

XLF210-256-FB236 Datasheet

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1 xCORE Multicore Microcontrollers

The xCORE200 Series is a comprehensive range of 32-bit multicore microcontrollers that brings the low latency and timing determinism of the xCORE architecture to mainstream embedded applications. Unlike conventional microcontrollers, xCORE multicore microcontrollers execute multiple real-time tasks simultaneously and communicate between tasks using a high speed network. Because xCORE multicore microcontrollers are completely deterministic, you can write software to implement functions that traditionally require dedicated hardware.

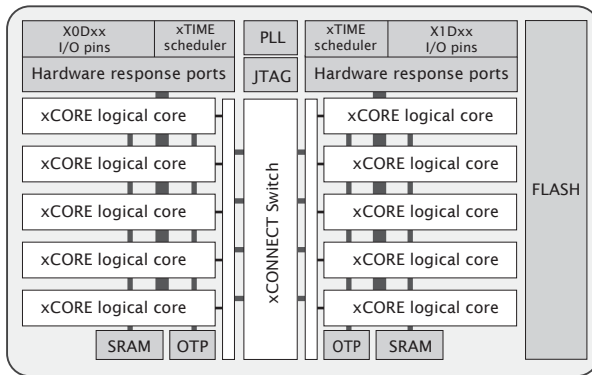


Figure 1:
XLF210-256-
FB236 block
diagram

Key features of the XLF210-256-FB236 include:

- ▶ **Tiles:** Devices consist of one or more xCORE tiles. Each tile contains between five and eight 32-bit xCOREs with highly integrated I/O and on-chip memory.
- ▶ **Logical cores** Each logical core can execute tasks such as computational code, DSP code, control software (including logic decisions and executing a state machine) or software that handles I/O. Section [6.1](#)
- ▶ **xTIME scheduler** The xTIME scheduler performs functions similar to an RTOS, in hardware. It services and synchronizes events in a core, so there is no requirement for interrupt handler routines. The xTIME scheduler triggers cores on events generated by hardware resources such as the I/O pins, communication channels and timers. Once triggered, a core runs independently and concurrently to other cores, until it pauses to wait for more events. Section [6.2](#)
- ▶ **Channels and channel ends** Tasks running on logical cores communicate using channels formed between two channel ends. Data can be passed synchronously or asynchronously between the channel ends assigned to the communicating tasks. Section [6.5](#)
- ▶ **xCONNECT Switch and Links** Between tiles, channel communications are implemented over a high performance network of xCONNECT Links and routed through a hardware xCONNECT Switch. Section [6.6](#)

- ▶ **Ports** The I/O pins are connected to the processing cores by Hardware Response ports. The port logic can drive its pins high and low, or it can sample the value on its pins optionally waiting for a particular condition. Section [6.3](#)
- ▶ **Clock blocks** xCORE devices include a set of programmable clock blocks that can be used to govern the rate at which ports execute. Section [6.4](#)
- ▶ **Memory** Each xCORE Tile integrates a bank of SRAM for instructions and data, and a block of one-time programmable (OTP) memory that can be configured for system wide security features. Section [9](#)
- ▶ **PLL** The PLL is used to create a high-speed processor clock given a low speed external oscillator. Section [7](#)
- ▶ **Flash** The device has a built-in 2MBflash. Section [8](#)
- ▶ **JTAG** The JTAG module can be used for loading programs, boundary scan testing, in-circuit source-level debugging and programming the OTP memory. Section [10](#)

1.1 Software

Devices are programmed using C, C++ or xC (C with multicore extensions). XMOS provides tested and proven software libraries, which allow you to quickly add interface and processor functionality such as USB, Ethernet, PWM, graphics driver, and audio EQ to your applications.

1.2 xTIMEcomposer Studio

The xTIMEcomposer Studio development environment provides all the tools you need to write and debug your programs, profile your application, and write images into flash memory or OTP memory on the device. Because xCORE devices operate deterministically, they can be simulated like hardware within xTIMEcomposer: uniquely in the embedded world, xTIMEcomposer Studio therefore includes a static timing analyzer, cycle-accurate simulator, and high-speed in-circuit instrumentation.

xTIMEcomposer can be driven from either a graphical development environment, or the command line. The tools are supported on Windows, Linux and MacOS X and available at no cost from xmos.com/downloads. Information on using the tools is provided in the xTIMEcomposer User Guide, [X3766](#).

2 XLF210-256-FB236 Features

► Multicore Microcontroller with Advanced Multi-Core RISC Architecture

- 10 real-time logical cores on 2 xCORE tiles
- Cores share up to 1000 MIPS
 - Up to 2000 MIPS in dual issue mode
- Each logical core has:
 - Guaranteed throughput of between 1/5 and 1/5 of tile MIPS
 - 16x32bit dedicated registers
- 167 high-density 16/32-bit instructions
 - All have single clock-cycle execution (except for divide)
 - 32x32→64-bit MAC instructions for DSP, arithmetic and user-definable cryptographic functions

► Programmable I/O

- 128 general-purpose I/O pins, configurable as input or output
 - Up to 32 x 1bit port, 12 x 4bit port, 8 x 8bit port, 4 x 16bit port, 2 x 32bit port
 - 8 xCONNECT links
- Port sampling rates of up to 60 MHz with respect to an external clock
- 64 channel ends (32 per tile) for communication with other cores, on or off-chip

► Memory

- 256KB internal single-cycle SRAM (max 128KB per tile) for code and data storage
- 16KB internal OTP (max 8KB per tile) for application boot code
- 2MB internal flash for application code and overlays

► Hardware resources

- 12 clock blocks (6 per tile)
- 20 timers (10 per tile)
- 8 locks (4 per tile)

► JTAG Module for On-Chip Debug

► Security Features

- Programming lock disables debug and prevents read-back of memory contents
- AES bootloader ensures secrecy of IP held on external flash memory

► Ambient Temperature Range

- Commercial qualification: 0°C to 70°C
- Industrial qualification: -40°C to 85°C

► Speed Grade

- 20: 1000 MIPS

► Power Consumption

- 570 mA (typical)

► 236-pin FBGA package 0.5 mm pitch

3 Pin Configuration

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
A	GND	VDDIOL	VDDIOL		TCK	CLK		4F X1D31	4F X1D29		8D X1D41	OTP VCC ⁻		NC	MODE[0]		4F X0D29	VDDIOR	GND
B	1B X0D36	VDDIOL	VDDIOL	TDO	TMS	TRST _N	4E X1D33	4E X1D32	4F X1D28	4E X1D26	8D X1D42	OTP VCC ⁻	NC	NC	MODE[1]	4E X0D33	4E X0D32	VDDIOR	VDDIOR
C	1N X0D37	1O X0D38	VDDIOL	TDI	DEBUG N	RST _N	1C X1D10	1D X1D11	4F X1D30	4E X1D27	8D X1D43	8D X1D40	NC	NC	4F X0D31	4F X0D30	4F X0D28	4E X0D26	4E X0D27
D		1P X0D39	8D X0D40														1K X0D34	1L X0D35	
E	8D X0D43	8D X0D42	8D X0D41														1J X0D25	1I X0D24	1B X1D01
F	1K X1D34	X1D35	1M X1D36				NC	VDD	VDD	VDDIOT	VDD	VDD	PLL AVDD	PLL AGND			4A X1D08	4F X1D09	1A X1D00
G		32A X1D49	32A X1D50			VDD		GND		GND		GND		VDD			32A X0D69	32A X0D70	
H	32A X1D53	32A X1D52	32A X1D51			VDD	GND	GND	GND	GND	GND	GND	GND	VDD			32A X0D68	32A X0D67	32A X0D66
J	32A X1D54	32A X1D55	32A X1D56			VDD		GND		GND		GND		VDD			32A X0D63	32A X0D64	32A X0D65
K		32A X1D58	32A X1D57			VDD	GND	GND	GND	GND	GND	GND	GND	VDD			32A X0D62	32A X0D61	
L	32A X1D63	32A X1D62	32A X1D61			VDD		GND		GND		GND		VDD			32A X0D58	32A X0D57	32A X0D56
M	32A X1D64	32A X1D65	32A X1D66			VDD	GND	GND	GND	GND	GND	GND	GND	VDD			32A X0D53	32A X0D54	32A X0D55
N		32A X1D67	32A X1D68			VDD		GND		GND		GND		VDD			32A X0D51	32A X0D52	
P	32A X1D70	32A X1D69	1N X1D37			VDD	VDD	VDD	VDD	VDD	VDD	VDD	VDD	NC			4B X1D07	32A X0D50	32A X0D49
R	1O X1D38	1P X1D39	4D X1D17														4A X1D03	4B X1D05	4B X1D06
T		4D X1D16	4C X1D18														4B X1D02	4B X1D04	
U	1C X0D10	1B X0D01	4D X1D19	1A X0D00	1D X0D11	4B X0D07	1E X1D12	VDDIOL	NC	NC	GND	NC	1I X1D24	1G X0D22	1F X0D13	1H X0D23	4D X0D19	4D X0D18	4D X0D17
V	1G X1D22	VDDIOL	VDDIOL	4B X0D04	4B X0D06	4A X0D03	4A X0D08	4A X0D09	NC	NC	4C X1D21	4C X1D14	1J X1D25	4C X0D21	4C X0D14	1E X0D12	VDDIOR	VDDIOR	4D X0D16
W	GND	VDDIOL	X1D23		4B X0D05	4A X0D02		1P X1D13	NC		4C X1D20	4C X1D15		4C X0D20	4C X0D15		VDDIOR	VDDIOR	GND

4 Signal Description

This section lists the signals and I/O pins available on the XLF210-256-FB236. The device provides a combination of 1bit, 4bit, 8bit and 16bit ports, as well as wider ports that are fully or partially (gray) bonded out. All pins of a port provide either output or input, but signals in different directions cannot be mapped onto the same port.

Pins may have one or more of the following properties:

- ▶ PD/PU: The IO pin has a weak pull-down or pull-up resistor. The resistor is enabled during and after reset. Enabling a link or port that uses the pin disables the resistor. Thereafter, the resistor can be enabled or disabled under software control. The resistor is designed to ensure defined logic input state for unconnected pins. It should not be used to pull external circuitry. Note that the resistors are highly non-linear and only a maximum pull current is specified in Section 12.3.
- ▶ ST: The IO pin has a Schmitt Trigger on its input.
- ▶ IOL/IOT/IOR: The IO pin is powered from VDDIOL, VDDIOT, and VDDIOR respectively

Power pins (8)			
Signal	Function	Type	Properties
GND	Digital ground	GND	
OTP_VCC	OTP power supply	PWR	
PLL_AGND	Analog ground for PLL	PWR	
PLL_AVDD	Analog PLL power	PWR	
VDD	Digital tile power	PWR	
VDDIOL	Digital I/O power (left)	PWR	
VDDIOR	Digital I/O power (right)	PWR	
VDDIOT	Digital I/O power (top)	PWR	

JTAG pins (6)			
Signal	Function	Type	Properties
RST_N	Global reset input	Input	IOL, PU, ST
TCK	Test clock	Input	IOL, PD, ST
TDI	Test data input	Input	IOL, PU
TDO	Test data output	Output	IOL, PD
TMS	Test mode select	Input	IOL, PU
TRST_N	Test reset input	Input	IOL, PU, ST

