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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	4704
Number of Logic Elements/Cells	21168
Total RAM Bits	114688
Number of I/O	166
Number of Gates	888439
Voltage - Supply	2.375V ~ 2.625V
Mounting Type	Surface Mount
Operating Temperature	-40°C ~ 100°C (TJ)
Package / Case	240-BFQFP Exposed Pad
Supplier Device Package	240-PQFP (32x32)
Purchase URL	<a href="https://www.e-xfl.com/product-detail/xilinx/xcv800-5hq240i">https://www.e-xfl.com/product-detail/xilinx/xcv800-5hq240i</a>

## Virtex Architecture

Virtex devices feature a flexible, regular architecture that comprises an array of configurable logic blocks (CLBs) surrounded by programmable input/output blocks (IOBs), all interconnected by a rich hierarchy of fast, versatile routing resources. The abundance of routing resources permits the Virtex family to accommodate even the largest and most complex designs.

Virtex FPGAs are SRAM-based, and are customized by loading configuration data into internal memory cells. In some modes, the FPGA reads its own configuration data from an external PROM (master serial mode). Otherwise, the configuration data is written into the FPGA (Select-MAP™, slave serial, and JTAG modes).

The standard Xilinx Foundation™ and Alliance Series™ Development systems deliver complete design support for Virtex, covering every aspect from behavioral and schematic entry, through simulation, automatic design translation and implementation, to the creation, downloading, and readback of a configuration bit stream.

## Higher Performance

Virtex devices provide better performance than previous generations of FPGA. Designs can achieve synchronous system clock rates up to 200 MHz including I/O. Virtex inputs and outputs comply fully with PCI specifications, and interfaces can be implemented that operate at 33 MHz or 66 MHz. Additionally, Virtex supports the hot-swapping requirements of Compact PCI.

Xilinx thoroughly benchmarked the Virtex family. While performance is design-dependent, many designs operated internally at speeds in excess of 100 MHz and can achieve 200 MHz. **Table 2** shows performance data for representative circuits, using worst-case timing parameters.

**Table 2: Performance for Common Circuit Functions**

Function	Bits	Virtex -6
Register-to-Register		
Adder	16	5.0 ns
	64	7.2 ns
Pipelined Multiplier	8 x 8	5.1 ns
	16 x 16	6.0 ns
Address Decoder	16	4.4 ns
	64	6.4 ns
16:1 Multiplexer		5.4 ns
Parity Tree	9	4.1 ns
	18	5.0 ns
	36	6.9 ns
Chip-to-Chip		
HSTL Class IV		200 MHz
LVTTTL, 16mA, fast slew		180 MHz

## General Purpose Routing

Most Virtex signals are routed on the general purpose routing, and consequently, the majority of interconnect resources are associated with this level of the routing hierarchy. The general routing resources are located in horizontal and vertical routing channels associated with the rows and columns CLBs. The general-purpose routing resources are listed below.

- Adjacent to each CLB is a General Routing Matrix (GRM). The GRM is the switch matrix through which horizontal and vertical routing resources connect, and is also the means by which the CLB gains access to the general purpose routing.
- 24 single-length lines route GRM signals to adjacent GRMs in each of the four directions.
- 12 buffered Hex lines route GRM signals to another GRMs six-blocks away in each one of the four directions. Organized in a staggered pattern, Hex lines can be driven only at their endpoints. Hex-line signals can be accessed either at the endpoints or at the midpoint (three blocks from the source). One third of the Hex lines are bidirectional, while the remaining ones are uni-directional.

- 12 Longlines are buffered, bidirectional wires that distribute signals across the device quickly and efficiently. Vertical Longlines span the full height of the device, and horizontal ones span the full width of the device.

## I/O Routing

Virtex devices have additional routing resources around their periphery that form an interface between the CLB array and the IOBs. This additional routing, called the VersaRing, facilitates pin-swapping and pin-locking, such that logic redesigns can adapt to existing PCB layouts. Time-to-market is reduced, since PCBs and other system components can be manufactured while the logic design is still in progress.

## Dedicated Routing

Some classes of signal require dedicated routing resources to maximize performance. In the Virtex architecture, dedicated routing resources are provided for two classes of signal.

- Horizontal routing resources are provided for on-chip 3-state busses. Four partitionable bus lines are provided per CLB row, permitting multiple busses within a row, as shown in Figure 8.
- Two dedicated nets per CLB propagate carry signals vertically to the adjacent CLB.

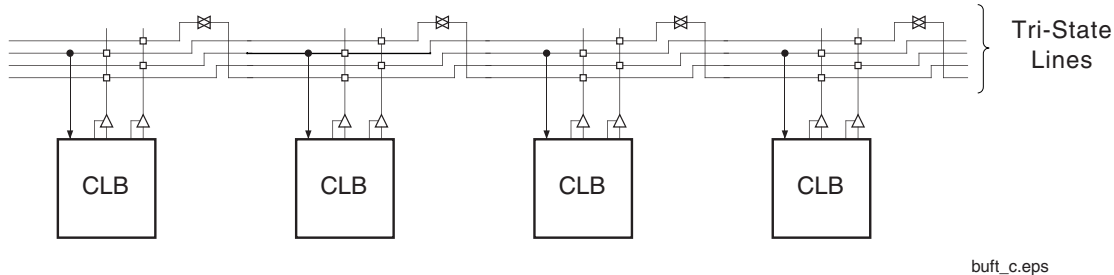


Figure 8: BUFT Connections to Dedicated Horizontal Bus Lines

## Global Routing

Global Routing resources distribute clocks and other signals with very high fanout throughout the device. Virtex devices include two tiers of global routing resources referred to as primary global and secondary local clock routing resources.

- The primary global routing resources are four dedicated global nets with dedicated input pins that are designed to distribute high-fanout clock signals with minimal skew. Each global clock net can drive all CLB, IOB, and block RAM clock pins. The primary global nets can only be driven by global buffers. There are four global buffers, one for each global net.

- The secondary local clock routing resources consist of 24 backbone lines, 12 across the top of the chip and 12 across bottom. From these lines, up to 12 unique signals per column can be distributed via the 12 longlines in the column. These secondary resources are more flexible than the primary resources since they are not restricted to routing only to clock pins.

## Clock Distribution

Virtex provides high-speed, low-skew clock distribution through the primary global routing resources described above. A typical clock distribution net is shown in Figure 9.

Four global buffers are provided, two at the top center of the device and two at the bottom center. These drive the four primary global nets that in turn drive any clock pin.

In addition to the test instructions outlined above, the boundary-scan circuitry can be used to configure the FPGA, and also to read back the configuration data.

**Figure 10** is a diagram of the Virtex Series boundary scan logic. It includes three bits of Data Register per IOB, the IEEE 1149.1 Test Access Port controller, and the Instruction Register with decodes.

### Instruction Set

The Virtex Series boundary scan instruction set also includes instructions to configure the device and read back configuration data (CFG\_IN, CFG\_OUT, and JSTART). The complete instruction set is coded as shown in **Table 5**.

### Data Registers

The primary data register is the boundary scan register. For each IOB pin in the FPGA, bonded or not, it includes three bits for In, Out, and 3-State Control. Non-IOB pins have appropriate partial bit population if input-only or output-only. Each EXTEST CAPTURED-OR state captures all In, Out, and 3-state pins.

The other standard data register is the single flip-flop BYPASS register. It synchronizes data being passed through the FPGA to the next downstream boundary scan device.

The FPGA supports up to two additional internal scan chains that can be specified using the BSCAN macro. The macro provides two user pins (SEL1 and SEL2) which are decoded by the USER1 and USER2 instructions respectively. For these instructions, two corresponding pins (TDO1 and TDO2) allow user scan data to be shifted out of TDO.

