



EECS 373

Design of Microprocessor-Based Systems

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Lecture 6: AHB-Lite, Interrupts (1)
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Today

- Announcements
- ARM AHB-Lite
- Start on interrupts



Announcements

- HW2 assigned; Due on 9/23
- Questions
 - Synchronizers
 - Why separate read/write busses on APB?

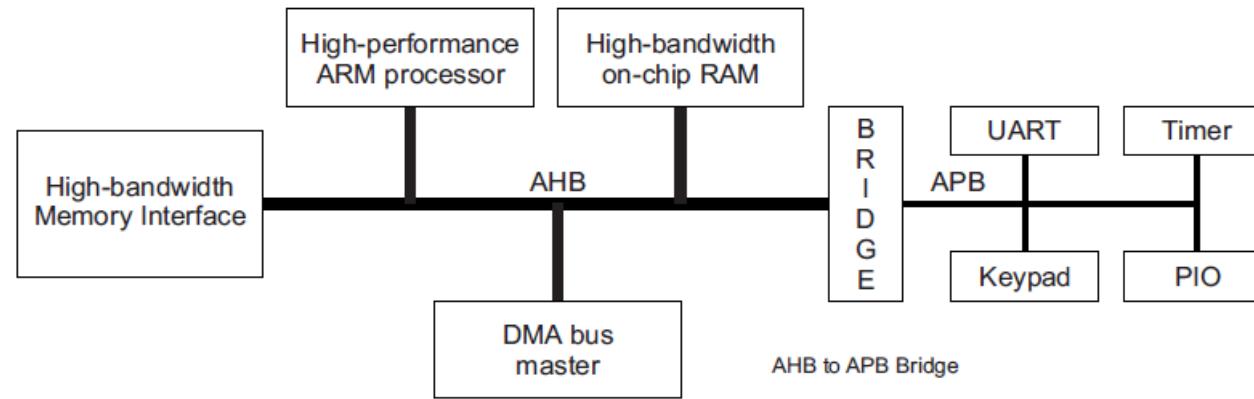


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Advanced Microcontroller Bus Architecture (AMBA)

- Advanced High-performance Bus (AHB)
- Advanced Peripheral Bus (APB)



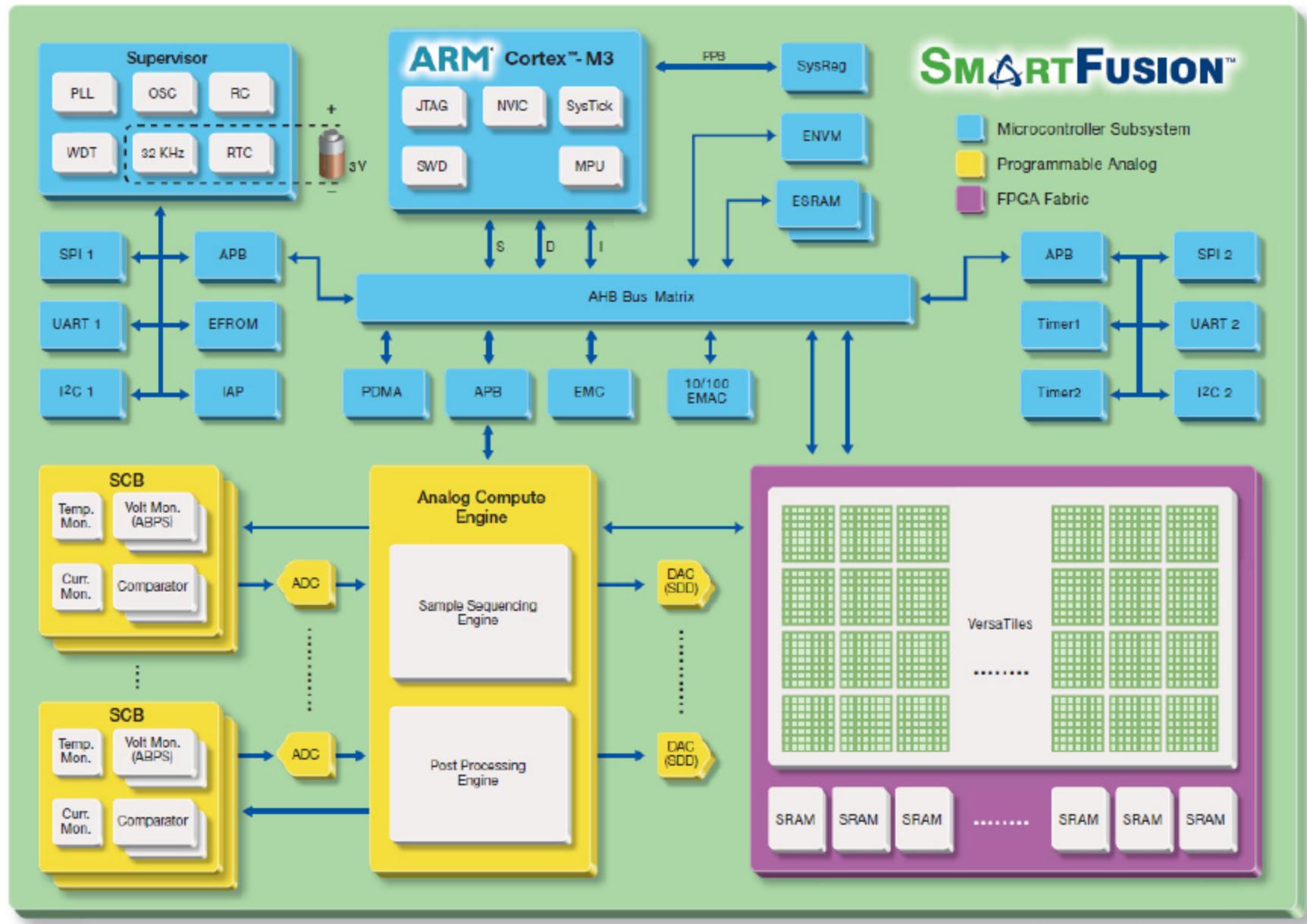
AHB

- High performance
- Pipelined operation
- Burst transfers
- Multiple bus masters
- Split transactions

APB

- Low power
- Latched address/control
- Simple interface
- Suitable of many peripherals

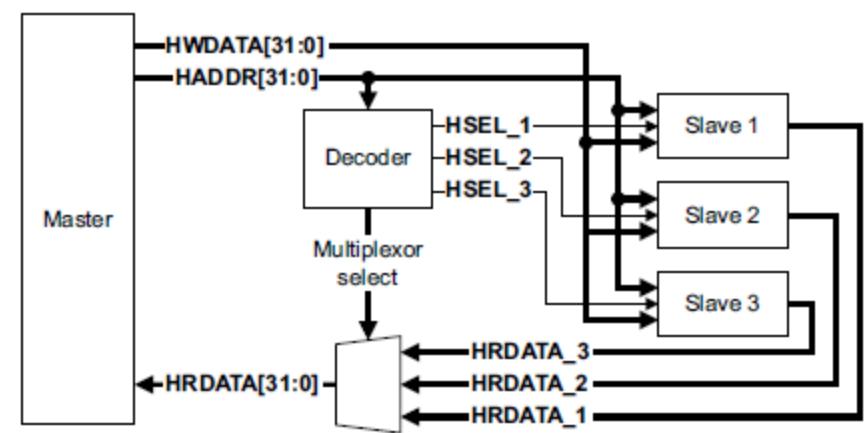
Actel SmartFusion system/bus architecture



