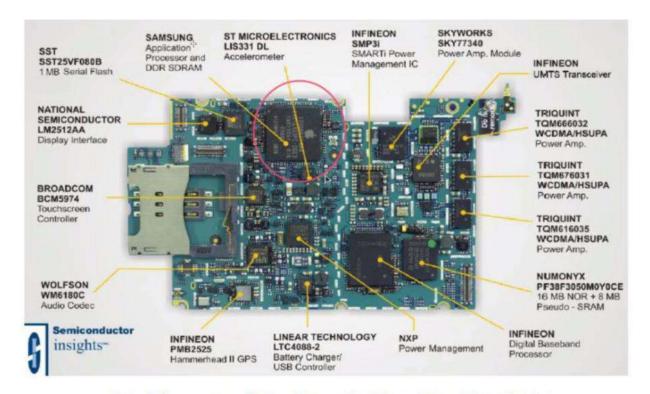
A SoC is a complete system on a chip. A 'system' can include microprocessors, FPGAs, memory and peripherals.

The processor may be a custom or standard microprocessor, or it could be a specialized media processor for sound, modem or video applications. There may be multiple processors.

Processors are interconnected using a variety of mechanisms.

SoCs are found in every consumer product, from modems, mobile phones, DVD players, televisions and iPods.



One of the two main PCBs of an Apple iPhone. Main SoC is top, left-centre.

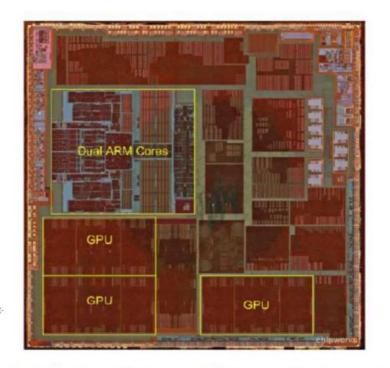
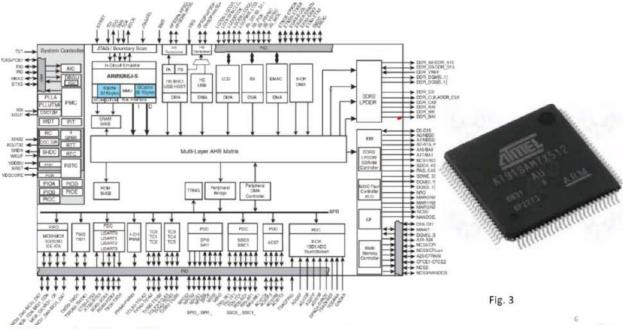


Fig. 3

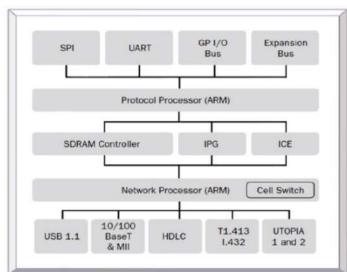
An Apple SoC - Two ARM and 3 GPU cores. Made by arch rival Samsung.

AT91SAM: AT91SAM is an ARM-based SOC



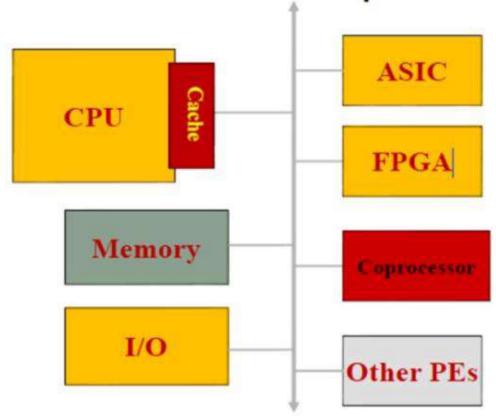
SOC Example: Helium 210

The Helium 210 is a single chip Communications Processor (SOC). Used in many different ADSL and home networking products



SoC Hardware Structure

Various Hardware Options:



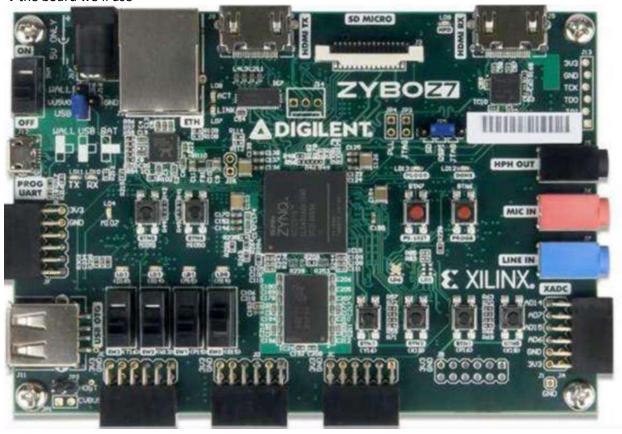
SOC Developments Boards:

Mainly two types of SOC Developments Boards are available to work for the SOC development studies, and these boards are produced by the Altera (INTEL) and XILINX companies.

