

CY7C4122KV13/CY7C4142KV13

144-Mbit QDR™-IV XP SRAM

e 144-Mbit QDR™-IV XP SRAM Features

- 144-Mbit density (8M \times 18, 4M \times 36)
- Total Random Transaction Rate^{[\[1](#page-0-0)]} of 2132 MT/s
- Maximum operating frequency of 1066 MHz
- Read latency of 8.0 clock cycles and write latency of 5.0 clock cycles
- Eight-bank architecture enables one access per bank per cycle
- Two-word burst on all accesses
- Dual independent bidirectional data ports ❐ Double data rate (DDR) data ports ❐ Supports concurrent read/write transactions on both ports
- Single address port used to control both data ports ❐ DDR address signaling
- Single data rate (SDR) control signaling
- High-speed transceiver logic (HSTL) and stub series terminated logic (SSTL) compatible signaling (JESD8-16A compliant)
	- \Box I/O V_{DDQ} = 1.2 V ± 50 mV or 1.25 V ± 50 mV
- Pseudo open drain (POD) signaling (JESD8-24 compliant) \Box I/O V_{DDQ} = 1.1 V ± 50 mV or 1.2 V ± 50 mV
- Core voltage

 \Box V_{DD} = 1.3 V ± 40 mV

- On-die termination (ODT) ❐ Programmable for clock, address/command, and data inputs
- Internal self-calibration of output impedance through ZQ pin
- Bus inversion to reduce switching noise and power ❐ Programmable on/off for address and data
- Address bus parity error protection
- Training sequence for per-bit deskew
- On-chip error correction code (ECC) to reduce soft error rate (SER)
- JTAG 1149.1 test access port (JESD8-26 compliant) ❐ 1.3-V LVCMOS signaling
- Available in 361-ball FCBGA Pb-free package (21 × 21 mm)

Configurations

CY7C4122KV13 – 8M × 18

CY7C4142KV13 – 4M × 36

Functional Description

The QDR™-IV XP (Xtreme Performance) SRAM is a high-performance memory device optimized to maximize the number of random transactions per second by the use of two independent bidirectional data ports.

These ports are equipped with DDR interfaces and designated as port A and port B respectively. Accesses to these two data ports are concurrent and independent of each other. Access to each port is through a common address bus running at DDR. The control signals are running at SDR and determine if a read or write should be performed.

There are three types of differential clocks:

- (CK, CK#) for address and command clocking
- (DKA, DKA#, DKB, DKB#) for data input clocking
- (QKA, QKA#, QKB, QKB#) for data output clocking

Addresses for port A are latched on the rising edge of the input clock (CK), and addresses for port B are latched on the falling edge of the input clock (CK).

This QDR-IV XP SRAM is internally partitioned into eight internal banks. Each bank can be accessed once for every clock cycle, enabling the SRAM to operate at high frequencies.

The QDR-IV XP SRAM device is offered in a two-word burst option and is available in × 18 and × 36 bus width configurations.

For an ×18 bus-width configuration, there are 22 address bits, and for an ×36 bus width configuration, there are 21 address bits respectively.

An on-chip ECC circuitry detects and corrects all single-bit memory errors including those induced by soft error events, such as cosmic rays and alpha particles. The resulting SER of these devices is expected to be less than 0.01 FITs/Mb, a four-order-of-magnitude improvement over previous generation SRAMs.

For a complete list of related resources, [click here.](http://www.cypress.com/?rID=90795)

Selection Guide

Note

Random Transaction Rate (RTR) is defined as the number of fully random memory accesses (reads or writes) that can be performed on the memory. RTR is measured in million transactions per second.

Logic Block Diagram – CY7C4122KV13

Logic Block Diagram – CY7C4142KV13

Contents

Pin Configurations

Figure 1. 361-ball FCBGA Pinout

CY7C4122KV13 (8M × 18)

Pin Configurations (continued)

Figure 2. 361-ball FCBGA Pinout

CY7C4142KV13 (4M × 36)

Pin Definitions

Pin Definitions (continued)

Functional Overview

The QDR-IV XP SRAM is a two-word burst synchronous SRAM equipped with dual independent bidirectional data ports. The following sections describe the device operation.

Clocking

There are three groups of clock signals: CK/CK#, DKx/DKx#, and QKx/QKx#, where x can be A or B, referring to the respective ports.

The CK/CK# clock is associated with the address and control pins: A[24:0], LDA#, LDB#, RWA#, RWB#. The CK/CK# transitions are centered with respect to the address and control signal transitions.

The DKx/DKx# clocks are associated with write data. The DKx/DKx# clocks are used as source-centered clocks for the DDR DQx and DINVx pins, when acting as inputs for the write data.

The QKx/QKx# clocks are associated with read data. The QKx/QKx# clocks are used as source-synchronous clocks for the double data rate DQx and DINVx pins, when acting as outputs for the read data.

Command Cycles

The QDR-IV XP SRAM read and write commands are driven by the control inputs (LDA#, LDB#, RWA#, and RWB#) and the Address Bus.

The port A control inputs (LDA# and RWA#) are sampled at the **rising** edge of the input clock. The port B control inputs (LDB# and RWB#) are sampled at the **falling** edge of the input clock.

