

## Introduction

The Xilinx LogiCORE™ IP Block Memory Generator (BMG) core is an advanced memory constructor that generates area and performance-optimized memories using embedded block RAM resources in Xilinx FPGAs. Available through the CORE Generator™ software, users can quickly create optimized memories to leverage the performance and features of block RAMs in Xilinx FPGAs.

The BMG core supports both Native and AXI4 interfaces.

The Native interface BMG core configurations support the same standard BMG functions delivered by previous versions of the Block Memory Generator (up to and including version 4.3). Port interface names are identical.

The AXI4 interface configuration of the BMG core is derived from the Native interface BMG configuration and adds an industry-standard bus protocol interface to the core. Two AXI4 interface styles are available: AXI4 and AXI4-Lite.

For details on the features of each interface, see [Features](#).

LogiCORE IP Facts	
Core Specifics	
Supported Device Family <sup>(1)</sup>	Kintex-7, Virtex-7, Virtex-6, Virtex-5, Virtex-4, Spartan-6, Spartan-3E/XA, Spartan-3/XA, Spartan-3A/3AN/3A DSP
Supported User Interfaces	AXI4, AXI4-Lite
Block RAM	Varied, based on core parameters
DCM	None
BUFG	None
IOBs/Transceivers	None
PPC	None
IOB-FF/TBUFs	None
Provided with Core	
Documentation	Product Specification Migration Guide <sup>(2)</sup>
Design File Formats	NGC Netlist
Design Tool Requirements	
Xilinx Implementation Tools	ISE v13.1
Simulation	Mentor Graphics ModelSim v6.6d VHDL Structural Verilog Structural VHDL Behavioral <sup>(3)</sup> Verilog Behavioral <sup>(3)</sup>
Synthesis	XST
Support	
Provided by Xilinx, Inc.	

1. For the complete list of supported devices, see [Table 1, page 3](#) and the [release notes](#) for this core.
2. The Migration Guide provides instructions for converting designs that contain instances of either Legacy LogiCORE IP 6.x Single or Dual Port Block Memory, or older versions of the Block Memory Generator to the latest version of the Block Memory Generator.
3. Behavioral models do not precisely model collision behavior. See [Simulation Models, page 55](#) for details.

## Features

### Features Common to the Native Interface and AXI4 BMG Cores

- Optimized algorithms for minimum block RAM resource utilization or low power utilization
- Configurable memory initialization
- Individual Write enable per byte in Kintex™-7, Virtex®-7, Virtex-6, Virtex-5, Virtex-4, Spartan®-6, and Spartan-3A/XA DSP with or without parity
- Optimized VHDL and Verilog behavioral models for fast simulation times; structural simulation models for precise simulation of memory behaviors
- Selectable operating mode per port: WRITE\_FIRST, READ\_FIRST, or NO\_CHANGE
- Smaller fixed primitive configurations are now possible in Spartan-6 devices with the introduction of the new Spartan-6 device 9K primitives
- Lower data widths for Kintex-7, Virtex-7, and Virtex-6 devices in SDP mode

### Native Block Memory Generator Specific Features

- Generates Single-port RAM, Simple Dual-port RAM, True Dual-port RAM, Single-port ROM, and Dual-port ROM
- Supports data widths from 1 to 1152 bits and memory depths from 2 to 9M words (limited only by memory resources on selected part)
- Configurable port aspect ratios for dual-port configurations and Read-to-Write aspect ratios in Virtex-6, Virtex-5, and Virtex-4 FPGAs
- Supports the built-in Hamming Error Correction Capability (ECC) available in Kintex-7, Virtex-7, Virtex-6 and Virtex-5 devices for data widths greater than 64 bits. Error injection pins in Kintex-7, Virtex-7, and Virtex-6 allow insertion of single and double-bit errors
- Supports soft Hamming Error Correction (Soft ECC) in Kintex-7, Virtex-7, Virtex-6, and Spartan-6 devices for data widths less than 64 bits.
- Option to pipeline DOUT bus for improved performance in specific configurations
- Choice of reset priority for output registers between priority of SR (Set Reset) or CE (Clock Enable) in Kintex-7, Virtex-7, Virtex-6, and Spartan-6 families
- Asynchronous reset in Spartan-6 devices
- Performance up to 450 MHz

### AXI4 Interface Block Memory Generator Specific Features

- Supports AXI4 and AXI4-Lite interface protocols
- AXI4 compliant Memory and Peripheral Slave types
- Independent Read and Write Channels
- Zero delay datapath
- Supports registered outputs for handshake signals
- INCR burst sizes up to 256 data transfers
- WRAP bursts of 2, 4, 8, and 16 data beats
- AXI narrow and unaligned burst transfers
- Simple Dual-port RAM primitive configurations
- Performance up to 300 MHz

- Supports data widths from up to 256 bits and memory depths from 2 to 9 M words (limited only by memory resources on selected part)
- Symmetric aspect ratios
- Asynchronous active low reset

## Native Block Memory Generator Feature Summary

### Overview

The Block Memory Generator core uses embedded Block Memory primitives in Xilinx FPGAs to extend the functionality and capability of a single primitive to memories of arbitrary widths and depths. Sophisticated algorithms within the Block Memory Generator core produce optimized solutions to provide convenient access to memories for a wide range of configurations.

The Block Memory Generator has two fully independent ports that access a shared memory space. Both A and B ports have a Write and a Read interface. In Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 FPGA architectures, each of the four interfaces can be uniquely configured with a different data width. When not using all four interfaces, the user can select a simplified memory configuration (for example, a Single-Port Memory or Simple Dual-Port Memory) to reduce FPGA resource utilization.

The Block Memory Generator is not completely backward-compatible with the discontinued legacy Single-Port Block Memory and Dual-Port Block Memory cores; for information about the differences, see [Compatibility with Older Memory Cores](#), page 86.

### Applications

The Block Memory Generator core is used to create customized memories to suit any application. Typical applications include:

- **Single-port RAM:** Processor scratch RAM, look-up tables
- **Simple Dual-port RAM:** Content addressable memories, FIFOs
- **True Dual-port RAM:** Multi-processor storage
- **Single-port ROM:** Program code storage, initialization ROM
- **Dual-port ROM:** Single ROM shared between two processors/systems

### Supported Devices

[Table 1](#) shows the families and sub-families supported by the Block Memory Generator.

**Table 1: Supported FPGA Families and Sub-Families**

FPGA Family	Sub-Family
Spartan-3	
Spartan-3E	
Spartan-3A	
Spartan-3AN	
Spartan-3A DSP	
Spartan-6	LX/LXT
Virtex-4	LX/FX/SX

Table 1: Supported FPGA Families and Sub-Families (Cont'd)

FPGA Family	Sub-Family
Virtex-5	LXT/FXT/SXT/TXT
Virtex-6	CXT/HXT/LXT/SXT
Virtex-7	
Kintex-7	

## Memory Types

The Block Memory Generator core uses embedded block RAM to generate five types of memories:

- Single-port RAM
- Simple Dual-port RAM
- True Dual-port RAM
- Single-port ROM
- Dual-port ROM

For dual-port memories, each port operates independently. Operating mode, clock frequency, optional output registers, and optional pins are selectable per port. For Simple Dual-port RAM, the operating modes are not selectable. See [Collision Behavior, page 30](#) for additional information.

## Selectable Memory Algorithm

The core configures block RAM primitives and connects them together using one of the following algorithms:

- **Minimum Area Algorithm:** The memory is generated using the minimum number of block RAM primitives. Both data and parity bits are utilized.
- **Low Power Algorithm:** The memory is generated such that the minimum number of block RAM primitives are enabled during a Read or Write operation.
- **Fixed Primitive Algorithm:** The memory is generated using only one type of block RAM primitive. For a complete list of primitives available for each device family, see the data sheet for that family.

## Configurable Width and Depth

The Block Memory Generator can generate memory structures from 1 to 1152 bits wide, and at least two locations deep. The maximum depth of the memory is limited only by the number of block RAM primitives in the target device.

## Selectable Operating Mode per Port

The Block Memory Generator supports the following block RAM primitive operating modes: WRITE FIRST, READ FIRST, and NO CHANGE. Each port may be assigned its own operating mode.

## Selectable Port Aspect Ratios

The core supports the same port aspect ratios as the block RAM primitives:

- In all supported device families, the A port width may differ from the B port width by a factor of 1, 2, 4, 8, 16, or 32.

- In Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 FPGA-based memories, the Read width may differ from the Write width by a factor of 1, 2, 4, 8, 16, or 32 for each port. The maximum ratio between any two of the data widths (DINA, DOUTA, DINB, and DOUTB) is 32:1.

### Optional Byte-Write Enable

In Kintex-7, Virtex-7, Virtex-6, Virtex-5, Virtex-4, Spartan-6, and Spartan-3A/3A DSP FPGA-based memories, the Block Memory Generator core provides byte-Write support for memory widths which are multiples of eight (no parity) or nine bits (with parity).

### Optional Output Registers

The Block Memory Generator provides two optional stages of output registering to increase memory performance. The output registers can be chosen for port A and port B separately. The core supports the Kintex-7, Virtex-7, Virtex-6, Virtex-5, Virtex-4, Spartan-6, and Spartan-3A DSP embedded block RAM registers as well as registers implemented in the FPGA fabric. See [Output Register Configurations, page 96](#) for more information about using these registers.

### Optional Pipeline Stages

The core provides optional pipeline stages within the MUX, available only when the registers at the output of the memory core are enabled and only for specific configurations. For the available configurations, the number of pipeline stages can be 1, 2, or 3. For detailed information, see [Optional Pipeline Stages, page 34](#).

### Optional Enable Pin

The core provides optional port enable pins (ENA and ENB) to control the operation of the memory. When deasserted, no Read, Write, or reset operations are performed on the respective port. If the enable pins are not used, it is assumed that the port is always enabled.

### Optional Set/Reset Pin

The core provides optional set/reset pins (RSTA and RSTB) for each port that initialize the Read output to a programmable value.

### Memory Initialization

The memory contents can be optionally initialized using a memory coefficient (COE) file or by using the default data option. A COE file can define the initial contents of each individual memory location, while the default data option defines the initial content of all locations.

### Hamming Error Correction Capability

Simple Dual-port RAM memories support the built-in FPGA Hamming Error Correction Capability (ECC) available in the Kintex-7, Virtex-7, Virtex-6 and Virtex-5 FPGA block RAM primitives for data widths greater than 64 bits. The BuiltIn\_ECC (ECC) memory automatically detects single- and double-bit errors, and is able to auto-correct the single-bit errors.

For data widths of 64 bits or less, a soft Hamming Error Correction implementation is available for Kintex-7, Virtex-7, Virtex-6, and Spartan-6 designs.

### Simulation Models

The Block Memory Generator core provides behavioral and structural simulation models in VHDL and Verilog for both simple and precise modeling of memory behaviors, for example, debugging, probing the contents of the memory, and collision detection.

## AXI4 Interface Block Memory Generator Feature Summary

### Overview

AXI4 Interface Block Memories are built on the Native Interface Block Memories (see [Figure 1](#)). Two AXI4 interface styles are available - AXI4 and AXI4-Lite. The core can also be further classified as a Memory Slave or as a Peripheral Slave. In addition to applications supported by the Native Interface Block Memories, AXI4 Block Memories can also be used in AXI4 System Bus applications and Point-to-Point applications.

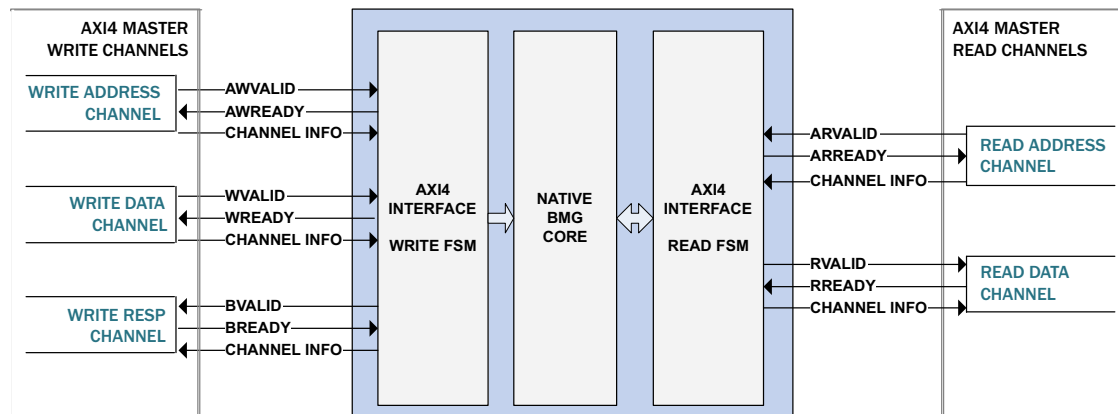


Figure 1: AXI4 Interface BMG Block Diagram

All communication in the AXI protocol is performed using five independent channels. Each of the five independent channels consists of a set of information signals and uses a two-way VALID and READY handshake mechanism. The information source uses the VALID signal to show when valid data or control information is available on the channel. The information destination uses the READY signal to show when it can accept the data.

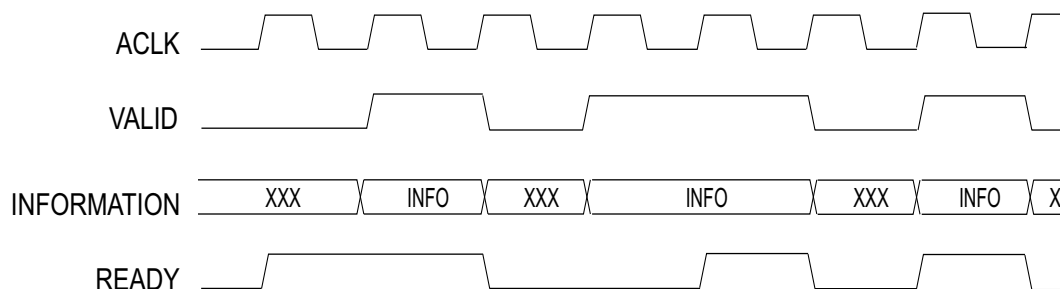


Figure 2: AXI4 Interface Handshake Timing Diagram

In [Figure 2](#), the information source generates the VALID signal to indicate when data is available.

The destination generates the READY signal to indicate that it can accept the data, and transfer occurs only when both the VALID and READY signals are high.

The AXI4 Block Memory Generator is an AXI4 endpoint Slave IP and can communicate with multiple AXI4 Masters in an AXI4 System or with Standalone AXI4 Masters in point to point applications. The core supports Simple Dual Port RAM configurations. Because AXI4 Block Memories are built using Native interface Block Memories, they share many common features.

All Write operations are initiated on the Write Address Channel (AW) of the AXI bus. The AW channel specifies the type of Write transaction and the corresponding address information. The Write Data Channel (W) communicates all Write data for single or burst Write operations. The Write Response Channel (B) is used as the handshaking or response to the Write operation.

On Read operations, the Read Address Channel (AR) communicates all address and control information when the AXI master requests a Read transfer. When the Read data is available to send back to the AXI master, the Read Data Channel (R) transfers the data and status of the Read operation

## Applications

### AXI4 Block Memories - Memory Slave Mode

AXI4 Block Memories in Memory Slave mode are optimized for Memory Mapped System Bus implementations. The AXI4 Memory Slave Interface Type supports aligned, unaligned or narrow transfers for incremental or wrap bursts.

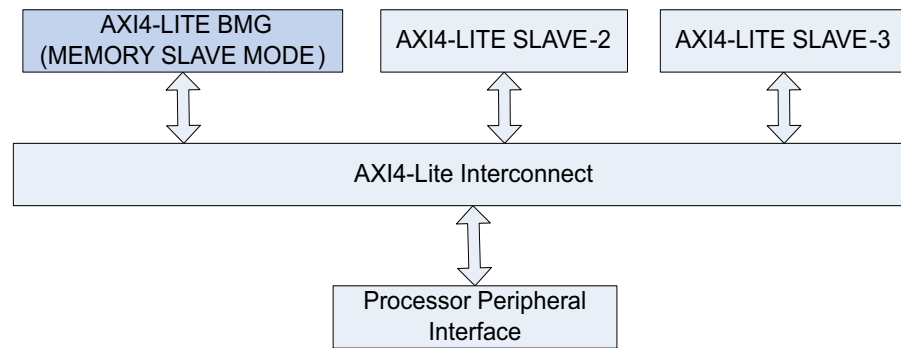


Figure 3: AXI4 Memory Slave Application Diagram

Figure 3 shows an example application for the AXI4 Memory Slave Interface Type with an AXI4 Interconnect for Multi Master AXI4 applications. Minimum memory requirement for this configuration is set to 4K bytes. Data widths supported by this configuration include 32, 64, 128 or 256 bits

### AXI4-Lite Block Memories - Memory Slave Mode

AXI4-Lite Block Memories in Memory Slave mode are optimized for the AXI4-Lite interface. They can be used in implementations requiring simple Control/Status Accesses. AXI4-Lite Memory Slave Interface Type supports only single burst transactions.

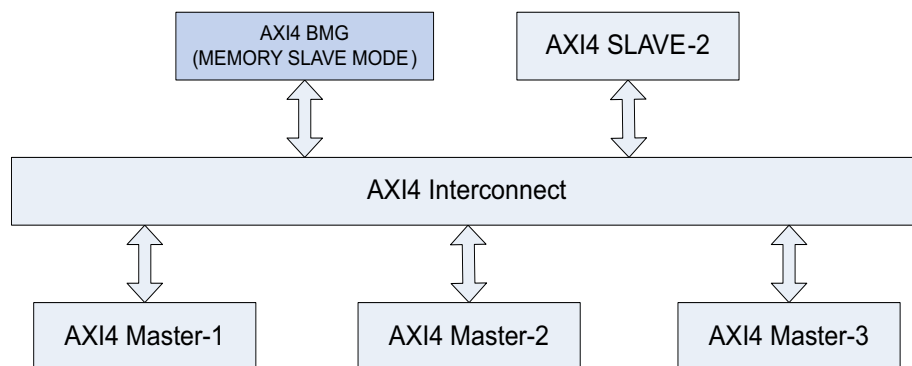


Figure 4: AXI4-Lite Memory Slave Application Diagram

Figure 4 shows an example application for AXI4-Lite Memory Slave Interface Type with an AXI4-Lite Interconnect to manage Control/Status Accesses. The minimum memory requirement for this configuration is set to 4K bytes. Data widths of 32 and 64 bits are supported by this configuration.

### AXI4 Block Memories - Peripheral Slave Mode

AXI4 Block Memories in Peripheral Slave mode are optimized for a system or applications requiring data transfers that are grouped together in packets. The AXI4 Peripheral Slave supports aligned /unaligned addressing for incremental bursts.

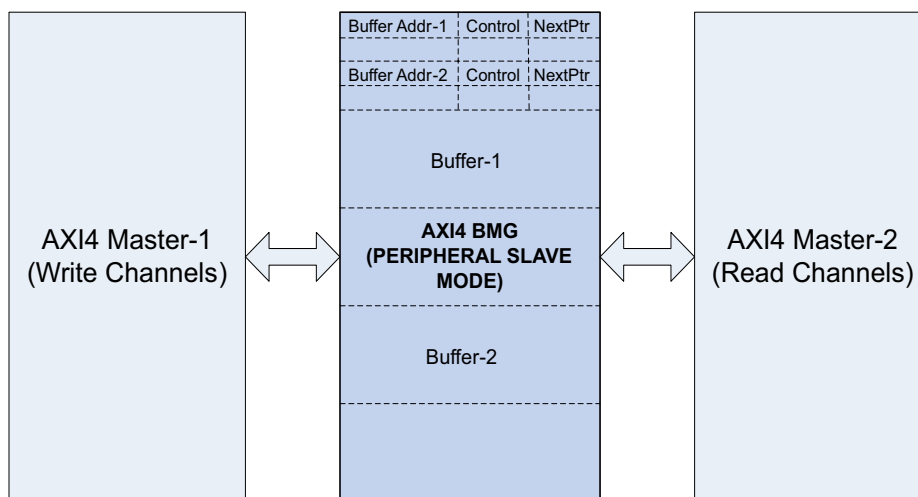


Figure 5: AXI4 Peripheral Slave Application Diagram

Figure 5 shows an example application for the AXI4 Peripheral Slave Interface Type in a Point-to-point buffered link list application. There is no minimum memory requirement set for this configuration. Data widths supported by this configuration include 8, 16, 32, 64, 128 and 256 bits.

### AXI4-Lite Block Memories - Peripheral Slave Mode

AXI4-Lite Block Memories in Peripheral Slave mode are optimized for the AXI4-Lite interface. They can be used in implementations requiring single burst transactions.

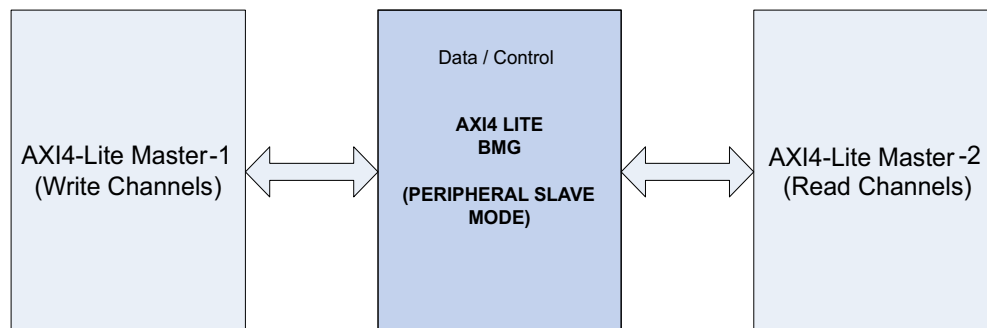


Figure 8: AXI4-Lite Peripheral Slave Application Diagram

Figure 8 shows an example application for the AXI4-Lite Memory Slave Interface Type in a Point-to-point application. There is no minimum memory requirement set for this configuration. Data widths supported by this configuration include 8, 16, 32 and 64 bits.



## Supported Devices

Table 2: AXI4 BMG Supported FPGA Families and Sub-Families

FPGA Family	Sub-Family
Spartan-6	LX/LXT
Virtex-6	CXT/HXT/LXT/SXT
Virtex-7	
Kintex-7	

## AXI4 BMG Core Channel Handshake Sequence

Figure 9 and Figure 10 illustrates an example handshake sequence for AXI4 BMG core. Figure 9 illustrates single burst Write operations to block RAM. By default the **AWREADY** signal is asserted on the bus so that the address can be captured immediately during the clock cycle when both **AWVALID** and **AWREADY** are asserted. (With the default set in this manner, there is no need to wait an extra clock cycle **AWREADY** to be asserted first.) By default, the **WREADY** signal will be de-asserted. Upon detecting **AWVALID** being asserted, the **WREADY** signal will be asserted (AXI4 BMG core has registered an AXI Address and is ready to accept Data), and when **WVALID** is also asserted, writes will be performed to the block RAM. If the write data channel (**WVALID**) is presented prior to the write address channel valid (**AWVALID**) assertion, the write transactions will not be initiated until the write address channel has valid information.

The AXI4 Block Memory core will assert **BVALID** for each transaction only after the last data transfer is accepted. The core also will not wait for the master to assert **BREADY** before asserting **BVALID**.

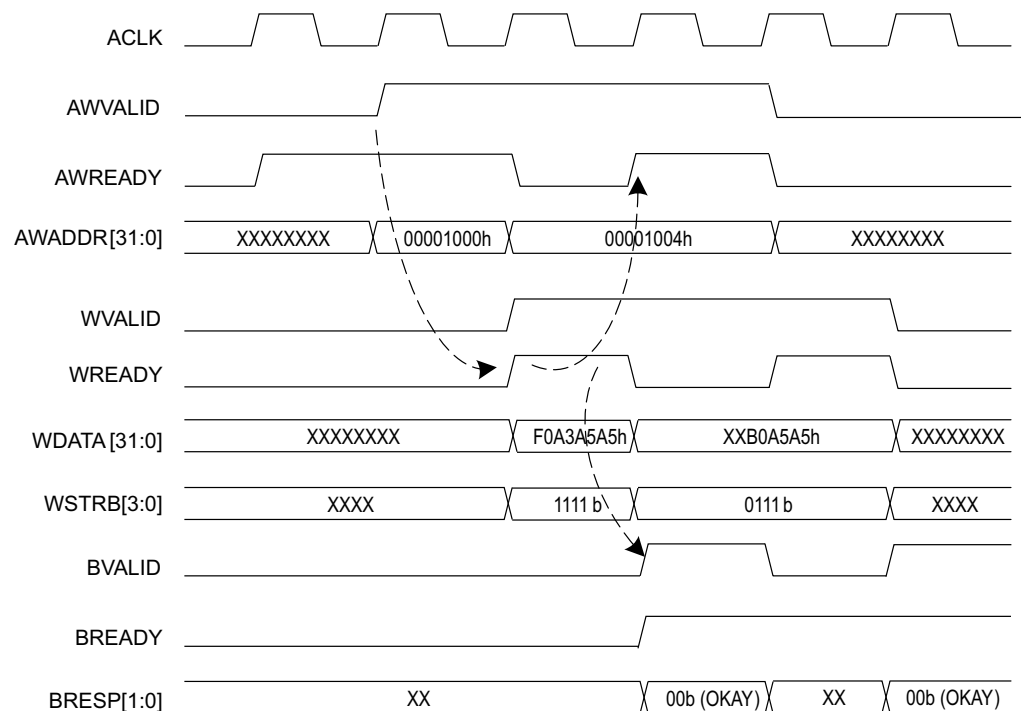


Figure 9: AXI4-Lite Single Burst Write Transactions

Figure 9 illustrates single burst Read operations to block RAM. The registered ARREADY signal output on the AXI Read Address Channel interface defaults to a high assertion. The AXI Read FSM can accept the read address in the clock cycle where the ARVALID signal is first valid.

The AXI Read FSM can accept a same clock cycle assertion of the RREADY by the master if the master can accept data immediately. When the RREADY signal is asserted on the AXI bus by the master, the Read FSM will either negate the RVALID signal or will place next valid data on the AXI Bus.

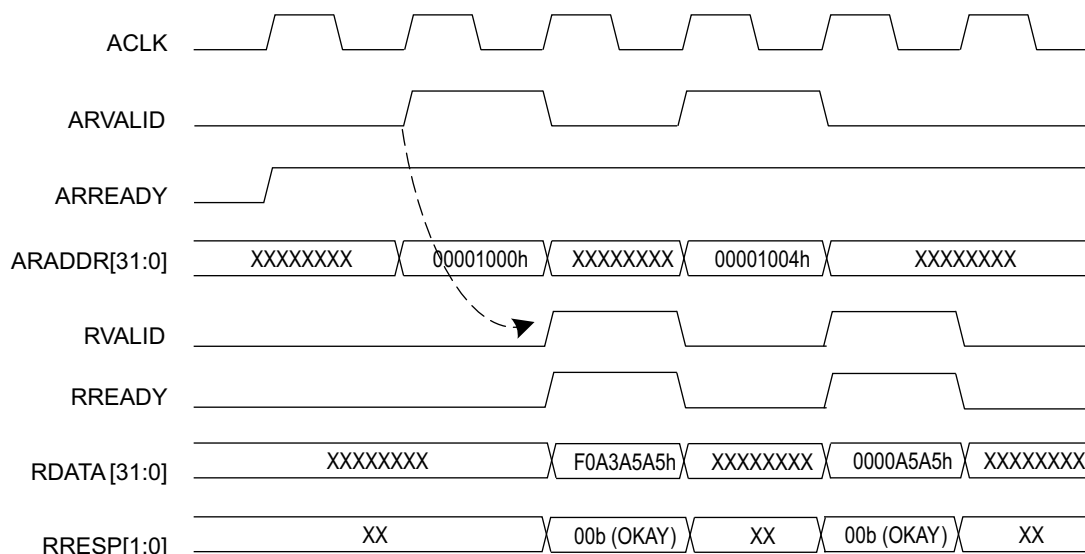


Figure 10: AXI4 Lite Single Burst Read Transactions

For more details on AXI4 Channel handshake sequences refer to the “Channel Handshake” section of the AXI protocol specification [Ref 1].

## AXI4 Lite Single Burst Transactions

For AXI4 Lite interfaces, all transactions are burst length of one and all data accesses are the same size as the width of the data bus. Figure 9 and Figure 10 illustrates timing of AXI 32-bit write operations to the 32-bit wide BRAM. Figure 9 example illustrates single burst Write operations to block RAM addresses 0x1000h and 0x1004h. Figure 10 illustrates single burst Read operations to block RAM addresses 0x1000h and 0x1004h.

## AXI4 Incremental Burst Support

Figure 11 illustrates an example of the timing for an AXI Write burst of four words to a 32-bit block RAM. The address Write channel handshaking stage communicates the burst type as INCR, the burst length of two data transfers (AWLEN = 01h). The Write burst utilizes all byte lanes of the AXI data bus going to the block RAM (AWSIZE = 010b).

In compliance with AXI Protocol, the burst termination boundary for a transaction is determined by the length specified in the *AWLEN* signal. The allowable burst sizes for INCR bursts are from 1 (00h) to 256 (FFh) data transfers.

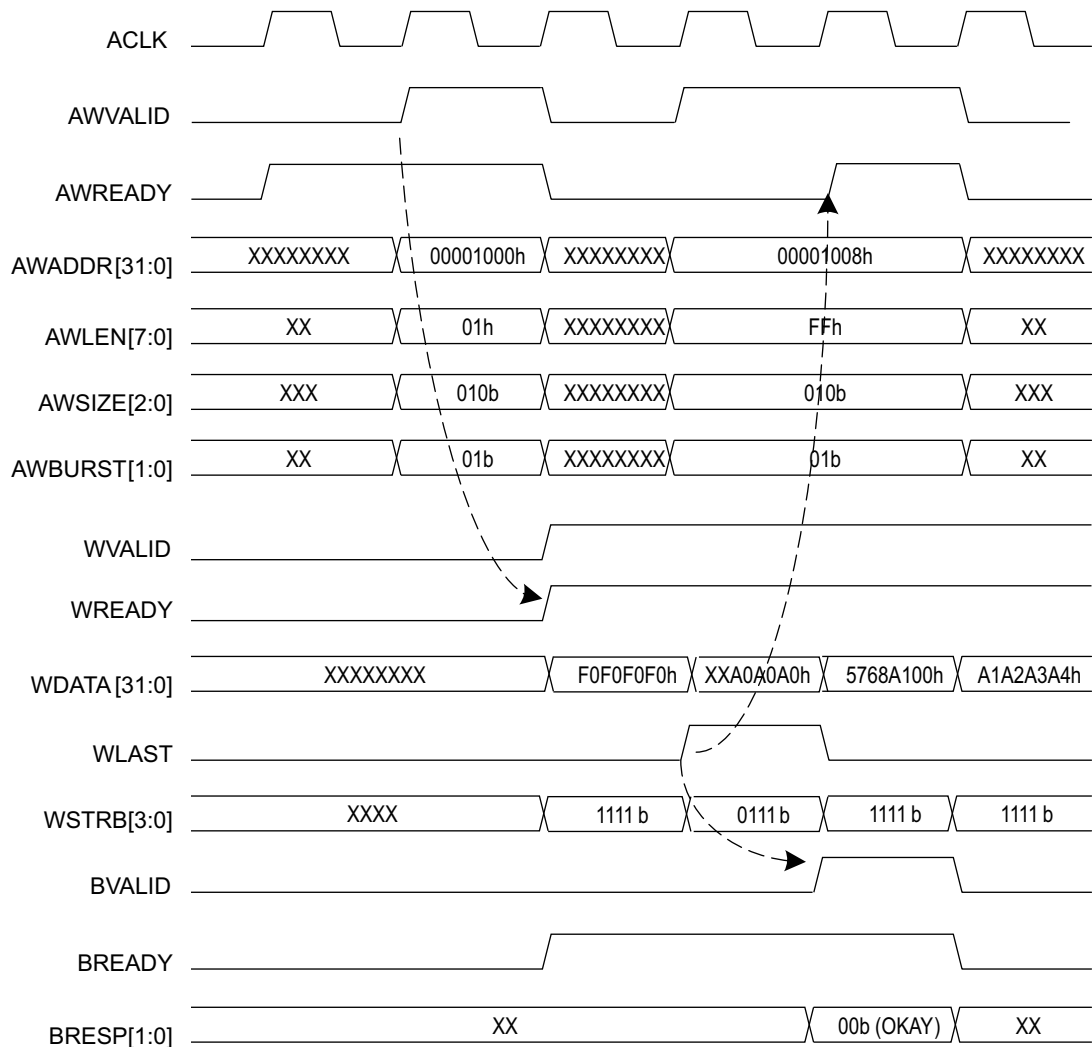


Figure 11: AXI4 Incremental Write Burst Transactions

Figure 12 illustrates the example timing for an AXI Read burst with block RAM managed by the Read FSM. The memory Read burst starts at address 0x1000h of the block RAM. On the AXI Read Data Channel, the Read FSM enables the AXI master/Interconnect to respond to the *RVALID* assertion when *RREADY* is asserted in the same clock cycle. If the requesting AXI master/Interconnect throttles on

accepting the Read burst data (by negating RREADY), the Read FSM handles this by holding the data pipeline until RREADY is asserted.

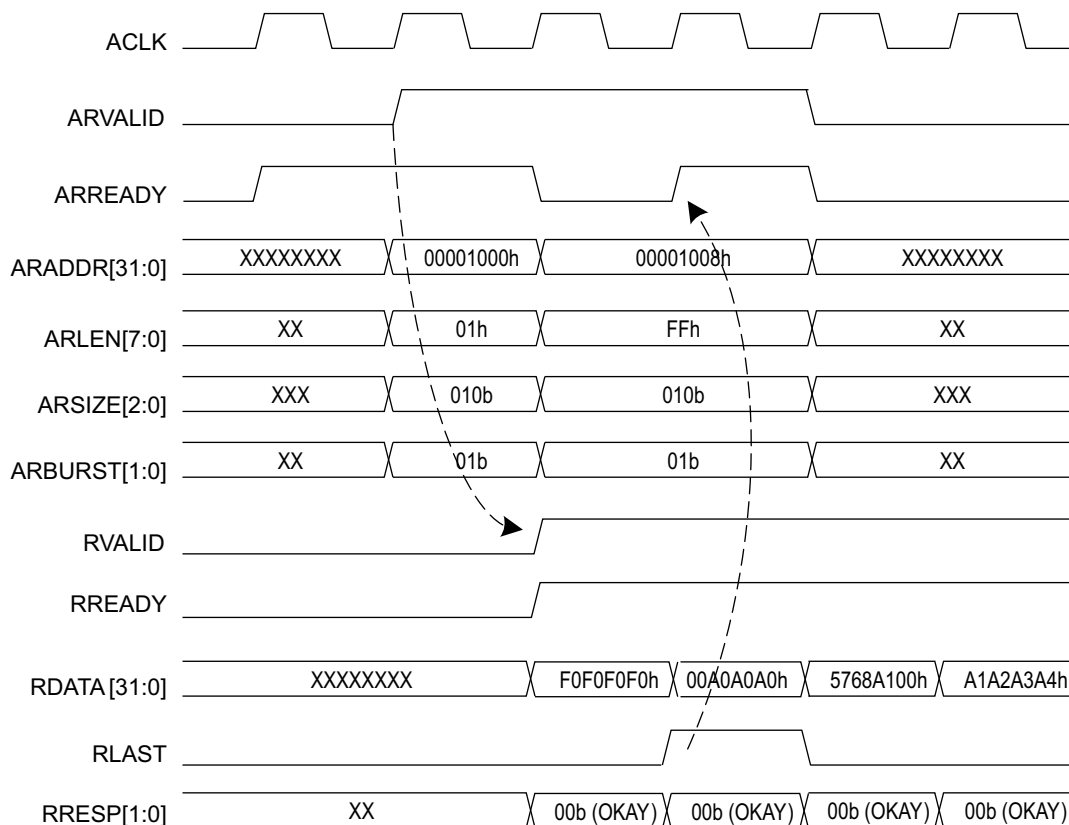


Figure 12: AXI4 Incremental Read Burst Transactions

## AXI4 Wrap Burst Support

Cache line operations are implemented as WRAP burst types on AXI when presented to the block RAM. The allowable burst sizes for WRAP bursts are 2, 4, 8, and 16. The AWBURST/ARBURST must be set to "10" for the WRAP burst type.

WRAP bursts are handled by the address generator logic of the Write and Read FSM. The address seen by the block RAM must increment to the address space boundary, and then wrap back around to the beginning of the cache line address. For example, a processor issues a target word first cache line Read request to address 0x04h. On a 32-bit block RAM, the address space boundary is 0xFFh. So, the block

RAM will see the following sequence of addresses for Read requests: 0x04h, 0x08h, 0x0Ch, 0x00h. Note the wrap of the cache line address from 0xCh back to 0x00h at the end.

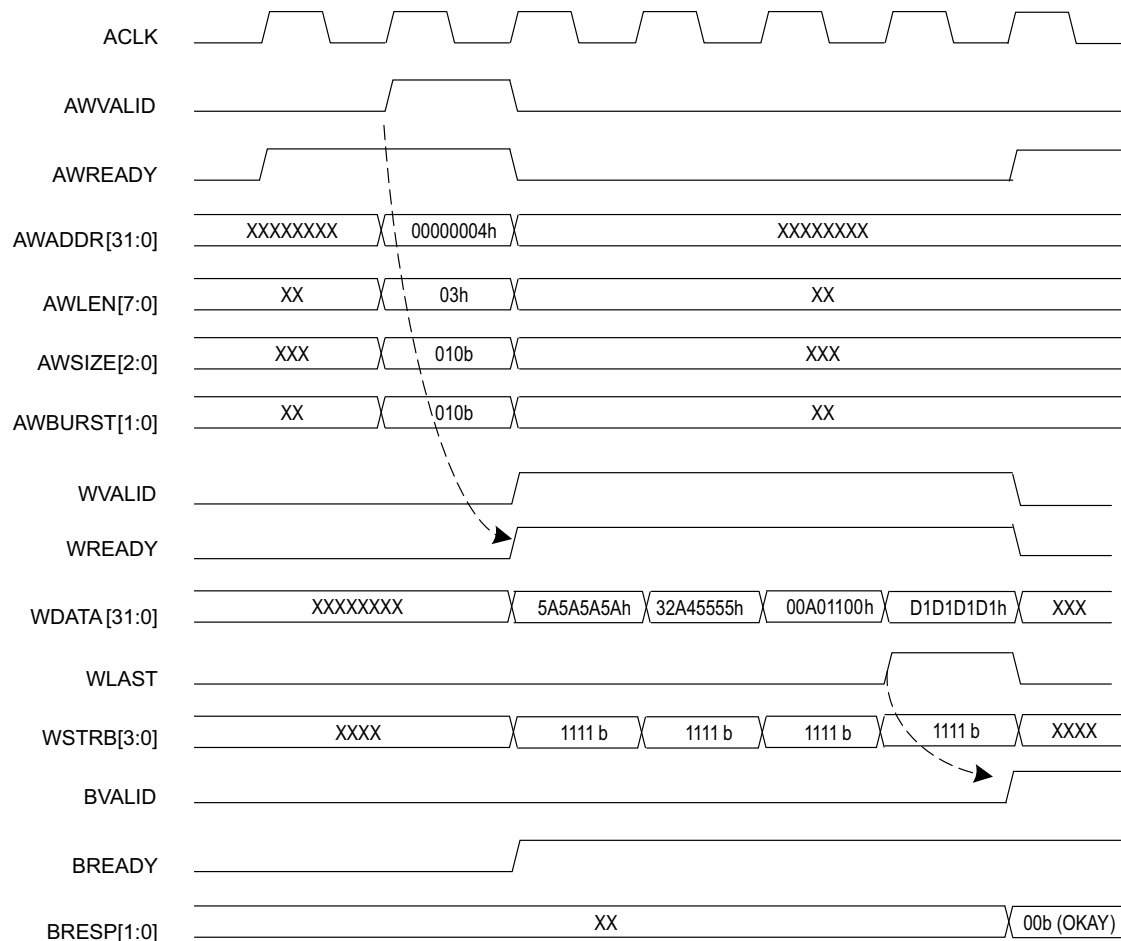


Figure 13: AXI4 Wrap Write Burst Transactions

Figure 13 illustrates the timing for AXI Wrap or cache line burst transactions. The address generated and presented to the block RAM starts at the target word and wraps around once the address space boundary is reached.

Figure 14 illustrates the timing on AXI WRAP or cache line burst Read transactions.

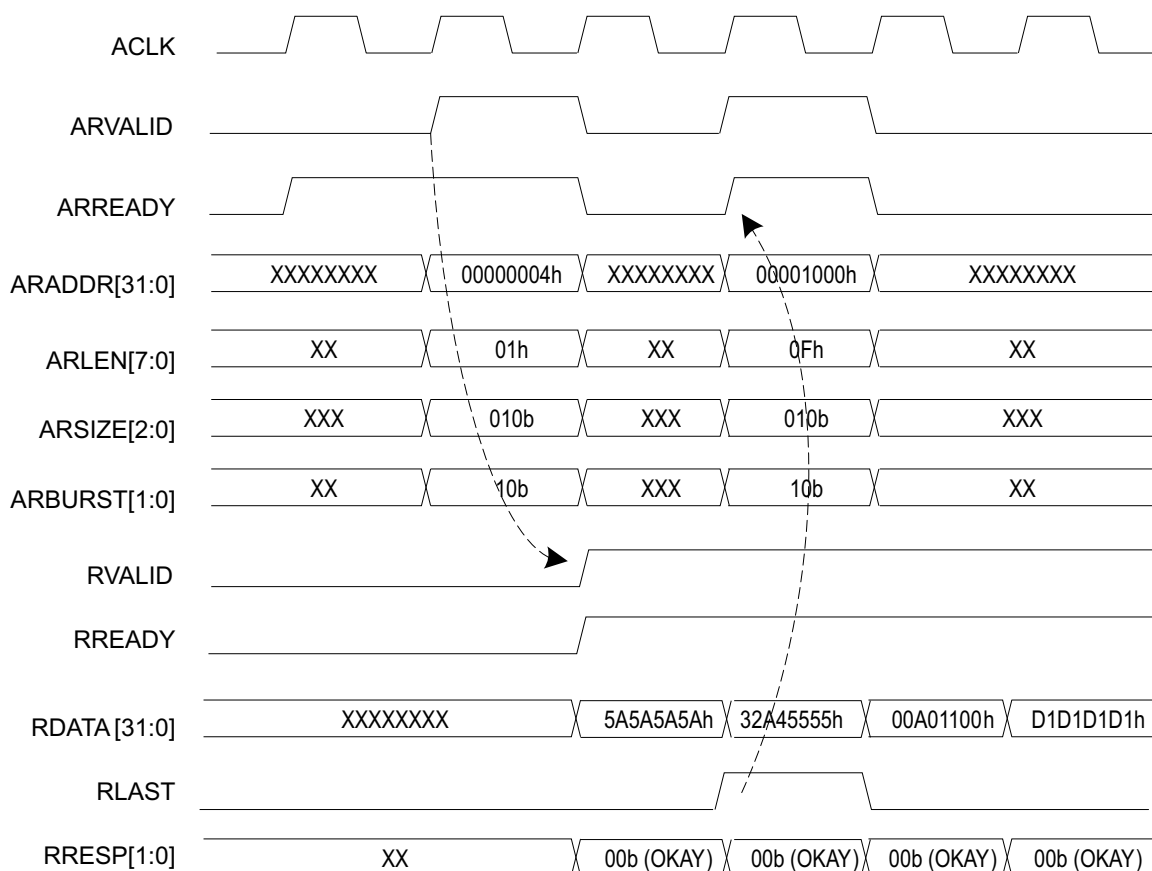


Figure 14: AXI4 Wrap Read Burst Transactions

Table 3 provides example address sequence to the block RAM for Wrap transactions.

