In addition to general-purpose I/O pins, ACEX 1K devices have six dedicated input pins that provide low-skew signal distribution across the device. These six inputs can be used for global clock, clear, preset, and peripheral output-enable and clock-enable control signals. These signals are available as control signals for all LABs and IOEs in the device. The dedicated inputs can also be used as general-purpose data inputs because they can feed the local interconnect of each LAB in the device.

Figure 14 shows the interconnection of adjacent LABs and EABs, with row, column, and local interconnects, as well as the associated cascade and carry chains. Each LAB is labeled according to its location: a letter represents the row and a number represents the column. For example, LAB B3 is in row B, column 3.

When dedicated inputs drive non-inverted and inverted peripheral clears, clock enables, and output enables, two signals on the peripheral control bus will be used.

Table 7 lists the sources for each peripheral control signal and shows how the output enable, clock enable, clock, and clear signals share 12 peripheral control signals. **Table 7** also shows the rows that can drive global signals.

<i>Table 7. Peripheral Bus Sources for ACEX Devices</i>				
Peripheral Control Signal	EP1K10	EP1K30	EP1K50	EP1K100
OE0	Row A	Row A	Row A	Row A
OE1	Row A	Row B	Row B	Row C
OE2	Row B	Row C	Row D	Row E
OE3	Row B	Row D	Row F	Row L
OE4	Row C	Row E	Row H	Row I
OE5	Row C	Row F	Row J	Row K
CLKENA0/CLK0/GLOBAL0	Row A	Row A	Row A	Row F
CLKENA1/OE6/GLOBAL1	Row A	Row B	Row C	Row D
CLKENA2/CLR0	Row B	Row C	Row E	Row B
CLKENA3/OE7/GLOBAL2	Row B	Row D	Row G	Row H
CLKENA4/CLR1	Row C	Row E	Row I	Row J
CLKENA5/CLK1/GLOBAL3	Row C	Row F	Row J	Row G

Signals on the peripheral control bus can also drive the four global signals, referred to as GLOBAL0 through GLOBAL3. An internally generated signal can drive a global signal, providing the same low-skew, low-delay characteristics as a signal driven by an input pin. An LE drives the global signal by driving a row line that drives the peripheral bus which then drives the global signal. This feature is ideal for internally generated clear or clock signals with high fan-out. However, internally driven global signals offer no advantage over the general-purpose interconnect for routing data signals.

The chip-wide output enable pin is an active-high pin that can be used to tri-state all pins on the device. This option can be set in the Altera software. The built-in I/O pin pull-up resistors (which are active during configuration) are active when the chip-wide output enable pin is asserted. The registers in the IOE can also be reset by the chip-wide reset pin.

The V_{CCINT} pins must always be connected to a 2.5-V power supply. With a 2.5-V V_{CCINT} level, input voltages are compatible with 2.5-V, 3.3-V, and 5.0-V inputs. The V_{CCIO} pins can be connected to either a 2.5-V or 3.3-V power supply, depending on the output requirements. When the V_{CCIO} pins are connected to a 2.5-V power supply, the output levels are compatible with 2.5-V systems. When the V_{CCIO} pins are connected to a 3.3-V power supply, the output high is at 3.3 V and is therefore compatible with 3.3-V or 5.0-V systems. Devices operating with V_{CCIO} levels higher than 3.0 V achieve a faster timing delay of t_{OD2} instead of t_{OD1} .

Table 13 summarizes ACEX 1K MultiVolt I/O support.

<i>Table 13. ACEX 1K MultiVolt I/O Support</i>						
V_{CCIO} (V)	Input Signal (V)			Output Signal (V)		
	2.5	3.3	5.0	2.5	3.3	5.0
2.5	✓	✓ (1)	✓ (1)	✓		
3.3	✓	✓	✓ (1)	✓ (2)	✓	✓

Notes:

- (1) The PCI clamping diode must be disabled on an input which is driven with a voltage higher than V_{CCIO} .
- (2) When $V_{CCIO} = 3.3$ V, an ACEX 1K device can drive a 2.5-V device that has 3.3-V tolerant inputs.