For port A:

When LDA $# = 0$ and RWA $# = 1$, a read operation is initiated.

When LDA $# = 0$ and RWA $# = 0$, a write operation is initiated.

The address is sampled on the **rising** edge of the input clock.

For port B:

When LDB# = 0 and RWB# = 1, a read operation is initiated.

When LDB# = 0 and RWB# = 0, a write operation is initiated.

The address is sampled on the **falling** edge of the input clock.

Read and Write Data Cycles

Read data is supplied to the DQA pins exactly eight clock cycles from the **rising** edge of the CK signal corresponding to the cycle where the read command was initiated. QVLDA is asserted one-half clock cycle prior to the first data word driven on the bus. It is deasserted one-half cycle prior to the last data word driven on the bus. Data outputs are tristated in the clock following the last data word.

Read data is supplied to the DQB pins exactly eight clock cycles from the **falling** edge of the CK signal corresponding to the cycle that the read command was initiated. QVLDB is asserted one-half clock cycle prior to the first data word driven on the bus. It is deasserted one-half cycle prior to the last data word driven on the bus. Data outputs are tristated in the clock following the last data word.

Write data is supplied to the DQA pins exactly five clock cycles from the **rising** edge of the CK signal corresponding to the cycle that the write command was initiated.

Write data is supplied to the DQB pins exactly five clock cycles from the **falling** edge of the CK signal corresponding to the cycle that the write command was initiated.

Banking Operation

The QDR-IV XP SRAM is designed with eight internal banks. The lower three address pins (A0, A1, and A2) select the bank that will be accessed. These address inputs are also known as bank address pins.

Bank Access Rules

- 1. On the **rising** edge of the input clock, **any bank address** may be accessed. This is the address associated with port A.
- 2. On the **falling** edge of the input clock, **any other bank address** may be accessed. This is the address associated with port B.
- 3. If port A did **not** issue a command on the **rising** edge of the input clock, then port B may access **any bank address** on the **falling** edge of the input clock.
- 4. From the **rising edge** of the input clock cycle to the **next rising edge** of the input clock, there is **no address restriction**. Port A may access any bank at any time.

To clarify, the banking restriction only applies in a single clock cycle. Since the port A address is sampled on the rising edge of the input clock, there are no restrictions with port A access. Because the port B address is sampled on the falling edge of the input clock, port B has the restriction that it must use a different bank than port A.

Banking Violations

- 1. Accesses for port A cannot cause a banking violation, only accesses to port B can.
- 2. If port B tries to access the same bank as port A, then the **port B access** to the memory array is **ignored**. The port A access will still occur normally.
- 3. If the requested cycle on port B was a write, then there will be no external indication that a banking violation occurred.
- 4. If the requested cycle on port B was a read, then there will be no QVLDB signal generated. Outputs will remain tristated.

Address and Data Bus Inversion

To reduce simultaneous switching noise and I/O current, QDR-IV XP SRAM provides the ability to invert all address and data pins.

The AINV pin indicates whether the address bus, A[24:0], and the address parity bit, AP, is inverted. The address bus and parity bit are considered one group. The function of the AINV is controlled by the memory controller. However, the following rules should be used in the system design:

■ For a ×36 configuration part, 21 address pins plus 1 parity bit are used for 22 signals in the address group.If the number of 0's in the address group is \geq 11, AINV is set to 1 by the controller. As a result, no more than 11 pins may switch in the same direction during each bit time.

■ For a ×18 data width part, 22 address pins plus 1 parity bit are used for 23 signals in the address group. If the number of 0s in the address group is \geq 12, AINV is set to 1 by the controller. As a result, no more than 12 pins may switch in the same direction during each bit time.

The DINVA and DINVB pins indicate whether the corresponding DQA and DQB pins are inverted.

- \blacksquare For a \times 36 data width part, the data bus for each port is split into groups of 18 pins. Each 18-pin data group is guaranteed to be driving less than or equal to 10 pins low on any given cycle.If the number of 0s in the data group is \geq 10, DINV is set to 1. As a result, no more than 10 pins may switch in the same direction during each bit time.
- \blacksquare For a \times 18 data width part, the data bus for each port is split into groups of 9 pins. Each 9-pin data group is guaranteed to be driving less than or equal to five pins low on any given cycle. If the number of 0s in the data group is \geq 5, DINV is set to 1. As a result, no more than five pins may switch in the same direction during each bit time.

AINV, DINVA[1:0], DINVB[1:0] are all active high. When set to 1, the corresponding bus is inverted. If the data inversion feature is programmed to be OFF, then the DINVA/DINVB output bits will always be driven to 0.

These functions are programmable through the configuration registers and can be enabled or disabled for the address bus and the data bus independently.

During configuration register read and write cycles, the address inversion input is ignored and the data inversion output is always driven to 0 when the register read data is driven on the data bus. Specifically, the register read data is driven on DQA[7:0] and the DINVA[0] bit is driven to 0. All other DQA/DQB data bits and DINVA/DINVB bits are tristated. In addition, the address parity input (AP) is ignored.

Address Parity

The QDR-IV XP SRAM provides an address parity feature to provide integrity on the address bus. Two pins are provided to support this function: AP and PE#.