Table 3: Example Address Sequence for AXI4 BMG Core Wrap Transactions

Memory Width	Transfer Size	Start Address	Burst Length	AXI4 BMG Core Address Sequence
32-bits	32-bits	0x100Ch	2	0x100Ch <sup>(1)</sup> , 0x1008h
32-bits	32-bits	0x1008h	4	0x1008h, 0x100Ch <sup>(1)</sup> , 0x1000h, 0x1004h
64-bits	64-bits	0x1008h	8	0x1008h, 0x1010h, 0x1018h, 0x1020h, 0x1028h, 0x1030h, 0x1038h <sup>(1)</sup> , 0x1000h
64-bits	16-bits	0x1008h	16	0x1008h, 0x100Ah, 0x100Ch, 0x100Eh, 0x1010, 0x1012, 0x1014, 0x1016h, 0x1018h, 0x101Ah, 0x101Ch, 0x101Eh <sup>(1)</sup> , 0x1000h, 0x1002h, 0x1004h, 0x1006h

1. Calculated Wrap Boundary address.

For more details on AXI4 Wrap Burst Transactions and Wrap boundary calculations, refer to the Burst Addressing section of the AXI protocol specification [Ref 1].

## AXI4 Narrow Transactions

A narrow burst is defined as a master bursting a data size smaller than the block RAM data width. If the burst type (AWBURST) is set to INCR or WRAP, then the valid data on the block RAM interface to the AXI bus will rotate for each data beat. The Write and Read FSM handles each data beat on the AXI as a corresponding data beat to the block RAM, regardless of the smaller valid byte lanes. In this scenario, the AXI WSTRB is translated to the block RAM Write enable signals. The block RAM address only increments when the full address (data) width boundary is met with the narrow Write to block RAM.

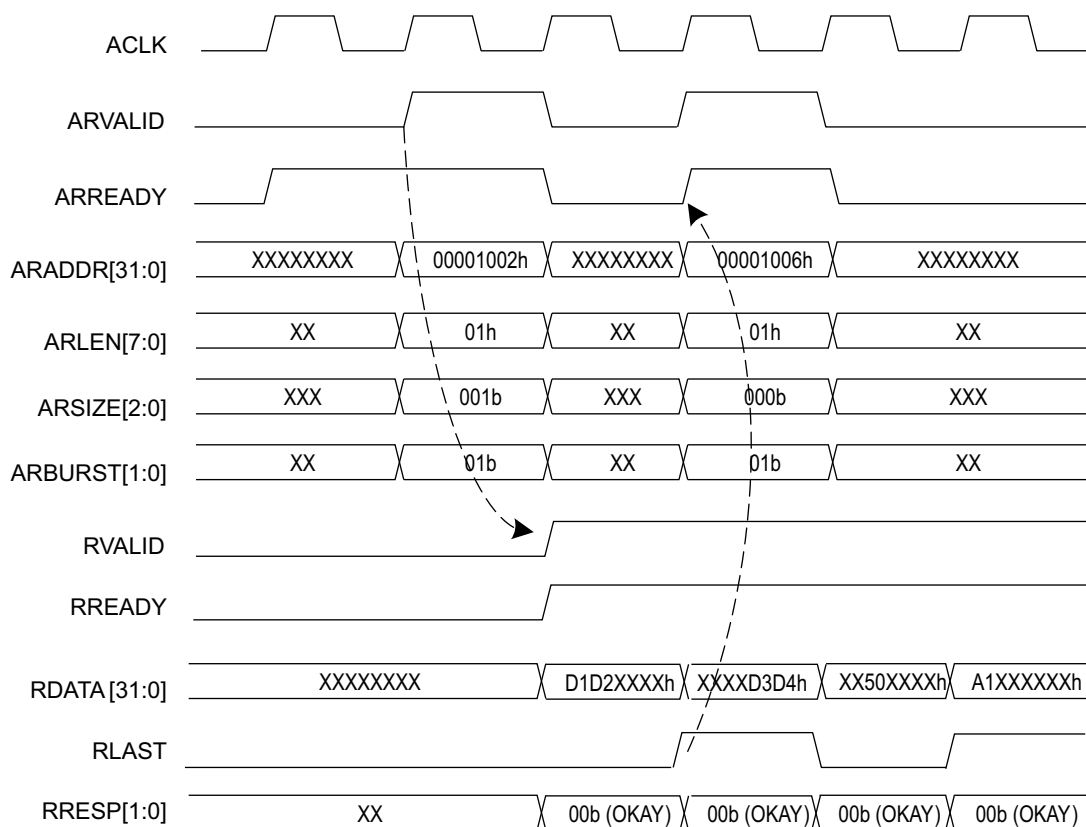


Figure 15: AXI4 Narrow Write Burst Transactions

Figure 15 illustrates an example of AXI narrow Write bursting with a 32-bit block RAM and the AXI master request is a half-word burst of four data beats. AWSIZE is set to 001b.

Figure 16 illustrates an example of AXI “narrow” Read bursting with a 32-bit block RAM and the AXI master request is a half-word burst of 4 data beats. ARSIZE is set to 001b.

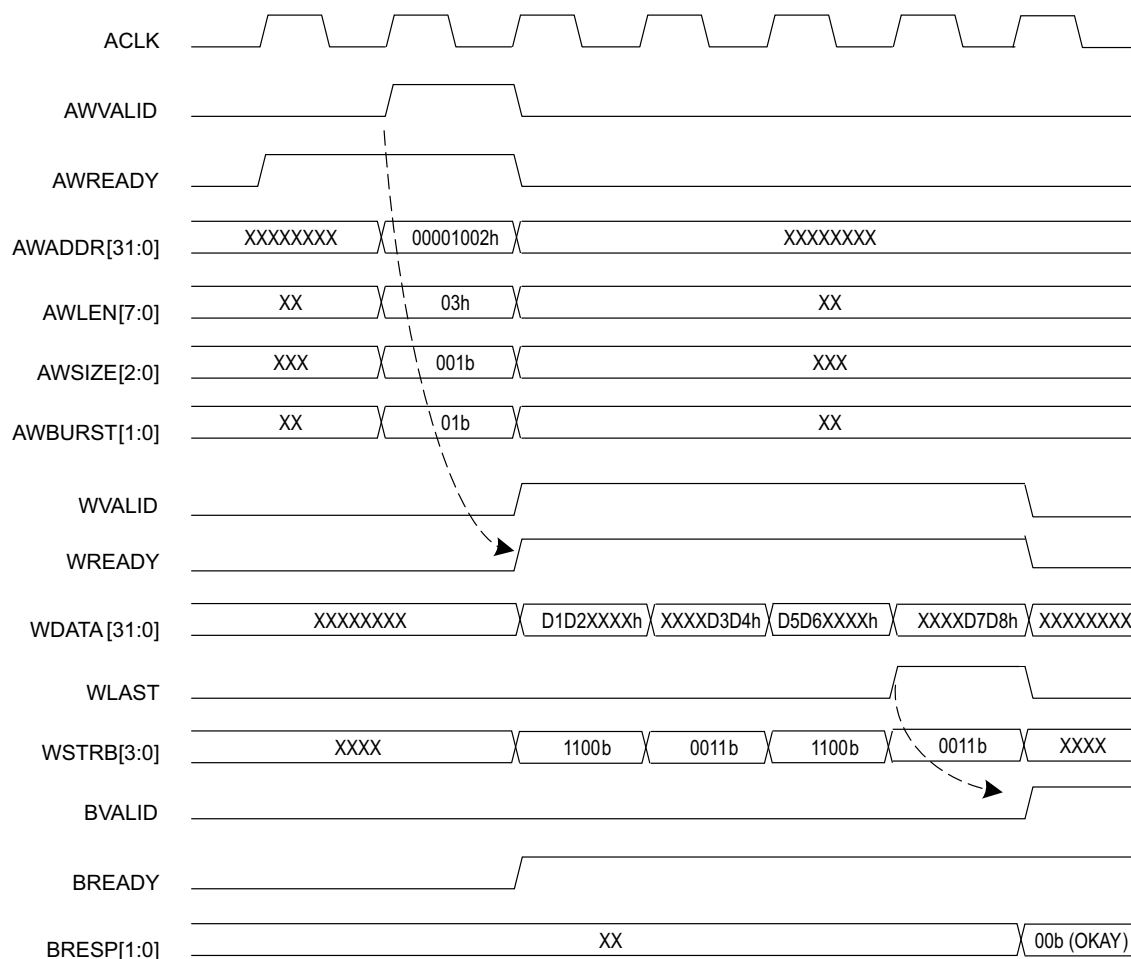


Figure 16: AXI4 Narrow Read Burst Transactions

For more details on AXI4 Narrow Transactions refer to the “Narrow transfers” section of the AXI protocol specification [\[Ref 1\]](#).

## AXI4 Unaligned Transactions

Unaligned burst transfers for example, occur when a 32-bit word burst size does not start on an address boundary that matches a word memory location. The starting memory address is permitted to be



something other than 0x0h, 0x4h, 0x8h, etc. The example shown in [Figure 17](#) illustrates an unaligned word burst transaction of 4 data beats, which starts at address offset, 0x1002h.



Figure 17: AXI4 Unaligned Transactions

For more details on AXI4 Narrow Transactions refer to the “about unaligned transfers” section of the AXI protocol specification [\[Ref 1\]](#).

## Configurable Width and Depth

[Table 4](#) provides supported Width and Depth for AXI4 Block Memory core.

Table 4: Supported Width and Depth

Operating Mode	Supported Memory Data Widths	Supported Minimum Memory Depth	
AXI4 Memory Slave	32,64,128, 256	Supports minimum 4kB address range:	
		<u>Data Width</u>	<u>Minimum Depth</u>
		32	1024
		64	512
		128	256
AXI4 Lite Memory Slave	32,64	Supports minimum 4kB address range:	
		<u>Data Width</u>	<u>Minimum Depth</u>
		32	1024
AXI4 Peripheral Slave	8, 16, 32,64,128, 256	2	
AXI4 Lite Peripheral Slave	8, 16, 32,64,	2	

For Peripheral Slave configurations, there is no minimum requirement for the number of address bits used by Block Memory core. For Memory Slave configuration, AXI4 Block Memory slave has at least sufficient address bits to fully decode a 4kB address range.

For Peripheral Slave and AXI4 Lite Memory Slave configurations, AXI4 Block Memory core is not required to have low-order address bits to support decoding within the width of the system data bus and assumes that such low-order address bits have a default value of all zeros. For AXI4 Memory Slave configuration, AXI4 Block Memory core supports Narrow Transactions and performs low-order address bits decoding. For more details, see [AXI4 Interface Block Memory Addressing, page 17](#).

## AXI4 Interface Block Memory Addressing

AXI4 Interface Block Memory cores support 32-bit byte addressing. There is no minimum requirement for the number of address bits supplied by a master. Typically a master is expected to supply 32-bits of

addressing. [Table 5](#) illustrates some example settings to create a specific size of block RAM in the system.

**Table 5: AXI4 Interface Block Memory Generator Example Address Ranges**

Memory Width x Depth	Memory Size	Address Range Required	Example Base Address	Example Max Address	Block RAM Address
8 x 4096	4K	0x0000_0000 to 0x0000_0FFF	0xA000 0000	0xA000 0FFF	AXI_ADDR[11:0]
16 x 2048	4K	0x0000_0000 to 0x0000_0FFF	0xA000 0000	0xA000 0FFF	AXI_ADDR[11:1]
32 x 1024	4K	0x0000_0000 to 0x0000_0FFF	0xA000 0000	0xA000 0FFF	AXI_ADDR[11:2]
64 x 1024	8K	0x0000_0000 to 0x0000_1FFF	0x2400 0000	0x2400 1FFF	AXI_ADDR[12:3]
128 x 1024	16K	0x0000_0000 to 0x0000_3FFF	0x1F00 0000	0x1F00 3FFF	AXI_ADDR[13:4]
256 x 1024	32K	0x0000_0000 to 0x0000_7FFF	0x3000 0000	0x3000 7FFF	AXI_ADDR[14:5]

The Address Range of AXI Block Memory core must always start at zero. If the master has a different address bus width than that provided by the AXI4 Block Memory Core, follow these guidelines:

- If the Master address is wider than the configured Address Range for AXI Block Memory core, the additional high-order address bits can be connected as is. AXI Block Memory core will ignore these bits.
- If the Master address is narrower than 32-bits, the high-order address bits of the AXI Block Memory core can be left unconnected.

For more details on AXI4 Addressing refer to the “Master Addresses” and “Slave Addresses” section of the AXI protocol specification [\[Ref 1\]](#).

## Throughput & Performance

To achieve 100 percent block RAM interface utilization of the Write port the following conditions must be satisfied.

- No single Write bursts.
- The AXI Master should not apply back pressure on the Write response channel

To achieve 100 percent block RAM interface utilization of the Read port the following conditions must be satisfied.

- The AXI Master should not apply back pressure on the Read data channel

## Selectable Port Aspect Ratios

The core currently supports only symmetric aspect ratios (that is, a 1:1 aspect ratio only).

## Optional Output Register

The Output Register option is currently not supported.

## Optional Pipeline Stages

Pipeline stages are currently not supported.

## Memory Initialization Capability

The memory contents can be optionally initialized using a memory coefficient (COE) file or by specifying a default data value. A COE file can define the initial contents of each individual memory location, while the default data value option defines the initial content for all locations.

## Simulation Models

The Block Memory Generator core provides behavioral and structural simulation models in VHDL and Verilog to give the user the option to perform either simple or precise modeling of memory behaviors, respectively.

## Block Memory Generator Functional Description

The Block Memory Generator is used to build custom memory modules from block RAM primitives in Xilinx FPGAs. The core implements an optimal memory by arranging block RAM primitives based on user selections, automating the process of primitive instantiation and concatenation. Using the CORE Generator Graphical User Interface (GUI), users can configure the core and rapidly generate a highly optimized custom memory solution.

## Memory Type

The Block Memory Generator creates five memory types: Single-port RAM, Simple Dual-port RAM, True Dual-port RAM, Single-port ROM, and Dual-port ROM. [Figure 18](#) through [Figure 22](#) illustrate the signals available for each type. Optional pins are displayed in *italics*.

For each configuration, optimizations are made within the core to minimize the total resources used. For example, a Simple Dual-port RAM with symmetric ports can utilize the special Simple Dual-port RAM primitive in Virtex-5 devices, which can save as much as fifty percent of the block RAM resources for memories 512 words deep or fewer. The Single-port ROM allows Read access to the memory space through a single port, as illustrated in [Figure 18](#).

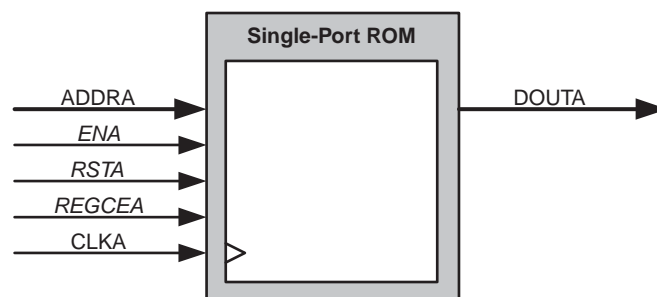


Figure 18: Single-port ROM

The Dual-port ROM allows Read access to the memory space through two ports, as shown in Figure 19.

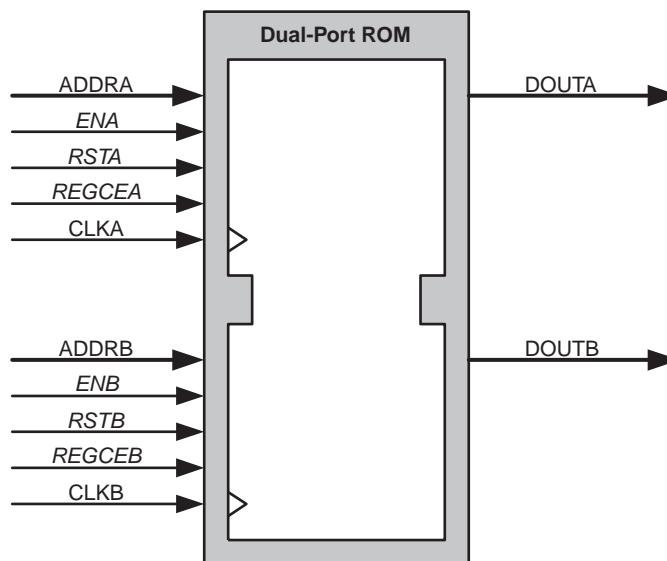


Figure 19: Dual-port ROM

The Single-port RAM allows Read and Write access to the memory through a single port, as shown in Figure 20.

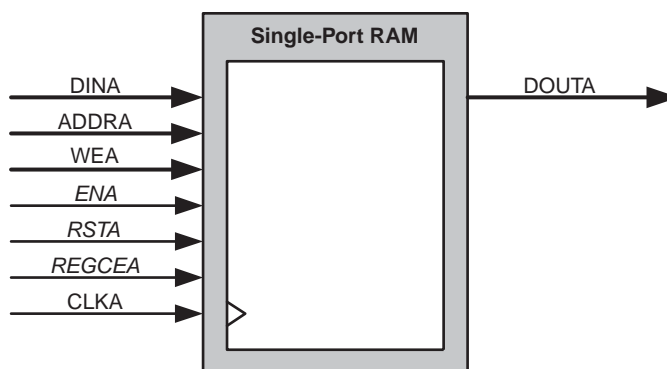


Figure 20: Single-port RAM

The Simple Dual-port RAM provides two ports, A and B, as illustrated in Figure 21. Write access to the memory is allowed via port A, and Read access is allowed via port B.

**Note:** For Virtex family architectures, Read access is via port A and Write access is via port B.

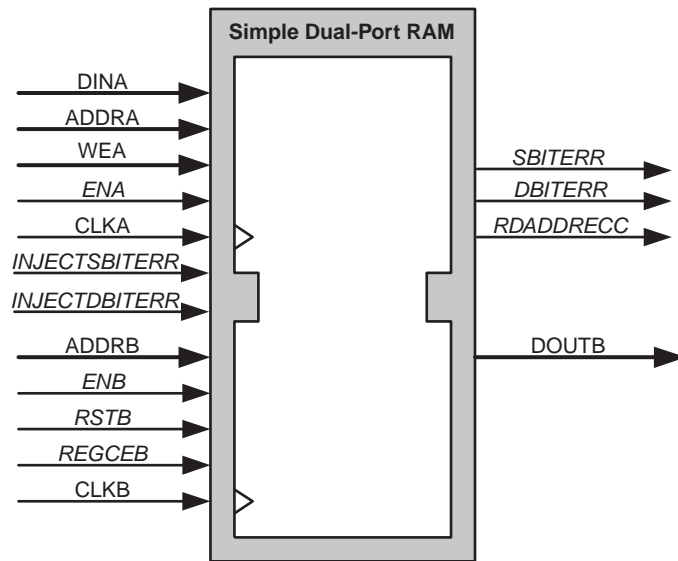


Figure 21: Simple Dual-port RAM

The True Dual-port RAM provides two ports, A and B, as illustrated in Figure 22. Read and Write accesses to the memory are allowed on either port.

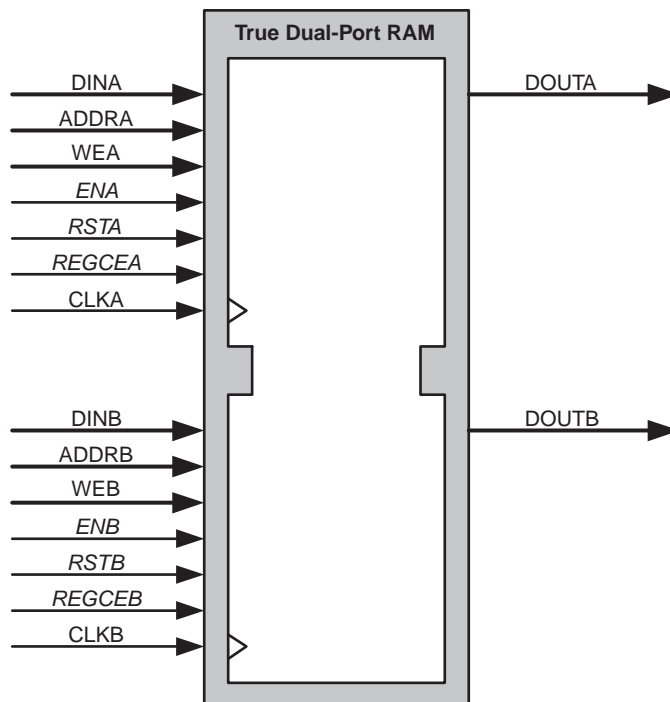


Figure 22: True Dual-port RAM

## Selectable Memory Algorithm

The Block Memory Generator core arranges block RAM primitives according to one of three algorithms: the minimum area algorithm, the low power algorithm and the fixed primitive algorithm.

### Minimum Area Algorithm

The minimum area algorithm provides a highly optimized solution, resulting in a minimum number of block RAM primitives used, while reducing output multiplexing. Figure 23 shows two examples of memories built using the minimum area algorithm.

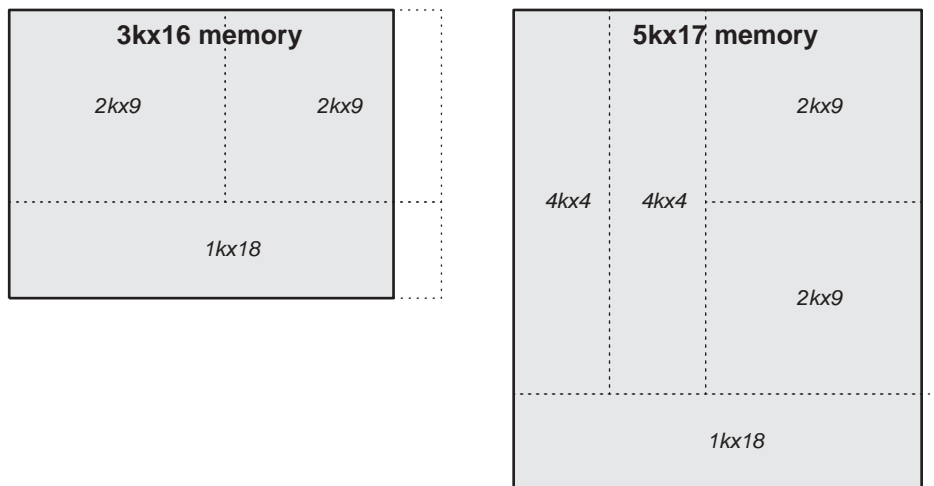


Figure 23: Examples of the Minimum Area Algorithm

**Note:** In Spartan-6 devices, two 9K block RAMs are used for one 1Kx18.

In the first example, a 3kx16 memory is implemented using three block RAMs. While it may have been possible to concatenate three 1kx18 block RAMs in depth, this would require more output multiplexing. The minimum area algorithm maximizes performance in this way while maintaining minimum block RAM usage.

In the second example, a 5kx17 memory, further demonstrates how the algorithm can pack block RAMs efficiently to use the fewest resources while maximizing performance by reducing output multiplexing.

### Low Power Algorithm

The low power algorithm provides a solution that minimizes the number of primitives enabled during a Read or Write operation. This algorithm is not optimized for area and may use more block RAMs and

multiplexers than the minimum area algorithm. Figure 24 shows two examples of memories built using the low power algorithm.

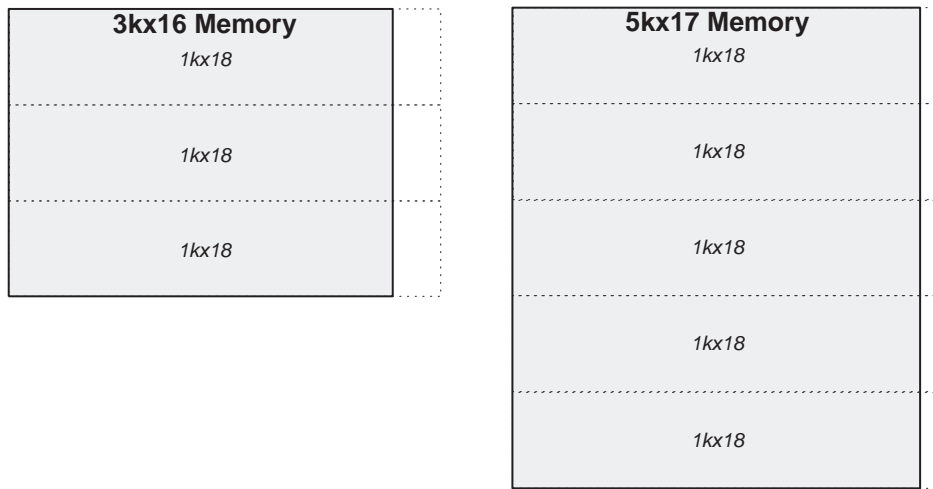


Figure 24: Examples of the Low Power Algorithm

**Note:** In Spartan-6 devices, two 9K block RAMs are used for one 1Kx18.

### Fixed Primitive Algorithm

The fixed primitive algorithm allows the user to select a single block RAM primitive type. The core will build the memory by concatenating this single primitive type in width and depth. It is useful in systems that require a fixed primitive type. Figure 25 depicts two 3kx16 memories, one built using the 2kx9 primitive type, the other built using the 4kx4 primitive type.

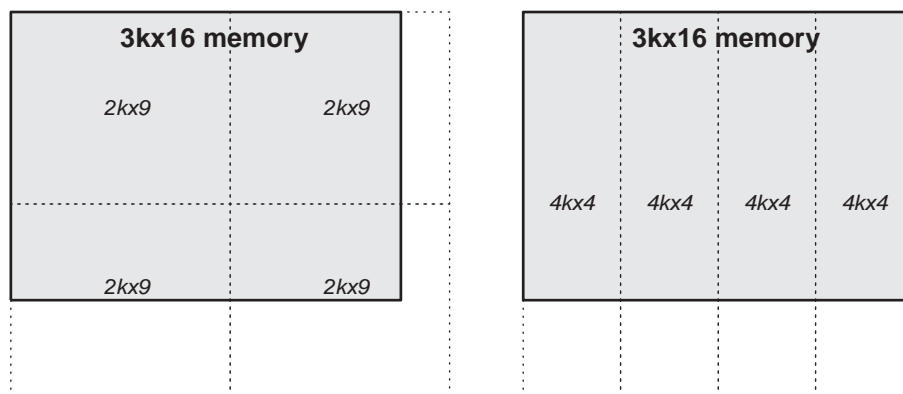


Figure 25: Examples of the Fixed Primitive Algorithm

Note that both implementations use four block RAMs, and that some of the resources utilized extend beyond the usable memory space. It is up to the user to decide which primitive type is best for their application.

The fixed primitive algorithm provides a choice of 16kx1, 8kx2, 4kx4, 2kx9, 1kx18, 512x36, 256x72 and 256x36 primitives. The primitive type selected is used to guide the construction of the total user memory space. Whenever possible, optimizations are made automatically that use deeper embedded

memory structures to enhance performance. Table 6 shows the primitives used to construct a memory given the specified architecture and primitive selection.

**Table 6: Memory Primitives Used Based on Architecture (Supported in Native BMG)**

Architecture	Primitive Selection	Primitives Used
Spartan-6 FPGA	16kx1	8kx1, 16kx1
Spartan-6 FPGA	8kx2	4kx2, 8kx2
Spartan-6 FPGA	4kx4	2kx4, 4kx4
Spartan-6 FPGA	2kx9	1kx9, 2kx9
Spartan-6 FPGA	1kx18	512x18, 1kx18
Spartan-6 FPGA	512x36	512x36
Spartan-6 FPGA	256x72	256x72 (SP RAM/ROM configurations only)
Spartan-6 FPGA	256x36	256x36 (SP RAM/ROM and SDP configurations only) <sup>(2)</sup>
Spartan-3 <sup>(1)</sup> FPGA	16kx1	16kx1
Spartan-3 <sup>(1)</sup> FPGA	8kx2	8kx2
Spartan-3 <sup>(1)</sup> FPGA	4kx4	4kx4
Spartan-3 <sup>(1)</sup> FPGA	2kx9	2kx9
Spartan-3 <sup>(1)</sup> FPGA	1kx18	1kx18
Spartan-3 <sup>(1)</sup> FPGA	512x36	512x36
Spartan-3 <sup>(1)</sup> FPGA	256x72	256x72 (Single Port configurations only)
Kintex-7 FPGA	16kx1	64x1, 32kx1, 16kx1
Kintex-7 FPGA	8kx2	16kx2, 8kx2
Kintex-7 FPGA	4kx4	4kx4, 8kx4
Kintex-7 FPGA	2kx9	2kx9, 4kx9
Kintex-7 FPGA	1kx18	1kx18, 2kx18
Kintex-7 FPGA	512x36	512x36 (SP RAM/ROM and SDP configurations only), 1kx36
Kintex-7 FPGA	256x72	512x72 (SP RAM/ROM and SDP configurations only)
Virtex-7 FPGA	16kx1	64x1, 32kx1, 16kx1
Virtex-7 FPGA	8kx2	16kx2, 8kx2
Virtex-7 FPGA	4kx4	4kx4, 8kx4
Virtex-7 FPGA	2kx9	2kx9, 4kx9
Virtex-7 FPGA	1kx18	1kx18, 2kx18
Virtex-7 FPGA	512x36	512x36 (SP RAM/ROM and SDP configurations only), 1kx36
Virtex-7 FPGA	256x72	512x72 (SP RAM/ROM and SDP configurations only)
Virtex-6 FPGA	16kx1	64x1, 32kx1, 16kx1
Virtex-6 FPGA	8kx2	16kx2, 8kx2
Virtex-6 FPGA	4kx4	4kx4, 8kx4
Virtex-6 FPGA	2kx9	2kx9, 4kx9
Virtex-6 FPGA	1kx18	1kx18, 2kx18
Virtex-6 FPGA	512x36	512x36 (SP RAM/ROM and SDP configurations only), 1kx36 <sup>(2)</sup>



**Table 6: Memory Primitives Used Based on Architecture (Supported in Native BMG) (Cont'd)**

Architecture	Primitive Selection	Primitives Used
Virtex-6 FPGA	256x72	512x72 (SP RAM/ROM and SDP configurations only) <sup>(2)</sup>
Virtex-5 FPGA	16kx1	64kx1, 32kx1, 16kx1
Virtex-5 FPGA	8kx2	16kx2, 8kx2
Virtex-5 FPGA	4kx4	8kx4, 4kx4
Virtex-5 FPGA	2kx9	4kx9, 2kx9
Virtex-5 FPGA	1kx18	2kx18, 1kx18
Virtex-5 FPGA	512x36	1kx36
Virtex-5 FPGA	256x72	512x72 (Single and Simple Dual-port RAMs and Single Port ROMs only)
Virtex-4 FPGA	16kx1	32kx1, 16kx1
Virtex-4 FPGA	8kx2	8kx2
Virtex-4 FPGA	4kx4	4kx4
Virtex-4 FPGA	2kx9	2kx9
Virtex-4 FPGA	1kx18	1kx18
Virtex-4 FPGA	512x36	512x36
Virtex-4 FPGA	256x72	256x72 (Single Port configurations only)

**Notes:**

1. Spartan-3 FPGAs and its derivatives, including Spartan-3E and Spartan-3A/3A DSP devices.
2. Refer to Additional memory collision restrictions in [Collision Behavior, page 30](#).

When using data-width aspect ratios, the primitive type dimensions are chosen with respect to the A port Write width. Note that primitive selection may limit port aspect ratios as described in [Aspect Ratio Limitations, page 29](#). When using the byte Write feature in Kintex-7, Virtex-7, Virtex-6, Virtex-5, Virtex-4, Spartan-6, and Spartan-3A/3A DSP devices, only the 2kx9, 1kx18, and 512kx36 primitive choices are available.

## Selectable Width and Depth

The Block Memory Generator generates memories with widths from 1 to 1152 bits, and with depths of two or more words. The memory is built by concatenating block RAM primitives, and total memory size is limited only by the number of block RAMs on the target device.

Write operations to out-of-range addresses are guaranteed not to corrupt data in the memory, while Read operations to out-of-range addresses will return invalid data. Note that the set/reset function should not be asserted while accessing an out-of-range address as this also results in invalid data on the output in the present or following clock cycles depending upon the output register stages of the core.

## Operating Mode

The operating mode for each port determines the relationship between the Write and Read interfaces for that port. Port A and port B can be configured independently with any one of three Write modes: Write First Mode, Read First Mode, or No Change Mode. These operating modes are described in the sections that follow.

The operating modes have an effect on the relationship between the A and B ports when the A and B port addresses have a collision. For detailed information about collision behavior, see [Collision Behavior](#), page 30. For more information about operating modes, see the block RAM section of the user guide specific to the device family.

- **Write First Mode:** In WRITE\_FIRST mode, the input data is simultaneously written into memory and driven on the data output, as shown in [Figure 26](#). This transparent mode offers the flexibility of using the data output bus during a Write operation on the same port.

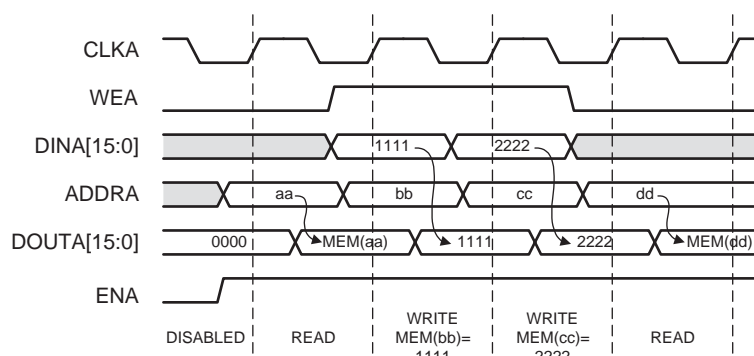


Figure 26: Write First Mode Example

**Note:** The WRITE\_FIRST operation is affected by the optional byte-Write feature in Kintex-7, Virtex-7, Virtex-6, Virtex-5, Virtex-4, Spartan-6 and Spartan-3A/3A DSP devices. It is also affected by the optional Read-to-Write aspect ratio feature in Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 devices. For detailed information, see [Write First Mode Considerations](#), page 30.

- **Read First Mode:** In READ\_FIRST mode, data previously stored at the Write address appears on the data output, while the input data is being stored in memory. This Read-before-Write behavior is illustrated in [Figure 27](#).

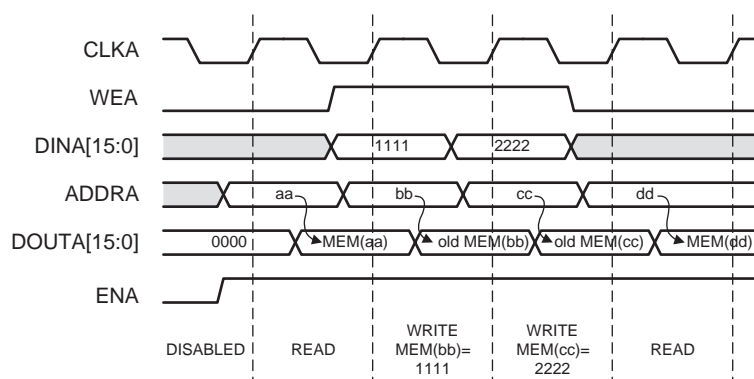


Figure 27: Read First Mode Example

- **No Change Mode:** In NO\_CHANGE mode, the output latches remain unchanged during a Write operation. As shown in Figure 28, the data output is still the previous Read data and is unaffected by a Write operation on the same port.

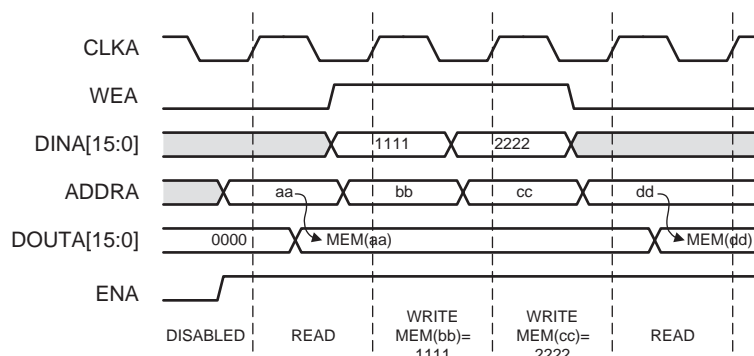


Figure 28: No Change Mode Example

## Data Width Aspect Ratios

The Block Memory Generator supports data width aspect ratios. This allows the port A data width to be different than the port B data width, as described in Port Aspect Ratios in the following section. In Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 FPGA-based memories, all four data buses (DINA, DOUTA, DINB, and DOUTB) can have different widths, as described in [Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 Read-to-Write Aspect Ratios](#), page 28.

The limitations of the data width aspect ratio feature (some of which are imposed by other optional features) are described in [Aspect Ratio Limitations](#), page 29. The CORE Generator GUI ensures only valid aspect ratios are selected.

## Port Aspect Ratios

The Block Memory Generator supports port aspect ratios of 1:32, 1:16, 1:8, 1:4, 1:2, 1:1, 2:1, 4:1, 8:1, 16:1, and 32:1. The port A data width can be up to 32 times larger than the port B data width, or vice versa. The smaller data words are arranged in little-endian format, as illustrated in Figure 29.

## Port Aspect Ratio Example

Consider a True Dual-port RAM of 32x2048, which is the A port width and depth. From the perspective of an 8-bit B port, the depth would be 8192. The ADDRA bus is 11 bits, while the ADDR\_B bus is 13 bits. The data is stored little-endian, as shown in Figure 29. Note that  $A_n$  is the data word at address  $n$ , with respect to the A port.  $B_n$  is the data word at address  $n$  with respect to the B port.  $A_0$  is comprised of  $B_3$ ,  $B_2$ ,  $B_1$ , and  $B_0$ .

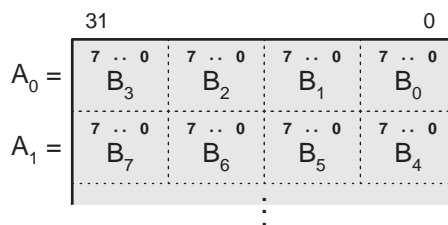


Figure 29: Port Aspect Ratio Example Memory Map

### Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 Read-to-Write Aspect Ratios

When implementing RAMs targeting Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 FPGAs, the Block Memory Generator allows Read and Write aspect ratios on either port. On each port A and port B, the Read to Write data width ratio of that port can be 1:32, 1:16, 1:8, 1:4, 1:2, 1:1, 2:1, 4:1, 8:1, 16:1, or 32:1.

Because the Read and Write interfaces of each port can differ, it is possible for all four data buses (DINA, DOUTA, DINB, and DOUTB) of True Dual-port RAMs to have a different width. For Single-port RAMs, DINA and DOUTA widths can be independent. The maximum ratio between any two data buses is 32:1. The widest data bus can be no larger than 1152 bits.

If the Read and Write data widths on a port are different, the memory depth is different with respect to Read and Write accesses. For example, if the Read interface of port A is twice as wide as the Write interface, then it is also half as deep. The ratio of the widths is *always* the inverse of the ratio of the depths. Because a single address bus is used for both the Write and Read interface of a port, the address bus must be large enough to address the deeper of the two depths. For the shallower interface, the least significant bits of the address bus are ignored. The data words are arranged in little-endian format, as illustrated in Figure 30.

### Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 Read-to-Write Aspect Ratio Example

Consider a True Dual-port RAM of 64x512, which is the port A Write width and depth. Table 7 defines the four data-port widths and their respective depths for this example.

Table 7: Read-to-Write Aspect Ratio Example Ports

Interface	Data Width	Memory Depth
Port A Write	64	512
Port A Read	16	2048
Port B Write	256	128
Port B Read	32	1024

The ADDRA width is determined by the larger of the A port depths (2048). For this reason, ADDRA is 11 bits wide. On port A, Read operations utilize the entire ADDRA bus, while Write operations ignore the least significant 2 bits.

In the same way, the ADDR B width is determined by the larger of the B port depths (1024). For this reason, ADDR B is 10 bits wide. On port B, Read operations utilize the entire ADDR B bus, while Write operations ignore the least significant 3 bits.

The memory map in Figure 30 shows how port B Write words are related to port A Write words, in a little-endian arrangement. Note that  $AW_n$  is the Write data word at address  $n$  with respect to port A, while  $BW_n$  is the Write data word at address  $n$  with respect to port B.

