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Features...

- Programmable logic devices (PLDs), providing low cost system-on-a-programmable-chip (SOPC) integration in a single device
 - Enhanced embedded array for implementing megafunctions such as efficient memory and specialized logic functions
 - Dual-port capability with up to 16-bit width per embedded array block (EAB)
 - Logic array for general logic functions
- High density
 - 10,000 to 100,000 typical gates (see [Table 1](#))
 - Up to 49,152 RAM bits (4,096 bits per EAB, all of which can be used without reducing logic capacity)
- Cost-efficient programmable architecture for high-volume applications
 - Cost-optimized process
 - Low cost solution for high-performance communications applications
- System-level features
 - MultiVolt™ I/O pins can drive or be driven by 2.5-V, 3.3-V, or 5.0-V devices
 - Low power consumption
 - Bidirectional I/O performance (setup time [t_{SU}] and clock-to-output delay [t_{CO}]) up to 250 MHz
 - Fully compliant with the peripheral component interconnect Special Interest Group (PCI SIG) *PCI Local Bus Specification, Revision 2.2* for 3.3-V operation at 33 MHz or 66 MHz
- Extended temperature range

Table 1. ACEX™ 1K Device Features

Feature	EP1K10	EP1K30	EP1K50	EP1K100
Typical gates	10,000	30,000	50,000	100,000
Maximum system gates	56,000	119,000	199,000	257,000
Logic elements (LEs)	576	1,728	2,880	4,992
EABs	3	6	10	12
Total RAM bits	12,288	24,576	40,960	49,152
Maximum user I/O pins	136	171	249	333

...and More Features

- -1 speed grade devices are compliant with *PCI Local Bus Specification, Revision 2.2* for 5.0-V operation
- Built-in Joint Test Action Group (JTAG) boundary-scan test (BST) circuitry compliant with IEEE Std. 1149.1-1990, available without consuming additional device logic.
- Operate with a 2.5-V internal supply voltage
- In-circuit reconfigurability (ICR) via external configuration devices, intelligent controller, or JTAG port
- ClockLock™ and ClockBoost™ options for reduced clock delay, clock skew, and clock multiplication
- Built-in, low-skew clock distribution trees
- 100% functional testing of all devices; test vectors or scan chains are not required
- Pull-up on I/O pins before and during configuration
- Flexible interconnect
 - FastTrack® Interconnect continuous routing structure for fast, predictable interconnect delays
 - Dedicated carry chain that implements arithmetic functions such as fast adders, counters, and comparators (automatically used by software tools and megafunctions)
 - Dedicated cascade chain that implements high-speed, high-fan-in logic functions (automatically used by software tools and megafunctions)
 - Tri-state emulation that implements internal tri-state buses
 - Up to six global clock signals and four global clear signals
- Powerful I/O pins
 - Individual tri-state output enable control for each pin
 - Open-drain option on each I/O pin
 - Programmable output slew-rate control to reduce switching noise
 - Clamp to V_{CCIO} user-selectable on a pin-by-pin basis
 - Supports hot-socketing

- Software design support and automatic place-and-route provided by Altera development systems for Windows-based PCs and Sun SPARCstation, and HP 9000 Series 700/800 workstations
- Flexible package options are available in 100 to 484 pins, including the innovative FineLine BGA™ packages (see [Tables 2 and 3](#))
- Additional design entry and simulation support provided by EDIF 2 0 0 and 3 0 0 netlist files, library of parameterized modules (LPM), DesignWare components, Verilog HDL, VHDL, and other interfaces to popular EDA tools from manufacturers such as Cadence, Exemplar Logic, Mentor Graphics, OrCAD, Synopsys, Synplicity, VeriBest, and Viewlogic

Table 2. ACEX 1K Package Options & I/O Pin Count *Notes (1), (2)*

Device	100-Pin TQFP	144-Pin TQFP	208-Pin PQFP	256-Pin FineLine BGA	484-Pin FineLine BGA
EP1K10	66	92	120	136	136 (3)
EP1K30		102	147	171	171 (3)
EP1K50		102	147	186	249
EP1K100			147	186	333

Notes:

- (1) ACEX 1K device package types include thin quad flat pack (TQFP), plastic quad flat pack (PQFP), and FineLine BGA packages.
- (2) Devices in the same package are pin-compatible, although some devices have more I/O pins than others. When planning device migration, use the I/O pins that are common to all devices.
- (3) This option is supported with a 256-pin FineLine BGA package. By using SameFrame™ pin migration, all FineLine BGA packages are pin-compatible. For example, a board can be designed to support 256-pin and 484-pin FineLine BGA packages.

Table 3. ACEX 1K Package Sizes

Device	100-Pin TQFP	144-Pin TQFP	208-Pin PQFP	256-Pin FineLine BGA	484-Pin FineLine BGA
Pitch (mm)	0.50	0.50	0.50	1.0	1.0
Area (mm ²)	256	484	936	289	529
Length × width (mm × mm)	16 × 16	22 × 22	30.6 × 30.6	17 × 17	23 × 23

General Description

Altera® ACEX 1K devices provide a die-efficient, low-cost architecture by combining look-up table (LUT) architecture with EABs. LUT-based logic provides optimized performance and efficiency for data-path, register intensive, mathematical, or digital signal processing (DSP) designs, while EABs implement RAM, ROM, dual-port RAM, or first-in first-out (FIFO) functions. These elements make ACEX 1K suitable for complex logic functions and memory functions such as digital signal processing, wide data-path manipulation, data transformation and microcontrollers, as required in high-performance communications applications. Based on reconfigurable CMOS SRAM elements, the ACEX 1K architecture incorporates all features necessary to implement common gate array megafunctions, along with a high pin count to enable an effective interface with system components. The advanced process and the low voltage requirement of the 2.5-V core allow ACEX 1K devices to meet the requirements of low-cost, high-volume applications ranging from DSL modems to low-cost switches.

