SISTEMI EMBEDDED

System Interconnect Fabric

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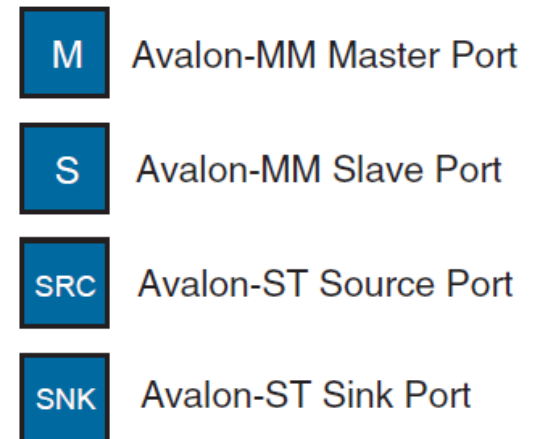
System Interconnect Fabric

- Interconnect and logic resources to manage whole connectivity among all components in an Altera SoPC system

- Is automatically generated by **Qsys**
  - Components must comply with the standardized Avalon® interfaces, which are specialized for:
    - Reading and writing registers and memory
    - Streaming high-speed data
    - Controlling off-chip devices

Example of a **SoPC system**
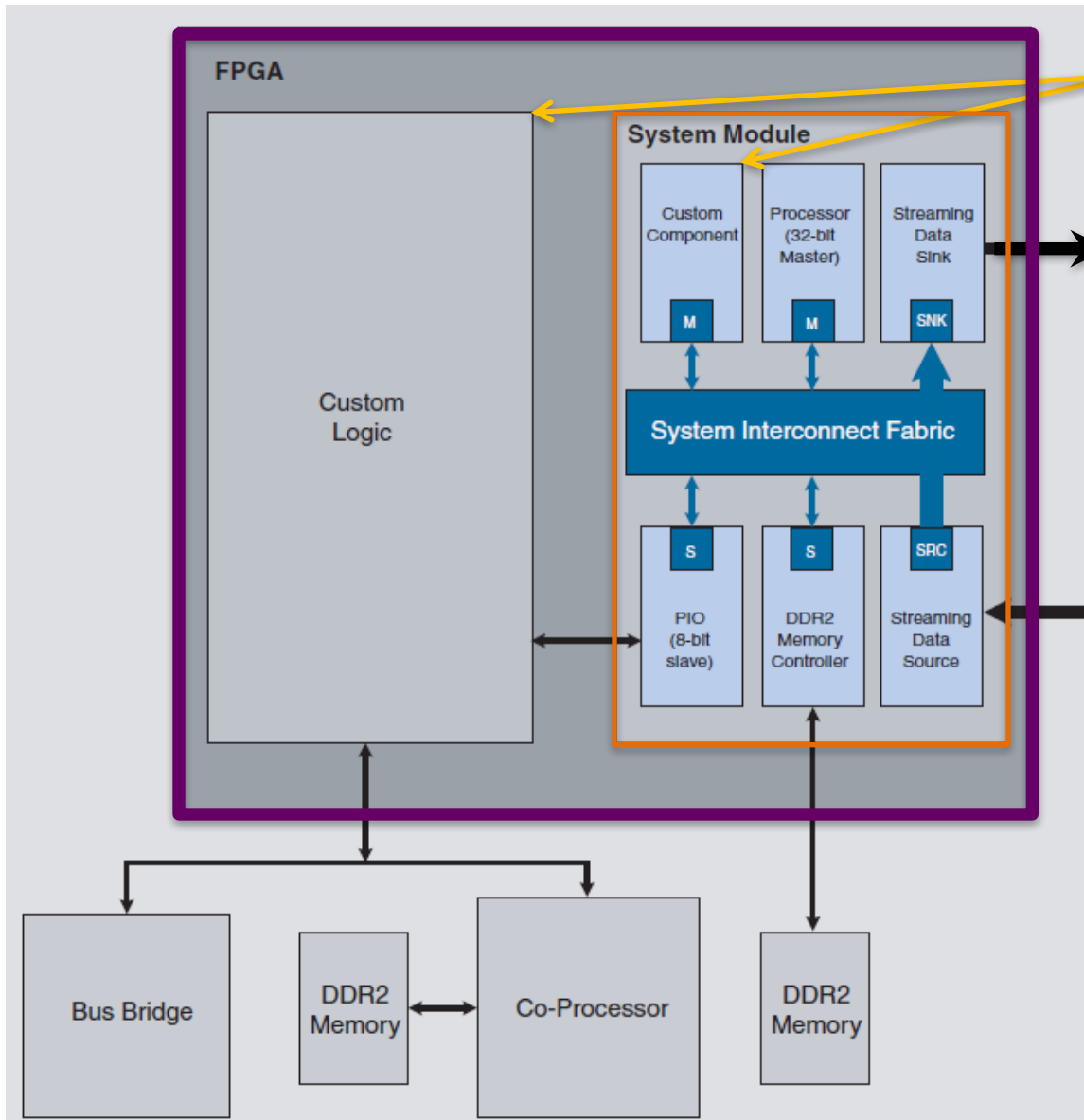
Custom logic can interact with a **Computer system** by:

- an **Avalon** interface, so that it can be part of the SoPC
- a **generic** interface, which can be connected to a PIO peripheral inside the SoPC

M — Avalon-MM Master Port

S — Avalon-MM Slave Port

SRC — Avalon-ST Source Port

SNK — Avalon-ST Sink Port

Avalon interfaces (1)

- Avalon Memory Mapped Interface (Avalon-MM)
  - An address-based read/write interface typical of master–slave connections

- Avalon Streaming Interface (Avalon-ST)
  - Supports unidirectional flow of data, including multiplexed streams, packets, and DSP data

- Avalon Interrupt Interface
  - An interface that allows components to signal events to other components

Avalon interfaces (2)

- ## Avalon Clock Interface
  - An interface that drives or receives clocks (<u>all Avalon interfaces are synchronous</u>)
- ## Avalon Reset Interface
  - An interface that provides reset connectivity
- ## Avalon Conduit Interface
  - An interface type that accommodates individual signals or groups of signals that do not fit into any of the other Avalon interfaces
- ## Avalon Tri-State Conduit Interface (Avalon-TC)
  - An interface to support connections to off-chip peripherals. Multiple peripherals can share pins through signal multiplexing, reducing the pin count of the FPGA (and the number of traces on the PCB)

Example of component interconnections within a Nios II system
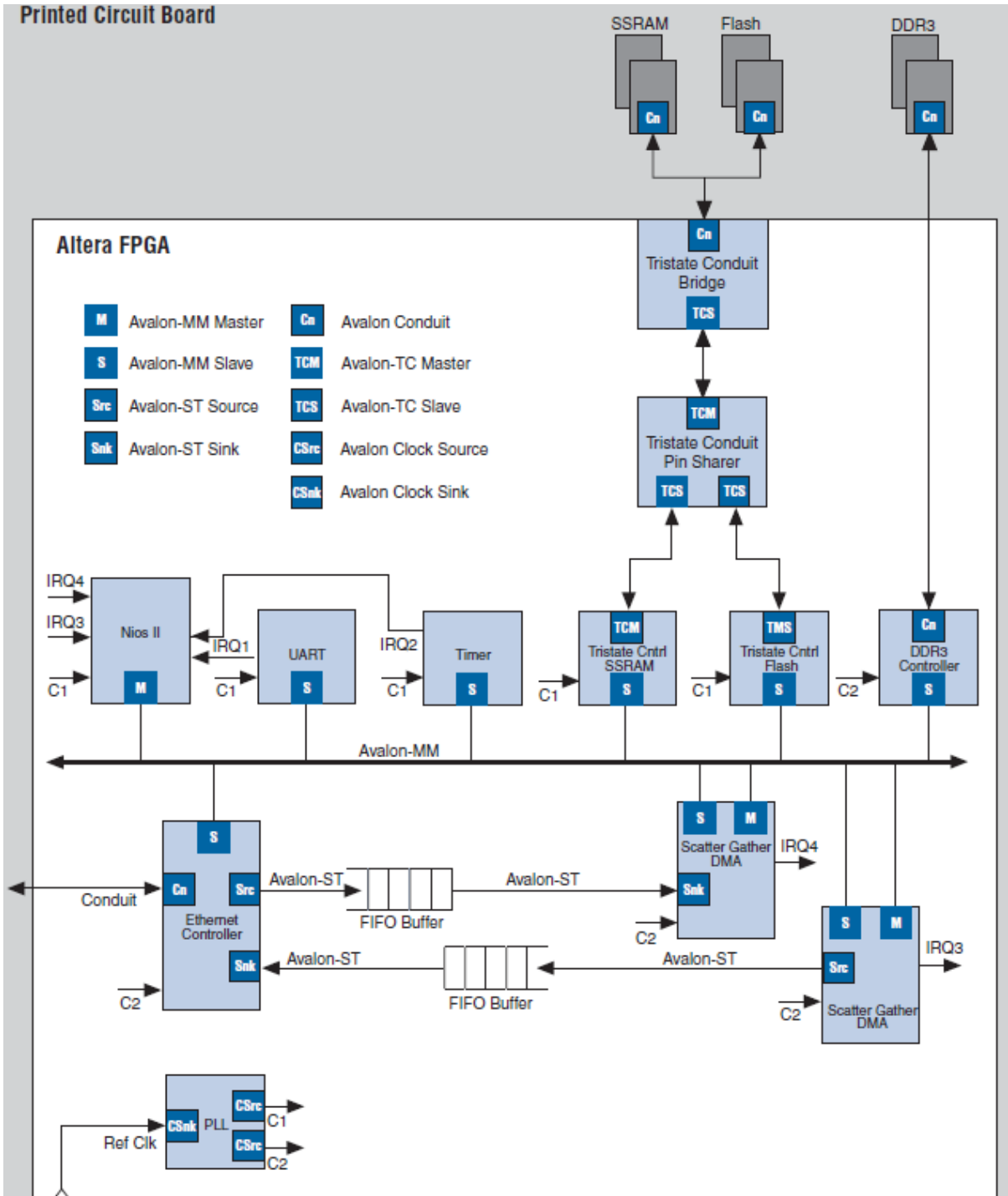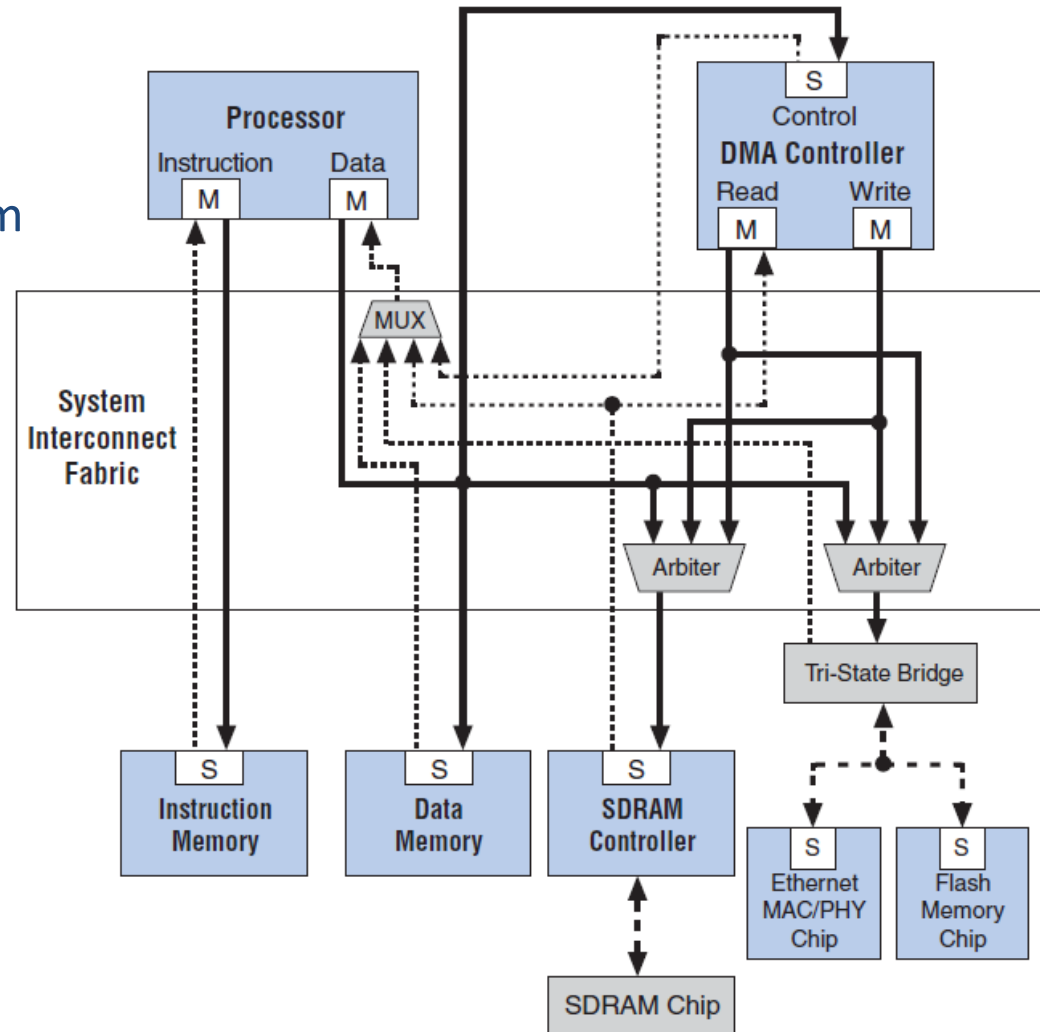
Avalon interfaces (3)

- Avalon interfaces use **properties** to describe their behavior. E.g. the *clockRate* property of the Avalon Clock interface provides the frequency of a clock signal.

- Each of the Avalon interfaces defines a number of **signal roles** and their behavior.

  – Many signal roles are optional, allowing component designers the flexibility to select only the signal roles necessary to implement the required functionality.

  – With the exception of Avalon Conduit interfaces, each interface may include only one signal of each signal role.

  – Active-low signal alternatives are permitted for many signal roles.