The AP pin is used to provide an even parity across the address pins. The value of AP is set so that the total number of 1s (including the AP bit) is even. The AP pin is a DDR input.

Internally, when an address parity error is detected, the access to the memory array is ignored if it was a write cycle. A read access continues normally even if an address parity error is detected.

Externally, the PE# pin is used to indicate that an address parity error has occurred. This pin is Active Low and is set to 0 within RL cycles after the address parity error is detected. It remains asserted until the error is cleared through the configuration registers.

The address parity function is optional and can be enabled or disabled in the configuration registers.

During configuration register read and write cycles, the address parity input is ignored. Parity is not checked during these cycles. **Note** The memory controller should generate address parity based on the address bus first. Address inversion is done later on the address bus and address parity bit.

Port Enable

The QDR-IV XP SRAM has two independent bidirectional data ports. However, some system designers may either choose to use only one port, or use one port as read-only and one port as write-only.

If a port is used in a unidirectional mode, disable the data clocks (DKx/DKx# or QKx/QKx#) to reduce EMI effects in the system. In addition, disable the corresponding control input (RWx#).

Port B may be programmed to be entirely disabled. If port B is not used, then the following must happen:

- The data clocks (DKB/DKB# and QKB/QKB#) and the control inputs (LDB# and RWB#) must be disabled.
- All data bus signals must be tri-stated. This includes DQB, DINVB, and QVLDB.
- All input signals related to port B can be left floating or tied to either 1 or 0 without any adverse effects on the port A operation.
- When port B is not used, all output signals related to port B are inactive.

A configuration register option is provided to specify if one of the ports is not used or is operating in a unidirectional mode.

On-Die Termination (ODT) Operation

When enabled, the ODT circuits for the chip will be enabled during all NOP and write cycles. The ODT is temporarily disabled only during read cycles because the read data is driven out.

Specifically, ODT is disabled one-half clock cycle before the first beat of the read data is driven on the data bus and remains disabled during the entire read operation. ODT is enabled again one-half clock cycle after the last beat of read data is driven on the data bus.

JTAG Operation

The JTAG interface uses five signals: TRST#, TCK, TMS, TDI, and TDO. For normal JTAG operation, the use of TRST# is **not** optional for this device.

While in the JTAG mode, the following conditions are true:

■ ODT for all pins is disabled.

If the JTAG function is not used in the system, then the TRST# pin must be tied to VDD and the TCK input must be driven low or tied to VSS. TMS, TDI, and TDO may be left floating.

Power-Up and Reset

The QDR-IV XP SRAM has specific power-up and reset requirements to guarantee reliable operation.

Power-Up Sequence

- **Apply V_{DD}** before V_{DDQ}.
- **■** Apply V_{DDQ} before V_{REF} or at the same time as V_{REF}.

Reset Sequence

Refer to the Reset timing diagram ([Figure 16 on page 41\)](#page-40-0).

- 1. As the power comes up, all inputs may be in an undefined state, except RST# and TRST#, which must be LOW during t_{PWR}.
- 2. The first signal that should be driven to the device is the input clock (CK/CK#), which may be unstable for the duration of tPWR.
- 3. After the input clock has stabilized, all the control inputs should be driven to a valid value as follows:
- a. RST# = 0
- b. CFG# = 1
- c. $LBK0# = 1$
- d. $LBK1# = 1$
- e. $LDA# = 1$
- f. $LDB# = 1$
- 4. Reset should remain asserted, while all other control inputs deasserted, for a minimum time of 200 μ s (t_{RSS}).
- 5. At the rising edge of reset, the address bits A[13:0] are sampled to load in the ODT values and Port Enable values. After reset, internal operations in the device may start. This may include operations, such as PLL initialization and resetting internal registers.
- 6. However, all external control signals must remain deasserted for a minimum time of 400000 clocks (t_{RSH}) . During this time all other signals (data and address busses) should be driven to a valid level. All inputs to the device should be driven to a valid level.
- 7. After this, the device is in normal operating mode and ready to respond to control inputs.

Typically, after a reset sequence, the system starts to perform a training sequence involving the steps outlined in the following section.

However, RST# may be asserted at any time by the system and the system may wish to initiate normal read/write operations after a reset sequence, without going through another training sequence. The chip should be able to accept normal read/write operations immediately following t_{RSH} after the deassertion of RST#.

PLL Reset Operation

The configuration registers contain a bit to reset the PLL. Operating the QDR-IV XP SRAM device without the PLL enabled is not supported—timing characteristics are not guaranteed when the PLL is disabled. However, this bit is intended to allow the system to reset the PLL locking circuitry.

Resetting the PLL is accomplished by first programming the PLL Reset bit to 1 to disable the PLL, and then programming the bit to 0 to enable the PLL. After these steps, the PLL will relock to the input clock. A wait time of tPLL is required.

Operation Modes

The QDR-IV XP SRAM has three unique modes of operation:

- 1. Configuration
- 2. Loopback
- 3. Memory Access

These modes are defined by the level of the control signals CFG#, LBK0#, LBK1#, LDA#, LDB#.

It is intended that these operations are mutually exclusive. In other words, one operation mode cannot be performed simultaneously with another operation mode.

