- **Hot Plug Protection**
- **Quad 1.0 to 2.5 Gigabits Per Second (Gbps) Serializer/Deserializer**
- **Independent Channel Operation**
- **2.5-V Power Supply for Low Power Operation**
- **•** Selectable Signal Preemphasis for Serial **Output**
- **Interfaces to Backplane, Copper Cables, or Optical Converters**
- **Lock Indication and Sync Mode for Fast Initialization**
- **18-Bit Parallel Buses for Flexible Interface Applications**
- **On-Chip PLL Provides Clock Synthesis From Low-Speed Reference**
- **Receiver Differential Input Thresholds 200 mV Min**
- **Rated for Industrial Temperature Range**
- **Typical Power: 1700 mW at 2.5 Gbps**
- **Ideal for High-Speed Backplane Interconnect and Point-to-Point Data Link**
- **Internal Passive Receive Equalization**
- **Small Footprint 19 mm x 19 mm, 289-Ball PBGA Package**

### **description**

The TLK4250 device is a four-channel, multi-gigabit transceiver used in high-speed bidirectional point-to-point data transmission systems. The four channels in the transceiver are configured as four separate links. The transceiver supports an effective serial interface speed of 1.0 Gbps to 2.5 Gbps per channel, providing up to 2.25 Gbps of data bandwidth per channel.

The primary application of the transceiver is to provide high-speed I/O data channels for point-to-point baseband data transmission over controlled impedance media of approximately 50  $\Omega$ . The transmission media can be a printed-circuit board, copper cables, or fiber-optic cable. The maximum rate and distance of data transfer depend on the attenuation characteristics of the media and the noise coupling to the environment.

The transceiver can also replace parallel data transmission architectures by providing a reduction in the number of traces, connector pins, and transmit/receive pins. Parallel data loaded into the transmitter is delivered to the receiver over a serial channel, which can be a coaxial copper cable, a controlled impedance backplane, or an optical link. The data is then reconstructed into its original parallel format. It offers significant power and cost savings over current solutions, as well as scalability for higher data rate in the future.

The transceiver performs the data parallel-to-serial and serial-to-parallel conversions. The clock extraction functions as a physical layer interface device. The serial transceiver interface operates at a maximum data rate of 2.5 Gbps. Each transmitter latches 18-bit parallel data at a rate based on the supplied reference clock (GTx\_CLK). The 18-bit parallel data is internally encoded into 20 bits by framing the 18-bit data with start and stop bits. The resulting 20-bit frame is then transmitted differentially at 20 times the reference clock (GTx\_CLK) rate.

The receiver section performs the serial-to-parallel conversion on the input data, synchronizing the resulting 20-bit wide parallel data to the recovered clock (Rx\_CLK). It then extracts the 18 bits of data from the 20-bit wide data resulting in 18 bits of parallel data at the receive data terminals (RDx[0:17]). This results in an effective data payload of 0.9 Gbps to 2.25 Gbps (18 bits data x GTx\_CLK frequency) per channel.

The transceiver provides an internal loopback capability for self-test purposes. Serial data from the serializer is passed directly to the deserializer, allowing the protocol device a functional self-check of the physical interface.



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The transceiver is designed to be hot plug capable. An on-chip power-on reset circuit holds the Rx\_CLK low during power up. This circuit also places the parallel side output signal terminals, DOUTTxP and DOUTTxN, into a high-impedance state during power up.

The transceiver uses a 2.5-V supply. The I/O section is 3-V compatible. With the 2.5-V supply, the transceiver is power efficient, consuming less than 1700 mW typically. The transceiver is characterized for operation from −40°C to 85°C.



# **AVAILABLE OPTIONS**

NOTE: For the most current package and ordering information, see the Package Option Addendum at the end of this document, or see the TI website at www.ti.com.







# **functional block diagram**

A detailed block diagram of each channel is shown below. Channels A, B, C, and D are identical and are configured as four separate links.