Open-drain output pins on ACEX 1K devices (with a pull-up resistor to the 5.0-V supply) can drive 5.0-V CMOS input pins that require a higher V_{IH} than LVTTL. When the open-drain pin is active, it will drive low. When the pin is inactive, the resistor will pull up the trace to 5.0 V, thereby meeting the CMOS V_{OH} requirement. The open-drain pin will only drive low or tri-state; it will never drive high. The rise time is dependent on the value of the pull-up resistor and load impedance. The I_{OL} current specification should be considered when selecting a pull-up resistor.

Power Sequencing & Hot-Socketing

Because ACEX 1K devices can be used in a mixed-voltage environment, they have been designed specifically to tolerate any possible power-up sequence. The V_{CCIO} and V_{CCINT} power planes can be powered in any order.

Signals can be driven into ACEX 1K devices before and during power up without damaging the device. Additionally, ACEX 1K devices do not drive out during power up. Once operating conditions are reached, ACEX 1K devices operate as specified by the user.

Figure 22 shows the required relationship between V_{CCIO} and V_{CCINT} to satisfy 3.3-V PCI compliance.

Figure 22. Relationship between V_{CCIO} & V_{CCINT} for 3.3-V PCI Compliance

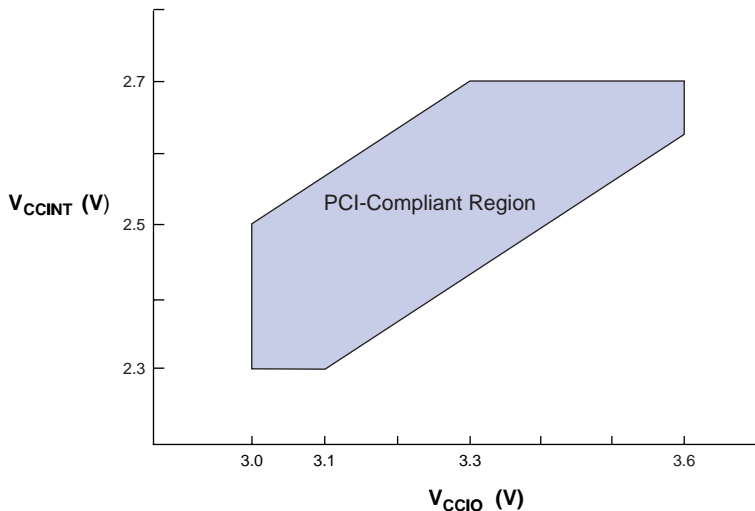
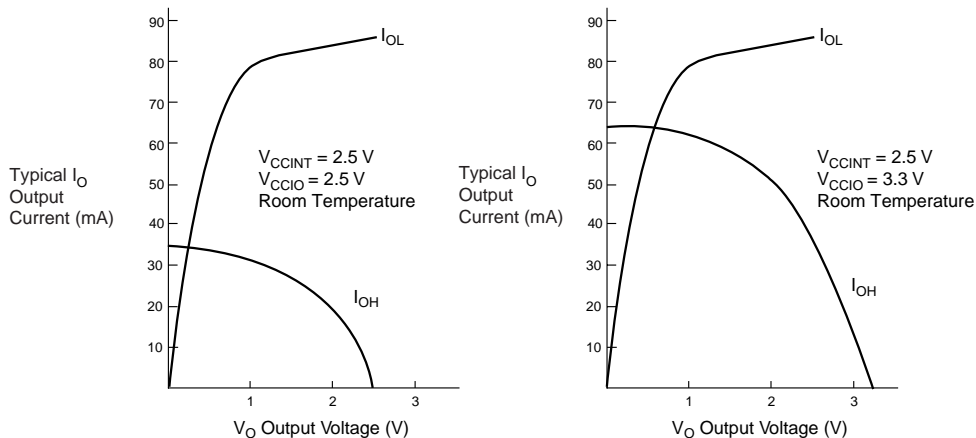


Figure 23 shows the typical output drive characteristics of ACEX 1K devices with 3.3-V and 2.5-V V_{CCIO} . The output driver is compliant to the **3.3-V PCI Local Bus Specification, Revision 2.2** (when V_{CCIO} pins are connected to 3.3 V). ACEX 1K devices with a -1 speed grade also comply with the drive strength requirements of the **PCI Local Bus Specification, Revision 2.2** (when V_{CCINT} pins are powered with a minimum supply of 2.375 V, and V_{CCIO} pins are connected to 3.3 V). Therefore, these devices can be used in open 5.0-V PCI systems.

