

# IOb-Cache

A Configurable Cache

December 19, 2025

User Guide,

0.71 , Build

d99a5aa45



# **IOb-Cache, a Configurable Cache**

USER GUIDE,  
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## Document Version History

| Version | Date        | Person | Changes from previous version |
|---------|-------------|--------|-------------------------------|
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# 1 Introduction

IOb-Cache is an open-source configurable pipelined memory cache. The processor-side interface (front-end) uses IObundle's Native Interface (IOb). The memory-side interface (back-end) can also be configured to use IOb or the widely used AXI4 interface. The address and data widths of the front-end and back-end are configurable to support multiple user cores and memories. IOb-Cache is a K-Way Set-Associative cache, where K can vary from 1 (directly mapped) to 8 or more ways, provided the operating frequency after synthesis is acceptable. IOb-Cache supports the two most common write policies: Write-Through Not-Allocate and Write-Back Allocate.

IOb-Cache was developed in the scope of João Roque's master's thesis in Electrical and Computer Engineering at the Instituto Superior Técnico of the University of Lisbon. The Verilog code works well in IObundle's IOb-SoC system (<https://github.com/IObundle/iob-soc>) both in simulation and FPGA. To be used in an ASIC, it would need to be lint-cleaned and verified more thoroughly by RTL simulation to achieve 100% code coverage desirably.

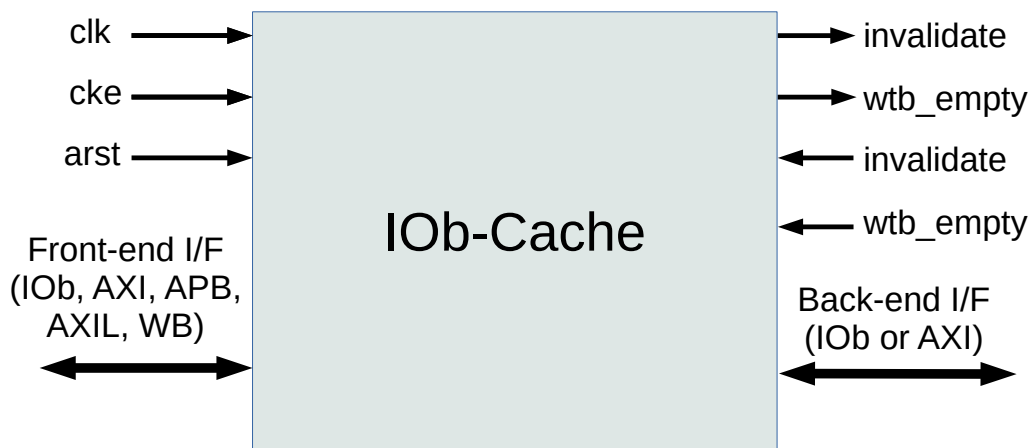


Figure 1: IP Core Symbol

## 1.1 Features

- Pipelined operation allowing consecutive one-cycle reads and writes
- Support for multiple interface types (selectable) on the processor side (front-end): IOb, AXI4, AXI4-Lite, WISHBONE, APB
- IOb or AXI4 interface on the memory side (back-end)
- Configurable address and data widths on the front-end and back-end interfaces for supporting a variety of different systems
- Configurable number of lines and words per line
- Configurable K-Way Set-Associativity ( $k \geq 1$ )
- Configurable line replacement policy: LRU, MRU-based PLRU, and tree-based PLRU.
- Configurable Write-Through Not-Allocate and Write-Back Allocate policies
- Configurable Write-Through buffer depth
- Optional control address space for cache invalidation, accessing the write through buffer status and read/write hit/miss counters



## 1.2 Deliverables

- Verilog RTL source code synthesizable for ASIC and FPGA
- Verilog testbench and simulation scripts for code coverage
- ASIC synthesis script and timing constraints
- FPGA synthesis scripts and timing constraints
- Bare-metal software driver
- Comprehensive user guide
- Example System on Chip using IOb-Cache

## 2 Description

This section gives a detailed description of the IP core. The high-level block diagram is presented, along with a description of its subblocks. The parameters and macros that define the core configuration are listed and explained. The interface signals are enumerated and described; if timing diagrams are needed, they are shown after the interface signals. Finally the Control and Status Registers (CSR) are outlined and explained.

