

SISTEMI EMBEDDED

System Interconnect Fabric

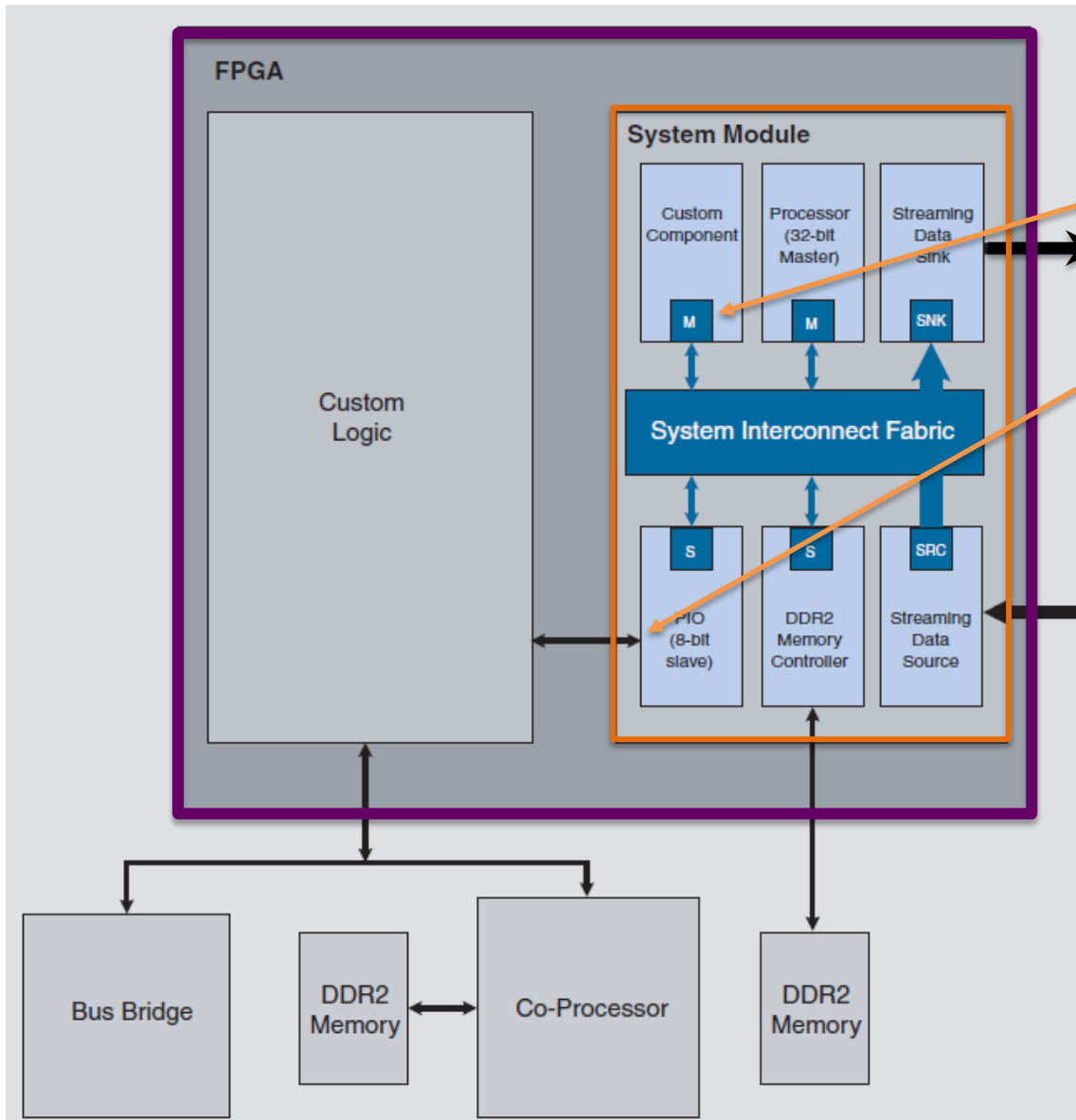
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System Interconnect Fabric

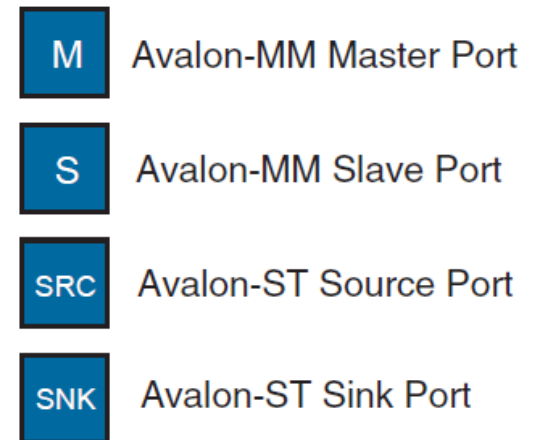
- Interconnect and logic resources to manage whole connectivity among all components in an Altera SoPC system
- Is automatically generated by **Qsys**
 - Components must comply with the standardized Avalon[®] interfaces, which are specialized for:
 - Reading and writing registers and memory
 - Streaming 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