The ability to reconfigure ACEX 1K devices enables complete testing prior to shipment and allows the designer to focus on simulation and design verification. ACEX 1K device reconfigurability eliminates inventory management for gate array designs and test vector generation for fault coverage.

Table 4 shows ACEX 1K device performance for some common designs. All performance results were obtained with Synopsys DesignWare or LPM functions. Special design techniques are not required to implement the applications; the designer simply infers or instantiates a function in a Verilog HDL, VHDL, Altera Hardware Description Language (AHDL), or schematic design file.

Application	Resources Used		Performance			Units
	LEs	EABs	Speed Grade			
			-1	-2	-3	
16-bit loadable counter	16	0	285	232	185	MHz
16-bit accumulator	16	0	285	232	185	MHz
16-to-1 multiplexer (1)	10	0	3.5	4.5	6.6	ns
16-bit multiplier with 3-stage pipeline (2)	592	0	156	131	93	MHz
256 × 16 RAM read cycle speed (2)	0	1	278	196	143	MHz
256 × 16 RAM write cycle speed (2)	0	1	185	143	111	MHz

Notes:

- (1) This application uses combinatorial inputs and outputs.
- (2) This application uses registered inputs and outputs.

Table 5 shows ACEX 1K device performance for more complex designs. These designs are available as Altera MegaCore™ functions.

Application	LEs Used	Performance			Units
		Speed Grade			
		-1	-2	-3	
16-bit, 8-tap parallel finite impulse response (FIR) filter	597	192	156	116	MSPS
8-bit, 512-point Fast Fourier transform (FFT) function	1,854	23.4	28.7	38.9	μs
		113	92	68	MHz
a16450 universal asynchronous receiver/transmitter (UART)	342	36	28	20.5	MHz

Each ACEX 1K device contains an embedded array and a logic array. The embedded array is used to implement a variety of memory functions or complex logic functions, such as digital signal processing (DSP), wide data-path manipulation, microcontroller applications, and data-transformation functions. The logic array performs the same function as the sea-of-gates in the gate array and is used to implement general logic such as counters, adders, state machines, and multiplexers. The combination of embedded and logic arrays provides the high performance and high density of embedded gate arrays, enabling designers to implement an entire system on a single device.

ACEX 1K devices are configured at system power-up with data stored in an Altera serial configuration device or provided by a system controller. Altera offers EPC16, EPC2, EPC1, and EPC1441 configuration devices, which configure ACEX 1K devices via a serial data stream. Configuration data can also be downloaded from system RAM or via the Altera MasterBlaster™, ByteBlasterMV™, or BitBlaster™ download cables. After an ACEX 1K device has been configured, it can be reconfigured in-circuit by resetting the device and loading new data. Because reconfiguration requires less than 40 ms, real-time changes can be made during system operation.

ACEX 1K devices contain an interface that permits microprocessors to configure ACEX 1K devices serially or in parallel, and synchronously or asynchronously. The interface also enables microprocessors to treat an ACEX 1K device as memory and configure it by writing to a virtual memory location, simplifying device reconfiguration.



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

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

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

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

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



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

Functional Description

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

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

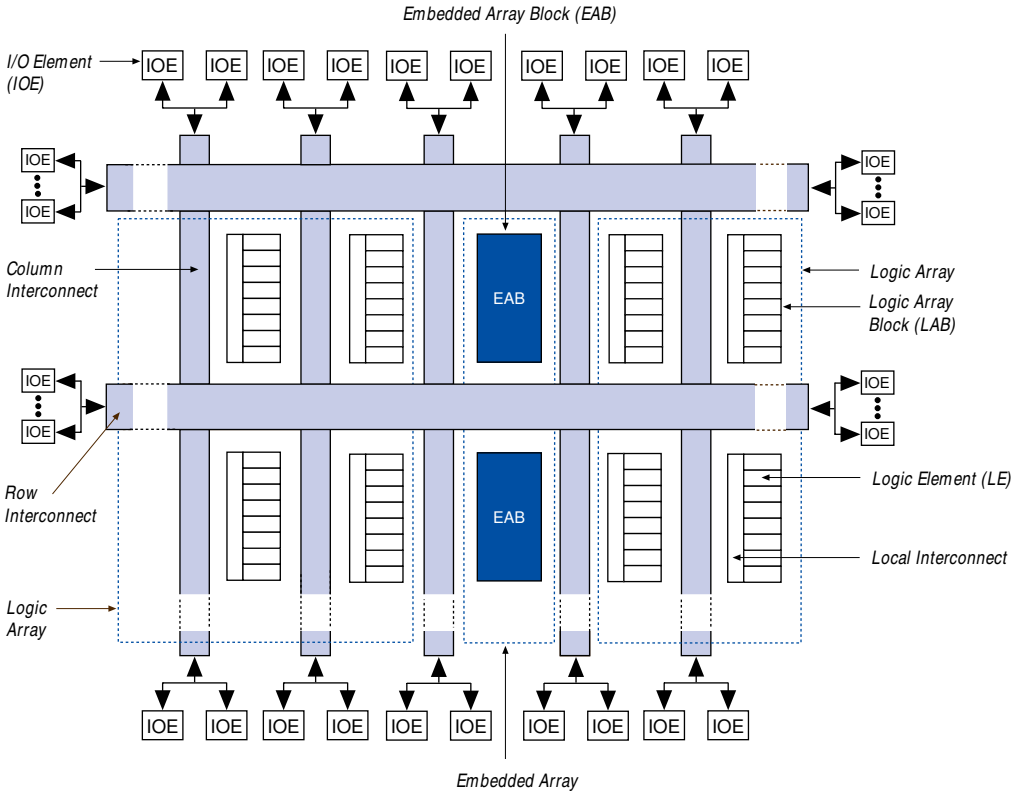
The logic array consists of logic array blocks (LABs). Each LAB contains eight LEs and a local interconnect. An LE consists of a 4-input LUT, a programmable flipflop, and dedicated signal paths for carry and cascade functions. The eight LEs can be used to create medium-sized blocks of logic—such as 8-bit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