Likewise, there are individual clock pins (DRCK1 and DRCK2) for each user register. There is a common input pin (TDI) and shared output pins that represent the state of the TAP controller (RESET, SHIFT, and UPDATE).

### Bit Sequence

The order within each IOB is: In, Out, 3-State. The input-only pins contribute only the In bit to the boundary scan I/O data register, while the output-only pins contribute all three bits.

From a cavity-up view of the chip (as shown in EPIC), starting in the upper right chip corner, the boundary scan data-register bits are ordered as shown in **Figure 11**.

BSDL (Boundary Scan Description Language) files for Virtex Series devices are available on the Xilinx web site in the File Download area.

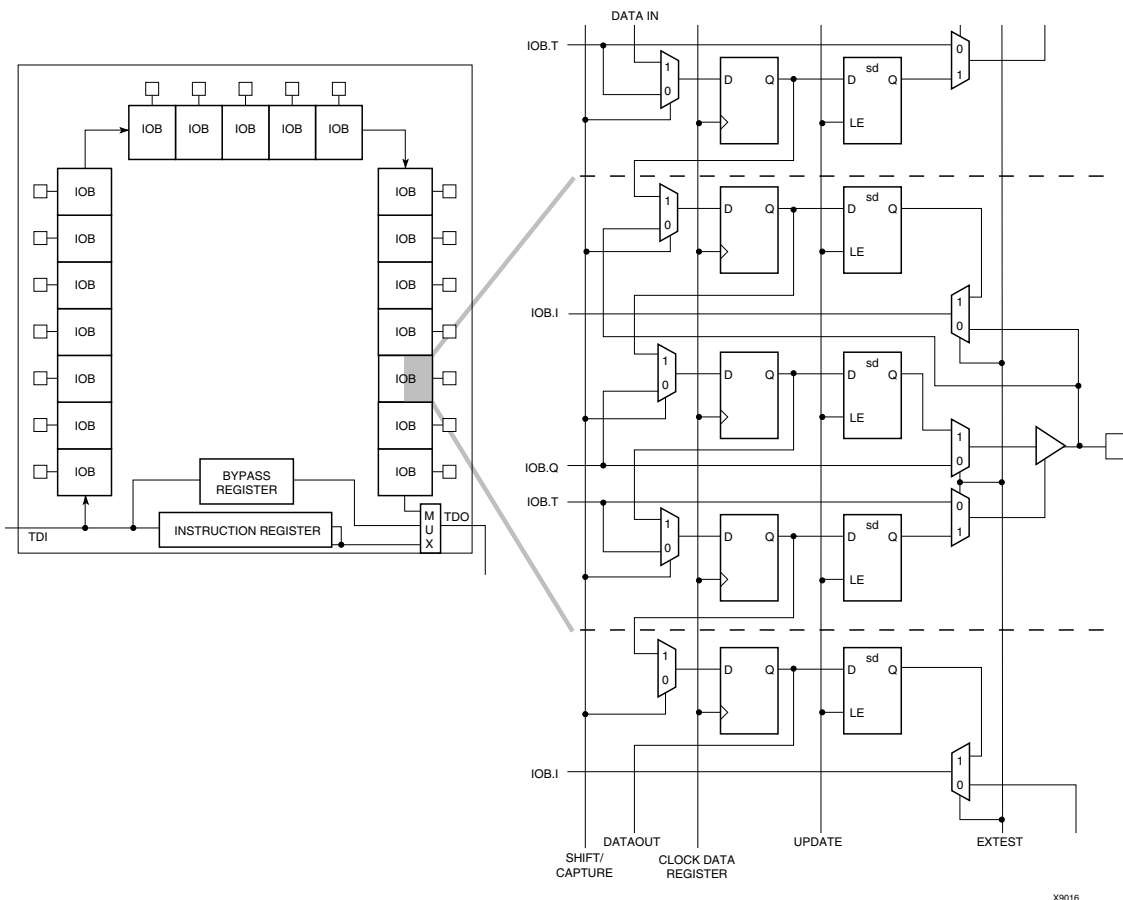


Figure 10: Virtex Series Boundary Scan Logic

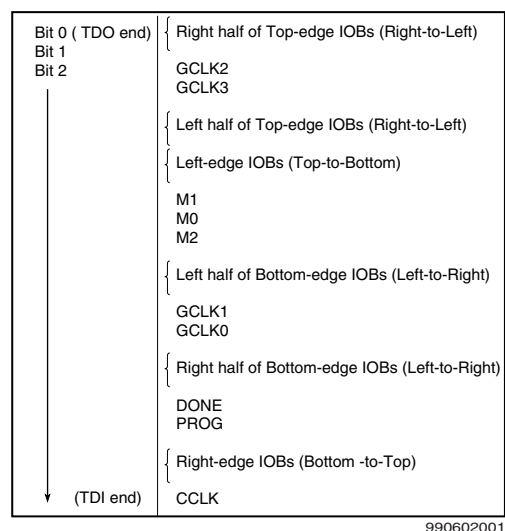


Figure 11: Boundary Scan Bit Sequence

Table 5: Boundary Scan Instructions

Boundary-Scan Command	Binary Code(4:0)	Description
EXTEST	00000	Enables boundary-scan EXTEST operation
SAMPLE/PRELOAD	00001	Enables boundary-scan SAMPLE/PRELOAD operation
USER 1	00010	Access user-defined register 1
USER 2	00011	Access user-defined register 2
CFG_OUT	00100	Access the configuration bus for read operations.
CFG_IN	00101	Access the configuration bus for write operations.
INTEST	00111	Enables boundary-scan INTEST operation
USERCODE	01000	Enables shifting out USER code
IDCODE	01001	Enables shifting out of ID Code
HIGHZ	01010	3-states output pins while enabling the Bypass Register
JSTART	01100	Clock the start-up sequence when StartupClk is TCK
BYPASS	11111	Enables BYPASS
RESERVED	All other codes	Xilinx reserved instructions

## Identification Registers

The IDCODE register is supported. By using the IDCODE, the device connected to the JTAG port can be determined.

The IDCODE register has the following binary format:

vvvv:ffff:ffa:aaaa:aaaa:cccc:cccc:ccc1

where

v = the die version number

f = the family code (03h for Virtex family)

a = the number of CLB rows (ranges from 010h for XCV50 to 040h for XCV1000)

c = the company code (49h for Xilinx)

The USERCODE register is supported. By using the USERCODE, a user-programmable identification code can be loaded and shifted out for examination. The identification code is embedded in the bitstream during bitstream generation and is valid only after configuration.

Table 6: IDCODEs Assigned to Virtex FPGAs

FPGA	IDCODE
XCV50	v0610093h
XCV100	v0614093h
XCV150	v0618093h
XCV200	v061C093h
XCV300	v0620093h
XCV400	v0628093h
XCV600	v0630093h
XCV800	v0638093h
XCV1000	v0640093h

## Including Boundary Scan in a Design

Since the boundary scan pins are dedicated, no special element needs to be added to the design unless an internal data register (USER1 or USER2) is desired.

If an internal data register is used, insert the boundary scan symbol and connect the necessary pins as appropriate.

## Development System

Virtex FPGAs are supported by the Xilinx Foundation and Alliance CAE tools. The basic methodology for Virtex design consists of three interrelated steps: design entry, implementation, and verification. Industry-standard tools are used for design entry and simulation (for example, Synopsys FPGA Express), while Xilinx provides proprietary architecture-specific tools for implementation.

The Xilinx development system is integrated under the Xilinx Design Manager (XDM™) software, providing design-

ers with a common user interface regardless of their choice of entry and verification tools. The XDM software simplifies the selection of implementation options with pull-down menus and on-line help.

