Cyclone IV Device Handbook,

Volume 2

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Contents

Chapter 2. Cyclone IV Reset Control and Power Down

Chapter 3. Cyclone IV Dynamic Reconfiguration

Chapter Revision Dates

The chapters in this document, Cyclone IV Device Handbook, were revised on the following dates. Where chapters or groups of chapters are available separately, part numbers are listed.

Chapter 1. Cyclone IV Transceivers Architecture
Revised: *October 2013*
Part Number: *CYIV-52001-3.6*

Chapter 2. Cyclone IV Reset Control and Power Down
Revised: *May 2013*
Part Number: *CYIV-52002-1.3*

Chapter 3. Cyclone IV Dynamic Reconfiguration
Revised: *November 2011*
Part Number: *CYIV-52003-2.1*

This chapter provides additional information about the document and Altera.

About this Handbook

This handbook provides comprehensive information about the Altera® Cyclone® IV family of devices.

How to Contact Altera

To locate the most up-to-date information about Altera products, refer to the following table.

Contact (1)	Contact Method	Address
Technical support	Website	www.altera.com/support
Technical training	Website	www.altera.com/training
	Email	custrain@altera.com
Product literature	Website	www.altera.com/literature
Nontechnical support (general)	Email	nacomp@altera.com
(software licensing)	Email	authorization@altera.com

Note to Table:

(1) You can also contact your local Altera sales office or sales representative.

Typographic Conventions

The following table shows the typographic conventions this document uses.

Visual Cue	Meaning
Bold Type with Initial Capital Letters	Indicate command names, dialog box titles, dialog box options, and other GUI labels. For example, **Save As** dialog box. For GUI elements, capitalization matches the GUI.
bold type	Indicates directory names, project names, disk drive names, file names, file name extensions, software utility names, and GUI labels. For example, **\qdesigns** directory, **D:** drive, and **chiptrip.gdf** file.
Italic Type with Initial Capital Letters	Indicate document titles. For example, *Stratix IV Design Guidelines*.
italic type	Indicates variables. For example, *n* + 1. Variable names are enclosed in angle brackets (< >). For example, *<file name>* and *<project name>***.pof** file.
Initial Capital Letters	Indicate keyboard keys and menu names. For example, the Delete key and the Options menu.
"Subheading Title"	Quotation marks indicate references to sections in a document and titles of Quartus II Help topics. For example, "Typographic Conventions."

Visual Cue	Meaning
`Courier type`	Indicates signal, port, register, bit, block, and primitive names. For example, `data1`, `tdi`, and `input`. The suffix `n` denotes an active-low signal. For example, `resetn`. Indicates command line commands and anything that must be typed exactly as it appears. For example, `c:\qdesigns\tutorial\chiptrip.gdf`. Also indicates sections of an actual file, such as a Report File, references to parts of files (for example, the AHDL keyword `SUBDESIGN`), and logic function names (for example, `TRI`).
↵	An angled arrow instructs you to press the Enter key.
1., 2., 3., and a., b., c., and so on	Numbered steps indicate a list of items when the sequence of the items is important, such as the steps listed in a procedure.
■ ■ ■	Bullets indicate a list of items when the sequence of the items is not important.
	The hand points to information that requires special attention.
	The question mark directs you to a software help system with related information.
	The feet direct you to another document or website with related information.
	The multimedia icon directs you to a related multimedia presentation.
	A caution calls attention to a condition or possible situation that can damage or destroy the product or your work.
	A warning calls attention to a condition or possible situation that can cause you injury.
	The envelope links to the Email Subscription Management Center page of the Altera website, where you can sign up to receive update notifications for Altera documents.

Section I. Transceivers

This section provides a complete overview of all features relating to the Cyclone® IV device transceivers. This section includes the following chapters:

- Chapter 1, Cyclone IV Transceivers Architecture
- Chapter 2, Cyclone IV Reset Control and Power Down
- Chapter 3, Cyclone IV Dynamic Reconfiguration

Revision History

Refer to the chapter for its own specific revision history. For information about when the chapter was updated, refer to the Chapter Revision Dates section, which appears in the complete handbook.

1. Cyclone IV Transceivers Architecture

CYIV-52001-3.6

Cyclone® IV GX devices include up to eight full-duplex transceivers at serial data rates between 600 Mbps and 3.125 Gbps in a low-cost FPGA. Table 1–1 lists the supported Cyclone IV GX transceiver channel serial protocols.

Table 1–1. Serial Protocols Supported by the Cyclone IV GX Transceiver Channels

Protocol	Data Rate (Gbps)	F324 and smaller packages	F484 and larger packages
PCI Express® (PCIe®) (1)	2.5	✓	✓
Gbps Ethernet (GbE)	1.25	✓	✓
Common Public Radio Interface (CPRI)	0.6144, 1.2288, 2.4576, and 3.072	✓ (2)	✓
OBSAI	0.768, 1.536, and 3.072	✓ (2)	✓
XAUI	3.125	—	✓
Serial digital interface (SDI)	HD-SDI at 1.485 and 1.4835	✓	✓
	3G-SDI at 2.97 and 2.967	—	
Serial RapidIO® (SRIO)	1.25, 2.5, and 3.125	—	✓
Serial Advanced Technology Attachment (SATA)	1.5 and 3.0	—	✓
V-by-one	3.125	—	✓
Display Port	1.62 and 2.7	—	✓

Notes to Table 1–1:

(1) Provides the physical interface for PCI Express (PIPE)-compliant interface that supports Gen1 ×1, ×2, and ×4 initial lane width configurations. When implementing ×1 or ×2 interface, remaining channels in the transceiver block are available to implement other protocols.

(2) Supports data rates up to 2.5 Gbps only.

You can implement these protocols through the ALTGX MegaWizard™ Plug-In Manager, which also offers the highly flexible Basic functional mode to implement proprietary serial protocols at the following serial data rates:

- 600 Mbps to 2.5 Gbps for devices in F324 and smaller packages
- 600 Mbps to 3.125 Gbps for devices in F484 and larger packages

For descriptions of the ports available when instantiating a transceiver using the ALTGX megafunction, refer to "Transceiver Top-Level Port Lists" on page 1–85.

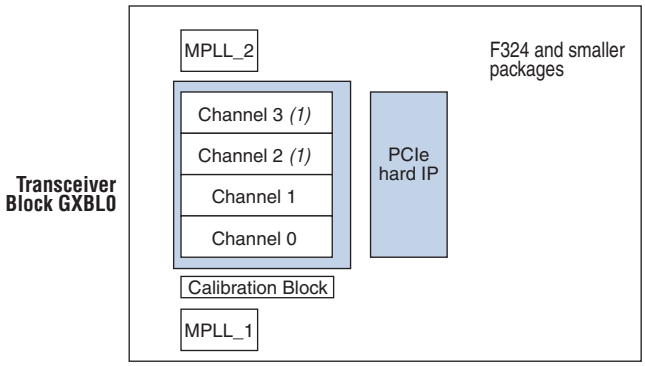
For more information about Cyclone IV transceivers that run at ≥2.97 Gbps data rate, refer to the *Cyclone IV Device Family Pin Connection Guidelines*.

The Cyclone IV GX device includes a hard intellectual property (IP) implementation of the PCIe MegaCore® functions, supporting Gen1 ×1, ×2, and ×4 initial lane widths configured in the root port or endpoint mode. For more information, refer to "PCI-Express Hard IP Block" on page 1–46.

Transceiver Architecture

Cyclone IV GX devices offer either one or two transceiver blocks per device, depending on the package. Each block consists of four full-duplex (transmitter and receiver) channels, located on the left side of the device (in a die-top view). Figure 1–1 and Figure 1–2 show the die-top view of the transceiver block and related resource locations in Cyclone IV GX devices.

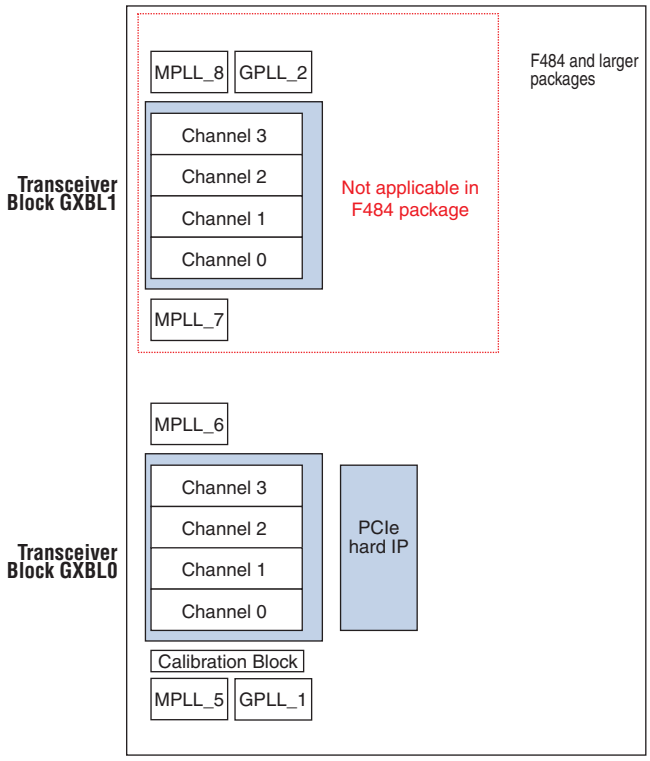
Figure 1–1. F324 and Smaller Packages with Transceiver Channels for Cyclone IV GX Devices



Note to Figure 1–1:

(1) Channel 2 and Channel 3 are not available in the F169 and smaller packages.

Figure 1–2. F484 and Larger Packages with Transceiver Channels for Cyclone IV GX Devices



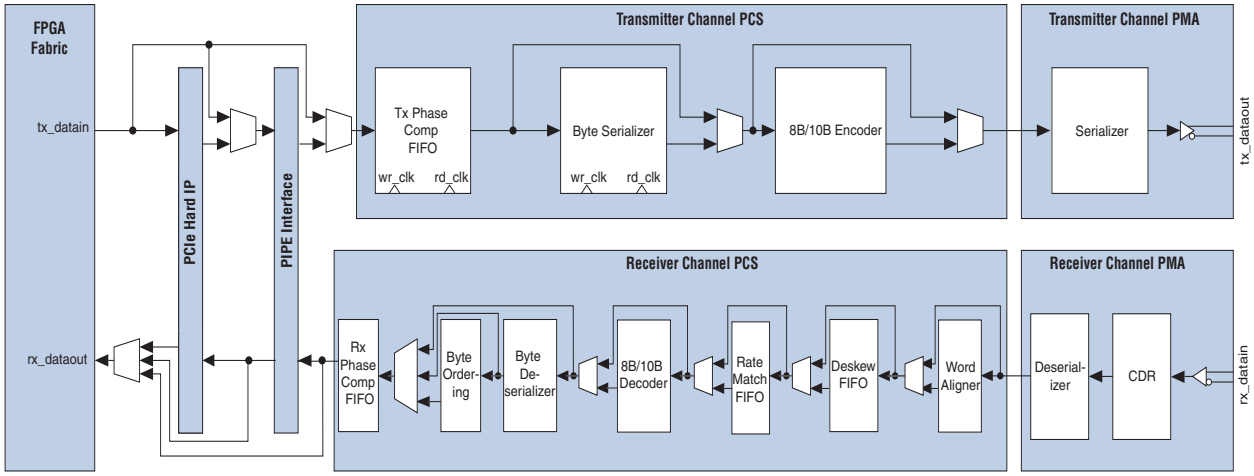
For more information about the transceiver architecture, refer to the following sections:

- "Architectural Overview" on page 1–4
- "Transmitter Channel Datapath" on page 1–5
- "Receiver Channel Datapath" on page 1–11
- "Transceiver Clocking Architecture" on page 1–26
- "Transceiver Channel Datapath Clocking" on page 1–29
- "FPGA Fabric-Transceiver Interface Clocking" on page 1–43
- "Calibration Block" on page 1–45
- "PCI-Express Hard IP Block" on page 1–46

Architectural Overview

Figure 1–3 shows the Cyclone IV GX transceiver channel datapath.

Figure 1–3. Transceiver Channel Datapath for Cyclone IV GX Devices



Each transceiver channel consists of a transmitter and a receiver datapath. Each datapath is further structured into the following:

- Physical media attachment (PMA)—includes analog circuitry for I/O buffers, clock data recovery (CDR), serializer/deserializer (SERDES), and programmable pre-emphasis and equalization to optimize serial data channel performance.
- Physical coding sublayer (PCS)—includes hard logic implementation of digital functionality within the transceiver that is compliant with supported protocols.

Outbound parallel data from the FPGA fabric flows through the transmitter PCS and PMA, is transmitted as serial data. Received inbound serial data flows through the receiver PMA and PCS into the FPGA fabric. The transceiver supports the following interface widths:

- FPGA fabric-transceiver PCS—8, 10, 16, or 20 bits
- PMA-PCS—8 or 10 bits

The transceiver channel interfaces through the PIPE when configured for PCIe protocol implementation. The PIPE is compliant with version 2.00 of the *PHY Interface for the PCI Express Architecture* specification.

Transmitter Channel Datapath

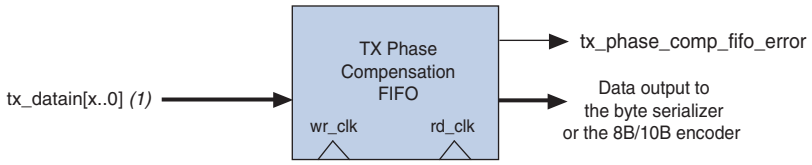
The following sections describe the Cyclone IV GX transmitter channel datapath architecture as shown in Figure 1–3:

- TX Phase Compensation FIFO
- Byte Serializer
- 8B/10B Encoder
- Serializer
- Transmitter Output Buffer

TX Phase Compensation FIFO

The TX phase compensation FIFO compensates for the phase difference between the low-speed parallel clock and the FPGA fabric interface clock, when interfacing the transmitter channel to the FPGA fabric (directly or through the PIPE and PCIe hard IP). The FIFO is four words deep, with latency between two to three parallel clock cycles. Figure 1–4 shows the TX phase compensation FIFO block diagram.

Figure 1–4. TX Phase Compensation FIFO Block Diagram



Note to Figure 1–4:

(1) The x refers to the supported 8-, 10-, 16-, or 20-bits transceiver channel width.

The FIFO can operate in registered mode, contributing to only one parallel clock cycle of latency in Deterministic Latency functional mode. For more information, refer to "Deterministic Latency Mode" on page 1–73.

For more information about FIFO clocking, refer to "FPGA Fabric-Transceiver Interface Clocking" on page 1–43.

Byte Serializer

The byte serializer divides the input datapath width by two to allow transmitter channel operation at higher data rates while meeting the maximum FPGA fabric frequency limit. This module is required in configurations that exceed the maximum FPGA fabric-transceiver interface clock frequency limit and optional in configurations that do not.

For the FPGA fabric-transceiver interface frequency specifications, refer to the *Cyclone IV Device Data Sheet*.

For example, when operating an EP4CGX150 transmitter channel at 3.125 Gbps without byte serializer, the FPGA fabric frequency is 312.5 MHz (3.125 Gbps/10). This implementation violates the frequency limit and is not supported. Channel operation at 3.125 Gbps is supported when byte serializer is used, where the FPGA fabric frequency is 156.25 MHz (3.125 Gbps/20).

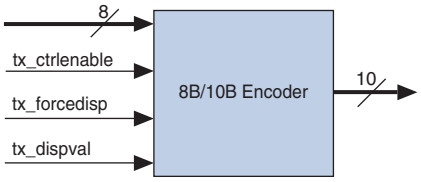
The byte serializer forwards the least significant byte first, followed by the most significant byte.

8B/10B Encoder

The optional 8B/10B encoder generates 10-bit code groups with proper disparity from the 8-bit data and 1-bit control identifier as shown in Figure 1–5.

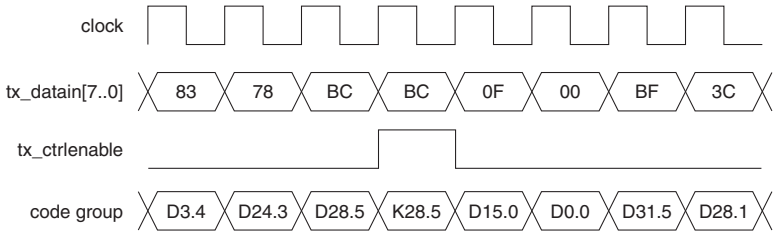
The encoder is compliant with Clause 36 of the *IEEE 802.3 Specification*.

Figure 1–5. 8B/10B Encoder Block Diagram



The 1-bit control identifier (`tx_ctrlenable`) port controls the 8-bit translation to either a 10-bit data word (Dx.y) or a 10-bit control word (Kx.y). Figure 1–6 shows the 8B/10B encoding operation with the `tx_ctrlenable` port, where the second 8'hBC data is encoded as a control word when `tx_ctrlenable` port is asserted, while the rest of the data is encoded as a data word.

Figure 1–6. Control and Data Word Encoding with the 8B/10B Encoder

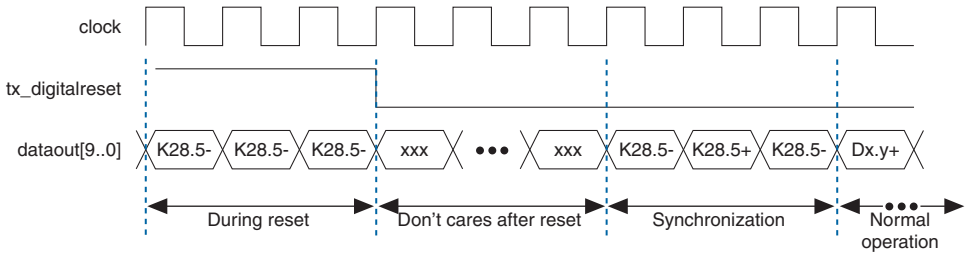


The IEEE 802.3 8B/10B encoder specification identifies only a set of 8-bit characters for which the `tx_ctrlenable` port should be asserted. If you assert `tx_ctrlenable` port for any other set of characters, the 8B/10B encoder might encode the output 10-bit code as an invalid code (it does not map to a valid Dx.y or Kx.y code), or an unintended valid Dx.y code, depending on the value entered. It is possible for a downstream 8B/10B decoder to decode an invalid control word into a valid Dx.y code without asserting any code error flags. Altera recommends not to assert `tx_ctrlenable` port for unsupported 8-bit characters.

The following describes the 8B/10B encoder behavior in reset condition (as shown in Figure 1–7):

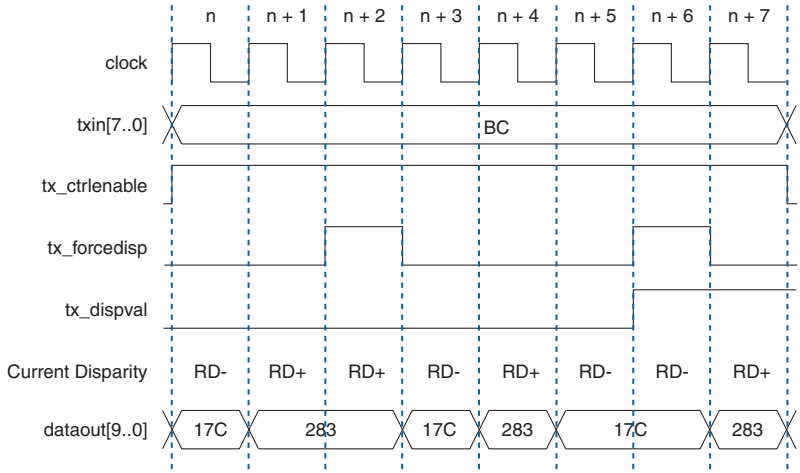
- During reset, the 8B/10B encoder ignores the inputs (`tx_datain` and `tx_ctrlenable` ports) from the FPGA fabric and outputs the K28.5 pattern from the RD- column continuously until the `tx_digitalreset` port is deasserted.
- Upon deassertion of the `tx_digitalreset` port, the 8B/10B encoder starts with a negative disparity and transmits three K28.5 code groups for synchronization before it starts encoding and transmitting data on its output.
- Due to some pipelining of the transmitter PCS, some "don't cares" (10'hxxx) are sent before the three synchronizing K28.5 code groups.

Figure 1–7. 8B/10B Encoder Behavior in Reset Condition



The encoder supports forcing the running disparity to either positive or negative disparity with `tx_forcedisp` and `tx_dispval` ports. Figure 1–8 shows an example of `tx_forcedisp` and `tx_dispval` port use, where data is shown in hexadecimal radix.

Figure 1–8. Force Running Disparity Operation



In this example, a series of K28.5 code groups are continuously sent. The stream alternates between a positive disparity K28.5 (RD+) and a negative disparity K28.5 (RD-) to maintain a neutral overall disparity. The current running disparity at time $n + 1$ indicates that the K28.5 in time $n + 2$ should be encoded with a negative disparity. Because `tx_forcedisp` is high at time $n + 2$, and `tx_dispval` is low, the K28.5

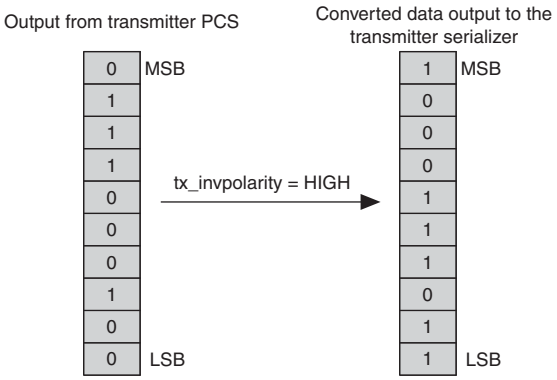
at time *n* + 2 is encoded as a positive disparity code group. In the same example, the current running disparity at time *n* + 5 indicates that the K28.5 in time *n* + 6 should be encoded with a positive disparity. Because `tx_forcedisp` is high at time *n* + 6, and `tx_dispval` is high, the K28.5 at time *n* + 6 is encoded as a negative disparity code group.

Miscellaneous Transmitter PCS Features

The transmitter PCS supports the following additional features:

- Polarity inversion—corrects accidentally swapped positive and negative signals from the serial differential link during board layout by inverting the polarity of each bit. An optional `tx_invpolarity` port is available to dynamically invert the polarity of every bit of the 8-bit or 10-bit input data to the serializer in the transmitter datapath. Figure 1–9 shows the transmitter polarity inversion feature.

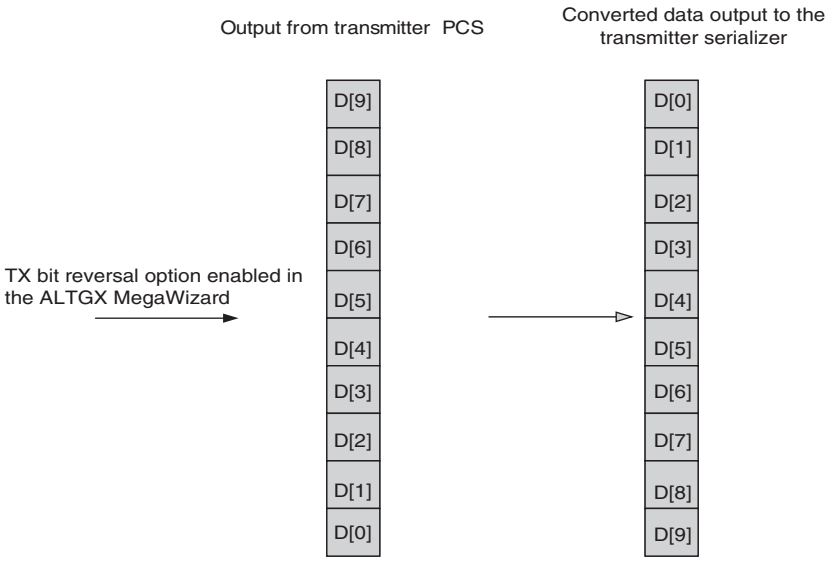
Figure 1–9. Transmitter Polarity Inversion



`tx_invpolarity` is a dynamic signal and might cause initial disparity errors at the receiver of an 8B/10B encoded link. The downstream system must be able to tolerate these disparity errors.

- Bit reversal—reverses the transmit bit order from LSB-to-MSB (default) to MSB-to-LSB at the input to the serializer. For example, input data to serializer `D[7..0]` is rewired to `D[0..7]` for 8-bit data width, and `D[9..0]` is rewired to `D[0..9]` for 10-bit data width. Figure 1–10 shows the transmitter bit reversal feature.

Figure 1–10. Transmitter Bit Reversal Operation in Basic Single-Width Mode



- Input bit-flip—reverses the bit order at a byte level at the input of the transmitter phase compensation FIFO. For example, if the 16-bit parallel transmitter data at the `tx_datain` port is '10111100 10101101' (16'hBCAD), selecting this option reverses the input data to the transmitter phase compensation FIFO to '00111101 10110101' (16'h3DB5).
- Bit-slip control—delays the data transmission by a number of specified bits to the serializer with the `tx_bitslipboundaryselect` port. For usage details, refer to the "Transmit Bit-Slip Control" on page 1–76.

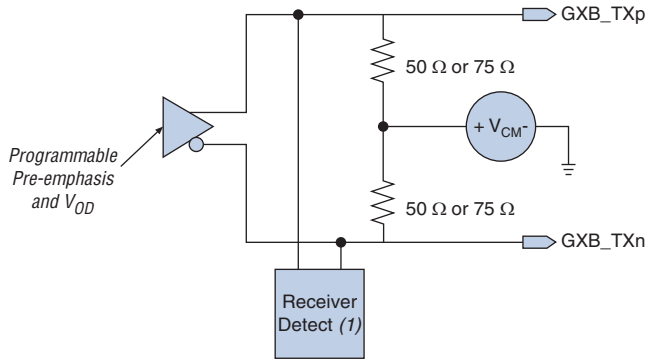
Serializer

The serializer converts the low-speed parallel 8-bit or 10-bit data from the transmitter PCS to high-speed serial data for the transmitter output buffer. The serializer operates with a high-speed clock at half of the serial data rate. The serializer transmission sequence is LSB to MSB.

Transmitter Output Buffer

Figure 1–11 shows the transmitter output buffer block diagram.

Figure 1–11. Transmitter Output Buffer Block Diagram



Note to Figure 1–11:

(1) Receiver detect function is specific for PCIe protocol implementation only. For more information, refer to "PCI Express (PIPE) Mode" on page 1–52.

The Cyclone IV GX transmitter output buffers support the **1.5-V PCML** I/O standard and are powered by VCCH_GXB power pins with 2.5-V supply. The 2.5-V supply on VCCH_GXB pins are regulated internally to 1.5-V for the transmitter output buffers. The transmitter output buffers support the following additional features:

- Programmable differential output voltage (V_{OD})—customizes the V_{OD} up to 1200 mV to handle different trace lengths, various backplanes, and various receiver requirements.
- Programmable pre-emphasis—boosts high-frequency components in the transmitted signal to maximize the data eye opening at the far-end. The high-frequency components might be attenuated in the transmission media due to data-dependent jitter and intersymbol interference (ISI) effects. The requirement for pre-emphasis increases as the data rates through legacy backplanes increase.
- Programmable differential on-chip termination (OCT)—provides calibrated OCT at differential 100 Ω or 150 Ω with on-chip transmitter common mode voltage (V_{CM}) at 0.65 V. V_{CM} is tri-stated when you disable the OCT to use external termination.

Disable OCT to use external termination if the link requires a 85 Ω termination, such as when you are interfacing with certain PCIe Gen1 or Gen2 capable devices.

The Cyclone IV GX transmitter output buffers are current-mode drivers. The resulting V_{OD} voltage is therefore a function of the transmitter termination value. For lists of supported V_{OD} settings, refer to the *Cyclone IV Device Data Sheet*.

Receiver Channel Datapath

The following sections describe the Cyclone IV GX receiver channel datapath architecture as shown in Figure 1–3 on page 1–4:

Receiver Input Buffer

Table 1–2 lists the electrical features supported by the Cyclone IV GX receiver input buffer.

Table 1–2. Electrical Features Supported by the Receiver Input Buffer

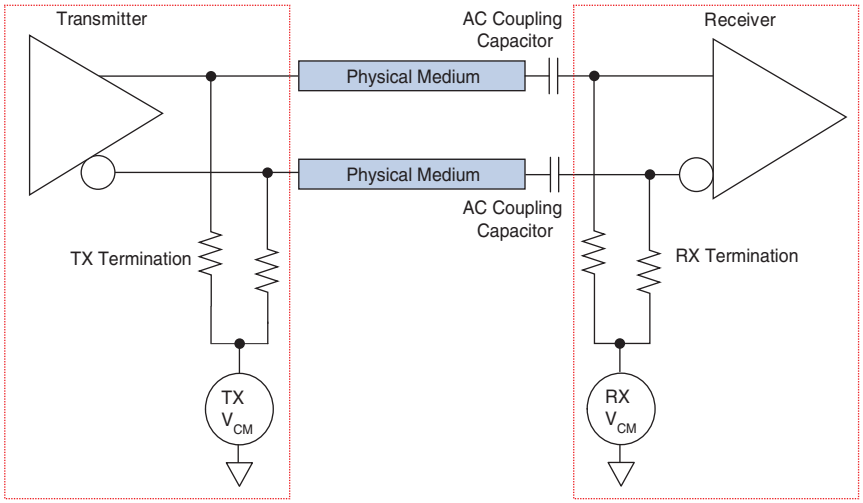
I/O Standard	Programmable Common Mode Voltage (V)	Coupling
1.4-V PCML	0.82	AC, DC
1.5-V PCML	0.82	AC, DC
2.5-V PCML	0.82	AC
LVPECL	0.82	AC
LVDS	0.82	AC, DC *(1)*

Note to Table 1–2:

(1) DC coupling is supported for **LVDS** with lower on-chip common mode voltage of 0.82 V.

The high-speed serial link can be AC- or DC-coupled, depending on the serial protocol implementation. In an AC-coupled link, the AC-coupling capacitor blocks the transmitter DC common mode voltage as shown in Figure 1–12. Receiver OCT and on-chip biasing circuitry automatically restores the common mode voltage. The biasing circuitry is also enabled by enabling OCT. If you disable the OCT, then you must externally terminate and bias the receiver. AC-coupled links are required for PCIe, GbE, Serial RapidIO, SDI, XAUI, SATA, V-by-One and Display Port protocols.

Figure 1–12. AC-Coupled Link with OCT



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

Figure 1–13. DC-Coupled Link with OCT

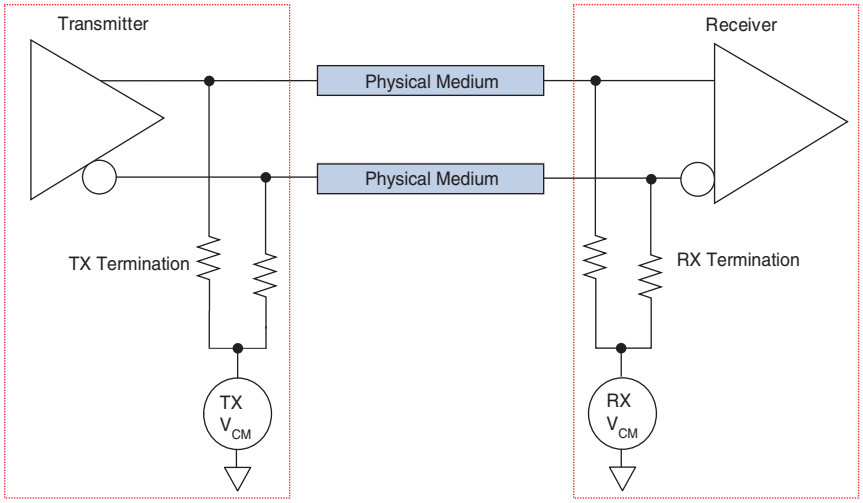
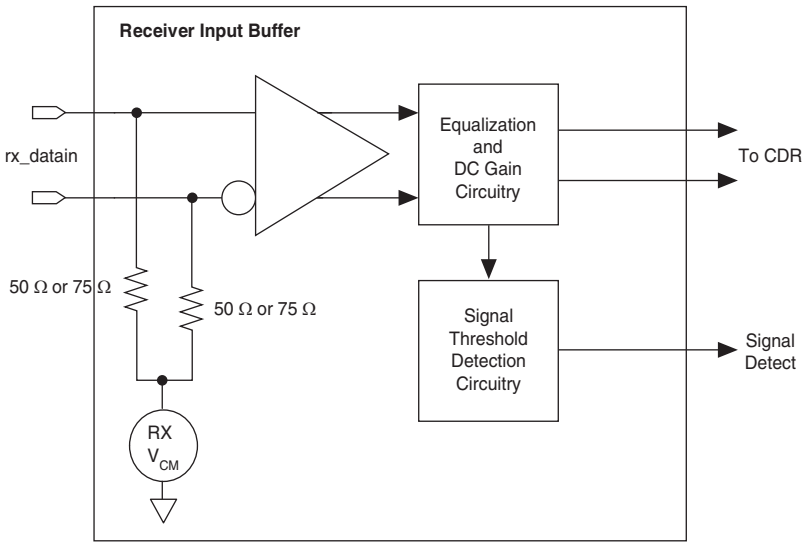


Figure 1–14 shows the receiver input buffer block diagram.

Figure 1–14. Receiver Input Buffer Block Diagram



The receiver input buffers support the following features:

- Programmable equalization—boosts the high-frequency gain of the incoming signal up to 7 dB. This compensates for the low-pass filter effects of the transmission media. The amount of high-frequency gain required depends on the loss characteristics of the physical medium.
- Programmable DC gain—provides equal boost to incoming signal across the frequency spectrum with DC gain settings up to 6 dB.
- Programmable differential OCT—provides calibrated OCT at 100 Ω or 150 Ω with on-chip receiver common mode voltage at 0.82 V. The common mode voltage is tri-stated when you disable the OCT to use external termination.
- Offset cancellation—corrects the analog offset voltages that might exist from process variations between the positive and negative differential signals in the equalizer stage and CDR circuit.
- Signal detection—detects if the signal level present at the receiver input buffer is higher than the threshold with a built-in signal threshold detection circuitry. The circuitry has a hysteresis response that filters out any high-frequency ringing caused by ISI effects or high-frequency losses in the transmission medium. Detection is indicated by the assertion of the `rx_signaldetect` signal. Signal detection is only supported when 8B/10B encoder/decoder block is enabled. When not supported, the `rx_signaldetect` signal is forced high, bypassing the signal detection function.

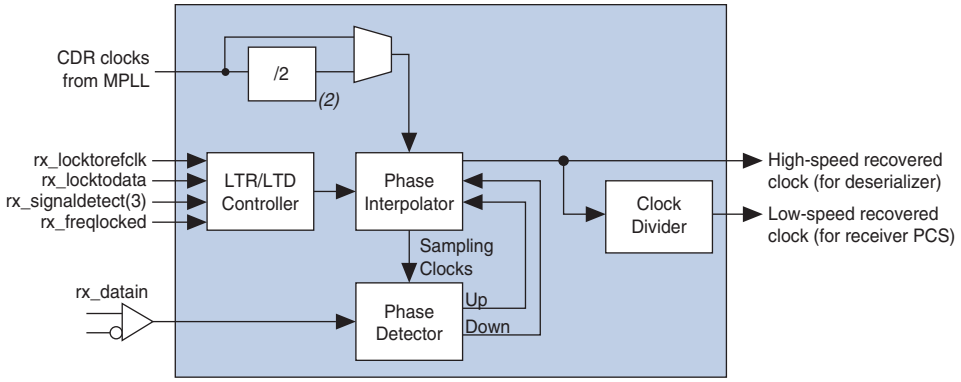
Disable OCT to use external termination if the link requires a 85 Ω termination, such as when you are interfacing with certain PCIe Gen1 or Gen2 capable devices.

For specifications on programmable equalization and DC gain settings, refer to the *Cyclone IV Device Data Sheet*.

Clock Data Recovery

Each receiver channel has an independent CDR unit to recover the clock from the incoming serial data stream. The high-speed recovered clock is used to clock the deserializer for serial-to-parallel conversion of the received input data, and low-speed recovered clock to clock the receiver PCS blocks. Figure 1–15 illustrates the CDR unit block diagram.

Figure 1–15. CDR Unit Block Diagram



Notes to Figure 1–15:

(1) Optional RX local divider for CDR clocks from multipurpose PLL is only available in each CDR unit for EP4CGX30 (F484 package), EP4CGX50, and EP4CGX75 devices. This block is used with the transceiver dynamic reconfiguration feature. For more information, refer to the *Cyclone IV Dynamic Reconfiguration* chapter and *AN 609: Implementing Dynamic Reconfiguration in Cyclone IV GX Devices*.

(2) CDR state transition in automatic lock mode is not dependent on `rx_signaldetect` signal, except when configured in PCI Express (PIPE) mode only.

Each CDR unit gets the reference clock from one of the two multipurpose phase-locked loops (PLLs) adjacent to the transceiver block. The CDR works by tracking the incoming data with a phase detector and finding the optimum sampling clock phase from the phase interpolator unit. The CDR operations are controlled by the LTR/LTD controller block, where the CDR may operate in the following states:

- Lock-to-reference (LTR) state—phase detector disabled and CDR ignores incoming data
- Lock-to-data (LTD) state—phase detector enabled and CDR tracks incoming data to find the optimum sampling clock phase

State transitions are supported with automatic lock mode and manual lock mode.

Automatic Lock Mode

Upon receiver power-up and reset cycle, the CDR is put into LTR state. Transition to the LTD state is performed automatically when both of the following conditions are met:

- Signal detection circuitry indicates the presence of valid signal levels at the receiver input buffer. This condition is valid for PCI Express (PIPE) mode only. CDR transitions are not dependent on signal detection circuitry in other modes.
- The recovered clock is within the configured part per million (ppm) frequency threshold setting with respect to the CDR clocks from multipurpose PLL.

Actual lock time depends on the transition density of the incoming data and the ppm difference between the receiver input reference clock and the upstream transmitter reference clock.

Transition from the LTD state to the LTR state occurs when either of the following conditions is met:

- Signal detection circuitry indicates the absence of valid signal levels at the receiver input buffer. This condition is valid for PCI Express (PIPE) mode only. CDR transitions are not dependent on signal detection circuitry in other modes.
- The recovered clock is not within the configured ppm frequency threshold setting with respect to CDR clocks from multipurpose PLLs.

In automatic lock mode, the switch from LTR to LTD states is indicated by the assertion of the `rx_freqlocked` signal and the switch from LTD to LTR states indicated by the de-assertion of the `rx_freqlocked` signal.

Manual Lock Mode

State transitions are controlled manually by using `rx_locktorefclk` and `rx_locktodata` ports. The LTR/LTD controller sets the CDR state depending on the logic level on the `rx_locktorefclk` and `rx_locktodata` ports. This mode provides the flexibility to control the CDR for a reduced lock time compared to the automatic lock mode. In automatic lock mode, the LTR/LTD controller relies on the ppm detector and the phase relationship detector to set the CDR in LTR or LTD mode. The ppm detector and phase relationship detector reaction times can be too long for some applications that require faster CDR lock time.

In manual lock mode, the `rx_freqlocked` signal is asserted when the CDR is in LTD state and de-asserted when CDR is in LTR state. For descriptions of `rx_locktorefclk` and `rx_locktodata` port controls, refer to Table 1–27 on page 1–87.

If you do not enable the optional `rx_locktorefclk` and `rx_locktodata` ports, the Quartus II software automatically configures the LTR/LTD controller in automatic lock mode.

The recommended transceiver reset sequence varies depending on the CDR lock mode. For more information about the reset sequence recommendations, refer to the *Reset Control and Power Down for Cyclone IV GX Devices* chapter.

Deserializer

The deserializer converts received serial data from the receiver input buffer to parallel 8- or 10-bit data. Serial data is assumed to be received from the LSB to the MSB. The deserializer operates with the high-speed recovered clock from the CDR with the frequency at half of the serial data rate.

Word Aligner

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

Figure 1–16. Word Aligner Block Diagram

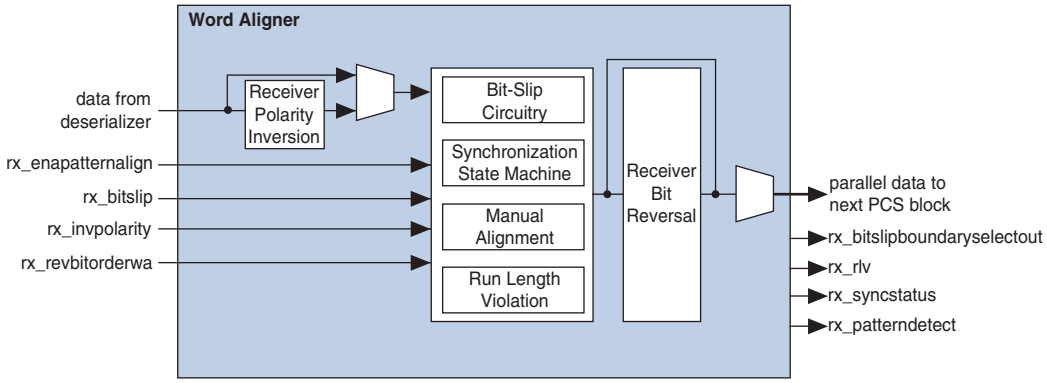


Table 1–3. Word Aligner Modes

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

Manual Alignment Mode

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

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

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

After updating the word boundary, word aligner status signals (rx_syncstatus and rx_patterndetect) are driven high for one parallel clock cycle synchronous to the most significant byte of the word alignment pattern. The rx_syncstatus and rx_patterndetect signals have the same latency as the datapath and are forwarded to the FPGA fabric to indicate the word aligner status. Any word alignment pattern received thereafter in the same word boundary causes only the rx_patterndetect signal to go high for one clock cycle.

Figure 1–17 shows the manual alignment mode word aligner operation in 10-bit data width mode. In this example, a /K28.5/ (10'b0101111100) is specified as the word alignment pattern.

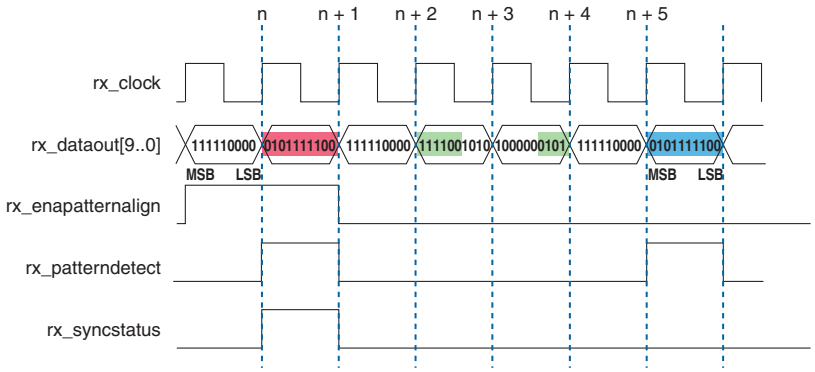
The word aligner aligns to the /K28.5/ alignment pattern (red) in cycle *n* because the rx_enapatternalign signal is asserted high. The rx_syncstatus signal goes high for one clock cycle indicating alignment to a new word boundary. The rx_patterndetect signal also goes high for one clock cycle to indicate initial word alignment.

At time *n* + 1, the rx_enapatternalign signal is deasserted to instruct the word aligner to lock the current word boundary.

The alignment pattern is detected again (green) in a new word boundary across cycles *n* + 2 and *n* + 3. The word aligner does not align to this new word boundary because the rx_enapatternalign signal is held low.

The /K28.5/ word alignment pattern is detected again (blue) in the current word boundary during cycle *n* + 5 causing the rx_patterndetect signal to go high for one parallel clock cycle.

Figure 1–17. Word Aligner in 10-bit Manual Alignment Mode



If the word alignment pattern is known to be unique and does not appear between word boundaries, you can hold the rx_enapatternalign signal constantly high because there is no possibility of false word alignment. If there is a possibility of the word alignment pattern occurring across word boundaries, you must control the rx_enapatternalign signal to lock the word boundary after the desired word alignment is achieved to avoid re-alignment to an incorrect word boundary.

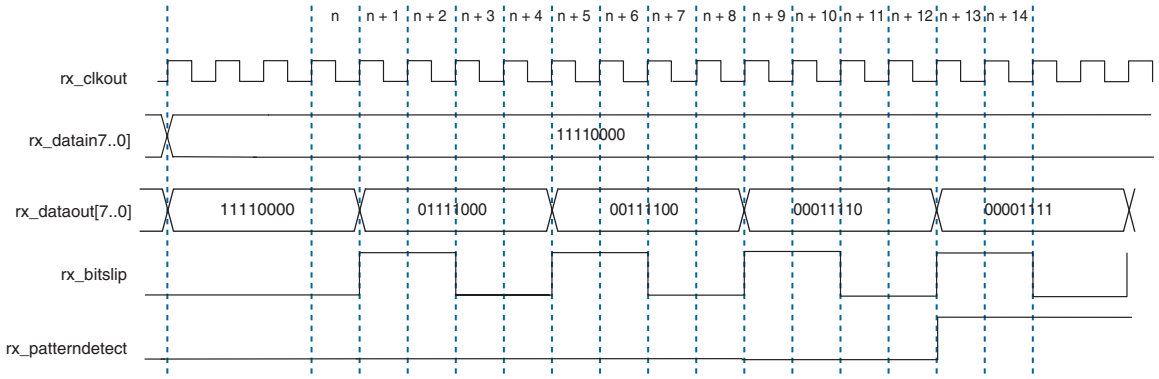
Bit-Slip Mode

In bit-slip mode, the `rx_bitslip` port controls the word aligner operation. At every rising edge of the `rx_bitslip` signal, the bit-slip circuitry slips one bit into the received data stream, effectively shifting the word boundary by one bit. When the received data after bit-slipping matches the programmed word alignment pattern, the `rx_patterndetect` signal is driven high for one parallel clock cycle.

You can implement a bit-slip controller in the user logic that monitors either the `rx_patterndetect` signal or the receiver data output (`rx_dataout`), and controls the `rx_bitslip` port to achieve word alignment.

Figure 1–18 shows an example of the word aligner configured in bit-slip mode. For this example, consider that 8'b11110000 is received back-to-back and 16'b0000111100011110 is specified as the word alignment pattern. A rising edge on the `rx_bitslip` signal at time n + 1 slips a single bit 0 at the MSB position, forcing the `rx_dataout` to 8'b01111000. Another rising edge on the `rx_bitslip` signal at time n + 5 forces rx_dataout to 8'b00111100. Another rising edge on the `rx_bitslip` signal at time n + 9 forces `rx_dataout` to 8'b00011110. Another rising edge on the `rx_bitslip` signal at time n + 13 forces the `rx_dataout` to 8'b00001111. At this instance, `rx_dataout` in cycles n + 12 and n + 13 is 8'b00011110 and 8'b00001111, respectively, which matches the specified 16-bit alignment pattern 16'b0000111100011110. This results in the assertion of the `rx_patterndetect` signal.

Figure 1–18. Word Aligner Configured in Bit-Slip Mode



Automatic Synchronization State Machine Mode

In automatic synchronization state machine mode, the word aligner achieves synchronization after receiving a specific number of synchronization code groups, and falls out of synchronization after receiving a specific number of erroneous code groups. This mode provides hysteresis during link synchronization, which is required by protocols such as PCIe, GbE, XAUI, and Serial RapidIO.

This mode is only supported using the 8B/10B encoded data with 10-bit input to the word aligner.

Table 1–4 lists the synchronization state machine parameters for the word aligner in this mode.

Table 1–4. Synchronization State Machine Parameters

Parameter	Allowed Values
Number of erroneous code groups received to lose synchronization	1–64
Number of continuous good code groups received to reduce the error count by one	1–256

After deassertion of the `rx_digitalreset` signal in automatic synchronization state machine mode, the word aligner starts looking for the synchronization code groups, word alignment pattern or its complement in the received data stream. When the programmed number of valid synchronization code groups or ordered sets are received, the `rx_syncstatus` signal is driven high to indicate that synchronization is acquired. The `rx_syncstatus` signal is constantly driven high until the programmed number of erroneous code groups are received without receiving intermediate good groups; after which the `rx_syncstatus` signal is driven low. The word aligner indicates loss of synchronization (`rx_syncstatus` signal remains low) until the programmed number of valid synchronization code groups are received again.

