1. Cyclone IV Transceivers Architecture

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.

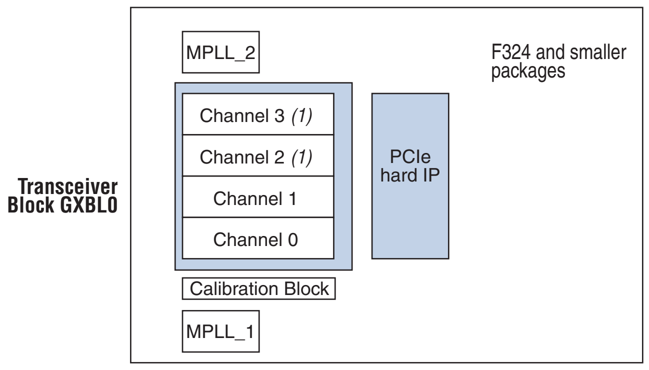
For more information about Cyclone IV transceivers that run at ≥2.97 Gbps data rate, refer to the *Cyclone IV Device Family Pin Connection Guidelines*.

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.

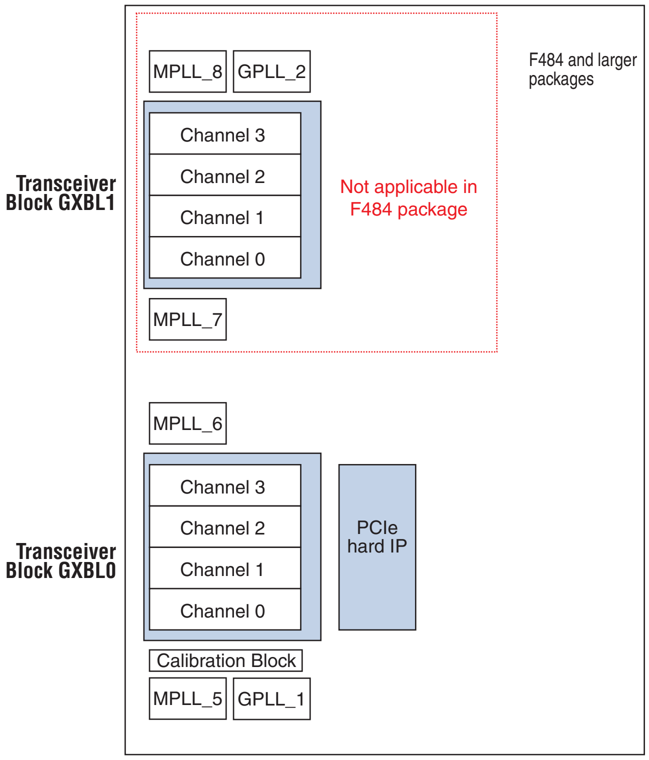
Figure 1–1. F324 and Smaller Packages with Transceiver Channels for Cyclone IV GX Devices



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



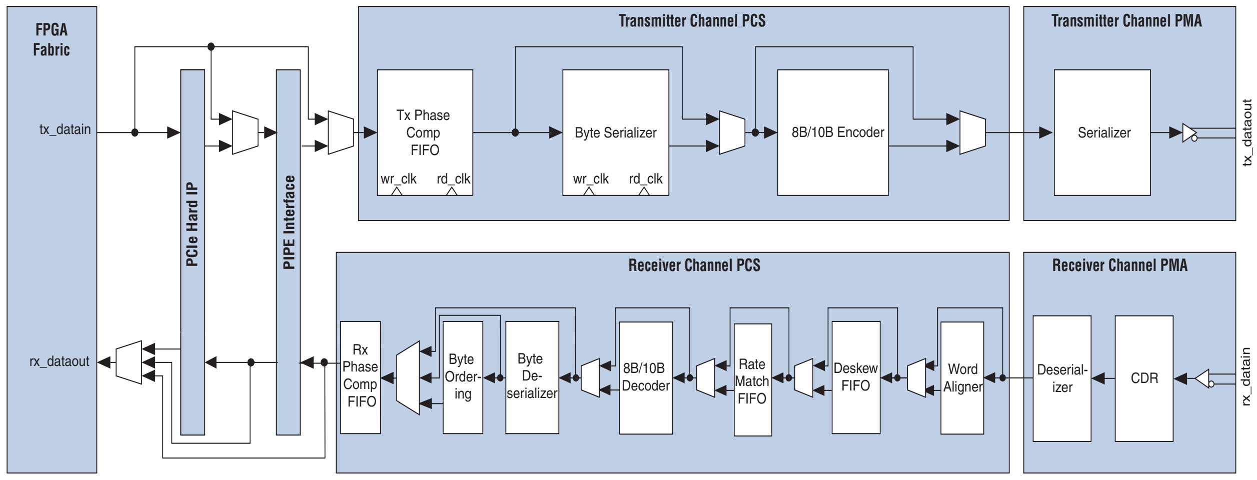
For more information about the transceiver architecture, refer to the following sections:

- "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

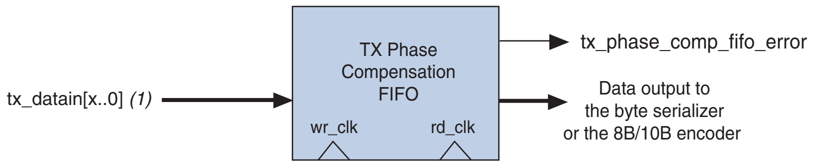
The following sections describe the Cyclone IV GX transmitter channel datapath architecture as shown in Figure 1–3:

- 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


TX Phase Compensation FIFO
wr_clk
rd_clk
tx_datain[x..0] *(1)*
tx_phase_comp_fifo_error
Data output to the byte serializer or the 8B/10B encoder

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).

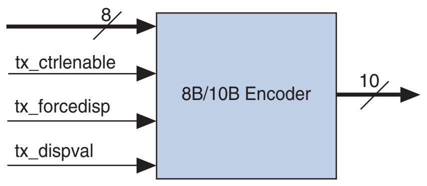
The byte serializer forwards the least significant byte first, followed by the most significant byte.

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.

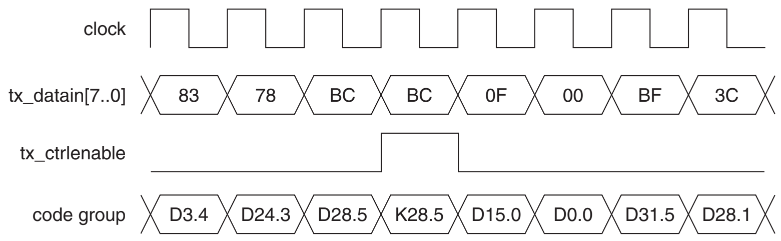
The encoder is compliant with Clause 36 of the *IEEE 802.3 Specification*.

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

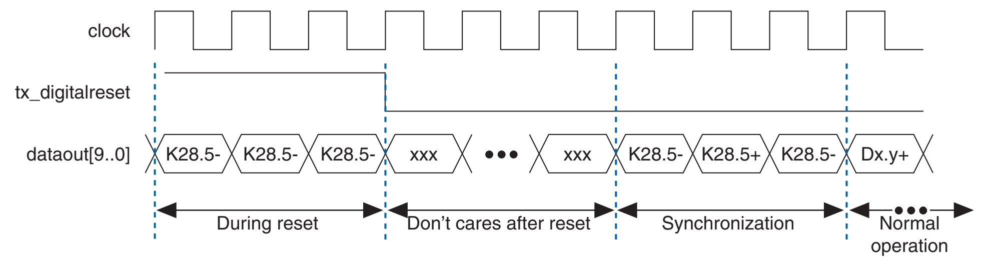


The IEEE 802.3 8B/10B encoder specification identifies only a set of 8-bit characters for which the `tx_ctrlenable` port should be asserted. If you assert `tx_ctrlenable` port for any other set of characters, the 8B/10B encoder might encode the output 10-bit code as an invalid code (it does not map to 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):

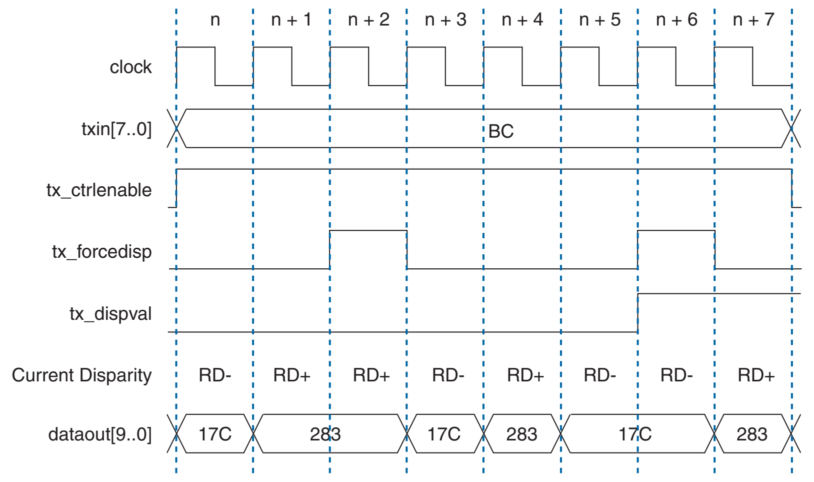
- During reset, the 8B/10B encoder ignores the inputs (`tx_datain` and `tx_ctrlenable` ports) from the FPGA fabric and outputs the K28.5 pattern from the RD- column continuously until the `tx_digitalreset` port is deasserted.
- Upon deassertion of the `tx_digitalreset` port, the 8B/10B encoder starts 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

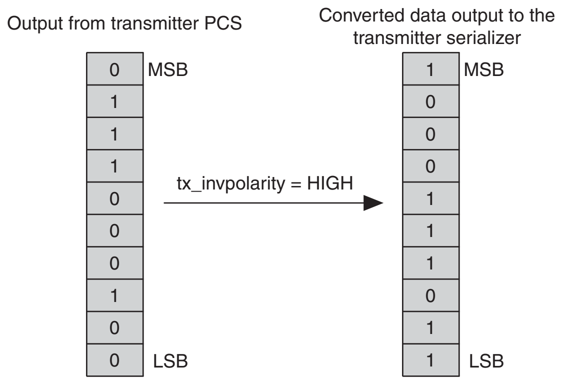
at time *n* + 2 is encoded as a positive disparity code group. In the same example, the current running disparity at time *n* + 5 indicates that the K28.5 in time *n* + 6 should be encoded with a positive disparity. Because `tx_forcedisp` is high at time *n* + 6, and `tx_dispval` is high, the K28.5 at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

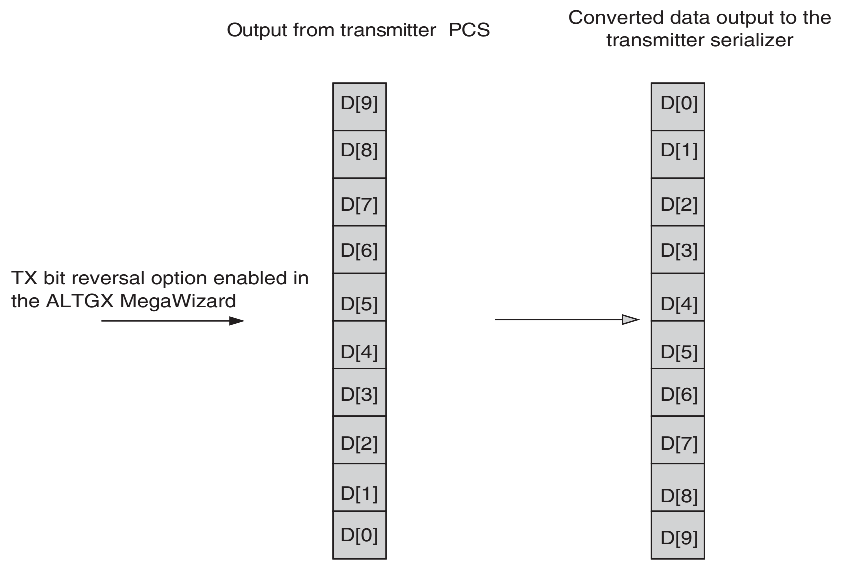
Figure 1–9. Transmitter Polarity Inversion


Output from transmitter PCS
Converted data output to the transmitter serializer
0
1
1
1
0
0
0
1
0
0
MSB
LSB
tx_invpolarity = HIGH
1
0
0
0
1
1
1
0
1
1
MSB
LSB

`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


Output from transmitter PCS
Converted data output to the transmitter serializer
D[9]
D[8]
D[7]
D[6]
D[5]
D[4]
D[3]
D[2]
D[1]
D[0]
TX bit reversal option enabled in the ALTGX MegaWizard
D[0]
D[1]
D[2]
D[3]
D[4]
D[5]
D[6]
D[7]
D[8]
D[9]

- 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.

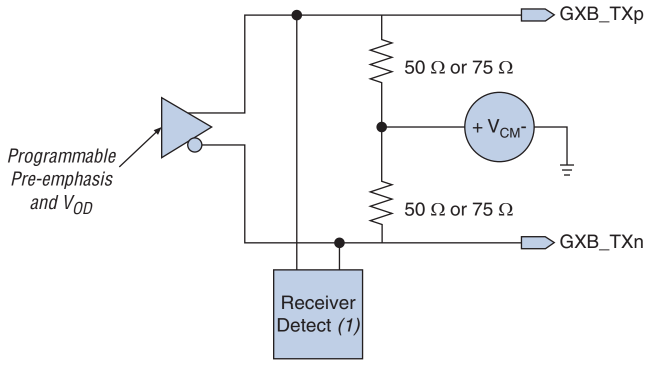
Serializer

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" on page 1–11
- "Clock Data Recovery" on page 1–15
- "Deserializer" on page 1–16
- "Word Aligner" on page 1–17
- "Deskew FIFO" on page 1–22
- "Rate Match FIFO" on page 1–23
- "8B/10B Decoder" on page 1–23
- "Byte Deserializer" on page 1–24
- "Byte Ordering" on page 1–24
- "RX Phase Compensation FIFO" on page 1–25

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

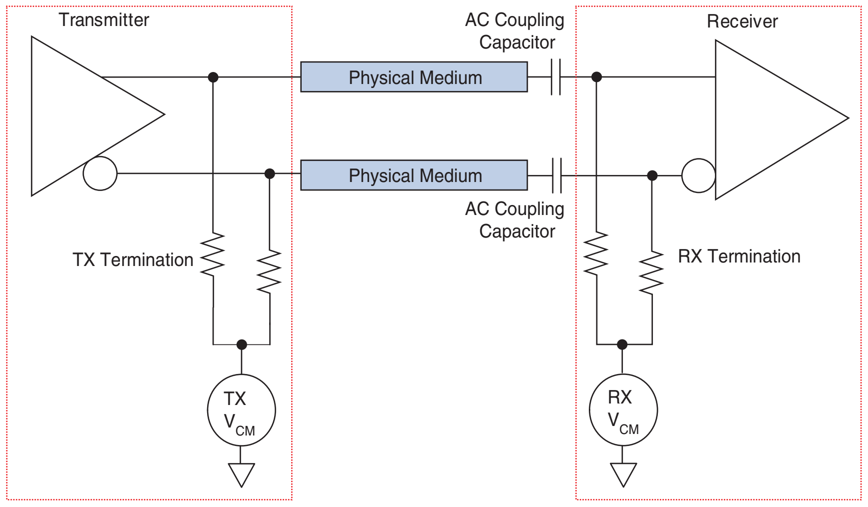
I/O Standard	Programmable Common Mode Voltage (V)	Coupling
1.4-V PCML	0.82	AC, DC
1.5-V PCML	0.82	AC, DC
2.5-V PCML	0.82	AC
LVPECL	0.82	AC
LVDS	0.82	AC, DC (1)

