LIBERO® SOC

RTG4® Macro Library Guide

INTRODUCTION

This macro library guide supports the RTG4® family. See the Microsemi website for macro guides for other families.

This guide follows a naming convention for sequential macros that is unambiguous and extensible, making it possible to understand the function of the macros by their name alone.

The first two mandatory characters of the macro name will indicate the basic macro function:

- DF - D-type flip-flop

The next mandatory character indicates the output polarity:

- I - output inverted (QN with bubble)
- N - output non-inverted (Q without bubble)

The next mandatory number indicates the polarity of the clock or gate:

- 1 - rising edge triggered flip-flop or transparent high latch (non-bubbled)
- 0 - falling edge triggered flip-flop or transparent low latch (bubbled)

The next two optional characters indicate the polarity of the Enable pin, if present:

- E0 - active low enable (bubbled)
- E1 - active high enable (non-bubbled)

The next two optional characters indicate the polarity of the asynchronous Preset pin, if present:

- P0 - active low asynchronous preset (bubbled)
- P1 - active high asynchronous preset (non-bubbled)

The next two optional characters indicate the polarity of the asynchronous Clear pin, if present:

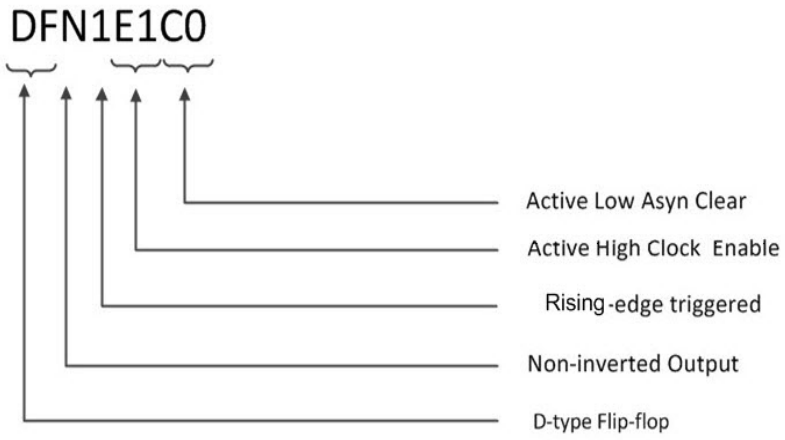
- C0 - active low asynchronous clear (bubbled)
- C1 - active high asynchronous clear (non-bubbled)

All sequential and combinatorial macros (except MX4 and XOR8) use one logic element in the

RTG4 family.

As an example, the macro DFN1E1C0 indicates a D-type flip-flop (DF) with a non-inverted (N) Q output, positive-edge triggered (1), with Active High Clock Enable (E1) and Active Low Asychronous Clear (C0). See the following figure.

FIGURE 1: NAMING CONVENTION



TRUTH TABLE NOTATION

The truth table states in this User Guide are defined as follows:

TABLE 1: TRUTH TABLE

State	Meaning
0	Logic “0”
1	Logic “1”
X	Don't Care (for Inputs), Unknown (for Outputs)
Z	High Impedance

USER PARAMETER/GENERICS

WARNING_MSGS_ON

This feature enables you to disable the warning messages display. Default is ON ('True' in VHDL and '1' in Verilog).

Contents

AND2

2-Input AND.

FIGURE 1: AND2

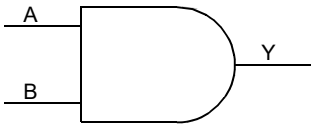


TABLE 1: AND2

Inputs	Output
A, B	Y

TABLE 2: TRUTH TABLE

A	B	Y
X	0	0
0	X	0
1	1	1

AND3

3-Input AND.

FIGURE 2: AND3

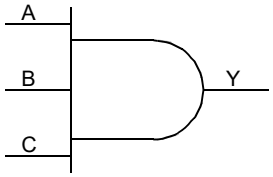


TABLE 3: AND3

Input	Output
A, B, C	Y

TABLE 4: TRUTH TABLE

A	B	C	Y
X	X	0	0
X	0	X	0
0	X	X	0
1	1	1	1

AND4

4-Input AND.

FIGURE 3: AND4

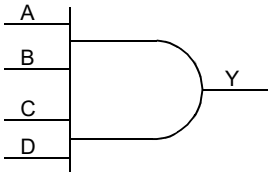


TABLE 5: AND4

Input	Output
A, B, C, D	Y

TABLE 6: TRUTH TABLE

A	B	C	D	Y
X	X	X	0	0
X	X	0	X	0
X	0	X	X	0
0	X	X	X	0
1	1	1	1	1

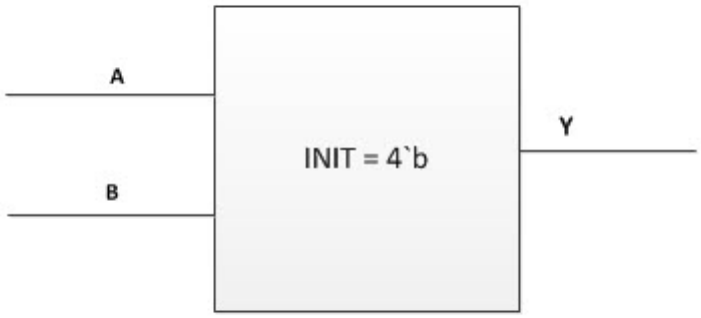
CFG1/2/3/4 AND LUTS (LOOK-UP TABLES)

The CFG1, CFG2, CFG3, and CFG4 are post-layout LUTs (Look-up table) used to implement any 1-input, 2-input, 3-input, and 4-input combinational logic functions respectively. Each of the CFG1/2/3/4 macros has an INIT string parameter that determines the logic functions of the macro. The output Y is dependent on the INIT string parameter and the values of the inputs.

CFG2

Post-layout macro used to implement any 2-input combinational logic function. Output Y is dependent on the INIT string parameter and the value of A and B. The INIT string parameter is 4 bits wide.

FIGURE 4: CFG2



I

TABLE 7: CFG2

Input	Output
A, B	Y = *f* (INIT, A, B)

TABLE 8: CFG2 INIT STRING INTERPRETATION

BA	Y
00	INIT[0]
01	INIT[1]
10	INIT[2]
11	INIT[3]

CFG3

Post-layout macro used to implement any 3-input combinational logic function. Output Y is dependent on the INIT string parameter and the value of A,B, and C. The INIT string parameter is 8 bits wide.

FIGURE 5: CFG3

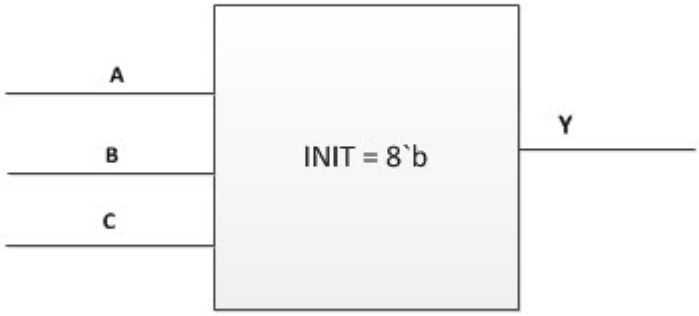


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TABLE 9: CFG3

Input	Output
A, B, C	Y = *f* (INIT, A, B, C)

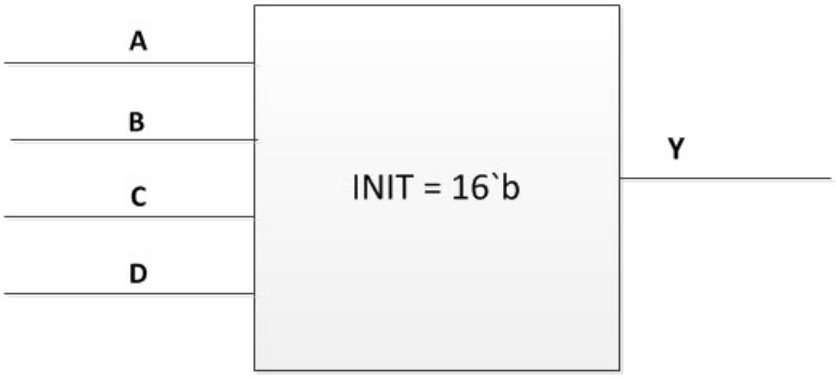
TABLE 10: CFG3 INIT STRING INTERPRETATION

CBA	Y
000	INIT[0]
001	INIT[1]
010	INIT[2]
011	INIT[3]
100	INIT[4]
101	INIT[5]
110	INIT[6]
111	INIT[7]

CFG4

Post-layout macro used to implement any 4-input combinational logic function. Output Y is dependent on the INIT string parameter and the value of A, B, C, and D. The INIT string parameter is 16 bits wide.

FIGURE 6: CFG4



.

TABLE 11: CFG4

Input	Output
A, B, C, D	Y = *f* (INIT, A,B, C, D)

TABLE 12: CFG4 INIT STRING INTERPRETATION

DCBA	Y
0000	INIT[0]
0001	INIT[1]
0010	INIT[2]
0011	INIT[3]
0100	INIT[4]
0101	INIT[5]
0110	INIT[6]
0111	INIT[7]
1000	INIT[8]
1001	INIT[9]
1010	INIT[10]
1011	INIT[11]
1100	INIT[12]
1101	INIT[13]
1110	INIT[14]
1111	INIT[15]

BUFF

Buffer.

FIGURE 7: BUFF

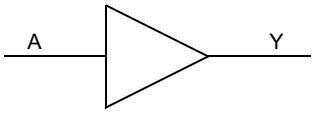


TABLE 13: BUFF

Input	Output
A	Y

TABLE 14: TRUTH TABLE

A	Y
0	0
1	1

BUFD

Buffer. Note that Compile optimization will not remove this macro.

FIGURE 8: BUFD

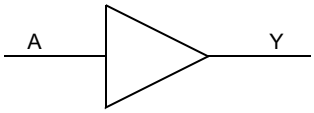


TABLE 15: BUFD

Input	Output
A	Y

TABLE 16: TRUTH TABLE

A	Y
0	0
1	1

BUFD_DELAY

Buffer. Note that Compile optimization will not remove this macro. The cell delay of BUFD_DELAY is about 0.4 ns at Military operating conditions. Its delay is longer than that of BUFD.

FIGURE 9: BUFD_DELAY

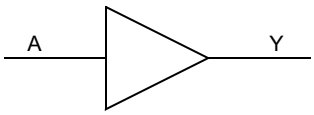


TABLE 17: BUFD_DELAY

Input	Output
A	Y

TABLE 18: TRUTH TABLE

A	Y
0	0
1	1

CLKINT

Macro used to route an internal fabric signal to global network.

FIGURE 10: CLKINT

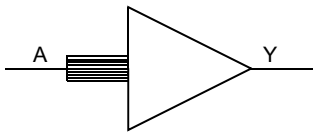


TABLE 19: CLKINT

Input	Output
A	Y

TABLE 20: TRUTH TABLE

A	Y
0	0
1	1

GBR

Back-annotated macro used to route an internal fabric signal to global network.

FIGURE 11: GBR

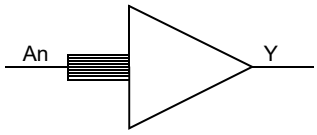


TABLE 21: GBR

Input	Output
An	Y

TABLE 22: TRUTH TABLE

An	Y
0	0
1	1

CLKINT_PRESERVE

Macro used to route an internal fabric signal to global network. It has the same functionality as CLKINT, except that this clock always stays on the global clock network and will not be demoted during design implementation.

FIGURE 12: CLKINT_PRESERVE

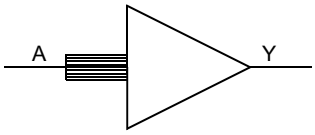


TABLE 23: CLKINT_PRESERVE

Input	Output
A	Y

TABLE 24: TRUTH TABLE

A	Y
0	0
1	1

GRESET

Macro used to connect an I/O or route an internal fabric signal to the global reset network. The connection to the GRESET is hardened for radiation only if the driver is an I/O fixed at a package pin with "GRESET" in its function name.

FIGURE 13: GRESET

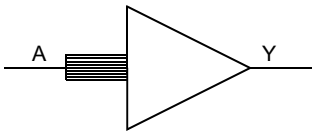


TABLE 25: TRUTH TABLE

A	Y
0	0
1	1

RCLKINT

Macro used to route an internal fabric signal to a row global buffer, thus creating a local clock.

FIGURE 14: RCLKINT

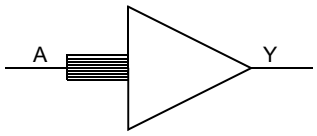


TABLE 26: RCLKINT

Input	Output
A	Y

TABLE 27: TRUTH TABLE

A	Y
0	0
1	1

RGB

Back-annotated macro used to route an internal fabric signal to a row global buffer.

FIGURE 15: RGB

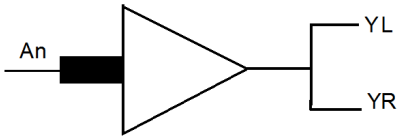


TABLE 28: RGB

Input	Output
An	YL, YR

TABLE 29: TRUTH TABLE

An	YL	YR
0	0	0
1	1	1

RGRESET

Macro used to route a triplicated fabric signal to a row global buffer and create a local reset. The three input bits must be driven by three separate logic cones replicating the paths from the source registers.

FIGURE 16: RGRESET

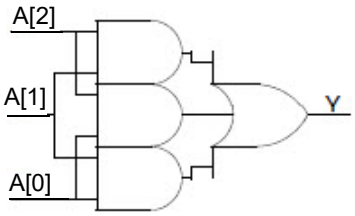


TABLE 30: TRUTH TABLE

A[2]	A[1]	A[0]	Y
X	0	0	0
0	X	0	0
0	0	X	0
X	1	1	1
1	X	1	1
1	1	X	1

SLE

Sequential Logic Element.

FIGURE 17: SEQUENTIAL LOGIC ELEMENT (SLE)

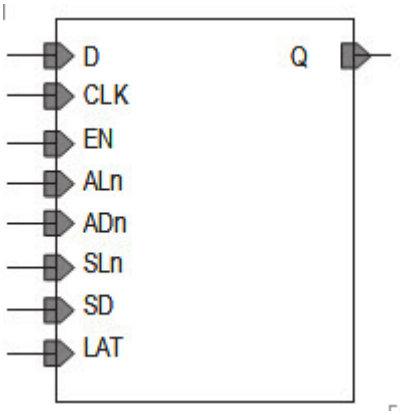


TABLE 31: SEQUENTIAL LOGIC ELEMENT

Input		Output
Name	**Function**	
D	Data input	
CLK	Clock input	
EN	Active High CLK enable	
ALn	Asynchronous Load. This active low signal either sets the register or clears the register depending on the value of ADn.	
ADn*	Static asynchronous load data. When ALn is active, Q goes to the complement of ADn.	Q
SLn	Synchronous load. This active low signal either sets the register or clears the register depending on the value of SD, at the rising edge of the clock.	
SD*	Static synchronous load data. When SLn is active (i.e.low), Q goes to the value of SD at the rising edge of CLK.	
LAT*	LAT is always tied to low. Q output is invalid when LAT=1.	

Note: ADn, SD and LAT are static signals defined at design time and need to be tied to 0 or 1.

TABLE 32: TRUTH TABLE

ALn	ADn	LAT	CLK	EN	SLn	SD	D	Q_{n+1}
0	ADn	X	X	X	X	X	X	!ADn
1	X	0	Not rising	X	X	X	X	Qn
1	X	0	↑	0	X	X	X	Qn
1	X	0	↑	1	0	SD	X	SD
1	X	0	↑	1	1	X	D	D
X	X	1	X	X	X	X	X	Invalid

SLE_RT

Sequential Logic Element macro available only in post-layout netlist.