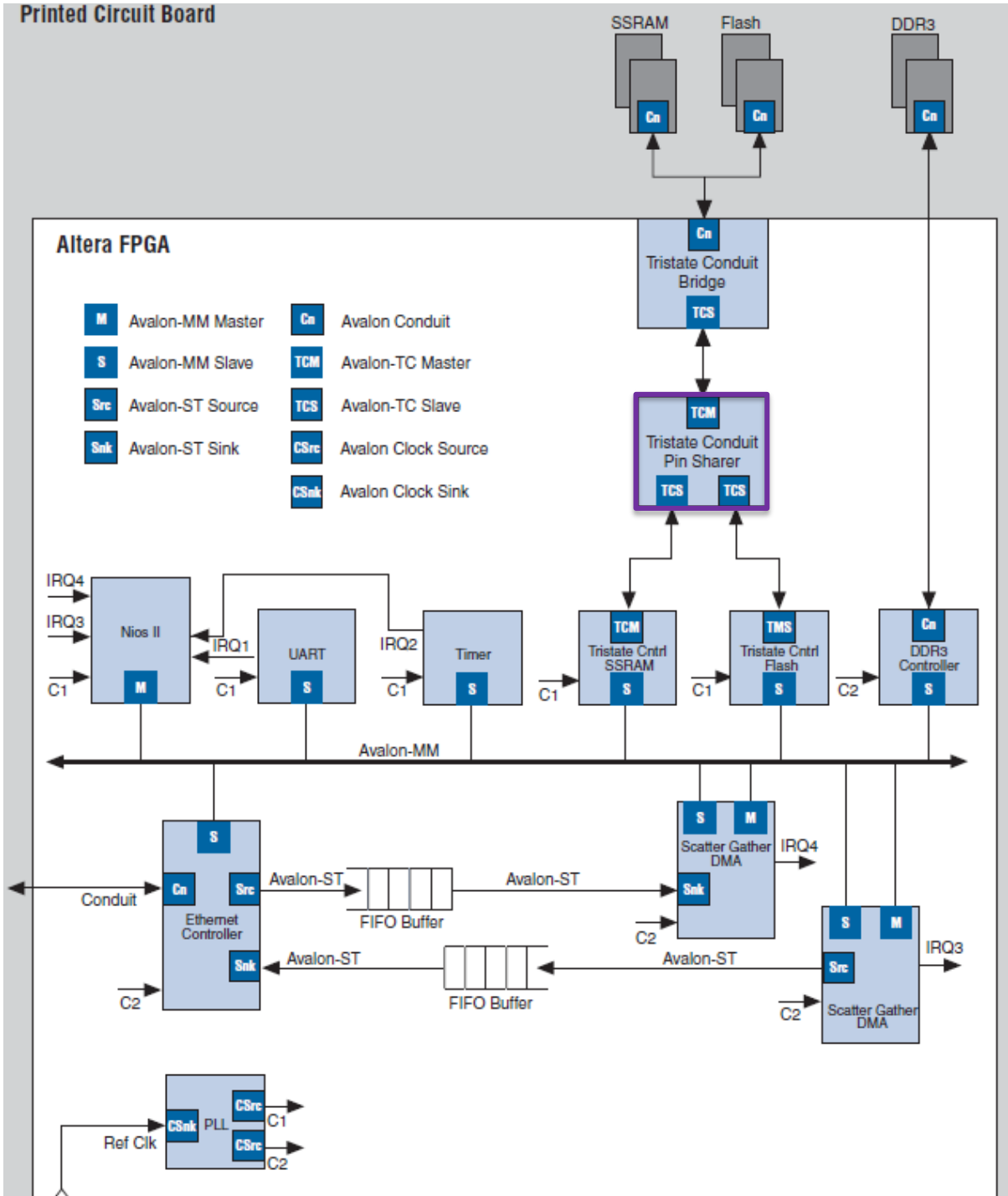
Avalon interfaces (1)

- **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 (Sender/Receiver)**
 - An interface that allows components to signal events to other components

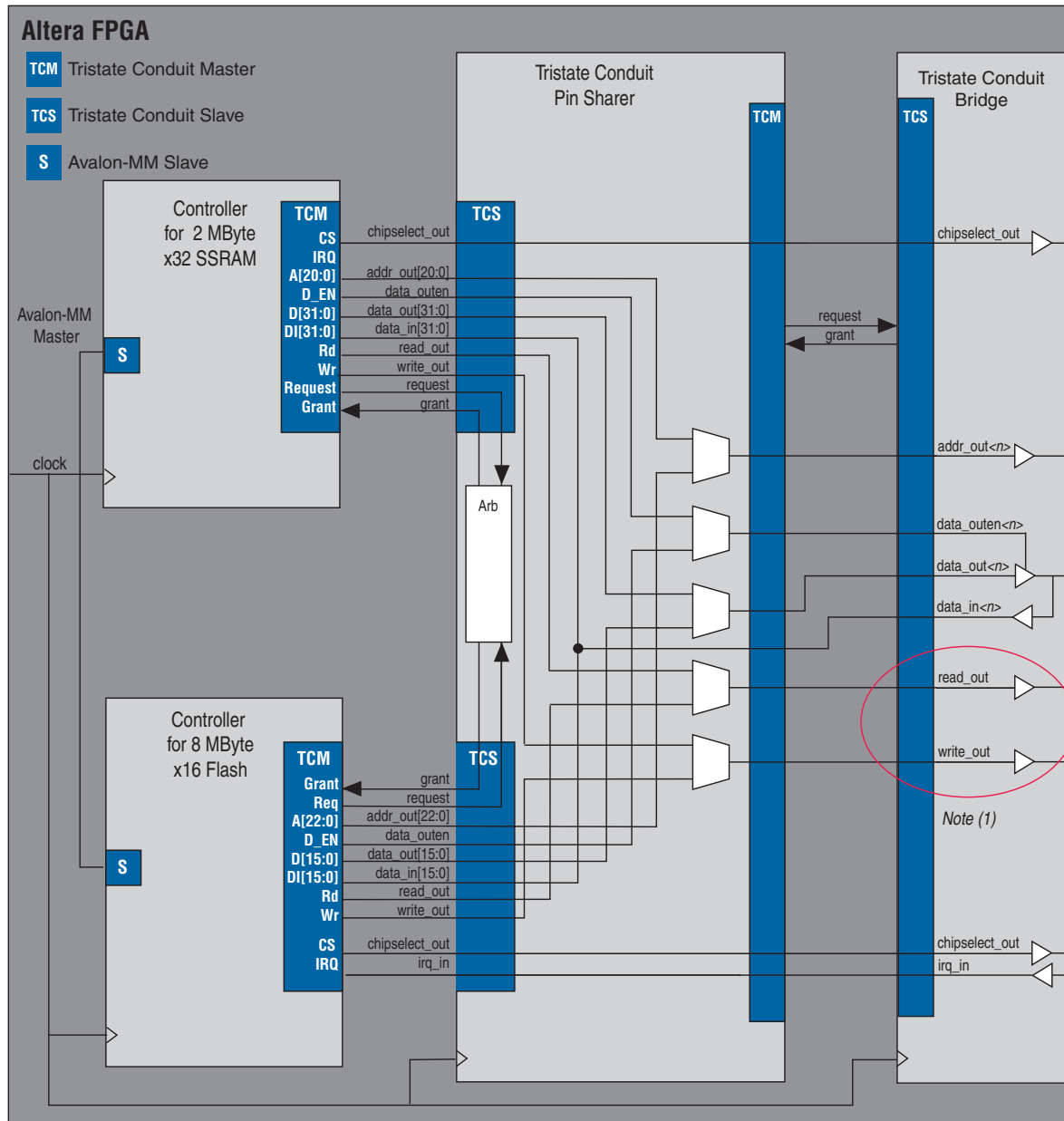
Avalon interfaces (2)

