Lecture 3

Design of Embedded Hardware and Firmware

Programmable interface design – GPIO

TSM_EmbHardw Mar. 08, 2016

> Prof. A. Habegger Bern University of Applied Sciences

> > ► The Module Interface

The Module

Agenda

- Intro
 - Specification
- ► PIO Design
 - Design Methodology
 - The Address Mapping

Function



Rev. - 3.2

Notes

Notes

The Goals

- ► Example of a development methodology of a programmable parallel port interface
- ► The objective here is to design an interface for an Avalon bus as a slave module.
- ▶ The main characteristics of the module are:
 - ► Bidirectional communication capability
 - ► Programmable direction on bit level (from SW)
 - ► Special features for modifying the port bits (value)

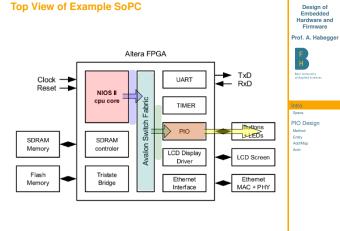
Embedded	
Hardware and	i
Firmware	
rof. A. Habeg	ger
_	
F	

intro
Specs
PIO Design

Specs
PIO Design
Method
Entity
AddrMap
Arch

Notes			

Top View of Example SoPC



Notes			

Parallel Port Interface

- ▶ The Port to external components (8 bits bidirectional)
 - ► Each pin can be specified as input or output
 - ► The direction is specified in RegDir; (0 : input | 1 : output)
 - ► The direction can be read back
- ► The state of the port at the pin level can be read in RegPin
- ▶ The state value is stored in a register:
 - ▶ RegPort → Port Register



Notes			

Parallel Port Interface

- ▶ Possibilities to modify register value are listed
 - 1. RegPort:
 - Direct memorized value: '0' or '1'
 - 2. RegSet:
 - The bits specified at '1' level during the write cycle at this address, are saved as '1' in the register, the others bits are not changed
 - 3. RegClr:
 - The bits specified at '1' level during the write cycle at this address, are saved as '0' in the register, the others bits are not changed

This register can be read back

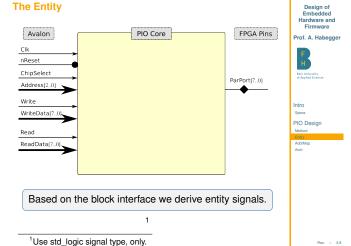
Design of Embedded Hardware and Firmware	Notes
Prof. A. Habegger	
H Bem University of Applied Sciences	
ntro Specs	
PIO Design Method Entity	
AddrMap Arch	

Programmable Interface Design

- ▶ Identify inputs-outputs of the interface (VHDL entity)
- ▶ Define a register model
 - ▶ The register model is the interface between hardware and software.
 - ► Typically there are control, status and data registers.
 - ▶ For the software programmer the interface must remain as simple to use as possible.
 - ► Try to avoid unnecessary hardware complexity.
- Create your interface architecture:
 - From registers derive outputs
 - From inputs write on registers
 - ► Other registers may also store system state (decoding of states)



The Entity



-	Notes	
-		
-		
_		
-		

VHDL Description



▶ A good naming convention is the one used at ETH. It introduces a suffix convention as for specify signal property more detailed. Look it up

https://www.dz.	ee.ethz.ch/de/information/
hdl-hilfe/vhdl-	namenskonvention.html

Design of Embedded Hardware and Firmware	
Prof. A. Habegger	
F H Bern University	
of Applied Sciences	
Intro Specs	
PIO Design	
Method	
Entity	
AddrMap	
Arch	

Notes			

The Register Model

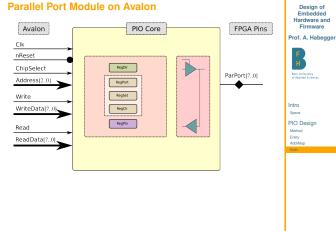
Addr	Write Register		Read	Register
	Name	[70]	Name	[70]
0	RegDir	→RegDir	RegDir	RegDir→
1	-	Don't care	RegPin	ParPort→
2	RegPort	→RegPort	RegPort	RegPort→
3	RegSet	→RegPort	—	0x00
4	RegClr	→RegPort	l —	0x00
5	_	Don't care	—	0x00
6	_	Don't care	_	0x00
7	_	Don't care	_	0x00