AHB-Lite supports single bus master and provides high-bandwidth operation



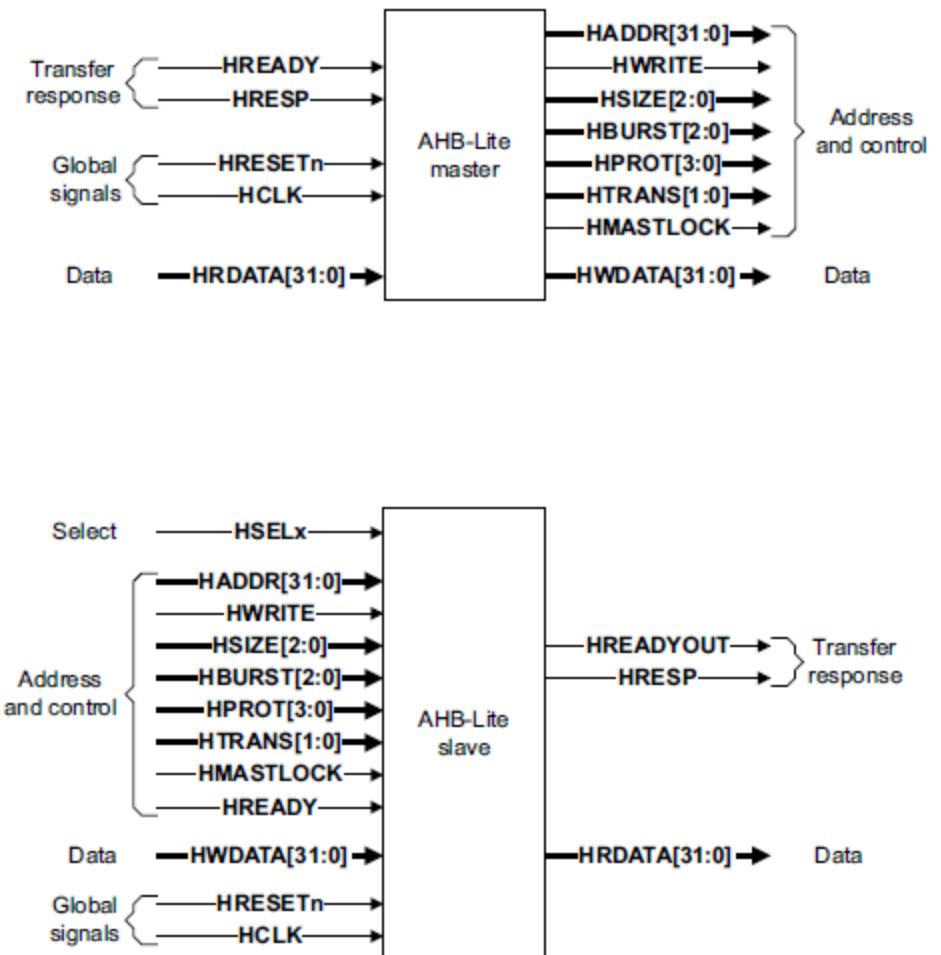
- Burst transfers
- Single clock-edge operation
- Non-tri-state implementation
- Configurable bus width



AHB-Lite bus master/slave interface



- Global signals
 - HCLK
 - HRESETn
- Master out/slave in
 - HADDR (address)
 - HWDATA (write data)
 - Control
 - HWRITE
 - HSIZE
 - HBURST
 - HPROT
 - HTRANS
 - HMASTLOCK
- Slave out/master in
 - HRDATA (read data)
 - HREADY
 - HRESP



AHB-Lite signal definitions

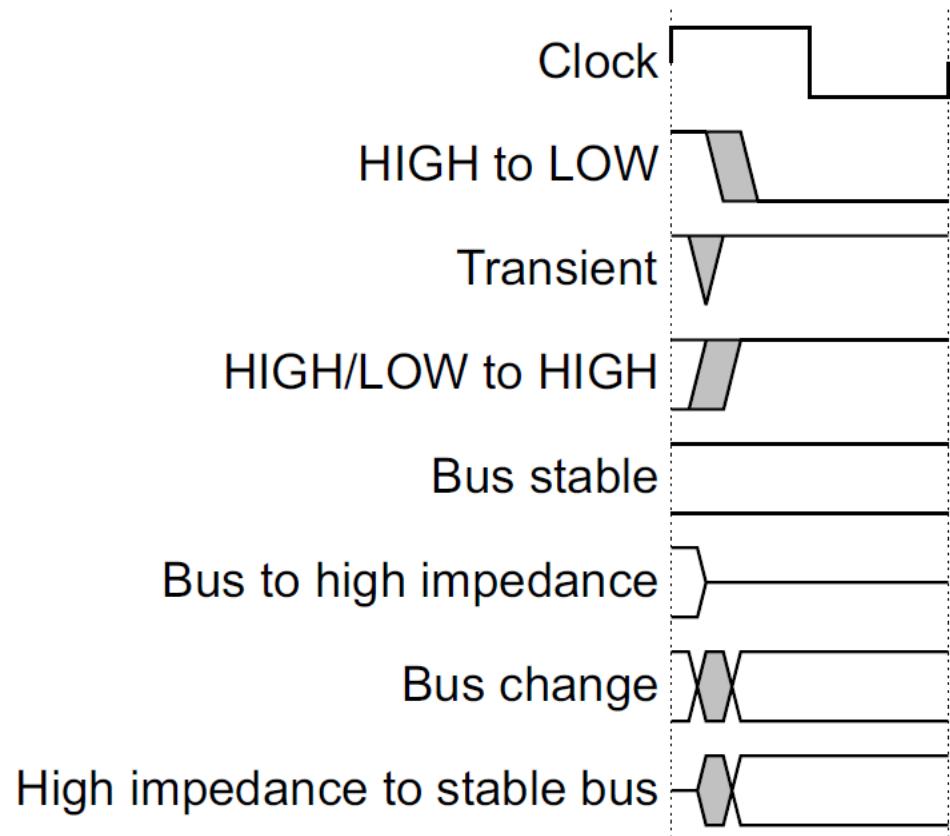


- Global signals
 - HCLK: the bus clock source (rising-edge triggered)
 - HRESETn: the bus (and system) reset signal (active low)
- Master out/slave in
 - HADDR[31:0]: the 32-bit system address bus
 - HWDATA[31:0]: the system write data bus
 - Control
 - HWRITE: indicates transfer direction (Write=1, Read=0)
 - HSIZE[2:0]: indicates size of transfer (byte, halfword, or word)
 - HBURST[2:0]: indicates single or burst transfer (1, 4, 8, 16 beats)
 - HPROT[3:0]: provides protection information (e.g. I or D; user or handler)
 - HTRANS: indicates current transfer type (e.g. idle, busy, nonseq, seq)
 - HMASTLOCK: indicates a locked (atomic) transfer sequence
- Slave out/master in
 - HRDATA[31:0]: the slave read data bus
 - HREADY: indicates previous transfer is complete
 - HRESP: the transfer response (OKAY=0, ERROR=1)