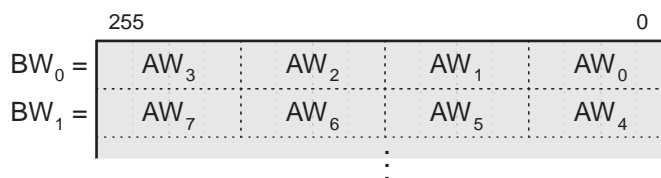


Figure 30: Read-to-Write Aspect Ratio Example Memory Map

$BW_0$  is made up of  $AW_3$ ,  $AW_2$ ,  $AW_1$ , and  $AW_0$ . In the same way,  $BR_0$  is made up of  $AR_1$  and  $AR_0$ , and  $AW_0$  is made up of  $BR_1$  and  $BR_0$ . In the example above, the largest data width ratio is port B Write words (256 bits) to port A Read words (16 bits); this ratio is 16:1.

### Aspect Ratio Limitations

In general, no port data width can be wider than 1152 bits, and no two data widths can have a ratio greater than 32:1. However, the following optional features further limit data width aspect ratios:

- **Byte-writes.** When using byte-writes, no two data widths can have a ratio greater than 4:1.
- **Fixed primitive algorithm.** When using the fixed primitive algorithm with an N-bit wide primitive, aspect ratios are limited to 32:N and 1:N from the port A Write width. For example, using the 4kx4 primitive type, the other ports may be no more than 8 times (32:4) larger than port A Write width and no less than 4 times (1:4) smaller.

### Byte-Writes

The Block Memory Generator provides byte-Write support in Kintex-7, Virtex-7, Virtex-6, Virtex-5, Virtex-4, Spartan-6, and Spartan-3A/3A DSP devices. Byte-writes are available using either 8-bit or 9-bit byte sizes. When using an 8-bit byte size, no parity bits are used and the memory width is restricted to multiples of 8 bits. When using a 9-bit byte size, each byte includes a parity bit, and the memory width is restricted to multiples of 9 bits.

When byte-writes are enabled, the  $WE[A|B]$  (WEA or WEB) bus is N bits wide, where N is the number of bytes in  $DIN[A|B]$ . The most significant bit in the Write enable bus corresponds to the most significant byte in the input word. Bytes will be stored in memory only if the corresponding bit in the Write enable bus is asserted during the Write operation.

When 8-bit bytes are selected, the DIN and DOUT data buses are constructed from 8-bit bytes, with no parity. When 9-bit bytes are selected, the DIN and DOUT data buses are constructed from 9-bit bytes, with the 9th bit of each byte in the data word serving as a parity bit for that byte.

The byte-Write feature may be used in conjunction with the data width aspect ratios, which may limit the choice of data widths as described in [Data Width Aspect Ratios, page 27](#). However, it may not be used with the NO\_CHANGE operating mode. This is because if a memory configuration uses multiple primitives in width, and only one primitive is being written to (using partial byte writes), then the NO\_CHANGE mode only applies to that single primitive. The NO\_CHANGE mode does not apply to the other primitives that are not being written to, so these primitives can still be read. The byte-Write feature also affects the operation of WRITE\_FIRST mode, as described in [Write First Mode Considerations, page 30](#).

## Byte-Write Example

Consider a Single-port RAM with a data width of 24 bits, or 3 bytes with byte size of 8 bits. The Write enable bus, WEA, consists of 3 bits. Figure 31 illustrates the use of byte-writes, and shows the contents of the RAM at address 0. Assume all memory locations are initialized to 0.

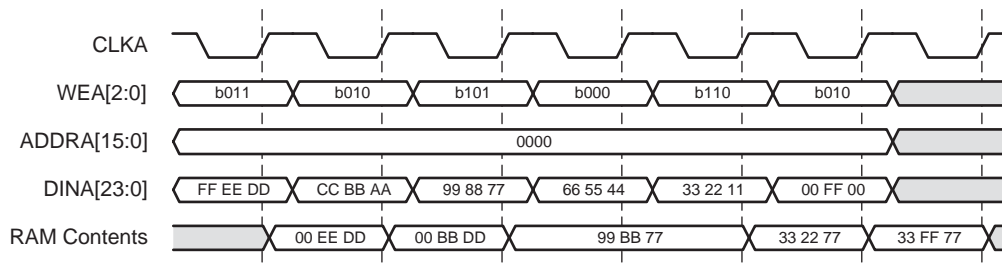


Figure 31: Byte-Write Example

## Write First Mode Considerations

When performing a Write operation in WRITE\_FIRST mode, the concurrent Read operation shows the newly written data on the output of the core. However, when using the byte-Write feature in Kintex-7, Virtex-7, Virtex-6, Virtex-5, Virtex-4, Spartan-6, and Spartan-3A/3A DSP devices or the Read-to-Write aspect ratio feature in Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 devices, the output of the memory cannot be guaranteed.

## Collision Behavior

The Block Memory Generator core supports Dual-port RAM implementations. Each port is equivalent and independent, yet they access the same memory space. In such an arrangement, is it possible to have data collisions. The ramifications of this behavior are described for both asynchronous and synchronous clocks below.

### Collisions and Asynchronous Clocks: General Guidelines

Using asynchronous clocks, when one port writes data to a memory location, the other port must not Read or Write that location for a specified amount of time. This clock-to-clock setup time is defined in the device data sheet, along with other block RAM switching characteristics.

### Collisions and Synchronous Clocks: General Guidelines

Synchronous clocks cause a number of special case collision scenarios, described below.

- **Synchronous Write-Write Collisions.** A Write-Write collision occurs if both ports attempt to Write to the same location in memory. The resulting contents of the memory location are unknown. Note that Write-Write collisions affect memory content, as opposed to Write-Read collisions which only affect data output.

- **Using Byte-Writes.** When using byte-writes, memory contents are not corrupted when separate bytes are written in the same data word. RAM contents are corrupted only when both ports attempt to Write the same byte. Figure 32 illustrates this case. Assume ADDR<sub>A</sub> = ADDR<sub>B</sub> = 0.

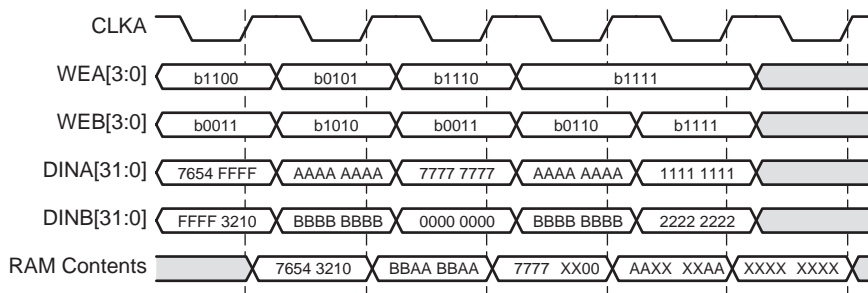


Figure 32: Write-Write Collision Example

- **Synchronous Write-Read Collisions.** A synchronous Write-Read collision may occur if a port attempts to Write a memory location and the other port reads the same location. While memory contents are not corrupted in Write-Read collisions, the validity of the output data depends on the Write port operating mode.
  - If the Write port is in READ\_FIRST mode, the other port can reliably read the old memory contents.
  - If the Write port is in WRITE\_FIRST or NO\_CHANGE mode, data on the output of the Read port is invalid.
  - In the case of byte-writes, only bytes which are updated will be invalid on the Read port output.

Figure 33 illustrates Write-Read collisions and the effects of byte-writes. DOUTB is shown for when port A is in WRITE\_FIRST mode and READ\_FIRST mode. Assume ADDR<sub>A</sub> = ADDR<sub>B</sub> = 0, port B is always reading, and all memory locations are initialized to 0. The RAM contents are never corrupted in Write-Read collisions.

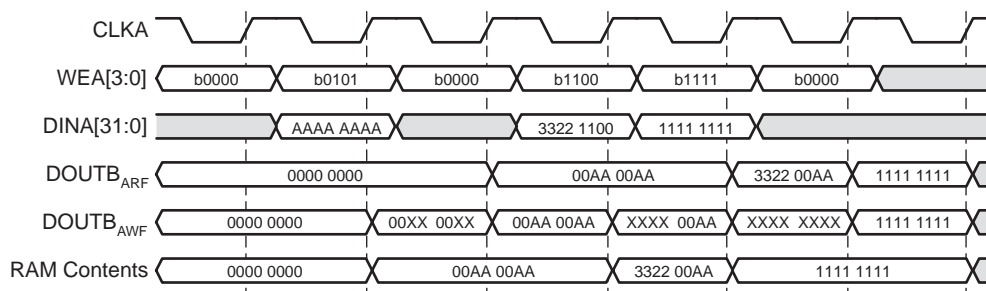


Figure 33: Write-Read Collision Example

## Collisions and Simple Dual-port RAM

For Simple Dual-port RAM, the operating modes are not selectable, but are automatically set to either READ\_FIRST or WRITE\_FIRST depending on the target device family and clocking configuration (synchronous or asynchronous). The Simple Dual-port RAM is like a true dual-port RAM where only the Write interface of the A port and the Read interface of B port are connected. The operating modes

define the Write-to-Read relationship of the A or B ports, and only impact the relationship between A and B ports during an address collision.

For Synchronous Clocking and during a collision, the Write mode of port A can be configured so that a Read operation on port B either produces data (acting like READ\_FIRST), or produces undefined data (Xs). For this reason, the core is hard-coded to produce READ\_FIRST-like behavior when configured as a Simple Dual-port RAM. For detailed information about this behavior, see [Collision Behavior, page 30](#).

Exceptions: For Kintex-7, Virtex-7, Virtex-6, and Spartan-6 devices, the operating mode (READ\_FIRST or WRITE\_FIRST respectively) is determined by whether the clocking mode selection is Synchronous (Common Clock) or Asynchronous. See [Clocking Options, page 65](#) for more details.

### **Additional Memory Collision Restrictions: Address Space Overlap**

Kintex-7, Virtex-7, Virtex-6 and Spartan-6 FPGA block RAM memories have additional collision restrictions in the following configurations:

- When configured as True Dual Port (TDP)
- When CLKA (port A) and CLKB (port B) are Asynchronous
- In applications that perform a simultaneous Read and Write
- When either port A, port B, or both ports are configured with Write Mode configured as READ\_FIRST

When using TDP Memory with Write Mode = READ\_FIRST (TDP-RF mode) in conjunction with asynchronous clocking, see the “Conflict Avoidance” section of the *7 Series FPGAs Memory Resources User Guide* (UG473), the *Virtex-6 FPGA Memory Resources User Guide* ([UG363](#)) or the *Spartan-6 FPGA Block RAM Resources User Guide* ([UG383](#)).

For Kintex-7, Virtex-7, Virtex-6 and Spartan-6 devices using the TDP-RF mode, the Address Space Overlap issue must be considered.

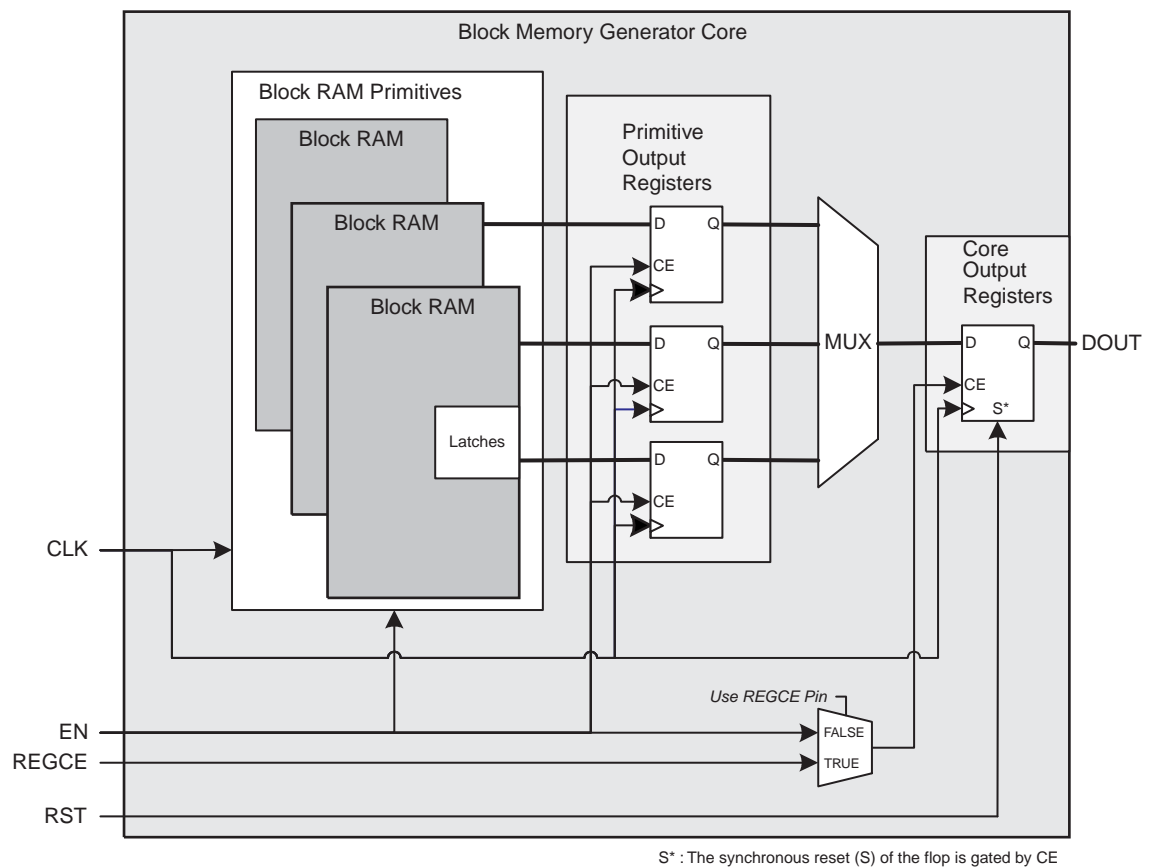
### **Optional Output Registers**

The Block Memory Generator allows optional output registers, which may improve the performance of the core. The user may choose to include register stages at two places: at the output of the block RAM primitives and at the output of the core.

Registers at the output of the block RAM primitives reduce the impact of the clock-to-out delay of the primitives. Registers at the output of the core isolate the delay through the output multiplexers, improving the clock-to-out delay of the Block Memory Generator core. Each of the two optional register stages can be chosen for port A and port B separately. Note that each optional register stage used adds an additional clock cycle of latency to the Read operation.

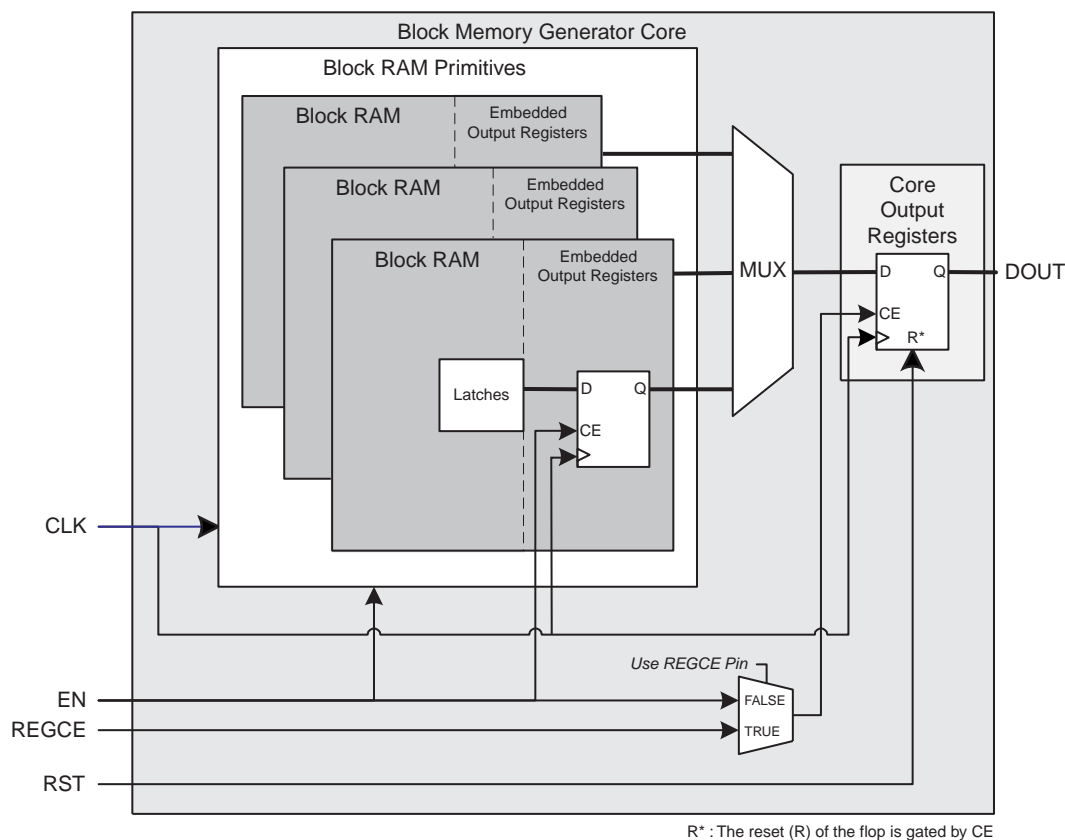


Figure 34 shows a memory configuration with registers at the output of the memory primitives and at the output of the core for one of the ports.



**Figure 34: Spartan-3 Block Memory: Register Port [A|B] Outputs of Memory Primitives and Memory Core Options Enabled**

For Kintex-7, Virtex-7, Virtex-6, Virtex-5, Virtex-4, Spartan-6, and Spartan-3A DSP FPGAs, the Register Port [A | B] Output of Memory Primitives option may be implemented using the embedded block RAM registers, requiring no further FPGA resources. All other register stages are implemented in FPGA fabric. Figure 35 shows an example of a Kintex-7, Virtex-7, Virtex-6, Virtex-5 or Virtex-4 FPGA-based memory that has been configured using both output register stages for one of the ports.



**Figure 35: Kintex-7, Virtex-7, Virtex-6, Virtex-5, and Virtex-4 Block Memory with Register Port [A|B] Output of Memory Primitives and Register Port [A|B] Output of Memory Core Options Enabled**

When using the Synchronous Reset Input (RST), the behavior of the embedded output registers in the Spartan-3A DSP FPGA differs slightly from the configuration shown in Figure 35. By default, the Block Memory Generator builds the memory output register in the FPGA fabric to maintain functionality compatibility with Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 FPGA configurations. To force the core to use the embedded output registers in Spartan-6 and Spartan-3A DSP devices, the Reset Behavior options are provided. For a complete description of the supported output options, see [Output Register Configurations](#), page 96.

### Optional Pipeline Stages

The Block Memory Generator core allows optional pipeline stages within the MUX, which may improve core performance. Users can add up to three pipeline stages within the MUX, excluding the registers at the output of the core. This optional pipeline stages option is available only when the registers at the output of the memory core are enabled and when the constructed memory has more than one primitive in depth, so that a MUX is needed on the output.

The pipeline stages are common for port A and port B and can be a value of 1, 2, or 3 if the Register Output of Memory Core option is selected in the GUI for both port A and port B. Note that each pipeline stage adds an additional clock cycle of latency to the Read operation.

If the configuration has BuiltIn\_ECC (ECC), the SBITERR and DBITERR outputs are delayed to align with DOUT. Note that adding pipeline stages within the MUX improves performance only if the critical path in the design is the data through the MUX. The MUX size displayed in the GUI can be used to determine the number of pipeline stages to use within the MUX. See [Optional Output Registers, page 68](#) for detailed information. [Figure 36](#) shows a memory configuration with an 8:1 MUX and two pipeline stages within the MUX. [Figure 36](#) explains how the 8:1 MUX is pipelined internally with two register stages.

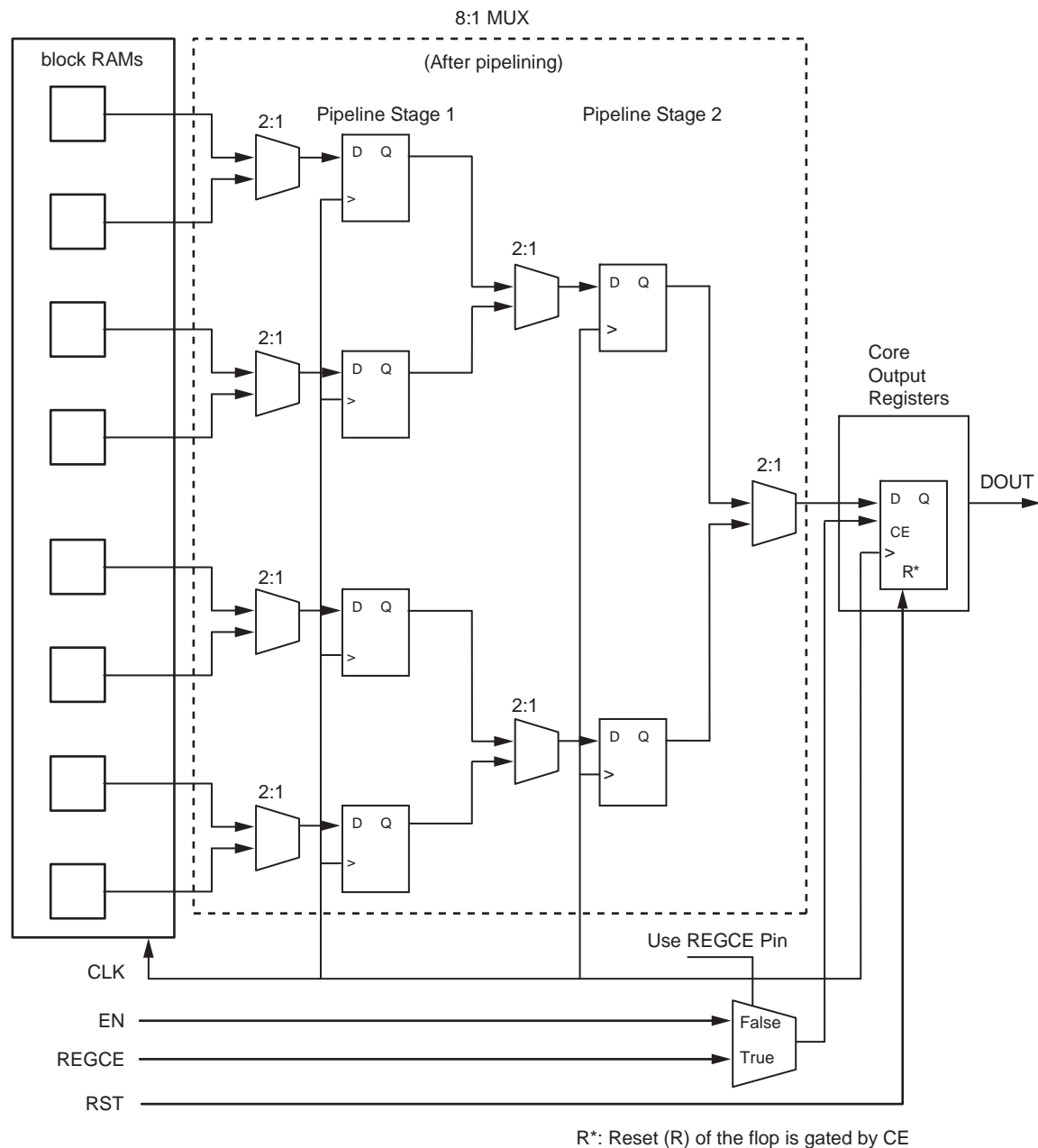


Figure 36: Memory Configuration with 8:1 MUX and Two Pipeline Stages within the MUX

### Optional Register Clock Enable Pins

The optional output registers are enabled by the EN signal by default. However, when the Use REGCEA/REGCEB Pin option is selected, the output register stage of the corresponding port is controlled by the REGCEA/REGCEB pins; the data output from the core can be controlled independent of the flow of data through the rest of the core. When using the REGCE pin, the last output register operates independent of the EN signal.

## Optional Set/Reset Pins

The set/reset pins (RSTA and RSTB) control the reset operation of the last register in the output stage. For memories with no output registers, the reset pins control the memory output latches.

When RST and REGCE are asserted on a given port, the data on the output of that port is driven to the reset value defined in the CORE Generator GUI. (The reset occurs on RST and EN when the Use REGCE Pin option is not selected.)

- For Virtex-4 FPGAs, if the option to use the set/reset pin is selected in conjunction with memory primitive registers and without core output registers, the Virtex-4 embedded block RAM registers are not utilized for the corresponding port and are implemented in the FPGA logic instead.
- For Kintex-7, Virtex-7, Virtex-6, Spartan-6, and Spartan-3A DSP FPGAs, the set/reset behavior differs when the reset behavior option is selected. However, this option saves resources by using the embedded output registers available in the Spartan-6 and Spartan-3A DSP primitives. See [Special Reset Behavior, page 39](#) for more information.

## Memory Output Flow Control

The combination of the enable (EN), reset (RST), and register enable (REGCE) pins allow a wide range of data flows in the output stage. [Figure 37](#) and [Figure 38](#) are examples on how this can be accomplished. Keep in mind that the RST and REGCE pins apply only to the last register stage.

[Figure 37](#) depicts how RST can be used to control the data output to allow only intended data through. Assume that both output registers are used for port A, the port A reset value is 0xFFFF, and that EN and REGCE are always asserted. The data on the block RAM memory latch is labeled LATCH, while the output of the block RAM embedded register is labeled REG1. The output of the last register is the output of the core, DOUT.

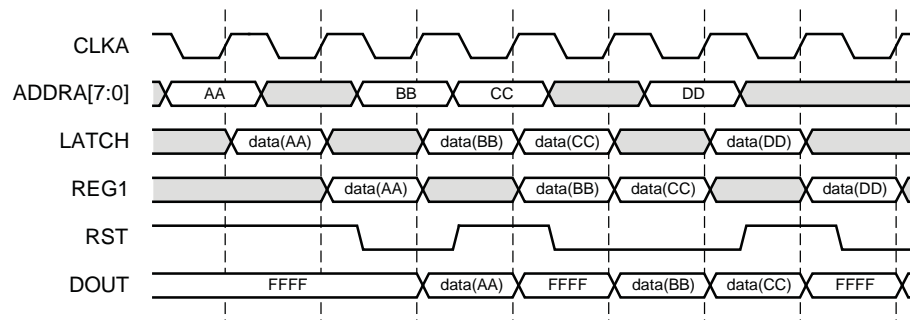


Figure 37: Flow Control Using RST

Figure 38 depicts how REGCE can be used to latch the data output to allow only intended data through. Assume that only the memory primitive registers are used for port A, and that EN is always asserted and RST is always deasserted. The data on the block RAM memory latch is labeled latch, while the output of the last register, the block RAM embedded register, is the core output, DOUT.

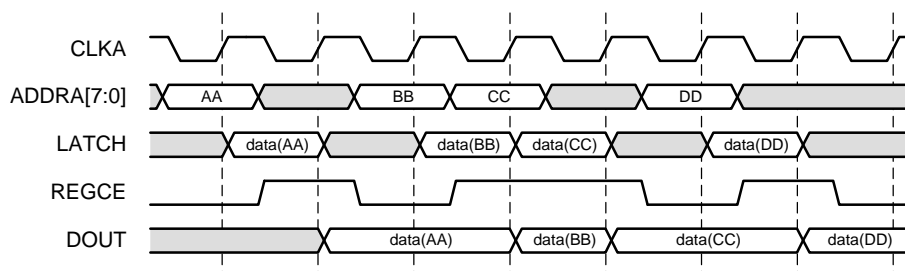


Figure 38: Flow Control Using REGCE

### Reset Priority

For Kintex-7, Virtex-7, Virtex-6, and Spartan-6 devices, the Block Memory Generator core provides the option to choose the reset priority of the output stages of the Block Memory. In previous architectures such as Spartan-3A DSP and Virtex-5 devices, EN had a fixed priority over SSR (Synchronous Set Reset) for the memory latch, and REGCE (Register Clock Enable) had a fixed priority over SSR for embedded registers.

In Spartan-6 devices, when a user chooses the Reset Priority as CE, then the enable signal (ENA or ENB) has a priority over the reset signal (RSTA or RSTB) for the memory latch, and the CE signal (REGCEA or REGCEB) has a priority over the reset signal for the output registers. When Reset Priority is chosen as SR, then the reset signal has a priority over the enable signal and the CE signal, in the case of the latch and output registers respectively.

In Kintex-7, Virtex-7, and Virtex-6 devices, reset priority can be set only for the output registers and not for the memory latch. When CE is the selected priority, then CE (REGCEA or REGCEB) has a priority over reset (RSTA or RSTB). When SR is the selected reset priority, then reset has a priority over CE.

Figure 39 illustrates the reset behavior when the Reset Priority option is set to CE. Here, the first reset operation occurs successfully because EN is high, but the second reset operation does not cause any change in output because EN is low.

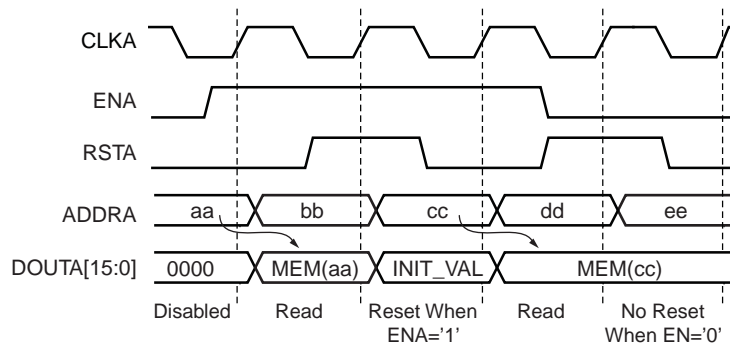


Figure 39: Reset Behavior When Reset Priority is Set to CE

Figure 40 illustrates the reset behavior when the Reset Priority option is set to SR. Here, reset is not dependent on enable and both reset operations occur successfully.

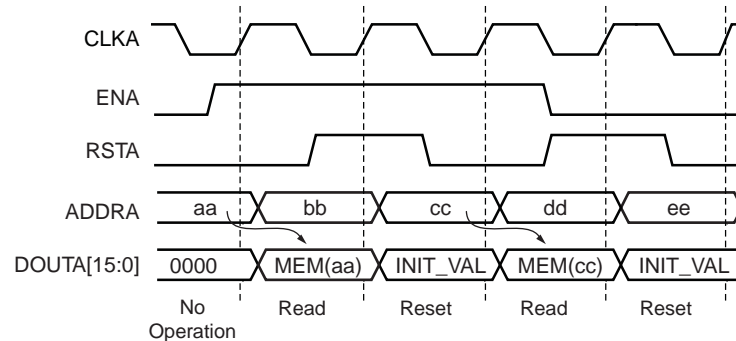


Figure 40: Reset Behavior When Reset Priority is Set to SR

### Special Reset Behavior

For Kintex-7, Virtex-7, Virtex-6, Spartan-6, and Spartan-3A DSP devices, the Block Memory Generator provides the option to reset both the memory latch and the embedded primitive output register. This Reset Behavior option is available to users when they choose to have a primitive output register, but no core output register. When a user chooses the option to Reset the Memory Latch besides the primitive output register, then the reset value is asserted at the output for two clock cycles. However, when the user does not choose the option to Reset the Memory Latch in the presence of a primitive output register, the reset value is asserted at the output for only one clock cycle, since only the primitive output register is reset.

Note that the duration of reset assertion specified here is the minimum duration when the latch and register are always enabled, and the RST input is held high for only one clock cycle. If the enable signals are de-asserted or the RST input is held high for more than one clock cycle, the reset value may be asserted at the output for a longer duration.

In Kintex-7, Virtex-7, and Virtex-6 devices, the latch and the embedded output register can be reset independently using two separate inputs (RSTREG and RSTRAM) that are connected to the primitive. So, if the user does not choose to reset the memory latch, only the embedded output register is reset.

In Spartan-6 and Spartan-3A DSP, the same reset signal (RST) is connected to both the latch and the embedded output register. So, if the user does not choose to reset the memory latch, the primitive output register needs to be constructed out of fabric to get the desired behavior. Thus in Spartan-6 and Spartan-3A DSP devices, by choosing the option to reset the memory latch, the reset behavior is modified slightly but resources are saved since the embedded register is used.

Figure 41 and Figure 42 illustrate the difference between the standard reset behavior similar to previous architectures obtained when the memory latch is not reset, and the special reset behavior in the new architectures, obtained when the memory latch is reset. Note that there is an extra clock cycle of latency in the data output because of the presence of the primitive output register.

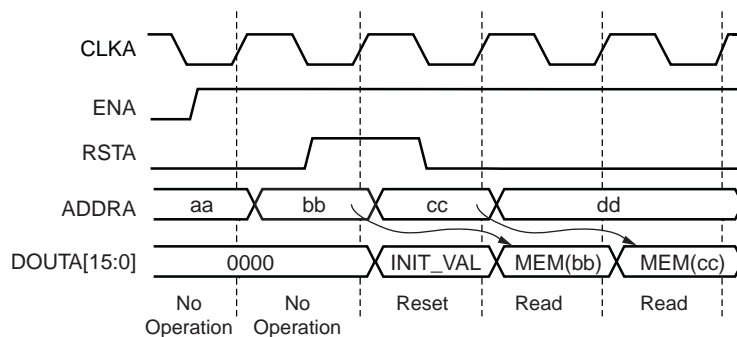


Figure 41: Standard Reset Behavior Similar to Previous Architectures

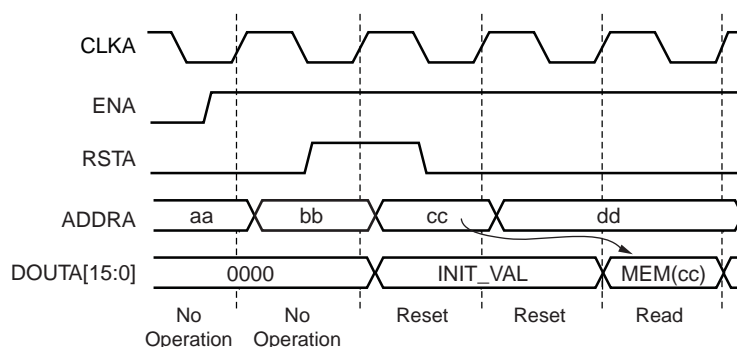


Figure 42: Special Reset Behavior using the Reset Memory Latch Option

The special reset behavior of Spartan-3A DSP devices also differs from standard reset behavior in that the reset of the latch and embedded output register is gated by the **EN** input to the core, independent of the state of **REGCE**. As shown in Figure 43, the enable input is low during the first reset, and therefore the reset value is not asserted at the output. However during the second reset, the **EN\_A** input is high, and the reset value is asserted at the output for two clock cycles.

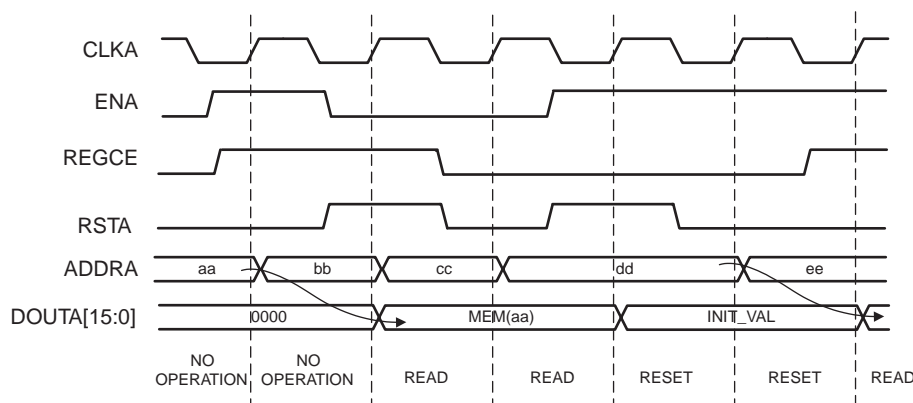


Figure 43: Reset Gated by EN in Spartan-3A DSP Devices with the Reset Memory Latch Option

In Kintex-7, Virtex-7, Virtex-6, and Spartan-6 devices, the reset of the memory latch is gated by **EN**, and the reset of the embedded register is gated by **CE**, similar to other architectures. As shown in Figure 44, both **EN\_A** and **REGCEA** are high at the time of the first reset, and the reset value is asserted at the output for two clock cycles. At the time of the second reset, **EN\_A** is high, but **REGCEA** is low; so the reset value



does not appear at the output. At the time of the third reset, only REGCEA is high; so the reset value is asserted at the output for only one clock cycle.

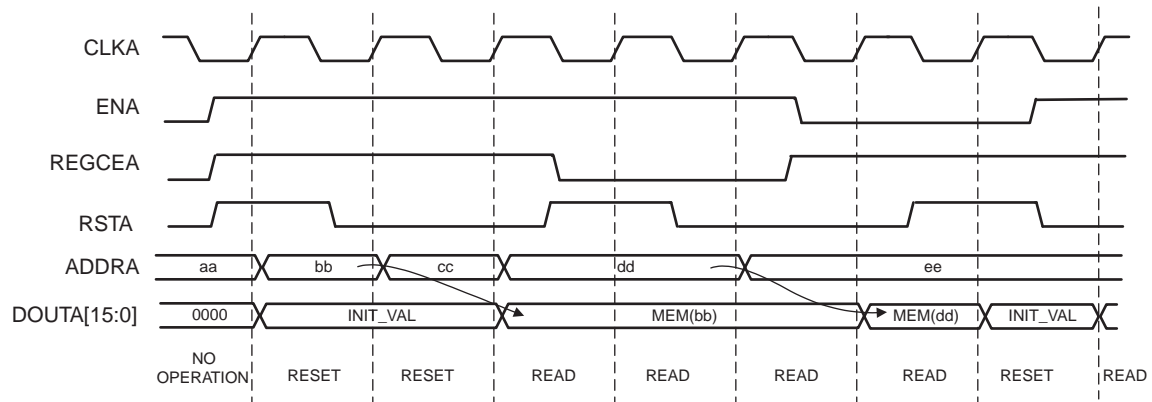


Figure 44: Reset Gated by CE in Kintex-7, Virtex-7, Virtex-6, and Spartan-6 Devices with Reset Memory Latch Option

### Asynchronous Reset

The Spartan-6 device architecture provides the ability to asynchronously reset the memory latch and embedded output register. The Block Memory Generator core extends this capability to the core output registers and the primitive output registers constructed out of fabric. The GUI provides the option to choose between the two reset types: synchronous and asynchronous. When using an asynchronous reset, the reset value is asserted immediately when the reset input goes high, but is deasserted only at the following clock edge when reset is low and enable is high. Figure 45 illustrates an asynchronous reset operation in Spartan-6 devices.

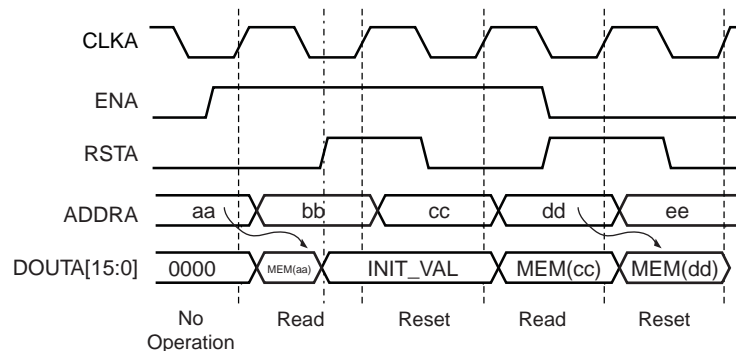


Figure 45: Asynchronous Reset

### Controlling Reset Operations in Kintex-7, Virtex-7, Virtex-6, and Spartan-6 FPGAs

The reset operation in Kintex-7, Virtex-7, Virtex-6, and Spartan-6 devices is dependent on the following generics:

- **Use RST[A | B] Pin:** These options determine the presence or absence of RST pins at the output of the core.
- **Reset Memory Latch (for Port A and Port B):** This option determines if the memory latch will be reset in addition to the embedded primitive output register for the respective port.
- **Reset Priority (for Port A and Port B):** This option determines the priority of clock enable over reset or reset over clock enable for the respective port.

- **Reset Type:** This option determines if the reset is synchronous or asynchronous in Spartan-6 devices.

In addition to the above options, the options of output registers also affects reset functionality, since the option to reset the memory latch depends on these options. Table 8 lists the dependency of the reset behavior for Kintex-7, Virtex-7, Virtex-6, and Spartan-6 devices on these parameters. In these configurations, the core output register does not exist. The reset behavior detailed in Table 8 uses Port A as an example. The reset behavior for Port B is identical.

**Table 8: Control of Reset Behavior in Kintex-7, Virtex-7, Virtex-6, and Spartan-6 for Single Port**

Use RSTA Pin	Register Port A Output of Memory Primitives	Reset Memory Latch	Reset Priority for Port A	Reset Type (Spartan-6 Only)	S6 RESET BEHAVIOR	V6 RESET BEHAVIOR
0	X	X	X	X	No control over reset	No control over reset
1	0	(cannot be selected)	"CE", "SR"	"SYNC", "ASYNC"	Since no primitive output register exists, the reset applies only to the latch. Reset occurs synchronously or asynchronously depending on the Reset Type option, and is dependent or independent of the input enable signal based upon the Reset Priority. The reset value is asserted for only one clock cycle (only if input RST signal is high for only one clock and EN is high continuously).	Since no primitive output register exists, the reset applies only to the latch. For Kintex-7, Virtex-7, and Virtex-6, the priority of SR cannot be set for the latch. Therefore, reset occurs synchronously when the enable input is '1'. The reset value is asserted for only one clock cycle (only if input RST signal is high for only one clock and EN is high continuously).
1	1	0	"CE"	"SYNC", "ASYNC"	Fabric register used. Reset occurs synchronously or asynchronously depending on the Reset Type option, and is dependent or independent of the input enable signal based on the Reset Priority. Reset value asserted for one clock cycle (only if input RST signal is high for only one clock and REGCE is high continuously).	For Kintex-7, Virtex-7, and Virtex-6 devices, the priority cannot be set for the latch. Therefore reset priority of "SR" is not supported. Reset occurs synchronously, and is dependent or independent of the input enable signal. Reset value asserted for one clock cycle (only if input RST signal is high for only one clock and REGCE is high continuously).