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

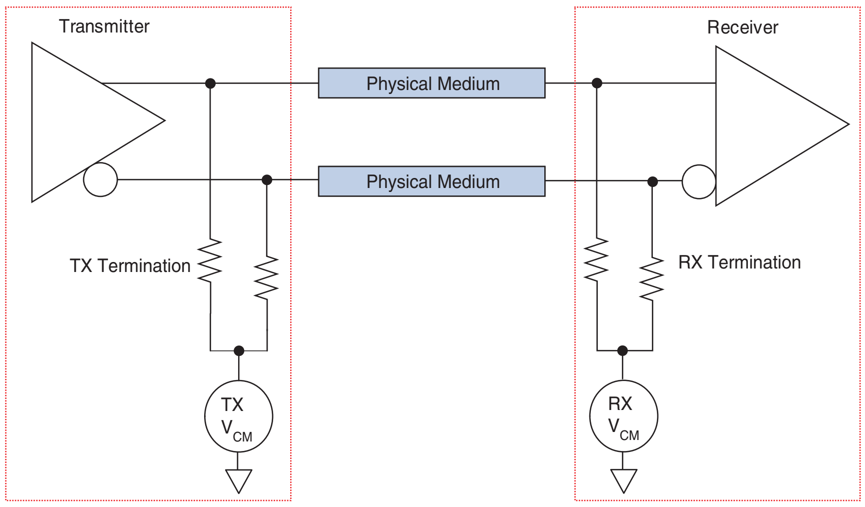
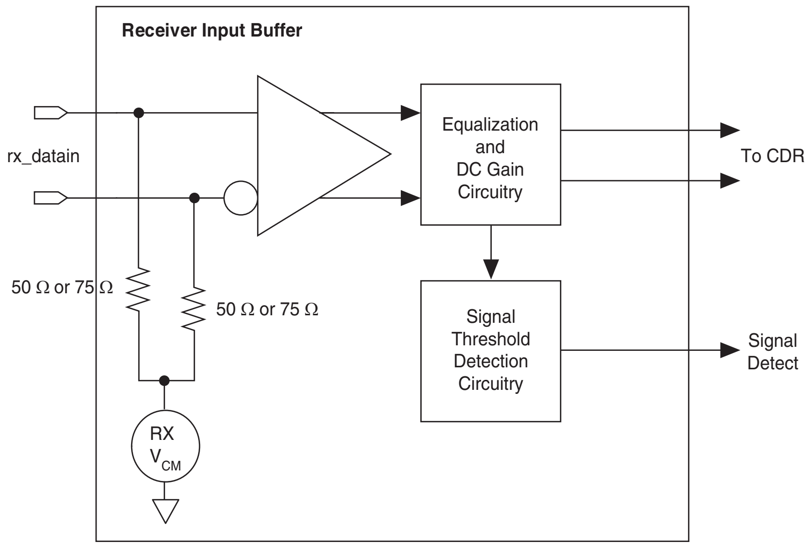


Figure 1–14 shows the receiver input buffer block diagram.

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.

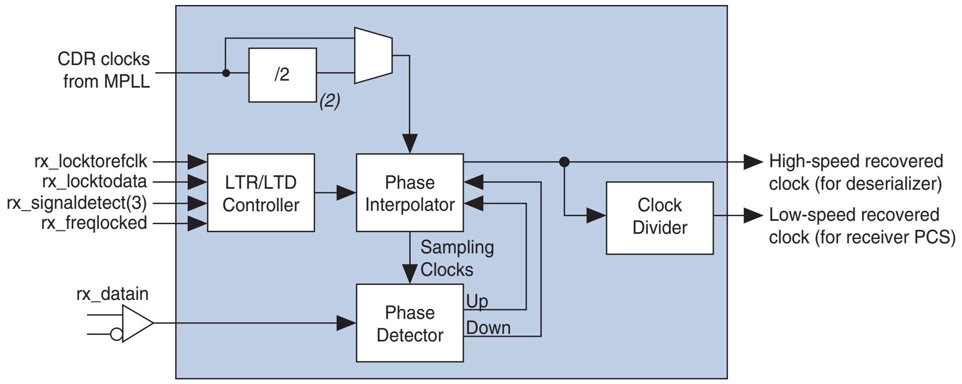
Disable OCT to use external termination if the link requires a 85 Ω termination, such as when you are interfacing with certain PCIe Gen1 or Gen2 capable devices.

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

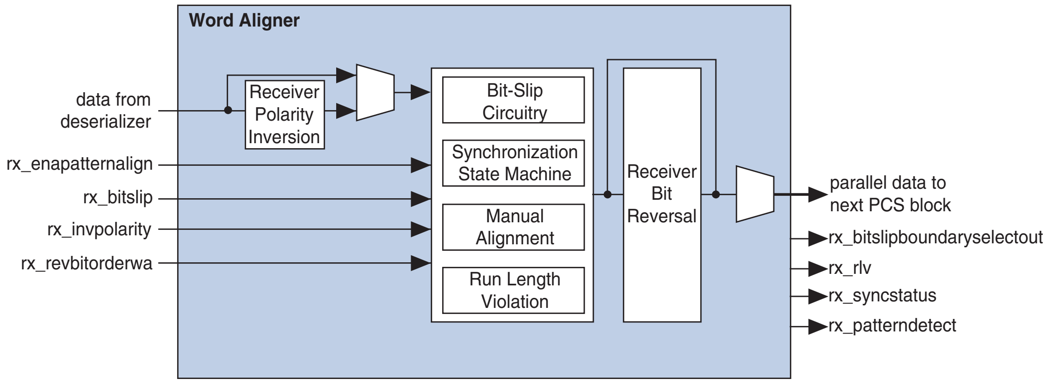


Table 1–3. Word Aligner Modes

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.

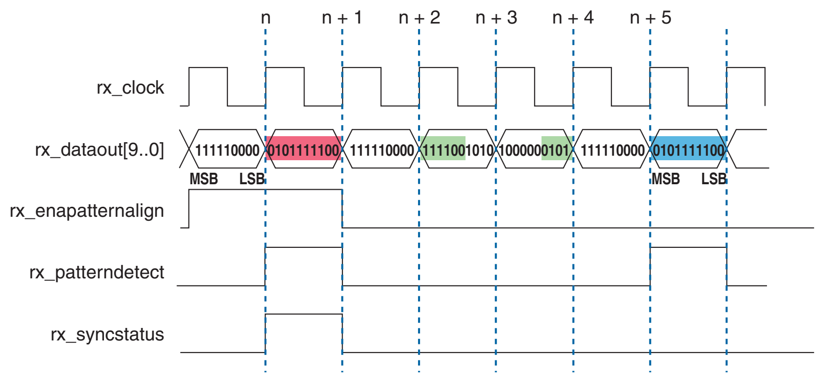
The word aligner aligns to the /K28.5/ alignment pattern (red) in cycle *n* because the `rx_enapatternalign` signal is asserted high. The `rx_syncstatus` signal goes high for one clock cycle indicating alignment to a new word boundary. The `rx_patterndetect` signal also goes high for one clock cycle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

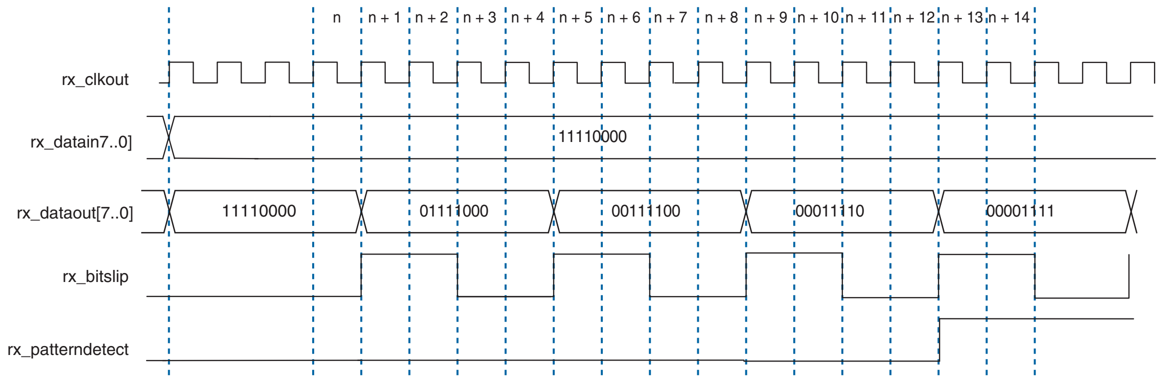
Bit-Slip Mode

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:

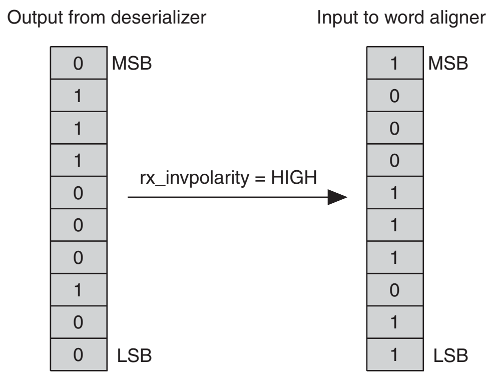
- Programmable run length violation detection—detects consecutive 1s or 0s in the data stream, and asserts run length violation signal (`rx_rlv`) when a preset run length threshold (maximum number of consecutive 1s or 0s) is detected. The `rx_rlv` signal in each channel is clocked by its parallel recovered 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

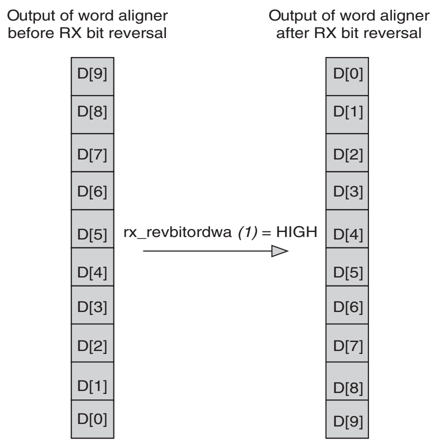


The generic receiver polarity inversion feature is different from the PCI Express (PIPE) 8B/10B polarity inversion feature. The generic receiver polarity inversion feature inverts the polarity of the data bits at the input of the word aligner and is not available in PCI Express (PIPE) mode. The PCI Express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


Output of word aligner before RX bit reversal
Output of word aligner after RX bit reversal
D[9]
D[8]
D[7]
D[6]
D[5]
D[4]
D[3]
D[2]
D[1]
D[0]
rx_revbitordwa (1) = HIGH
D[0]
D[1]
D[2]
D[3]
D[4]
D[5]
D[6]
D[7]
D[8]
D[9]

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.

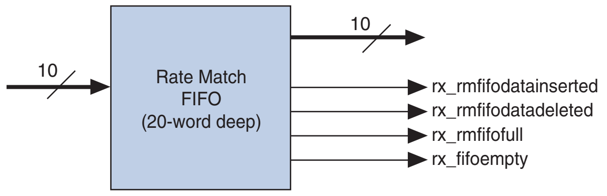
The deskew circuitry consists of a 16-word deep deskew FIFO in each of the four channels, and control logics in the central control unit of the transceiver block that controls the deskew FIFO write and read operations in each channel.

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.

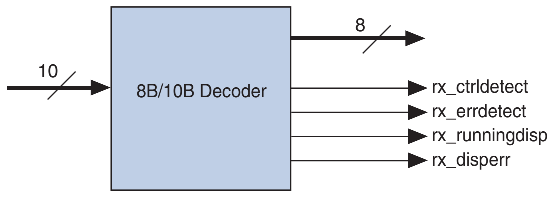
☞ Rate match FIFO is only supported with 8B/10B encoded data and the word aligner in automatic synchronization state machine mode.

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.

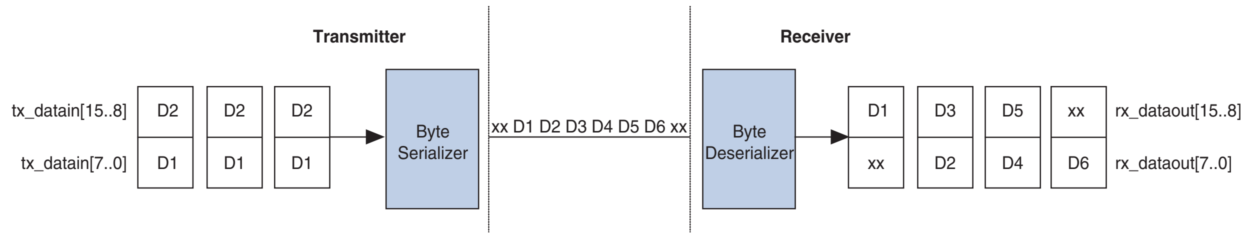
For example, when operating an EP4CGX150 receiver channel at 3.125 Gbps with deserialization factor of 10, the receiver PCS datapath runs at 312.5 MHz. The byte deserializer converts the 10-bit data at 312.5 MHz into 20-bit data at 156.25 MHz before forwarding the data to the FPGA fabric.

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.

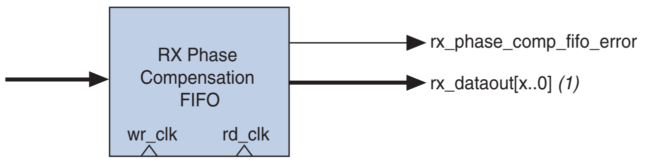
In user-controlled byte ordering mode, the byte ordering operation is user-triggered using `rx_enabyteord` port. A rising edge on `rx_enabyteord` port triggers the byte ordering block to start looking for the byte ordering pattern in the byte-deserialized data and restores the order if necessary. When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

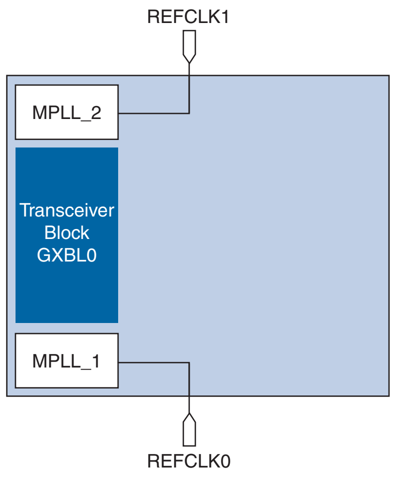
- "Input Reference Clocking" on page 1–27
- "Transceiver Channel Datapath Clocking" on page 1–29
- "FPGA Fabric-Transceiver Interface Clocking" on page 1–43

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)*

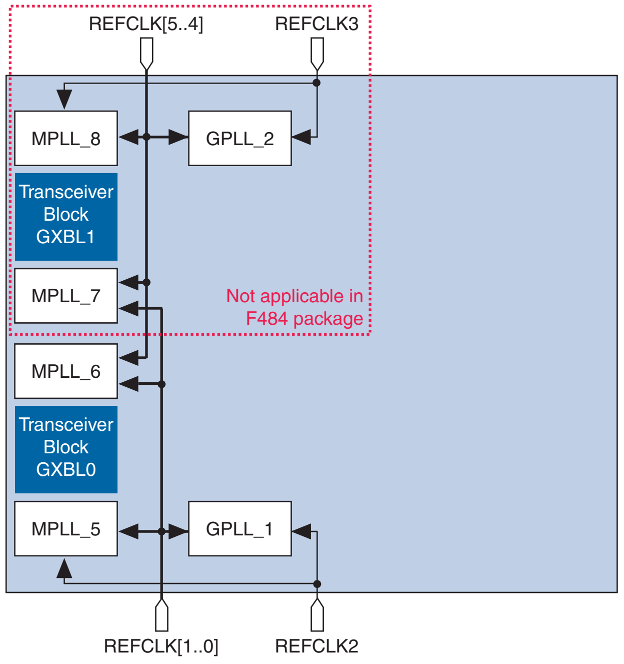


Notes to Figure 1–25:

(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.