Key to timing diagram conventions



- Timing diagrams
 - Clock
 - Stable values
 - Transitions
 - High-impedance
- Signal conventions
 - Lower case 'n' denote active low (e.g. RESETn)
 - Prefix 'H' denotes AHB
 - Prefix 'P' denotes APB



Basic read and write transfers with no wait states

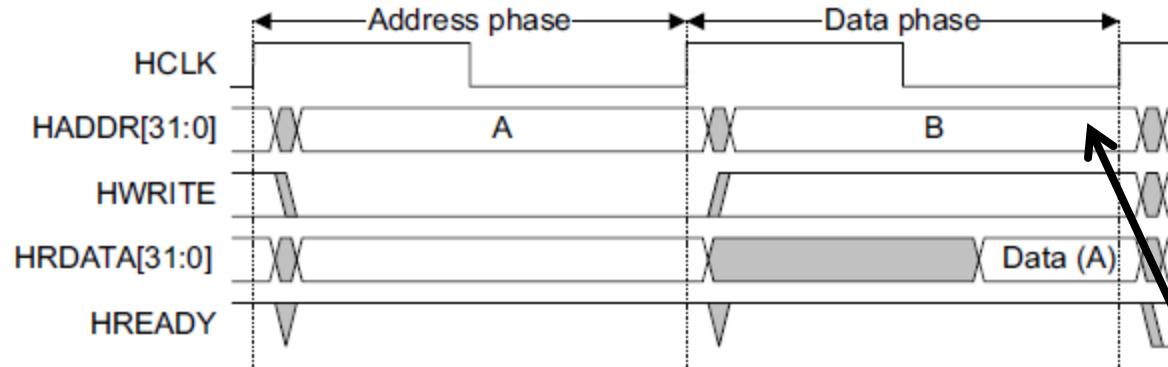


Figure 3-1 Read transfer

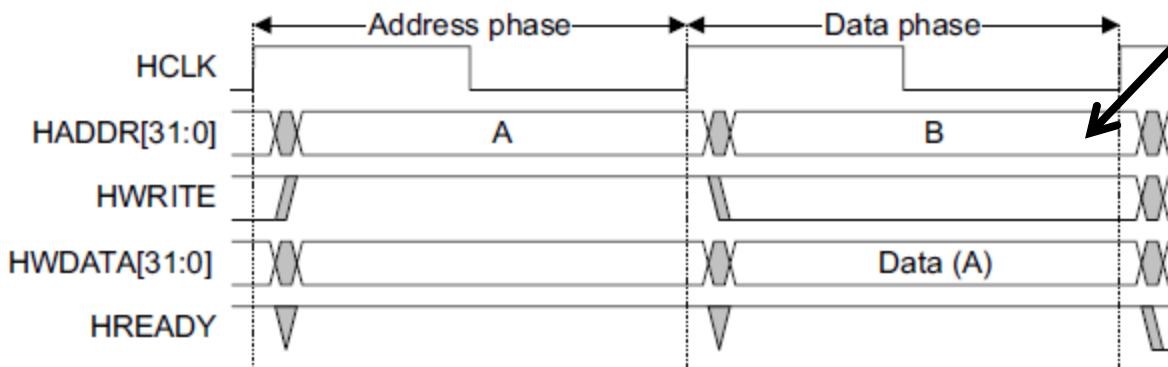
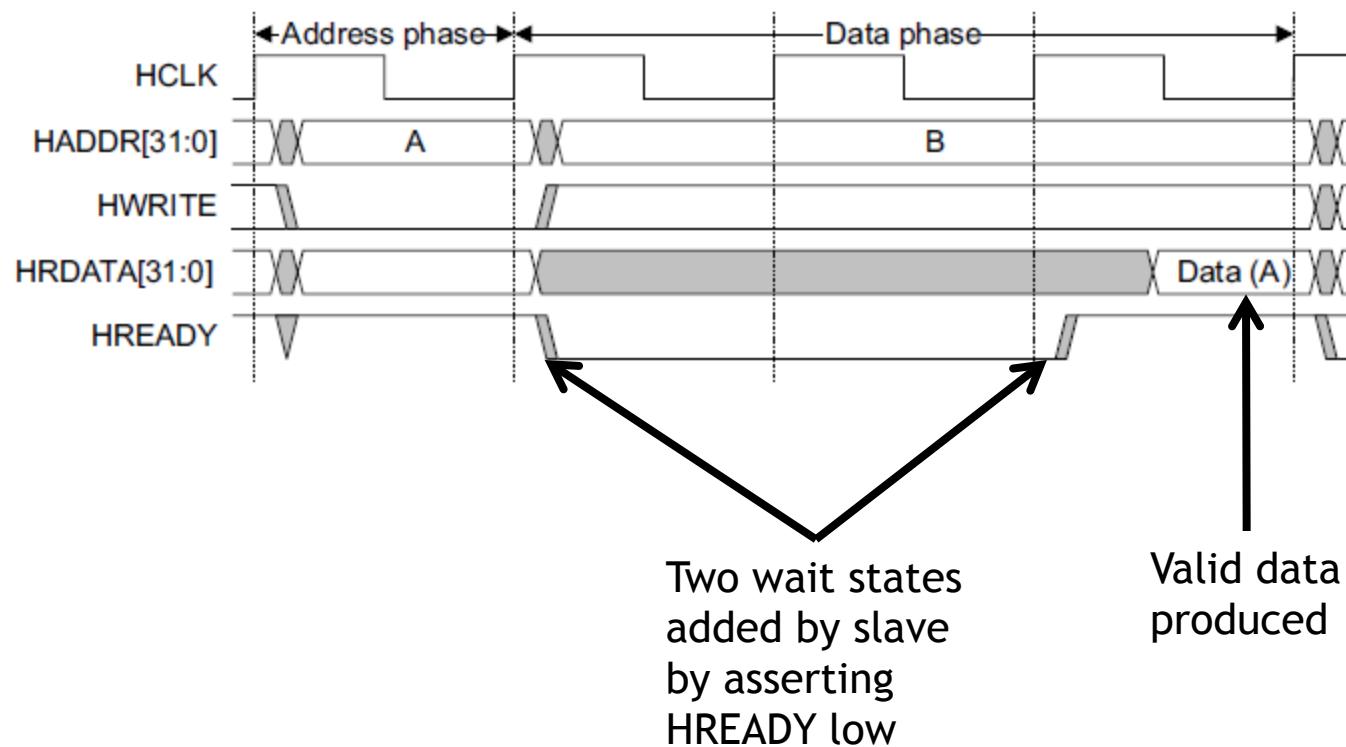