In addition to restoring word boundaries, the word aligner supports the following features:

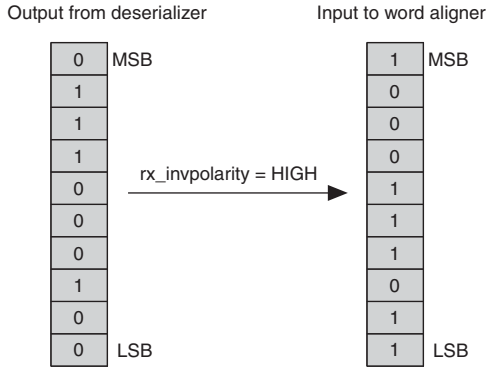
- Programmable run length violation detection—detects consecutive 1s or 0s in the data stream, and asserts run length violation signal (`rx_rlv`) when a preset run length threshold (maximum number of consecutive 1s or 0s) is detected. The `rx_rlv` signal in each channel is clocked by its parallel recovered clock and is asserted for a minimum of two recovered clock cycles to ensure that the FPGA fabric clock can latch the `rx_rlv` signal reliably because the FPGA fabric clock might have phase differences, ppm differences (in asynchronous systems), or both, with the recovered clock. Table 1–5 lists the run length violation circuit detection capabilities.

Table 1–5. Run Length Violation Circuit Detection Capabilities

Supported Data Width	Detector Range		Increment Step Settings
	Minimum	Maximum	
8-bit	4	128	4
10-bit	5	160	5

- Receiver polarity inversion—corrects accidental swapped positive and negative signals from the serial differential link during board layout. This feature works by inverting the polarity of every bit of the input data word to the word aligner, which has the same effect as swapping the positive and negative signals of the differential link. Inversion is dynamically controlled using `rx_invpolarity` port. Figure 1–19 shows the receiver polarity inversion feature.

Figure 1–19. Receiver Polarity Inversion



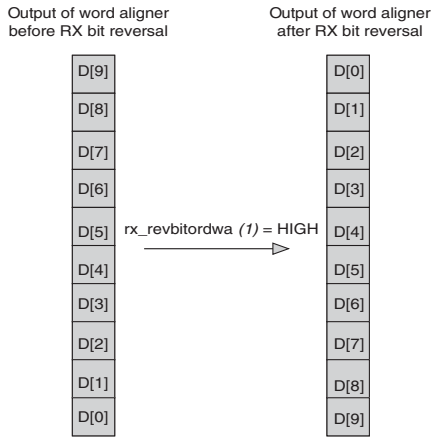
The generic receiver polarity inversion feature is different from the PCI Express (PIPE) 8B/10B polarity inversion feature. The generic receiver polarity inversion feature inverts the polarity of the data bits at the input of the word aligner and is not available in PCI Express (PIPE) mode. The PCI Express (PIPE) 8B/10B polarity inversion feature inverts the polarity of the data bits at the input of the 8B/10B decoder and is available only in PCI Express (PIPE) mode.

The `rx_invpolarity` signal is dynamic and might cause initial disparity errors in an 8B/10B encoded link. The downstream system must be able to tolerate these disparity errors.

- Receiver bit reversal—by default, the Cyclone IV GX receiver assumes LSB to MSB transmission. If the link transmission order is MSB to LSB, the receiver forwards the incorrect reverse bit-ordered version of the parallel data to the FPGA fabric on the `rx_dataout` port. The receiver bit reversal feature is available to correct this situation. This feature is static in manual alignment and automatic

synchronization state machine mode. In bit-slip mode, you can dynamically enable the receiver bit reversal using the rx_revbitorderwa port. When enabled, the 8-bit or 10-bit data D[7..0] or D[9..0] at the output of the word aligner is rewired to D[0..7] or D[0..9] respectively. Figure 1–20 shows the receiver bit reversal feature.

Figure 1–20. Receiver Bit Reversal *(1)*



Note to Figure 1–20:

(1) The rx_revbitordwa port is dynamic and is only available when the word aligner is configured in bit-slip mode.

When using the receiver bit reversal feature to receive MSB-to-LSB transmission, reversal of the word alignment pattern is required.

- Receiver bit-slip indicator—provides the number of bits slipped in the word aligner for synchronization with rx_bitslipboundaryselectout signal. For usage details, refer to "Receive Bit-Slip Indication" on page 1–76.

Deskew FIFO

This module is only available when used for the XAUI protocol and is used to align all four channels to meet the maximum skew requirement of 40 UI (12.8 ns) as seen at the receiver of the four lanes. The deskew operation is compliant to the PCS deskew state machine diagram specified in clause 48 of the IEEE P802.3ae specification.

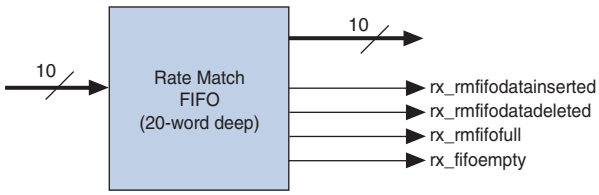
The deskew circuitry consists of a 16-word deep deskew FIFO in each of the four channels, and control logics in the central control unit of the transceiver block that controls the deskew FIFO write and read operations in each channel.

For details about the deskew FIFO operations for channel deskewing, refer to "XAUI Mode" on page 1–67.

Rate Match FIFO

In asynchronous systems, the upstream transmitter and local receiver can be clocked with independent reference clocks. Frequency differences in the order of a few hundred ppm can corrupt the data when latching from the recovered clock domain (the same clock domain as the upstream transmitter reference clock) to the local receiver reference clock domain. Figure 1–21 shows the rate match FIFO block diagram.

Figure 1–21. Rate Match FIFO Block Diagram



The rate match FIFO compensates for small clock frequency differences of up to ±300 ppm (600 ppm total) between the upstream transmitter and the local receiver clocks by performing the following functions:

- Insert skip symbols when the local receiver reference clock frequency is greater than the upstream transmitter reference clock frequency
- Delete skip symbols when the local receiver reference clock frequency is less than the upstream transmitter reference clock frequency

The 20-word deep rate match FIFO and logics control insertion and deletion of skip symbols, depending on the ppm difference. The operation begins after the word aligner synchronization status (`rx_syncstatus`) is asserted.

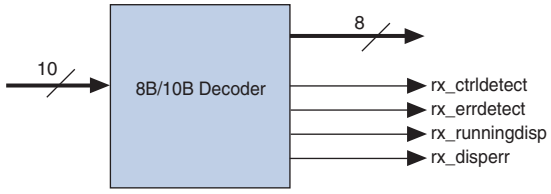
Rate match FIFO is only supported with 8B/10B encoded data and the word aligner in automatic synchronization state machine mode.

8B/10B Decoder

The 8B/10B decoder receives 10-bit data and decodes it into an 8-bit data and a 1-bit control identifier. The decoder is compliant with Clause 36 of the IEEE 802.3 specification.

Figure 1–22 shows the 8B/10B decoder block diagram.

Figure 1–22. 8B/10B Decoder Block Diagram



Byte Deserializer

The byte deserializer halves the FPGA fabric-transceiver interface frequency while doubles the parallel data width to the FPGA fabric.

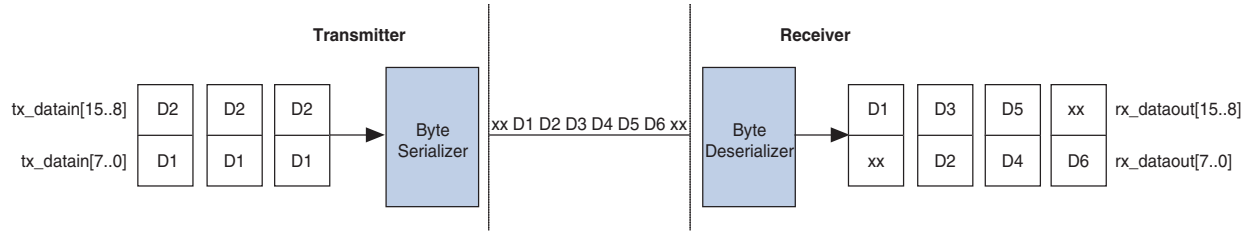
For example, when operating an EP4CGX150 receiver channel at 3.125 Gbps with deserialization factor of 10, the receiver PCS datapath runs at 312.5 MHz. The byte deserializer converts the 10-bit data at 312.5 MHz into 20-bit data at 156.25 MHz before forwarding the data to the FPGA fabric.

Byte Ordering

In the 16- or 20-bit FPGA fabric-transceiver interface, the byte deserializer receives one data byte (8 or 10 bits) and deserializes it into two data bytes (16 or 20 bits). Depending on when the receiver PCS logic comes out of reset, the byte ordering at the output of the byte deserializer may not match the original byte ordering of the transmitted data. The byte misalignment resulting from byte deserialization is unpredictable because it depends on which byte is being received by the byte deserializer when it comes out of reset.

Figure 1–23 shows a scenario where the most significant byte and the least significant byte of the two-byte transmitter data appears straddled across two word boundaries after the data is deserialized at the receiver.

Figure 1–23. Example of Byte Deserializer at the Receiver



The byte ordering block restores the proper byte ordering by performing the following actions:

- Look for the user-programmed byte ordering pattern in the byte-deserialized data
- Inserts a user-programmed pad byte if the user-programmed byte ordering pattern is found in the most significant byte position

You must select a byte ordering pattern that you know appears at the least significant byte position of the parallel transmitter data.

The byte ordering block is supported in the following receiver configurations:

- 16-bit FPGA fabric-transceiver interface, 8B/10B disabled, and the word aligner in manual alignment mode. Program a custom 8-bit byte ordering pattern and 8-bit pad byte.
- 16-bit FPGA fabric-transceiver interface, 8B/10B enabled, and the word aligner in automatic synchronization state machine mode. Program a custom 9-bit byte ordering pattern and 9-bit pad byte. The MSB of the 9-bit byte ordering pattern and pad byte represents the control identifier of the 8B/10B decoded data.

The byte ordering block operates in either word-alignment-based byte ordering or user-controlled byte ordering modes.

In word-alignment-based byte ordering mode, the byte ordering block starts looking for the byte ordering pattern in the byte-deserialized data and restores the order if necessary when it detects a rising edge on the `rx_syncstatus` signal. Whenever the byte ordering pattern is found, the `rx_byteorderalignstatus` signal is asserted regardless if the pad byte insertion is necessary. If the byte ordering block detects another rising edge on the `rx_syncstatus` signal from the word aligner, it deasserts the `rx_byteorderalignstatus` signal and repeats the byte ordering operation.

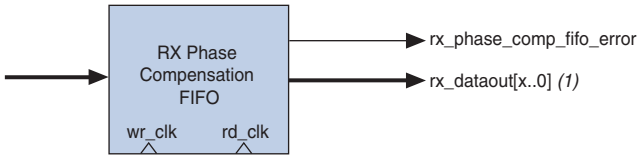
In user-controlled byte ordering mode, the byte ordering operation is user-triggered using `rx_enabyteord` port. A rising edge on `rx_enabyteord` port triggers the byte ordering block to start looking for the byte ordering pattern in the byte-deserialized data and restores the order if necessary. When the byte ordering pattern is found, the `rx_byteorderalignstatus` signal is asserted regardless if a pad byte insertion is necessary.

RX Phase Compensation FIFO

The RX phase compensation FIFO compensates for the phase difference between the parallel receiver clock and the FPGA fabric interface clock, when interfacing the receiver channel to the FPGA fabric (directly or through the PIPE and PCIe hard IP blocks). The FIFO is four words deep, with latency between two to three parallel clock cycles.

Figure 1–24 shows the RX phase compensation FIFO block diagram.

Figure 1–24. RX Phase Compensation FIFO Block Diagram



Note to Figure 1–24:

(1) Parameter x refers to the transceiver channel width, where 8, 10, 16, or 20 bits are supported.

The FIFO can operate in registered mode, contributing to only one parallel clock cycle of latency in the Deterministic Latency functional mode. For more information, refer to "Deterministic Latency Mode" on page 1–73. For more information about FIFO clocking, refer to "FPGA Fabric-Transceiver Interface Clocking" on page 1–43.

Miscellaneous Receiver PCS Feature

The receiver PCS supports the following additional feature:

- Output bit-flip—reverses the bit order at a byte level at the output of the receiver phase compensation FIFO. For example, if the 16-bit parallel receiver data at the output of the receiver phase compensation FIFO is '10111100 10101101' (16'hBCAD), enabling this option reverses the data on `rx_dataout` port to '00111101 10110101' (16'h3DB5).

Transceiver Clocking Architecture

The multipurpose PLLs and general-purpose PLLs located on the left side of the device generate the clocks required for the transceiver operation. The following sections describe the Cyclone IV GX transceiver clocking architecture:

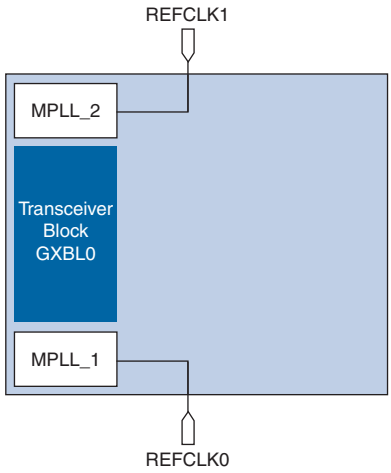
- "Input Reference Clocking" on page 1–27
- "Transceiver Channel Datapath Clocking" on page 1–29
- "FPGA Fabric-Transceiver Interface Clocking" on page 1–43

Input Reference Clocking

When used for transceiver, the left PLLs synthesize the input reference clock to generate the required clocks for the transceiver channels. Figure 1–25 and Figure 1–26 show the sources of input reference clocks for PLLs used in the transceiver operation.

Clock output from PLLs in the FPGA core cannot feed into PLLs used by the transceiver as input reference clock.

Figure 1–25. PLL Input Reference Clocks in Transceiver Operation for F324 and Smaller Packages *(1)*, *(2)*

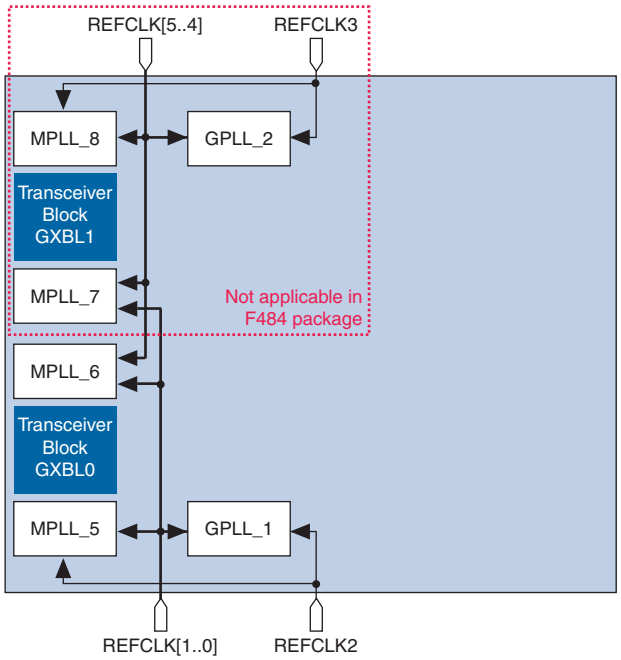


Notes to Figure 1–25:

(1) The `REFCLK0` and `REFCLK1` pins are dual-purpose `CLK`, `REFCLK`, or `DIFFCLK` pins that reside in banks 3A and 8A respectively.

(2) Using any clock input pins other than the designated `REFCLK` pins as shown here to drive the MPLLs may have reduced jitter performance.

Figure 1–26. PLL Input Reference Clocks in Transceiver Operation for F484 and Larger Packages *(1), (2), (3)*



Notes to Figure 1–26:

(1) The REFCLK2 and REFCLK3 pins are dual-purpose CLKIO, REFCLK, or DIFFCLK pins that reside in banks 3A and 8A respectively.

(2) The REFCLK[1..0] and REFCLK[5..4] pins are dual-purpose differential REFCLK or DIFFCLK pins that reside in banks 3B and 8B respectively. These clock input pins do not have access to the clock control blocks and GCLK networks. For more details, refer to the *Clock Networks and PLLs in Cyclone IV Devices* chapter.

(3) Using any clock input pins other than the designated REFCLK pins as shown here to drive the MPLLs and GPLLs may have reduced jitter performance.

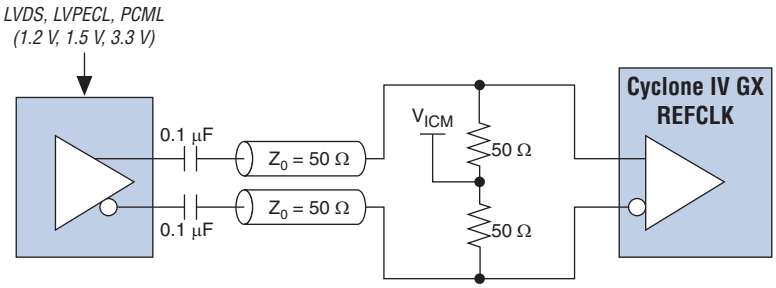
The input reference clocks reside in banks 3A, 3B, 8A, and 8B have dedicated $V_{CC\_CLKIN3A}$, $V_{CC\_CLKIN3B}$, $V_{CC\_CLKIN8A}$, and $V_{CC\_CLKIN8B}$ power supplies separately in their respective I/O banks to avoid the different power level requirements in the same bank for general purpose I/Os (GPIOs). Table 1–6 lists the supported I/O standard for the REFCLK pins.

Table 1–6. REFCLK I/O Standard Support

I/O Standard	HSSI Protocol	Coupling	Termination	VCC_CLKIN Level		I/O Pin Type		
				Input	Output	Column I/O	Row I/O	Supported Banks
LVDS	ALL	Differential AC (Needs off-chip resistor to restore V_{CM})	Off-chip	2.5 V	Not Supported	Yes	No	3A, 3B, 8A, 8B
LVPECL	ALL		Off-chip	2.5 V	Not Supported	Yes	No	3A, 3B, 8A, 8B
1.2 V, 1.5 V, 3.3 V PCML	ALL		Off-chip	2.5 V	Not Supported	Yes	No	3A, 3B, 8A, 8B
	ALL		Off-chip	2.5 V	Not Supported	Yes	No	3A, 3B, 8A, 8B
	ALL		Off-chip	2.5 V	Not Supported	Yes	No	3A, 3B, 8A, 8B
HCSL	PCIe	Differential DC	Off-chip	2.5 V	Not Supported	Yes	No	3A, 3B, 8A, 8B

Figure 1–27 shows an example of the termination scheme for AC-coupled connections for REFCLK pins.

Figure 1–27. AC-Coupled Termination Scheme for a Reference Clock

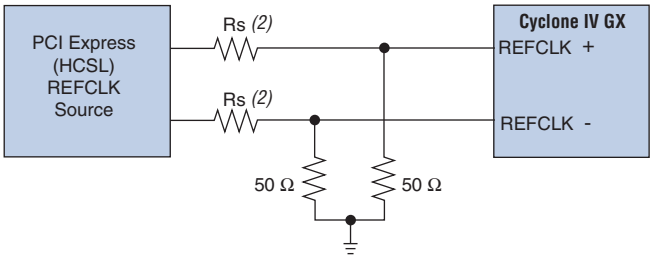


Note to Figure 1–27:

(1) For more information about the V_{ICM} value, refer to the *Cyclone IV Device Datasheet* chapter.

Figure 1–28 shows an example termination scheme for the REFCLK pin when configured as a **HCSL** input.

Figure 1–28. Termination Scheme for a Reference Clock When Configured as HCSL *(1)*



Notes to Figure 1–28:

(1) No biasing is required if the reference clock signals are generated from a clock source that conforms to the PCIe specification.

(2) Select values as recommended by the PCIe clock source vendor.

Transceiver Channel Datapath Clocking

Channel datapath clocking varies with channel configuration options and PCS configurations. This section describes the clock distribution from the left PLLs for transceiver channels and the datapath clocking in various supported configurations.

Table 1–7 lists the clocks generated by the PLLs for transceiver datapath.

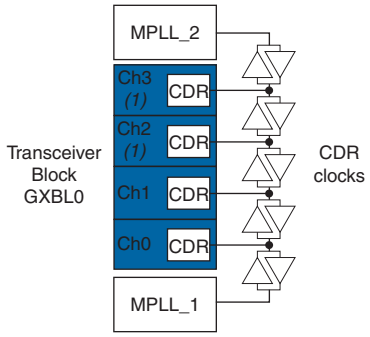
Table 1–7. PLL Clocks for Transceiver Datapath

Clock	Usage
CDR clocks	Receiver CDR unit
High-speed clock	Transmitter serializer block in PMA
Low-speed clock	Transmitter PCS blocks Receiver PCS blocks when rate match FIFO enabled

The CDR unit in each receiver channel gets the CDR clocks from one of the two multipurpose PLLs directly adjacent to the transceiver block. The CDR clocks distribution network is segmented by bidirectional tri-state buffers as shown in Figure 1–29 and Figure 1–30. This requires the CDR clocks from either one of the two multipurpose PLLs to drive a number of contiguous segmented paths to reach the intended receiver channel. Interleaving the CDR clocks from the two multipurpose PLLs is not supported.

For example, based on Figure 1–29, a combination of MPLL_1 driving receiver channels 0, 1, and 3, while MPLL_2 driving receiver channel 2 is not supported. In this case, only one multipurpose PLL can be used for the receiver channels.

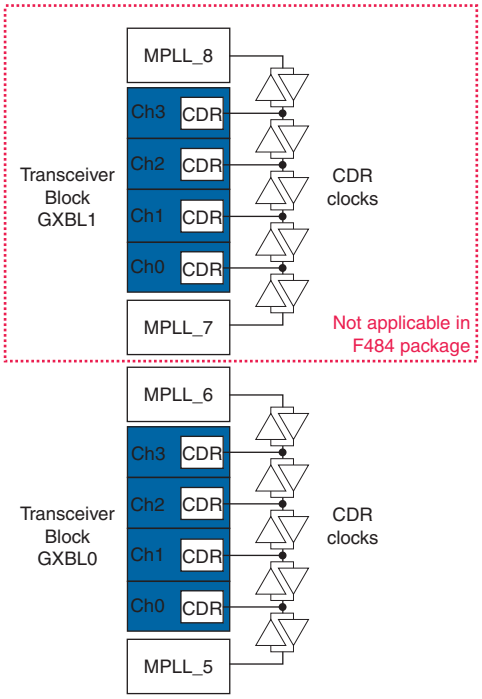
Figure 1–29. CDR Clocking for Transceiver Channels in F324 and Smaller Packages



Note to Figure 1–29:

(1) Transceiver channels 2 and 3 are not available for devices in F169 and smaller packages.

Figure 1–30. CDR Clocking for Transceiver Channels in F484 and Larger Packages



In any configuration, a receiver channel cannot source CDR clocks from other PLLs beyond the two multipurpose PLLs directly adjacent to transceiver block where the channel resides.

The Cyclone IV GX transceivers support non-bonded (×1) and bonded (×2 and ×4) channel configurations. The two configurations differ in regards to clocking and phase compensation FIFO control. Bonded configuration provides a relatively lower channel-to-channel skew between the bonded channels than in non-bonded configuration. Table 1–8 lists the supported conditions in non-bonded and bonded channel configurations.

Table 1–8. Supported Conditions in Non-Bonded and Bonded Channel Configurations

Channel Configuration	Description	Supported Channel Operation Mode
Non-bonded (×1)	■ Low-speed clock in each channel is sourced independently ■ Phase compensation FIFO in each channel has its own pointers and control logic	■ Transmitter Only ■ Receiver Only ■ Transmitter and Receiver
Bonded (×2 and ×4)	■ Low-speed clock in each bonded channel is sourced from a common bonded clock path for lower channel-to-channel skew ■ Phase compensation FIFOs in bonded channels share common pointers and control logic for equal latency through the FIFOs in all bonded channels ■ ×2 bonded configuration is supported with channel 0 and channel 1 in a transceiver block ■ ×4 bonded configuration is supported with all four channels in a transceiver block	■ Transmitter Only ■ Transmitter and Receiver

Non-Bonded Channel Configuration

In non-bonded channel configuration, the high- and low-speed clocks for each channel are sourced independently. The phase compensation FIFOs in each channel has its own pointers and control logic. When implementing multi-channel serial interface in non-bonded channel configuration, the clock skew and unequal latency results in larger channel-to-channel skew.

Altera recommends using bonded channel configuration (×2 or ×4) when implementing multi-channel serial interface for a lower channel-to-channel skew.

In a transceiver block, the high- and low-speed clocks for each channel are distributed primarily from one of the two multipurpose PLLs directly adjacent to the block. Transceiver channels for devices in F484 and larger packages support additional clocking flexibility. In these packages, some channels support high-speed and low-speed clock distribution from PLLs beyond the two multipurpose PLLs directly adjacent to the block.

Table 1–9 lists the high- and low-speed clock sources for each channel.

Table 1–9. High- and Low-Speed Clock Sources for Each Channel in Non-Bonded Channel Configuration

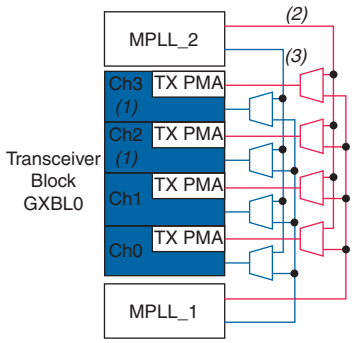
Package	Transceiver Block	Transceiver Channel	High- and Low-Speed Clocks Sources	
			Option 1	Option 2
F324 and smaller	GXBL0	All channels	MPLL_1	MPLL_2
F484 and larger	GXBL0	Channels 0, 1	MPLL_5/GPLL_1	MPLL_6
		Channels 2, 3	MPLL_5	MPLL_6/MPLL_7 (1)
	GXBL1 (1)	Channels 0, 1	MPLL_7/MPLL_6	MPLL_8
		Channels 2, 3	MPLL_7	MPLL_8/GPLL_2

Note to Table 1–9:

(1) MPLL_7 and GXBL1 are not applicable for transceivers in F484 package

Figure 1–31 and Figure 1–32 show the high- and low-speed clock distribution for transceivers in F324 and smaller packages, and in F484 and larger packages in non-bonded channel configuration.

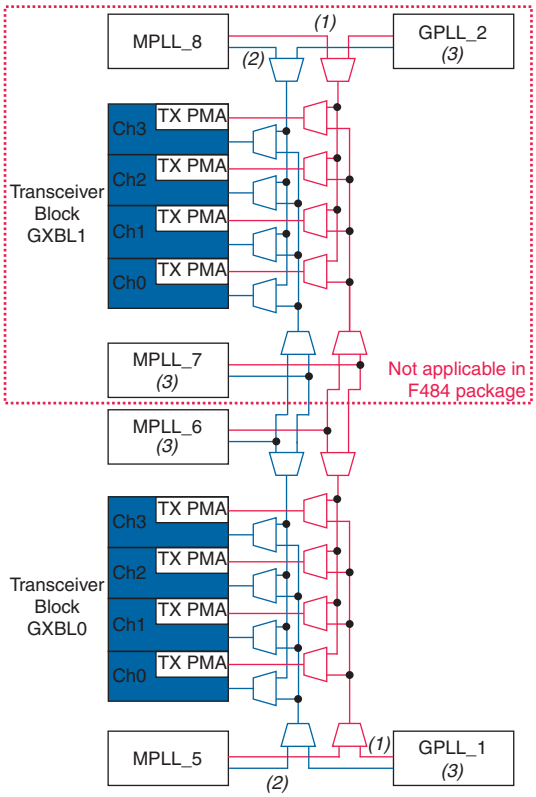
Figure 1–31. Clock Distribution in Non-Bonded Channel Configuration for Transceivers in F324 and Smaller Packages



Notes to Figure 1–31:

(1) Transceiver channels 2 and 3 are not available for devices in F169 and smaller packages.
(2) High-speed clock.
(3) Low-speed clock.

Figure 1–32. Clock Distribution in Non-Bonded Channel Configuration for Transceivers in F484 and Larger Packages



Notes to Figure 1–32:

(1) High-speed clock.

(2) Low-speed clock.

(3) These PLLs have restricted clock driving capability and may not reach all connected channels. For details, refer to Table 1–9.

The transceiver datapath clocking varies in non-bonded channel configuration depending on the PCS configuration.

Figure 1–33 shows the datapath clocking in transmitter only operation. In this mode, each channel selects the high- and low-speed clock from one of the supported PLLs. The high-speed clock feeds to the serializer for parallel to serial operation. The low-speed clock feeds to the following blocks in the transmitter PCS:

- 8B/10B encoder
- read clock of the byte serializer
- read clock of the TX phase compensation FIFO

When the byte serializer is enabled, the low-speed clock frequency is halved before feeding into the read clock of TX phase compensation FIFO. The low-speed clock is available in the FPGA fabric as `tx_clkout` port, which can be used in the FPGA fabric to send transmitter data and control signals.

Figure 1–33. Transmitter Only Datapath Clocking in Non-Bonded Channel Configuration

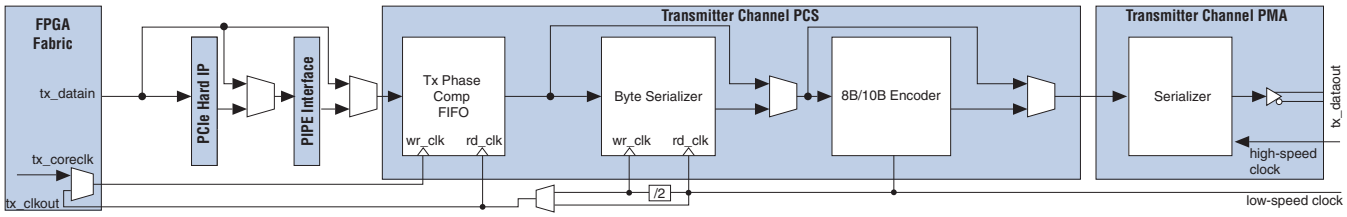
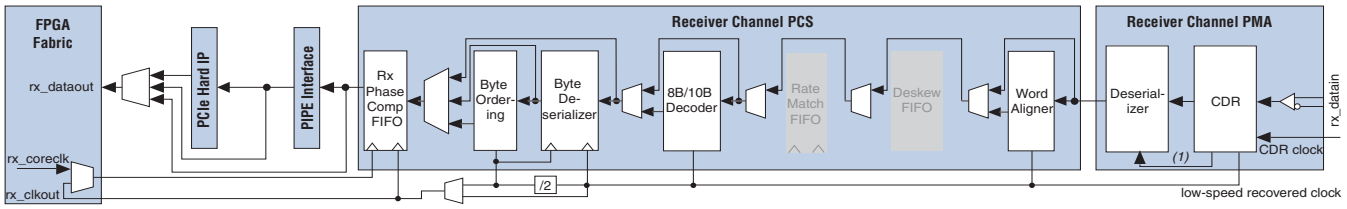


Figure 1–34 shows the datapath clocking in receiver only operation. In this mode, the receiver PCS supports configuration without the rate match FIFO. The CDR unit in the channel recovers the clock from the received serial data and generates the high-speed recovered clock for the deserializer, and low-speed recovered clock for forwarding to the receiver PCS. The low-speed recovered clock feeds to the following blocks in the receiver PCS:

- word aligner
- 8B/10B decoder
- write clock of byte deserializer
- byte ordering
- write clock of RX phase compensation FIFO

When the byte deserializer is enabled, the low-speed recovered clock frequency is halved before feeding into the write clock of the RX phase compensation FIFO. The low-speed recovered clock is available in the FPGA fabric as `rx_clkout` port, which can be used in the FPGA fabric to capture receiver data and status signals.

Figure 1–34. Receiver Only Datapath Clocking without Rate Match FIFO in Non-Bonded Channel Configuration



Note to Figure 1–34:

(1) High-speed recovered clock.

When the transceiver is configured for transmitter and receiver operation in non-bonded channel configuration, the receiver PCS supports configuration with and without the rate match FIFO. The difference is only at the receiver datapath clocking. The transmitter datapath clocking is identical to transmitter only operation mode as shown in Figure 1–33.

Figure 1–35 shows the datapath clocking in the transmitter and receiver operation mode with the rate match FIFO. The receiver datapath clocking in configuration without the rate match FIFO is identical to Figure 1–34.

In configuration with the rate match FIFO, the CDR unit in the receiver channel recovers the clock from received serial data and generates the high-speed recovered clock for the deserializer, and low-speed recovered clock for forwarding to the receiver PCS. The low-speed recovered clock feeds to the following blocks in the receiver PCS:

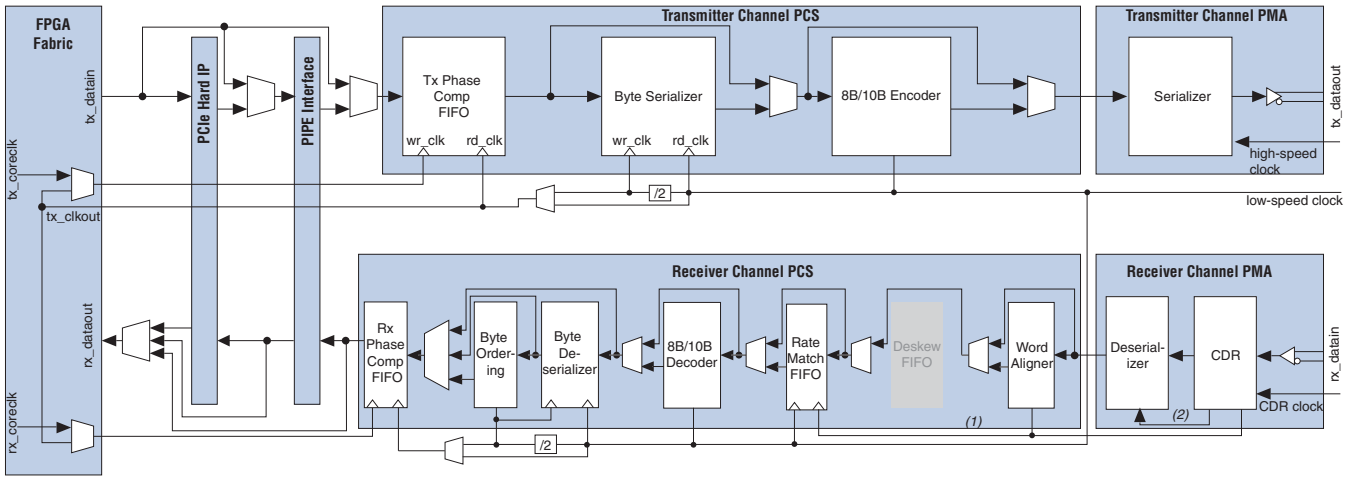
- word aligner
- write clock of rate match FIFO

The low-speed clock that is used in the transmitter PCS datapath feeds the following blocks in the receiver PCS:

- read clock of rate match FIFO
- 8B/10B decoder
- write clock of byte deserializer
- byte ordering
- write clock of RX phase compensation FIFO

When the byte deserializer is enabled, the low-speed clock frequency is halved before feeding into the write clock of RX phase compensation FIFO. The low-speed clock is available in the FPGA fabric as `tx_clkout` port, which can be used in the FPGA fabric to send transmitter data and control signals, and capture receiver data and status signals.

Figure 1–35. Transmitter and Receiver Datapath Clocking with Rate Match FIFO in Non-Bonded Channel Configuration



Notes to Figure 1–35:

(1) Low-speed recovered clock.
(2) High-speed recovered clock.

Bonded Channel Configuration

In bonded channel configuration, the low-speed clock for the bonded channels share a common bonded clock path that reduces clock skew between the bonded channels. The phase compensation FIFOs in bonded channels share a set of pointers and control logic that results in equal FIFO latency between the bonded channels. These features collectively result in lower channel-to-channel skew when implementing multi-channel serial interface in bonded channel configuration.

In a transceiver block, the high-speed clock for each bonded channels is distributed independently from one of the two multipurpose PLLs directly adjacent to the block. The low-speed clock for bonded channels is distributed from a common bonded clock path that selects from one of the two multipurpose PLLs directly adjacent to the block. Transceiver channels for devices in F484 and larger packages support additional clocking flexibility for ×2 bonded channels. In these packages, the ×2 bonded channels support high-speed and low-speed bonded clock distribution from PLLs beyond the two multipurpose PLLs directly adjacent to the block. Table 1–10 lists the high- and low-speed clock sources for the bonded channels.

Table 1–10. High- and Low-Speed Clock Sources for Bonded Channels in Bonded Channel Configuration

Package	Transceiver Block	Bonded Channels	High- and Low-Speed Clocks Source	
			Option 1	Option 2
F324 and smaller	GXBL0	×2 in channels 0, 1 ×4 in all channels	MPLL_1	MPLL_2
F484 and larger	GXBL0	×2 in channels 0, 1	MPLL_5/ GPLL_1	MPLL_6
		×4 in all channels	MPLL_5	MPLL_6
	GXBL1 (1)	×2 in channels 0, 1	MPLL_7/ MPLL_6	MPLL_8
		×4 in all channels	MPLL_7	MPLL_8

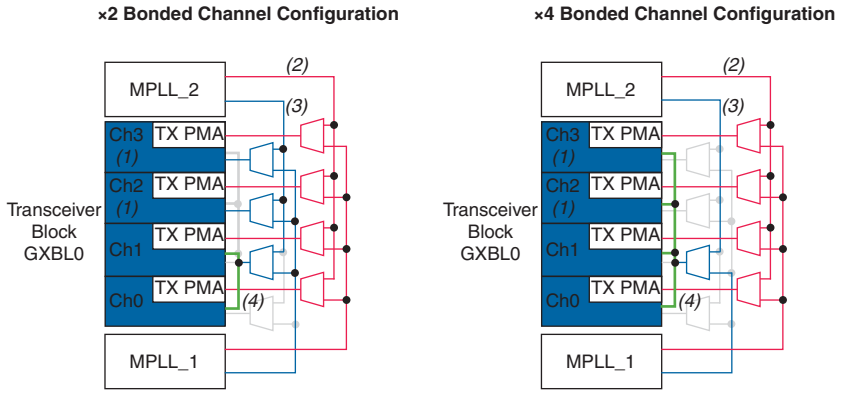
Note to Table 1–10:

(1) GXBL1 is not available for transceivers in F484 package.

When implementing ×2 bonded channel configuration in a transceiver block, remaining channels 2 and 3 are available to implement other non-bonded channel configuration.

Figure 1–36 and Figure 1–37 show the independent high-speed clock and bonded low-speed clock distributions for transceivers in F324 and smaller packages, and in F484 and larger packages in bonded (×2 and ×4) channel configuration.

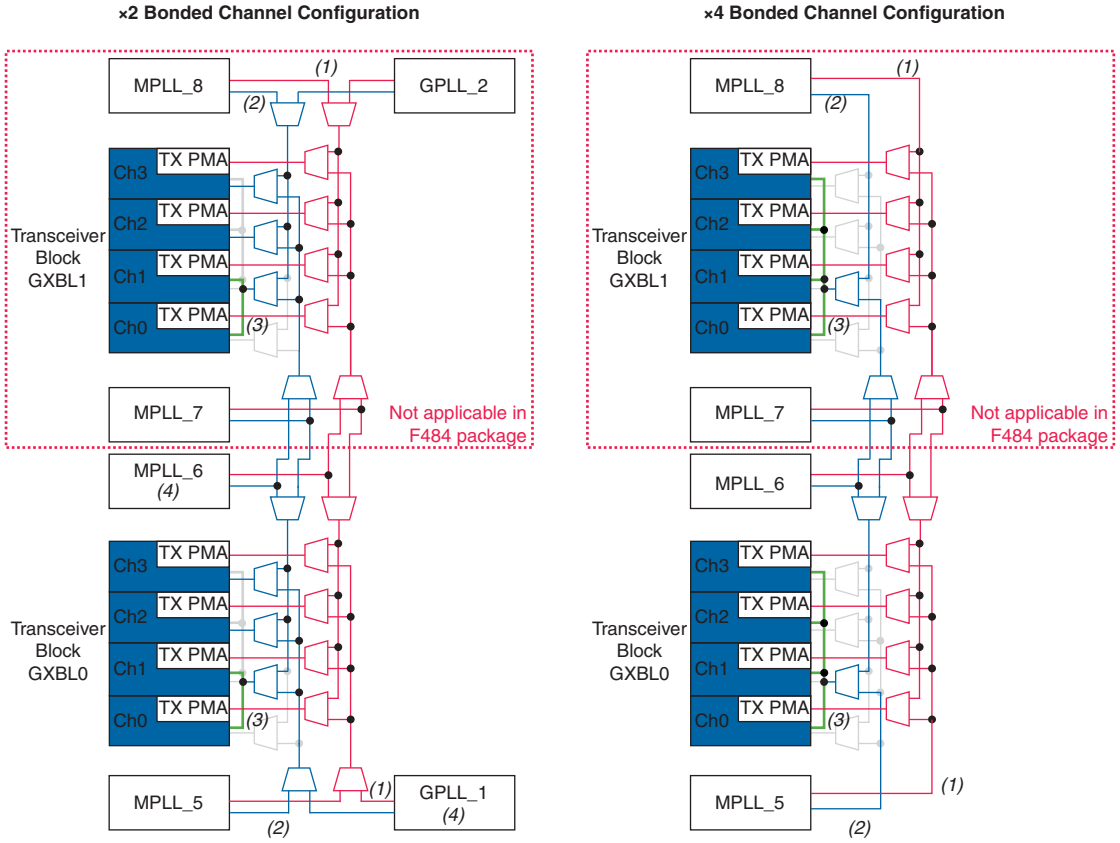
Figure 1–36. Clock Distribution in Bonded (×2 and ×4) Channel Configuration for Transceivers in F324 and Smaller Packages.



Notes to Figure 1–36:

(1) Transceiver channels 2 and 3 are not available for devices in F169 and smaller packages.
(2) High-speed clock.
(3) Low-speed clock.
(4) Bonded common low-speed clock path.

Figure 1–37. Clock Distribution in Bonded (×2 and ×4) Channel Configuration for Transceivers in F484 and Larger Packages



Notes to Figure 1–37:

(1) High-speed clock.
(2) Low-speed clock.
(3) Bonded common low-speed clock path.
(4) These PLLs have restricted clock driving capability and may not reach all connected channels. For details, refer to Table 1–10.

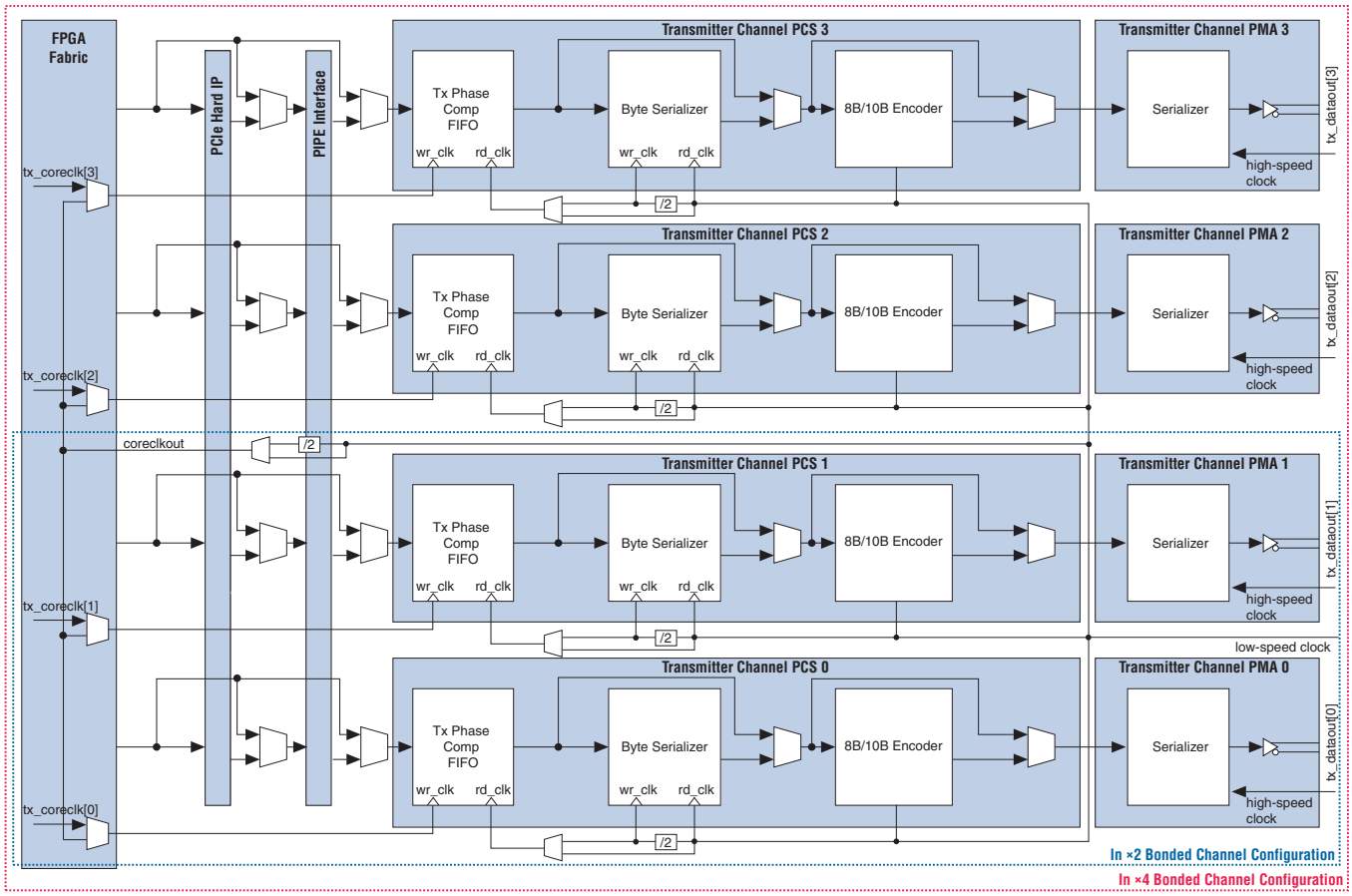
The channel datapath clocking is similar between bonded channels in ×2 and ×4 configurations.

Figure 1–38 shows the datapath clocking in Transmitter Only operation for ×2 and ×4 bonded configurations. In these configurations, each bonded channel selects the high-speed clock from one the supported PLLs. The high-speed clock in each bonded channel feeds the respective serializer for parallel to serial operation. The common bonded low-speed clock feeds to each bonded channel that is used for the following blocks in each transmitter PCS channel:

- 8B/10B encoder
- read clock of byte serializer
- read clock of TX phase compensation FIFO

When the byte serializer is enabled, the common bonded low-speed clock frequency is halved before feeding to the read clock of TX phase compensation FIFO. The common bonded low-speed clock is available in FPGA fabric as `coreclkout` port, which can be used in FPGA fabric to send transmitter data and control signals to the bonded channels.

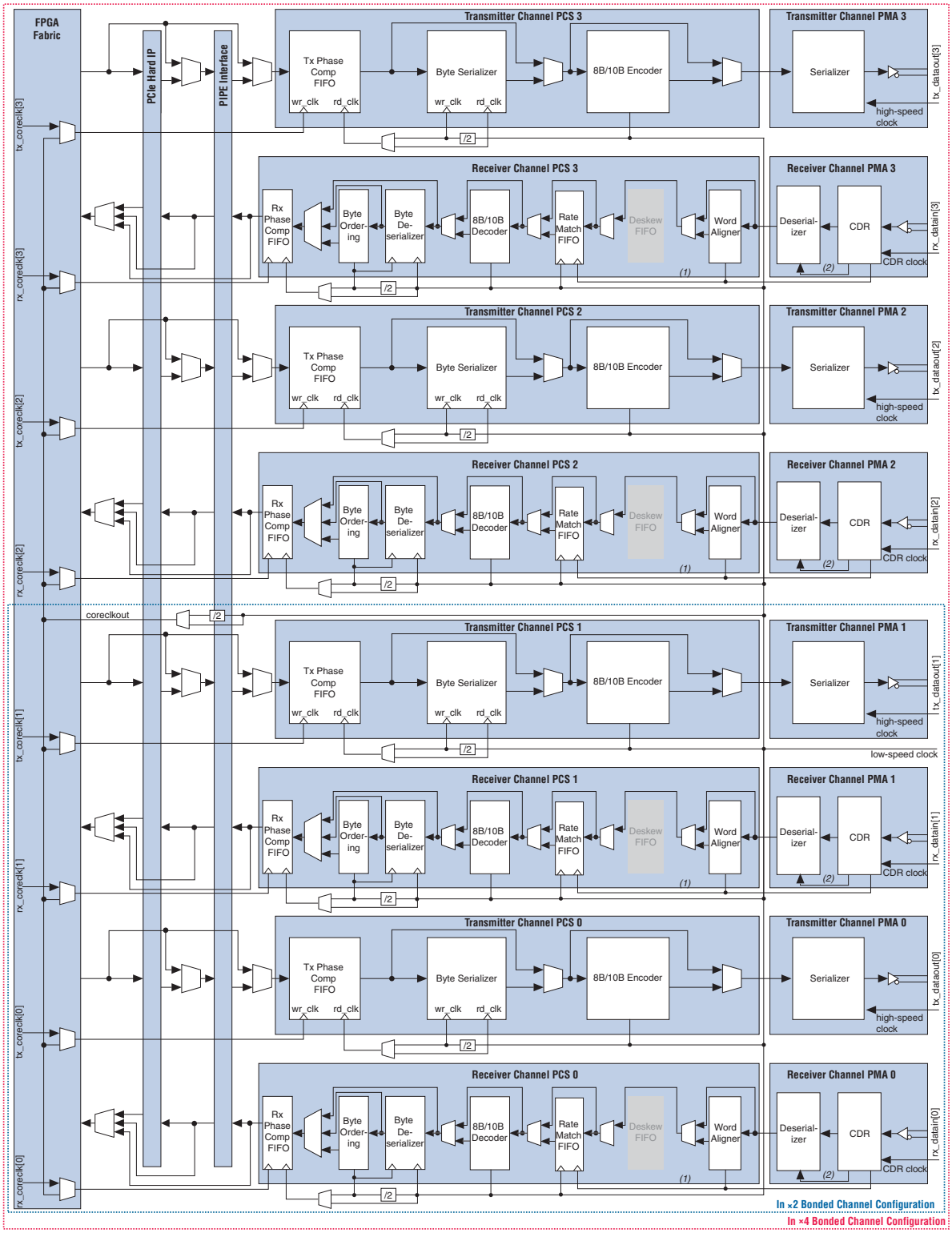
Figure 1–38. Transmitter Only Datapath Clocking in Bonded Channel Configuration



Bonded channel configuration is not available for Receiver Only channel operation because each of the channels are individually clocked by its recovered clock.