### 2.1 Block Diagram

Figure 2 presents a high-level block diagram of the core, followed by a brief description of each block.

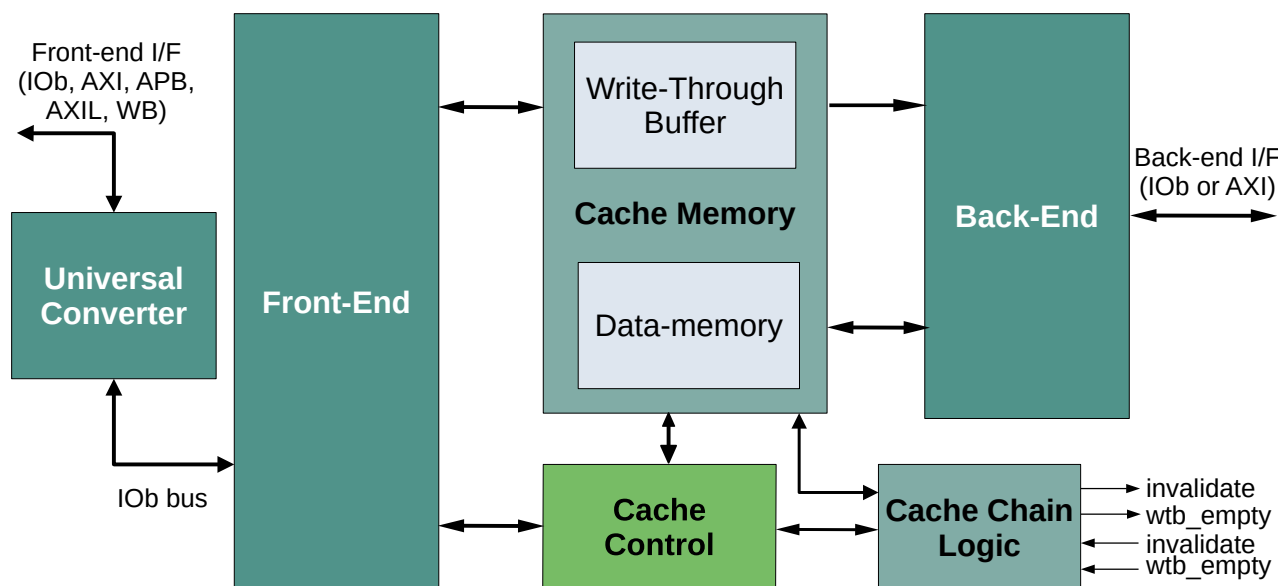


Figure 2: High-Level Block Diagram

The Verilog modules in the top-level entity of the core are described in the following tables. The table elements represent the subblocks in the Block Diagram.

| Module | Name | Description |
|--------|------|-------------|
|--------|------|-------------|



|                                 |                         |  |
|---------------------------------|-------------------------|--|
| iob_universal_converter_iob_iob | iob_universal_converter | Convert front-end interface into internal IOb port   |
| iob_cache_front_end             | front_end               | This IOb interface is connected to a processor or any other processing element that needs a cache buffer to improve the performance of accessing a slower but larger memory  |
| iob_cache_memory                | cache_memory            | This block contains the tag, data storage memories and the Write Through Buffer if the corresponding write policy is selected; these memories are implemented either with RAM if large enough, or with registers if small enough   |
| iob_cache_back_end_axi          | back_end_axi            | Memory-side interface: if the cache is at the last level before the target memory module, the back-end interface connects to the target memory (e.g. DDR) controller; if the cache is not at the last level, the back-end interface connects to the next-level cache. This module implements an AXI4 interface |

Table 1: Table of subblocks in the core.



## 2.2 Configuration

The following tables describe the IP core configuration. The core may be configured using macros or parameters:

**'M'** Macro: a Verilog macro or `define` directive is used to include or exclude code segments, to create core configurations that are valid for all instances of the core.