FIGURE 18: SEQUENTIAL LOGIC ELEMENT (SLE)

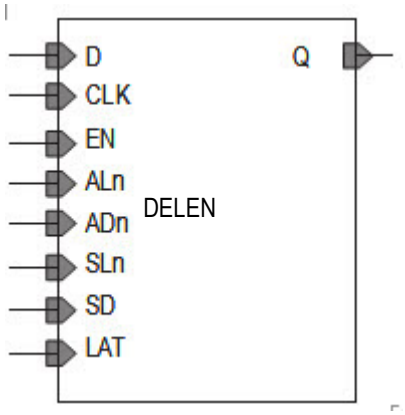


TABLE 33: SEQUENTIAL LOGIC ELEMENT

Input		Output
Name	**Function**	
D	Data input	Q
CLK	Clock input	
EN	Active High CLK enable	
ALn	Asynchronous Load. This active low signal either sets the register or clears the register depending on the value of ADn.	
ADn*	Static asynchronous load data. When ALn is active, Q goes to the complement of ADn.	
SLn	Synchronous load. This active low signal either sets the register or clears the register depending on the value of SD, at the rising edge of the clock.	
SD*	Static synchronous load data. When SLn is active (i.e. low), Q goes to the value of SD at the rising edge of CLK.	
DELEN*	Enable Single-event Transient mitigation	

Note: ADn, SD, and DELEN are static signals defined at design time and need to be tied to 0 or 1.

TABLE 34: TRUTH TABLE

ALn	ADn	CLK	EN	SLn	SD	D	Q_{n+1}
0	ADn	X	X	X	X	X	!ADn
1	X	Not rising	X	X	X	X	Qn
1	X	↑	0	X	X	X	Qn
1	X	↑	1	0	SD	X	SD
1	X	↑	1	1	X	D	D

ARI1

The ARI1 macro is responsible for representing all arithmetic operations in the pre-layout phase.

FIGURE 19: ARI1

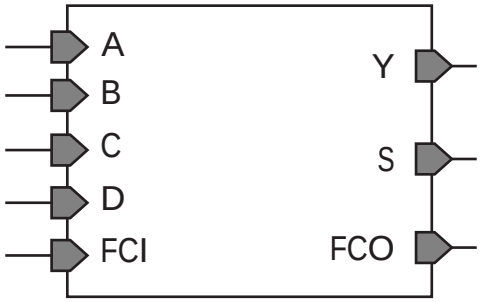


TABLE 35: ARI1

Input	Output
A, B, C, D, FCI	Y, S, FCO

The ARI1 cell has a 20bit INIT string parameter that is used to configure its functionality. The interpretation of the 16 LSB of the INIT string is shown in the table below. F0 is the value of Y when A = 0 and F1 is the value of Y when A = 1.

TABLE 36: INTERPRETATION OF 16 LSB OF THE INIT STRING FOR ARI1

ADCB	Y	
0000	INIT[0]	F0
0001	INIT[1]	
0010	INIT[2]	
0011	INIT[3]	
0100	INIT[4]	
0101	INIT[5]	
0110	INIT[6]	
0111	INIT[7]	

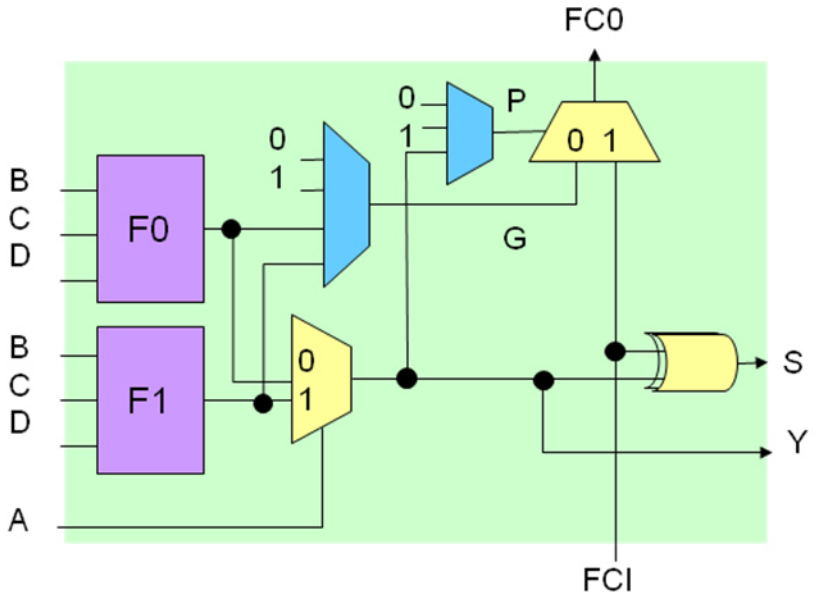
TABLE 36: INTERPRETATION OF 16 LSB OF THE INIT STRING FOR ARI1

ADCB	Y	
1000	INIT[8]	F1
1001	INIT[9]	
1010	INIT[10]	
1011	INIT[11]	
1100	INIT[12]	
1101	INIT[13]	
1110	INIT[14]	
1111	INIT[15]	

TABLE 37: TRUTH TABLE FOR S

Y	FCI	S
0	0	0
0	1	1
1	0	1
1	1	0

FIGURE 20: ARI1 LOGIC



The 4 MSB of the INIT string controls the output of the carry bits. The carry is generated using carry propagation and generation bits, which are evaluated according to the following tables.

TABLE 38: ARI1 INIT[17:16] STRING INTERPRETATION

INIT[17]	INIT[16]	G
0	0	0
0	1	F0

TABLE 38: ARI1 INIT[17:16] STRING INTERPRETATION

INIT[17]	INIT[16]	G
1	0	1
1	1	F1

TABLE 39: ARI1 INIT[19:18] STRING INTERPRETATION

INIT[19]	INIT[18]	P
0	0	0
0	1	Y
1	X	1

TABLE 40: FCO TRUTH TABLE

P	G	FCI	FCO
0	G	X	G
1	X	FCI	FCI

ARI1_CC

The ARI1_CC macro is responsible for representing all arithmetic operations in the post-layout phase. It performs all the functions of the ARI1 macro except that it does not generate the final carry out (FCO). Note that FC1 and FC0 do not perform any functionalities.

FIGURE 21: ARI1_CC

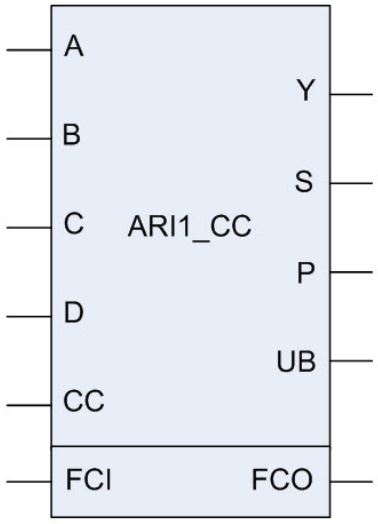


TABLE 41: ARI1_CC

Input	Output
A, B, C, D,CC	Y, S, P, UB

The ARI1_CC cell has a 20-bit INIT string parameter that is used to configure its functionality. The interpretation of the 16 LSB of the INIT string is shown in the following table. F0 is the value of Y when A = 0 and F1 is the value of Y when A = 1.

FIGURE 22: INTERPRETATION OF 16 LSB OF THE INIT STRING FOR ARI1_CC

ADCB	Y	
0000	INIT[0]	F0
0001	INIT[1]	
0010	INIT[2]	
0011	INIT[3]	
0100	INIT[4]	
0101	INIT[5]	
0110	INIT[6]	
0111	INIT[7]	
1000	INIT[8]	F1
1001	INIT[9]	
1010	INIT[10]	
1011	INIT[11]	
1100	INIT[12]	
1101	INIT[13]	
1110	INIT[14]	
1111	INIT[15]	

The 4 MSB of the INIT string controls the output of the carry bits. The carry is generated using carry propagation and generation bits, which are evaluated according to the following tables.

TABLE 42: ARI1_CC INIT[17:16] STRING INTERPRETATION

INIT[17]	INIT[16]	UB
0	0	1
0	1	!F0
1	0	0
1	1	!F1

TABLE 43: ARI1_CC INIT[19:18] STRING INTERPRETATION

INIT[19]	INIT[18]	P
0	0	0
0	1	Y
1	X	1

The equation of S is given by:

S=Y^CC

CC_CONFIG

The CC_CONFIG macro is responsible for generating the carry bit for each ARI1_CC cell in the cluster.

FIGURE 23: CC_CONFIG

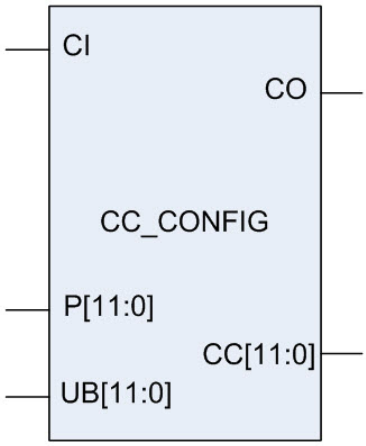


TABLE 44: CC_CONFIG

Input	Output
CI, P, UB	CO, CC

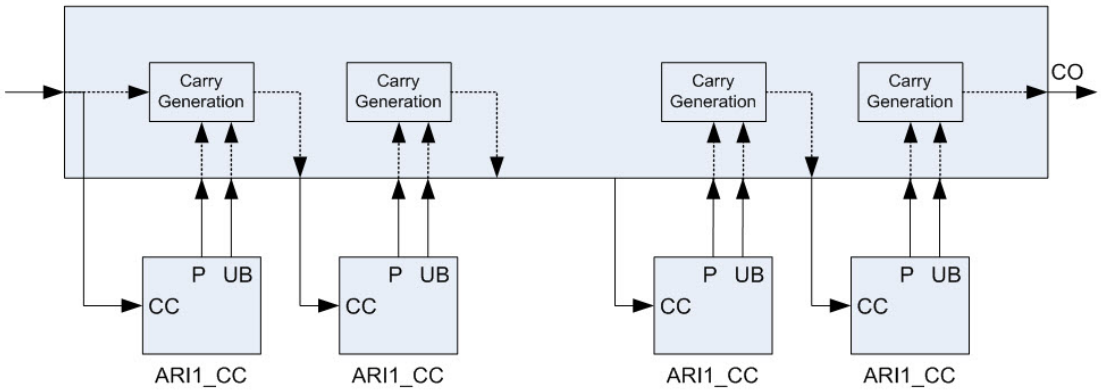
CI and CO are the carry-in and carry-out, respectively, to the cell. The intermediate carry-bits are given by CC[11:0]. The functionality of the CC_CONFIG is basically evaluating CC using

$$CC[n] = !Px!UB+PxCC[n-1]$$

where CC[-1] is CI and CC[12] is CO.

Inside every cluster, there are 12 ARI1_CC cells and only one CC_CONFIG cell. The CC_CONFIG takes as input the P and UB outputs of each ARI1_CC cell in the cluster and generated the CC (carry-out bit), which is then fed to the next ARI1_CC cell in the cluster as the carry-in. The connection between the ARI1_CC cells inside the cluster and the CC_CONFIG cell is shown in the following figure.

FIGURE 24: CC_CONFIG CONNECTIONS TO ARI1_CC CELLS



FCEND_BUFF

Buffer, driven by the FCO pin of the last macro in the Carry-Chain.

FIGURE 25: FCEND_BUFF

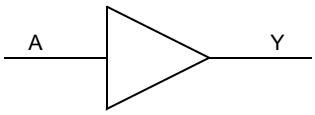


TABLE 45: FCEND_BUFF

Input	Output
A	Y

TABLE 46: TRUTH TABLE

A	Y
0	0
1	1

Name special Buffer, used to initialize the FCI pin of the first macro in the Carry-Chain.

FIGURE 26: FCINIT_BUFF

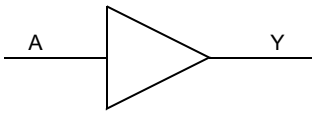


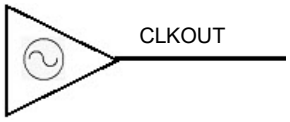
TABLE 47: FCINIT_BUFF

Input	Output
A	Y

RCOSC_50MHZ

The RCOSC_50MHZ oscillator is an RC oscillator that provides a free running clock of 50 MHz at CLKOUT.

FIGURE 27: RCOSC_50MHZ



name specialSYSRESET is a special-purpose macro. The Output POWER_ON_RESET_N goes low at power up and when DEVRST_N goes low.

FIGURE 28: SYSRESET

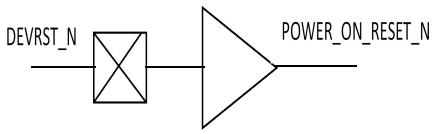


TABLE 48: SYSRESET

Input	Output
DEVRST_N	POWER_ON_RESET_N

TABLE 49: TRUTH TABLE

DEVRST_N	POWER_ON_RESET_N
0	0
1	1

Name Special: This is a special-purpose macro to check the status of the System Controller. The output port RESET_STATUS goes high if the System Controller is in reset.This macro is enabled by selecting the "Enable System Controller Suspend Mode" option in the "Configure Programming Bitstream Settings" tool within Libero. After programming, the device will enter "System Controller Suspend Mode" if TRSTB is tied low during device power up. This macro is not supported in simulation.

FIGURE 29: SYSCTRL_RESET_STATUS

DFN1

D-Type Flip-Flop.

FIGURE 30: DFN1

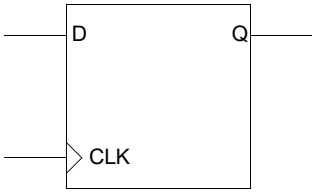


TABLE 50: DFN1

Input	Output
D, CLK	Q

TABLE 51: TRUTH TABLE

CLK	D	Q_{n+1}
not Rising	X	Q_n
↑	D	D

DFN1C0

D-Type Flip-Flop with active low Clear.

FIGURE 31: DFN1C0

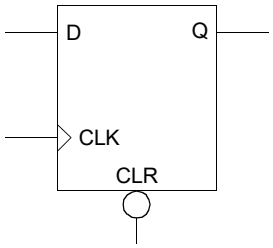


TABLE 52: DFN1C0

Input	Output
D, CLK, CLR	Q

TABLE 53: TRUTH TABLE

CLR	CLK	D	Q_{n+1}
0	X	X	0
1	not Rising	X	Q_n
1	↑	D	D

DFN1E1

D-Type Flip-Flop with active high Enable.

FIGURE 32: DFN1E1

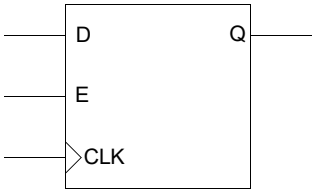


TABLE 54: DFN1E1

Input	Output
D, E, CLK	Q

TABLE 55: TRUTH TABLE

E	CLK	D	Q_{n+1}
0	X	X	Q_n
1	not Rising	X	Q_n
1	↑	D	D

DFN1E1C0

D-Type Flip-Flop, with active high Enable and active low Clear.

FIGURE 33: DFN1E1C0

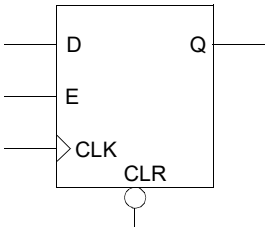


TABLE 56: DFN1E1C0

Input	Output
CLR, D, E, CLK	Q

TABLE 57: TRUTH TABLE

CLR	E	CLK	D	Q_{n+1}
0	X	X	X	0
1	0	X	X	Q_n
1	1	not Rising	X	Q_n
1	1	↑	D	D

DFN1E1P0

D-Type Flip-Flop with active high Enable and active low Preset.

FIGURE 34: DFN1E1P0

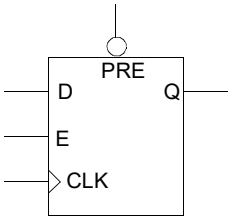


TABLE 58: DFN1E1P0

Input	Output
D, E, PRE, CLK	Q

TABLE 59: TRUTH TABLE

PRE	E	CLK	D	Q_{n+1}
0	X	X	X	1
1	0	X	X	Q_n
1	1	not Rising	X	Q_n
1	1	↑	D	D

DFN1P0

D-Type Flip-Flop with active low Preset.

FIGURE 35: DFN1P0

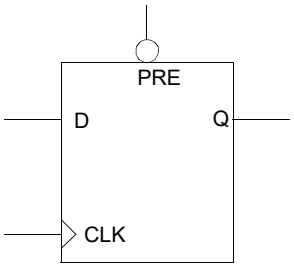


TABLE 60: DFN1P0

Input	Output
D, PRE, CLK	Q

TABLE 61: TRUTH TABLE

PRE	CLK	D	Q_{n+1}
0	X	X	1
1	not Rising	X	Qn
1	↑	D	D

INV

Inverter.

FIGURE 36: INV

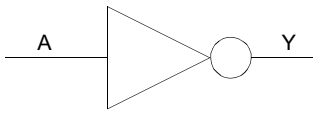


TABLE 62: INV

Input	Output
A	Y

TABLE 63: TRUTH TABLE

A	Y
0	1
1	0

INVD

Inverter; note that Compile optimization will not remove this macro.

