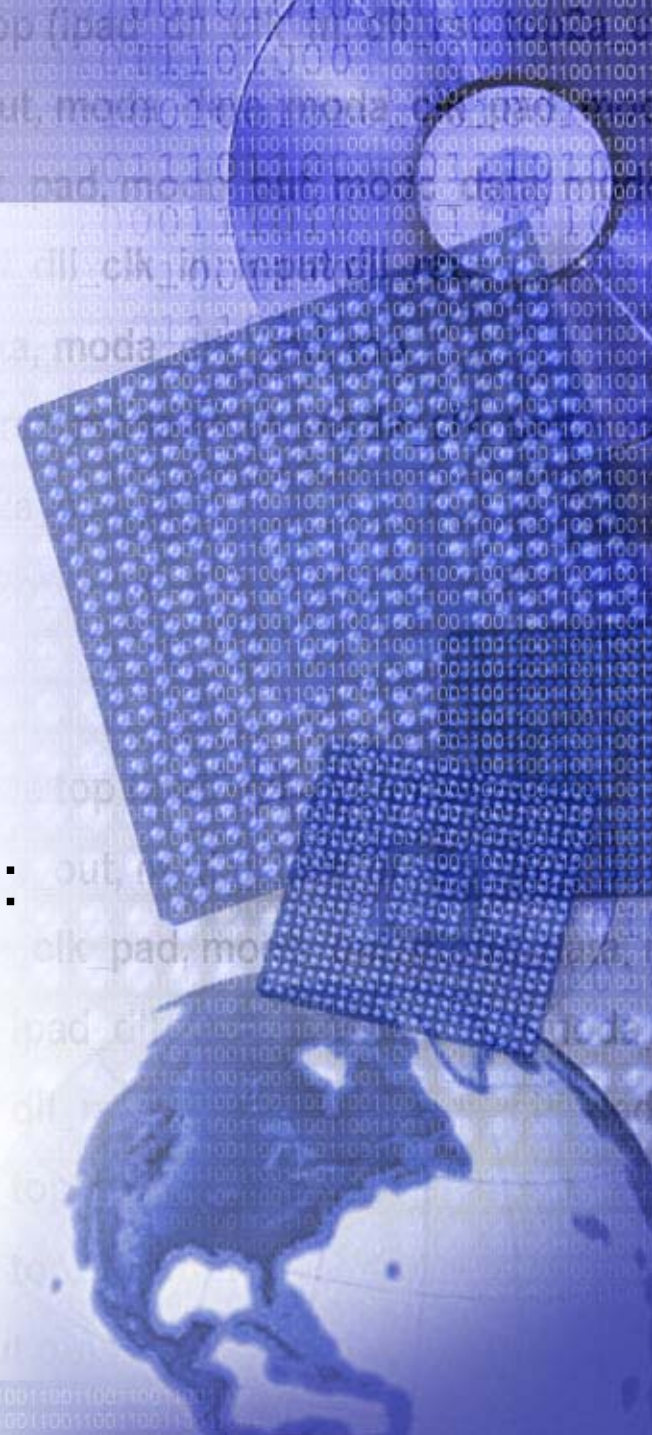




# High-Performance Memory Interfaces Made Easy

Xilinx 90nm Design Seminar Series:  
Part IV

***Xilinx - #1 in 90 nm***



# We Asked Our Customers:

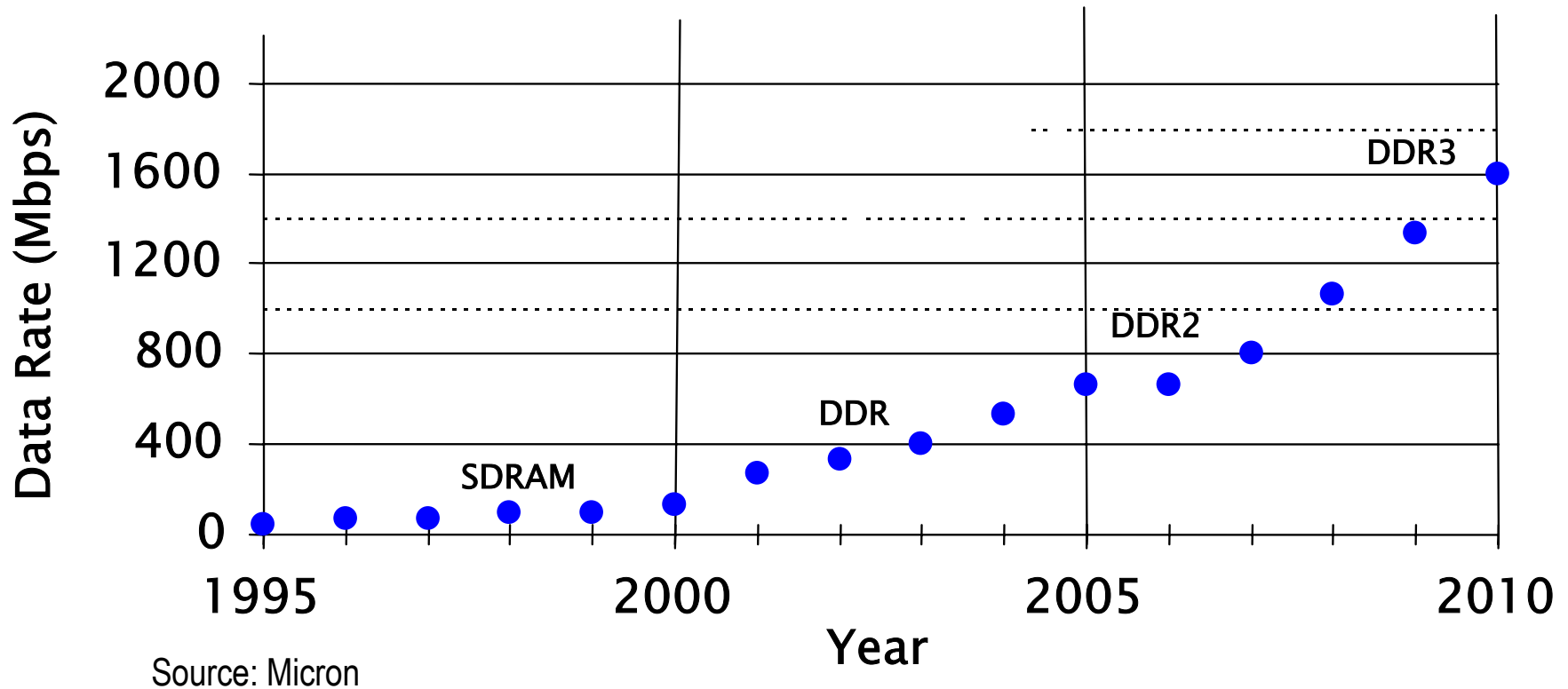
## *What are your challenges?*

- Shorter design time, faster obsolescence
- More competition, increasing cost pressure
- Demanding complexity and performance
- Power consumption and thermal issues
- Signal integrity problems caused by faster I/O
- Interfacing to high-performance memories
  
- Today's seminar addresses *Memory Interfaces*

# Agenda

- Memory Trends
- Design Challenges and Solutions
- DDR2 SDRAM Interface
- Summary

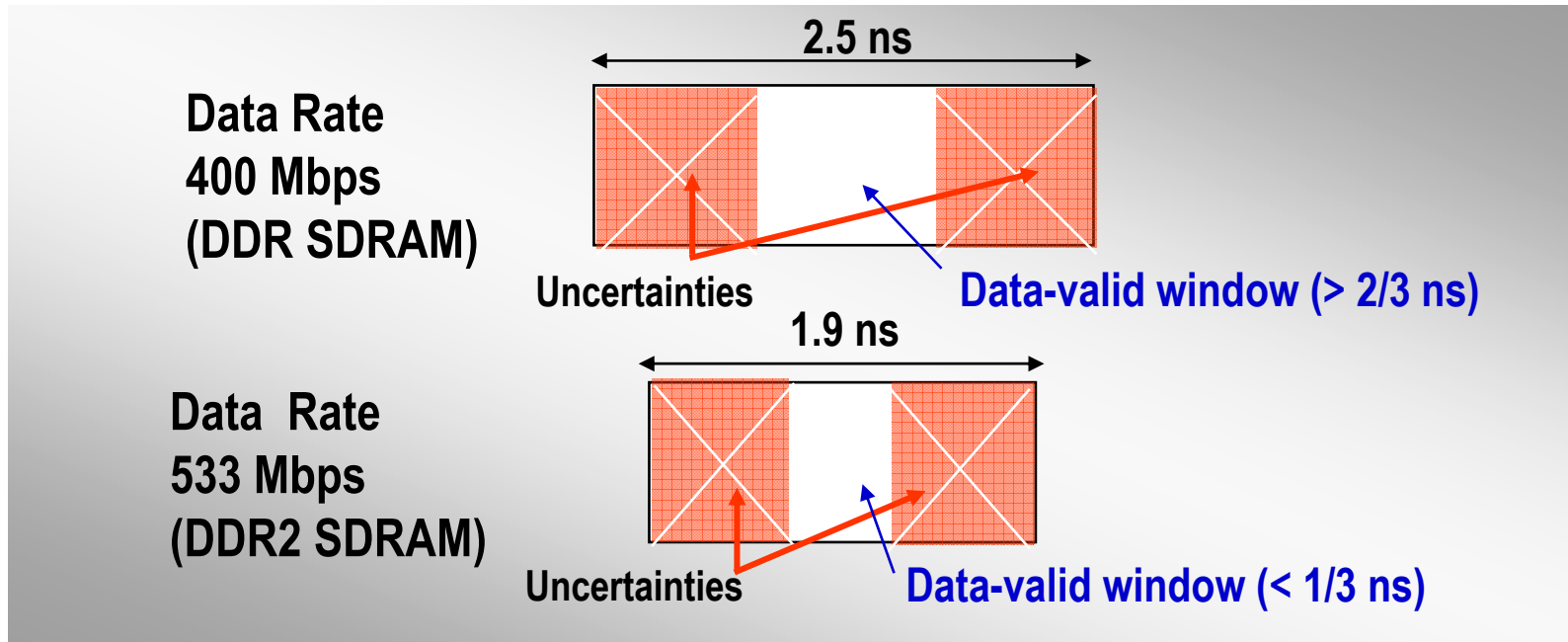
# Mainstream Memory Data Rates



*Mainstream memory data rates doubling every four years*

# Shrinking Timing Margins

- Data-valid window shrinks faster than clock period
  - Faster data rates but similar device and system uncertainties