**'P'** Parameter: a Verilog parameter is passed to each instance of the core and defines the configuration of that particular instance.

| Configuration | Type | Min | Typical | Max | Description   |
|---------------|------|-----|---------|-----|---|
| LRU           | M    | ?   | 0       | ?   | Least Recently Used – more resources intensive - $N \cdot \log_2(N)$ bits per cache line - Uses counters  |
| PLRU_MRU      | M    | ?   | 1       | ?   | bit-based Pseudo-Least-Recently-Used, a simpler replacement policy than LRU, using a much lower complexity (lower resources) - $N$ bits per cache line  |
| PLRU_TREE     | M    | ?   | 2       | ?   | tree-based Pseudo-Least-Recently-Used, uses a tree that updates after any way received an hit, and points towards the oposing one. Uses less resources than bit-pseudo-lru - $N-1$ bits per cache line  |
| WRITE_THROUGH | M    | ?   | 0       | ?   | write-through not allocate: implements a write-through buffer   |
| WRITE_BACK    | M    | ?   | 1       | ?   | write-back allocate: implementes a dirty-memory   |
| ADDR_W_CSRS   | M    | ?   | 5       | ?   | Address width of CSRs   |
| FE_ADDR_W     | P    | 1   | 24      | 64  | Front-end address width ( $\log_2$ ): defines the total memory space accessible via the cache, which must be a power of two.  |
| FE_DATA_W     | P    | 32  | 32      | 64  | Front-end data width ( $\log_2$ ): this parameter allows supporting processing elements with various data widths.   |
| BE_ADDR_W     | P    | 1   | 24      |     | Back-end address width ( $\log_2$ ): the value of this parameter must be equal or greater than FE_ADDR_W to match the width of the back-end interface, but the address space is still dictated by ADDR_W.   |
| BE_DATA_W     | P    | 32  | 32      | 256 | Back-end data width ( $\log_2$ ): the value of this parameter must be an integer multiple $k \geq 1$ of DATA_W. If $k > 1$ , the memory controller can operate at a frequency higher than the cache's frequency. Typically, the memory controller has an asynchronous FIFO interface, so that it can sequentially process multiple commands received in parallel from the cache's back-end interface. |



|               |   |    |           |    |  |
|---------------|---|----|-----------|----|--|
| NWAYS_W       | P | 0  | 1         | 8  | Number of cache ways (log2): the minimum is 0 for a directly mapped cache; the default is 1 for a two-way cache; the maximum is limited by the desired maximum operating frequency, which degrades with the number of ways.  |
| NLINES_W      | P |    | 7         |    | Line offset width (log2): the value of this parameter equals the number of cache lines, given by $2^{NLINES\_W}$ .   |
| WORD_OFFSET_W | P | 1  | 3         |    | Word offset width (log2): the value of this parameter equals the number of words per line, which is $2^{WORD\_OFFSET\_W}$ .  |
| WTBUF_DEPTH_W | P |    | 4         |    | Write-through buffer depth (log2). A shallow buffer will fill up more frequently and cause write stalls; however, on a Read After Write (RAW) event, a shallow buffer will empty faster, decreasing the duration of the read stall. A deep buffer is unlikely to get full and cause write stalls; on the other hand, on a RAW event, it will take a long time to empty and cause long read stalls. |
| REP_POLICY    | P | 0  | 0         | 3  | Line replacement policy: set to 0 for Least Recently Used (LRU); set to 1 for Pseudo LRU based on Most Recently Used (PLRU_MRU); set to 2 for tree-based Pseudo LRU (PLRU_TREE).   |
| WRITE_POL     | P | 0  | 0         | 1  | Write policy: set to 0 for write-through or set to 1 for write-back.   |
| USE_CTRL      | P | 0  | 0         | 1  | Instantiates a cache controller (1) or not (0). The cache controller provides memory-mapped software accessible registers to invalidate the cache data contents, and monitor the write through buffer status using the front-end interface. To access the cache controller, the MSB of the address must be set to 1. For more information refer to the example software functions provided.        |
| USE_CTRL_CNT  | P | 0  | 0         | 1  | Instantiates hit/miss counters for reads, writes or both (1), or not (0). This parameter is meaningful if the cache controller is present (USE_CTRL: 1), providing additional software accessible functions for these functions.   |
| AXI           | M | NA | NA        | NA | AXI interface used by backend  |
| AXI_ID_W      | P | 0  | 1         | 32 | AXI ID width   |
| AXI_ID        | P | 0  | 0         | 32 | AXI ID   |
| AXI_LEN_W     | P | 0  | 4         | 32 | AXI length   |
| AXI_ADDR_W    | P | 0  | BE_ADDR_W | 32 | AXI address width  |
| AXI_DATA_W    | P | 0  | BE_DATA_W | 32 | AXI data width   |

Table 2: General operation group

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The macros not listed above are constants. They improve the code readability and should not be changed by the user. These constants are listed below:

**VERSION** Product version. This 16-bit macro uses nibbles to represent decimal numbers using their binary values. The two most significant nibbles represent the integral part of the version, and the two least significant nibbles represent the decimal part. Value: 16'h0071 = V0.71.