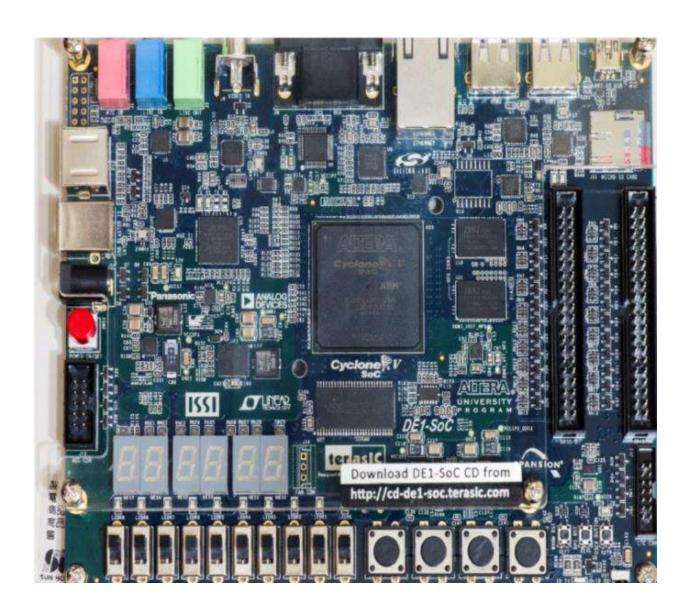
XILINX provides Zynq SOC development boards.

The Altera's SOC development board is named as DE1-SOC, DE2-SOC

→the board we'll use

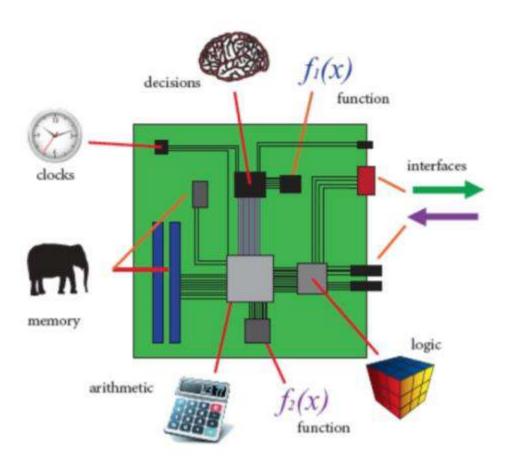


→Altera(Intel) board



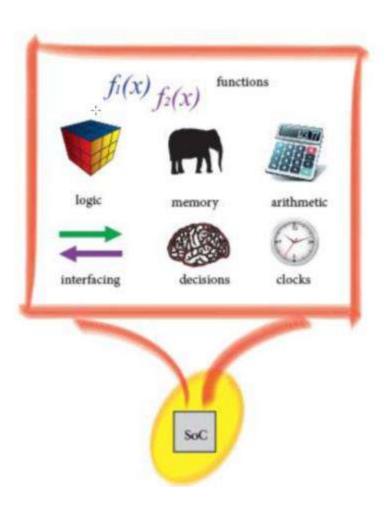
→ PCBs

System-on-a-Board



→ SOCs:

System-on-Chip (SoC)





Zynq-7000 SOC comprises two main parts:

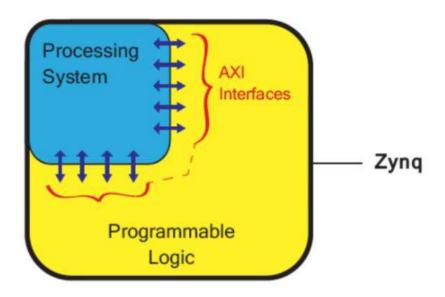
a Processing System (PS) formed around a dual-core ARM Cortex-A9 processor, and Programmable Logic (PL), which is equivalent to that of an FPGA.

It also features integrated memory, a variety of peripherals, and high-speed communications interfaces.

The PL section is ideal for implementing high-speed logic, arithmetic and data flow subsystems, while the PS supports software routines and/or operating systems, meaning that the overall functionality of any designed system can be appropriately partitioned between hardware and software.

Links between the PL and PS are made using industry standard Advanced eXtensible Interface (AXI) connections.

A Simplified Model of the Zynq Architecture



Simplified Hardware Architecture of an Embedded SoC

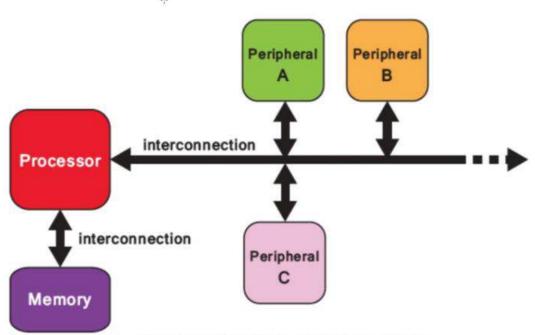
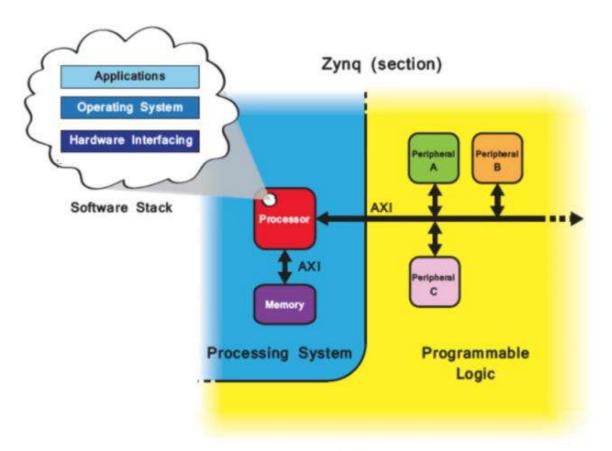


Figure 2-3: Hardware architecture of SOC

Mapping of an Embedded SoC Hardware Architecture to Zynq



The processor can be regarded as the central element of the hardware system.