*Interface timing becomes more demanding*

# Agenda

- Memory Trends
- Design Challenges and Solutions
- DDR2 SDRAM Interface
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# Memory Interface Design Can be Challenging

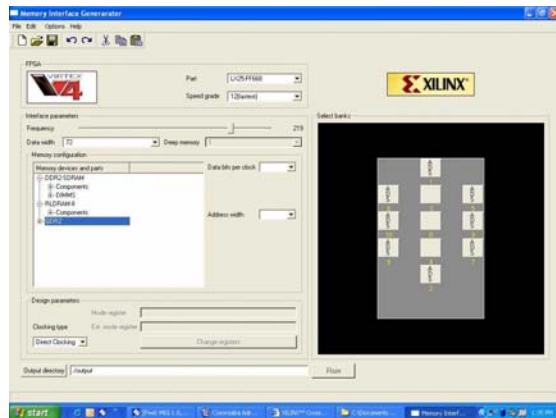
1. Timing-critical physical layer
  - Read-data capture
  - Meeting the timing budget with reliable design margins
2. High bandwidth system requirements
  - Data Rate x Bus Width
  - Resolving signal integrity issues
  - Meeting I/O placements and board routing requirements
3. Complex memory controller design

***Based on more than 300 customer surveys***



# Xilinx Makes it Easy

- Virtex-4 FPGA built-in silicon features
  - Chipsync™ in every I/O
- Hardware-verified designs for highest performance interfaces
  - DDR2 SDRAM, DDR SDRAM, QDR II SRAM, RLDRAM II
- Memory Interface Generator (MIG)
  - Generates your custom memory controller and physical layer interface in minutes using hardware verified designs



**Memory Interface Generator**



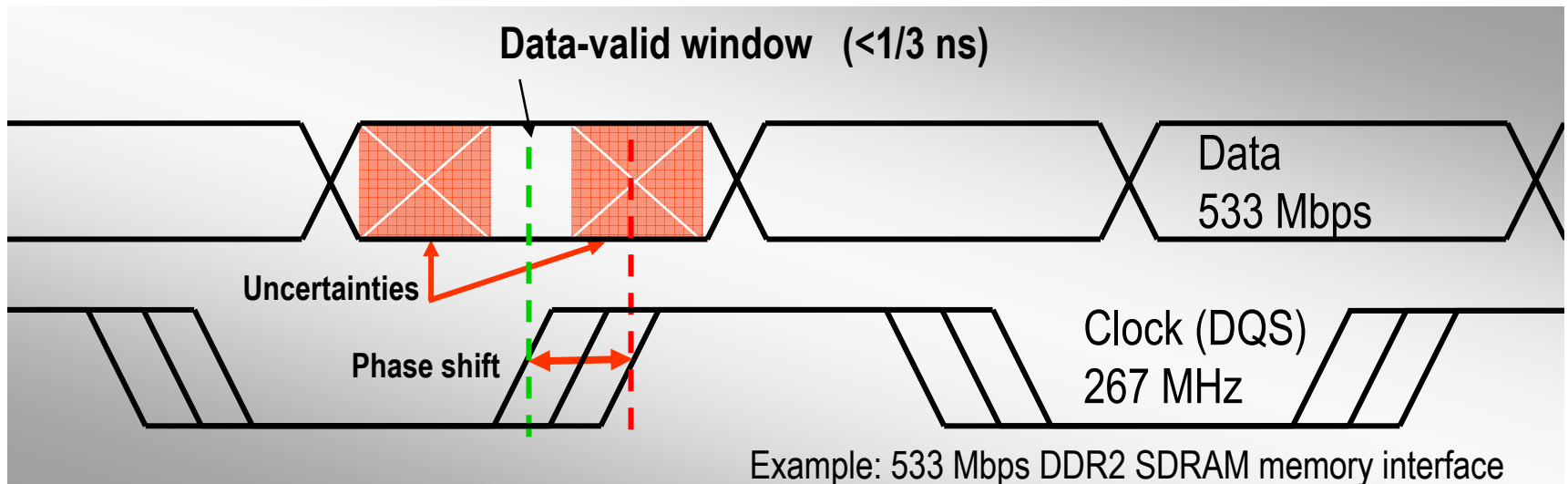
**ML461- Development System**



# Timing-critical Physical Layer

## Toughest Design Challenges

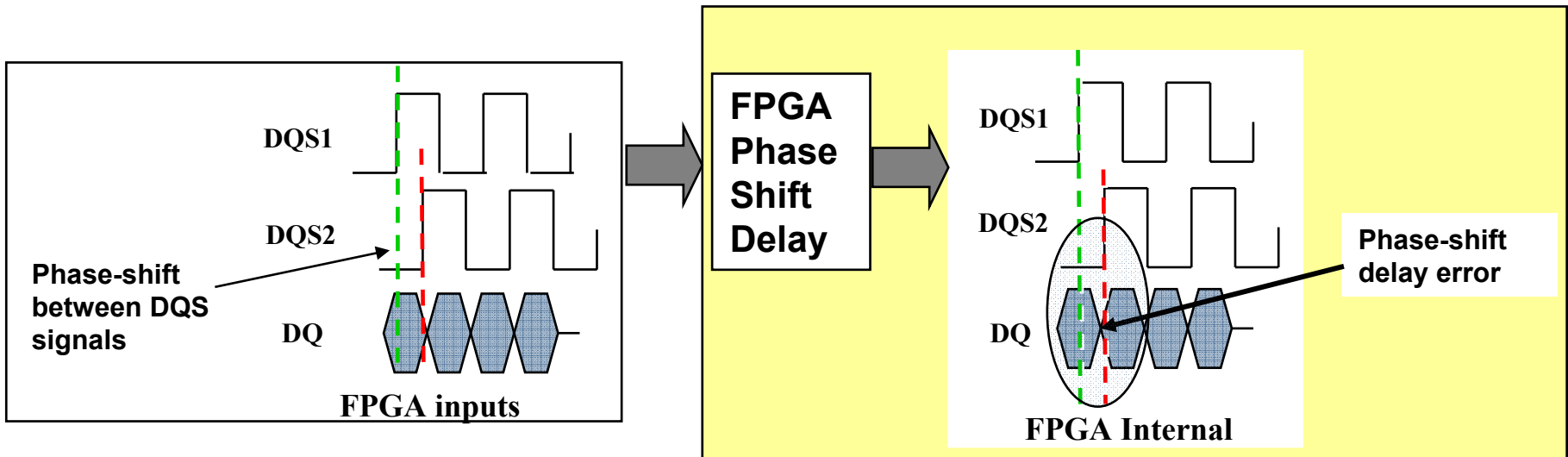
- Centering the clock to the data-valid window for read cycles
  - System conditions change the clock-to-data phase shift