# **Terminal Functions**





**Terminal Functions (Continued)**





# **Terminal Functions (Continued)**



### **transmit interface**

The transmitter portion registers valid incoming 18-bit-wide data (TDx[0:17]) on the rising edge of GTx\_CLK. The data is then framed with start and stop bits, serialized, and transmitted sequentially over the differential high-speed I/O channel. The clock multiplier multiplies the reference clock (GTx\_CLK) by a factor of 10, creating a bit clock. This internal bit clock is fed to the parallel-to-serial shift register, which transmits data on both the rising and falling edges of the bit clock providing a serial data rate that is 20 times the reference clock. Data is transmitted LSB (TDx0) first.

#### **transmit data bus**

The transmit bus interface accepts 18-bit-wide, single-ended, TTL parallel data at the TDx[0:17] terminals. Data is valid on the rising edge of GTx\_CLK. The GTx\_CLK is used as the word clock. The data and clock signals must be properly aligned as shown in Figure 1. Detailed timing information can be found in the TTL input electrical characteristics table.



**Figure 1. Transmit Timing Waveform**

#### **transmission latency**

The data transmission latency of the transceiver is defined as the delay from the initial 18-bit word on the parallel transmit interface to the serial transmission of the start bit of the 20-bit frame containing the 18-bit word. The transmit latency is fixed once the link is established. However, due to silicon process variations and implementation variables, such as supply voltage and temperature, the exact delay varies slightly. Figure 2 illustrates the timing relationship between the transmit data bus, GTx\_CLK, and the serial transmit terminals.







**Figure 2. Transmitter Latency**

### **start/stop framing logic**

All true serial interfaces require a method of encoding to ensure minimum transition density so that the receiving PLL has a minimal number of transitions in which to stay locked onto the data stream. The signal encoding also provides a mechanism for the receiver to identify the word boundary for correct deserialization. The TLK4250 transceiver wraps a start bit (1) and a stop bit (0) around the 18-bit data payload as shown in Figure 3. This is transparent to the user, as the transceiver internally adds the framing bits to the data such that the user reads and writes actual 18-bit data.



**Figure 3. Serial Output Data Stream With Start and Stop Bit**

## **parallel-to-serial**

The parallel-to-serial shift register takes in the 20-bit-wide frame multiplexed from the framing logic and converts it to a serial stream. The shift register is clocked on both the rising and falling edges of the internally generated bit clock, which is 10 times the GTx\_CLK input frequency. The LSB (TDx0) is first out after the start bit as shown in Figure 3.

## **high-speed data output**

The high-speed data output driver consists of a PECL-compatible differential pair that can be optimized for a particular transmission line impedance and length. The line can be directly coupled or ac coupled. See Figure 10 and Figure 11 for termination details. No external pullup or pulldown resistors are required.

The transceiver provides a selectable signal preemphasis option for driving lossy media. When signal preemphasis is enabled, the first bit of a run length of same-value bits (e.g., 111...) is driven to a larger output swing, which precompensates for signal inter-symbol interference (ISI) in lossy media, such as copper cables or printed circuit board traces.



## **receive interface**

The receiver portion of the TLK4250 accepts 20-bit framed differential serial data. The interpolator and clock recovery circuit locks to the data stream and extracts the bit rate clock. This recovered clock retimes the input data stream. The serial data is then aligned to the 20-bit frame by finding the start and stop bits and the 18-bit data is output on a 18-bit wide parallel bus synchronized to the extracted receive clock (Rx\_CLK).

### **receive data bus**

The receive bus interface drives 18-bit-wide, single-ended, TTL parallel data at the RDx[0:17] terminals. Data is valid on the rising edge of Rx\_CLK. The Rx\_CLK is used as the recovered word clock. The data and clock signals are aligned as shown in Figure 4. Detailed timing information can be found in the TTL output switching characteristics table.



**Figure 4. Receive Timing Waveform**

#### **data reception latency**

The serial-to-parallel data receive latency is the time from when the start bit arrives at the receiver until the output of the aligned parallel word. The receive latency is fixed once the link is established. However, due to silicon process variations and implementation variables, such as supply voltage and temperature, the exact delay varies slightly. Figure 5 illustrates the timing relationship between the serial receive terminals, the recovered word clock (Rx\_CLK), and the receive data bus.