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

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

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

Figure 1. ACEX 1K Device Block Diagram



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

Embedded Array Block

The EAB is a flexible block of RAM, with registers on the input and output ports, that is used to implement common gate array megafunctions. Because it is large and flexible, the EAB is suitable for functions such as multipliers, vector scalars, and error correction circuits. These functions can be combined in applications such as digital filters and microcontrollers.

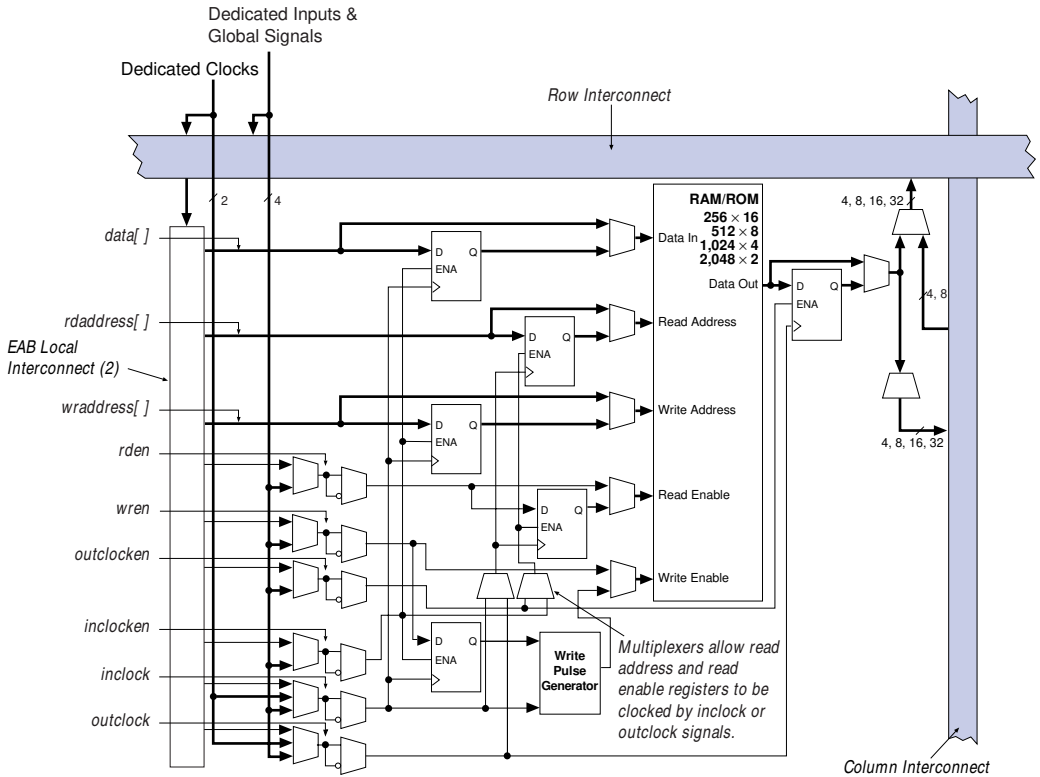
Logic functions are implemented by programming the EAB with a read-only pattern during configuration, thereby creating a large LUT. With LUTs, combinatorial functions are implemented by looking up the results rather than by computing them. This implementation of combinatorial functions can be faster than using algorithms implemented in general logic, a performance advantage that is further enhanced by the fast access times of EABs. The large capacity of EABs enables designers to implement complex functions in a single logic level without the routing delays associated with linked LEs or field-programmable gate array (FPGA) RAM blocks. For example, a single EAB can implement any function with 8 inputs and 16 outputs. Parameterized functions, such as LPM functions, can take advantage of the EAB automatically.

The ACEX 1K enhanced EAB supports dual-port RAM. The dual-port structure is ideal for FIFO buffers with one or two clocks. The ACEX 1K EAB can also support up to 16-bit-wide RAM blocks. The ACEX 1K EAB can act in dual-port or single-port mode. When in dual-port mode, separate clocks may be used for EAB read and write sections, allowing the EAB to be written and read at different rates. It also has separate synchronous clock enable signals for the EAB read and write sections, which allow independent control of these sections.

The EAB can also be used for bidirectional, dual-port memory applications where two ports read or write simultaneously. To implement this type of dual-port memory, two EABs are used to support two simultaneous reads or writes.

Alternatively, one clock and clock enable can be used to control the input registers of the EAB, while a different clock and clock enable control the output registers (see [Figure 2](#)).

Figure 2. ACEX 1K Device in Dual-Port RAM Mode *Note (1)*



Notes:

- (1) All registers can be asynchronously cleared by EAB local interconnect signals, global signals, or the chip-wide reset.
- (2) EP1K10, EP1K30, and EP1K50 devices have 88 EAB local interconnect channels; EP1K100 devices have 104 EAB local interconnect channels.