***Centering the clock to a shrinking data-valid window***

# Fixed Phase-Shift Delay Method

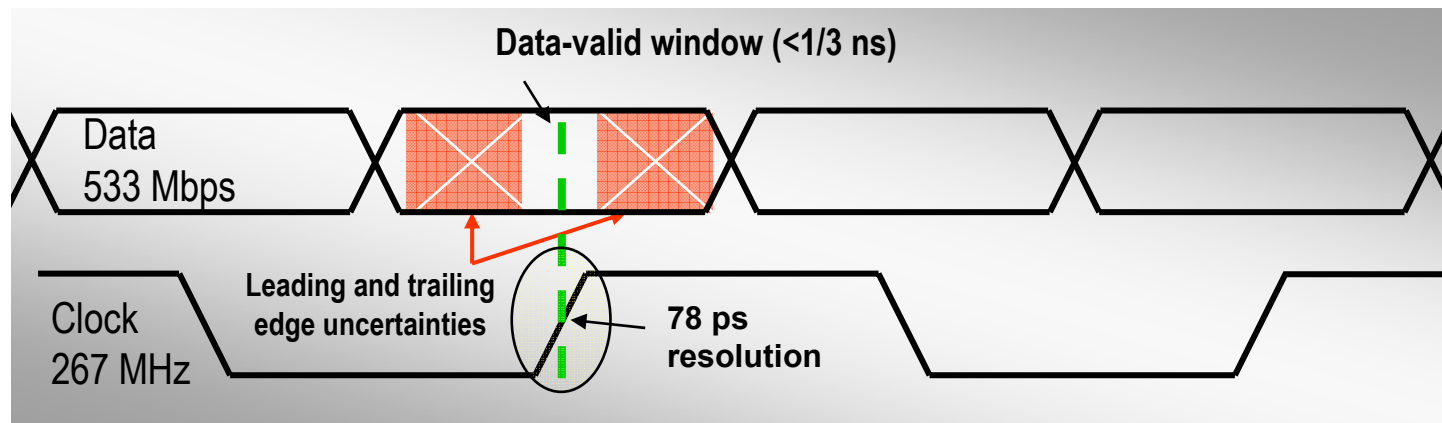
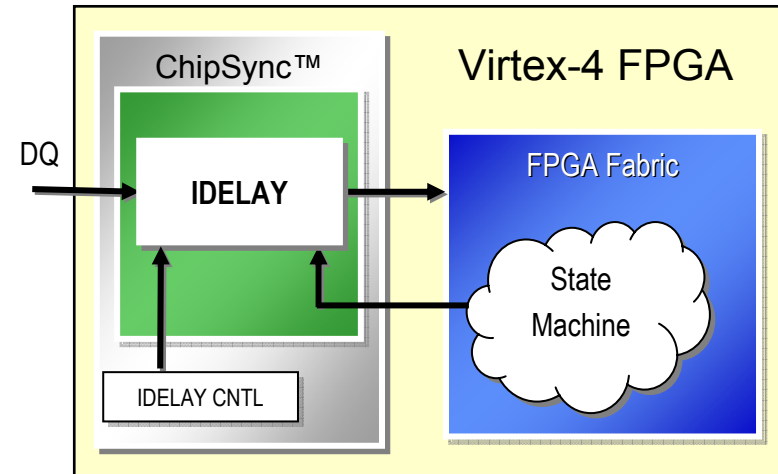
- Phase-shift determined at design time not at “run time”
  - In-system testing required for verification
- Phase-shift does not adjust for system variations
  - Delays between different clock (DQS) signals
    - Process, voltage, temperature



***Fixed phase-shift delay erodes design margins***

# Precise Data-to-Clock Centering

- **Unique Virtex-4 FPGA solution with ChipSync IDELAY**
  - “Run time” centering of data-to-clock
  - 64 tap delays with 78 ps resolution
  - Maximizing design margins for higher system reliability



***Not available in any other FPGA, ASIC or ASSP***

# High Bandwidth System Requirements

- Maximizing bandwidth : Data Rate x Bus Width
- Resolving signal integrity issues
- Meeting I/O placement and board routing requirements

# Data Rate x Bus Width

- Any I/O can be used for Data, Strobe/Clock or Address/Controls
  - Chipsync built in every I/O
  - Any Data to Strobe ratio from x4 to x36 is supported
- Data rates of 600 Mbps for single-ended I/O standards
- Up to 259 Gbps data bandwidth using 432 Data bits
  - Superior SSO performance with innovative package design

Virtex-4 Device	Pkg	Max Data width
LX25, LX40, LX60	FF668	144
LX40, LX60	FF1148	288
LX80, LX100, LX160	FF1148	360
LX100, LX160, LX200	FF1513	432

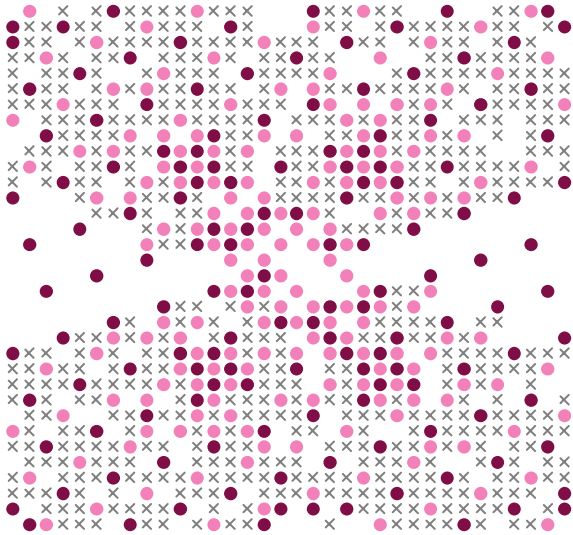
***3 x higher bandwidth than competing solutions***



# Achieving Superior SSO Performance

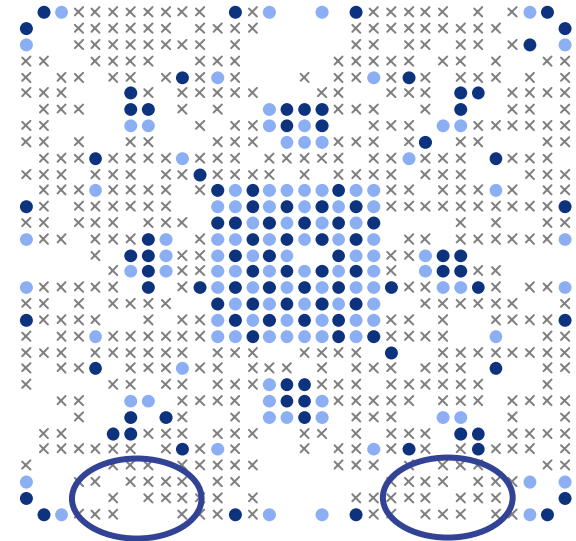
- Column-based architecture and SparseChevron™ package
  - Better power and ground distribution