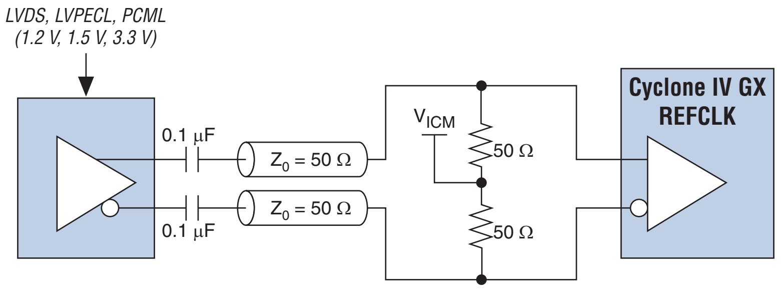
The input reference clocks reside in banks 3A, 3B, 8A, and 8B have dedicated $V_{CC\_CLKIN3A}$, $V_{CC\_CLKIN3B}$, $V_{CC\_CLKIN8A}$, and $V_{CC\_CLKIN8B}$ power supplies separately in their respective I/O banks to avoid the different power level requirements in the same bank for general purpose I/Os (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

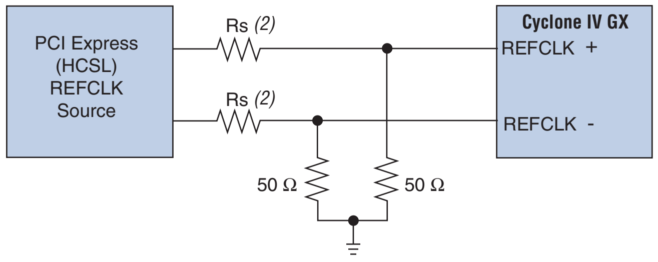


Note to Figure 1–27:

(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.

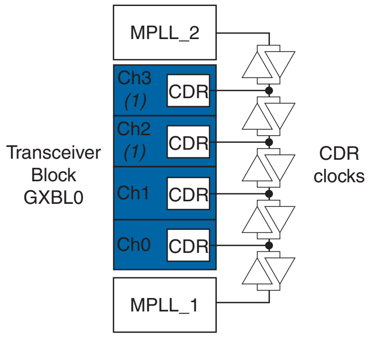
Table 1–7. PLL Clocks for Transceiver Datapath

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.

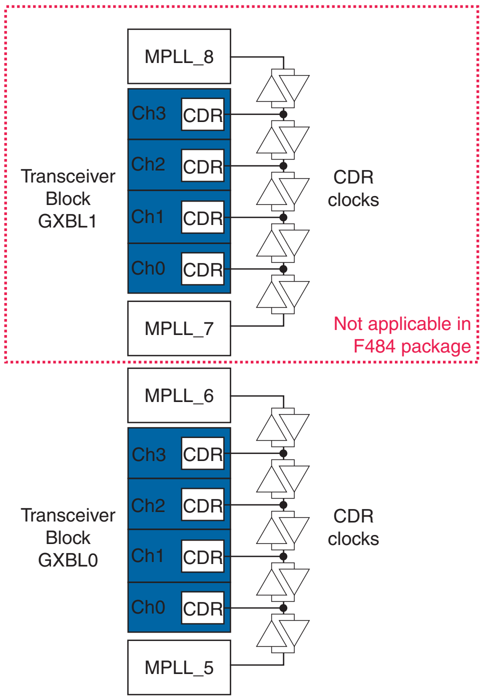
Figure 1–29. CDR Clocking for Transceiver Channels in F324 and Smaller Packages



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

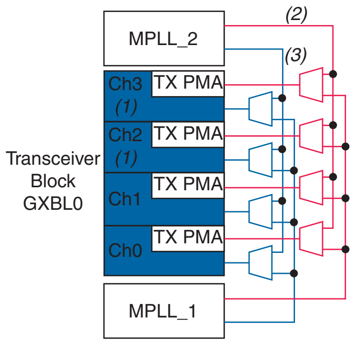
Package	Transceiver Block	Transceiver Channel	High- and Low-Speed Clocks Sources	
			Option 1	Option 2
F324 and smaller	`GXBL0`	All channels	`MPLL_1`	`MPLL_2`
F484 and larger	`GXBL0`	Channels 0, 1	`MPLL_5/GPLL_1`	`MPLL_6`
		Channels 2, 3	`MPLL_5`	`MPLL_6/MPLL_7` *(1)*
	`GXBL1` *(1)*	Channels 0, 1	`MPLL_7/MPLL_6`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

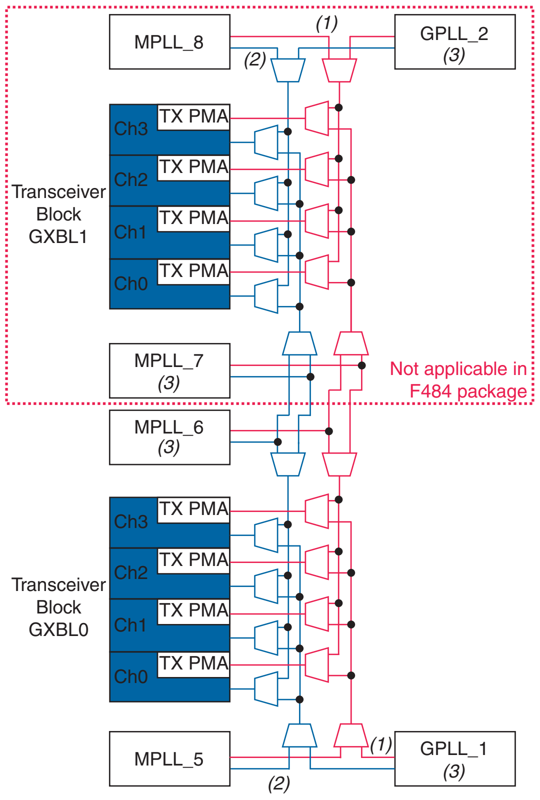
Figure 1–31. Clock Distribution in Non-Bonded Channel Configuration for Transceivers in F324 and Smaller Packages



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

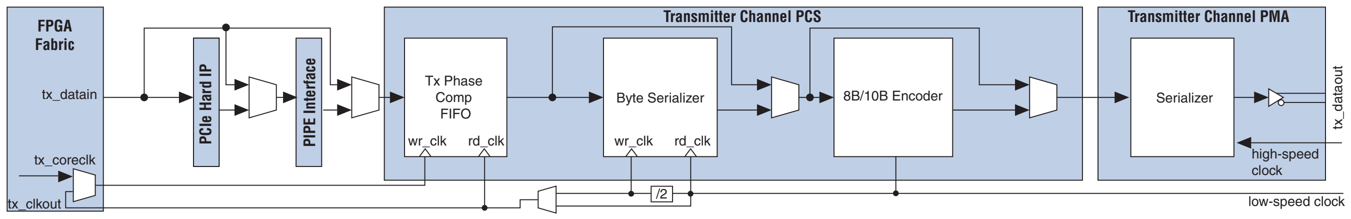
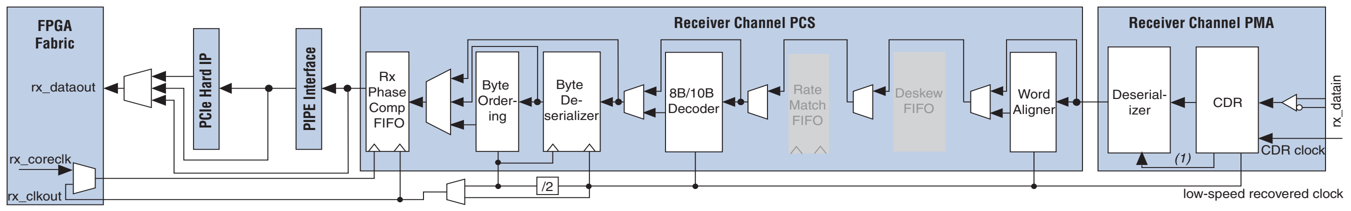


Figure 1–34 shows the datapath clocking in receiver only operation. In this mode, the receiver PCS supports configuration without the rate match FIFO. The CDR unit in the channel recovers the clock from the received serial data and generates the high-speed recovered clock for the deserializer, and low-speed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

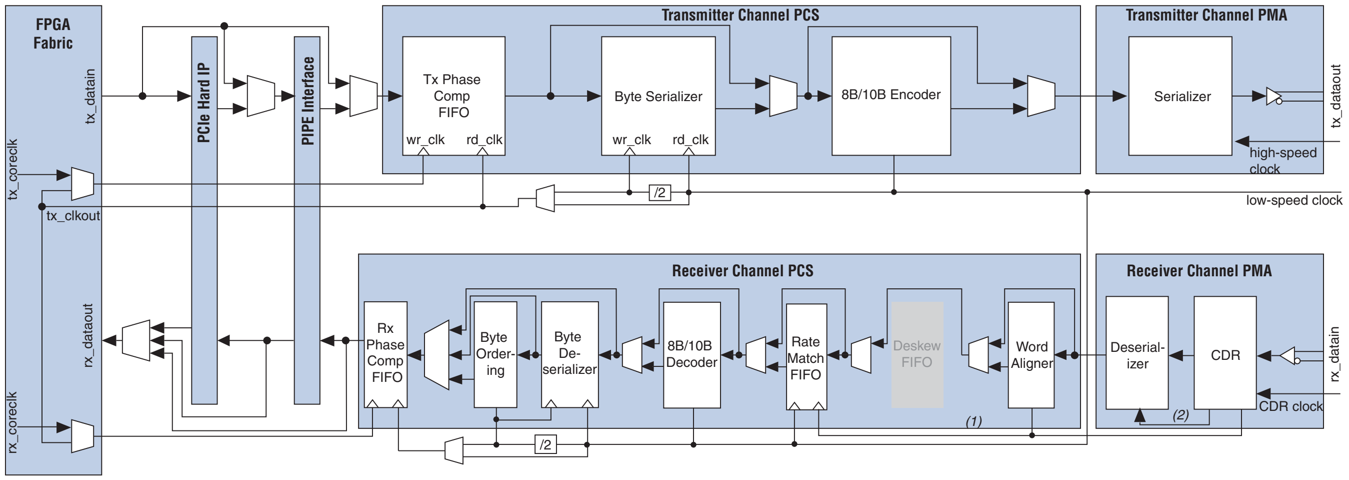
- word aligner
- write clock of rate match FIFO

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`

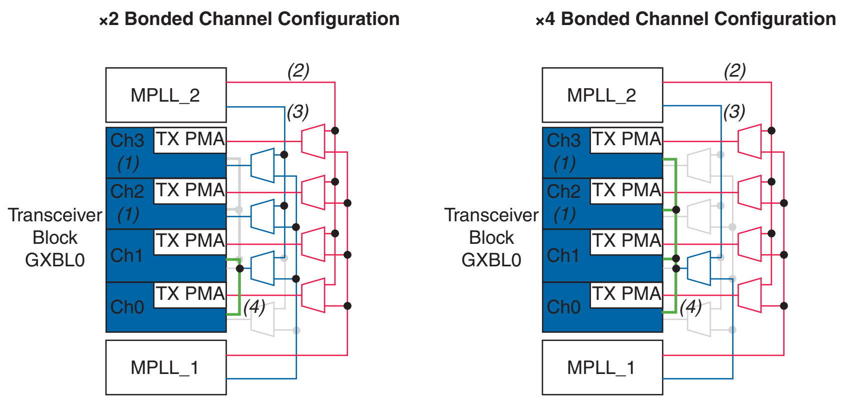
Note to Table 1–10:

(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:

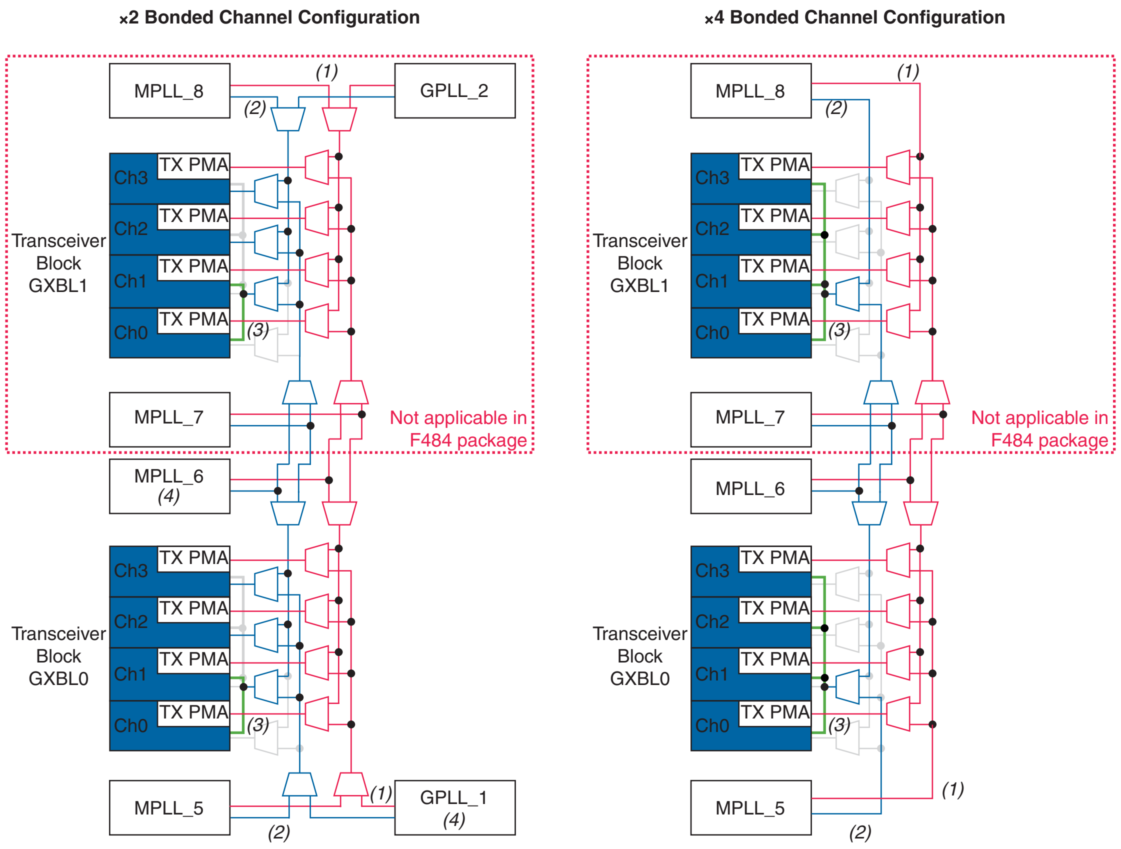
(1) Transceiver channels 2 and 3 are not available for devices in F169 and smaller packages.