FIGURE 37: INVD

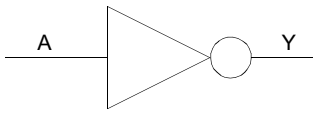


TABLE 64: INVD

Input	Output
A	Y

TABLE 65: TRUTH TABLE

A	Y
0	1
1	0

MX2

2 to 1 Multiplexer.

FIGURE 38: MX2

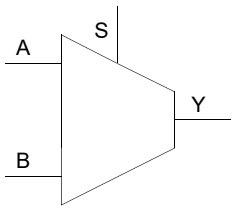


TABLE 66: MX2

Input	Output
A, B, S	Y

TABLE 67: TRUTH TABLE

A	B	S	Y
A	X	0	A
X	B	1	B

MX4

4 to 1 Multiplexer. This macro uses two logic modules.

FIGURE 39: MX4

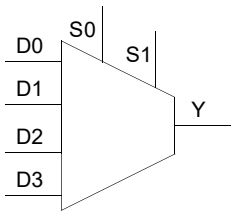


TABLE 68: MX4

Input	Output
D0, D1, D2, D3, S0, S1	Y

TABLE 69: TRUTH TABLE

D3	D2	D1	D0	S1	S0	Y
X	X	X	D0	0	0	D0
X	X	D1	X	0	1	D1
X	D2	X	X	1	0	D2
D3	X	X	X	1	1	D3

NAND2

2-Input NAND.

FIGURE 40: NAND2

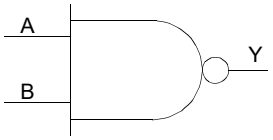


TABLE 70: NAND2

Input	Output
A, B	Y

TABLE 71: TRUTH TABLE

A	B	Y
X	0	1
0	X	1
1	1	0

NAND3

3-Input NAND.

FIGURE 41: NAND3

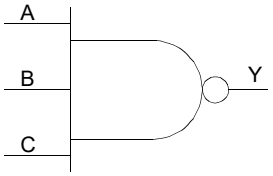


TABLE 72: NAND3

Input	Output
A, B, C	Y

TABLE 73: TRUTH TABLE

A	B	C	Y
X	X	0	1
X	0	X	1
0	X	X	1
1	1	1	0

NAND4

4-input NAND.

FIGURE 42: NAND4

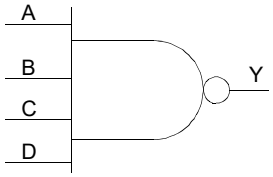


TABLE 74: NAND4

Input	Output
A, B, C, D	Y

TABLE 75: TRUTH TABLE

A	B	C	D	Y
X	X	X	0	1
X	X	0	X	1
X	0	X	X	1
0	X	X	X	1
1	1	1	1	0

NOR2

2-input NOR.

FIGURE 43: NOR2

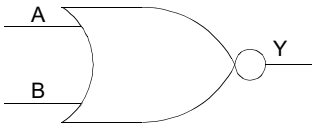


TABLE 76: NOR2

Input	Output
A, B	Y

TABLE 77: TRUTH TABLE

A	B	Y
0	0	1
X	1	0
1	X	0

NOR3

3-input NOR.

FIGURE 44: NOR3

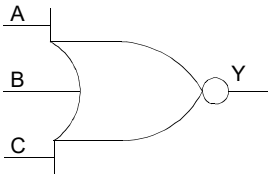


TABLE 78: NOR3

Input	Output
A, B, C	Y

TABLE 79: TRUTH TABLE

A	B	C	Y
0	0	0	1
X	X	1	0
X	1	X	0
1	X	X	0

NOR4

4-input NOR.

FIGURE 45: NOR4

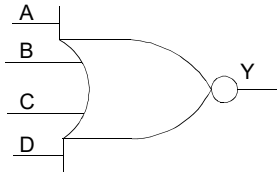


TABLE 80: NOR4

Input	Output
A, B, C, D	Y

TABLE 81: TRUTH TABLE

A	B	C	D	Y
0	0	0	0	1
1	X	X	X	0
X	1	X	X	0
X	X	1	X	0
X	X	X	1	0

OR2

2-input OR.

FIGURE 46: OR2

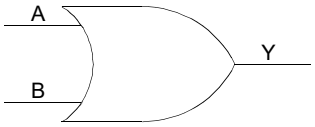


TABLE 82: OR2

Input	Output
A, B	Y

TABLE 83: TRUTH TABLE

A	B	Y
0	0	0
X	1	1
1	X	1

OR3

3-input OR.

FIGURE 47: OR3

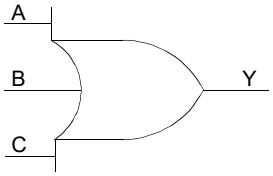


TABLE 84: OR3

Input	Output
A, B, C	Y

TABLE 85: TRUTH TABLE

A	B	C	Y
0	0	0	0
X	X	1	1
X	1	X	1
1	X	X	1

OR4

4-input OR.

FIGURE 48: OR4

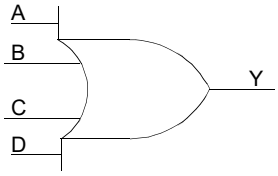


TABLE 86: OR4

Input	Output
A, B, C, D	Y

TABLE 87: TRUTH TABLE

A	B	C	D	Y
0	0	0	0	0
1	X	X	X	1
X	1	X	X	1
X	X	1	X	1
X	X	X	1	1

XOR2

2-input XOR.

FIGURE 49: XOR2

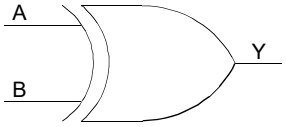


TABLE 88: XOR2

Input	Output
A, B	Y

TABLE 89: TRUTH TABLE

A	B	Y
0	0	0
0	1	1
1	0	1
1	1	0

XOR3

3-input XOR.

FIGURE 50: XOR3

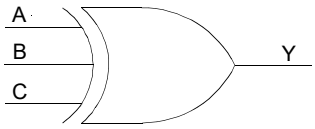


TABLE 90: XOR3

Input	Output
A, B, C	Y

TABLE 91: TRUTH TABLE

A	B	C	Y
0	0	0	0
1	0	0	1
0	1	0	1
1	1	0	0
0	0	1	1
1	0	1	0
0	1	1	0
1	1	1	1

XOR4

4-input XOR.

FIGURE 51: XOR4

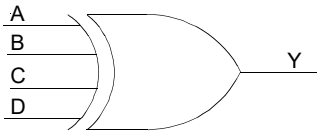


TABLE 92: XOR4

Input	Output
A, B, C, D	Y

TABLE 93: TRUTH TABLE

A	B	C	D	Y
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	0
0	1	0	0	1

TABLE 93: TRUTH TABLE

A	B	C	D	Y
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	1
1	1	1	0	1
1	1	1	1	0

XOR8

8-input XOR. This macro uses two logic modules.

FIGURE 52: XOR8

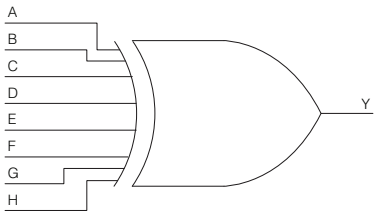


TABLE 94: XOR8

Input	Output
A, B, C, D, E, F, G, H	Y

TRUTH TABLE

If you have an odd number of inputs that are High, the output is High (1).

If you have an even number of inputs that are High, the output is Low (0).

For example:

TABLE 95: TRUTH TABLE

A	B	C	D	E	F	G	H	Y
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	1	1
0	0	0	0	0	0	1	1	0

UJTAG

The UJTAG macro is a special purpose macro. It allows access to the user JTAG circuitry on board the chip.

You must instantiate a UJTAG macro in your design if you plan to make use of the user JTAG feature. The TMS, TDI, TCK, TRSTB and TDO pins of the macro must be connected to top level ports of the design.

FIGURE 53: UJTAG

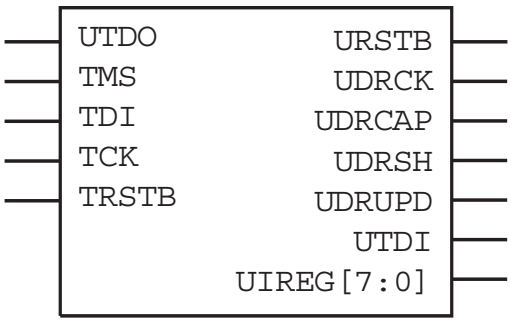


TABLE 96: PORTS AND DESCRIPTIONS

Port	Direction	Polarity	Description
UIREG[7:0]	Output	—	This 8-bit bus carries the contents of the JTAG instruction register of each device. Instruction values 16 to 127 are not reserved and can be employed as user-defined instructions.
URSTB	Output	Low	URSTB is an Active Low signal and is asserted when the TAP controller is in Test-Logic-Reset mode. URSTB is asserted at power-up, and a power-on reset signal resets the TAP controller state.
UTDI	Output	—	This port is directly connected to the TAP's TDI signal.
UTDO	Input	—	This port is the user TDO output. Inputs to the UTDO port are sent to the TAP TDO output MUX when the IR addess is in user range.
UDRSH	Output	High	Active High signal enabled in the Shift_DR TAP state.
UDRCAP	Output	High	Active High signal enabled in the Capture_DR_TAP state.
UDRCK	Output	—	This port is directly connected to the TAP's TCK signal.
UDRUPD	Output	High	Active High signal enabled in the Update_DR_TAP state.
TCK	Input	—	Test Clock Serial input for JTAG boundary scan, ISP, and UJTAG. The TCK pin does not have an internal pull-up/pull-down resistor. Connect TCK to GND or +3.3 V through a resistor (500-1 KΩ) placed closed to the FPGA pin to prevent totem-pole current on the input buffer and TMS from entering into an undesired state. If JTAG is not used, connect it to GND.
TDI	Input	—	Test Data in. Serial input for JTAG boundary scan. There is an internal weak pull-up resistor on the TDI pin.
TDO	Output	—	Test Data Out. Serial output for JTAG boundary scan. The TDO pin does not have an internal pull-up/pull-down resistor.
TMS	Input	—	Test mode select. The TMS pin controls the use of the IEEE1532 boundary scan pins (TCK, TDI, TDO, and TRST). There is an internal weak pull-up resistor on the TMS pin.

TABLE 96: PORTS AND DESCRIPTIONS (CONTINUED)

Port	Direction	Polarity	Description
TRSTB	Input	Low	Test reset. The TRSTB pin is an active low input . It synchronously initializes (or resets) the boundary scan circuitry. There is an internal weak pull-up resistor on the TRSTB pin. To hold the JTAG in reset mode and prevent it from entering into undesired states in critical applications, connect TRSTB to GND through a 1 KΩ resistor (placed close to the FPGA pin).

BIBUF

Bidirectional Buffer.

FIGURE 54: BIBUF

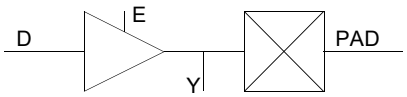


TABLE 97: BIBUF

Input	Output
D, E, PAD	PAD, Y

TABLE 98: TRUTH TABLE

MODE	E	D	PAD	Y
OUTPUT	1	D	D	D
INPUT	0	X	Z	X
INPUT	0	X	PAD	PAD

BIBUF_DIFF

Bidirectional Buffer, Differential I/O.

FIGURE 55: BIBUF_DIFF

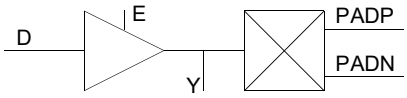


TABLE 99: BIBUF_DIFF

Input	Output
D, E, PADP, PADN	PADP, PADN, Y

TABLE 100: TRUTH TABLE

MODE	E	D	PADP	PADN	Y
OUTPUT	1	0	0	1	0
OUTPUT	1	1	1	0	1
INPUT	0	X	Z	Z	X
INPUT	0	X	0	0	X
INPUT	0	X	1	1	X
INPUT	0	X	0	1	0
INPUT	0	X	1	0	1

CLKBIBUF

Bidirectional Buffer with Input to global network.

FIGURE 56: CLKBIBUF

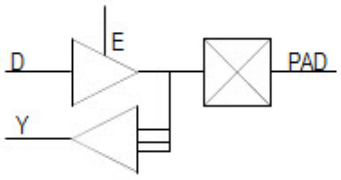


TABLE 101: CLKBIBUF

Input	Output
D, E, PAD	PAD, Y

TABLE 102: TRUTH TABLE

D	E	PAD	Y
X	0	Z	X
X	0	0	0
X	0	1	1
0	1	0	0
1	1	1	1

CLKBUF

Input Buffer to global network.

FIGURE 57: CLKBUF

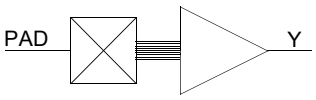


TABLE 103: CLKBUF

Input	Output
PAD	Y

TABLE 104: TRUTH TABLE

PAD	Y
0	0
1	1

CLKBUF_DIFF

Differential I/O macro to global network, Differential I/O.

FIGURE 58: INBUF_DIFF

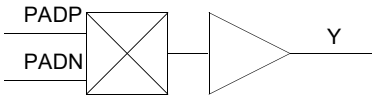


TABLE 105: INBUF_DIFF

Input	Output
PADP, PADN	Y

TABLE 106: TRUTH TABLE

PADP	PADN	Y
Z	Z	Y
0	0	X
1	1	X
0	1	0
1	0	1

INBUF

Input Buffer.

FIGURE 59: INBUF

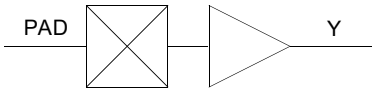


TABLE 107: INBUF

Input	Output
PAD	Y

TABLE 108: TRUTH TABLE

PAD	Y
Z	X
0	0
1	1

INBUF_DIFF

Input Buffer, Differential I/O.

FIGURE 60: INBUF_DIFF

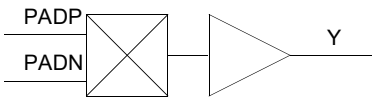


TABLE 109: INBUF_DIFF

Input	Output
PADP, PADN	Y

TABLE 110: TRUTH TABLE

PADP	PADN	Y
Z	Z	X
0	0	X
1	1	X
0	1	0
1	0	1

IOINFF_BYPASS

The I/O input bypass macro is available in post-layout netlist only.

FIGURE 61: IOINFF_BYPASS

TABLE 111: IOINFF_BYPASS

Input	Output
A	Y

TABLE 112: TRUTH TABLE

A	Y
0	1
1	0

IOENFF_BYPASS

The I/O enable bypass macro is available in post-layout netlist only.

FIGURE 62: IOENFF_BYPASS

TABLE 113: IOENFF_BYPASS

Input	Output
A	Y

TABLE 114: TRUTH TABLE

A	Y
0	0
1	1

IOOUTFF_BYPASS

The I/O output bypass macro is available in post-layout netlist only.

FIGURE 63: IOENFF_BYPASS

TABLE 115: IOENFF_BYPASS

Input	Output
A	Y

TABLE 116: TRUTH TABLE

A	Y
0	0
1	1

IOPAD_BI

The I/O output bypass macro is available in post-layout netlist only.

FIGURE 64: IOPAD_BI

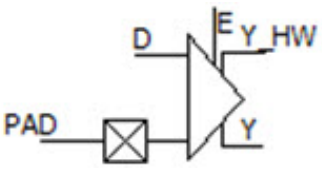


TABLE 117: IOPAD_BI

Input	Output
D, E, PAD	PAD, Y, Y_HW

TABLE 118: TRUTH TABLE

MODE	E	D	PAD	Y	Y_HW
OUTPUT	1	D	D	D	D
INPUT	0	X	Z	X	X
INPUT	0	X	PAD	PAD	PAD

IOPADP_BI

The I/O PAD bi-directional macro is available in post-layout netlist only.