The top-level parameters not listed above are constant or derived from the primary parameters. They improve the code readability and should not be changed by the user. These parameters are listed below:

**FE\_NBYTES** Default description Value: FE\_DATA\_W / 8.

**FE\_NBYTES\_W** Default description Value: log2(FE\_NBYTES).

**BE\_NBYTES** Default description Value: BE\_DATA\_W / 8.

**BE\_NBYTES\_W** Default description Value: log2(BE\_NBYTES).

**LINE2BE\_W** Default description Value: WORD\_OFFSET\_W - log2(BE\_DATA\_W / FE\_DATA\_W).

**ADDR\_W** Width of the (word aligned) front-end address bus, optionally including the highest bit to access cache controller CSRs (if enabled) Value: USE\_CTRL + FE\_ADDR\_W.

**DATA\_W** Default description Value: FE\_DATA\_W.

## 2.3 Interface Signals

The interface signals of the core are described in the following tables. Note that the output signals are registered in the core, while the input signals are not.

| Name   | Direction | Width | Description                    |
|--------|-----------|-------|--------------------------------|
| clk_i  | input     | 1     | Clock                          |
| cke_i  | input     | 1     | Clock enable                   |
| arst_i | input     | 1     | Asynchronous active-high reset |

Table 3: Clock, clock enable and reset

| Name         | Direction | Width    | Description               |
|--------------|-----------|----------|---------------------------|
| iob_valid_i  | input     | 1        | Request address is valid. |
| iob_addr_i   | input     | ADDR_W   | Byte address.             |
| iob_wdata_i  | input     | DATA_W   | Write data.               |
| iob_wstrb_i  | input     | DATA_W/8 | Write strobe.             |
| iob_rvalid_o | output    | 1        | Read data valid.          |
| iob_rdata_o  | output    | DATA_W   | Read data.                |
| iob_ready_o  | output    | 1        | Interface ready.          |

Table 4: Front-end interface

| Name         | Direction | Width | Description  |
|--------------|-----------|-------|--|
| invalidate_i | input     | 1     | Invalidates all cache lines instantaneously if high. |



|              |        |   |   |
|--------------|--------|---|---|
| invalidate_o | output | 1 | This output is asserted high when the cache is invalidated via the cache controller or the direct 'invalidate_in' signal. The present 'invalidate_out' signal is useful for invalidating the next-level cache if there is one. If not, this output should be floated.                 |
| wtb_empty_i  | input  | 1 | This input is driven by the next-level cache, if there is one, when its write-through buffer is empty. It should be tied high if there is no next-level cache. This signal is used to compute the overall empty status of a cache hierarchy, as explained for signal 'wtb_empty_out'. |
| wtb_empty_o  | output | 1 | This output is high if the cache's write-through buffer is empty and its 'wtb_empty_in' signal is high. This signal informs that all data written to the cache has been written to the destination memory module, and all caches on the way are empty.                                |