(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.

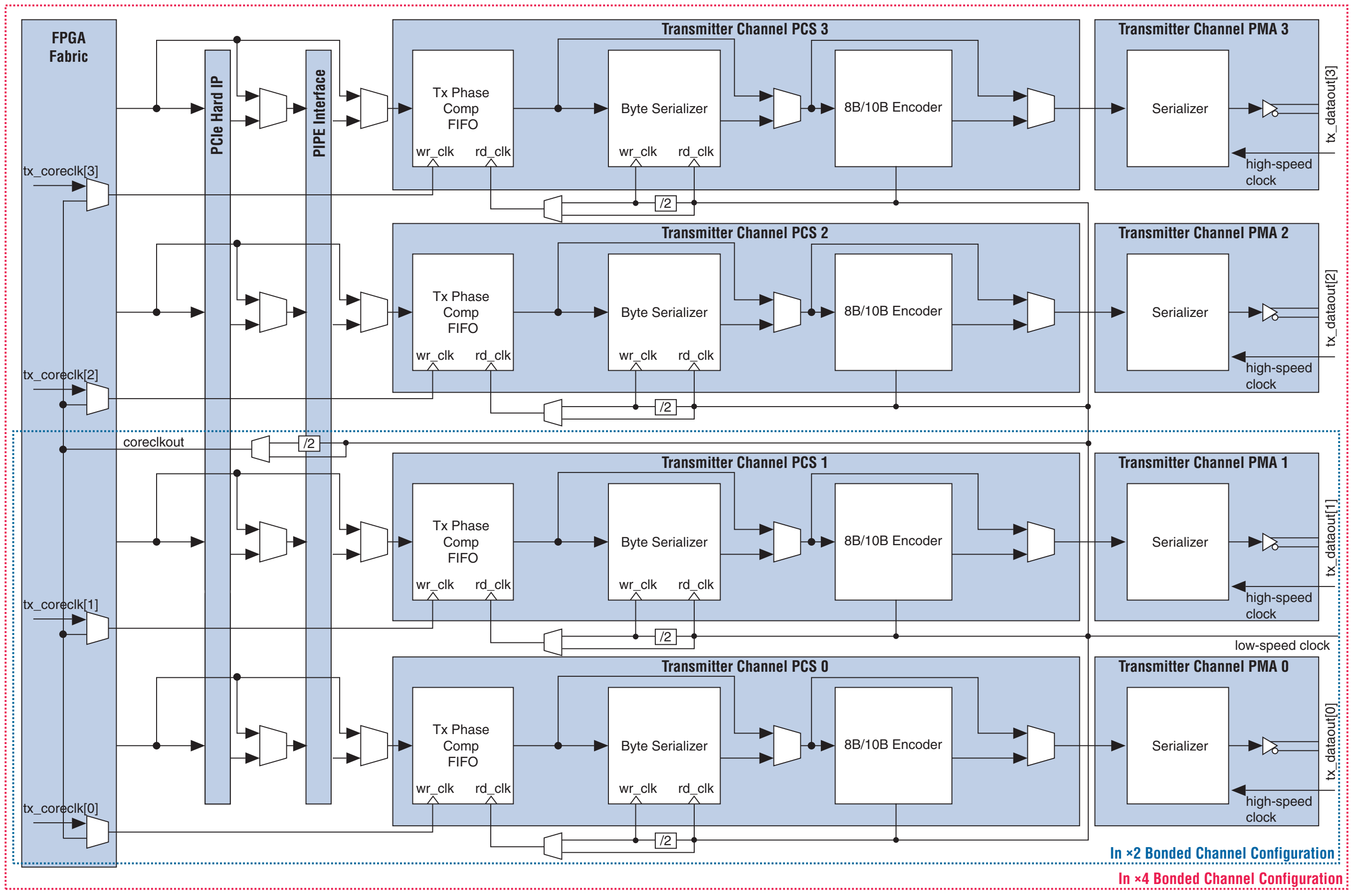
The channel datapath clocking is similar between bonded channels in ×2 and ×4 configurations.

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.

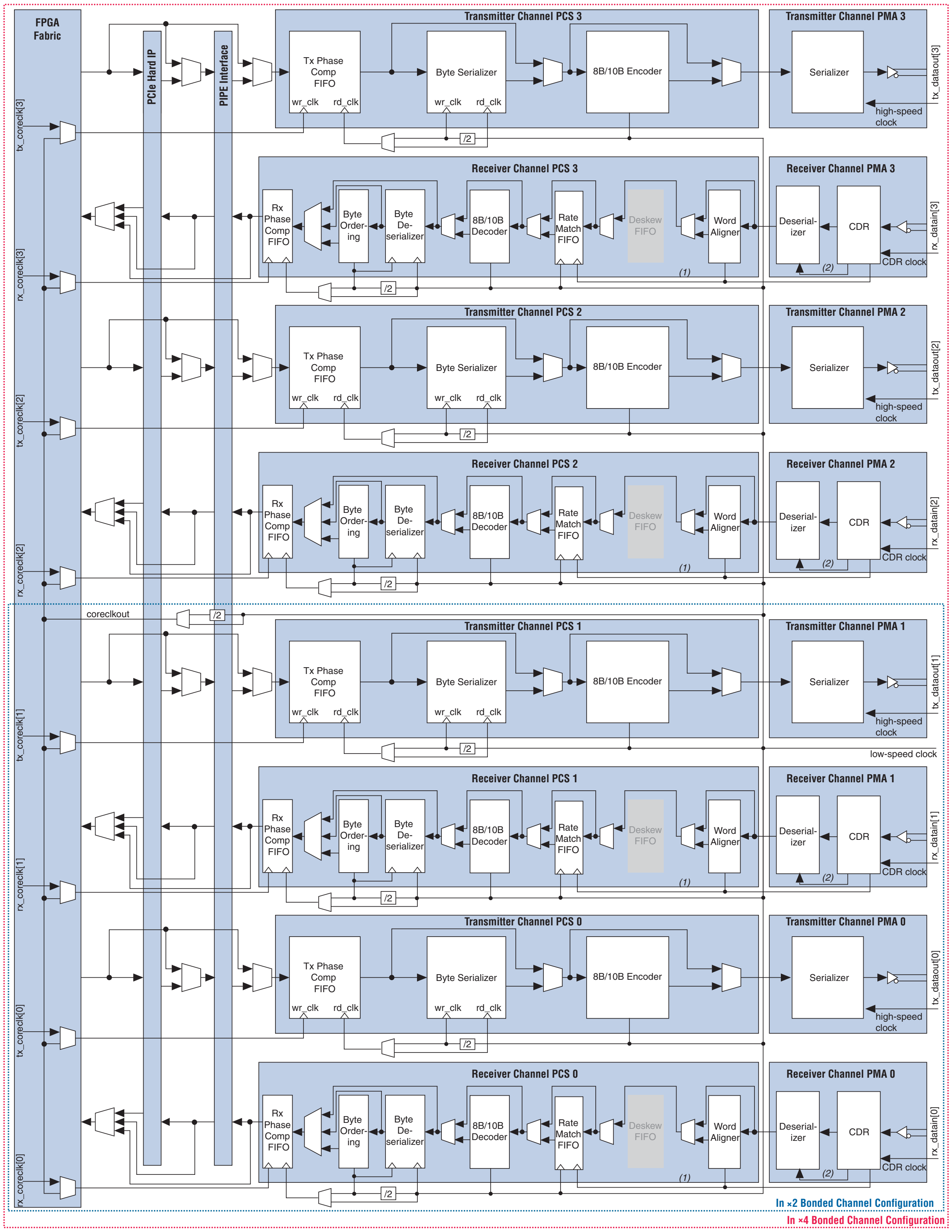
Figure 1–38. Transmitter Only Datapath Clocking in Bonded Channel Configuration


FPGA Fabric
PCIe Hard IP
PIPE Interface
Transmitter Channel PCS 3
Transmitter Channel PCS 2
Transmitter Channel PCS 1
Transmitter Channel PCS 0
Transmitter Channel PMA 3
Transmitter Channel PMA 2
Transmitter Channel PMA 1
Transmitter Channel PMA 0
Tx Phase Comp FIFO
wr_clk
rd_clk
Byte Serializer
8B/10B Encoder
Serializer
/2
tx_coreclk[3]
tx_coreclk[2]
tx_coreclk[1]
tx_coreclk[0]
coreclkout
tx_dataout[3]
tx_dataout[2]
tx_dataout[1]
tx_dataout[0]
high-speed clock
low-speed clock
In ×2 Bonded Channel Configuration
In ×4 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.

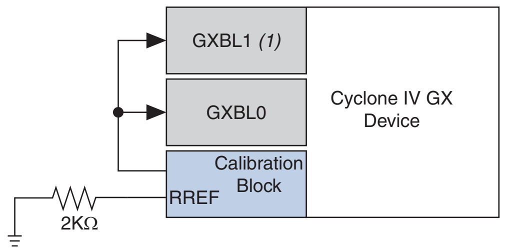
When using user-specified clock option, ensure that the clock feeding `rx_coreclk` port has 0 ppm difference with the RX phase compensation FIFO write clock.

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

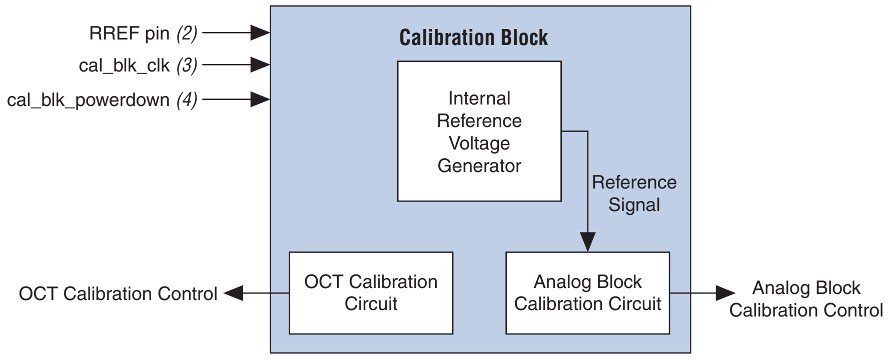


Note to Figure 1–40:

(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.

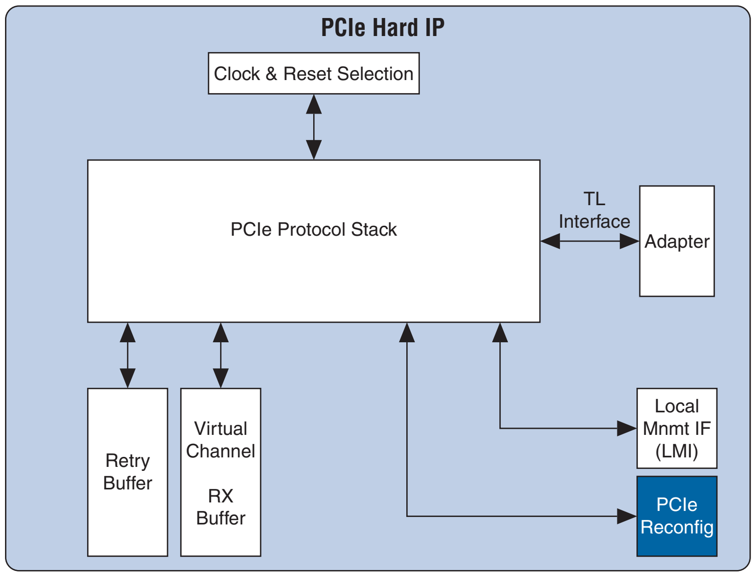
(3) Supports up to 125 MHz clock frequency. Use either dedicated global clock or divide-down logic from the FPGA fabric to generate a slow clock on the local clock routing.

(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

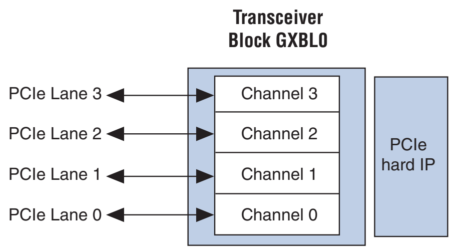


The hard IP block supports 1, 2, or 4 initial lane configurations with a maximum payload of 256 bytes at Gen1 frequency. The application interface is 64 bits with a data width of 16 bits per channel running at up to 125 MHz. As a hard macro and a verified block, it uses very few FPGA resources, while 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, recovered clock port for applications such as Synchronous Ethernet	"GIGE Mode" on page 1–59
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

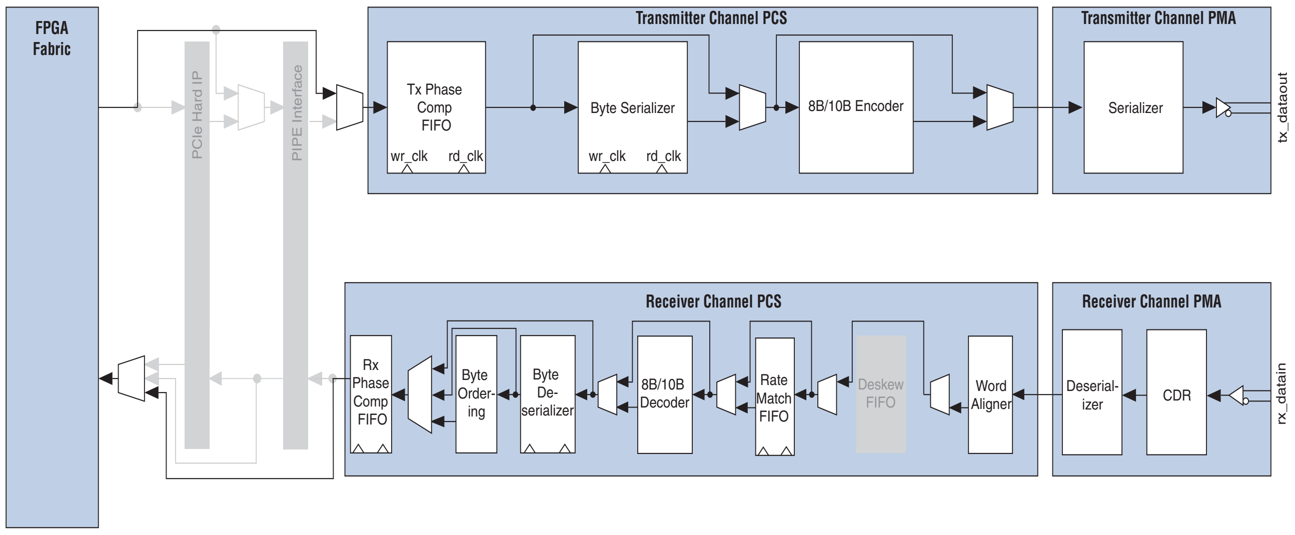


Figure 1–45 and Figure 1–46 show the supported transceiver configurations in Basic mode with the 8-bit and 10-bit PMA-PCS interface width respectively.