The software system (a software 'stack') is run on the processor, comprising applications (usually based on an Operating System (OS)), and with a lower layer of software functionality for interfacing with the hardware system.

Communication between system elements takes place via interconnections. These may be in the style of direct, point-to-point links, or buses serving multiple components.

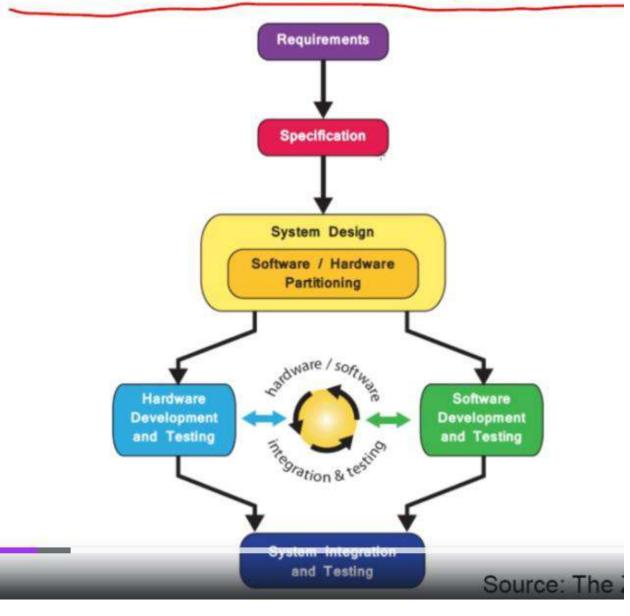
In the latter case, a protocol is required to manage access to the bus.

Note that, although a single bus with connected peripherals is shown in Figure 2-3, a processor may severe several connected buses.

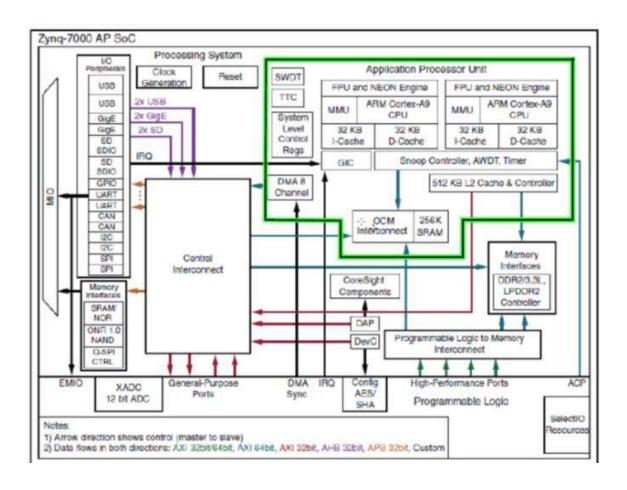
Peripherals are functional components residing away from the processor, and in general these perform one of three functions:

- (i) coprocessors elements that supplement the primary processor, usually optimized for a certain task;
- (ii) cores for interacting with external interfaces, e.g. connecting to LEDs and switches, codecs, etc.; and
- (iii) additional memory elements.

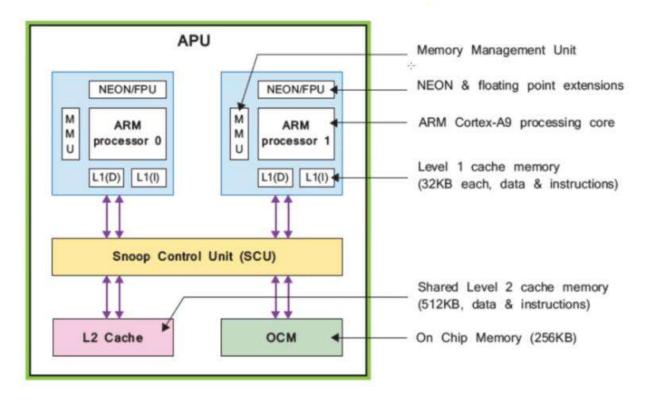
Basic Design Flow for Zynq SoC



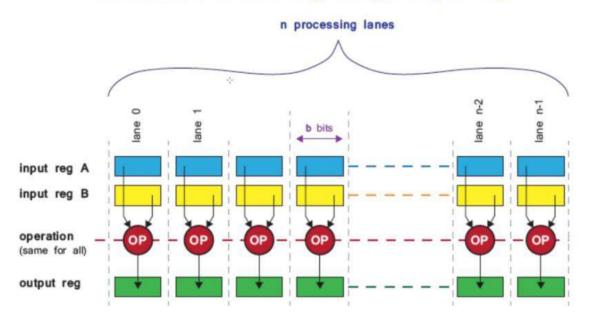
The Zynq Processing System



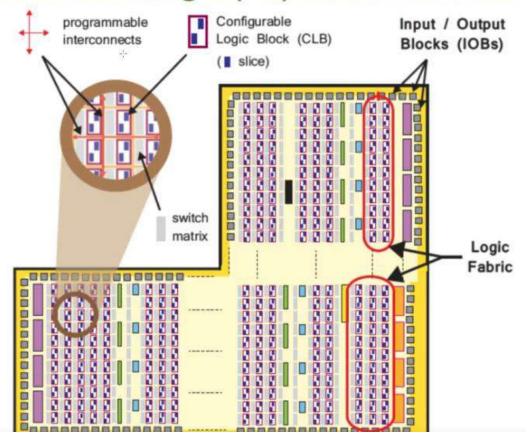
Simplified Block Diagram of the Application Processing Unit (APU)