**Virtex-4 FF1148**



**Returns spread evenly**

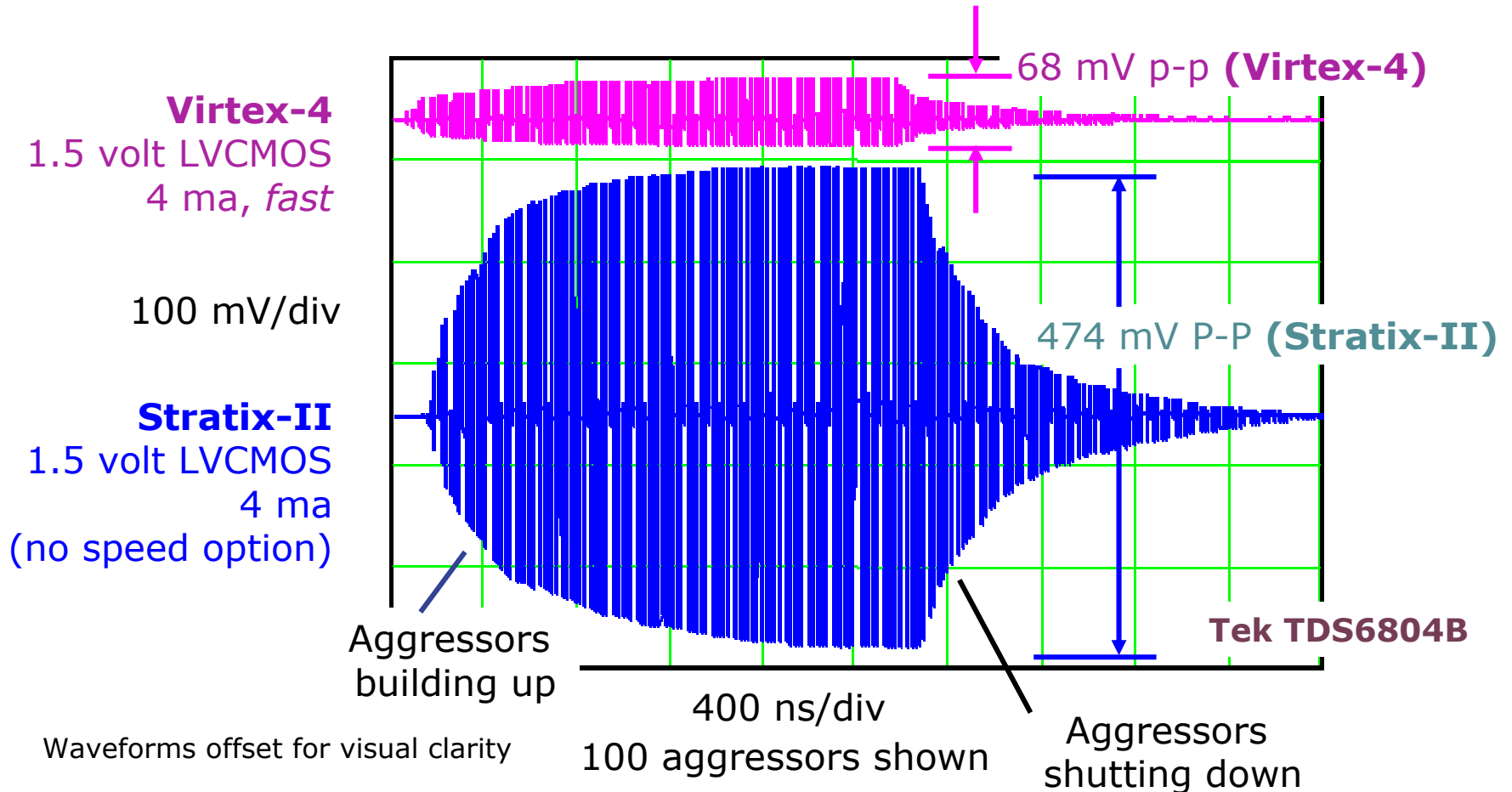
**Stratix II F1020**



**Many regions  
devoid of returns**

***Better SSO performance than competing solutions***

# Accumulating Test Comparison



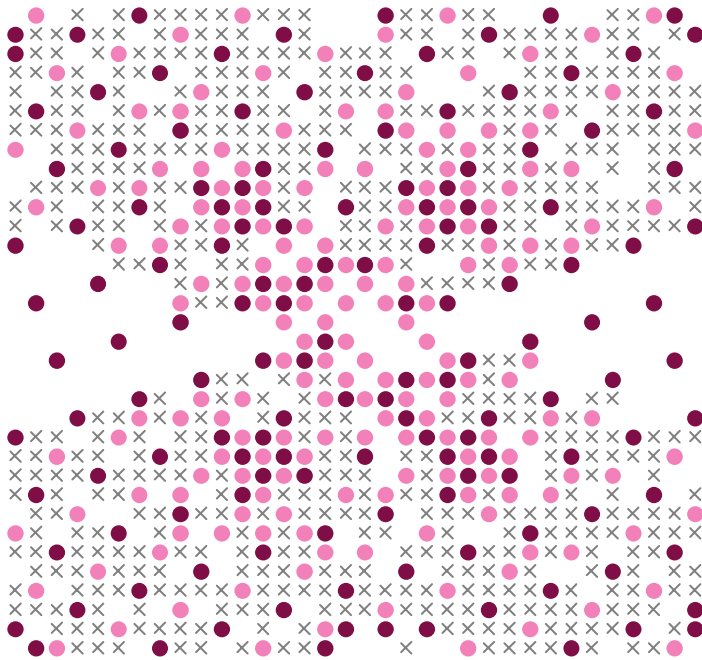
Source: Dr. Howard Johnson

**7 x less crosstalk than competing solutions**



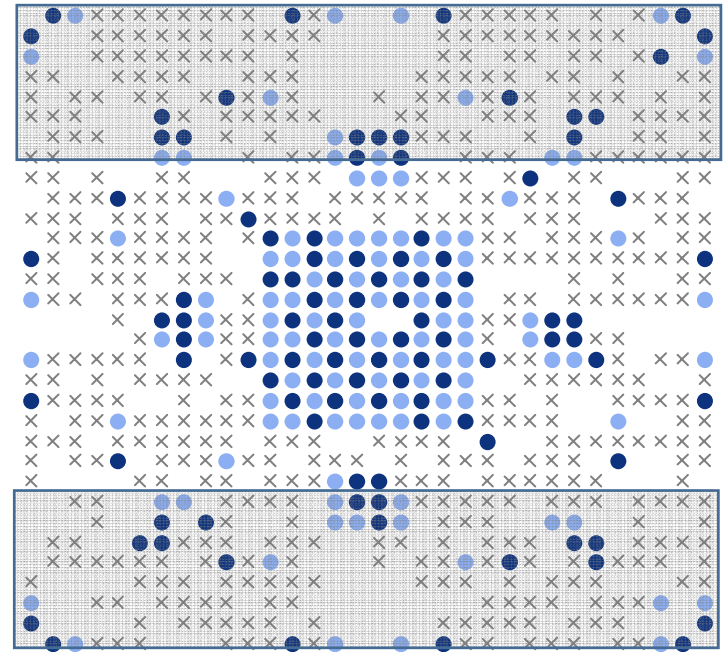
# Meeting I/O Placement Requirements

**Virtex-4 FF1148**



**Unrestricted I/O  
placements**

**Stratix II F1020**



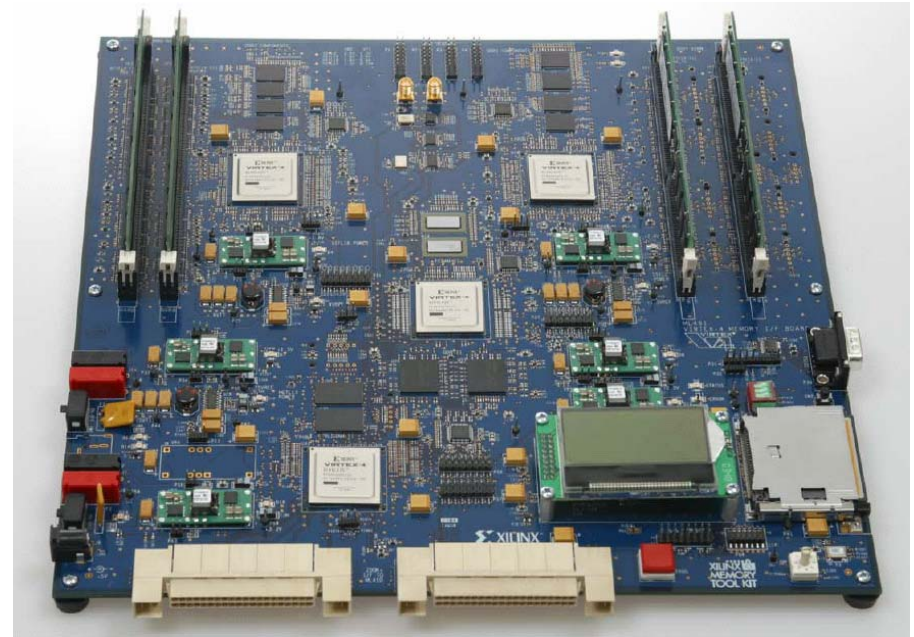
**Memory I/Os restricted  
to top and bottom**

***3 x more data I/Os than competing solutions***



# Multiple Designs Simulated and Verified in Hardware

- ML461 Development System
  - 4 x LX25 devices supporting multiple memory interfaces
  - JTAG interface for ChipScope Pro (in circuit logic analyzer)
  - Reference designs verified on it
- Available now  
[www.xilinx.com/ml461](http://www.xilinx.com/ml461)



	<b>DDR2</b>	<b>DDR</b>	<b>QDR II</b>	<b>RLDRAM II</b>	<b>FCRAM II</b>
<b>Data rate</b>	533 Mbps	400 Mbps	1.2 Gbps	600 Mbps	600 Mbps
<b>CLK Rate</b>	267 MHz	200 MHz	300 MHz	300 MHz	300 MHz
<b>Data Width</b>	144 bit (DIMM)	144 bit (DIMM)	(72+72) bit	36 bit	36 bit

# Complex Memory Controller Design

- Controller state machine varies with memory architecture and system parameters
- State machine code to maximize performance involves:
  - Architecture (DDR, DDR2, RLDRAM II, QDR II)
  - Number of Banks (external and internal to the memory device)
  - Data Bus Width (32, 36, 72, etc.)
  - Device width (x4, x8, x9, x16, x18, etc.)
  - Data to Strobe ratios
  - Bank and Page access algorithm

***Costly and time-consuming to implement***

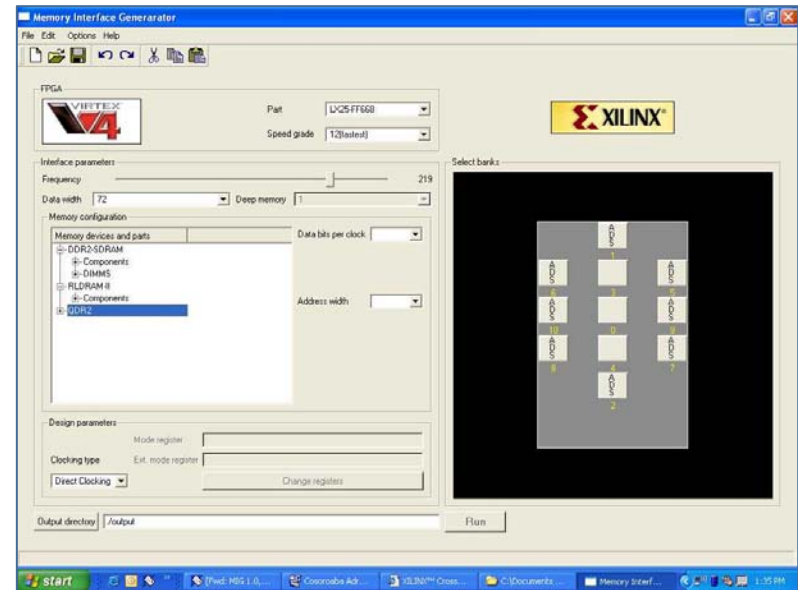
# Memory Interface Generator Makes Design Easy

- Generates :
  - HDL code
  - Constraints file
  - Synthesizable test bench

- Available now

**FREE**

[www.xilinx.com/memory](http://www.xilinx.com/memory)