FIGURE 65: IOPADP_BI

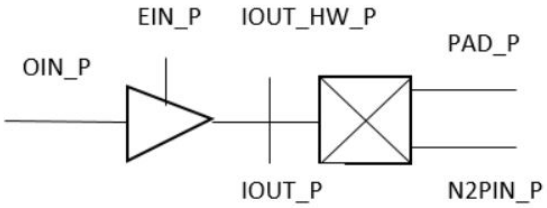


TABLE 119: IOPADP_BI

Input	Output
N2PIN_P, OIN_P, EIN_P, PAD_P	PAD_P, IOUT_P, IOUT_HW_P

TABLE 120: TRUTH TABLE

MODE	EIN_P	OIN_P	PAD_P	N2PIN_P	IOUT_P	OUT_HW_P
OUTPUT	1	0	0	1	0	0
OUTPUT	1	1	1	0	1	1
INPUT	0	X	Z	Z	X	X
INPUT	0	X	0	0	X	X
INPUT	0	X	1	1	X	X
INPUT	0	X	0	1	0	0
INPUT	0	X	1	0	1	1

IOPADN_BI

The I/O PAD bi-directional macro is available in post-layout netlist only.

FIGURE 66: IOPADN_BI

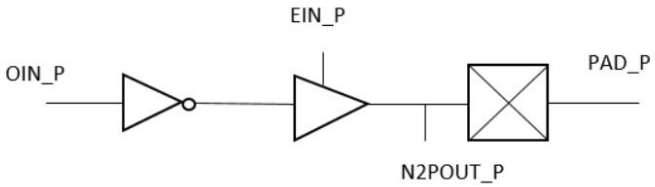


TABLE 121: IOPADN_BI

Input	Output
OIN_P, EIN_P, PAD_P	PAD_P, N2POUT_P

TABLE 122: TRUTH TABLE

MODE	EIN_P	OIN_P	PAD_P	N2POUT_P
OUTPUT	1	1	0	0
OUTPUT	1	0	1	1
INPUT	0	X	Z	X
INPUT	0	X	0	X
INPUT	0	X	1	X
INPUT	0	X	0	0
INPUT	0	X	1	1

IOPADP_IN

The I/O PAD input macro is available in post-layout netlist only.

FIGURE 67: IOPADP_IN

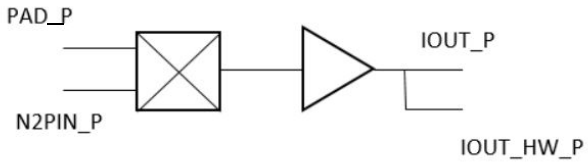


TABLE 123: IOPADP_IN

Input	Output
PAD_P, N2PIN_P	IOUT_P, IOUT_HW_P

TABLE 124: TRUTH TABLE

PAD_P	N2PIN_P	IOUT_P	IOUT_HW_P
Z	X	X	X
0	X	0	0
1	X	1	1

IOPADN_IN

The I/O PAD input macro is available in post-layout netlist only.

FIGURE 68: IOPADN_IN

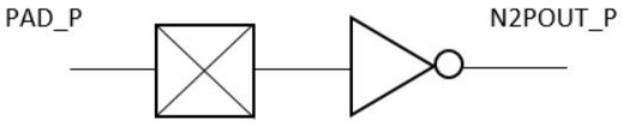


TABLE 125: IOPADN_IN

Input	Output
PAD_P	N2POUT_P

TABLE 126: TRUTH TABLE

PAD_P	N2POUT_P
0	1
1	0

IOPADP_TRI

The I/O PAD tristate output macro is available in post-layout netlist only.

FIGURE 69: IOPADP_TRI

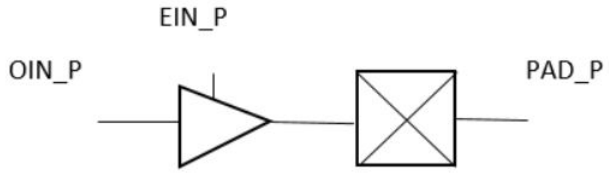


TABLE 127: IOPADP_TRI

Input	Output
OIN_P, EIN_P	PAD_P

TABLE 128: TRUTH TABLE

OIN_P	EIN_P	PAD_P
X	0	Z
OIN_P	1	OIN_P

IOPADN_TRI

The I/O PAD tristate output macro is available in post-layout netlist only.

FIGURE 70: IOPADN_TRI

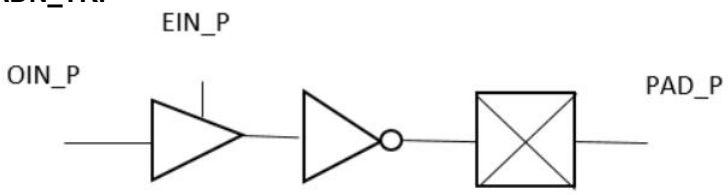


TABLE 129: IOPADN_TRI

Input	Output
OIN_P, EIN_P	PAD_P

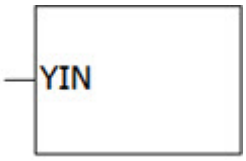
TABLE 130: TRUTH TABLE

OIN_P	EIN_P	PAD_P
X	0	Z
0	1	1
1	1	0

IO_DIFF

The I/O Differential macro is available only in post-layout netlist (place holder to reserve the N location).

FIGURE 71: IO_DIFF



Input = YIN

IOTRI_OB_EB

The I/O feed through macro is available in post-layout netlist only.

FIGURE 72: IOTRI_OB_EB

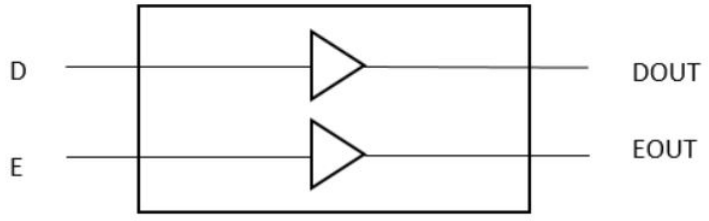


TABLE 131: IOTRI_OB_EB

Input	Output
D, E	DOUT, EOUT

TABLE 132: TRUTH TABLE

D	DOUT
0	0
1	1

TABLE 133: TRUTH TABLE

E	EOUT
0	0
1	1

IOBI_IB_OB_EB

The I/O feed through macro is available in post-layout netlist only.

FIGURE 73: IOBI_IB_OB_EB

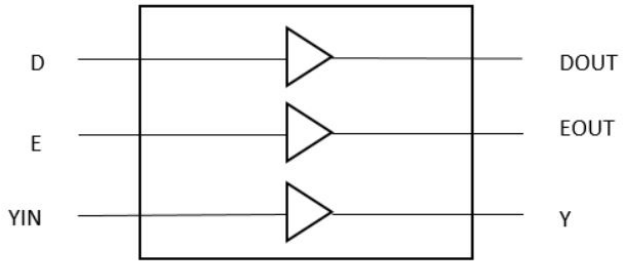


TABLE 134: IOBI_IB_OB_EB

Input	Output
D, E, YIN	DOUT, EOUT, Y

TABLE 135: TRUTH TABLE

D	DOUT
0	0
1	1

TABLE 136: TRUTH TABLE

E	EOUT
0	0
1	1

TABLE 137: TRUTH TABLE

YIN	Y
0	0
1	1

OUTBUF

Output buffer.

FIGURE 74: OUTBUF

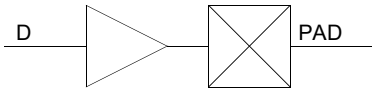


TABLE 138: OUTBUF

Input	Output
D	PAD

TABLE 139: TRUTH TABLE

D	PAD
0	0
1	1

OUTBUF_DIFF

Output buffer, Differential I/O.

FIGURE 75: OUTBUF_DIFF

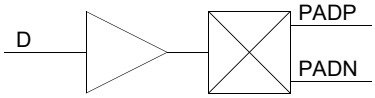


TABLE 140: OUTBUF_DIFF

Input	Output
D	PADP, PADN

TABLE 141: TRUTH TABLE

D	PADP	PADN
0	0	1
1	1	0

TRIBUFF

Tristate output buffer.

FIGURE 76: TRIBUFF

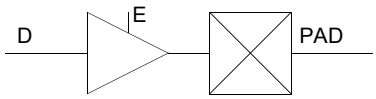


TABLE 142: TRIBUFF

Input	Output
D, E	PAD

TABLE 143: TRUTH TABLE

D	E	PAD
X	0	Z
D	1	D

TRIBUFF_DIFF

Tristate output buffer, Differential I/O.

FIGURE 77: TRIBUFF_DIFF

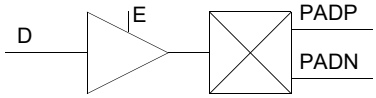


TABLE 144: TRIBUFF_DIFF

Input	Output
D, E	PADP, PADN

TABLE 145: TRUTH TABLE

D	E	PADP	PADN
X	0	Z	Z
0	1	0	1
1	1	1	0

DDR_IN

The DDR_IN macro is available for both pre-layout and post-layout simulation flows. It consists of two SLE macros and a latch. The input D must be connected to an I/O.

FIGURE 78: DDR_IN

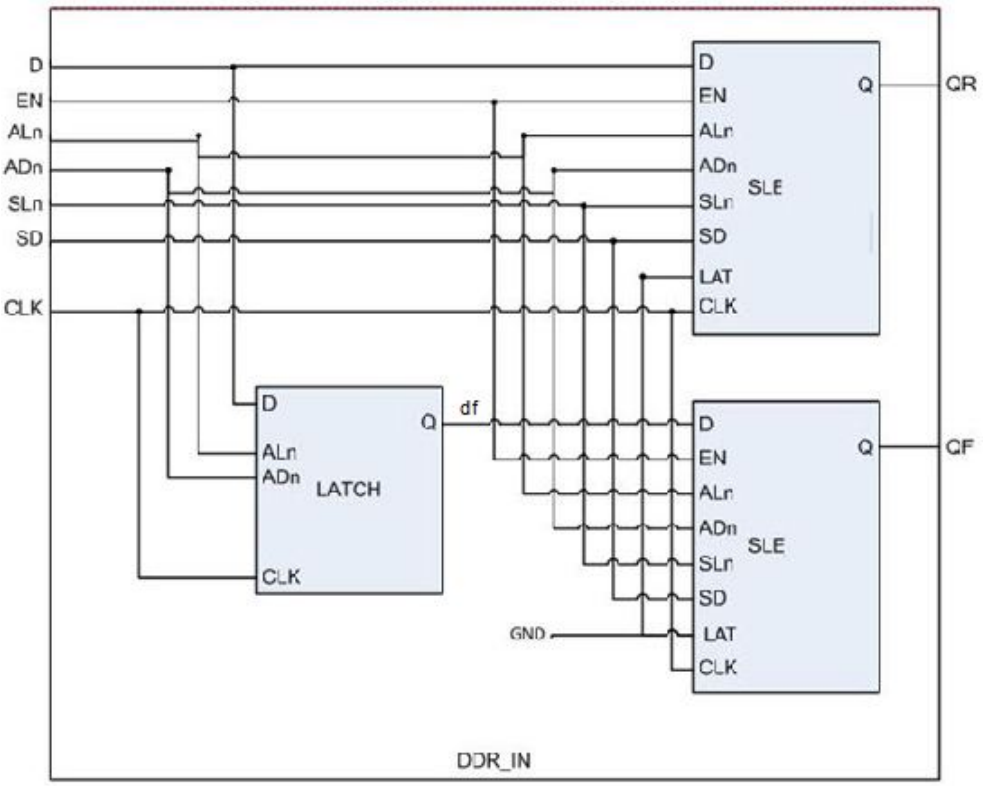


TABLE 146: DDR_IN

Input		Output
Name	**Function**	**Name**
D	Data input	QR QF
CLK	Clock input	
EN	Active High CLK enable	
ALn	Asynchronous load. This active low signal either sets the register or clears the register depending on the value of ADn.	
ADn*	Static asynchronous load data. When ALn is active, QR and QF go to the complement of ADn.	
SLn	Synchronous load. This active low signal either sets the register or clears the register depending on the value of SD, at the rising edge of CLK.	
SD*	Static synchronous load data. When SLn is active (i.e.low), QR and QF go to the value of SD at the rising edge of CLK.	

Note: ADn and SD are static inputs defined at design time and need to be tied to 0 or 1.

TABLE 147: TRUTH TABLE

ALn	CLK	EN	SLn	df_{n+1} (Internal Signal)	QR_{n+1}	QF_{n+1}
0	X	X	X	!ADn	!ADn	!ADn
1	Not rising	X	X	df_n	QR_n	QF_n
1	↑	0	X	df_n	QR_n	QF_n
1	↑	1	0	df_n	SD	SD
1	↑	1	1	df_n	D	df_n
1	↓	X	X	D	QR_n	QF_n

DDR_OUT

The DDR_OUT macro is an output DDR cell and is available for pre-layout simulation. It consists of two SLE macros. The output Q must be connected to an I/O.

FIGURE 79: DDR_OUT

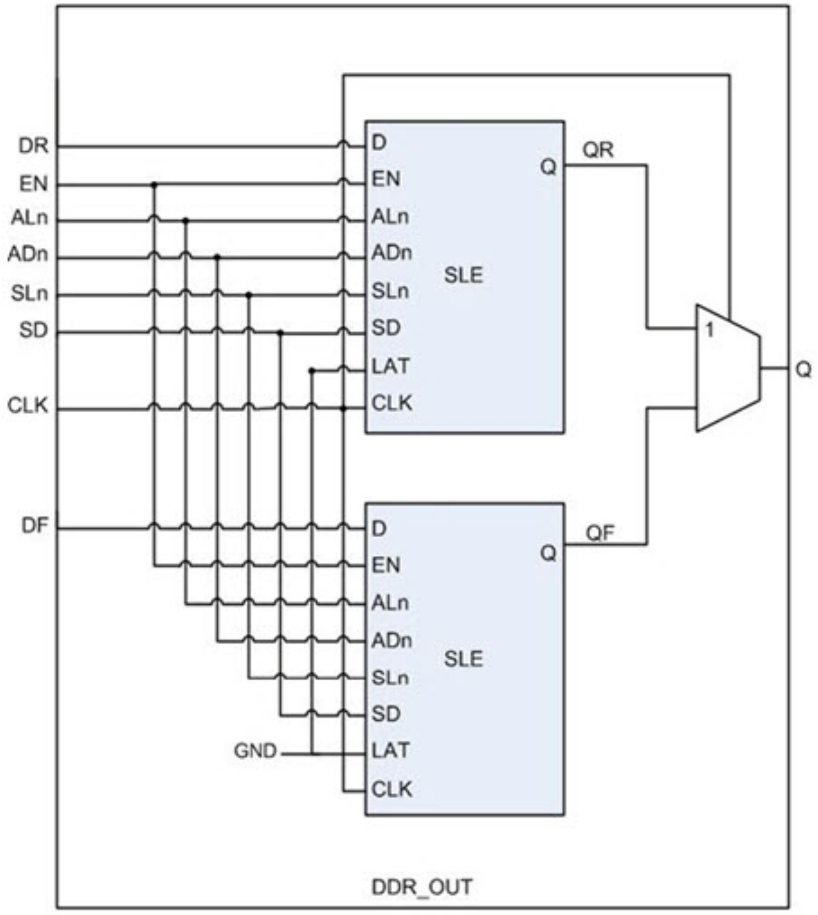


TABLE 148: DDR_OUT

Input		Output
Name	**Function**	
DR	Data input (Rising Edge)	Q
DF	Data input (Falling Edge)	
CLK	Clock input	
EN	Active High CLK enable	
ALn	Asynchronous load. This active low signal either sets the register or clears the register depending on the value of ADn.	
ADn*	Static asynchronous load data. When ALn is active, Q goes to the complement of ADn.	
SLn	Synchronous load. This active low signal either sets the register or clears the register depending on the value of SD, at the rising edge of CLK.	
SD*	Static synchronous load data. When SLn is active (i.e.low), Q goes to the value of SD at the rising edge of CLK.	

Note: ADn and SD are static inputs defined at design time and need to be tied to 0 or 1.

TABLE 149: TRUTH TABLE

ALn	CLK	EN	SLn	QR_{n+1}	QF_{n+1}	Q_{n+1}
0	X	X	X	!ADn	!ADn	!ADn
1	1	X	X	QR_n	QF_n	QR_n
1	↑	0	X	QR_n	QF_n	QR_{n+1}
1	↑	1	0	SD	SD	QR_{n+1}
1	↑	1	1	DR	DF	QR_{n+1}
1	0	X	X	QR_n	QF_n	QF_n

DDR_OE_UNIT

The DDR_OE_UNIT macro is an output DDR cell that is only available for post-layout simulations. Every DDR_OUT instance is replaced by DDR_OE_UNIT during compile. The DDR_OE_UNIT macro consists of a DDR_OUT macro with inverted data inputs and SDR control.