**Figure 5. Receiver Latency**

#### **serial-to-parallel**

Serial data is received on the DINRxP and DINRxN terminals. The interpolator and clock recovery circuit locks to the data stream if the clock to be recovered is within ±100 PPM of the internally generated bit rate clock. The recovered clock retimes the input data stream. The serial data is then clocked into the serial-to-parallel shift registers.



### **synchronization mode**

The deserializer must synchronize to the serializer in order to receive valid data. Synchronization can be accomplished in one of two ways.

#### **rapid synchronization**

The serializer has the capability to send specific SYNC patterns consisting of 9 ones and 9 zeros, switching at the input clock rate. The transmission of SYNC patterns enables the deserializer to lock to the serializer signal within a deterministic time frame. The transmission of SYNC patterns is selected via the SYNC input on the serializer. On receiving a valid SYNC pulse (wider than 6 clock cycles), 1026 cycles of SYNC pattern are sent.

When the deserializer detects edge transitions at the serial input, it attempts to lock to the embedded clock information. The deserializer LOCKBx output remains inactive while its clock/data recovery (CDR) locks to the incoming data or SYNC patterns present on the serial input. When the deserializer locks to the serial data, the LOCKBx output goes active. When LOCKBx is active, the deserializer outputs represent incoming serial data. One approach is to tie the deserializer LOCKBx output directly to the SYNCx input of the transmitter. This ensures that enough SYNC patterns are sent to achieve deserializer lock.

#### **random lock synchronization**

The deserializer can attain lock to a data stream without requiring the serializer to send special SYNC patterns. This allows the transceiver to operate in open-loop applications. Equally important is the deserializer's ability to support hot insertion into a running backplane. In the open-loop or hot-insertion case, it is assumed the data stream is essentially random. Therefore, because lock time varies due to data stream characteristics, the exact lock time cannot be predicted. The primary constraint on the random lock time is the initial phase relation between the incoming data and the GTx\_CLK when the deserializer powers up.

The data contained in the data stream can also affect lock time. If a specific pattern is repetitive, the deserializer could enter false lock—falsely recognizing the data pattern as the start/stop bits. This is referred to as repetitive multitransition (RMT). This occurs when more than one low-high transition takes place per clock cycle over multiple clock cycles. In the worst case, the deserializer could become locked to the data pattern rather than the clock. Circuitry within the deserializer can detect that the possibility of false lock exists. On detection, the circuitry prevents the LOCKBx from becoming active until the potential false-lock pattern changes. Notice that the RMT pattern only affects the deserializer lock time, and once the deserializer is in lock, the RMT pattern does not affect the deserializer state as long as the same data boundary happens each cycle. The deserializer does not go into lock until it finds a unique data boundary that consists of four consecutive cycles of data boundary (start/stop bits) at the same position.

The deserializer stays in lock until it cannot detect the same data boundary (start/stop bits) for four consecutive cycles. Then the deserializer goes out of lock and hunts for the new data boundary (start/stop bits). In the event of loss of synchronization, the LOCKBx terminal output goes inactive and the outputs (including Rx\_CLK) enter a high-impedance state. The user's system must monitor the LOCKBx terminal in order to detect a loss of synchronization. On detection of loss of lock, sending SYNC patterns for resynchronization is desirable if reestablishing lock within a specific time is critical. However, the deserializer can lock to random data as previously noted. LOCKBx is held inactive for at least nine cycles after loss of lock is detected.

#### **recommended power-up sequence**

When powering up the device, it is recommended to first set the ENABLEx terminal low. Set the ENABLEx terminal to high once sufficient time has passed to allow the power supply to stabilize.

#### **power-down mode**

When the ENABLEx terminal is deasserted low, the transceiver goes into a power-down mode. In the power-down mode, the serial transmit terminals (DOUTTxP, DOUTTxN) and the receive data bus terminals (RDx[0:17]) go into a high-impedance state.



### **reference clock input**

The reference clock (GTx\_CLK) is an external input clock that synchronizes the transmitter interface. The reference clock is then multiplied in frequency 10 times to produce the internal serialization bit clock. The internal serialization bit clock is frequency locked to the reference clock and clocks out the serial transmit data on both its rising and falling edges, providing a serial data rate that is 20 times the reference clock.