Table 5: Cache invalidate and write-through buffer IO chain

| Name          | Direction | Width        | Description                                   |
|---------------|-----------|--------------|---|
| axi_araddr_o  | output    | AXI_ADDR_W   | AXI address read channel byte address.        |
| axi_arvalid_o | output    | 1            | AXI address read channel valid.               |
| axi_arready_i | input     | 1            | AXI address read channel ready.               |
| axi_rdata_i   | input     | AXI_DATA_W   | AXI read channel data.                        |
| axi_rresp_i   | input     | 2            | AXI read channel response.                    |
| axi_rvalid_i  | input     | 1            | AXI read channel valid.                       |
| axi_rready_o  | output    | 1            | AXI read channel ready.                       |
| axi_arid_o    | output    | AXI_ID_W     | AXI address read channel ID.                  |
| axi_arlen_o   | output    | AXI_LEN_W    | AXI address read channel burst length.        |
| axi_arsize_o  | output    | 3            | AXI address read channel burst size.          |
| axi_arburst_o | output    | 2            | AXI address read channel burst type.          |
| axi_arlock_o  | output    | 1            | AXI address read channel lock type.           |
| axi_arcache_o | output    | 4            | AXI address read channel memory type.         |
| axi_arqos_o   | output    | 4            | AXI address read channel quality of service.  |
| axi_rid_i     | input     | AXI_ID_W     | AXI Read channel ID.                          |
| axi_rlast_i   | input     | 1            | AXI Read channel last word.                   |
| axi_awaddr_o  | output    | AXI_ADDR_W   | AXI address write channel byte address.       |
| axi_awvalid_o | output    | 1            | AXI address write channel valid.              |
| axi_awready_i | input     | 1            | AXI address write channel ready.              |
| axi_wdata_o   | output    | AXI_DATA_W   | AXI write channel data.                       |
| axi_wstrb_o   | output    | AXI_DATA_W/8 | AXI write channel write strobe.               |
| axi_wvalid_o  | output    | 1            | AXI write channel valid.                      |
| axi_wready_i  | input     | 1            | AXI write channel ready.                      |
| axi_bresp_i   | input     | 2            | AXI write response channel response.          |
| axi_bvalid_i  | input     | 1            | AXI write response channel valid.             |
| axi_bready_o  | output    | 1            | AXI write response channel ready.             |
| axi_awid_o    | output    | AXI_ID_W     | AXI address write channel ID.                 |
| axi_awlen_o   | output    | AXI_LEN_W    | AXI address write channel burst length.       |
| axi_awsiz_o   | output    | 3            | AXI address write channel burst size.         |
| axi_awburst_o | output    | 2            | AXI address write channel burst type.         |
| axi_awlock_o  | output    | 1            | AXI address write channel lock type.          |
| axi_awcache_o | output    | 4            | AXI address write channel memory type.        |
| axi_awqos_o   | output    | 4            | AXI address write channel quality of service. |
| axi_wlast_o   | output    | 1            | AXI Write channel last word flag.             |
| axi_bid_i     | input     | AXI_ID_W     | AXI Write response channel ID.                |

Table 6: Back-end interface



## 2.4 Control and Status Registers

The software accessible registers of the core are described in the following tables. Each subsection corresponds to a specific configuration of the core, since different configurations have different registers available. The tables give information on the name, read/write capability, address, hardware and software width, and a textual description. The addresses are byte aligned and given in hexadecimal format. The hardware width is the number of bits that the register occupies in the hardware, while the software width is the number of bits that the register occupies in the software. In each address, the right-justified field having "Hw width" bits conveys the relevant information. Each register has only one type of access, either read or write, meaning that reading from a write-only register will produce invalid data or writing to a read-only register will not have any effect.

### 2.4.1 Configuration

| Name       | R/W | Addr | Width |    | Default | Description   |
|------------|-----|------|-------|----|---------|---|
|            |     |      | Hw    | Sw |         |   |
| WTB_EMPTY  | R   | 0x0  | 1     | 8  | 0       | Write-through buffer empty (1) or non-empty (0).                          |
| WTB_FULL   | R   | 0x1  | 1     | 8  | 0       | Write-through buffer full (1) or non-full (0).                            |
| RW_HIT     | R   | 0x4  | 32    | 32 | 0       | Read and write hit counter.   |
| RW_MISS    | R   | 0x8  | 32    | 32 | 0       | Read and write miss counter.  |
| READ_HIT   | R   | 0xC  | 32    | 32 | 0       | Read hit counter.   |
| READ_MISS  | R   | 0x10 | 32    | 32 | 0       | Read miss counter.  |
| WRITE_HIT  | R   | 0x14 | 32    | 32 | 0       | Write hit counter.  |
| WRITE_MISS | R   | 0x18 | 32    | 32 | 0       | Write miss counter.   |
| RST_CNTRS  | W   | 0x1C | 1     | 8  | 0       | Reset read/write hit/miss counters by writing any value to this register. |
| INVALIDATE | W   | 0x1D | 1     | 8  | 0       | Invalidate the cache data contents by writing any value to this register. |

Table 7: CACHE software accessible registers.

| Name    | R/W | Addr | Width |    | Default | Description  |
|---------|-----|------|-------|----|---------|--|
|         |     |      | Hw    | Sw |         |  |
| VERSION | R   | 0x1E | 16    | 16 | 0071    | Product version. This 16-bit register uses nibbles to represent decimal numbers using their binary values. The two most significant nibbles represent the integral part of the version, and the two least significant nibbles represent the decimal part. For example V12.34 is represented by 0x1234. |

Table 8: General Registers.