I/O pins (128)				
Signal	Function	Type	Properties	
X0D00	1A ⁰	I/O	IOL, PD	
X0D01	X ₀ L3 _{out} ² 1B ⁰	I/O—	IOL, PD	
X0D02	4A ⁰ 8A ⁰ 16A ⁰ 32A ²⁰	I/O	IOL, PD	
X0D03	4A ¹ 8A ¹ 16A ¹ 32A ²¹	I/O	IOL, PD	
X0D04	4B ⁰ 8A ² 16A ² 32A ²²	I/O—	IOL, PD	
X0D05	4B ¹ 8A ³ 16A ³ 32A ²³	I/O—	IOL, PD	
X0D06	4B ² 8A ⁴ 16A ⁴ 32A ²⁴	I/O—	IOL, PD	
X0D07	4B ³ 8A ⁵ 16A ⁵ 32A ²⁵	I/O—	IOL, PD	
X0D08	4A ² 8A ⁶ 16A ⁶ 32A ²⁶	I/O	IOL, PD	
X0D09	4A ³ 8A ⁷ 16A ⁷ 32A ²⁷	I/O	IOL, PD	
X0D10	X ₀ L3 _{out} ³ 1C ⁰	I/O—	IOL, PD	
X0D11	1D ⁰	I/O	IOL, PD	
X0D12	1E ⁰	I/O	IOR, PD	
X0D13	1F ⁰	I/O	IOR, PD	
X0D14	4C ⁰ 8B ⁰ 16A ⁸ 32A ²⁸	I/O	IOR, PD	
X0D15	4C ¹ 8B ¹ 16A ⁹ 32A ²⁹	I/O	IOR, PD	
X0D16	X ₀ L4 _{in} ⁴ 4D ⁰ 8B ² 16A ¹⁰	I/O	IOR, PD	
X0D17	X ₀ L4 _{in} ³ 4D ¹ 8B ³ 16A ¹¹	I/O	IOR, PD	
X0D18	X ₀ L4 _{in} ² 4D ² 8B ⁴ 16A ¹²	I/O	IOR, PD	
X0D19	X ₀ L4 _{in} ¹ 4D ³ 8B ⁵ 16A ¹³	I/O	IOR, PD	
X0D20	4C ² 8B ⁶ 16A ¹⁴ 32A ³⁰	I/O	IOR, PD	
X0D21	4C ³ 8B ⁷ 16A ¹⁵ 32A ³¹	I/O	IOR, PD	
X0D22	1G ⁰	I/O	IOR, PD	
X0D23	1H ⁰	I/O	IOR, PD	
X0D24	X ₀ L7 _{in} ⁰ 1I ⁰	I/O	IOR, PD	
X0D25	X ₀ L7 _{out} ⁰ 1J ⁰	I/O	IOR, PD	
X0D26	X ₀ L7 _{out} ¹ 4E ⁰ 8C ⁰ 16B ⁰	I/O	IOR, PD	
X0D27	X ₀ L7 _{out} ² 4E ¹ 8C ¹ 16B ¹	I/O	IOR, PD	
X0D28	4F ⁰ 8C ² 16B ²	I/O	IOR, PD	
X0D29	4F ¹ 8C ³ 16B ³	I/O	IOR, PD	
X0D30	4F ² 8C ⁴ 16B ⁴	I/O	IOR, PD	
X0D31	4F ³ 8C ⁵ 16B ⁵	I/O	IOR, PD	
X0D32	4E ² 8C ⁶ 16B ⁶	I/O	IOR, PD	
X0D33	4E ³ 8C ⁷ 16B ⁷	I/O	IOR, PD	
X0D34	X ₀ L7 _{out} ¹ 1K ⁰	I/O	IOR, PD	
X0D35	X ₀ L7 _{out} ² 1L ⁰	I/O	IOR, PD	
X0D36	1M ⁰ 8D ⁰ 16B ⁸	I/O	IOL, PD	
X0D37	X ₀ L0 _{in} ⁴ 1N ⁰ 8D ¹ 16B ⁹	I/O	IOL, PD	
X0D38	X ₀ L0 _{in} ³ 1O ⁰ 8D ² 16B ¹⁰	I/O	IOL, PD	
X0D39	X ₀ L0 _{in} ² 1P ⁰ 8D ³ 16B ¹¹	I/O	IOL, PD	
X0D40	X ₀ L0 _{in} ¹ 8D ⁴ 16B ¹²	I/O	IOL, PD	

(continued)

Signal	Function	Type	Properties
X0D41	$X_0L0_{in}^0$ 8D ⁵ 16B ¹³	I/O	IOL, PD
X0D42	$X_0L0_{out}^0$ 8D ⁶ 16B ¹⁴	I/O	IOL, PD
X0D43	$X_0L0_{out}^0$ 8D ⁷ 16B ¹⁵	I/O	IOL, PD
X0D49	$X_0L5_{in}^4$ 32A ⁰	I/O	IOR, PD
X0D50	$X_0L5_{in}^3$ 32A ¹	I/O	IOR, PD
X0D51	$X_0L5_{in}^2$ 32A ²	I/O	IOR, PD
X0D52	$X_0L5_{in}^1$ 32A ³	I/O	IOR, PD
X0D53	$X_0L5_{in}^0$ 32A ⁴	I/O	IOR, PD
X0D54	$X_0L5_{out}^0$ 32A ⁵	I/O	IOR, PD
X0D55	$X_0L5_{out}^1$ 32A ⁶	I/O	IOR, PD
X0D56	$X_0L5_{out}^2$ 32A ⁷	I/O	IOR, PD
X0D57	$X_0L5_{out}^3$ 32A ⁸	I/O	IOR, PD
X0D58	$X_0L5_{out}^4$ 32A ⁹	I/O	IOR, PD
X0D61	$X_0L6_{in}^4$ 32A ¹⁰	I/O	IOR, PD
X0D62	$X_0L6_{in}^3$ 32A ¹¹	I/O	IOR, PD
X0D63	$X_0L6_{in}^2$ 32A ¹²	I/O	IOR, PD
X0D64	$X_0L6_{in}^1$ 32A ¹³	I/O	IOR, PD
X0D65	$X_0L6_{in}^0$ 32A ¹⁴	I/O	IOR, PD
X0D66	$X_0L6_{out}^0$ 32A ¹⁵	I/O	IOR, PD
X0D67	$X_0L6_{out}^1$ 32A ¹⁶	I/O	IOR, PD
X0D68	$X_0L6_{out}^2$ 32A ¹⁷	I/O	IOR, PD
X0D69	$X_0L6_{out}^3$ 32A ¹⁸	I/O	IOR, PD
X0D70	$X_0L6_{out}^4$ 32A ¹⁹	I/O	IOR, PD
X1D00	$X_0L7_{in}^2$ 1A ⁰	I/O	IOR, PD
X1D01	$X_0L7_{in}^1$ 1B ⁰	I/O	IOR, PD
X1D02	$X_0L4_{in}^0$ 4A ⁰ 8A ⁰ 16A ⁰ 32A ²⁰	I/O	IOR, PD
X1D03	$X_0L4_{out}^0$ 4A ¹ 8A ¹ 16A ¹ 32A ²¹	I/O	IOR, PD
X1D04	$X_0L4_{out}^1$ 4B ⁰ 8A ² 16A ² 32A ²²	I/O	IOR, PD
X1D05	$X_0L4_{out}^2$ 4B ¹ 8A ³ 16A ³ 32A ²³	I/O	IOR, PD
X1D06	$X_0L4_{out}^3$ 4B ² 8A ⁴ 16A ⁴ 32A ²⁴	I/O	IOR, PD
X1D07	$X_0L4_{out}^4$ 4B ³ 8A ⁵ 16A ⁵ 32A ²⁵	I/O	IOR, PD
X1D08	$X_0L7_{in}^4$ 4A ² 8A ⁶ 16A ⁶ 32A ²⁶	I/O	IOR, PD
X1D09	$X_0L7_{in}^3$ 4A ³ 8A ⁷ 16A ⁷ 32A ²⁷	I/O	IOR, PD
X1D10	1C ⁰	I/O	IOT, PD
X1D11	1D ⁰	I/O	IOT, PD
X1D12	1E ⁰	I/O	IOL, PD
X1D13	1F ⁰	I/O	IOL, PD
X1D14	4C ⁰ 8B ⁰ 16A ⁸ 32A ²⁸	I/O	IOR, PD
X1D15	4C ¹ 8B ¹ 16A ⁹ 32A ²⁹	I/O	IOR, PD
X1D16	$X_0L3_{in}^1$ 4D ⁰ 8B ² 16A ¹⁰	I/O	IOL, PD
X1D17	$X_0L3_{in}^0$ 4D ¹ 8B ³ 16A ¹¹	I/O	IOL, PD
X1D18	$X_0L3_{out}^0$ 4D ² 8B ⁴ 16A ¹²	I/O	IOL, PD
X1D19	$X_0L3_{out}^1$ 4D ³ 8B ⁵ 16A ¹³	I/O	IOL, PD

(continued)

Signal	Function	Type	Properties
X1D20	4C ² 8B ⁶ 16A ¹⁴ 32A ³⁰	I/O	IOR, PD
X1D21	4C ³ 8B ⁷ 16A ¹⁵ 32A ³¹	I/O	IOR, PD
X1D22	X ₀ L3 _{out} ⁴ 1G ⁰	I/O	IOL, PD
X1D23	1H ⁰	I/O	IOL, PD
X1D24	1I ⁰	I/O	IOR, PD
X1D25	1J ⁰	I/O	IOR, PD
X1D26	4E ⁰ 8C ⁰ 16B ⁰	I/O	IOT, PD
X1D27	4E ¹ 8C ¹ 16B ¹	I/O	IOT, PD
X1D28	4F ⁰ 8C ² 16B ²	I/O	IOT, PD
X1D29	4F ¹ 8C ³ 16B ³	I/O	IOT, PD
X1D30	4F ² 8C ⁴ 16B ⁴	I/O	IOT, PD
X1D31	4F ³ 8C ⁵ 16B ⁵	I/O	IOT, PD
X1D32	4E ² 8C ⁶ 16B ⁶	I/O	IOT, PD
X1D33	4E ³ 8C ⁷ 16B ⁷	I/O	IOT, PD
X1D34	X ₀ L0 _{out} ² 1K ⁰	I/O	IOL, PD
X1D35	X ₀ L0 _{out} ³ 1L ⁰	I/O	IOL, PD
X1D36	X ₀ L0 _{out} ⁴ 1M ⁰ 8D ⁰ 16B ⁸	I/O	IOL, PD
X1D37	X ₀ L3 _{in} ⁴ 1N ⁰ 8D ¹ 16B ⁹	I/O	IOL, PD
X1D38	X ₀ L3 _{in} ³ 1O ⁰ 8D ² 16B ¹⁰	I/O	IOL, PD
X1D39	X ₀ L3 _{in} ² 1P ⁰ 8D ³ 16B ¹¹	I/O	IOL, PD
X1D40	8D ⁴ 16B ¹²	I/O	IOT, PD
X1D41	8D ⁵ 16B ¹³	I/O	IOT, PD
X1D42	8D ⁶ 16B ¹⁴	I/O	IOT, PD
X1D43	8D ⁷ 16B ¹⁵	I/O	IOT, PD
X1D49	X ₀ L1 _{in} ⁴ 32A ⁰	I/O	IOL, PD
X1D50	X ₀ L1 _{in} ³ 32A ¹	I/O	IOL, PD
X1D51	X ₀ L1 _{in} ² 32A ²	I/O	IOL, PD
X1D52	X ₀ L1 _{in} ¹ 32A ³	I/O	IOL, PD
X1D53	X ₀ L1 _{in} ⁰ 32A ⁴	I/O	IOL, PD
X1D54	X ₀ L1 _{out} ⁰ 32A ⁵	I/O	IOL, PD
X1D55	X ₀ L1 _{out} ¹ 32A ⁶	I/O	IOL, PD
X1D56	X ₀ L1 _{out} ² 32A ⁷	I/O	IOL, PD
X1D57	X ₀ L1 _{out} ³ 32A ⁸	I/O	IOL, PD
X1D58	X ₀ L1 _{out} ⁴ 32A ⁹	I/O	IOL, PD
X1D61	X ₀ L2 _{in} ⁴ 32A ¹⁰	I/O	IOL, PD
X1D62	X ₀ L2 _{in} ³ 32A ¹¹	I/O	IOL, PD
X1D63	X ₀ L2 _{in} ² 32A ¹²	I/O	IOL, PD
X1D64	X ₀ L2 _{in} ¹ 32A ¹³	I/O	IOL, PD
X1D65	X ₀ L2 _{in} ⁰ 32A ¹⁴	I/O	IOL, PD
X1D66	X ₀ L2 _{out} ⁰ 32A ¹⁵	I/O	IOL, PD
X1D67	X ₀ L2 _{out} ¹ 32A ¹⁶	I/O	IOL, PD
X1D68	X ₀ L2 _{out} ² 32A ¹⁷	I/O	IOL, PD
X1D69	X ₀ L2 _{out} ³ 32A ¹⁸	I/O	IOL, PD

(continued)

Signal	Function	Type	Properties
X1D70	X ₀ L2 _{out} ⁴ 32A ¹⁹	I/O	IOL, PD

System pins (3)			
Signal	Function	Type	Properties
CLK	PLL reference clock	Input	IOL, PD, ST
DEBUG_N	Multi-chip debug	I/O	IOL, PU
MODE[1:0]	Boot mode select	Input	PU

5 Example Application Diagram

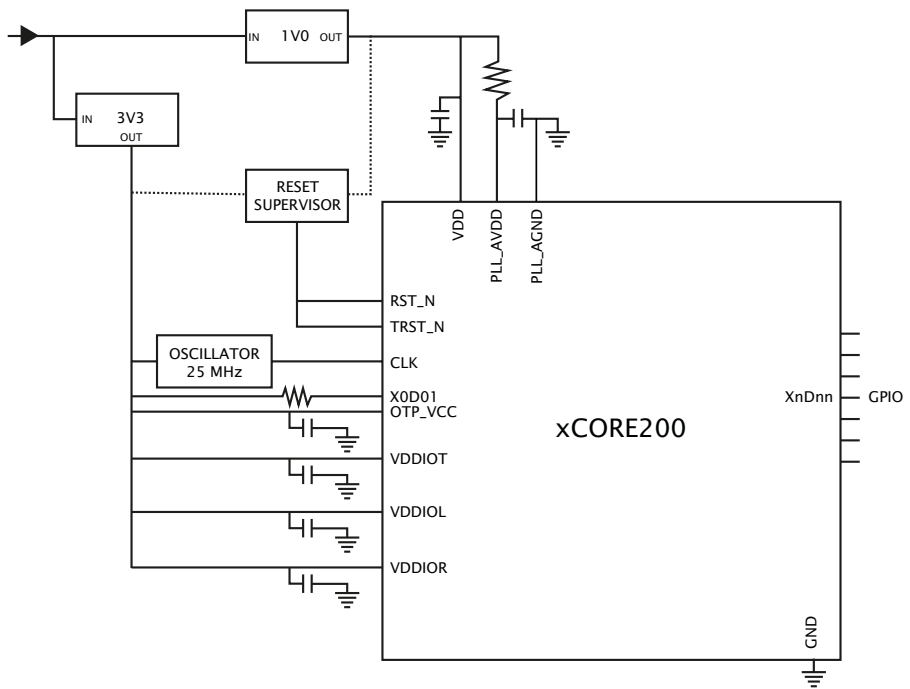


Figure 2:
Simplified
Reference
Schematic

► see Section 11 for details on the power supplies and PCB design

6 Product Overview

The XLF210-256-FB236 is a powerful device that consists of two xCORE Tiles, each comprising a flexible logical processing cores with tightly integrated I/O and on-chip memory.