- **Avalon Clock Interface**
 - An interface that drives or receives clocks
(all Avalon interfaces are synchronous)
- **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



Tri-state Conduit Pin Sharer



Avalon interfaces (3)

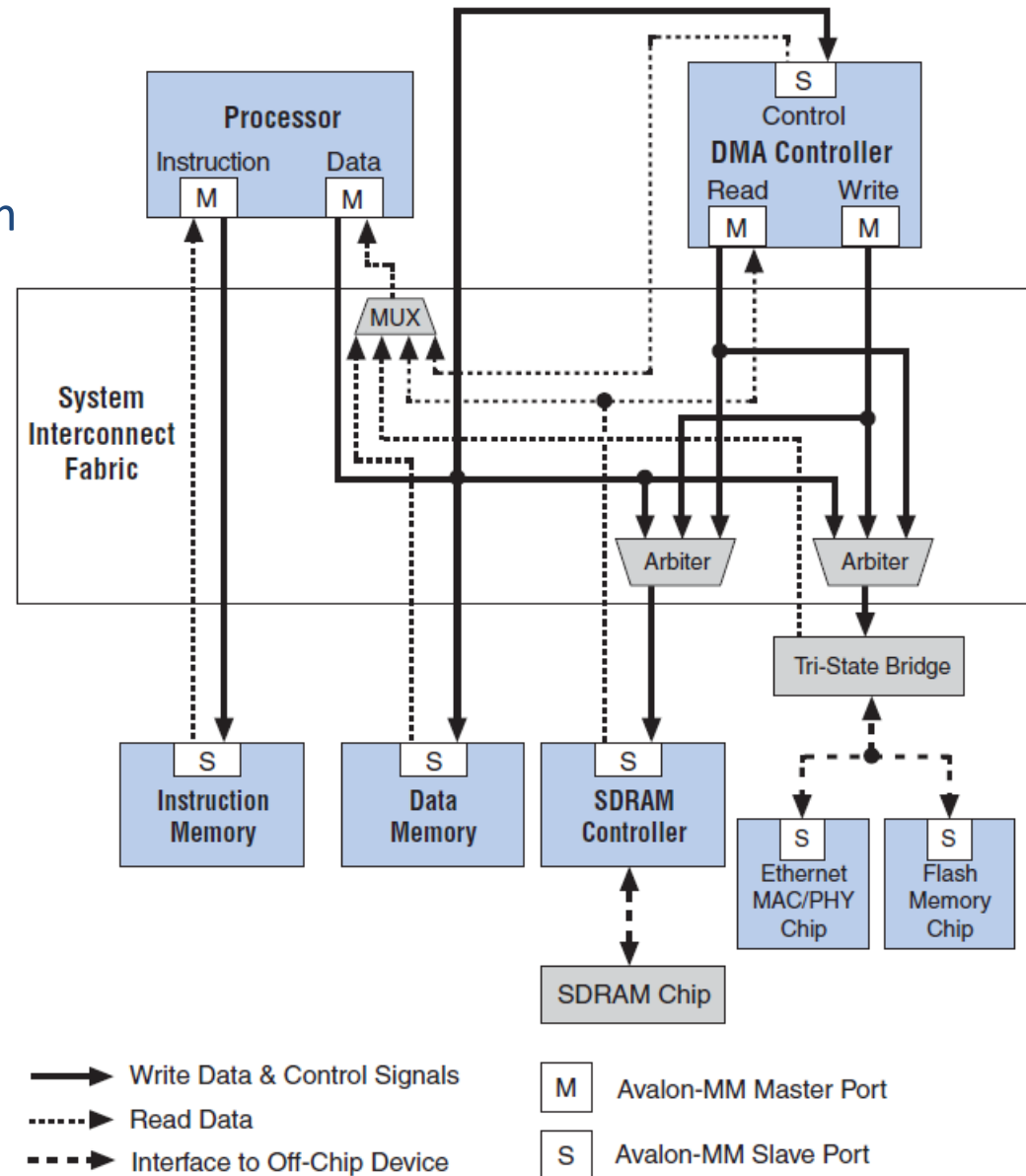
- Each of the Avalon interfaces defines a number of **signal roles** and their behavior.
 - Many signal roles are optional, allowing component designers the flexibility to select only the signal roles necessary to implement the required functionality.
 - With the exception of Avalon Conduit interfaces, each interface may include only one signal for each signal role.
 - Active-low signal alternatives are permitted for many signal roles.
- 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.