Table 8: Control of Reset Behavior in Kintex-7, Virtex-7, Virtex-6, and Spartan-6 for Single Port

Use RSTA Pin	Register Port A Output of Memory Primitives	Reset Memory Latch	Reset Priority for Port A	Reset Type (Spartan-6 Only)	S6 RESET BEHAVIOR	V6 RESET BEHAVIOR
1	1	1	"CE", "SR"	"SYNC", "ASYNC"	Both memory latch and embedded output register of primitive are reset. Reset occurs synchronously or asynchronously depending on the Reset Type option, and is dependent or independent of the input enable signal based upon the Reset Priority. Reset value is asserted for at least two clock cycles when enable inputs of both stages are '1', and may be more depending on the input RST and enable signals. If RST is asserted when the latch EN input is '1' and the register enable input is '0', the memory latch alone gets reset and this reset value gets output only when the register enable goes high.	For Kintex-7, Virtex-7, and Virtex-6 devices, the priority cannot be set for the latch. Therefore reset priority of "SR" is not supported. Both memory latch and embedded output register of primitive are reset. Reset occurs synchronously at both these stages, and is dependent or independent of the input enable signal. Reset value is asserted for at least two clock cycles when enable inputs of both stages are '1', and may be more depending on the input RST and enable signals. If RST is asserted when the latch EN input is '1' and the register enable input is '0', the memory latch alone gets reset and this reset value gets output only when the register enable goes high.
1	1	0	"SR"	"SYNC", "ASYNC"	Fabric register used. Reset occurs synchronously or asynchronously when the RST input is '1', irrespective of the state of the enable input. However, the reset value will get deasserted synchronously only once the enable input is '1'.	Not applicable.
1	1	1	"SR"	"SYNC", "ASYNC"	Reset occurs synchronously or asynchronously when the RST input is '1', irrespective of the state of the enable input. However, the reset value will get deasserted synchronously when the latch and embedded register are enabled sequentially for at least one clock cycle each after the reset input is deasserted.	Not applicable.
1	X	X	"SR", "CE"	ASYNC	Reset occurs asynchronously when the RST input is '1'. Dependencies on the remaining options are as explained above.	Not applicable.

## Built-in Error Correction Capability and Error Injection

For Kintex-7, Virtex-7, Virtex-6, and Virtex-5 devices, the Block Memory Generator core supports built-in Hamming Error Correction Capability (ECC) for the block RAM primitives. For device support, see [Table 9](#). Each Write operation generates eight protection bits for every 64 bits of data, which are stored with the data in memory. These bits are used during each Read operation to correct any single-bit error, or to detect (but not correct) any double-bit error.

**Table 9: Hard ECC Data width Support**

	<b>Kintex-7</b>	<b>Virtex-7</b>	<b>Virtex-6</b>	<b>Virtex-5</b>	<b>Spartan-6</b>
Block RAM Mode	SDP Mode + Read First	SDP Mode + Read First	SDP Mode + Read First	SDP Mode + No Change	n/a
Supported Data Widths	≥ 64	≥ 64	≥ 64	≥ 64	n/a
Bit Error Insertion Support	Yes	Yes	Yes	No	n/a

This operation is transparent to the user. Two status outputs (SBITERR and DBITERR) indicate the three possible Read results: no error, single error corrected, and double error detected. For single-bit errors, the Read operation does not correct the error in the memory array; it only presents corrected data on DOUT. BuiltIn\_ECC is only available when the following options are chosen:

- Kintex-7, Virtex-7, Virtex-6, and Virtex-5 FPGAs
- Simple Dual-port RAM memory type

When using BuiltIn\_ECC, the Block Memory Generator constructs the memory from special primitives available in Kintex-7, Virtex-7, Virtex-6, and Virtex-5 FPGA architectures. The BuiltIn\_ECC memory block is 512x64, and is composed of two 18k block RAMs combined with dedicated BuiltIn\_ECC encoding and decoding hardware. The 512x64 primitives are used to build memory sufficient for the desired user memory space.

The Kintex-7, Virtex-7, Virtex-6, and Virtex-5 BuiltIn\_ECC primitives calculate BuiltIn\_ECC for a 64-bit wide data input. If the data width chosen by a user is not an integral multiple of 64 (for example, there are spare bits in any BuiltIn\_ECC primitive), then a double-bit error (DBITERR) may indicate that one or more errors have occurred in the spare bits. So, the accuracy of the DBITERR signal cannot be guaranteed in this case. For example, if the user's data width is 32, then 32 bits of the primitive are left spare. If two of the spare bits are corrupted, the DBITERR signal would be asserted even though the actual user data is not corrupt.

When using BuiltIn\_ECC, the following limitations apply:

- Byte-Write enable is not available
- All port widths must be identical
- For Virtex-5 devices, No Change Operating mode is supported, and for Kintex-7, Virtex-7, Virtex-6, and Virtex-5 devices, Read First Operating Mode is supported
- Use RST[A | B] Pin and the Output Reset Value options are not available
- Memory Initialization is not supported
- No Algorithm selection is available

Figure 46 illustrates a typical Write and Read operation for a Kintex-7, Virtex-7, Virtex-6, and Virtex-5 FPGA Block Memory Generator core in Simple Dual-port RAM mode with BuiltIn\_ECC enabled, and no additional output registers.

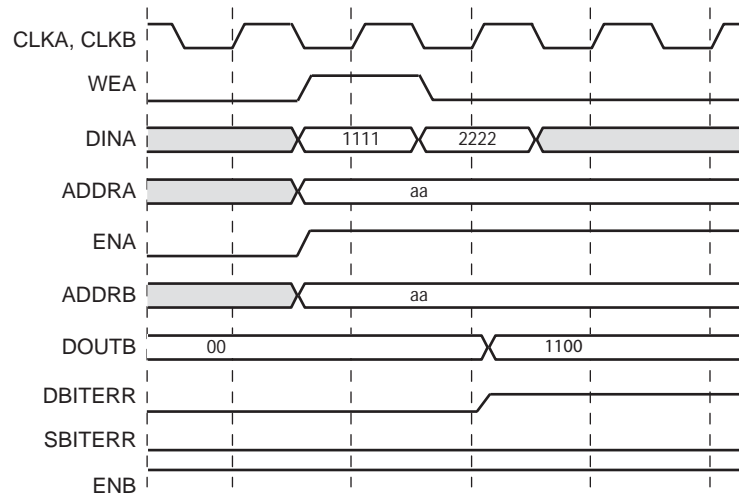


Figure 46: Read and Write Operation with BuiltIn\_ECC in Kintex-7, Virtex-7, Virtex-6, and Virtex-5 FPGAs

## Error Injection

For Virtex-5, the Block Memory Generator core does not support the insertion of errors for correction by BuiltIn\_ECC in simulation. For this reason, the simulated functionality of ECC is identical to non-ECC behavior with the SBITERR and DBITERR outputs always disabled.

Kintex-7, Virtex-7, and Virtex-6 devices, however, support error injection through two new optional pins: INJECTSBITERR and INJECTDBITERR. Users can use these optional error injection pins as debug pins to inject single or double-bit errors into specific locations during Write operations. The user can then check the assertion of the SBITERR and DBITERR signals at the output of those addresses. The user has the option to have no error injection pins, or to have only one or both of the error injection pins.

The RDADDRECC output port indicates the address at which a SBITERR or DBITERR has occurred. The RDADDRECC port, the two error injection ports, and the two error output ports are optional and become available only when the BuiltIn\_ECC option is chosen. If the BuiltIn\_ECC feature is not selected by the user, the primitive's INJECTSBITERR and INJECTDBITERR ports are internally driven to '0', and the primitive's outputs SBITERR, DBITERR, and RDADDRECC are not connected externally.

Figure 47 shows the assertion of the SBITERR and DBITERR output signals when errors are injected through the error injection pins during a Write operation.

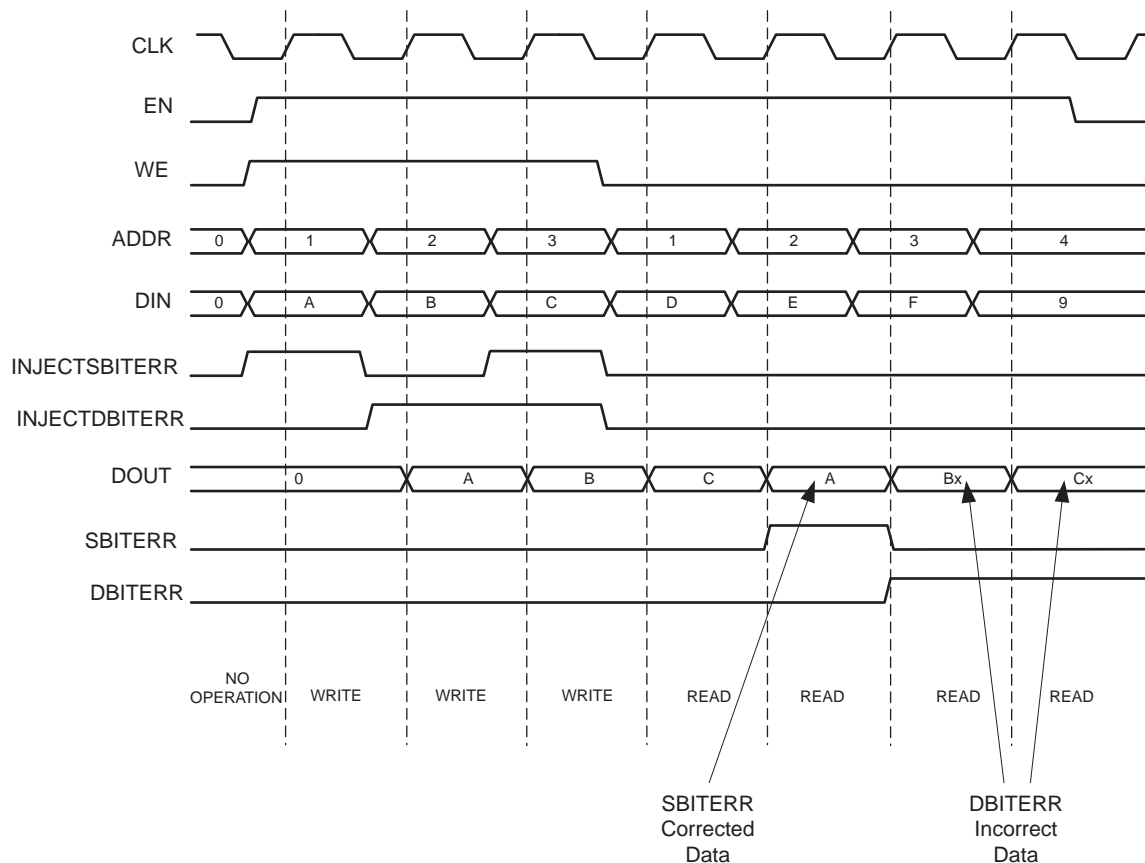


Figure 47: Assertion of SBITERR and DBITERR Signals by Using Error Injection Pins

When the INJECTSBITERR and INJECTDBITERR inputs are asserted together at the same time for the same address during a Write operation (as in the case of address 3 in Figure 47), the INJECTDBITERR input takes precedence, and only the DBITERR output is asserted for that address during a Read operation. The data output for this address is not corrected.

## Soft Error Correction Capability and Error Injection

This section describes the implementation and usage of the Soft Error Correction Control (Soft ECC) module that is supported in the Block Memory Generator.

### Overview

The Soft ECC module detects and corrects all single-bit errors in a code word consisting of up to 64 bits of data and up to eight parity bits. In addition, it detects double-bit errors in the data. This design uses Hamming code, which is an efficient method for ECC operations.

### Features

- Supports Soft ECC for data widths less than or equal to 64 bits in Kintex-7, Virtex-7, Virtex-6 and Spartan-6 devices
- Uses Hamming error code correction

- Single-bit errors are corrected
- Double-bit errors are detected
- Supports Simple Dual-port RAM memory type
- Supports optional Input and/or Output Registering stages
- Supported Block Memory Generator features include:
  - Minimum Area, Fixed Primitive and Low Power Algorithms
  - Mux Pipelining Stages
  - Embedded Primitive Registers
  - Core Output Registers
  - Optional Enable Inputs
- Fully parameterized implementation enables optimization of resources

### Details

Each Write operation generates between 4 and 8 protection bits for 1 to 64 bits of data, which are stored with the data in memory. These bits are used during each Read operation to correct any single-bit error, or to detect (but not correct) any double-bit error.

The two status outputs (SBITERR and DBITERR) indicate the three possible Read results: no error, single error corrected, and double error detected. For single-bit errors, the Read operation does not correct the error in the memory array; it only presents corrected data on DOUT.

When using Soft ECC, the Block Memory Generator can construct the memory from the available primitives in Kintex-7, Virtex-7, Virtex-6, and Spartan-6 FPGA architectures. The Soft ECC feature is implemented as an overlay on top of the Block Memory Generator core. This allows users to select algorithm options and registering options in the core. When Soft ECC is selected, limited core options include:

- Byte-Write enable is not available
- All port widths must be identical
- Use RST[A | B] Pin and the Output Reset Value options are not available
- Memory Initialization is not supported

The Soft ECC implementation is optimized to generate the core for different data widths, as shown in [Table 10](#). For the selected data width, the number of check bits appended is shown in [Table 11](#). The operation of appending the additional check bits for the given data width is done within the Block Memory Generator core and is transparent to the user.

**Table 10: Soft ECC Data width Support**

	Spartan-6	Kintex-7	Virtex-5	Virtex-6	Virtex-7
Block RAM mode	SDP Mode	SDP Mode	No	SDP Mode	SDP Mode
Supported Data Widths	≤ 64 bits	≤ 64 bits	n/a	≤ 64 bits	≤ 64 bits
Bit Error Insertion Support	Yes	Yes	n/a	Yes	Yes

Table 11: Memory Width Calculation for Selected User Data Width

User Input Data Width	Added Check Bits	Total Memory Width in Bits
1-4	4	5-8
5-11	5	10-16
12-26	6	18-32
27-57	7	34-64
58-64	8	66-72

Figure 48 illustrates the implementation of Soft ECC logic for the Block Memory Generator core. The implementation shown in Figure 48 is for 64 bits of data; the implementation is parameterized for other data widths.

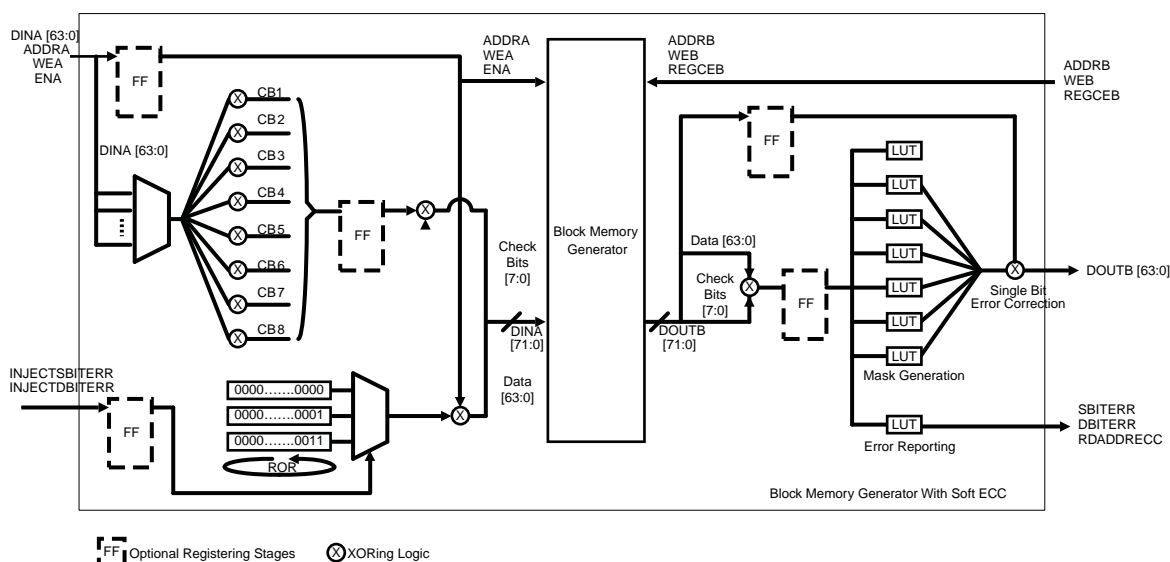


Figure 48: Block Memory Generator with SoftECC

The optional input and output registering stages can be enabled by setting the values of parameters `register_porta_input_of_softecc` and `register_portb_output_of_softecc` appropriately. These registers improve the performance of the Soft ECC logic. By default, the input and output registering stages are disabled.

With Soft ECC, both Kintex-7, Virtex-7, Virtex-6, and Spartan-6 devices support error injection through two new optional pins: `INJECTSBITERR` and `INJECTDBITERR`. The error injection operation is performed on both data bits and added check bits. Users can use these optional error injection pins as debug pins to inject single or double-bit errors into specific locations during Write operations. Then, the user can check the assertion of the `SBITERR` and `DBITERR` signals at the output of those addresses. The user may select no error injection pins, one error injection pin or both.

The `RDADDRECC` output port indicates the address at which a single or double-bit error has occurred. The `RDADDRECC` port, the two error injection ports, and the two error output ports are optional and become available only when the Soft ECC option is chosen. If the Soft ECC feature is not selected, the outputs `SBITERR`, `DBITERR`, and `RDADDRECC` are not connected externally.



**Parameters**

- **softecc**: This parameter enables the Soft ECC logic for Kintex-7, Virtex-7, Virtex-6, and Spartan-6 device families.
- **register\_porta\_input\_of\_softecc**: This parameter registers the input ports in the design.
- **register\_portb\_output\_of\_softecc**: This parameter registers the output ports in the design.
- **use\_error\_injection\_pins**: This parameter enables single and/or double-bit error injection capability during Write operations
- **error\_injection\_type**: This parameter specifies the type of the error injection done in the Soft ECC logic. The error injection type can be either "Single\_Bit\_Error\_Injection" or "Double\_Bit\_Error\_Injection" or "Single\_and\_Double\_Bit\_Error\_Injection."

**Parameter - Port dependencies**

- When the **softecc** parameter is enabled: SBITERR, DBITERR and RDADDRECC ports are made available on the IO interface.
- When the **use\_error\_injection\_pins** parameter is enabled and "Single\_Bit\_Error\_Injection" option is selected: INJECTSBITERR port is made available on the IO interface.
- When the **use\_error\_injection\_pins** parameter is enabled and "Double\_Bit\_Error\_Injection" option is selected: INJECTDBITERR port is made available on the IO interface

- When the **use\_error\_injection\_pins** parameter is enabled and “Single\_and\_Double\_Bit\_Error\_Injection” option is selected: INJECTSBITERR and INJECTDBITERR ports are made available on the IO interface

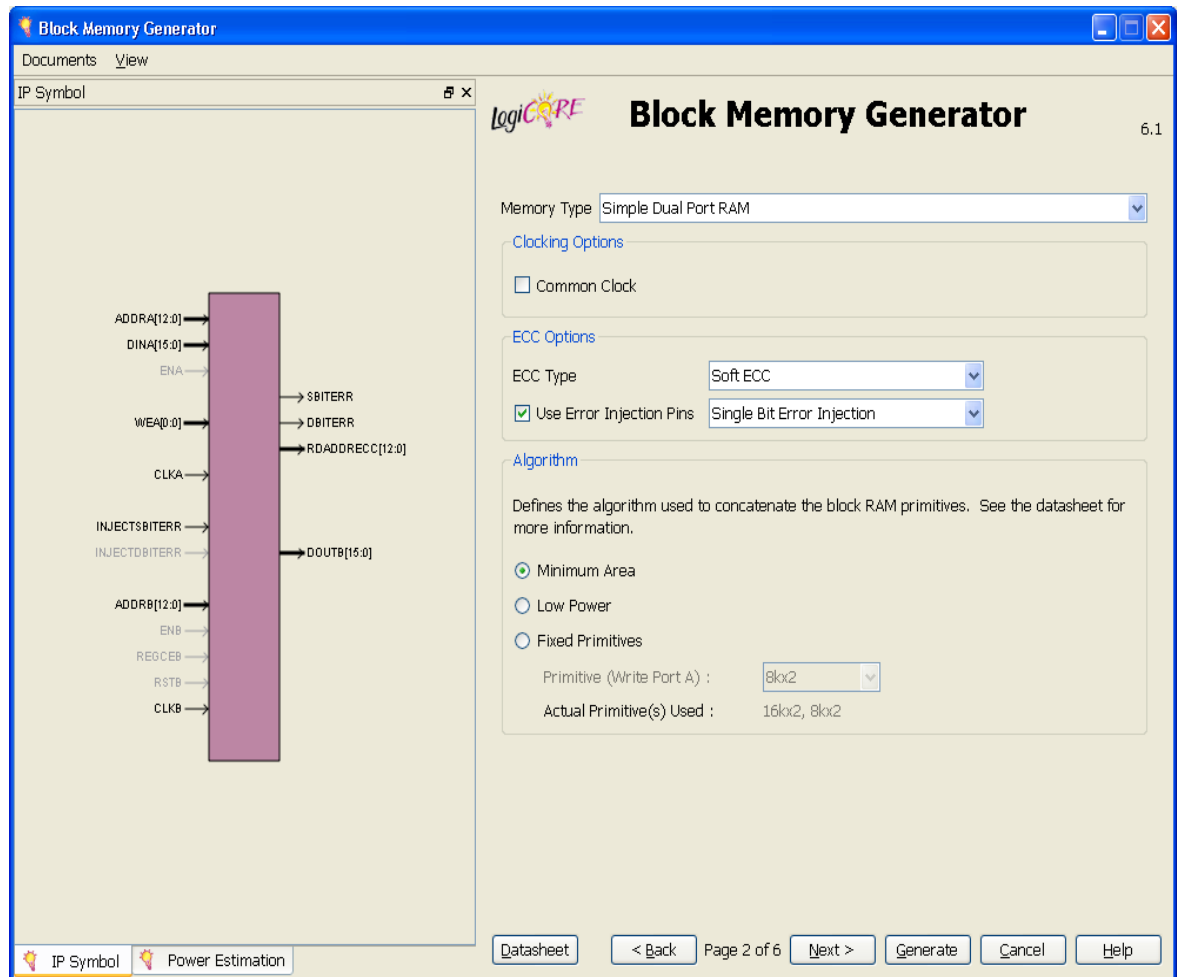


Figure 49: GUI Page 1: Enabling Soft ECC Option

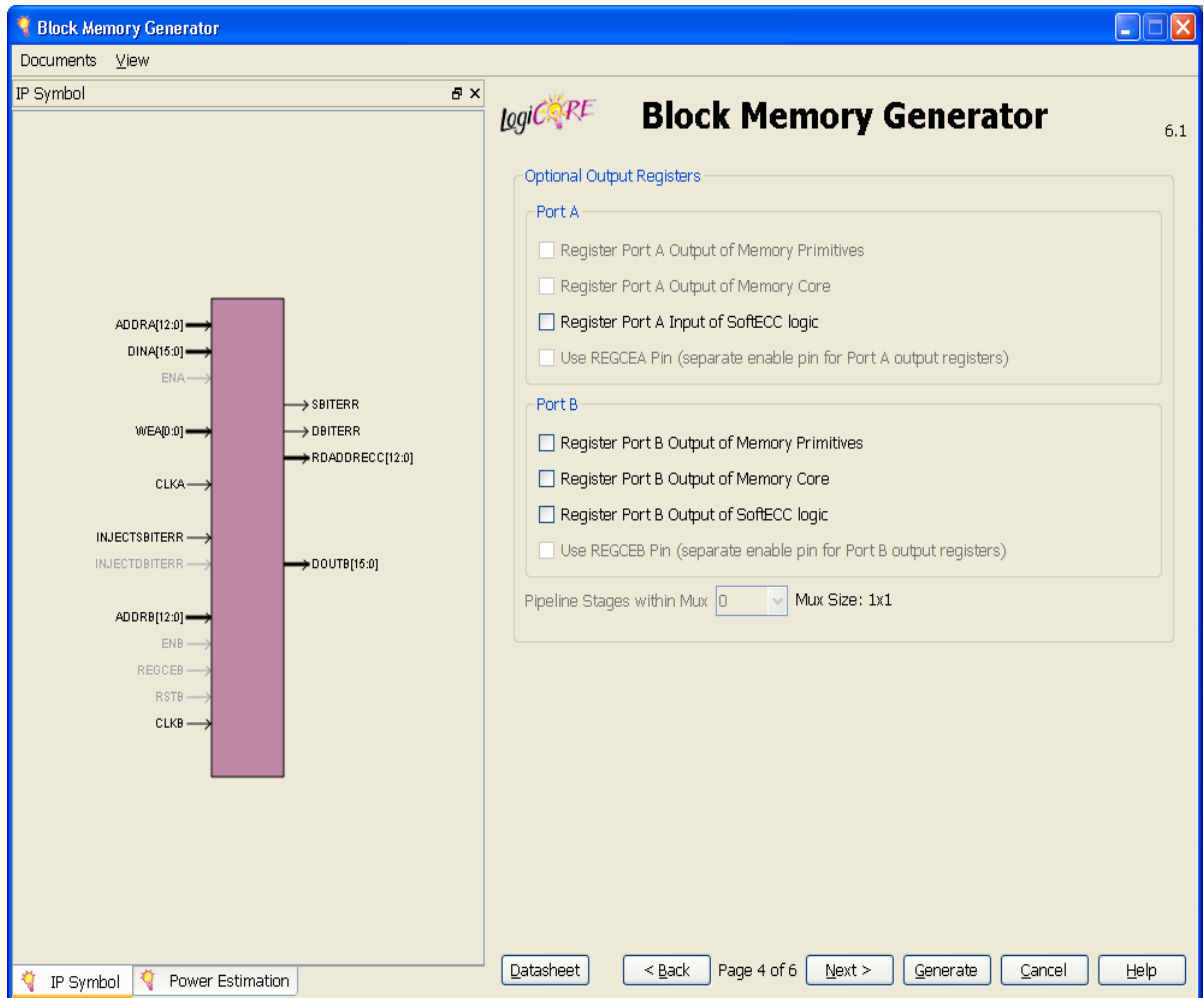


Figure 50: GUI Page 3: Enabling Input/Output Registering Stages

## Timing Diagrams

Figure 51 illustrates a typical Write and Read operation for Kintex-7, Virtex-7, Virtex-6, and Spartan-6 devices for a core with a simple dual-port RAM configuration with Soft ECC enabled and no additional input or output registers.

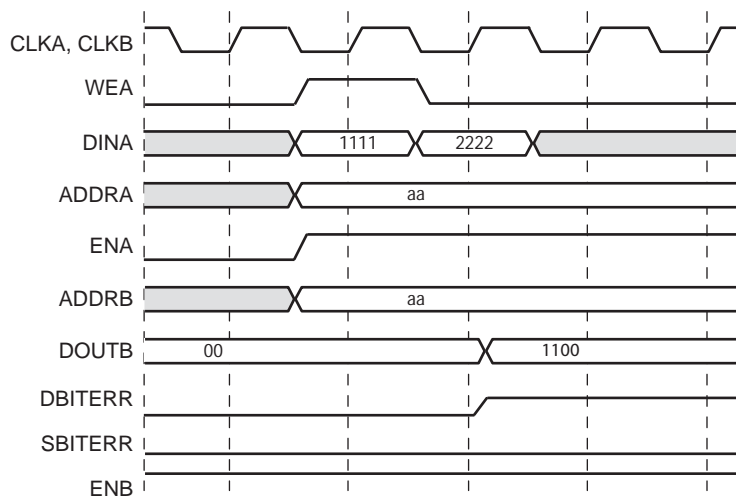


Figure 51: Read and Write Operations with Soft ECC

Figure 52 shows the assertion of the SBITERR and DBITERR output signals when errors are injected through the error injection pins during a Write operation.

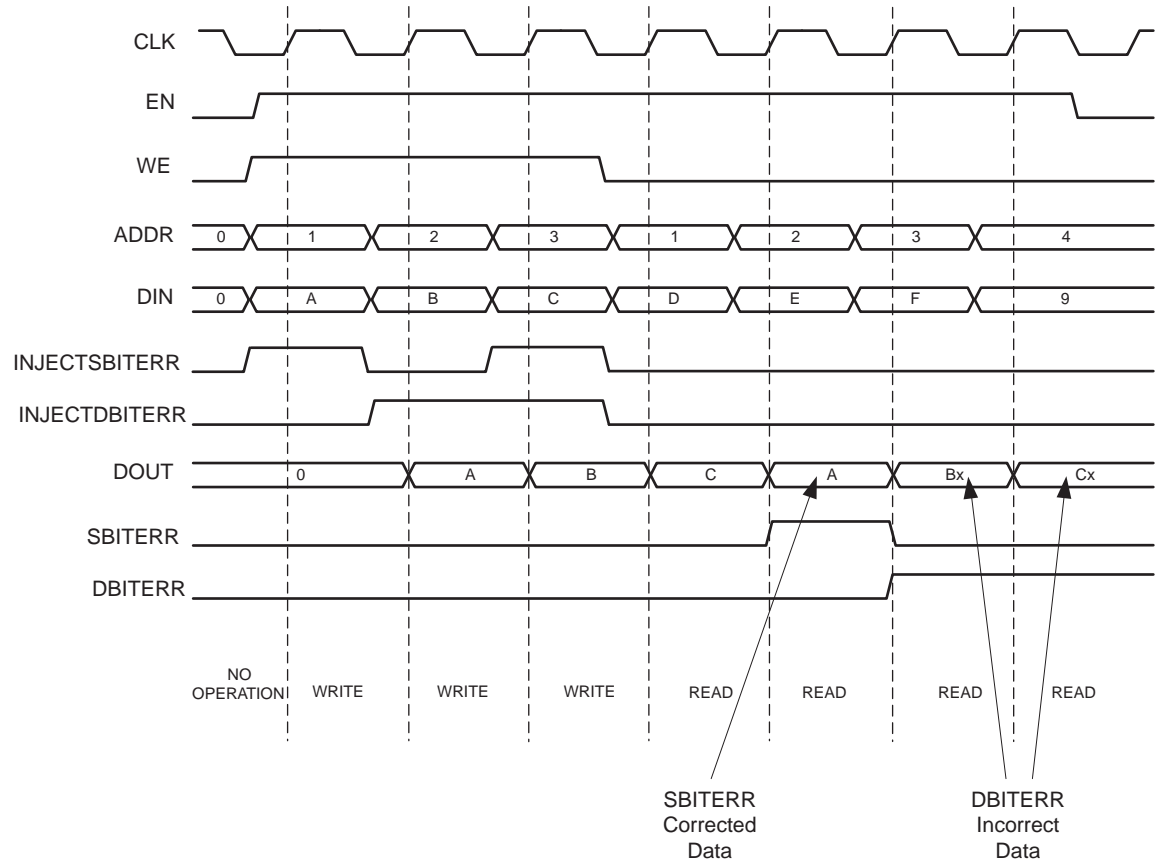


Figure 52: Assertion of SBITERR and DBITERR Signals

When the INJECTSBITERR and INJECTDBITERR inputs are asserted together at the same time for the same address during a Write operation (address 3 in Figure 52), then the INJECTDBITERR input takes precedence. Only the DBITERR output is asserted for that address during a Read operation. The data output for this address is not corrected.

## Device Utilization and Performance Benchmarks

Table 12: Resource utilization for Spartan-6 Devices (XC6SLX25T-2CSG324)<sup>(1)</sup> <sup>(2)</sup>

Depth x Width	Mode	Check Bits	Resource Utilization <sup>(3)</sup>			Performance <sup>(4)</sup>
			Block RAMs (52)	Slice LUTs (15032)	Slice Register (30064)	Max Freq (MHz)
1Kx8	W/o ECC		2	4	0	221
	With ECC	5	2	27	0	187
1Kx16	W/o ECC		2	8	0	219
	With ECC	6	2	61	0	201
1Kx32	W/o ECC		2	16	0	209
	With ECC	7	4	120	0	161
1Kx64	W/o ECC		4	32	0	200
	With ECC	8	4	231	0	121

1. Uses Fixed Primitive Algorithm (Primitive Configuration is 512x36).

2. Memory type is SDP.

3. No register stage.

4. Uses Memory Core Output Register.

Table 13: : Resource utilization for Virtex-6 Devices (XC6VLX75T-2FF784)<sup>(1)</sup> <sup>(2)</sup>

Depth x Width	Mode	Check Bits	Resource Utilization <sup>(3)</sup>			Performance <sup>(4)</sup>
			Block RAMs (52)	Slice LUTs (15032)	Slice Register (30064)	Max Freq (MHz)
1Kx8	W/o ECC		1	0	0	387
	With ECC	5	1	24	0	385
1Kx16	W/o ECC		1	0	0	391
	With ECC	6	1	57	0	379
1Kx32	W/o ECC		1	0	0	386
	With ECC	7	2	112	0	350
1Kx64	W/o ECC		2	0	0	370
	With ECC	8	2	218	0	291

1. Uses Fixed Primitive Algorithm (Primitive Configuration is 1Kx36).

2. Memory type is SDP.

3. No register stage.

4. Uses Memory Core Output Register.

## Smaller Primitive Configurations in Spartan-6

The introduction of the new 9K primitive in Spartan-6 results in smaller memory configurations: 8Kx1, 4Kx2, 2Kx4, 1Kx9, 512x18 and 256x36 (this primitive is only supported in SP and SDP configurations). In previous Spartan families, extra-wide configurations were only supported in Single Port memory configurations. The 9K primitive, RAMB8BWER, allows the primitive to be configured in either the TDP or the SDP mode. The presence of the SDP mode of operation allows the extra-wide 256x36 configuration, even for Simple Dual Port memory configurations.

## Lower Data Widths in Kintex-7, Virtex-7, and Virtex-6 SDP Configurations

The Kintex-7, Virtex-7, and Virtex-6 FPGA architectures with the new SDP primitives support lower data widths than the Virtex-5 FPGAs. In Virtex-5 devices, the RAMB18SDP primitive could only support a symmetric configuration with port widths of 36, and the RAMB36SDP primitive could only support a symmetric configuration with port widths of 72. For Kintex-7, Virtex-7, and Virtex-6 devices, new width combinations are possible for Port A and Port B, as shown in [Table 14](#).

**Table 14: Data Widths Supported by Kintex-7, Virtex-7, and Virtex-6 Device SDP Primitives<sup>(1)</sup>**

Primitive	Read Port Width	Write Port Width	Read Port Width	Write Port Width
RAMB18 SDP Primitive	x1	x32	x32	x1
	x2	x32	x32	x2
	x4	x32	x32	x4
	x9	x36	x36	x9
	x18	x36	x36	x18
	x36	x36	-	-
RAMB36 SDP Primitive	x1	x64	x64	x1
	x2	x64	x64	x2
	x4	x64	x64	x4
	x9	x72	x72	x9
	x18	x72	x72	x18
	x36	x72	x72	x36
	x72	x72	-	-

**Notes:**

1. Refer to [Additional Memory Collision Restrictions: Address Space Overlap](#), page 32.

## Simulation Models

The Block Memory Generator core provides two types of functional simulation models:

- Behavioral Simulation Models (VHDL and Verilog)
- Structural/UniSim based Simulation Models (VHDL and Verilog)

The behavioral simulation models provide a simplified model of the core while the structural simulation models (UniSim) are an accurate modeling of the internal structure of the core. The behavioral simulation models are written purely in RTL and simulate faster than the structural simulation models and are ideal for functional debugging. Moreover, the memory is modeled in a two-dimensional array, making it easier to probe contents of the memory.

The structural simulation model uses primitive instantiations to model the behavior of the core more precisely. Use the structural simulation model to accurately model memory collision behavior and 'x' output generation. Note that simulation time is longer and debugging may be more difficult. The Simulation Files options in the CORE Generator Project Options determine the type of functional

simulation models generated. Table 15 defines the differences between the two functional simulation models.

Table 15: Differences between Simulation Models

	Behavioral Models	Structural Models (Unisim)
When core output is undefined	Never generates 'X'	Generates 'X' to match core
Out-of-range address access	Optionally flags a warning message	Generates 'X'
Collision behavior	Does not generate 'X' on output, and flags a warning message	Generates 'X' to match core
Byte-Write collision behavior	Flags all byte-Write collisions	Does not flag collisions if byte-writes do not overlap

## Signal Lists

### Native Block Memory Generator Signal List

Table 16 provides a description of the Block Memory Generator core signals. The widths of the data ports (DINA, DOUTA, DINB, and DOUTB) are selected by the user in the CORE Generator GUI. The address port (ADDRA and ADDR B) widths are determined by the memory depth with respect to each port, as selected by the user in the GUI. The Write enable ports (WEA and WEB) are busses of width 1 when byte-writes are disabled. When byte-writes are enabled, WEA and WEB widths depend on the byte size and Write data widths selected in the GUI.

Table 16: Core Signal Pinout

Name	Direction	Description
CLKA	Input	<b>Port A Clock:</b> Port A operations are synchronous to this clock. For synchronous operation, this must be driven by the same signal as CLKB.
ADDRA	Input	<b>Port A Address:</b> Addresses the memory space for port A Read and Write operations. Available in all configurations.
DINA	Input	<b>Port A Data Input:</b> Data input to be written into the memory via port A. Available in all RAM configurations.
DOUTA	Output	<b>Port A Data Output:</b> Data output from Read operations via port A. Available in all configurations except Simple Dual-port RAM.
ENA	Input	<b>Port A Clock Enable:</b> Enables Read, Write, and reset operations via port A. Optional in all configurations.
WEA	Input	<b>Port A Write Enable:</b> Enables Write operations via port A. Available in all RAM configurations.
RSTA	Input	<b>Port A Set/Reset:</b> Resets the Port A memory output latch or output register. Optional in all configurations.
REGCEA	Input	<b>Port A Register Enable:</b> Enables the last output register of port A. Optional in all configurations with port A output registers.
CLKB	Input	<b>Port B Clock:</b> Port B operations are synchronous to this clock. Available in dual-port configurations. For synchronous operation, this must be driven by the same signal as CLKA.
ADDRB	Input	<b>Port B address:</b> Addresses the memory space for port B Read and Write operations. Available in dual-port configurations.
DINB	Input	<b>Port B Data Input:</b> Data input to be written into the memory via port B. Available in True Dual-port RAM configurations.



Table 16: Core Signal Pinout (Cont'd)

Name	Direction	Description
DOUTB	Output	<b>Port B Data Output:</b> Data output from Read operations via Port B. Available in dual-port configurations.
ENB	Input	<b>Port B Clock Enable:</b> Enables Read, Write, and reset operations via Port B. Optional in dual-port configurations.
WEB	Input	<b>Port B Write Enable:</b> Enables Write operations via Port B. Available in Dual-port RAM configurations.
RSTB	Input	<b>Port B Set/Reset:</b> Resets the Port B memory output latch or output register. Optional in all configurations.
REGCEB	Input	<b>Port B Register Enable:</b> Enables the last output register of port B. Optional in dual-port configurations with port B output registers.
SBITERR	Output	<b>Single-Bit Error:</b> Flags the presence of a single-bit error in memory which has been auto-corrected on the output bus.
DBITERR	Output	<b>Double-Bit Error:</b> Flags the presence of a double-bit error in memory. Double-bit errors cannot be auto-corrected by the built-in ECC decode module.
INJECTSBITERR	Input	<b>Inject Single-Bit Error:</b> Available only for Kintex-7, Virtex-7, and Virtex-6 ECC configurations.
INJECTDBITERR	Input	<b>Inject Double-Bit Error:</b> Available only for Kintex-7, Virtex-7, and Virtex-6 ECC configurations.
RDADDRECC	Output	<b>Read Address for ECC Error output:</b> Available only for Kintex-7, Virtex-7, and Virtex-6 ECC configurations.

## AXI4 Interface Block Memory Generator Signal List

### AXI4 Interface - Global Signals

Table 17: AXI4 or AXI4-Lite- Global Interface Signals

Name	Direction	Description
<b>AXI4 or AXI4-Lite Global Interface Signals</b>		
S_ACLK	Input	<b>Global Slave Interface Clock:</b> All signals are sampled on the rising edge of this clock.
S_ARESETN	Input	<b>Global Reset:</b> This signal is active low.

### AXI4-Interface Signals

Table 18: AXI4 Write Channel Interface Signals

Name	Direction	Description
<b>AXI4 Write Address Channel Interface Signals</b>		
S_AXI_AWID[m:0]	Input	<b>Write Address ID.</b> This signal is the identification tag for the Write address group of signals. Write address ID is optional for Memory Slave configuration and is not supported for Peripheral Slave configuration.
S_AXI_AWADDR[31:0]	Input	<b>Write Address.</b> The Write address bus gives the address of the first transfer in a Write burst transaction. The associated control signals are used to determine the addresses of the remaining transfers in the burst.

Table 18: AXI4 Write Channel Interface Signals (Cont'd)

Name	Direction	Description
S_AXI_AWLEN[7:0]	Input	<b>Burst Length.</b> The burst length gives the exact number of transfers in a burst. This information determines the number of data transfers associated with the address.
S_AXI_AWSIZE[2:0]	Input	<b>Burst Size.</b> This signal indicates the size of each transfer in the burst. Byte lane strobes indicate exactly which byte lanes to update. Burst size should always be less than or equal to the width of the Write Data. Burst Size input is not supported for Peripheral Slave configuration.
S_AXI_AWBURST[1:0]	Input	<b>Burst Type.</b> The burst type, coupled with the size information, details how the address for each transfer within the burst is calculated. Burst type for Memory Slave configuration could be either incremental or wrap. Burst type input is not supported for Peripheral Slave configuration, Burst type for Peripheral Slave is always internally set to incremental.
S_AXI_AWVALID	Input	<b>Write Address Valid.</b> This signal indicates that valid Write address and control information are available: <ul style="list-style-type: none"> <li>1 = address and control information available.</li> <li>0 = address and control information not available. The address and control information remain stable until the address acknowledge signal, AWREADY, goes HIGH.</li> </ul>
S_AXI_AWREADY	Output	<b>Write Address Ready.</b> This signal indicates that the slave is ready to accept an address and associated control signals: <ul style="list-style-type: none"> <li>1 = Slave ready</li> <li>0 = Slave not ready</li> </ul>
<b>AXI4 Write Data Channel Interface Signals</b>		
S_AXI_WDATA[m-1:0]	Input	<b>Write Data.</b> For Memory Slave configurations, the Write data bus can be 32, 64, 128, or 256 bits wide. For Peripheral Slave configurations, the Write data bus can be 8, 16, 32, 64, 128, or 256 bits wide.
S_AXI_WSTRB[m/8-1:0]	Input	<b>Write Strobes.</b> This signal indicates which byte lanes to update in memory. There is one Write strobe for each eight bits of the Write data bus. Therefore, WSTRB[n] corresponds to WDATA[(8 × n) + 7:(8 × n)].
S_AXI_WLAST	Input	<b>Write Last.</b> This signal indicates the last transfer in a Write burst.
S_AXI_WVALID	Input	<b>Write Valid.</b> This signal indicates that valid Write data and strobes are available: <ul style="list-style-type: none"> <li>1 = Write data and strobes available</li> <li>0 = Write data and strobes not available</li> </ul>
S_AXI_WREADY	Output	<b>Write Ready.</b> This signal indicates that the slave can accept the Write data: <ul style="list-style-type: none"> <li>1 = slave ready</li> <li>0 = slave not ready</li> </ul>
<b>AXI4 Write Response Channel Interface Signals</b>		
S_AXI_BID[m:0]	Output	<b>Response ID.</b> The identification tag of the Write response. The BID value must match the AWID value of the Write transaction to which the slave is responding. Response ID is optional for Memory Slave configuration and is not supported for Peripheral Slave configuration. Response ID can be 1 to 16 bits wide.