FIGURE 80: DDR_OE_UNIT

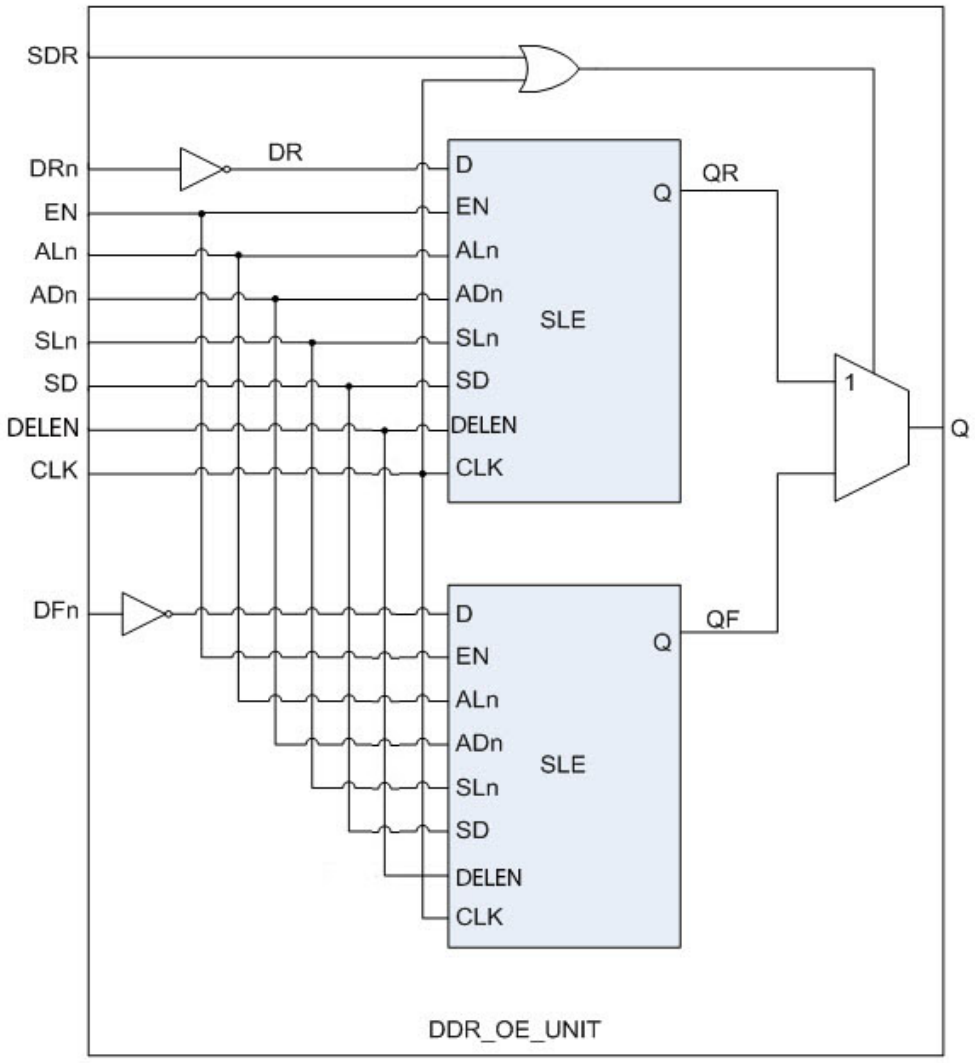


TABLE 150: DDR_OE_UNIT

Input		Output
Name	**Function**	
DRn	Data input (Rising Edge)	Q
DFn	Data input (Falling Edge)	
CLK	Clock input	
EN	Active High CLK enable	
ALn	Asynchronous load. This active low signal either sets the register or clears the register depending on the value of ADn.	
ADn*	Static asynchronous load data. When ALn is active, Q goes to the complement of ADn.	
SLn	Synchronous load. This active low signal either sets the register or clears the register depending on the value of SD, at the rising edge of CLK.	
SD*	Static synchronous load data. When SLn is active (i.e.low), Q goes to the value of SD at the rising edge of CLK.	
SDR	Controls whether the cell operates in DDR (SDR = 0) or SDR (SDR = 1) modes.	

TABLE 151: TRUTH TABLE

SDR	ALn	CLK	EN	SLn	QR_{n+1}	QF_{n+1}	Q_{n+1}
0	0	X	X	X	!ADn	!ADn	!ADn
0	1	1	X	X	QR_n	QF_n	QR_n
0	1	↑	0	X	QR_n	QF_n	QR_{n+1}
0	1	↑	1	0	SD	SD	QR_{n+1}
0	1	↑	1	1	!DRn	!DFn	QR_{n+1}
0	1	0	X	X	QR_n	QF_n	QF_n

IOIN_IB

Buffer macro available in post-layout netlist only.

FIGURE 81: IOIN_IB

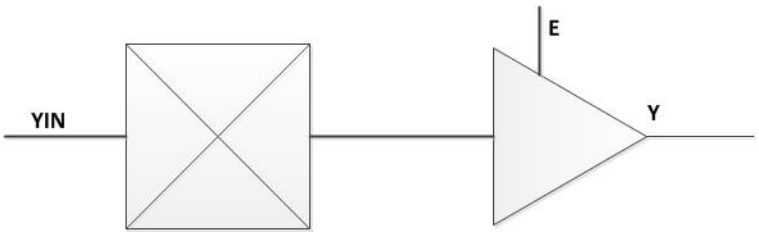


TABLE 152: IOIN_IB

Input	Output
YIN, E	Y

Note: E input is not used.

TABLE 153: TRUTH TABLE

YIN	Y
Z	X
0	0
1	1

IOPAD_IN

Input I/O macro available in post-layout netlist only.

FIGURE 82: IOPAD_IN

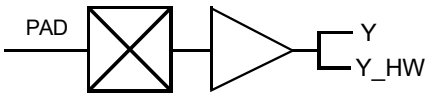


TABLE 154: IOPAD_IN

Input	Output
PAD	Y, Y_HW

TABLE 155: TRUTH TABLE

PAD	Y, Y_HW
Z	X
0	0
1	1

IOPAD_TRI

Tri-state output buffer available in post-layout netlist only.

FIGURE 83: IOPAD_TRI

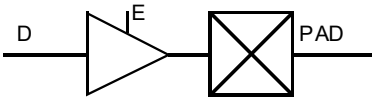


TABLE 156: IOPAD_TRI

Input	Output
D, E	PAD

TABLE 157: TRUTH TABLE

D	E	PAD
X	0	Z
0	1	0
1	1	1

IOINFF

Registered input I/O macro available only in post-layout netlist.

FIGURE 84: IOINFF

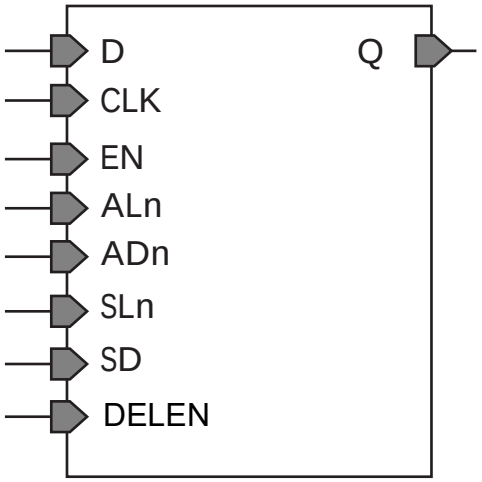


TABLE 158: IOINFF

Input		Output
Name	**Function**	
D	Data	
CLK	Clock	
EN	Enable	
ALn	Asynchronous Load (Active Low)	Q
ADn*	Asynchronous Data (Active Low)	
SLn	Synchronous Load (Active Low)	
SD*	Synchronous Data	
DELEN*	Enable Single-event Transient mitigation	

Note: ADn, SD, and DELEN are static signals defined at design time and need to be tied to 0 or 1.

TABLE 159: TRUTH TABLE

ALn	ADn	CLK	EN	SLn	SD	D	Q_{n+1}
0	ADn	X	X	X	X	X	!ADn
1	X	Not rising	X	X	X	X	Qn
1	X	↑	0	X	X	X	Qn
1	X	↑	1	0	SD	X	SD
1	X	↑	1	1	X	D	D

IOOEFF

Registered output I/O macro available only in post-layout netlist. The IOOEFF is an SLE_RT with an inverted data input.

FIGURE 85: IOOEFF

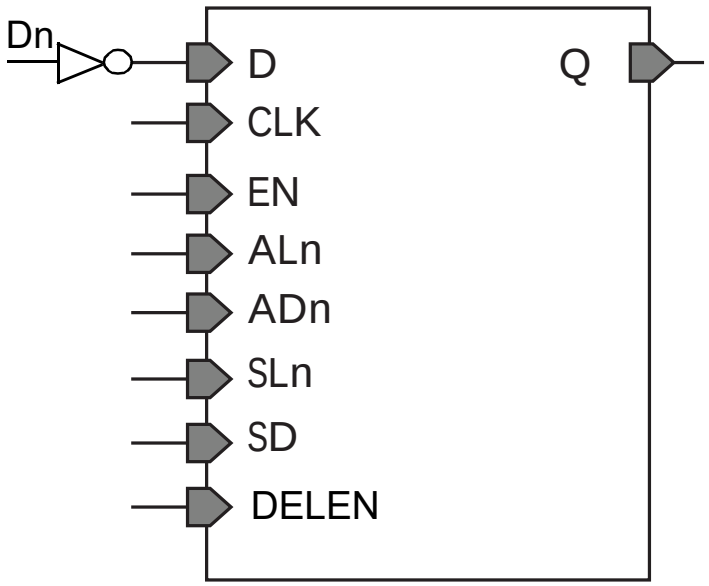


TABLE 160: IOOEFF

Input		Output
Name	**Function**	
D	Data	
CLK	Clock	
EN	Enable	
ALn	Asynchronous Load (Active Low)	Q
ADn*	Asynchronous Data (Active Low)	
SLn	Synchronous Load (Active Low)	
SD*	Synchronous Data	
DELEN*	Enable Single-event Transient mitigation	

Note: ADn, SD, and DELEN are static signals defined at design time and need to be tied to 0 or 1.

TABLE 161: TRUTH TABLE

ALn	ADn	CLK	EN	SLn	SD	D	Q_{n+1}
0	ADn	X	X	X	X	X	!ADn
1	X	Not rising	X	X	X	X	Qn
1	X	↑	0	X	X	X	Qn
1	X	↑	1	0	SD	X	SD
1	X	↑	1	1	X	D	!D

RAM1K18_RT

The RAM1K18_RT block contains 24,576 (18,432 with ECC) memory bits and is a true dual-port memory with two independent data ports A and B. The RAM1K18_RT memory can also be configured in two-port mode. All read/write operations to the RAM1K18_RT memory are synchronous. To improve the read-data delay, an optional pipeline register at the output is available. RAM1K18_RT also adds a Read-enable control to both dual-port and two-port modes. The RAM1K18_RT memory has two data ports which can be independently configured in any combination shown below.

- ECC Dual-Port RAM with the following configuration:
  - 1Kx18 on both ports
- Non-ECC Dual-Port RAM with the following configurations:
  - 1Kx18 on both ports
  - 2Kx12 or 2Kx9 on both ports, but port B is read-only
  - 2Kx9 on port A, 1Kx18 on port B
- ECC Two-Port RAM with the following configurations:
  - Any of 512x36 or 1Kx18 on each port
- Non-ECC Two-Port RAM with port A write, port B read:
  - Any of 1Kx18 or 2Kx9 on each port
  - 2Kx12 on both ports
- Non-ECC Two-Port RAM with port A read, port B write:
  - Any of 512x36, 1Kx18, or 2Kx9 on each port

Functionality

The main features of the RAM1K18_RT memory block are as follows:

- The address, data, block-port select, write-enable and read-enable inputs are registered.
- An optional pipeline register with a separate enable and synchronous-reset is available at the read-data port to improve the clock-to-out delay.
- The registers in RAM1K18_RT block have an option to mitigate Single-event transients.
- There is an independent clock for each port. The memory will be triggered at the rising edge of the clock.
- Read from both ports at the same location is allowed.
- Read and write on the same location at the same time results in unknown data to be read. **There is no collision prevention or detection**. However, correct data is expected to be written into the memory.
- When ECC is enabled, each port of the RAM1K18_RT memory can raise flags to indicate single-bit-correct and double-bit-detect.

The following figure shows a simplified block diagram of the RAM1K18_RT memory block and the following table gives the port descriptions. The simplified block illustrates the two independent data ports and the read-data pipeline registers.

FIGURE 86: SIMPLIFIED BLOCK DIAGRAM OF RAM1K18_RT

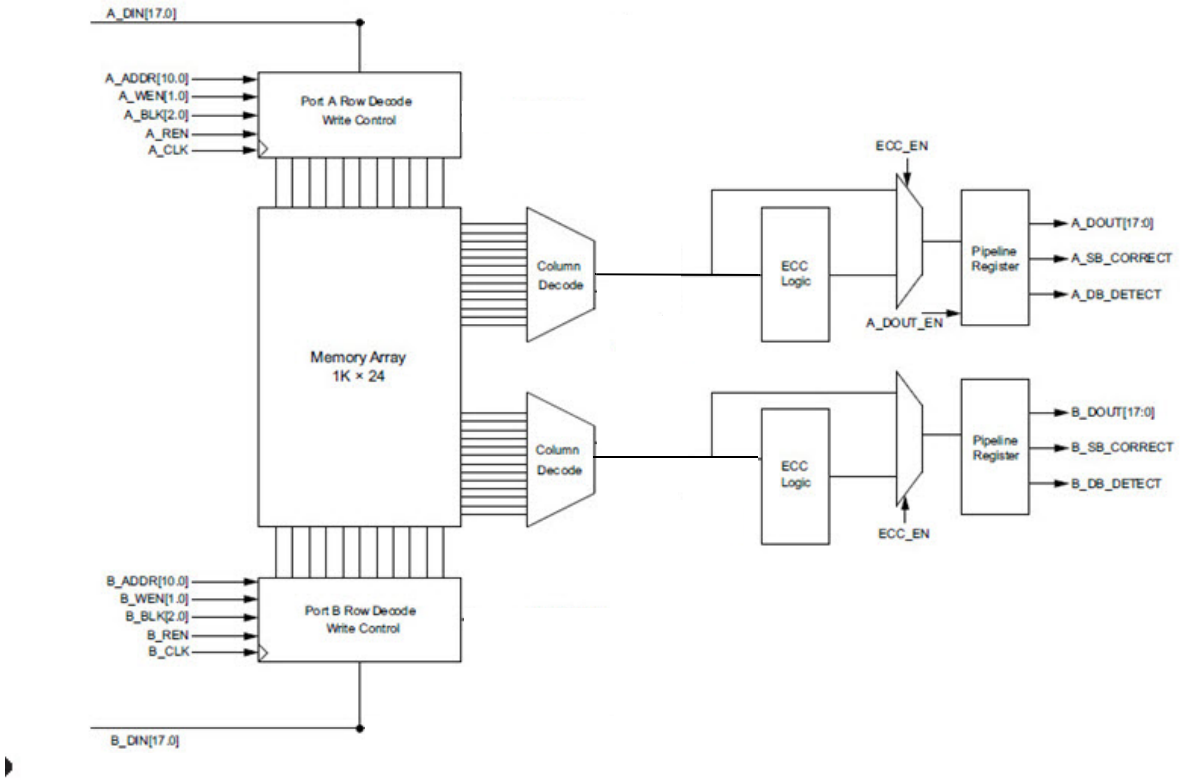


TABLE 162: PORT LIST FOR RAM1K18_RT

Pin Name	Pin Direction	Type	Description	Polarity
A_ADDR[10:0]	Input	Dynamic	Port A address	
A_BLK[2:0]	Input	Dynamic	Port A block selects	High
A_CLK	Input	Dynamic	Port A clock	Rising
A_DIN[17:0]	Input	Dynamic	Port A write-data	
A_DOUT[17:0]	Output	Dynamic	Port A read-data	
A_WEN[1:0]	Input	Dynamic	Port A write-enables (per byte)	High
A_REN	Input	Dynamic	Port A read-enable	High
A_WIDTH[1:0]	Input	Static	Port A width/depth mode select	
A_DOUT_BYPASS	Input	Static	Port A pipeline register select	Low
A_WMODE[1:0]	Input	Static	Port A write mode	High
A_DOUT_EN	Input	Dynamic	Port A pipeline register enable	High
A_DOUT_SRST_N	Input	Dynamic	Port A pipeline register synchronous-reset	Low

TABLE 162: PORT LIST FOR RAM1K18_RT (CONTINUED)

B_ADDR[10:0]	Input	Dynamic	Port B address	
B_BLK[2:0]	Input	Dynamic	Port B block selects	High
B_CLK	Input	Dynamic	Port B clock	Rising
B_DIN[17:0]	Input	Dynamic	Port B write-data	
B_DOUT[17:0]	Output	Dynamic	Port B read-data	
B_WEN[1:0]	Input	Dynamic	Port B write-enables (per byte)	High
B_REN	Input	Dynamic	Port B read-enable	High
B_WIDTH[1:0]	Input	Static	Port B width/depth mode select	
B_WMODE[1:0]	Input	Static	Port B write mode	High
B_DOUT_BYPASS	Input	Static	Port B pipeline register select	Low
B_DOUT_EN	Input	Dynamic	Port B pipeline register enable	High
B_DOUT_SRST_N	Input	Dynamic	Port B pipeline register synchronous-reset	Low
ARST_N	Input	Global	Pipeline registers asynchronous-reset	Low
ECC	Input	Static	Enable ECC	High
ECC_DOUT_BYPAS	Input	Static	ECC pipeline register select	Low
A_SB_CORRECT	Output	Dynamic	Port A single-bit correct flag	High
A_DB_DETECT	Output	Dynamic	Port A double-bit detect flag	High
B_SB_CORRECT	Output	Dynamic	Port B single-bit correct flag	High
B_DB_DETECT	Output	Dynamic	Port B double-bit detect flag	High
DELEN	Input	Static	Enable SET mitigation	High
SECURITY	Input	Static	Lock access to SII	High
BUSY	Output	Dynamic	Busy signal from SII	High

Note: Static inputs are defined at design time and need to be tied to 0 or 1.