Avalon Memory Mapped (MM) (1)

- Interconnect fabric based on Avalon MM interfaces supports
  - Any number of master and slave components
    - The master-to-slave relationship can be one-to-one, one-to-many, many-to-one, or many-to-many
  - Connection to both on- and off-chip devices (microprocessors, memories, UARTs, DMAs, timers,…)
  - Master and slaves of different data widths
  - Components operating in different clock domains
  - Components using multiple Avalon-MM ports

Avalon Memory Mapped (MM) (2)

Example of a
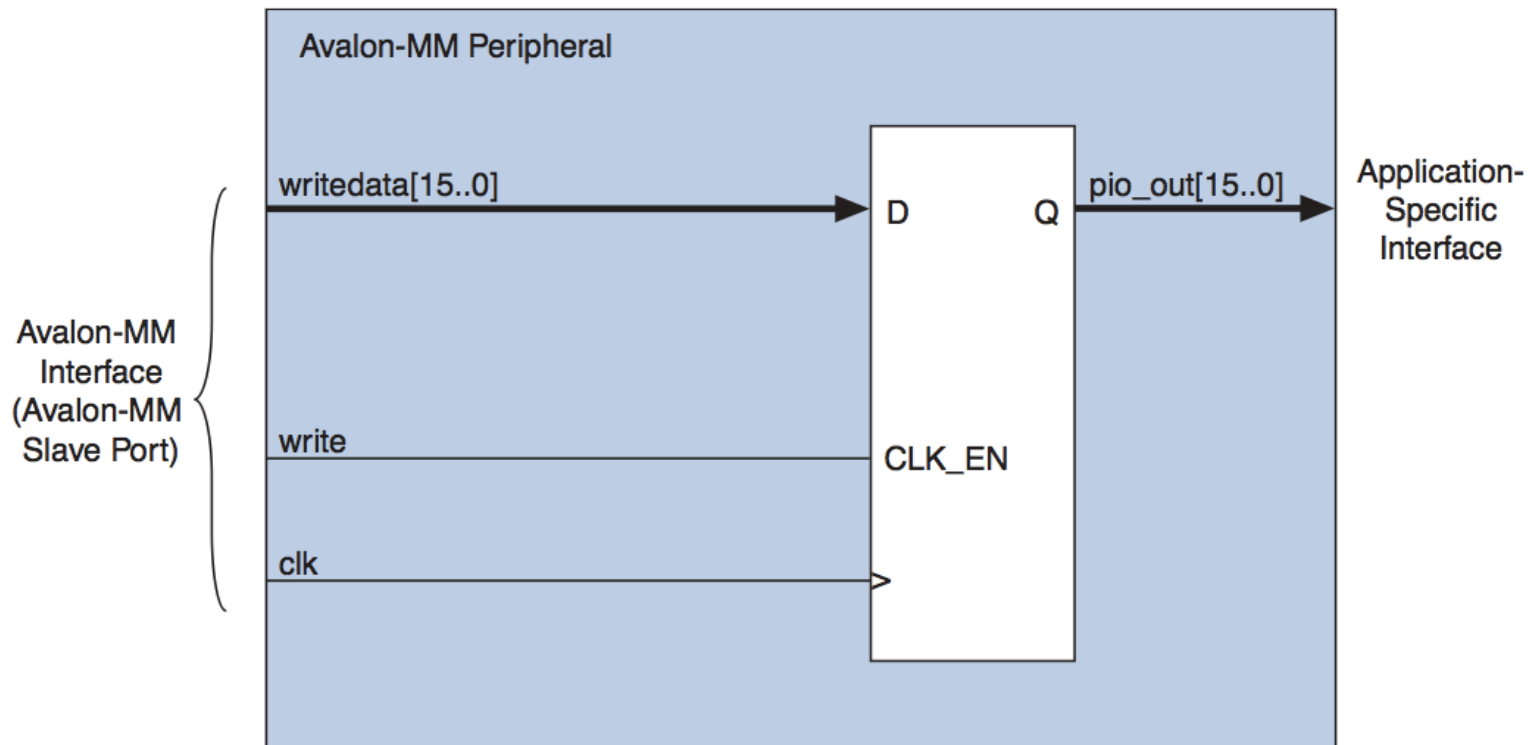Avalon MM-based
interconnect fabric system

Avalon Memory Mapped (MM) (3)

Example of an Avalon MM slave component
(Write operation on a PIO peripheral)

Avalon MM Signals (1)

- Each signal has a role
- An Avalon MM may contain only a restricted number of available signals
- Common signal roles are:
  - *address, writedata*
  - *chipselect (chipselect_n), read (read_n), write(write_n),...*
  - *readdata*
  - *waitrequest (waitrequest_n)*

Avalon MM Signals (2)

- *Address* (Master -> Slave)
  - For masters, the address signal represents a byte address. The value of the address must be aligned to the data width. To write to specific bytes within a data word, the master must use the *byteenable* signals.
  - For slaves, the interconnect translates the byte address into a word address in the slave's address space so that each slave access is for a word of data from the perspective of the slave. For example, address= 0 selects the first word of the slave and address 1 selects the second word of the slave.