Table 18: AXI4 Write Channel Interface Signals (Cont'd)

Name	Direction	Description
S_AXI_BRESP[1:0]	Output	<b>Write Response.</b> This signal indicates the status of the Write transaction. The allowable responses are OKAY, EXOKAY, SLVERR, and DECERR. Write response is always set to OKAY. Write response is generated only when AXI4 ID is enabled for Memory Slave. Write response is not supported for Peripheral Slave configuration.
S_AXI_BVALID	Output	<b>Write Response Valid.</b> This signal indicates that a valid Write response is available: <ul style="list-style-type: none"> <li>1 = Write response available</li> <li>0 = Write response not available</li> </ul>
S_AXI_BREADY	Input	<b>Response Ready.</b> This signal indicates that the master can accept the response information. <ul style="list-style-type: none"> <li>1 = Master ready</li> <li>0 = Master not ready</li> </ul>

Table 19: AXI4 Read Channel Interface Signals

Name	Direction	Description
<b>AXI4 Read Address Channel Interface Signals</b>		
S_AXI_ARID[m:0]	Input	<b>Read Address ID.</b> This signal is the identification tag for the Read address group of signals. Read address ID is optional for Memory Slave configuration and is not supported for Peripheral Slave configuration. Read address ID can be 1 to 16 bits wide.
S_AXI_ARADDR[31:0]	Input	<b>Read Address.</b> The Read address bus gives the initial address of a Read burst transaction. Only the start address of the burst is provided and the control signals that are issued alongside the address detail how the address is calculated for the remaining transfers in the burst.
S_AXI_ARLEN[7:0]	Input	<b>Burst Length.</b> The burst length gives the exact number of transfers in a burst. This information determines the number of data transfers associated with the address.
S_AXI_ARSIZE[2:0]	Input	<b>Burst Size.</b> This signal indicates the size of each transfer in the burst. Burst size should always be less than or equal to the width of the Read Data. Burst Size input is not supported for Peripheral Slave configuration.
S_AXI_ARBURST[1:0]	Input	<b>Burst Type.</b> The burst type, coupled with the size information, details how the address for each transfer within the burst is calculated. Burst type for Memory Slave configuration could be either incremental or wrap. Burst type input is not supported for Peripheral Slave configuration, Burst type for Peripheral Slave is always internally set to incremental.
S_AXI_ARVALID	Input	<b>Read Address Valid.</b> This signal indicates, when HIGH, that the Read address and control information is valid and will remain stable until the address acknowledge signal, ARREADY, is high. <ul style="list-style-type: none"> <li>1 = address and control information valid</li> <li>0 = address and control information not valid</li> </ul>
S_AXI_ARREADY	Output	<b>Read Address Ready.</b> This signal indicates that the slave is ready to accept an address and associated control signals: <ul style="list-style-type: none"> <li>1 = slave ready</li> <li>0 = slave not ready</li> </ul>

Table 19: AXI4 Read Channel Interface Signals (Cont'd)

Name	Direction	Description
<b>AXI4 Read Data Channel Interface Signals</b>		
S_AXI_RID[m:0]	Output	<b>Read ID Tag.</b> This signal is the ID tag of the Read data group of signals. The RID value is generated by the slave and must match the ARID value of the Read transaction to which it is responding. Read ID tag is optional for Memory Slave configuration and is not supported for Peripheral Slave configuration. Read ID can be 1 to 16 bits wide.
S_AXI_RDATA[m-1:0]	Output	<b>Read Data.</b> For Memory Slave configurations, the Read data bus can be 32, 64, 128, or 256 bits wide. For Peripheral Slave configurations, the Read data bus can be 8, 16, 32, 64, 128, or 256 bits wide.
S_AXI_RRESP[1:0]	Output	<b>Read Response.</b> This signal indicates the status of the Read transfer. The allowable responses are OKAY, EXOKAY, SLVERR, and DECERR. Read response is always set to OKAY. Read response is generated only when AXI4 ID is enabled for Memory Slave. Read response is not supported for Peripheral Slave configuration.
S_AXI_RLAST	Output	<b>Read Last.</b> This signal indicates the last transfer in a Read burst.
S_AXI_RVALID	Output	<b>Read Valid.</b> This signal indicates that the required Read data is available and the Read transfer can complete: <ul style="list-style-type: none"> <li>1 = Read data available</li> <li>0 = Read data not available</li> </ul>
S_AXI_RREADY	Input	<b>Read Ready.</b> This signal indicates that the master can accept the Read data and response information: <ul style="list-style-type: none"> <li>1 = Master ready</li> <li>0 = Master not ready</li> </ul>

## AXI4-Lite Interface Signals

Table 20: AXI4-Lite Write Channel Interface Signals

Name	Direction	Description
<b>AXI4-Lite Write Address Channel Interface Signals</b>		
S_AXI_AWADDR[31:0]	Input	<b>Write Address.</b> The Write address bus gives the address of the first transfer in a Write burst transaction. The associated control signals are used to determine the addresses of the remaining transfers in the burst.
S_AXI_AWVALID	Input	<b>Write Address Valid.</b> This signal indicates that valid Write address and control information are available: <ul style="list-style-type: none"> <li>1 = address and control information available</li> <li>0 = address and control information not available.</li> </ul> The address and control information remain stable until the address acknowledge signal, AWREADY, goes HIGH
S_AXI_AWREADY	Output	<b>Write Address Ready.</b> This signal indicates that the slave is ready to accept an address and associated control signals: <ul style="list-style-type: none"> <li>1 = slave ready</li> <li>0 = slave not ready</li> </ul>
S_AXI_AWID[m:0]	Input	<b>Write Address ID.</b> This signal is the identification tag for the Write address group of signals Write address ID is optional for Memory Slave configuration and is not supported for Peripheral Slave configuration. Write address ID can be 1 to 16 bits wide.

Table 20: AXI4-Lite Write Channel Interface Signals (Cont'd)

Name	Direction	Description
<b>AXI4-Lite Write Data Channel Interface Signals</b>		
S_AXI_WDATA[m-1:0]	Input	<b>Write Data.</b> For Memory Slave configurations, the Write data bus can be 32 or 64 bits wide. For Peripheral Slave configurations, the Write data bus can be 8, 16, 32 or 64 bits wide.
S_AXI_WSTRB[m/8-1:0]	Input	<b>Write Strobes.</b> This signal indicates which byte lanes to update in memory. There is one Write strobe for each eight bits of the Write data bus. Therefore, WSTRB[n] corresponds to WDATA[(8 × n) + 7:(8 × n)].
S_AXI_WVALID	Input	<b>Write Valid.</b> This signal indicates that valid Write data and strobes are available: 1 = Write data and strobes available 0 = Write data and strobes not available
S_AXI_WREADY	Output	<b>Write Ready.</b> This signal indicates that the slave can accept the Write data: • 1 = slave ready • 0 = slave not ready
<b>AXI4-Lite Write Response Channel Interface Signals</b>		
S_AXI_BVALID	Output	<b>Write Response Valid.</b> This signal indicates that a valid Write response is available: • 1 = Write response available • 0 = Write response not available
S_AXI_BREADY	Input	<b>Response Ready.</b> This signal indicates that the master can accept the response information. • 1 = Master ready • 0 = Master not ready
S_AXI_BID[m:0]	Output	<b>Response ID.</b> The identification tag of the Write response. The <b>BID</b> value must match the <b>AWID</b> value of the Write transaction to which the slave is responding. Response ID is optional for Memory Slave configuration and is not supported for Peripheral Slave configuration. Response ID can be 1 to 16 bits wide.
S_AXI_BRESP[1:0]	Output	<b>Write Response.</b> This signal indicates the status of the Write transaction. The allowable responses are OKAY, EXOKAY, SLVERR, and DECERR. Write response is always set to OKAY. Write response is generated only when AXI4 ID is enabled for Memory Slave. Write response is not supported for Peripheral Slave configuration.

Table 21: AXI4-Lite Read Channel Interface Signals

Name	Direction	Description
<b>AXI4-Lite Read Address Channel Interface Signals</b>		
S_AXI_ARADDR[31:0]	Input	<b>Read Address.</b> The Read address bus gives the initial address of a Read burst transaction. Only the start address of the burst is provided and the control signals that are issued alongside the address detail how the address is calculated for the remaining transfers in the burst.
S_AXI_ARID[m:0]	Input	<b>Read Address ID.</b> This signal is the identification tag for the Read address group of signals. Read address ID is optional for Memory Slave configuration and is not supported for Peripheral Slave configuration. Read address ID can be 1 to 16 bits wide.

Table 21: AXI4-Lite Read Channel Interface Signals (Cont'd)

Name	Direction	Description
S_AXI_ARVALID	Input	<b>Read Address Valid.</b> This signal indicates, when HIGH, that the Read address and control information is valid and will remain stable until the address acknowledge signal, ARREADY, is high. 1 = address and control information valid 0 = address and control information not valid
S_AXI_ARREADY	Output	<b>Read Address Ready.</b> This signal indicates that the slave is ready to accept an address and associated control signals: 1 = slave ready 0 = slave not ready
<b>AXI4-Lite Read Data Channel Interface Signals</b>		
S_AXI_RDATA[m-1:0]	Output	<b>Read Data.</b> For Memory Slave configurations, the Read data bus can be 32 or 64 bits wide. For Peripheral Slave configurations, the Read data bus can be 8, 16, 32 or 64 bits wide.
S_AXI_RRESP[1:0]	Output	<b>Read Response.</b> This signal indicates the status of the Read transfer. The allowable responses are OKAY, EXOKAY, SLVERR, and DECERR. Read response is always set to OKAY. Read response is generated only when AXI4 ID is enabled for Memory Slave. Read response is not supported for Peripheral Slave configuration.
S_AXI_RID[m:0]	Output	<b>Read ID Tag.</b> This signal is the ID tag of the Read data group of signals. The RID value is generated by the slave and must match the ARID value of the Read transaction to which it is responding. Read ID tag is optional for Memory Slave configuration and is not supported for Peripheral Slave configuration. Read ID tag can be 1 to 16 bits wide.
S_AXI_RVALID	Output	<b>Read Valid.</b> This signal indicates that the required Read data is available and the Read transfer can complete: 1 = Read data available 0 = Read data not available
S_AXI_RREADY	Input	<b>Read Ready.</b> This signal indicates that the master can accept the Read data and response information: 1 = Master ready 0 = Master not ready

## Generating the Block Memory Generator Core

### Generating the Native Block Memory Generator Core

The Block Memory Generator is available from the CORE Generator software. To open the Block Memory core from the main CORE Generator window, do the following:

Click **View by Function > Memories & Storage Elements > RAMs & ROMs**

The following section defines the maximum possible customization options in the Block Memory Generator GUI screens. The actual GUI screens with enabled options will depend on the user configuration.

### CORE Generator Parameter Screens

The Native interface Block Memory Generator GUI includes six main screens:

- [Interface Type Selection Screen](#)

- Native Block Memory Generator First Screen
- Port Options Screen
- Output Registers and Memory Initialization Screen
- Reset Options Screen
- Simulation Model Options and Information Screen

In addition, all the screens share common tabs and buttons to provide information about the core and to navigate the Block Memory Generator GUI.

### Interface Type Selection Screen

The main Block Memory Generator screen is used to define the component name and provides the Interface Options for the core.

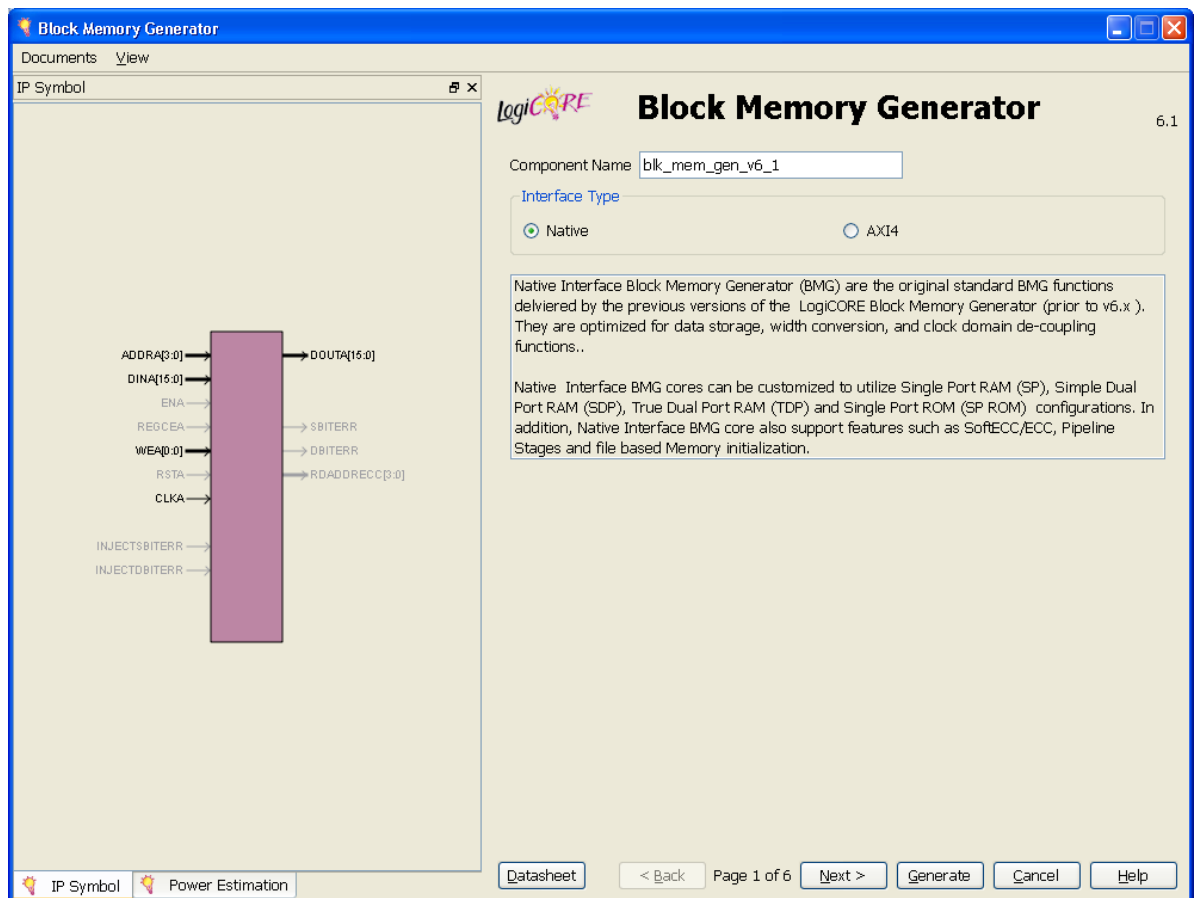


Figure 53: Interface Selection Screen

### Component Name

Base name of the output files generated for this core. The name must begin with a letter and be composed of the following characters: a to z, 0 to 9, and “\_”.

### Interface Type

- Native: Implements a Native Block Memory Generator Core compatible with previously released versions of the Block Memory Generator.

- AXI4: Implements an AXI4 Interface Block Memory Generator Core.

### Native Block Memory Generator First Screen

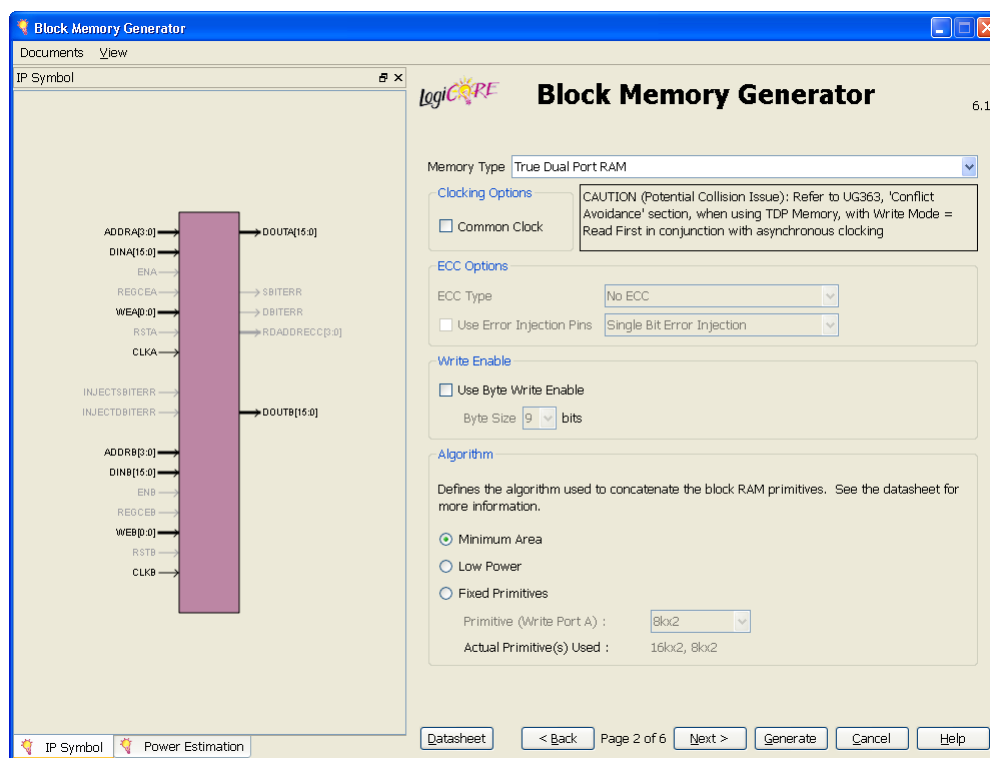


Figure 54: Block Memory Generator Main Screen

### Component Name

The base name of the output files generated for the core. Names must begin with a letter and be composed of any of the following characters: a to z, 0 to 9, and “\_”. Names can not be Verilog or VHDL reserved words.

### Memory Type

Select the type of memory to be generated.

- Single-port RAM
- Simple Dual-port RAM
- True Dual-port RAM
- Single-port ROM
- Dual-port ROM

### ECC Type

When targeting Kintex-7, Virtex-7, Virtex-6, Virtex-5, and Spartan-6 devices, and when the Simple dual-port RAM memory type is selected, the ECC Type option becomes available. It provides the user the choice to select the type of ECC required.



- **Built-In ECC.** When targeting Kintex-7, Virtex-7, Virtex-6 and Virtex-5 devices, and when the selected ECC Type is BuiltIn\_ECC, the built-in Hamming Error Correction is enabled for the Kintex-7, Virtex-7, Virtex-6, and Virtex-5 FPGA architecture.

For the Kintex-7, Virtex-7, and Virtex-6 FPGA, the Use Error Injection Pins option is available for selection if the ECC option is selected. This option enables error injection pins. On choosing this option, additional options are available to have Single-Bit Error Injection (INJECTSBITERR), Double-Bit Error Injection (INJECTDBITERR), or both. See [Hamming Error Correction Capability, page 5](#) for more information.

When using ECC, the following limitations apply:

- Byte-Write Enable is not available.
- All port widths must be identical.
- For Virtex-5 devices, No Change Operating mode is supported. For Kintex-7, Virtex-7, and Virtex-6 devices, Read First Operating Mode is supported.
- The Use RST[A | B] Pin and the Output Reset Value options are not available.
- Memory Initialization is not supported.
- No algorithm selection is available.
- **Soft ECC.** When targeting Kintex-7, Virtex-7, Virtex-6, and Spartan-6 devices, and when the selected ECC Type is Soft\_ECC, soft error correction (using Hamming code) is enabled for the Kintex-7, Virtex-7, Virtex-6, and Spartan-6 FPGAs.

The Use Error Injection Pins option is available for selection if the Soft ECC option is selected. This option enables error injection pins. On choosing this option, additional options are available to have Single-Bit Error Injection (INJECTSBITERR), Double-Bit Error Injection (INJECTDBITERR), or both. See [Soft Error Correction Capability and Error injection, page 46](#) for more information about this option and the limitations that apply.

When using Soft ECC, the following conditions apply:

- Supports Soft ECC for data widths less than or equal to 64 bits
- Uses Hamming error code correction
  - Single-bit errors are corrected
  - Double-bit errors are detected
- Supports Simple Dual-port RAM memory type
- Supports optional Input and/or Output Registering stages
- Supported Block Memory Generator features include:
  - Minimum Area, Fixed Primitive and Low Power Algorithms
  - Mux Pipelining Stages
  - Embedded Primitive Registers
  - Core Output Registers
  - Optional Enable Inputs
- Fully parameterized implementation for optimized resource utilization

### Clocking Options

Select the Common Clock option when the clock (CLKA and CLKB) inputs are driven by the same clock buffer.

**Note:** For Kintex-7, Virtex-7, Virtex-6, and Spartan-6 devices with COMMON\_CLOCK selected, WRITE\_MODE is set as READ\_FIRST for Simple Dual Port RAM Memory type, otherwise WRITE\_MODE is set as WRITE\_FIRST.

## Write Enable

When targeting Kintex-7, Virtex-7, Virtex-6, Virtex-5, Virtex-4, Spartan-6, and Spartan-3A/3A DSP devices, select whether to use the byte-Write enable feature. Byte size is either 8-bits (no parity) or 9-bits (including parity). The data width of the memory will be multiples of the selected byte-size.

## Algorithm

Select the algorithm used to implement the memory:

- **Minimum Area Algorithm:** Generates a core using the least number of primitives.
- **Low Power Algorithm:** Generates a core such that the minimum number of block RAM primitives are enabled during a Read or Write operation.
- **Fixed Primitive Algorithm:** Generates a core that concatenates a single primitive type to implement the memory. Choose which primitive type to use in the drop-down list.

## Port Options Screen

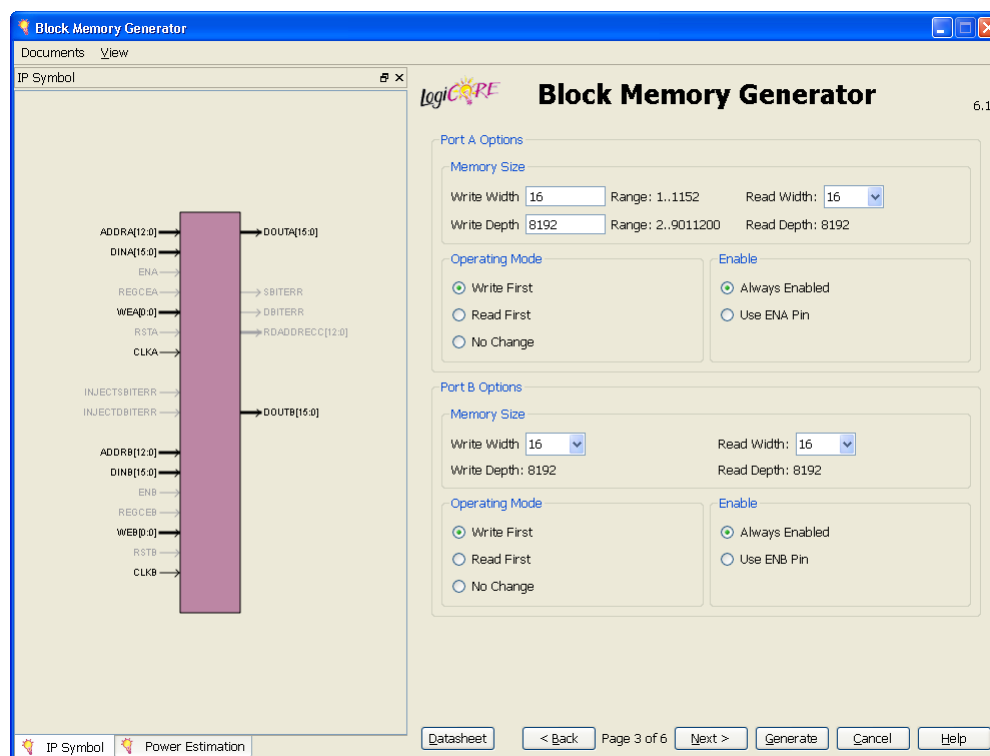


Figure 55: Port A Options

## Port A Options

- **Memory Size**  
Specify the port A Write width and depth. Select the port A Read width from the drop-down list of valid choices. The Read depth is calculated automatically.
- **Operating Mode**  
Specify the port A operating mode.
  - READ\_FIRST
  - WRITE\_FIRST

- NO\_CHANGE
- Enable
 

Select the enable type:

  - Always enabled (no ENA pin available)
  - Use ENA pin

#### Port B Options Screen

- Memory Size
 

Select the port B Write and Read widths from the drop-down list of valid choices. The Read depth is calculated automatically.
- Operating Mode
 

Specify the port B Write mode.

  - READ\_FIRST
  - WRITE\_FIRST
  - NO\_CHANGE
- Enable
 

Select the enable type:

  - Always enabled (no ENB pin available)
  - Use ENB pin

## Output Registers and Memory Initialization Screen

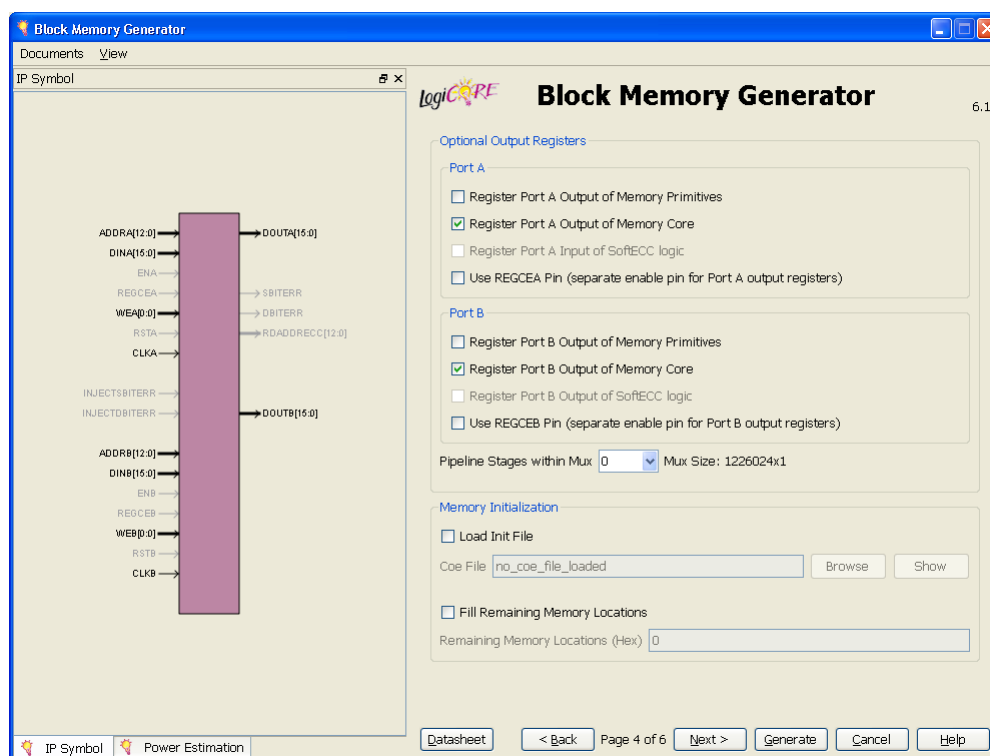


Figure 56: Output Registers and Memory Initialization Screen

### Optional Output Registers

Select the output register stages to include:

- **Register Port [A | B] Output of Memory Primitives.** Select to insert output register after the memory primitives for port A and port B separately. When targeting Kintex-7, Virtex-7, Virtex-6, Virtex-5 or Virtex-4 FPGAs, the embedded output registers in the block RAM primitives are used if the user chooses to register the output of the memory primitives. For Spartan-6 and Spartan-3A DSP, either the primitive embedded registers or fabric registers from FPGA slices are used, depending upon the Reset Behavior option chosen by the user. For other architectures, the registers in the FPGA slices are used. Note that in Virtex-4 devices, the use of the RST input prevents the core from using the embedded output registers. See [Output Register Configurations](#), page 96 for more information.
- **Register Port [A | B] Output of Memory Core.** Select for each port (A or B) to insert a register on the output of the memory core for that port. When selected, registers are implemented using FPGA slices to register the core's output.
- **Use REGCE [A | B] Pin.** Select to use a separate REGCEA or REGCEB input pin to control the enable of the last output register stage in the memory. When unselected, all register stages are enabled by ENA/ENB.
- **Pipeline Stages within Mux.** Available only when the Register Output of Memory Core option is selected for both port A and port B and when the constructed memory has more than one primitive in depth, so that a MUX is needed at the output. Select a value of 0, 1, 2, or 3 from the drop-down list.

The MUX size displayed in the GUI can be used to determine the number of pipeline stages to use within the MUX. Select the appropriate number of pipeline stages for your design based on the device architecture.

### Memory Initialization

Select whether to initialize the memory contents using a COE file, and whether to initialize the remaining memory contents with a default value. When using asymmetric port widths or data widths, the COE file and the default value are with respect to the port A Write width.

### Reset Options Screen

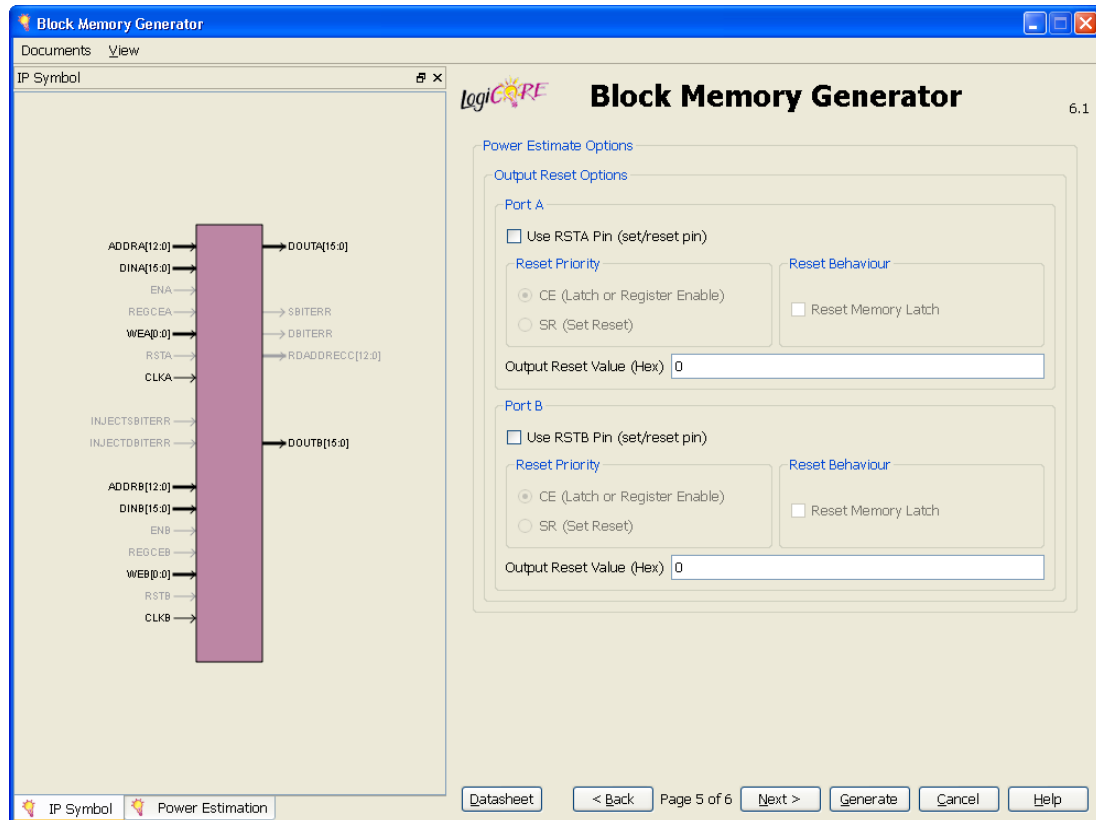


Figure 57: Reset Options Screen

### Port [A | B] Output Reset Options

- **Use RST[A | B] Pin:** Choose whether a set/reset pin (RST[A | B]) is needed.
- **Reset Priority:** The Reset Priority option for each port is available only when the Use RST Pin option of the corresponding port is chosen. The user can set the reset priority to either CE or SR. For more information on the reset priority feature, see [Reset Priority, page 38](#).
- **Reset Behavior:** The Reset Behavior (Reset Memory Latch) options for each port are available only when the Use RST Pin option and the Register Output of Memory Primitives option of the corresponding port are chosen, and the Register Memory Core option of the corresponding port is not chosen.

The Reset Memory Latch option modifies the behavior of the reset and changes the duration for which the reset value is asserted. The minimum duration of reset assertion is displayed as information in the GUI based upon the choice for this option. For more information on the Reset Memory Latch option, see [Special Reset Behavior, page 39](#).

- **Output Reset Value (Hex):** Specify the reset value of the memory output latch and output registers. These values are with respect to the Read port widths.

### Reset Type

The Reset Type option is available only for Spartan-6 devices and when either or both of Use RSTA Pin or Use RSTB Pin option are chosen. The user can set the reset type to either Synchronous or Asynchronous. For more information on this option, see [Asynchronous Reset](#), page 41.

## Simulation Model Options and Information Screen

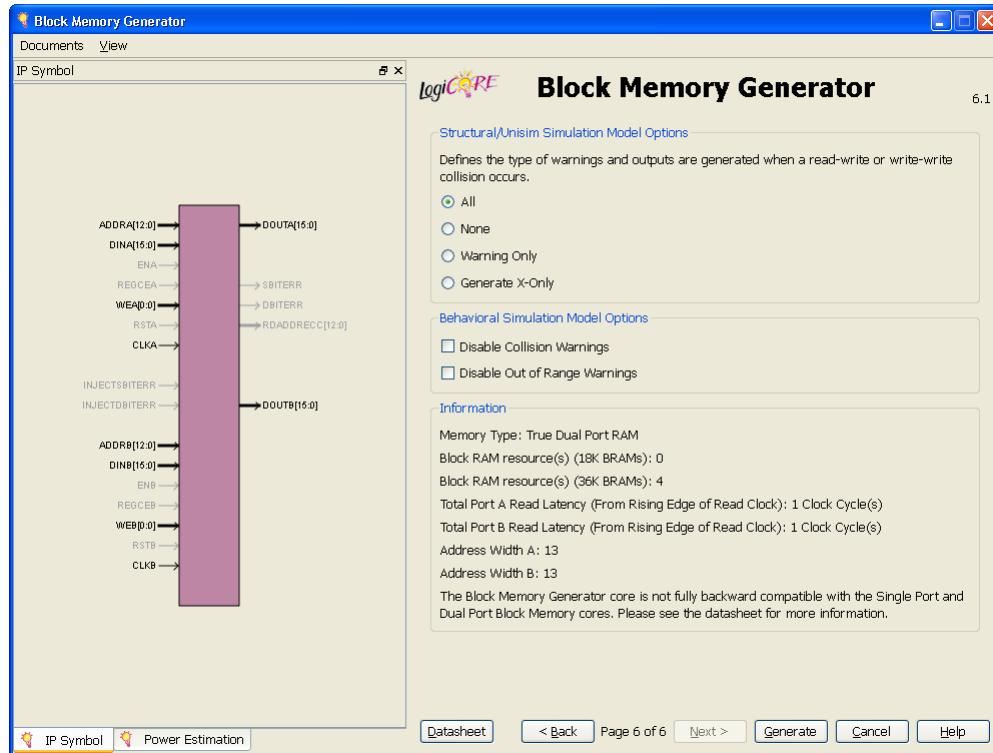


Figure 58: Simulation Model Options and Information Screen

## Power Estimate Options

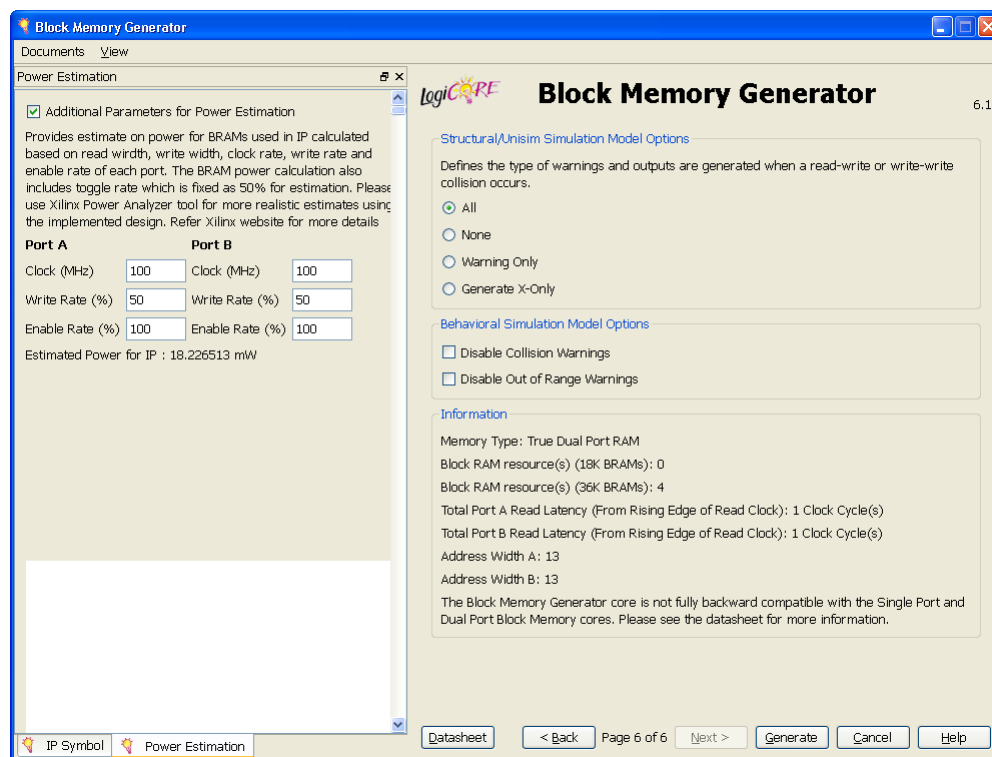


Figure 59: Power Estimate Options Screen

The Power Estimation tab on the left side of the GUI screen shown in Figure 59 provides a rough estimate of power consumption for the core based on the configured Read width, Write width, clock rate, Write rate and enable rate of each port. The power consumption calculation assumes a toggle rate 50%. More accurate estimates can be obtained on the routed design using the XPower Analyzer tool. See [www.xilinx.com/power](http://www.xilinx.com/power) for more information on the XPower Analyzer.

The screen has an option to provide "Additional Inputs for Power Estimation" apart from configuration parameters. The following parameters can be entered by the user for power calculation:

- **Clock Frequency [A | B]:** The operating clock frequency of the two ports A and B respectively.
- **Write Rate [A | B]:** Write rate of ports A and B respectively.
- **Enable Rate [A | B]:** Average access rate of port A and B respectively.

### Structural/UNISIM Simulation Model Options

Select the type of warning messages and outputs generated by the structural simulation model in the event of collisions. For the options of ALL, WARNING\_ONLY and GENERATE\_X\_ONLY, the collision detection feature will be enabled in the UniSim models to handle collision under any condition.

The NONE selection is intended for designs that have no collisions and clocks (Port A and Port B) that are never in phase or within 3000 ps in skew. If NONE is selected, the collision detection feature will be disabled in the models, and the behavior during collisions is left for the simulator to handle. So, the output will be unpredictable if the clocks are in phase or from the same clock source or within 3000 ps in skew, and the addresses are the same for both ports. The option NONE is intended for design with clocks never in phase.



## Behavioral Simulation Model Options

Select the type of warning messages generated by the behavioral simulation model. Select whether the model should assume synchronous clocks (Common Clock) for collision warnings.

## Information Section

This section displays an informational summary of the selected core options.

- **Memory Type:** Reports the selected memory type.
- **Block RAM Resources:** Reports the exact number of 9K, 18K and 36K block RAM primitives which will be used to construct the core.
- **Total Port A Read Latency:** The number of clock cycles for a Read operation for port A. This value is controlled by the optional output registers options for port A on the previous screen.
- **Total Port B Read Latency:** The number of clock cycles for a Read operation for port B. This value is controlled by the optional output registers options for port B on the previous screen.
- **Address Width:** The actual width of the address bus to each port.

## Specifying Initial Memory Contents

The Block Memory Generator core supports memory initialization using a memory coefficient (COE) file or the default data option in the CORE Generator GUI, or a combination of both.

The COE file can specify the initial contents of each memory location, while default data specifies the contents of all memory locations. When used in tandem, the COE file can specify a portion of the memory space, while default data fills the rest of the remaining memory space. COE files and default data is formatted with respect to the port A Write width (or port A Read width for ROMs).

A COE is a text file which specifies two parameters:

- **memory\_initialization\_radix:** The radix of the values in the memory\_initialization\_vector. Valid choices are 2, 10, or 16.
- **memory\_initialization\_vector:** Defines the contents of each memory element. Each value is LSB-justified, separated by a space, and assumed to be in the radix defined by memory\_initialization\_radix.

The following is an example COE file. Note that semi-colon is the end of line character.

```
; Sample initialization file for a
; 8-bit wide by 16 deep RAM
memory_initialization_radix = 16;
memory_initialization_vector =
12, 34, 56, 78, AB, CD, EF, 12, 34, 56, 78, 90, AA, A5, 5A, BA;
```

## Block RAM Usage

The Information panel (screen 5 of the Block Memory Generator GUI) reports the actual number of 9K, 18K and 36K block RAM blocks to be used.

To estimate this value when using the fixed primitive algorithm, the number of block RAM primitives used is equal to the width ratio (rounded up) multiplied by the depth ratio (rounded up), where the width ratio is the width of the memory divided by the width of the selected primitive, and the depth ratio is the depth of the memory divided by the depth of the primitive selected.