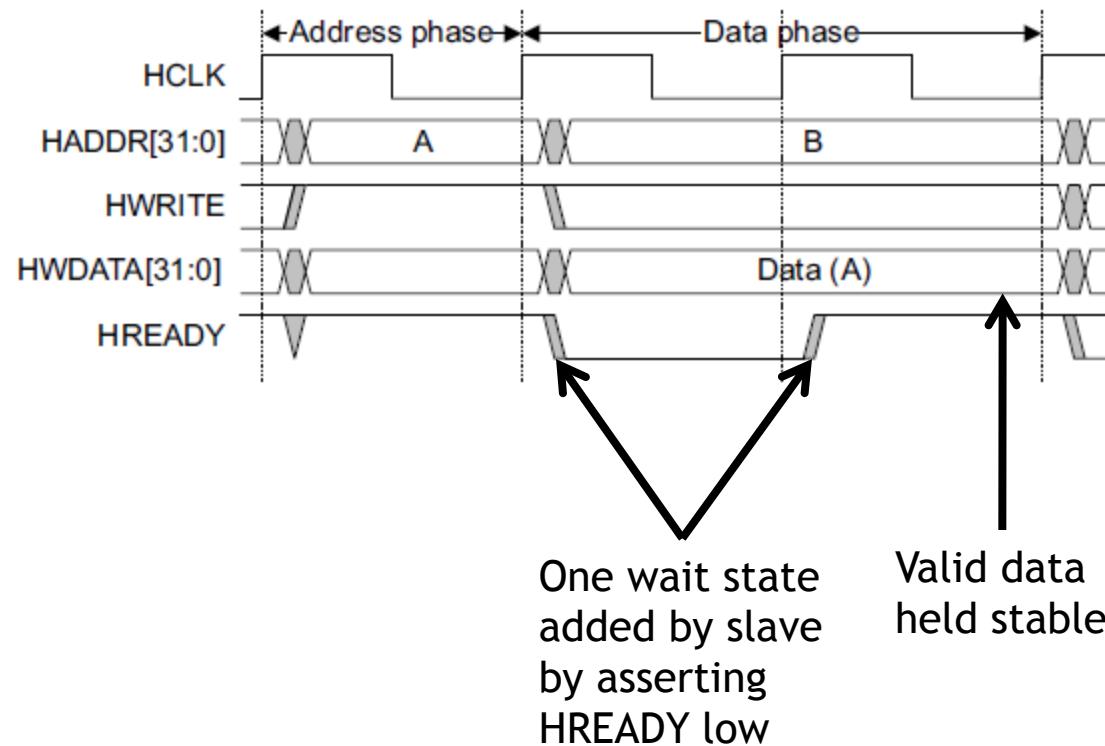
Figure 3-2 Write transfer

Pipelined
Address
& Data
Transfer

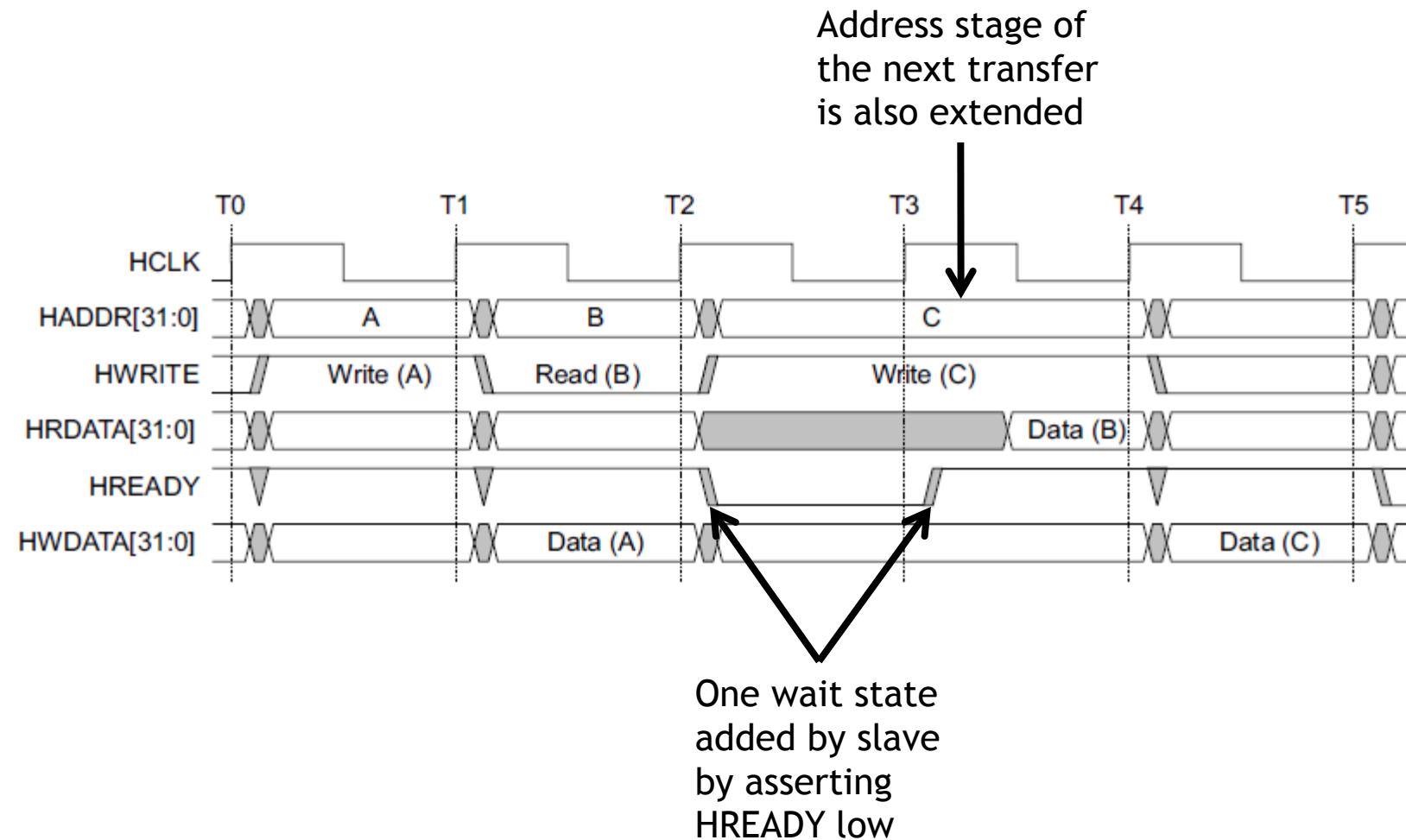
Read transfer with two wait states



Write transfer with one wait state



Wait states extend the address phase of next transfer

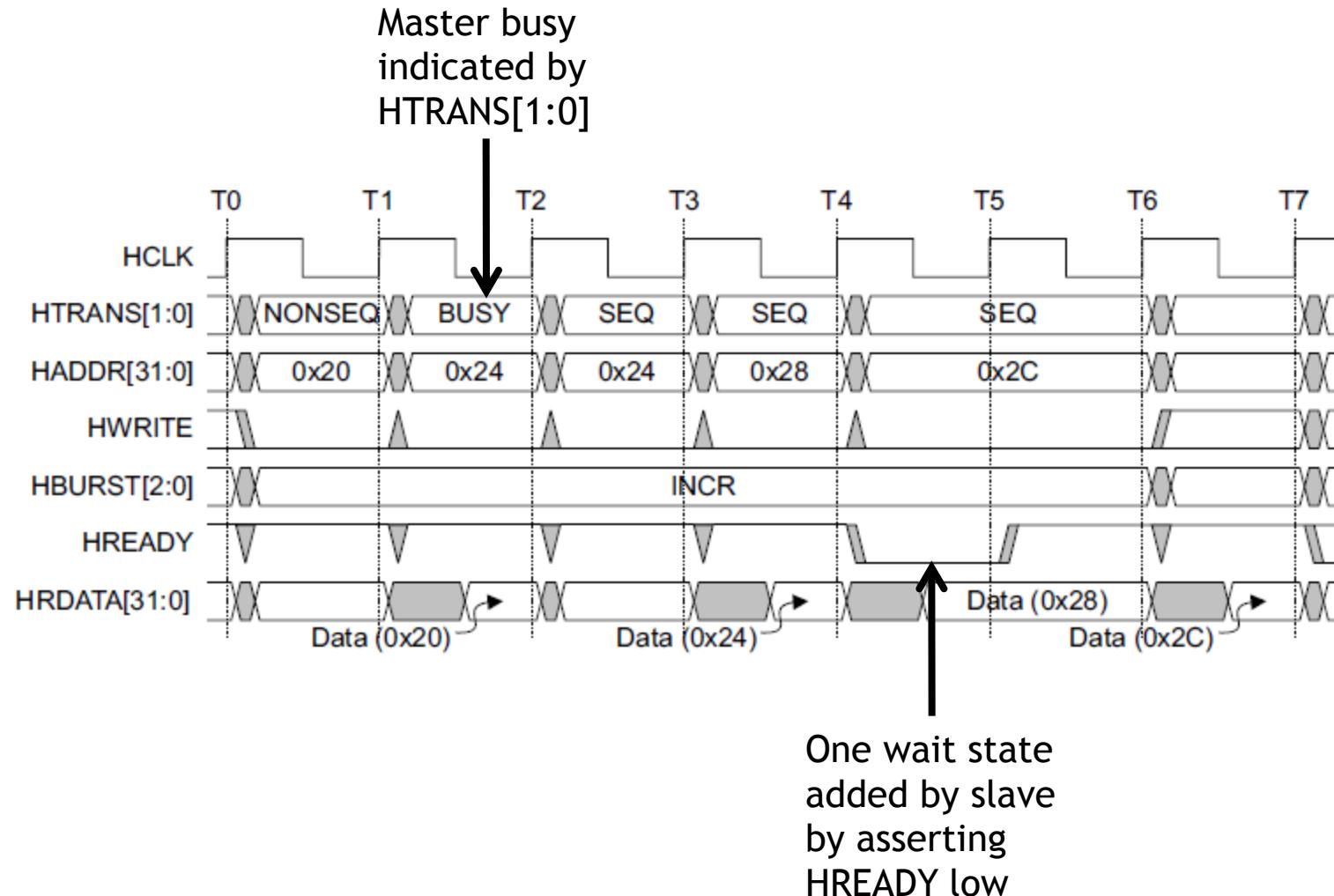


Transfers can be of four types (HTRANS[1:0])



- IDLE (b00)
 - No data transfer is required
 - Slave must OKAY w/o waiting
 - Slave must ignore IDLE
- BUSY (b01)
 - Insert idle cycles in a burst
 - Burst will continue afterward
 - Address/control reflects next transfer in burst
 - Slave must OKAY w/o waiting
 - Slave must ignore BUSY
- NONSEQ (b10)
 - Indicates single transfer or first transfer of a burst