SIMD (Single Instruction Multiple Data) Processing in the NEON Media Processing Engine (MPE)

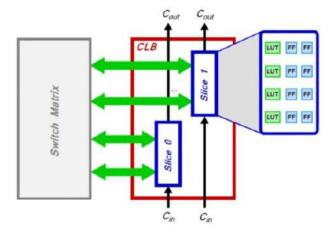


Programmable Logic (PL) CLBs and IOBs



Configurable Logic Block

Configurable Logic Blocks (CLB) are small, regular groupings of logic elements that are laid out in a two-dimensional array on the PL, and connected to other similar resources via programmable interconnects. Each CLB is positioned next to a switch matrix and contains two logic slices

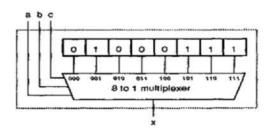


→look Up Table(LUT):

A flexible resource capable of implementing (i) a logic function of up to six inputs; (ii) a small Read Only Memory (ROM); (iii) a small Random Access Memory (RAM); or (iv) a shift register. LUTs can be combined together to form larger logic functions, memories, or shift registers, as required.

a	ь	С	x = ab + bc
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

a) Truth Table

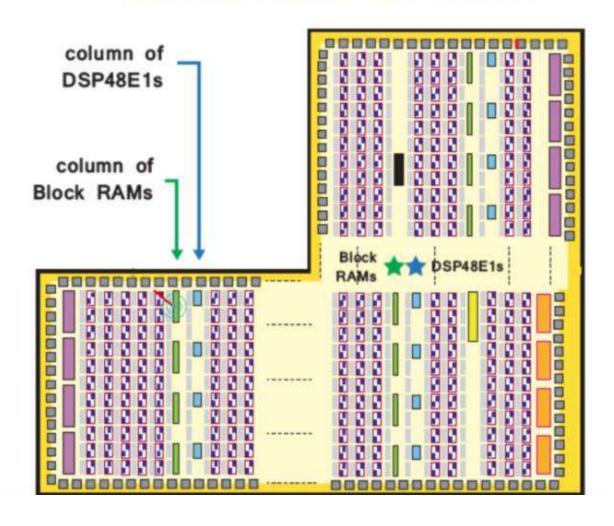


1.7

Special Resources: DSP48E1s and Block RAMs: In addition to the general fabric, there are two special purpose components: Block RAMs for dense memory requirements; and DSP48E1 slices for high-speed arithmetic.

Both of these resources are integrated into the logic array in a column arrangement, embedded into the fabric logic and normally in proximity to each other

Programmable Logic (PL) BRAMs and DSP units



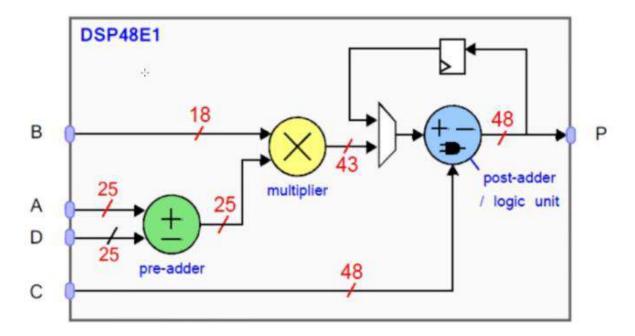


Figure 2-12: Arithmetic capabilities of the DSP48E1 slice

Communications Interfaces

The more highly specified Zynq devices include GTX Transceivers, high-speed communications interface blocks which are embedded into the logic fabric.

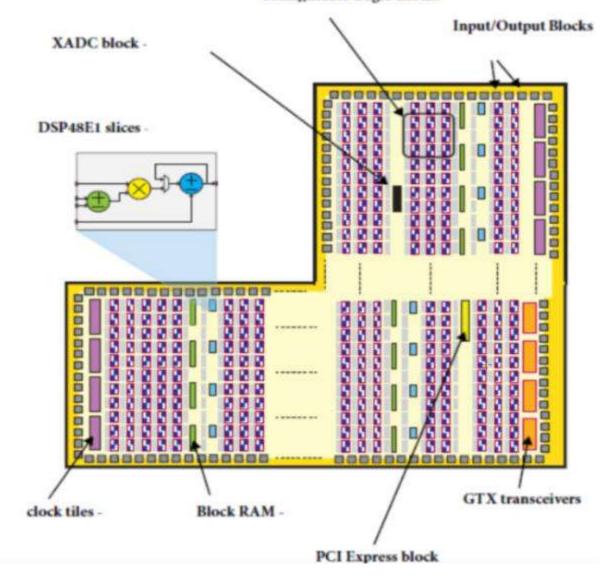
These are dedicated silicon blocks ("Hard IP" blocks), and they are capable of supporting a number of standard interfaces including PCI Express, Serial RapidIO, SCSI and SATA.

GTX Transceivers are implemented as 'quads', i.e. groups of 4 individual channels, each of which comprises a dedicated Phase Locked Loop (PLL) for that channel, a transmitter, and a receiver.