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

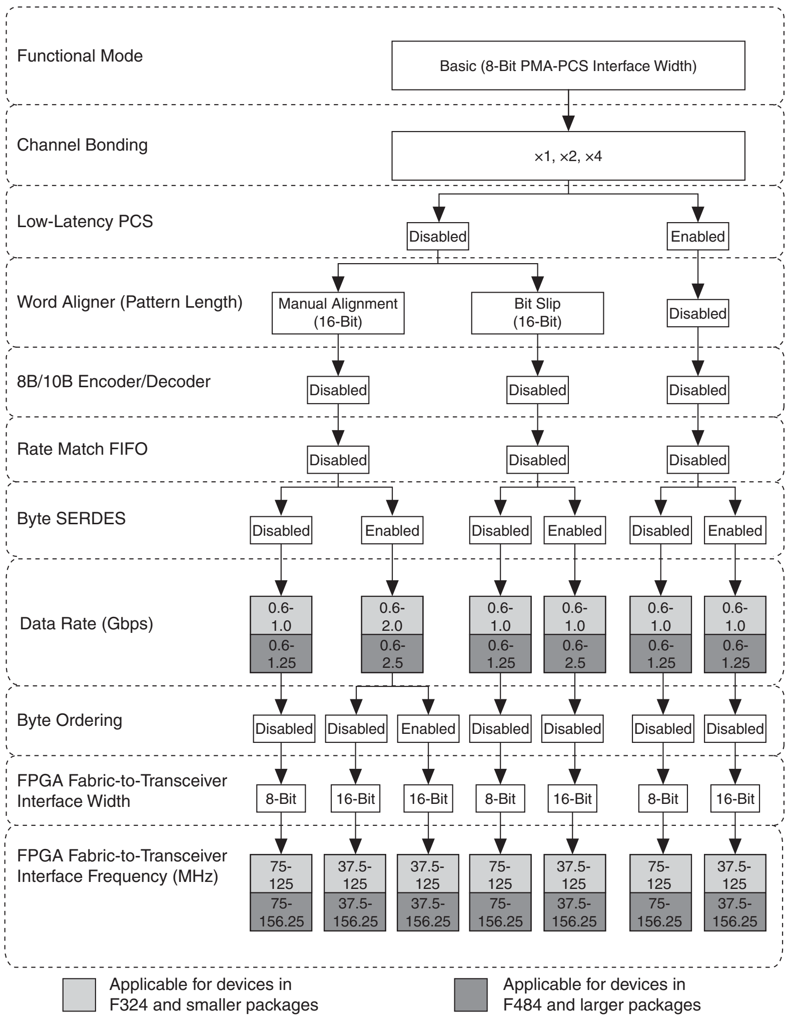
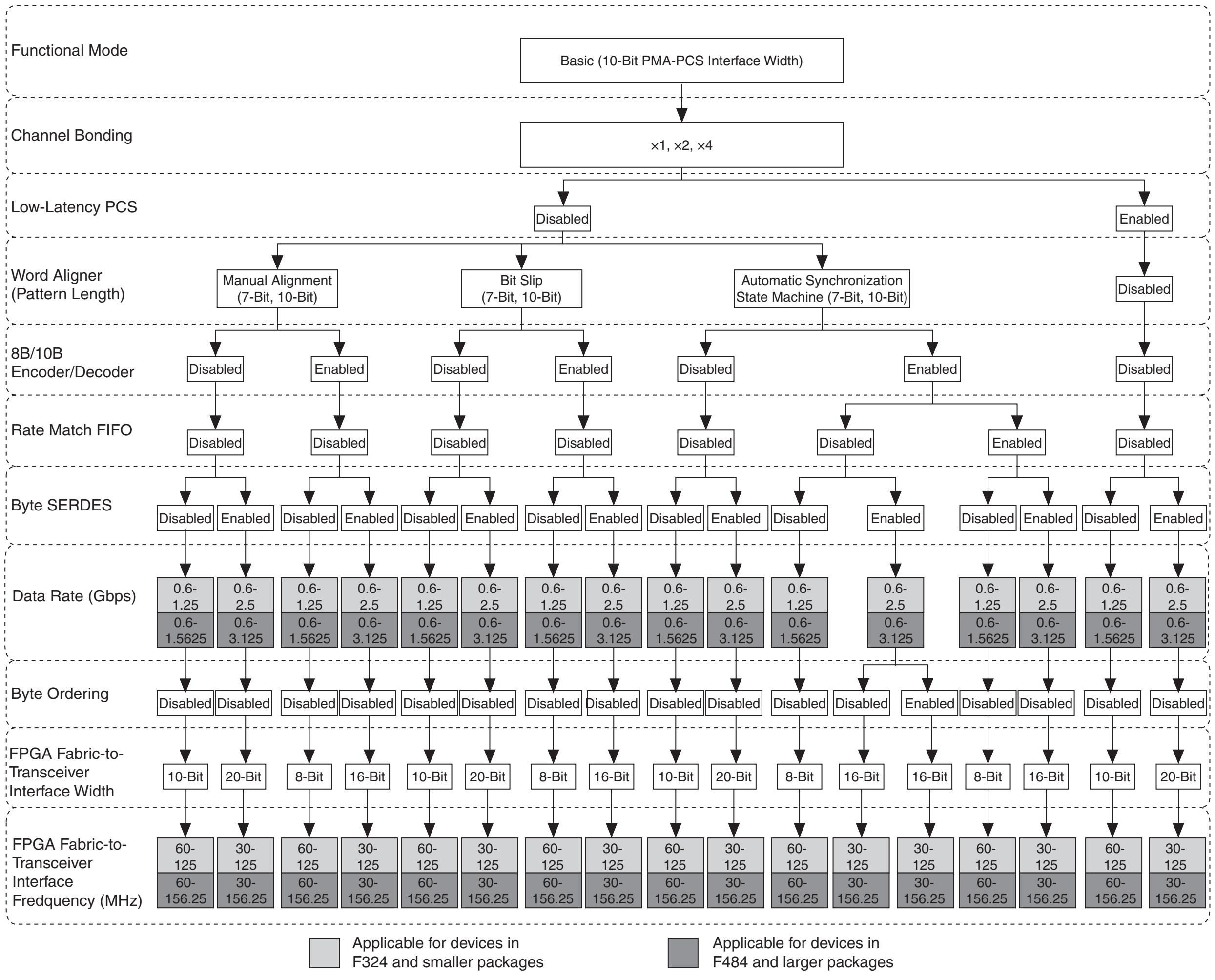

Functional Mode
Basic (8-Bit PMA-PCS Interface Width)
Channel Bonding
×1, ×2, ×4
Low-Latency PCS
Disabled
Enabled
Word Aligner (Pattern Length)
Manual Alignment (16-Bit)
Bit Slip (16-Bit)
8B/10B Encoder/Decoder
Rate Match FIFO
Byte SERDES
Data Rate (Gbps)
0.6-1.0
0.6-1.25
0.6-2.0
0.6-2.5
Byte Ordering
FPGA Fabric-to-Transceiver Interface Width
8-Bit
16-Bit
FPGA Fabric-to-Transceiver Interface Frequency (MHz)
75-125
75-156.25
37.5-125
37.5-156.25
Applicable for devices in F324 and smaller packages
Applicable for devices in F484 and larger packages

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


Functional Mode
Basic (10-Bit PMA-PCS Interface Width)
Channel Bonding
×1, ×2, ×4
Low-Latency PCS
Disabled
Enabled
Word Aligner (Pattern Length)
Manual Alignment (7-Bit, 10-Bit)
Bit Slip (7-Bit, 10-Bit)
Automatic Synchronization State Machine (7-Bit, 10-Bit)
Disabled
8B/10B Encoder/Decoder
Disabled
Enabled
Rate Match FIFO
Disabled
Enabled
Byte SERDES
Disabled
Enabled
Data Rate (Gbps)
0.6-1.25
0.6-2.5
0.6-1.5625
0.6-3.125
Byte Ordering
Disabled
Enabled
FPGA Fabric-to-Transceiver Interface Width
10-Bit
20-Bit
8-Bit
16-Bit
FPGA Fabric-to-Transceiver Interface Fredquency (MHz)
60-125
30-125
60-156.25
30-156.25
Applicable for devices in F324 and smaller packages
Applicable for devices in F484 and larger packages

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

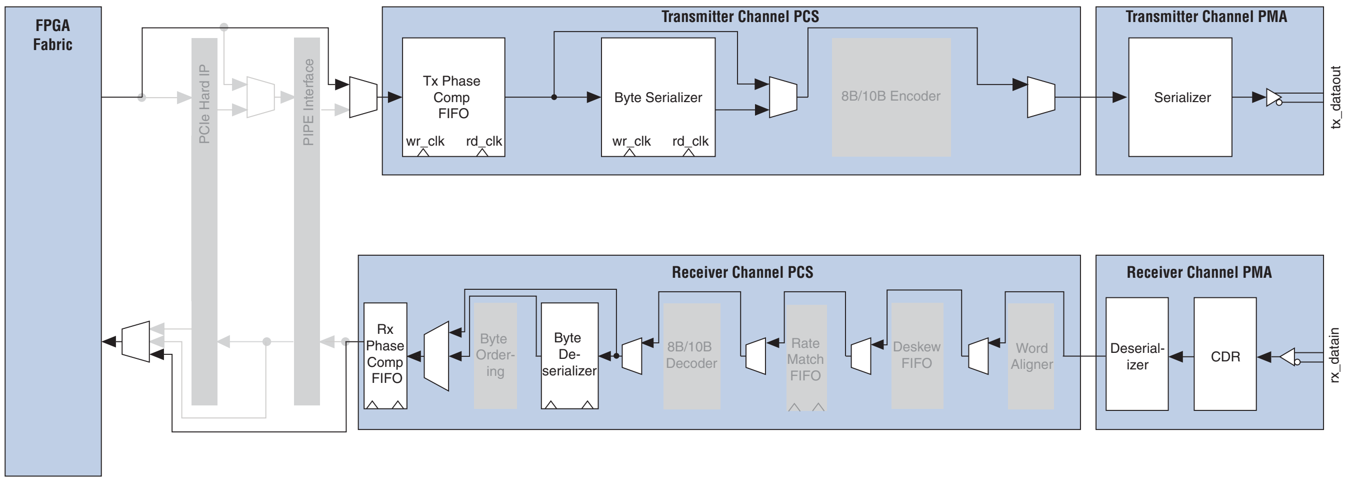
Low-Latency PCS Operation

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.

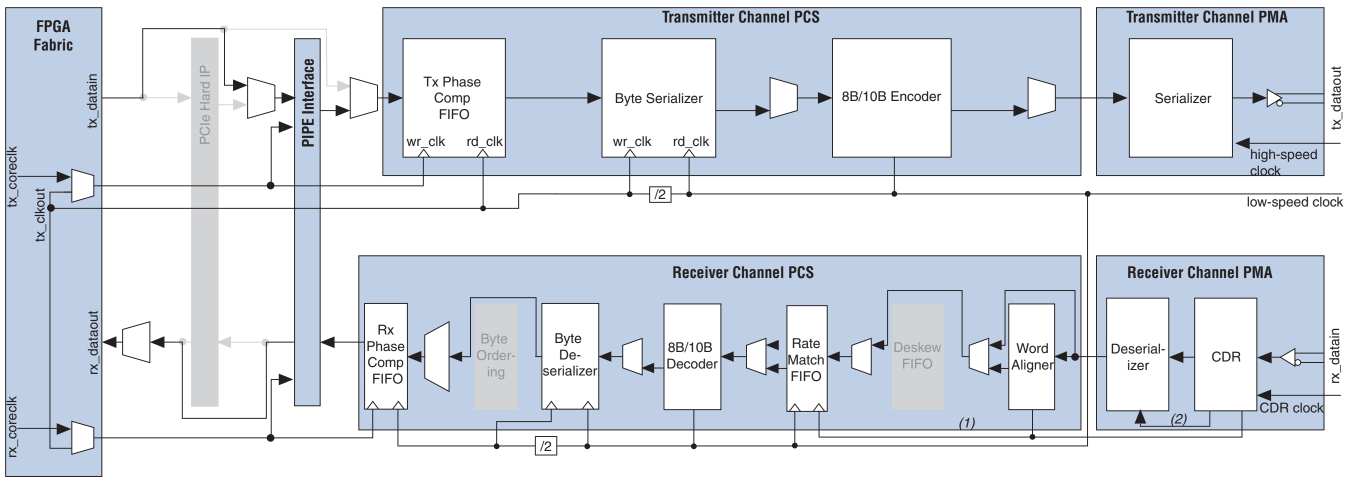
PCI Express (PIPE) Mode

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.

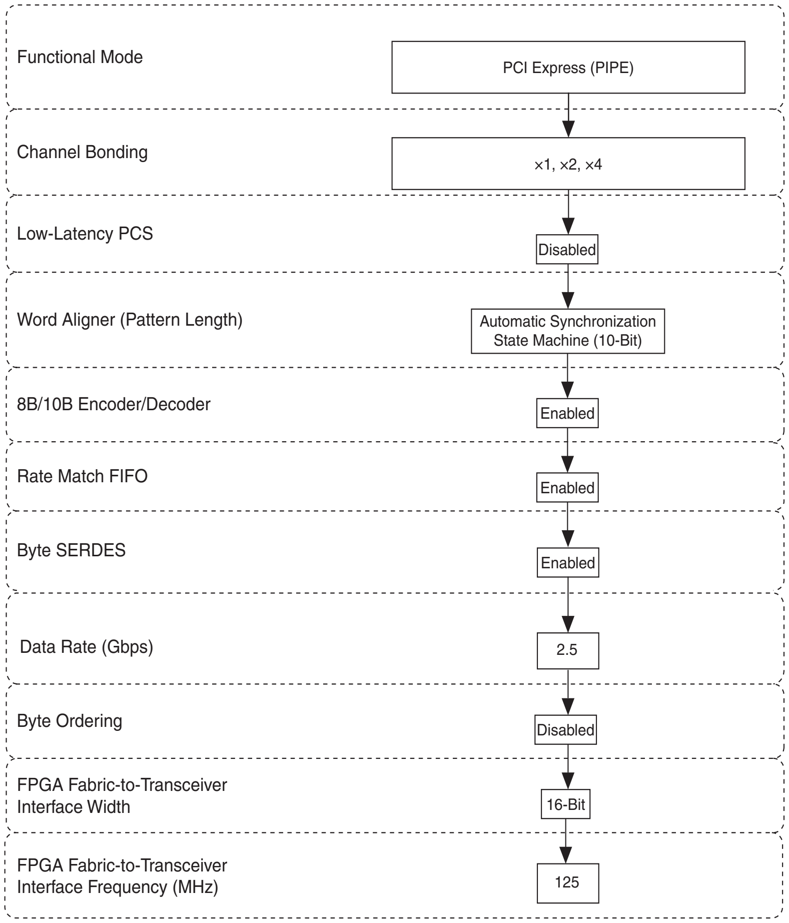
(2) High-speed recovered clock.