6.1 Logical cores

Each tile has up to 5 active logical cores, which issue instructions down a shared five-stage pipeline. Instructions from the active cores are issued round-robin. Each core is allocated a fifth of the processing cycles. Figure 3 shows the guaranteed core performance.

Figure 3:
Logical core
performance

Speed grade	MIPS	Frequency	MIPS per logical core
10	1000 MIPS	500 MHz	100

There is no way that the performance of a logical core can be reduced below these predicted levels (unless *priority threads* are used: in this case the guaranteed minimum performance is computed based on the number of priority threads as defined in the architecture manual).

The logical cores are triggered by events instead of interrupts and run to completion. A logical core can be paused to wait for an event.

6.2 xTIME scheduler

The xTIME scheduler handles the events generated by xCORE Tile resources, such as channel ends, timers and I/O pins. It ensures that all events are serviced and synchronized, without the need for an RTOS. Events that occur at the I/O pins are handled by the Hardware-Response ports and fed directly to the appropriate xCORE Tile. An xCORE Tile can also choose to wait for a specified time to elapse, or for data to become available on a channel.

Tasks do not need to be prioritised as each of them runs on their own logical xCORE. It is possible to share a set of low priority tasks on a single core using cooperative multitasking.

6.3 Hardware Response Ports

Hardware Response ports connect an xCORE tile to one or more physical pins and as such define the interface between hardware attached to the XLF210-256-FB236, and the software running on it. A combination of 1bit, 4bit, 8bit, 16bit and 32bit ports are available. All pins of a port provide either output or input. Signals in different directions cannot be mapped onto the same port.

The port logic can drive its pins high or low, or it can sample the value on its pins, optionally waiting for a particular condition. Ports are accessed using dedicated instructions that are executed in a single processor cycle. xCORE-200 IO pins can

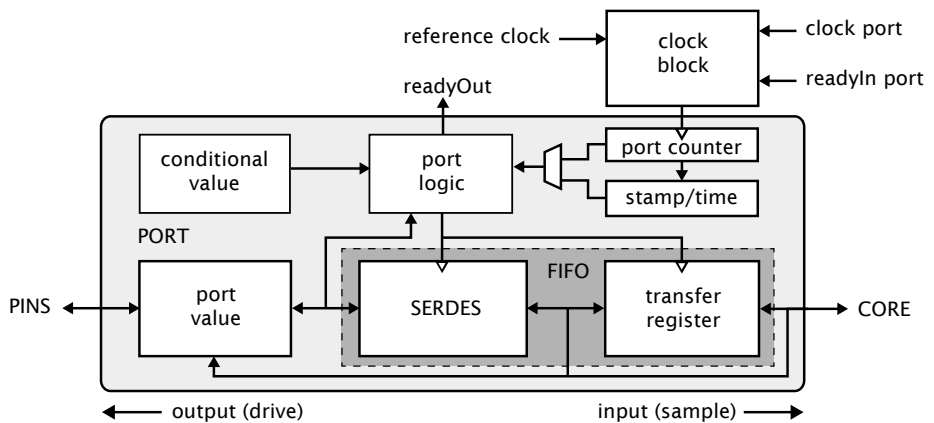


Figure 4:
Port block
diagram

be used as *open collector* outputs, where signals are driven low if a zero is output, but left high impedance if a one is output. This option is set on a per-port basis.

Data is transferred between the pins and core using a FIFO that comprises a SERDES and transfer register, providing options for serialization and buffered data.

Each port has a 16-bit counter that can be used to control the time at which data is transferred between the port value and transfer register. The counter values can be obtained at any time to find out when data was obtained, or used to delay I/O until some time in the future. The port counter value is automatically saved as a timestamp, that can be used to provide precise control of response times.

The ports and xCONNECT links are multiplexed onto the physical pins. If an xConnect Link is enabled, the pins of the underlying ports are disabled. If a port is enabled, it overrules ports with higher widths that share the same pins. The pins on the wider port that are not shared remain available for use when the narrower port is enabled. Ports always operate at their specified width, even if they share pins with another port.

6.4 Clock blocks

xCORE devices include a set of programmable clocks called clock blocks that can be used to govern the rate at which ports execute. Each xCORE tile has six clock blocks: the first clock block provides the tile reference clock and runs at a default frequency of 100MHz; the remaining clock blocks can be set to run at different frequencies.

A clock block can use a 1-bit port as its clock source allowing external application clocks to be used to drive the input and output interfaces. xCORE-200 clock blocks optionally divide the clock input from a 1-bit port.

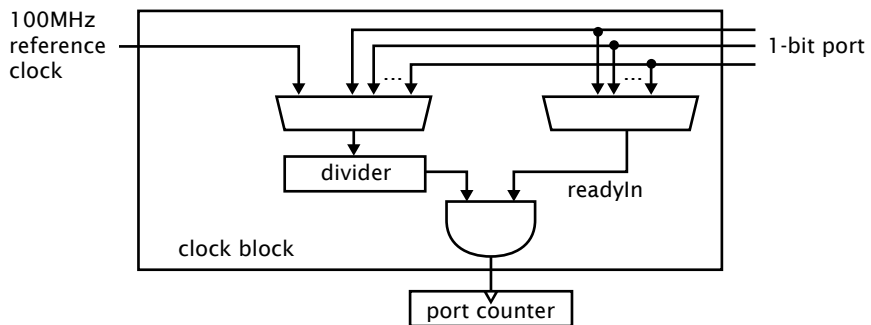


Figure 5:
Clock block
diagram

In many cases I/O signals are accompanied by strobing signals. The xCORE ports can input and interpret strobe (known as readyIn and readyOut) signals generated by external sources, and ports can generate strobe signals to accompany output data.

On reset, each port is connected to clock block 0, which runs from the xCORE Tile reference clock.

6.5 Channels and Channel Ends

Logical cores communicate using point-to-point connections, formed between two channel ends. A channel-end is a resource on an xCORE tile, that is allocated by the program. Each channel-end has a unique system-wide identifier that comprises a unique number and their tile identifier. Data is transmitted to a channel-end by an output-instruction; and the other side executes an input-instruction. Data can be passed synchronously or asynchronously between the channel ends.

6.6 xCONNECT Switch and Links

XMOS devices provide a scalable architecture, where multiple xCORE devices can be connected together to form one system. Each xCORE device has an xCONNECT interconnect that provides a communication infrastructure for all tasks that run on the various xCORE tiles on the system.

The interconnect relies on a collection of switches and XMOS links. Each xCORE device has an on-chip switch that can set up circuits or route data. The switches are connected by xConnect Links. An XMOS link provides a physical connection between two switches. The switch has a routing algorithm that supports many different topologies, including lines, meshes, trees, and hypercubes.

The links operate in either 2 wires per direction or 5 wires per direction mode, depending on the amount of bandwidth required. Circuit switched, streaming and packet switched data can both be supported efficiently. Streams provide the fastest possible data rates between xCORE Tiles (up to 250 MBit/s), but each stream requires a single link to be reserved between switches on two tiles. All packet communications can be multiplexed onto a single link.

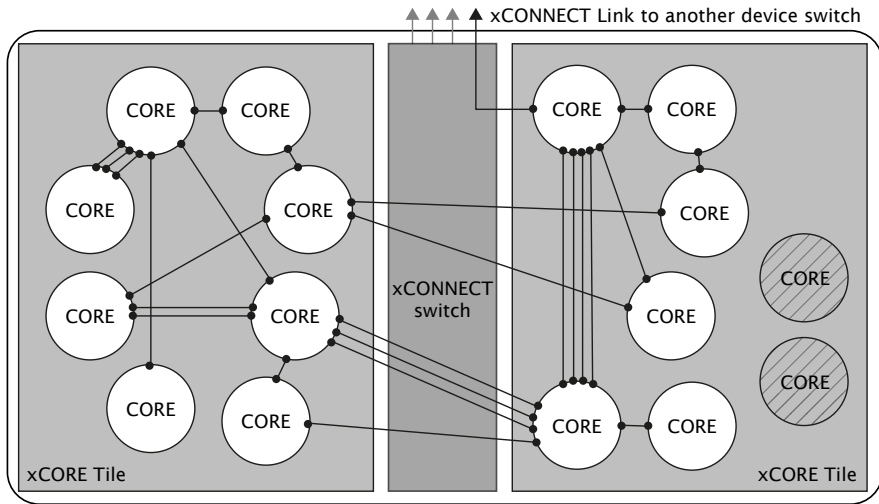


Figure 6:
Switch, links
and channel
ends

Information on the supported routing topologies that can be used to connect multiple devices together can be found in the XS1-LF Link Performance and Design Guide, [X2999](#).

7 PLL

The PLL creates a high-speed clock that is used for the switch, tile, and reference clock. The PLL multiplication value is selected through the two MODE pins, and can be changed by software to speed up the tile or use less power. The MODE pins are set as shown in Figure 7:

Oscillator Frequency	MODE		Tile Boot Frequency	PLL Ratio	PLL settings		
	1	0			OD	F	R
3.25-10 MHz	0	0	130-400 MHz	40	1	159	0
9-25 MHz	1	1	144-400 MHz	16	1	63	0
25-50 MHz	1	0	167-400 MHz	8	1	31	0
50-100 MHz	0	1	196-400 MHz	4	1	15	0

Figure 7:
PLL multiplier
values and
MODE pins

Figure 7 also lists the values of *OD*, *F* and *R*, which are the registers that define the ratio of the tile frequency to the oscillator frequency:

$$F_{core} = F_{osc} \times \frac{F+1}{2} \times \frac{1}{R+1} \times \frac{1}{OD+1}$$

OD, *F* and *R* must be chosen so that $0 \leq R \leq 63$, $0 \leq F \leq 4095$, $0 \leq OD \leq 7$, and $260MHz \leq F_{osc} \times \frac{F+1}{2} \times \frac{1}{R+1} \leq 1.3GHz$. The *OD*, *F*, and *R* values can be modified by writing to the digital node PLL configuration register.

The MODE pins must be held at a static value during and after deassertion of the system reset.

If a different tile frequency is required (eg, 500 MHz), then the PLL must be reprogrammed after boot to provide the required tile frequency. The XMOS tools perform this operation by default. Further details on configuring the clock can be found in the xCORE-200 Clock Frequency Control document.

8 Boot Procedure

The device is kept in reset by driving RST_N low. When in reset, all GPIO pins have a pull-down enabled. The processor must be held in reset until VDDIOL is in spec for at least 1 ms. When the device is taken out of reset by releasing RST_N the processor starts its internal reset process. After 15-150 μs (depending on the input clock) the processor boots.

The device boots from a QSPI flash (IS25LQ016B) that is embedded in the device. The QSPI flash is connected to the ports on Tile 0 as shown in Figure 8. An external 1K resistor must connect X0D01 to VDDIOL. X0D10 should ideally not be connected. If X0D10 is connected, then a 150 ohm series resistor close to the device is recommended. X0D04..X0D07 should be not connected.

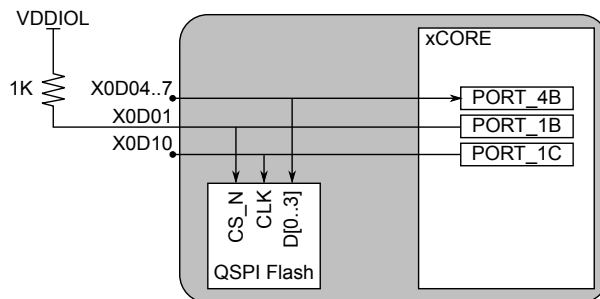


Figure 8:
QSPI port
connectivity

The xCORE Tile boot procedure is illustrated in Figure 9. If bit 5 of the security register (see §9.1) is set, the device boots from OTP. Otherwise, the device boots from the internal flash.

The boot image has the following format:

- ▶ A 32-bit program size s in words.
- ▶ Program consisting of $s \times 4$ bytes.
- ▶ A 32-bit CRC, or the value 0x0D15AB1E to indicate that no CRC check should be performed.