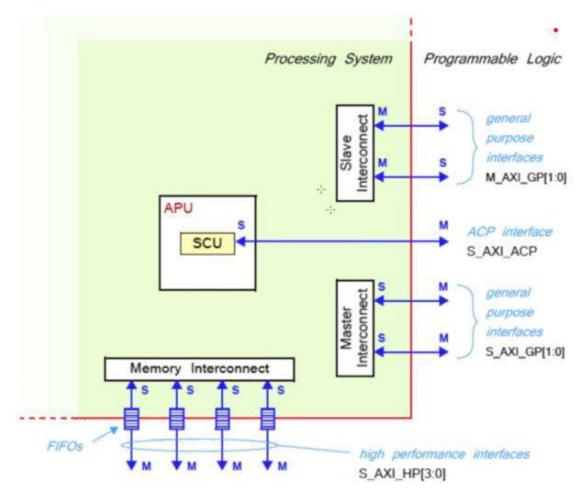
Depending on the Zynq device and package chosen, rates of up to 12.5Gbps are supported.

The interfaces can be used to create connections to independent external devices such as networking equipment, hard disks, and further FPGA or Zynq devices.

Configurable Logic Blocks



AXI Interconnects and Interfaces



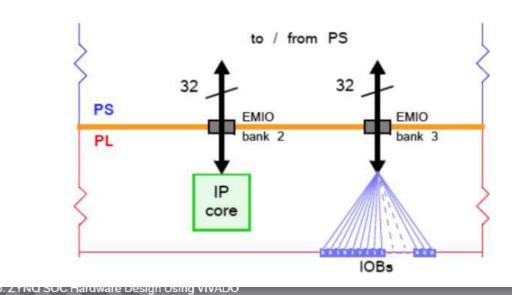
ACP-Accelerator Coherency Port

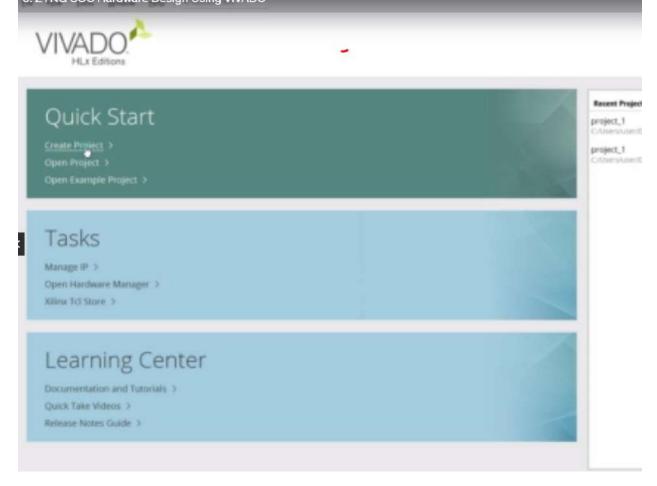
SCU-Snoop Control Unit

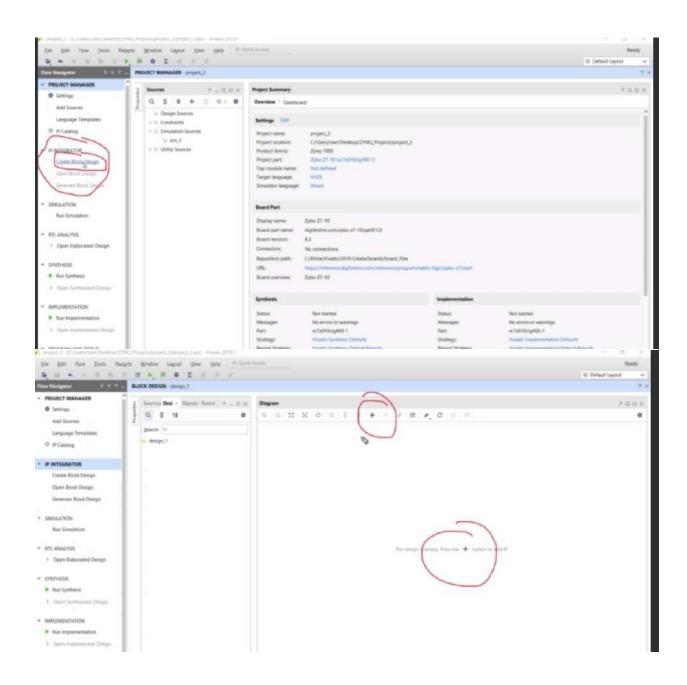
S→Slave

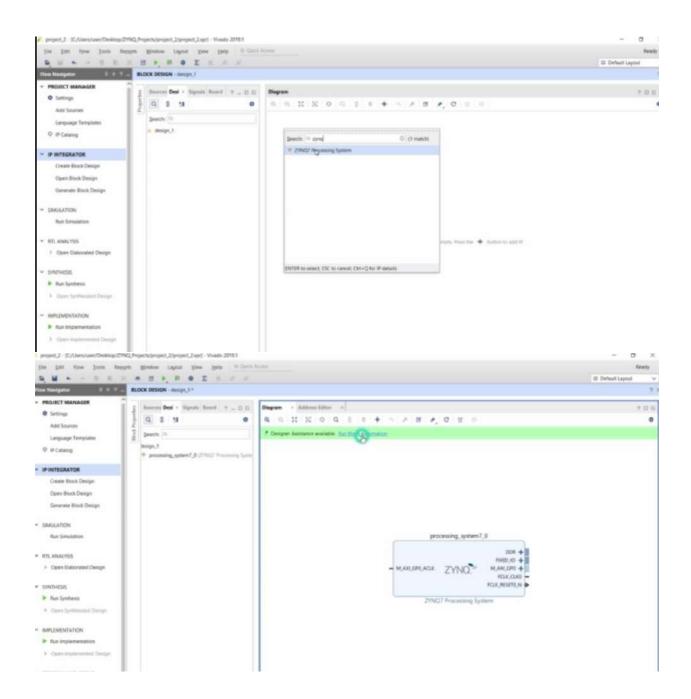
M→Master

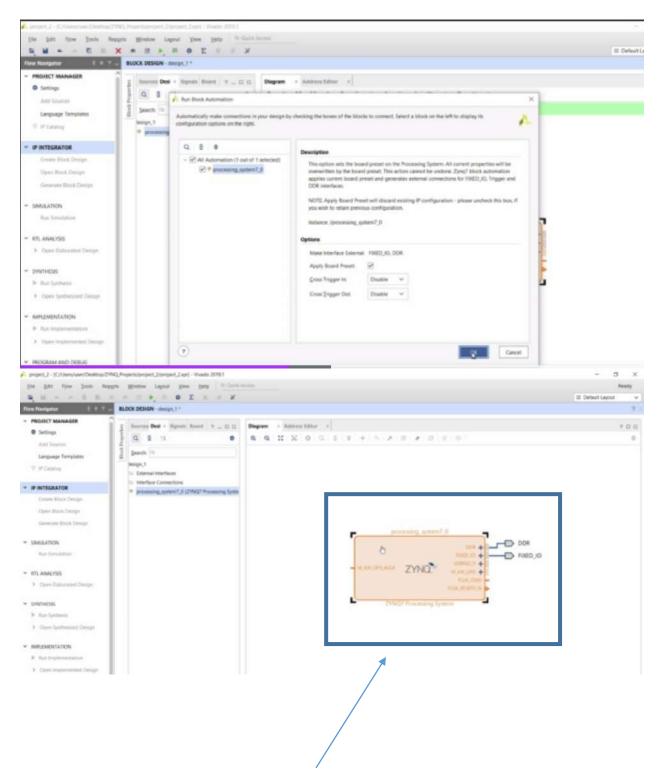
Using Extended Multiplexed Input/Output (EMIO) to Interface Between PS and PL



