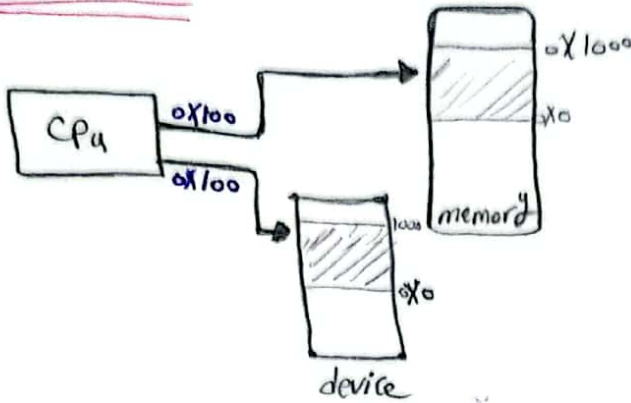


❖ memory MAP - Port map :-

❖ Port map I/O :-



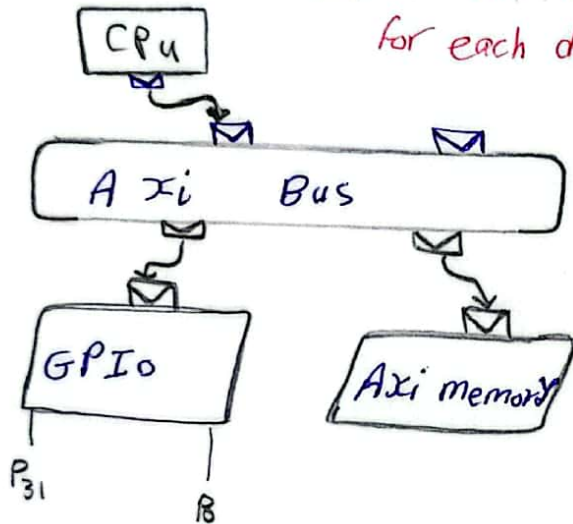
❖ CPU in our PC may have 2 the same Address Range.

❖ CPU use special instruction which are assigned specially for I/O operation.

❖ each device is assigned one or more unique Port number.

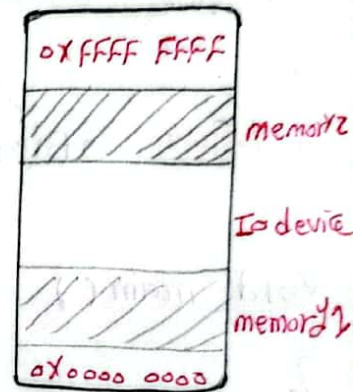
❖ memory map I/O :-

❖ Axi Bus have unique address range for each device or modules.

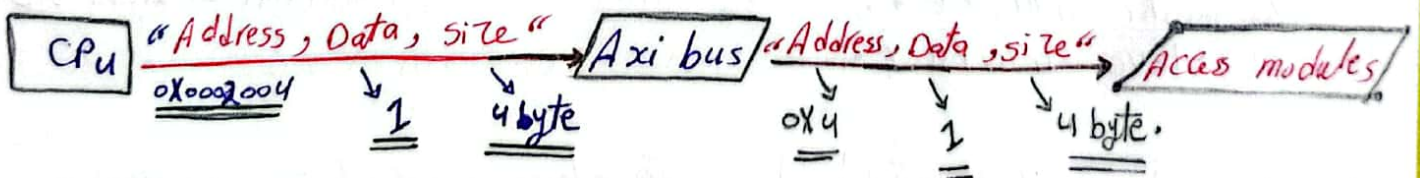


❖ Axi bus access Pin or module by "Base Address + offset" size

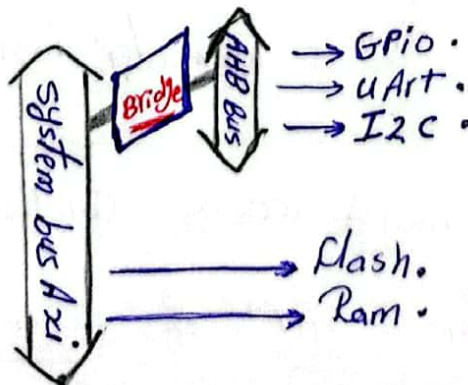
❖ doesn't need any physical instruction special



❖ issue transaction write:-



❖ Bus Bridges :-



Ex 11 Write 1 on bit 16 on ODR register by use structure and pointer for all registers in GPIO peripheral:-

* Pragma Pack ()

struct SGPIO

{

volatile uint32_t MODER;

volatile uint32_t ODR;

volatile uint32_t ASCR;

volatile uint32_t IDR;

};

* define GBioA ((struct SGPIO *) 0x4800 0000)

alias

typedef

Base-Address

void main()

{

GBioA->ODR = (1UL << 16);

// GBioA-init (GBioA);

// GBioB-init (GBioB);

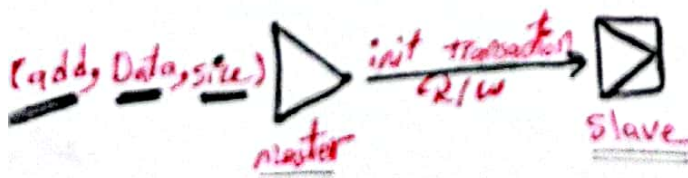
}

MCU Bus interface:-

* ① master interface :-

* ② slave interface :-

• "init" لل master part
• لا يستطيع ان يفتح من نفسه



• slave respond to master.

• master issue transaction to slave.

Ex 12 Dma :- Direct memory access Controller.

↳ have 2 Register "SAR" & "DAR" have master + slave.

Note system bus can handle time policy and arbitration if there are 2 master port from 2 CPU issue transaction read or write at the Address simultaneously.

Understanding AMBA Bus Architecture and Protocol:-

→ two main characteristics of bus interface performance are bandwidth and latency.

→ Traditional AMBA:-

- * AHB. "Advanced High Performance"
- * ASB. "system Bus"
- * APB. "Peripheral Bus"

Axi channel:- "issue" "write"

"issue" "read"

① write Address channel

② write data channel

③ write response channel

① read address channel

② read data channel

Note:- every channel is a signal.

Note:- every signal is a group of wires.

[info]

* Byte:- 8 bits

* Halfword:- 16 bits - 2 Byte

* Word:- 32 bits - 4 Byte

* Double-word:- 64 bits - 8 Byte.

* nibbles:- 4 bits - 1/2 Byte.

Big indian & Little indian :-