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

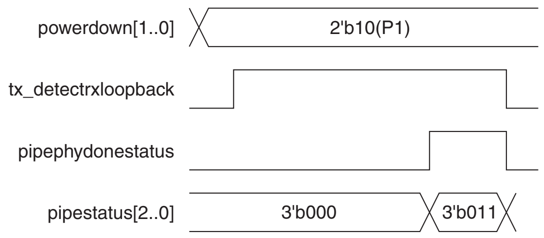
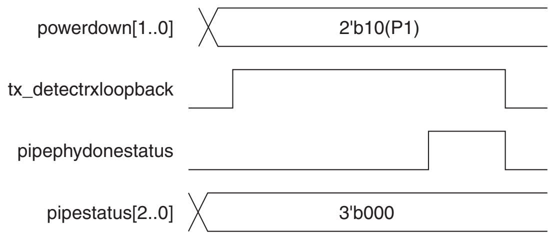


Figure 1–51. Example of Unsuccessful Receiver Detect Operation

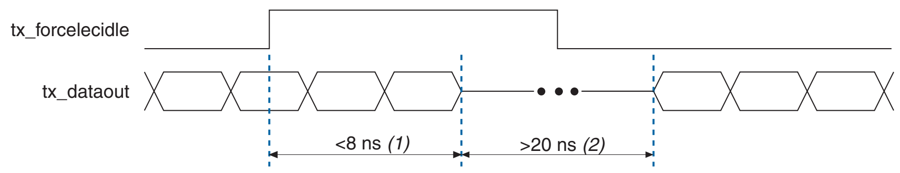


Electrical Idle Control

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.

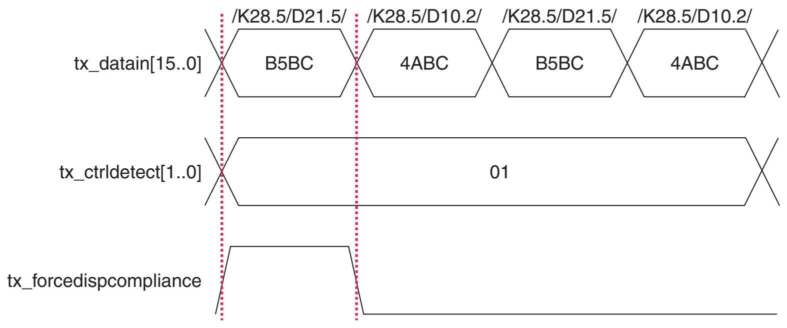
When enabled, the electrical idle inference block uses electrical idle ordered set detection from the fast recovery circuitry to drive the `pipeelecidle` signal.

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:

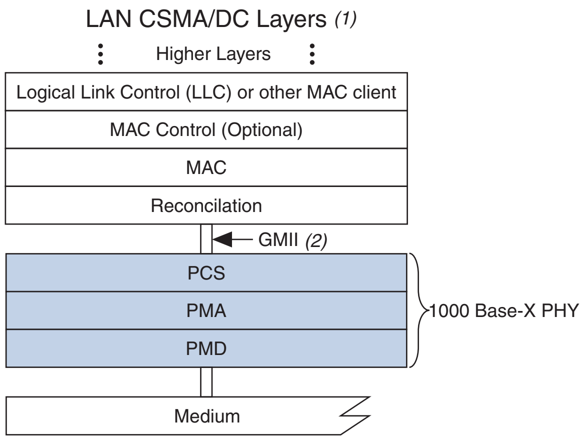
- 8B/10B encoding and decoding
- synchronization

If you enabled the auto-negotiation state machine in the FPGA core with the rate match FIFO, refer to “Clock Frequency Compensation” on page 1–63.

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



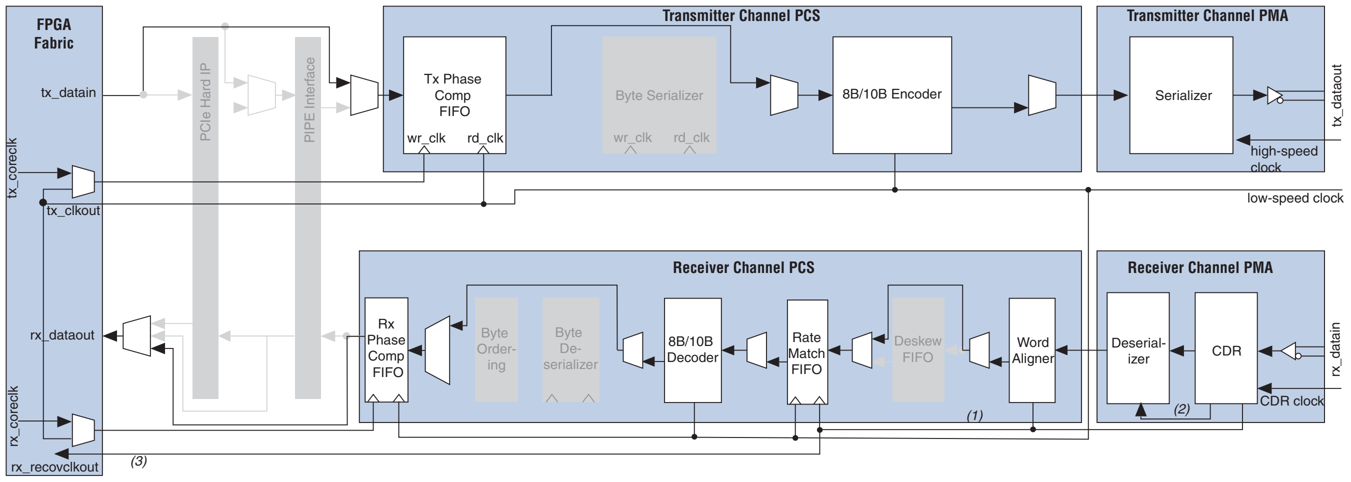
Notes to Figure 1–54:

(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:

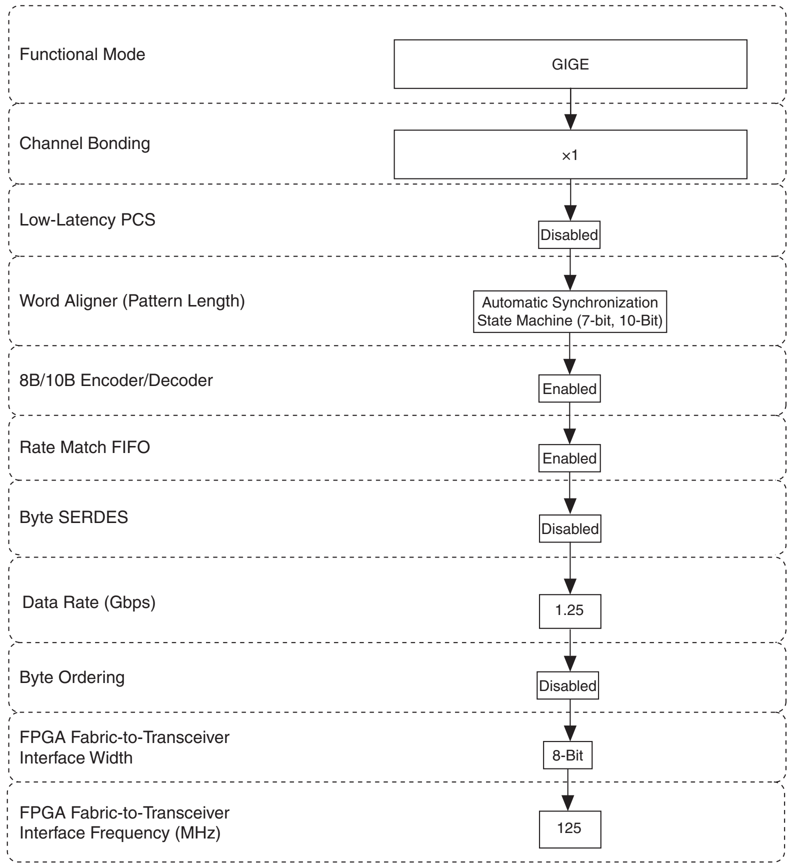
(1) Low-speed recovered clock.

(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

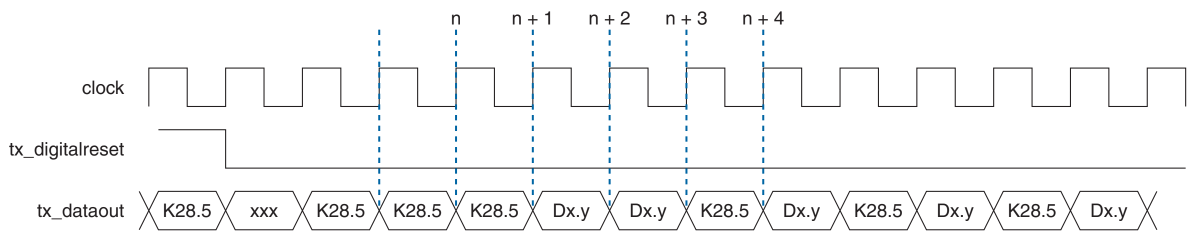

Functional Mode
GIGE
Channel Bonding
×1
Low-Latency PCS
Disabled
Word Aligner (Pattern Length)
Automatic Synchronization State Machine (7-bit, 10-Bit)
8B/10B Encoder/Decoder
Enabled
Rate Match FIFO
Enabled
Byte SERDES
Disabled
Data Rate (Gbps)
1.25
Byte Ordering
Disabled
FPGA Fabric-to-Transceiver Interface Width
8-Bit
FPGA Fabric-to-Transceiver Interface Frequency (MHz)
125

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, note that the rate match FIFO is capable of inserting or deleting the first two bytes (/K28.5//D2.2/) of /C2/ ordered sets during auto-negotiation. However, the insertion or deletion of the first two bytes of /C2/ ordered sets can cause the auto-negotiation link to fail. For more information, refer to the Altera Knowledge Base Support Solution.

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

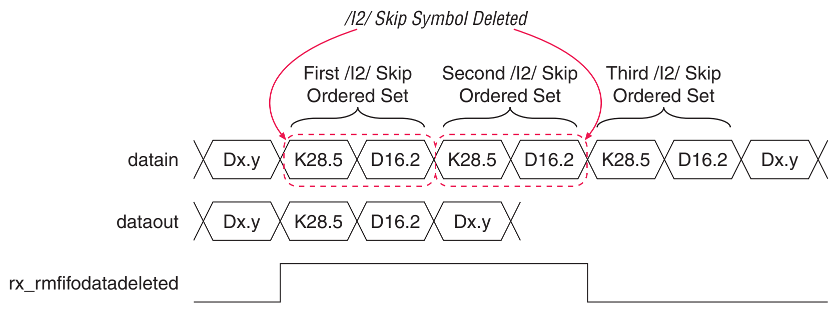
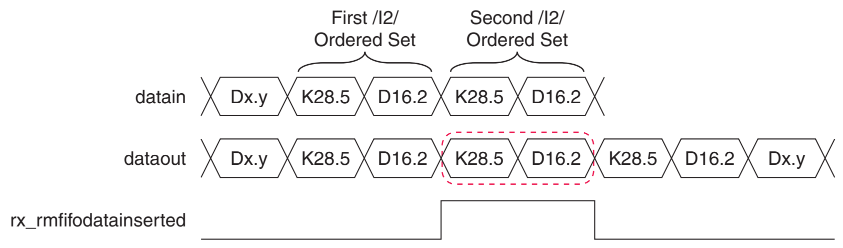


Figure 1–59 shows an example of rate match FIFO insertion in the case where one symbol must be inserted. Because the rate match FIFO can only insert /I2/ ordered sets, it inserts one /I2/ ordered set (two symbols inserted).

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:

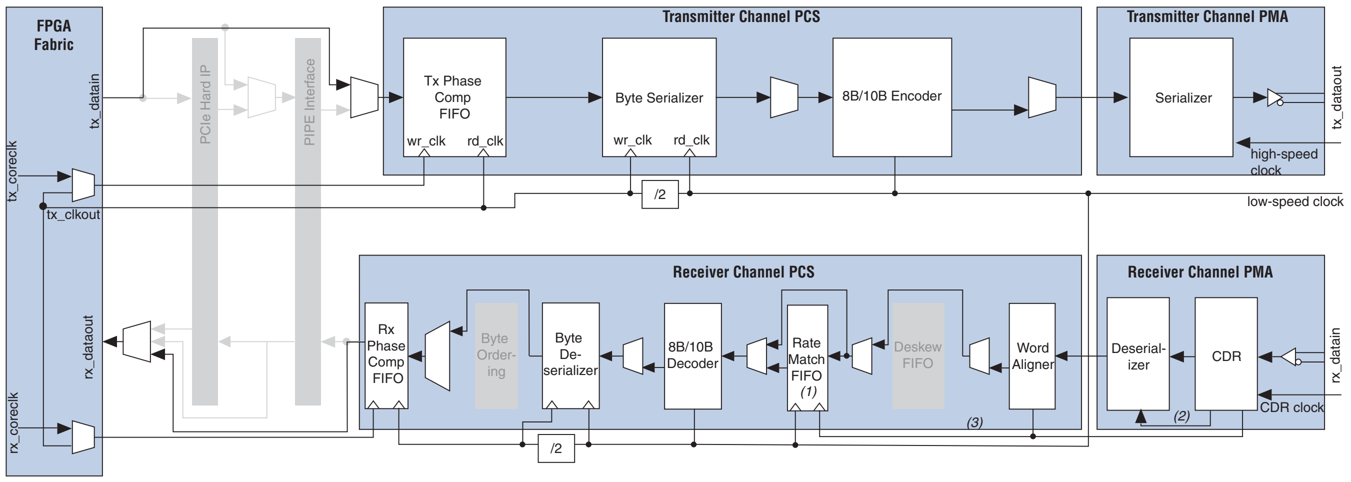
- 8B/10B encoding and decoding
- lane synchronization state machine

☞ 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:

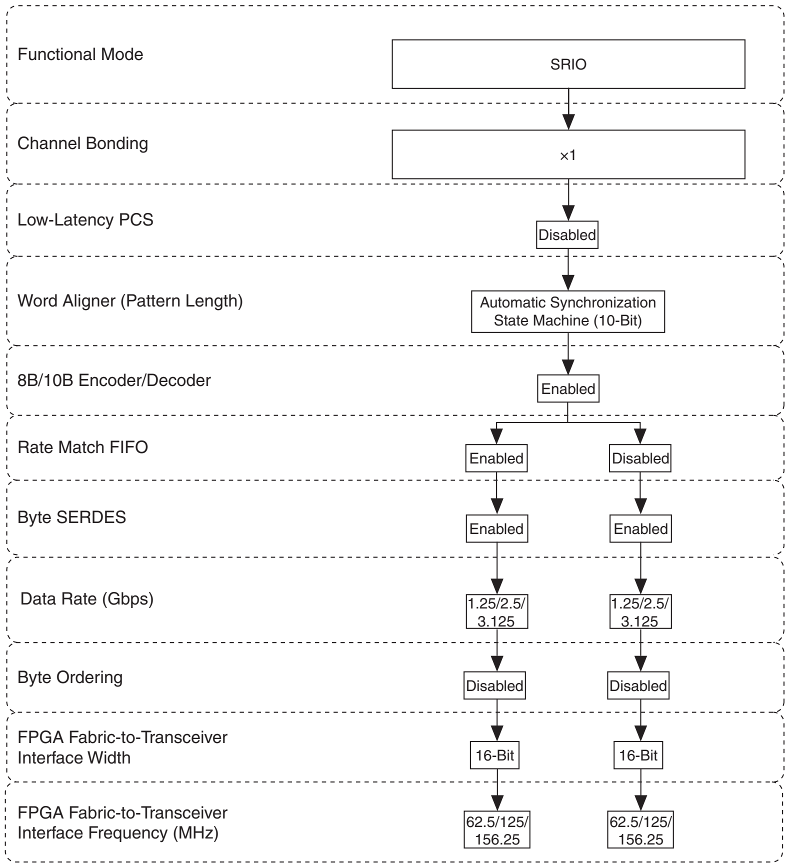
(1) Optional rate match FIFO.