The program size and CRC are stored least significant byte first. The program is loaded into the lowest memory address of RAM, and the program is started from that address. The CRC is calculated over the byte stream represented by the program size and the program itself. The polynomial used is 0xEDB88320 (IEEE

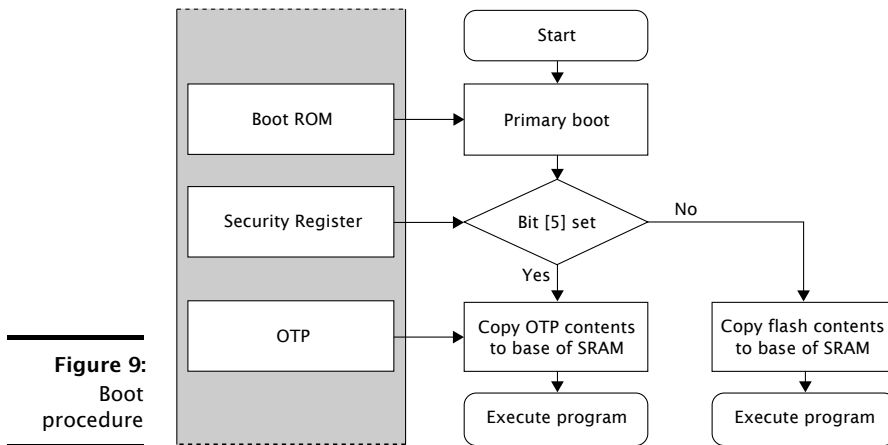


Figure 9:
Boot procedure

802.3); the CRC register is initialized with 0xFFFFFFFF and the residue is inverted to produce the CRC.

8.1 Security register

The security register enables security features on the xCORE tile. The features shown in Figure 10 provide a strong level of protection and are sufficient for providing strong IP security.

9 Memory

9.1 OTP

Each xCORE Tile integrates 8 KB one-time programmable (OTP) memory along with a security register that configures system wide security features. The OTP holds data in four sectors each containing 512 rows of 32 bits which can be used to implement secure bootloaders and store encryption keys. Data for the security register is loaded from the OTP on power up. All additional data in OTP is copied from the OTP to SRAM and executed first on the processor.

The OTP memory is programmed using three special I/O ports: the OTP address port is a 16-bit port with resource ID 0x100200, the OTP data is written via a 32-bit port with resource ID 0x200100, and the OTP control is on a 16-bit port with ID 0x100300. Programming is performed through `libotp` and `xburn`.

9.2 SRAM

Each xCORE Tile integrates a single 128KBSRAM bank for both instructions and data. All internal memory is 32 bits wide, and instructions are either 16-bit or 32-bit. Byte (8-bit), half-word (16-bit) or word (32-bit) accesses are supported and

Feature	Bit	Description
Disable JTAG	0	The JTAG interface is disabled, making it impossible for the tile state or memory content to be accessed via the JTAG interface.
Disable Link access	1	Other tiles are forbidden access to the processor state via the system switch. Disabling both JTAG and Link access transforms an xCORE Tile into a “secure island” with other tiles free for non-secure user application code.
Secure Boot	5	The xCORE Tile is forced to boot from address 0 of the OTP, allowing the xCORE Tile boot ROM to be bypassed (see §8).
Redundant rows	7	Enables redundant rows in OTP.
Sector Lock 0	8	Disable programming of OTP sector 0.
Sector Lock 1	9	Disable programming of OTP sector 1.
Sector Lock 2	10	Disable programming of OTP sector 2.
Sector Lock 3	11	Disable programming of OTP sector 3.
OTP Master Lock	12	Disable OTP programming completely: disables updates to all sectors and security register.
Disable JTAG-OTP	13	Disable all (read & write) access from the JTAG interface to this OTP.
Disable Global Debug	14	Disables access to the DEBUG_N pin.
	21..15	General purpose software accessible security register available to end-users.
	31..22	General purpose user programmable JTAG UserID code extension.

Figure 10:
Security register features

are executed within one tile clock cycle. There is no dedicated external memory interface, although data memory can be expanded through appropriate use of the ports.

10 JTAG

The JTAG module can be used for loading programs, boundary scan testing, in-circuit source-level debugging and programming the OTP memory.

The JTAG chain structure is illustrated in Figure 11. It comprises a single 1149.1 compliant TAP that can be used for boundary scan of the I/O pins. It has a 4-bit IR and 32-bit DR. It also provides access to a chip TAP that in turn can access the xCORE Tile for loading code and debugging.

The TRST_N pin must be asserted low during and after power up for 100 ns. If JTAG is not required, the TRST_N pin can be tied to ground to hold the JTAG module in reset.

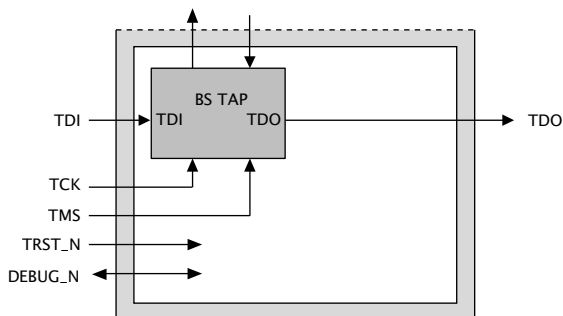


Figure 11:
JTAG chain structure

The DEBUG_N pin is used to synchronize the debugging of multiple xCORE Tiles. This pin can operate in both output and input mode. In output mode and when configured to do so, DEBUG_N is driven low by the device when the processor hits a debug break point. Prior to this point the pin will be tri-stated. In input mode and when configured to do so, driving this pin low will put the xCORE Tile into debug mode. Software can set the behavior of the xCORE Tile based on this pin. This pin should have an external pull up of 4K7-47KΩ or left not connected in single core applications.

The JTAG device identification register can be read by using the IDCODE instruction. Its contents are specified in Figure 12.

Figure 12:
IDCODE return value

Device Identification Register																	
Bit31															Bit0		
Version	Part Number								Manufacturer Identity								1
0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	1	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	

The JTAG usercode register can be read by using the USERCODE instruction. Its contents are specified in Figure 13. The OTP User ID field is read from bits [22:31] of the security register on xCORE Tile 0, see §9.1 (all zero on unprogrammed devices).

Figure 13:
USERCODE return value

Usercode Register																
Bit31															Bit0	
OTP User ID	Unused				Silicon Revision								0			
0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

11 Board Integration

The device has the following power supply pins:

- ▶ VDD pins for the xCORE Tile

- ▶ VDDIO pins for the I/O lines. Separate I/O supplies are provided for the left, top, and right side of the package; different I/O voltages may be supplied on those. The signal description (Section 4) specifies which I/O is powered from which power-supply
- ▶ PLL_AVDD pins for the PLL
- ▶ OTP_VCC pins for the OTP

Several pins of each type are provided to minimize the effect of inductance within the package, all of which must be connected. The power supplies must be brought up monotonically and input voltages must not exceed specification at any time.

VDDIO/OTP_VCC and VDD can ramp up independently. In order to reduce stresses on the device, it is preferable to make them ramp up in a short time frame of each other, no more than 50 ms apart. RST_N and TRST_N should be kept low until all power supplies are stable and within tolerances of their final voltage. RST_N should be at least 1 ms after VDDIO good to enable the built-in flash to settle. Power sequencing is summarised in Figure 14

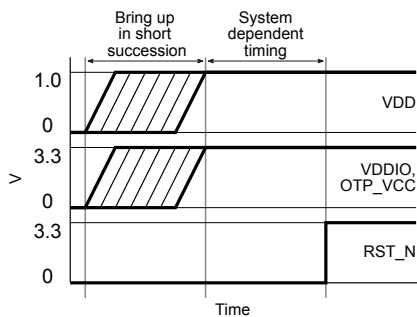


Figure 14:
Sequencing
of power
supplies and
RST_N

The PLL_AVDD supply should be separated from the other noisier supplies on the board. The PLL requires a very clean power supply, and a low pass filter (for example, a 4.7 Ω resistor and 100 nF multi-layer ceramic capacitor) is recommended on this pin.

The following ground pins are provided:

- ▶ PLL_AGND for PLL_AVDD
- ▶ GND for all other supplies

All ground pins must be connected directly to the board ground.

The VDD and VDDIO supplies should be decoupled close to the chip by several 100 nF low inductance multi-layer ceramic capacitors between the supplies and GND (for example, 100nF 0402 for every other supply pin). The ground side of the decoupling capacitors should have as short a path back to the GND pins as

possible. A bulk decoupling capacitor of at least 10 uF should be placed on each of these supplies.

RST_N is an active-low asynchronous-assertion global reset signal. Following a reset, the PLL re-establishes lock after which the device boots up according to the boot mode (see §8). RST_N and must be asserted low during and after power up for 100 ns.

11.1 Land patterns and solder stencils

The package is a 236 ball Fine Ball Grid Array (FBGA) on a 0.5 mm pitch. We recommend you use HDI or better PCB technology. The missing balls in the outer rows can be used to route the first inner row out over the top layer. The missing balls in the center can be used for ground vias. The missing rows four and five can be used for VDD vias if required.

The land patterns and solder stencils will depend on the PCB manufacturing process. We recommend you design them with using the IPC specifications “*Generic Requirements for Surface Mount Design and Land Pattern Standards*” [IPC-7351 B](#). This standard aims to achieve desired targets of heel, toe and side fillets for solder-joints. The mechanical drawings in Section 13 specify the dimensions and tolerances.

11.2 Ground and Thermal Vias

Vias from the ground balls into the ground plane of the PCB are recommended for a low inductance ground connection and good thermal performance. Typical designs could use 16 vias in a 4 x 4 grid, equally spaced amongst the ground balls.

11.3 Moisture Sensitivity

XMOS devices are, like all semiconductor devices, susceptible to moisture absorption. When removed from the sealed packaging, the devices slowly absorb moisture from the surrounding environment. If the level of moisture present in the device is too high during reflow, damage can occur due to the increased internal vapour pressure of moisture. Example damage can include bond wire damage, die lifting, internal or external package cracks and/or delamination.

All XMOS devices are Moisture Sensitivity Level (MSL) 3 - devices have a shelf life of 168 hours between removal from the packaging and reflow, provided they are stored below 30C and 60% RH. If devices have exceeded these values or an included moisture indicator card shows excessive levels of moisture, then the parts should be baked as appropriate before use. This is based on information from *Joint IPC/JEDEC Standard For Moisture/Reflow Sensitivity Classification For Nonhermetic Solid State Surface-Mount Devices* [J-STD-020](#) Revision D.

12 Electrical Characteristics

12.1 Absolute Maximum Ratings

Stresses beyond those listed under Absolute Maximum Ratings may cause permanent damage to the device. Exposure to any Absolute Maximum Rating condition for extended periods may affect device reliability and lifetime.

Symbol	Parameter	MIN	MAX	UNITS	Notes
VDD	Tile DC supply voltage	-0.2	1.1	V	
PLL_AVDD	PLL analog supply	-0.2	1.1	V	
VDDIO	I/O supply voltage	-0.3	3.75	V	
OTP_VCC	OTP supply voltage	-0.3	3.75	V	
Tj	Junction temperature		125	°C	
Tstg	Storage temperature	-65	150	°C	
V(Vin)	Voltage applied to any IO pin	-0.3	3.75	V	
I(XxDxx)	GPIO current	-30	30	mA	
V(X0D03-8)	Voltage applied to flash pins	-0.3	VDDIO+0.5	V	
I(VDDIOL)	Current for VDDIOL domain		588	mA	A, B, C
I(VDDIOR)	Current for VDDIOR domain		686	mA	A, B, C
I(VDDIOT)	Current for VDDIOT domain		98	mA	A, C

Figure 15:
Absolute maximum ratings

- A Exceeding these current limits will result in premature aging and reduced lifetime.
- B This current consumption must be evenly distributed over all VDDIO pins.
- C All main power (VDD, VDDIO) and ground (VSS) pins must always be connected to the external power supply, in the permitted range.

12.2 Operating Conditions

Symbol	Parameter	MIN	TYP	MAX	UNITS	Notes
VDD	Tile DC supply voltage	0.95	1.00	1.05	V	
VDDIOL	I/O supply voltage	3.135	3.30	3.465	V	
VDDIOR	I/O supply voltage	3.135	3.30	3.465	V	
VDDIOT 3v3	I/O supply voltage	3.135	3.30	3.465	V	
VDDIOT 2v5	I/O supply voltage	2.375	2.50	2.625	V	
PLL_AVDD	PLL analog supply	0.95	1.00	1.05	V	
Cl	xCORE Tile I/O load capacitance			25	pF	
Ta	Ambient operating temperature (Commercial)	0		70	°C	
	Ambient operating temperature (Industrial)	-40		85	°C	
Tj	Junction temperature			125	°C	

Figure 16:
Operating conditions

12.3 DC Characteristics, VDDIO=3V3

Symbol	Parameter	MIN	TYP	MAX	UNITS	Notes
V(IH)	Input high voltage	2.00		3.60	V	A
V(IL)	Input low voltage	-0.30		0.70	V	A
V(OH)	Output high voltage	2.20			V	B, C
V(OL)	Output low voltage			0.40	V	B, C
I(PU)	Internal pull-up current (Vin=0V)	-100			μA	D
I(PD)	Internal pull-down current (Vin=3.3V)			100	μA	D
I(LC)	Input leakage current	-10		10	μA	

Figure 17:
DC characteristics

- A All pins except power supply pins.
- B Pins X1D40, X1D41, X1D42, X1D43, X1D26, and X1D27 are nominal 8 mA drivers, the remainder of the general-purpose I/Os are 4 mA.
- C Measured with 4 mA drivers sourcing 4 mA, 8 mA drivers sourcing 8 mA.
- D Used to guarantee logic state for an I/O when high impedance. The internal pull-ups/pull-downs should not be used to pull external circuitry. In order to pull the pin to the opposite state, a 4K7 resistor is recommended to overcome the internal pull current.