There is no priority given for inadvertently asserting the control signals at the wrong time. The internal chip behavior is not defined for improper control signal assertion. The system must strictly adhere to proper mode transitions, as defined in the following sections, for proper device operation.

Configuration

A Configuration operation mode is entered when the CFG# signal is asserted. Memory Access or Loopback operations should not be performed for a minimum of 32 clocks prior to entering this mode.

While in this mode, the control signals LDB#, LBK0#, and LBK1# must not be asserted. However, LDA# is used to perform the actual Register Read and Write operations.

Memory Access or Loopback operations should not be performed for a minimum of 32 clocks after exiting this mode.

Loopback

A Loopback operation mode is entered when the LBK0# and/or LBK1# signals are asserted. Memory Access or Configuration operations should not be performed for a minimum of 32 clocks prior to entering this mode.

Just after entering this mode, an additional 32 clocks are required before the part is ready to accept toggling valid inputs for training.

While in this mode, LDA# and LDB# may be toggled for training.

Memory Access or Configuration operations should not be performed for a minimum of 32 clocks after exiting this mode.

Data inversion is not used during the Loopback mode. Even if the configuration register has this feature enabled, it is temporarily ignored during the Loopback mode.

Memory Access

If the control signals CFG#, LBK0#, and LBK1# are not asserted, then the device is in the Memory Access mode. This mode is the normal operating mode of the device.

While in this mode, a memory access cycle is performed when the LDA# and/or LDB# signals are asserted. The control signals CFG#, LBK0#, and LBK1# must not be asserted when performing a memory access cycle.

A memory access should not be performed for a minimum of 32 clocks prior to leaving this mode.

Deskew Training Sequence

The QDR-IV XP SRAM provides support that allows a memory controller to deskew signals for a high-speed operation. The memory controller provides the deskew function if deskew is desired. During the deskew operation, the QDR-IV XP SRAM operates in the Loopback mode.

Refer to the Loopback Timing Diagram [\(Figure 15 on page 40\)](#page-39-0).

Deskew is achieved in three steps:

- 1. Control/address deskew
- 2. Read data deskew
- 3. Write data deskew

Control/Address Deskew

Assert LBK0# to 0 and/or LBK1# to 0.

The following 39 signals are looped back:

- DKA0, DKA0#, DKA1, DKA1#
- DKB0, DKB0#, DKB1, DKB1#
- LDA#, RWA#, LDB#, RWB#
- A[24:0], AINV, AP

The clock inputs DKA0, DKA0#, DKA1#, DKB0, DKB0#, DKB1, and DKB1# are free-running clock inputs and should be continuously running during the training sequence. In addition, a wait time of tPLL is needed.

Refer to [Table 1 on page 14](#page-13-1) for the loopback signal mapping.

For each pin that is looped back, the input pin is sampled on both the rising and falling edges using the input clock (CK/CK#).

The value output on the rising edge of the output clock (QKA/QKA#) will be the value that was sampled on the rising edge of the input clock.

The value output on the falling edge of the output clock (QKA/QKA#) will be the **inverted** value that was sampled on the falling edge of the input clock.

The delay from the input pins to the DQA outputs is t_{LBL} , which is 16 clocks.

Read Data Deskew

At this time, the address, control, and data input clocks are already deskewed.

Read data deskew requires a training pattern to be written into the memory using data held at constant values.

Complex data patterns, such as the following, may be written into the memory using the non-deskewed DQA and/or DQB signals and the write training enable bit.

Write training enable set to 1:

During Write Data Cycles:

The First Data Beat (First Data Burst) is sampled from the data bus.

The Second Data Beat (Second Data Burst) is the **inverted** sample from the same data bus.

Write training enable set to 0:

During Write Data Cycles:

Both First and Second Data Beats are sampled from the data bus, which is the normal operation.

The Write Training Enable bit has no effect on the read data cycles.

After the data pattern is written into the memory, standard read commands permit the system to deskew with respect to the QK/QK# data output clocks the following signals:

DQA, DINVA, QVLDA, DQB, DINVB, QVLDB

Write Data Deskew

Write data deskew is performed using write commands to the memory followed by read commands.

The deskewed read data path is used to determine whether or not the write data was received correctly by the device.

This permits the system to deskew with respect to the DK/DK# input data clocks the following signals:

DQA, DINVA, DQB, DINVB

I/O Signaling Standards

Several I/O signaling standards are supported by the QDR-IV, which are programmable by the user. They are:

- 1.2 V and 1.25 V HSTL/SSTL
- 1.1 V and 1.2 V POD

The I/O Signaling Standard is programmed on the rising edge of reset by sampling the address bus inputs. Once programmed, the value cannot be changed. Only the rising edge of another reset can change the value.

All address, control, and data I/O signals — with the exception of six pins (listed as LVCMOS in the [LVCMOS Signaling](#page-12-1) section) — will program to comply with HSTL/SSTL or POD.

HSTL/SSTL Signaling

HSTL/SSTL is supported at the V_{DDO} voltages of 1.2 V and 1.25 V nominal.

The ODT termination values can be set to:

- 40, 60, or 120 ohms with a 220-ohm reference resistor
- 50 or 100 ohms with a 180-ohm reference resistor.