Application programs ranging from schematic capture to Placement and Routing (PAR) can be accessed through the XDM software. The program command sequence is generated prior to execution, and stored for documentation.

Several advanced software features facilitate Virtex design. RPMs, for example, are schematic-based macros with relative location constraints to guide their placement. They help ensure optimal implementation of common functions.

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

- Synopsys (FPGA Compiler, FPGA Express)
- Exemplar (Spectrum)
- Synplicity (Synplify)

For schematic design entry, the Xilinx FPGA Foundation and alliance development system provides interfaces to the following schematic-capture design environments.

- Mentor Graphics V8 (Design Architect, QuickSim II)
- Viewlogic Systems (Viewdraw)

Third-party vendors support many other environments.

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

Virtex 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 “soft macro” portion of the library contains detailed descriptions of common logic functions, but does not contain any partitioning or placement information. The performance of these macros depends, therefore, on the partitioning and placement obtained during implementation.

RPMs, on the other hand, do contain predetermined partitioning and placement information that permits optimal implementation of these functions. Users can create their own library of soft macros or RPMs based on the macros and primitives in the standard library.

The design environment supports hierarchical design entry, with high-level schematics that comprise major functional blocks, while lower-level schematics define the logic in these blocks. 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 net list 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 floor planning.

The implementation software incorporates Timing Wizard® 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 on a schematic 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.

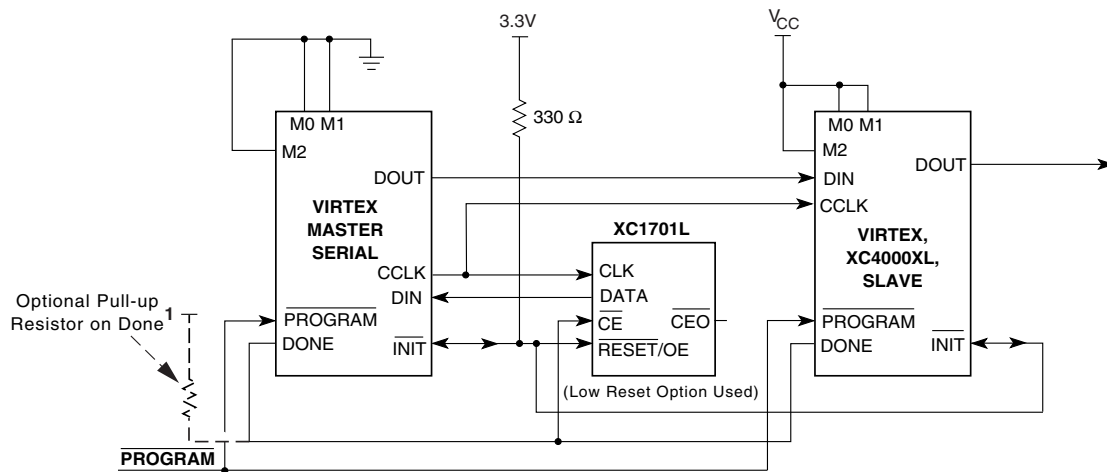
The development system supports both software simulation and in-circuit debugging techniques. For simulation, the system extracts the post-layout timing information from the design database, and back-annotates this information into the net list for use by the simulator. Alternatively, the user can verify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

For in-circuit debugging, the development system includes a download and readback cable. This cable connects the FPGA in the target system to a PC or workstation. After downloading the design into the FPGA, the designer can single-step the logic, readback 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.



Table 8: Master/Slave Serial Mode Programming Switching

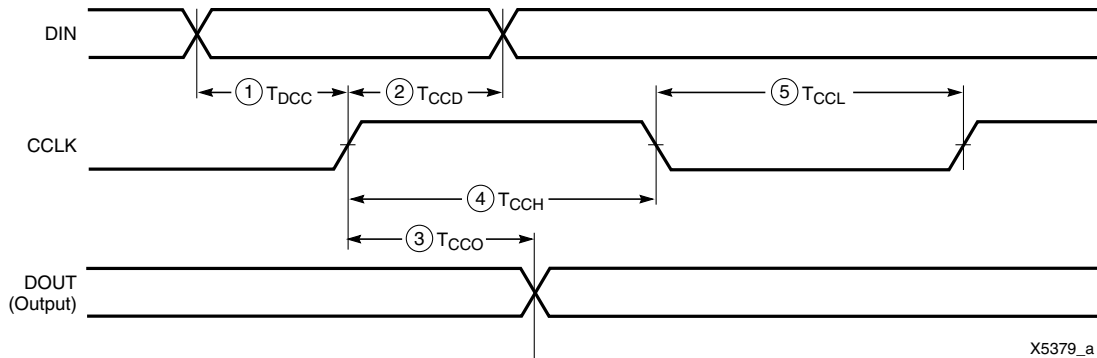
	Description	Figure References	Symbol	Values	Units
CCLK	DIN setup/hold, slave mode	1/2	$T_{DCC}/T_{CCD}$	5.0 / 0	ns, min
	DIN setup/hold, master mode	1/2	$T_{DSCK}/T_{CKDS}$	5.0 / 0	ns, min
	DOUT	3	$T_{CCO}$	12.0	ns, max
	High time	4	$T_{CCH}$	5.0	ns, min
	Low time	5	$T_{CCL}$	5.0	ns, min
	Maximum Frequency		$F_{CC}$	66	MHz, max
	Frequency Tolerance, master mode with respect to nominal			+45% -30%	



**Note 1:** If none of the Virtex FPGAs have been selected to drive DONE, an external pull-up resistor of 330 Ω should be added to the common DONE line. (For Spartan-XL devices, add a 4.7K Ω pull-up resistor.) This pull-up is not needed if the DriveDONE attribute is set. If used, DriveDONE should be selected only for the last device in the configuration chain.

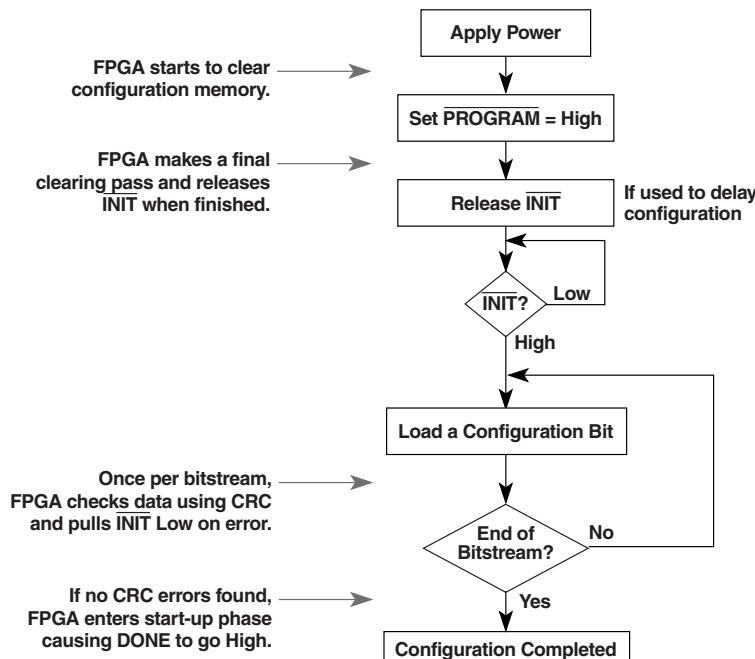
xcv\_12\_050103

Figure 12: Master/Slave Serial Mode Circuit Diagram



X5379\_a

Figure 13: Slave-Serial Mode Programming Switching Characteristics



ds003\_154\_111799

Figure 15: Serial Configuration Flowchart

After configuration, the pins of the SelectMAP port can be used as additional user I/O. Alternatively, the port can be retained to permit high-speed 8-bit readback.