Port Description

A_WIDTH AND B_WIDTH

The following table lists the width/depth mode selections for each port. Two-port mode is in effect when the width of at least one port is 36, and A_WIDTH indicates the read width while B_WIDTH indicates the write width.

TABLE 163: WIDTH/DEPTH MODE SELECTION

Depth x Width	A_WIDTH/B_WIDTH
2Kx9, 2Kx12	00
1Kx18	01
512x36 (Two-port)	10

A_WEN AND B_WEN

The following table lists the write/read control signals for each port. Two-port mode is in effect when the width of at least one port is 36, and read operation is always enabled.

TABLE 164: WRITE/READ OPERATION SELECT

Depth x Width	A_WEN/B_WEN	Result
2Kx9, 2Kx12,	00	Perform a read operation
2Kx9, 2Kx12	11	Perform a write operation
1Kx18	01	Write [8:0]
	10	Write [17:9]
	11	Write [17:0]
512x36 (Two-port write)	B_WEN[0] = 1	Write B_DIN[8:0]
	B_WEN[1] = 1	Write B_DIN[17:9]
	A_WEN[0] = 1	Write A_DIN[8:0]
	A_WEN[1] = 1	Write A_DIN[17:9]

A_ADDR AND B_ADDR

The following table lists the address buses for the two ports. 11 bits are needed to address the 2K independent locations in x9 mode. In wider modes, fewer address bits are used. The required bits are MSB justified and unused LSB bits must be tied to 0. A_ADDR is synchronized by A_CLK while B_ADDR is synchronized to B_CLK. Two-port mode is in effect when the width of at least one port is 36, and A_ADDR provides the read-address while B_ADDR provides the write-address.

TABLE 165: ADDRESS BUS USED AND UNUSED BITS

Depth x Width	A_ADDR/B_ADDR	
	Used Bits	Unused Bits (must be tied to 0)
2Kx9, 2Kx12	[10:0]	None
1Kx18	[10:1]	[0]
512x36 (Two-port)	[10:2]	[1:0]

A_DIN AND B_DIN

The following table lists the data input buses for the two ports. The required bits are LSB justified and unused MSB bits must be tied to 0. Two-port mode is in effect when the width of at least one port is 36, and A_DIN provides the MSB of the write-data while B_DIN provides the LSB of the write-data.

TABLE 166: DATA INPUT BUSES USED AND UNUSED BITS

Depth x Width	A_DIN/B_DIN	
	Used Bits	Unused Bits (must be tied to 0)
2Kx9	[8:0]	[17:9]

TABLE 166: DATA INPUT BUSES USED AND UNUSED BITS

2Kx12	[11:0]	[17:12]
1Kx18	[17:0]	None
512x36 (Two-port write)	A_DIN[17:0] is [35:18] B_DIN[17:0] is [17:0]	None

A_DOUT AND B_DOUT

The following table lists the data output buses for the two ports. The required bits are LSB justified. Two-port mode is in effect when the width of at least one port is 36, and A_DOUT provides the MSB of the read-data while B_DOUT provides the LSB of the read-data.

TABLE 167: DATA OUTPUT BUSES USED AND UNUSED BITS

Depth x Width	A_DOUT/B_DOUT	
	Used	Unused Bits
2Kx9	[8:0]	[17:9]
2Kx12	[11:0]	[17:12]
1Kx18	[17:0]	None
512x36 (Two-port read)	A_DOUT[17:0] is [35:18] B_DOUT[17:0] is [17:0]	None

A_BLK AND B_BLK

The following table lists the block-port select control signals for the two ports. A_BLK is synchronized by A_CLK while B_BLK is synchronized to B_CLK. Two-port mode is in effect when the width of at least one port is 36, and A_BLK controls the read operation while B_BLK controls the write operation.

TABLE 168: BLOCK-PORT SELECT

Block-port Select Signal	Value	Result
A_BLK[2:0]	111	Perform read or write operation on Port A. In 36 width mode, perform a read operation from both ports A and B.
A_BLK[2:0]	Any one bit is 0	No operation in memory from Port A. Port A read-data will be forced to 0. In 36 width mode, the read-data from both ports A and B will be forced to 0.
B_BLK[2:0]	111	Perform read or write operation on Port B. In 36 width mode, perform a write operation to both ports A and B.
B_BLK[2:0]	Any one bit is 0	No operation in memory from Port B. Port B read-data will be forced to 0, unless it is a 36 width mode and write operation to both ports A and B is gated.

A_WMODE AND B_WMODE

Specifies the write mode for each port:

- Logic 00 = Read-data port holds the previous value.
- Logic X1 = This setting is invalid.
- Logic 10 = This setting is invalid.

A_CLK AND B_CLK

All signals in ports A and B are synchronous to the corresponding port clock. All address, data, block-port select, write-enable and read-enable inputs must be set up before the rising edge of the clock. The read or write operation begins with the rising edge. Two-port mode is in effect when the width of at least one port is 36, and A_CLK provides the read clock while B_CLK provides the write clock.

A_REN AND B_REN

Enables read operation from the memory on the corresponding port.

Read-data Pipeline Register Control signals

- A_DOUT_BYPASS and B_DOUT_BYPASS
- A_DOUT_EN and B_DOUT_EN
- A_DOUT_SRST_N and B_DOUT_SRST_N

Two-port mode is in effect when the width of at least one port is 36, and the A_DOUT register signals control the MSB of the read-data while the B_DOUT register signals control the LSB of the read-data.

The following table describes the functionality of the control signals on the A_DOUT and B_DOUT pipeline registers.

TABLE 169: TRUTH TABLE FOR A_DOUT AND B_DOUT REGISTERS

ARST_N	_BYPASS	_CLK	_EN	_SRST_N	D	Q_{n+1}
0	X	X	X	X	X	0
1	0	Not rising	X	X	X	Q_n
1	0	↑	0	X	X	Q_n
1	0	↑	1	0	X	0
1	0	↑	1	1	D	D
1	1	X	X	X	D	D

ARST_N

Connects the Read-data pipeline registers to the global Asynchronous-reset signal.

ECC AND ECC_DOUT_BYPASS

Controls ECC operation.

- ECC = 0: Disable ECC.
- ECC = 1, ECC_DOUT_BYPASS = 0: Enable ECC Pipelined.
- ECC Pipelined mode inserts an additional clock cycle to Read-data.
  - ECC = 1, ECC_DOUT_BYPASS = 1: Enable ECC Non-pipelined.

A_SB_CORRECT AND B_SB_CORRECT

Output flag indicates single-bit correction was performed on the corresponding port.

A_DB_DETECT AND B_DB_DETECT

Output flag indicates double-bit detection was performed on the corresponding port.

DELEN

Enable Single-event Transient mitigation.

SECURITY

Control signal, when 1 locks the entire RAM1K18_RT memory from being accessed by the SII.

BUSY

This output indicates that the RAM1K18_RT memory is being accessed by the SII.

RAM64X18_RT

The RAM64x18_RT block contains 1,536 (1,152 with ECC) memory bits and is a three-port memory providing one write port and two read ports. Write operations to the RAM64x18_RT memory are synchronous. Read operations can be asynchronous or synchronous for setting up the address and reading out the data. Enabling synchronous operation at the read-address port improves setup timing for the read-address and its enable signals. Enabling synchronous operation at the read-data port improves clock-to-out delay. Each data port on the RAM64x18_RT memory can be independently configured in any combination shown below.

- ECC Three-Port RAM with the following configuration:
  - 64x18 on all three ports
- Non-ECC Three-Port RAM with the following configurations:
  - Any of 64x18 or 128x9 on each port
  - 128x12 on all three ports

Functionality

The main features of the RAM64x18_RT memory block are as follows.

- There are two independent read-data ports A and B, and one write-data port C.
- The write operation is always synchronous. The write-address, write-data, C block-port select and write-enable inputs are registered.
- For both read-data ports, setting up the address can be synchronous or asynchronous.
- The two read-data ports have address registers with a separate enable and synchronous-reset for synchronous mode operation, which can also be bypassed for asynchronous mode operation.
- The two read-data ports have output registers with a separate enable and synchronous-reset for pipeline mode operation, which can also be bypassed for asynchronous mode operation.
- Therefore, there are four read operation modes for ports A and B:
  - Synchronous read-address without read-data pipeline registers (sync-async)
  - Synchronous read-address with read-data pipeline registers (sync-sync)
  - Asynchronous read-address without read-data pipeline registers (async-async)
  - Asynchronous read-address with read-data pipeline registers (async-sync)
- In ECC mode, all ports have word widths equal to 18 bits.
- In non-ECC mode, each port can be independently configured to any of the following depth/width: 64x18 or 128x9. In addition, all the ports can be configured to 128x12.
- The registers in RAM64x18_RT block have an option to mitigate Single-event transients.
- There is an independent clock for each port. The memory will be triggered at the rising edge of the clock.
- Read from both ports A and B at the same location is allowed.
- Read and write on the same location at the same time results in unknown data to be read.
- **There is no collision prevention or detection**. However, correct data is expected to be written into the memory.
- When ECC is enabled, each port of the RAM64x18_RT memory can raise flags to indicate single-bit-correct and double-bit-detect.

Figure 86, page 58 shows a simplified block diagram of the RAM64x18_RT memory block and Table 162 gives the port descriptions.

The simplified block diagram illustrates the three independent read/write ports and the pipeline registers on the read port.

FIGURE 87: SIMPLIFIED BLOCK DIAGRAM OF RAM64X18_RT

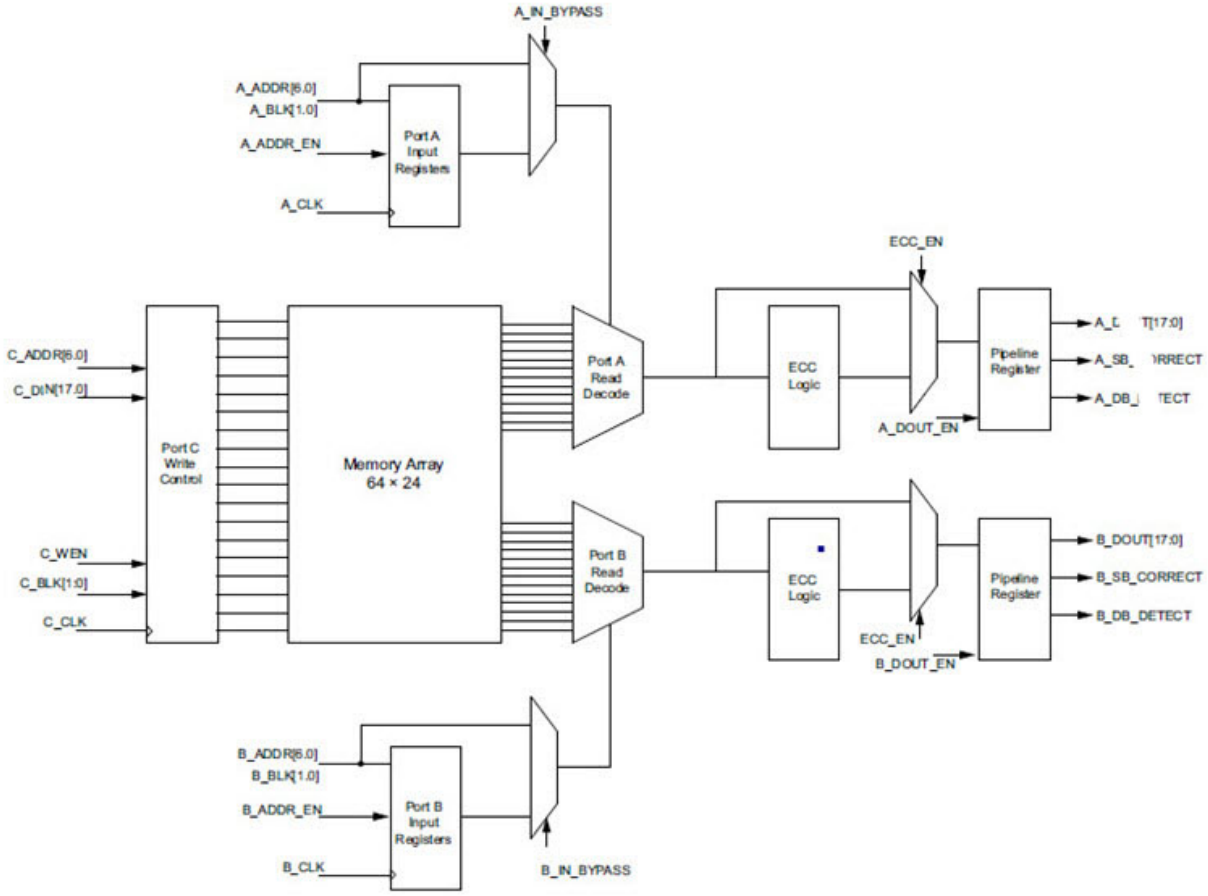


TABLE 170: PORT LIST FOR RAM64X18_RT

Pin Name	Pin Direction	Type	Description	Polarity
A_ADDR[6:0]	Input	Dynamic	Port A read-address	
A_BLK[1:0]	Input	Dynamic	Port A block selects	High
A_WIDTH	Input	Static	Port A width/depth mode selection	
A_DOUT[17:0]	Output	Dynamic	Port A read-data	
A_DOUT_EN	Input	Dynamic	Port A read-data pipeline register enable	High
A_DOUT_BYPASS	Input	Static	Port A read-data pipeline register select	Low
A_DOUT_SRST_N	Input	Dynamic	Port A read-data pipeline register synchronous-reset	Low
A_CLK	Input	Dynamic	Port A registers clock	Rising
A_ADDR_EN	Input	Dynamic	Port A read-address register enable	High
A_ADDR_BYPASS	Input	Static	Port A read-address register select	Low
A_ADDR_SRST_N	Input	Dynamic	Port A read-address register synchronous-reset	Low

TABLE 170: PORT LIST FOR RAM64X18_RT (CONTINUED)

B_ADDR[6:0]	Input	Dynamic	Port B read-address	
B_BLK[1:0]	Input	Dynamic	Port B block selects	High
B_WIDTH	Input	Static	Port B width/depth mode selection	
B_DOUT[17:0]	Output	Dynamic	Port B read-data	
B_DOUT_EN	Input	Dynamic	Port B read-data pipeline register enable	High
B_DOUT_BYPASS	Input	Static	Port B read-data pipeline register select	Low
B_DOUT_SRST_N	Input	Dynamic	Port B read-data pipeline register synchronous-reset	Low
B_CLK	Input	Dynamic	Port B registers clock	Rising
B_ADDR_EN	Input	Dynamic	Port B read-address register enable	High
B_ADDR_BYPASS	Input	Static	Port B read-address register select	Low
B_ADDR_SRST_N	Input	Dynamic	Port B read-address register synchronous-reset	Low
C_ADDR[6:0]	Input	Dynamic	Port C address	
C_CLK	Input	Dynamic	Port C clock	Rising
C_DIN[17:0]	Input	Dynamic	Port C write-data	
C_WEN	Input	Dynamic	Port C write-enable	High
C_BLK[1:0]	Input	Dynamic	Port C block selects	High
C_WIDTH	Input	Static	Port C width/depth mode selection	
ARST_N	Input	Global	Read-address and Read-data pipeline registers asynchronous-reset	Low
ECC	Input	Static	Enable ECC	High
ECC_DOUT_BYPA	Input	Static	ECC pipeline register select	Low
A_SB_CORRECT	Output	Dynamic	Port A single-bit correct flag	High
A_DB_DETECT	Output	Dynamic	Port A double-bit detect flag	High
B_SB_CORRECT	Output	Dynamic	Port B single-bit correct flag	High
B_DB_DETECT	Output	Dynamic	Port B double-bit detect flag	High
DELEN	Input	Static	Enable SET mitigation	High
SECURITY	Input	Static	Lock access to SII	High
BUSY	Output	Dynamic	Busy signal from SII	High

Note: Static inputs are defined at design time and need to be tied to 0 or 1.