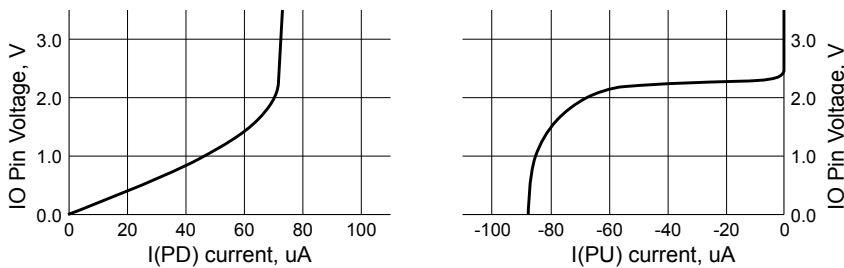


Figure 18:
Typical internal pull-down and pull-up currents

12.4 ESD Stress Voltage

Symbol	Parameter	MIN	TYP	MAX	UNITS	Notes
HBM	Human body model	-2.00		2.00	KV	
CDM	Charged Device Model	-500		500	V	

Figure 19:
ESD stress voltage

12.5 Reset Timing

Symbol	Parameters	MIN	TYP	MAX	UNITS	Notes
T(RST)	Reset pulse width	5			μs	
T(INIT)	Initialization time			150	μs	A

Figure 20:
Reset timing

- A Shows the time taken to start booting after RST_N has gone high.

12.6 Power Consumption

Figure 21:
xCORE Tile
currents

Symbol	Parameter	MIN	TYP	MAX	UNITS	Notes
I(DDCQ)	Quiescent VDD current		45		mA	A, B, C
PD	Tile power dissipation		325		μW/MIPS	A, D, E, F
IDD	Active VDD current		570	700	mA	A, G
I(ADDPLL)	PLL_AVDD current		5	7	mA	H

- A Use for budgetary purposes only.
- B Assumes typical tile and I/O voltages with no switching activity.
- C Includes PLL current.
- D Assumes typical tile and I/O voltages with nominal switching activity.
- E Assumes 1 MHz = 1 MIPS.
- F PD(TYP) value is the usage power consumption under typical operating conditions.
- G Measurement conditions: VDD = 1.0V, VDDIO = 3.3V, 25 °C, 500 MHz, average device resource usage.
- H PLL_AVDD = 1.0V



The tile power consumption of the device is highly application dependent and should be used for budgetary purposes only.

More detailed power analysis can be found in the XS1-LF Power Consumption document,

12.7 Clock

Figure 22:
Clock

Symbol	Parameter	MIN	TYP	MAX	UNITS	Notes
f	Frequency	3.25	25	100	MHz	
SR	Slew rate	0.10			V/ns	
TJ(LT)	Long term jitter (pk-pk)			2	%	A
f(MAX)	Processor clock frequency			500	MHz	B

- A Percentage of CLK period.
- B Assumes typical tile and I/O voltages with nominal activity.

Further details can be found in the XS1-LF Clock Frequency Control document,

12.8 xCORE Tile I/O AC Characteristics

Figure 23:
I/O AC char-
acteristics

Symbol	Parameter	MIN	TYP	MAX	UNITS	Notes
T(XOVALID)	Input data valid window	8			ns	
T(XOINVALID)	Output data invalid window	9			ns	
T(XIFMAX)	Rate at which data can be sampled with respect to an external clock			60	MHz	

The input valid window parameter relates to the capability of the device to capture data input to the chip with respect to an external clock source. It is calculated as the sum of the input setup time and input hold time with respect to the external clock

as measured at the pins. The output invalid window specifies the time for which an output is invalid with respect to the external clock. Note that these parameters are specified as a window rather than absolute numbers since the device provides functionality to delay the incoming clock with respect to the incoming data.

Information on interfacing to high-speed synchronous interfaces can be found in the Port I/O Timing document, [X5821](#).

12.9 xConnect Link Performance

Figure 24:
Link performance

Symbol	Parameter	MIN	TYP	MAX	UNITS	Notes
B(2blinkP)	2b link bandwidth (packetized)			87	MBit/s	A, B
B(5blinkP)	5b link bandwidth (packetized)			217	MBit/s	A, B
B(2blinkS)	2b link bandwidth (streaming)			100	MBit/s	B
B(5blinkS)	5b link bandwidth (streaming)			250	MBit/s	B

A Assumes 32-byte packet in 3-byte header mode. Actual performance depends on size of the header and payload.

B 7.5 ns symbol time.

The asynchronous nature of links means that the relative phasing of CLK clocks is not important in a multi-clock system, providing each meets the required stability criteria.

12.10 JTAG Timing

Figure 25:
JTAG timing

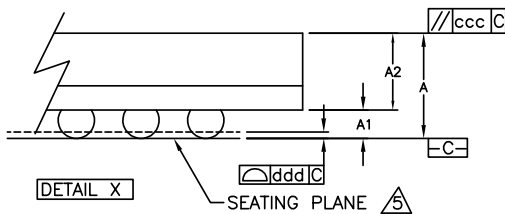
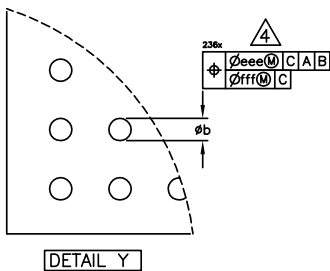
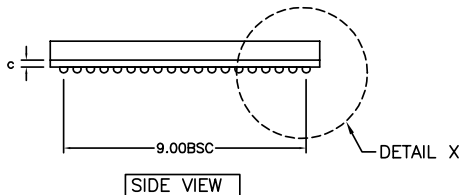
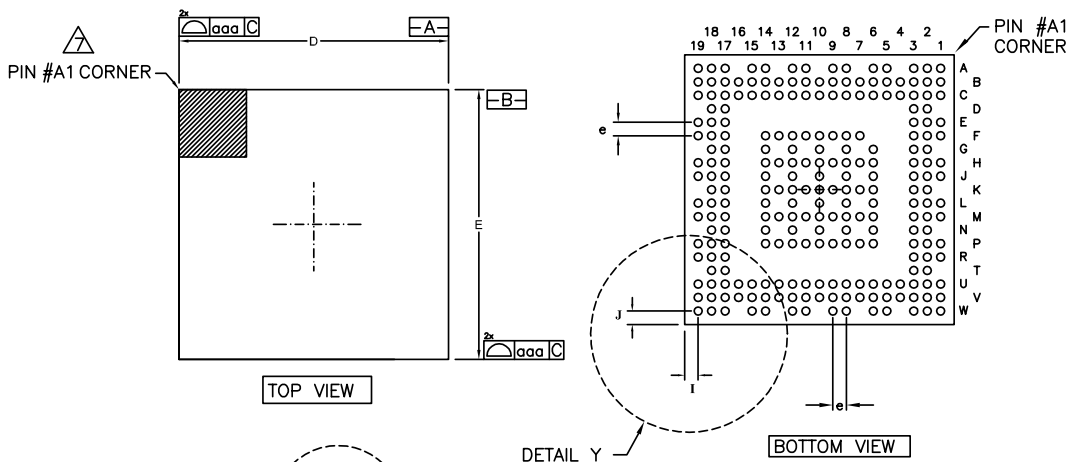
Symbol	Parameter	MIN	TYP	MAX	UNITS	Notes
f(TCK_D)	TCK frequency (debug)			18	MHz	
f(TCK_B)	TCK frequency (boundary scan)			10	MHz	
T(SETUP)	TDO to TCK setup time	5			ns	A
T(HOLD)	TDO to TCK hold time	5			ns	A
T(DELAY)	TCK to output delay			15	ns	B

A Timing applies to TMS and TDI inputs.

B Timing applies to TDO output from negative edge of TCK.

All JTAG operations are synchronous to TCK apart from the global asynchronous reset TRST_N.

13 Package Information



NOTE:

1. ALL DIMENSIONS ARE IN MILLIMETERS, ANGLE IS DEGREES.
2. "e" REPRESENTS THE BASIC SOLDER BALL GRID PITCH.
3. "M" REPRESENTS THE MAXIMUM SOLDER BALL MATRIX SIZE.
4. DIMENSIONS "b" IS MEASURED AT THE MAXIMUM SOLDER BALL DIAMETER PARALLEL TO PRIMARY DATUM $\square C$.
5. PRIMARY DATUM $\square C$ AND SEATING PLANE ARE DESIGNED BY THE SPHERICAL CROWNS OF THE SOLDER BALLS.
6. DIMENSIONING AND TOLERANCING PER ASME Y14.5M-1994
7. A1 CORNER MUST BE IDENTIFIED BY LASER MARK.
8. PACKAGE DIMENSIONS CONFORM TO JEDEC REGISTRATION MO-275.

SYMBOL	MIN.	NOM.	MAX.
A	1.08	1.18	1.28
A1	0.17	0.22	0.27
A2	0.91	0.96	1.01
D	9.90	10.00	10.10
E	9.90	10.00	10.10
I	0.50 REF.		
J	0.50 REF.		
M	19x19<DEPOPULATED>		
aaa			0.15
ccc			0.10
ddd			0.08
eee			0.15
fff			0.05
b	0.25	0.30	0.35
e	0.50 BSC.		
c	0.26 REF.		

13.1 Part Marking

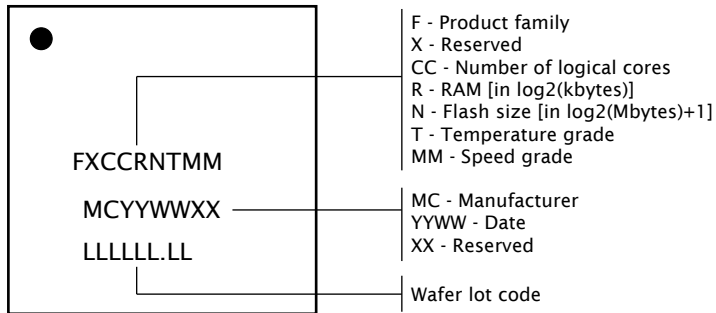


Figure 26:
Part marking scheme

14 Ordering Information

Figure 27:
Orderable part numbers

Product Code	Marking	Qualification	Speed Grade
XLF210-256-FB236-C20	L11082C20	Commercial	1000 MIPS
XLF210-256-FB236-I20	L11082I20	Industrial	1000 MIPS

Appendices

A Configuration of the XLF210-256-FB236

The device is configured through banks of registers, as shown in Figure 28.

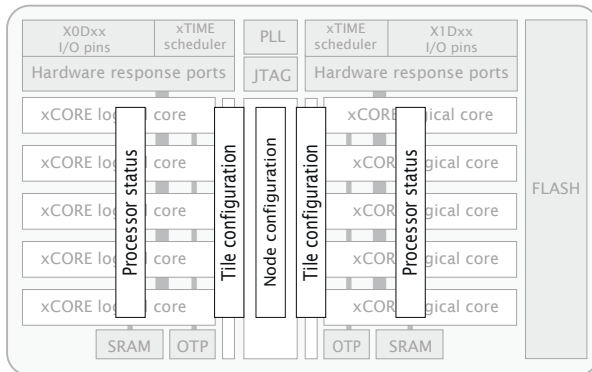


Figure 28:
Registers

The following communication sequences specify how to access those registers. Any messages transmitted contain the most significant 24 bits of the channel-end to which a response is to be sent. This comprises the node-identifier and the channel number within the node. If no response is required on a write operation, supply 24-bits with the last 8-bits set, which suppresses the reply message. Any multi-byte data is sent most significant byte first.

A.1 Accessing a processor status register

The processor status registers are accessed directly from the processor instruction set. The instructions GETPS and SETPS read and write a word. The register number should be translated into a processor-status resource identifier by shifting the register number left 8 places, and ORing it with 0x0B. Alternatively, the functions `getps(reg)` and `setps(reg,value)` can be used from XC.

A.2 Accessing an xCORE Tile configuration register

xCORE Tile configuration registers can be accessed through the interconnect using the functions `write_tile_config_reg(tileref, ...)` and `read_tile_config_reg(tile ↪ ref, ...)`, where `tileref` is the name of the xCORE Tile, e.g. `tile[1]`. These functions implement the protocols described below.

Instead of using the functions above, a channel-end can be allocated to communicate with the xCORE tile configuration registers. The destination of the channel-end should be set to `0xnnnnC20C` where `nnnnn` is the tile-identifier.

A write message comprises the following:

control-token 192	24-bit response channel-end identifier	16-bit register number	32-bit data	control-token 1
----------------------	---	---------------------------	----------------	--------------------

The response to a write message comprises either control tokens 3 and 1 (for success), or control tokens 4 and 1 (for failure).

A read message comprises the following:

control-token 193	24-bit response channel-end identifier	16-bit register number	control-token 1
----------------------	---	---------------------------	--------------------

The response to the read message comprises either control token 3, 32-bit of data, and control-token 1 (for success), or control tokens 4 and 1 (for failure).

A.3 Accessing node configuration

Node configuration registers can be accessed through the interconnect using the functions `write_node_config_reg(device, ...)` and `read_node_config_reg(device, ↵ ...)`, where `device` is the name of the node. These functions implement the protocols described below.