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

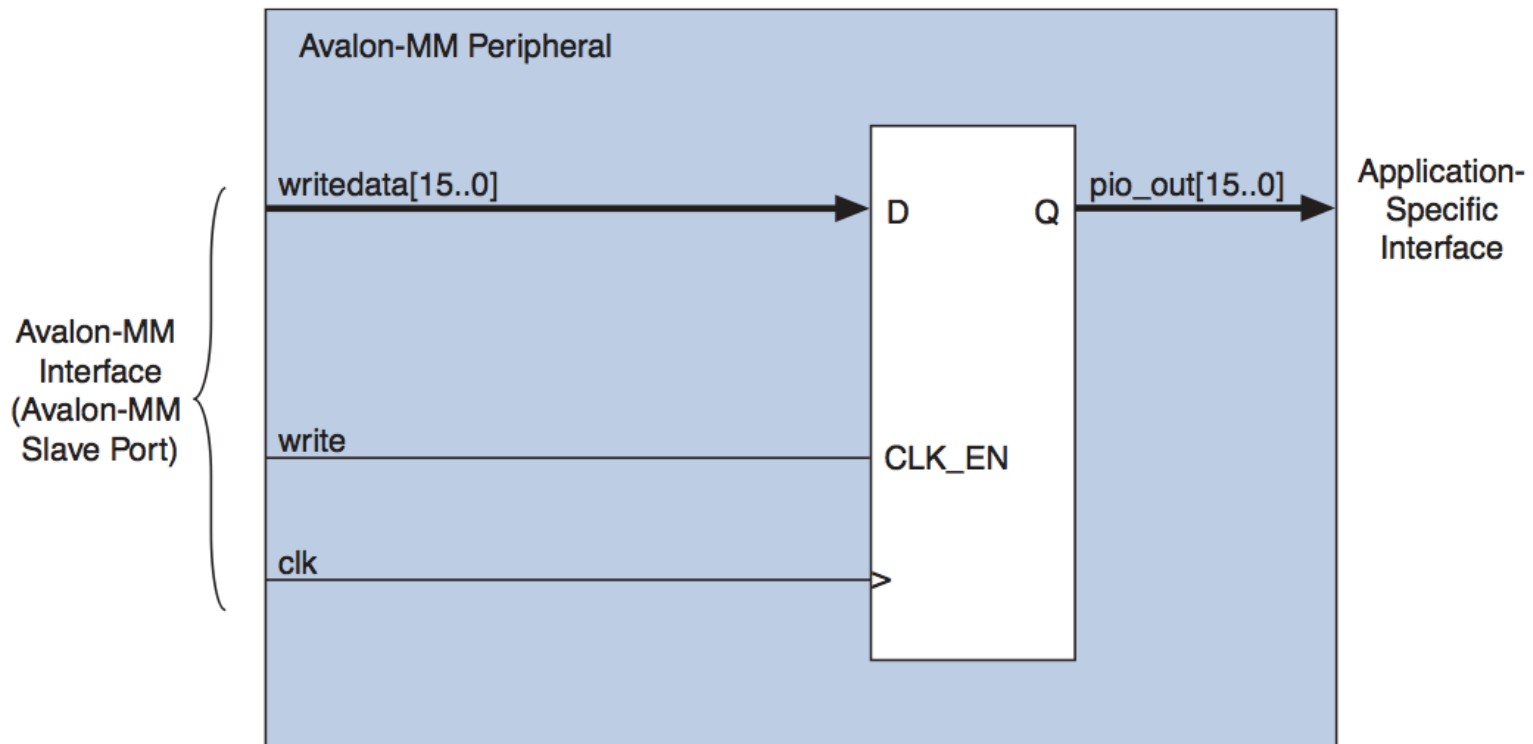
Avalon Memory Mapped (MM) (2)

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

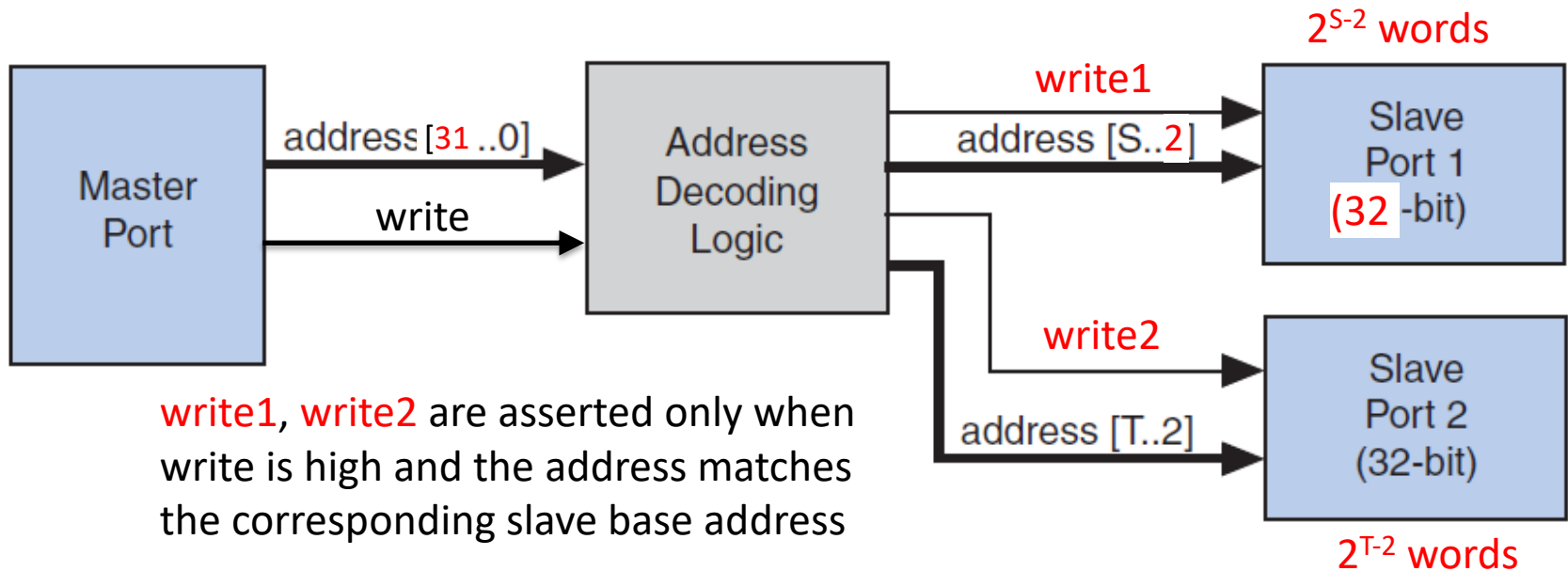
- Address Decoding
- Datapath Multiplexing
- Wait State Insertion
- Pipelined Read Transfers
- Arbitration for Multimaster Systems
- Burst Adapters