 - Address/control unrelated to prior transfers
- SEQ (b11)
 - Remaining transfers in a burst
 - Addr = prior addr + transfer size

A four beat burst with master busy and slave wait



Controlling the size (width) of a transfer



- HSIZE[2:0] encodes the size
- The cannot exceed the data bus width (e.g. 32-bits)
- HSIZE + HBURST is determines wrapping boundary for wrapping bursts
- HSIZE must remain constant throughout a burst transfer

HSIZE[2]	HSIZE[1]	HSIZE[0]	Size (bits)	Description
0	0	0	8	Byte
0	0	1	16	Halfword
0	1	0	32	Word
0	1	1	64	Doubleword
1	0	0	128	4-word line
1	0	1	256	8-word line
1	1	0	512	-
1	1	1	1024	-

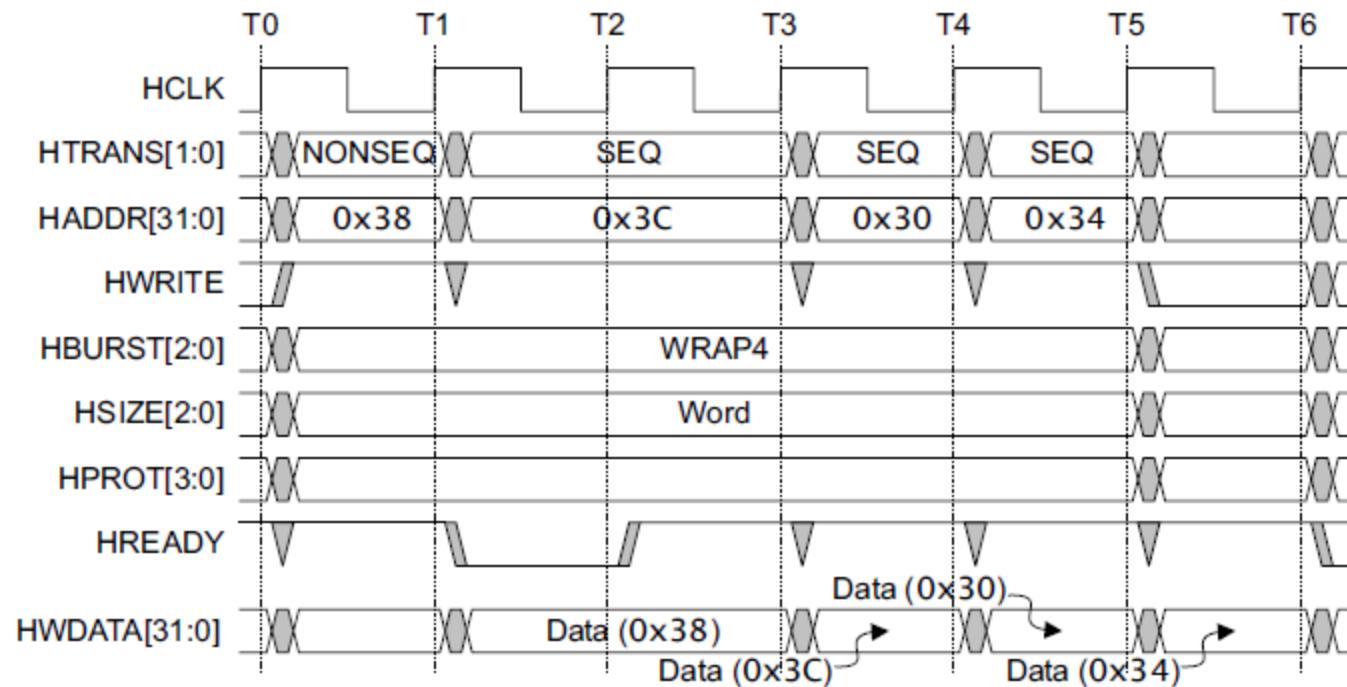
Controlling the burst beats (length) of a transfer