For Transmitter and Receiver operation in bonded channel configuration, the receiver PCS supports configuration with rate match FIFO, and configuration without rate match FIFO. Figure 1–39 shows the datapath clocking in Transmitter and Receiver operation with rate match FIFO in ×2 and ×4 bonded channel configurations. For Transmitter and Receiver operation in bonded channel configuration without rate match FIFO, the datapath clocking is identical to Figure 1–38 for the bonded transmitter channels, and Figure 1–34 on page 1–35 for the receiver channels.

Figure 1–39. Transmitter and Receiver Datapath Clocking with Rate Match FIFO in Bonded Channel Configuration



Notes to Figure 1–39:

(1) Low-speed recovered clock.

(2) High-speed recovered clock.

In configuration with rate match FIFO, the transmitter datapath clocking is identical to Transmitter Only operation as shown in Figure 1–38. In each bonded receiver channel, the CDR unit recovers the clock from serial received data and generates the high- and low-speed recovered clock for each bonded channel. The high-speed recovered clock feeds the channel's deserializer, and low-speed recovered clock is forwarded to receiver PCS. The individual low-speed recovered clock feeds to the following blocks in the receiver PCS:

- word aligner
- write clock of rate match FIFO

The common bonded low-speed clock that is used in all bonded transmitter PCS datapaths feeds the following blocks in each bonded receiver PCS:

- read clock of rate match FIFO
- 8B/10B decoder
- write clock of byte deserializer
- byte ordering
- write clock of RX phase compensation FIFO

When the byte deserializer is enabled, the common bonded low-speed clock frequency is halved before feeding to the write clock of RX phase compensation FIFO. The common bonded low-speed clock is available in FPGA fabric as `coreclkout` port, which can be used in FPGA fabric to send transmitter data and control signals, and capture receiver data and status signals from the bonded channels.

FPGA Fabric-Transceiver Interface Clocking

The FPGA fabric-transceiver interface clocks consists of clock signals from the FPGA fabric to the transceiver blocks, and from the transceiver blocks to the FPGA fabric. These clock resources use the global clock networks (GCLK) in the FPGA core.

For information about the GCLK resources in the Cyclone IV GX devices, refer to *Clock Networks and PLLs in Cyclone IV Devices* chapter.

Table 1–11 lists the FPGA fabric-transceiver interface clocks.

Table 1–11. FPGA Fabric-Transceiver Interface Clocks (Part 1 of 2)

Clock Name	Clock Description	Interface Direction
tx_clkout	Phase compensation FIFO clock	Transceiver to FPGA fabric
rx_clkout	Phase compensation FIFO clock	Transceiver to FPGA fabric
coreclkout	Phase compensation FIFO clock	Transceiver to FPGA fabric
fixed_clk	125MHz receiver detect clock in PIPE mode	FPGA fabric to transceiver
reconfig_clk (1), (2)	Transceiver dynamic reconfiguration and offset cancellation clock	FPGA fabric to transceiver

Table 1–11. FPGA Fabric-Transceiver Interface Clocks (Part 2 of 2)

Clock Name	Clock Description	Interface Direction
cal_blk_clk (2)	Transceiver calibration block clock	FPGA fabric to transceiver

Notes to Table 1–11:

(1) Offset cancellation process that is executed after power cycle requires `reconfig_clk` clock. The `reconfig_clk` must be driven with a free-running clock and not derived from the transceiver blocks.

(2) For the supported clock frequency range, refer to the *Cyclone IV Device Data Sheet*.

In the transmitter datapath, TX phase compensation FIFO forms the FPGA fabric-transmitter interface. Data and control signals for the transmitter are clocked with the FIFO write clock. The FIFO write clock supports automatic clock selection by the Quartus II software (depending on channel configuration), or user-specified clock from `tx_coreclk` port. Table 1–12 details the automatic TX phase compensation FIFO write clock selection by the Quartus II software.

The Quartus II software assumes automatic clock selection for TX phase compensation FIFO write clock if you do not enable the `tx_coreclk` port.

Table 1–12. Automatic TX Phase Compensation FIFO Write Clock Selection

Channel Configuration	Quartus II Selection
Non-bonded	`tx_clkout` clock feeds the FIFO write clock. `tx_clkout` is forwarded through the transmitter channel from low-speed clock, which also feeds the FIFO read clock.
Bonded	`coreclkout` clock feeds the FIFO write clock for the bonded channels. `coreclkout` clock is the common bonded low-speed clock, which also feeds the FIFO read clock in the bonded channels.

When using user-specified clock option, ensure that the clock feeding `tx_coreclk` port has 0 ppm difference with the TX phase compensation FIFO read clock.

In the receiver datapath, RX phase compensation FIFO forms the receiver-FPGA fabric interface. Data and status signals from the receiver are clocked with the FIFO read clock. The FIFO read clock supports automatic clock selection by the Quartus II software (depending on channel configuration), or user-specified clock from `rx_coreclk` port. Table 1–13 details the automatic RX phase compensation FIFO read clock selection by the Quartus II software.

The Quartus II software assumes automatic clock selection for RX phase compensation FIFO read clock if you do not enable the `rx_coreclk` port.

Table 1–13. Automatic RX Phase Compensation FIFO Read Clock Selection (Part 1 of 2)

Channel Configuration		Quartus II Selection
Non-bonded	With rate match FIFO (1)	`tx_clkout` clock feeds the FIFO read clock. `tx_clkout` is forwarded through the receiver channel from low-speed clock, which also feeds the FIFO write clock and transmitter PCS.
	Without rate match FIFO	`rx_clkout` clock feeds the FIFO read clock. `rx_clkout` is forwarded through the receiver channel from low-speed recovered clock, which also feeds the FIFO write clock.

Table 1–13. Automatic RX Phase Compensation FIFO Read Clock Selection (Part 2 of 2)

Channel Configuration		Quartus II Selection
Bonded	With rate match FIFO (1)	`coreclkout` clock feeds the FIFO read clock for the bonded channels. `coreclkout` clock is the common bonded low-speed clock, which also feeds the FIFO read clock and transmitter PCS in the bonded channels.
	Without rate match FIFO	`rx_clkout` clock feeds the FIFO read clock. `rx_clkout` is forwarded through the receiver channel from low-speed recovered clock, which also feeds the FIFO write clock.

Note to Table 1–13:

(1) Configuration with rate match FIFO is supported in transmitter and receiver operation.

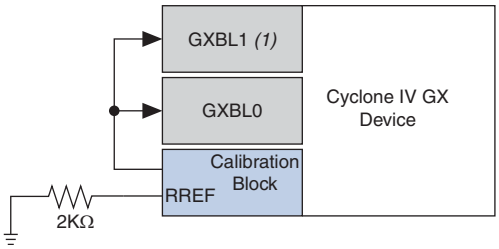
When using user-specified clock option, ensure that the clock feeding `rx_coreclk` port has 0 ppm difference with the RX phase compensation FIFO write clock.

Calibration Block

This block calibrates the OCT resistors and the analog portions of the transceiver blocks to ensure that the functionality is independent of process, voltage, and temperature (PVT) variations.

Figure 1–40 shows the location of the calibration block and how it is connected to the transceiver blocks.

Figure 1–40. Transceiver Calibration Blocks Location and Connection

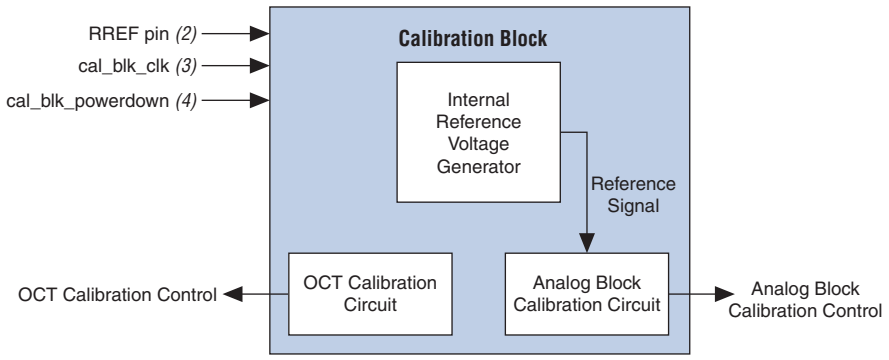


Note to Figure 1–40:

(1) Transceiver block GXBL1 is only available for devices in F484 and larger packages.

The calibration block internally generates a constant internal reference voltage, independent of PVT variations and uses this voltage and the external reference resistor on the RREF pin to generate constant reference currents. The OCT calibration circuit calibrates the OCT resistors present in the transceiver channels. Figure 1–41 shows the calibration block diagram.

Figure 1–41. Input Signals to the Calibration Blocks *(1)*



Notes to Figure 1–41:

(1) All transceiver channels use the same calibration block clock and power down signals.

(2) Connect a 2 kΩ (tolerance max ± 1%) external resistor to the RREF pin to ground. The RREF resistor connection in the board must be free from any external noise.

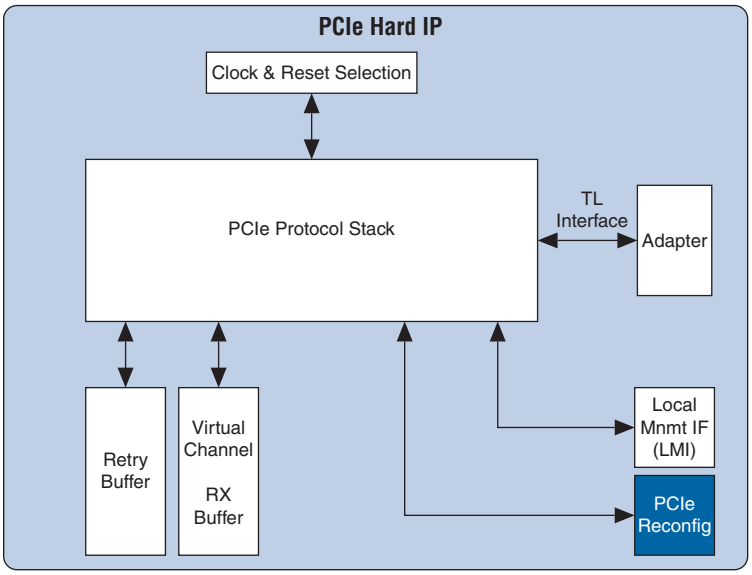
(3) Supports up to 125 MHz clock frequency. Use either dedicated global clock or divide-down logic from the FPGA fabric to generate a slow clock on the local clock routing.

(4) The calibration block restarts the calibration process following deassertion of the cal_blk_powerdown signal.

PCI-Express Hard IP Block

Figure 1–42 shows the block diagram of the PCIe hard IP block implementing the PHY MAC, Data Link Layer, and Transaction Layer for PCIe interfaces. The PIPE interface is used as the interface between the transceiver and the hard IP block.

Figure 1–42. PCI Express Hard IP High-Level Block Diagram

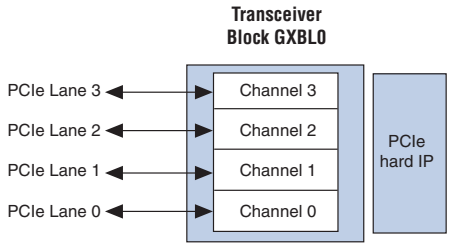


The hard IP block supports 1, 2, or 4 initial lane configurations with a maximum payload of 256 bytes at Gen1 frequency. The application interface is 64 bits with a data width of 16 bits per channel running at up to 125 MHz. As a hard macro and a verified block, it uses very few FPGA resources, while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

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

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

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



Note to Figure 1–43:

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

Transceiver Functional Modes

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

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

Functional Mode	Protocol	Key Feature	Reference
Basic	Proprietary, SATA, V-by-One, Display Port	Low latency PCS, transmitter in electrical idle, signal detect at receiver, wider spread asynchronous SSC	"Basic Mode" on page 1–48
PCI Express (PIPE)	PCIe Gen1 with PIPE Interface	PIPE ports, receiver detect, transmitter in electrical idle, electrical idle inference, signal detect at receiver, fast recovery, protocol-compliant word aligner and rate match FIFO, synchronous SSC	"PCI Express (PIPE) Mode" on page 1–52
GIGE	GbE	Running disparity preservation, protocol-compliant word aligner and rate match FIFO, recovered clock port for applications such as Synchronous Ethernet	"GIGE Mode" on page 1–58
Serial RapidIO	SRIO	Protocol-compliant word aligner	"Serial RapidIO Mode" on page 1–64
XAUI	XAUI	Deskew FIFO, protocol-compliant word aligner and rate match FIFO	"XAUI Mode" on page 1–67

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

Functional Mode	Protocol	Key Feature	Reference
Deterministic Latency	Proprietary, CPRI, OBSAI	TX PLL phase frequency detector (PFD) feedback, registered mode FIFO, TX bit-slip control	"Deterministic Latency Mode" on page 1–73
SDI	SDI	High-speed SERDES, CDR	"SDI Mode" on page 1–76

Basic Mode

The Cyclone IV GX transceiver channel datapath is highly flexible in Basic mode to implement proprietary protocols. SATA, V-by-One, and Display Port protocol implementations in Cyclone IV GX transceiver are supported with Basic mode. Figure 1–44 shows the transceiver channel datapath supported in Basic mode.

Figure 1–44. Transceiver Channel Datapath in Basic Mode

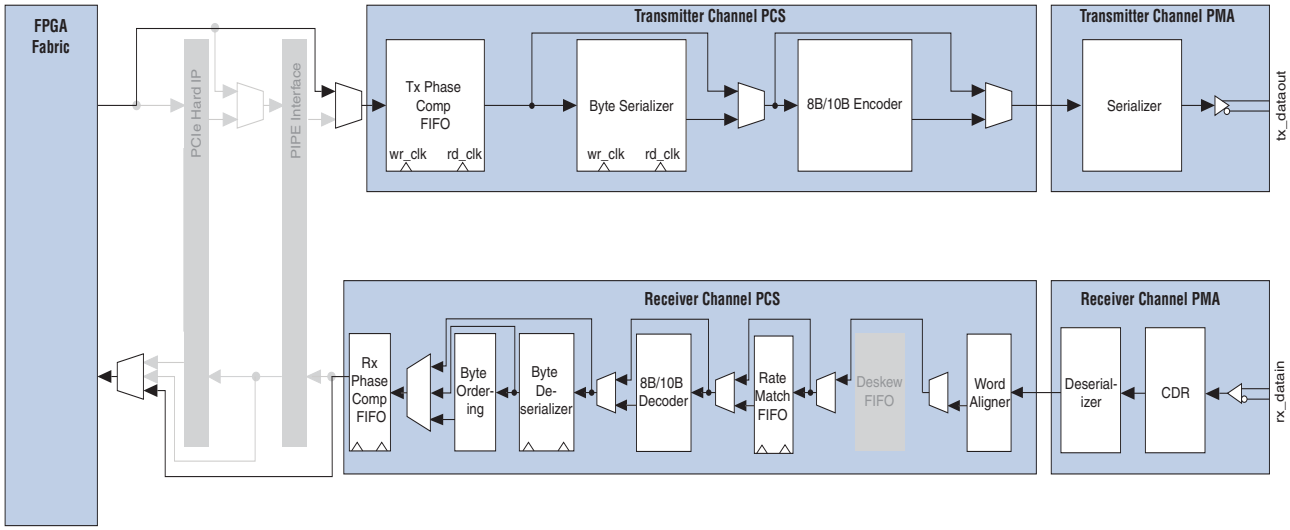


Figure 1–45 and Figure 1–46 show the supported transceiver configurations in Basic mode with the 8-bit and 10-bit PMA-PCS interface width respectively.

Figure 1–45. Supported Transceiver Configurations in Basic Mode with the 8-bit PMA-PCS Interface Width

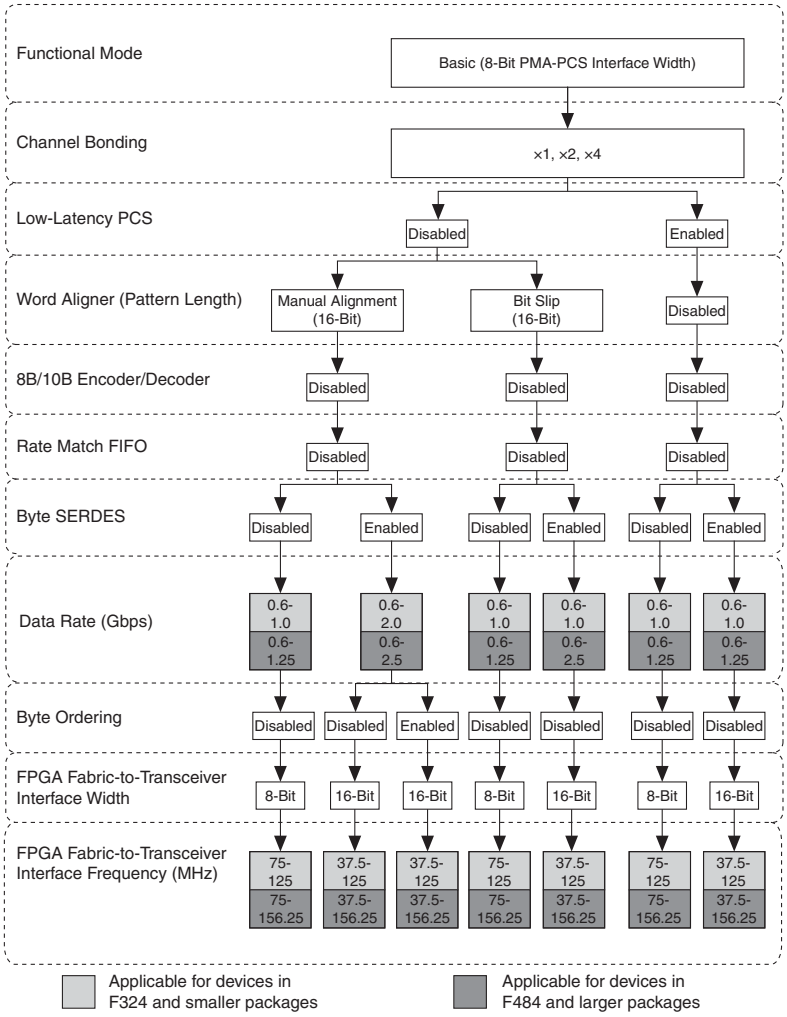
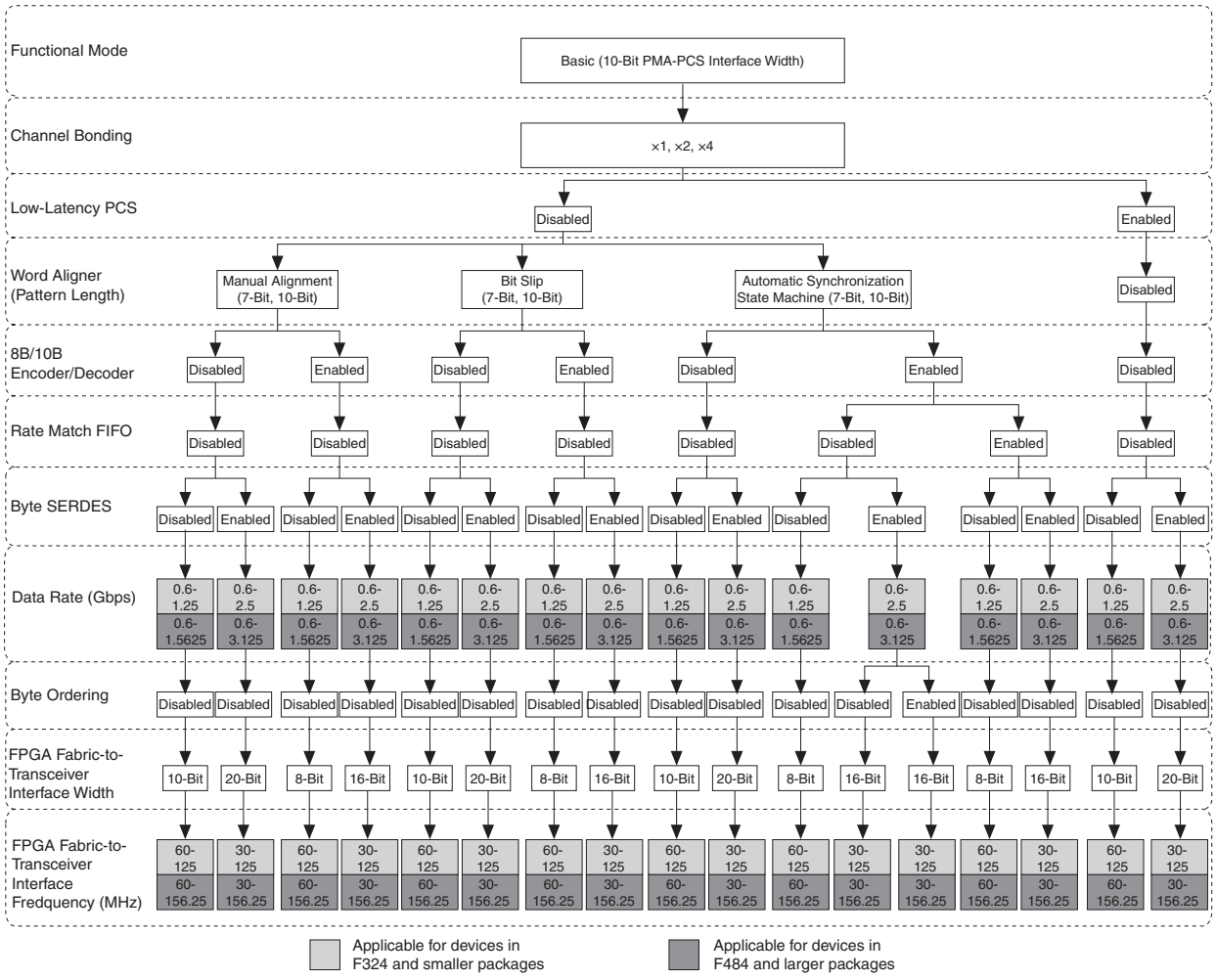


Figure 1–46. Transceiver Configurations in Basic Mode with a 10-Bit Wide PMA-to-PCS Interface



Rate Match FIFO Operation in Basic Mode

In Basic mode, the rate match FIFO performs the following operations:

- Deletes a maximum of four skip patterns from a cluster, if there is one skip pattern left in the cluster after deletion
- Insert a maximum of four skip patterns in a cluster, if there are less than five skip patterns in the cluster after deletion
- Automatically deletes the data byte that causes the FIFO to go full and asserts the `rx_rmfifofull` flag synchronous to the subsequent data byte
- Automatically inserts /K30.7/ (9'h1FE) after the data byte that causes the FIFO to go empty and asserts the `rx-fifoempty` flag synchronous to the inserted /K30.7/ (9'h1FE)

Additional Options in Basic Mode

In Basic mode, the transceiver supports the following additional options:

- low-latency PCS operation

- transmitter in electrical idle
- receiver signal detect
- receiver spread spectrum clocking

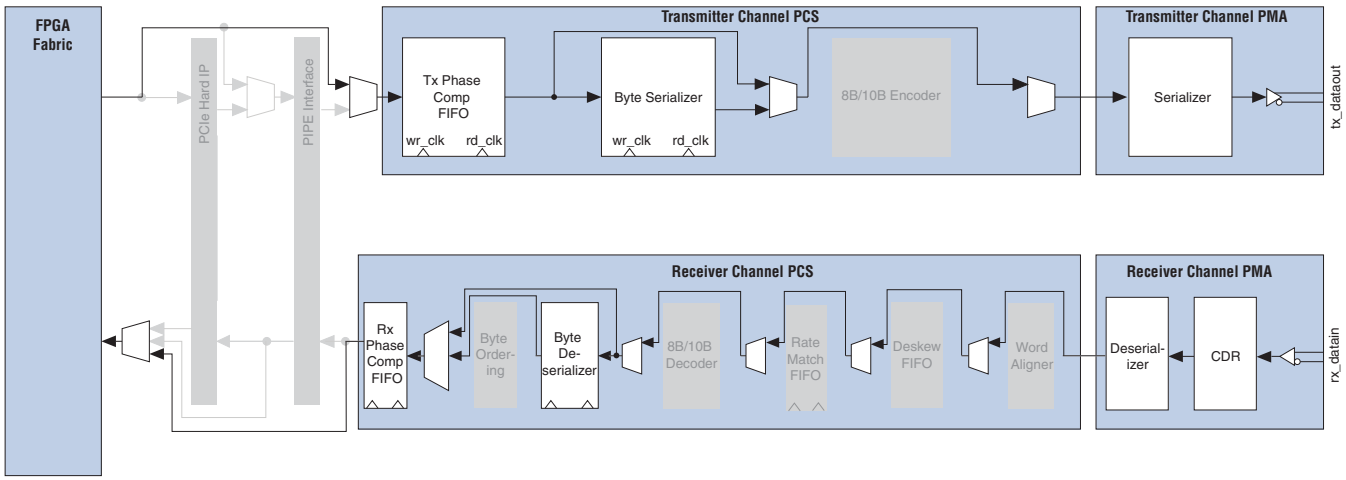
Low-Latency PCS Operation

When configured in low-latency PCS operation, the following blocks in the transceiver PCS are bypassed, resulting in a lower latency PCS datapath:

- 8B/10B encoder and decoder
- word aligner
- rate match FIFO
- byte ordering

Figure 1–47 shows the transceiver channel datapath in Basic mode with low-latency PCS operation.

Figure 1–47. Transceiver Channel Datapath in Basic Mode with Low-Latency PCS Operation



Transmitter in Electrical Idle

The transmitter buffer supports electrical idle state, where when enabled, the differential output buffer driver is tri-stated. During electrical idle, the output buffer assumes the common mode output voltage levels. For details about the electrical idle features, refer to "PCI Express (PIPE) Mode" on page 1–52.

The transmitter in electrical idle feature is required for compliance to the version 2.00 of PHY Interface for the PCI Express (PIPE) Architecture specification for PCIe protocol implementation.

Signal Detect at Receiver

Signal detect at receiver is only supported when 8B/10B encoder/decoder block is enabled.

Receiver Spread Spectrum Clocking

Asynchronous SSC is not supported in Cyclone IV devices. You can implement only synchronous SSC for SATA, V-by-One, and Display Port protocols in Basic mode.

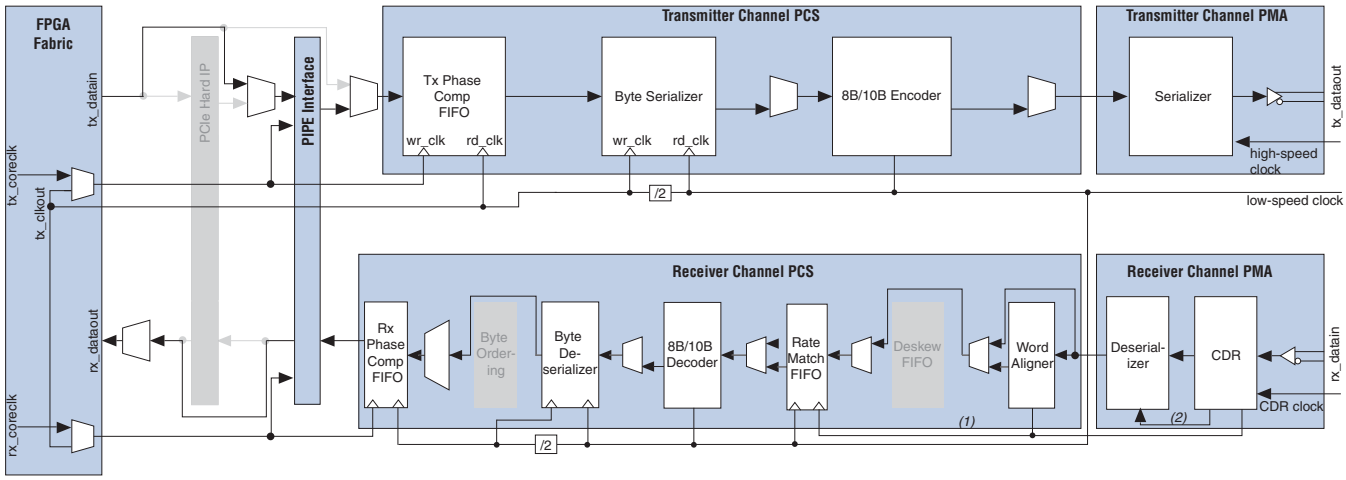
PCI Express (PIPE) Mode

PIPE mode provides the transceiver channel datapath configuration that supports ×1, ×2, and ×4 initial lane width for PCIe Gen1 signaling rate with PIPE interface implementation. The Cyclone IV GX transceiver provides following features in PIPE mode:

- PIPE interface
- receiver detection circuitry
- electrical idle control
- signal detect at receiver
- lane synchronization with compliant state machine
- clock rate compensation with rate match FIFO
- Low-Latency Synchronous PCIe
- fast recovery from P0s state
- electrical idle inference
- compliance pattern transmission
- reset requirement

Figure 1–48 shows the transceiver channel datapath and clocking when configured in PIPE mode with ×1 channel configuration.

Figure 1–48. Transceiver Channel Datapath and Clocking when Configured in PIPE Mode with ×1 Channel Configuration



Notes to Figure 1–48:

(1) Low-speed recovered clock.

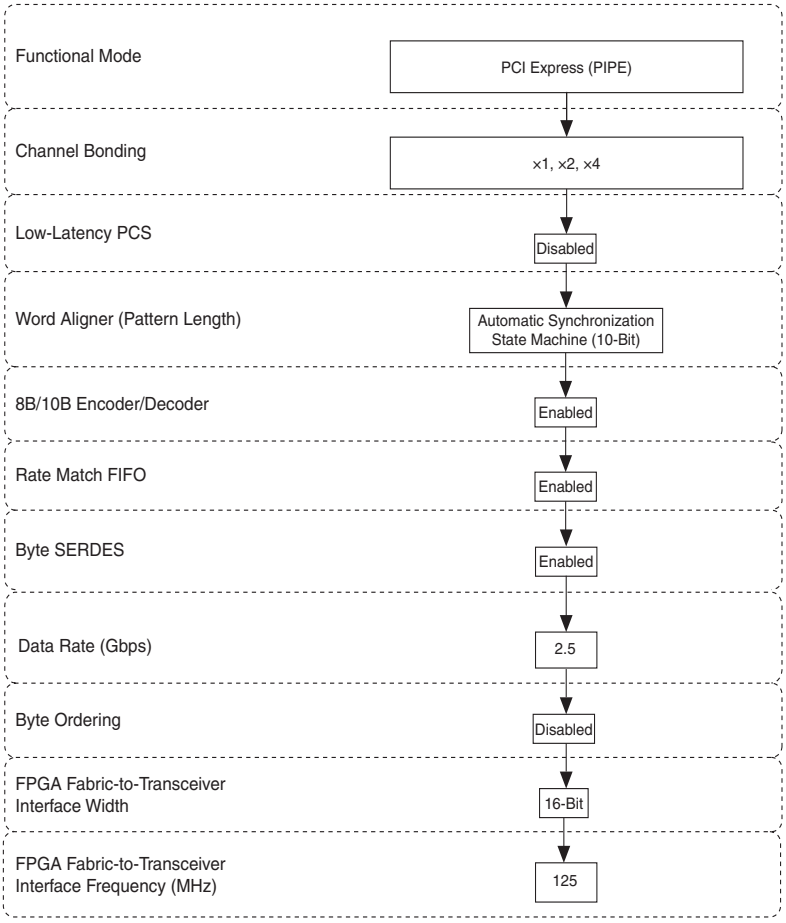
(2) High-speed recovered clock.

Configuring the hard IP module requires using the PCI Express Compiler. When configuring the transceiver for PCIe implementation with hard IP module, the byte serializer and deserializer are not enabled, providing an 8-bit transceiver-PIPE-hard IP data interface width running at 250 MHz clock frequency.

For more information about PCIe implementation with hard IP module, refer to the *PCI Express Compiler User Guide*.

Figure 1–49 shows the transceiver configuration in PIPE mode.

Figure 1–49. Transceiver Configuration in PIPE Mode



When configuring the transceiver into PIPE mode using ALTGX megafunction for PCIe implementation, the PHY-MAC, data link and transaction layers must be implemented in user logics. The PCIe hard IP block is bypassed in this configuration.

PIPE Interface

The PIPE interface provides a standard interface between the PCIe-compliant PHY and MAC layer as defined by the version 2.00 of the PIPE Architecture specification for Gen1 (2.5 Gbps) signaling rate. Any core or IP implementing the PHY MAC, data link, and transaction layers that supports PIPE 2.00 can be connected to the Cyclone IV GX transceiver configured in PIPE mode. Table 1–15 lists the PIPE-specific ports available from the Cyclone IV GX transceiver configured in PIPE mode and the corresponding port names in the PIPE 2.00 specification.

Table 1–15. Transceiver-FPGA Fabric Interface Ports in PIPE Mode

Transceiver Port Name	PIPE 2.00 Port Name
tx_datain[15..0] (1)	TxData[15..0]
tx_ctrlenable[1..0] (1)	TxDataK[1..0]
rx_dataout[15..0] (1)	RxData[15..0]
rx_ctrldetect[1..0] (1)	RxDataK[1..0]
tx_detectrxloop	TxDetectRx/Loopback
tx_forceelecidle	TxElecIdle
tx_forcedispcompliance	TxCompliance
pipe8b10binvpolarity	RxPolarity
powerdn[1..0] (2)	PowerDown[1..0]
pipedatavalid	RxValid
pipephydonestatus	PhyStatus
pipeelecidle	RxElecIdle
pipestatus	RxStatus[2..0]

Notes to Table 1–15:

(1) When used with PCIe hard IP block, the byte SERDES is not used. In this case, the data ports are 8 bits wide and control identifier is 1 bit wide.

(2) Cyclone IV GX transceivers do not implement power saving measures in lower power states (P0s, P1, and P2), except when putting the transmitter buffer in electrical idle in the lower power states.

Receiver Detection Circuitry

In PIPE mode, the transmitter supports receiver detection function with a built-in circuitry in the transmitter PMA. The PCIe protocol requires the transmitter to detect if a receiver is present at the far end of each lane as part of the link training and synchronization state machine sequence. This feature requires the following conditions:

- transmitter output buffer to be tri-stated
- have OCT utilization
- 125 MHz clock on the `fixedclk` port

The circuit works by sending a pulse on the common mode of the transmitter. If an active PCIe receiver is present at the far end, the time constant of the step voltage on the trace is higher compared to when the receiver is not present. The circuitry monitors the time constant of the step signal seen on the trace to decide if a receiver was detected.

Figure 1–50 and Figure 1–51 show the detection mechanism example for a successful and unsuccessful receiver detection scenarios respectively. The `tx_forceelecidle` port must be asserted at least 10 parallel clock cycles prior to assertion of `tx_detectrxloop` port to ensure the transmitter buffer is properly tri-stated. Detection completion is indicated by `pipephydonestatus` assertion, with detection successful indicated by 3'b011 on `pipestatus[2..0]` port, or detection unsuccessful by 3'b000 on `pipestatus[2..0]` port.

Figure 1–50. Example of Successful Receiver Detect Operation

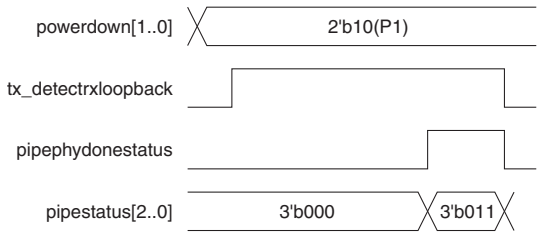
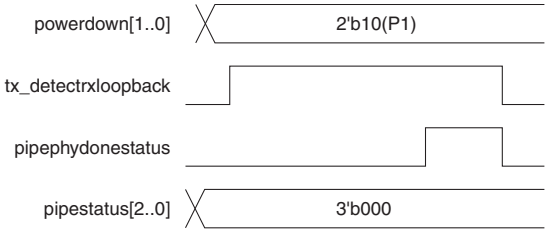


Figure 1–51. Example of Unsuccessful Receiver Detect Operation

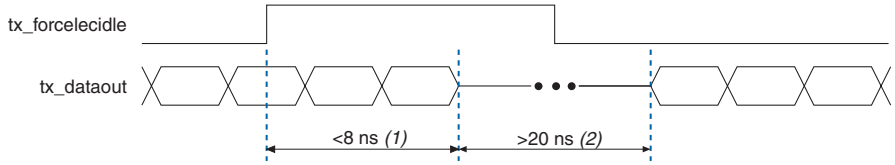


Electrical Idle Control

The Cyclone IV GX transceivers support transmitter buffer in electrical idle state using the `tx_forceelecidle` port. During electrical idle, the transmitter buffer differential and common mode output voltage levels are compliant to the PCIe Base Specification 2.0 for Gen1 signaling rate.

Figure 1–52 shows the relationship between assertion of the `tx_forceelecidle` port and the transmitter buffer output on the `tx_dataout` port.

Figure 1–52. Transmitter Buffer Electrical Idle State



Notes to Figure 1–52:

(1) The protocol requires the transmitter buffer to transition to a valid electrical idle after sending an electrical idle ordered set within 8 ns.

(2) The protocol requires transmitter buffer to stay in electrical idle for a minimum of 20 ns for Gen1 signaling rate.

Signal Detect at Receiver

In PIPE mode, signal detection is supported with the built-in signal threshold detection circuitry. When electrical idle inference is not enabled, the `rx_signaldetect` signal is inverted and available as `pipeelecidle` port in the PIPE interface.

Lane Synchronization

In PIPE mode, the word aligner is configured in automatic synchronization state machine mode that complies with the PCIe specification. Table 1–16 lists the synchronization state machine parameters that implement the PCIe-compliant synchronization.

Table 1–16. Synchronization State Machine Parameters *(1)*

Parameter	Value
Number of valid synchronization (/K28.5/) code groups received to achieve synchronization	4
Number of erroneous code groups received to lose synchronization	17
Number of continuous good code groups received to reduce the error count by one	16

Note to Table 1–16:

(1) The word aligner supports 10-bit pattern lengths in PIPE mode.

Clock Rate Compensation

In PIPE mode, the rate match FIFO compensates up to ±300 ppm (600 ppm total) difference between the upstream transmitter and the local receiver reference clock. In PIPE mode, the rate match FIFO operation is compliant to the version 2.0 of the PCIe Base Specification. The PCIe protocol requires the receiver to recognize a skip (`SKP`) ordered set, and inserts or deletes only one `SKP` symbol per `SKP` ordered set received to prevent the rate match FIFO from overflowing or underflowing. The `SKP` ordered set is a /K28.5/ comma (`COM`) symbol followed by one to five consecutive /K28.0/ `SKP` symbols, which are sent by transmitter during the inter-packet gap.

The rate match operation begins after the synchronization state machine in the word aligner indicates synchronization is acquired, as indicated with logic high on `rx_syncstatus` signal. Rate match FIFO insertion and deletion events are communicated to FPGA fabric on the `pipestatus[2..0]` port from each channel.

Low-Latency Synchronous PCIe

In PIPE mode, the Cyclone IV GX transceiver supports a lower latency in synchronous PCIe by reducing the latency across the rate match FIFO. In synchronous PCIe, the system uses a common reference clocking that gives a 0 ppm difference between the upstream transmitter's and local receiver's reference clock.

When using common reference clocking, the transceiver supports spread-spectrum clocking. For more information about the SSC support in PCIe Express (PIPE) mode, refer to the *Cyclone IV Device Data Sheet*.

Fast Recovery from P0s State

The PCIe protocol defines fast training sequences for bit and byte synchronization to transition from L0s to L0 (PIPE P0s to P0) power states. The PHY must acquire bit and byte synchronization when transitioning from L0s to L0 state between 16 ns to 4 µs. Each Cyclone IV GX receiver channel has built-in fast recovery circuit that allows the receiver to meet the requirement when enabled.

Electrical Idle Inference

In PIPE mode, the Cyclone IV GX transceiver supports inferring the electrical idle condition at each receiver instead of detecting the electrical idle condition using analog circuitry, as defined in the version 2.0 of PCIe Base Specification. The inference is supported using `rx_elecidleinfersel[2..0]` port, with valid driven values as listed in Table 1–17 in each link training and status state machine substate.

Table 1–17. Electrical Idle Inference Conditions

rx_elecidleinfersel [2..0]	Link Training and Status State Machine State	Description
3'b100	L0	Absence of `update_FC` or alternatively skip ordered set in 128 µs window
3'b101	Recovery.RcvrCfg	Absence of `TS1` or `TS2` ordered set in 1280 UI interval
3'b101	Recovery.Speed when successful speed negotiation = 1'b1	Absence of `TS1` or `TS2` ordered set in 1280 UI interval
3'b110	Recovery.Speed when successful speed negotiation = 1'b0	Absence of an exit from electrical idle in 2000 UI interval
3'b111	Loopback.Active (as slave)	Absence of an exit from electrical idle in 128 µs window

The electrical idle inference module drives the `pipeelecidle` signal high in each receiver channel when an electrical idle condition is inferred. The electrical idle inference module cannot detect electrical idle exit condition based on the reception of the electrical idle exit ordered set, as specified in the PCI Express (PIPE) Base Specification.

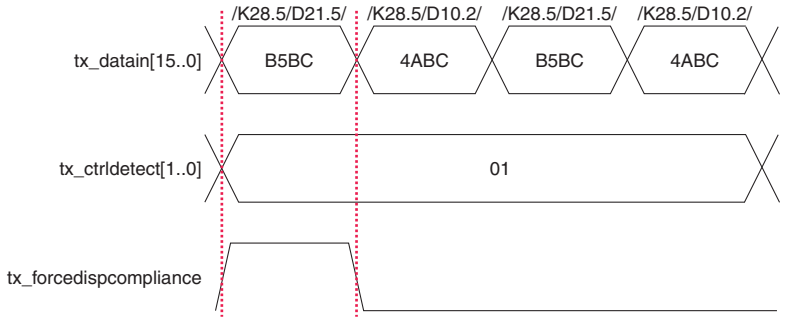
When enabled, the electrical idle inference block uses electrical idle ordered set detection from the fast recovery circuitry to drive the `pipeelecidle` signal.

Compliance Pattern Transmission

In PIPE mode, the Cyclone IV GX transceiver supports compliance pattern transmission which requires the first /K28.5/ code group of the compliance pattern to be encoded with negative current disparity. This requirement is supported using a `tx_forcedispcompliance` port that when driven with logic high, the transmitter data on the `tx_datain` port is transmitted with negative current running disparity.

The compliance pattern is a repeating sequence of the four code groups: /K28.5/; /D21.5/; /K28.5/; /D10.2/. Figure 1–53 shows the compliance pattern transmission where the `tx_forcedispcompliance` port must be asserted in the same parallel clock cycle as /K28.5/D21.5/ of the compliance pattern on `tx_datain[15..0]` port.

Figure 1–53. Compliance Pattern Transmission Support in PCI Express (PIPE) Mode



Reset Requirement

Cyclone IV GX devices meets the PCIe reset time requirement from device power up to the link active state with the configuration schemes listed in Table 1–17.

Table 1–18. Electrical Idle Inference Conditions

Device	Configuration Scheme	Configuration Time (ms)
EP4CGX15	Passive serial (PS)	51
EP4CGX22	PS	92
EP4CGX30 (1)	PS	92
EP4CGX50	Fast passive parallel (FPP)	41
EP4CGX75	FPP	41
EP4CGX110	FPP	70
EP4CGX150	FPP	70

Note to Table 1–18:

(1) EP4CGX30 device in F484 package fulfills the PCIe reset time requirement using FPP configuration scheme with configuration time of 41 ms.

GIGE Mode

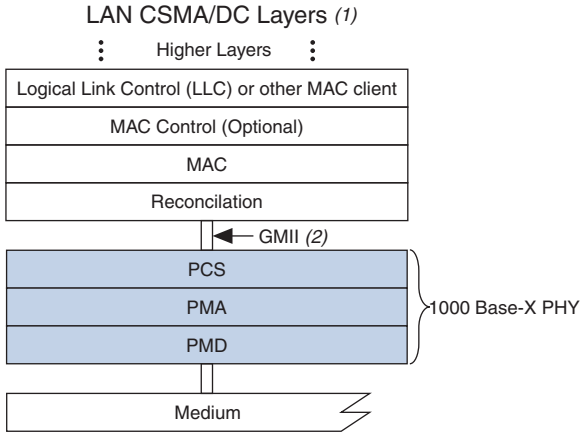
GIGE mode provides the transceiver channel datapath configuration for GbE (specifically the 1000 Base-X physical layer device (PHY) standard) protocol implementation. The Cyclone IV GX transceiver provides the PMA and the following PCS functions as defined in the IEEE 802.3 specification for 1000 Base-X PHY:

- 8B/10B encoding and decoding
- synchronization
- upstream transmitter and local receiver clock frequency compensation (rate matching)

Cyclone IV GX transceivers do not have built-in support for some PCS functions such as auto-negotiation state machine, collision-detect, and carrier-sense. If required, you must implement these functions in a user logic or external circuits.

The 1000 Base-X PHY is defined by IEEE 802.3 standard as an intermediate or transition layer that interfaces various physical media with the media access control (MAC) in a GbE system. The 1000 Base-X PHY, which has a physical interface data rate of 1.25 Gbps consists of the PCS, PMA, and physical media dependent (PMD) layers. Figure 1–54 shows the 1000 Base-X PHY in LAN layers.

Figure 1–54. 1000 Base-X PHY in a GbE OSI Reference Model



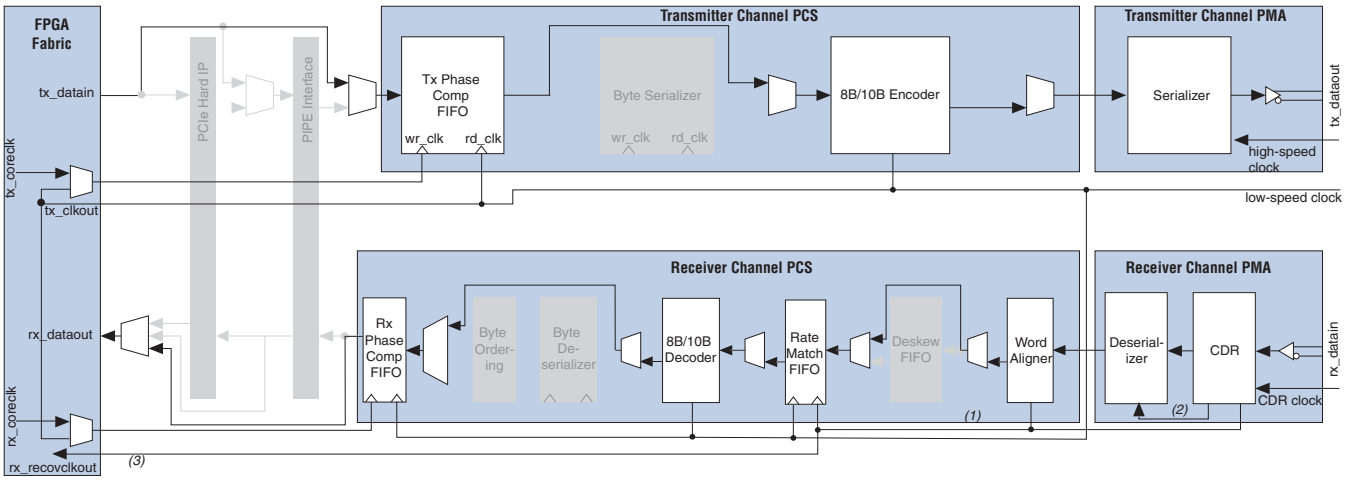
Notes to Figure 1–54:

(1) CSMA/CD = Carrier-Sense Multiple Access with Collision Detection

(2) GMII = gigabit medium independent interface

Figure 1–55 shows the transceiver channel datapath and clocking when configured in GIGE mode.