Instead of using the functions above, a channel-end can be allocated to communicate with the node configuration registers. The destination of the channel-end should be set to `0xnnnnC30C` where `nnnn` is the node-identifier.

A write message comprises the following:

control-token 192	24-bit response channel-end identifier	16-bit register number	32-bit data	control-token 1
----------------------	---	---------------------------	----------------	--------------------

The response to a write message comprises either control tokens 3 and 1 (for success), or control tokens 4 and 1 (for failure).

A read message comprises the following:

control-token 193	24-bit response channel-end identifier	16-bit register number	control-token 1
----------------------	---	---------------------------	--------------------

The response to a read message comprises either control token 3, 32-bit of data, and control-token 1 (for success), or control tokens 4 and 1 (for failure).

B Processor Status Configuration

The processor status control registers can be accessed directly by the processor using processor status reads and writes (use `getps(reg)` and `setps(reg,value)` for reads and writes).

Number	Perm	Description
0x00	RW	RAM base address
0x01	RW	Vector base address
0x02	RW	xCORE Tile control
0x03	RO	xCORE Tile boot status
0x05	RW	Security configuration
0x06	RW	Ring Oscillator Control
0x07	RO	Ring Oscillator Value
0x08	RO	Ring Oscillator Value
0x09	RO	Ring Oscillator Value
0x0A	RO	Ring Oscillator Value
0x0C	RO	RAM size
0x10	DRW	Debug SSR
0x11	DRW	Debug SPC
0x12	DRW	Debug SSP
0x13	DRW	DGETREG operand 1
0x14	DRW	DGETREG operand 2
0x15	DRW	Debug interrupt type
0x16	DRW	Debug interrupt data
0x18	DRW	Debug core control
0x20 .. 0x27	DRW	Debug scratch
0x30 .. 0x33	DRW	Instruction breakpoint address
0x40 .. 0x43	DRW	Instruction breakpoint control
0x50 .. 0x53	DRW	Data watchpoint address 1
0x60 .. 0x63	DRW	Data watchpoint address 2
0x70 .. 0x73	DRW	Data breakpoint control register
0x80 .. 0x83	DRW	Resources breakpoint mask
0x90 .. 0x93	DRW	Resources breakpoint value
0x9C .. 0x9F	DRW	Resources breakpoint control register

Figure 29:
Summary

B.1 RAM base address: 0x00

This register contains the base address of the RAM. It is initialized to 0x00040000.

0x00: RAM base address	Bits	Perm	Init	Description
	31:2	RW		Most significant 16 bits of all addresses.
	1:0	RO	-	Reserved

B.2 Vector base address: 0x01

Base address of event vectors in each resource. On an interrupt or event, the 16 most significant bits of the destination address are provided by this register; the least significant 16 bits come from the event vector.

0x01: Vector base address	Bits	Perm	Init	Description
	31:18	RW		The event and interrupt vectors.
	17:0	RO	-	Reserved

B.3 xCORE Tile control: 0x02

Register to control features in the xCORE tile

0x02: xCORE Tile control	Bits	Perm	Init	Description
	31:26	RO	-	Reserved
	25:18	RW	0	RGMII TX data delay value (in PLL output cycle increments)
	17:9	RW	0	RGMII TX clock divider value. TX clk rises when counter (clocked by PLL output) reaches this value and falls when counter reaches (value»1). Value programmed into this field should be actual divide value required minus 1
	8	RW	0	Enable RGMII interface periph ports
	7:6	RO	-	Reserved
	5	RW	0	Select the dynamic mode (1) for the clock divider when the clock divider is enabled. In dynamic mode the clock divider is only activated when all active threads are paused. In static mode the clock divider is always enabled.
	4	RW	0	Enable the clock divider. This divides the output of the PLL to facilitate one of the low power modes.
	3:0	RO	-	Reserved

B.4 xCORE Tile boot status: 0x03

This read-only register describes the boot status of the xCORE tile.

0x03:
xCORE Tile
boot status

Bits	Perm	Init	Description
31:24	RO	-	Reserved
23:16	RO		Processor number.
15:9	RO	-	Reserved
8	RO		Overwrite BOOT_MODE.
7:6	RO	-	Reserved
5	RO		Indicates if core1 has been powered off
4	RO		Cause the ROM to not poll the OTP for correct read levels
3	RO		Boot ROM boots from RAM
2	RO		Boot ROM boots from JTAG
1:0	RO		The boot PLL mode pin value.

B.5 Security configuration: 0x05

Copy of the security register as read from OTP.

0x05:
Security
configuration

Bits	Perm	Init	Description
31	RW		Disables write permission on this register
30:15	RO	-	Reserved
14	RW		Disable access to XCore's global debug
13	RO	-	Reserved
12	RW		lock all OTP sectors
11:8	RW		lock bit for each OTP sector
7	RW		Enable OTP redundancy
6	RO	-	Reserved
5	RW		Override boot mode and read boot image from OTP
4	RW		Disable JTAG access to the PLL/BOOT configuration registers
3:1	RO	-	Reserved
0	RW		Disable access to XCore's JTAG debug TAP

B.6 Ring Oscillator Control: 0x06

There are four free-running oscillators that clock four counters. The oscillators can be started and stopped using this register. The counters should only be read when the ring oscillator has been stopped for at least 10 core clock cycles (this can be achieved by inserting two nop instructions between the SETPS and GETPS). The counter values can be read using four subsequent registers. The ring oscillators are asynchronous to the xCORE tile clock and can be used as a source of random bits.

Bits	Perm	Init	Description
31:2	RO	-	Reserved
1	RW	0	Core ring oscillator enable.
0	RW	0	Peripheral ring oscillator enable.

B.7 Ring Oscillator Value: 0x07

This register contains the current count of the xCORE Tile Cell ring oscillator. This value is not reset on a system reset.

Bits	Perm	Init	Description
31:16	RO	-	Reserved
15:0	RO	0	Ring oscillator Counter data.

B.8 Ring Oscillator Value: 0x08

This register contains the current count of the xCORE Tile Wire ring oscillator. This value is not reset on a system reset.

Bits	Perm	Init	Description
31:16	RO	-	Reserved
15:0	RO	0	Ring oscillator Counter data.

B.9 Ring Oscillator Value: 0x09

This register contains the current count of the Peripheral Cell ring oscillator. This value is not reset on a system reset.

0x09:
Ring
Oscillator
Value

Bits	Perm	Init	Description
31:16	RO	-	Reserved
15:0	RO	0	Ring oscillator Counter data.

B.10 Ring Oscillator Value: 0x0A

This register contains the current count of the Peripheral Wire ring oscillator. This value is not reset on a system reset.

0x0A:
Ring
Oscillator
Value

Bits	Perm	Init	Description
31:16	RO	-	Reserved
15:0	RO	0	Ring oscillator Counter data.

B.11 RAM size: 0x0C

The size of the RAM in bytes

0x0C:
RAM size

Bits	Perm	Init	Description
31:2	RO		Most significant 16 bits of all addresses.
1:0	RO	-	Reserved

B.12 Debug SSR: 0x10

This register contains the value of the SSR register when the debugger was called.

Bits	Perm	Init	Description
31:11	RO	-	Reserved
10	DRW		Address space indentifier
9	DRW		Determines the issue mode (DI bit) upon Kernel Entry after Exception or Interrupt.
8	RO		Determines the issue mode (DI bit).
7	DRW		When 1 the thread is in fast mode and will continually issue.
6	DRW		When 1 the thread is paused waiting for events, a lock or another resource.
5	RO	-	Reserved
4	DRW		1 when in kernel mode.
3	DRW		1 when in an interrupt handler.
2	DRW		1 when in an event enabling sequence.
1	DRW		When 1 interrupts are enabled for the thread.
0	DRW		When 1 events are enabled for the thread.

0x10:
Debug SSR

B.13 Debug SPC: 0x11

This register contains the value of the SPC register when the debugger was called.

Bits	Perm	Init	Description
31:0	DRW		Value.

0x11:
Debug SPC

B.14 Debug SSP: 0x12

This register contains the value of the SSP register when the debugger was called.

Bits	Perm	Init	Description
31:0	DRW		Value.

0x12:
Debug SSP

B.15 DGETREG operand 1: 0x13

The resource ID of the logical core whose state is to be read.

0x13:
DGETREG
operand 1

Bits	Perm	Init	Description
31:8	RO	-	Reserved
7:0	DRW		Thread number to be read

B.16 DGETREG operand 2: 0x14

Register number to be read by DGETREG

0x14:
DGETREG
operand 2

Bits	Perm	Init	Description
31:5	RO	-	Reserved
4:0	DRW		Register number to be read

B.17 Debug interrupt type: 0x15

Register that specifies what activated the debug interrupt.

0x15:
Debug
interrupt type

Bits	Perm	Init	Description
31:18	RO	-	Reserved
17:16	DRW		Number of the hardware breakpoint/watchpoint which caused the interrupt (always 0 for =HOST= and =DCALL=). If multiple breakpoints/watchpoints trigger at once, the lowest number is taken.
15:8	DRW		Number of thread which caused the debug interrupt (always 0 in the case of =HOST=).
7:3	RO	-	Reserved
2:0	DRW	0	Indicates the cause of the debug interrupt 1: Host initiated a debug interrupt through JTAG 2: Program executed a DCALL instruction 3: Instruction breakpoint 4: Data watch point 5: Resource watch point

B.18 Debug interrupt data: 0x16

On a data watchpoint, this register contains the effective address of the memory operation that triggered the debugger. On a resource watchpoint, it contains the resource identifier.

0x16:
Debug
interrupt data

Bits	Perm	Init	Description
31:0	DRW		Value.

B.19 Debug core control: 0x18

This register enables the debugger to temporarily disable logical cores. When returning from the debug interrupts, the cores set in this register will not execute. This enables single stepping to be implemented.

0x18:
Debug core
control

Bits	Perm	Init	Description
31:8	RO	-	Reserved
7:0	DRW		1-hot vector defining which threads are stopped when not in debug mode. Every bit which is set prevents the respective thread from running.

B.20 Debug scratch: 0x20 .. 0x27

A set of registers used by the debug ROM to communicate with an external debugger, for example over JTAG. This is the same set of registers as the [Debug Scratch registers in the xCORE tile configuration](#).

0x20 .. 0x27:
Debug
scratch

Bits	Perm	Init	Description
31:0	DRW		Value.

B.21 Instruction breakpoint address: 0x30 .. 0x33

This register contains the address of the instruction breakpoint. If the PC matches this address, then a debug interrupt will be taken. There are four instruction breakpoints that are controlled individually.

0x30 .. 0x33:
Instruction
breakpoint
address

Bits	Perm	Init	Description
31:0	DRW		Value.

B.22 Instruction breakpoint control: 0x40 .. 0x43

This register controls which logical cores may take an instruction breakpoint, and under which condition.

0x40 .. 0x43:
Instruction
breakpoint
control

Bits	Perm	Init	Description
31:24	RO	-	Reserved
23:16	DRW	0	A bit for each thread in the machine allowing the breakpoint to be enabled individually for each thread.
15:2	RO	-	Reserved
1	DRW	0	When 0 break when PC == IBREAK_ADDR. When 1 = break when PC != IBREAK_ADDR.
0	DRW	0	When 1 the instruction breakpoint is enabled.

B.23 Data watchpoint address 1: 0x50 .. 0x53

This set of registers contains the first address for the four data watchpoints.

0x50 .. 0x53:
Data
watchpoint
address 1

Bits	Perm	Init	Description
31:0	DRW		Value.

B.24 Data watchpoint address 2: 0x60 .. 0x63

This set of registers contains the second address for the four data watchpoints.

0x60 .. 0x63:
Data
watchpoint
address 2

Bits	Perm	Init	Description
31:0	DRW		Value.

B.25 Data breakpoint control register: 0x70 .. 0x73

This set of registers controls each of the four data watchpoints.

Bits	Perm	Init	Description
31:24	RO	-	Reserved
23:16	DRW	0	A bit for each thread in the machine allowing the breakpoint to be enabled individually for each thread.
15:3	RO	-	Reserved
2	DRW	0	When 1 the breakpoints will be be triggered on loads.
1	DRW	0	Determines the break condition: 0 = A AND B, 1 = A OR B.
0	DRW	0	When 1 the instruction breakpoint is enabled.

0x70 .. 0x73:
Data
breakpoint
control
register

B.26 Resources breakpoint mask: 0x80 .. 0x83

This set of registers contains the mask for the four resource watchpoints.

0x80 .. 0x83:
Resources
breakpoint
mask

Bits	Perm	Init	Description
31:0	DRW		Value.

B.27 Resources breakpoint value: 0x90 .. 0x93

This set of registers contains the value for the four resource watchpoints.

0x90 .. 0x93:
Resources
breakpoint
value

Bits	Perm	Init	Description
31:0	DRW		Value.

B.28 Resources breakpoint control register: 0x9C .. 0x9F

This set of registers controls each of the four resource watchpoints.

0x9C .. 0x9F:
Resources
breakpoint
control
register

Bits	Perm	Init	Description
31:24	RO	-	Reserved
23:16	DRW	0	A bit for each thread in the machine allowing the breakpoint to be enabled individually for each thread.
15:2	RO	-	Reserved
1	DRW	0	When 0 break when condition A is met. When 1 = break when condition B is met.
0	DRW	0	When 1 the instruction breakpoint is enabled.