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)

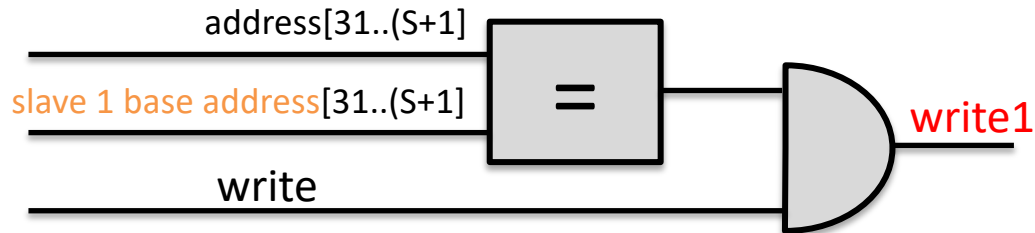
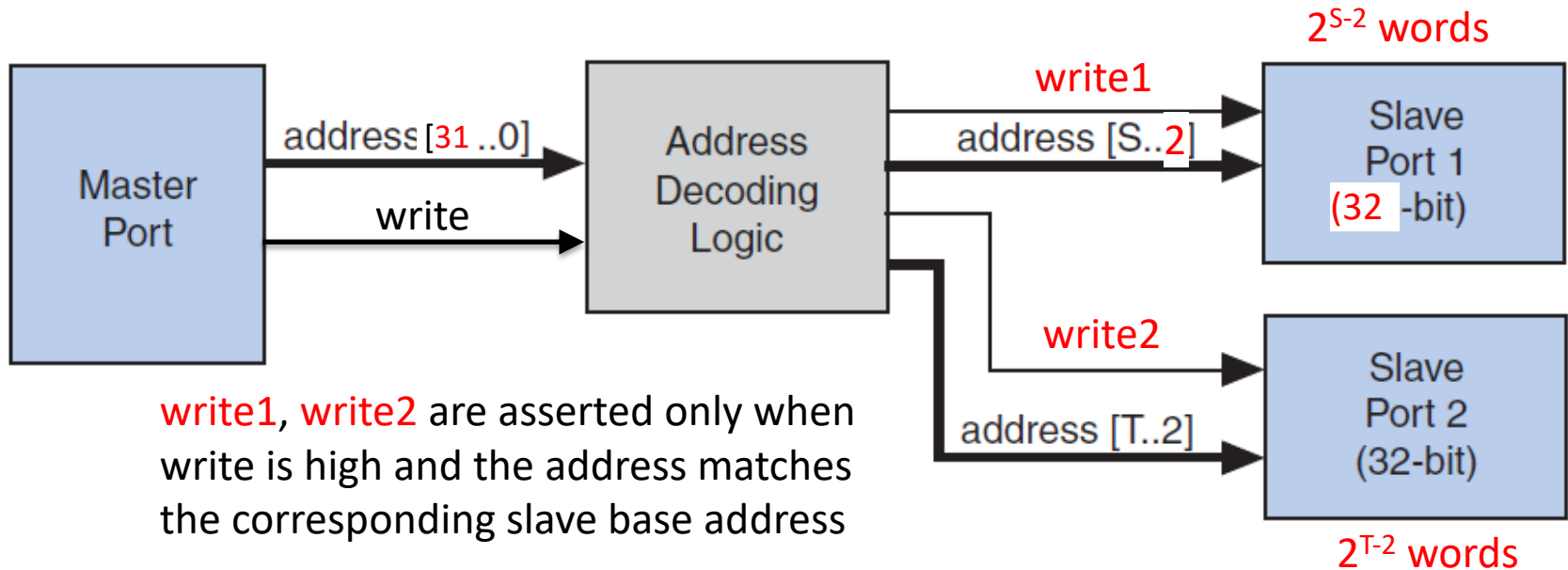
- Example of address decoding in case of 1 master and 2 slaves



- The address decoding logic is controlled by the **base address** setting in **Qsys**
- The **(S+1)** LSBs of **Slave 1 base address** and the **(T+1)** LSBs of **Slave 2 base address must be 0**