The EAB can use Altera megafunctions to implement dual-port RAM applications where both ports can read or write, as shown in Figure 3. The ACEX 1K EAB can also be used in a single-port mode (see Figure 4).

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

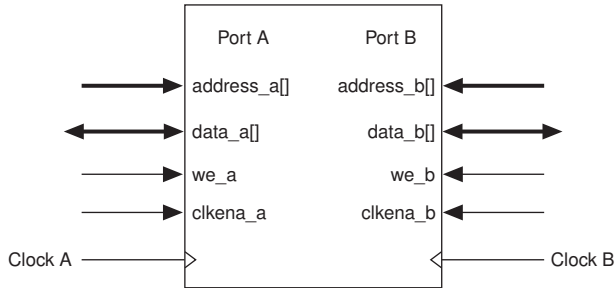
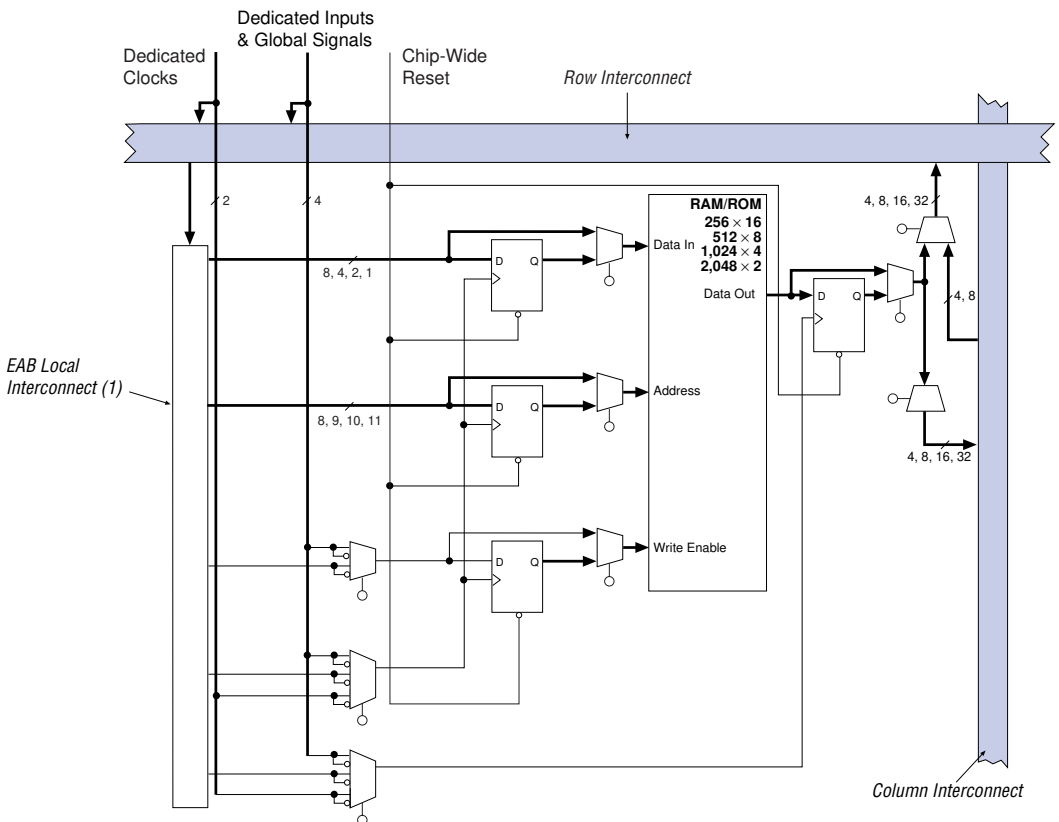


Figure 4. ACEX 1K Device in Single-Port RAM Mode



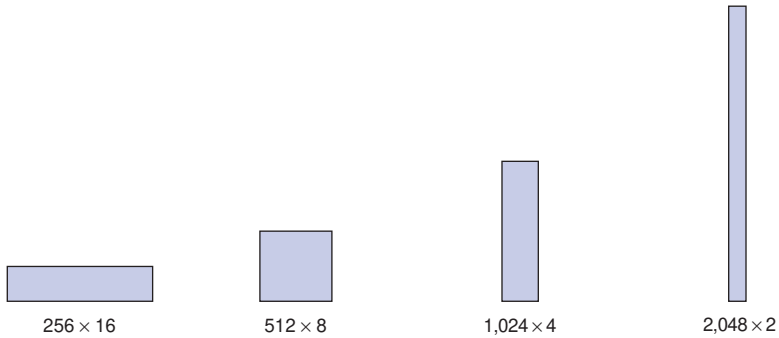
Note:

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

EABs can be used to implement synchronous RAM, which is easier to use than asynchronous RAM. A circuit using asynchronous RAM must generate the RAM write enable signal, while ensuring that its data and address signals meet setup and hold time specifications relative to the write enable signal. In contrast, the EAB's synchronous RAM generates its own write enable signal and is self-timed with respect to the input or write clock. A circuit using the EAB's self-timed RAM must only meet the setup and hold time specifications of the global clock.

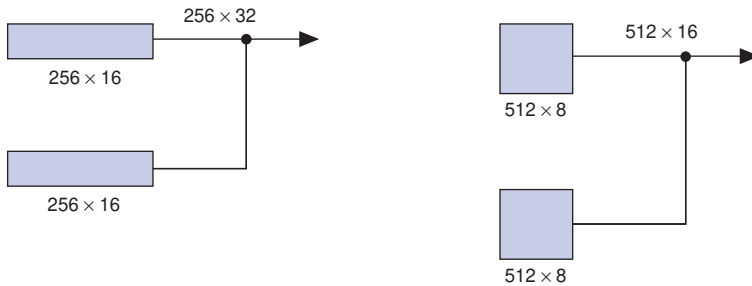
When used as RAM, each EAB can be configured in any of the following sizes: 256×16 ; 512×8 ; $1,024 \times 4$; or $2,048 \times 2$. Figure 5 shows the ACEX 1K EAB memory configurations.