(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.

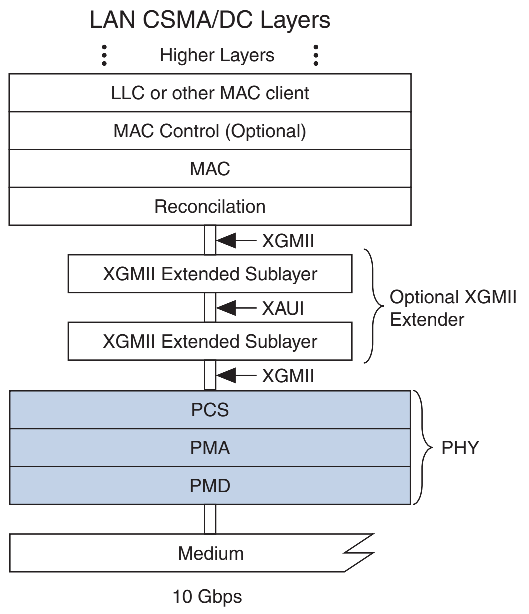
XAUI Mode

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.

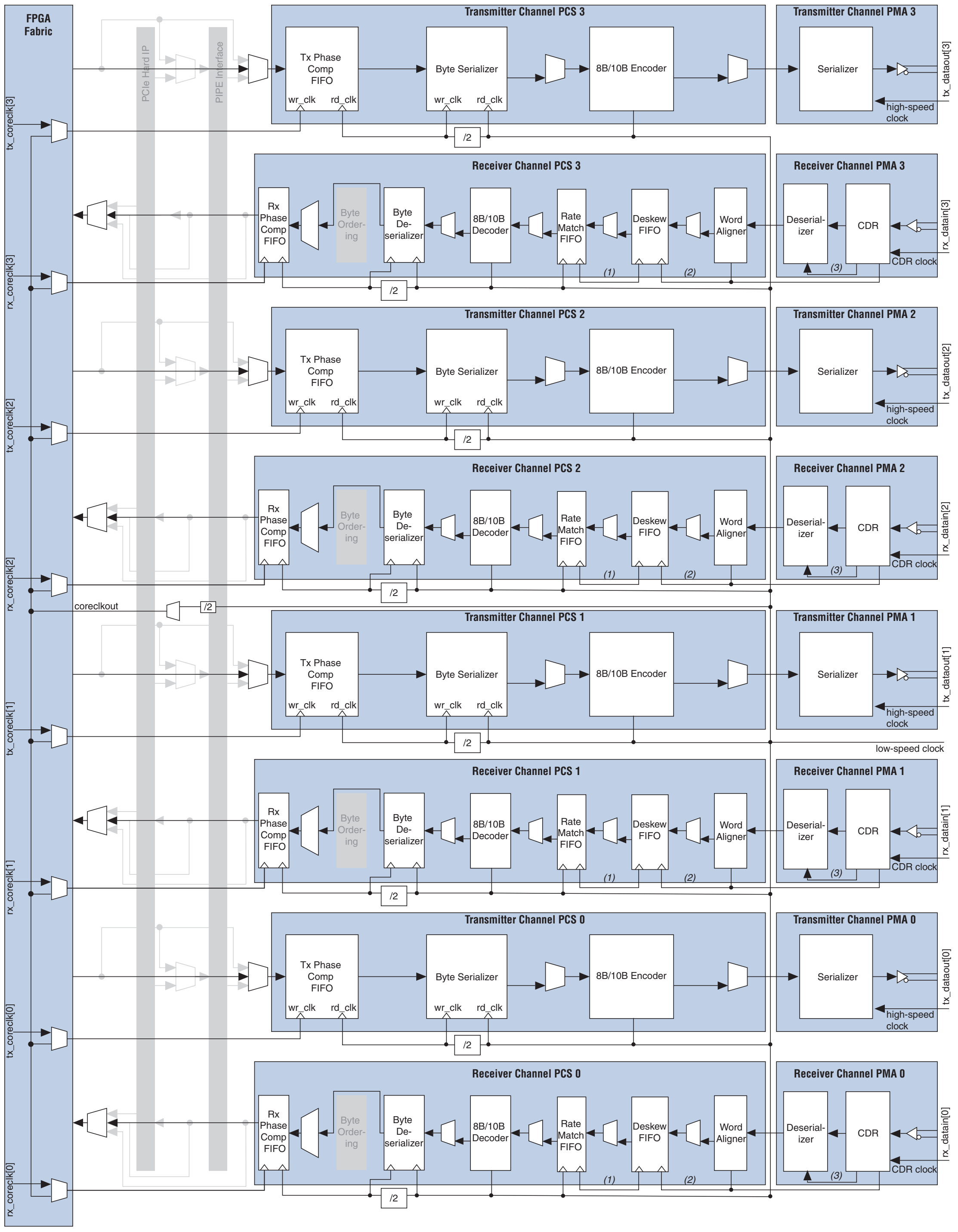
Figure 1–62. XAUI in 10 Gbps LAN Layers



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:

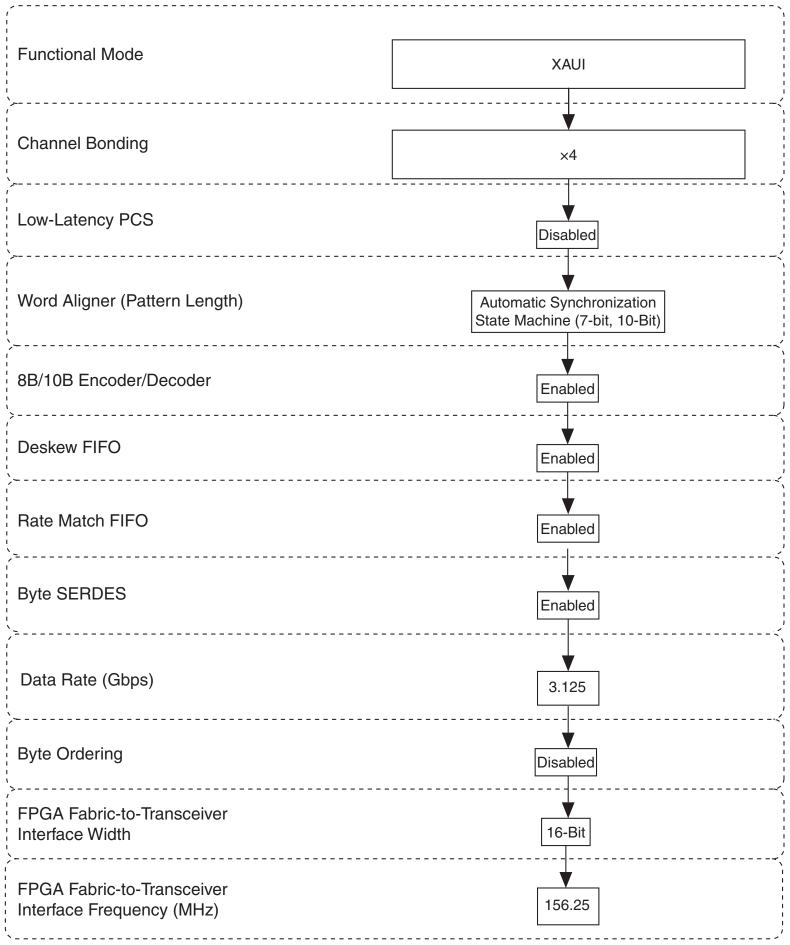
(1) Channel 1 low-speed recovered clock.

(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.

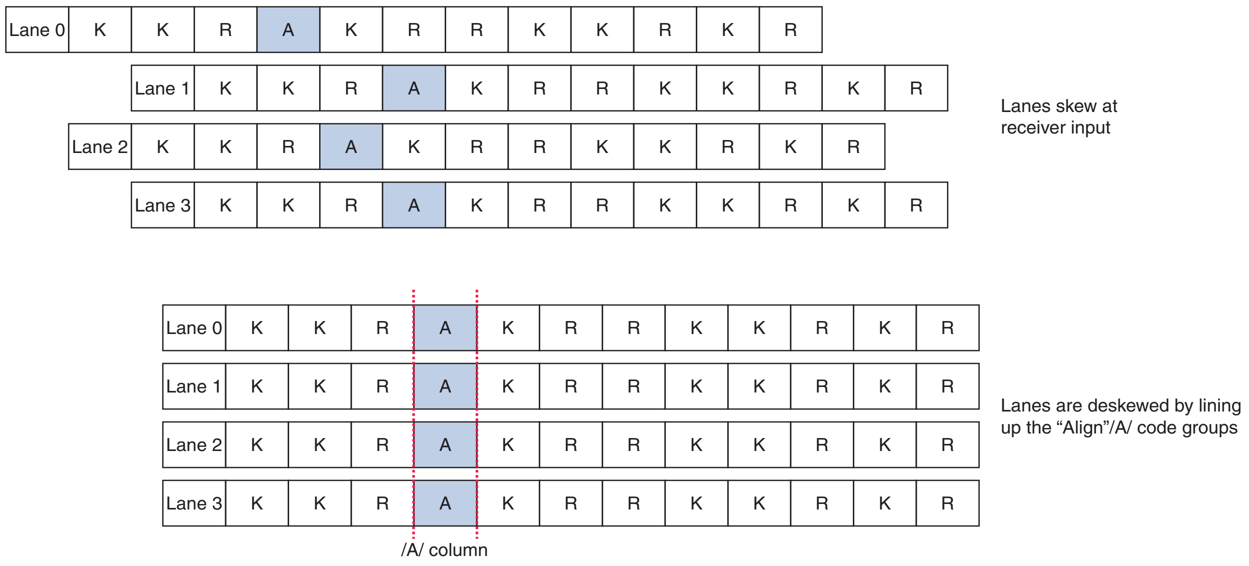
The deskew FIFO works to align the /A/ code group across the four channels, which operation is compliant to the PCS deskew state machine diagram specified in clause 48 of the IEEE P802.3ae specification. The deskew operation begins after link synchronization is achieved on all four channels as indicated 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 0 K K R A K R R K K R K R
Lane 1 K K R A K R R K K R K R
Lane 2 K K R A K R R K K R K R
Lane 3 K K R A K R R K K R K R
Lanes skew at receiver input
Lane 0 K K R A K R R K K R K R
Lane 1 K K R A K R R K K R K R
Lane 2 K K R A K R R K K R K R
Lane 3 K K R A K R R K K R K R
Lanes are deskewed by lining up the "Align"/A/ code groups
/A/ column

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.

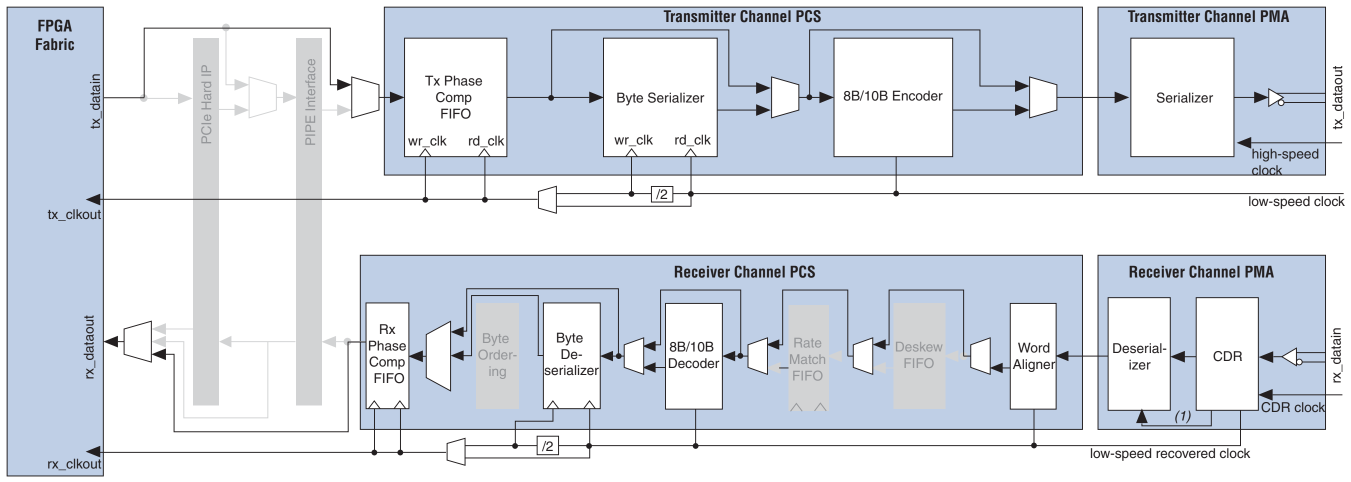
Deterministic Latency Mode

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

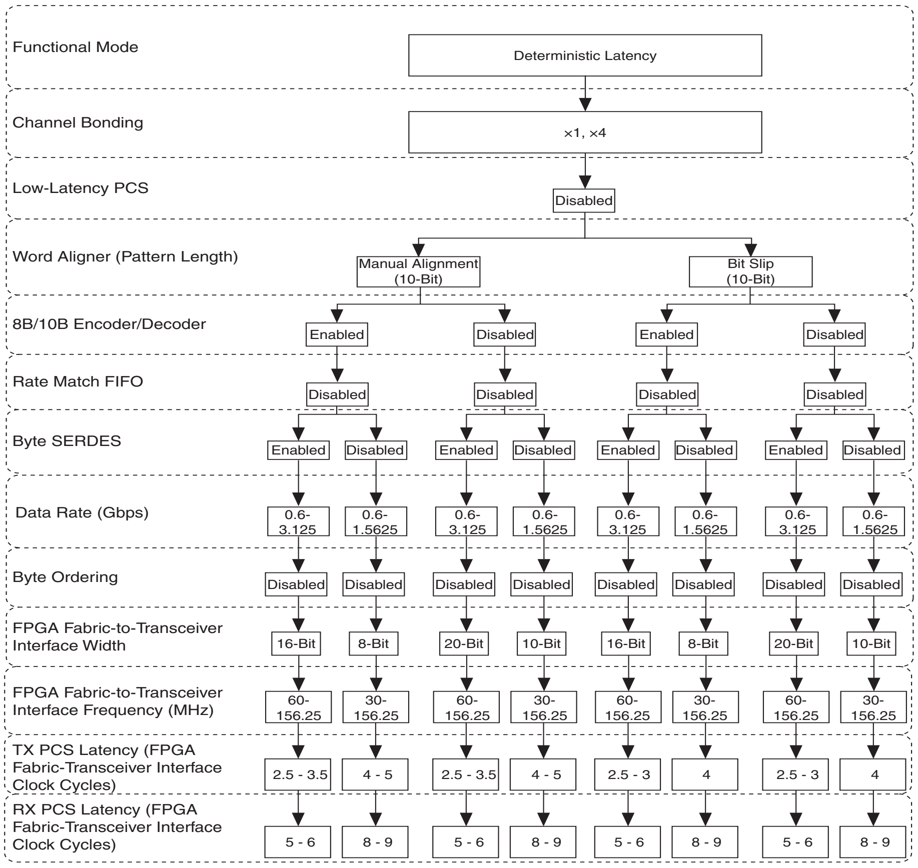


Note to Figure 1–66:

(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		

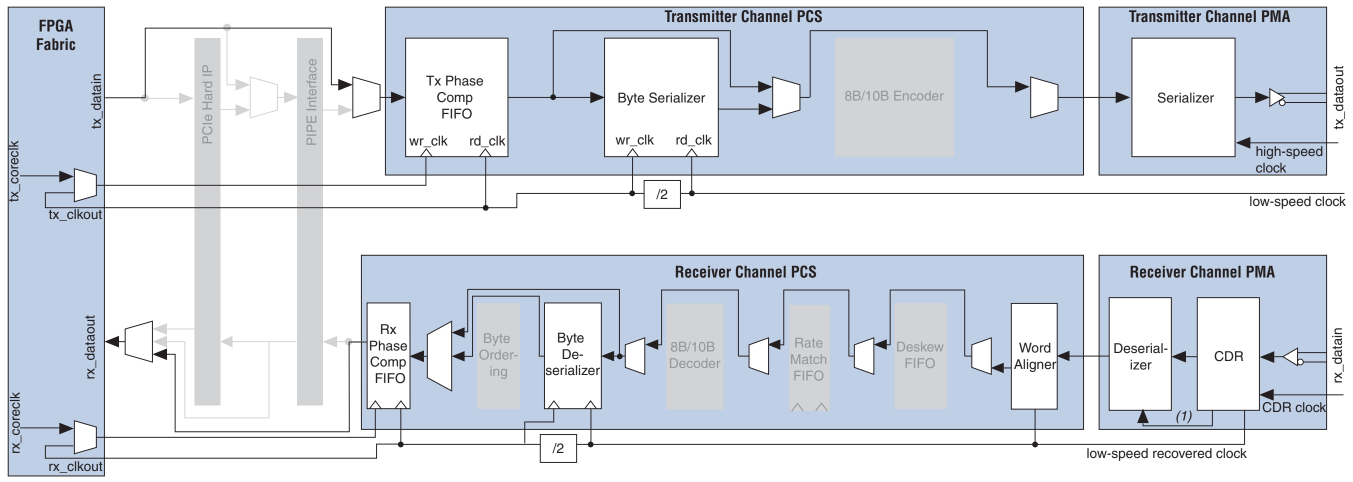
Note to Table 1–24:

(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

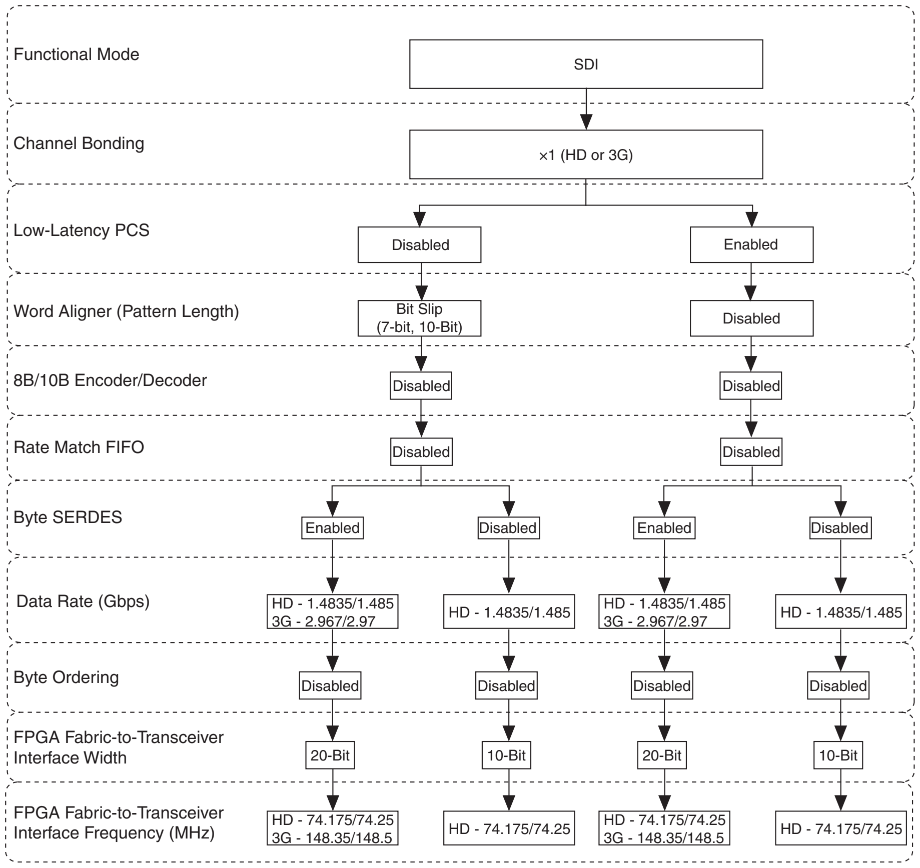


Note to Figure 1–68:

(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)

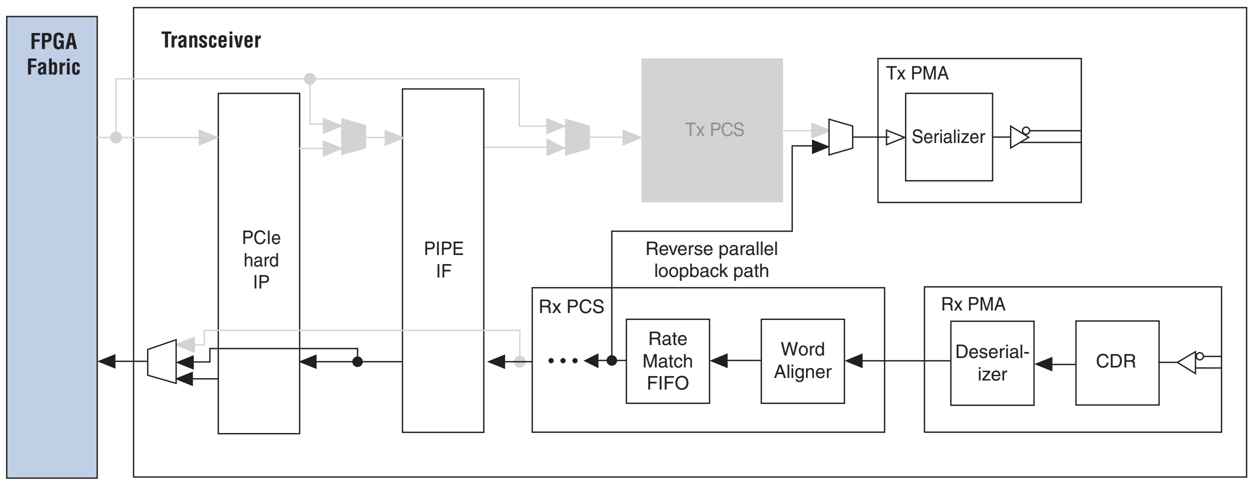
In each loopback mode, all transmitter buffer and receiver buffer settings are available if the buffers are active, unless stated otherwise.

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.

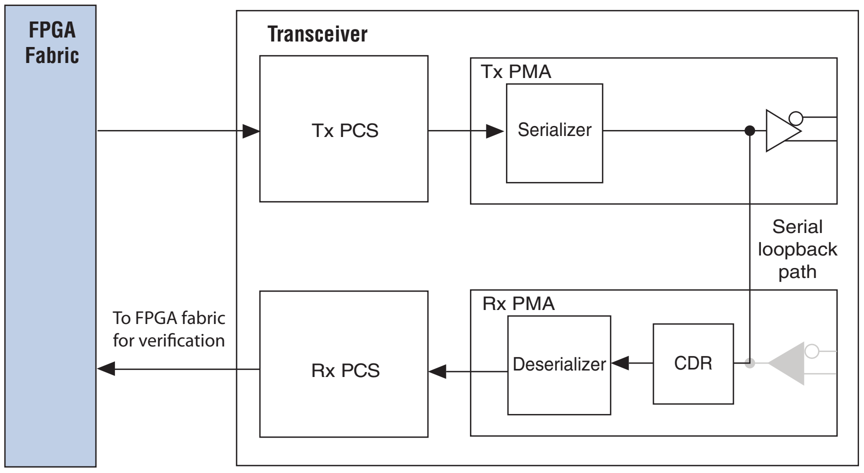
Serial Loopback

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

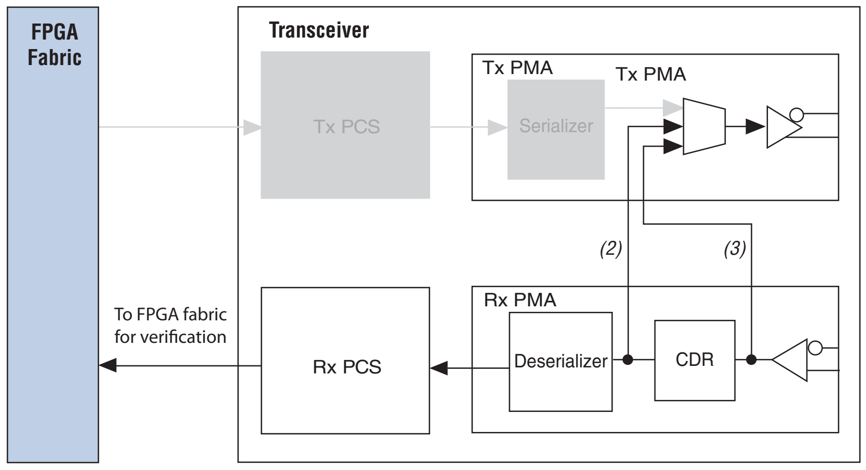
The received data is also available to the FPGA logic. In the transmitter channel, only the transmitter buffer is active.

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:

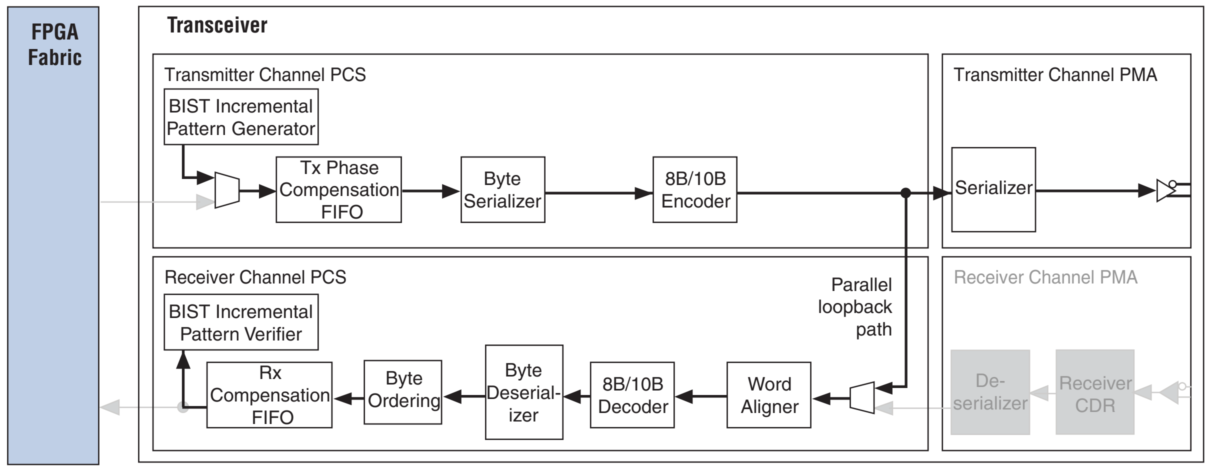
- Built-in self test (BIST) incremental data generator and verifier—test the complete transmitter PCS and receiver PCS datapaths for bit errors with parallel loopback before the PMA blocks.
- Pseudo-random binary sequence (PRBS) generator and verifier—the PRBS generator and verifier interface with the 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:

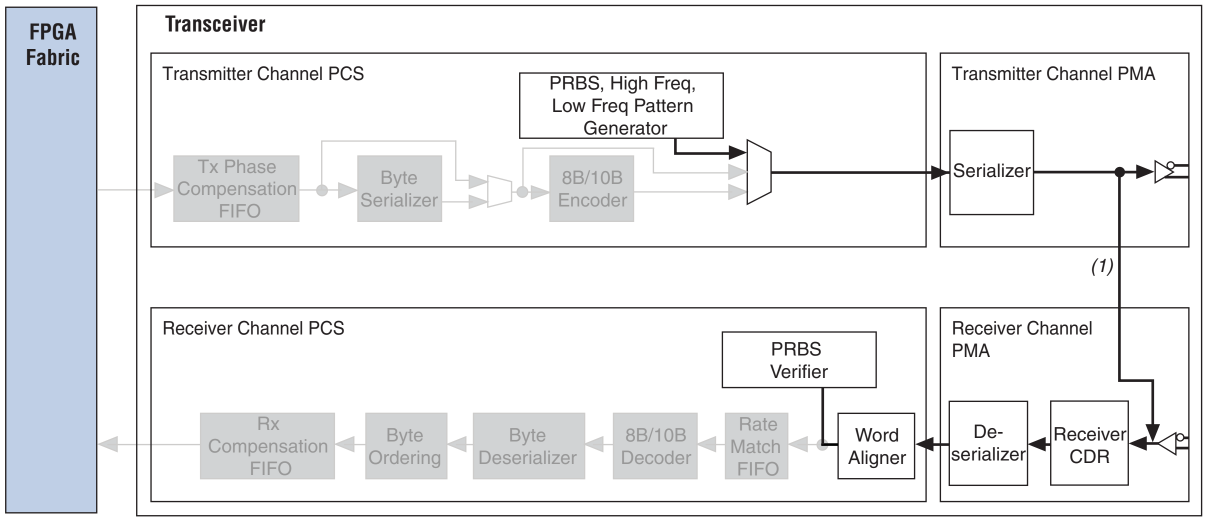
- PCS-FPGA fabric channel width: 16-bit
- 8B/10B blocks: Enabled
- Byte serializer/deserializer: Enabled
- Word aligner: Automatic synchronization state machine mode
- Byte ordering: Enabled

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_bitslipboundarys elect	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_forceelec idle	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_patterndetect	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_enapatternalign	Input	Asynchronous signal.	Controls the word aligner operation configured in manual alignment mode.
	rx_rmfifodatainserted	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_rmfifodatadeleted	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_bitslipboundarys electout	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
February 2015	3.7	■ Updated the GiGE row in Table 1–14. ■ Updated the “GIGE Mode” section. ■ Updated the note in the “Clock Frequency Compensation” section.
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.