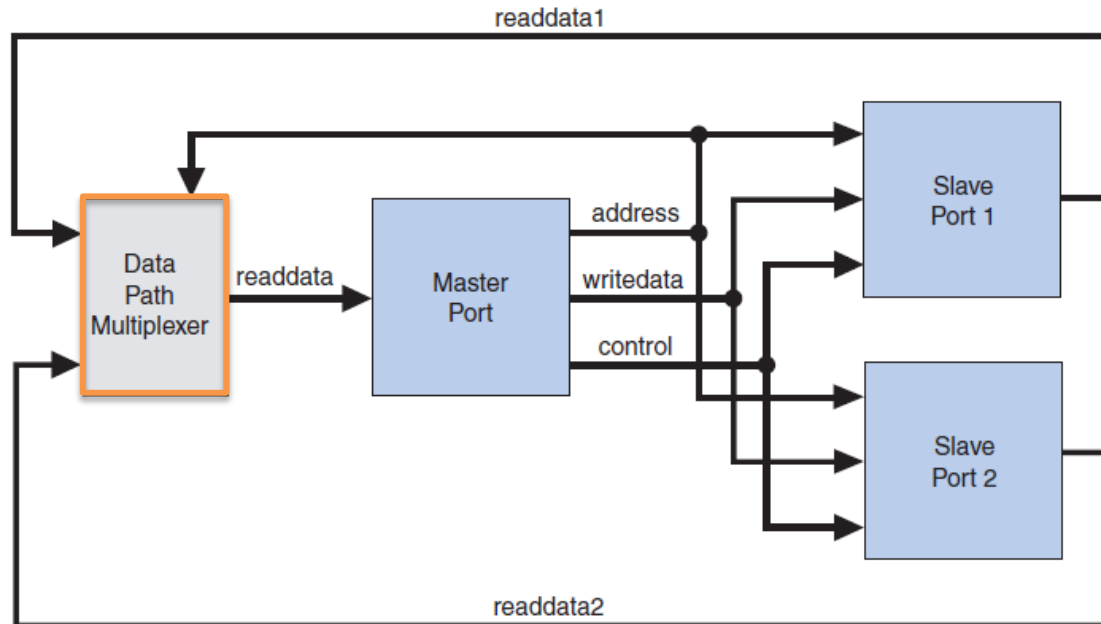
Address decoding (3)

- Example of address decoding in case of 1 master and 2 slaves



Data path multiplexing

- Drives the *writedata* signal from the granted master to the selected slave (actually to all the slaves), 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



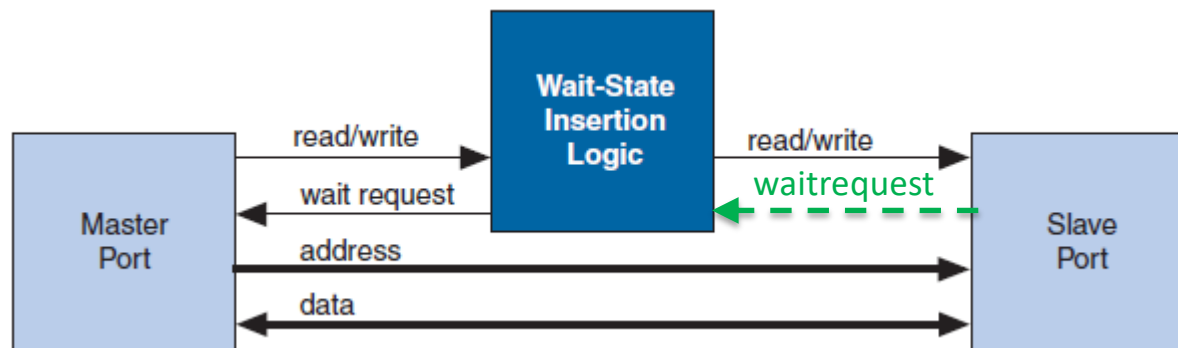
- In **Qsys** the generation of data path multiplexing logic is specified using the *Connections* column on the *System Contents* tab

Wait state insertion (1)

- Avalon-MM Master expects that each transfer is concluded in one clock cycle
- How to accommodate slaves that require more than one clock cycle for read (*readWaitTime* > 0) or write (*writeWaitTime* > 0) operations?
- Master receives a **waitrequest** signal. If asserted the Master must extend the current transfer.
 - Generated by the wait insertion logic, according to the selected slave properties and the **waitrequest** signal if generated by the selected slave

Wait state insertion (2)