Avalon MM Signals (3)

- *byteenable/byteenable_n* (Master -> Slave)
- Example for a 32 bits slave:
  - byteenable   operation
  - 1111   writes full 32 bits
  - 0011   writes lower 2 bytes
  - 1100   writes upper 2 bytes
  - 0001   writes byte 0 only
  - 0010   writes byte 1 only
  - 0100   writes byte 2 only
  - 1000   writes byte 3 only

Avalon MM Properties

- Specified when a component is inserted in a Qsys Library

- Describes interface behavior with regard to:
  - Latency
  - Pipeline
  - Burst
 - Read and Write setup and hold times

Functions of Avalon MM fabric

- Address Decoding
- Datapath Multiplexing
- Wait State Insertion
- Pipelined Read Transfers
- Arbitration for Multimaster Systems
- Burst Adapters

Address decoding (1)

- Address decoding logic forwards appropriate addresses to each slave
- Address decoding logic simplifies component design in the following ways:
  - The system interconnect fabric selects a slave whenever it is being addressed by a master. Slave components do not need to decode the address to determine when they are selected
  - Slave addresses are properly aligned to the slave interface
  - Changing the system memory map does not require to edit HDL manually

Address decoding (2)

- Example of address decoding in case of 1 master and 2 slave
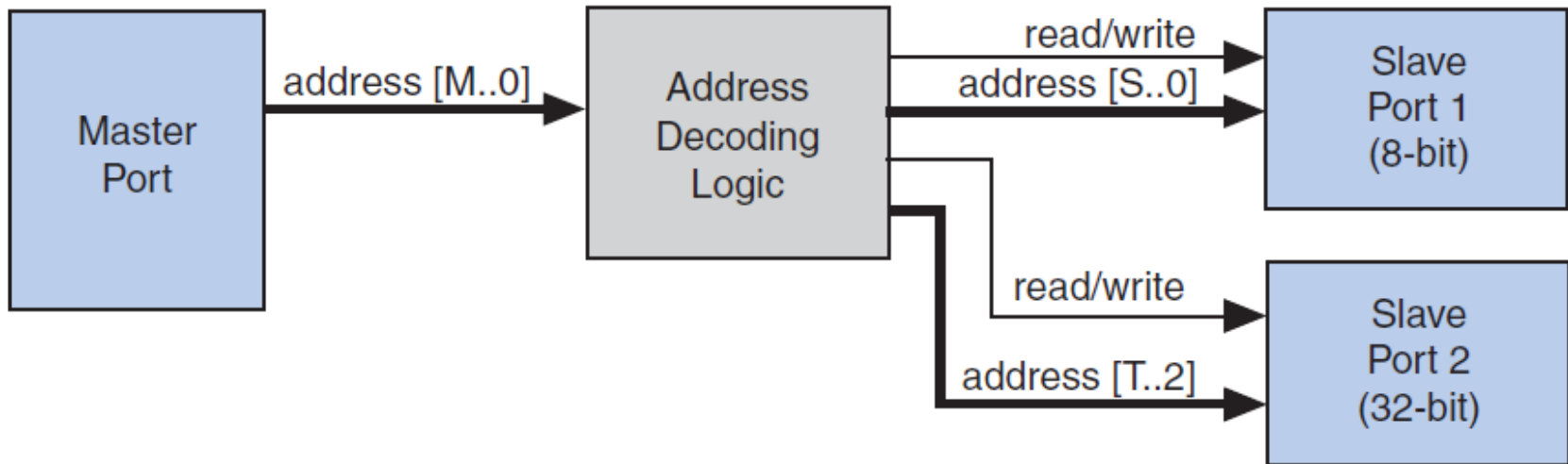
- The address decoding logic is controlled by the **Base address** setting in **Qsys**

Data path multiplexing

- Drives the *writedata* signal from the granted master to the selected slave, and the *readdata* signal from the selected slave back to the requesting master

- Example of the data path multiplexing logic for 1 master and 2 slaves
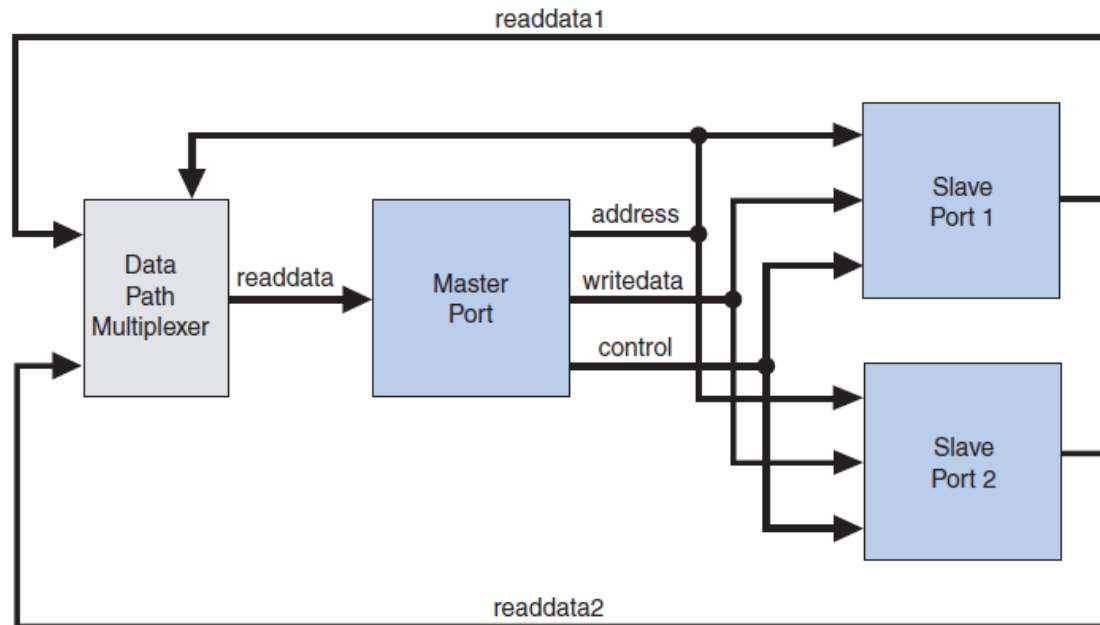
- In **Qsys** the generation of data path multiplexing logic is specified using the connections panel on the System Contents menu