The drive strength can be programmed to:

- 40 or 60 ohms with a 220-ohm reference resistor
- 50 ohms with a 180-ohm reference resistor

A reference resistor of 180 ohms or 220 ohms is supported with HSTL/SSTL signaling.

POD Signaling

POD is supported at V_{DDQ} voltages of 1.1 V and 1.2 V nominal. The ODT termination values can be set to:

- 50 or 100 ohms with a 180-ohm reference resistor
- 60 or 120 ohms with a 220-ohm reference resistor

The drive strength can be programmed to:

- 50 ohms with a 180-ohm reference resistor
- 40 or 60 ohms with a 220-ohm reference resistor

A reference resistor of 180 ohms or 220 ohms is supported with POD signaling.

LVCMOS Signaling

Six I/O signals are permanently set to use LVCMOS signaling at a voltage of 1.3-V nominal. These signals are referenced to the core voltage supply, V_{DD} . They are:

RST#, TRST#, TCK, TMS, TDI, and TDO

All the five JTAG signals as well as the main reset input are 1.3-V LVCMOS.

In addition, ODT is disabled at all times on these LVCMOS signals.

Initialization

The QDR-IV XP SRAM must be initialized before it can operate in the normal functional mode. Initialization uses four special pins:

- RST# pin to reset the device
- CFG# pin to program the configuration registers
- LBK0# and LBK1# pins for the loopback function

The following flowchart illustrates the initialization procedure:

Figure 3. Flowchart illustrating initialization procedure

Power on

Apply power to the chip as described in [Power-Up Sequence](#page-9-5).

Reset Chip

Apply reset to the QDR-IV XP SRAM as described in [Reset](#page-10-1) [Sequence](#page-10-1).

Configure the Impedance

Assert Config (CFG# = 0) and program the impedance control register.

Wait for the PLL to Lock

Since the input impedance is updated, allow the PLL time $(t_{PI}$) to lock to the input clock.

Configure Training Options

At this time, the address and data inversion options need to be programmed. In addition, the write training function needs to be enabled.

Assert Config (CFG# = 0) and program:

- Write Training (Turn On)
- Address Inversion Enable
- Data Inversion Enable

Control/Address Deskew

Control and address deskew can now be performed by the memory controller.

Read Data Deskew

After control and address deskew, the read data path is deskewed as previously described in [Deskew Training](#page-11-0) [Sequence](#page-11-0).

Write Data Deskew

Write data path is deskewed following the read data path deskew.

Configure Runtime Options

After the training is complete, disable the write training function. Finally, enable the address parity option at this time.

Assert Config (CFG# = 0) and program:

- Write Training (Turn off)
- Parity Enable

Normal Operation

If the system detects a need to deskew again, the process must start again from the [Configure Training Options](#page-13-2) step.

[Table 1](#page-13-1) defines the loopback mapping.

Table 1. Loopback Signal Mapping

Configuration Registers

The QDR-IV XP SRAM contains internal registers that are programmed by the system using a special configuration cycle. These registers are used to enable and control several options, as described this section. All registers are 8-bits wide. The write operation is performed using only the address pins to define the register address and register write data. For a read operation, the register read data is provided on the data port A output pins. Refer to [Figure 14 on page 39](#page-38-0) for programming details.

During the rising edge of RST#, the address pins A[13:0] are sampled. The value sampled becomes the reset value of certain bits in the registers defined in [Table 2 on page 15](#page-14-2). This is used to set termination, impedance, and port configuration values immediately upon reset. These values can be overwritten later through a register write operation.

When a parity error occurs, the complete address of the *first* error is recorded in registers 4, 5, 6, and 7 along with the port A/B error bit. The port A/B error bit will indicate from which port the address parity error came — 0 for port A and 1 for port B. This information will remain latched until cleared by writing a 1 to the address parity error clear bit in register 3.

Two counters are used to indicate if multiple address parity errors occurred. The Port A error count is a running count of the number of parity errors on port A addresses, and similarly the port B error count is a running count of the number of parity errors on port B addresses. They will each independently count to a maximum value of 3 and then stop counting. These counters are free-running and they are both reset by writing a 1 to the address parity error clear bit in register 3.

Configuration Registers Description

Table 2. Configuration Register Table

Configuration Register Definitions

Table 3. Address 0: Termination Control Register (Read/Write)

Table 4. Address 1: Impedance Control Register (Read/Write)

Table 5. Address 2: Option Control Register (Read/Write Bits 7-3) (Read-Only Bits 2-0) [2]

Table 6. Address 3: Function Control Register (Write Only)

Table 7. Address 4: Address Parity Status Register 0 (Read Only)

Table 8. Address 5: Address Parity Status Register 1 (Read Only)

Table 9. Address 6: Address Parity Status Register 2 (Read Only)

Table 10. Address 7: Address Parity Status Register 3 (Read Only)

I/OType and Port Enable Bit Definitions

Table 11. I/O Type Bit Definition specified in Address 2: Option Control Register

Table 12. Port Enable Bit Definition specified in Address 2: Option Control Register

ODT Termination Bit Definitions

Table 13. Clock Input Group Bit Definition specified in Address 0: Termination Control Register

Table 14. Address/Command Input Group Bit Definition specified in Address 0: Termination Control Register

Table 15. Data Input Group Bit Definition specified in Address 1: Impedance Control Register

Drive Strength Bit Definitions

Table 16. Pull-Up Driver Bit Definition specified in Address 1: Impedance Control Register

Table 17. Pull-Down Driver Bit Definition specified in Address 1: Impedance Control Register

IEEE 1149.1 Serial Boundary Scan (JTAG)

QDR-IV XP SRAMs incorporate a serial boundary scan test access port (TAP) in the FCBGA package. This part is fully compliant with IEEE Standard #1149.1-2001. In the JTAG mode, the ODT feature for all pins is disabled.