To estimate block RAM usage when using the low power algorithm requires a few more calculations:

- If the memory width is an integral multiple of the width of the widest available primitive for the chosen architecture, then the number of primitives used is calculated in the same way as the fixed primitive algorithm. The width and depth ratios are calculated using the width and depth of the widest primitive. For example, for a memory configuration of 2kx72, the width ratio is 2 and the depth ratio is 4 using the widest primitive of 512x36. As a result, the total available primitives used is 8.
- If the memory width is greater than an integral multiple of the widest primitive, then in addition to the above calculated primitives, more primitives are needed to cover the remaining width. This additional number is obtained by dividing the memory depth by the depth of the additional primitive chosen to cover the remaining width. For example, a memory configuration of 17kx37 requires one 512x36 primitive to cover the width of 36, and an additional 16kx1 primitive to cover the remaining width of 1. To cover the depth of 17K, 34 512x36 primitives and 2 16kx1 primitives are needed. As a result, the total number of primitives used for this configuration is 36.
- If the memory width is less than the width of the widest primitive, then the smallest possible primitive that covers the memory width is chosen for the solution. The total number of primitives used is obtained by dividing the memory depth by the depth of the chosen primitive. For example, for a memory configuration of 2kx32, the chosen primitive is 512x36, and the total number of primitives used is 2k divided by 512, which is 4.

When using the minimum area algorithm, it is not as easy to determine the exact block RAM count. This is because the actual algorithms perform complex manipulations to produce optimal solutions. The optimistic estimate of the number of 18K block RAMs is total memory bits divided by 18k (the total number of bits per primitive) rounded up. Given that this algorithm packs block RAMs very efficiently, this estimate is often very accurate for most memories.

## LUT Utilization and Performance

The LUT utilization and performance of the core are directly related to the arrangement of primitives and the selection of output registers. Particularly, the number of primitives cascaded in depth to implement a memory determines the size of the output multiplexer and the size of the input decoder, which are implemented in the FPGA fabric.

**Note:** Although the primary goal of the minimum area algorithm is to use the minimum number of block RAM primitives, it has a secondary goal of maximizing performance – as long as block RAM usage does not increase.

## Generating the AXI4 Interface Block Memory Generator Core

The AXI4 Interface Block Memory Generator GUI includes two additional screens followed by Native BMG configuration screens:

- [Interface Type Selection Screen](#)
- AXI4 Interface Options

## Interface Type Selection Screen

The main Block Memory Generator screen is used to define the component name and provides the Interface Options for the core.

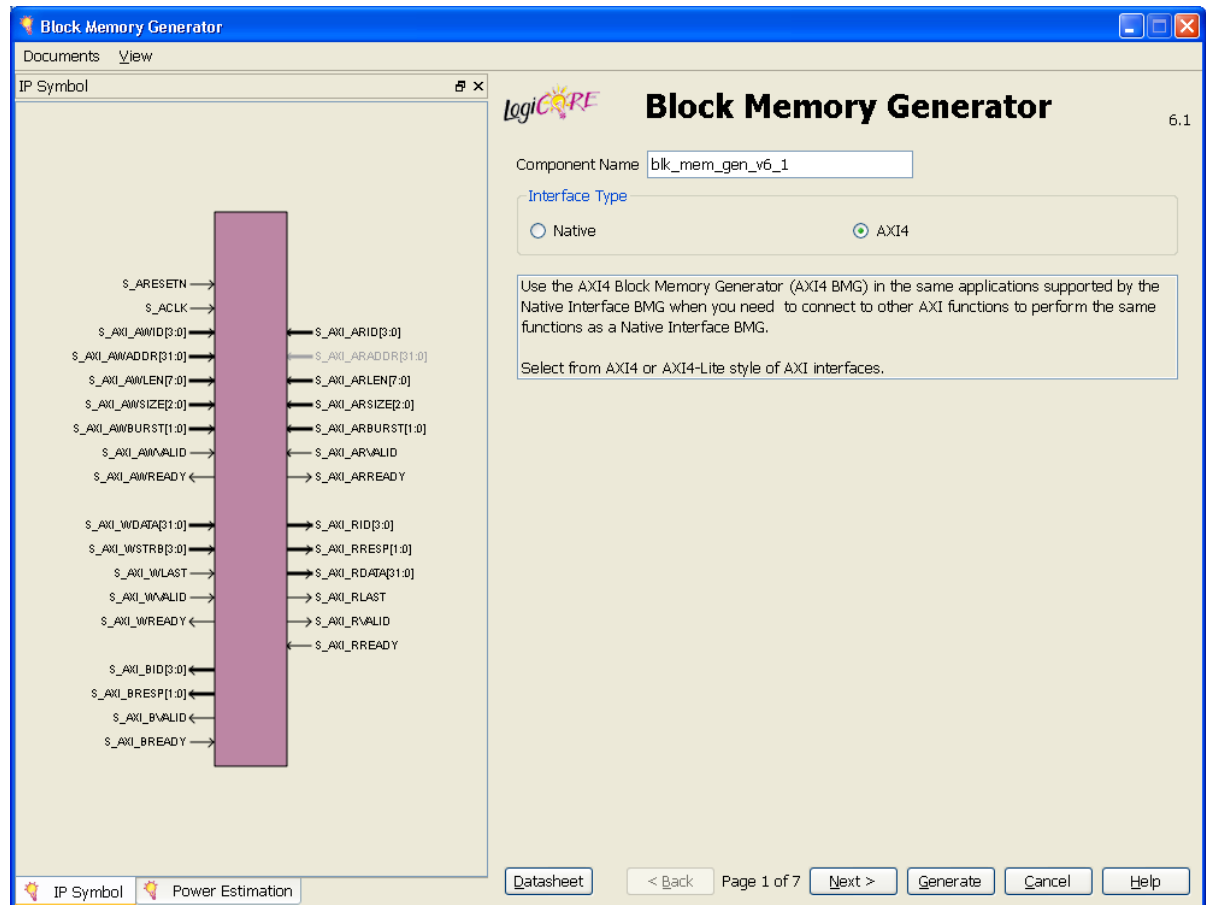


Figure 60: Interface Selection Screen of Block Memory Generator

### Component Name

Base name of the output files generated for this core. The name must begin with a letter and be composed of the following characters: a to z, 0 to 9, and "\_".

### Interface Type

- Native: Implements a Native Block Memory Generator Core.
- AXI4: Implements an AXI4 Interface Block Memory Generator Core.

## AXI4 Interface Options

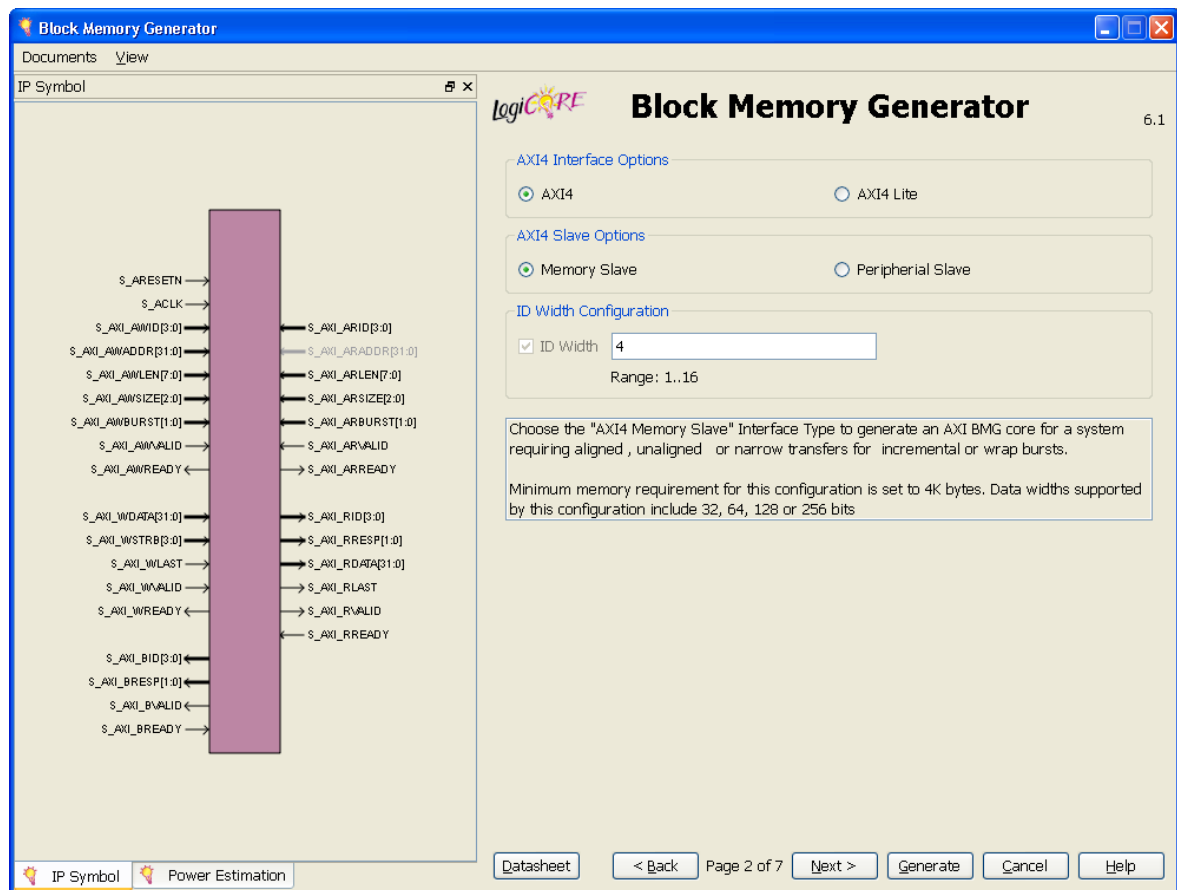


Figure 61: AXI4 Interface Options

### AXI4 Interface Options

- AXI4: Implements an AXI4 Block Memory Generator Core.
- AXI4-Lite: Implements an AXI4-Lite Block Memory Generator Core.

### AXI4 Slave Options

- Memory Slave: Implements a AXI4 Interface Block Memory Generator Core in Memory Slave mode
- Peripheral Slave: Implements a AXI4 Interface Block Memory Generator Core in Peripheral Slave mode

### ID Width Configurations

- ID Width: When enabled supports AWID/BID/ARID/RID generation, ID Width can be configured from 1 to 16 bits

## Block Memory Generator Resource Utilization and Performance Examples

### Native Block Memory Generator Resource Utilization and Performance Examples

The following tables provide examples of actual resource utilization and performance for Native Block Memory Generator implementations. Each section highlights the effects of a specific feature on resource utilization and performance. The actual results obtained will depend on core parameter selections, such as algorithm, optional output registers, and memory size, as well as surrounding logic and packing density.

Benchmarks were taken using a design targeting a Virtex-4 FPGA in the -10 speed grade (4VLX60-FF1148-10), Virtex-5 FPGA in the -1 speed grade (5VLX30-FF324-1), Virtex-6 FPGA in the -1 speed grade (XC6VLX365T-FF1759-1) and a Spartan-6 FPGA in the -2 speed grade (XC6SLX150T-FGG484-2). Better performance may be possible with higher speed grades.

In the benchmark designs described below, the core was encased in a wrapper with input and output registers to remove the effects of IO delays from the results; performance may vary depending on the user design. The minimum area algorithm was used unless otherwise noted. It is recommended that users register their inputs to the core for better performance. The following examples highlight the use of embedded registers in Virtex-4, Virtex-5, Virtex-6 and Spartan-6 devices, and the subsequent performance improvement that may result.

#### Single Primitive

The Block Memory Generator does not add additional logic if the memory can be implemented in a single Block RAM primitive. Table 22 through Table 25 define performance data for single-primitive memories.

Table 22: Single Primitive Examples - Virtex-6 FPGAs

Memory Type	Options	Width x Depth	Resource Utilization						Performance (MHz)
			Block RAMs			Shift Regs	FFs	LUTs <sup>(1)</sup>	
			36K	16K	8K				
True Dual-port RAM	No Output Registers	36x512	1	0	0	0	0	0	325
		9x2k	0	1	0	0	0	0	325
	Embedded Output Registers	36x512	1	0	0	0	0	0	450
		9x2k	0	1	0	0	0	0	450

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.

Table 23: Single Primitive Examples - Virtex-5 FPGAs

Memory Type	Options	Width x Depth	Resource Utilization						Performance (MHz)
			Block RAMs			Shift Regs	FFs	LUTs(1)	
			36K	16K	8K				
True Dual-port RAM	No Output Registers	36x512	1	0	0	0	0	0	300
		9x2k	0	1	0	0	0	0	325
	Embedded Output Registers	36x512	1	0	0	0	0	0	450
		9x2k	0	1	0	0	0	0	450

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.

Table 24: Single Primitive Examples - Virtex-4 FPGAs

Memory Type	Options	Width x Depth	Resource Utilization				Performance (MHz)
			Block RAMs 16K	Shift Regs	FFs	LUTs(1)	Virtex-4
True Dual-port RAM	No Output Registers	36x512	1	0	0	0	300
		9x2k	1	0	0	0	325
	Embedded Output Registers	36x512	1	0	0	0	400
		9x2k	1	0	0	0	400

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.

Table 25: Single Primitive Examples - Spartan-6 FPGAs

Memory Type	Options	Width x Depth	Resource Utilization						Performance (MHz)
			Block RAMs			Shift Regs	FFs	LUTs <sup>(1)</sup>	
			36K	16K	8K				
True Dual-port RAM	No Output Registers	36x512	0	1	0	0	0	0	200
		9x2k	0	1	0	0	0	0	225
	Embedded Output Registers	36x512	0	1	0	0	0	0	275
		9x2k	0	1	0	0	0	0	300

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.

## Output Registers

The Block Memory Generator optional output registers increase the performance of memories by isolating the block RAM primitive clock-to-out delays and the data output multiplexer delays.

The output registers are only implemented for output ports. For this reason, when output registers are used, a Single-port RAM requires fewer resources than a True Dual-port RAM. Note that the effects of the core output registers are not fully illustrated due to the simple register wrapper used. In a full-scale user design, core output registers may improve performance notably.

In Virtex-6, Virtex-5, Virtex-4, and Spartan-6 architectures, the embedded block RAM may be utilized, reducing the FPGA fabric resources required to create the registers.

**Table 26: Virtex-6 Device Output Register Examples**

Memory Type	Width x Depth	Output Register Options	Block RAM			Shift Regs	FFs	LUTs <sup>(1)</sup>	Performance (MHz)
			36K	16K	8K				
Single-port RAM	17x5k		1	3	0	0	3	18	325
		Primitive	1	3	0	3	3	18	450
		Core	1	3	0	0	20	18	325
		Primitive, Core	1	3	0	3	20	18	450
True Dual-port RAM	17x5k		1	3	0	0	6	36	300
		Primitive	1	3	0	6	6	36	450
		Core	1	3	0	0	40	36	300
		Primitive, Core	1	3	0	6	40	36	450

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.

**Table 27: Virtex-5 Device Output Register Examples**

Memory Type	Width x Depth	Output Register Options	Block RAM			Shift Regs	FFs	LUTs <sup>(1)</sup>	Performance (MHz)
			36K	16K	8K				
Single-port RAM	17x5k		1	3	0	0	3	18	300
		Primitive	1	3	0	3	3	18	450
		Core	1	3	0	0	20	18	300
		Primitive, Core	1	3	0	3	20	18	450
True Dual-port RAM	17x5k		1	3	0	0	6	36	300
		Primitive	1	3	0	6	6	36	450
		Core	1	3	0	0	40	36	300
		Primitive, Core	1	3	0	6	40	36	450

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.

**Table 28: Virtex-4 Device Output Register Examples**

Memory Type	Width x Depth	Output Register Option	Block RAMs 16K	Shift Regs	FFs	LUTs <sup>(1)</sup>	Performance (MHz)
Single-port RAM	17x5k	-	5	0	3	30	275
		Primitive	5	3	3	30	400
		Core	5	0	20	30	275
		Primitive, Core	5	2	22	32	400
True Dual-port RAM	17x5k	-	5	0	6	60	275
		Primitive	5	6	6	148	375
		Core	5	0	40	142	250
		Primitive, Core	5	6	40	148	375

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.

Table 29: Spartan-6 Device Output Register Examples

Memory Type	Width x Depth	Output Register Options	Block RAM			Shift Regs	FFs	LUTs <sup>(1)</sup>	Performance (MHz)
			36K	16K	8K				
Single-port RAM	17x5k		0	5	0	0	3	19	175
		Primitive	0	5	0	3	3	19	250
		Core	0	5	0	0	20	19	175
		Primitive, Core	0	5	0	3	20	19	225
True Dual-port RAM	17x5k		0	5	0	0	6	38	175
		Primitive	0	5	0	4	6	38	250
		Core	0	5	0	0	40	38	175
		Primitive, Core	0	5	0	4	40	38	225

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.

## Aspect Ratios

The Block Memory Generator selectable port and data width aspect ratios may increase block RAM usage and affect performance, because aspect ratios limit the primitive types available to the algorithm, which can reduce packing efficiency. Large aspect ratios, such as 1:32, have a greater impact than small aspect ratios. Note that width and depth are reported with respect to the port A Write interface.

Table 30: Virtex-6 Device Aspect Ratio

Memory Type	Width x Depth	Data Width Aspect Ratio	Block RAMs			Shift Regs	FFs	LUTs <sup>(1)</sup>	Performance (MHz)
			36K	16K	8K				
Single-port RAM	17x5k	1:1	2	3	0	0	6	36	300
		1:8 <sup>(2)</sup>	8	1	0	0	0	0	275

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.
2. Read port is 136x640; Write port is 17x5k.

Table 31: Virtex-5 Device Aspect Ratio

Memory Type	Width x Depth	Data Width Aspect Ratio	Block RAMs			Shift Regs	FFs	LUTs <sup>(1)</sup>	Performance (MHz)
			36K	16K	8K				
Single-port RAM	17x5k	1:1	2	3	0	0	6	36	300
		1:8 <sup>(2)</sup>	8	1	0	0	0	0	275

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.
2. Read port is 136x640; Write port is 17x5k.

Table 32: Virtex-4 Device Aspect Ratio

Memory Type	Width x Depth	Data Width Aspect Ratio	Block RAM 16K	Shift Regs	FFs	LUTs <sup>(1)</sup>	Performance (MHz)
Single Port	17x5k	1:1	5	0	6	60	275
		1:8 <sup>(2)</sup>	9	0	0	0	275

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.



2. Read port is 136x640; Write port is 17x5k.

## Algorithm

The differences between the minimum area, low power and fixed primitive algorithms are discussed in detail in [Selectable Memory Algorithm, page 4](#). Table 33 shows examples of the resource utilization and the performance difference between them for two selected configurations for Virtex-6 FPGA architectures.

**Table 33: Memory Algorithm Examples Virtex-6 Devices**

Memory Type	Width x Depth	Algorithm Type	Block RAM			Shift Regs	FFs	LUTs <sup>(1)</sup>	Performance (MHz)
			36K	16K	8K				
Single-port RAM	17x5k	Minimum area	1	3	0	0	3	18	325
		Fixed Primitive using 18x1k block RAM	2	1	0	0	3	19	300
		Low power	0	5	0	0	3	37	275
	36x4k	Minimum area	4	0	0	0	0	0	325
		Fixed Primitive using 36x512 block RAM	4	0	0	0	2	38	275
		Low power	4	0	0	0	3	76	275

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.

Table 34 shows examples of the resource utilization and the performance difference between them for two selected configurations for Virtex-5 FPGA architecture.

**Table 34: Memory Algorithm Examples Virtex-5 Devices**

Memory Type	Width x Depth	Algorithm Type	Block RAM			Shift Regs	FFs	LUTs <sup>(1)</sup>	Performance (MHz)
			36K	16K	8K				
Single-port RAM	17x5k	Minimum area	1	3	0	0	3	18	300
		Fixed Primitive using 18x1k block RAM	2	1	0	0	3	20	300
		Low power	0	5	0	0	3	39	275
	36x4k	Minimum area	4	0	0	0	0	0	300
		Fixed Primitive using 36x512 block RAM	4	0	0	0	2	40	275
		Low power	0	8	0	0	3	80	250

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.

Table 35 shows examples of the resource utilization and the performance difference between them for two selected configurations for Virtex-4 FPGA architecture.

Table 35: Memory Algorithm Examples Virtex-4 Devices

Memory Type	Width x Depth	Algorithm Type	Resource Utilization				Performance (MHz)
			Block RAM	Shift Regs	FFs	LUTs <sup>(1)</sup>	
Single-port RAM	17x5k	Minimum area	5	0	3	30	275
		Fixed Primitive using 18x1k block RAM	5	0	3	57	225
		Low power	5	0	3	57	225
	36x4k	Minimum area	8	0	1	36	275
		Fixed Primitive using 36x512 block RAM	8	0	3	152	225
		Low power	8	0	3	152	225

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.

Table 36 shows examples of the resource utilization and the performance difference between them for two selected configurations for Spartan-6 FPGA architecture.

Table 36: Memory Algorithm Examples Spartan-6 Devices

Memory Type	Width x Depth	Algorithm Type	Block RAM			Shift Regs	FFs	LUTs <sup>(1)</sup>	Performance (MHz)
			36K	16K	8K				
Single-port RAM	17x5k	Minimum area	0	5	0	0	3	19	175
		Fixed Primitive using 18x1k block RAM	0	5	0	0	3	37	175
		Low power	0	0	10	0	4	57	150
	36x4k	Minimum area	0	8	0	0	1	18	175
		Fixed Primitive using 36x512 block RAM	0	8	0	0	3	76	150
		Low power	0	0	16	0	4	170	125

1. LUTs are reported as the number of 4-input LUTs, and do not reflect the number of LUTs used as a route-through.

## AXI4 Block Memory Generator Resource Utilization and Performance Examples

Table 37 through Table 40 show the resource utilization and performance data for a BMG core using the AXI4 interface. Benchmarks were taken using a design targeting a Virtex-6 FPGA in the -2 speed grade (XC6VCX75T-FF484-2) and a Spartan-6 FPGA in the -2 speed grade (XC6SLX150T-FGG484-2). Better performance may be possible with higher speed grades.

In the benchmark designs, the core was encased in a wrapper with input and output

registers to remove the effects of I/O delays from the results. Performance may vary depending on the design.

Table 37: AXI4 Block Memory Generator Virtex-6 FPGA

Memory Type	Options	Width X Depth	Resource Utilization						Performance (MHz)
			Block RAMs			FFs	LUTs	Occupied Slices	
			36K	16K	8K				
Simple Dual Port RAM	Memory Slave	32x1024	1	0	0	92	207	74	306
		64x512	1	0	0	95	225	81	282
	Peripheral Slave	32x1024	1	0	0	52	151	53	320
		64x512	1	0	0	50	145	46	299

Table 38: AXI4 Interface Block Memory Generator Spartan-6 FPGA

Memory Type	Options	Width X Depth	Resource Utilization						Performance (MHz)
			Block RAMs			FFs	LUTs	Occupied Slices	
			36K	16K	8K				
Simple Dual Port RAM	Memory Slave	32x1024	-	2	0	95	207	79	163
		64x512	-	2	0	98	231	81	168
	Peripheral Slave	32x1024	-	2	0	56	159	57	175
		64x512	-	2	0	54	149	51	165

Table 39: AXI4-Lite Block Memory Generator Virtex-6 FPGA

Memory Type	Options	Width X Depth	Resource Utilization						Performance (MHz)
			Block RAMs			FFs	LUTs	Occupied Slices	
			36K	16K	8K				
Simple Dual Port RAM	Memory Slave	32x1024	1	0	0	15	33	15	325
		64x512	1	0	0	15	32	14	317
	Peripheral Slave	32x1024	1	0	0	15	33	15	335
		64x512	1	0	0	15	32	14	317

Table 40: AXI4-Lite Interface Block Memory Generator Spartan-6 FPGA

Memory Type	Options	Width X Depth	Resource Utilization						Performance (MHz)
			Block RAMs			FFs	LUTs	Occupied Slices	
			36K	16K	8K				
Simple Dual Port RAM	Memory Slave	32x1024	-	2	0	25	45	18	219
		64x512	-	2	0	24	43	20	217
	Peripheral Slave	32x1024	-	2	0	25	45	18	222
		64x512	-	2	0	24	43	20	215

## Native Block Memory Generator Supplemental Information

The following sections provide additional information about working with the Block Memory Generator core.

- [Low Power Designs](#): Provides information on the Low Power algorithm and methods that can be followed by the user to optimize power consumption in block RAM designs.
- [Compatibility with Older Memory Cores](#): Defines the differences between older memory cores and the Block Memory Generator core.
- [Construction of Smaller Memories](#): Explains the process of creating shallower or wider memories using dual port block memory.
- [Native Block Memory Generator SIM Parameters](#): Defines the SIM parameters used to specify the core configuration.
- [Output Register Configurations](#): Provides information optional output registers used to improve core performance.

### Low Power Designs

The Block Memory Generator core also supports a Low Power implementation algorithm. When this option is selected, the configuration of the core is optimized to minimize dynamic power consumption. This contrasts with the Minimum Area algorithm, which optimizes the core implementation with the sole purpose of minimizing resource utilization.

The Low Power algorithm reduces power through the following mechanisms:

- Minimizing the number of block RAMs enabled for a Write or Read operation for a given memory size.
- Unlike the Minimum Area algorithm, smaller block RAM blocks are not grouped to form larger blocks in the Low Power algorithm. For example, two 9K block RAMs are not combined to form an 18K block RAM in Spartan-6 devices, and two 18K block RAMs are not combined to form a 36K block RAM in Virtex-5 devices.
- The “Always Enabled” option is not available to the user for the Port A and Port B enable pins. This prevents the block RAMs from being enabled at all times.
- The NO\_CHANGE mode is set as the default operating mode.

[Table 41](#) and [Table 42](#) compare power consumption and resource utilization for Low Power and Minimum Area block memory implementations targeted to Virtex-5 devices and the Spartan-3 family of devices. Estimated power consumption values were obtained using the XPE Spreadsheets from the Power Solutions web page on Xilinx.com:

[www.xilinx.com/products/design\\_resources/power\\_central/index.htm](http://www.xilinx.com/products/design_resources/power_central/index.htm)

XPE is a pre-implementation power estimation tool appropriate for estimating power requirements in the early stages of a design. For more accurate power consumption estimates and power analysis, the Xilinx Power Analyzer tool (XPA) available in ISE can be run on designs after place and route.

Power data shown in the following tables was collected assuming a 50% toggle rate and 50% Write rate. A frequency of 300 MHz was specified for Virtex-5 devices, and a frequency of 150 MHz was specified for the Spartan-3 family of devices.

**Note:** Data shown in Table 41 is preliminary and subject to change. Data shown is based on Virtex-5 FPGA XPE spreadsheet v11.1. Always use the latest version of each target architecture XPE spreadsheet to get the most accurate estimate.

Table 41: Power-Resource benchmarking for Virtex-5 (1)

Memory Configuration	Memory Type	Operating Mode	Dynamic Power Consumption for Single Read/Write (mW)		Block RAM Resource Utilization (Number of 18K Block RAMs)	
			Minimum Area	Low Power	Minimum Area	Low Power
2kx36	TDP	Write First/ Read First	39	21	4	4
		No Change	34	19	4	4
8kx12	TDP	Write First/ Read First	51	11	6	8
		No Change	45	10	6	8
8kx72	TDP	Write First/ Read First	148	43	32	32
		No Change	129	38	32	32
8kx72	SP	Write First/ Read First	74	21	32	32 <sup>(2)</sup>
		No Change	65	19	32	32 <sup>(2)</sup>

**Notes:**

1. Assumptions: 50% toggle rate and 50% Write rate; 300 MHz frequency.
2. Use of 512x72 extra-wide primitive in a Single Port configuration.

**Note:** Data shown in Table 42 is preliminary and subject to change. Data shown is based on Spartan-3 FPGA XPE spreadsheet v11.1. Always use the latest version of each target architecture XPE spreadsheet to get the most accurate estimate

Table 42: Power-Resource benchmarking for Spartan-3 Family<sup>(1)</sup> (2)

Memory Configuration	Memory Type	Dynamic Power Consumption for Single Read/Write (mW)		Block RAM Resource Utilization (Number of 18K Block RAMs)	
		Minimum Area	Low Power	Minimum Area	Low Power
2kx36	TDP	32	13	4	4
8kx12	TDP	44	10	6	8
8kx72	TDP	69	30	32	32
8kx72	SP	38	15	32	32 <sup>(3)</sup>

1. All Spartan-3 and derivative families have similar power estimates.
2. Assumptions: 50% toggle rate and 50% Write rate; 150 MHz frequency.
3. Use of 256x72 extra-wide primitive in a Single Port configuration.

Besides using the Low Power algorithm, the following design considerations are recommended for power optimizations:

- The Low Power algorithm disables the “Always Enabled” option for the Port A and Port B enable pins, and the user is forced to have these pins at the output (the “Use EN[A | B] Pin” option). These pins must not be permanently tied to ‘1’ if it is desired that power be conserved. Each port’s enable pin must be asserted high only when that port of the block RAM needs to be accessed.
- Use of output registers improves performance, but also increases power consumption. Even if used in the design, the output registers should be disabled when the block RAMs are not being accessed.
- The user can choose the operating mode even in the Low Power algorithm based upon design requirements; however it is recommended that the default operating mode of the Low Power algorithm (NO\_CHANGE mode) be used. This mode results in lower power consumption as compared to the WRITE\_FIRST and READ\_FIRST modes.

## Compatibility with Older Memory Cores

The Block Memory Generator Migration Kit can be used to migrate from legacy memory cores (Dual Port Block Memory and Single Port Block Memory cores) and older versions of the Block Memory Generator core to the latest version of the Block Memory Generator core.

For information about using the Migration Kit, see the [Block Memory Generator Migration Kit Product Page](#).

## Auto Upgrade Feature

The Block Memory Generator core has an auto upgrade feature for updating older versions of the Block Memory Generator core to the latest version. The auto upgrade feature can be seen by right clicking the already generated older version of Block Memory Generator core in the **Project IP** tab of CORE Generator.

There are two types of auto upgrades:

- **Upgrade Version and Regenerate** (Under Current Project Settings): Upgrades an older Block Memory Generator core to any intermediate version. The supported intermediate versions include 2.4, 2.7, 2.8, 3.1, 3.2, 3.3, 4.1, 4.2 and 4.3 of the Block Memory Generator.
- **Upgrade to Latest Version and Regenerate** (Under Current Project Settings): Upgrades an older Block Memory Generator Core to the latest version. Any earlier version of Block Memory Generator core can be upgraded to v6.1.

## Construction of Smaller Memories

A single memory of a given depth can be used to construct two independent memories of half the depth. This can be achieved by tying the MSB of the address of one port to ‘0’ and the MSB of the address of the second port to ‘1’. This feature can be used only for memories that are at most one primitive deep.

As an example, consider the construction of two independent 128x32 memories using a single 256x32 memory. Generate a 256x32 True Dual Port memory core in CORE Generator using the desired parameters. Once generated, the MSB of ADDR<sub>A</sub> is connected to ‘0’ and the MSB of ADDR<sub>B</sub> is connected to ‘1’. This effectively turns a True Dual Port 256x32 memory (with both A and B ports sharing the same memory space) into two single-port 128x32 memories, where port A is a single-port memory addressing memory locations 0-127, and port B is a single-port memory addressing memory locations 128-255. In this configuration, the two 128x32 memories function completely independent of each other, in a single block RAM primitive. While initializing such a memory, the input COE file

should contain 256 32-bit wide entries. The first 128 entries initialize memory A, while the second 128 entries initialize memory B, as shown in Figure 62.

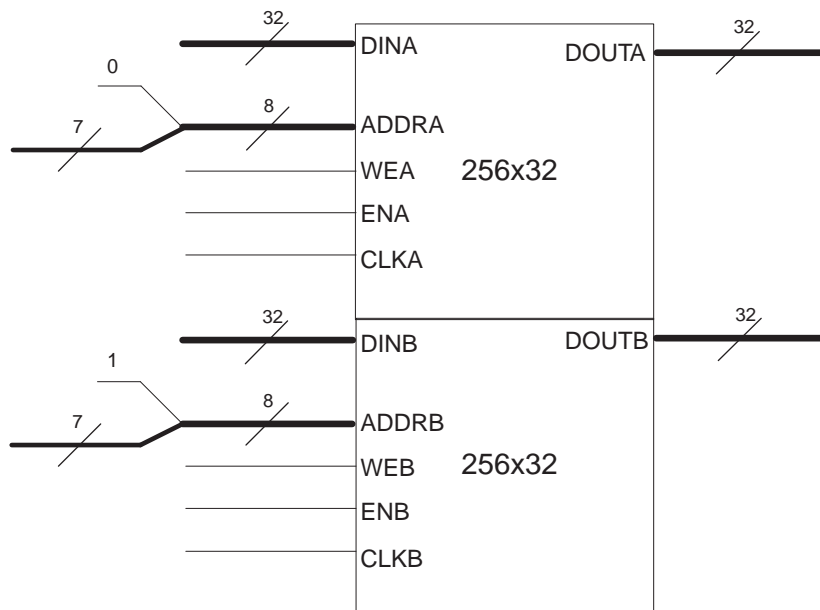


Figure 62: Construction of Two Independent 128x32 Memories using a Single 256x32 Memory

For construction of memories narrower than 32-bits, for example 19 bits, the widths of both ports A and B can be set to 19 in the CORE Generator GUI. The cores are then connected the same way. The COE entries must then be just 19 bits wide. Alternately, a 32-bit wide memory may be generated, and only the least significant 19 bits may be used. COE entries in this case will be trimmed or padded with 0s automatically to fill the appropriate number of bits.

For construction of memories shallower than 128 words, for example 23 words, simply use the first 23 entries in the memory, tying off the unused address bits to '0'. Alternately, use the same strategy as above to turn a True Dual Port 64-word deep memory into two 32-word deep memories.

## Native Block Memory Generator SIM Parameters

Table 43 defines the SIM parameters used to specify the configuration of the core. These parameters are only used to manually instantiate the core in HDL, calling the CORE Generator dynamically. This parameter list does not apply to users that generate the core using the CORE Generator GUI.

Table 43: Native Interface SIM Parameters

	SIM Parameter	Type	Values	Description
1	C_FAMILY	String	"virtex4" "virtex5" "spartan3"	Target device family
2	C_XDEVICEFAMILY	String	"virtex4" "virtex5" "spartan3" "spartan3a" "spartan3adsp"	Finest resolution target family derived from the parent C_FAMILY
3	C_ELABORATION_DIR	String		Elaboration Directory

Table 43: Native Interface SIM Parameters (Cont'd)

	SIM Parameter	Type	Values	Description
4	C_MEM_TYPE	Integer	0: Single Port RAM 1: Simple Dual Port RAM 2: True Dual Port RAM 3: Single Port ROM 4: Dual Port ROM	Type of memory
5	C_ALGORITHM	Integer	0 (selectable primitive), 1 (minimum area), 2 (low power)	Type of algorithm
6	C_PRIM_TYPE	Integer	0 (1-bit wide) 1 (2-bit wide) 2 (4-bit wide) 3 (9-bit wide) 4 (18-bit wide) 5 (36-bit wide) 6 (72-bit wide, single-port only)	If fixed primitive algorithm is chosen, determines which type of primitive to use to build memory
7	C_BYTE_SIZE	Integer	9, 8	Defines size of a byte: 9 bits or 8 bits
8	C_SIM_COLLISION_CHECK	String	NONE, GENERATE_X_ONLY, ALL, WARNINGS_ONLY	Defines warning collision checks in structural/unisim simulation model
9	C_COMMON_CLOCK	Integer	0, 1	Determines whether to optimize behavioral models for Read/Write accesses and collision checks by assuming clocks are synchronous. It is recommended to set this option to 0 when both the clocks are not synchronous, in order to have the models function properly.
10	C_DISABLE_WARN_BHV_COLL	Integer	0, 1	Disables the behavioral model from generating warnings due to Read-Write collisions
11	C_DISABLE_WARN_BHV_RANGE	Integer	0, 1	Disables the behavioral model from generating warnings due to address out of range
12	C_LOAD_INIT_FILE	Integer	0, 1	Defined whether to load initialization file
13	C_INIT_FILE_NAME	String	""	Name of initialization file (MIF format)
14	C_USE_DEFAULT_DATA	Integer	0, 1	Determines whether to use default data for the memory
15	C_DEFAULT_DATA	String	"0"	Defines a default data for the memory
16	C_HAS_MEM_OUTPUT_REGS_A	Integer	0, 1	Determines whether port A has a register stage added at the output of the memory latch
17	C_HAS_MEM_OUTPUT_REGS_B	Integer	0,1	Determines whether port B has a register stage added at the output of the memory latch



Table 43: Native Interface SIM Parameters (Cont'd)

	SIM Parameter	Type	Values	Description
18	C_HAS_MUX_OUTPUT_REGS_A	Integer	0,1	Determines whether port A has a register stage added at the output of the memory core
19	C_HAS_MUX_OUTPUT_REGS_B	Integer	0,1	Determines whether port B has a register stage added at the output of the memory core
20	C_MUX_PIPELINE_STAGES	Integer	0,1,2,3	Determines the number of pipeline stages within the MUX for both port A and port B
21	C_WRITE_WIDTH_A	Integer	1 to 1152	Defines width of Write port A
22	C_READ_WIDTH_A	Integer	1 to 1152	Defines width of Read port A
23	C_WRITE_DEPTH_A	Integer	2 to 9011200	Defines depth of Write port A
24	C_READ_DEPTH_A	Integer	2 to 9011200	Defines depth of Read port A
25	C_ADDRA_WIDTH	Integer	1 to 24	Defines the width of address A
26	C_WRITE_MODE_A	String	Write_First, Read_first, No_change	Defines the Write mode for port A
27	C_HAS_ENA	Integer	0, 1	Determines whether port A has an enable pin
28	C_HAS_REGCEA	Integer	0, 1	Determines whether port A has an enable pin for its output register
29	C_HAS_RSTA	Integer	0, 1	Determines whether port A has reset pin
30	C_INITA_VAL	String	"0"	Defines initialization/power-on value for port A output
31	C_USE_BYTE_WEA	Integer	0, 1	Determines whether byte-Write feature is used on port A For True Dual Port configurations, this value is the same as C_USE_BYTE_WEB, since there is only a single byte Write enable option provided
32	C_WEA_WIDTH	Integer	1 to 128	Defines width of WEA pin for port A
33	C_WRITE_WIDTH_B	Integer	1 to 1152	Defines width of Write port B
34	C_READ_WIDTH_B	Integer	1 to 1152	Defines width of Read port B
35	C_WRITE_DEPTH_B	Integer	2 to 9011200	Defines depth of Write port B
36	C_READ_DEPTH_B	Integer	2 to 9011200	Defines depth of Read port B
37	C_ADDRB_WIDTH	Integer	1 to 24	Defines the width of address B
38	C_WRITE_MODE_B	String	Write_First, Read_first, No_change	Defines the Write mode for port B
39	C_HAS_ENB	Integer	0, 1	Determines whether port B has an enable pin
40	C_HAS_REGCEB	Integer	0, 1	Determines whether port B has an enable pin for its output register
41	C_HAS_RSTB	Integer	0, 1	Determines whether port B has reset pin

Table 43: Native Interface SIM Parameters (Cont'd)

	SIM Parameter	Type	Values	Description
42	C_INITB_VAL	String	"..."	Defines initialization/power-on value for port B output
43	C_USE_BYTE_WEB	Integer	0, 1	Determines whether byte-Write feature is used on port B This value is the same as C_USE_BYTE_WEA, since there is only a single byte Write enable provided
44	C_WEB_WIDTH	Integer	1 to 128	Defines width of WEB pin for port B
45	C_USE_ECC	Integer	0,1	For Kintex-7, Virtex-7, Virtex-6, and Virtex-5 FPGAs only. Determines ECC options: <ul style="list-style-type: none"> <li>0 = No ECC</li> <li>1 = ECC</li> </ul>
46	C_RST_TYPE	String	(["SYNC", "ASYNC"] : "SYNC")	Type of Reset – synchronous or asynchronous. This parameter applies only for Spartan-6 devices.
47	C_RST_PRIORITY_A	String	(["CE", "SR"] : "CE")	In the absence of output registers, this selects the priority between the RAM ENA and the RSTA pin. When using output registers, this selects the priority between REGCEA and the RSTA pin.
48	C_RSTRAM_A	Integer	([0,1] : 1)	Applicable for Kintex-7, Virtex-7, Virtex-6, Spartan-3A DSP, and Spartan-6 devices. If the value of this generic is 1, both the memory latch and the embedded primitive output register of Port A are reset. If this value is 0, then for Spartan-3A DSP and Spartan-6 devices, the primitive output register is built out of fabric, and only the output register is reset (the memory latch is not reset). If this value is 0 for Kintex-7, Virtex-7, and Virtex-6 devices, then only the embedded output register of the primitive is reset (the memory latch is not reset). Setting this option to 1 results in the output reset value being asserted for two clock cycles.
49	C_RST_PRIORITY_B	String	(["CE", "SR"] : "CE")	In the absence of output registers, this selects the priority between the RAM ENB and the RSTB pin. When using output registers, this selects the priority between REGCEB and the RSTB pin.