Figure 1–55. Transceiver Channel Datapath and Clocking when Configured in GIGE Mode



Notes to Figure 1–55:

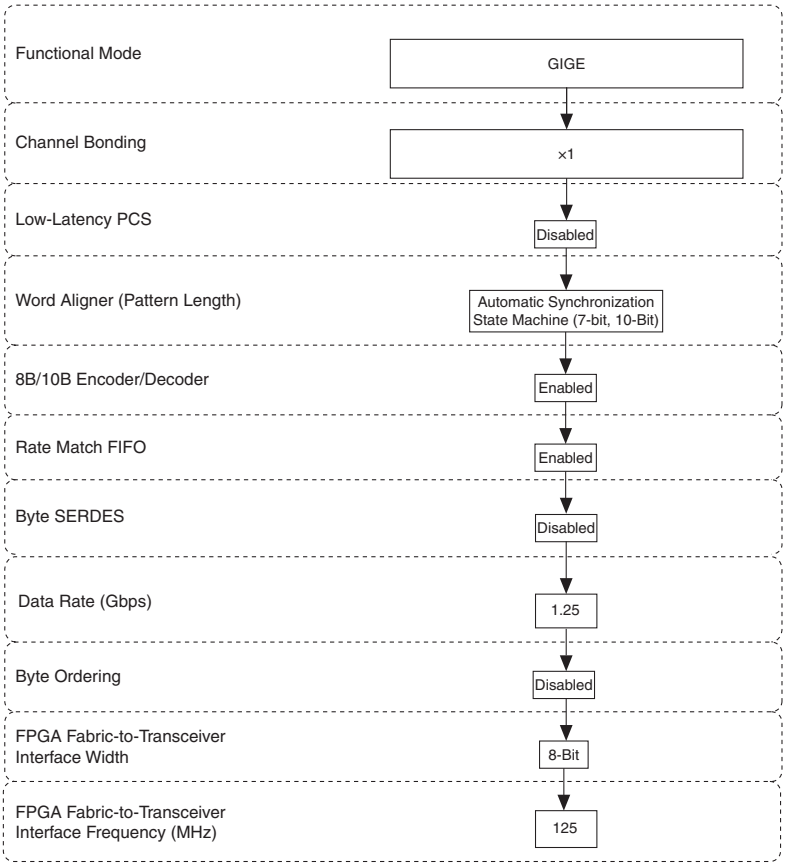
(1) Low-speed recovered clock.

(2) High-speed recovered clock.

(3) Optional `rx_recovclkout` port from CDR low-speed recovered clock is available for applications such as Synchronous Ethernet.

Figure 1–56 shows the transceiver configuration in GIGE mode.

Figure 1–56. Transceiver Configuration in GIGE Mode

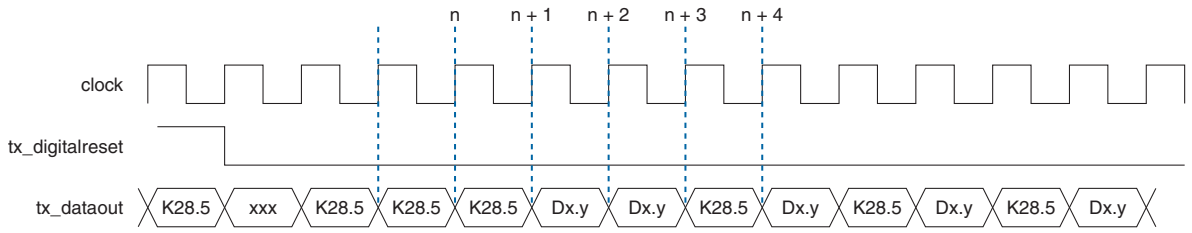


When configured in GIGE mode, three encoded comma (/K28.5/) code groups are transmitted automatically after deassertion of `tx_digitalreset` and before transmitting user data on the `tx_datain` port. This could affect the synchronization state machine behavior at the receiver.

Depending on when you start transmitting the synchronization sequence, there could be an even or odd number of encoded data (/Dx.y/) code groups transmitted between the last of the three automatically sent /K28.5/ code groups and the first /K28.5/ code group of the synchronization sequence. If there is an even number of /Dx.y/ code groups received between these two /K28.5/ code groups, the first /K28.5/ code group of the synchronization sequence begins at an odd code group boundary. An IEEE802.3-compliant GIGE synchronization state machine treats this as an error condition and goes into the Loss-of-Sync state.

Figure 1–57 shows an example of even numbers of /Dx.y/ between the last automatically sent /K28.5/ and the first user-sent /K28.5/. The first user-sent /K28.5/ code group received at an odd code group boundary in cycle $n + 3$ takes the receiver synchronization state machine in Loss-of-Sync state. The first synchronization ordered-set /K28.5/Dx.y/ in cycles $n + 3$ and $n + 4$ is discounted and three additional ordered sets are required for successful synchronization.

Figure 1–57. Example of Reset Condition in GIGE Mode



Running Disparity Preservation with Idle Ordered Set

During idle ordered sets transmission in GIGE mode, the transmitter ensures a negative running disparity at the end of an idle ordered set. Any /Dx.y/, except for /D21.5/ (part of /C1/ ordered set) or /D2.2/ (part of /C2/ ordered set) following a /K28.5/ is automatically replaced with either of the following:

- A /D5.6/ (/I1/ ordered set) if the running disparity before /K28.5/ is positive
- A /D16.2/ (/I2/ ordered set) if the running disparity before /K28.5/ is negative

Lane Synchronization

In GIGE mode, the word aligner is configured in automatic synchronization state machine mode that complies with the IEEE P802.3ae standard. A synchronization ordered set is a /K28.5/ code group followed by an odd number of valid /Dx.y/ code groups. Table 1–19 lists the synchronization state machine parameters that implements the GbE-compliant synchronization.

Table 1–19. Synchronization State Machine Parameters *(1)*

Parameter	Value
Number of valid synchronization ordered sets received to achieve synchronization	3
Number of erroneous code groups received to lose synchronization	4
Number of continuous good code groups received to reduce the error count by one	4

Note to Table 1–19:

(1) The word aligner supports 7-bit and 10-bit pattern lengths in GIGE mode.

Clock Frequency Compensation

In GIGE mode, the rate match FIFO compensates up to ±100 ppm (200 ppm total) difference between the upstream transmitter and the local receiver reference clock. The GIGE protocol requires the transmitter to send idle ordered sets /I1/ (/K28.5/D5.6/) and /I2/ (/K28.5/D16.2/) during inter-packet gaps, adhering to the rules listed in the IEEE 802.3 specification.

The rate match operation begins after the synchronization state machine in the word aligner indicates synchronization has been acquired by driving the `rx_syncstatus` signal high. The rate match FIFO deletes or inserts both symbols of the /I2/ ordered sets (/K28.5/ and /D16.2/) to prevent the rate match FIFO from overflowing or underflowing. It can insert or delete as many /I2/ ordered sets as necessary to perform the rate match operation.

If you have the auto negotiation state machine in the FPGA fabric, the rate match FIFO is also capable of deleting or inserting the first two bytes of the /C2/ ordered set (/K28.5/D2.2/Dx.y/Dx.y/) to prevent the rate match FIFO from overflowing or under running during the auto negotiation phase.

The status flags `rx_rmfifodatadeleted` and `rx_rmfifodatainserted` to indicate rate match FIFO deletion and insertion events, respectively, are forwarded to the FPGA fabric. These two flags are asserted for two clock cycles for each deleted and inserted /I2/ ordered set.

Figure 1–58 shows an example of rate match FIFO deletion where three symbols must be deleted. Because the rate match FIFO can only delete /I2/ ordered sets, it deletes two /I2/ ordered sets (four symbols deleted).

Figure 1–58. Example of Rate Match FIFO Deletion in GIGE Mode

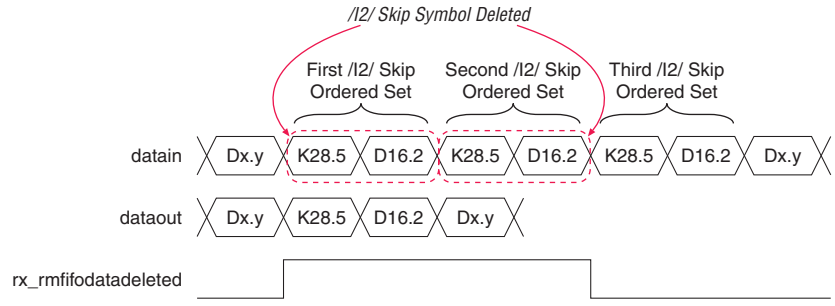
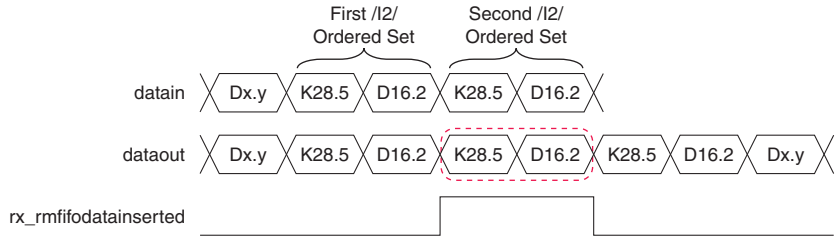


Figure 1–59 shows an example of rate match FIFO insertion in the case where one symbol must be inserted. Because the rate match FIFO can only insert /I2/ ordered sets, it inserts one /I2/ ordered set (two symbols inserted).

Figure 1–59. Example of Rate Match FIFO Insertion in GIGE Mode



The rate match FIFO does not insert or delete code groups automatically to overcome FIFO empty or full conditions. In this case, the rate match FIFO asserts the `rx_rmfifofull` and `rx_rmfifoempty` flags for at least two recovered clock cycles to indicate rate match FIFO full and empty conditions, respectively. You must then assert the `rx_digitalreset` signal to reset the receiver PCS blocks.

Serial RapidIO Mode

Serial RapidIO mode provides the non-bonded (×1) transceiver channel datapath configuration for SRIO protocol implementation. The Cyclone IV GX transceiver provides the PMA and the following PCS functions:

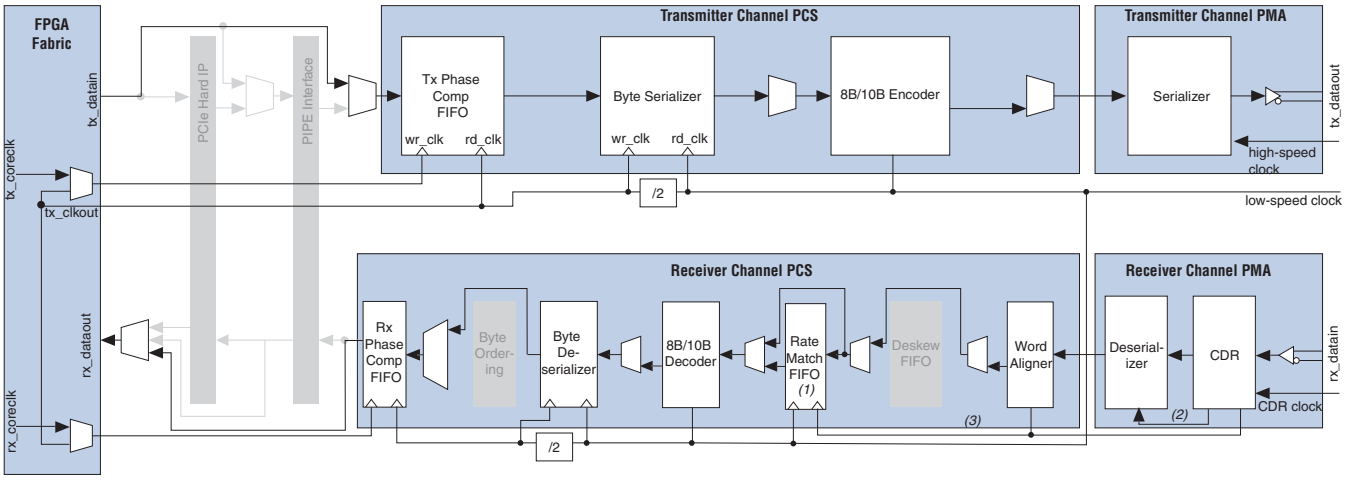
- 8B/10B encoding and decoding
- lane synchronization state machine

Cyclone IV GX transceivers do not have built-in support for some PCS functions such as pseudo-random idle sequence generation and lane alignment in ×4 bonded channel configuration. If required, you must implement these functions in a user logics or external circuits.

The RapidIO Trade Association defines a high-performance, packet-switched interconnect standard to pass data and control information between microprocessors, digital signals, communications, network processes, system memories, and peripheral devices. The SRIO physical layer specification defines serial protocol running at 1.25 Gbps, 2.5 Gbps, and 3.125 Gbps in either single-lane (×1) or bonded four-lane (×4) at each line rate. Cyclone IV GX transceivers support single-lane (×1) configuration at all three line rates. Four ×1 channels configured in Serial RapidIO mode can be instantiated to achieve one non-bonded ×4 SRIO link. When implementing four ×1 SRIO channels, the receivers do not have lane alignment or deskew capability.

Figure 1–60 shows the transceiver channel datapath and clocking when configured in Serial RapidIO mode.

Figure 1–60. Transceiver Channel Datapath and Clocking when Configured in Serial RapidIO Mode

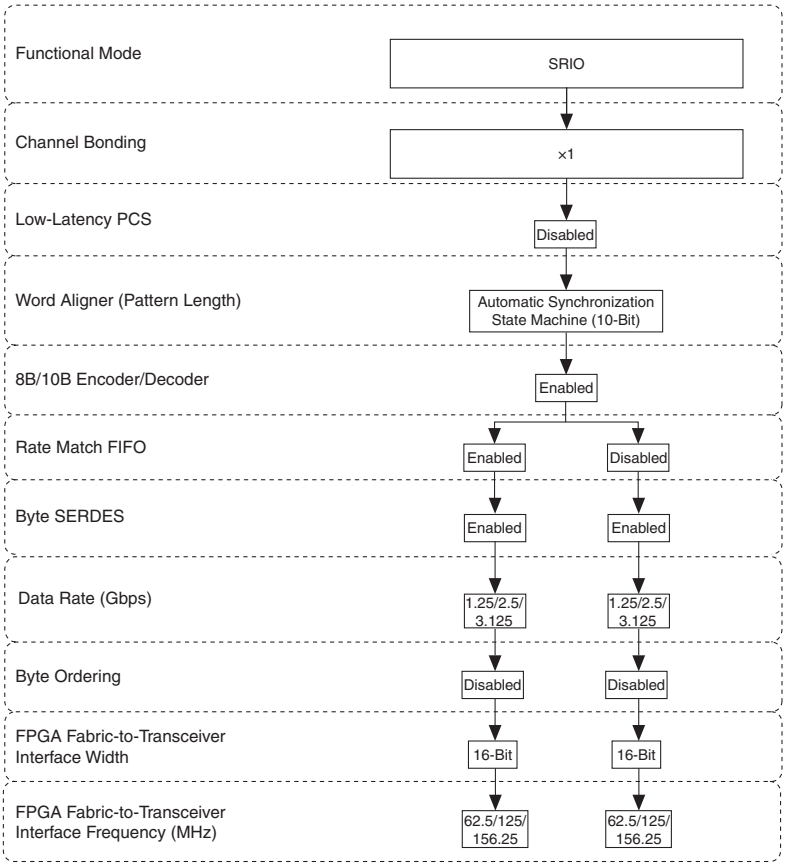


Notes to Figure 1–60:

(1) Optional rate match FIFO.
(2) High-speed recovered clock.
(3) Low-speed recovered clock.

Figure 1–61 shows the transceiver configuration in Serial RapidIO mode.

Figure 1–61. Transceiver Configuration in Serial RapidIO Mode



Lane Synchronization

In Serial RapidIO mode, the word aligner is compliant to the SRIO Specification 1.3 and is configured in automatic synchronization state machine mode with the parameter settings as listed in Table 1–20.

Table 1–20. Synchronization State Machine Parameters *(1)*

Parameter	Value
Number of valid synchronization (/K28.5/) code groups received to achieve synchronization	127
Number of erroneous code groups received to lose synchronization	3
Number of continuous good code groups received to reduce the error count by one	255

Note to Table 1–20:

(1) The word aligner supports 10-bit pattern lengths in SRIO mode.

Clock Frequency Compensation

In Serial RapidIO mode, the rate match FIFO compensates up to ±100 ppm (200 ppm total) difference between the upstream transmitter and the local receiver reference clock.

Rate matcher is an optional block available for selection in Serial RapidIO mode. However, this block is not fully compliant to the SRIO specification. When enabled in the ALTGX MegaWizard Plug-In Manager, the default settings are:

- control pattern 1 = K28.5 with positive disparity
- skip pattern 1 = K29.7 with positive disparity
- control pattern 2 = K28.5 with negative disparity
- skip pattern 2 = K29.7 with negative disparity

When enabled, the rate match FIFO operation begins after the link is synchronized (indicated by assertion of `rx_syncstatus` from the word aligner). When the rate matcher receives either of the two 10-bit control patterns followed by the respective 10-bit skip pattern, it inserts or deletes the 10-bit skip pattern as necessary to avoid the rate match FIFO from overflowing or under-running. The rate match FIFO can delete/insert a maximum of one skip pattern from a cluster.

The rate match FIFO may perform multiple insertion or deletion if the ppm difference is more than the allowable 200 ppm range. Ensure that the ppm difference in your system is less than 200 ppm.

XAUI Mode

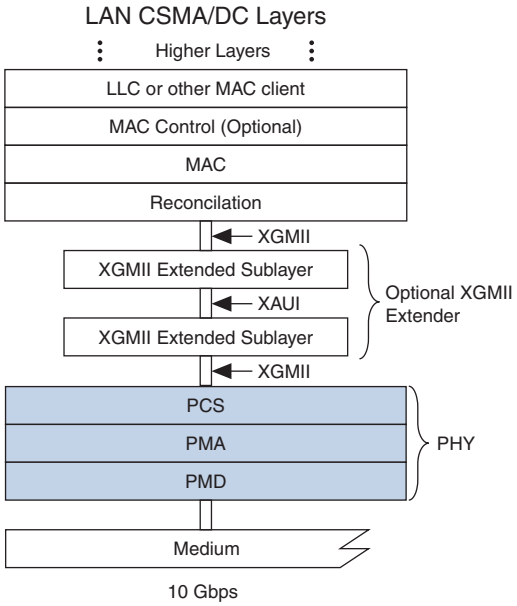
XAUI mode provides the bonded (×4) transceiver channel datapath configuration for XAUI protocol implementation. The Cyclone IV GX transceivers configured in XAUI mode provides the following functions:

- XGMII-to-PCS code conversion at transmitter datapath
- PCS-to-XGMII code conversion at receiver datapath
- channel deskewing of four lanes
- 8B/10B encoding and decoding
- IEEE P802.3ae-compliant synchronization state machine
- clock rate compensation

The XAUI is a self-managed interface to transparently extend the physical reach of the XGMII between the reconciliation sublayer and the PHY layer in the 10 Gbps LAN as shown in Figure 1–62. The XAUI interface consists of four lanes, each running at 3.125 Gbps with 8B/10B encoded data for a total of actual 10 Gbps data throughput. At the transmit side of the XAUI interface, the data and control characters are

converted within the XGMII extender sublayer into an 8B/10B encoded data stream. Each data stream is then transmitted across a single differential pair running at 3.125 Gbps. At the XAUI receiver, the incoming data is decoded and mapped back to the 32-bit XGMII format. This provides a transparent extension of the physical reach of the XGMII and also reduces the interface pin count.

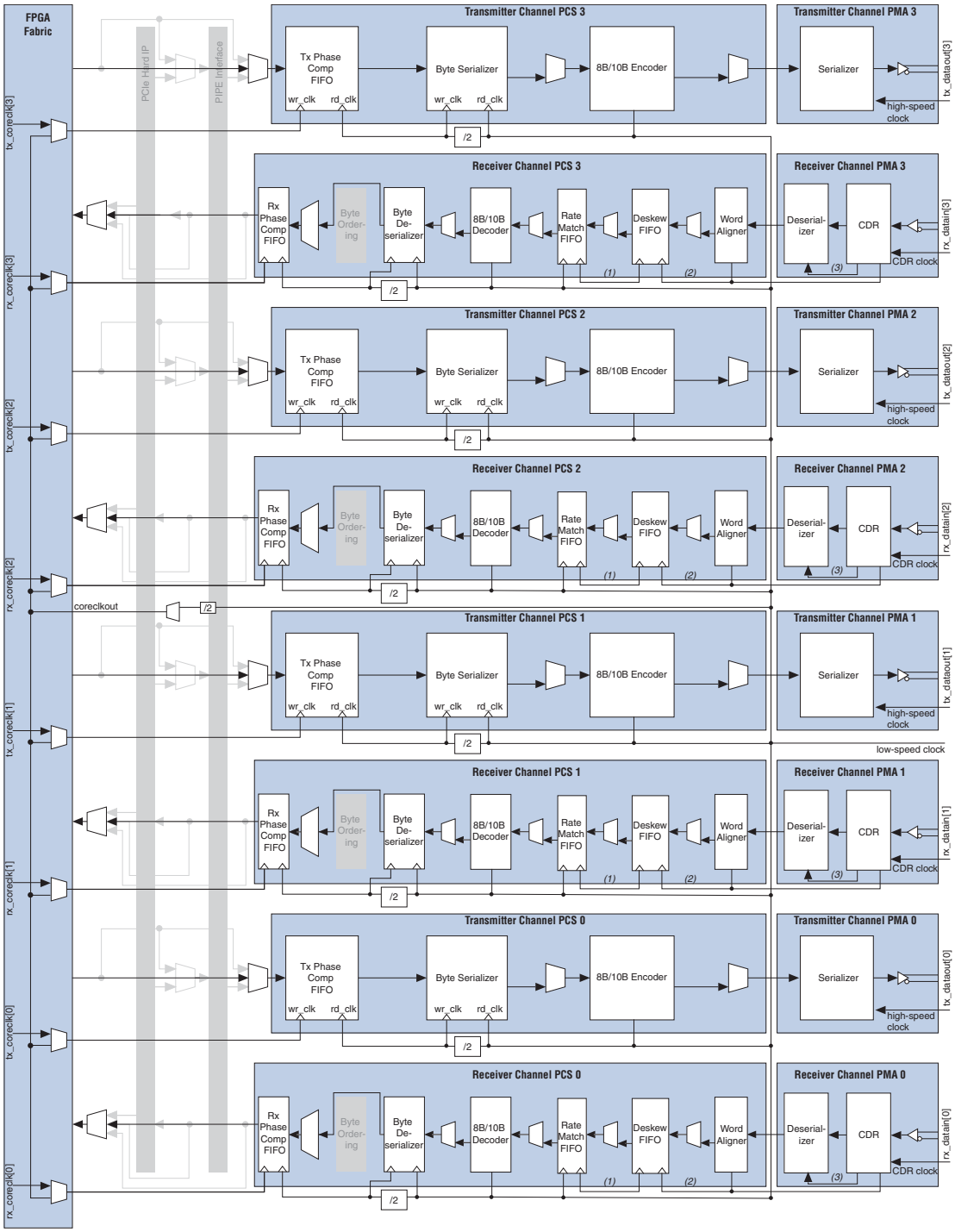
Figure 1–62. XAUI in 10 Gbps LAN Layers



XAUI functions as a self-managed interface because code group synchronization, channel deskew, and clock domain decoupling is handled with no upper layer support requirements. This functionality is based on the PCS code groups that are used during the inter-packet gap time and idle periods.

Figure 1–63 shows the transceiver channel datapath and clocking when configured in XAUI mode.

Figure 1–63. Transceiver Channel Datapath and Clocking when Configured in XAUI Mode



Notes to Figure 1–63:

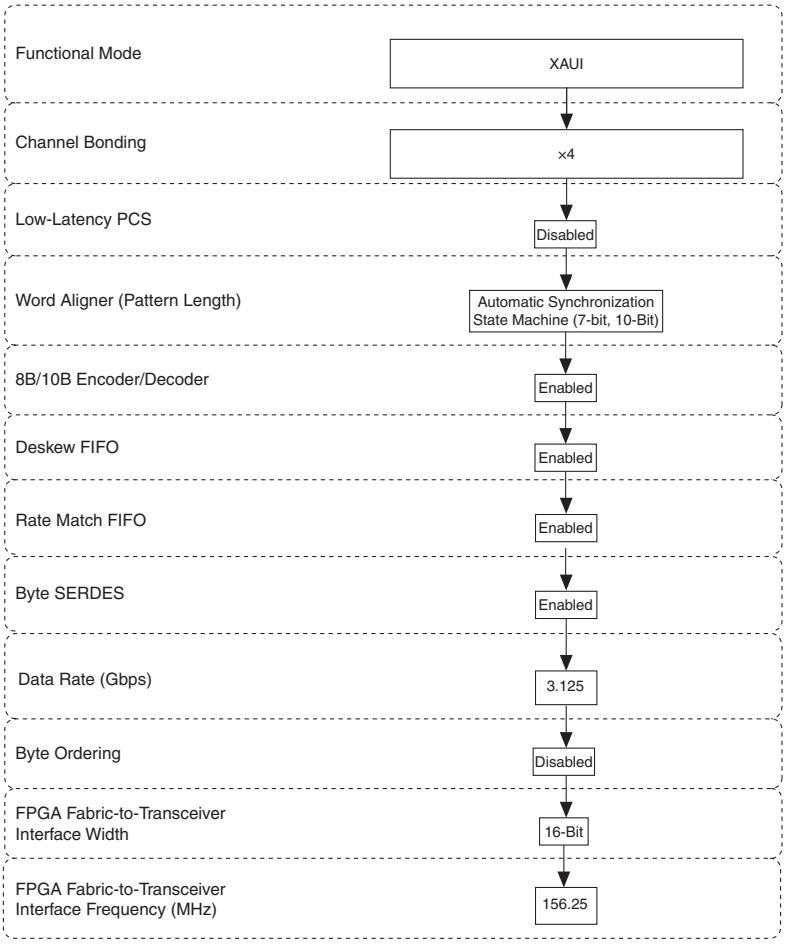
(1) Channel 1 low-speed recovered clock.

(2) Low-speed recovered clock.

(3) High-speed recovered clock.

Figure 1–64 shows the transceiver configuration in XAUI mode.

Figure 1–64. Transceiver Configuration in XAUI Mode



XGMII and PCS Code Conversions

In XAUI mode, the 8B/10B encoder in the transmitter datapath maps various 8-bit XGMII codes to 10-bit PCS code groups as listed in Table 1–21.

Table 1–21. XGMII Character to PCS Code Groups Mapping (Part 1 of 2)

XGMII TXC (1)	XGMII TXD (2), (3)	PCS Code Group	Description
0	00 through FF	Dxx,y	Normal data transmission
1	07	K28.0, K28.3, or K28.5	Idle in ||I||
1	07	K28.5	Idle in ||T||
1	9C	K28.4	Sequence
1	FB	K27.7	Start
1	FD	K29.7	Terminate
1	FE	K30.7	Error

Table 1–21. XGMII Character to PCS Code Groups Mapping (Part 2 of 2)

XGMII TXC (1)	XGMII TXD (2), (3)	PCS Code Group	Description
1	Any other value	K30.7	Invalid XGMII character

Notes to Table 1–21:

(1) Equivalent to `tx_ctrlenable` port.
(2) Equivalent to 8-bit input data to 8B/10B encoder.
(3) The values in XGMII TXD column are in hexadecimal.

8B/10B decoder in the receiver datapath maps received PCS code groups into specific 8-bit XGMII codes as listed in Table 1–22.

Table 1–22. PCS Code Groups to XGMII Character Mapping

XGMII RXC (1)	XGMII RXD (2), (3)	PCS Code Group	Description
0	00 through FF	Dxx,y	Normal data transmission
1	07	K28.0, K28.3, or K28.5	Idle in ||I||
1	07	K28.5	Idle in ||T||
1	9C	K28.4	Sequence
1	FB	K27.7	Start
1	FD	K29.7	Terminate
1	FE	K30.7	Error
1	FE	Invalid code group	Received code group

Notes to Table 1–22:

(1) Equivalent to `rx_ctrlenable` port.
(2) Equivalent to 8-bit input data to 8B/10B encoder.
(3) The values in XGMII RXD column are in hexadecimal.

Channel Deskewing

The deskew FIFO in each of the four lanes expects to receive /A/ code group simultaneously on all four channels during the inter-packet gap, as required by XAUI protocol. The skew introduced in the physical medium and the receiver channels might cause the /A/ code group to be received misaligned with respect to each other.

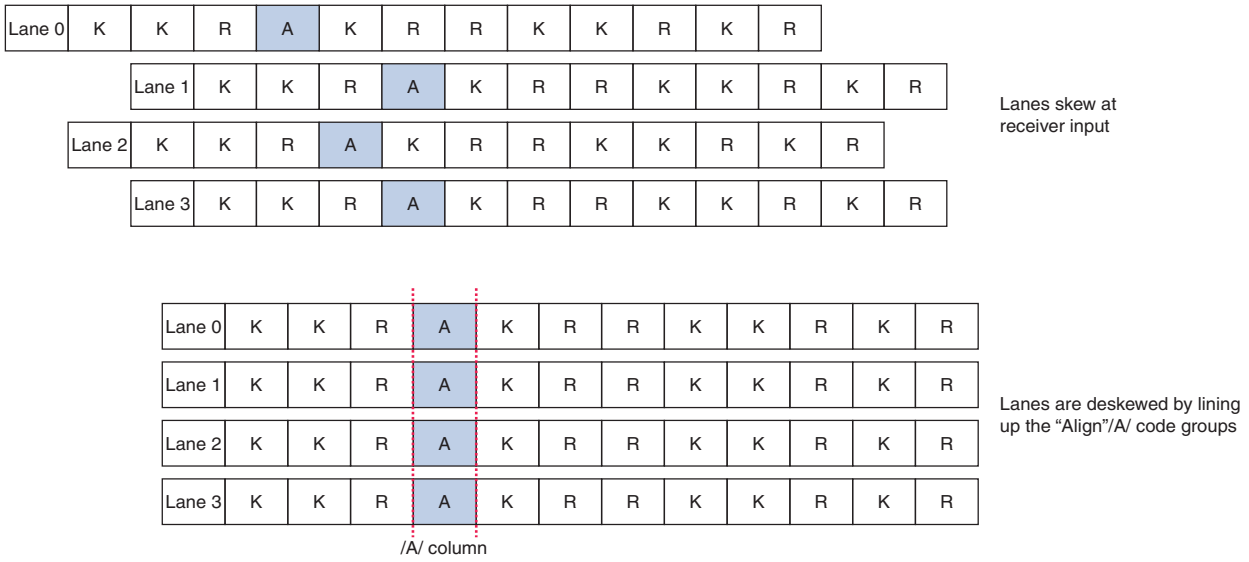
The deskew FIFO works to align the /A/ code group across the four channels, which operation is compliant to the PCS deskew state machine diagram specified in clause 48 of the IEEE P802.3ae specification. The deskew operation begins after link synchronization is achieved on all four channels as indicated by the word aligner in each channel. The following are the deskew FIFO operations:

- Until the first /A/ code group is received, the deskew FIFO read and write pointers in each channel are not incremented.
- After the first /A/ code group is received, the write pointer starts incrementing for each word received but the read pointer is frozen.
- When all the four channels received the /A/ code group within 10 recovered clock cycles of each other, the read pointer of all four deskew FIFOs is released simultaneously, aligning the /A/ code group of all four channels in a column.

- Channel alignment is acquired if three additional aligned ||A|| columns are observed at the output of the deskew FIFOs of the four channels after alignment of the first ||A|| column.
- Channel alignment is indicated by the assertion of `rx_channelaligned` signal.
- After acquiring channel alignment, if four misaligned ||A|| columns are seen at the output of the deskew FIFOs in all four channels with no aligned ||A|| columns in between, the `rx_channelaligned` signal is deasserted, indicating loss of channel alignment.

Figure 1–65 shows lane skew at the receiver input and how the deskew FIFO uses the /A/ code group to align the channels.

Figure 1–65. Deskew FIFO–Lane Skew at the Receiver Input



Lane Synchronization

In XAUI mode, the word aligner is configured in automatic synchronization state machine mode that is compliant to the PCS synchronization state diagram specified in clause 48 of the IEEE P802.3ae specification. Table 1–23 lists the synchronization state machine parameters that implements the lane synchronization in XAUI mode.

Table 1–23. Synchronization State Machine Parameters *(1)*

Parameter	Value
Number of valid synchronization (/K28.5/) code groups received to achieve synchronization	4
Number of erroneous code groups received to lose synchronization	4
Number of continuous good code groups received to reduce the error count by one	4

Note to Table 1–23:

(1) The word aligner supports 7-bit and 10-bit pattern lengths in XAUI mode.

Clock Rate Compensation

In XAUI mode, the rate match FIFO compensates up to ±100 ppm (200 ppm total) difference between the upstream transmitter and the local receiver reference clock. The XAUI protocol requires the transmitter to send /R/ (/K28.0/) code groups simultaneously on all four lanes (denoted as ||R|| column) during inter-packet gaps, adhering to rules listed in the IEEE P802.3ae specification.

The rate match operation begins after `rx_syncstatus` and `rx_channelaligned` are asserted. The `rx_syncstatus` signal is from the word aligner, indicating that synchronization is acquired on all four channels, while `rx_channelaligned` signal is from the deskew FIFO, indicating channel alignment.

The rate match FIFO looks for the ||R|| column (simultaneous /R/ code groups on all four channels) and deletes or inserts ||R|| columns to prevent the rate match FIFO from overflowing or under running. The rate match FIFO can insert or delete as many ||R|| columns as necessary to perform the rate match operation.

The `rx_rmfifodatadeleted` and `rx_rmfifodatainserted` flags that indicate rate match FIFO deletion and insertion events, respectively, are forwarded to the FPGA fabric. If an ||R|| column is deleted, the `rx_rmfifodeleted` flag from each of the four channels goes high for one clock cycle per deleted ||R|| column. If an ||R|| column is inserted, the `rx_rmfifoinserted` flag from each of the four channels goes high for one clock cycle per inserted ||R|| column.

The rate match FIFO does not insert or delete code groups automatically to overcome FIFO empty or full conditions. In this case, the rate match FIFO asserts the `rx_rmfifofull` and `rx_rmfifoempty` flags for at least three recovered clock cycles to indicate rate match FIFO full and empty conditions, respectively. You must then assert the `rx_digitalreset` signal to reset the receiver PCS blocks.

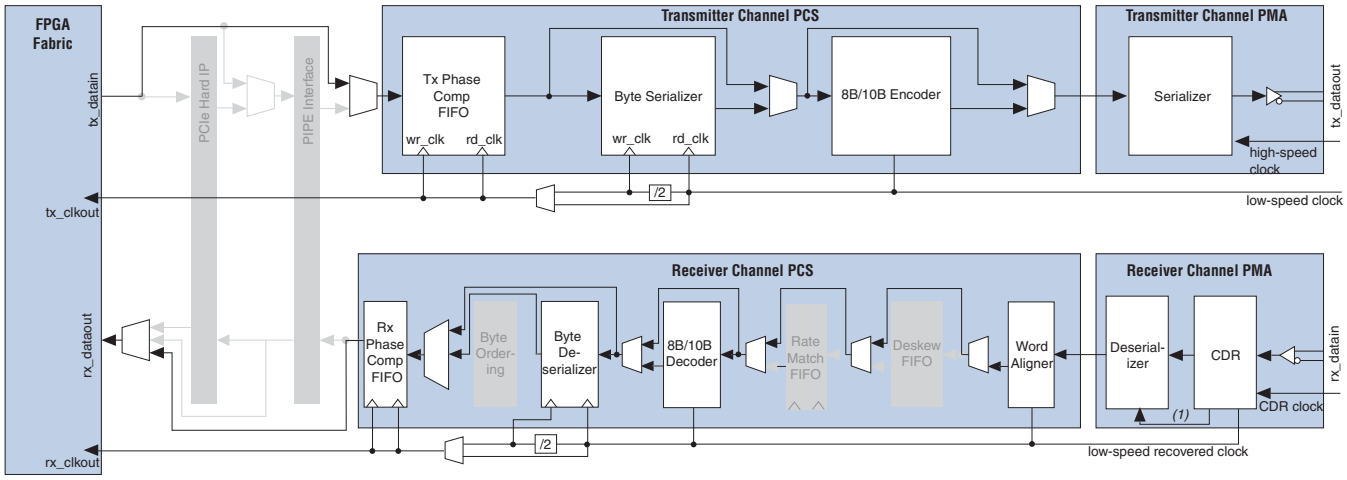
Deterministic Latency Mode

Deterministic Latency mode provides the transceiver configuration that allows no latency uncertainty in the datapath and features to strictly control latency variation. This mode supports non-bonded (×1) and bonded (×4) channel configurations, and is typically used to support CPRI and OBSAI protocols that require accurate delay measurements along the datapath. The Cyclone IV GX transceivers configured in Deterministic Latency mode provides the following features:

- registered mode phase compensation FIFO
- receive bit-slip indication
- transmit bit-slip control
- PLL PFD feedback

Figure 1–66 shows the transceiver channel datapath and clocking when configured in deterministic latency mode.

Figure 1–66. Transceiver Channel Datapath and Clocking when Configured in Deterministic Latency Mode

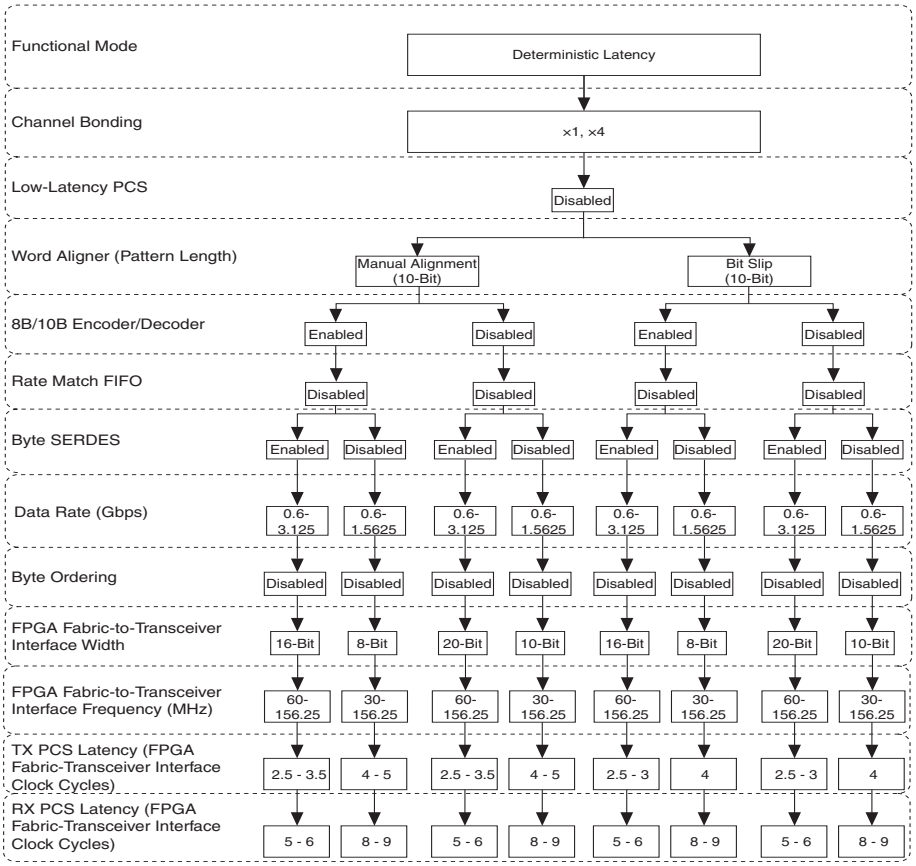


Note to Figure 1–66:

(1) High-speed recovered clock.

Figure 1–67 shows the transceiver configuration in Deterministic Latency mode.

Figure 1–67. Transceiver Configuration in Deterministic Latency Mode



Both CPRI and OBSAI protocols define the serial interface connecting the base station component (specifically channel cards) and remote radio heads (specifically radio frequency cards) in a radio base station system with fiber optics. The protocols require the accuracy of round trip delay measurement for single-hop and multi-hop connections to be within ± 16.276 ns. The Cyclone IV GX transceivers support the following CPRI and OBSAI line rates using Deterministic Latency mode:

- CPRI —614.4 Mbps, 1.2288 Gbps, 2.4576 Gbps, and 3.072 Gbps
- OBSAI—768 Mbps, 1.536 Gbps, and 3.072 Gbps

For more information about deterministic latency implementation, refer to *AN 610: Implementing Deterministic Latency for CPRI and OBSAI Protocols in Stratix IV, HardCopy IV, Arria II GX, and Cyclone IV Devices*.

Registered Mode Phase Compensation FIFO

In Deterministic Latency mode, the RX phase compensation FIFO is set to registered mode while the TX phase compensation FIFO supports optional registered mode. When set into registered mode, the phase compensation FIFO acts as a register and eliminates the latency uncertainty through the FIFOs.

Receive Bit-Slip Indication

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

Transmit Bit-Slip Control

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

PLL PFD feedback

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

SDI Mode

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

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

Table 1–24. Supported SDI Data Rates

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

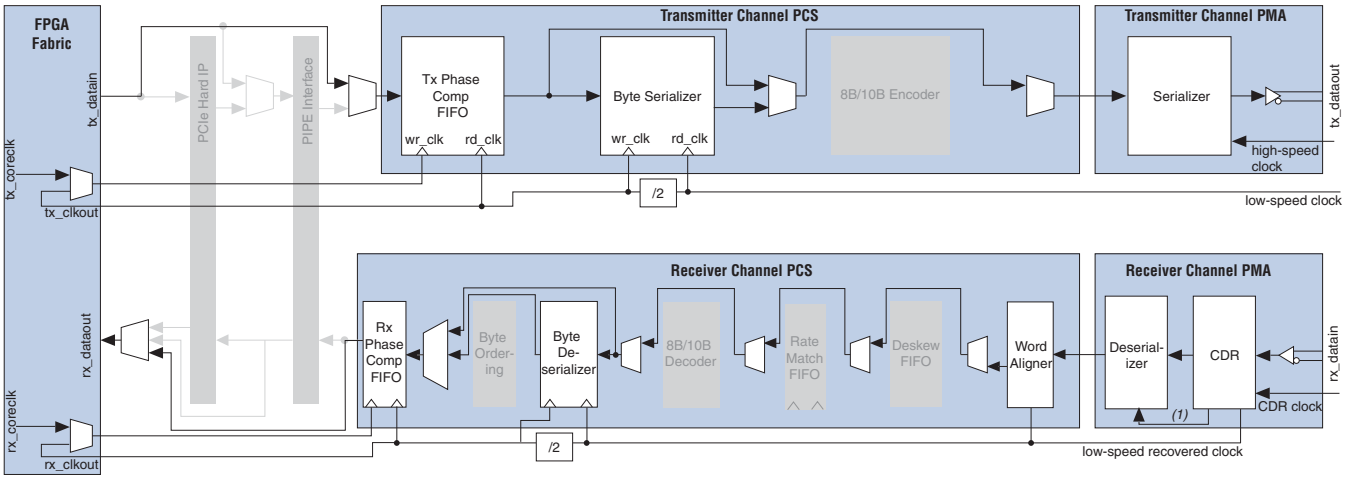
Note to Table 1–24:

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

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

Figure 1–68 shows the transceiver channel datapath and clocking when configured in SDI mode.

Figure 1–68. Transceiver Channel Datapath and Clocking when Configured in SDI Mode

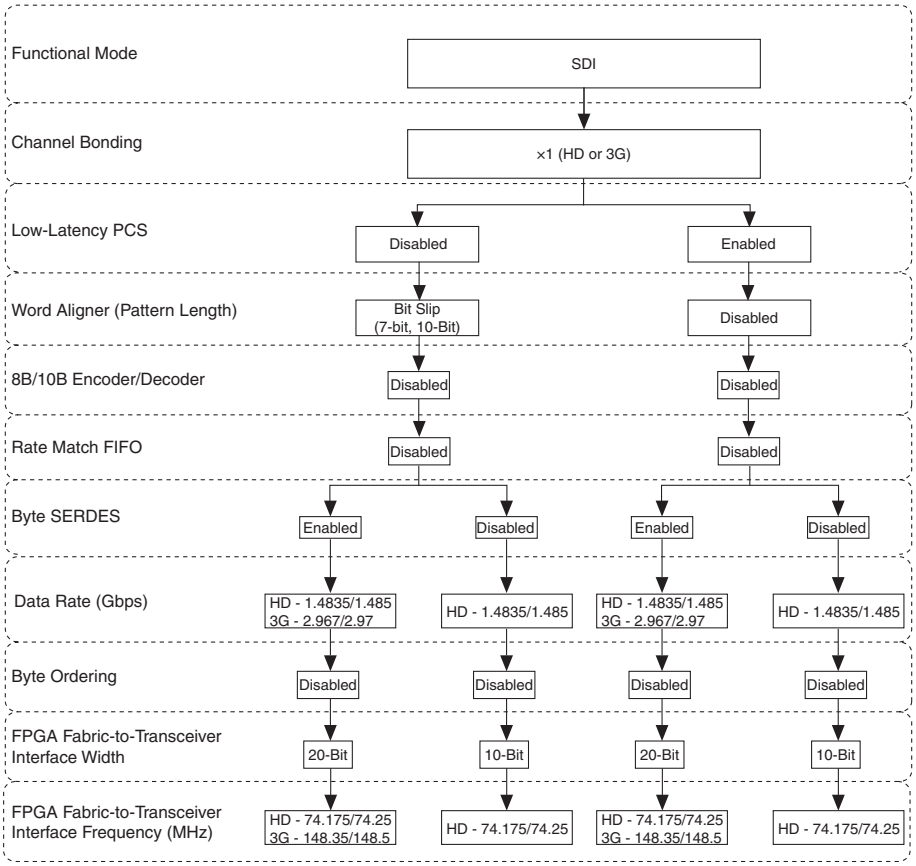


Note to Figure 1–68:

(1) High-speed recovered clock.

Figure 1–69 shows the transceiver configuration in SDI mode.

Figure 1–69. Transceiver Configuration in SDI Mode



Altera recommends driving `rx_bitslip` port low in configuration where low-latency PCS is not enabled. In SDI systems, the word alignment and framing occurs after de-scrambling, which is implemented in the user logic. The word alignment therefore is not useful, and keeping `rx_bitslip` port low avoids the word aligner from inserting bits in the received data stream.

Loopback

Cyclone IV GX devices provide three loopback options that allow you to verify the operation of different functional blocks in the transceiver channel. The following loopback modes are available:

- reverse parallel loopback (available only for PIPE mode)
- serial loopback (available for all modes except PIPE mode)
- reverse serial loopback (available for all modes except XAUI mode)

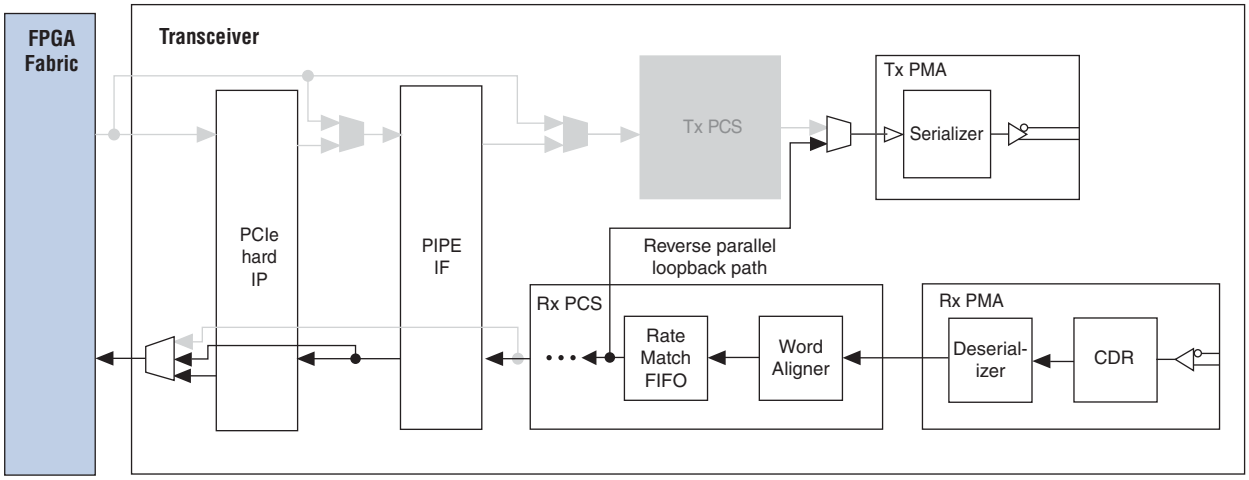
In each loopback mode, all transmitter buffer and receiver buffer settings are available if the buffers are active, unless stated otherwise.