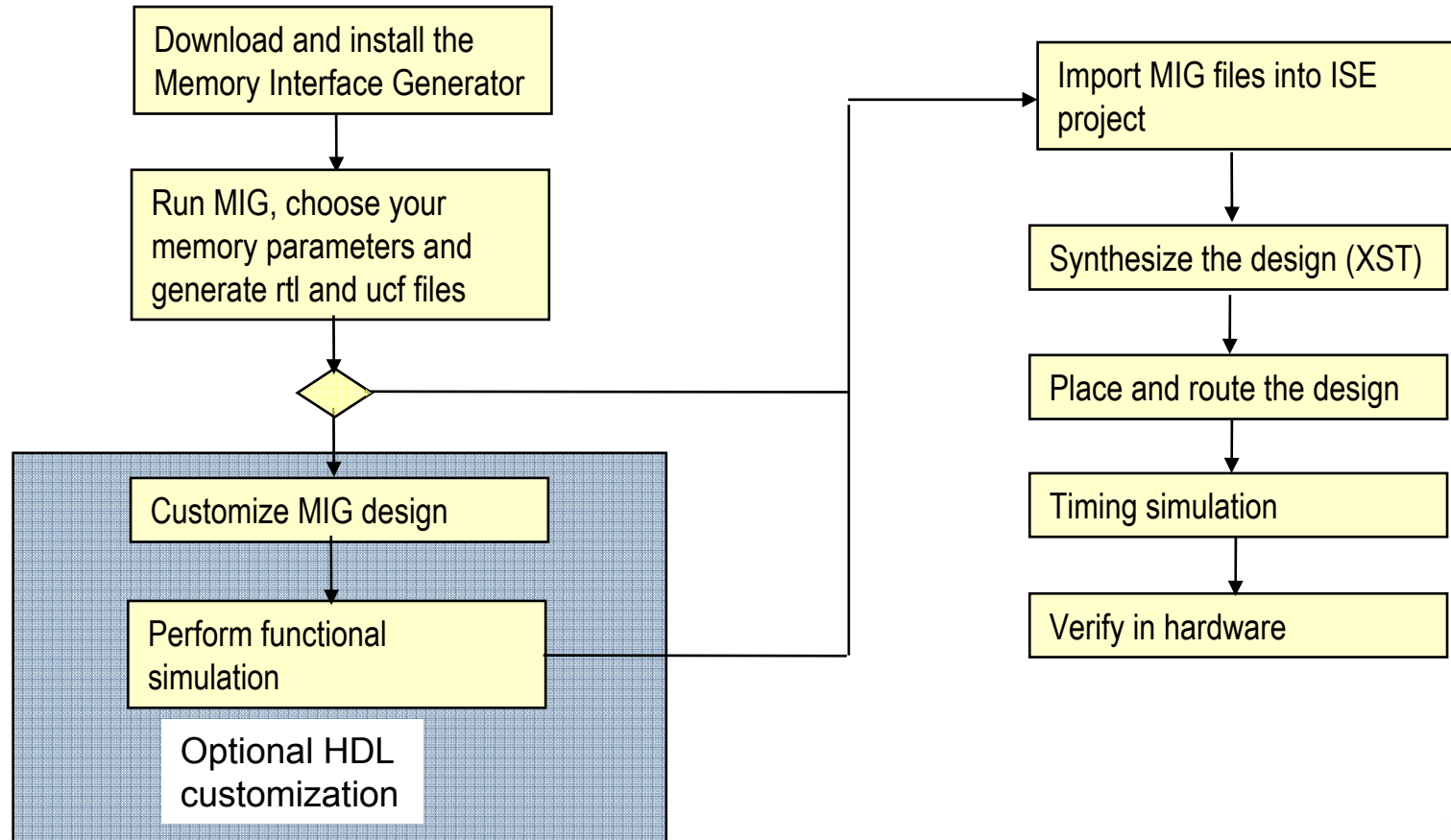
User-friendly GUI

*Design your controller with complete flexibility*



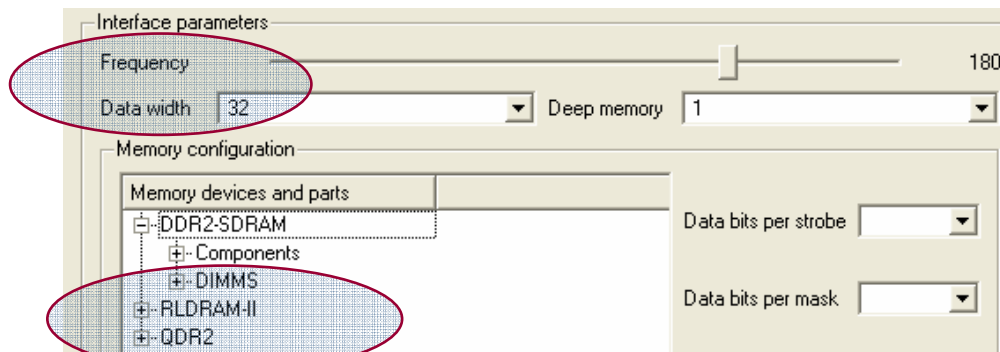
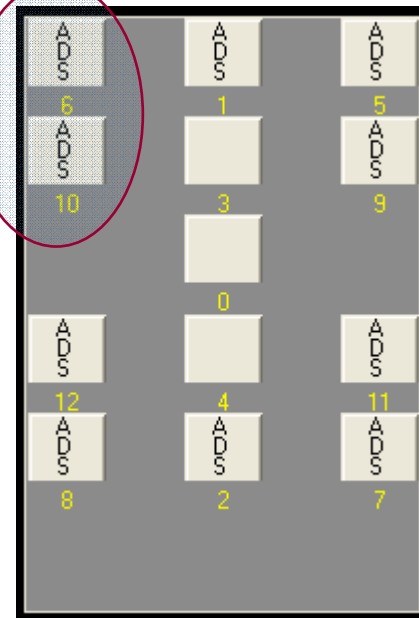
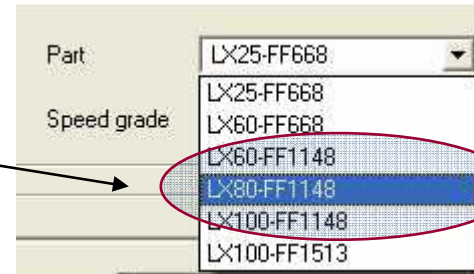
# Generates Your Memory Design in Minutes

## Design Flow



# Memory Interface Generator

- Options to select
  - FPGA device, package, speed grade
  - Banks and signals
  - Memory Interface clock freq.
  - Memory architecture and devices (DIMM modules)
  - Data (bus) width and depth



# Memory Interface Generator

- Outputs generated from a library of hardware-verified designs
  - Constraints file (ucf)
  - Modular HDL files (rtl)
    - Physical layer (IDELAY)
    - Controller state machine
    - User Interface
      - Read FIFO
      - Write FIFO
    - Synthesizable test bench
- Complete visibility to the HDL code
- Option to further customize the memory controller

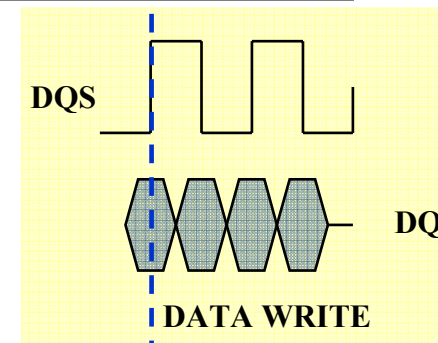
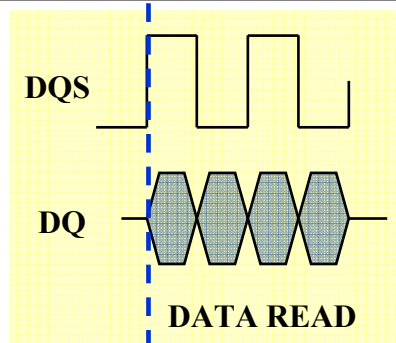
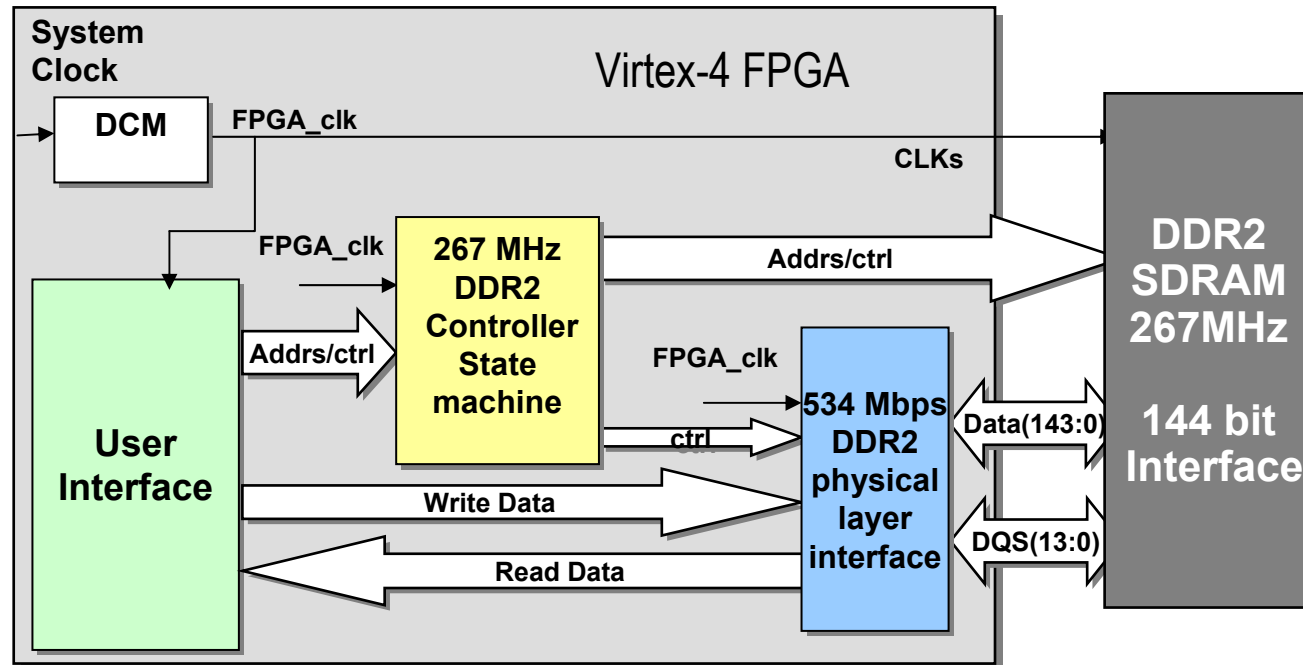
Name	Size	Type
addr_gen.v	11 KB	V File
backend_fifos.v	8 KB	V File
backend_rom.v	8 KB	V File
cmp_rd_data.v	9 KB	V File
controller_jobs.v	6 KB	V File
data_gen_8.v	11 KB	V File
data_gen_16.v	11 KB	V File
data_path.v	8 KB	V File
data_path_jobs.v	31 KB	V File
data_tap_inc.v	5 KB	V File
data_write.v	7 KB	V File
ddr2_cmd.v	6 KB	V File
ddr2_controller.v	66 KB	V File
idelay_ctrl.v	3 KB	V File
idelay_rd_en_io.v	6 KB	V File
infrastructure.v	8 KB	V File
infrastructure_jobs.v	9 KB	V File
jobs.v	8 KB	V File
mem_interface_top.v	6 KB	V File
parameters.v	2 KB	V File
RAM_D.v	7 KB	V File
rd_data.v	7 KB	V File
rd_data_fifo.v	10 KB	V File
rd_wr_addr_fifo.v	7 KB	V File
tap_ctrl.v	15 KB	V File
tap_logic.v	15 KB	V File
test_bench.v	9 KB	V File
top.v	16 KB	V File
user_interface.v	8 KB	V File
v4_dm_job.v	4 KB	V File
v4_dq_job.v	7 KB	V File
v4_dqs_job.v	8 KB	V File
wr_data_fifo_8.v	5 KB	V File
wr_data_fifo_16.v	5 KB	V File