Retention of the SelectMAP port is selectable on a design-by-design basis when the bitstream is generated. If retention is selected, PROHIBIT constraints are required to prevent the SelectMAP-port pins from being used as user I/O.

Multiple Virtex FPGAs can be configured using the SelectMAP mode, and be made to start-up simultaneously. To configure multiple devices in this way, wire the individual CCLK, Data, WRITE, and BUSY pins of all the devices in parallel. The individual devices are loaded separately by asserting the CS pin of each device in turn and writing the appropriate data. see Table 9 for SelectMAP Write Timing Characteristics.

Table 9: SelectMAP Write Timing Characteristics

	Description		Symbol		Units
CCLK	D <sub>0-7</sub> Setup/Hold	1/2	T <sub>SMDCC</sub> /T <sub>SMCCD</sub>	5.0 / 1.7	ns, min
	$\overline{\text{CS}}$ Setup/Hold	3/4	T <sub>SMCSCC</sub> /T <sub>SMCCCS</sub>	7.0 / 1.7	ns, min
	$\overline{\text{WRITE}}$ Setup/Hold	5/6	T <sub>SMCCW</sub> /T <sub>SMWCC</sub>	7.0 / 1.7	ns, min
	BUSY Propagation Delay	7	T <sub>SMCKBY</sub>	12.0	ns, max
	Maximum Frequency		F <sub>CC</sub>	66	MHz, max
	Maximum Frequency with no handshake		F <sub>CCNH</sub>	50	MHz, max

### Write

Write operations send packets of configuration data into the FPGA. The sequence of operations for a multi-cycle write operation is shown below. Note that a configuration packet can be split into many such sequences. The packet does not have to complete within one assertion of  $\overline{\text{CS}}$ , illustrated in Figure 16.

1. Assert  $\overline{\text{WRITE}}$  and  $\overline{\text{CS}}$  Low. 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 described below.
2. Drive data onto D[7:0]. 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  $\overline{\text{CS}}$  should be asserted.



Description	Device	Symbol	Speed Grade				Units
			Min	-6	-5	-4	
Setup and Hold Times with respect to Clock CLK at IOB input register <sup>(1)</sup>			Setup Time / Hold Time				
Pad, no delay	All	T <sub>IO PICK</sub> /T <sub>IO ICKP</sub>	0.8 / 0	1.6 / 0	1.8 / 0	2.0 / 0	ns, min
Pad, with delay	XCV50	T <sub>IO PICKD</sub> /T <sub>IO ICKPD</sub>	1.9 / 0	3.7 / 0	4.1 / 0	4.7 / 0	ns, min
	XCV100		1.9 / 0	3.7 / 0	4.1 / 0	4.7 / 0	ns, min
	XCV150		1.9 / 0	3.8 / 0	4.3 / 0	4.9 / 0	ns, min
	XCV200		2.0 / 0	3.9 / 0	4.4 / 0	5.0 / 0	ns, min
	XCV300		2.0 / 0	3.9 / 0	4.4 / 0	5.0 / 0	ns, min
	XCV400		2.1 / 0	4.1 / 0	4.6 / 0	5.3 / 0	ns, min
	XCV600		2.1 / 0	4.2 / 0	4.7 / 0	5.4 / 0	ns, min
	XCV800		2.2 / 0	4.4 / 0	4.9 / 0	5.6 / 0	ns, min
	XCV1000		2.3 / 0	4.5 / 0	5.0 / 0	5.8 / 0	ns, min
ICE input	All	T <sub>IO ICECK</sub> /T <sub>IO CKICE</sub>	0.37/ 0	0.8 / 0	0.9 / 0	1.0 / 0	ns, max
Set/Reset Delays							
SR input (IFF, synchronous)	All	T <sub>IO SRCKI</sub>	0.49	1.0	1.1	1.3	ns, max
SR input to IQ (asynchronous)	All	T <sub>IO SRIQ</sub>	0.70	1.4	1.6	1.8	ns, max
GSR to output IQ	All	T <sub>GSRQ</sub>	4.9	9.7	10.9	12.5	ns, max

**Notes:**

1. A Zero "0" Hold Time listing indicates no hold time or a negative hold time. Negative values cannot be guaranteed "best-case", but if a "0" is listed, there is no positive hold time.
2. Input timing for LVTTTL is measured at 1.4 V. For other I/O standards, see [Table 3](#).

### IOB Input Switching Characteristics Standard Adjustments

Description	Symbol	Standard <sup>(1)</sup>	Speed Grade				Units
			Min	-6	-5	-4	
Data Input Delay Adjustments							
Standard-specific data input delay adjustments	T <sub>ILVTTL</sub>	LVTTL	0	0	0	0	ns
	T <sub>ILVCMOS2</sub>	LVC MOS2	−0.02	−0.04	−0.04	−0.05	ns
	T <sub>IPCI33_3</sub>	PCI, 33 MHz, 3.3 V	−0.05	−0.11	−0.12	−0.14	ns
	T <sub>IPCI33_5</sub>	PCI, 33 MHz, 5.0 V	0.13	0.25	0.28	0.33	ns
	T <sub>IPCI66_3</sub>	PCI, 66 MHz, 3.3 V	−0.05	−0.11	−0.12	−0.14	ns
	T <sub>IGTL</sub>	GTL	0.10	0.20	0.23	0.26	ns
	T <sub>IGTLP</sub>	GTL+	0.06	0.11	0.12	0.14	ns
	T <sub>IHSTL</sub>	HSTL	0.02	0.03	0.03	0.04	ns
	T <sub>ISSTL2</sub>	SSTL2	−0.04	−0.08	−0.09	−0.10	ns
	T <sub>ISSTL3</sub>	SSTL3	−0.02	−0.04	−0.05	−0.06	ns
	T <sub>ICTT</sub>	CTT	0.01	0.02	0.02	0.02	ns
	T <sub>IAGP</sub>	AGP	−0.03	−0.06	−0.07	−0.08	ns

#### Notes:

- Input timing for LVTTL is measured at 1.4 V. For other I/O standards, see [Table 3](#).

### IOB Output Switching Characteristics

Output delays terminating at a pad are specified for LVTTL with 12 mA drive and fast slew rate. For other standards, adjust the delays with the values shown in [IOB Output Switching Characteristics Standard Adjustments, page 9](#).

Description	Symbol	Speed Grade				Units
		Min	-6	-5	-4	
Propagation Delays						
O input to Pad	T <sub>IOOP</sub>	1.2	2.9	3.2	3.5	ns, max
O input to Pad via transparent latch	T <sub>IOOLP</sub>	1.4	3.4	3.7	4.0	ns, max
3-State Delays						
T input to Pad high-impedance <sup>(1)</sup>	T <sub>IOTHZ</sub>	1.0	2.0	2.2	2.4	ns, max
T input to valid data on Pad	T <sub>IOTON</sub>	1.4	3.1	3.3	3.7	ns, max
T input to Pad high-impedance via transparent latch <sup>(1)</sup>	T <sub>IOTLPHZ</sub>	1.2	2.4	2.6	3.0	ns, max
T input to valid data on Pad via transparent latch	T <sub>IOTLPON</sub>	1.6	3.5	3.8	4.2	ns, max
GTS to Pad high impedance <sup>(1)</sup>	T <sub>GTS</sub>	2.5	4.9	5.5	6.3	ns, max
Sequential Delays						
Clock CLK						
Minimum Pulse Width, High	T <sub>CH</sub>	0.8	1.5	1.7	2.0	ns, min
Minimum Pulse Width, Low	T <sub>CL</sub>	0.8	1.5	1.7	2.0	ns, min