Figure 23. Output Drive Characteristics of ACEX 1K Devices



Timing Model

The continuous, high-performance FastTrack Interconnect routing resources ensure accurate simulation and timing analysis as well as predictable performance. This predictable performance contrasts with that of FPGAs, which use a segmented connection scheme and, therefore, have an unpredictable performance.

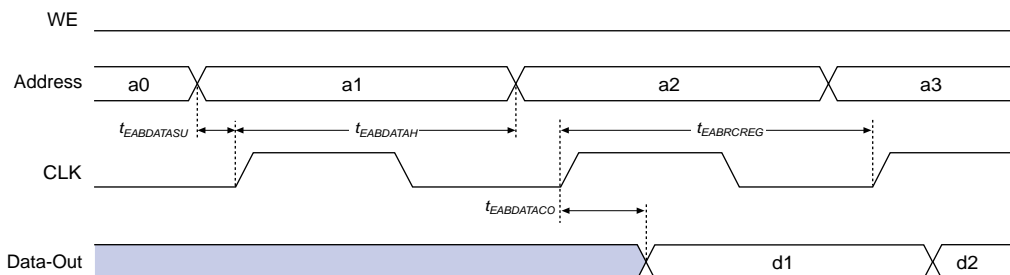
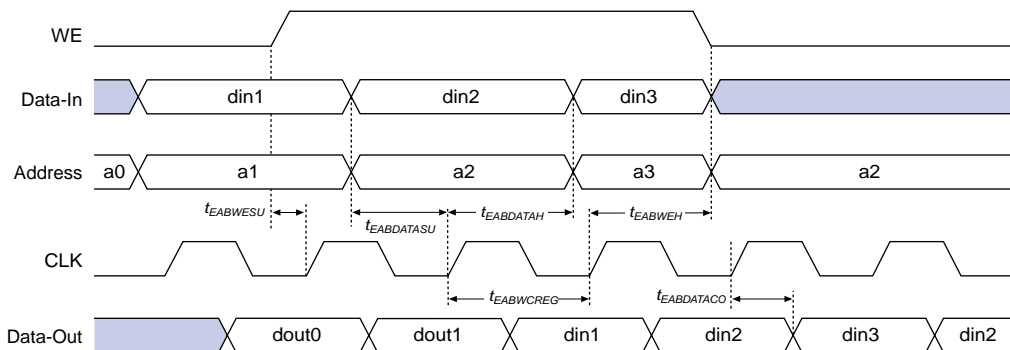
Device performance can be estimated by following the signal path from a source, through the interconnect, to the destination. For example, the registered performance between two LEs on the same row can be calculated by adding the following parameters:

- LE register clock-to-output delay (t_{CO})
- Interconnect delay ($t_{S\text{AMEROW}}$)
- LE look-up table delay (t_{LUT})
- LE register setup time (t_{SU})

The routing delay depends on the placement of the source and destination LEs. A more complex registered path may involve multiple combinatorial LEs between the source and destination LEs.

Timing simulation and delay prediction are available with the simulator and Timing Analyzer, or with industry-standard EDA tools. The Simulator offers both pre-synthesis functional simulation to evaluate logic design accuracy and post-synthesis timing simulation with 0.1-ns resolution. The Timing Analyzer provides point-to-point timing delay information, setup and hold time analysis, and device-wide performance analysis.