C Tile Configuration

The xCORE Tile control registers can be accessed using configuration reads and writes (use `write_tile_config_reg(tileref, ...)` and `read_tile_config_reg(tileref, ...)` for reads and writes).

Number	Perm	Description
0x00	CRO	Device identification
0x01	CRO	xCORE Tile description 1
0x02	CRO	xCORE Tile description 2
0x04	CRW	Control PSwitch permissions to debug registers
0x05	CRW	Cause debug interrupts
0x06	CRW	xCORE Tile clock divider
0x07	CRO	Security configuration
0x20 .. 0x27	CRW	Debug scratch
0x40	CRO	PC of logical core 0
0x41	CRO	PC of logical core 1
0x42	CRO	PC of logical core 2
0x43	CRO	PC of logical core 3
0x44	CRO	PC of logical core 4
0x45	CRO	PC of logical core 5
0x46	CRO	PC of logical core 6
0x47	CRO	PC of logical core 7
0x60	CRO	SR of logical core 0
0x61	CRO	SR of logical core 1
0x62	CRO	SR of logical core 2
0x63	CRO	SR of logical core 3
0x64	CRO	SR of logical core 4
0x65	CRO	SR of logical core 5
0x66	CRO	SR of logical core 6
0x67	CRO	SR of logical core 7

Figure 30:
Summary

C.1 Device identification: 0x00

This register identifies the xCORE Tile

Bits	Perm	Init	Description
31:24	CRO		Processor ID of this XCore.
23:16	CRO		Number of the node in which this XCore is located.
15:8	CRO		XCore revision.
7:0	CRO		XCore version.

0x00:
Device
identification

C.2 xCORE Tile description 1: 0x01

This register describes the number of logical cores, synchronisers, locks and channel ends available on this xCORE tile.

Bits	Perm	Init	Description
31:24	CRO		Number of channel ends.
23:16	CRO		Number of the locks.
15:8	CRO		Number of synchronisers.
7:0	RO	-	Reserved

0x01:
xCORE Tile
description 1

C.3 xCORE Tile description 2: 0x02

This register describes the number of timers and clock blocks available on this xCORE tile.

Bits	Perm	Init	Description
31:16	RO	-	Reserved
15:8	CRO		Number of clock blocks.
7:0	CRO		Number of timers.

0x02:
xCORE Tile
description 2

C.4 Control PSwitch permissions to debug registers: 0x04

This register can be used to control whether the debug registers (marked with permission CRW) are accessible through the tile configuration registers. When this bit is set, write -access to those registers is disabled, preventing debugging of the xCORE tile over the interconnect.

Bits	Perm	Init	Description
31	CRW	0	When 1 the PSwitch is restricted to RO access to all CRW registers from SSwitch, XCore(PS_DBG_Scratch) and JTAG
30:1	RO	-	Reserved
0	CRW	0	When 1 the PSwitch is restricted to RO access to all CRW registers from SSwitch

0x04:
Control
PSwitch
permissions
to debug
registers

C.5 Cause debug interrupts: 0x05

This register can be used to raise a debug interrupt in this xCORE tile.

Bits	Perm	Init	Description
31:2	RO	-	Reserved
1	CRW	0	1 when the processor is in debug mode.
0	CRW	0	Request a debug interrupt on the processor.

0x05:
Cause debug
interrupts

C.6 xCORE Tile clock divider: 0x06

This register contains the value used to divide the PLL clock to create the xCORE tile clock. The divider is enabled under control of the [tile control register](#)

Bits	Perm	Init	Description
31	CRW	0	Clock disable. Writing '1' will remove the clock to the tile.
30:16	RO	-	Reserved
15:0	CRW	0	Clock divider.

0x06:
xCORE Tile
clock divider

C.7 Security configuration: 0x07

Copy of the security register as read from OTP.

0x07:
Security
configuration

Bits	Perm	Init	Description
31	CRO		Disables write permission on this register
30:15	RO	-	Reserved
14	CRO		Disable access to XCore's global debug
13	RO	-	Reserved
12	CRO		lock all OTP sectors
11:8	CRO		lock bit for each OTP sector
7	CRO		Enable OTP redundancy
6	RO	-	Reserved
5	CRO		Override boot mode and read boot image from OTP
4	CRO		Disable JTAG access to the PLL/BOOT configuration registers
3:1	RO	-	Reserved
0	CRO		Disable access to XCore's JTAG debug TAP

C.8 Debug scratch: 0x20 .. 0x27

A set of registers used by the debug ROM to communicate with an external debugger, for example over the switch. This is the same set of registers as the [Debug Scratch registers in the processor status](#).

0x20 .. 0x27:
Debug
scratch

Bits	Perm	Init	Description
31:0	CRW		Value.

C.9 PC of logical core 0: 0x40

Value of the PC of logical core 0.

0x40:
PC of logical
core 0

Bits	Perm	Init	Description
31:0	CRO		Value.

C.10 PC of logical core 1: 0x41

Value of the PC of logical core 1.

0x41:
PC of logical
core 1

Bits	Perm	Init	Description
31:0	CRO		Value.

C.11 PC of logical core 2: 0x42

Value of the PC of logical core 2.

0x42:
PC of logical
core 2

Bits	Perm	Init	Description
31:0	CRO		Value.

C.12 PC of logical core 3: 0x43

Value of the PC of logical core 3.

0x43:
PC of logical
core 3

Bits	Perm	Init	Description
31:0	CRO		Value.

C.13 PC of logical core 4: 0x44

Value of the PC of logical core 4.

0x44:
PC of logical
core 4

Bits	Perm	Init	Description
31:0	CRO		Value.

C.14 PC of logical core 5: 0x45

Value of the PC of logical core 5.

0x45:
PC of logical
core 5

Bits	Perm	Init	Description
31:0	CRO		Value.

C.15 PC of logical core 6: 0x46

Value of the PC of logical core 6.

0x46:
PC of logical core 6

Bits	Perm	Init	Description
31:0	CRO		Value.

C.16 PC of logical core 7: 0x47

Value of the PC of logical core 7.

0x47:
PC of logical core 7

Bits	Perm	Init	Description
31:0	CRO		Value.

C.17 SR of logical core 0: 0x60

Value of the SR of logical core 0

0x60:
SR of logical core 0

Bits	Perm	Init	Description
31:0	CRO		Value.

C.18 SR of logical core 1: 0x61

Value of the SR of logical core 1

0x61:
SR of logical core 1

Bits	Perm	Init	Description
31:0	CRO		Value.

C.19 SR of logical core 2: 0x62

Value of the SR of logical core 2

0x62:
SR of logical
core 2

Bits	Perm	Init	Description
31:0	CRO		Value.

C.20 SR of logical core 3: 0x63

Value of the SR of logical core 3

0x63:
SR of logical
core 3

Bits	Perm	Init	Description
31:0	CRO		Value.

C.21 SR of logical core 4: 0x64

Value of the SR of logical core 4

0x64:
SR of logical
core 4

Bits	Perm	Init	Description
31:0	CRO		Value.

C.22 SR of logical core 5: 0x65

Value of the SR of logical core 5

0x65:
SR of logical
core 5

Bits	Perm	Init	Description
31:0	CRO		Value.

C.23 SR of logical core 6: 0x66

Value of the SR of logical core 6

0x66:
SR of logical
core 6

Bits	Perm	Init	Description
31:0	CRO		Value.

C.24 SR of logical core 7: 0x67

Value of the SR of logical core 7

0x67:
SR of logical
core 7

Bits	Perm	Init	Description
31:0	CRO		Value.

D Node Configuration

The digital node control registers can be accessed using configuration reads and writes (use `write_node_config_reg(device, ...)` and `read_node_config_reg(device, ...)` for reads and writes).

Number	Perm	Description
0x00	RO	Device identification
0x01	RO	System switch description
0x04	RW	Switch configuration
0x05	RW	Switch node identifier
0x06	RW	PLL settings
0x07	RW	System switch clock divider
0x08	RW	Reference clock
0x09	R	System JTAG device ID register
0x0A	R	System USERCODE register
0x0C	RW	Directions 0-7
0x0D	RW	Directions 8-15
0x10	RW	DEBUG_N configuration, tile 0
0x11	RW	DEBUG_N configuration, tile 1
0x1F	RO	Debug source
0x20 .. 0x28	RW	Link status, direction, and network
0x40 .. 0x47	RO	PLink status and network
0x80 .. 0x88	RW	Link configuration and initialization
0xA0 .. 0xA7	RW	Static link configuration

Figure 31:
Summary

D.1 Device identification: 0x00

This register contains version and revision identifiers and the mode-pins as sampled at boot-time.

Bits	Perm	Init	Description
31:24	RO	-	Reserved
23:16	RO		Sampled values of BootCtl pins on Power On Reset.
15:8	RO		SSwitch revision.
7:0	RO		SSwitch version.

0x00:
Device
identification

D.2 System switch description: 0x01

This register specifies the number of processors and links that are connected to this switch.

0x01:
System
switch
description

Bits	Perm	Init	Description
31:24	RO	-	Reserved
23:16	RO		Number of SLinks on the SSwitch.
15:8	RO		Number of processors on the SSwitch.
7:0	RO		Number of processors on the device.

D.3 Switch configuration: 0x04

This register enables the setting of two security modes (that disable updates to the PLL or any other registers) and the header-mode.

0x04:
Switch
configuration

Bits	Perm	Init	Description
31	RW	0	0 = SSCTL registers have write access. 1 = SSCTL registers can not be written to.
30:9	RO	-	Reserved
8	RW	0	0 = PLL_CTL_REG has write access. 1 = PLL_CTL_REG can not be written to.
7:1	RO	-	Reserved
0	RW	0	0 = 2-byte headers, 1 = 1-byte headers (reset as 0).

D.4 Switch node identifier: 0x05

This register contains the node identifier.

0x05:
Switch node
identifier

Bits	Perm	Init	Description
31:16	RO	-	Reserved
15:0	RW	0	The unique ID of this node.

D.5 PLL settings: 0x06

An on-chip PLL multiplies the input clock up to a higher frequency clock, used to clock the I/O, processor, and switch, see [Oscillator](#). Note: a write to this register will cause the tile to be reset.

Bits	Perm	Init	Description
31	RW		If set to 1, the chip will not be reset
30	RW		If set to 1, the chip will not wait for the PLL to re-lock. Only use this if a gradual change is made to the PLL
29	DW		If set to 1, set the PLL to be bypassed
28	DW		If set to 1, set the boot mode to boot from JTAG
27:26	RO	-	Reserved
25:23	RW		Output divider value range from 0 (8'h0) to 7 (8'h7). OD value.
22:21	RO	-	Reserved
20:8	RW		Feedback multiplication ratio, range from 0 (8'h0) to 4095 (8'h3FF). F value.
7	RO	-	Reserved
6:0	RW		Oscillator input divider value range from 0 (8'h0) to 63 (8'h3F). R value.

0x06:
PLL settings

D.6 System switch clock divider: 0x07

Sets the ratio of the PLL clock and the switch clock.

Bits	Perm	Init	Description
31:16	RO	-	Reserved
15:0	RW	0	SSwitch clock generation

0x07:
System
switch clock
divider

D.7 Reference clock: 0x08

Sets the ratio of the PLL clock and the reference clock used by the node.

Bits	Perm	Init	Description
31:16	RO	-	Reserved
15:0	RW	3	Software ref. clock divider

0x08:
Reference
clock

D.8 System JTAG device ID register: 0x09

Bits	Perm	Init	Description
31:28	RO		
27:12	RO		
11:1	RO		
0	RO		

0x09:
System JTAG
device ID
register

D.9 System USERCODE register: 0x0A

Bits	Perm	Init	Description
31:18	RO		JTAG USERCODE value programmed into OTP SR
17:0	RO		metal fixable ID code

0x0A:
System
USERCODE
register

D.10 Directions 0-7: 0x0C

This register contains eight directions, for packets with a mismatch in bits 7..0 of the node-identifier. The direction in which a packet will be routed is governed by the most significant mismatching bit.

Bits	Perm	Init	Description
31:28	RW	0	The direction for packets whose dimension is 7.
27:24	RW	0	The direction for packets whose dimension is 6.
23:20	RW	0	The direction for packets whose dimension is 5.
19:16	RW	0	The direction for packets whose dimension is 4.
15:12	RW	0	The direction for packets whose dimension is 3.
11:8	RW	0	The direction for packets whose dimension is 2.
7:4	RW	0	The direction for packets whose dimension is 1.
3:0	RW	0	The direction for packets whose dimension is 0.

0x0C:
Directions
0-7

D.11 Directions 8-15: 0x0D

This register contains eight directions, for packets with a mismatch in bits 15..8 of the node-identifier. The direction in which a packet will be routed is governed by the most significant mismatching bit.

0x0D:
Directions
8-15

Bits	Perm	Init	Description
31:28	RW	0	The direction for packets whose dimension is F.
27:24	RW	0	The direction for packets whose dimension is E.
23:20	RW	0	The direction for packets whose dimension is D.
19:16	RW	0	The direction for packets whose dimension is C.
15:12	RW	0	The direction for packets whose dimension is B.
11:8	RW	0	The direction for packets whose dimension is A.
7:4	RW	0	The direction for packets whose dimension is 9.
3:0	RW	0	The direction for packets whose dimension is 8.