Description	Symbol	Speed Grade				Units
		Min	-6	-5	-4	
Clock CLK to Pad delay with OBUFT enabled (non-3-state)	$T_{IOCKP}$	1.0	2.9	3.2	3.5	ns, max
Clock CLK to Pad high-impedance (synchronous) <sup>(1)</sup>	$T_{IOCKHZ}$	1.1	2.3	2.5	2.9	ns, max
Clock CLK to valid data on Pad delay, plus enable delay for OBUFT	$T_{IOCKON}$	1.5	3.4	3.7	4.1	ns, max
<b>Setup and Hold Times before/after Clock CLK<sup>(2)</sup></b>		<b>Setup Time / Hold Time</b>				
O input	$T_{IOOCK}/T_{IOCKO}$	0.51 / 0	1.1 / 0	1.2 / 0	1.3 / 0	ns, min
OCE input	$T_{IOOCECK}/T_{IOCKOCE}$	0.37 / 0	0.8 / 0	0.9 / 0	1.0 / 0	ns, min
SR input (OFF)	$T_{IOSRCKO}/T_{IOCKOSR}$	0.52 / 0	1.1 / 0	1.2 / 0	1.4 / 0	ns, min
3-State Setup Times, T input	$T_{IOTCK}/T_{IOCKT}$	0.34 / 0	0.7 / 0	0.8 / 0	0.9 / 0	ns, min
3-State Setup Times, TCE input	$T_{IOTCECK}/T_{IOCKTCE}$	0.41 / 0	0.9 / 0	0.9 / 0	1.1 / 0	ns, min
3-State Setup Times, SR input (TFF)	$T_{IOSRCKT}/T_{IOCKTSR}$	0.49 / 0	1.0 / 0	1.1 / 0	1.3 / 0	ns, min
<b>Set/Reset Delays</b>						
SR input to Pad (asynchronous)	$T_{IOSRP}$	1.6	3.8	4.1	4.6	ns, max
SR input to Pad high-impedance (asynchronous) <sup>(1)</sup>	$T_{IOSRHZ}$	1.6	3.1	3.4	3.9	ns, max
SR input to valid data on Pad (asynchronous)	$T_{IOSRON}$	2.0	4.2	4.6	5.1	ns, max
GSR to Pad	$T_{IOGSRQ}$	4.9	9.7	10.9	12.5	ns, max

**Notes:**

1. 3-state turn-off delays should not be adjusted.
2. A Zero "0" Hold Time listing indicates no hold time or a negative hold time. Negative values can not be guaranteed "best-case", but if a "0" is listed, there is no positive hold time.

## CLB Arithmetic Switching Characteristics

Setup times not listed explicitly can be approximated by decreasing the combinatorial delays by the setup time adjustment listed. Precise values are provided by the timing analyzer.

Description	Symbol	Speed Grade				Units
		Min	-6	-5	-4	
Combinatorial Delays						
F operand inputs to X via XOR	T <sub>OPX</sub>	0.37	0.8	0.9	1.0	ns, max
F operand input to XB output	T <sub>OPXB</sub>	0.54	1.1	1.3	1.4	ns, max
F operand input to Y via XOR	T <sub>OPY</sub>	0.8	1.5	1.7	2.0	ns, max
F operand input to YB output	T <sub>OPYB</sub>	0.8	1.5	1.7	2.0	ns, max
F operand input to COUT output	T <sub>OPCYF</sub>	0.6	1.2	1.3	1.5	ns, max
G operand inputs to Y via XOR	T <sub>OPGY</sub>	0.46	1.0	1.1	1.2	ns, max
G operand input to YB output	T <sub>OPGYB</sub>	0.8	1.6	1.8	2.1	ns, max
G operand input to COUT output	T <sub>OPCYG</sub>	0.7	1.3	1.4	1.6	ns, max
BX initialization input to COUT	T <sub>BXCY</sub>	0.41	0.9	1.0	1.1	ns, max
CIN input to X output via XOR	T <sub>CINX</sub>	0.21	0.41	0.46	0.53	ns, max
CIN input to XB	T <sub>CINXB</sub>	0.02	0.04	0.05	0.06	ns, max
CIN input to Y via XOR	T <sub>CINY</sub>	0.23	0.46	0.52	0.6	ns, max
CIN input to YB	T <sub>CINYB</sub>	0.23	0.45	0.51	0.6	ns, max
CIN input to COUT output	T <sub>BYP</sub>	0.05	0.09	0.10	0.11	ns, max
Multiplier Operation						
F1/2 operand inputs to XB output via AND	T <sub>FANDXB</sub>	0.18	0.36	0.40	0.46	ns, max
F1/2 operand inputs to YB output via AND	T <sub>FANDYB</sub>	0.40	0.8	0.9	1.1	ns, max
F1/2 operand inputs to COUT output via AND	T <sub>FANDCY</sub>	0.22	0.43	0.48	0.6	ns, max
G1/2 operand inputs to YB output via AND	T <sub>GANDYB</sub>	0.25	0.50	0.6	0.7	ns, max
G1/2 operand inputs to COUT output via AND	T <sub>GANDCY</sub>	0.07	0.13	0.15	0.17	ns, max
Setup and Hold Times before/after Clock CLK <sup>(1)</sup>	Setup Time / Hold Time					
CIN input to FFX	T <sub>CCKX</sub> /T <sub>CKCX</sub>	0.50 / 0	1.0 / 0	1.2 / 0	1.3 / 0	ns, min
CIN input to FFY	T <sub>CCKY</sub> /T <sub>CKCY</sub>	0.53 / 0	1.1 / 0	1.2 / 0	1.4 / 0	ns, min

### Notes:

1. A Zero "0" Hold Time listing indicates no hold time or a negative hold time. Negative values can not be guaranteed "best-case", but if a "0" is listed, there is no positive hold time.

## CLB SelectRAM Switching Characteristics

Description	Symbol	Speed Grade				Units
		Min	-6	-5	-4	
Sequential Delays						
Clock CLK to X/Y outputs (WE active) 16 x 1 mode	T <sub>SHCKO16</sub>	1.2	2.3	2.6	3.0	ns, max
Clock CLK to X/Y outputs (WE active) 32 x 1 mode	T <sub>SHCKO32</sub>	1.2	2.7	3.1	3.5	ns, max
Shift-Register Mode						
Clock CLK to X/Y outputs	T <sub>REG</sub>	1.2	3.7	4.1	4.7	ns, max
Setup and Hold Times before/after Clock CLK <sup>(1)</sup>	Setup Time / Hold Time					
F/G address inputs	T <sub>AS</sub> /T <sub>AH</sub>	0.25 / 0	0.5 / 0	0.6 / 0	0.7 / 0	ns, min
BX/BY data inputs (DIN)	T <sub>DS</sub> /T <sub>DH</sub>	0.34 / 0	0.7 / 0	0.8 / 0	0.9 / 0	ns, min
CE input (WE)	T <sub>WS</sub> /T <sub>WH</sub>	0.38 / 0	0.8 / 0	0.9 / 0	1.0 / 0	ns, min
Shift-Register Mode						
BX/BY data inputs (DIN)	T <sub>SHDICK</sub>	0.34	0.7	0.8	0.9	ns, min
CE input (WS)	T <sub>SHCECK</sub>	0.38	0.8	0.9	1.0	ns, min
Clock CLK						
Minimum Pulse Width, High	T <sub>WPH</sub>	1.2	2.4	2.7	3.1	ns, min
Minimum Pulse Width, Low	T <sub>WPL</sub>	1.2	2.4	2.7	3.1	ns, min
Minimum clock period to meet address write cycle time	T <sub>WC</sub>	2.4	4.8	5.4	6.2	ns, min
Shift-Register Mode						
Minimum Pulse Width, High	T <sub>SRPH</sub>	1.2	2.4	2.7	3.1	ns, min
Minimum Pulse Width, Low	T <sub>SRPL</sub>	1.2	2.4	2.7	3.1	ns, min

**Notes:**

1. A Zero "0" Hold Time listing indicates no hold time or a negative hold time. Negative values can not be guaranteed "best-case", but if a "0" is listed, there is no positive hold time.