Figure 5. ACEX 1K EAB Memory Configurations



Larger blocks of RAM are created by combining multiple EABs. For example, two 256×16 RAM blocks can be combined to form a 256×32 block, and two 512×8 RAM blocks can be combined to form a 512×16 block. Figure 6 shows examples of multiple EAB combination.

Figure 6. Examples of Combining ACEX 1K EABs



If necessary, all EABs in a device can be cascaded to form a single RAM block. EABs can be cascaded to form RAM blocks of up to 2,048 words without impacting timing. Altera software automatically combines EABs to meet a designer's RAM specifications.

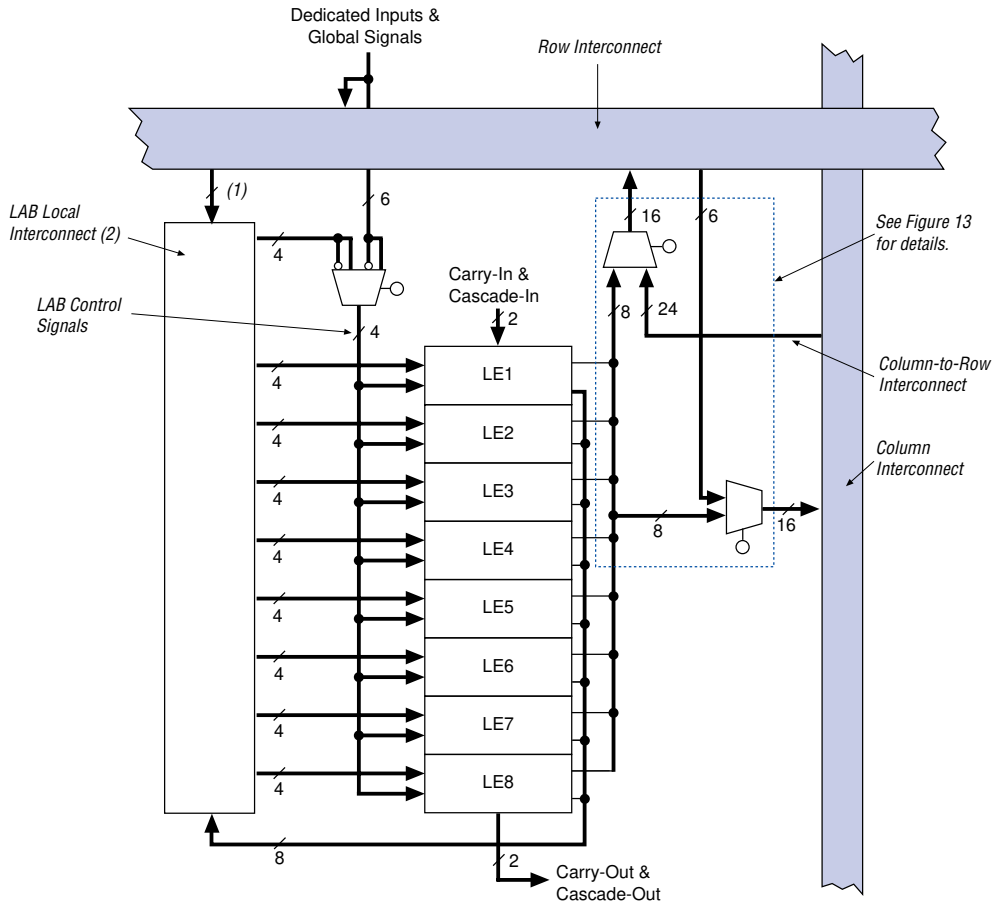
EABs provide flexible options for driving and controlling clock signals. Different clocks and clock enables can be used for reading and writing to the EAB. Registers can be independently inserted on the data input, EAB output, write address, write enable signals, read address, and read enable signals. The global signals and the EAB local interconnect can drive write-enable, read-enable, and clock-enable signals. The global signals, dedicated clock pins, and EAB local interconnect can drive the EAB clock signals. Because the LEs drive the EAB local interconnect, the LEs can control write-enable, read-enable, clear, clock, and clock-enable signals.

An EAB is fed by a row interconnect and can drive out to row and column interconnects. Each EAB output can drive up to two row channels and up to two column channels; the unused row channel can be driven by other LEs. This feature increases the routing resources available for EAB outputs (see [Figures 2 and 4](#)). The column interconnect, which is adjacent to the EAB, has twice as many channels as other columns in the device.

Logic Array Block

An LAB consists of eight LEs, their associated carry and cascade chains, LAB control signals, and the LAB local interconnect. The LAB provides the coarse-grained structure to the ACEX 1K architecture, facilitating efficient routing with optimum device utilization and high performance. [Figure 7](#) shows the ACEX 1K LAB.