Reverse Parallel Loopback

The reverse parallel loopback option is only available for PIPE mode. In this mode, the received serial data passes through the receiver CDR, deserializer, word aligner, and rate match FIFO before looping back to the transmitter serializer and transmitted out through the TX buffer, as shown in Figure 1–70. The received data is also available to the FPGA fabric. This loopback mode is compliant with version 2.00 of the *PHY Interface for the PCI Express Architecture* specification.

To enable the reverse parallel loopback mode, assert the `tx_detectrxloopback` port in P0 power state.

Figure 1–70. PIPE Reverse Parallel Loopback Path *(1)*



Note to Figure 1–70:

(1) Grayed-Out Blocks are Not Active in this mode.

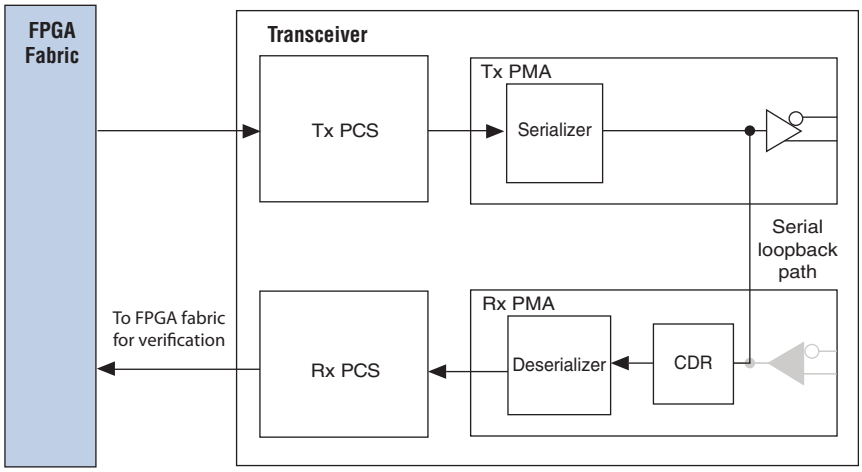
Serial Loopback

The serial loopback option is available for all functional modes except PIPE mode. In this mode, the data from the FPGA fabric passes through the transmitter channel and looped back to the receiver channel, bypassing the receiver buffer, as shown in Figure 1–71. The received data is available to the FPGA logic for verification. The receiver input buffer is not active in this mode. With this option, you can check the operation of all enabled PCS and PMA functional blocks in the transmitter and receiver channels.

The transmitter channel sends the data to both the serial output port and the receiver channel. The differential output voltage on the serial ports is based on the selected V_{OD} settings. The data is looped back to the receiver CDR and is retimed through different clock domains. You must provide an alignment pattern for the word aligner to enable the receiver channel to retrieve the byte boundary.

Serial loopback mode can only be dynamically enabled or disabled during user mode by performing a dynamic channel reconfiguration.

Figure 1–71. Serial Loopback Path *(1)*



Note to Figure 1–71:

(1) Grayed-Out Blocks are Not Active in this mode.

Reverse Serial Loopback

The reverse serial loopback mode is available for all functional modes except for XAUI mode. The two reverse serial loopback options from the receiver to the transmitter are:

- Pre-CDR mode where data received through the RX input buffer is looped back to the TX output buffer using the **Reverse serial loopback (pre-CDR)** option
- Post-CDR mode where retimed data through the receiver CDR from the RX input buffer is looped back to the TX output buffer using the **Reverse serial loopback** option

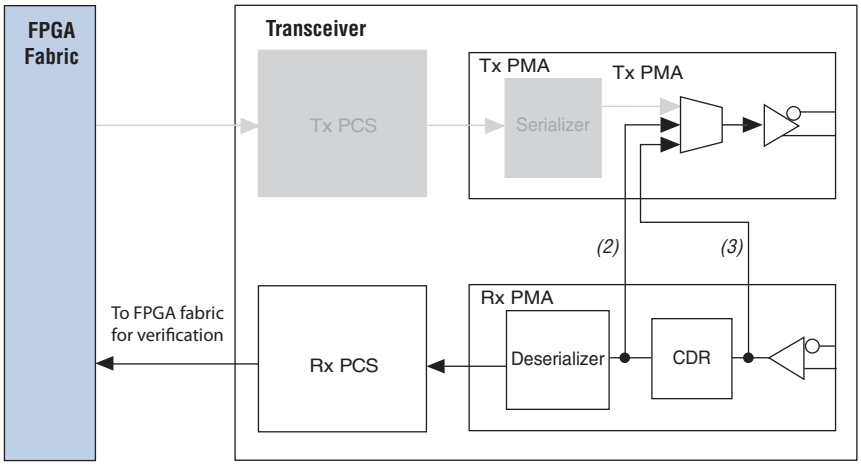
The received data is also available to the FPGA logic. In the transmitter channel, only the transmitter buffer is active.

The transmitter pre-emphasis feature is not available in reverse serial loopback (pre-CDR) mode.

Reverse serial loopback modes can only be dynamically enabled or disabled during user mode by performing a dynamic channel reconfiguration.

Figure 1–72 shows the two paths in reverse serial loopback mode.

Figure 1–72. Reverse Serial Loopback *(1)*



Notes to Figure 1–72:

(1) Grayed-Out Blocks are Not Active in this mode.
(2) Post-CDR reverse serial loopback path.
(3) Pre-CDR reverse serial loopback path.

Self Test Modes

Each transceiver channel in the Cyclone IV GX device contains modules for pattern generator and verifier. Using these built-in features, you can verify the functionality of the functional blocks in the transceiver channel without requiring user logic. The self test functionality is provided as an optional mechanism for debugging transceiver channels.

There are three types of supported pattern generators and verifiers:

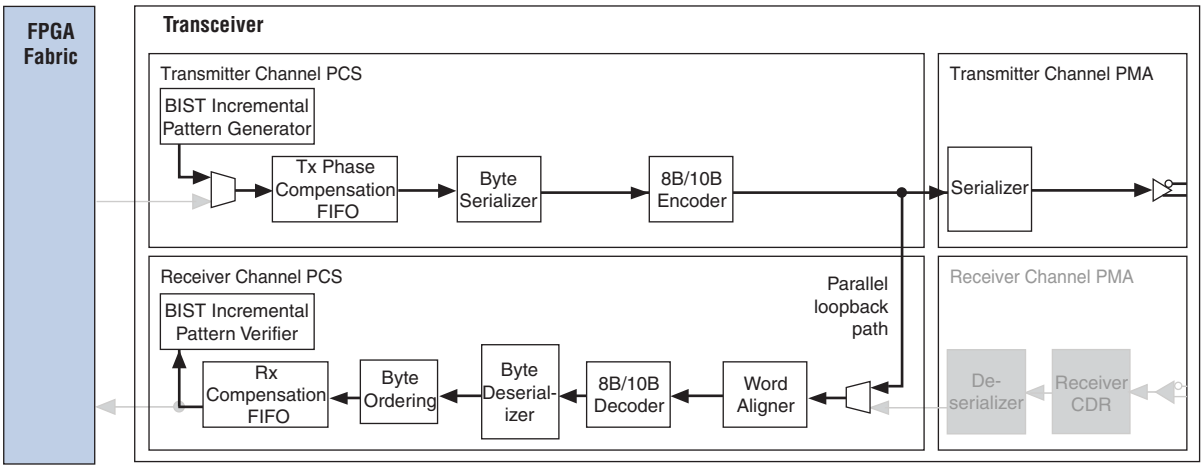
- Built-in self test (BIST) incremental data generator and verifier—test the complete transmitter PCS and receiver PCS datapaths for bit errors with parallel loopback before the PMA blocks.
- Pseudo-random binary sequence (PRBS) generator and verifier—the PRBS generator and verifier interface with the serializer and deserializer in the PMA blocks. The advantage of using a PRBS data stream is that the randomness yields an environment that stresses the transmission medium. In the data stream, you can observe both random jitter and deterministic jitter using a time interval analyzer, bit error rate tester, or oscilloscope.
- High frequency and low frequency pattern generator—the high frequency patterns generate alternate ones and zeros and the low frequency patterns generate five ones and five zeroes. These patterns do not have a corresponding verifier.

The self-test features are only supported in Basic mode.

BIST

Figure 1–73 shows the datapath for BIST incremental data pattern test mode. The BIST incremental data generator and verifier are located near the FPGA fabric in the PCS block of the transceiver channel.

Figure 1–73. BIST Incremental Pattern Test Mode Datapath



The incremental pattern generator and verifier are 16-bits wide. The generated pattern increments from 00 to FF and passes through the TX PCS blocks, parallel looped back to RX PCS blocks, and checked by the verifier. The pattern is also available as serial data at the `tx_dataout` port. The differential output voltage of the transmitted serial data on the `tx_dataout` port is based on the selected V_{OD} settings. The incremental data pattern is not available to the FPGA logic at the receiver for verification.

The following are the transceiver channel configuration settings in this mode:

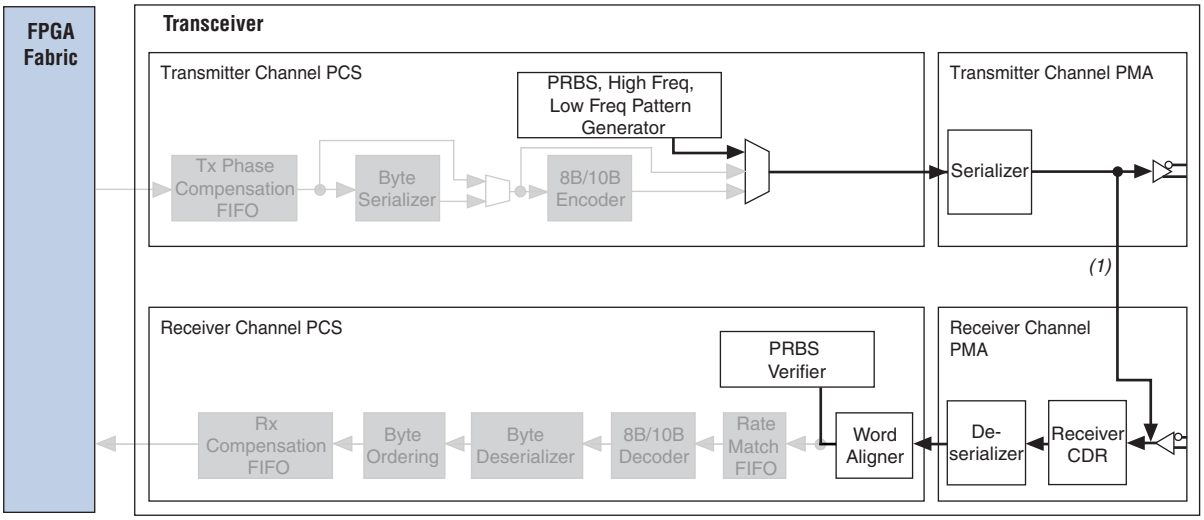
- PCS-FPGA fabric channel width: 16-bit
- 8B/10B blocks: Enabled
- Byte serializer/deserializer: Enabled
- Word aligner: Automatic synchronization state machine mode
- Byte ordering: Enabled

The `rx_bisterr` and `rx_bistdone` signals indicate the status of the verifier. The `rx_bisterr` signal is asserted and stays high when detecting an error in the data. The `rx_bistdone` signal is asserted and stays high when the verifier either receives a full cycle of incremental pattern or it detects an error in the receiver data. You can reset the incremental pattern generator and verifier by asserting the `tx_digitalreset` and `rx_digitalreset` ports, respectively.

PRBS

Figure 1–74 shows the datapath for the PRBS, high and low frequency pattern test modes. The pattern generator is located in TX PCS before the serializer, and PRBS pattern verifier located in RX PCS after the word aligner.

Figure 1–74. PRBS Pattern Test Mode Datapath



Note to Figure 1–74:

(1) Serial loopback path is optional and can be enabled for the PRBS verifier to check the PRBS pattern

Table 1–25 lists the supported PRBS, high and low frequency patterns, and corresponding channel settings. The PRBS pattern repeats after completing an iteration. The number of bits a PRBS X pattern sends before repeating the pattern is $2^{(X-1)}$ bits.

Table 1–25. PRBS, High and Low Frequency Patterns, and Channel Settings (Part 1 of 2)

Patterns	Polynomial	8-bit Channel Width				10-bit Channel Width			
		Channel Width of 8 bits (1)	Word Alignment Pattern	Maximum Data Rate (Gbps) for F324 and Smaller Packages	Maximum Data Rate (Gbps) for F484 and Larger Packages	Channel Width of 10-bits (1)	Word Alignment Pattern	Maximum Data Rate (Gbps) for F324 and Smaller Packages	Maximum Data Rate (Gbps) for F484 and Larger Packages
PRBS 7	$X^7 + X^6 + 1$	Y	16'h3040	2.0	2.5	N	—	—	—
PRBS 8	$X^8 + X^7 + 1$	Y	16'hFF5A	2.0	2.5	N	—	—	—
PRBS 10	$X^{10} + X^7 + 1$	N	—	—	—	Y	10'h3FF	2.5	3.125
PRBS 23	$X^{23} + X^{18} + 1$	Y	16'hFFFF	2.0	2.5	N	—	—	—
High frequency (2)	1010101010	Y	—	2.0	2.5	Y	—	2.5	3.125

Table 1–25. PRBS, High and Low Frequency Patterns, and Channel Settings (Part 2 of 2)

Patterns	Polynomial	8-bit Channel Width				10-bit Channel Width			
		Channel Width of 8 bits (1)	Word Alignment Pattern	Maximum Data Rate (Gbps) for F324 and Smaller Packages	Maximum Data Rate (Gbps) for F484 and Larger Packages	Channel Width of 10-bits (1)	Word Alignment Pattern	Maximum Data Rate (Gbps) for F324 and Smaller Packages	Maximum Data Rate (Gbps) for F484 and Larger Packages
Low Frequency (2)	1111100000	N	—	—	—	Y	—	2.5	3.125

Notes to Table 1–25:

(1) Channel width refers to the **What is the channel width?** option in the **General** screen of the ALTGX MegaWizard Plug-In Manager. Based on the selection, an 8 or 10 bits wide pattern is generated as indicated by a **Yes (Y)** or **No (N)**.

(2) A verifier and associated `rx_bistdone` and `rx_bisterr` signals are not available for the specified patterns.

You can enable the serial loopback option to loop the generated PRBS patterns to the receiver channel for verifier to check the PRBS patterns. When the PRBS pattern is received, the `rx_bisterr` and `rx_bistdone` signals indicate the status of the verifier. After the word aligner restores the word boundary, the `rx_bistdone` signal is driven high when the verifier receives a complete pattern cycle and remains asserted until it is reset using the `rx_digitalreset` port. After the assertion of `rx_bistdone`, the `rx_bisterr` signal is asserted for a minimum of three `rx_clkout` cycles when errors are detected in the data and deasserts if the following PRBS sequence contains no error. You can reset the PRBS pattern generator and verifier by asserting the `tx_digitalreset` and `rx_digitalreset` ports, respectively.

Transceiver Top-Level Port Lists

Table 1–26 through Table 1–29 provide descriptions of the ports available when instantiating a transceiver using the ALTGX megafunction. The ALTGX megafunction requires a relatively small number of signals. There are also a large number of optional signals that facilitate debugging by providing information about the state of the transceiver.

Table 1–26. Transmitter Ports in ALTGX Megafunction for Cyclone IV GX

Block	Port Name	Input/ Output	Clock Domain	Description
TX PCS	tx_datain	Input	Synchronous to `tx_clkout` (non-bonded modes) or `coreclkout` (bonded modes)	Parallel data input from the FPGA fabric to the transmitter. ■ Bus width depends on channel width multiplied by number of channels per instance.
	tx_clkout	Output	Clock signal	FPGA fabric-transmitter interface clock in non-bonded modes ■ Each channel has a `tx_clkout` signal that can be used to clock data (`tx_datain`) from the FPGA fabric into the transmitter.
	tx_coreclk	Input	Clock signal	Optional write clock port for the TX phase compensation FIFO.
	tx_phase_comp_fifo_error	Output	Synchronous to `tx_clkout` (non-bonded modes) or `coreclkout` (bonded modes)	TX phase compensation FIFO full or empty indicator. ■ A high level indicates FIFO is either full or empty.
	tx_ctrlenable	Input	Synchronous to `tx_clkout` (non-bonded modes) or `coreclkout` (bonded modes)	8B/10B encoder control or data identifier. This signal passes through the TX Phase Compensation FIFO. ■ A high level to encode data as a /Kx.y/ control code group. ■ A low level to encode data as a /Dx.y/ data code group.
	tx_forcedisp	Input	Synchronous to `tx_clkout` (non-bonded modes) or `coreclkout` (bonded modes)	8B/10B encoder forcing disparity control. This signal passes through the TX Phase Compensation FIFO. ■ A high level to force encoding to positive or negative disparity depending on the `tx_dispval` signal level. ■ A low level to allow default encoding according to the 8B/10B running disparity rules.
	tx_dispval	Input	Synchronous to `tx_clkout` (non-bonded modes) or `coreclkout` (bonded modes)	8B/10B encoder forcing disparity value. This signal passes through the TX Phase Compensation FIFO. ■ A high level to force encoding with a negative disparity code group when `tx_forcedisp` port is asserted high. ■ A low level to force encoding with a positive disparity code group when `tx_forcedisp` port is asserted high.
	tx_invpolarity	Input	Asynchronous signal. Minimum pulse width is two parallel clock cycles.	Transmitter polarity inversion control. ■ A high level to invert the polarity of every bit of the 8- or 10-bit input data to the serializer.
	tx_bitslipboundaryselect	Input	Asynchronous signal.	Control the number of bits to slip before serializer. ■ Valid values from 0 to 9
TX PMA	tx_dataout	Output	—	Transmitter serial data output signal.
	tx_forceelecidle	Input	Asynchronous signal.	Force the transmitter buffer to PIPE electrical idle signal levels. For equivalent signal defined in PIPE 2.00 specification, refer to Table 1–15 on page 1–54.

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

Block	Port Name	Input/ Output	Clock Domain	Description
RX PCS	rx_syncstatus	Output	Synchronous to `tx_clkout` (non-bonded modes with rate match FIFO), `rx_clkout` (non-bonded modes without rate match FIFO), `coreclkout` (bonded modes), or `rx_coreclk` (when using the optional `rx_coreclk` input)	Word alignment synchronization status indicator. This signal passes through the RX Phase Compensation FIFO. ■ Not available in bit-slip mode
	rx_patternde tect	Output	Synchronous to `tx_clkout` (non-bonded modes with rate match FIFO), `rx_clkout` (non-bonded modes without rate match FIFO), `coreclkout` (bonded modes), or `rx_coreclk` (when using the optional `rx_coreclk` input)	Indicates when the word alignment logic detects the alignment pattern in the current word boundary. This signal passes through the RX Phase Compensation FIFO.
	rx_bitslip	Input	Asynchronous signal. Minimum pulse width is two parallel clock cycles.	Bit-slip control for the word aligner configured in bit-slip mode. ■ At every rising edge, word aligner slips one bit into the received data stream, effectively shifting the word boundary by one bit.
	rx_rlv	Output	Asynchronous signal. Driven for a minimum of two recovered clock cycles in configurations without byte serializer and a minimum of three recovered clock cycles in configurations with byte serializer.	Run-length violation indicator. ■ A high pulse indicates that the number of consecutive 1s or 0s in the received data stream exceeds the programmed run length violation threshold.
	rx_invpolarity	Input	Asynchronous signal. Minimum pulse width is two parallel clock cycles.	Generic receiver polarity inversion control. ■ A high level to invert the polarity of every bit of the 8- or 10-bit data to the word aligner.
	rx_enapattern align	Input	Asynchronous signal.	Controls the word aligner operation configured in manual alignment mode.
	rx_rmfifodata inserted	Output	Synchronous to `tx_clkout` (non-bonded modes) or `coreclkout` (bonded modes)	Rate match FIFO insertion status indicator. ■ A high level indicates the rate match pattern byte is inserted to compensate for the ppm difference in the reference clock frequencies between the upstream transmitter and the local receiver.
	rx_rmfifodata deleted	Output	Synchronous to `tx_clkout` (non-bonded modes) or `coreclkout` (bonded modes)	Rate match FIFO deletion status indicator. ■ A high level indicates the rate match pattern byte is deleted to compensate for the ppm difference in the reference clock frequencies between the upstream transmitter and the local receiver.

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

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

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

Block	Port Name	Input/ Output	Clock Domain	Description
RX PCS	rx_coreclk	Output	Clock signal	Optional read clock port for the RX phase compensation FIFO.
	rx_phase_comp_fifo_error	Output	Synchronous to `tx_clkout` (non-bonded modes) or `coreclkout` (bonded modes)	RX phase compensation FIFO full or empty indicator. ■ A high level indicates FIFO is either full or empty.
	rx_bitslipboundaryselectout	Output	Asynchronous signal.	Indicate the number of bits slipped in the word aligner configured in manual alignment mode. ■ Values range from 0 to 9.
RX PMA	rx_datain	Input	N/A	Receiver serial data input port.
	rx_freqlocked	Output	Asynchronous signal	Receiver CDR lock state indicator ■ A high level indicates the CDR is in LTD state. ■ A low level indicates the CDR is in LTR state.
	rx_locktodata	Input	Asynchronous signal	Receiver CDR LTD state control signal ■ A high level forces the CDR to LTD state ■ When deasserted, the receiver CDR lock state depends on the `rx_locktorefclk` signal level.
	rx_locktorefclk	Input	Asynchronous signal	Receiver CDR LTR state control signal. ■ The `rx_locktorefclk` and `rx_locktodata` signals control whether the receiver CDR states as follows: [`rx_locktodata:rx_locktorefclk`] ■ 2'b00—receiver CDR is in automatic lock mode ■ 2b'01—receiver CDR is in manual lock mode (LTR state) ■ 2b'1x—receiver CDR is in manual lock mode (LTD state)
	rx_signaldetect	Output	Asynchronous signal	Signal threshold detect indicator. ■ Available in Basic mode when 8B/10B encoder/decoder is used, and in PIPE mode. ■ A high level indicates that the signal present at the receiver input buffer is above the programmed signal detection threshold value.
	rx_recovclkout	Output	Clock signal	CDR low-speed recovered clock ■ Only available in the GIGE mode for applications such as Synchronous Ethernet.

Table 1–28. PIPE Interface Ports in ALTGX Megafunction for Cyclone IV GX [(1)] (Part 1 of 2)

Port Name	Input/ Output	Clock Domain	Description
fixedclk	Input	Clock signal	125-MHz clock for receiver detect and offset cancellation only in PIPE mode.
tx_detectrxloop	Input	Asynchronous signal	Receiver detect or reverse parallel loopback control. ■ A high level in the P1 power state and `tx_forceelecidle` signal asserted begins the receiver detection operation to determine if there is a valid receiver downstream. This signal must be deasserted when the `pipephydonestatus` signal indicates receiver detect completion. ■ A high level in the P0 power state with the `tx_forceelecidle` signal deasserted dynamically configures the channel to support reverse parallel loopback mode.
tx_forcedisp compliance	Input	Asynchronous signal	Force the 8B/10B encoder to encode with negative running disparity. ■ Assert only when transmitting the first byte of the PIPE-compliance pattern to force the 8B/10B encoder with a negative running disparity.
pipe8b10binvpolarity	Input	Asynchronous signal	Invert the polarity of every bit of the 10-bit input to the 8B/10B decoder
powerdn	Input	Asynchronous signal	PIPE power state control. ■ Signal is 2 bits wide and is encoded as follows: ■ 2'b00: P0 (Normal operation) ■ 2'b01: P0s (Low recovery time latency, low power state) ■ 2'b10: P1 (Longer recovery time latency, lower power state) ■ 2'b11: P2 (Lowest power state)
pipedatavalid	Output	N/A	Valid data and control on the `rx_dataout` and `rx_ctrldetect` ports indicator.
pipephydone status	Output	Asynchronous signal	PHY function completion indicator. ■ Asserted for one clock cycle to communicate completion of several PHY functions, such as power state transition and receiver detection.
pipeelecidle	Output	Asynchronous signal	Electrical idle detected or inferred at the receiver indicator. ■ When electrical idle inference is used, this signal is driven high when it infers an electrical idle condition ■ When electrical idle inference is not used, the `rx_signaldetect` signal is inverted and driven on this port.

Table 1–28. PIPE Interface Ports in ALTGX Megafunction for Cyclone IV GX (1) (Part 2 of 2)

Port Name	Input/ Output	Clock Domain	Description
pipestatus	Output	N/A	PIPE receiver status port. ■ Signal is 3 bits wide and is encoded as follows: ■ 3'b000: Received data OK ■ 3'b001: one SKP symbol added ■ 3'b010: one SKP symbol removed ■ 3'b011: Receiver detected ■ 3'b100: 8B/10B decoder error ■ 3'b101: Elastic buffer overflow ■ 3'b110: Elastic buffer underflow ■ 3'b111: Received disparity error
rx_elecidleinfersel	Input	N/A	Controls the electrical idle inference mechanism as specified in Table 1–17 on page 1–57

Note to Table 1–28:

(1) For equivalent signals defined in PIPE 2.00 specification, refer to Table 1–15 on page 1–54.

Table 1–29. Multipurpose PLL, General Purpose PLL and Miscellaneous Ports in ALTGX Megafunction for Cyclone IV GX (Part 1 of 2)

Block	Port Name	Input/ Output	Clock Domain	Description
PLL	pll_inclk	Input	Clock signal	Input reference clock for the PLL (multipurpose PLL or general purpose PLL) used by the transceiver instance. When configured with the transmitter and receiver channel configuration in Deterministic Latency mode, multiple `pll_inclk` ports are available as follows. Configured with PLL PFD feedback—x is the number of channels selected: ■ `pll_inclk[x-1..0]` are input reference clocks for each transmitter in the transceiver instance ■ `pll_inclk[x+1..x]` are input reference clocks for receivers in the transceiver instance Configured without PLL PFD feedback: ■ `pll_inclk[0]` is input reference clock for transmitters in the transceiver instance ■ `pll_inclk[1]` is input reference clock for receivers in the transceiver instance
	pll_locked	Output	Asynchronous signal	PLL (used by the transceiver instance) lock indicator.
	pll_areset	Input	Asynchronous signal	PLL (used by the transceiver instance) reset. ■ When asserted, the PLL is kept in reset state. ■ When deasserted, the PLL is active and locks to the input reference clock.
	coreclkout	Output	Clock signal	FPGA fabric-transceiver interface clock in bonded modes.

Table 1–29. Multipurpose PLL, General Purpose PLL and Miscellaneous Ports in ALTGX Megafunction for Cyclone IV GX (Part 2 of 2)

Block	Port Name	Input/ Output	Clock Domain	Description
Reset & Power Down	gxb_powerdown	Input	Asynchronous signal	Transceiver block power down. ■ When asserted, all digital and analog circuitry in the PCS, HSSI, CDR, and PCIe modules are powered down. ■ Asserting the `gxb_powerdown` signal does not power down the `refclk` buffers.
	tx_digitalreset	Input	Asynchronous signal. The minimum pulse width is two parallel clock cycles.	Transmitter PCS reset. ■ When asserted, the transmitter PCS blocks are reset.
	rx_analogreset	Input	Asynchronous signal. The minimum pulse width is two parallel clock cycles.	Receiver PMA reset. ■ When asserted, analog circuitry in the receiver PMA block is reset.
	rx_digitalreset	Input	Asynchronous signal. The minimum pulse width is two parallel clock cycles.	Receiver PCS reset. ■ When asserted, the receiver PCS blocks are reset.
Reconfiguration	reconfig_clk	Input	Clock signal	Dynamic reconfiguration clock. ■ Also used for offset cancellation except in PIPE mode. ■ For the supported frequency range for this clock, refer to the *Cyclone IV Device Data Sheet* chapter.
	reconfig_togxb	Input	Asynchronous signal	From the dynamic reconfiguration controller.
	reconfig_fromgxb	Output	Asynchronous signal	To the dynamic reconfiguration controller.
Calibration Block	cal_blk_clk	Input	Clock signal	Clock for the transceiver calibration block.
	cal_blk_powerdown	Input	Asynchronous signal	Calibration block power down control.
Test Mode	rx_bistdone	Output	Asynchronous signal	BIST or PRBS test completion indicator. ■ A high level during BIST test mode indicates the verifier either receives complete pattern cycle or detects an error and stays asserted until being reset using the `rx_digitalreset` port. ■ A high level during PRBS test mode indicates the verifier receives complete pattern cycle and stays asserted until being reset using the `rx_digitalreset` port.
	rx_bisterr	Output	Asynchronous signal	BIST or PRBS verifier error indicator ■ In BIST test mode, the signal stays asserted upon detecting an error until being reset using the `rx_digitalreset` port. ■ In PRBS test mode, the signal asserts for a minimum of 3 `rx_clkout` clock cycles upon detecting an error and deasserts if the following PRBS sequence contains no error.

Document Revision History

Table 1–30 lists the revision history for this chapter.

Table 1–30. Document Revision History

Date	Version	Changes
October 2013	3.6	Updated Figure 1–15 and Table 1–4.
May 2013	3.5	Updated Table 1–27 by setting “rx_locktodata” and “rx_locktorefclk” to “Input”
October 2012	3.4	■ Updated the data rate for the V-by-one protocol and the F324 package support in HD-SDI in Table 1–1. ■ Updated note (1) to Figure 1–27. ■ Added latency information to Figure 1–67.
November 2011	3.3	■ Updated “Word Aligner” and “Basic Mode” sections. ■ Updated Figure 1–37.
December 2010	3.2	■ Updated for the Quartus II software version 10.1 release. ■ Updated Table 1–1, Table 1–5, Table 1–11, Table 1–14, Table 1–24, Table 1–25, Table 1–26, Table 1–27, Table 1–28, and Table 1–29. ■ Updated “8B/10B Encoder”, “Transmitter Output Buffer”, “Receiver Input Buffer”, “Clock Data Recovery”, “Miscellaneous Transmitter PCS Features”, “Miscellaneous Receiver PCS Feature”, “Input Reference Clocking”, “PCI Express (PIPE) Mode”, “Channel Deskewing”, “Lane Synchronization”, “Serial Loopback”, and “Self Test Modes” sections. ■ Added Figure 1–9, Figure 1–10, Figure 1–19, Figure 1–20, and Figure 1–43. ■ Updated Figure 1–53, Figure 1–55, Figure 1–59, Figure 1–60, Figure 1–69, Figure 1–70, Figure 1–71, Figure 1–72, Figure 1–73, and Figure 1–74.
November 2010	3.1	Updated Introductory information.
July 2010	3.0	■ Updated information for the Quartus II software version 10.0 release. ■ Reset control, power down, and dynamic reconfiguration information moved to new *Cyclone IV Reset Control and Power Down* and *Cyclone IV Dynamic Reconfiguration* chapters.

2. Cyclone IV Reset Control and Power Down

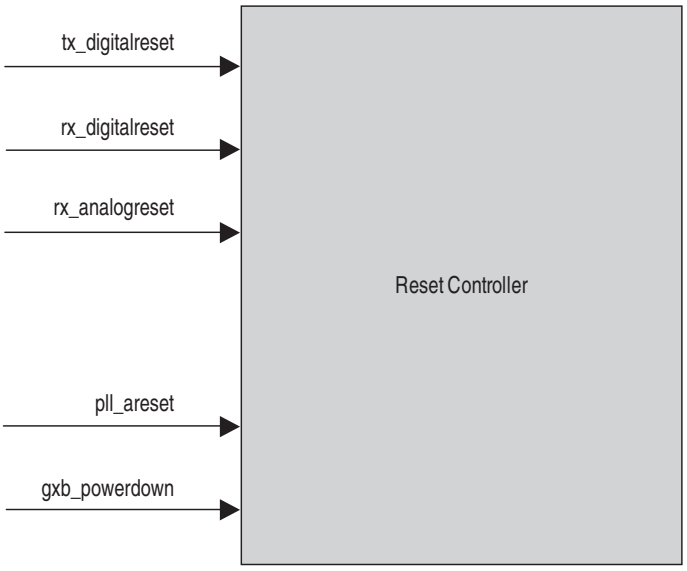
CYIV-52002-1.3

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

This chapter includes the following sections:

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

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



User Reset and Power-Down Signals

Each transceiver channel in the Cyclone IV GX device has individual reset signals to reset its physical coding sublayer (PCS) and physical medium attachment (PMA). The transceiver block also has a power-down signal that affects the multipurpose phase-locked loops (PLLs), general purpose PLLs, and all the channels in the transceiver block.

All reset and power-down signals are asynchronous.

Table 2–1 lists the reset signals available for each transceiver channel.

Table 2–1. Transceiver Channel Reset Signals

Signal	ALTGX MegaWizard Plug-In Manager Configurations	Description
tx_digitalreset (1)	■ Transmitter Only ■ Receiver and Transmitter	Provides asynchronous reset to all digital logic in the transmitter PCS, including the XAUI transmit state machine. The minimum pulse width for this signal is two parallel clock cycles.
rx_digitalreset (1)	■ Receiver Only ■ Receiver and Transmitter	Resets all digital logic in the receiver PCS, including: ■ XAUI receiver state machines ■ GIGE receiver state machines ■ XAUI channel alignment state machine ■ BIST-PRBS verifier ■ BIST-incremental verifier The minimum pulse width for this signal is two parallel clock cycles.
rx_analogreset	■ Receiver Only ■ Receiver and Transmitter	Resets the receiver CDR present in the receiver channel. The minimum pulse width is two parallel clock cycles.

Note to Table 2–1:

(1) Assert this signal until the clocks coming out of the multipurpose PLL and receiver CDR are stabilized. Stable parallel clocks are essential for proper operation of transmitter and receiver phase-compensation FIFOs in the PCS.

Table 2–2 lists the power-down signals available for each transceiver block.

Table 2–2. Transceiver Block Power-Down Signals

Signal	Description
pll_areset	Resets the transceiver PLL. The `pll_areset` signal is asserted in two conditions: ■ During reset sequence, the signal is asserted to reset the transceiver PLL. This signal is controlled by the user. ■ After the transceiver PLL is reconfigured, the signal is asserted high by the ALTPLL_RECONFIG controller. This signal is not controlled by the user.
gxb_powerdown	Powers down the entire transceiver block. When this signal is asserted, this signal powers down the PCS and PMA in all the transceiver channels. This signal operates independently from the other reset signals. This signal is common to the transceiver block.
`pll_locked`	A status signal. Indicates the status of the transmitter multipurpose PLLs or general purpose PLLs. ■ A high level—indicates the multipurpose PLL or general purpose PLL is locked to the incoming reference clock frequency.
rx_freqlocked	A status signal. Indicates the status of the receiver CDR lock mode. ■ A high level—the receiver is in lock-to-data mode. ■ A low level—the receiver CDR is in lock-to-reference mode.
busy	A status signal. An output from the ALTGX_RECONFIG block indicates the status of the dynamic reconfiguration controller. This signal remains low for the first `reconfig_clk` clock cycle after power up. It then gets asserted from the second `reconfig_clk` clock cycle. Assertion on this signal indicates that the offset cancellation process is being executed on the receiver buffer as well as the receiver CDR. When this signal is deasserted, it indicates that offset cancellation is complete. This busy signal is also used to indicate the dynamic reconfiguration duration such as in analog reconfiguration mode and channel reconfiguration mode.


For more information about offset cancellation, refer to the *Cyclone IV Dynamic Reconfiguration* chapter.


If none of the channels is instantiated in a transceiver block, the Quartus® II software automatically powers down the entire transceiver block.

Blocks Affected by the Reset and Power-Down Signals

Table 2–3 lists the blocks that are affected by specific reset and power-down signals.

Table 2–3. Blocks Affected by Reset and Power-Down Signals (Part 1 of 2)

Transceiver Block	rx_digitalreset	rx_analogreset	tx_digitalreset	pll_areset	gxb_powerdown
multipurpose PLLs and general purpose PLLs	—	—	—	✓	—
Transmitter Phase Compensation FIFO	—	—	✓	—	✓
Byte Serializer	—	—	✓	—	✓
8B/10B Encoder	—	—	✓	—	✓

Table 2–3. Blocks Affected by Reset and Power-Down Signals (Part 2 of 2)

Transceiver Block	rx_digitalreset	rx_analogreset	tx_digitalreset	pll_areset	gxb_powerdown
Serializer	—	—	✓	—	✓
Transmitter Buffer	—	—	—	—	✓
Transmitter XAUI State Machine	—	—	✓	—	✓
Receiver Buffer	—	—	—	—	✓
Receiver CDR	—	✓	—	—	✓
Receiver Deserializer	—	—	—	—	✓
Receiver Word Aligner	✓	—	—	—	✓
Receiver Deskew FIFO	✓	—	—	—	✓
Receiver Clock Rate Compensation FIFO	✓	—	—	—	✓
Receiver 8B/10B Decoder	✓	—	—	—	✓
Receiver Byte Deserializer	✓	—	—	—	✓
Receiver Byte Ordering	✓	—	—	—	✓
Receiver Phase Compensation FIFO	✓	—	—	—	✓
Receiver XAUI State Machine	✓	—	—	—	✓
BIST Verifiers	✓	—	—	—	✓

Transceiver Reset Sequences

You can configure transceiver channels in Cyclone IV GX devices in various configurations. In all functional modes except XAUI functional mode, transceiver channels can be either bonded or non-bonded. In XAUI functional mode, transceiver channels must be bonded. In PCI Express® (PCIe®) functional mode, transceiver channels can be either bonded or non-bonded and need to follow a specific reset sequence.

The two categories of reset sequences for Cyclone IV GX devices described in this chapter are:

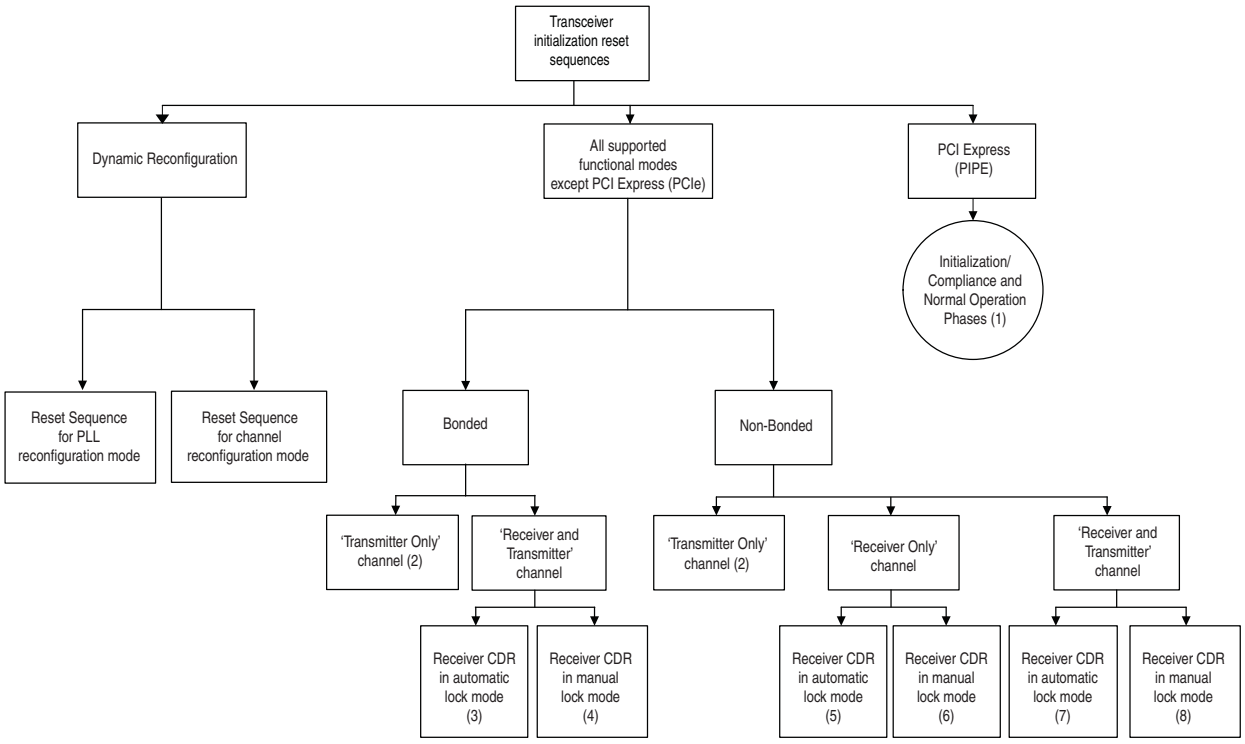
- "All Supported Functional Modes Except the PCIe Functional Mode" on page 2–6—describes the reset sequences in bonded and non-bonded configurations.
- "PCIe Functional Mode" on page 2–17—describes the reset sequence for the initialization/compliance phase and the normal operation phase in PCIe functional modes.

The busy signal remains low for the first reconfig_clk clock cycle. It then gets asserted from the second reconfig_clk clock cycle. Subsequent deassertion of the busy signal indicates the completion of the offset cancellation process. This busy signal is required in transceiver reset sequences except for transmitter only channel configurations. Refer to the reset sequences shown in Figure 2–2 and the associated references listed in the notes for the figure.

Altera strongly recommends adhering to these reset sequences for proper operation of the Cyclone IV GX transceiver.

Figure 2–2 shows the transceiver reset sequences for Cyclone IV GX devices.

Figure 2–2. Transceiver Reset Sequences Chart



Notes to Figure 2–2:

(1) Refer to the Timing Diagram in Figure 2–10.
(2) Refer to the Timing Diagram in Figure 2–3.
(3) Refer to the Timing Diagram in Figure 2–4.
(4) Refer to the Timing Diagram in Figure 2–5.
(5) Refer to the Timing Diagram in Figure 2–6.
(6) Refer to the Timing Diagram in Figure 2–7.
(7) Refer to the Timing Diagram in Figure 2–8.
(8) Refer to the Timing Diagram in Figure 2–9.

All Supported Functional Modes Except the PCIe Functional Mode

This section describes reset sequences for transceiver channels in bonded and non-bonded configurations. Timing diagrams of some typical configurations are shown to facilitate proper reset sequence implementation. In these functional modes, you can set the receiver CDR either in automatic lock or manual lock mode.

In manual lock mode, the receiver CDR locks to the reference clock (lock-to-reference) or the incoming serial data (lock-to-data), depending on the logic levels on the `rx_locktorefclk` and `rx_locktodata` signals. With the receiver CDR in manual lock mode, you can either configure the transceiver channels in the Cyclone IV GX device in a non-bonded configuration or a bonded configuration. In a bonded configuration, for example in XAUI mode, four channels are bonded together.

Table 2–4 lists the lock-to-reference (LTR) and lock-to-data (LTD) controller lock modes for the `rx_locktorefclk` and `rx_locktodata` signals.

Table 2–4. Lock-To-Reference and Lock-To-Data Modes

rx_locktorefclk	rx_locktodata	LTR/LTD Controller Lock Mode
1	0	Manual, LTR Mode
—	1	Manual, LTD Mode
0	0	Automatic Lock Mode

Bonded Channel Configuration

In a bonded channel configuration, you can reset all the bonded channels simultaneously. Examples of bonded channel configurations are the XAUI, PCIe Gen1 ×2 and ×4, and Basic ×2 and ×4 functional modes. In Basic ×2 and ×4 functional mode, you can bond **Transmitter Only** channels together.

In XAUI mode, the receiver and transmitter channels are bonded. Each of the receiver channels in this mode has its own `rx_freqlocked` output status signals. You must consider the timing of these signals in the reset sequence.

Table 2–5 lists the reset and power-down sequences for bonded configurations under the stated functional modes.

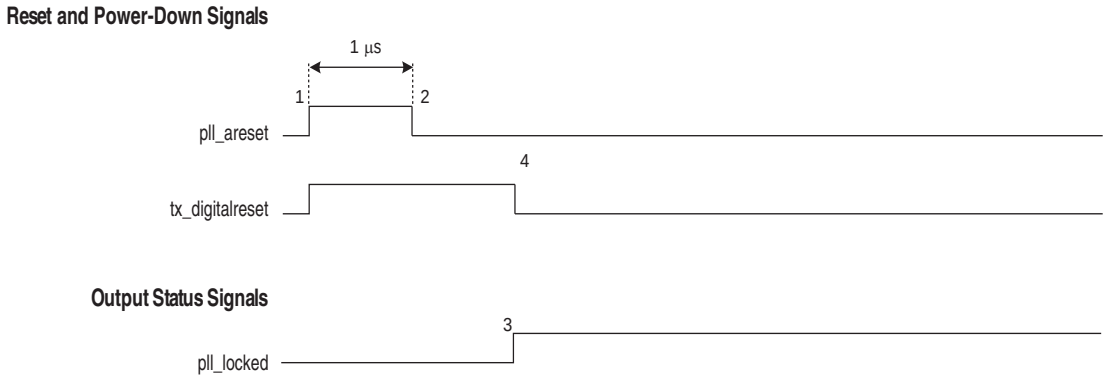
Table 2–5. Reset and Power-Down Sequences for Bonded Channel Configurations

Channel Set Up	Receiver CDR Mode	Refer to
Transmitter Only	Basic ×2 and ×4	"Transmitter Only Channel" on page 2–7
Receiver and Transmitter	Automatic lock mode for XAUI functional mode	"Receiver and Transmitter Channel—Receiver CDR in Automatic Lock Mode" on page 2–8
Receiver and Transmitter	Manual lock mode for XAUI functional mode	"Receiver and Transmitter Channel—Receiver CDR in Manual Lock Mode" on page 2–9

Transmitter Only Channel

This configuration contains only a transmitter channel. If you create a **Transmitter Only** instance in the ALTGX MegaWizard Plug-In Manager in Basic ×4 functional mode, use the reset sequence shown in Figure 2–3.