## Minimum Clock-to-Out for Virtex Devices

I/O Standard	With DLL	Without DLL									
	All Devices	V50	V100	V150	V200	V300	V400	V600	V800	V1000	Units
*LVTTTL_S2	5.2	6.0	6.0	6.0	6.0	6.1	6.1	6.1	6.1	6.1	ns
*LVTTTL_S4	3.5	4.3	4.3	4.3	4.3	4.4	4.4	4.4	4.4	4.4	ns
*LVTTTL_S6	2.8	3.6	3.6	3.6	3.6	3.7	3.7	3.7	3.7	3.7	ns
*LVTTTL_S8	2.2	3.1	3.1	3.1	3.1	3.1	3.1	3.2	3.2	3.2	ns
*LVTTTL_S12	2.0	2.9	2.9	2.9	2.9	2.9	2.9	3.0	3.0	3.0	ns
*LVTTTL_S16	1.9	2.8	2.8	2.8	2.8	2.8	2.8	2.9	2.9	2.9	ns
*LVTTTL_S24	1.8	2.6	2.6	2.7	2.7	2.7	2.7	2.7	2.7	2.8	ns
*LVTTTL_F2	2.9	3.8	3.8	3.8	3.8	3.8	3.8	3.9	3.9	3.9	ns
*LVTTTL_F4	1.7	2.6	2.6	2.6	2.6	2.6	2.6	2.7	2.7	2.7	ns
*LVTTTL_F6	1.2	2.0	2.0	2.0	2.1	2.1	2.1	2.1	2.1	2.2	ns
*LVTTTL_F8	1.1	1.9	1.9	1.9	1.9	2.0	2.0	2.0	2.0	2.0	ns
*LVTTTL_F12	1.0	1.8	1.8	1.8	1.8	1.9	1.9	1.9	1.9	1.9	ns
*LVTTTL_F16	0.9	1.7	1.8	1.8	1.8	1.8	1.8	1.8	1.9	1.9	ns
*LVTTTL_F24	0.9	1.7	1.7	1.7	1.8	1.8	1.8	1.8	1.8	1.9	ns
LVCMS2	1.1	1.9	1.9	1.9	2.0	2.0	2.0	2.0	2.0	2.1	ns
PCI33_3	1.5	2.4	2.4	2.4	2.4	2.4	2.4	2.5	2.5	2.5	ns
PCI33_5	1.4	2.2	2.2	2.3	2.3	2.3	2.3	2.3	2.3	2.4	ns
PCI66_3	1.1	1.9	1.9	2.0	2.0	2.0	2.0	2.0	2.1	2.1	ns
GTL	1.6	2.5	2.5	2.5	2.5	2.5	2.5	2.6	2.6	2.6	ns
GTL+	1.7	2.5	2.5	2.6	2.6	2.6	2.6	2.6	2.6	2.7	ns
HSTL I	1.1	1.9	1.9	1.9	1.9	2.0	2.0	2.0	2.0	2.0	ns
HSTL III	0.9	1.7	1.7	1.8	1.8	1.8	1.8	1.8	1.8	1.9	ns
HSTL IV	0.8	1.6	1.6	1.6	1.7	1.7	1.7	1.7	1.7	1.8	ns
SSTL2 I	0.9	1.7	1.7	1.7	1.7	1.8	1.8	1.8	1.8	1.8	ns
SSTL2 II	0.8	1.6	1.6	1.6	1.6	1.7	1.7	1.7	1.7	1.7	ns
SSTL3 I	0.8	1.6	1.7	1.7	1.7	1.7	1.7	1.7	1.8	1.8	ns
SSTL3 II	0.7	1.5	1.5	1.6	1.6	1.6	1.6	1.6	1.6	1.7	ns
CTT	1.0	1.8	1.8	1.8	1.9	1.9	1.9	1.9	1.9	2.0	ns
AGP	1.0	1.8	1.8	1.9	1.9	1.9	1.9	1.9	1.9	2.0	ns

\*S = Slow Slew Rate, F = Fast Slew Rate

### Notes:

1. Listed above are representative values where one global clock input drives one vertical clock line in each accessible column, and where all accessible IOB and CLB flip-flops are clocked by the global clock net.
2. Input and output timing is measured at 1.4 V for LVTTTL. For other I/O standards, see [Table 3](#). In all cases, an 8 pF external capacitive load is used.





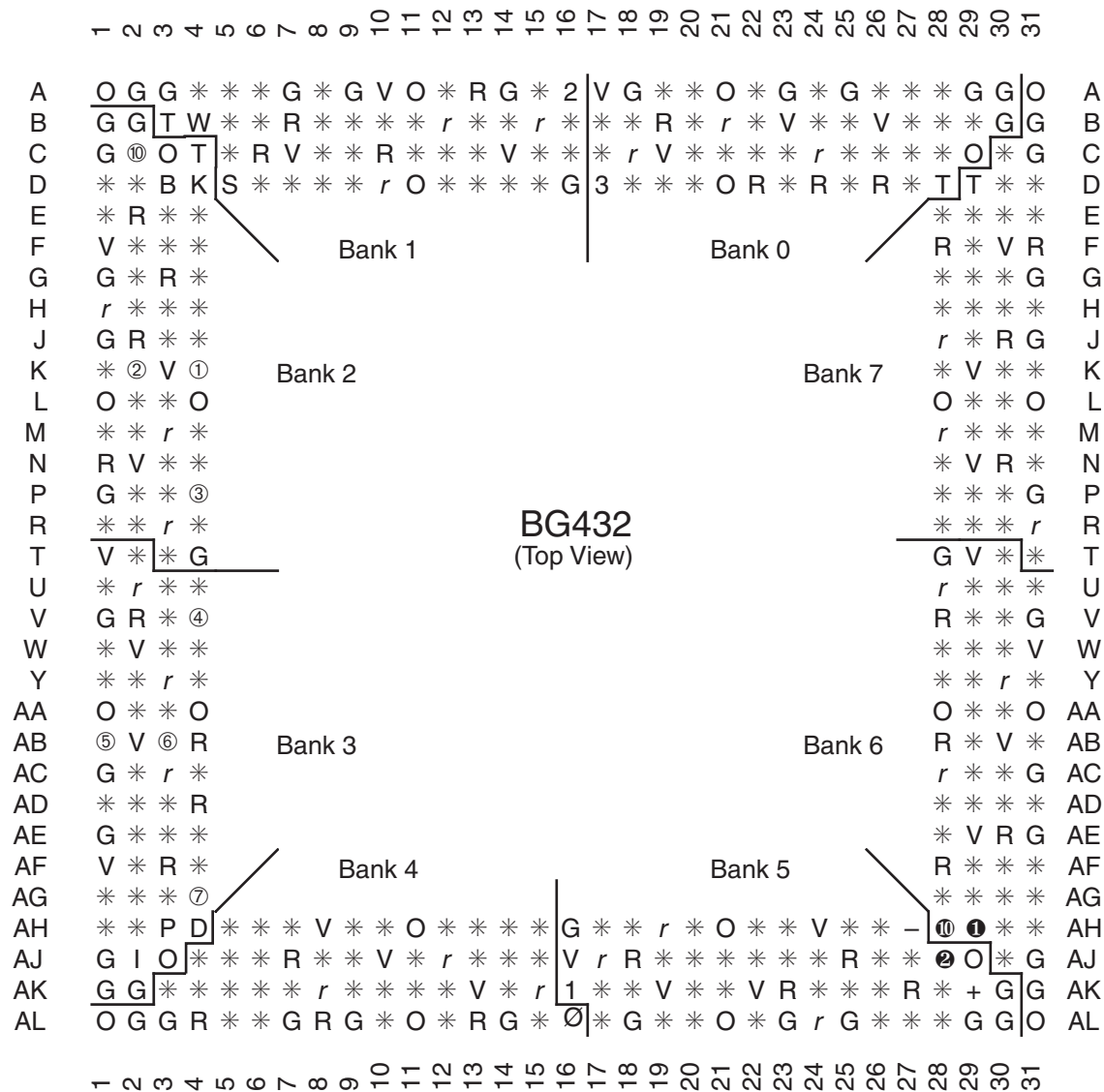
Table 2: Virtex Pinout Tables (Chip-Scale and QFP Packages) (Continued)