# Agenda

- Memory Trends
- Design Challenges and Solutions
- **DDR2 SDRAM Interface**
- Summary

# 267MHz(533 Mbps) DDR2 Interface

- Physical Layer interface
  - Read data and strobe/clock received edge aligned from memory device
  - Write data and strobe/clock transmitted center aligned with each other
- Controller
- User Interface





# Physical Layer - Read

- Traditionally challenging read data physical layer is made easier with Virtex-4
- Direct Clocking Technique
  - DQS memory strobe used to determine data delay value
  - Read data delayed to center align to FPGA clock, CLK0
  - Read data captured directly in CLK0 domain using Input DDR Flip Flops

***Data-to-clock centering for every DQS signal***



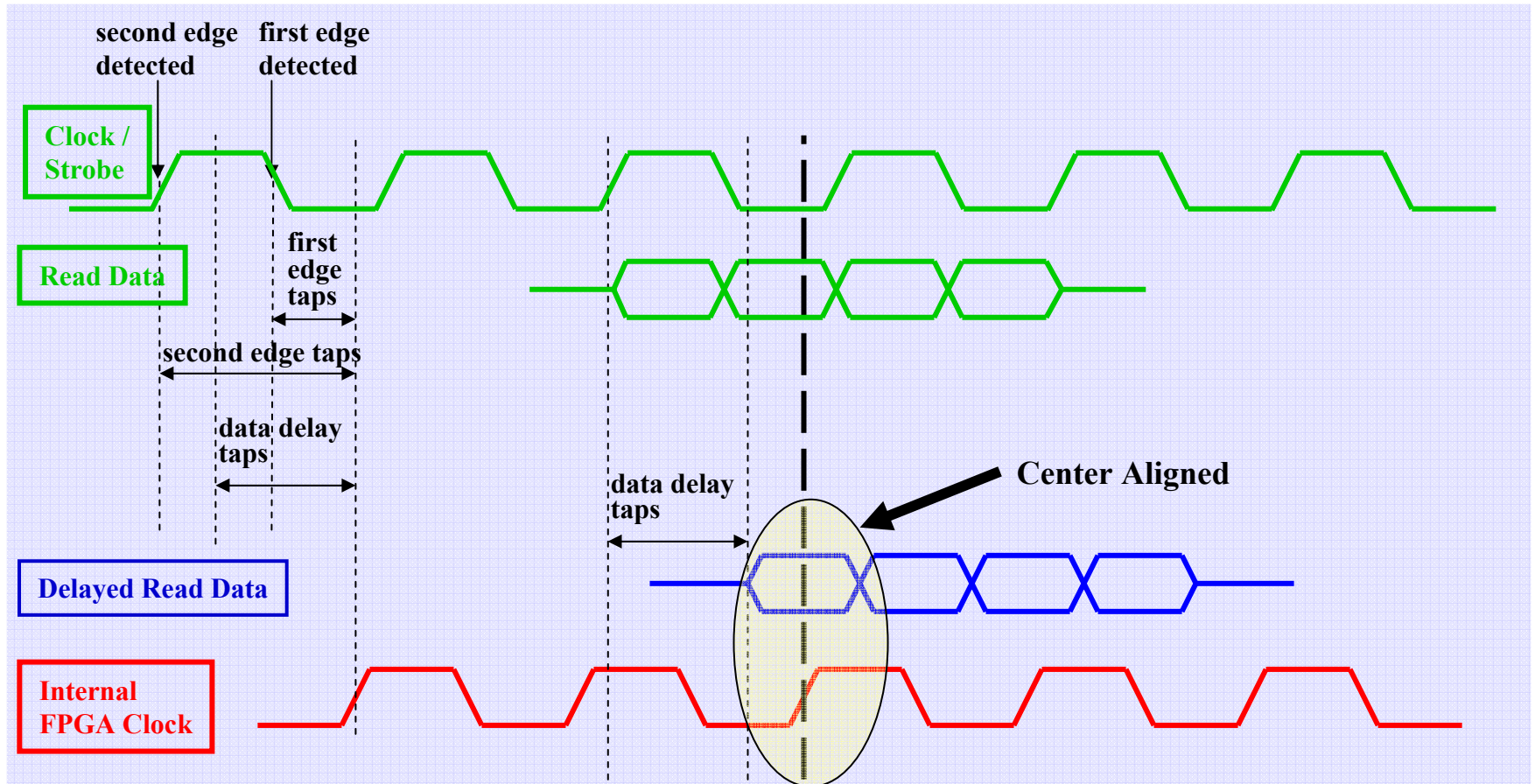
# Data-to-Clock Centering

- Executed at “run time” during initialization
- Memory strobe input to IDELAY block (part of ChipSync) set to 0 taps
- Output of IDELAY block registered using FPGA clock, CLK0, for edge detection
  - Number of taps required to detect first edge recorded
  - Number of taps required to detect second edge recorded
  - Difference between first edge taps and second edge taps is pulse width
  - Required data delay is sum of first edge taps and pulse center