Table 43: Native Interface SIM Parameters (Cont'd)

	SIM Parameter	Type	Values	Description
50	C_RSTRAM_B	Integer	([0,1] : 1)	Applicable for Kintex-7, Virtex-7, Virtex-6, Spartan-3A DSP, and Spartan-6 devices. If the value of this generic is 1, both the memory latch and the embedded primitive output register of Port B are reset. If this value is 0, then for Spartan-3A DSP and Spartan-6 devices, the primitive output register is built out of fabric, and only the output register is reset (the memory latch is not reset). If this value is 0 for Kintex-7, Virtex-7, and Virtex-6 devices, then only the embedded output register of the primitive is reset (the memory latch is not reset). Setting this option to 1 results in the output reset value being asserted for two clock cycles.
51	C_HAS_INJECTERR	Integer	([0,1,2,3] : 0)	For Kintex-7, Virtex-7, and Virtex-6 FPGAs only. Determines the type of error injection: <ul style="list-style-type: none"> <li>• 0 = No Error Injection</li> <li>• 1 = Single-Bit Error Injection Only</li> <li>• 2 = Double-Bit Error Injection Only</li> <li>• 3 = Both Single- and Double-Bit Error Injection</li> </ul>
52	C_USE_SOFTECC	Integer	0,1	For Kintex-7, Virtex-7, Virtex-6, and Spartan-6 FPGAs only. Determines Soft ECC options: <ul style="list-style-type: none"> <li>• 0 = No Soft ECC</li> <li>• 1 = Soft ECC</li> </ul>
53	C_HAS_SOFTECC_INPUT_REGS_A	Integer	0,1	Registers the input ports in the design when Soft ECC is enabled: <ul style="list-style-type: none"> <li>• 0 = Registers not enabled</li> <li>• 1 = Registers enabled</li> </ul>
54	C_HAS_SOFTECC_OUTPUT_REGS_B	Integer	0,1	Registers the input ports in the design when Soft ECC is enabled: <ul style="list-style-type: none"> <li>• 0 = Registers not enabled</li> <li>• 1 = Registers enabled</li> </ul>

## AXI4 Interface Block Memory Generator SIM Parameters

Table 44: AXI4 Interface SIM Parameters

	SIM Parameter	Type	Values	Description
1	C_FAMILY	String	"virtex6" "virtex7" "spartan6"	Target device family.
2	C_XDEVICEFAMILY	String	"virtex6" "virtex7" "spartan6"	Finest resolution target family.
3	C_ELABORATION_DIR	String		Elaboration Directory.

Table 44: AXI4 Interface SIM Parameters (Cont'd)

	SIM Parameter	Type	Values	Description
4	C_INTERFACE_TYPE	Integer	0: Native 1: AXI4	Determines the type of interface selected.
5	C_AXI_TYPE	Integer	0: AXI4_Lite 1: AXI4_Full	Determines the type of the AXI4 interface.
6	C_AXI_SLAVE_TYPE	Integer	0: Memory Slave 1: Peripheral Slave	Determines the type of the AXI4 Slave interface.
7	C_HAS_AXI_ID	Integer	0: Core does not use AXI4 ID 1: Core uses AXI4 ID	Determines whether the AXI4 interface supports AXI4 ID.
8	C_AXI_ID_WIDTH	Integer	1 to 16	Defines the AXI4 ID value.
9	C_MEM_TYPE	Integer	1: Simple Dual Port RAM	Type of memory.
10	C_ALGORITHM	Integer	0 (selectable primitive), 1 (minimum area), 2 (low power)	Type of algorithm.
11	C_PRIM_TYPE	Integer	0 (1-bit wide) 1 (2-bit wide) 2 (4-bit wide) 3 (9-bit wide) 4 (18-bit wide) 5 (36-bit wide) 6 (72-bit wide, single-port only)	If fixed primitive algorithm is chosen, determines which type of primitive to use to build memory.
12	C_BYTE_SIZE	Integer	9, 8	Defines size of a byte: 9 bits or 8 bits.
13	C_COMMON_CLOCK	Integer	0, 1	Determines whether to optimize behavioral models for Read/Write accesses and collision checks by assuming clocks are synchronous. It is recommended to set this option to 0 when both the clocks are not synchronous, in order to have the models function properly.
14	C_DISABLE_WARN_BHV_COLL	Integer	0, 1	Disables the behavioral model from generating warnings due to Read Write collisions.
15	C_DISABLE_WARN_BHV_RANGE	Integer	0, 1	Disables the behavioral model from generating warnings due to address out of range.
16	C_LOAD_INIT_FILE	Integer	0, 1	Defined whether to load initialization File.
17	C_INIT_FILE_NAME	String	""	Name of initialization file (MIF format).
18	C_USE_DEFAULT_DATA	Integer	0, 1	Determines whether to use default data for the memory.
19	C_DEFAULT_DATA	String	0	Defines a default data for the Memory.

Table 44: AXI4 Interface SIM Parameters (Cont'd)

	SIM Parameter	Type	Values	Description
20	C_HAS_MEM_OUTPUT_REGS_A	Integer	0	Determines whether port A has a register stage added at the output of the memory latch.
21	C_HAS_MEM_OUTPUT_REGS_B	Integer	0	Determines whether port B has a register stage added at the output of the memory latch.
22	C_HAS_MUX_OUTPUT_REGS_A	Integer	0	Determines whether port A has a register stage added at the output of the memory core.
23	C_HAS_MUX_OUTPUT_REGS_B	Integer	0	Determines whether port B has a register stage added at the output of the memory core.
24	C_MUX_PIPELINE_STAGES	Integer	0	Determines the number of pipeline stages within the MUX for both port A and port B.
25	C_WRITE_WIDTH_A	Integer	8 to 256	Defines width of Write port A.
26	C_READ_WIDTH_A	Integer	8 to 256	Defines width of Read port A.
27	C_WRITE_DEPTH_A	Integer	2 to 9011200	Defines depth of Write port A.
28	C_READ_DEPTH_A	Integer	2 to 9011200	Defines depth of Read port A.
29	C_ADDRA_WIDTH	Integer	1 to 32	Defines the width of address A.
30	C_WRITE_MODE_A	String	Write_First, Read_first	Defines the Write mode for port A.
31	C_HAS_ENA	Integer	1	Determines whether port A has an enable pin.
32	C_HAS_REGCEA	Integer	0	Determines whether port A has an enable pin for its output register.
33	C_HAS_RSTA	Integer	0	Determines whether port A has reset pin.
34	C_INITA_VAL	String	0	Defines initialization/power-on value for port A output.
35	C_USE_BYTE_WEA	Integer	0, 1	Determines whether byte-Write feature is used on port A. For True Dual Port configurations, this value is the same as C_USE_BYTE_WEB, since there is only a single byte Write enable option provided.
36	C_WEA_WIDTH	Integer	1 to 128	Defines width of WEA pin for port A.
37	C_WRITE_WIDTH_B	Integer	8 to 256	Defines width of Write port B.
38	C_READ_WIDTH_B	Integer	8 to 256	Defines width of Read port B.
39	C_WRITE_DEPTH_B	Integer	2 to 9011200	Defines depth of Write port B.
40	C_READ_DEPTH_B	Integer	2 to 9011200	Defines depth of Read port B.
41	C_ADDRB_WIDTH	Integer	1 to 32	Defines the width of address B.
42	C_WRITE_MODE_B	String	Write_First, Read_first,	Defines the Write mode for port B.
43	C_HAS_ENB	Integer	1	Determines whether port B has an enable pin.

Table 44: AXI4 Interface SIM Parameters (Cont'd)

	SIM Parameter	Type	Values	Description
44	C_HAS_REGCEB	Integer	0	Determines whether port B has an enable pin for its output register.
45	C_HAS_RSTB	Integer	0	Determines whether port B has reset pin.
46	C_INITB_VAL	String	"..."	Defines initialization/power-on value for port B output.
47	C_USE_BYTE_WEB	Integer	0, 1	Determines whether byte-Write feature is used on port B. This value is the same as C_USE_BYTE_WEA, since there is only a single byte Write enable provided.
48	C_WEB_WIDTH	Integer	1 to 128	Defines width of WEB pin for port B.
49	C_USE_ECC	Integer	0	For Kintex-7, Virtex-7, and Virtex-6, determines ECC options: <ul style="list-style-type: none"> <li>0 = No ECC</li> <li>1 = ECC</li> </ul>
50	C_RST_TYPE	String	(["SYNC", "ASYNC"] : "SYNC")	Type of Reset: synchronous or asynchronous. This parameter applies only for Spartan-6 devices.
51	C_RST_PRIORITY_A	String	(["CE", "SR"] : "CE")	In the absence of output registers, this selects the priority between the RAM ENA and the RSTA pin. When using output registers, this selects the priority between REGCEA and the RSTA pin.
52	C_RSTRAM_A	Integer	0	Applicable for Kintex-7, Virtex-7, Virtex-6 and Spartan-6 devices. If the value of this generic is 1, both the memory latch and the embedded primitive output register of Port A are reset. If this value is 0, then for Spartan-3A DSP and Spartan-6 devices, the primitive output register is built out of fabric, and only the output register is reset (the memory latch is not reset). If this value is 0 for Kintex-7, Virtex-7, and Virtex-6 devices, then only the embedded output register of the primitive is reset (the memory latch is not reset). Setting this option to 1 results in the output reset value being asserted for two clock cycles.
53	C_RST_PRIORITY_B	String	(["CE", "SR"] : "CE")	In the absence of output registers, this selects the priority between the RAM ENB and the RSTB pin. When using output registers, this selects the priority between REGCEB and the RSTB pin.

Table 44: AXI4 Interface SIM Parameters (Cont'd)

	SIM Parameter	Type	Values	Description
54	C_RSTRAM_B	Integer	0	Applicable for Kintex-7, Virtex-7, Virtex-6, Spartan-3A DSP, and Spartan-6 devices. If the value of this generic is 1, both the memory latch and the embedded primitive output register of Port B are reset. If this value is 0, then for Spartan-3A DSP and Spartan-6 devices, the primitive output register is built out of fabric, and only the output register is reset (the memory latch is not reset). If this value is 0 for Kintex-7, Virtex-7, and Virtex-6 devices, then only the embedded output register of the primitive is reset (the memory latch is not reset). Setting this option to 1 results in the output reset value being asserted for two clock cycles.
55	C_HAS_INJECTERR	Integer	([0,1,2,3] : 0)	For Kintex-7, Virtex-7, and Virtex-6 FPGAs only. Determines the type of error injection: <ul style="list-style-type: none"> <li>0 = No Error Injection</li> <li>1 = Single-Bit Error Injection Only</li> <li>2 = Double-Bit Error Injection Only</li> <li>3 = Both Single- and Double-Bit Error Injection</li> </ul>
56	C_USE_SOFTECC	Integer	0	For Kintex-7, Virtex-7, Virtex-6, and Spartan-6 FPGAs only. Determines Soft ECC options: <ul style="list-style-type: none"> <li>0 = No Soft ECC</li> <li>1 = Soft ECC</li> </ul>
57	C_HAS_SOFTECC_INPUT_REGS_A	Integer	0	Registers the input ports in the design when Soft ECC is enabled: <ul style="list-style-type: none"> <li>0 = Registers not enabled</li> <li>1 = Registers enable</li> </ul>
58	C_HAS_SOFTECC_OUTPUT_REGS_B	Integer	0	Registers the input ports in the design when Soft ECC is enabled: <ul style="list-style-type: none"> <li>0 = Registers not enabled</li> <li>1 = Registers enabled</li> </ul>
59	C_SIM_COLLISION_CHECK	String	NONE, GENERATE_X_ONLY, ALL, WARNINGS_ONLY	Defines warning collision checks in structural/UniSim simulation model.

## Output Register Configurations

The Block Memory Generator core provides optional output registers that can be selected for port A and port B separately, and that may improve the performance of the core. The configurations described in the sections that follow are separated into these sections:

- Kintex-7, Virtex-7, Virtex-6, Virtex-5, and Virtex-4 Devices
- Spartan-6 and Spartan-3A DSP Devices
- Spartan-3 Devices and Implementations

Figure 63 shows the Optional Output Registers section of the Block Memory Generator GUI.

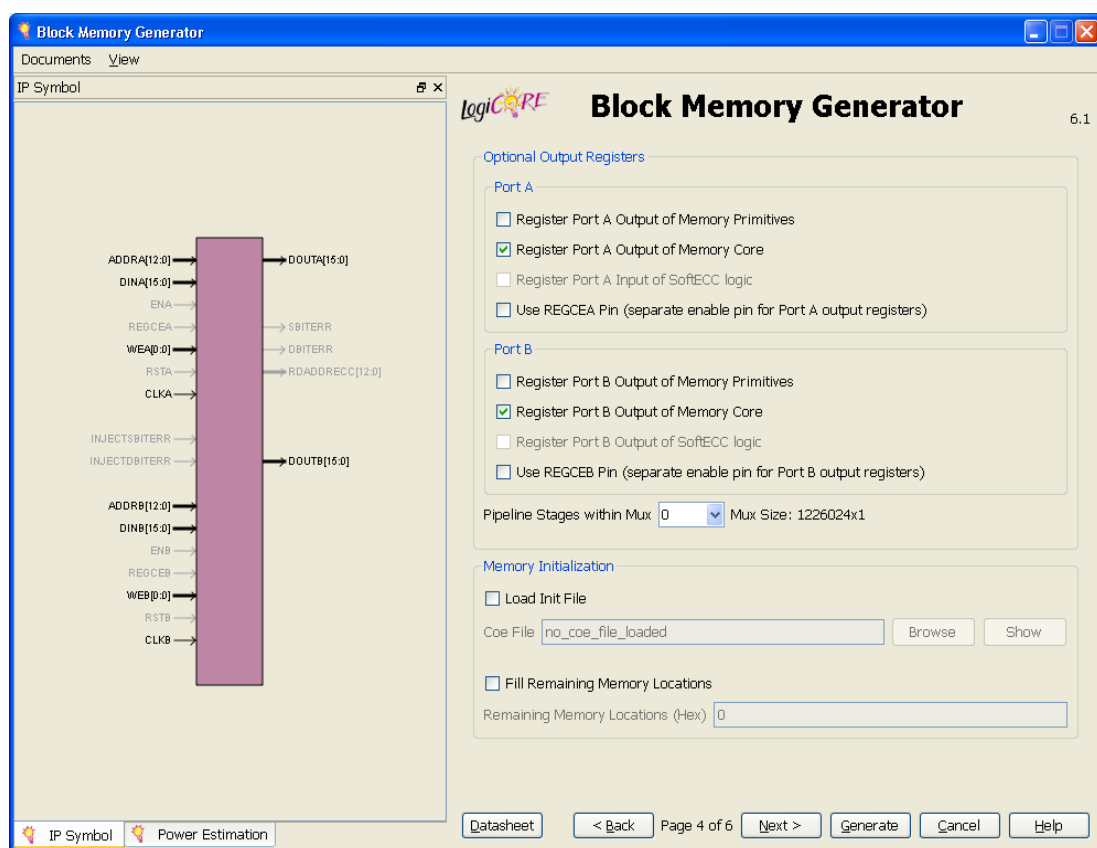


Figure 63: Optional Output Registers Section

## Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 FPGA: Output Register Configurations

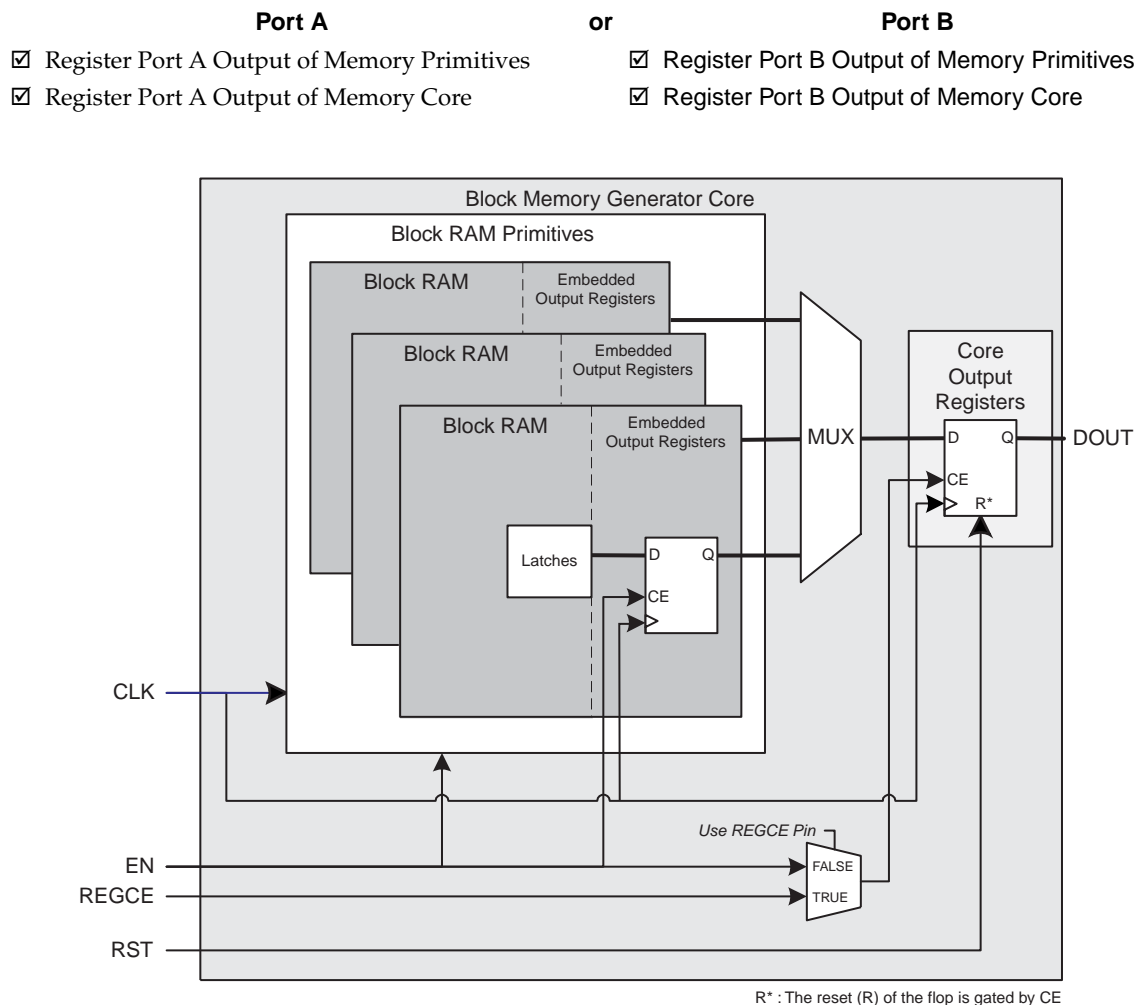
To tailor register options for Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 FPGA configurations, two selections for port A and two selections for port B are provided on Screen 3 of the CORE Generator GUI in the Optional Output Registers section. The embedded output registers for the corresponding port(s) are enabled when Register Port [A | B] Output of Memory Primitives is selected. Similarly, registers at the output of the core for the corresponding port(s) are enabled by selecting Register Port [A | B] Output of Memory Core. Figure 64 through Figure 71 illustrate the Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 FPGA output register configurations.



For Kintex-7, Virtex-7, and Virtex-6, when only Register Port [A | B] Output of Memory Primitives and the corresponding Use RST[A | B] Pin are selected, the special reset behavior (option to reset the memory latch, in addition to the primitive output register) becomes available. For more information on this reset behavior, see [Special Reset Behavior](#), page 39.

### Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 FPGA: Memory with Primitive and Core Output Registers

With both Register Port [A | B] Output of Memory Primitives and the corresponding Register Port [A | B] Output of Memory Core selected, a memory core is generated with the Kintex-7, Virtex-7, Virtex-6, Virtex-5 or Virtex-4 FPGA embedded output registers and a register on the output of the core for the selected port(s), as shown in [Figure 64](#). This configuration may provide improved performance for building large memory constructs.

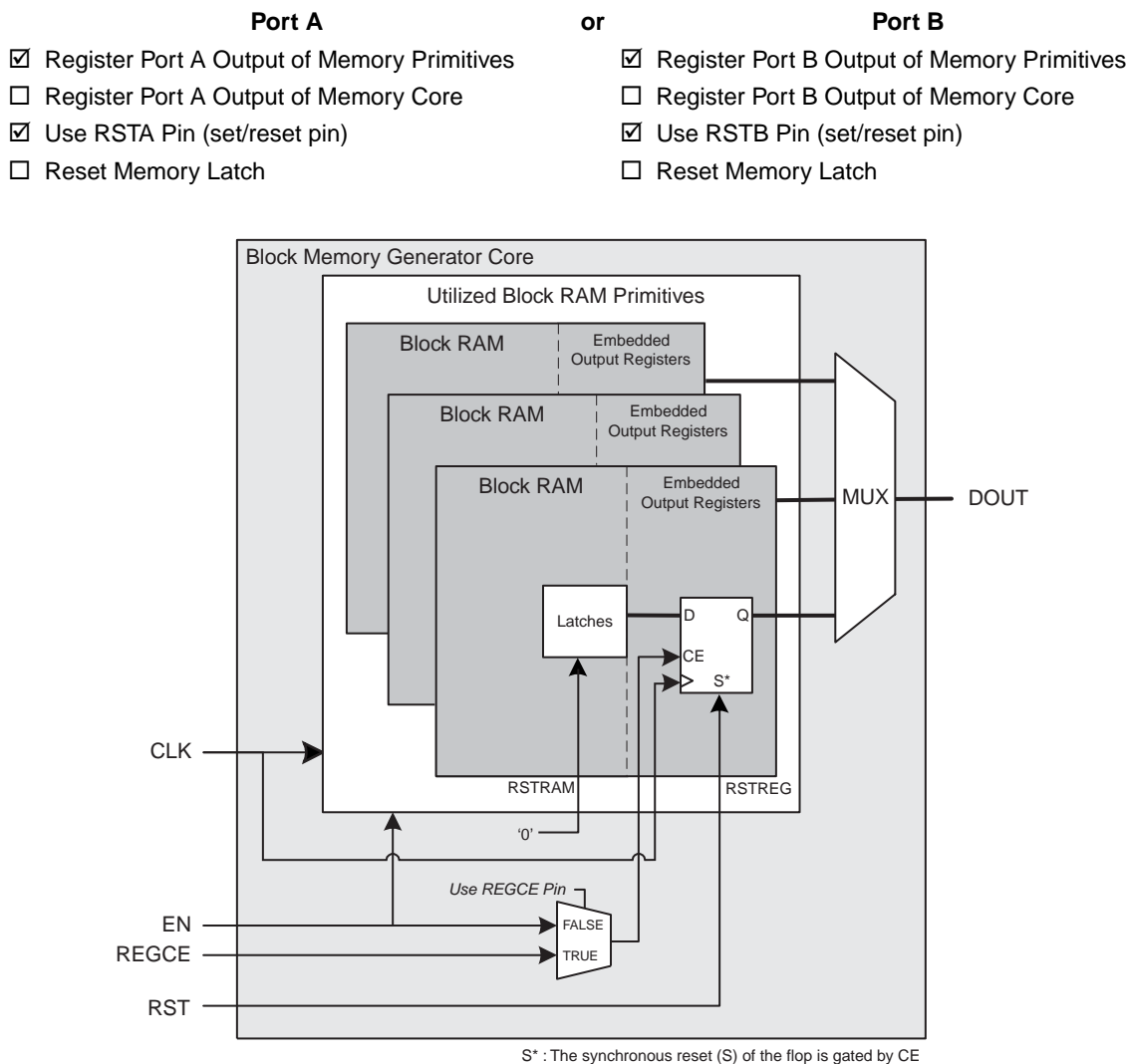


**Figure 64: Kintex-7, Virtex-7, Virtex-6, Virtex-5, or Virtex-4 FPGA Block Memory Generated with Register Port [A|B] Output of Memory Primitives and Register Port [A|B] Output of Memory Core Enabled**

### Kintex-7, Virtex-7, and Virtex-6 FPGAs: Memory with Primitive Output Registers and without Special Reset Behavior option

If Use RSTA Pin (set/reset pin) or Use RSTB Pin (set/reset pin) is selected, and the special reset behavior (to reset the memory latch besides the primitive output register) is not selected, then the input reset signal is only connected to the RSTREG pin of the Kintex-7, Virtex-7, and Virtex-6 devices' block RAM primitive, as illustrated in [Figure 65](#).

**Note:** This will result in reset similar to that of Spartan-3, Spartan-3A, Virtex-5 and Virtex-4 devices.



**Figure 65: Kintex-7, Virtex-7, and Virtex-6 Block Memory Generated with Register Port [A]B  
Output of Memory Primitives Enabled and without Special Reset Behavior**

## Kintex-7, Virtex-7, and Virtex-6 FPGAs: Memory with Primitive Output Registers and with Special Reset Behavior option

When Register Port [A | B] Output of Memory Primitives, Use RSTA Pin (set/reset pin) or Use RSTB Pin (set/reset pin), and the special reset behavior (to reset the memory latch besides the primitive output register) are selected, then the input reset signal is connected to both the RSTRAM and RSTREG pins of the Kintex-7, Virtex-7, and Virtex-6 devices' block RAM primitive, as illustrated in Figure 66.

- | Port A  | or | Port B  |
|---|----|---|
| <input checked="" type="checkbox"/> Register Port A Output of Memory Primitives |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Primitives |
| <input type="checkbox"/> Register Port A Output of Memory Core                  |    | <input type="checkbox"/> Register Port B Output of Memory Core                  |
| <input checked="" type="checkbox"/> Use RSTA Pin (set/reset pin)                |    | <input checked="" type="checkbox"/> Use RSTB Pin (set/reset pin)                |
| <input checked="" type="checkbox"/> Reset Memory Latch                          |    | <input checked="" type="checkbox"/> Reset Memory Latch                          |

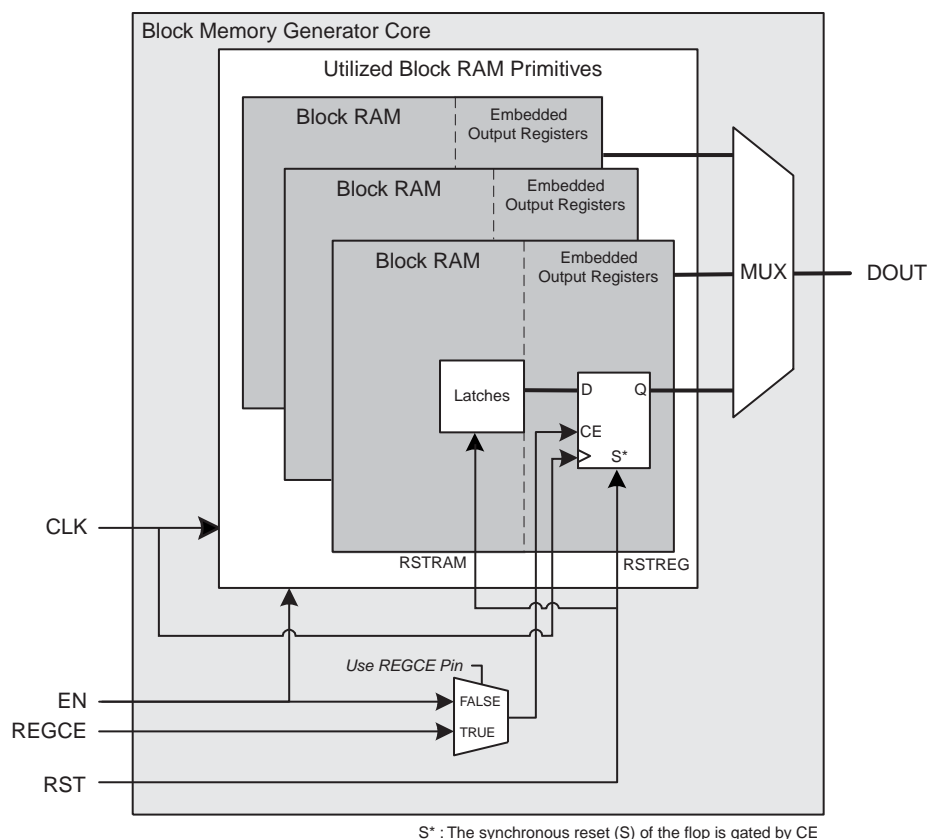
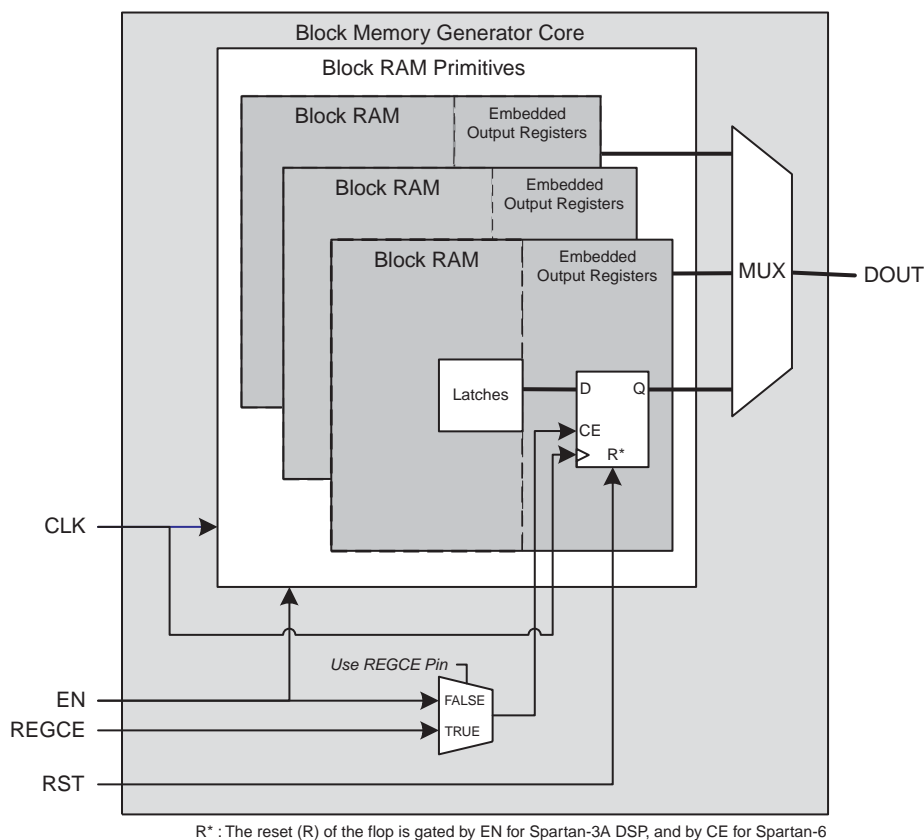


Figure 66: Kintex-7, Virtex-7, and Virtex-6 Block Memory Generated with Register Port [A|B] Output of Memory Primitives Enabled and with Special Reset Behavior

## Virtex-5 FPGA: Memory with Primitive Output Registers

When Register Port [A | B] Output of Memory Primitives is selected, a memory core that registers the output of the block RAM primitives for the selected port(s) is generated. In Virtex-5 devices, these registers are always implemented using the output registers embedded in the Virtex-5 FPGA block RAM architecture. The output of any multiplexing that may be required to combine multiple primitives is not registered in this configuration, as shown in Figure 67.

- | Port A  | or | Port B  |
|---|----|---|
| <input checked="" type="checkbox"/> Register Port A Output of Memory Primitives |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Primitives |
| <input type="checkbox"/> Register Port A Output of Memory Core                  |    | <input type="checkbox"/> Register Port B Output of Memory Core                  |



**Figure 67: Virtex-5 FPGA Block Memory Generated with Register Port [A|B] Output of Memory Primitives Enabled**

## Virtex-4 FPGA: Memory with Primitive Output Registers without RST

When Register Port [A | B] Output of Memory Primitives is selected and the corresponding Use RST [A | B] Pin (set/reset pin) is unselected, a memory core that registers the output of the block RAM primitives for the selected port(s) using the output registers embedded in Virtex-4 FPGA architecture is generated. The output of any multiplexing that may be required to combine multiple primitives is not registered in this configuration, as shown in Figure 68.

- | Port A  | or | Port B  |
|---|----|---|
| <input checked="" type="checkbox"/> Register Port A Output of Memory Primitives |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Primitives |
| <input type="checkbox"/> Register Port A Output of Memory Core                  |    | <input type="checkbox"/> Register Port B Output of Memory Core                  |
| <input type="checkbox"/> Use RSTA Pin (set/reset pin)                           |    | <input type="checkbox"/> Use RSTB Pin (set/reset pin)                           |

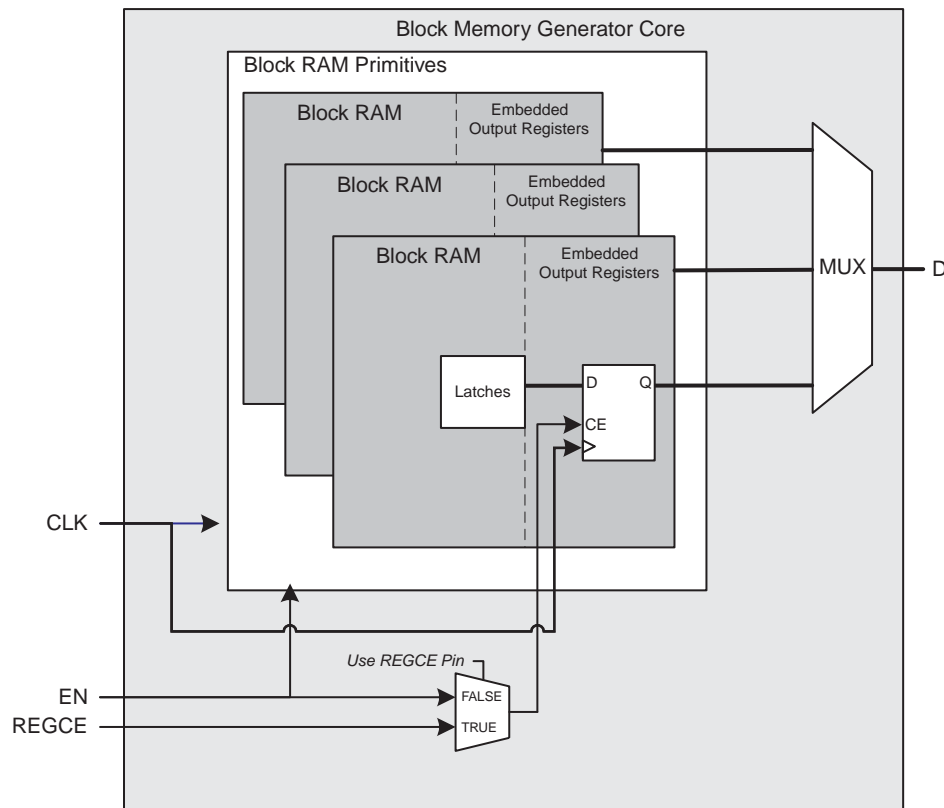
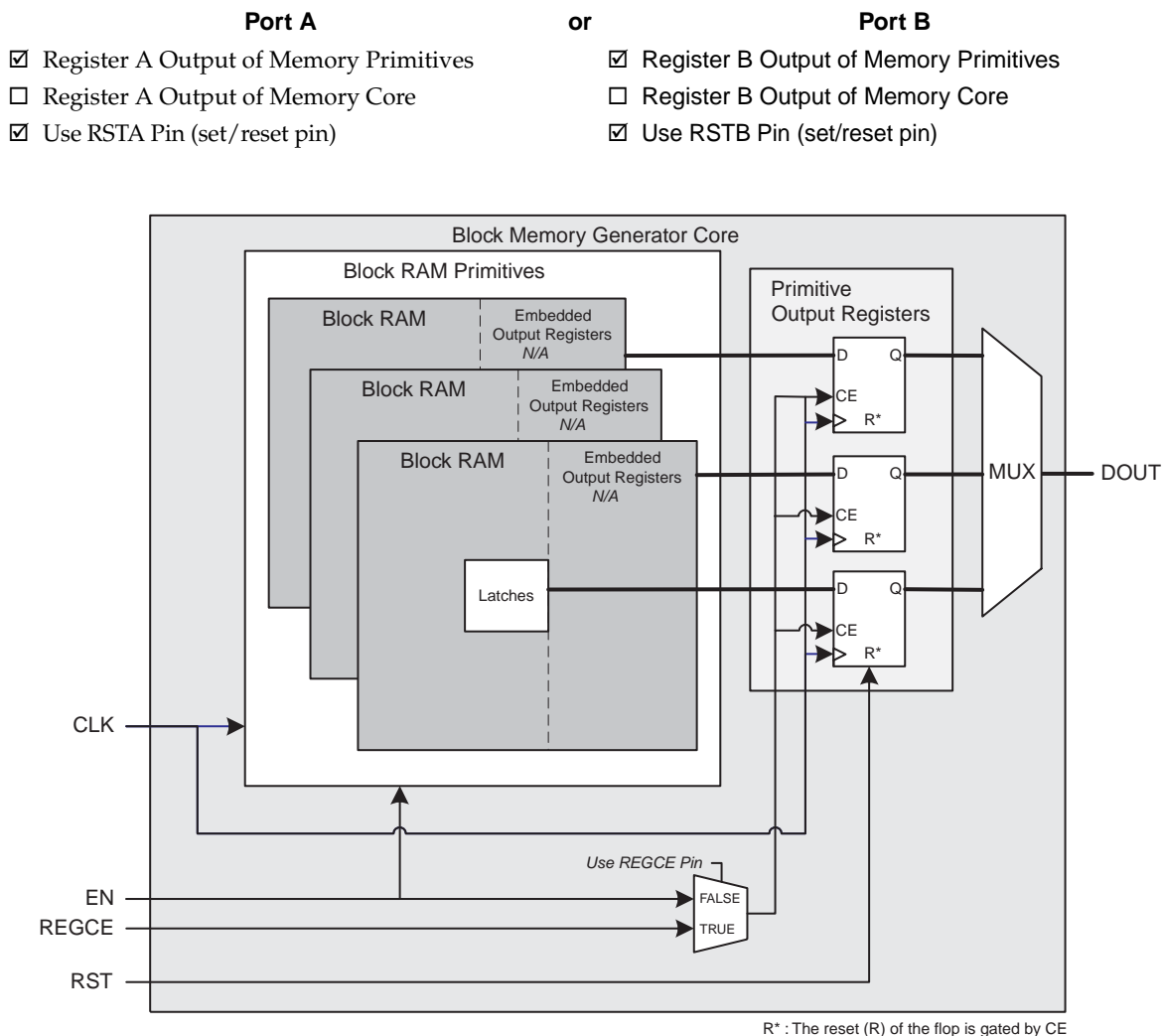


Figure 68: Virtex-4 Block Memory Generated with only Register Port [A | B] Output of Memory Primitives Enabled

### Virtex-4 FPGA: Memory with Primitive Output Registers with RST

If either Use RSTA Pin (set/reset pin) or Use RSTB Pin (set/reset pin) is selected from the Output Reset section of the Port Options screen(s), the Virtex-4 embedded block RAM registers cannot be used for the corresponding port(s). The primitive output registers are built from FPGA fabric, as shown in Figure 69.



**Figure 69: Virtex-4 Block Memory Generated with Register Output of Memory Primitives and Use RST[A|B] Pin Options Enabled**

## Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 FPGA: Memory with Core Output Registers

When only Register Port [A|B] Output of Memory Core is selected, the Kintex-7/Virtex-6/Virtex-6/Virtex-5/Virtex-4 device's embedded registers are disabled for the selected ports in the generated core, as shown in Figure 70.

- | Port A  | or | Port B  |
|---|----|---|
| <input type="checkbox"/> Register Port A Output of Memory Primitives      |    | <input type="checkbox"/> Register Port B Output of Memory Primitives      |
| <input checked="" type="checkbox"/> Register Port A Output of Memory Core |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Core |

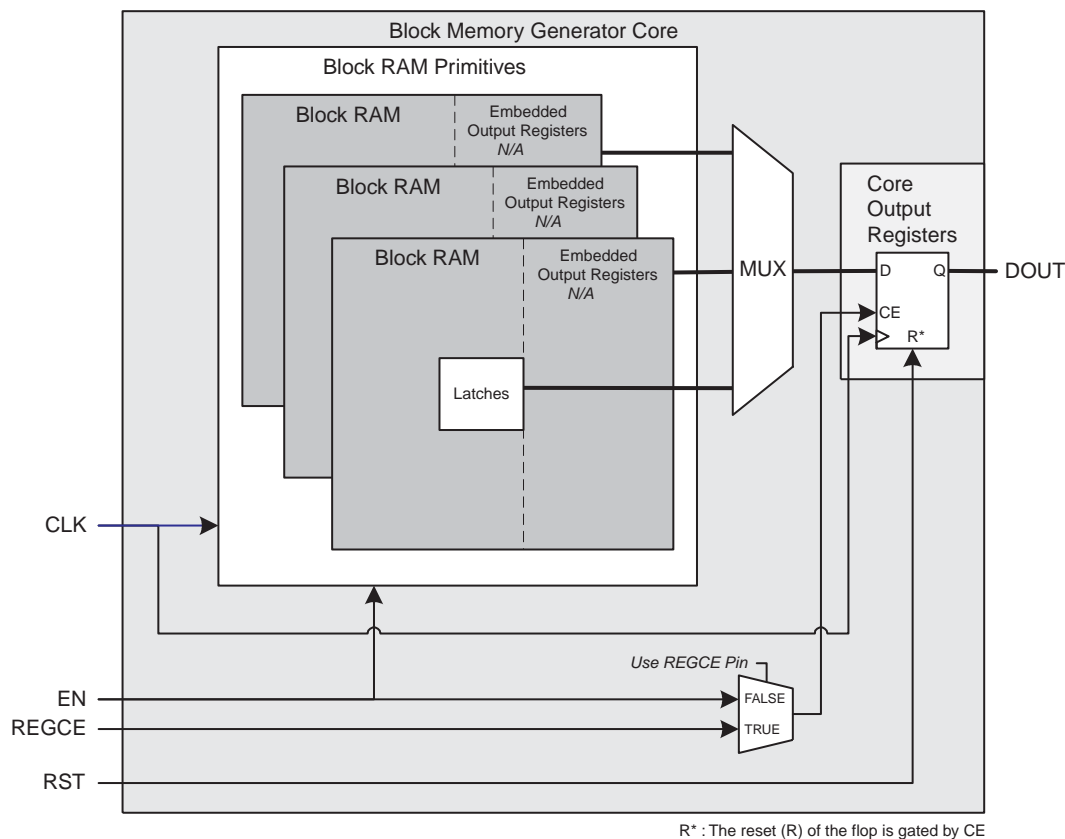


Figure 70: Kintex-7, Virtex-7, Virtex-6, Virtex-5, or Virtex-4 Block Memory Generated with Register Port [A|B] Output of Memory Core Enabled

### Kintex-7, Virtex-7, Virtex-6, Virtex-5 and Virtex-4 FPGA: Memory with No Output Registers

If neither of the output registers is selected for ports A or B, output of the memory primitives is driven directly from the RAM primitive latches. In this configuration, as shown in Figure 71, there are no additional clock cycles of latency, but the clock-to-out delay for a Read operation can impact design performance.