- 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

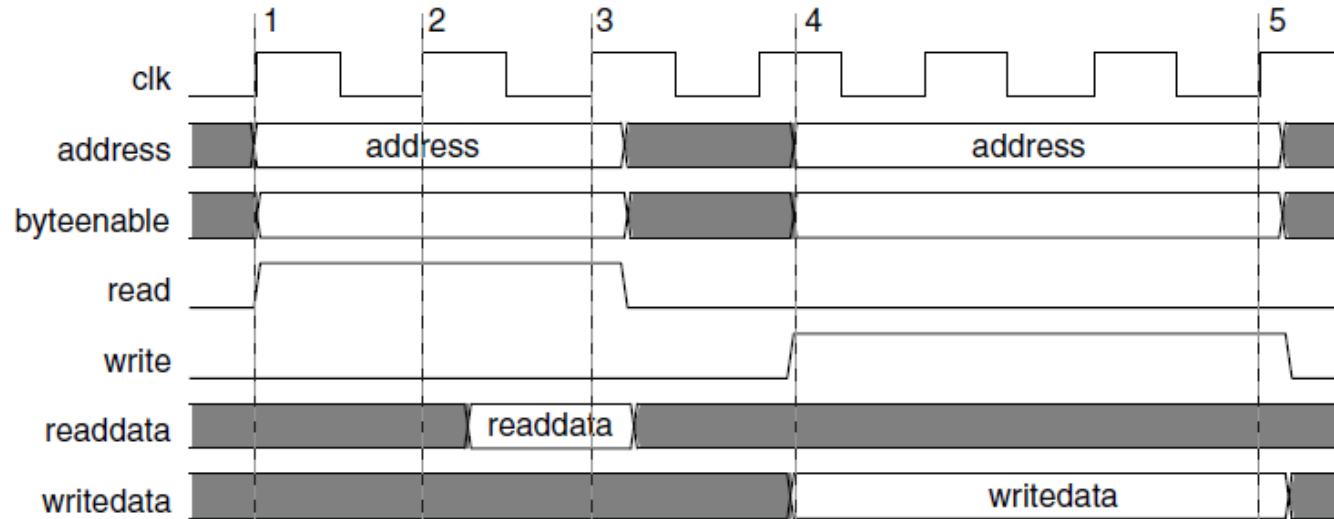


Pipelined read transfer

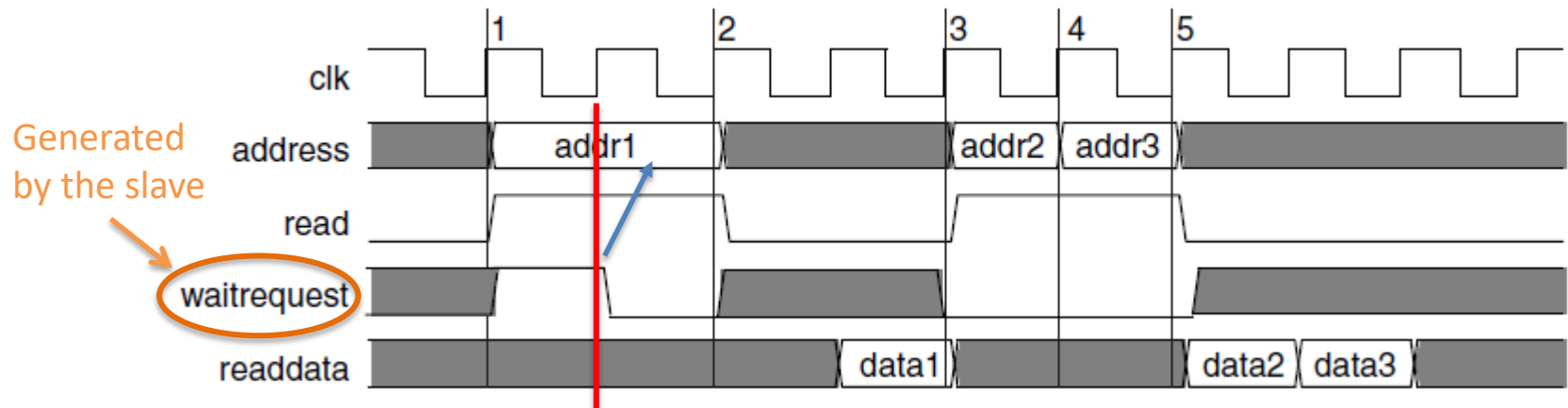
- The Avalon-MM interface supports pipelined read transfers, allowing a pipelined master to start multiple read transfers in succession without waiting for the previous transfers to complete
- Pipelined transfers allow master-slave pairs to achieve **higher throughput**, even though the slave requires 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