Port Description

A_WIDTH, B_WIDTH AND C_WIDTH

The following table lists the width/depth mode selections for each port.

TABLE 171: WIDTH/DEPTH MODE SELECTION

Depth x Width	A_WIDTH/B_WIDTH/C_WIDTH
128x9, 128x12	0
64x16, 64x18	1

C_WEN

This is the write-enable signal for port C.

A_ADDR, B_ADDR AND C_ADDR

The following table lists the address buses for each port. 7 bits are required to address 128 independent locations in x9 mode. In wider modes, fewer address bits are used. The required bits are MSB justified and unused LSB bits must be tied to 0.

TABLE 172: ADDRESS BUSES USED AND UNUSED BITS

Depth x Width	A_ADDR/B_ADDR/C_ADDR	
	Used Bits	Unused Bits (must be tied to zero)
128x9,	[6:0]	None
64x18	[6:1]	[0]

C_DIN

The following table lists the write-data input for port C. The required bits are LSB justified and unused MSB bits must be tied to 0.

TABLE 173: DATA INPUT BUS USED AND UNUSED BITS

Depth x Width	C_DIN	
	Used Bits	Unused Bits (must be tied to 0)
128x9	[8:0]	[17:9]
128x12	[11:0]	[17:12]
64x18	[17:0]	None

A_DOUT AND B_DOUT

The following table lists the read-data output buses for ports A and B. The required bits are LSB justified.

TABLE 174: DATA OUTPUT USED AND UNUSED BITS

Depth x Width	A_DOUT/B_DOUT	
	Used Bits	Unused Bits

TABLE 174: DATA OUTPUT USED AND UNUSED BITS

128x9	[8:0]	[17:9]
128x12	[11:0]	[17:12]
64x18	[17:0]	None

A_BLK, B_BLK AND C_BLK

The following table lists the block-port select control signals for the ports.

TABLE 175: BLOCK-PORT SELECT

Block-port Select Signal	Value	Result
A_BLK[1:0]	Any one bit is 0	Port A is not selected and its read-data will be forced to zero.
	11	Perform read operation from port A.
B_BLK[1:0]	Any one bit is 0	Port B is not selected and its read-data will be forced to zero.
	11	Perform read operation from port B.
C_BLK[1:0]	Any one bit is 0	Port C is not selected.
	11	Perform write operation to port C.

C_CLK

All signals on port C are synchronous to this clock signal. All write-address, write-data, C block-port select and write-enable inputs must be set up before the rising edge of the clock. The write operation begins with the rising edge.

Read-address and Read-data Pipeline Register Control signals

- A_DOUT_BYPASS, A_ADDR_BYPASS, B_DOUT_BYPASS and B_ADDR_BYPASS
- A_DOUT_EN, A_ADDR_EN, B_DOUT_EN and B_ADDR_EN
- A_DOUT_SRST_N, A_ADDR_SRST_N, B_DOUT_SRST_N and B_ADDR_SRST_N

The following table describes the functionality of the control signals on the A_ADDR, B_ADDR, A_DOUT and B_DOUT registers.

TABLE 176: TRUTH TABLE FOR A_ADDR, B_ADDR, A_DOUT AND B_DOUT REGISTERS

ARST_N	_BYPASS	_CLK	_EN	_SRST_N	D	Q_{n+1}
0	X	X	X	X	X	0
1	0	Not rising	X	X	X	Q_n
1	0	↑	0	X	X	Q_n
1	0	↑	1	0	X	0
1	0	↑	1	1	D	D
1	1	X	X	X	D	D

ARST_N

Connects the read-address and read-data pipeline registers to the global Asynchronous-reset signal.

ECC AND ECC_DOUT_BYPASS

Controls ECC operation.

- ECC = 0: Disable ECC.
- ECC = 1, ECC_DOUT_BYPASS = 0: Enable ECC Pipelined.
  - ECC Pipelined mode inserts an additional clock cycle to Read-data.
- ECC = 1, ECC_DOUT_BYPASS = 1: Enable ECC Non-pipelined.

A_SB_CORRECT AND B_SB_CORRECT

Output flag indicates single-bit correction was performed on the corresponding port.

A_DB_DETECT AND B_DB_DETECT

Output flag indicates double-bit detection was performed on the corresponding port.

DELEN

Enable Single-event Transient mitigation.

SECURITY

Control signal, when 1 locks the entire RAM64x18_RT memory from being accessed by the SII.

BUSY

This output indicates that the RAM64x18_RT memory is being accessed by the SII.

MACC

18 bit x 18 bit multiply-accumulate MACC block.

The MACC block can accumulate the current multiplication product with a previous result, a constant, a dynamic value, or a result from another MACC block. Each MACC block can also be configured to perform a Dot-product operation. All the signals of the MACC block (except CDIN and CDOUT) have optional registers.

FIGURE 88: MACC PORT

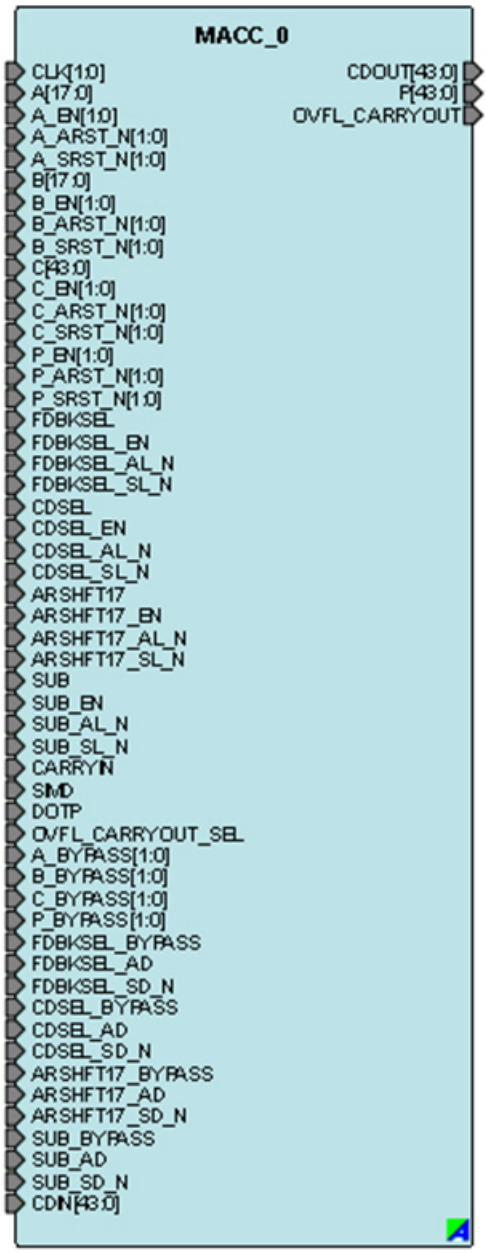


TABLE 177: PORTS

Port Name	Direction	Type	Polarity	Description
DOTP	Input	Static	High	Dot-product mode. When DOTP = 1, MACC block performs Dot-product of two pairs of 9-bit operands. When DOTP = 0, it is called the normal mode.
SIMD	Input	Static		Reserved. Must be 0.
OVFL_CARRYOUT_SEL	Input	Static	High	Generate OVERFLOW or CARRYOUT with result P. • OVERFLOW when OVFL_CARRYOUT_SEL = 0 • CARRYOUT when OVFL_CARRYOUT_SEL = 1
CLK[1:0]	Input	Dynamic	Rising edge	Input clocks. • CLK[1] is the clock for A[17:9], B[17:9], C[43:18], P[43:18], OVFL_CARRYOUT, ARSHFT17, CDSEL, FDBKSEL and SUB registers. • CLK[0] is the clock for A[8:0], B[8:0], C[17:0], CARRYIN and P[17:0]. In normal mode, ensure CLK[1] = CLK[0].
A[17:0]	Input	Dynamic	High	Input data A.
A_BYPASS[1:0]	Input	Static	High	Bypass data A registers. • A_BYPASS[1] is for A[17:9]. Connect to 1, if not registered. • A_BYPASS[0] is for A[8:0]. Connect to 1, if not registered. In normal mode, ensure A_BYPASS[0] = A_BYPASS[1].
A_ARST_N[1:0]	Input	Dynamic	Low	Asynchronous reset for data A registers. Connect both A_ARST_N[1] and = A_ARST_N[0] to 1 or to the global Asynchronous reset of the design
A_SRST_N[1:0]	Input	Dynamic	Low	Synchronous reset for data A registers. • A_SRST_N[1] is for A[17:9]. Connect to 1, if not registered. • A_SRST_N[0] is for A[8:0]. Connect to 1, if not registered. In normal mode, ensure A_SRST_N[1] = A_SRST_N[0].

TABLE 177: PORTS (CONTINUED)

Port Name	Direction	Type	Polarity	Description
A_EN[1:0]	Input	Dynamic	High	Enable for data A registers. • A_EN[1] is for A[17:9]. Connect to 1, if not registered. • A_EN[0] is for A[8:0]. Connect to 1, if not registered. In normal mode, ensure A_EN[1] = A_EN[0].
B[17:0]	Input	Dynamic	High	Input data B.
B_BYPASS[1:0]	Input	Static	High	Bypass data B registers. • B_BYPASS[1] is for B[17:9]. Connect to 1, if not registered. • B_BYPASS[0] is for B[8:0]. Connect to 1, if not registered. In normal mode, ensure B_BYPASS[0] = B_BYPASS[1].
B_ARST_N[1:0]	Input	Dynamic	Low	Asynchronous reset for data B registers. In normal mode, ensure • Connect both B_ARST_N[1] and B_ARST_N[0] to 1 or to the global Asynchronous reset of the design.
B_SRST_N[1:0]	Input	Dynamic	Low	Synchronous reset for data B registers. • B_SRST_N[1] is for B[17:9]. Connect to 1, if not registered. • B_SRST_N[0] is for B[8:0]. Connect to 1, if not registered. In normal mode, ensure B_SRST_N[1] = B_SRST_N[0].
B_EN[1:0]	Input	Dynamic	High	Enable for data B registers. • B_EN[1] is for B[17:9]. Connect to 1, if not registered. • B_EN[0] is for B[8:0]. Connect to 1, if not registered. In normal mode, ensure B_EN[1] = B_EN[0].

TABLE 177: PORTS (CONTINUED)

Port Name	Direction	Type	Polarity	Description
P[43:0]	Output		High	Result data. Normal mode • P = D + (CARRYIN + C) + (A * B), when SUB = 0 • P = D + (CARRYIN + C) - (A * B), when SUB = 1 Dot-product mode • P = D + (CARRYIN + C) + 512 * ((A_L * B_H) + (A_H * B_L)), when SUB = 0 • P = D + (CARRYIN + C) - 512 * ((A_L * B_H) + (A_H * B_L)), when SUB = 1 Notation: • A_L = A[8:0], A_H = A[17:9] • B_L = B[8:0], B_H = B[17:9] Refer to Table 180 on page 78 to see how operand D is obtained from P, CDIN or 0.
OVFL_CARRYOUT	Output		High	Overflow or CarryOut Refer to Table 181 on page 78.
P_BYPASS[1:0]	Input	Static	High	Bypass result P registers. • P_BYPASS[1] is for P[43:18] and OVFL_CARRYOUT. Connect to 1, if not registered. • P_BYPASS[0] is for P[17:0]. Connect to 1, if not registered. In normal mode, ensure P_BYPASS[0] = P_BYPASS[1].
P_ARST_N[1:0]	Input	Dynamic	Low	Asynchronous reset for P and OVFL_CARRYOUT registers. Connect both P_ARST_N[1] and P_ARST_N[0] to 1 or to the global Asynchronous reset of the design.
P_SRST_N[1:0]	Input	Dynamic	Low	Synchronous reset for result P registers. • P_SRST_N[1] is for P[43:18] and OVFL_CARRYOUT. Connect to 1, if not registered. • P_SRST_N[0] is for P[17:0]. Connect to 1, if not registered. In normal mode, ensure P_SRST_N[1] = P_SRST_N[0].
P_EN[1:0]	Input	Dynamic	High	Enable for result P registers. • P_EN[1] is for P[43:18] and OVFL_CARRYOUT. Connect to 1, if not registered. • P_EN[0] is for P[17:0]. Connect to 1, if not registered. In normal mode, ensure P_EN[1] = P_EN[0].

TABLE 177: PORTS (CONTINUED)

Port Name	Direction	Type	Polarity	Description
CDOUT[43:0]	Output	Cascade	High	Cascade output of result P. CDOUT is the same as P. The entire bus must either be dangling or drive an entire CDIN of another MACC block in cascaded mode.
CARRYIN	Input	Dynamic	High	CarryIn for operand C.
C[43:0]	Input	Dynamic	High	Routed input for operand C. In Dot-product mode, connect C[8:0] to the CARRYIN.
C_BYPASS[1:0]	Input	Static	High	Bypass data C registers. • C_BYPASS[1] is for C[43:18]. Connect to 1, if not registered. • C_BYPASS[0] is for C[17:0] and CARRYIN. Connect to 1, if not registered. In normal mode, ensure C_BYPASS[0] = C_BYPASS[1].
C_ARST_N[1:0]	Input	Dynamic	Low	Asynchronous reset for CARRYIN and C registers. • Connect both C_ARST_N[1] and C_ARST_N[0] to 1 or to the global Asynchronous reset of the design.
C_SRST_N[1:0]	Input	Dynamic	Low	Synchronous reset for data C registers. • C_SRST_N[1] is for C[43:18]. Connect to 1, if not registered. • C_SRST_N[0] is for C[17:0] and CARRYIN. Connect to 1, if not registered. In normal mode, ensure C_SRST_N[1] = C_SRST_N[0].
C_EN[1:0]	Input	Dynamic	High	Enable for data C registers. • C_EN[1] is for C[43:18]. Connect to 1, if not registered. • C_EN[0] is for C[17:0] and CARRYIN. Connect to 1, if not registered. In normal mode, ensure C_EN[1] = C_EN[0].
CDIN[43:0]	Input	Cascade	High	Cascaded input for operand D. The entire bus must be driven by an entire CDOUT of another MACC block. In Dot-product mode the CDOUT must also be generated by a MACC block in Dot-product mode. Refer to Table 180 on page 78 to see how CDIN is propagated to operand D.