Figure 30. EAB Synchronous Timing Waveforms

EAB Synchronous Read**EAB Synchronous Write (EAB Output Registers Used)**

Tables 22 through 26 describe the ACEX 1K device internal timing parameters.

Table 22. LE Timing Microparameters (Part 1 of 2) *Note (1)*

Symbol	Parameter	Conditions
t_{LUT}	LUT delay for data-in	
t_{CLUT}	LUT delay for carry-in	
t_{RLUT}	LUT delay for LE register feedback	
t_{PACKED}	Data-in to packed register delay	
t_{EN}	LE register enable delay	
t_{CICO}	Carry-in to carry-out delay	
t_{CGEN}	Data-in to carry-out delay	
t_{CGENR}	LE register feedback to carry-out delay	

Table 22. LE Timing Microparameters (Part 2 of 2) *Note (1)*

Symbol	Parameter	Conditions
t_{CASC}	Cascade-in to cascade-out delay	
t_C	LE register control signal delay	
t_{CO}	LE register clock-to-output delay	
t_{COMB}	Combinatorial delay	
t_{SU}	LE register setup time for data and enable signals before clock; LE register recovery time after asynchronous clear, preset, or load	
t_H	LE register hold time for data and enable signals after clock	
t_{PRE}	LE register preset delay	
t_{CLR}	LE register clear delay	
t_{CH}	Minimum clock high time from clock pin	
t_{CL}	Minimum clock low time from clock pin	

Table 23. IOE Timing Microparameters *Note (1)*

Symbol	Parameter	Conditions
t_{IOD}	IOE data delay	
t_{IOC}	IOE register control signal delay	
t_{IOCO}	IOE register clock-to-output delay	
t_{IOCOMB}	IOE combinatorial delay	
t_{IOSU}	IOE register setup time for data and enable signals before clock; IOE register recovery time after asynchronous clear	
t_{IOH}	IOE register hold time for data and enable signals after clock	
t_{IOCLR}	IOE register clear time	
t_{OD1}	Output buffer and pad delay, slow slew rate = off, $V_{CCIO} = 3.3\text{ V}$	C1 = 35 pF (2)
t_{OD2}	Output buffer and pad delay, slow slew rate = off, $V_{CCIO} = 2.5\text{ V}$	C1 = 35 pF (3)
t_{OD3}	Output buffer and pad delay, slow slew rate = on	C1 = 35 pF (4)
t_{XZ}	IOE output buffer disable delay	
t_{ZX1}	IOE output buffer enable delay, slow slew rate = off, $V_{CCIO} = 3.3\text{ V}$	C1 = 35 pF (2)
t_{ZX2}	IOE output buffer enable delay, slow slew rate = off, $V_{CCIO} = 2.5\text{ V}$	C1 = 35 pF (3)
t_{ZX3}	IOE output buffer enable delay, slow slew rate = on	C1 = 35 pF (4)
t_{INREG}	IOE input pad and buffer to IOE register delay	
t_{OFD}	IOE register feedback delay	
t_{INCOMB}	IOE input pad and buffer to FastTrack Interconnect delay	

Table 32. EP1K10 Device EAB Internal Microparameters *Note (1)*

Symbol	Speed Grade						Unit
	-1		-2		-3		
	Min	Max	Min	Max	Min	Max	
$t_{EABDATA1}$		1.8		1.9		1.9	ns
$t_{EABDATA2}$		0.6		0.7		0.7	ns
t_{EABWE1}		1.2		1.2		1.2	ns
t_{EABWE2}		0.4		0.4		0.4	ns
t_{EABRE1}		0.9		0.9		0.9	ns
t_{EABRE2}		0.4		0.4		0.4	ns
t_{EABCLK}		0.0		0.0		0.0	ns
t_{EABCO}		0.3		0.3		0.3	ns
$t_{EABYPASS}$		0.5		0.6		0.6	ns
t_{EABSU}	1.0		1.0		1.0		ns
t_{EABH}	0.5		0.4		0.4		ns
t_{EABCLR}	0.3		0.3		0.3		ns
t_{AA}		3.4		3.6		3.6	ns
t_{WP}	2.7		2.8		2.8		ns
t_{RP}	1.0		1.0		1.0		ns
t_{WDSU}	1.0		1.0		1.0		ns
t_{WDH}	0.1		0.1		0.1		ns
t_{WASU}	1.8		1.9		1.9		ns
t_{WAH}	1.9		2.0		2.0		ns
t_{RASU}	3.1		3.5		3.5		ns
t_{RAH}	0.2		0.2		0.2		ns
t_{WO}		2.7		2.8		2.8	ns
t_{DD}		2.7		2.8		2.8	ns
t_{EABOUT}		0.5		0.6		0.6	ns
t_{EABCH}	1.5		2.0		2.0		ns
t_{EABCL}	2.7		2.8		2.8		ns