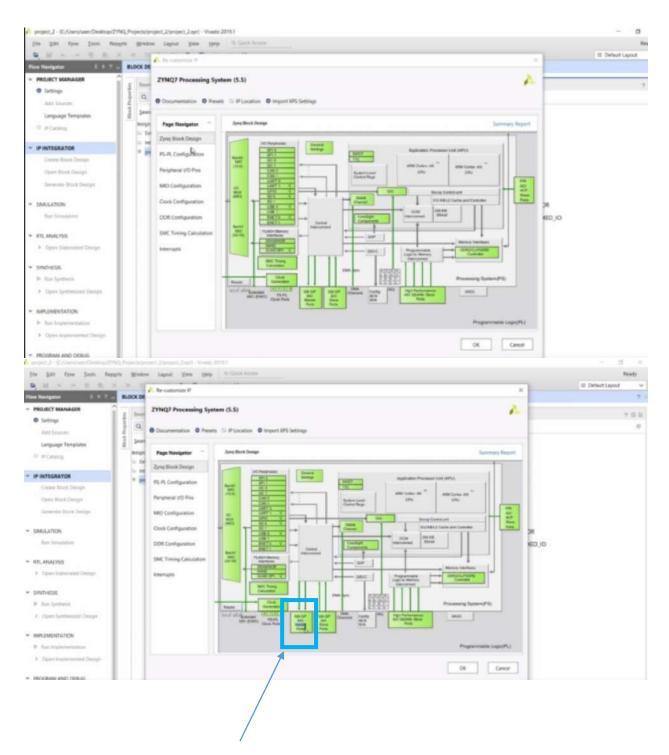




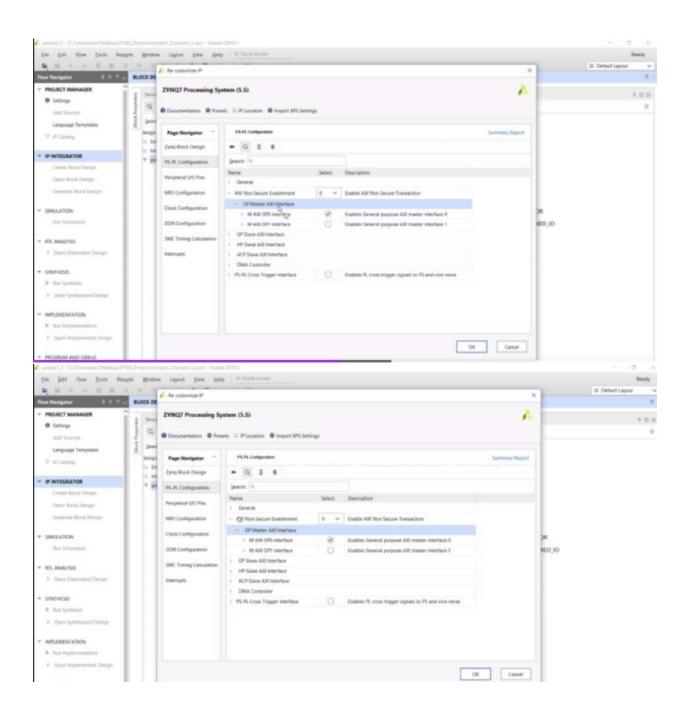


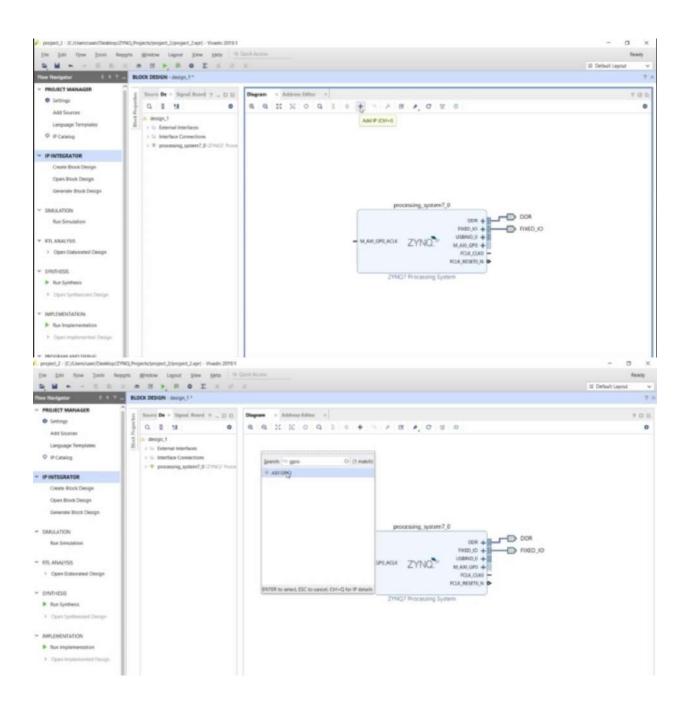