***Data-to-clock centering for every DQS signal***

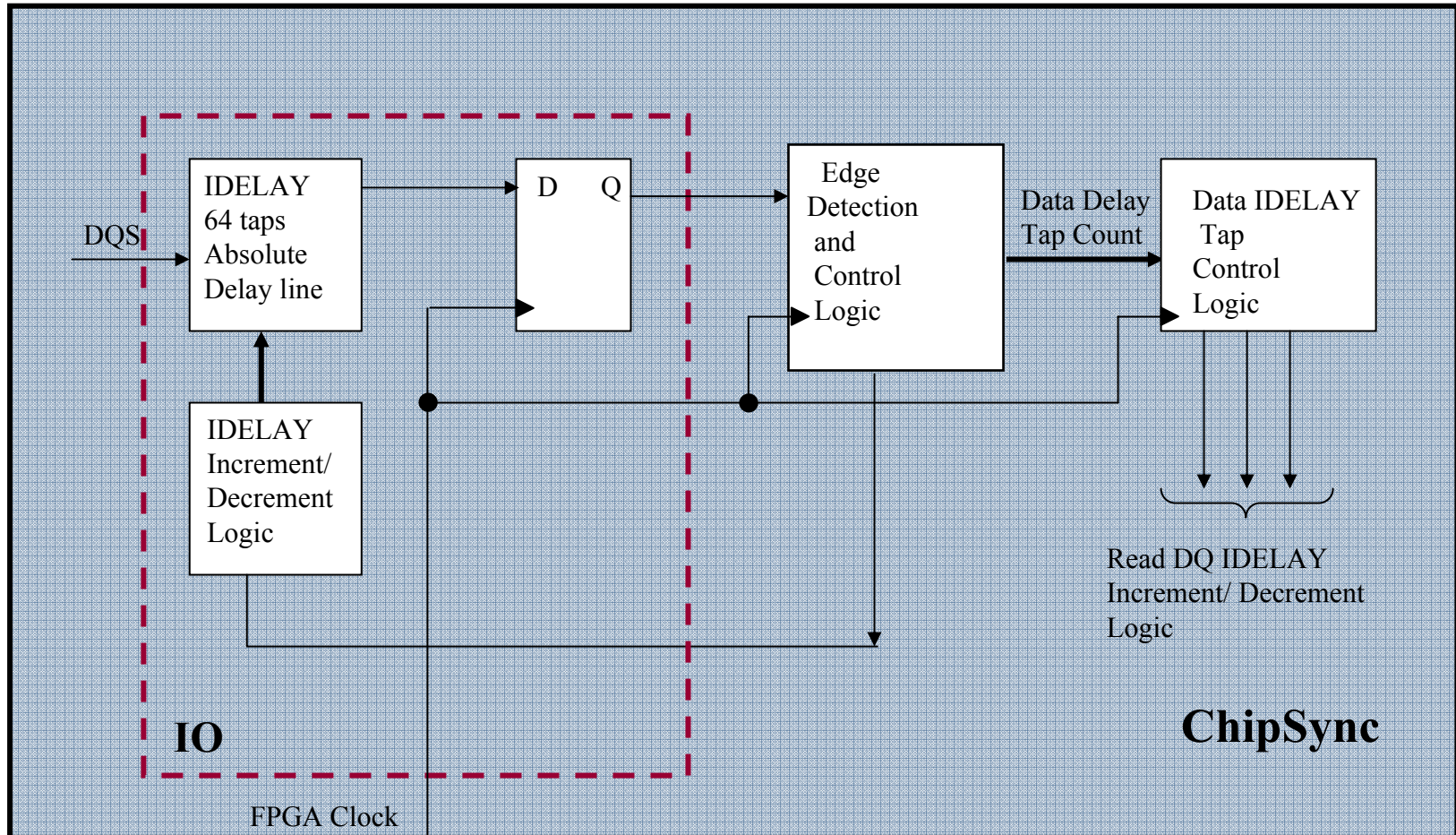


# Data-to-Clock Centering



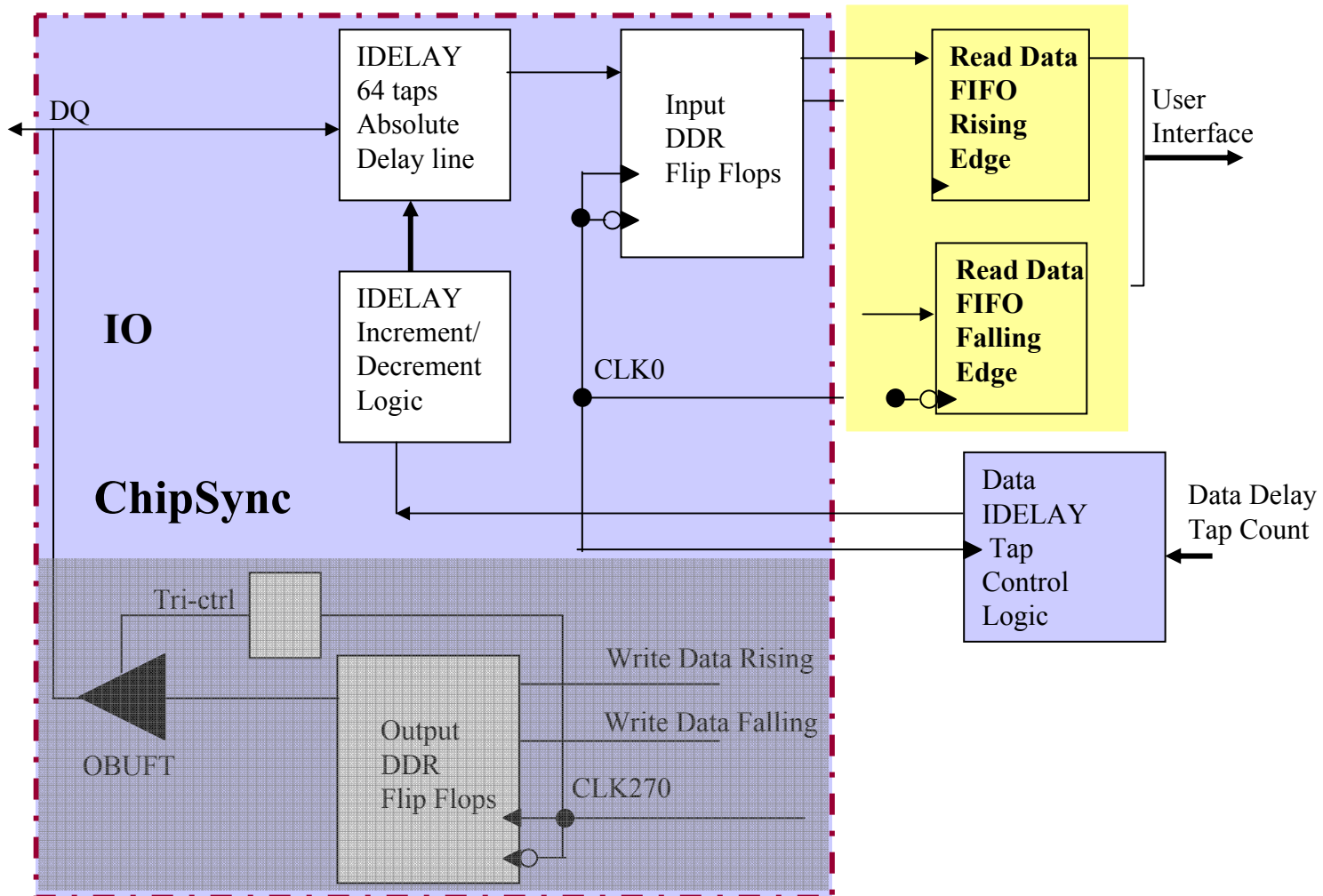
*“Run time” data-to-clock centering during initialization*

# Memory Strobe IO Diagram



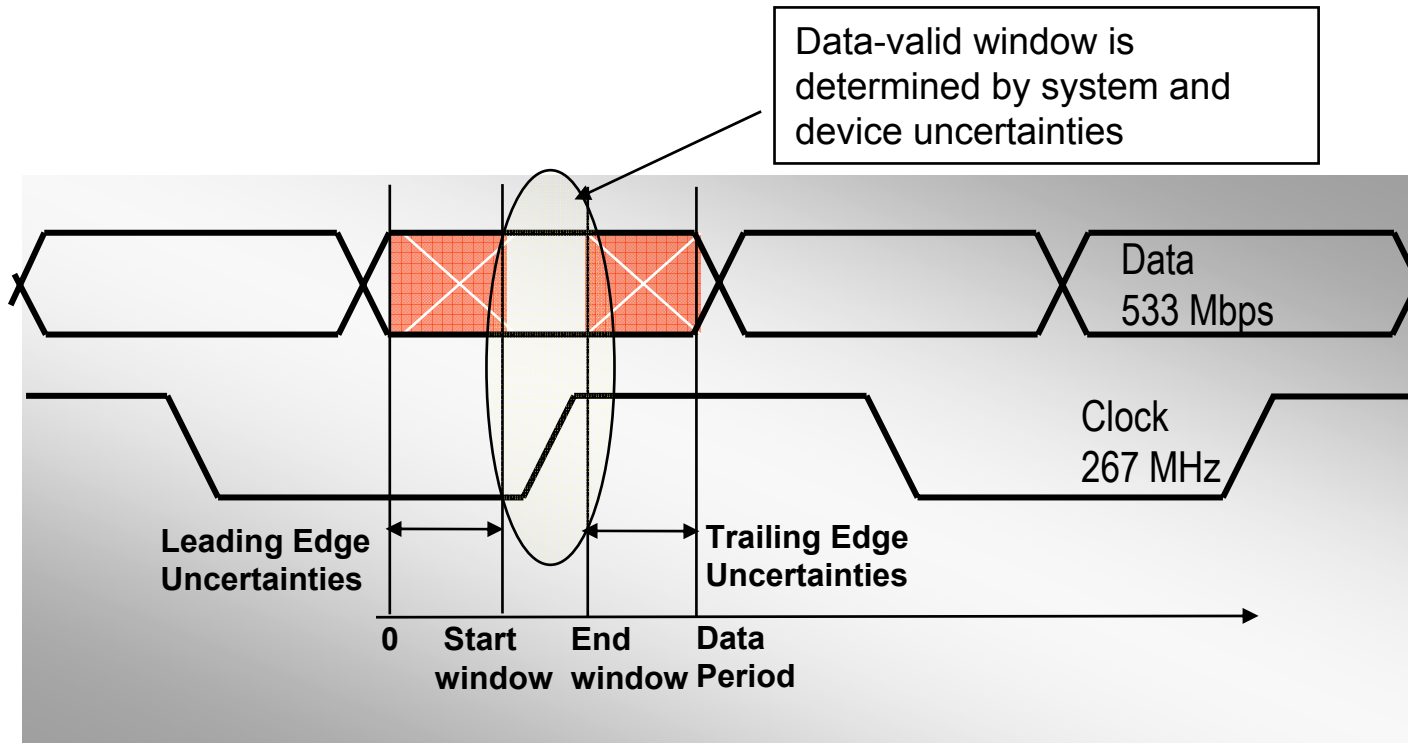
***DQS to FPGA clock phase shift detection***