If the JTAG function is not used in the circuit, then TCK inputs must be driven low or tied to VSS. TRST#, TMS, TDI, and TDO may be left floating. An internal pull-up resistor is implemented on the TRST#, TMS, and TDI inputs to ensure that these inputs are HIGH during t_{PWR}.

Test Access Port

Test Clock (TCK)

The test clock is used only with the TAP controller. All inputs are captured on the rising edge of TCK. All outputs are driven from the falling edge of TCK.

Test Mode Select (TMS)

The TMS input is used to give commands to the TAP controller and is sampled on the rising edge of TCK. This pin may be left unconnected if the TAP is not used. The pin is pulled up internally, resulting in a logic HIGH level.

Test Data-In (TDI)

The TDI pin is used to serially input information into the registers and can be connected to the input of any of the registers. The register between TDI and TDO is chosen by the instruction that is loaded into the TAP instruction register. For information on loading the instruction register, see [TAP Controller State](#page-21-0) [Diagram on page 22](#page-21-0). TDI is internally pulled up and can be unconnected if the TAP is unused in an application. TDI is connected to the most significant bit (MSB) on any register.

Test Data-Out (TDO)

The TDO output pin is used to serially clock data out from the registers. The output is active, depending upon the current state of the TAP state machine (see [Instruction Codes on page 26](#page-25-2)). The output changes on the falling edge of TCK. TDO is connected to the least significant bit (LSB) of any register.

Test Reset (TRST#)

The TRST# input pin is used to reset the TAP controller.

Alternatively, a reset may be performed by forcing TMS HIGH (V_{DD}) for five rising edges of TCK.

This reset does not affect the operation of the SRAM and can be performed while the SRAM is operating. At power-up, the TAP is reset internally to ensure that TDO comes up in a high Z state.

TAP Registers

Registers are connected between the TDI and TDO pins to scan the data in and out of the SRAM test circuitry. Only one register can be selected at a time through the instruction registers. Data is serially loaded into the TDI pin on the rising edge of TCK. Data is output on the TDO pin on the falling edge of TCK.

Instruction Register

Three-bit instructions can be serially loaded into the instruction register. This register is loaded when it is placed between the TDI and TDO pins, as shown in [TAP Controller Block Diagram on](#page-22-0) [page 23.](#page-22-0) Upon power-up, the instruction register is loaded with the IDCODE instruction. It is also loaded with the IDCODE instruction if the controller is placed in a RST state, as described in the previous section.

When the TAP controller is in the Capture-IR state, the two least significant bits are loaded with a binary "01" pattern to allow for fault isolation of the board-level serial test path.

Bypass Register

To save time when serially shifting data through registers, it is sometimes advantageous to skip certain chips. The bypass register is a single-bit register that can be placed between TDI and TDO pins. This enables shifting of data through the SRAM with minimal delay. The bypass register is set LOW (VSS) when the BYPASS instruction is executed.

Boundary Scan Register

The boundary scan register is connected to all of the input and output pins on the SRAM. Several No Connect (NC) pins are also included in the scan register to reserve pins for higher density devices.

The boundary scan register is loaded with the contents of the RAM input and output ring when the TAP controller is in the Capture-DR state and is then placed between the TDI and TDO pins when the controller is moved to the Shift-DR state. The EXTEST, SAMPLE/PRELOAD, and SAMPLE Z instructions can be used to capture the contents of the input and output ring.

[Boundary Scan Order on page 27](#page-26-0) shows the order in which the bits are connected. Each bit corresponds to one of the bumps on the SRAM package. The MSB of the register is connected to TDI and the LSB is connected to TDO.

Identification (ID) Register

The ID register is loaded with a vendor-specific, 32-bit code during the Capture-DR state when the IDCODE command is loaded in the instruction register. The IDCODE is hardwired into the SRAM and can be shifted out when the TAP controller is in the Shift-DR state. The ID register has a vendor code and other information described in [Identification Register Definitions on](#page-25-0) [page 26](#page-25-0).

TAP Instruction Set

Eight different instructions are possible with the three-bit instruction register. All combinations are listed in [Instruction](#page-25-2) [Codes on page 26](#page-25-2). Three of these instructions are listed as RESERVED and must not be used. The other five instructions are described in this section in detail.

Instructions are loaded into the TAP controller during the Shift-IR state when the instruction register is placed between TDI and TDO. During this state, instructions are shifted through the instruction register through the TDI and TDO pins. To execute the instruction after it is shifted in, the TAP controller must be moved into the Update-IR state.