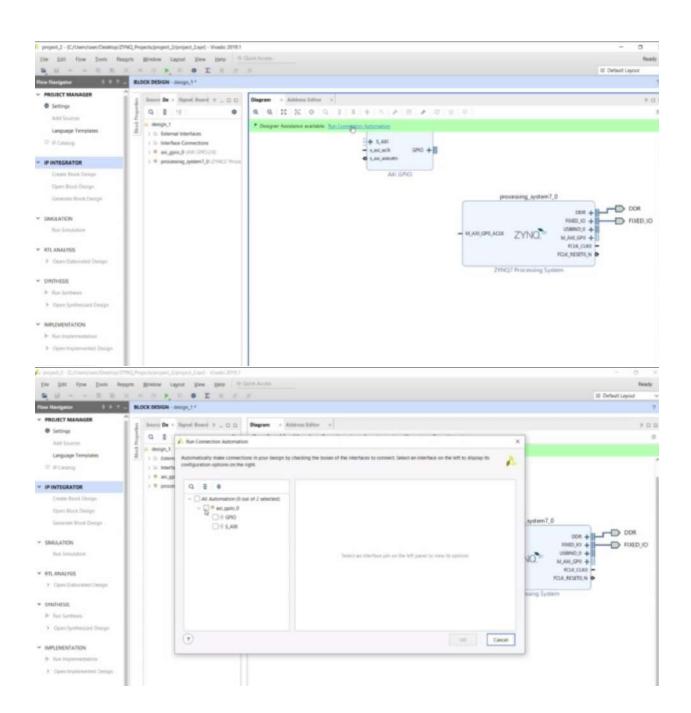
Double click

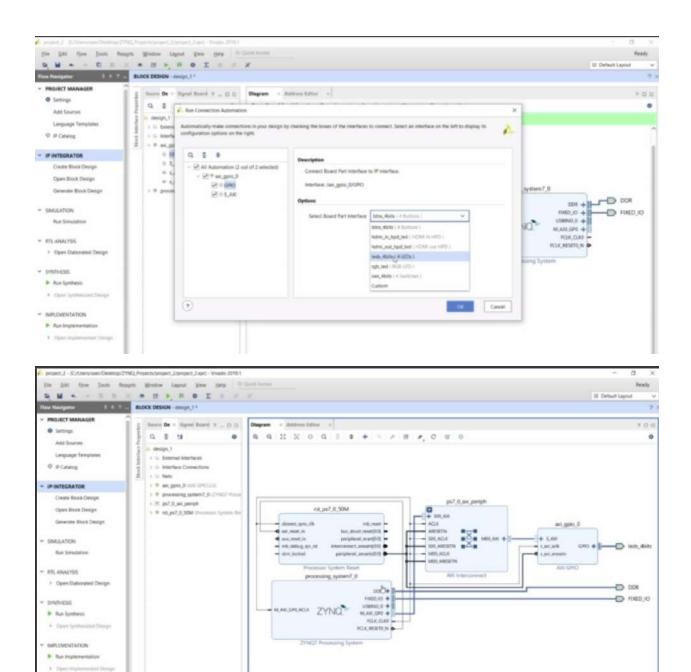


Double Click on green areas

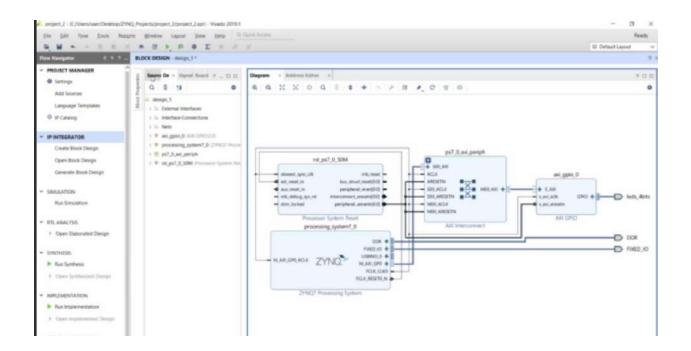