Figure 2–3. Sample Reset Sequence for Bonded and Non-Bonded Configuration Transmitter Only Channels



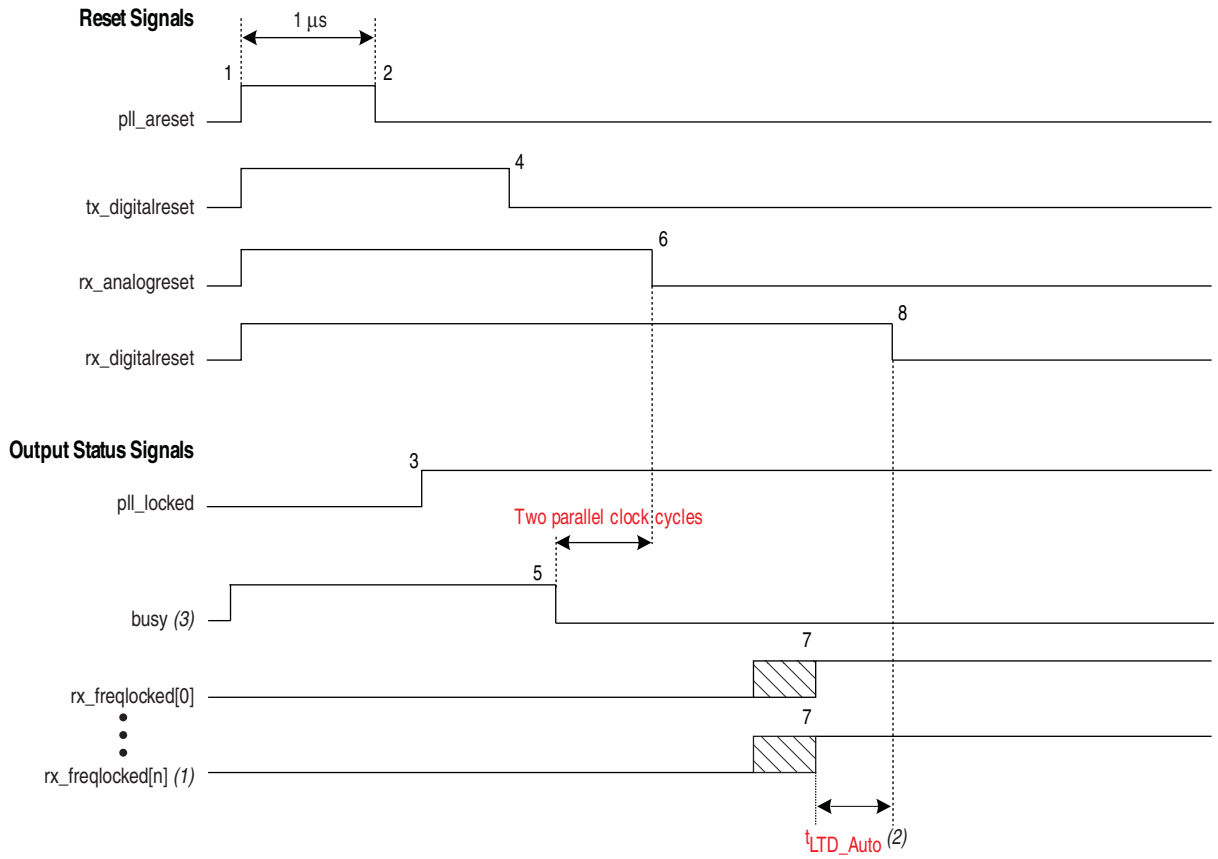
As shown in Figure 2–3, perform the following reset procedure for the **Transmitter Only** channel configuration:

1. After power up, assert `pll_areset` for a minimum period of 1 µs (the time between markers 1 and 2).
2. Keep the `tx_digitalreset` signal asserted during this time period. After you de-assert the `pll_areset` signal, the multipurpose PLL starts locking to the transmitter input reference clock.
3. When the multipurpose PLL locks, as indicated by the `pll_locked` signal going high (marker 3), de-assert the `tx_digitalreset` signal (marker 4). At this point, the transmitter is ready for transmitting data.

Receiver and Transmitter Channel—Receiver CDR in Automatic Lock Mode

This configuration contains both a transmitter and receiver channel. When the receiver CDR is in automatic lock mode, use the reset sequence shown in Figure 2–4.

Figure 2–4. Sample Reset Sequence for Bonded Configuration Receiver and Transmitter Channels—Receiver CDR in Automatic Lock Mode



Notes to Figure 2–4:

(1) The number of `rx_freqlocked[n]` signals depend on the number of channels configured. `n`=number of channels.

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

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

As shown in Figure 2–4, perform the following reset procedure for the receiver CDR in automatic lock mode configuration:

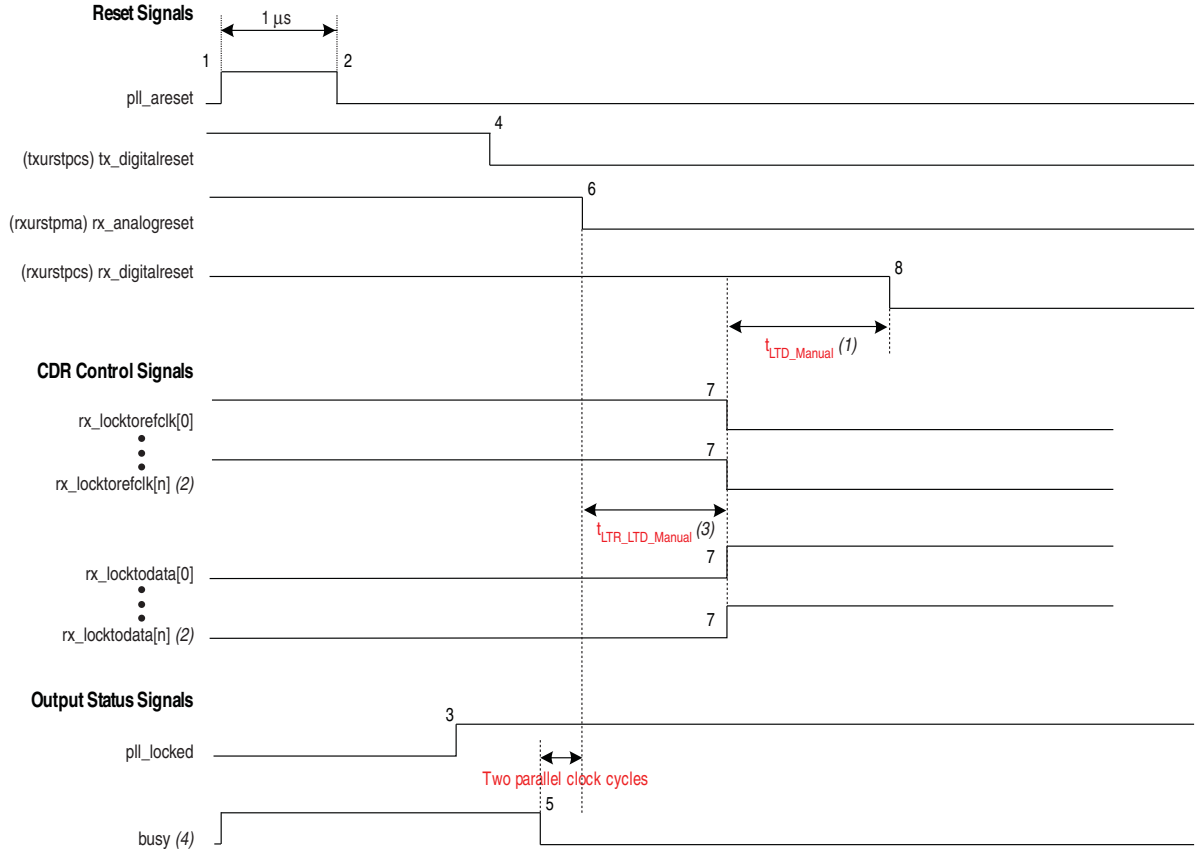
1. After power up, assert `pll_areset` for a minimum period of 1 µs (the time between markers 1 and 2).
2. Keep the `tx_digitalreset`, `rx_analogreset`, and `rx_digitalreset` signals asserted during this time period. After you deassert the `pll_areset` signal, the multipurpose PLL starts locking to the input reference clock.
3. After the multipurpose PLL locks, as indicated by the `pll_locked` signal going high, deassert the `tx_digitalreset` signal. At this point, the transmitter is ready for data traffic.

4. For the receiver operation, after deassertion of `busy` signal, wait for two parallel clock cycles to deassert the `rx_analogreset` signal.
5. Wait for the `rx_freqlocked` signal from each channel to go high. The `rx_freqlocked` signal of each channel may go high at different times (indicated by the slashed pattern at marker 7).
6. In a bonded channel group, when the `rx_freqlocked` signals of all the channels has gone high, from that point onwards, wait for at least t_{LTD_Auto} time for the receiver parallel clock to be stable, then deassert the `rx_digitalreset` signal (marker 8). At this point, all the receivers are ready for data traffic.

Receiver and Transmitter Channel—Receiver CDR in Manual Lock Mode

This configuration contains both a transmitter and receiver channel. When the receiver CDR is in manual lock mode, use the reset sequence shown in Figure 2–5.

Figure 2–5. Sample Reset Sequence for Bonded Configuration Receiver and Transmitter Channels—Receiver CDR in Manual Lock Mode



Notes to Figure 2–5:

(1) For t_{LTD_Manual} duration, refer to the *Cyclone IV Device Datasheet* chapter.
(2) The number of `rx_locktorefclk[n]` and `rx_locktodata[n]` signals depend on the number of channels configured. `n`=number of channels.
(3) For $t_{LTR\_LTD\_Manual}$ duration, refer to the *Cyclone IV Device Datasheet* chapter.
(4) The `busy` signal is asserted and deasserted only during initial power up when offset cancellation occurs. In subsequent reset sequences, the `busy` signal is asserted and deasserted only if there is a read or write operation to the ALTGX_RECONFIG megafunction.

As shown in Figure 2–5, perform the following reset procedure for the receiver CDR in manual lock mode configuration:

1. After power up, assert `pll_areset` for a minimum period of 1 µs (the time between markers 1 and 2).
2. Keep the `tx_digitalreset`, `rx_analogreset`, `rx_digitalreset`, and `rx_locktorefclk` signals asserted and the `rx_locktodata` signal deasserted during this time period. After you deassert the `pll_areset` signal, the multipurpose PLL starts locking to the input reference clock.
3. After the multipurpose PLL locks, as indicated by the `pll_locked` signal going high (marker 3), deassert the `tx_digitalreset` signal (marker 4). For the receiver operation, after deassertion of the `busy` signal, wait for **two parallel clock cycles** to deassert the `rx_analogreset` signal.
4. In a bonded channel group, wait for at least $t_{LTR\_LTD\_Manual}$, then deassert `rx_locktorefclk` and assert `rx_locktodata` (marker 7). At this point, the receiver CDR of all the channels enters into lock-to-data mode and starts locking to the received data.
5. After asserting the `rx_locktodata` signal, wait for at least t_{LTD_Manual} before deasserting `rx_digitalreset` (the time between markers 7 and 8). At this point, the transmitter and receiver are ready for data traffic.

Non-Bonded Channel Configuration

In non-bonded channels, each channel in the ALTGX MegaWizard Plug-In Manager instance contains its own `tx_digitalreset`, `rx_analogreset`, `rx_digitalreset`, and `rx_freqlocked` signals.

You can reset each channel independently. For example, if there are four non-bonded channels, the ALTGX MegaWizard Plug-In Manager provides four each of the following signals: `tx_digitalreset`, `rx_analogreset`, `rx_digitalreset`, and `rx_freqlocked`.

Table 2–6 lists the reset and power-down sequences for one channel in a non-bonded configuration under the stated functional modes.

Table 2–6. Reset and Power-Down Sequences for Non-Bonded Channel Configurations

Channel Set Up	Receiver CDR Mode	Refer to
Transmitter Only	Basic ×1	"Transmitter Only Channel" on page 2–11
Receiver Only	Automatic lock mode	"Receiver Only Channel—Receiver CDR in Automatic Lock Mode" on page 2–11
Receiver Only	Manual lock mode	"Receiver Only Channel—Receiver CDR in Manual Lock Mode" on page 2–12
Receiver and Transmitter	Automatic lock mode	"Receiver and Transmitter Channel—Receiver CDR in Automatic Lock Mode" on page 2–13
Receiver and Transmitter	Manual lock mode	"Receiver and Transmitter Channel—Receiver CDR in Manual Lock Mode" on page 2–14

Follow the same reset sequence for all the other channels in the non-bonded configuration.

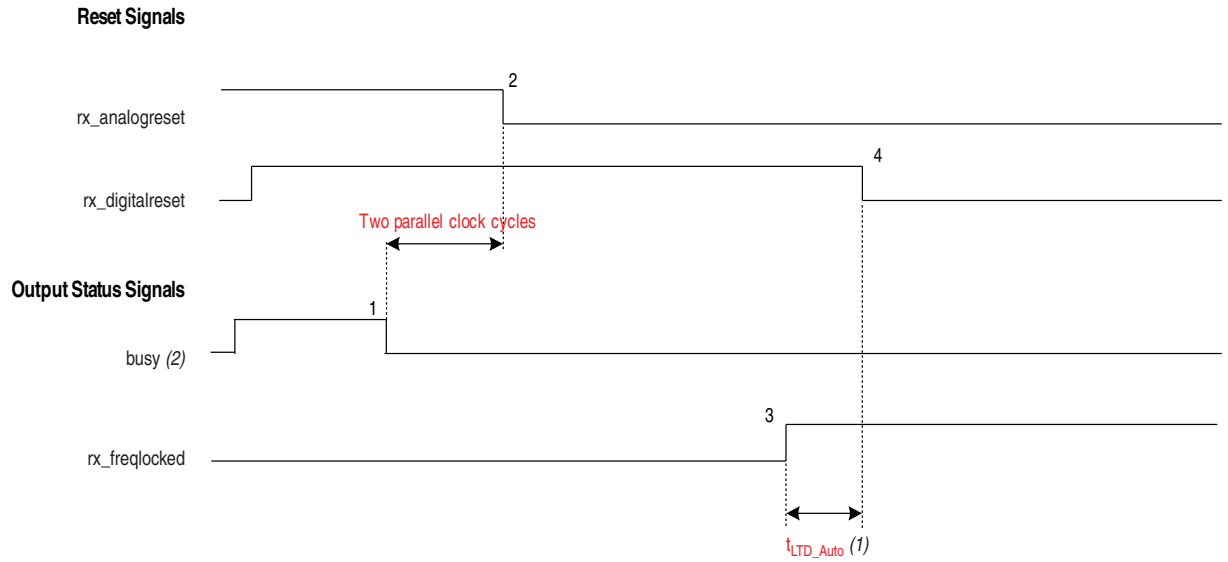
Transmitter Only Channel

This configuration contains only a transmitter channel. If you create a **Transmitter Only** instance in the ALTGX MegaWizard Plug-In Manager, use the same reset sequence shown in Figure 2–3 on page 2–7.

Receiver Only Channel—Receiver CDR in Automatic Lock Mode

This configuration contains only a receiver channel. If you create a **Receiver Only** instance in the ALTGX MegaWizard Plug-In Manager with the receiver CDR in automatic lock mode, use the reset sequence shown in Figure 2–6.

Figure 2–6. Sample Reset Sequence of Receiver Only Channel—Receiver CDR in Automatic Lock Mode



Notes to Figure 2–6:

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

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

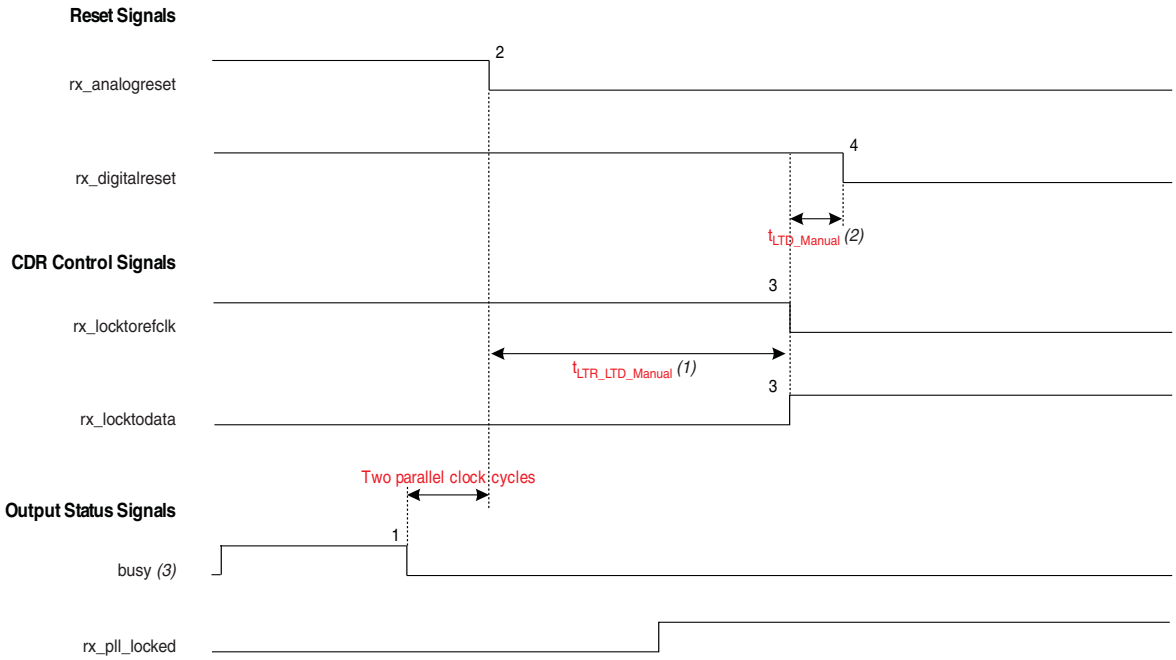
As shown in Figure 2–6, perform the following reset procedure for the receiver in CDR automatic lock mode:

1. After power up, wait for the `busy` signal to be deasserted.
2. Keep the `rx_digitalreset` and `rx_analogreset` signals asserted during this time period.
3. After the busy signal is deasserted, wait for another two parallel clock cycles, then deassert the `rx_analogreset` signal.
4. Wait for the `rx_freqlocked` signal to go high.
5. When `rx_freqlocked` goes high (marker 3), from that point onwards, wait for at least t_{LTD_Auto}, then de-assert the `rx_digitalreset` signal (marker 4). At this point, the receiver is ready to receive data.

Receiver Only Channel—Receiver CDR in Manual Lock Mode

This configuration contains only a receiver channel. If you create a **Receiver Only** instance in the ALTGX MegaWizard Plug-In Manager with receiver CDR in manual lock mode, use the reset sequence shown in Figure 2–7.

Figure 2–7. Sample Reset Sequence of Receiver Only Channel—Receiver CDR in Manual Lock Mode



Notes to Figure 2–7:

(1) For $t_{LTR\_LTD\_Manual}$ duration, refer to the *Cyclone IV Device Datasheet* chapter.

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

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

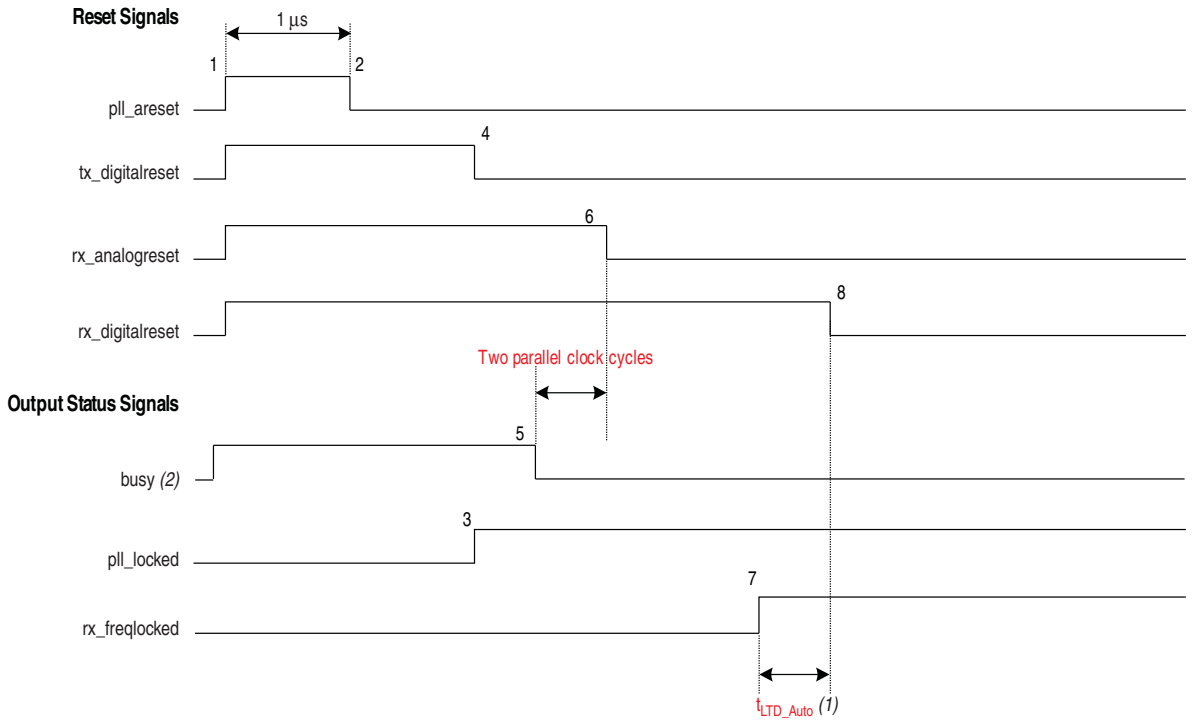
As shown in Figure 2–7, perform the following reset procedure for the receiver CDR in manual lock mode:

1. After power up, wait for the `busy` signal to be asserted.
2. Keep the `rx_digitalreset` and `rx_locktorefclk` signals asserted and the `rx_locktodata` signal deasserted during this time period.
3. After deassertion of the `busy` signal (marker 1), wait for two parallel clock cycles to deassert the `rx_analogreset` signal (marker 2). After `rx_analogreset` deassert, `rx_pll_locked` will assert.
4. Wait for at least $t_{LTR\_LTD\_Manual}$, then deassert the `rx_locktorefclk` signal. At the same time, assert the `rx_locktodata` signal (marker 3).
5. Deassert `rx_digitalreset` at least t_{LTD_Manual} (the time between markers 3 and 4) after asserting the `rx_locktodata` signal. At this point, the receiver is ready to receive data.

Receiver and Transmitter Channel—Receiver CDR in Automatic Lock Mode

This configuration contains both a transmitter and a receiver channel. If you create a **Receiver and Transmitter** instance in the ALTGX MegaWizard Plug-In Manager with the receiver CDR in automatic lock mode, use the reset sequence shown in Figure 2–8.

Figure 2–8. Sample Reset Sequence of Receiver and Transmitter Channel—Receiver CDR in Automatic Lock Mode



Notes to Figure 2–8:

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

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

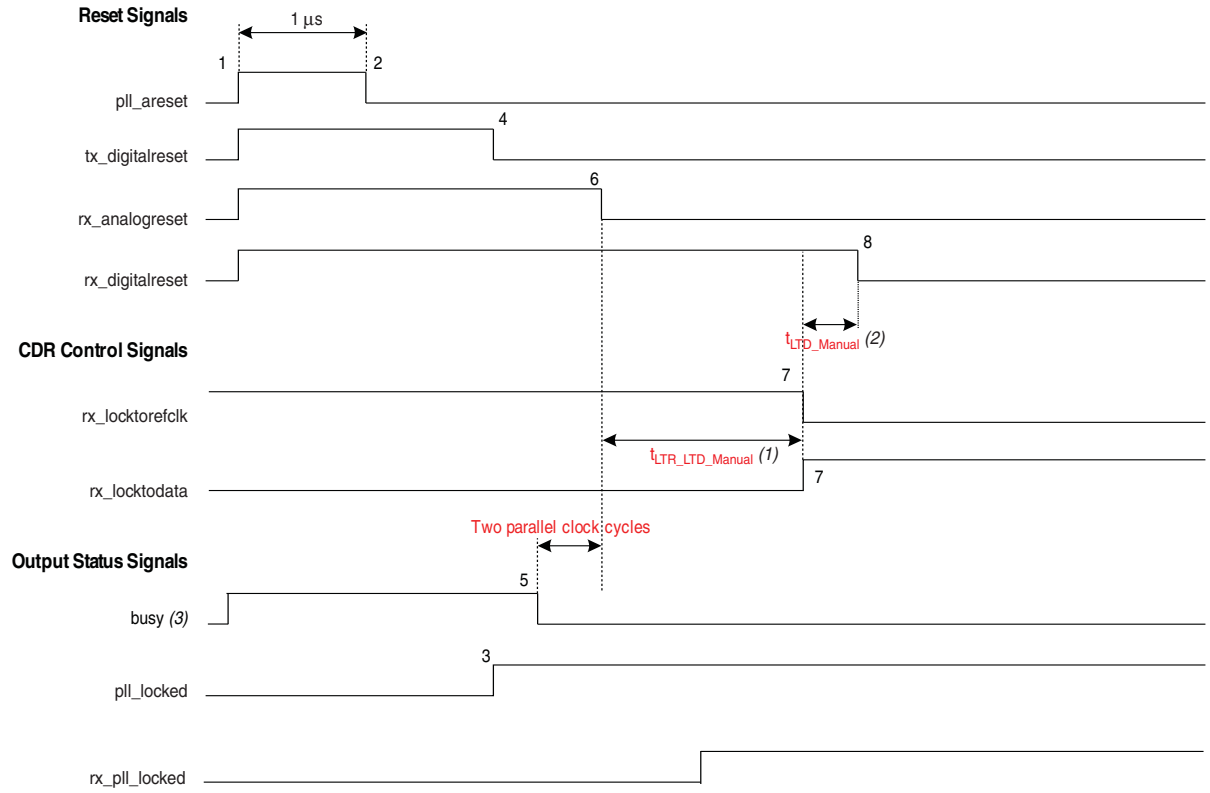
As shown in Figure 2–8, perform the following reset procedure for the receiver in CDR automatic lock mode:

1. After power up, assert `pll_areset` for a minimum period of 1 µs (the time between markers 1 and 2).
2. Keep the `tx_digitalreset`, `rx_analogreset`, and `rx_digitalreset` signals asserted during this time period. After you deassert the `pll_areset` signal, the multipurpose PLL starts locking to the transmitter input reference clock.
3. After the multipurpose PLL locks, as indicated by the `pll_locked` signal going high (marker 3), deassert `tx_digitalreset`. For receiver operation, after deassertion of busy signal, wait for two parallel clock cycles to deassert the `rx_analogreset` signal.
4. Wait for the `rx_freqlocked` signal to go high (marker 7).
5. After the `rx_freqlocked` signal goes high, wait for at least t_{LTD_Auto}, then deassert the `rx_digitalreset` signal (marker 8). At this point, the transmitter and receiver are ready for data traffic.

Receiver and Transmitter Channel—Receiver CDR in Manual Lock Mode

This configuration contains both a transmitter and receiver channel. If you create a **Receiver and Transmitter** instance in the ALTGX MegaWizard Plug-In Manager with the receiver CDR in manual lock mode, use the reset sequence shown in Figure 2–9.

Figure 2–9. Sample Reset Sequence of Receiver and Transmitter Channel—Receiver CDR in Manual Lock Mode



Notes to Figure 2–9:

(1) For $t_{LTR\_LTD\_Manual}$ duration, refer to the *Cyclone IV Device Datasheet* chapter.

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

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

As shown in Figure 2–9, perform the following reset procedure for the receiver in manual lock mode:

1. After power up, assert `pll_areset` for a minimum period of 1 µs (the time between markers 1 and 2).
2. Keep the `tx_digitalreset`, `rx_analogreset`, `rx_digitalreset`, and `rx_locktorefclk` signals asserted and the `rx_locktodata` signal deasserted during this time period. After you deassert the `pll_areset` signal, the multipurpose PLL starts locking to the transmitter input reference clock.
3. After the multipurpose PLL locks, as indicated by the `pll_locked` signal going high (marker 3), deassert `tx_digitalreset` (marker 4). For receiver operation, after deassertion of busy signal (marker 5), wait for two parallel clock cycles to deassert the `rx_analogreset` signal (marker 6). After `rx_analogreset` deassert, `rx_pll_locked` will assert.

4. Wait for at least $t_{LTR\_LTD\_Manual}$ (the time between markers 6 and 7), then deassert the `rx_locktorefclk` signal. At the same time, assert the `rx_locktodata` signal (marker 7). At this point, the receiver CDR enters lock-to-data mode and the receiver CDR starts locking to the received data.
5. Deassert `rx_digitalreset` at least t_{LTD_Manual} (the time between markers 7 and 8) after asserting the `rx_locktodata` signal. At this point, the transmitter and receiver are ready for data traffic.

Reset Sequence in Loss of Link Conditions

Loss of link can occur due to loss of local reference clock source or loss of the link due to an unplugged cable. Other adverse conditions like loss of power could also cause the loss of signal from the other device or link partner.

Loss of Local REFCLK or Other Reference Clock Condition

Should local reference clock input become disabled or unstable, take the following steps:

1. Monitor `pll_locked` signal. `Pll_locked` is de-asserted if local reference clock source becomes unavailable.
2. `Pll_locked` assertion indicates a stable reference clock because TX PLL locks to the incoming clock. You can follow appropriate reset sequence provided in the device handbook, starting from `pll_locked` assertion.

Loss of Link Due To Unplugged Cable or Far End Shut-off Condition

Use one or more of the following methods to identify whether link partner is alive:

- Signal detect is available in PCIe and Basic modes. You can monitor `rx_signaldetect` signal as loss of link indicator. `rx_signaldetect` is asserted when the link partner comes back up.
- You can implement a ppm detector in device core for modes that do not have signal detect to monitor the link. Ppm detector helps in identifying whether the link is alive.
- Data corruption or RX phase comp FIFO overflow or underflow condition in user logic may indicate a loss of link condition.

Apply the following reset sequences when loss of link is detected:

- For Automatic CDR lock mode:
  a. Monitor `rx_freqlocked` signal. Loss of link causes `rx_freqlocked` to be de-asserted when CDR moves back to lock-to-data (LTD) mode.
  b. Assert `rx_digitalreset`.
  c. `rx_freqlocked` toggles over time when CDR switches between lock-to-reference (LTR) and LTD modes.
  d. If `rx_freqlocked` goes low at any point, re-assert `rx_digitalreset`.
  e. If data corruption or RX phase comp FIFO overflow or underflow condition is observed in user logic, assert `rx_digitalreset` for 2 parallel clock cycles, then de-assert the signal.

This solution may violate some of the protocol specific requirements. In such case, you can use Manual CDR lock option.

- For Manual CDR lock mode, `rx_freqlocked` signal is not available. Upon detection of a dead link, take the following steps:
  a. Switch to LTR mode.
  b. Assert `rx_digitalreset`.
  c. Wait for `rx_pll_locked` to go high.
  d. When you detect incoming data on the receive pins, switch to LTD mode.
  e. Wait for a duration of t_{LTD_Manual}, which is the time taken to recover valid data after the `rx_locktodata` signal is asserted in manual mode.
  f. De-assert `rx_digitalreset`.

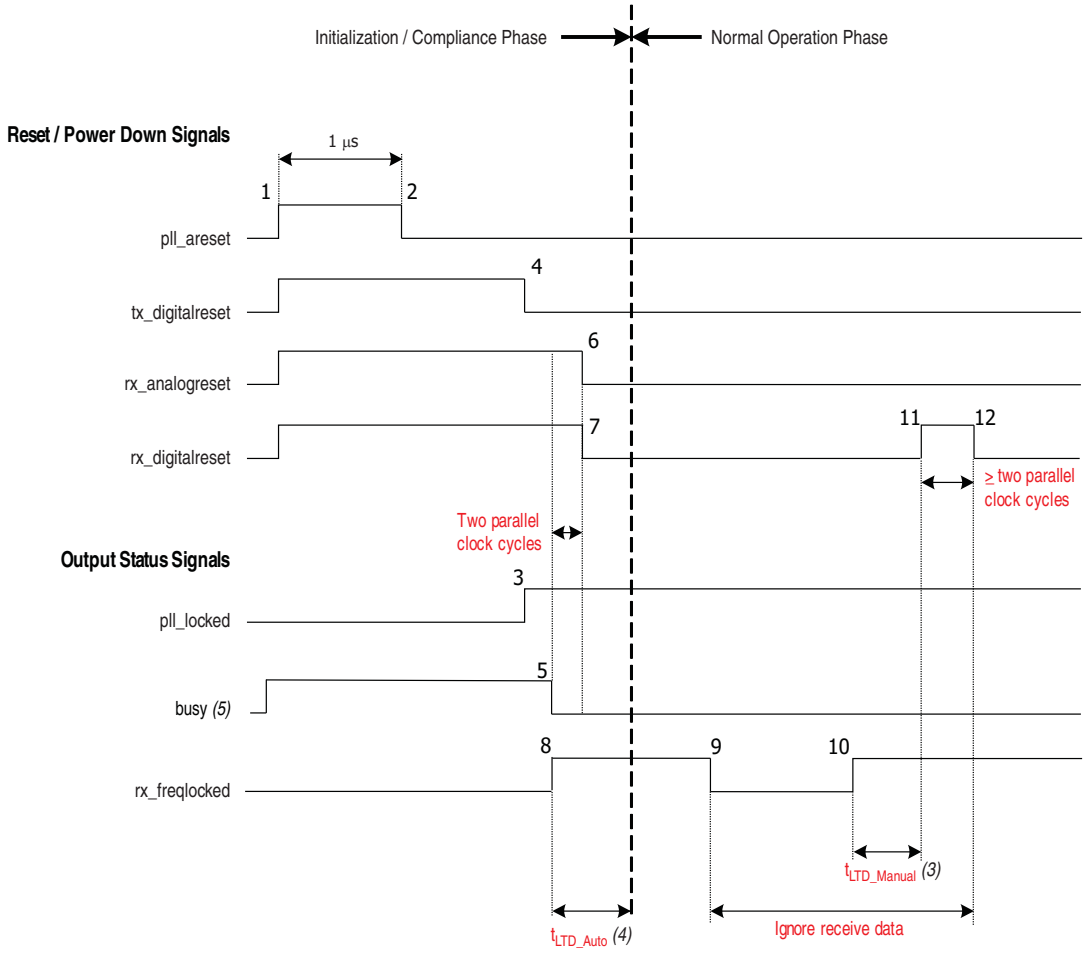
PCIe Functional Mode

You can configure PCIe functional mode with or without the receiver clock rate compensation FIFO in the Cyclone IV GX device. The reset sequence remains the same whether or not you use the receiver clock rate compensation FIFO.

PCIe Reset Sequence

The PCIe protocol consists of an initialization/compliance phase and a normal operation phase. The reset sequences for these two phases are described based on the timing diagram in Figure 2–10.

Figure 2–10. Reset Sequence of PCIe Functional Mode *(1)*, *(2)*



Notes to Figure 2–10:

(1) This timing diagram is drawn based on the PCIe Gen 1 ×1 mode.

(2) For bonded PCIe Gen 1 ×2 and ×4 modes, there will be additional `rx_freqlocked[n]` signal. n=number of channels.

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

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

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

PCIe Initialization/Compliance Phase

After the device is powered up, a PCIe-compliant device goes through the compliance phase during initialization. The rx_digitalreset signal must be deasserted during this compliance phase to achieve transitions on the pipephydonestatus signal, as expected by the link layer. The rx_digitalreset signal is deasserted based on the assertion of the rx_freqlocked signal.

During the initialization/compliance phase, do not use the rx_freqlocked signal to trigger a deassertion of the rx_digitalreset signal. Instead, perform the following reset sequence:

1. After power up, assert pll_areset for a minimum period of 1 µs (the time between markers 1 and 2). Keep the tx_digitalreset, rx_analogreset, and rx_digitalreset signals asserted during this time period. After you deassert the pll_areset signal, the multipurpose PLL starts locking to the input reference clock.
2. After the multipurpose PLL locks, as indicated by the pll_locked signal going high (marker 3), deassert tx_digitalreset. For a receiver operation, after deassertion of busy signal, wait for two parallel clock cycles to deassert the rx_analogreset signal. After rx_analogreset is deasserted, the receiver CDR starts locking to the receiver input reference clock.
3. Deassert both the rx_analogreset signal (marker 6) and rx_digitalreset signal (marker 7) together, as indicated in Figure 2–10. After deasserting rx_digitalreset, the pipephydonestatus signal transitions from the transceiver channel to indicate the status to the link layer. Depending on its status, pipephydonestatus helps with the continuation of the compliance phase. After successful completion of this phase, the device enters into the normal operation phase.

PCIe Normal Phase

For the normal PCIe phase:

1. After completion of the Initialization/Compliance phase, during the normal operation phase at the Gen1 data rate, when the rx_freqlocked signal is deasserted (marker 9 in Figure 2–10).
2. Wait for the rx_freqlocked signal to go high again. In this phase, the received data is valid (not electrical idle) and the receiver CDR locks to the incoming data. Proceed with the reset sequence after assertion of the rx_freqlocked signal.
3. After the rx_freqlocked signal goes high, wait for at least t_{LTD_Manual} before asserting rx_digitalreset (marker 12 in Figure 2–10) for two parallel receive clock cycles so that the receiver phase compensation FIFO is initialized. For bonded PCIe Gen 1 mode (×2 and ×4), wait for all the rx_freqlocked signals to go high, then wait for t_{LTD_Manual} before asserting rx_digitalreset for 2 parallel clock cycles.

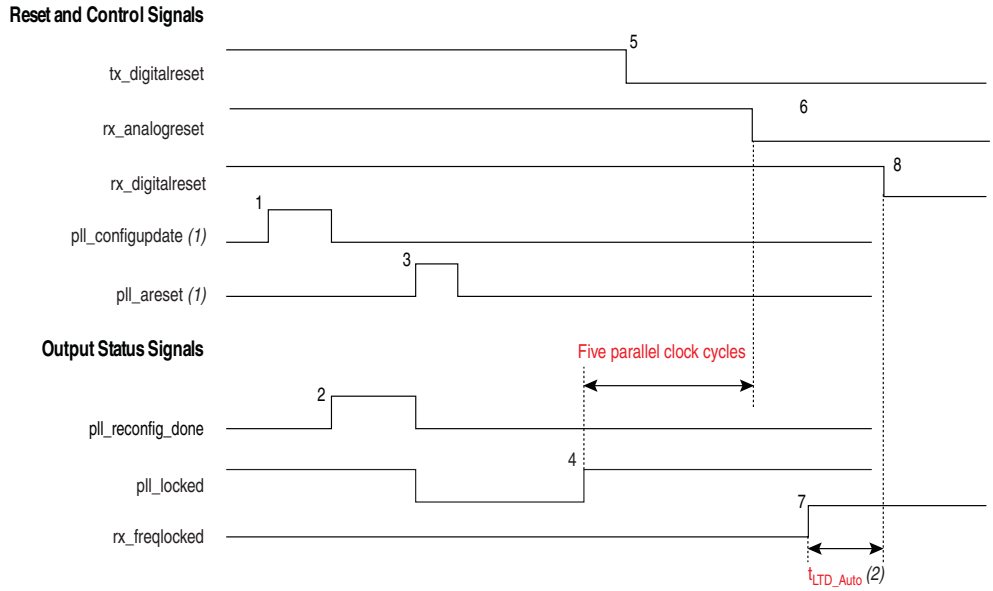
Dynamic Reconfiguration Reset Sequences

When using dynamic reconfiguration in data rate divisions in PLL reconfiguration or channel reconfiguration mode, use the following reset sequences.

Reset Sequence in PLL Reconfiguration Mode

Use the example reset sequence shown in Figure 2–11 when you use the PLL dynamic reconfiguration controller to change the data rate of the transceiver channel. In this example, PLL dynamic reconfiguration is used to dynamically reconfigure the data rate of the transceiver channel configured in Basic ×1 mode with the receiver CDR in automatic lock mode.

Figure 2–11. Reset Sequence When Using the PLL Dynamic Reconfiguration Controller to Change the Data Rate of the Transceiver Channel



Notes to Figure 2–11:

(1) The `pll_configupdate` and `pll_areset` signals are driven by the ALTPLL_RECONFIG megafunction. For more information, refer to *AN 609: Implementing Dynamic Reconfiguration in Cyclone IV GX Devices* and the *Cyclone IV Dynamic Reconfiguration* chapter.

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

As shown in Figure 2–11, perform the following reset procedure when using the PLL dynamic reconfiguration controller to change the configuration of the PLLs in the transmitter channel:

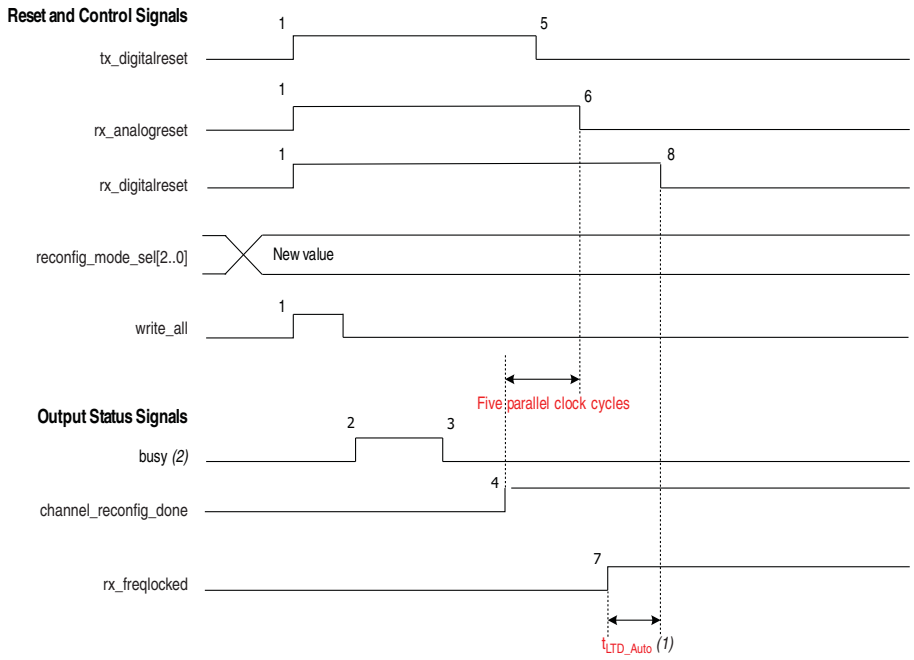
1. Assert the `tx_digitalreset`, `rx_analogreset`, and `rx_digitalreset` signals. The `pll_configupdate` signal is asserted (marker 1) by the ALTPLL_RECONFIG megafunction after the final data bit is sent out. The `pll_reconfig_done` signal is asserted (marker 2) to inform the ALTPLL_RECONFIG megafunction that the scan chain process is completed. The ALTPLL_RECONFIG megafunction then asserts the `pll_areset` signal (marker 3) to reset the transceiver PLL.

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

Reset Sequence in Channel Reconfiguration Mode

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

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



Notes to Figure 2–12:

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

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

As shown in Figure 2–12, perform the following reset procedure when using the dynamic reconfiguration controller to change the configuration of the transceiver channel:

1. After power up and establishing that the transceiver is operating as desired, write the desired new value in the appropriate registers (including `reconfig_mode_sel[2:0]`) and subsequently assert the `write_all` signal (marker 1) to initiate the dynamic reconfiguration.

   For more information, refer to the *Cyclone IV Dynamic Reconfiguration* chapter.

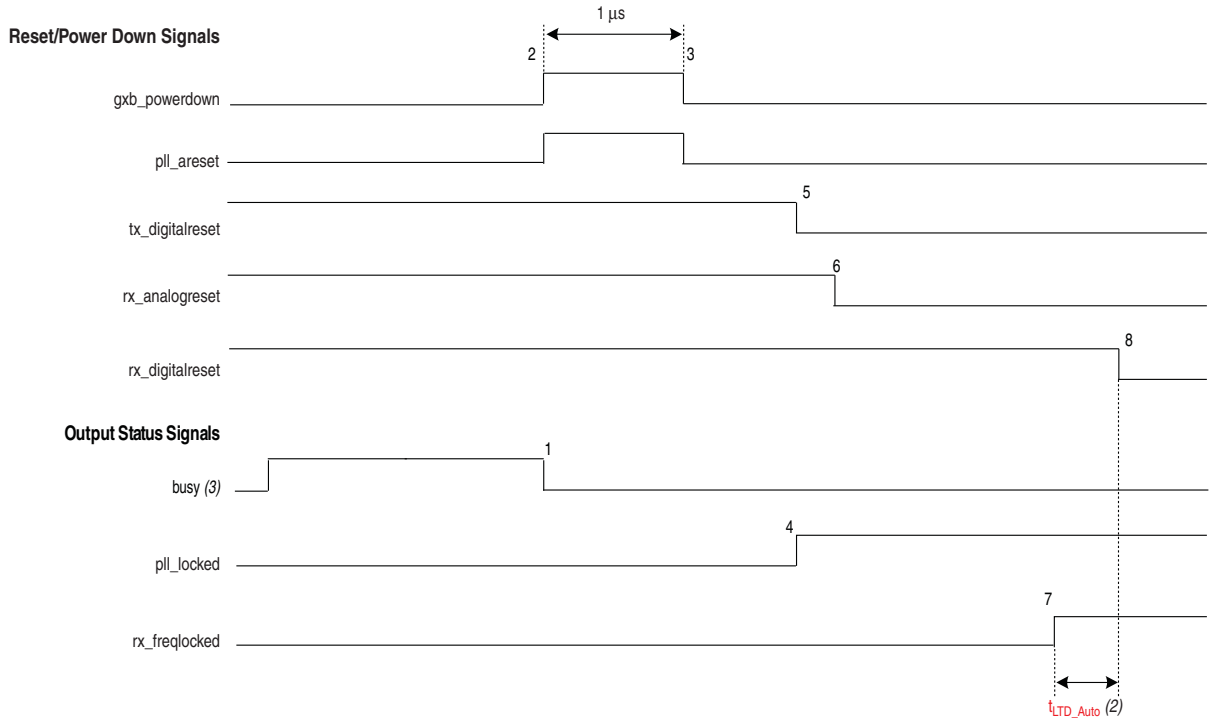
2. Assert the `tx_digitalreset`, `rx_analogreset`, and `rx_digitalreset` signals.
3. As soon as `write_all` is asserted, the dynamic reconfiguration controller starts to execute its operation. This is indicated by the assertion of the `busy` signal (marker 2).
4. Wait for the assertion of the `channel_reconfig_done` signal (marker 4) that indicates the completion of dynamic reconfiguration in this mode.
5. Deassert the `tx_digitalreset signal` (marker 5). This signal must be deasserted after assertion of the `channel_reconfig_done` signal (marker 4) and before the deassertion of the `rx_analogreset` signal (marker 6).
6. Wait for at least five parallel clock cycles after assertion of the `channel_reconfig_done` signal (marker 4) to deassert the `rx_analogreset` signal (marker 6).
7. Lastly, wait for the `rx_freqlocked` signal to go high. After `rx_freqlocked` goes high (marker 7), wait for t_{LTD_Auto} to deassert the `rx_digitalreset` signal (marker 8). At this point, the receiver is ready for data traffic.

Power Down

The Quartus II software automatically selects the power-down channel feature, which takes effect when you configure the Cyclone IV GX device. All unused transceiver channels and blocks are powered down to reduce overall power consumption. The `gxb_powerdown` signal is an optional transceiver block signal. It powers down all transceiver channels and all functional blocks in the transceiver block. The minimum pulse width for this signal is 1 µs. After power up, if you use the `gxb_powerdown` signal, wait for deassertion of the `busy` signal, then assert the `gxb_powerdown` signal for a minimum of 1 µs. Lastly, follow the sequence shown in Figure 2–13.

The deassertion of the busy signal indicates proper completion of the offset cancellation process on the receiver channel.

Figure 2–13. Sample Reset Sequence of a Receiver and Transmitter Channels-Receiver CDR in Automatic Lock Mode with the Optional gxb_powerdown Signal *(1)*



Notes to Figure 2–13:

(1) The gxb_powerdown signal must not be asserted during the offset cancellation sequence.

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

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

Simulation Requirements

The following are simulation requirements:

- The gxb_powerdown port is optional. In simulation, if the gxb_powerdown port is not instantiated, you must assert the tx_digitalreset, rx_digitalreset, and rx_analogreset signals appropriately for correct simulation behavior.
- If the gxb_powerdown port is instantiated, and the other reset signals are not used, you must assert the gxb_powerdown signal for at least 1 µs for correct simulation behavior.
- You can deassert the rx_digitalreset signal immediately after the rx_freqlocked signal goes high to reduce the simulation run time. It is not necessary to wait for t_{LTD_Auto} (as suggested in the actual reset sequence).
- The busy signal is deasserted after about 20 parallel reconfig_clk clock cycles in order to reduce simulation run time. For silicon behavior in hardware, you can follow the reset sequences described in the previous pages.

- In PCIe mode simulation, you must assert the `tx_forceelecidle` signal for at least one parallel clock cycle before transmitting normal data for correct simulation behavior.

Reference Information

For more information about some useful reference terms used in this chapter, refer to the links listed in Table 2–7.

Table 2–7. Reference Information

Terms Used in this Chapter	Useful Reference Points
Automatic Lock Mode	page 2–8
Bonded channel configuration	page 2–6
`busy`	page 2–3
Dynamic Reconfiguration Reset Sequences	page 2–19
`gxb_powerdown`	page 2–3
LTD	page 2–6
LTR	page 2–6
Manual Lock Mode	page 2–9
Non-Bonded channel configuration	page 2–10
PCIe	page 2–17
`pll_locked`	page 2–3
`pll_areset`	page 2–3
`rx_analogreset`	page 2–2
`rx_digitalreset`	page 2–2
`rx_freqlocked`	page 2–3
`tx_digitalreset`	page 2–2

Document Revision History

Table 2–8 lists the revision history for this chapter.