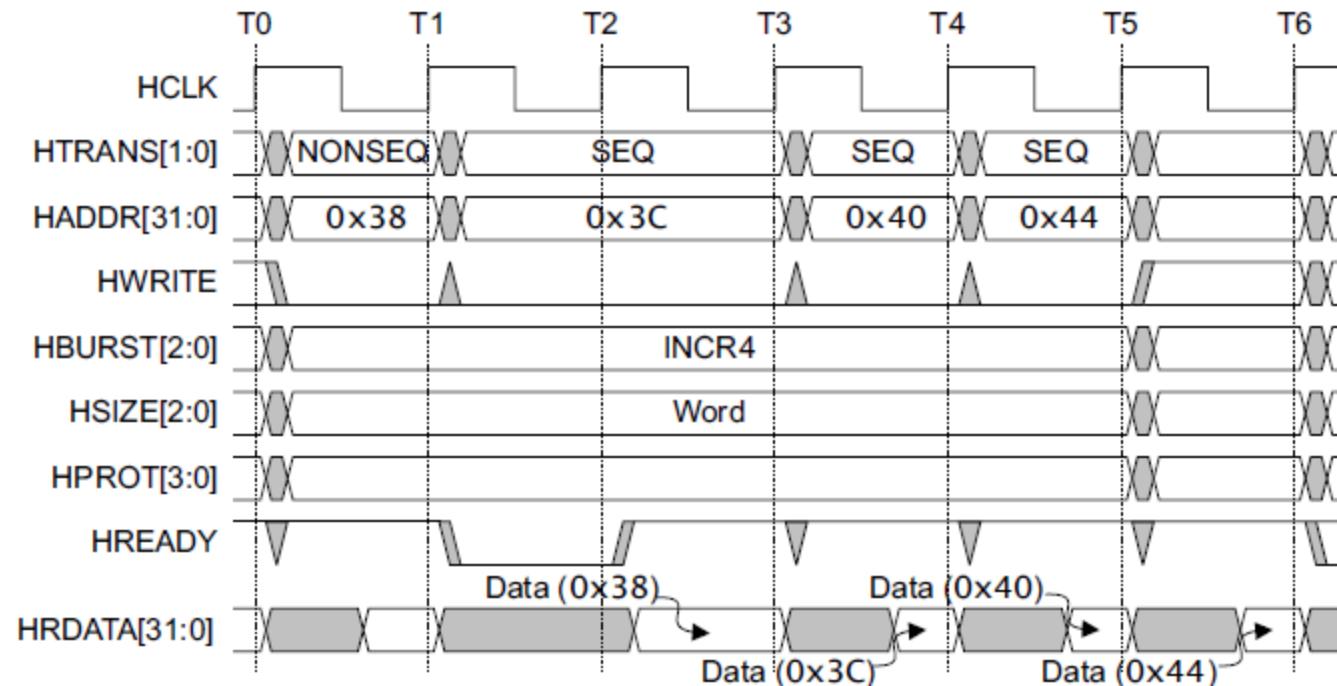
- Burst of 1, 4, 8, 16, and undef
- HBURST[2:0] encodes the type
- Incremental burst
- Wrapping bursts
 - 4 beats x 4-byte words wrapping
 - Wraps at 16 byte boundary
 - E.g. 0x34, 0x38, 0x3c, 0x30,...
- Bursts must not cross 1KB address boundaries

HBURST[2:0]	Type	Description
b000	SINGLE	Single burst
b001	INCR	Incrementing burst of undefined length
b010	WRAP4	4-beat wrapping burst
b011	INCR4	4-beat incrementing burst
b100	WRAP8	8-beat wrapping burst
b101	INCR8	8-beat incrementing burst
b110	WRAP16	16-beat wrapping burst
b111	INCR16	16-beat incrementing burst

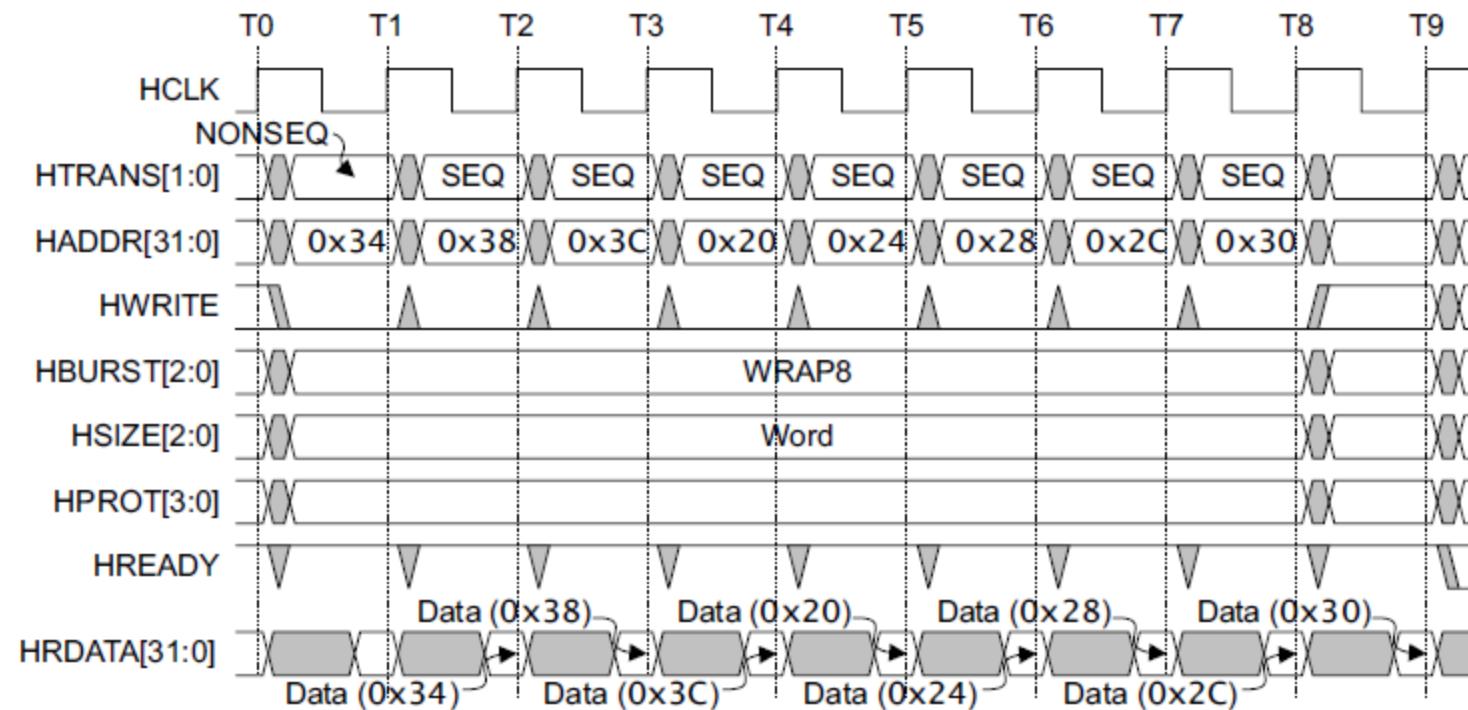
A four beat wrapping burst (WRAP4)