Figure 7. ACEX 1K LAB



Notes:

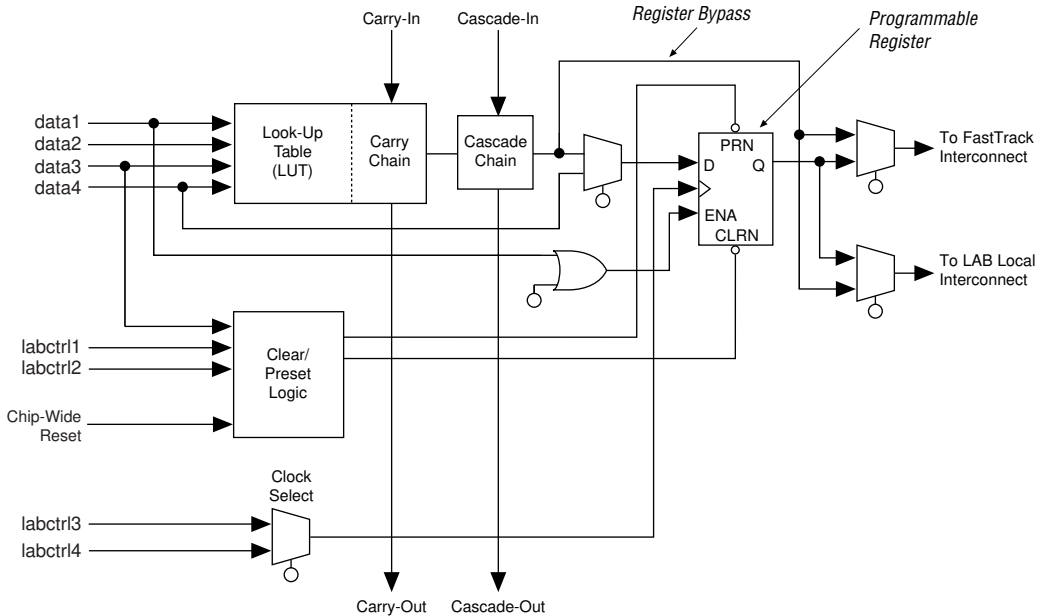
- (1) EP1K10, EP1K30, and EP1K50 devices have 22 inputs to the LAB local interconnect channel from the row; EP1K100 devices have 26.
- (2) EP1K10, EP1K30, and EP1K50 devices have 30 LAB local interconnect channels; EP1K100 devices have 34.

Each LAB provides four control signals with programmable inversion that can be used in all eight LEs. Two of these signals can be used as clocks, the other two can be used for clear/preset control. The LAB clocks can be driven by the dedicated clock input pins, global signals, I/O signals, or internal signals via the LAB local interconnect. The LAB preset and clear control signals can be driven by the global signals, I/O signals, or internal signals via the LAB local interconnect. The global control signals are typically used for global clock, clear, or preset signals because they provide asynchronous control with very low skew across the device. If logic is required on a control signal, it can be generated in one or more LEs in any LAB and driven into the local interconnect of the target LAB. In addition, the global control signals can be generated from LE outputs.

Logic Element

The LE, the smallest unit of logic in the ACEX 1K architecture, has a compact size that provides efficient logic utilization. Each LE contains a 4-input LUT, which is a function generator that can quickly compute any function of four variables. In addition, each LE contains a programmable flipflop with a synchronous clock enable, a carry chain, and a cascade chain. Each LE drives both the local and the FastTrack Interconnect routing structure. [Figure 8](#) shows the ACEX 1K LE.

Figure 8. ACEX 1K Logic Element



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

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

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

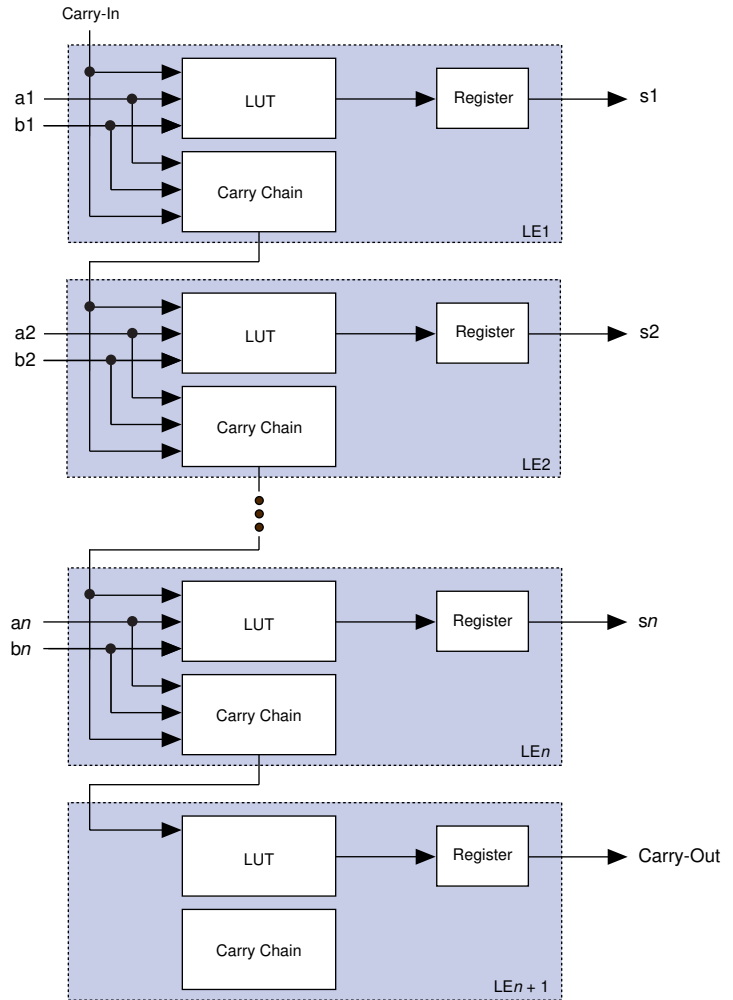
Carry Chain

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

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

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

Figure 9. ACEX 1K Carry Chain Operation (n-Bit Full Adder)