Table 2–8. Document Revision History

Date	Version	Changes
May 2013	1.3	■ Added rx_pll_locked to Figure 2–7 and Figure 2–9. ■ Added information on rx_pll_locked to "Receiver Only Channel—Receiver CDR in Manual Lock Mode" and "Receiver and Transmitter Channel—Receiver CDR in Manual Lock Mode".
November 2011	1.2	Updated the "All Supported Functional Modes Except the PCIe Functional Mode" section.
December 2010	1.1	■ Updated for the Quartus II software version 10.1 release. ■ Updated all `pll_powerdown` to `pll_areset`. ■ Added information about the `busy` signal in Figure 2–4, Figure 2–5, Figure 2–6, Figure 2–7, Figure 2–8, Figure 2–9, Figure 2–10, Figure 2–12, and Figure 2–13. ■ Added information for clarity ("Receiver and Transmitter Channel—Receiver CDR in Manual Lock Mode", "Receiver Only Channel—Receiver CDR in Automatic Lock Mode", "Receiver Only Channel—Receiver CDR in Manual Lock Mode", "Receiver and Transmitter Channel—Receiver CDR in Manual Lock Mode", and "Reset Sequence in Channel Reconfiguration Mode"). ■ Minor text edits.
July 2010	1.0	Initial release.

3. Cyclone IV Dynamic Reconfiguration

CYIV-52003-2.1

Cyclone® IV GX transceivers allow you to dynamically reconfigure different portions of the transceivers without powering down any part of the device. This chapter describes and provides examples about the different modes available for dynamic reconfiguration.

You can use the ALTGX_RECONFIG and ALTPLL_RECONFIG controller instance to reconfigure the physical medium attachment (PMA) controls, physical coding sublayer (PCS), multipurpose phase locked loops (PLLs), and general purpose PLLs.

This chapter contains the following sections:

Glossary of Terms

Table 3–1 lists the terms used in this chapter:

Table 3–1. Glossary of Terms Used in this Chapter (Part 1 of 2)

Term	Description
ALTGX_RECONFIG Instance	Dynamic reconfiguration controller instance generated by the ALTGX_RECONFIG MegaWizard™ Plug-In Manager.
ALTGX Instance	Transceiver instance generated by the ALTGX MegaWizard Plug-In Manager.
ALTPLL_RECONFIG Instance	Dynamic PLL reconfiguration controller instance generated by the ALTPLL_RECONFIG Megawizard Plug-In Manager
Logical Channel Addressing	Used whenever the concept of logical channel addressing is explained. This term does not refer to the `logical_channel_address` port available in the ALTGX_RECONFIG MegaWizard Plug-In Manager.

Table 3–1. Glossary of Terms Used in this Chapter (Part 2 of 2)

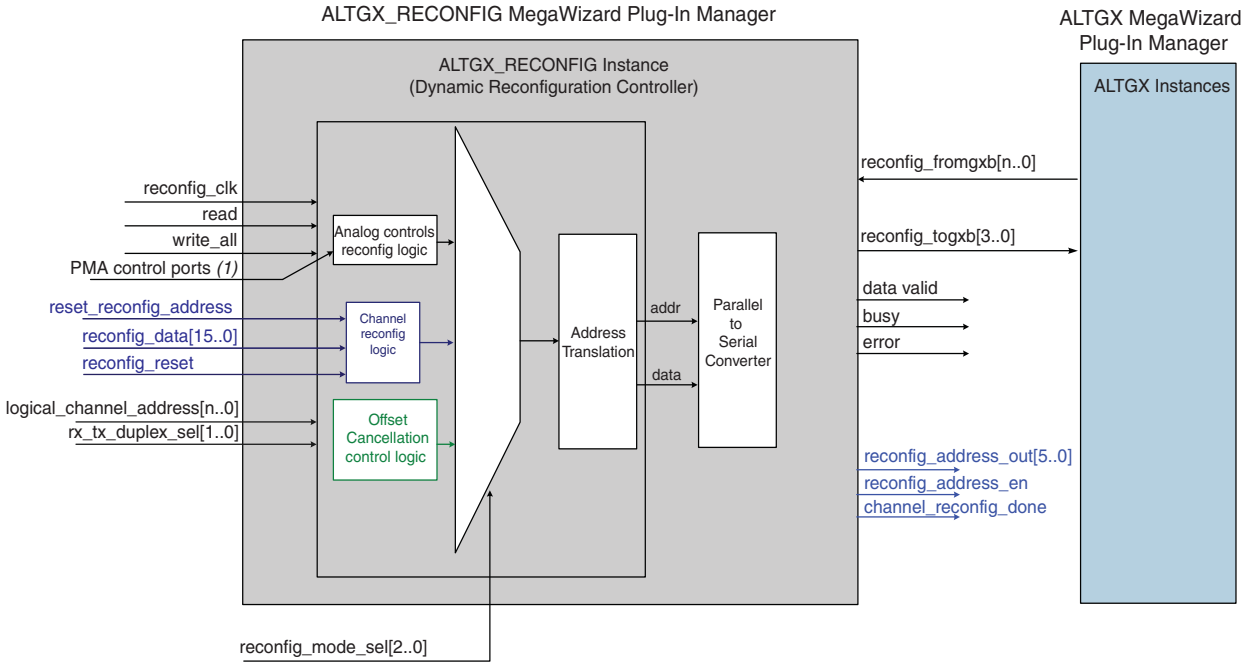
Term	Description
Memory Initialization File, also known as **.mif**	A file with the **.mif** extension will be generated for **.mif**-based reconfiguration mode. It can be either in Channel Reconfiguration mode or PLL Reconfiguration mode. ■ Channel Reconfiguration mode—this file contains information about the various ALTGX MegaWizard Plug-In Manager options that you set. Each word in the **.mif** is 16 bits wide. The dynamic reconfiguration controller writes information from the **.mif** into the transceiver channel. ■ PLL Reconfiguration mode—this file contains information about the various PLL parameters and settings that you use to configure the transceiver PLL to different output frequency. The **.mif** file is 144 × 1-bit size. During PLL reconfiguration mode, the PLL reconfiguration controller shifts these 144-bit serially into the transceiver PLL.
PMA controls	Represents **analog controls** (**Voltage Output Differential** [V_{OD}], **Pre-emphasis**, **DC Gain**, and **Manual Equalization**) as displayed in both the ALTGX and ALTGX_RECONFIG MegaWizard Plug-In Managers.
Transceiver channel	Refers to a transmitter channel, a receiver channel, or a duplex channel that has both PMA and PCS blocks.

Dynamic Reconfiguration Controller Architecture

The dynamic reconfiguration controller is a soft intellectual property (IP) that utilizes FPGA-fabric resources. You can use only one controller per transceiver block. You cannot use the dynamic reconfiguration controller to control multiple Cyclone IV devices or any off-chip interfaces.

Figure 3–1 shows a conceptual view of the dynamic reconfiguration controller architecture. For a detailed description of the inputs and outputs of the ALTGX_RECONFIG instance, refer to "Error Indication During Dynamic Reconfiguration" on page 3–36.

Figure 3–1. Dynamic Reconfiguration Controller



Note to Figure 3–1:

(1) The PMA control ports consist of the V_{OD}, pre-emphasis, DC gain, and manual equalization controls.

Only PMA reconfiguration mode supports manual equalization controls.

You can use one ALTGX_RECONFIG instance to control multiple transceiver blocks. However, you cannot use multiple ALTGX_RECONFIG instances to control one transceiver block.

Dynamic Reconfiguration Controller Port List

Table 3–2 lists the input control ports and output status ports of the dynamic reconfiguration controller.

Table 3–2. Dynamic Reconfiguration Controller Port List (ALTGX_RECONFIG Instance) (Part 1 of 7)

Port Name	Input/ Output	Description
Clock Inputs to ALTGX_RECONFIG Instance		
reconfig_clk	Input	The frequency range of this clock depends on the following transceiver channel configuration modes: ■ **Receiver only** (37.5 MHz to 50 MHz) ■ **Receiver and Transmitter** (37.5 MHz to 50 MHz) ■ **Transmitter only** (2.5 MHz to 50 MHz) By default, the Quartus® II software assigns a global clock resource to this port. This clock must be a free-running clock sourced from an I/O clock pin. Do not use dedicated transceiver REFCLK pins or any clocks generated by transceivers.
ALTGX and ALTGX_RECONFIG Interface Signals		
reconfig_fromgxb [n..0]	Input	An output port in the ALTGX instance and an input port in the ALTGX_RECONFIG instance. This signal is transceiver-block based. Therefore, the width of this signal increases in steps of 5 bits per transceiver block. In the ALTGX MegaWizard Plug-In Manager, the width of this signal depends on the number of channels you select in the **What is the number of channels?** option in the **General** screen. For example, if you select the number of channels in the ALTGX instance as follows: 1 ≤ Channels ≤ 4, then the output port reconfig_fromgxb[4..0] = 5 bits 5 ≤ Channels ≤ 8, then the output port reconfig_fromgxb[9..0] = 10 bits 9 ≤ Channels ≤ 12, then the output port reconfig_fromgxb[14..0] = 15 bits 13 ≤ Channels ≤ 16, then the output port reconfig_fromgx[19..0] = 20 bits To connect the reconfig_fromgxb port between the ALTGX_RECONFIG instance and multiple ALTGX instances, follow these rules: ■ Connect the reconfig_fromgxb[4..0] of ALTGX Instance 1 to the reconfig_fromgxb[4..0] of the ALTGX_RECONFIG instance. Connect the reconfig_fromgxb[] port of the next ALTGX instance to the next available bits of the ALTGX_RECONFIG instance, and so on. ■ Connect the reconfig_fromgxb port of the ALTGX instance, which has the highest **What is the starting channel number?** option, to the MSB of the reconfig_fromgxb port of the ALTGX_RECONFIG instance. The Quartus II Fitter produces a warning if the dynamic reconfiguration option is enabled in the ALTGX instance but the reconfig_fromgxb and reconfig_togxb ports are not connected to the ALTGX_RECONFIG instance.
reconfig_togxb [3..0]	Output	An input port of the ALTGX instance and an output port of the ALTGX_RECONFIG instance. You must connect the reconfig_togxb[3..0] input port of every ALTGX instance controlled by the dynamic reconfiguration controller to the reconfig_togxb[3..0] output port of the ALTGX_RECONFIG instance. The width of this port is always fixed to 4 bits.

Table 3–2. Dynamic Reconfiguration Controller Port List (ALTGX_RECONFIG Instance) (Part 2 of 7)

Port Name	Input/ Output	Description
FPGA Fabric and ALTGX_RECONFIG Interface Signals		
write_all	Input	Assert this signal for one reconfig_clk clock cycle to initiate a write transaction from the ALTGX_RECONFIG instance to the ALTGX instance. You can use this signal in two ways for .**mif**-based modes: ■ Continuous write operation—select the **Enable continuous write of all the words needed for reconfiguration** option to pulse the write_all signal only once for writing a whole **.mif**. The **What is the read latency of the MIF contents** option is available for selection in this case only. Enter the desired latency in terms of the reconfig_clk cycles. ■ Regular write operation—when the **Enable continuous write of all the words needed for reconfiguration** option is disabled, every word of the **.mif** requires its own write cycle.
busy	Output	This signal is used to indicate the busy status of the dynamic reconfiguration controller during offset cancellation. After the device powers up, this signal remains low for the first reconfig_clk clock cycle. It then is asserted and remains high when the dynamic reconfiguration controller performs offset cancellation on all the receiver channels connected to the ALTGX_RECONFIG instance. Deassertion of the busy signal indicates the successful completion of the offset cancellation process. ■ PMA controls reconfiguration mode—this signal is high when the dynamic reconfiguration controller performs a read or write transaction. ■ Channel reconfiguration modes—this signal is high when the dynamic reconfiguration controller writes the **.mif** into the transceiver channel.
read	Input	Assert this signal for one reconfig_clk clock cycle to initiate a read transaction. The read port is applicable only to the PMA controls reconfiguration mode. The read port is available when you select **Analog controls** in the **Reconfiguration settings** screen and select at least one of the PMA control ports in the **Analog controls** screen.
data_valid	Output	Applicable only to PMA controls reconfiguration mode. This port indicates the validity of the data read from the transceiver by the dynamic reconfiguration controller. The data on the output read ports is valid only when the data_valid is high. This signal is enabled when you enable at least one PMA control port used in read transactions, for example tx_vodctrl_out.
error	Output	This indicates that an unsupported operation was attempted. You can select this in the **Error checks** screen. The dynamic reconfiguration controller deasserts the busy signal and asserts the error signal for two reconfig_clk cycles when you attempt an unsupported operation. For more information, refer to "Error Indication During Dynamic Reconfiguration" on page 3–36.

Table 3–2. Dynamic Reconfiguration Controller Port List (ALTGX_RECONFIG Instance) (Part 3 of 7)

Port Name	Input/ Output	Description
logical_channel_address[n..0]	Input	Enabled by the ALTGX_RECONFIG MegaWizard Plug-In Manager when you enable the **Use 'logical_channel_address' port for Analog controls reconfiguration** option in the **Analog controls** screen. The width of the logical_channel_address port depends on the value you set in the **What is the number of channels controlled by the reconfig controller?** option in the **Reconfiguration settings** screen. This port can be enabled only when the number of channels controlled by the dynamic reconfiguration controller is more than one. Number of channels controlled by the reconfiguration controller — logical_channel_address input port width 2 — logical_channel_address[0] 3–4 — logical_channel_address[1..0] 5–8 — logical_channel_address[2..0] 9–16 — logical_channel_address[3..0]
rx_tx_duplex_sel[1..0]	Input	This is a 2-bit wide signal. You can select this in the **Error checks** screen. The advantage of using this optional port is that it allows you to reconfigure only the transmitter portion of a channel, even if the channel configuration is duplex. For a setting of: ■ rx_tx_duplex_sel[1:0] = 2'b00—the transmitter and receiver portion of the channel is reconfigured. ■ rx_tx_duplex_sel[1:0] = 2'b01—the receiver portion of the channel is reconfigured. ■ rx_tx_duplex_sel[1:0] = 2'b10—the transmitter portion of the channel is reconfigured.

Table 3–2. Dynamic Reconfiguration Controller Port List (ALTGX_RECONFIG Instance) (Part 4 of 7)

<table>
<tr><th>Port Name</th><th>Input/ Output</th><th>Description</th></tr>
<tr><td colspan="3">Analog Settings Control/Status Signals</td></tr>
<tr><td>tx_vodctrl[2..0] (1)</td><td>Input</td><td>This is an optional transmit buffer V_{OD} control signal. It is 3 bits per transmitter channel. The number of settings varies based on the transmit buffer supply setting and the termination resistor setting on the TX Analog screen of the ALTGX MegaWizard Plug-In Manager.

The width of this signal is fixed to 3 bits if you enable either the Use 'logical_channel_address' port for Analog controls reconfiguration option or the Use same control signal for all the channels option in the Analog controls screen. Otherwise, the width of this signal is 3 bits per channel.

The following shows the V_{OD} values corresponding to the tx_vodctrl settings for 100-Ω termination.

For more information, refer to the “Programmable Output Differential Voltage” section of the Cyclone IV GX Device Datasheet chapter.

<table>
<tr><th>tx_vodctrl[2:0]</th><th>Corresponding ALTGX instance settings</th><th>Corresponding V_{OD} settings (mV)</th></tr>
<tr><td>3’b001</td><td>1</td><td>400</td></tr>
<tr><td>3’b010</td><td>2</td><td>600</td></tr>
<tr><td>3’b011</td><td>3</td><td>800</td></tr>
<tr><td>3’b111</td><td>4 (2)</td><td>900 (2)</td></tr>
<tr><td>3’b100</td><td>5</td><td>1000</td></tr>
<tr><td>3’b101</td><td>6</td><td>1200</td></tr>
<tr><td colspan="3">All other values => N/A</td></tr>
</table>
</td></tr>
</table>

Table 3–2. Dynamic Reconfiguration Controller Port List (ALTGX_RECONFIG Instance) (Part 5 of 7)

<table>
<tr><th>Port Name</th><th>Input/ Output</th><th>Description</th></tr>
<tr><td>tx_preemp[4..0] (1)</td><td>Input</td><td>This is an optional pre-emphasis write control for the transmit buffer. Depending on what value you set at this input, the controller dynamically writes the value to the pre-emphasis control register of the transmit buffer.
The width of this signal is fixed to 5 bits if you enable either the Use 'logical_channel_address' port for Analog controls reconfiguration option or the Use same control signal for all the channels option in the Analog controls screen. Otherwise, the width of this signal is 5 bits per channel.
<table>
<tr><th>tx_preemp[4..0]</th><th>Corresponding ALTGX instance settings</th><th>Corresponding pre-emphasis setting (mA)</th></tr>
<tr><td>00000</td><td>0</td><td>Disabled</td></tr>
<tr><td>00001</td><td>1</td><td>0.5</td></tr>
<tr><td>00101</td><td>5</td><td>1.0</td></tr>
<tr><td>01001</td><td>9</td><td>1.5</td></tr>
<tr><td>01101</td><td>13</td><td>2.0</td></tr>
<tr><td>10000</td><td>16</td><td>2.375</td></tr>
<tr><td>10001</td><td>17</td><td>2.5</td></tr>
<tr><td>10010</td><td>18</td><td>2.625</td></tr>
<tr><td>10011</td><td>19</td><td>2.75</td></tr>
<tr><td>10100</td><td>20</td><td>2.875</td></tr>
<tr><td>10101</td><td>21</td><td>3.0</td></tr>
</table>
All other values => N/A</td></tr>
<tr><td>rx_eqctrl[3..0] (1)</td><td>Input</td><td>This is an optional write control to write an equalization control value for the receive side of the PMA.
The width of this signal is fixed to 4 bits if you enable either the Use 'logical_channel_address' port for Analog controls reconfiguration option or the Use same control signal for all the channels option in the Analog controls screen. Otherwise, the width of this signal is 4 bits per channel.
<table>
<tr><th>rx_eqctrl[3..0]</th><th>Corresponding ALTGX instance settings</th></tr>
<tr><td>0001</td><td>Low</td></tr>
<tr><td>0101</td><td>Medium Low</td></tr>
<tr><td>0100</td><td>Medium High</td></tr>
<tr><td>0111</td><td>High</td></tr>
</table>
All other values => N/A</td></tr>
</table>

Table 3–2. Dynamic Reconfiguration Controller Port List (ALTGX_RECONFIG Instance) (Part 6 of 7)

Port Name	Input/ Output	Description
rx_eqdcgain [1..0] *(1)*	Input	This is an optional equalizer DC gain write control. The width of this signal is fixed to 2 bits if you enable either the **Use 'logical_channel_address' port for Analog controls reconfiguration** option or the **Use same control signal for all the channels** option in the **Analog controls** screen. Otherwise, the width of this signal is 2 bits per channel. The following values are the legal settings allowed for this signal: rx_eqdcgain[1..0] — Corresponding ALTGX settings — Corresponding DC Gain value (dB) 2'b00 — 0 — 0 2'b01 — 1 — 3 *(2)* 2'b10 — 2 — 6 All other values => N/A For more information, refer to the "Programmable Equalization and DC Gain" section of the *Cyclone IV GX Device Datasheet* chapter.
tx_vodctrl_out [2..0]	Output	This is an optional transmit V_{OD} read control signal. This signal reads out the value written into the V_{OD} control register. The width of this output signal depends on the number of channels controlled by the dynamic reconfiguration controller and also the configuration of the **Use 'logical_channel_address' port for Analog controls reconfiguration** option and the **Use same control signal for all the channels** option.
tx_preemp_out [4..0]	Output	This is an optional pre-emphasis read control signal. This signal reads out the value written by its input control signal. The width of this output signal depends on the number of channels controlled by the dynamic reconfiguration controller and also the configuration of the **Use 'logical_channel_address' port for Analog controls reconfiguration** option and the **Use same control signal for all the channels** option.
rx_eqctrl_out [3..0]	Output	This is an optional read control signal to read the setting of equalization setting of the ALTGX instance. The width of this output signal depends on the number of channels controlled by the dynamic reconfiguration controller and also the configuration of the **Use 'logical_channel_address' port for Analog controls reconfiguration** option and the **Use same control signal for all the channels** option.
rx_eqdcgain_out [1..0]	Output	This is an optional equalizer DC gain read control signal. This signal reads out the settings of the ALTGX instance DC gain. The width of this output signal depends on the number of channels controlled by the dynamic reconfiguration controller and also the configuration of the **Use 'logical_channel_address' port for Analog controls reconfiguration** option and the **Use same control signal for all the channels** option.
Transceiver Channel Reconfiguration Control/Status Signals		
reconfig_mode_ sel[2..0] *(3)*	Input	Set the following values at this signal to activate the appropriate dynamic reconfiguration mode: 3'b000 = PMA controls reconfiguration mode. This is the default value. 3'b001 = Channel reconfiguration mode All other values => N/A reconfig_mode_sel[] is available as an input only when you enable more than one dynamic reconfiguration mode.

Table 3–2. Dynamic Reconfiguration Controller Port List (ALTGX_RECONFIG Instance) (Part 7 of 7)

Port Name	Input/ Output	Description
reconfig_address_out[5..0]	Output	This signal is always available for you to select in the **Channel reconfiguration** screen. This signal is applicable only in the dynamic reconfiguration modes grouped under **Channel reconfiguration mode** including **channel interface** and **Use RX local divider** option. This signal represents the current address used by the ALTGX_RECONFIG instance when writing the **.mif** into the transceiver channel. This signal increments by 1, from 0 to the last address, then starts at 0 again. You can use this signal to indicate the end of all the **.mif** write transactions (reconfig_address_out[5..0] changes from the last address to 0 at the end of all the **.mif** write transactions).
reconfig_address_en	Output	This is an optional signal you can select in the **Channel reconfiguration** screen. This signal is applicable only in dynamic reconfiguration modes grouped under the **Channel reconfiguration** option. The dynamic reconfiguration controller asserts reconfig_address_en to indicate that reconfig_address_out[5..0] has changed. This signal is asserted only after the dynamic reconfiguration controller completes writing one 16-bit word of the **.mif**.
reset_reconfig_address	Input	This is an optional signal you can select in the **Channel reconfiguration** screen. This signal is applicable only in dynamic reconfiguration modes grouped under the **Channel reconfiguration** option. Enable this signal and assert it for one reconfig_clk clock cycle if you want to reset the reconfiguration address used by the ALTGX_RECONFIG instance during reconfiguration.
reconfig_data[15..0]	Input	This signal is applicable only in the dynamic reconfiguration modes grouped under the **Channel reconfiguration** option. This is a 16-bit word carrying the reconfiguration information. It is stored in a **.mif** that you must generate. The ALTGX_RECONFIG instance requires that you provide reconfig_data[15..0] on every **.mif** write transaction using the write_all signal.
reconfig_reset *(4)*	Input	You can use this signal to reset all the reconfiguration process in **Channel reconfiguration** mode. Asserting this port will reset all the register in the reconfiguration controller logics. This port only shows up in **Channel reconfiguration** mode. If you are feeding into this port, synchronize the reset signal to the reconfig_clk domain.
channel_reconfig_done	Output	This signal goes high to indicate that the dynamic reconfiguration controller has finished writing all the words of the **.mif**. The channel_reconfig_done signal is automatically deasserted at the start of a new dynamic reconfiguration write sequence. This signal is applicable only in channel reconfiguration mode.

Notes to Table 3–2:

(1) Not all combinations of input bits are legal values.

(2) This setting is required for compliance to PCI Express® (PIPE) functional mode.

(3) PLL reconfiguration is performed using ALTPLL_RECONFIG controller. Hence it is not selected through the reconfig_mode_sel[2..0] port.

(4) reconfig_reset will not restart the offset cancellation operation. Offset cancellation only occurs one time after power up and does not occur when subsequent reconfig_reset is asserted.

Offset Cancellation Feature

The Cyclone IV GX devices provide an offset cancellation circuit per receiver channel to counter the offset variations due to process, voltage, and temperature (PVT). These variations create an offset in the analog circuit voltages, pushing them out of the expected range. In addition to reconfiguring the transceiver channel, the dynamic reconfiguration controller performs offset cancellation on all receiver channels connected to it on power up.

The **Offset cancellation for Receiver channels** option is automatically enabled in both the ALTGX and ALTGX_RECONFIG MegaWizard Plug-In Managers for **Receiver and Transmitter** and **Receiver only** configurations. It is not available for **Transmitter only** configurations. For **Receiver and Transmitter** and **Receiver only** configurations, you must connect the necessary interface signals between the ALTGX_RECONFIG and ALTGX (with receiver channels) instances.

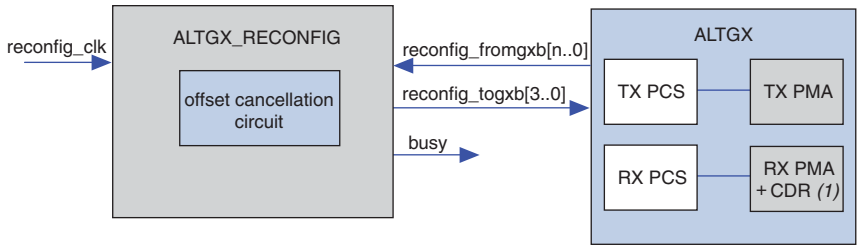
Offset cancellation is automatically executed once every time the device is powered on. The control logic for offset cancellation is integrated into the dynamic reconfiguration controller. You must connect the ALTGX_RECONFIG instance to the ALTGX instances (with receiver channels) in your design. You must connect the `reconfig_fromgxb`, `reconfig_togxb`, and necessary clock signals to both the ALTGX_RECONFIG and ALTGX (with receiver channels) instances.

When the device powers up, the dynamic reconfiguration controller initiates offset cancellation on the receiver channel by disconnecting the receiver input pins from the receiver data path. Subsequently, the offset cancellation process goes through different states and culminates in the offset cancellation of the receiver buffer.

Offset cancellation process only occurs one time after power up and does not occur when subsequent `reconfig_reset` is asserted. If you assert `reconfig_reset` after the offset cancellation process is completed, the offset cancellation process will not run again.
If you assert `reconfig_reset` upon power up; offset cancellation will not begin until `reconfig_reset` is deasserted. If you assert `reconfig_reset` after power up but before offset cancellation process is completed; offset cancellation will not complete and restart only when `reconfig_reset` is deasserted.

Figure 3–2 shows the connection for offset cancellation mode.

Figure 3–2. ALTGX and ALTGX_RECONFIG Connection for the Offset Cancellation Process



Note to Figure 3–2:

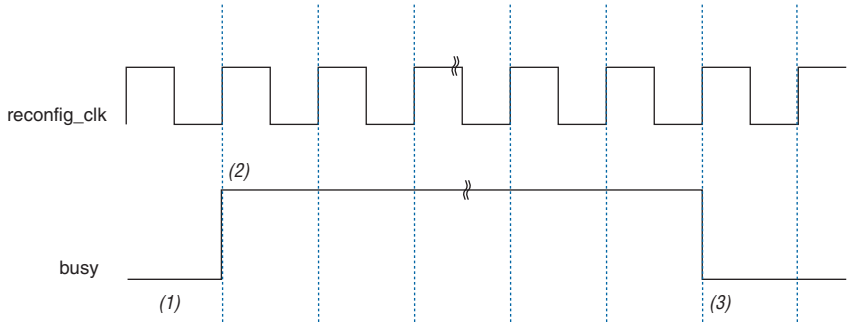
(1) This block is active during the offset cancellation process.

The dynamic reconfiguration controller sends and receives data to the transceiver channel through the `reconfig_togxb` and `reconfig_fromgxb` signals.

The `gxb_powerdown` signal must not be asserted during the offset cancellation sequence.

Figure 3–3 shows the timing diagram for a offset cancellation process.

Figure 3–3. Dynamic Reconfiguration Signals Transition during Offset Cancellation



Notes to Figure 3–3:

(1) After device power up, the busy signal remains low for the first reconfig_clk cycle.

(2) The busy signal then gets asserted for the second reconfig_clk cycle, when the dynamic reconfiguration controller initiates the offset cancellation process.

(3) The deassertion of the busy signal indicates the successful completion of the offset cancellation process.

Functional Simulation of the Offset Cancellation Process

You must connect the ALTGX_RECONFIG instances to the ALTGX instances in your design for functional simulation. Functional simulation uses a reduced timing model of the dynamic reconfiguration controller. Therefore, the duration of the offset cancellation process is 16 reconfig_clk clock cycles for functional simulation only. The gxb_powerdown signal must not be asserted during the offset cancellation sequence (for functional simulation and silicon).

Dynamic Reconfiguration Modes

When you enable the dynamic reconfiguration feature, you can reconfigure the following portions of each transceiver channel dynamically, without powering down the other transceiver channels or the FPGA fabric of the device:

- Analog (PMA) controls reconfiguration
- Channel reconfiguration
- PLL reconfiguration

Table 3–3 lists the supported dynamic reconfiguration modes for Cyclone IV GX devices.

Table 3–3. Cyclone IV GX Supported Dynamic Reconfiguration Mode (Part 1 of 2)

Dynamic Reconfiguration Supported Mode	Operational Mode			Quartus II Instances			.mif Requirements
	Transmitter Only	Receiver Only	Transmitter and Receiver Only	ALTGX	ALTGX_RECONFIG	ALTPLL_RECONFIG	
Offset Cancellation	—	✓	✓	✓	✓	—	—
Analog (PMA) Controls Reconfiguration	✓	✓	✓	✓	✓	—	—

Table 3–3. Cyclone IV GX Supported Dynamic Reconfiguration Mode (Part 2 of 2)

Dynamic Reconfiguration Supported Mode	Operational Mode			Quartus II Instances			.mif Requirements
	Transmitter Only	Receiver Only	Transmitter and Receiver Only	ALTGX	ALTGX_ RECONFIG	ALTPLL_ RECONFIG	
Channel Reconfiguration							
Channel Interface	✓	✓	✓	✓	✓	—	✓
Data Rate Division in Receiver Channel	—	✓	✓	✓	✓	—	✓
PLL Reconfiguration	✓	✓	✓	✓	—	✓	✓

The following modes are available for dynamically reconfiguring the Cyclone IV transceivers:

- "PMA Controls Reconfiguration Mode" on page 3–13
- "Transceiver Channel Reconfiguration Mode" on page 3–21
  - Channel interface (**.mif** based)
  - Data rate division in receiver channel (**.mif** based)

The following sections describe each of these modes in detail.

The following modes are unsupported for dynamic reconfiguration:

- Dynamically enable/disable PRBS or BIST
- Switch between a receiver-only channel and a transmitter-only channel
- Switch between a ×1 mode to a bonded ×4 mode

PMA Controls Reconfiguration Mode

You can dynamically reconfigure the following PMA controls for all supported transceiver configurations channels as configured in the ALTGX instances:

- Pre-emphasis settings
- Equalization settings (channel reconfiguration mode does not support equalization settings)
- DC gain settings
- V_{OD} settings

You can use the analog reconfiguration feature to dynamically reconfigure the transceivers channels setting in either the transmitter or the receivers in the PMA blocks. You can update the PMA controls on-the-fly based on the desired input. You can perform both read and write transaction separately for this analog reconfiguration mode.

There are three methods that you can use to dynamically reconfigure the PMA controls of a transceiver channel:

- "Method 1: Using logical_channel_address to Reconfigure Specific Transceiver Channels" on page 3–14
- "Method 2: Writing the Same Control Signals to Control All the Transceiver Channels" on page 3–16
- "Method 3: Writing Different Control Signals for all the Transceiver Channels at the Same Time" on page 3–19

Method 1: Using logical_channel_address to Reconfigure Specific Transceiver Channels

Enable the `logical_channel_address` port by selecting the **Use 'logical_channel_address' port** option on the **Analog controls** tab. This method is applicable only for a design where the dynamic reconfiguration controller controls more than one channel.

You can additionally reconfigure either the receiver portion, transmitter portion, or both the receiver and transmitter portions of the transceiver channel by setting the corresponding value on the `rx_tx_duplex_sel` input port. For more information, refer to Table 3–2 on page 3–4.

Connecting the PMA Control Ports

The selected PMA control ports remain fixed in width, regardless of the number of channels controlled by the ALTGX_RECONFIG instance:

- `tx_vodctrl` and `tx_vodctrl_out` are fixed to 3 bits
- `tx_preemp` and `tx_preemp_out` are fixed to 5 bits
- `rx_eqdcgain` and `rx_eqdcgain_out` are fixed to 2 bits
- `rx_eqctrl` and `rx_eqctrl_out` are fixed to 4 bits

Write Transaction

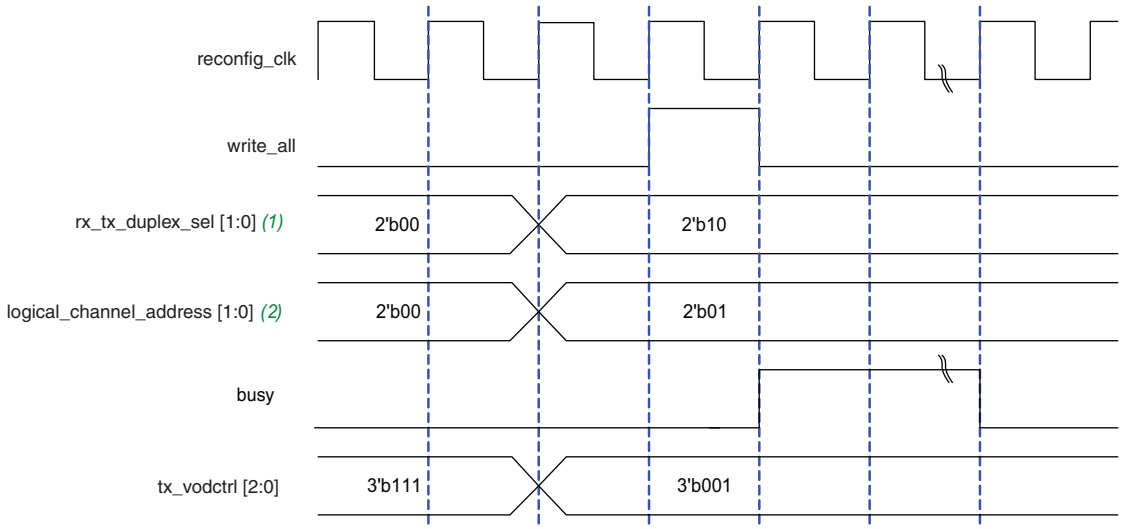
To complete a write transaction, perform the following steps:

1. Set the selected PMA control ports to the desired settings (for example, `tx_vodctrl` = **3'b001**).
2. Set the `logical_channel_address` input port to the logical channel address of the transceiver channel whose PMA controls you want to reconfigure.
3. Set the `rx_tx_duplex_sel` port to **2'b10** so that only the transmit PMA controls are written to the transceiver channel.
4. Ensure that the `busy` signal is low before you start a write transaction.
5. Assert the `write_all` signal for one `reconfig_clk` clock cycle.

The `busy` output status signal is asserted high to indicate that the dynamic reconfiguration controller is busy writing the PMA control values. When the write transaction has completed, the `busy` signal goes low.

Figure 3–4 shows the write transaction waveform for Method 1.

Figure 3–4. Write Transaction Waveform—Use 'logical_channel_address port' Option



Notes to Figure 3–4:

(1) In this waveform example, you are writing to only the transmitter portion of the channel.

(2) In this waveform example, the number of channels connected to the dynamic reconfiguration controller is four. Therefore, the `logical_channel_address` port is 2 bits wide.

Read Transaction

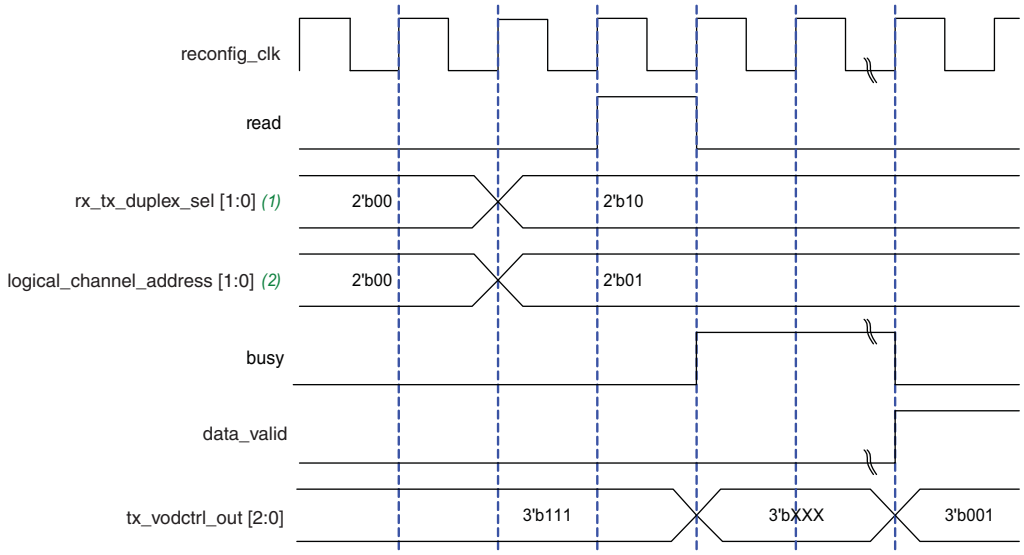
For example, to read the existing V_{OD} values from the transmit V_{OD} control registers of the transmitter portion of a specific channel controlled by the ALTGX_RECONFIG instance, perform the following steps:

1. Set the `logical_channel_address` input port to the logical channel address of the transceiver channel whose PMA controls you want to read (for example, `tx_vodctrl_out`).
2. Set the `rx_tx_duplex_sel` port to **2'b10** so that only the transmit PMA controls are read from the transceiver channel.
3. Ensure that the `busy` signal is low before you start a read transaction.
4. Assert the read signal for one `reconfig_clk` clock cycle. This initiates the read transaction.

The `busy` output status signal is asserted high to indicate that the dynamic reconfiguration controller is busy reading the PMA control values. When the read transaction has completed, the `busy` signal goes low. The `data_valid` signal is asserted to indicate that the data available at the read control signal is valid.

Figure 3–5 shows the read transaction waveform for Method 1.

Figure 3–5. Read Transaction Waveform—Use 'logical_channel_address port' Option



Notes to Figure 3–5:

(1) In this waveform example, you want to read from only the transmitter portion of the channel.

(2) In this waveform example, the number of channels connected to the dynamic reconfiguration controller is four. Therefore, the `logical_channel_address` port is 2 bits wide.

Simultaneous write and read transactions are not allowed.

Method 2: Writing the Same Control Signals to Control All the Transceiver Channels

This method does not require the `logical_channel_address` port. The PMA controls of all the transceiver channels connected to the ALTGX_RECONFIG instance are reconfigured.

The **Use the same control signal for all the channels** option is available on the **Analog controls** tab of the ALTGX_RECONFIG MegaWizard Plug-In Manager. If you enable this option, the width of the PMA control ports are fixed as follows:

PMA Control Ports Used in a Write Transaction

- `tx_vodctrl` is fixed to 3 bits
- `tx_preemp` is fixed to 5 bits
- `rx_eqdcgain` is fixed to 2 bits
- `rx_eqctrl` is fixed to 4 bits

PMA Control Ports Used in a Read Transaction

- `tx_vodctrl_out` is 3 bits per channel
- `tx_preemp_out` is 5 bits per channel
- `rx_eqdcgain_out` is 2 bits per channel
- `rx_eqctrl_out` is 4 bits per channel

For example, assume the number of channels controlled by the dynamic reconfiguration controller is two, `tx_vodctrl_out` is 6 bits wide.

Write Transaction

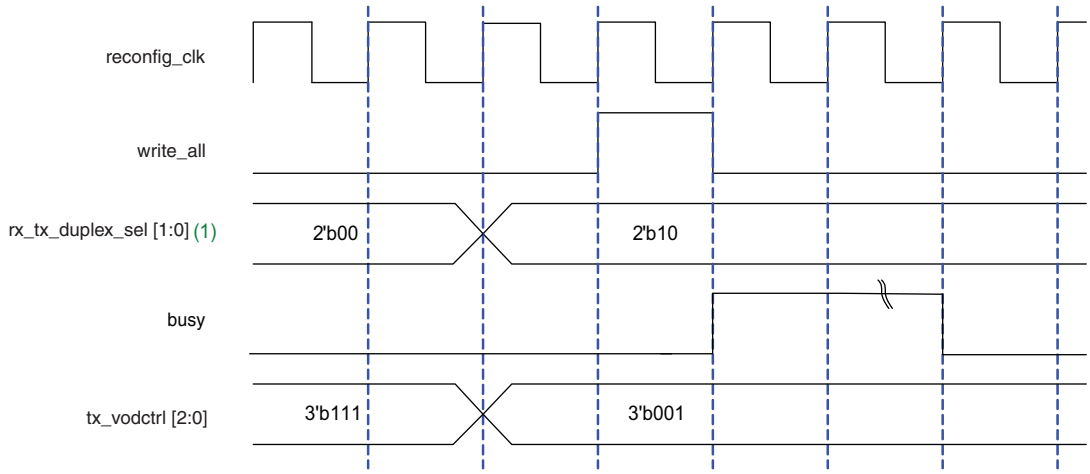
The value you set at the selected PMA control ports is written to all the transceiver channels connected to the ALTGX_RECONFIG instance.

For example, assume you have enabled `tx_vodctrl` in the ALTGX_RECONFIG MegaWizard Plug-In Manager to reconfigure the V_{OD} of the transceiver channels. To complete a write transaction to reconfigure the V_{OD}, perform the following steps:

1. Before you initiate a write transaction, set the selected PMA control ports to the desired settings (for example, `tx_vodctrl` = **3'b001**).
2. Set the `rx_tx_duplex_sel` port to **2'b10** so that only the transmit PMA controls are written to the transceiver channel.
3. Ensure that the `busy` signal is low before you start a write transaction.
4. Assert the `write_all` signal for one `reconfig_clk` clock cycle. This initiates the write transaction.
5. The `busy` output status signal is asserted high to indicate that the dynamic reconfiguration controller is busy writing the PMA control values. When the write transaction has completed, the `busy` signal goes low.

Figure 3–6 shows the write transaction for Method 2.

Figure 3–6. Write Transaction Waveform—Use the same control signal for all the channels Option



Note to Figure 3–6:

(1) In this waveform example, you want to write to only the transmitter portion of the channel.

Read Transaction

If you want to read the existing values from a specific channel connected to the ALTGX_RECONFIG instance, observe the corresponding byte positions of the PMA control output port after the read transaction is completed.

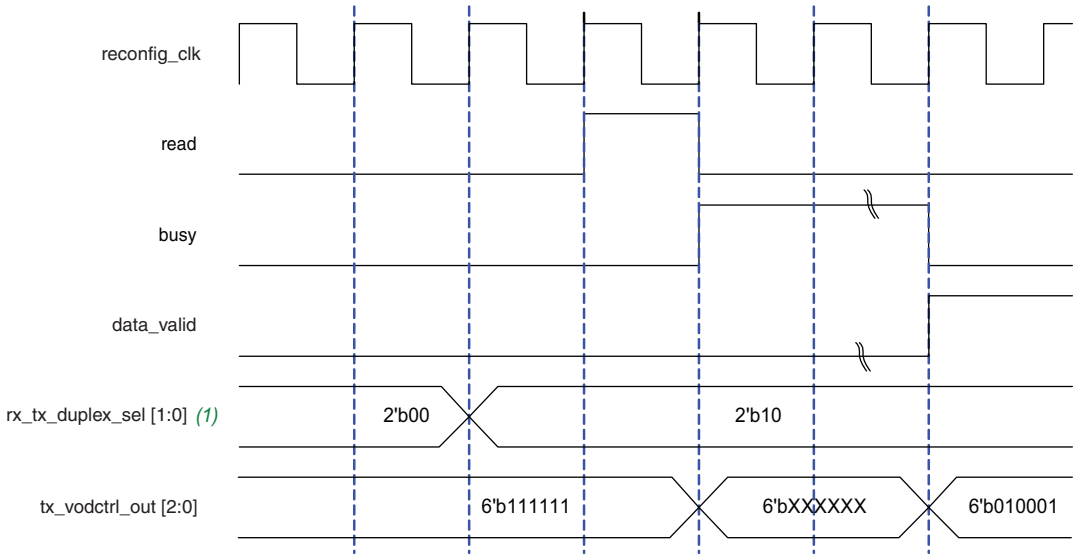
For example, if the number of channels controlled by the ALTGX_RECONFIG is two, the `tx_vodctrl_out` is 6 bits wide. The `tx_vodctrl_out[2:0]` signal corresponds to channel 1 and the `tx_vodctrl_out[5:3]` signal corresponds to channel 2.

To complete a read transaction to the V_{OD} values of the second channel, perform the following steps:

1. Before you initiate a read transaction, set the `rx_tx_duplex_sel` port to **2'b10** so that only the transmit PMA controls are read from the transceiver channel.
2. Ensure that the `busy` signal is low before you start a read transaction.
3. Assert the read signal for one `reconfig_clk` clock cycle. This initiates the read transaction.
4. The `busy` output status signal is asserted high to indicate that the dynamic reconfiguration controller is busy reading the PMA control settings.
5. When the read transaction has completed, the `busy` signal goes low. The `data_valid` signal is asserted, indicating that the data available at the read control signal is valid.
6. To read the current V_{OD} values in channel 2, observe the values in `tx_vodctrl_out[5:3]`.

In the waveform example shown in Figure 3–7, the transmit V_{OD} settings written in channels 1 and 2 prior to the read transaction are 3'b001 and 3'b010, respectively.

Figure 3–7. Read Transaction Waveform—Use the same control signal for all the channels Option Enabled



Note to Figure 3–7:

(1) In this waveform example, you want to read from only the transmitter portion of all the channels.

Simultaneous write and read transactions are not allowed.

Method 3: Writing Different Control Signals for all the Transceiver Channels at the Same Time

If you disable the **Use the same control signal for all the channels** option, the PMA control ports for a write transaction are separate for each channel. If you disable this option, the width of the PMA control ports are fixed as follows:

PMA Control Ports Used in a Write Transaction

- `tx_vodctrl` is 3 bits per channel
- `tx_preemp` are 5 bits per channel
- `rx_eqdcgain` is 2 bits per channel
- `rx_eqctrl` is 4 bits per channel

For example, if you have two channels, the `tx_vodctrl` is 6 bits wide (`tx_vodctrl [2:0]` corresponds to channel 1 and `tx_vodctrl [5:3]` corresponds to channel 2).

PMA Control Ports Used in a Read Transaction

The width of the PMA control ports for a read transaction are always separate for each channel as explained in "Method 2: Writing the Same Control Signals to Control All the Transceiver Channels" on page 3–16.

Write Transaction

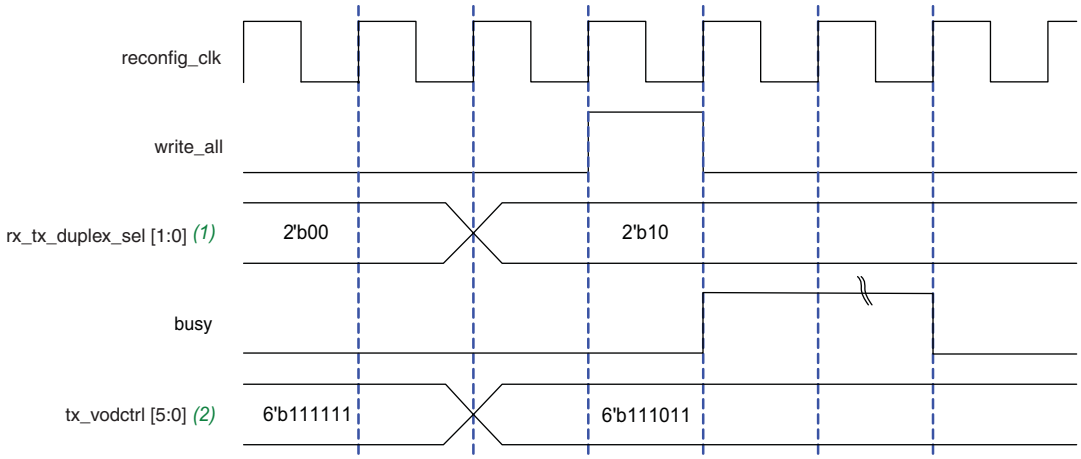
Because the PMA controls of all the channels are written, if you want to reconfigure a specific channel connected to the ALTGX_RECONFIG instance, set the new value at the corresponding PMA control port of the channel under consideration and retain the previously stored values in the other active channels with a read transaction prior to this write transaction.

For example, if the number of channels controlled by the ALTGX_RECONFIG instance is two, the `tx_vodctrl` signal in this case would be 6 bits wide. The `tx_vodctrl[2:0]` signal corresponds to channel 1 and the `tx_vodctrl[5:3]` signal corresponds to channel 2.

- To dynamically reconfigure the PMA controls of only channel 2 with a new value, first perform a read transaction to retrieve the existing PMA control values from `tx_vodctrl_out[5:0]`. Use the `tx_vodctrl_out[2:0]` value for `tx_vodctrl[2:0]` to write in channel 1. By doing so, channel 1 is overwritten with the same value.
- Perform a write transaction. This ensures that the new values are written only to channel 2 while channel 1 remains unchanged.