 $\begin{tabular}{l} \begin{tabular}{l} \hline & Calculate the width of address bus by : \\ bit width \rightarrow ceil($\frac{\log(RegNo)}{\log(2)}$) \\ \end{tabular}$





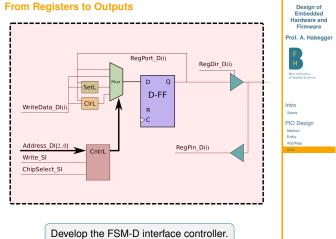
Parallel Port Module on Avalon



Notes

Based on the address mapping we develop the functional behavior

From Registers to Outputs



Notes			

The Architecture Internal signals

File: simplePIO-archNoWait.vhdl architecture noWait of simplePIO is signal RegDir_D : std_logic_vector (7 DOWNTO 0); signal RegPort_D : std_logic_vector (7 DOWNTO 0); signal RegPin_D : std_logic_vector (7 DOWNTO 0); begin

Design of Embedded Hardware and Firmware Prof. A. Habegger Prof. A. Habegger International Prof. Adaptive Sciences PiO Design Merod Entry Adaptive Sciences Pio Design Pio Desig

Notes ______

The Architecture Registers access (write)

```
File: simplePIO-archNoWait.vhdl

pRegWr: process(Clk_CI, Reset_RLI)

begin

if (Reset_RLI = '0') then

-- Input by default

RegDit_D <= (others => '0');

RegDot_D <= (others => '0');

elsif rising_edge(Clk_CI) then

if (hipSelect_SI = '1' and Write_SI = '1' then

-- Write Cycle

case Address_DI(2 downto 0) is

when '000" => RegDrt_D <= WriteData_DI;

when '000" => RegPort_D <= RegPort_D OR WriteData_DI;

when '010" => RegPort_D <= RegPort_D OR WriteData_DI;

when '100" => RegPort_D <= RegPort_D AND NOT WriteData_DI;

when '100" => RegPort_D <= RegPort_D AND NOT WriteData_DI;

when '100" => RegPort_D <= RegPort_D AND NOT WriteData_DI;

when '100" => RegPort_D <= RegPort_D AND NOT WriteData_DI;

when '100" => RegPort_D <= RegPort_D AND NOT WriteData_DI;

when '100" => RegPort_D <= RegPort_D AND NOT WriteData_DI;

when '100" => RegPort_D <= RegPort_D AND NOT WriteData_DI;

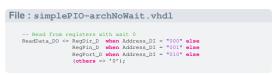
when '100" => RegPort_D <= RegPort_D AND NOT WriteData_DI;

when '100" => RegPort_D <= RegPort_D
```



Notes			

The Architecture Registers access (read) – 0 wait



Embedded Hardware and Firmware
Prof. A. Habegger
Bern University of Applied Sciences
Intro
Specs
PIO Design
Method
Entity
AddrMap Arch
74.01

Notes	

The Architecture Registers access (read) – 1 wait

File: simplePIO-arch1Wait.vhdl -- Read Process from registers with wait 1 pRegkd: process (Clk_CI) begin if rising_edge (Clk_CI) then ReadData_DO <= (others -> '0'); if ChipSelect_SI = '1' and Read_SI = '1' then case Address_DI(2 downto 0) is when "000" -> ReadData_DO <= RegPir_D; when "001" -> ReadData_DO <= RegPir_D; when "010" -> ReadData_DO <= RegPort_D; when "010" -> ReadData_DO <= RegPort_D; end case; end if; end process pRegRd;

```
Design of Embedded Hardware and Firmware Prof. A. Habegger Prof. A. Habegger Prof. September 1997 of Applied Sciences Prof. Design Method Embedded Prof. Additional Prof. Additi
```

Design of Embedded Hardware and Firmware

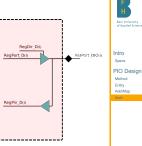
Prof. A. Habegger

Notes

Notes

The Architecture External interface





Notes