TABLE 177: PORTS (CONTINUED)

Port Name	Direction	Type	Polarity	Description
ARSHFT17	Input	Dynamic	High	Arithmetic right-shift for operand D. When asserted, a 17-bit arithmetic right-shift is performed on operand D going into the accumulator. Refer to Table 180 on page 78 to see how operand D is obtained from P, CDIN or 0.
ARSHFT17_BYPASS	Input	Static	High	Bypass ARSHFT17 register. Connect to 1, if not registered.
ARSHFT17_AL_N	Input	Dynamic	Low	Asynchronous load for ARSHFT17 register. Connect to 1 or to the global Asynchronous reset of the design. When asserted, ARSHFT17 register is loaded with ARSHFT17_AD.
ARSHFT17_AD	Input	Static	High	Asynchronous load data for ARSHFT17 register.
ARSHFT17_SL_N	Input	Dynamic	Low	Synchronous load for ARSHFT17 register. Connect to 1, if not registered. See Table 178 on page 76.
ARSHFT17_SD_N	Input	Static	Low	Synchronous load data for ARSHFT17 register. See Table 178 on page 76.
ARSHFT17_EN	Input	Dynamic	High	Enable for ARSHFT17 register. Connect to 1, if not registered. See Table 178 on page 76.
CDSEL	Input	Dynamic	High	Select CDIN for operand D. When CDSEL = 1, propagate CDIN. When CDSEL = 0, propagate 0 or P depending on FDBKSEL. Refer to Table 180 on page 78 to see how operand D is obtained from P, CDIN or 0.
CDSEL_BYPASS	Input	Static	High	Bypass CDSEL register. Connect to 1, if not registered.
CDSEL_AL_N	Input	Dynamic	Low	Asynchronous load for CDSEL register. Connect to 1 or to the global Asynchronous reset of the design. When asserted, CDSEL register is loaded with CDSEL_AD.
CDSEL_AD	Input	Static	High	Asynchronous load data for CDSEL register.
CDSEL_SL_N	Input	Dynamic	Low	Synchronous load for CDSEL register. Connect to 1, if not registered. See Table 178 on page 76.
CDSEL_SD_N	Input	Static	Low	Synchronous load data for CDSEL register. See Table 178 on page 76.
CDSEL_EN	Input	Dynamic	High	Enable for CDSEL register. Connect to 1, if not registered. See Table 178 on page 76.

TABLE 177: PORTS (CONTINUED)

Port Name	Direction	Type	Polarity	Description
FDBKSEL	Input	Dynamic	High	Select the feedback from P for operand D. When FDBKSEL = 1, propagate the current value of result P register. Ensure P_BYPASS[1] = 0 and CDSEL = 0. When FDBKSEL = 0, propagate 0. Ensure CDSEL = 0. Refer to Table 180 on page 78 to see how operand D is obtained from P, CDIN or 0.
FDBKSEL_BYPASS	Input	Static	High	Bypass FDBKSEL register. Connect to 1, if not registered.
FDBKSEL_AL_N	Input	Dynamic	Low	Asynchronous load for FDBKSEL register. Connect to 1 or to the global Asynchronous reset of the design. When asserted, FDBKSEL register is loaded with FDBKSEL_AD.
FDBKSEL_AD	Input	Static	High	Asynchronous load data for FDBKSEL register.
FDBKSEL_SL_N	Input	Dynamic	Low	Synchronous load for FDBKSEL register. Connect to 1, if not registered. See Table 178 on page 76.
FDBKSEL_SD_N	Input	Static	Low	Synchronous load data for FDBKSEL register. See Table 178 on page 76.
FDBKSEL_EN	Input	Dynamic	High	Enable for FDBKSEL register. Connect to 1, if not registered. See Table 178 on page 76.
SUB	Input	Dynamic	High	Subtract operation.
SUB_BYPASS	Input	Static	High	Bypass SUB register. Connect to 1, if not registered.
SUB_AL_N	Input	Dynamic	Low	Asynchronous load for SUB register. Connect to 1 or to the global Asynchronous reset of the design. When asserted, SUB register is loaded with SUB_AD.
SUB_AD	Input	Static	High	Asynchronous load data for SUB register.
SUB_SL_N	Input	Dynamic	Low	Synchronous load for SUB register. Connect to 1, if not registered. See Table 178 on page 76.
SUB_SD_N	Input	Static	Low	Synchronous load data for SUB register. See Table 178 on page 76.
SUB_EN	Input	Dynamic	High	Enable for SUB register. Connect to 1, if not registered. See Table 178 on page 76.

TABLE 178: TRUTH TABLE FOR CONTROL REGISTERS ARSHFT17, CDSEL, FDBKSEL AND SUB

_AL_N	_AD	_BYPASS	_CLK	_EN	_SL_N	_SD_N	D	Q_{n+1}
0	AD	X	X	X	X	X	X	AD
1	X	0	Not rising	X	X	X	X	Q_n
1	X	0	-	0	X	X	X	Q_n
1	X	0	-	1	0	SD_n	X	$!SD_n$

TABLE 178: TRUTH TABLE FOR CONTROL REGISTERS ARSHFT17, CDSEL, FDBKSEL AND SUB

_AL_N	_AD	_BYPASS	_CLK	_EN	_SL_N	_SD_N	D	Q_{n+1}
1	X	0	-	1	1	X	D	D
1	X	1	X	0	X	X	X	Q_n
1	X	1	X	1	0	SD_n	X	$!SD_n$
1	X	1	X	1	1	X	D	D

TABLE 179: TRUTH TABLE - DATA REGISTERS A, B, C, CARRYIN, P AND OVFL_CARRYOUT

_ARST_N	_BYPASS	_CLK	_EN	_SRST_N	D	Q_{n+1}
0	X	X	X	X	X	0
1	0	Not rising	X	X	X	Q_n
1	0	-	0	X	X	Q_n
1	0	-	1	0	X	0
1	0	-	1	1	D	D
1	1	X	0	X	X	Q_n
1	1	X	1	0	X	0
1	1	X	1	1	D	D

TABLE 180: TRUTH TABLE - PROPAGATING DATA TO OPERAND D

FDBKSEL	CDSEL	ARSHFT17	Operand D
0	0	x	44'b0
x	1	0	CDIN[43:0]
x	1	1	{{17{CDIN[43]}},CDIN[43:17]}
1	0	0	P[43:0]
1	0	1	{{17{P[43]}},P[43:17]}

TABLE 181: TRUTH TABLE - COMPUTATION OF OVFL_CARRYOUT

OVFL_CARRYOUT_SEL	OVFL_CARRYOUT	Description
0	(SUM[45] ^ SUM[44) | (SUM[44] ^ SUM[43])	True if overflow or underflow occurred.
1	C[43] ^ D[43] ^ SUM[44]	A signal that can be used to extend the final adder in the fabric.

SUM[45:0] is defined similarly to P[43:0], except that SUM is a 46-bit quantity so that no overflow can occur. SUM[44] is the carry out bit of a 44-bit final adder producing P[43:0].

MACC_RT

18 bit x 18 bit multiply-accumulate MACC_RT block.

The MACC_RT block can accumulate the current multiplication product with a previous result, a constant, a dynamic value, or a result from another MACC_RT block. Each MACC_RT block can also be configured to perform a Dot-product operation. All the signals of the MACC_RT block (except CDIN and CDOUT) have optional registers.

FIGURE 89: PORTS

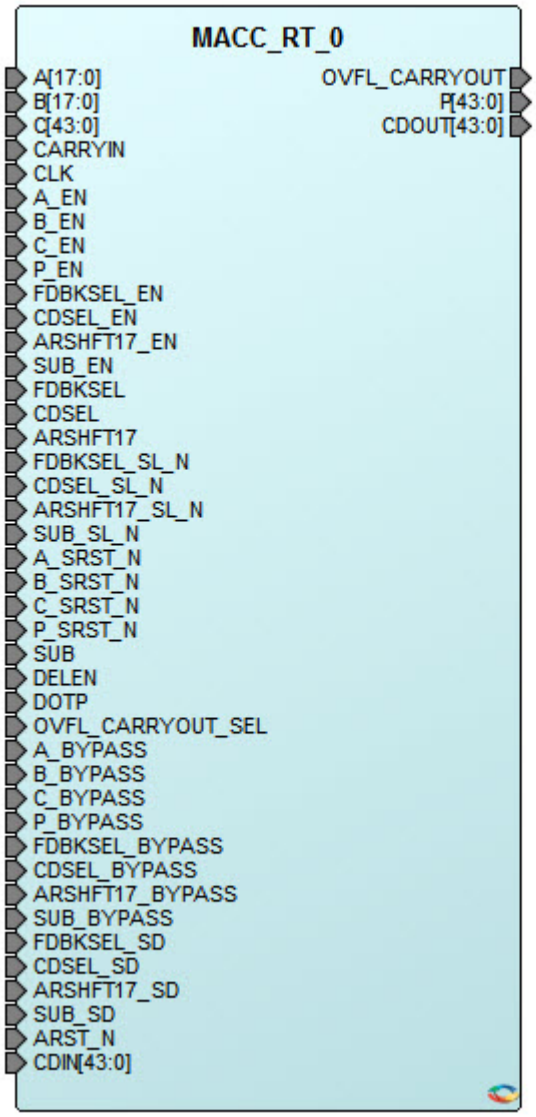


TABLE 182: PORTS

Port Name	Direction	Type	Polarity	Description
DOTP	Input	Static	High	Dot-product mode. When DOTP = 1, MACC_RT block performs Dot-product of two pairs of 9-bit operands. When DOTP = 0, it is called the normal mode.
OVFL_CARRYOUT_SEL	Input	Static	High	Generate OVERFLOW or CARRYOUT with result P. • OVERFLOW when OVFL_CARRYOUT_SEL = 0 • CARRYOUT when OVFL_CARRYOUT_SEL = 1

TABLE 182: PORTS (CONTINUED)

Port Name	Direction	Type	Polarity	Description
DELEN	Input	Static	High	Enable Single-event Transient mitigation
CLK	Input	Dynamic	Rising edge	Input clocks. • CLK is the clock for A[17:0], B[17:0], C[43:0], P[43:0], OVFL_CARRYOUT, ARSHFT17, CDSEL, FDBKSEL and SUB registers.
ARST_N	Input	Dynamic	Low	Asynchronous reset for all registers
A[17:0]	Input	Dynamic	High	Input data A.
A_BYPASS	Input	Static	High	Bypass data A registers. • Connect to 1, if not registered.
A_SRST_N	Input	Dynamic	Low	Synchronous reset for data A registers. • Connect to 1, if not registered.
A_EN	Input	Dynamic	High	Enable for data A registers. • Connect to 1, if not registered.
B[17:0]	Input	Dynamic	High	Input data B.
B_BYPASS	Input	Static	High	Bypass data B registers. • Connect to 1, if not registered.
B_SRST_N	Input	Dynamic	Low	Synchronous reset for data B registers. • Connect to 1, if not registered.
B_EN	Input	Dynamic	High	Enable for data B registers. • Connect to 1, if not registered.
P[43:0]	Output		High	Result data. Normal mode • P = D + (CARRYIN + C) + (A * B), when SUB = 0 • P = D + (CARRYIN + C) - (A * B), when SUB = 1 Dot-product mode • P = D + (CARRYIN + C) + 512 * ((A_L * B_H) + (A_H * B_L)), when SUB = 0 • P = D + (CARRYIN + C) - 512 * ((A_L * B_H) + (A_H * B_L)), when SUB = 1 Notation: • A_L = A[8:0], A_H = A[17:9] • B_L = B[8:0], B_H = B[17:9] Refer to Table 180 on page 78 to see how operand D is obtained from P, CDIN or 0.
OVFL_CARRYOUT	Output		High	Overflow or CarryOut Refer to Table 181 on page 78.

TABLE 182: PORTS (CONTINUED)

Port Name	Direction	Type	Polarity	Description
P_BYPASS	Input	Static	High	Bypass P and OVFL_CARRYOUT registers. • Connect to 1, if not registered.
P_SRST_N	Input	Dynamic	Low	Synchronous reset for P and OVFL_CARRYOUT registers. • Connect to 1, if not registered.
P_EN	Input	Dynamic	High	Enable for P and OVFL_CARRYOUT registers. • Connect to 1, if not registered.
CDOUT[43:0]	Output	Cascade	High	Cascade output of result P. CDOUT is the same as P. The entire bus must either be dangling or drive an entire CDIN of another MACC_RT block in cascaded mode.
CARRYIN	Input	Dynamic	High	CarryIn for operand C.
C[43:0]	Input	Dynamic	High	Routed input for operand C. In Dot-product mode, connect C[8:0] to the CARRYIN.
C_BYPASS	Input	Static	High	Bypass CARRYIN and C registers. • Connect to 1, if not registered.
C_SRST_N	Input	Dynamic	Low	Synchronous reset for CARRYIN and C registers. • Connect to 1, if not registered.
C_EN	Input	Dynamic	High	Enable for CARRYIN and C registers. • Connect to 1, if not registered.
CDIN[43:0]	Input	Cascade	High	Cascaded input for operand D. The entire bus must be driven by an entire CDOUT of another MACC_RT block. In Dot-product mode the CDOUT must also be generated by a MACC_RT block in Dot-product mode. Refer to Table 180 on page 78 to see how CDIN is propagated to operand D.
ARSHFT17	Input	Dynamic	High	Arithmetic right-shift for operand D. When asserted, a 17-bit arithmetic right-shift is performed on operand D going into the accumulator. Refer to Table 180 on page 78 to see how operand D is obtained from P, CDIN or 0.
ARSHFT17_BYPASS	Input	Static	High	Bypass ARSHFT17 register. Connect to 1, if not registered.
ARSHFT17_SL_N	Input	Dynamic	Low	Synchronous load for ARSHFT17 register. Connect to 1, if not registered. See Table 183 on page 83.
ARSHFT17_SD	Input	Static	High	Synchronous load data for ARSHFT17 register. See Table 183 on page 83.

TABLE 182: PORTS (CONTINUED)

Port Name	Direction	Type	Polarity	Description
ARSHFT17_EN	Input	Dynamic	High	Enable for ARSHFT17 register. Connect to 1, if not registered. See Table 183 on page 83.
CDSEL	Input	Dynamic	High	Select CDIN for operand D. When CDSEL = 1, propagate CDIN. When CDSEL = 0, propagate 0 or P depending on FDBKSEL. Refer to Table 180 on page 78 to see how operand D is obtained from P, CDIN or 0.
CDSEL_BYPASS	Input	Static	High	Bypass CDSEL register. Connect to 1, if not registered.
CDSEL_SL_N	Input	Dynamic	Low	Synchronous load for CDSEL register. Connect to 1, if not registered. See Table 183 on page 83.
CDSEL_SD	Input	Static	High	Synchronous load data for CDSEL register. See Table 183 on page 83.
CDSEL_EN	Input	Dynamic	High	Enable for CDSEL register. Connect to 1, if not registered. See Table 183 on page 83.
FDBKSEL	Input	Dynamic	High	Select the feedback from P for operand D. When FDBKSEL = 1, propagate the current value of result P register. Ensure P_BYPASS = 0 and CDSEL = 0. When FDBKSEL = 0, propagate 0. Ensure CDSEL = 0. Refer to Table 180 on page 78 to see how operand D is obtained from P, CDIN or 0.
FDBKSEL_BYPASS	Input	Static	High	Bypass FDBKSEL register. Connect to 1, if not registered.
FDBKSEL_SL_N	Input	Dynamic	Low	Synchronous load for FDBKSEL register. Connect to 1, if not registered. See Table 183 on page 83.
FDBKSEL_SD	Input	Static	High	Synchronous load data for FDBKSEL register. See Table 183 on page 83.
FDBKSEL_EN	Input	Dynamic	High	Enable for FDBKSEL register. Connect to 1, if not registered. See Table 183 on page 83.
SUB	Input	Dynamic	High	Subtract operation.
SUB_BYPASS	Input	Static	High	Bypass SUB register. Connect to 1, if not registered.
SUB_SL_N	Input	Dynamic	Low	Synchronous load for SUB register. Connect to 1, if not registered. See Table 183 on page 83.
SUB_SD	Input	Static	High	Synchronous load data for SUB register. See Table 183 on page 83.
SUB_EN	Input	Dynamic	High	Enable for SUB register. Connect to 1, if not registered. See Table 183 on page 83.

TABLE 183: TRUTH TABLE FOR CONTROL REGISTERS ARSHFT17, CDSEL, FDBKSEL AND SUB

ARST_N	_BYPASS	_CLK	_EN	_SL_N	_SD	D	Q_{n+1}
0	X	X	X	X	X	X	0
1	0	Not rising	X	X	X	X	Q_n
1	0	-	0	X	X	X	Q_n
1	0	-	1	0	SD_n	X	SD_n
1	0	-	1	1	X	D	D
1	1	X	0	X	X	X	Q_n
1	1	X	1	0	SD_n	X	SD_n
1	1	X	1	1	X	D	D

APPENDIX A: REVISION HISTORY

The revision history describes the changes that were implemented in the document. The changes are listed by revision, starting with the oldest publication.

A.1 Rev. A - 11/2020

The following is a summary of changes in revision A of this document.

- Migrated the document from Microsemi to Microchip format.
- Formatted this document per Microchip's standards.

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