The receiver tracking logic uses clock phases from the internal PLL as it aligns the recovered clock phase with the incoming serial data stream; therefore, the input reference clock (GTX\_CLK) is needed even if the transmit function of the TLK4250 is not being used. The receiver function has the ability to track an incoming serial data stream that is within  $\pm 200$  ppm of the data rate that is set by GTX CLK. This allows the use of clock sources with ±100 ppm frequency tolerance.

#### **operating frequency range**

The transceiver may operate at a serial data rate between 1.0 Gbps to 2.5 Gbps. GTx\_CLK must be within ±100 PPM of the desired parallel data rate clock. Each individual channel may operate at a different rate.

#### **testability**

The transceiver has a comprehensive suite of built-in self-tests. The loopback function provides for at-speed testing of the transmit/receive portions of the circuitry. The ENABLEx terminal allows for all circuitry to be disabled so that a quiescent current test can be performed.

#### **loop-back testing**

The transceiver can provide a self-test function by enabling (LOOPENx) the internal loop-back path. Enabling this terminal causes serial transmitted data to be routed internally to the receiver. The parallel data output can be compared to the parallel input data for functional verification. (The external differential output is held in a high-impedance state during the loop-back testing.)

#### **power-on reset**

On application of minimum valid power, the transceiver generates a power-on reset. During the power-on reset, the RDx terminals are 3-stated and Rx\_CLK is held low. The length of the power-on reset cycle depends on the GTx\_CLK frequency, but is less than 1 ms in duration.



# **absolute maximum ratings over operating free-air temperature (unless otherwise noted)†**



† Stresses beyond those listed under "absolute maximum ratings" may cause permanent damage to the device. These are stress ratings only, and functional operation of the device at these or any other conditions beyond those indicated under "recommended operating conditions" is not implied. Exposure to absolute-maximum-rated conditions for extended periods may affect device reliability. NOTE 1: All voltage values, except differential I/O bus voltages, are with respect to network ground.



### **electrical characteristics over recommended operating conditions**



† Worst case pattern is a pattern that creates a maximum transition density on the serial transceiver.

### **reference clock (GTx\_CLK) timing requirements over recommended operating conditions (unless otherwise noted)**





**TTL input electrical characteristics over recommended operating conditions (unless otherwise noted)**



# **TTL Signals: TDx0 ... TDx17, GTx\_CLK, LOOPENx, SYNCx, PREEMPHx**



**Figure 6. TTL Data Input Valid Levels for AC Measurements**



# **TTL output switching characteristics over recommended operating conditions (unless otherwise noted)**





**Figure 7. TTL Data Output Valid Levels for AC Measurements**



# **transmitter/receiver characteristics**





**Figure 8. Differential and Common-Mode Output Voltage Definitions**





**Figure 10. High-Speed I/O Directly Coupled Mode**



**Figure 11. High-Speed I/O AC-Coupled Mode**



AC-coupling is only recommended if the parallel TX data stream is encoded to achieve a dc-balanced data stream. Otherwise, the ac capacitors can induce common-mode voltage drift due to the dc-unbalanced data stream.





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**(3)** MSL, Peak Temp. - The Moisture Sensitivity Level rating according to the JEDEC industry standard classifications, and peak solder temperature.

**(4)** There may be additional marking, which relates to the logo, the lot trace code information, or the environmental category on the device.

**(5)** Multiple Device Markings will be inside parentheses. Only one Device Marking contained in parentheses and separated by a "~" will appear on a device. If a line is indented then it is a continuation of the previous line and the two combined represent the entire Device Marking for that device.

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# **MECHANICAL DATA**

MPBG233 – FEBRUARY 2002

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NOTES: A. All linear dimensions are in inches (millimeters). B. This drawing is subject to change without notice.



ZPV (S-PBGA-N289)

PLASTIC BALL GRID ARRAY



- This drawing is subject to change without notice. В.
	- C. This is a lead-free solder ball design.



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