D.12 DEBUG_N configuration, tile 0: 0x10

Configures the behavior of the DEBUG_N pin.

0x10:
DEBUG_N con-
figuration,
tile 0

Bits	Perm	Init	Description
31:2	RO	-	Reserved
1	RW	0	Set 1 to enable GlobalDebug to generate debug request to XCore.
0	RW	0	Set 1 to enable inDebug bit to drive GlobalDebug.

D.13 DEBUG_N configuration, tile 1: 0x11

Configures the behavior of the DEBUG_N pin.

0x11:
DEBUG_N con-
figuration,
tile 1

Bits	Perm	Init	Description
31:2	RO	-	Reserved
1	RW	0	Set 1 to enable GlobalDebug to generate debug request to XCore.
0	RW	0	Set 1 to enable inDebug bit to drive GlobalDebug.

D.14 Debug source: 0x1F

Contains the source of the most recent debug event.

0x1F:
Debug source

Bits	Perm	Init	Description
31:5	RO	-	Reserved
4	RW		If set, external pin, is the source of last GlobalDebug event.
3:2	RO	-	Reserved
1	RW		If set, XCore1 is the source of last GlobalDebug event.
0	RW		If set, XCore0 is the source of last GlobalDebug event.

D.15 Link status, direction, and network: 0x20 .. 0x28

These registers contain status information for low level debugging (read-only), the network number that each link belongs to, and the direction that each link is part of. The registers control links 0..7.

0x20 .. 0x28:
Link status,
direction, and
network

Bits	Perm	Init	Description
31:26	RO	-	Reserved
25:24	RO		Identify the SRC_TARGET type 0 - SLink, 1 - PLink, 2 - SSCTL, 3 - Undefine.
23:16	RO		When the link is in use, this is the destination link number to which all packets are sent.
15:12	RO	-	Reserved
11:8	RW	0	The direction that this link operates in.
7:6	RO	-	Reserved
5:4	RW	0	Determines the network to which this link belongs, reset as 0.
3	RO	-	Reserved
2	RO		1 when the current packet is considered junk and will be thrown away.
1	RO		1 when the dest side of the link is in use.
0	RO		1 when the source side of the link is in use.

D.16 PLink status and network: 0x40 .. 0x47

These registers contain status information and the network number that each processor-link belongs to.

0x40 .. 0x47:
PLink status
and network

Bits	Perm	Init	Description
31:26	RO	-	Reserved
25:24	RO		Identify the SRC_TARGET type 0 - SLink, 1 - PLink, 2 - SSCTL, 3 - Undefine.
23:16	RO		When the link is in use, this is the destination link number to which all packets are sent.
15:6	RO	-	Reserved
5:4	RW	0	Determines the network to which this link belongs, reset as 0.
3	RO	-	Reserved
2	RO		1 when the current packet is considered junk and will be thrown away.
1	RO		1 when the dest side of the link is in use.
0	RO		1 when the source side of the link is in use.

D.17 Link configuration and initialization: 0x80 .. 0x88

These registers contain configuration and debugging information specific to external links. The link speed and width can be set, the link can be initialized, and the link status can be monitored. The registers control links 0..7.

0x80 .. 0x88:
Link
configuration
and
initialization

Bits	Perm	Init	Description
31	RW		Write to this bit with '1' will enable the XLink, writing '0' will disable it. This bit controls the muxing of ports with overlapping xlinks.
30	RW	0	0: operate in 2 wire mode; 1: operate in 5 wire mode
29:28	RO	-	Reserved
27	RO		Rx buffer overflow or illegal token encoding received.
26	RO	0	This end of the xlink has issued credit to allow the remote end to transmit
25	RO	0	This end of the xlink has credit to allow it to transmit.
24	WO		Clear this end of the xlink's credit and issue a HELLO token.
23	WO		Reset the receiver. The next symbol that is detected will be the first symbol in a token.
22	RO	-	Reserved
21:11	RW	0	Specify min. number of idle system clocks between two continuous symbols within a transmit token -1.
10:0	RW	0	Specify min. number of idle system clocks between two continuous transmit tokens -1.

D.18 Static link configuration: 0xA0 .. 0xA7

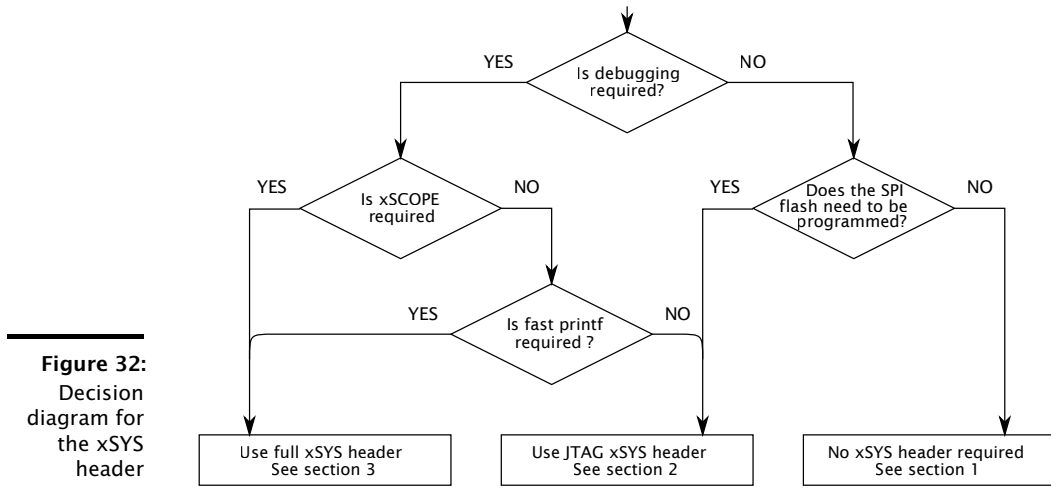
These registers are used for static (ie, non-routed) links. When a link is made static, all traffic is forwarded to the designated channel end and no routing is attempted. The registers control links C, D, A, B, G, H, E, and F in that order.

0xA0 .. 0xA7:
Static link
configuration

Bits	Perm	Init	Description
31	RW	0	Enable static forwarding.
30:9	RO	-	Reserved
8	RW	0	The destination processor on this node that packets received in static mode are forwarded to.
7:5	RO	-	Reserved
4:0	RW	0	The destination channel end on this node that packets received in static mode are forwarded to.

E JTAG, xSCOPE and Debugging

If you intend to design a board that can be used with the XMOS toolchain and xTAG debugger, you will need an xSYS header on your board. Figure 32 shows a decision diagram which explains what type of xSYS connectivity you need. The three subsections below explain the options in detail.



E.1 No xSYS header

The use of an xSYS header is optional, and may not be required for volume production designs. However, the XMOS toolchain expects the xSYS header; if you do not have an xSYS header then you must provide your own method for writing to flash/OTP and for debugging.

E.2 JTAG-only xSYS header

The xSYS header connects to an xTAG debugger, which has a 20-pin 0.1" female IDC header. The design will hence need a male IDC header. We advise to use a boxed header to guard against incorrect plug-ins. If you use a 90 degree angled header, make sure that pins 2, 4, 6, ..., 20 are along the edge of the PCB.

Connect pins 4, 8, 12, 16, 20 of the xSYS header to ground, and then connect:

- ▶ TDI to pin 5 of the xSYS header
- ▶ TMS to pin 7 of the xSYS header
- ▶ TCK to pin 9 of the xSYS header
- ▶ DEBUG_N to pin 11 of the xSYS header

- ▶ TDO to pin 13 of the xSYS header

The RST_N net should be open-drain, active-low, and have a pull-up to VDDIO.

E.3 Full xSYS header

For a full xSYS header you will need to connect the pins as discussed in Section E.2, and then connect a 2-wire xCONNECT Link to the xSYS header. The links can be found in the Signal description table (Section 4): they are labelled XL0, XL1, etc in the function column. The 2-wire link comprises two inputs and outputs, labelled ${}^1_{out}$, ${}^0_{out}$, ${}^0_{in}$, and ${}^1_{in}$. For example, if you choose to use XL0 for xSCOPE I/O, you need to connect up $XL0^1_{out}$, $XL0^0_{out}$, $XL0^0_{in}$, $XL0^1_{in}$ as follows:

- ▶ $XL0^1_{out}$ (X0D43) to pin 6 of the xSYS header with a 33R series resistor close to the device.
- ▶ $XL0^0_{out}$ (X0D42) to pin 10 of the xSYS header with a 33R series resistor close to the device.
- ▶ $XL0^0_{in}$ (X0D41) to pin 14 of the xSYS header.
- ▶ $XL0^1_{in}$ (X0D40) to pin 18 of the xSYS header.

F Schematics Design Check List

- This section is a checklist for use by schematics designers using the XLF210-256-FB236. Each of the following sections contains items to check for each design.

F.1 Power supplies

- The VDD (core) supply ramps monotonically (rises constantly) from 0V to its final value (0.95V - 1.05V) within 10ms (Section 11).
- The VDD (core) supply is capable of supplying 700 mA (Section 11 and Figure 17).
- PLL_AVDD is filtered with a low pass filter, for example an RC filter, see Section 11

F.2 Power supply decoupling

- The design has multiple decoupling capacitors per supply, for example at least four 0402 or 0603 size surface mount capacitors of 100nF in value, per supply (Section 11).
- A bulk decoupling capacitor of at least 10uF is placed on each supply (Section 11).

F.3 Power on reset

- The RST_N and TRST_N pins are asserted (low) until all supplies are good. There is enough time between VDDIO power good and RST_N to allow any boot flash to settle.

F.4 Clock

- The CLK input pin is supplied with a clock with monotonic rising edges and low jitter.
- Pins MODE0 and MODE1 are set to the correct value for the chosen oscillator frequency. The MODE settings are shown in the Oscillator section, Section 7. If you have a choice between two values, choose the value with the highest multiplier ratio since that will boot faster.

F.5 Boot

- X0D01 has a 1K pull-up to VDDIOL (Section 8).
- The device is kept in reset for at least 1 ms after VDDIOL has reached its minimum level (Section 8).

F.6 JTAG, XScope, and debugging

- You have decided as to whether you need an XSYS header or not (Section E)
- If you have not included an XSYS header, you have devised a method to program the SPI-flash or OTP (Section E).

F.7 GPIO

- You have not mapped both inputs and outputs to the same multi-bit port.
- Pins X0D04, X0D05, X0D06, and X0D07 are output only and are, during and after reset, pulled low or not connected (Section 8)

F.8 Multi device designs

Skip this section if your design only includes a single XMOS device.

- One device is connected to a QSPI or SPI flash for booting.
- Devices that boot from link have, for example, X0D06 pulled high and have link XL0 connected to a device to boot from (Section 8).

G PCB Layout Design Check List

- ✓ This section is a checklist for use by PCB designers using the XS2-LF10A-256-FB236. Each of the following sections contains items to check for each design.

G.1 Ground Plane

- Each ground ball has a via to minimize impedance and conduct heat away from the device. (Section 11.2)
- Other than ground vias, there are no (or only a few) vias underneath or closely around the device. This create a good, solid, ground plane.

G.2 Power supply decoupling

- The decoupling capacitors are all placed close to a supply pin (Section 11).
- The decoupling capacitors are spaced around the device (Section 11).
- The ground side of each decoupling capacitor has a direct path back to the center ground of the device.

G.3 PLL_AVDD

- The PLL_AVDD filter (especially the capacitor) is placed close to the PLL_AVDD pin (Section 11).

H Associated Design Documentation

Document Title	Information	Document
Estimating Power Consumption For XS1-LF Devices	Power consumption	Link
XMOS Programming Guide	Timers, ports, clocks, cores and channels	Link
xTIMEcomposer User Guide	Compilers, assembler and linker/mapper Timing analyzer, xScope, debugger Flash and OTP programming utilities	Link

I Related Documentation

Document Title	Information	Document
xCORE200: the XMOS XS2 Architecture	ISA manual	Link
I/O timings for xCORE200	Port timings	Link
xCONNECT Architecture	Link, switch and system information	Link
XS1-LF Link Performance and Design Guidelines	Link timings	Link
XS1-LF Clock Frequency Control	Advanced clock control	Link
XS1-L Active Power Conservation	Low-power mode during idle	Link

J Revision History

Date	Description
2015-03-20	Preliminary release
2015-04-14	Added RST to pins to be pulled hard, and removed reference to TCK from Errata Removed TRST_N references in packages that have no TRST_N New diagram for boot from embedded flash showing ports Pull up requirements for shared clock and external resistor for QSPI
2015-05-06	Removed references to DEBUG_N
2015-07-09	Updated electrical characteristics - Section 12
2015-08-27	Updated part marking - Section 14
2016-04-20	Typical internal pull-up and pull down current diagrams added - Section 12
2017-09-19	Added Absolute Maximum Ratings - Section 12.1 Reference document links updated - Section H
2018-03-23	Incorrect IDCODE return value updated - Section 10
2018-09-05	Power up and reset requirements updated - Section 11 Link to IPC-7351B document updated - Section 11.1



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