## 3 Usage

### 3.1 Instantiation

Figure 3 illustrates how to instantiate the IP core and, if applicable, the required external subblocks.



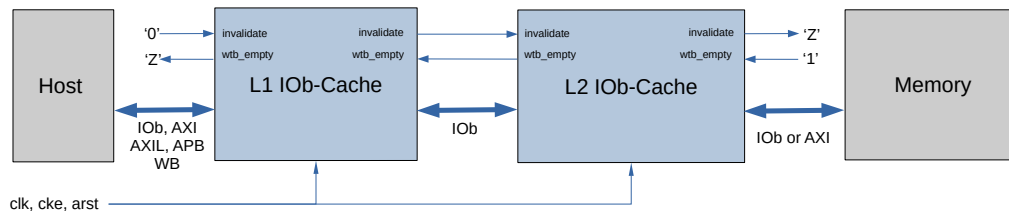


Figure 3: Core Instance and Required Surrounding Blocks

The figure shows a three-level memory hierarchy comprising L1 and L2 caches and a memory module. The Host drives the L1 cache through its front-end interface (IOb by default. The user is free to select other supported interfaces or develop new ones). The L1 and L2 caches are connected using another IOb interface.

The `wtb_empty_in` and `wtb_empty_out` signals form a chain from the L1's front-end to the L2's back-end. As explained in the description of these signals, this chain ensures that the user's core knows that all write-through buffers across the cache hierarchy are empty. Note that the L1's `wtb_empty_out` signal is floating because the Host uses the cache controller to query the write-through buffer status. The L2's `wtb_empty_in` is tied high as L2 is the last cache in the hierarchy, and there are no more write-through buffers to its right-hand side.

The `invalidate_in` and `invalidate_out` signals form another chain that ensures that the data in the whole cache hierarchy is invalidated, as explained in these signal's descriptions. Note that the L1's `invalidate_in` signal is tight to low as L1 is invalidated via the cache controller by writing to the respective address. The L2's `invalidate_out` signal is floating because L2 is the last cache in the hierarchy, and there are no more caches to invalidate.

Finally, L2 is connected to a memory module, and one can choose between IOb or AXI4 interfaces. In practice, most memory modules have a standard interface such as AXI4, which is the most common choice, although one may choose IOb in less usual simulation or FPGA prototyping scenarios.

## 3.2 Simulation

The provided testbench uses the core instance described in Section 3.1. A high-level block diagram of the testbench is shown in Figure 4. The testbench is organized in a modular fashion, with each test described in a separate file. The test suite consists of all the test case files to make adding, modifying, or removing tests easy.

The above paragraph describes a desirable simulation setup, but IOb-Cache's simulation environment still lacks a modular simulation structure. Currently, only a set of primary non-pipelined write followed by read tests is implemented. However, IOb-Cache has been thoroughly verified in-system, with two cache levels. Various open-source RISC-V processors have proven that IOb-Cache works well: PicoRV32, SSRV, VexRISCV, and DarkRV.

The testbench architecture involves the following components and data flow:

- Includes an `iob_universal_converter` module to test the various types of interfaces supported by the IOb-Cache front-end interface.
- The IOb-Cache core's back-end interface is connected to a model memory via AXI bus.

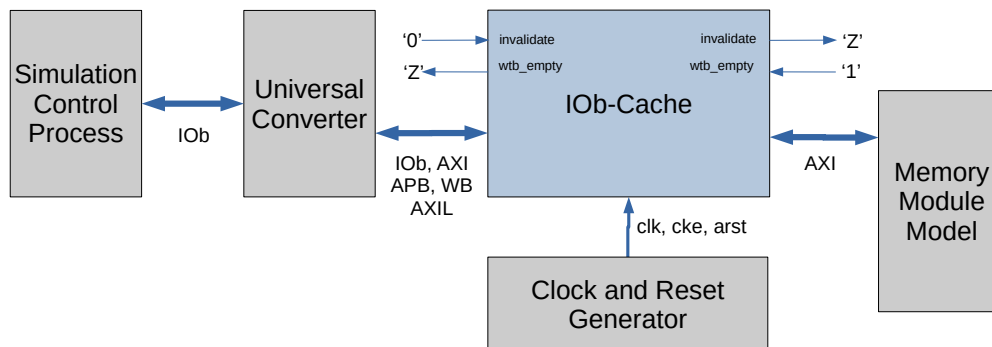


Figure 4: Testbench Block Diagram

The testbench controller orchestrates the test sequence as follows:

1. Initializes cache.
2. Simple test: Writes a few random words to cache and reads them back for verification.
3. Data test: Writes custom data words to cache and reads them back for verification.
4. Address test: Writes words to specific addresses, including the highest one, and reads them back for verification.
5. LRU test: Writes words to specific addresses at regular interval and reads them back to verify cache replacement policy.
6. Controller test: Reads and modifies Cache controller CSRs to verify their functionality.



## System-level Simulation

Upon request, simulation files to run the core embedded in a RISC-V system can be provided. The core is exercised in various modes by the RISC-V processor, using a bare-metal software program written in the C programming language.

## 4 Baremetal Drivers

### 4.1 iob\_cache\_axi\_csrs.h File Reference

Function prototypes for the iob\_cache\_axi core.

```
#include <stdint.h>
#include "iob_cache_axi_csrs_conf.h"
```

#### Functions

- void iob\_cache\_axi\_csrs\_init\_baseaddr (uint32\_t addr)  
*Set core base address.*
- void iob\_write (uint32\_t addr, uint32\_t data\_w, uint32\_t value)  
*Write access function prototype.*
- uint32\_t iob\_read (uint32\_t addr, uint32\_t data\_w)  
*Read access function prototype.*
- uint8\_t iob\_cache\_axi\_csrs\_get\_WTB\_EMPTY ()  
*Get WTB\_EMPTY value. Write-through buffer empty (1) or non-empty (0).*
- uint8\_t iob\_cache\_axi\_csrs\_get\_WTB\_FULL ()  
*Get WTB\_FULL value. Write-through buffer full (1) or non-full (0).*
- uint32\_t iob\_cache\_axi\_csrs\_get\_RW\_HIT ()  
*Get RW\_HIT value. Read and write hit counter.*
- uint32\_t iob\_cache\_axi\_csrs\_get\_RW\_MISS ()  
*Get RW\_MISS value. Read and write miss counter.*
- uint32\_t iob\_cache\_axi\_csrs\_get\_READ\_HIT ()  
*Get READ\_HIT value. Read hit counter.*
- uint32\_t iob\_cache\_axi\_csrs\_get\_READ\_MISS ()  
*Get READ\_MISS value. Read miss counter.*
- uint32\_t iob\_cache\_axi\_csrs\_get\_WRITE\_HIT ()  
*Get WRITE\_HIT value. Write hit counter.*
- uint32\_t iob\_cache\_axi\_csrs\_get\_WRITE\_MISS ()  
*Get WRITE\_MISS value. Write miss counter.*
- void iob\_cache\_axi\_csrs\_set\_RST\_CNTRS (uint8\_t value)  
*Set RST\_CNTRS value. Reset read/write hit/miss counters by writing any value to this register.*
- void iob\_cache\_axi\_csrs\_set\_INVALIDATE (uint8\_t value)  
*Set INVALIDATE value. Invalidate the cache data contents by writing any value to this register.*



- `uint16_t iob_cache_axi_csrs_get_version ()`

*Get version value. Product version. This 16-bit register uses nibbles to represent decimal numbers using their binary values. The two most significant nibbles represent the integral part of the version, and the two least significant nibbles represent the decimal part. For example V12.34 is represented by 0x1234.*

### 4.1.1 Detailed Description

Function prototypes for the `iob_cache_axi` core.

This file contains the function prototypes to access the Control and Status Registers (CSRs) for the `iob_cache_axi` core.

This file is automatically generated by Py2HWSW

### 4.1.2 Function Documentation

#### **`iob_cache_axi_csrs_get_READ_HIT()`**

```
uint32_t iob_cache_axi_csrs_get_READ_HIT ()
```

Get `READ_HIT` value. Read hit counter.

Returns

`uint32_t` `READ_HIT` value.

#### **`iob_cache_axi_csrs_get_READ_MISS()`**

```
uint32_t iob_cache_axi_csrs_get_READ_MISS ()
```

Get `READ_MISS` value. Read miss counter.