Wait state insertion

- Wait states extend the duration of a transfer by one or more clock cycles
- Wait state insertion logic accommodates the timing needs of each slave or the wait due to arbitration in a multi-master system
- System interconnect fabric also inserts wait states in cases when slave *read* and *write* signals have specific setup or hold time requirements
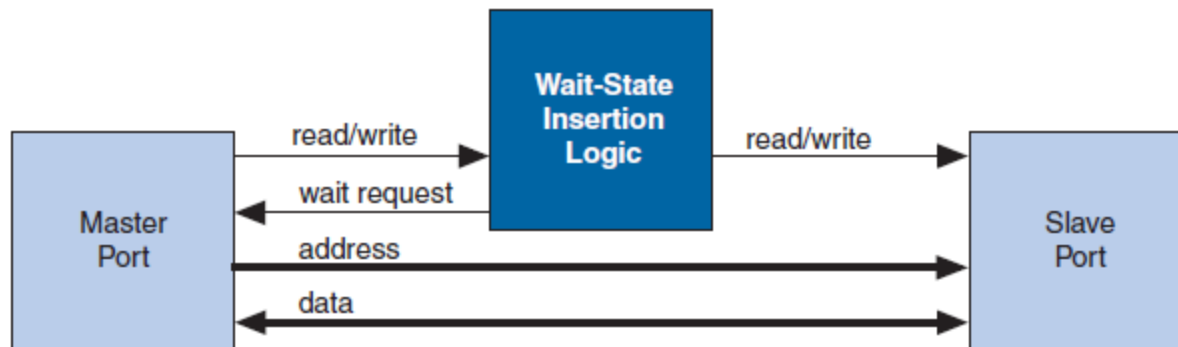
Pipelined read transfer

- The Avalon-MM interface supports pipelined read transfers, allowing a <u>pipelined master</u> to start multiple read transfers in succession without waiting for the prior transfers to complete

- Pipelined transfers allow master-slave pairs to achieve **higher throughput**, even though the slave requires one or more cycles of latency to return data for each transfer

- **Qsys** generates logic to handle pipeline latency based on the properties of the master and slaves in the system. When configuring a system in **Qsys**, there are no settings that directly control the pipeline management logic in the system interconnect fabric

Read/Write transfers

Fixed wait states (readWaitTime = 1; writeWaitTime = 2). Signals **at the slave interface**