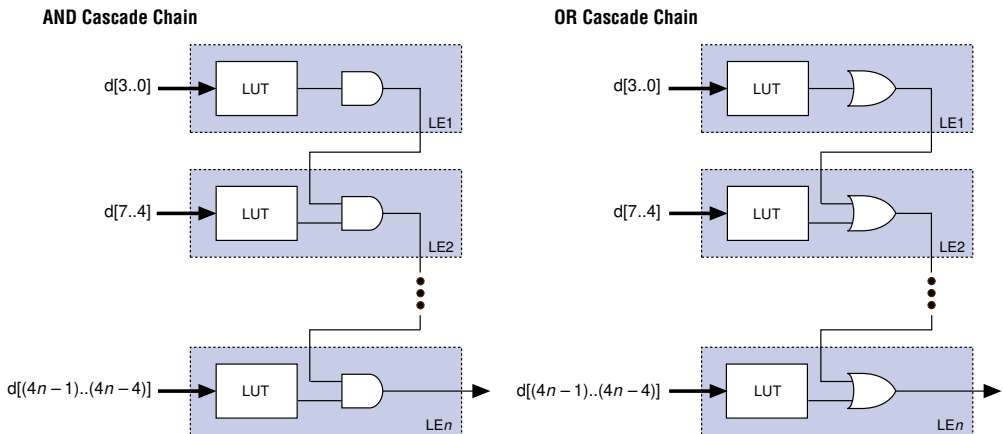
Cascade Chain

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

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

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

Figure 10. ACEX 1K Cascade Chain Operation



LE Operating Modes

The ACEX 1K LE can operate in the following four modes:

- Normal mode
- Arithmetic mode
- Up/down counter mode
- Clearable counter mode

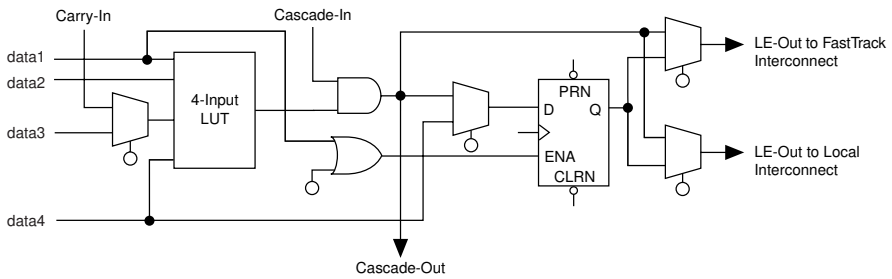
Each of these modes uses LE resources differently. In each mode, seven available inputs to the LE—the four data inputs from the LAB local interconnect, the feedback from the programmable register, and the carry-in and cascade-in from the previous LE—are directed to different destinations to implement the desired logic function. Three inputs to the LE provide clock, clear, and preset control for the register. The Altera software, in conjunction with parameterized functions such as LPM and DesignWare functions, automatically chooses the appropriate mode for common functions such as counters, adders, and multipliers. If required, the designer can also create special-purpose functions that use a specific LE operating mode for optimal performance.

The architecture provides a synchronous clock enable to the register in all four modes. The Altera software can set `DATA1` to enable the register synchronously, providing easy implementation of fully synchronous designs.

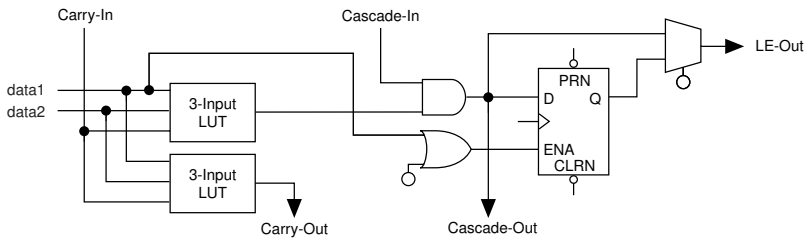
Figure 11 shows the ACEX 1K LE operating modes.

Figure 11. ACEX 1K LE Operating Modes

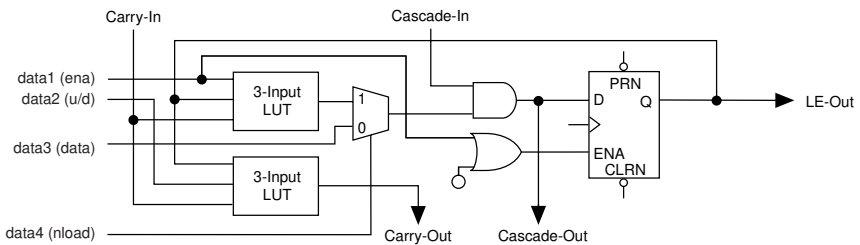
Normal Mode



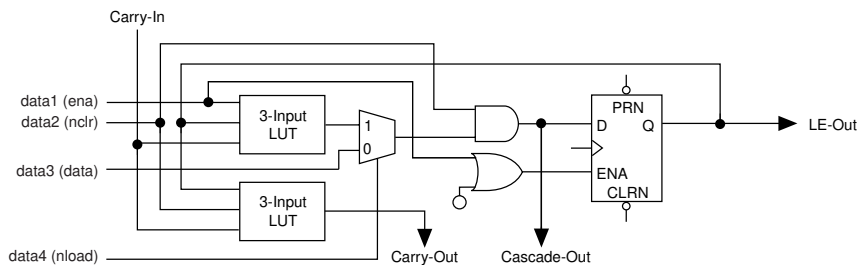
Arithmetic Mode



Up/Down Counter Mode



Clearable Counter Mode



Normal Mode

The normal mode is suitable for general logic applications and wide decoding functions that can take advantage of a cascade chain. In normal mode, four data inputs from the LAB local interconnect and the carry-in are inputs to a 4-input LUT. The compiler automatically selects the carry-in or the DATA3 signal as one of the inputs to the LUT. The LUT output can be combined with the cascade-in signal to form a cascade chain through the cascade-out signal. Either the register or the LUT can be used to drive both the local interconnect and the FastTrack Interconnect routing structure at the same time.