Returns

`uint32_t` `READ_MISS` value.

#### **`iob_cache_axi_csrs_get_RW_HIT()`**

```
uint32_t iob_cache_axi_csrs_get_RW_HIT ()
```

Get `RW_HIT` value. Read and write hit counter.

Returns

`uint32_t` `RW_HIT` value.

**iob\_cache\_axi\_csrs\_get\_RW\_MISS()**

```
uint32_t iob_cache_axi_csrs_get_RW_MISS ()
```

Get RW\_MISS value. Read and write miss counter.

Returns

uint32\_t RW\_MISS value.

**iob\_cache\_axi\_csrs\_get\_version()**

```
uint16_t iob_cache_axi_csrs_get_version ()
```

Get version value. Product version. This 16-bit register uses nibbles to represent decimal numbers using their binary values. The two most significant nibbles represent the integral part of the version, and the two least significant nibbles represent the decimal part. For example V12.34 is represented by 0x1234.

Returns

uint16\_t version value.

**iob\_cache\_axi\_csrs\_get\_WRITE\_HIT()**

```
uint32_t iob_cache_axi_csrs_get_WRITE_HIT ()
```

Get WRITE\_HIT value. Write hit counter.

Returns

uint32\_t WRITE\_HIT value.

**iob\_cache\_axi\_csrs\_get\_WRITE\_MISS()**

```
uint32_t iob_cache_axi_csrs_get_WRITE_MISS ()
```

Get WRITE\_MISS value. Write miss counter.

Returns

uint32\_t WRITE\_MISS value.

**iob\_cache\_axi\_csrs\_get\_WTB\_EMPTY()**

```
uint8_t iob_cache_axi_csrs_get_WTB_EMPTY ()
```

Get WTB\_EMPTY value. Write-through buffer empty (1) or non-empty (0).

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USER GUIDE,  
0.71 , BUILD  
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### Returns

uint8\_t WTB\_EMPTY value.

## iob\_cache\_axi\_csrs\_get\_WTB\_FULL()

```
uint8_t iob_cache_axi_csrs_get_WTB_FULL ()
```

Get WTB\_FULL value. Write-through buffer full (1) or non-full (0).

### Returns

uint8\_t WTB\_FULL value.

## iob\_cache\_axi\_csrs\_init\_baseaddr()

```
void iob_cache_axi_csrs_init_baseaddr (  
    uint32_t addr)
```

Set core base address.

This function sets the base address for the core in the system. All other accesses are offset from this base address.

### Parameters

|             |                        |
|-------------|------------------------|
| <i>addr</i> | Base address for core. |
|-------------|------------------------|

## iob\_cache\_axi\_csrs\_set\_INVALIDATE()

```
void iob_cache_axi_csrs_set_INVALIDATE (  
    uint8_t value)
```

Set INVALIDATE value. Invalidate the cache data contents by writing any value to this register.

### Parameters

|              |                   |
|--------------|-------------------|
| <i>value</i> | INVALIDATE Value. |
|--------------|-------------------|

## iob\_cache\_axi\_csrs\_set\_RST\_CNTRS()

```
void iob_cache_axi_csrs_set_RST_CNTRS (  
    uint8_t value)
```

Set RST\_CNTRS value. Reset read/write hit/miss counters by writing any value to this register.

**Parameters**

|              |                  |
|--------------|------------------|
| <i>value</i> | RST_CNTRS Value. |
|--------------|------------------|

**iob\_read()**

```
uint32_t iob_read (  
    uint32_t addr,  
    uint32_t data_w)
```

Read access function prototype.

**Parameters**

|                                       |                      |
|---------------------------------------|----------------------|
| <i>addr</i>                           | Address to write to. |
| <i>data</i> <sub>↔</sub><br><i>_w</i> | Data width in bits.  |

**Returns**

uint32\_t Read data value.

**iob\_write()**

```
void iob_write (  
    uint32_t addr,  
    uint32_t data_w,  
    uint32_t value)
```

Write access function prototype.

**Parameters**

|                                       |                      |
|---------------------------------------|----------------------|
| <i>addr</i>                           | Address to write to. |
| <i>data</i> <sub>↔</sub><br><i>_w</i> | Data width in bits.  |
| <i>value</i>                          | Value to write.      |