Pin Name	Device	CS144	TQ144	PQ/HQ240
$V_{CCO}$	All	Banks 0 and 1: A2, A13, D7 Banks 2 and 3: B12, G11, M13 Banks 4 and 5: N1, N7, N13 Banks 6 and 7: B2, G2, M2	No I/O Banks in this package: 1, 17, 37, 55, 73, 92, 109, 128	No I/O Banks in this package: 15, 30, 44, 61, 76, 90, 105, 121, 136, 150, 165, 180, 197, 212, 226, 240
$V_{REF}$ Bank 0 ( $V_{REF}$ pins are listed incrementally. Connect all pins listed for both the required device and all smaller devices listed in the same package.) Within each bank, if input reference voltage is not required, all $V_{REF}$ pins are general I/O.	XCV50	C4, D6	5, 13	218, 232
	XCV100/150	... + B4	... + 7	... + 229
	XCV200/300	N/A	N/A	... + 236
	XCV400	N/A	N/A	... + 215
	XCV600	N/A	N/A	... + 230
	XCV800	N/A	N/A	... + 222
$V_{REF}$ Bank 1 ( $V_{REF}$ pins are listed incrementally. Connect all pins listed for both the required device and all smaller devices listed in the same package.) Within each bank, if input reference voltage is not required, all $V_{REF}$ pins are general I/O.	XCV50	A10, B8	22, 30	191, 205
	XCV100/150	... + D9	... + 28	... + 194
	XCV200/300	N/A	N/A	... + 187
	XCV400	N/A	N/A	... + 208
	XCV600	N/A	N/A	... + 193
	XCV800	N/A	N/A	... + 201
$V_{REF}$ Bank 2 ( $V_{REF}$ pins are listed incrementally. Connect all pins listed for both the required device and all smaller devices listed in the same package.) Within each bank, if input reference voltage is not required, all $V_{REF}$ pins are general I/O.	XCV50	D11, F10	42, 50	157, 171
	XCV100/150	... + D13	... + 44	... + 168
	XCV200/300	N/A	N/A	... + 175
	XCV400	N/A	N/A	... + 154
	XCV600	N/A	N/A	... + 169
	XCV800	N/A	N/A	... + 161

Table 4: Virtex Pinout Tables (Fine-Pitch BGA) (Continued)

Pin Name	Device	FG256	FG456	FG676	FG680
No Connect (No-connect pins are listed incrementally. All pins listed for both the required device and all larger devices listed in the same package are no connects.)	XCV800	N/A	N/A	A2, A3, A15, A25, B1, B6, B11, B16, B21, B24, B26, C1, C2, C25, C26, F2, F6, F21, F25, L2, L25, N25, P2, T2, T25, AA2, AA6, AA21, AA25, AD1, AD2, AD25, AE1, AE3, AE6, AE11, AE14, AE16, AE21, AE24, AE26, AF2, AF24, AF25	N/A
	XCV600	N/A	N/A	same as above	N/A
	XCV400	N/A	N/A	... + A9, A10, A13, A16, A24, AC1, AC25, AE12, AE15, AF3, AF10, AF11, AF13, AF14, AF16, AF18, AF23, B4, B12, B13, B15, B17, D1, D25, H26, J1, K26, L1, M1, M25, N1, N26, P1, P26, R2, R26, T1, T26, U26, V1	N/A
	XCV300	N/A	D4, D19, W4, W19	N/A	N/A
	XCV200	N/A	... + A2, A6, A12, B11, B16, C2, D1, D18, E17, E19, G2, G22, L2, L19, M2, M21, R3, R20, U3, U18, Y22, AA1, AA3, AA11, AA16, AB7, AB12, AB21,	N/A	N/A
	XCV150	N/A	... + A13, A14, C8, C9, E13, F11, H21, J1, J4, K2, K18, K19, M17, N1, P1, P5, P22, R22, W13, W15, AA9, AA10, AB8, AB14	N/A	N/A