Pipelined w/ *waitrequest* and fixed wait states (readWaitTime =2) . Signals **at the slave interface**
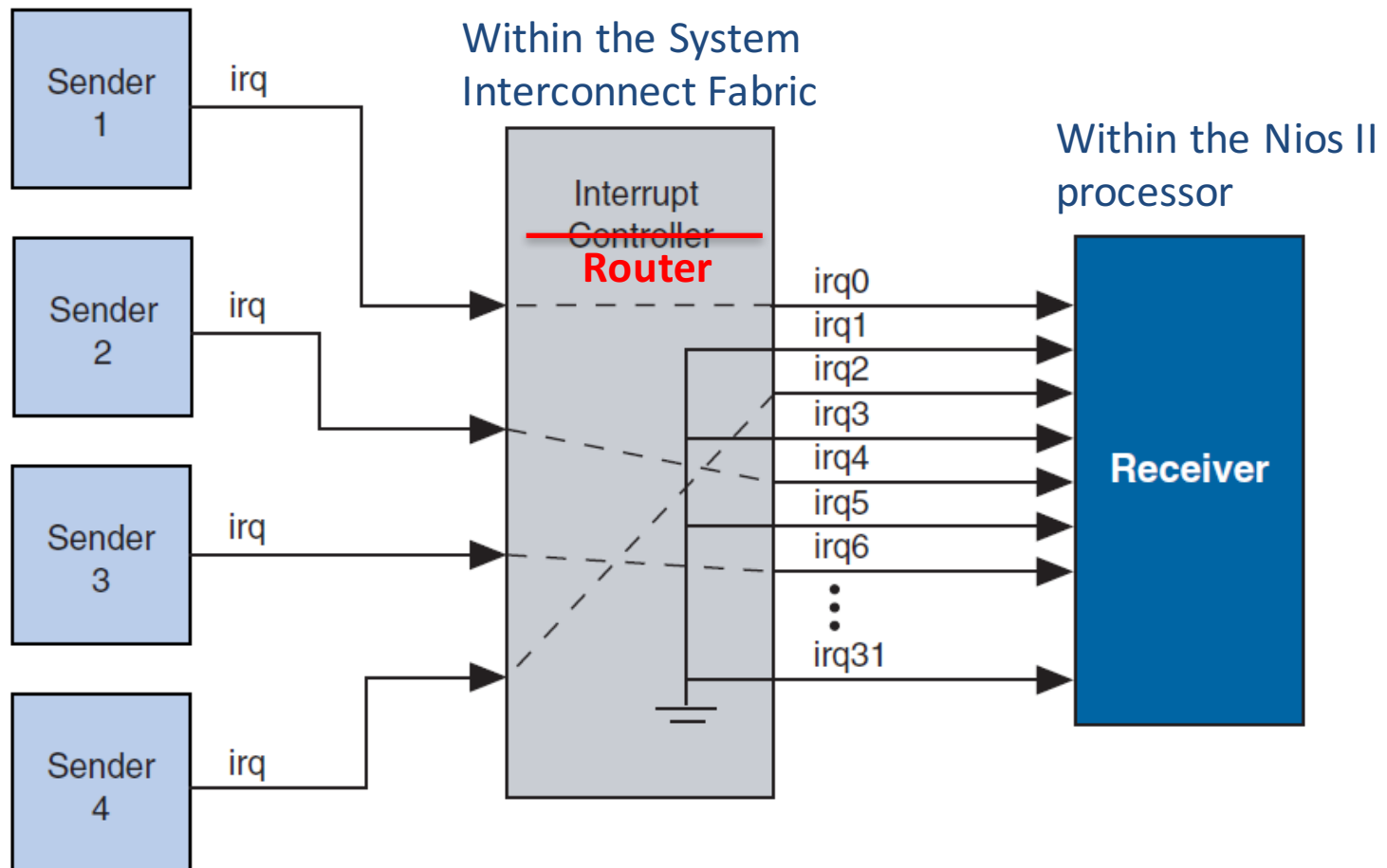
Generated
by the slave
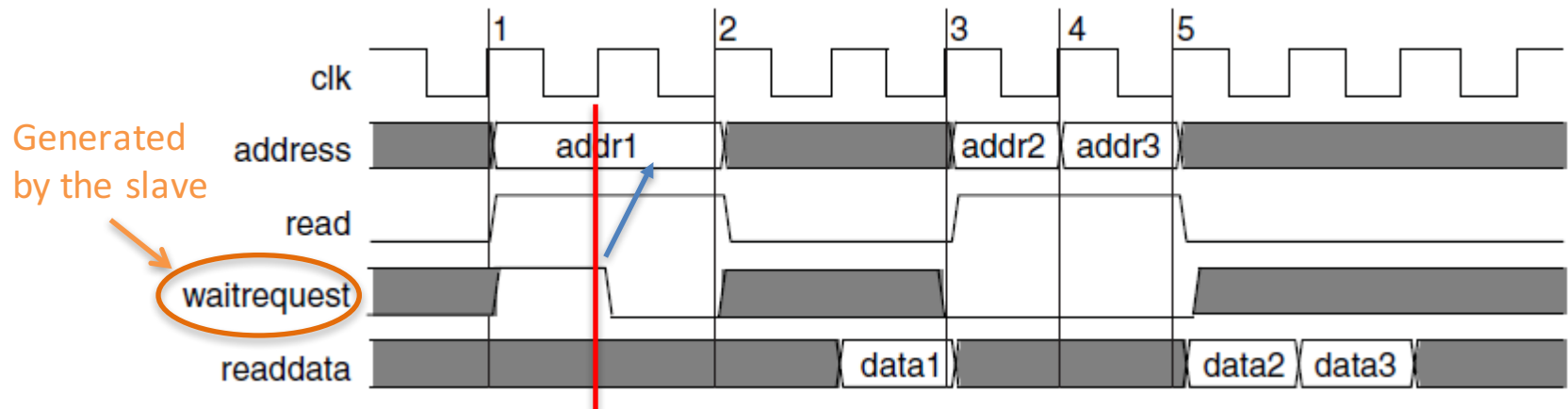
Interrupts (1)

- In systems where components have interrupt request (IRQ) sender interfaces, the system interconnect fabric includes interrupt controller logic

- A separate **interrupt** (controller) **router** is generated for each interrupt receiver