Figure 3–8 shows a write transaction waveform with the **Use the same control signal for all the channels** option disabled.

Figure 3–8. Write Transaction Waveform—Use the same control signal for all the channels Option Disabled



Notes to Figure 3–8:

(1) In this waveform example, you want to write to only the transmitter portion of the channel.

(2) In this waveform example, the number of channels controlled by the dynamic reconfiguration controller (the ALTGX_RECONFIG instance) is two and that the `tx_vodctrl` control port is enabled.

Simultaneous write and read transactions are not allowed.

Read Transaction

The read transaction in Method 3 is identical to that in Method 2. Refer to "Read Transaction" on page 3–18.

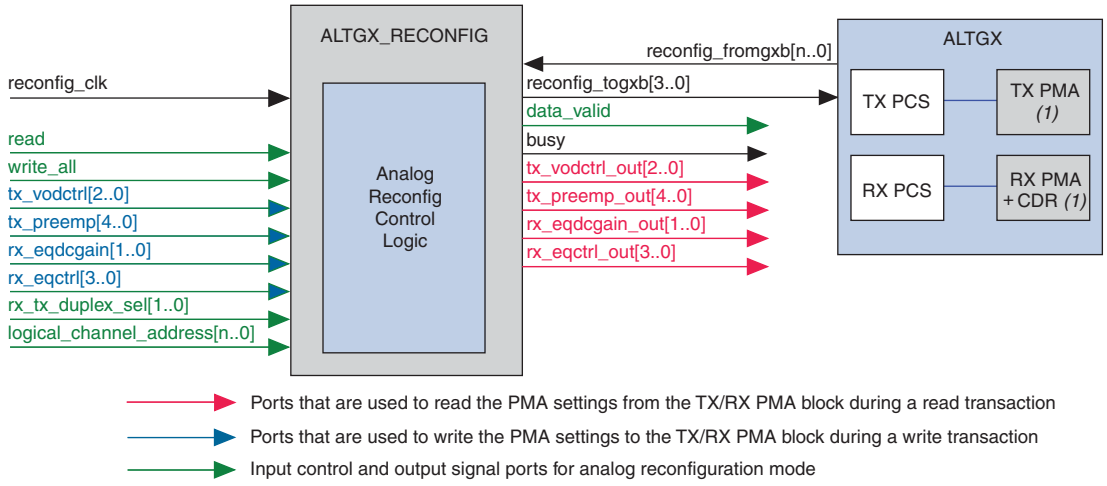
This is the slowest method. You have to write all the PMA settings for all channels even if you may only be changing one parameter on the channel. Altera recommends using the `logical_channel_address` method for time-critical applications.

For each method, you can additionally reconfigure the PMA setting of both transmitter and receiver portion, transmitter portion only, or receiver portion only of the transceiver channel. For more information, refer to "Dynamic Reconfiguration Controller Port List" on page 3–4. You can enable the `rx_tx_duplex_sel` port by selecting the **Use 'rx_tx_duplex_sel' port to enable RX only, TX only or duplex reconfiguration** option on the **Error checks** tab of the ALTGX_RECONFIG MegaWizard Plug-In Manager.

Figure 3–9 shows the ALTGX_RECONFIG connection to the ALTGX instances when set in analog reconfiguration mode. For the port information, refer to the "Dynamic Reconfiguration Controller Port List" on page 3–4.

Figure 3–9 shows the connection for PMA reconfiguration mode.

Figure 3–9. ALTGX and ALTGX_RECONFIG Connection for PMA Reconfiguration Mode



Note to Figure 3–9:

(1) This block can be reconfigured in PMA reconfiguration mode.

Transceiver Channel Reconfiguration Mode

You can dynamically reconfigure the transceiver channel from an existing functional mode to a different functional mode by selecting the **Channel Reconfiguration** option in ALTGX and ALTGX_RECONFIG MegaWizards. The blocks that are reconfigured by channel reconfiguration mode are the PCS and RX PMA blocks of a transceiver channel.

For more information about reconfiguring the RX PMA blocks of the transceiver channel using channel reconfiguration mode, you can refer to "Data Rate Reconfiguration Mode Using RX Local Divider" on page 3–26.

In channel reconfiguration, only a write transaction can occur; no read transactions are allowed. You can optionally choose to trigger `write_all` once by selecting the continuous write operation in the ALTGX_RECONFIG MegaWizard Plug-In Manager. The Quartus II software then continuously writes all the words required for reconfiguration.

For channel reconfiguration, **.mif** files are required to dynamically reconfigure the transceivers channels in channel reconfiguration modes. The **.mif** carries the reconfiguration information that will be used to reconfigure the transceivers channel dynamically on-the-fly. The **.mif** contents is generated automatically when you select the **Generate GXB Reconfig MIF** option in the Quartus II software setting. For different **.mif** settings, you need to later reconfigure and recompile the ALTGX MegaWizard to generate the **.mif** based on the required reconfiguration settings.

The dynamic reconfiguration controller can optionally perform a continuos write operation or a regular write operation of the **.mif** contents in terms of word size (16-bit data) to the transceivers channel that is selected for reconfiguration.

The following are the channel reconfiguration mode options:

- Channel interface reconfiguration
- Data rate division at receiver channel

Channel Interface Reconfiguration Mode

Enable this option if the reconfiguration of the transceiver channel involves the following changes:

- The reconfigured channel has a changed FPGA fabric-Transceiver channel interface data width
- The reconfigured channel has changed input control signals and output status signals
- The reconfigured channel has enabled and disabled the static PCS blocks of the transceiver channel

The following are the new input signals available when you enable this option:

- `tx_datainfull`—the width of this input signal depends on the number of channels you set up in the ALTGX MegaWizard Plug-In Manager. It is 22 bits wide per channel. This signal is available only for **Transmitter only** and **Receiver and Transmitter** configurations. This port replaces the existing `tx_datain` port.
- `rx_dataoutfull`—the width of this output signal depends on the number of channels you set up in the ALTGX MegaWizard Plug-In Manager. It is 32 bits wide per channel. This signal is available only for **Receiver only** and **Receiver and Transmitter** configurations. This port replaces the existing `rx_dataout` port.

  The Quartus II software has legality checks for the connectivity of `tx_datainfull` and `rx_dataoutfull` and the various control and status signals you enable in the **Clocking/Interface** screen. For example, the Quartus II software allows you to select and connect the `pipestatus` and `powerdn` signals. It assumes that you are planning to switch to and from PCI Express (PIPE) functional mode.

Table 3–4 describes the tx_datainfull[21..0] FPGA fabric-transceiver channel interface signals.

Table 3–4. tx_datainfull[21..0] FPGA Fabric-Transceiver Channel Interface Signal Descriptions *(1)*

FPGA Fabric-Transceiver Channel Interface Description	Transmit Signal Description (Based on Cyclone IV GX Supported FPGA Fabric-Transceiver Channel Interface Widths)
8-bit FPGA fabric-Transceiver Channel Interface	tx_datainfull[7:0]: 8-bit data (tx_datain)
	The following signals are used only in 8B/10B modes:
	tx_datainfull[8]: Control bit (tx_ctrlenable)
	tx_datainfull[9] Transmitter force disparity Compliance (PCI Express [PIPE]) (tx_forcedisp) in all modes except PCI Express (PIPE) functional mode. For PCI Express (PIPE) functional mode, (tx_forcedispcompliance) is used.
	■ For non-PIPE: tx_datainfull[10]: Forced disparity value (tx_dispval) ■ For PCIe: tx_datainfull[10]: Forced electrical idle (tx_forceelecidle)
10-bit FPGA fabric-Transceiver Channel Interface	tx_datainfull[9:0]: 10-bit data (tx_datain)
16-bit FPGA fabric-Transceiver Channel Interface with PCS-PMA set to 8/10 bits	Two 8-bit Data (tx_datain) tx_datainfull[7:0] - tx_datain (LSByte) and tx_datainfull[18:11] - tx_datain (MSByte)
	The following signals are used only in 8B/10B modes:
	tx_datainfull[8] - tx_ctrlenable (LSB) and tx_datainfull[19] - tx_ctrlenable (MSB)
	Force Disparity Enable ■ For non-PIPE: tx_datainfull[9] - tx_forcedisp (LSB) and tx_datainfull[20] - tx_forcedisp (MSB) ■ For PCIe: tx_datainfull[9] - tx_forcedispcompliance and tx_datainfull[20] - 0
	Force Disparity Value ■ For non-PIPE: tx_datainfull[10] - tx_dispval (LSB) and tx_datainfull[21] - tx_dispval (MSB) ■ For PCIe: tx_datainfull[10] - tx_forceelecidle and tx_datainfull[21] - tx_forceelecidle
20-bit FPGA fabric-Transceiver Channel Interface with PCS-PMA set to 10 bits	Two 10-bit Data (tx_datain) tx_datainfull[9:0] - tx_datain (LSByte) and tx_datainfull[20:11] - tx_datain (MSByte)

Note to Table 3–4:

(1) For all transceiver-related ports, refer to the "Transceiver Port Lists" section in the *Cyclone IV GX Transceiver Architecture* chapter.

Table 3–5 describes the rx_dataoutfull[31..0] FPGA fabric-Transceiver channel interface signals.

Table 3–5. rx_dataoutfull[31..0] FPGA Fabric-Transceiver Channel Interface Signal Descriptions (Part 1 of 3)

FPGA Fabric-Transceiver Channel Interface Description	Receive Signal Description (Based on Cyclone IV GX Supported FPGA Fabric-Transceiver Channel Interface Widths)
8-bit FPGA fabric-Transceiver Channel Interface	**The following signals are used in 8-bit 8B/10B modes:**
	rx_dataoutfull[7:0]: 8-bit decoded data (rx_dataout)
	rx_dataoutfull[8]: Control bit (rx_ctrldetect)
	rx_dataoutfull[9]: Code violation status signal (rx_errdetect)
	rx_dataoutfull[10]: rx_syncstatus
	rx_dataoutfull[11]: Disparity error status signal (rx_disperr)
	rx_dataoutfull[12]: Pattern detect status signal (rx_patterndetect)
	rx_dataoutfull[13]: Rate Match FIFO deletion status indicator (rx_rmfifodatadeleted) in non-PCI Express (PIPE) functional modes.
	rx_dataoutfull[14]: Rate Match FIFO insertion status indicator (rx_rmfifodatainserted) in non-PCI Express (PIPE) functional modes.
	rx_dataoutfull[14:13]: PCI Express (PIPE) functional mode (rx_pipestatus)
	rx_dataoutfull[15]: 8B/10B running disparity indicator (rx_runningdisp)
10-bit FPGA fabric-Transceiver Channel Interface	rx_dataoutfull[9:0]: 10-bit un-encoded data (rx_dataout)
	rx_dataoutfull[10]: rx_syncstatus
	rx_dataoutfull[11]: 8B/10B disparity error indicator (rx_disperr)
	rx_dataoutfull[12]: rx_patterndetect
	rx_dataoutfull[13]: Rate Match FIFO deletion status indicator (rx_rmfifodatadeleted) in non-PCI Express (PIPE) functional modes
	rx_dataoutfull[14]: Rate Match FIFO insertion status indicator (rx_rmfifodatainserted) in non-PCI Express (PIPE) functional modes
	rx_dataoutfull[15]: 8B/10B running disparity indicator (rx_runningdisp)

Table 3–5. rx_dataoutfull[31..0] FPGA Fabric-Transceiver Channel Interface Signal Descriptions (Part 2 of 3)

FPGA Fabric-Transceiver Channel Interface Description	Receive Signal Description (Based on Cyclone IV GX Supported FPGA Fabric-Transceiver Channel Interface Widths)
16-bit FPGA fabric-Transceiver Channel Interface with PCS-PMA set to 8/10 bits	Two 8-bit unencoded Data (rx_dataout) rx_dataoutfull[7:0] - rx_dataout (LSByte) and rx_dataoutfull[23:16]- rx_dataout (MSByte)
	The following signals are used in 16-bit 8B/10B modes:
	Two Control Bits rx_dataoutfull[8] - rx_ctrldetect (LSB) and rx_dataoutfull[24]- rx_ctrldetect (MSB)
	Two Receiver Error Detect Bits rx_dataoutfull[9] - rx_errdetect (LSB) and rx_dataoutfull[25]- rx_errdetect (MSB)
	Two Receiver Sync Status Bits rx_dataoutfull [10] - rx_syncstatus (LSB) and rx_dataoutfull[26] - rx_syncstatus (MSB)
	Two Receiver Disparity Error Bits rx_dataoutfull [11] - rx_disperr (LSB) and rx_dataoutfull[27] - rx_disperr (MSB)
	Two Receiver Pattern Detect Bits rx_dataoutfull[12] - rx_patterndetect (LSB) and rx_dataoutfull[28]- rx_patterndetect (MSB)
	rx_dataoutfull[13] and rx_dataoutfull[29]: Rate Match FIFO deletion status indicator (rx_rmfifodatadeleted) in non-PCI Express (PIPE) functional modes
	rx_dataoutfull[14] and rx_dataoutfull[30]: Rate Match FIFO insertion status indicator (rx_rmfifodatainserted) in non-PCI Express (PIPE) functional modes
	Two 2-bit PCI Express (PIPE) Functional Mode Status Bits rx_dataoutfull[14:13] - rx_pipestatus (LSB) and rx_dataoutfull[30:29] - rx_pipestatus (MSB)
	rx_dataoutfull[15] and rx_dataoutfull[31]: 8B/10B running disparity indicator (rx_runningdisp)

Table 3–5. rx_dataoutfull[31..0] FPGA Fabric-Transceiver Channel Interface Signal Descriptions (Part 3 of 3)

FPGA Fabric-Transceiver Channel Interface Description	Receive Signal Description (Based on Cyclone IV GX Supported FPGA Fabric-Transceiver Channel Interface Widths)
20-bit FPGA fabric-Transceiver Channel Interface with PCS-PMA set to 10 bits	Two 10-bit Data (rx_dataout) rx_dataoutfull[9:0] - rx_dataout (LSByte) and rx_dataoutfull[25:16] - rx_dataout (MSByte)
	wo Receiver Sync Status Bits rx_dataoutfull[10] - rx_syncstatus (LSB) and rx_dataoutfull[26] - rx_syncstatus (MSB)
	rx_dataoutfull[11] and rx_dataoutfull[27]: 8B/10B disparity error indicator (rx_disperr)
	Two Receiver Pattern Detect Bits rx_dataoutfull[12] - rx_patterndetect (LSB) and rx_dataoutfull[28] - rx_patterndetect (MSB)
	rx_dataoutfull[13] and rx_dataoutfull[29]: Rate Match FIFO deletion status indicator (rx_rmfifodatadeleted) in non-PCI Express (PIPE) functional modes
	rx_dataoutfull[14] and rx_dataoutfull[30]: Rate Match FIFO insertion status indicator (rx_rmfifodatainserted) in non-PCI Express (PIPE) functional modes
	rx_dataoutfull[15] and rx_dataoutfull[31]: 8B/10B running disparity indicator (rx_runningdisp)

Data Rate Reconfiguration Mode Using RX Local Divider

The RX local divider resides in the RX PMA block for every channels. This is a hardware feature where a /2 divider is available in each of the receiver channel for the supported device. You can use this RX local divider to reconfigure the data rate at the receiver channel. This can be used for protocols such as SDI that has data rates in divisions of 2.

By using this RX local divider, you can support two different data rates without using additional transceiver PLLs. This dynamic reconfiguration mode is available only for the receiver and not applicable to the transmitter. This reconfiguration mode using the RX local divider (/2) is only supported and available in EP4CGX30 (F484 package), EP4CGX50, and EP4CGX75 devices.

For more information about this RX local divider, refer to the *Cyclone IV GX Transceiver Architecture* chapter.

Control and Status Signals for Channel Reconfiguration

The various control and status signals involved in the Channel Reconfiguration mode are as follows. Refer to "Dynamic Reconfiguration Controller Port List" on page 3–4 for the descriptions of the control and status signals.

The following are the input control signals:

- `logical_channel_address[n..0]`
- `reset_reconfig_address`
- `reconfig_reset`
- `reconfig_mode_sel[2..0]`
- `write_all`

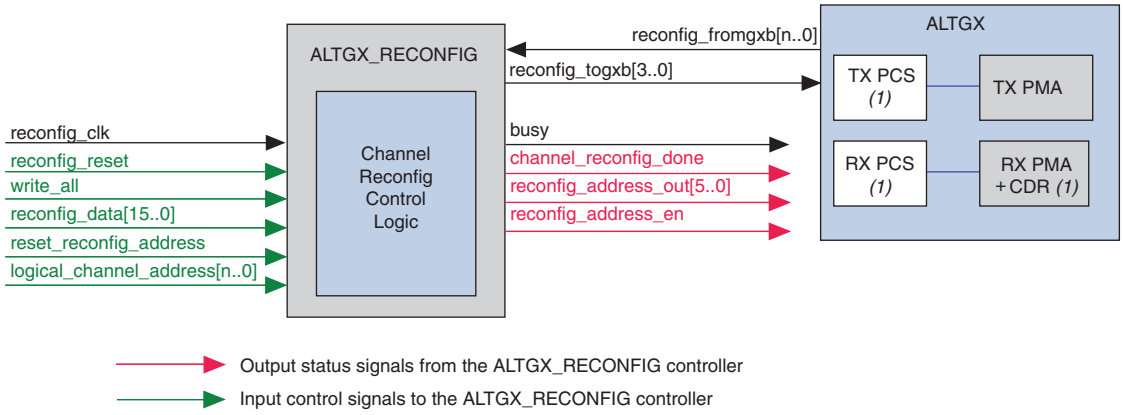
The following are output status signals:

- `reconfig_address_en`
- `reconfig_address_out[5..0]`
- `channel_reconfig_done`
- `busy`

The ALTGX_RECONFIG connection to the ALTGX instances when set in channel reconfiguration mode are as follows. For the port information, refer to "Dynamic Reconfiguration Controller Port List" on page 3–4.

Figure 3–10 shows the connection for channel reconfiguration mode.

Figure 3–10. ALTGX and ALTGX_RECONFIG Connection for Channel Reconfiguration Mode



Note to Figure 3–10:

(1) This block can be reconfigured in channel reconfiguration mode.

Clocking/Interface Options

The following describes the **Clocking/Interface** options available in Cyclone IV GX devices. The core clocking setup describes the transceiver core clocks that are the write and read clocks of the Transmit Phase Compensation FIFO and the Receive Phase Compensation FIFO, respectively. Core clocking is classified as transmitter core clocking and receiver core clocking.

Table 3–6 lists the supported clocking interface settings for channel reconfiguration mode in Cyclone IV GX devices.

Table 3–6. Dynamic Reconfiguration Clocking Interface Settings in Channel Reconfiguration Mode

ALTGX Setting	Description
Dynamic Reconfiguration Channel Internal and Interface Settings	
How should the receivers be clocked?	Select one of the available options: ■ **Share a single transmitter core clock between receivers** ■ **Use the respective channel transmitter core clocks** ■ **Use the respective channel receiver core clocks**
How should the transmitters be clocked?	Select one of the available options: ■ **Share a single transmitter core clock between transmitters** ■ **Use the respective channel transmitter core clocks**

Transmitter core clocking refers to the clock that is used to write the parallel data from the FPGA fabric into the Transmit Phase Compensation FIFO. You can use one of the following clocks to write into the Transmit Phase Compensation FIFO:

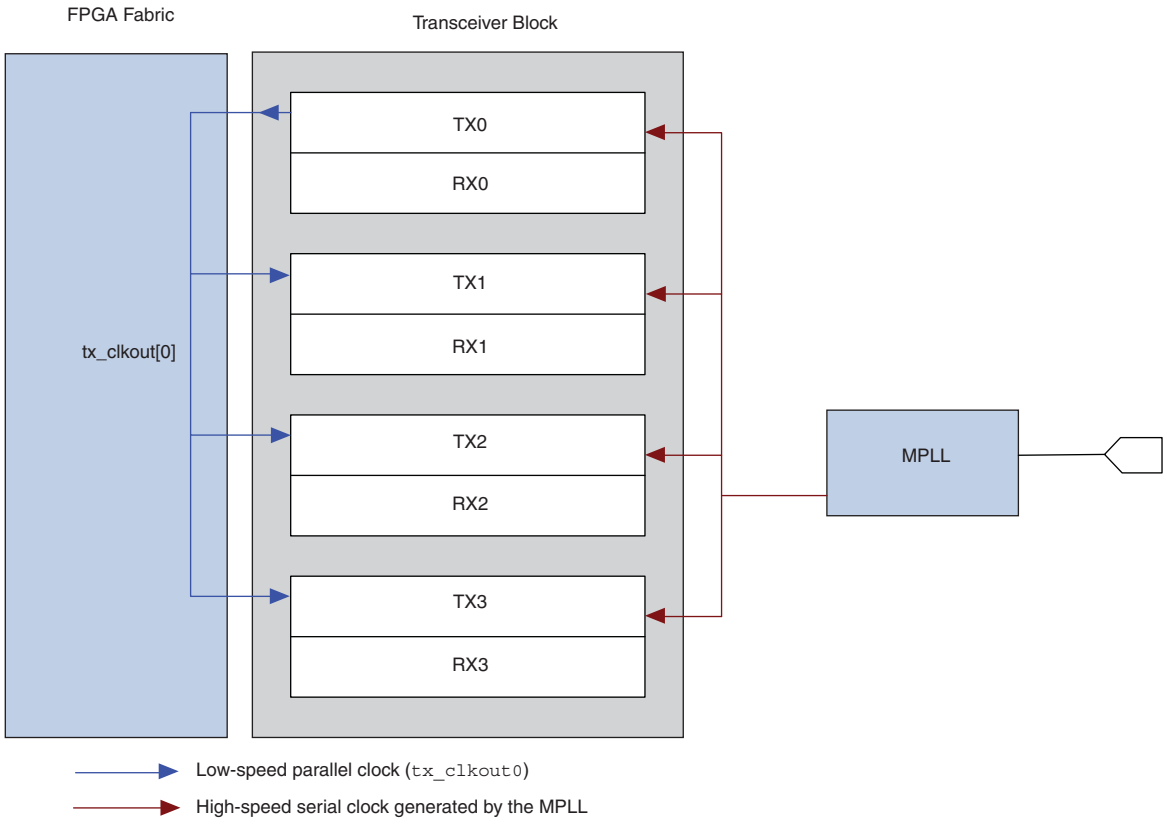
- `tx_coreclk`—you can use a clock of the same frequency as `tx_clkout` from the FPGA fabric to provide the write clock to the Transmit Phase Compensation FIFO. If you use `tx_coreclk`, it overrides the `tx_clkout` options in the ALTGX MegaWizard Plug-In Manager.
- `tx_clkout`—the Quartus II software automatically routes `tx_clkout` to the FPGA fabric and back into the Transmit Phase Compensation FIFO.

Option 1: Share a Single Transmitter Core Clock Between Transmitters

- Enable this option if you want `tx_clkout` of the first channel (channel 0) of the transceiver block to provide the write clock to the Transmitter Phase Compensation FIFOs of the remaining channels in the transceiver block.
- This option is typically enabled when all the channels of a transceiver block have the same functional mode and data rate and are reconfigured to the identical functional mode and data rate.

Figure 3–11 shows the sharing of channel 0's `tx_clkout` between all four regular channels of a transceiver block.

Figure 3–11. Option 1 for Transmitter Core Clocking (Channel Reconfiguration Mode)

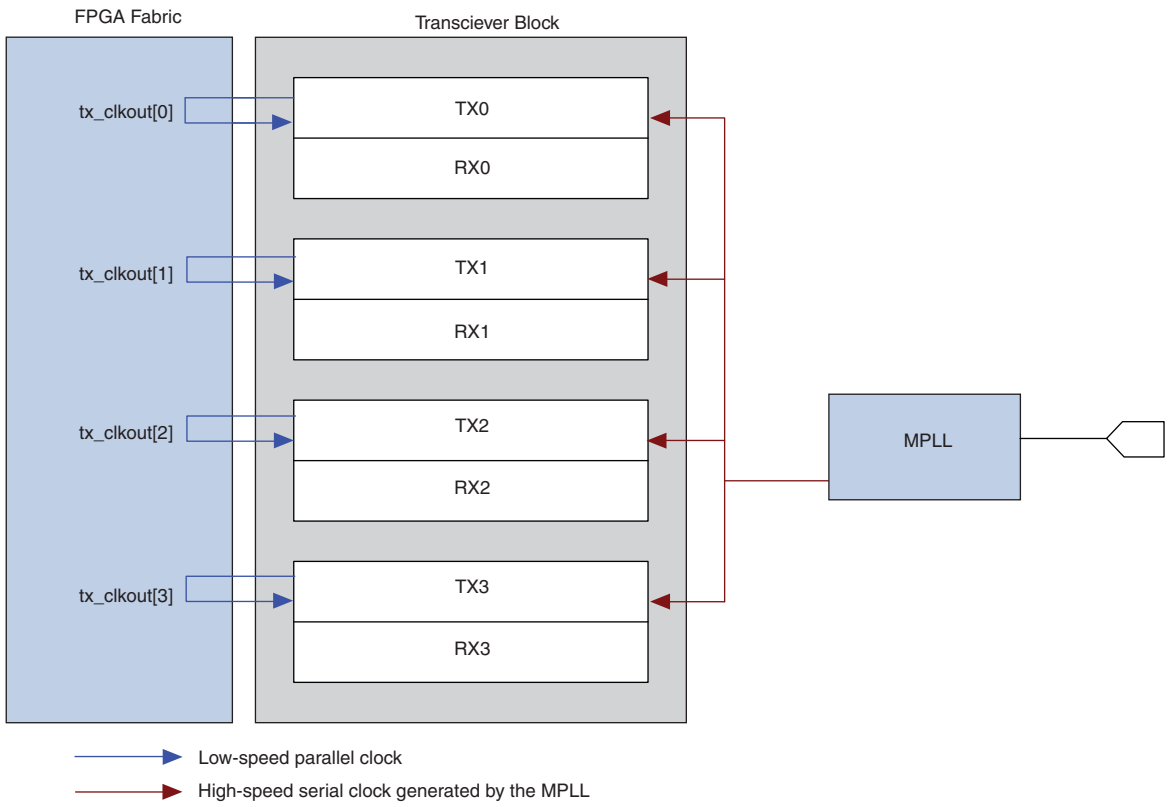


Option 2: Use the Respective Channel Transmitter Core Clocks

- Enable this option if you want the individual transmitter channel `tx_clkout` signals to provide the write clock to their respective Transmit Phase Compensation FIFOs.
- This option is typically enabled when each transceiver channel is reconfigured to a different functional mode using channel reconfiguration.

Figure 3–12 shows how each transmitter channel's `tx_clkout` signal provides a clock to the Transmit Phase Compensation FIFOs of the respective transceiver channels.

Figure 3–12. Option 2 for Transmitter Core Clocking (Channel Reconfiguration Mode)



Receiver core clocking refers to the clock that is used to read the parallel data from the Receiver Phase Compensation FIFO into the FPGA fabric. You can use one of the following clocks to read from the Receive Phase Compensation FIFO:

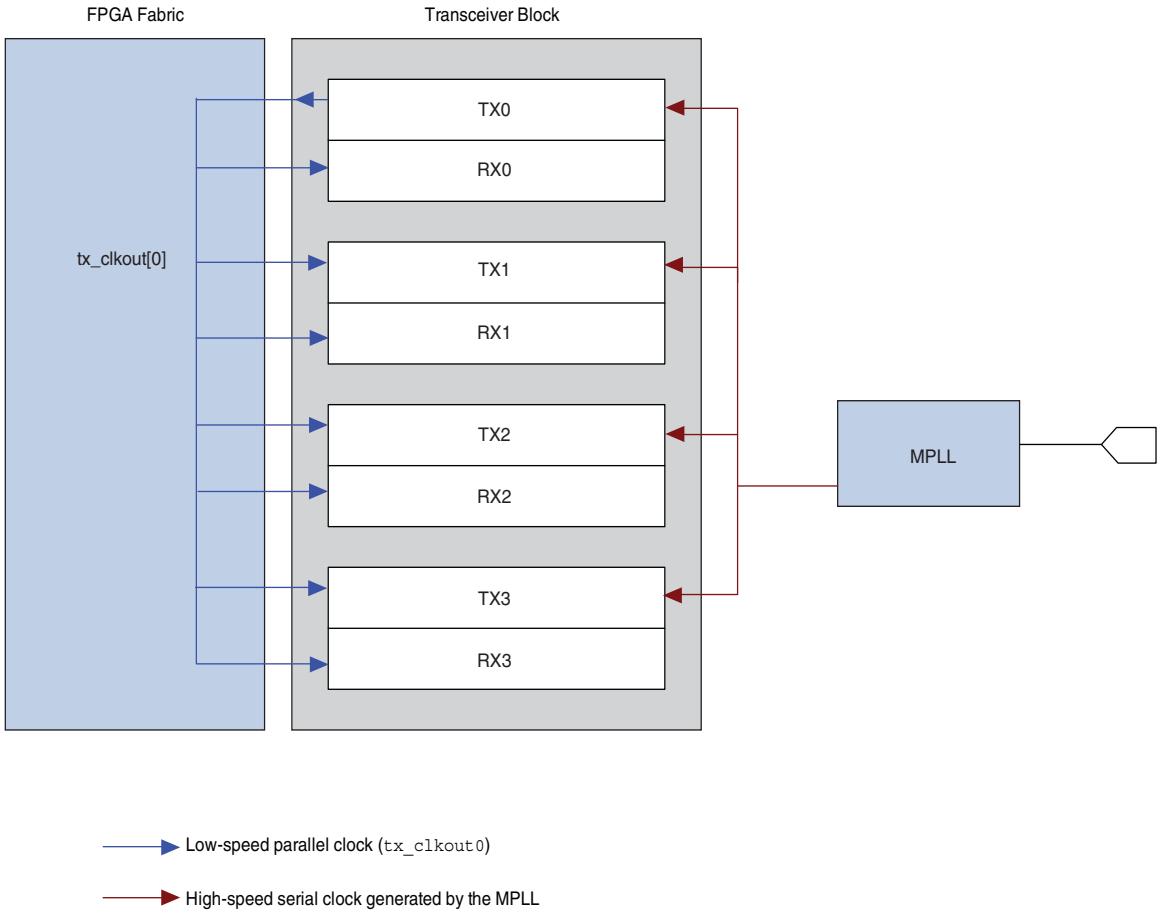
- `rx_coreclk`—you can use a clock of the same frequency as `rx_clkout` from the FPGA fabric to provide the read clock to the Receive Phase Compensation FIFO. If you use `rx_coreclk`, it overrides the `rx_clkout` options in the ALTGX MegaWizard Plug-In Manager.
- `rx_clkout`—the Quartus II software automatically routes `rx_clkout` to the FPGA fabric and back into the Receive Phase Compensation FIFO.

Option 1: Share a Single Transmitter Core Clock Between Receivers

- Enable this option if you want `tx_clkout` of the first channel (channel 0) of the transceiver block to provide the read clock to the Receive Phase Compensation FIFOs of the remaining receiver channels in the transceiver block.
- This option is typically enabled when all the channels of a transceiver block are in a Basic or Protocol configuration with rate matching enabled and are reconfigured to another Basic or Protocol configuration with rate matching enabled.

Figure 3–13 shows the sharing of channel 0's `tx_clkout` between all four channels of a transceiver block.

Figure 3–13. Option 1 for Receiver Core Clocking (Channel Reconfiguration Mode)

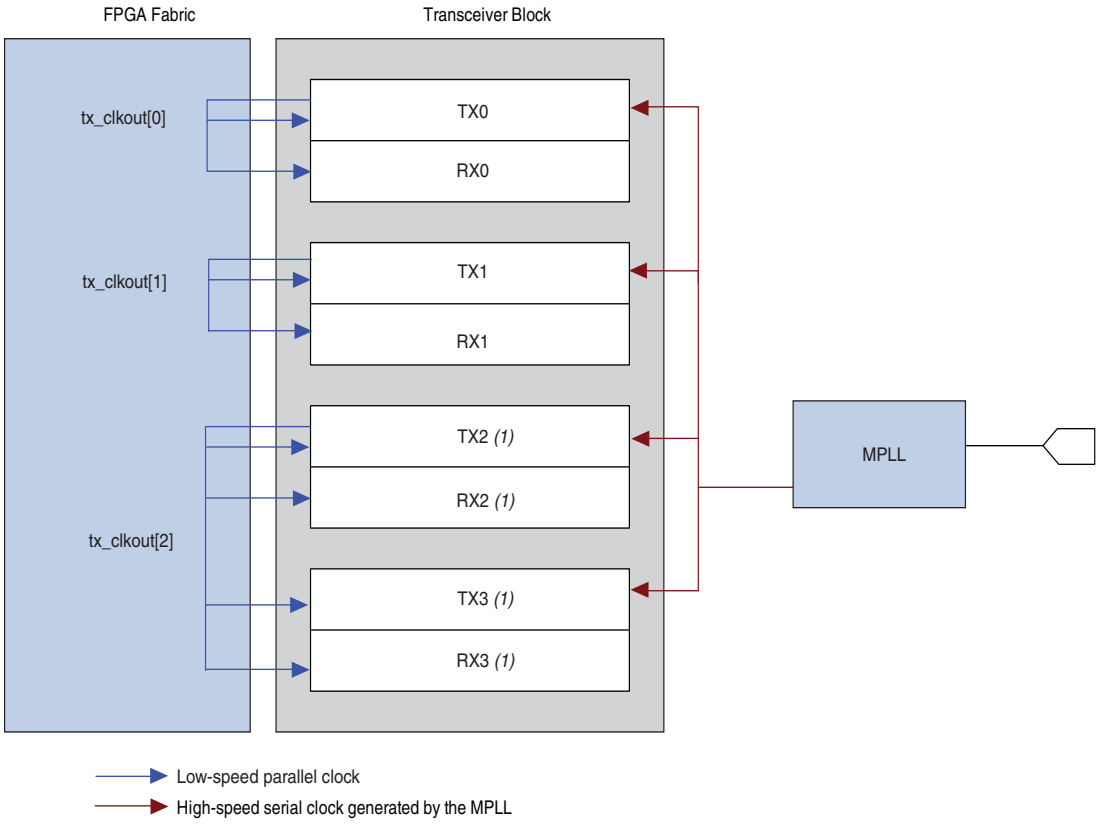


Option 2: Use the Respective Channel Transmitter Core Clocks

- Enable this option if you want the individual transmitter channel's `tx_clkout` signal to provide the read clock to its respective Receive Phase Compensation FIFO.
- This option is typically enabled when all the transceiver channels have rate matching enabled with different data rates and are reconfigured to another Basic or Protocol functional mode with rate matching enabled.

Figure 3–14 shows the respective `tx_clkout` of each channel clocking the respective channels of a transceiver block.

Figure 3–14. Option 2 for Receiver Core Clocking (Channel Reconfiguration Mode)



Note to Figure 3–14:

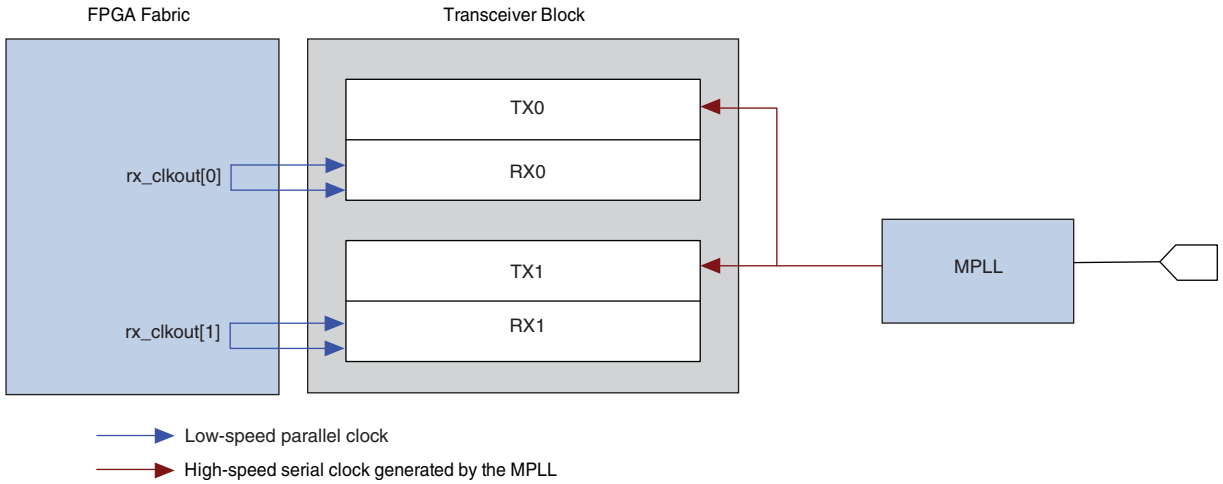
(1) Assuming channel 2 and 3 are running at the same data rate with rate matcher enabled and are reconfigured to another Basic or Protocol functional mode with rate matching enabled.

Option 3: Use the Respective Channel Receiver Core Clocks

- Enable this option if you want the individual channel's `rx_clkout` signal to provide the read clock to its respective Receive Phase Compensation FIFO.
- This option is typically enabled when the channel is reconfigured from a Basic or Protocol configuration with or without rate matching to another Basic or Protocol configuration with or without rate matching.

Figure 3–15 shows the respective `rx_clkout` of each channel clocking the respective receiver channels of a transceiver block.

Figure 3–15. Option 3 for Receiver Core Clocking (Channel Reconfiguration Mode)



PLL Reconfiguration Mode

Cyclone IV GX device support the PLL reconfiguration support through the ALTPLL_RECONFIG MegaWizard. You can use this mode to reconfigure the multipurpose PLL or general purpose PLL used to clock the transceiver channel without affecting the remaining blocks of the channel. When you reconfigure the multipurpose PLL or general purpose PLL of a transceiver block to run at a different data rate, all the transceiver channels listening to this multipurpose PLL or general purpose PLL also get reconfigured to the new data rate. Channel settings are not affected. When you reconfigure the multipurpose PLL or general purpose PLL to support a different data rate, you must ensure that the functional mode of the transceiver channel supports the reconfigured data rate.

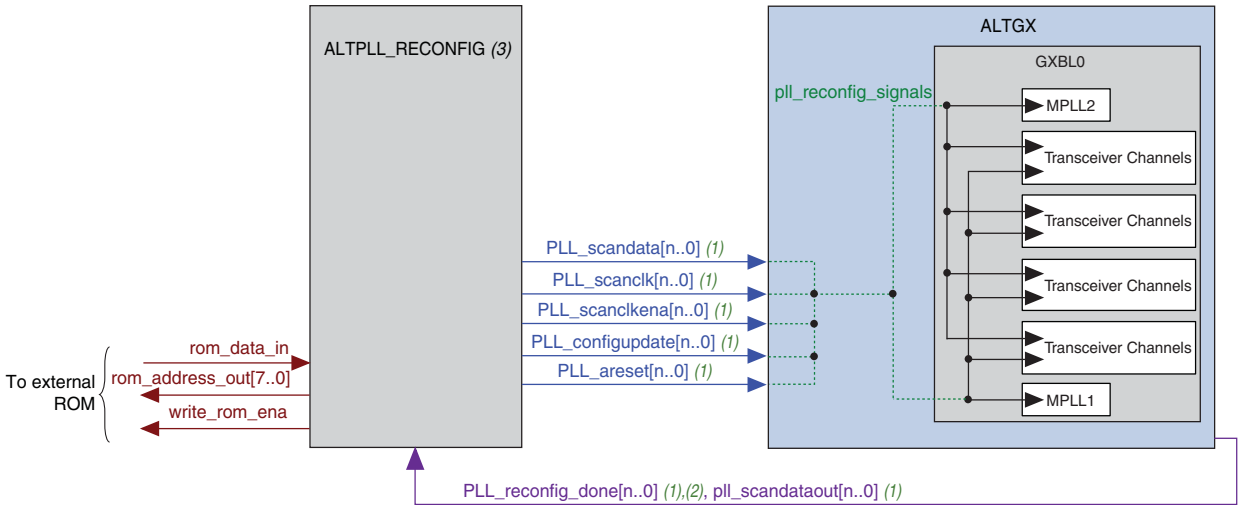
The PLL reconfiguration mode can be enabled by selecting the **Enable PLL Reconfiguration** option in the ALTGX MegaWizard under **Reconfiguration Setting** tab. For multipurpose PLL or general purpose PLL reconfiguration, **.mif** files are required to dynamically reconfigure the PLL setting in order to change the output frequency of the transceiver PLL to support different data rates.

The .**mif** files carries the reconfiguration information that will be used to reconfigure the multipurpose PLL or general purpose PLL dynamically. The .**mif** contents is generated automatically when you select the **Enable PLL Reconfiguration** option in the **Reconfiguration Setting** in ALTGX instances. The **.mif** files will be generated based on the data rate and input reference clock setting in the ALTGX MegaWizard. You must use the external ROM and feed its content to the ALTPLL_RECONFIG megafunction to reconfigure the multipurpose PLL setting.

For more information about instantiating the ALTPLL_Reconfig, refer to the *AN 609: Implementing Dynamic Reconfiguration in Cyclone IV GX Devices*.

Figure 3–16 shows the connection for PLL reconfiguration mode.

Figure 3–16. ALTGX and ALTPLL_RECONFIG Connection for PLL Reconfiguration Mode



Notes to Figure 3–16:

(1) *<n>* = (number of transceiver PLLs configured in the ALTGX MegaWizard) - 1.

(2) You must connect the `pll_reconfig_done` signal from the ALTGX to the `pll_scandone` port from ALTPLL_RECONFIG.

(3) You need two ALTPLL_RECONFIG controllers if you have two separate ALTGX instances with transceiver PLL instantiated in each ALTGX instance.

For more information about connecting the ALTPLL_RECONFIG and ALTGX instances, refer to the *AN 609: Implementing Dynamic Reconfiguration in Cyclone IV GX Devices*.

Table 3–7 lists the ALTGX megafunction ports for PLL Reconfiguration mode.

Table 3–7. ALTGX Megafunction Port List for PLL Reconfiguration Mode

Port Name (1)	Input/ Output	Description	Comments
pll_areset [n..0]	Input	Resets the transceiver PLL. The pll_areset are asserted in two conditions: ■ Used to reset the transceiver PLL during the reset sequence. During reset sequence, this signal is user controlled. ■ After the transceiver PLL is reconfigured, this signal is asserted high by the ALTPLL_RECONFIG controller. At this time, this signal is not user controlled.	You must connect the pll_areset port of ALTGX to the pll_areset port of the ALTPLL_RECONFIG megafunction. The ALTPLL_RECONFIG controller asserts the pll_areset port at the next rising clock edge after the pll_reconfig_done signal from the ALTGX megafunction goes high. After the pll_reconfig_done signal goes high, the transceiver PLL is reset. When the PLL reconfiguration is completed, this reset is performed automatically by the ALTPLL_RECONFIG megafunction and is not user controlled.
pll_scandata [n..0]	Input	Receives the scan data input from the ALTPLL_RECONFIG megafunction.	The reconfigurable transceiver PLL received the scan data input through this port for the dynamically reconfigurable bits from the ALTPLL_RECONFIG controller.
pll_scanclk [n..0]	Input	Drives the scanclk port on the reconfigurable transceiver PLL.	Connect the pll_scanclk port of the ALTGX megafunction to the ALTPLL_RECONFIG scanclk port.
pll_scanclkena [n..0]	Input	Acts as a clock enable for the scanclk port on the reconfigurable transceiver PLL.	Connect the pll_scanclkena port of the ALTGX megafunction to the ALTPLL_RECONFIG scanclk port.
pll_configupdate [n..0]	Input	Drives the configupdate port on the reconfigurable transceiver PLL.	This port is connected to the pll_configupdate port from the ALTPLL_RECONFIG controller. After the final data bit is sent out, the ALTPLL_RECONFIG controller asserts this signal.
pll_reconfig_done[n..0]	Output	This signal is asserted to indicate the reconfiguration process is done.	Connect the pll_reconfig_done port to the pll_scandone port on the ALTPLL_RECONFIG controller. The transceiver PLL scandone output signal drives this port and determines when the PLL is reconfigured.
pll_scandataout [n..0]	Output	This port scan out the current configuration of the transceiver PLL.	Connect the pll_scandataout port to the pll_scandataout port of the ALTPLL_RECONFIG controller. This port reads the current configuration of the transceiver PLL and send it to the ALTPLL_RECONFIG megafunction.

Note to Table 3–7:

(1) *<n>* = (number of transceiver PLLs configured in the ALTGX MegaWizard) - 1.

For more information about the ALTPLL_RECONFIG megafunction port list, description and usage, refer to the *Phase-Locked Loop Reconfiguration (ALTPL_RECONFIG) Megafunction User Guide*.

If you are reconfiguring the multipurpose PLL with a different M counter value, follow these steps:

1. During transceiver PLL reconfiguration, assert `tx_digitalreset`, `rx_digitalreset`, and `rx_analogreset` signals.
2. Perform PLL reconfiguration to update the multipurpose PLL with the PLL **.mif** files.
3. Perform channel reconfiguration and update the transceiver with the GXB reconfiguration **.mif** files. If you have multiple channel instantiations connected to the same multipurpose PLL, reconfigure each channel.
4. Deassert `tx_digitalreset` and `rx_analogreset` signals.
5. After the `rx_freqlocked` signal goes high, wait for at least 4 µs, and then deassert the `rx_digitalreset` signal.

Error Indication During Dynamic Reconfiguration

The ALTGX_RECONFIG MegaWizard Plug-In Manager provides an error status signal when you select the **Enable illegal mode checking** option or the **Enable self recovery** option in the **Error checks/data rate switch** screen. The conditions under which the error signal is asserted are:

- **Enable illegal mode checking option**—when you select this option, the dynamic reconfiguration controller checks whether an attempted operation falls under one of the conditions listed below. The dynamic reconfiguration controller detects these conditions within two `reconfig_clk` cycles, deasserts the `busy` signal, and asserts the error signal for two `reconfig_clk` cycles.
  - PMA controls, read operation—none of the output ports (`rx_eqctrl_out`, `rx_eqdcgain_out`, `tx_vodctrl_out`, and `tx_preemp_out`) are selected in the ALTGX_RECONFIG instance and the `read` signal is asserted.
  - PMA controls, write operation—none of the input ports (`rx_eqctrl`, `rx_eqdcgain`, `tx_vodctrl`, and `tx_preemp`) are selected in the ALTGX_RECONFIG instance and the `write_all` signal is asserted.
- **Channel reconfiguration** and **PMA reconfiguration mode** select - read operation option:
  - The `reconfig_mode_sel` input port is set to **3'b001** (Channel reconfiguration mode)
  - The `read` signal is asserted
- **Enable self recovery** option—when you select this option, the ALTGX_RECONFIG MegaWizard Plug-In Manager provides the error output port. The dynamic reconfiguration controller quits an operation if it did not complete within the expected number of clock cycles. After recovering from the illegal operation, the dynamic reconfiguration controller deasserts the `busy` signal and asserts the error output port for two `reconfig_clk` cycles.

The error signal is not asserted when an illegal value is written to any of the PMA controls.

Functional Simulation of the Dynamic Reconfiguration Process

This section describes the points to be considered during functional simulation of the dynamic reconfiguration process.

- You must connect the ALTGX_RECONFIG instance to the ALTGX_instance/ALTGX instances in your design for functional simulation.
- The functional simulation uses a reduced timing model of the dynamic reconfiguration controller. The duration of the offset cancellation process is 16 `reconfig_clk` clock cycles for functional simulation only.
- The `gxb_powerdown` signal must not be asserted during the offset cancellation sequence (for functional simulation and silicon).

Document Revision History

Table 3–8 lists the revision history for this chapter.

Table 3–8. Document Revision History

Date	Version	Changes
November 2011	2.1	■ Updated "Dynamic Reconfiguration Controller Architecture", "PMA Controls Reconfiguration Mode", "PLL Reconfiguration Mode", and "Error Indication During Dynamic Reconfiguration" sections. ■ Updated Table 3–2 and Table 3–4.
December 2010	2.0	■ Updated for the Quartus II software version 10.1 release. ■ Updated Table 3–1, Table 3–2, Table 3–3, Table 3–4, Table 3–5, and Table 3–6. ■ Added Table 3–7. ■ Updated Figure 3–1, Figure 3–11, Figure 3–13, and Figure 3–14. ■ Updated "Offset Cancellation Feature", "Error Indication During Dynamic Reconfiguration", "Data Rate Reconfiguration Mode Using RX Local Divider", "PMA Controls Reconfiguration Mode", and "Control and Status Signals for Channel Reconfiguration" sections.
July 2010	1.0	Initial release.