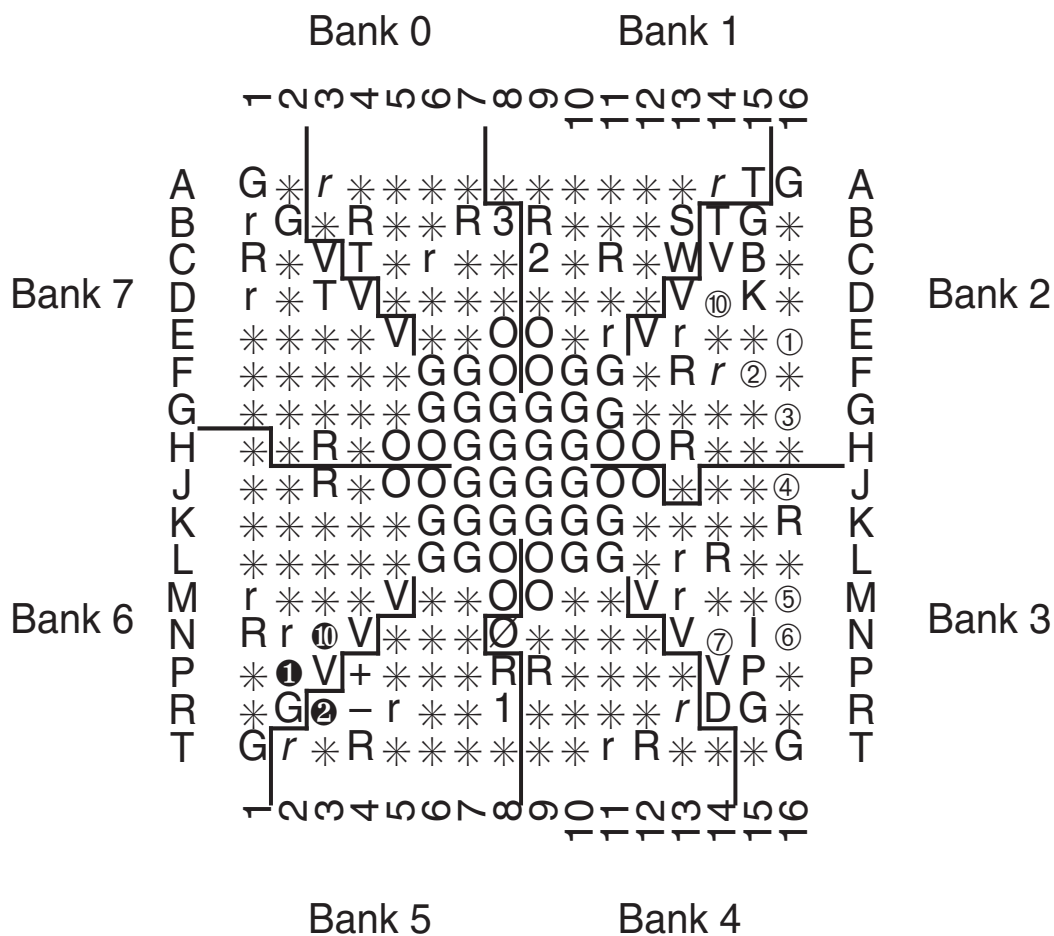
## BG432 Pin Function Diagram



DS003\_21\_100300

Figure 6: BG432 Pin Function Diagram

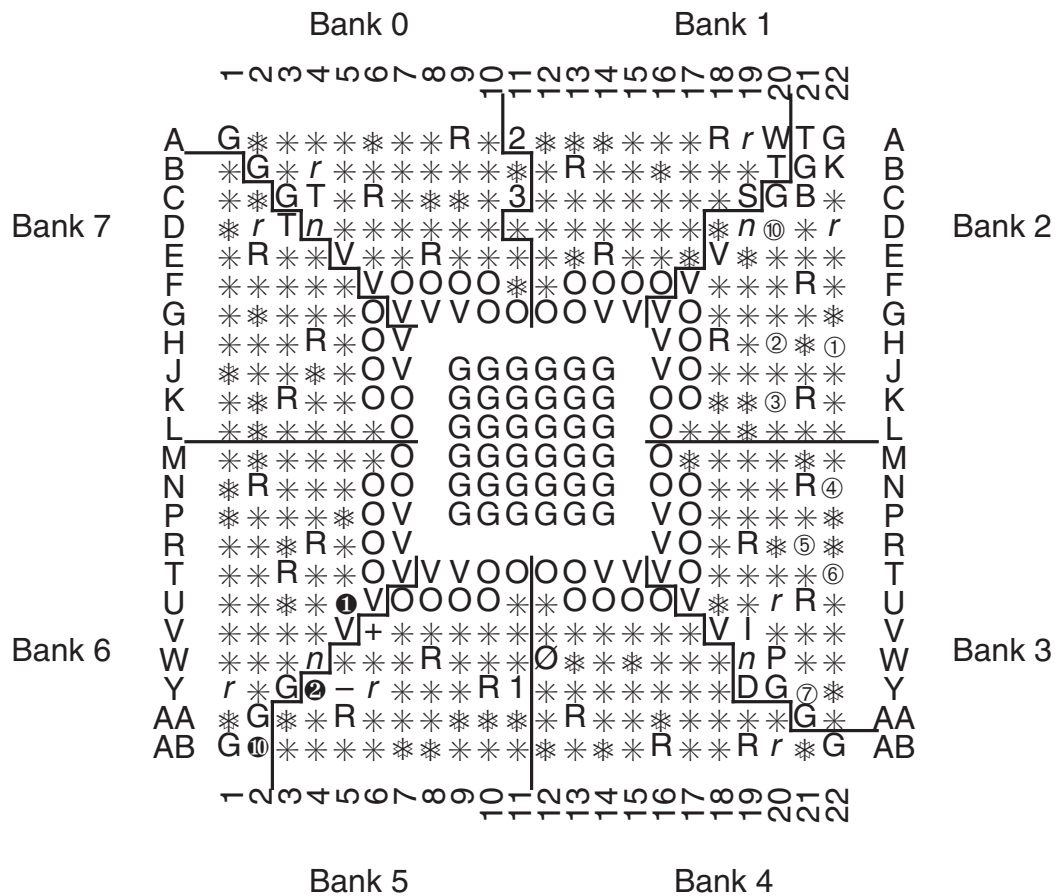
## FG256 Pin Function Diagram



## FG256 (Top view)

Figure 8: FG256 Pin Function Diagram

## FG456 Pin Function Diagram



### FG456 (Top view)

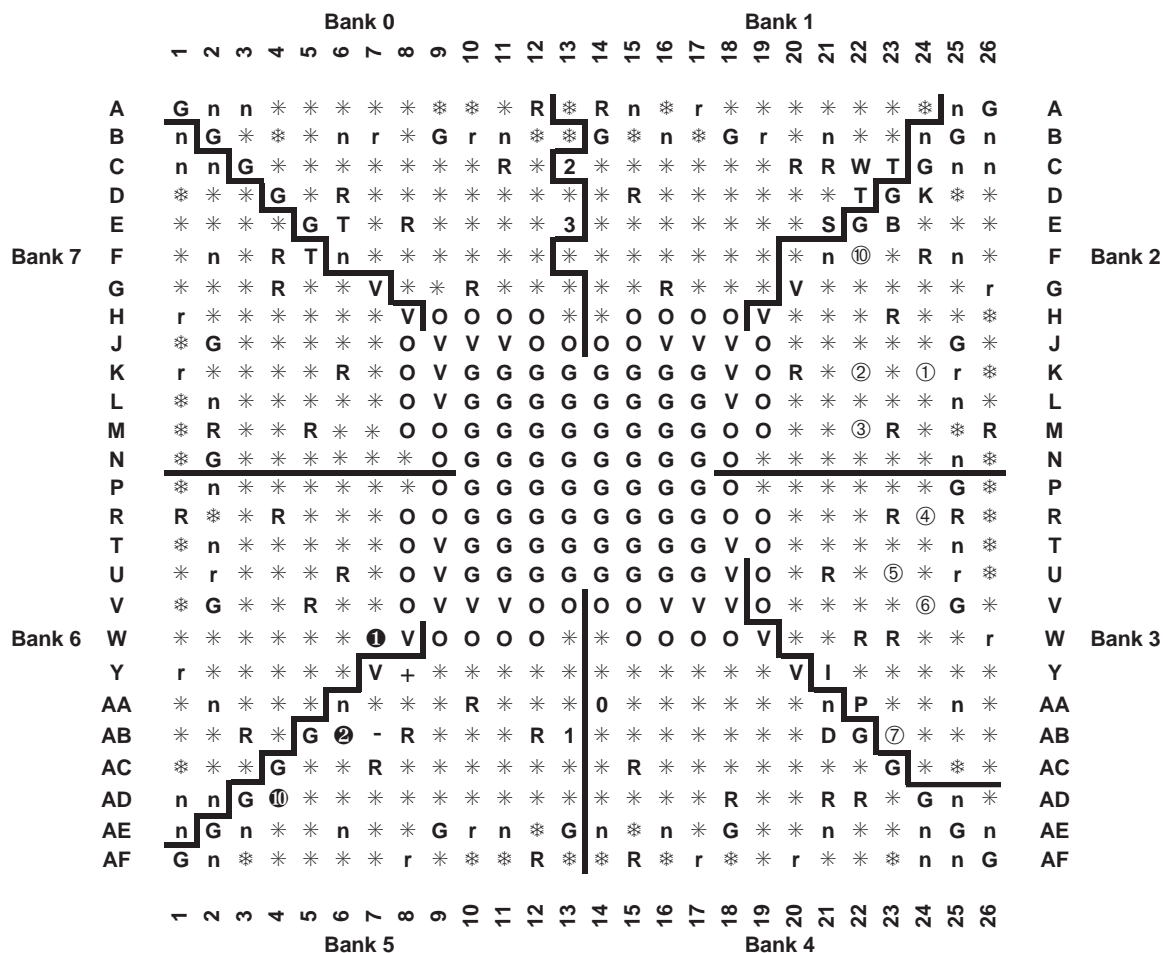
Figure 9: FG456 Pin Function Diagram

#### Notes:

Packages FG456 and FG676 are layout compatible.



## FG676 Pin Function Diagram



**FG676**  
(Top view)

fg676a

Figure 10: FG676 Pin Function Diagram

**Notes:**

Packages FG456 and FG676 are layout compatible.