A four beat incrementing burst (INCR4)

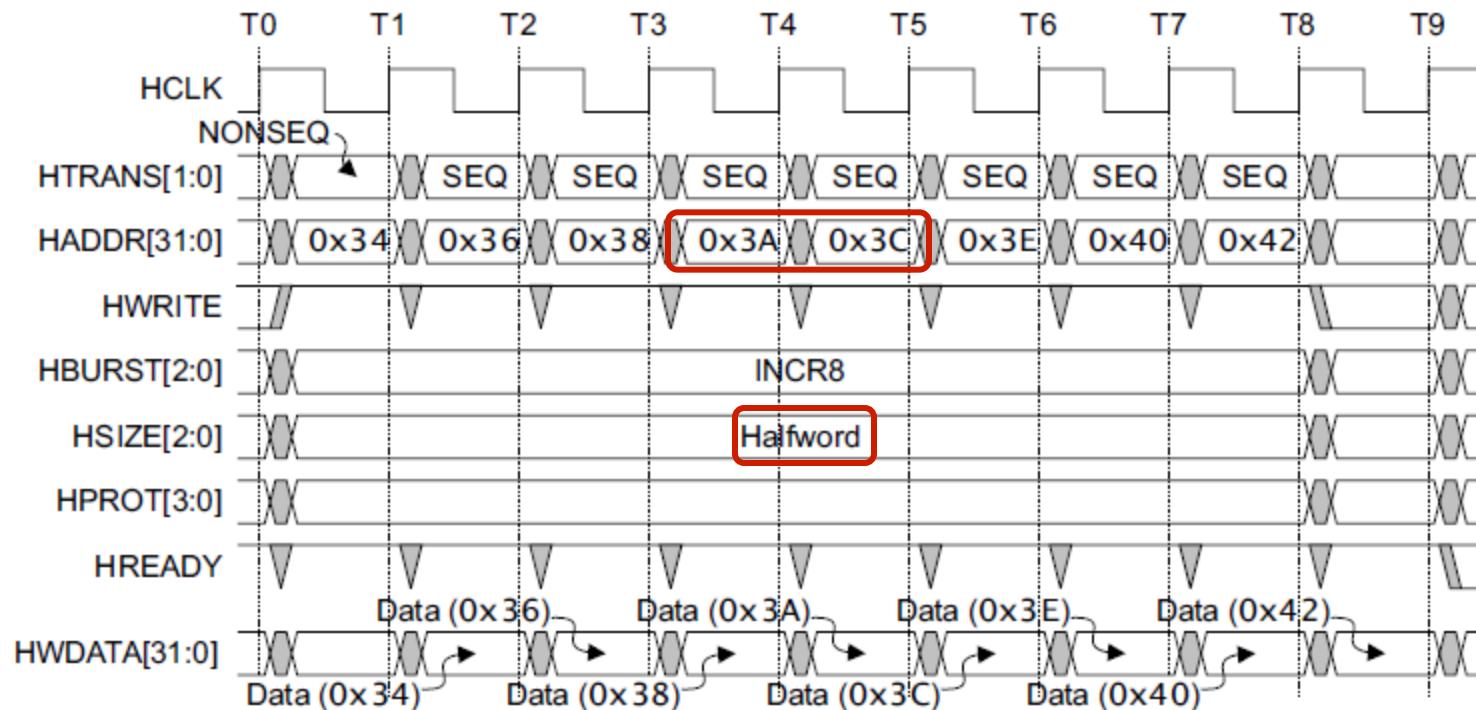


An eight beat wrapping burst (WRAP8)