The LUT and the register in the LE can be used independently (register packing). To support register packing, the LE has two outputs; one drives the local interconnect, and the other drives the FastTrack Interconnect routing structure. The DATA4 signal can drive the register directly, allowing the LUT to compute a function that is independent of the registered signal; a 3-input function can be computed in the LUT, and a fourth independent signal can be registered. Alternatively, a 4-input function can be generated, and one of the inputs to this function can be used to drive the register. The register in a packed LE can still use the clock enable, clear, and preset signals in the LE. In a packed LE, the register can drive the FastTrack Interconnect routing structure while the LUT drives the local interconnect, or vice versa.

Arithmetic Mode

The arithmetic mode offers two 3-input LUTs that are ideal for implementing adders, accumulators, and comparators. One LUT computes a 3-input function; the other generates a carry output. As shown in [Figure 11](#), the first LUT uses the carry-in signal and two data inputs from the LAB local interconnect to generate a combinatorial or registered output. For example, in an adder, this output is the sum of three signals: *a*, *b*, and carry-in. The second LUT uses the same three signals to generate a carry-out signal, thereby creating a carry chain. The arithmetic mode also supports simultaneous use of the cascade chain.

Up/Down Counter Mode

The up/down counter mode offers counter enable, clock enable, synchronous up/down control, and data loading options. These control signals are generated by the data inputs from the LAB local interconnect, the carry-in signal, and output feedback from the programmable register. Two 3-input LUTs are used; one generates the counter data, and the other generates the fast carry bit. A 2-to-1 multiplexer provides synchronous loading. Data can also be loaded asynchronously with the clear and preset register control signals without using the LUT resources.

Clearable Counter Mode

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

Internal Tri-State Emulation

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

Clear & Preset Logic Control

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

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

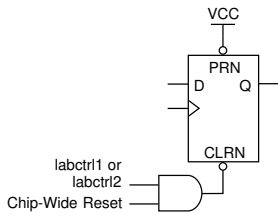
The clear and preset logic is implemented in one of the following six modes chosen during design entry:

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

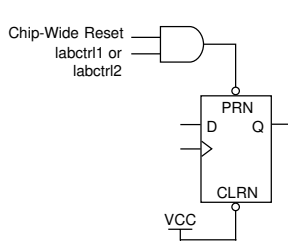
In addition to the six clear and preset modes, ACEX 1K devices provide a chip-wide reset pin that can reset all registers in the device. Use of this feature is set during design entry. In any of the clear and preset modes, the chip-wide reset overrides all other signals. Registers with asynchronous presets may be preset when the chip-wide reset is asserted. Inversion can be used to implement the asynchronous preset. Figure 12 shows examples of how to setup the preset and clear inputs for the desired functionality.

Figure 12. ACEX 1K LE Clear & Preset Modes

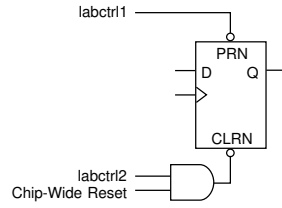
Asynchronous Clear



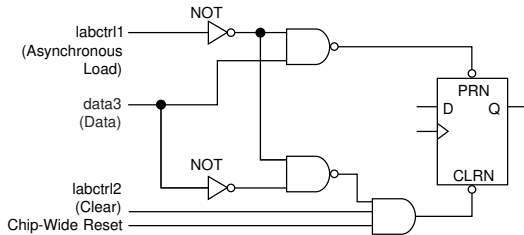
Asynchronous Preset



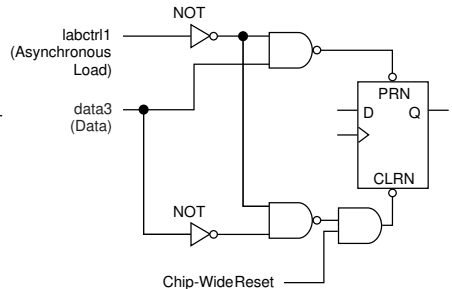
Asynchronous Preset & Clear



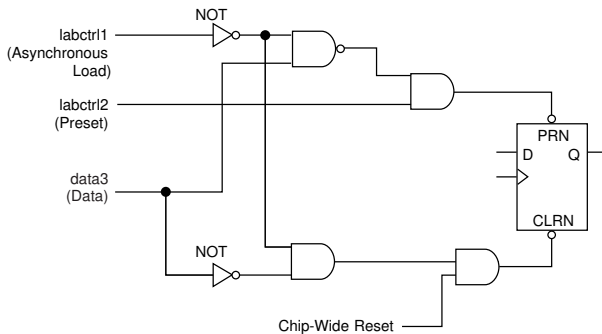
Asynchronous Load with Clear



Asynchronous Load without Clear or Preset



Asynchronous Load with Preset



Asynchronous Clear

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

Asynchronous Preset

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

Asynchronous Preset & Clear

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

Asynchronous Load with Clear

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

Asynchronous Load with Preset

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

Asynchronous Load without Preset or Clear

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