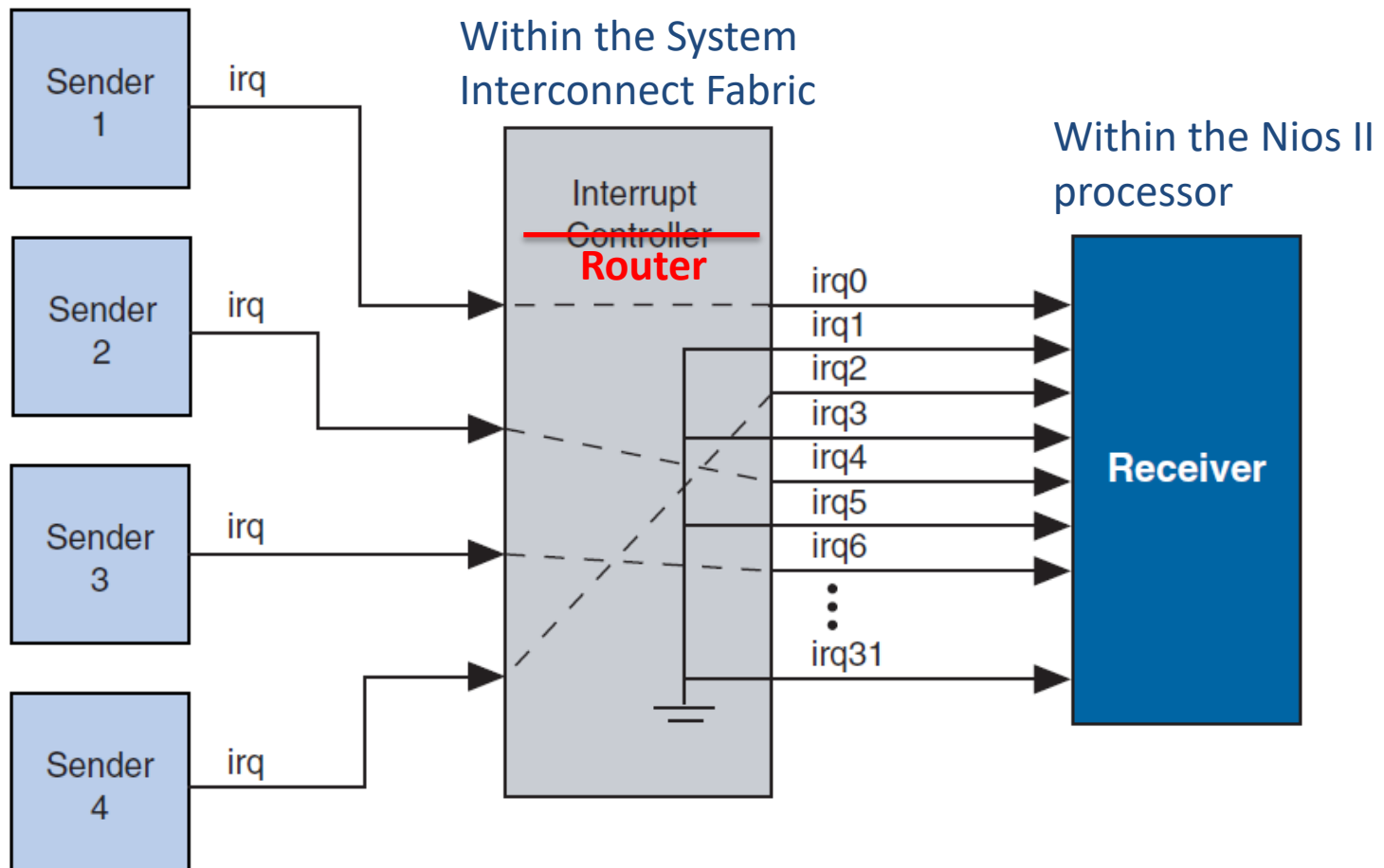


Interrupts (1)

- 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) **router** aggregates IRQ signals from all interrupt senders, and maps them to user-specified values on the receiver inputs

Interrupts (2)

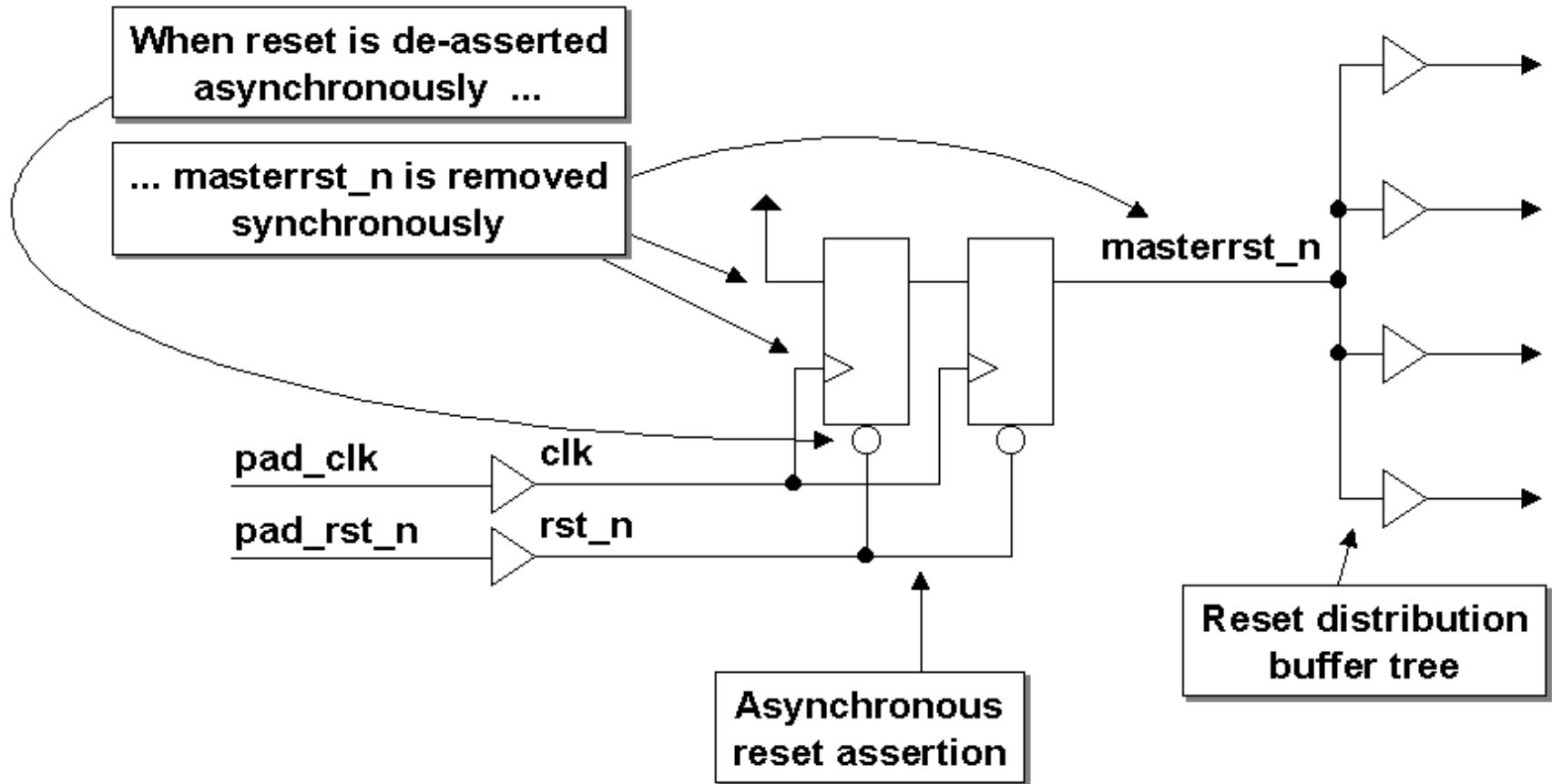
- Individual Requests IRQ Scheme



Reset distribution

- **Qsys** generates the logic to route 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 Verilog or VHDL**
- **Import the component into Qsys**
 - Use the component editor to create a `<component_name>_hw.tcl` script file that describes the component
 - Instantiate the component into a **Qsys** system

References

- Altera, “Avalon Interface Specifications,”
mnl_avalon_spec.pdf