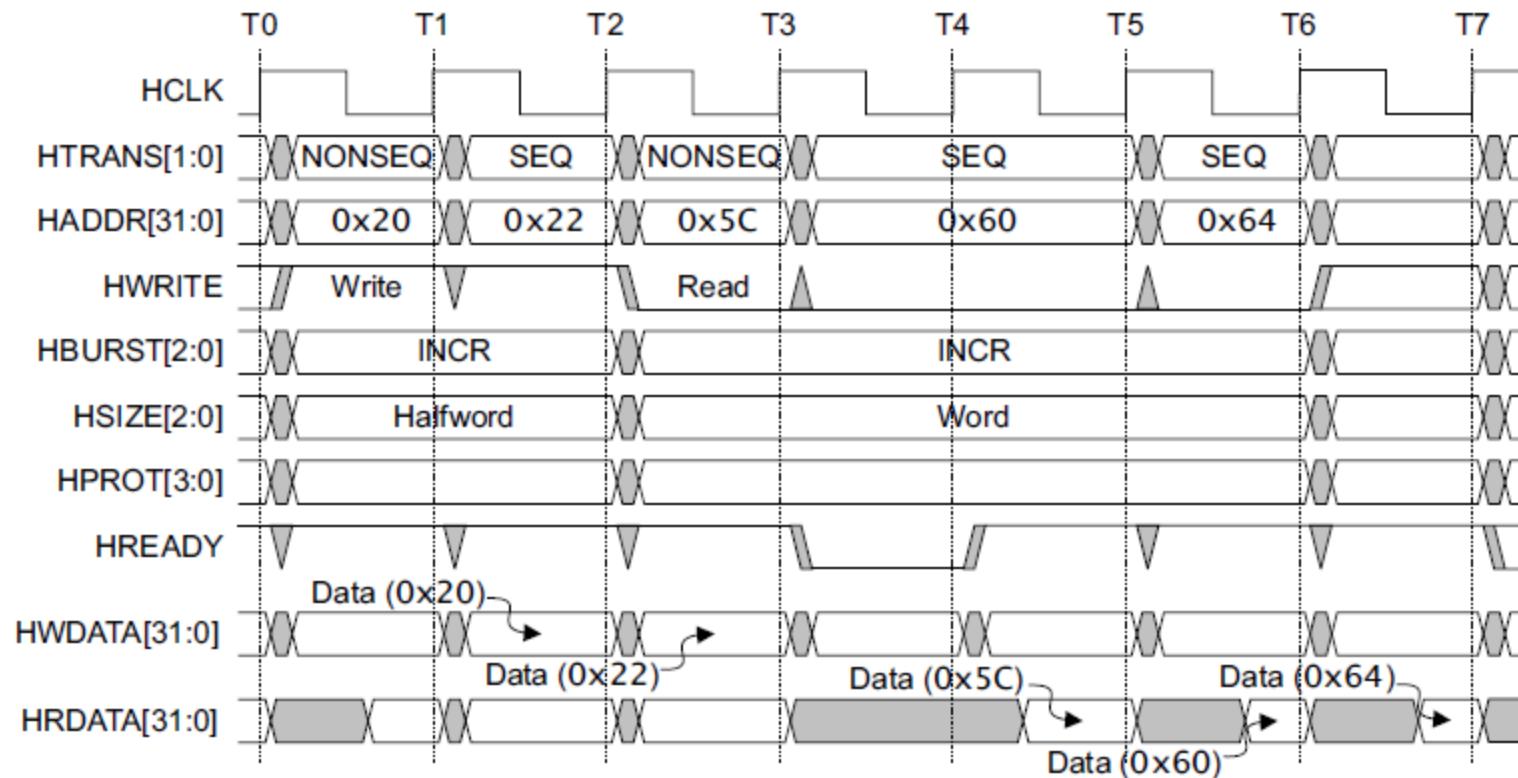




An eight beat incrementing burst (INCR8) using half-word transfers



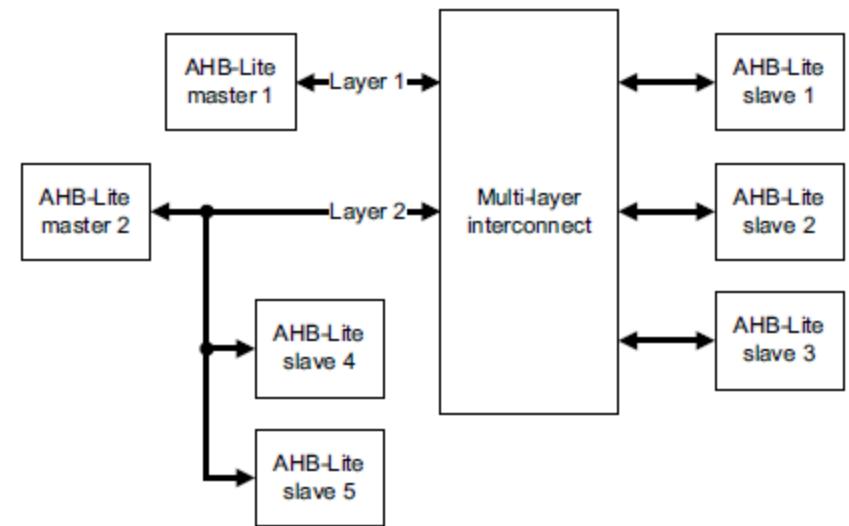
An undefined length incrementing burst (INCR)



Multi-master AHB-Lite requires a multi-layer interconnect



- AHB-Lite is single-master
- Multi-master operation
 - Must isolate masters
 - Each master assigned to layer
 - Interconnect arbitrates slave accesses
- Full crossbar switch often unneeded
 - Slaves 1, 2, 3 are shared
 - Slaves 4, 5 are local to Master 1





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Interrupts



Merriam-Webster:

- “to break the uniformity or continuity of”
- Informs a program of some external events
- Breaks execution flow

Key questions:

- Where do interrupts come from?
- How do we save state for later continuation?
- How can we ignore interrupts?
- How can we prioritize interrupts?
- How can we share interrupts?

I/O Data Transfer



Two key questions to determine how data is transferred to/from a non-trivial I/O device:

1. How does the CPU know when data is available?
 - a. Polling
 - b. Interrupts
2. How is data transferred into and out of the device?
 - a. Programmed I/O
 - b. Direct Memory Access (DMA)

Interrupts



Interrupt (a.k.a. exception or trap):

- An event that causes the CPU to stop executing the current program and begin executing a special piece of code called an **interrupt handler** or **interrupt service routine** (ISR). Typically, the ISR does some work and then resumes the interrupted program.

Interrupts are really glorified procedure calls, except that they:

- **can occur between any two instructions**
- are transparent to the running program (usually)
- are not explicitly requested by the program (typically)
- call a procedure at an address determined by the type of interrupt, not the program

Two basic types of interrupts (1/2)



- Those caused by an instruction
 - Examples:
 - TLB miss
 - Illegal/unimplemented instruction
 - div by 0
 - Names:
 - Trap, exception

Two basic types of interrupts (2/2)



- Those caused by the external world
 - External device
 - Reset button
 - Timer expires
 - Power failure
 - System error
- Names:
 - interrupt, external interrupt

How it works



- Something tells the processor core there is an interrupt
- Core transfers control to code that needs to be executed
- Said code “returns” to old program
- Much harder then it looks.
 - Why?

... is in the details



- How do you figure out *where* to branch to?
- How do you ensure that you can get back to where you started?
- Don't we have a pipeline? What about partially executed instructions?
- What if we get an interrupt while we are processing our interrupt?
- What if we are in a “critical section?”

Where



- If you know *what* caused the interrupt then you want to jump to the code that handles that interrupt.
 - If you number the possible interrupt cases, and an interrupt comes in, you can just branch to a location, using that number as an offset (this is a branch table)
 - If you don't have the number, you need to *poll* all possible sources of the interrupt to see who caused it.
 - Then you branch to the right code

Get back to where you once belonged



- Need to store the return address somewhere.
 - Stack *might* be a scary place.
 - *That* would involve a load/store and might cause an interrupt (page fault)!
 - So a dedicated register seems like a good choice
 - But that might cause problems later...

Snazzy architectures



- A modern processor has *many* (often 50+) instructions in-flight at once.
 - What do we do with them?
- Drain the pipeline?
 - What if one of them causes an exception?
- Punt all that work
 - Slows us down
- What if the instruction that caused the exception was executed before some other instruction?
 - What if that other instruction caused an interrupt?

Nested interrupts



- If we get one interrupt while handling another what to do?
 - Just handle it
 - But what about that dedicated register?
 - What if I'm doing something that can't be stopped?
 - Ignore it
 - But what if it is important?
 - Prioritize
 - Take those interrupts you care about. Ignore the rest
 - Still have dedicated register problems.

Critical section



- We probably need to ignore some interrupts but take others.
 - Probably should be sure *our* code can't cause an exception.
 - Use same prioritization as before.
- What about instructions that shouldn't be interrupted?

Our processor



- Over 100 interrupt sources
 - Power on reset, bus errors, I/O pins changing state, data in on a serial bus etc.
- Need a great deal of control
 - Ability to enable and disable interrupt sources
 - Ability to control where to branch to for each interrupt
 - Ability to set interrupt priorities
 - Who wins in case of a tie
 - Can interrupt A interrupt the ISR for interrupt B?
 - If so, A can “preempt” B.
- All that control will involve memory mapped I/O.
 - And given the number of interrupts that's going to be a pain in the rear.

Enabling and disabling interrupt sources

- Interrupt Set Enable and Clear Enable
 - 0xE000E100-0xE000E11C, 0xE000E180-0xE000E19C

0xE000E100	SETENA0	R/W	0	Enable for external interrupt #0-31 bit[0] for interrupt #0 (exception #16) bit[1] for interrupt #1 (exception #17) ... bit[31] for interrupt #31 (exception #47) Write 1 to set bit to 1; write 0 has no effect Read value indicates the current status
0xE000E180	CLRENA0	R/W	0	Clear enable for external interrupt #0-31 bit[0] for interrupt #0 bit[1] for interrupt #1 ... bit[31] for interrupt #31 Write 1 to clear bit to 0; write 0 has no effect Read value indicates the current enable status

How to know where to go on an interrupt.



```
23 g pfnVectors:  
24     .word _estack  
25     .word Reset_Handler  
26     .word NMI_Handler  
27     .word HardFault_Handler  
28     .word MemManage_Handler  
29     .word BusFault_Handler  
30     .word UsageFault_Handler  
31     .word 0  
32     .word 0  
33     .
```

```
192 /*=====  
193 * Reset_Handler  
194 */  
195     .global Reset_Handler  
196     .type   Reset_Handler, %function  
197 Reset_Handler:  
198 _start:
```