# Read Data Path Diagram



**Data inputs delayed and captured in FPGA clock domain**

# Timing Margin Analysis

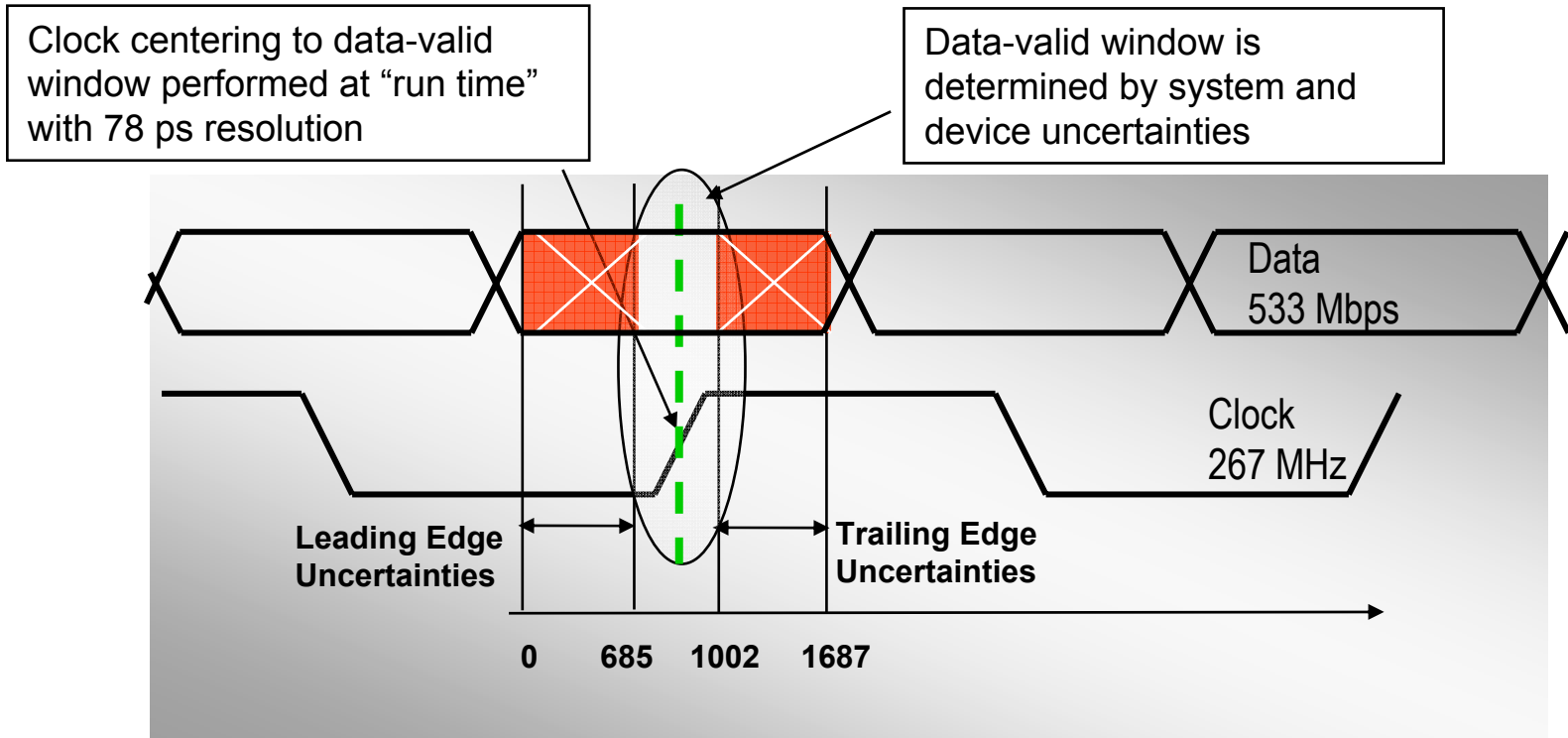


# DDR2 Read Timing @ 267 MHz

Parameters	Value(ps)	Uncertainties before DQS	Uncertainties after DQS	Meaning
Tclock	3750			Clock period
Tmemory_dll_duty_cycle_dist	188	188	188	Duty cycle distortion from memory DLL is subtracted from half clock period to determine Tdata_period.
Tdata_period	1687			Data period is half the clock period with 10% duty cycle distortion subtracted from it.
Memory uncertainties(Tac)	500	500	500	This parameter considers the worst of all the memory parameters. Tac = 500ps for 267 MHz.
Tpackage_skew	30	15	15	Package skew
Tsetup - Min	0	0	0	DQS edge detection is performed by registering it in the IO flip flop with a global clock. The final data delay value therefore already accounts for the setup and hold times of the IO flip flops. Hence these parameters are not considered in this
Thold - Max	0	0	0	
Tjitter	100	100	100	Clock jitter that indirectly causes strobe jitter
Tclock_tree_skew - Max	50	50	50	Small value considered for Skew on "global clock" line since detection of DQS and associated DQ are placed close to each other
Tpcb_layout_skew	20	20	20	Skew between data lines and associated strobe on the board
Uncertainties		685	685	
<b>Window</b>	<b>317</b>	<b>685</b>	<b>1002</b>	

*Data-valid window is more than 2 x the 78 ps tap resolution*

# DDR2 Read Timing @ 267 MHz

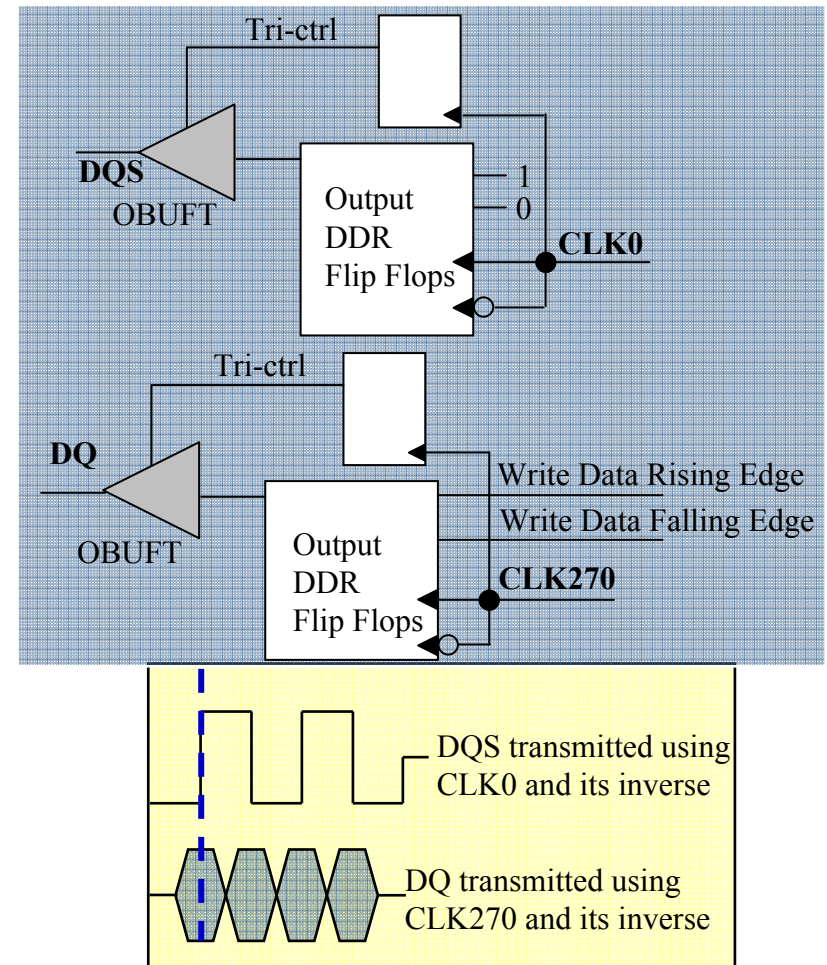


***Data-valid window is more than 2 x the 78 ps tap resolution***



# Write Data Path

- Write data path easy to implement due to DCM and Output DDR
- Write strobe/clock must be center aligned with data
- Write strobe/clock generated using Output DDR clocked by CLK0 DCM output
- Write data transmitted using Output DDR clocked by CLK270 DCM output



***Data outputs center aligned with DQS***

# DDR2 Write Timing @ 267 MHz

Parameters	Value(ps)	Uncertainties before DQS	Uncertainties after DQS	Meaning
Tclock	3750			Clock period
Tmemory_dll_duty_cycle_dist	188	188	188	Duty cycle distortion from memory DLL subtracted from half clock period to determine Tdata_period.
Tdata_period	1687			Data period is half the clock period with 10% duty cycle distortion subtracted from it.
Tsetup	100	100	0	Only the worst case parameter Tac being considered.
Thold	225	0	225	Only the worst case parameter Tac being considered.
Tpackage_skew	30	15	15	Package skew
Tjitter	0	0	0	Same DCM used to generate DQS and DQ
Tclock_tree_skew - Max	50	50	50	Small value considered for Skew on "global clock" line since detection of DQS and associated DQ are placed close to each other
Tclock_out_phase	140	140	140	Phase offset error between different clock outputs of the same DCM.
Tpcb_layout_skew	20	20	20	Skew between data lines and associated strobe on the board
Uncertainties		325	450	
<b>Window</b>	<b>912</b>	<b>325</b>	<b>1237</b>	

*Write data-valid window provides a comfortable margin*



# Agenda

- Memory Trends
- Design Challenges and Solutions
- DDR2 SDRAM Interface
- **Summary**

# Memory Interface Design Challenges Solved

- 1. Timing critical physical layer
  - Chipsync built in every I/O
    - Clock-to-data centering at “run time”
- 2. High bandwidth system requirements
  - Column-based architecture and superior packaging
  - 600Mbps x 432 bit wide buses
- 3. Complex memory controller design
  - Hardware verified solutions for all popular memory types (DDR2, DDR SDRAM, QDR II SRAM, RLDRAM II)
  - Memory Interface Generator (MIG)
    - Generates your design in minutes



*Memory Interfaces Made Easy*

Virtex-4 Wins!



# How to Get Started

- Leverage the complete hardware verified solutions to assure first time design success
- Access latest Virtex-4 memory design solutions on [www.xilinx.com/memory](http://www.xilinx.com/memory)
  - **Memory Interface Generator (MIG)**
  - Application Notes
  - **ML461 - Advanced Memory Development System**
    - Board level solution including: reference designs, schematic & gerber files
    - DDR2, DDR SDRAM, QDR II SRAM, RLDRAM II, FCRAM II
- Contact your local FAE for an on-site demo



***Accelerate Your Design Cycle***