- The interrupt controller aggregates IRQ signals from all interrupt senders, and maps them to user-specified values on the receiver inputs
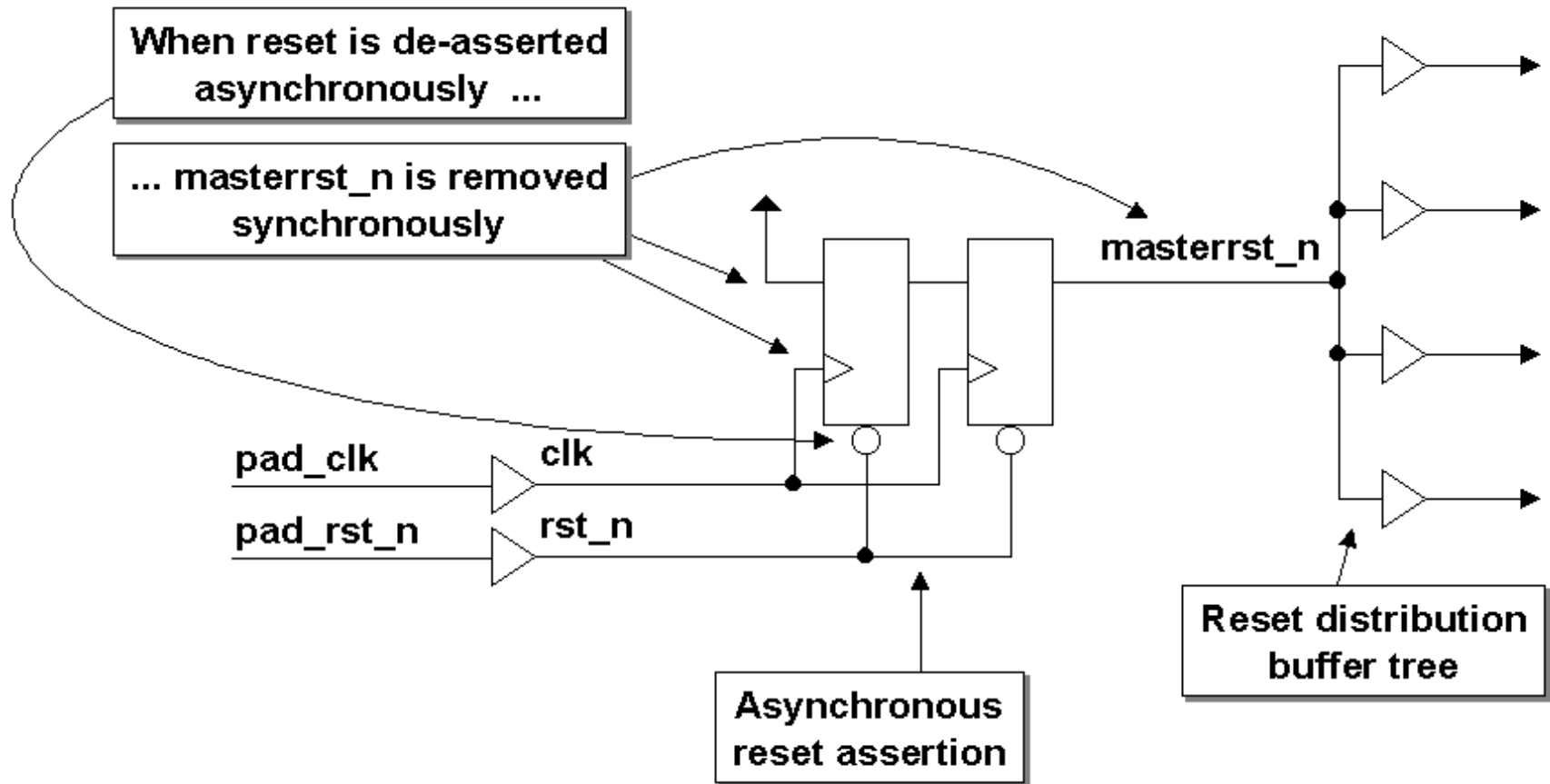
Interrupts (2)

- Individual Requests IRQ Scheme

Reset distribution

- **Qsys** generates the logic to drives the reset pulse to all components
- The system interconnect fabric distributes the reset signal conditioned for each clock domain
  - The duration of the reset signal is at least one clock period
- The system interconnect fabric asserts the system-wide reset in the following conditions:
  - The global reset input to the **Qsys**/system is asserted
  - Any component asserts its resetrequest signal (eg. Watchdog)
- The global reset and reset requests are ORed together. This signal is then synchronized to each clock domain associated to an Avalon-MM port, which causes the asynchronous resets to be de-asserted synchronously

Reset Synchronizer

Clifford E. Cummings, Don Mills, Steve Golson "Asynchronous & Synchronous Reset Design Techniques - Part Deux", available at www.sunburst-**design**.com

Component development flow

- Specification and definition
  - Define the functionality of the component
  - Determine component interfaces, such as Avalon-MM, Avalon-ST, interrupt, or other interfaces
  - Determine the component clocking requirements; what interfaces are synchronous to what clock inputs
  - If you want a microprocessor to control the component, determine the interface to software, such as the register map
- Implement the component in VHDL or Verilog HDL
- Import the component into **Qsys**
  - Use the component editor to create a _hw.tcl file that describes the component
  - Instantiate the component into a **Qsys** system

References

- Altera, "Avalon Interface Specifications," *mnl_avalon_spec.pdf*