IDCODE

The IDCODE instruction loads a vendor-specific, 32-bit code into the instruction register. It also places the instruction register between the TDI and TDO pins and shifts the IDCODE out of the device when the TAP controller enters the Shift-DR state. The IDCODE instruction is loaded into the instruction register at power-up or whenever the TAP controller is supplied a Test-Logic-RST state.

SAMPLE Z

The SAMPLE Z instruction connects the boundary scan register between the TDI and TDO pins when the TAP controller is in a Shift-DR state. The SAMPLE Z command puts the output bus into a High Z state until the next command is supplied during the Update IR state. Both Port A and Port B are enabled once this command has been executed.

SAMPLE/PRELOAD

SAMPLE/PRELOAD is a 1149.1 mandatory instruction. When the SAMPLE/PRELOAD instructions are loaded into the instruction register and the TAP controller is in the Capture-DR state, a snapshot of data on the input and output pins is captured in the boundary scan register.

Remember that the TAP controller clock can only operate at a frequency up to 20 MHz, while the SRAM clock operates more than an order of magnitude faster. Because there is a large difference in the clock frequencies, it is possible that an input or output undergoes a transition during the Capture-DR state. The TAP may then try to capture a signal while in transition (metastable state). This does not harm the device, but there is no guarantee as to the value that is captured. Repeatable results may not be possible.

To guarantee that the boundary scan register captures the correct value of a signal, the SRAM signal must be stabilized long enough to meet the TAP controller's capture setup plus hold times (t_{CS} and t_{CH}). The SRAM clock input might not be captured correctly if there is no way in a design to stop (or slow) the clock during a SAMPLE/PRELOAD instruction. If this is an issue, it is still possible to capture all other signals and simply ignore the value of the CK and CK captured in the boundary scan register.

After the data is captured, it is possible to shift out the data by putting the TAP into the Shift-DR state. This places the boundary scan register between the TDI and TDO pins.

PRELOAD places an initial data pattern at the latched parallel outputs of the boundary scan register cells before the selection of another boundary scan test operation.

The shifting of data for the SAMPLE and PRELOAD phases can occur concurrently when required, that is, while the data captured is shifted out, the preloaded data can be shifted in.

BYPASS

When the BYPASS instruction is loaded in the instruction register and the TAP is placed in a Shift-DR state, the bypass register is placed between the TDI and TDO pins. The advantage of the BYPASS instruction is that it shortens the boundary scan path when multiple devices are connected together on a board.

EXTEST

The EXTEST instruction drives the preloaded data out through the system output pins. This instruction also connects the boundary scan register for serial access between the TDI and TDO in the Shift-DR controller state. Both Port A and Port B are enabled after this command is executed.

EXTEST OUTPUT BUS TRISTATE

IEEE Standard 1149.1 mandates that the TAP controller be able to put the output bus into a tristate mode.

The boundary scan register has output enable control bits located at Bit #49 and Bit #50. Bit# 49 enables the output pins for DQB and Bit#50 enables DQA and PE# pins.

When these scan cells, called the "extest output bus tristate," are latched into the preload register during the Update-DR state in the TAP controller, they directly control the state of the output (Q-bus) pins, when the EXTEST is entered as the current instruction. When HIGH, it enables the output buffers to drive the output bus. When LOW, this bit places the output bus into a High Z condition.

These bits can be set by entering the SAMPLE/PRELOAD or EXTEST command, and then shifting the desired bit into that cell, during the Shift-DR state. During Update-DR, the value loaded into that shift-register cell latches into the preload register. When the EXTEST instruction is entered, these bits directly controls the output Q-bus pins. Note that these bits are pre-set LOW to disable the output when the device is powered up, and also when the TAP controller is in the Test-Logic-RST state.

Reserved

These instructions are not implemented but are reserved for future use. Do not use these instructions.

TAP Controller State Diagram

Figure 4. TAP Controller State Diagram [\[3\]](#page-21-1)

TAP Controller Block Diagram

Figure 5. TAP Controller Block Diagram

TAP Electrical Characteristics

Over the Operating Range

TAP AC Switching Characteristics

Over the Operating Range

TAP Timing Diagram

Identification Register Definitions

Scan Register Sizes

Instruction Codes

Boundary Scan Order

Boundary Scan Order (continued)

Boundary Scan Order (continued)

Maximum Ratings

Exceeding maximum ratings may impair the useful life of the device. These user guidelines are not tested.