Table 48. EP1K50 Device Interconnect Timing Microparameters *Note (1)*

Symbol	Speed Grade						Unit
	-1		-2		-3		
	Min	Max	Min	Max	Min	Max	
$t_{DIN2IOE}$		3.1		3.7		4.6	ns
t_{DIN2LE}		1.7		2.1		2.7	ns
$t_{DIN2DATA}$		2.7		3.1		5.1	ns
$t_{DCLK2IOE}$		1.6		1.9		2.6	ns
$t_{DCLK2LE}$		1.7		2.1		2.7	ns
$t_{SAMELAB}$		0.1		0.1		0.2	ns
$t_{SAMEROW}$		1.5		1.7		2.4	ns
$t_{SAMECOLUMN}$		1.0		1.3		2.1	ns
$t_{DIFFROW}$		2.5		3.0		4.5	ns
$t_{TWOROWS}$		4.0		4.7		6.9	ns
$t_{LEPERIPH}$		2.6		2.9		3.4	ns
$t_{LABCARRY}$		0.1		0.2		0.2	ns
$t_{LABCASC}$		0.8		1.0		1.3	ns

Table 49. EP1K50 External Timing Parameters *Note (1)*

Symbol	Speed Grade						Unit
	-1		-2		-3		
	Min	Max	Min	Max	Min	Max	
t _{DDR}		8.0		9.5		12.5	ns
t _{INSU} (2)	2.4		2.9		3.9		ns
t _{INH} (2)	0.0		0.0		0.0		ns
t _{OUTCO} (2)	2.0	4.3	2.0	5.2	2.0	7.3	ns
t _{INSU} (3)	2.4		2.9		–		ns
t _{INH} (3)	0.0		0.0		–		ns
t _{OUTCO} (3)	0.5	3.3	0.5	4.1	–	–	ns
t _{PCISU}	2.4		2.9		–		ns
t _{PCIH}	0.0		0.0		–		ns
t _{PCICO}	2.0	6.0	2.0	7.7	–	–	ns

Tables 51 through 57 show EP1K100 device internal and external timing parameters.

Table 51. EP1K100 Device LE Timing Microparameters *Note (1)*

Symbol	Speed Grade						Unit
	-1		-2		-3		
	Min	Max	Min	Max	Min	Max	
t_{LUT}		0.7		1.0		1.5	ns
t_{CLUT}		0.5		0.7		0.9	ns
t_{RLUT}		0.6		0.8		1.1	ns
t_{PACKED}		0.3		0.4		0.5	ns
t_{EN}		0.2		0.3		0.3	ns
t_{CICO}		0.1		0.1		0.2	ns
t_{CGEN}		0.4		0.5		0.7	ns
t_{CGENR}		0.1		0.1		0.2	ns
t_{CASC}		0.6		0.9		1.2	ns
t_C		0.8		1.0		1.4	ns
t_{CO}		0.6		0.8		1.1	ns
t_{COMB}		0.4		0.5		0.7	ns
t_{SU}	0.4		0.6		0.7		ns
t_H	0.5		0.7		0.9		ns
t_{PRE}		0.8		1.0		1.4	ns
t_{CLR}		0.8		1.0		1.4	ns
t_{CH}	1.5		2.0		2.5		ns
t_{CL}	1.5		2.0		2.5		ns