- | Port A   | or | Port B   |
|--|----|--|
| <input type="checkbox"/> Register Port A Output of Memory Primitives |    | <input type="checkbox"/> Register Port B Output of Memory Primitives |
| <input type="checkbox"/> Register Port A Output of Memory Core       |    | <input type="checkbox"/> Register Port B Output of Memory Core       |

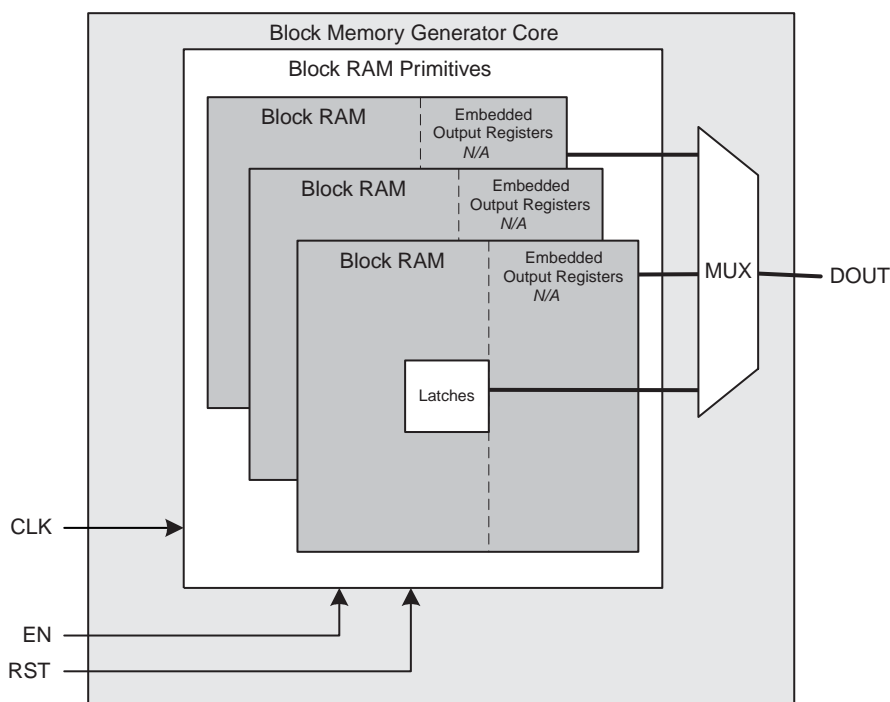


Figure 71: Kintex-7, Virtex-7, Virtex-6, Virtex-5 or Virtex-4 Block Memory Generated with No Output Registers Enabled



## Spartan-6 or Spartan-3A DSP FPGA: Output Register Configurations

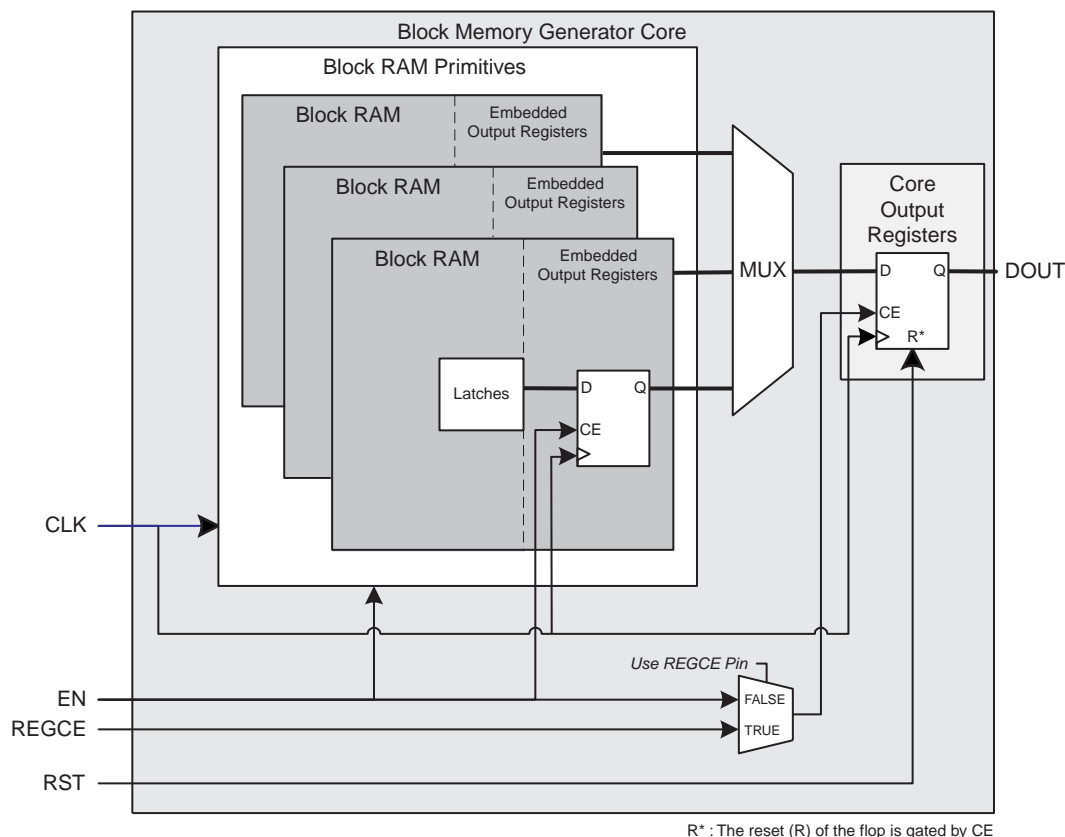
To tailor register options for Spartan-6 or Spartan-3A DSP device configurations, two selections for port A and two selections for port B are provided on screen 3 of the CORE Generator GUI in the Optional Output Registers section. The embedded output registers for the corresponding port(s) are enabled when Register Port [A | B] Output of Memory Primitives is selected. Similarly, registers at the output of the core for the corresponding port(s) are enabled by selecting Register Port [A | B] Output of Memory Core. [Figure 72](#) through [Figure 77](#) illustrate the Spartan-6 or Spartan-3A DSP output register configurations.

When only Register Port [A | B] Output of Memory Primitives and the corresponding Use RST[A | B] Pin (set/reset pin) is selected, the special reset behavior (option to reset the memory latch besides the primitive output register) becomes available. This option is displayed as the **Reset Memory Latch** option on the Spartan-6 and Spartan-3A DSP GUI. Selecting this option forces the core to use the Spartan-6 or Spartan-3A DSP embedded output registers, but changes the behavior of the core. For detailed information, see the sections that follow.

## Spartan-6 or Spartan-3A DSP FPGA: Memory with Primitive and Core Output Registers

With both Register Port [A|B] Output of Memory Primitives and the corresponding Register Port [A|B] Output of Memory Core selected, a memory core is generated with both the embedded output registers and a register on the output of the core for the selected port(s), as shown in Figure 72. This configuration may improve performance when building a large memory construct.

- | Port A  | or | Port B  |
|---|----|---|
| <input checked="" type="checkbox"/> Register Port A Output of Memory Primitives |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Primitives |
| <input checked="" type="checkbox"/> Register Port A Output of Memory Core       |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Core       |



R\* : The reset (R) of the flop is gated by CE

Figure 72: Spartan-6 or Spartan-3A DSP Block Memory Generated with Register Port [A|B] Output of Memory Primitives and Register Port [A|B] Output of Memory Core Enabled

## Spartan-6 or Spartan-3A DSP FPGA: Memory With Primitive Output Registers – Without RST Pin

When Register Port [A | B] Output of Memory Primitives is selected, and the corresponding Use RST Pin (set/reset pin) is not selected, a memory core that registers the output of the block RAM primitives for the selected port using the output registers embedded in Spartan-6 and Spartan-3A DSP FPGA architectures is generated. The output of any multiplexing that may be required to combine multiple primitives is not registered in this configuration (Figure 73).

- | Port A  | or | Port B  |
|---|----|---|
| <input checked="" type="checkbox"/> Register Port A Output of Memory Primitives |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Primitives |
| <input type="checkbox"/> Register Port A Output of Memory Core                  |    | <input type="checkbox"/> Register Port B Output of Memory Core                  |
| <input type="checkbox"/> Use RSTA Pin (set/reset pin)                           |    | <input type="checkbox"/> Use RSTB Pin (set/reset pin)                           |

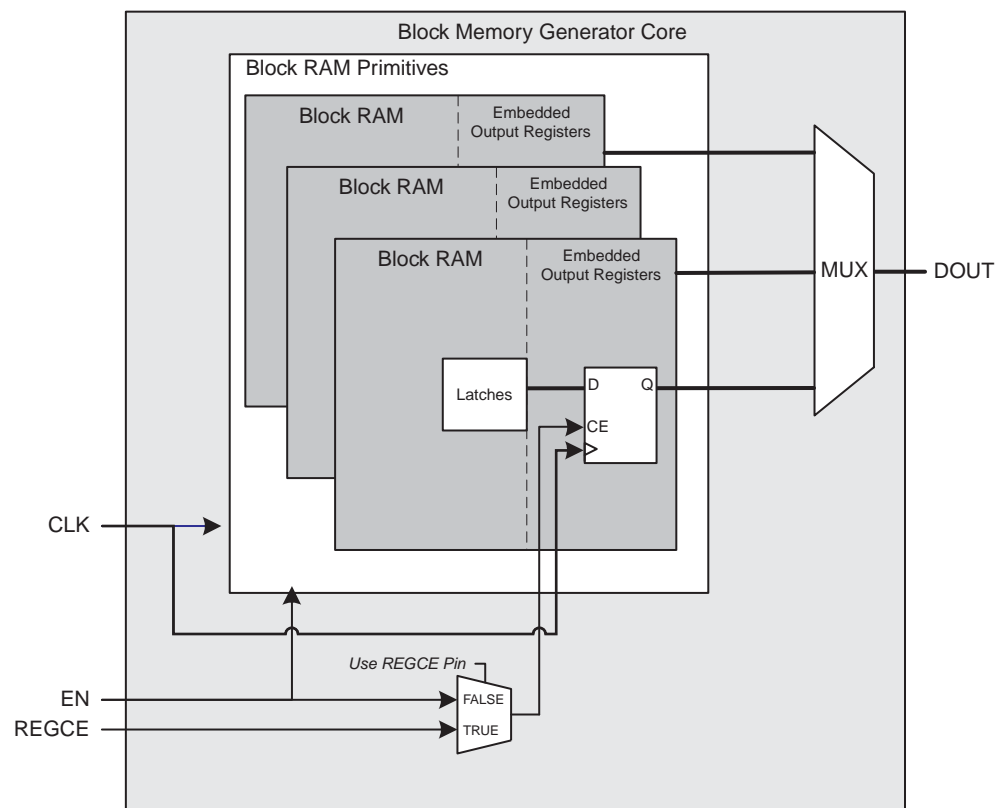
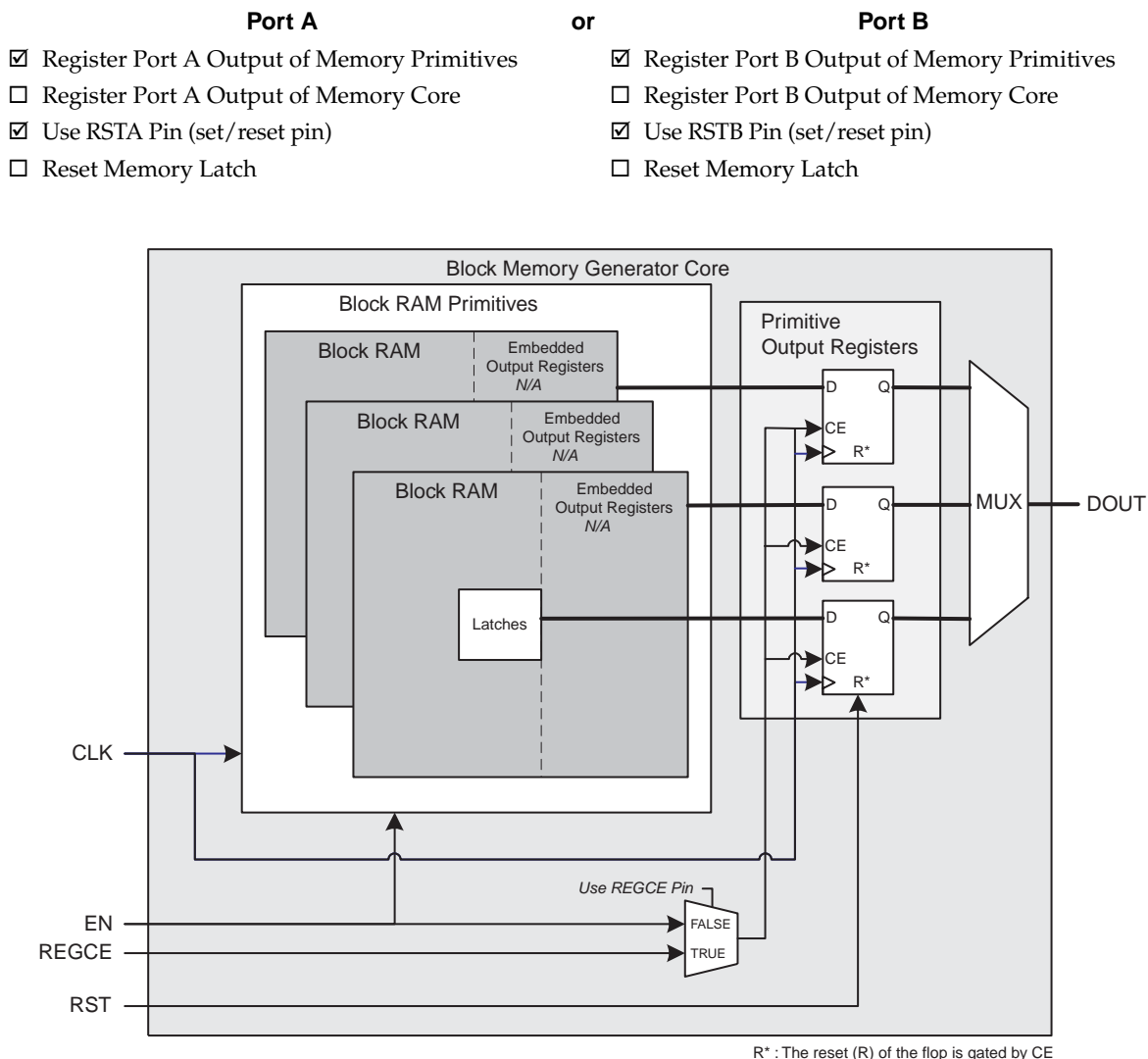


Figure 73: Spartan-6 or Spartan-3A DSP Block Memory Generated with Register Port [A|B] Output of Memory Primitives Enabled (No RST)

## Spartan-6 or Spartan-3A DSP FPGA: Memory with Primitive Output Registers and without Special Reset Behavior Option

If Use RSTA Pin (set/reset pin) or Use RSTB Pin (set/reset pin) is selected, and the Reset Behavior option (resets the memory latch in addition to the primitive output register) is not selected, the embedded block RAM registers of the Spartan-6 or Spartan-3ADSP device cannot be used. The primitive output registers are built from FPGA fabric, as illustrated in Figure 74.

**Note:** This behavior is the same as that of Spartan-3, Spartan-3A, Virtex-5 and Virtex-4 devices.



**Figure 74: Spartan-6 or Spartan-3A DSP Block Memory Generated with Register Port [A|B] Output of Memory Primitives, Use RST[A|B] Pin Options (With RST), without Special Reset Behavior**

### Spartan-6 or Spartan-3A DSP FPGA: Memory with Primitive Output Registers and with Special Reset Behavior Option (Embedded Registers)

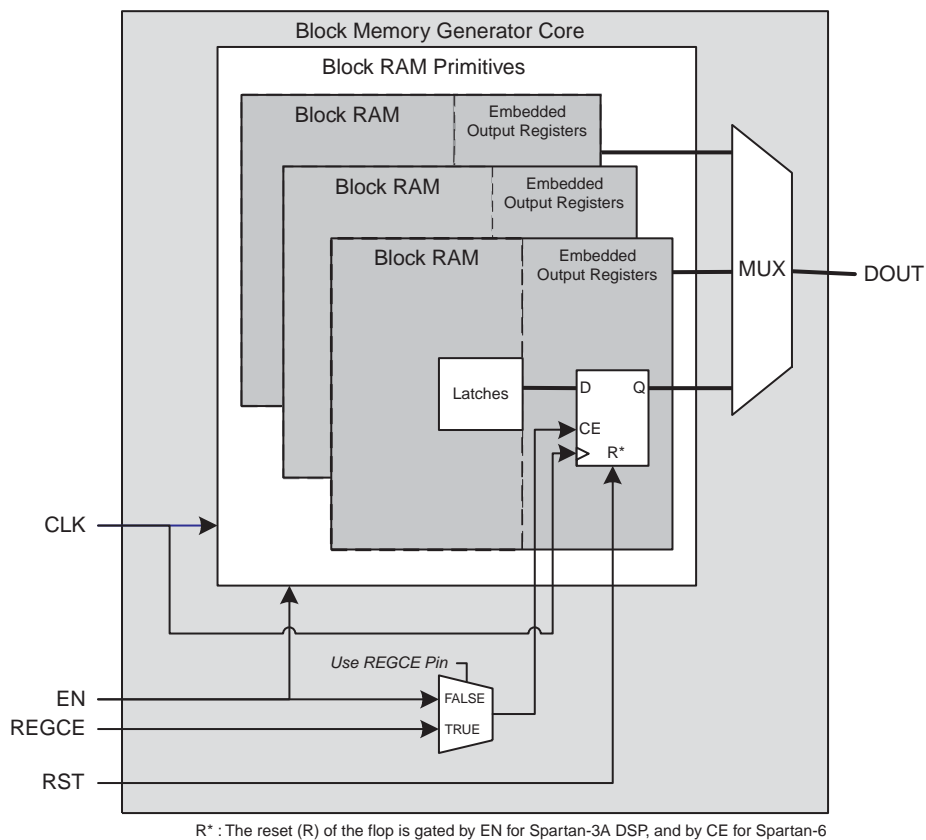
When Register Port [A | B] Output of Memory Primitives, Use RSTA Pin (set/reset pin) or Use RSTB Pin (set/reset pin), and the special reset behavior (resets the memory latch in addition to the primitive output register) are selected, the Spartan-6 or Spartan-3A DSP embedded registers are enabled for the selected port in the generated core, as displayed in [Figure 75](#).

If the special reset behavior option is selected, the Spartan-6 or Spartan-3A DSP FPGA's embedded output registers are used, but the reset behavior of the core changes as described in [Special Reset Behavior, page 39](#). The functional differences between this and other implementations are that the RST[A | B] input resets *both* the embedded output registers *and* the block RAM output latches.

For Spartan-3ADSP devices, if EN and REGCE are held high, the output value is set to the reset value for two clock cycles following a reset. In addition, the synchronous reset for both the latches and the embedded output registers are gated by the EN input to the core, independent of the state of REGCE, as shown in [Figure 75](#). This differs from all other configurations of the Block Memory Generator where RST is typically gated by REGCE.

For Spartan-6 devices, if REGCE is held high, the output value is set to the reset value for two clock cycles following a reset. Unlike Spartan-3A DSP devices, and similar to other architectures, reset is gated by REGCE.

- | Port A  | or | Port B  |
|---|----|---|
| <input checked="" type="checkbox"/> Register Port A Output of Memory Primitives |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Primitives |
| <input type="checkbox"/> Register Port A Output of Memory Core                  |    | <input type="checkbox"/> Register Port B Output of Memory Core                  |
| <input checked="" type="checkbox"/> Use RSTA Pin (set/reset pin)                |    | <input checked="" type="checkbox"/> Use RSTB Pin (set/reset pin)                |
| <input checked="" type="checkbox"/> Reset Memory Latch                          |    | <input checked="" type="checkbox"/> Reset Memory Latch                          |



**Figure 75: Spartan-6 or Spartan-3A DSP Block Memory Generated with Register Port [A|B] Gated by EN in Spartan-3A DSP and by CE in Spartan-6 Output of Memory Primitives, Use RST[A|B] Pin Options (With RST), and Special Reset Behavior Enabled**

## Spartan-6 or Spartan-3A DSP FPGA: Memory with Core Output Registers

When Register Port [A | B] Output of Memory Core is selected, the Spartan-6 or Spartan-3A DSP FPGA embedded registers are disabled in the generated core, as illustrated in Figure 76.

- | Port A  | or | Port B  |
|---|----|---|
| <input type="checkbox"/> Register Port A Output of Memory Primitives      |    | <input type="checkbox"/> Register Port B Output of Memory Primitives      |
| <input checked="" type="checkbox"/> Register Port A Output of Memory Core |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Core |
| <input checked="" type="checkbox"/> Use RSTA Pin (set/reset pin)          |    | <input checked="" type="checkbox"/> Use RSTB Pin (set/reset pin)          |

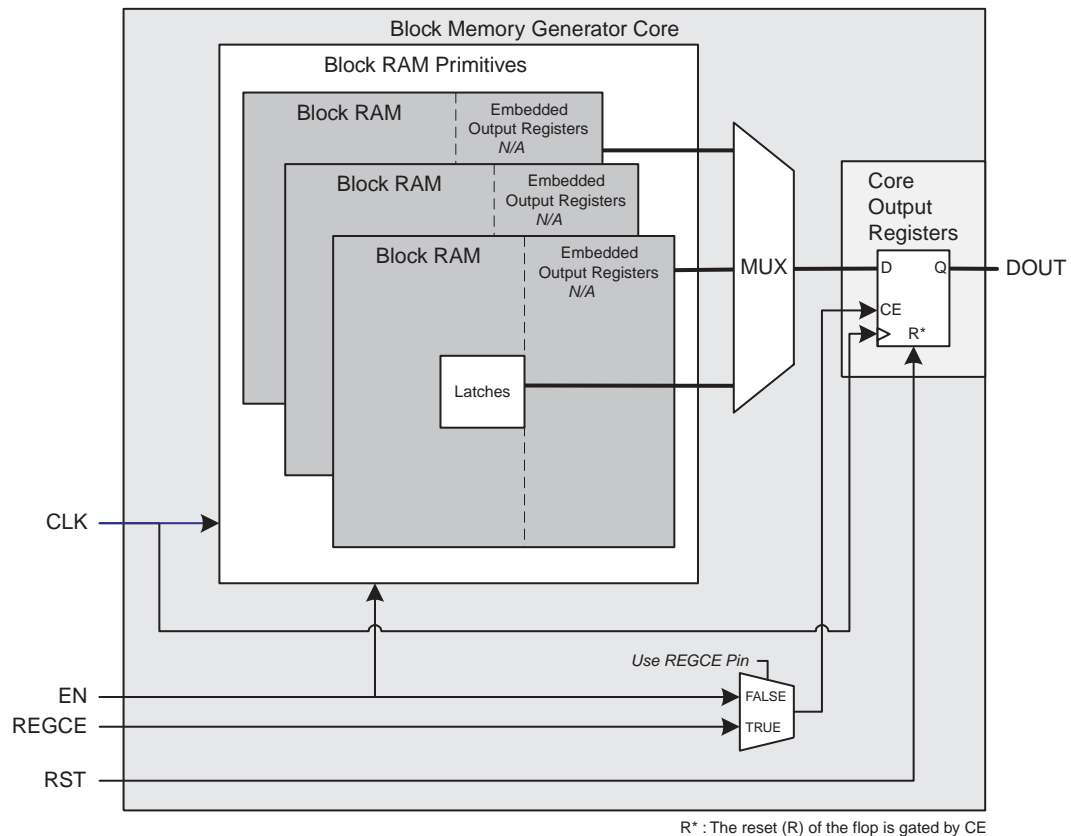


Figure 76: Spartan-6 or Spartan-3A DSP Block Memory Generated with Register Port [A|B] Output of Memory Core Enabled

## Spartan-6 or Spartan-3A DSP FPGA: Memory with No Output Registers

If no output registers are selected for port A or B, output of the memory primitive is driven directly from the RAM primitive latches. In this configuration, as shown in Figure 77, there are no additional clock cycles of latency, but the clock-to-out delay for a Read operation can impact design performance.

- | Port A   | or | Port B   |
|--|----|--|
| <input type="checkbox"/> Register Port A Output of Memory Primitives |    | <input type="checkbox"/> Register Port B Output of Memory Primitives |
| <input type="checkbox"/> Register Port A Output of Memory Core       |    | <input type="checkbox"/> Register Port B Output of Memory Core       |

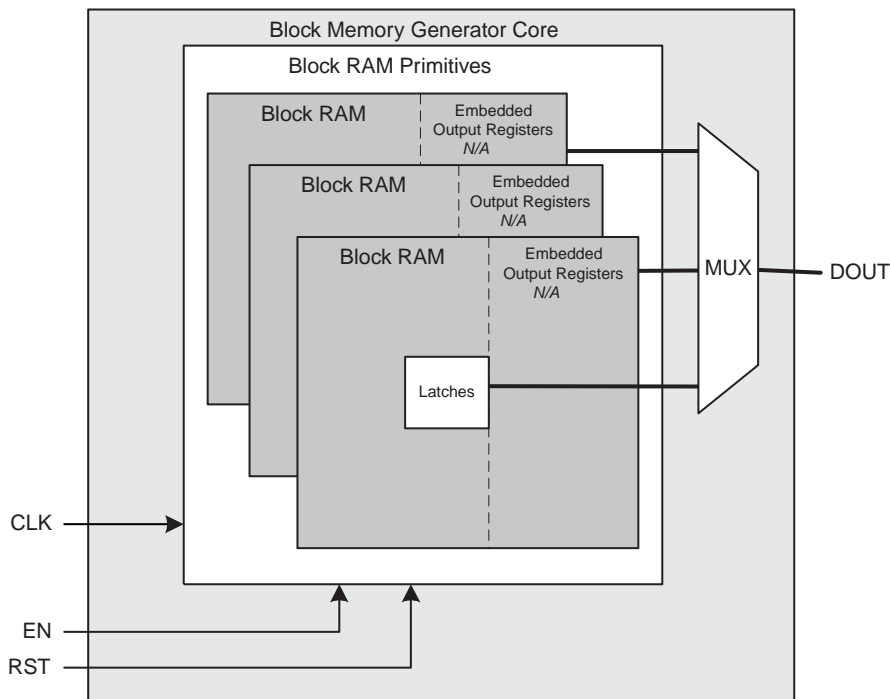


Figure 77: Spartan-6 or Spartan-3A DSP Block Memory Generated with No Output Port Registers Enabled

## Spartan-3 FPGA: Output Register Configurations

To tailor register options for Spartan-3 FPGA architectures, two selections for port A and two selections for port B are provided in the CORE Generator GUI on screen 4 in the Optional Output Registers section. For implementing registers on the outputs of the individual block RAM primitives, Register Output of Memory Primitives is selected. In the same way, registering the output of the core is enabled by selecting Register Port [A | B] Output of Memory Core. Four implementations are available for each port. Figure 78, Figure 79, Figure 80, and Figure 81 illustrate the Spartan-3 FPGA output register configurations.



## Spartan-3 FPGA: Memory with Primitive and Core Output Registers

With Register Port [A | B] Output of Memory Primitives and the corresponding Register Port [A | B] Output of Memory Core selected, a memory core is generated with registers on the outputs of the individual RAM primitives and on the core output, as displayed in Figure 78. Selecting this configuration may provide improved performance for building large memory constructs.

- | Port A  | or | Port B  |
|---|----|---|
| <input checked="" type="checkbox"/> Register Port A Output of Memory Primitives |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Primitives |
| <input checked="" type="checkbox"/> Register Port A Output of Memory Core       |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Core       |

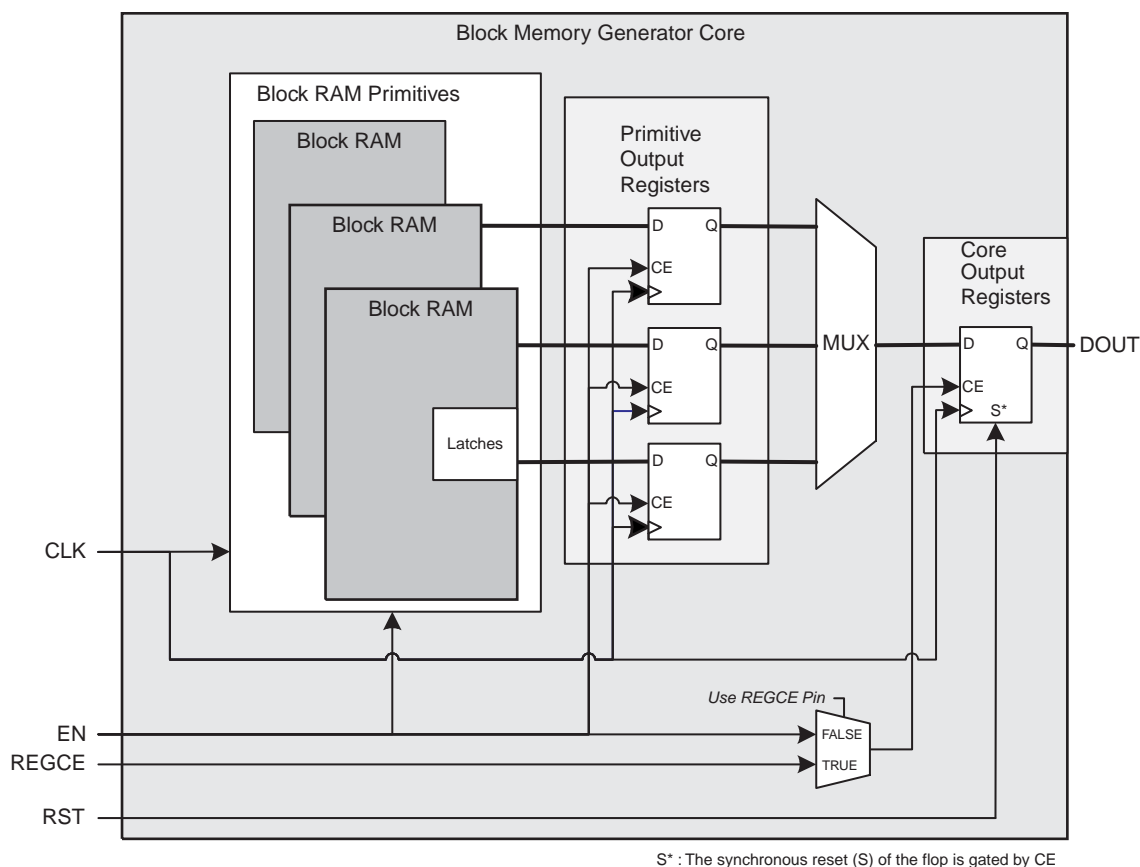
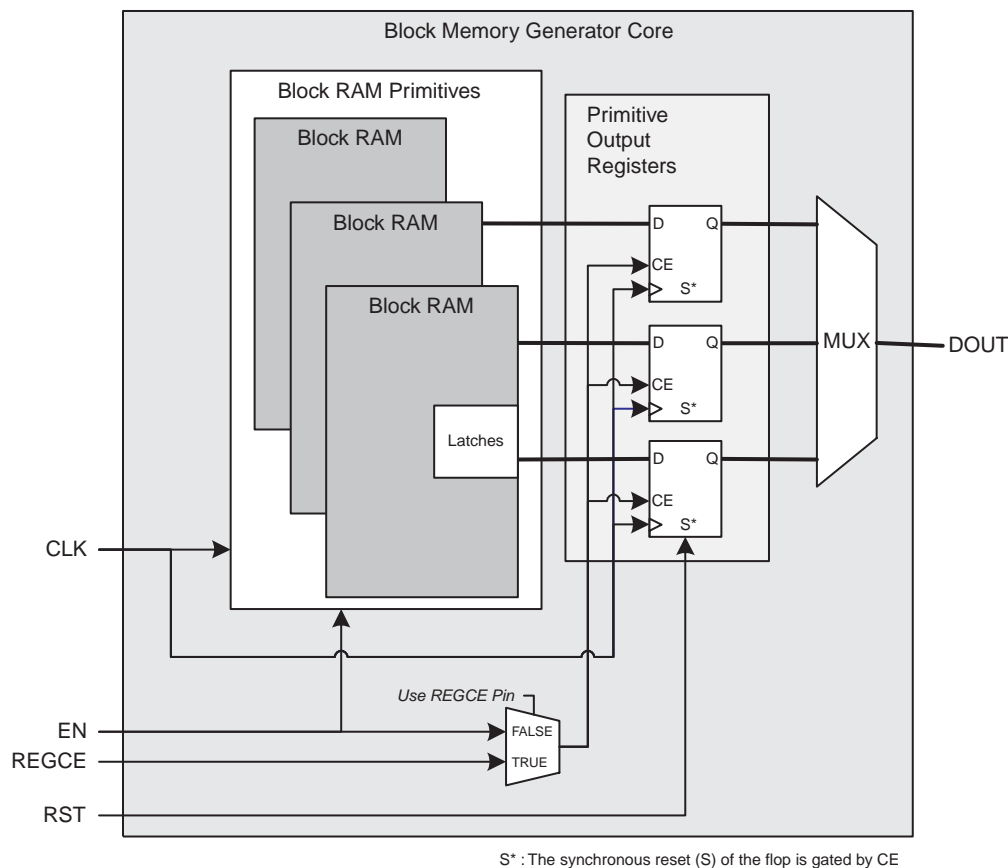


Figure 78: Spartan-3 Block Memory Generated with Register Port [A|B] Output of Memory Primitives and Register Port [A|B] Output of Memory Core Options Enabled

## Spartan-3 FPGA: Memory with Primitive Output Registers

When Register Port [A|B] Output of Memory Primitives is selected, a core that only registers the output of the RAM primitives is generated. Note that the output of any multiplexing required to combine multiple primitives are not registered in this configuration, as shown in Figure 79.

- | Port A  | or | Port B  |
|---|----|---|
| <input checked="" type="checkbox"/> Register Port A Output of Memory Primitives |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Primitives |
| <input type="checkbox"/> Register Port A Output of Memory Core                  |    | <input type="checkbox"/> Register Port B Output of Memory Core                  |



S\* : The synchronous reset (S) of the flop is gated by CE

**Figure 79: Spartan-3 Block Memory Generated with Register Port [A|B] Output of Memory Primitives Enabled**

## Spartan-3 FPGA: Memory with Core Output Registers

Figure 80 illustrates a memory configured with Register Port [A | B] Output of Memory Core selected.

- | Port A  | or | Port B  |
|---|----|---|
| <input type="checkbox"/> Register Port A Output of Memory Primitives      |    | <input type="checkbox"/> Register Port B Output of Memory Primitives      |
| <input checked="" type="checkbox"/> Register Port A Output of Memory Core |    | <input checked="" type="checkbox"/> Register Port B Output of Memory Core |

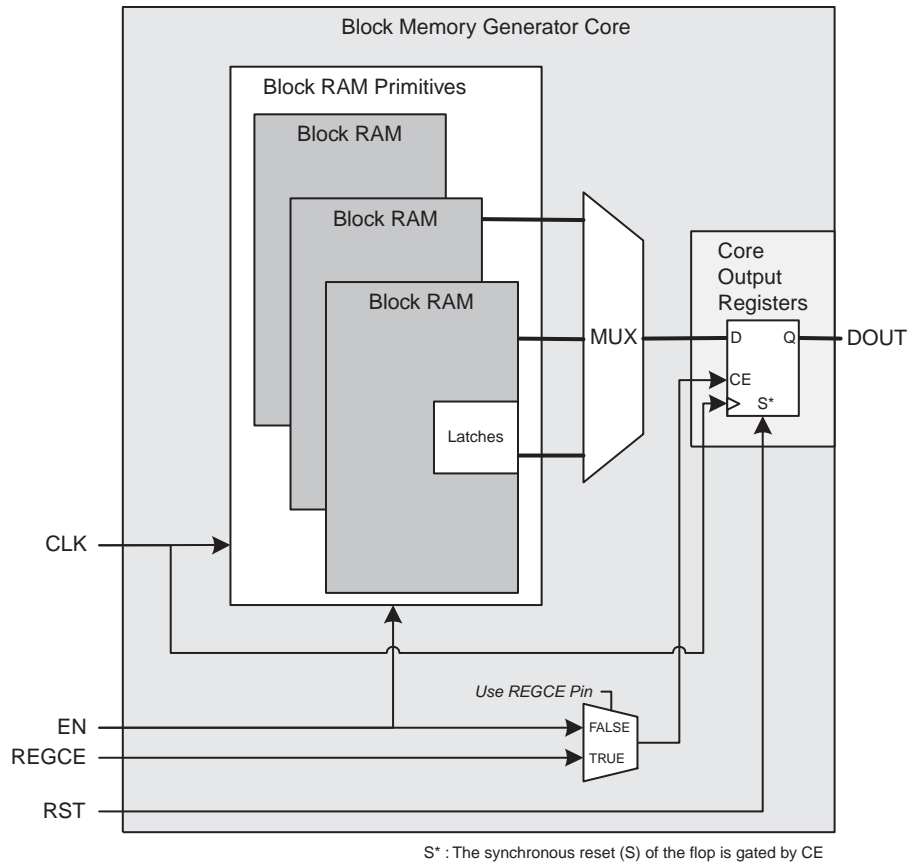


Figure 80: Spartan-3 Block Memory Generated with Register Port [A|B] Output of Memory Core Enabled

## Spartan-3 FPGA: Memory with No Output Registers

When no output register options are selected for either port A or port B, the output of the memory primitive is driven directly from the memory latches. In this configuration, there are no additional clock cycles of latency, but the clock-to-out delay for a Read operation can impact design performance. See [Figure 81](#).

- | Port A   | or | Port B   |
|--|----|--|
| <input type="checkbox"/> Register Port A Output of Memory Primitives |    | <input type="checkbox"/> Register Port B Output of Memory Primitives |
| <input type="checkbox"/> Register Port A Output of Memory Core       |    | <input type="checkbox"/> Register Port B Output of Memory Core       |

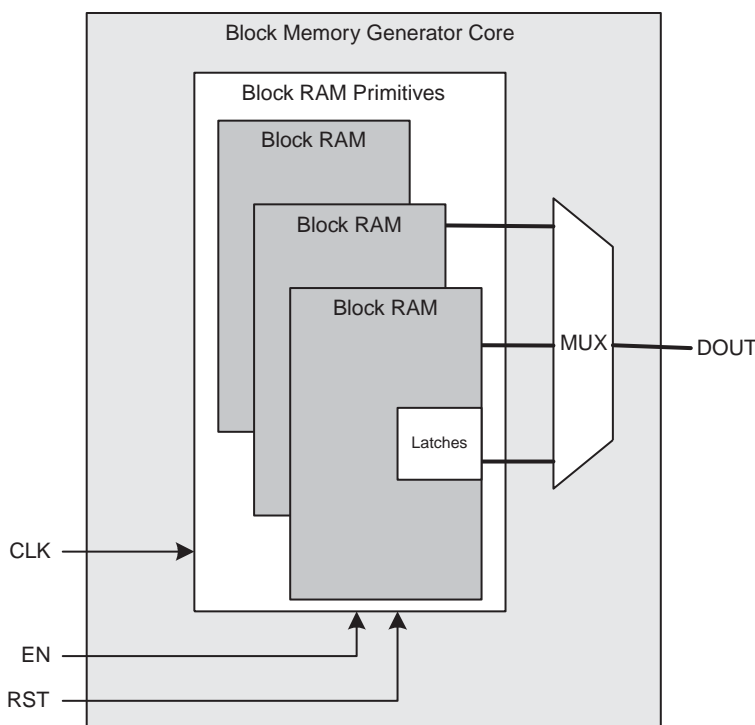


Figure 81: Spartan-3 Block Memory Generated with No Output Registers Enabled

## Block Memory Generator Verification

The Block Memory Generator core and the simulation models delivered with it are rigorously verified using advanced verification techniques, including a constrained random configuration generator and a cycle-accurate bus functional model.

## References

See the following references for more information. Xilinx documentation can be found at [www.xilinx.com/support/documentation/index.htm](http://www.xilinx.com/support/documentation/index.htm).

1. AXI4 AMBA® AXI Protocol Version: 2.0 Specification
2. UG761, Xilinx AXI Reference Guide

## Support

Xilinx provides [technical support](#) for this LogiCORE product when used as described in the product documentation. Xilinx cannot guarantee timing, functionality, or support of product if implemented in devices that are not defined in the documentation, if customized beyond that allowed in the product documentation, or if changes are made to any section of the design labeled *DO NOT MODIFY*.

## Ordering Information

This Xilinx LogiCORE IP module is included at no additional charge with the Xilinx ISE® Design Suite and is provided under the terms of the [Xilinx End User License Agreement](#). The core is generated using the ISE Design Suite CORE Generator software.

For more information, please visit the [Block Memory Generator product page](#).

Information about additional LogiCORE IP modules can be found on the [Xilinx.com Intellectual Property page](#). Contact your local Xilinx sales representative for pricing and availability.

## Revision History

The following table shows the revision history for this document:

Date	Version	Description of Revisions
1/11/06	1.0	Initial Xilinx release
4/12/06	2.0	Updated for Virtex-5 support
7/13/06	3.0	Updated primitives information in Table 1, replaced GUI screens, ISE version, release date.
9/21/06	4.0	Minor updates for v2.2 release
11/15/06	4.5	Updated for the v2.3 release
2/15/07	5.0	Updated for v2.4 release, added support for ECC.
4/02/07	5.5	Added support for Spartan-3A DSP devices.
8/08/07	6.0	Updated core to v2.5; Xilinx tools v9.2i.
10/10/07	6.5	Updated core to v2.6.
3/24/08	7.0	Updated core to version 2.7; ISE tools 10.1.
9/19/08	8.0	Updated core to version 2.8.
12/17/08	8.0.1	Early access documentation.
4/24/09	9.0	Updated core to version 3.1 and Xilinx tools to version 11.1.
6/24/09	10.0	Updated core to version 3.2 and Xilinx tools to version 11.2.
6/24/09	10.1	Updated <a href="#">Native Block Memory Generator Resource Utilization and Performance Examples</a> , page 77.
9/16/09	11.0	Updated core to version 3.3 and Xilinx tools to version 11.3.
4/19/10	12.0	Updated to core version 4.1 and ISE 12.1.
7/23/10	13.0	Updated to core version 4.2 and ISE 12.2.
9/21/10	14.0	Updated to core version 4.3 and ISE 12.3.
3/1/11	15.0	Updated to core version 6.1 and ISE 13.1. Added support for AXI4 and AXI4-Lite interfaces.

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