Operating Range

Table 18. Operating Range

Neutron Soft Error Immunity

Table 19. Neutron Soft Error Immunity

Electrical Characteristics

Over the Operating Range

Notes

- 4. All voltages referenced to VSS (GND).
-

5. Peak to Peak AC noise on V_{REF} must not exceed +/–2% V_{DDQ}(DC).
6. V_{IH}/V_{IL}(DC) are specified with ODT disabled.
7. V_{IH}/V_{IL}(AC) is a test condition specified to guarantee at which the receiver must meet it

Electrical Characteristics (continued)

Over the Operating Range

- **Notes** 8. Output driver into High Z with ODT disabled.
- 9. The operation current is calculated with 50% read cycle and 50% write cycle.
10. Typical operation current specifications are tested at 1.3V V_{DD}.
-
- 11. All voltages referenced to VSS (GND).
-
- 12. Peak to Peak AC noise on V_{REF} must not exceed +/–2% V_{DDQ}(DC).
13. V_{IH}/V_{IL}(DC) are specified with ODT disabled.
14. V_{IH}/V_{IL}(AC) is a test condition specified to guarantee at which the receiver must meet its

Capacitance

Table 20. Capacitance

Thermal Resistance

Table 21. Thermal Resistance

AC Test Load and Waveform

Note

15. Tested initially and after any design or process change that may affect these parameters.

Switching Characteristics

Over the Operating Range [[16,](#page-32-1) [17,](#page-32-2) [18,](#page-32-3) [19,](#page-32-4) [20,](#page-32-5) [21,](#page-32-6) [22,](#page-32-7) [23\]](#page-32-8)

20. Setup/hold window, tASH, tCSH, tisH are used for pin to pin timing budgeting and cannot be directly applied without performing de-skew training.

21. Clock phase jitter is the variance from clock rising edge to the next expected clock rising edge. 22. Frequency drift is not allowed.

23. t_{QKL}, t_{QKH}, t_{QKQ}, t_{QKQX}, t_{ASH}, t_{CSH} and t_{ISH} are guaranteed by design.

Notes 16. x refers to Port A and Port B. For example, DQx refers to DQA and DQB.

^{17.} Input hold timing assumes rising edge slew rate of 4 V/ns measured from V_{IL}/V_{IH} (DC) to V_{REF}.
18. Input setup timing assumes falling edge slew rate of 4 V/ns measured from V_{REF} to V_{IL}/V_{IH} (AC).
19. All out

Switching Characteristics (continued)

Over the Operating Range [16, 17, 18, 19, 20, 21, 22, 23]

Switching Waveforms

Figure 8. Rise and Fall Time Definitions for Output Signals

Nominal Rise-Fall Time Definition for Single-Ended Output Signals

Nominal Rise-Fall Time Definition for Differential Output Signals

Address and Command Input Timing

Figure 10. Waveforms for 8.0 Cycle Read Latency (Read to Write Timing Waveform)

Figure 11. Waveforms for 8.0 Cycle Read Latency (Write to Read Timing Waveform)

Figure 12. Configuration Write Timing Waveform

Note: It is recommended to keep CFG# asserted during the configuration write or read operation

Figure 13. Configuration Read Timing Waveform

Note: DQA[x:8] and DQB data bus is a don't care in Configuration Mode

Note: It is recommended to keep CFG# asserted during the configuration write or read operation

Figure 14. Configuration Write and Read Timing Waveform

(a) Configuration Multiple Cycle - Write followed by Read Operation

Note: DQA[x:8] and DQB data bus is a don't care in Configuration Mode Note: It is recommended to keep CFG# asserted during the configuration write or read operation

CK LBKx $CFG#$ teran tCFGS tCl DW+ -tCl DW+ CEGI LDA# tCLD: tel bi RWA# $-tCFGA$ $[12]$ A $[11..8]$ Register Read Addres Register Read Addres $[7.0]$ A tCRDI **ICRDI** $[7.0]$ \circ **DQA Reg Read Data Reg Read Dati** \circ QKA/B **I**t to QVLD **++tDQVLD** \circ QVLDA<0> QVLDA<1> \circ QVLDB<1:0>

(b) Configuration Multiple Cycle - Back to Back Read Operation

Note: DQA[x:8] and DQB data bus is a don't care in Configuration Mode Note: It is recommended to keep CFG# asserted during the configuration write or read operation

Figure 15. Loopback TIming

Figure 16. Reset TImings

Power Up and Reset Timing - RST# 1 GHz \perp CK 1GHz | CK# Unstable Clock Stable Clock Vdd Vddq ≥ 0 ns tPWR $RST#$ $HRSS \rightarrow$ ► tRDS → tRDH $[13..0]$ $\overline{}$ A tRSH-CFG# LBK0# LBK1# LDA# LDB# Power Up and Reset Timing - TRST# $\overline{}$

 CK nononononono con con con con <u> 1989 - Andrew Maria Mari</u> CK# -Unstable Clock--Stable Clock-Vdd W Vddq ≥ 0 ns **tPWR** TRST# $tTSS \rightarrow$ tTSH-TMS \mathbf{I} TCK TDI **TDO**

Ordering Information

[Table 22](#page-41-2) contains only the parts that are currently available. If you do not see what you are looking for, contact your local sales representative. For more information, visit the Cypress website at www.cypress.com and refer to the product summary page at http://www.cypress.com/products

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Table 22. Ordering Information

Ordering Code Definitions

Package Diagram

Figure 17. 361-ball FCBGA (21 × 21 × 2.515 mm) FR0AA Package Outline, 001-70319

NOTES:

ALL DIMENSIONS ARE IN MILLIMETERS
SOLDER BALL DIAMETER: 0.63
SOLDER PAD TYPE: SOLDER MASK DEFINED (SMD) PACKAGE CODE: FROAA

001-70319 *D

Table 23. Acronyms used in this document Units of Measure

Acronyms Document Conventions

Table 24. Units of Measure

Document History Page

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