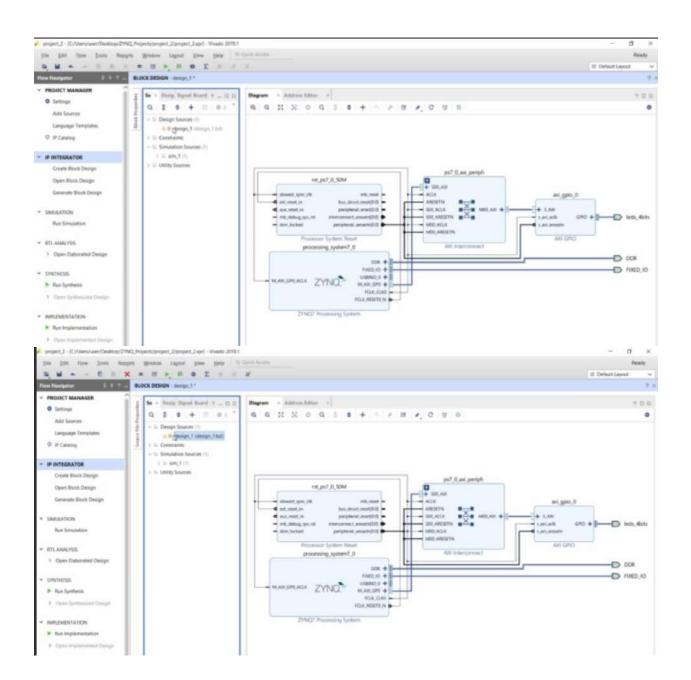


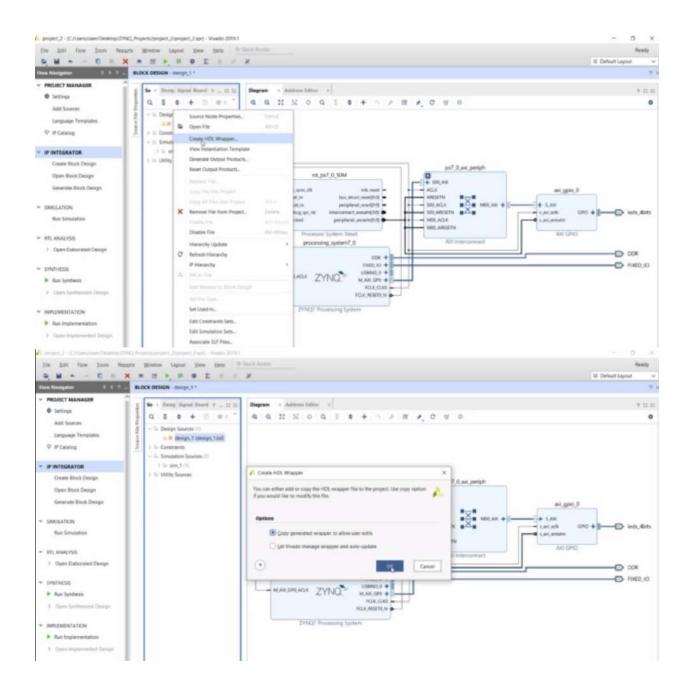


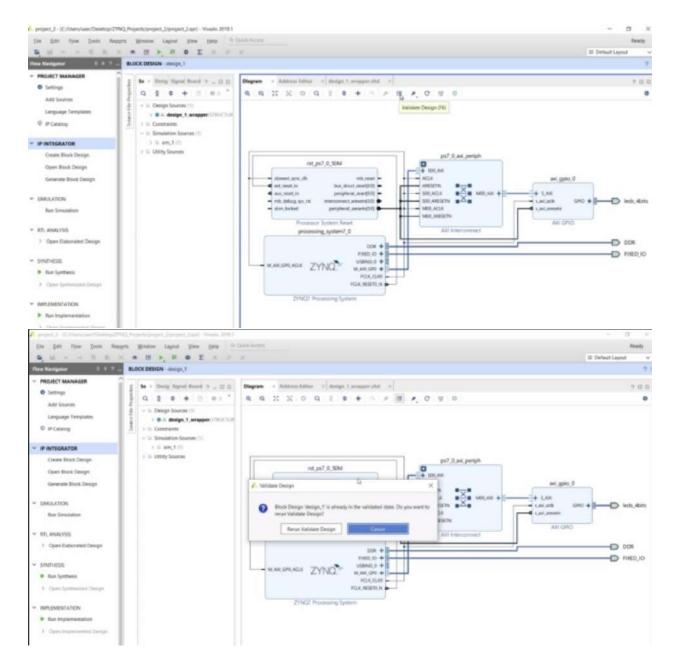


→ Sources:

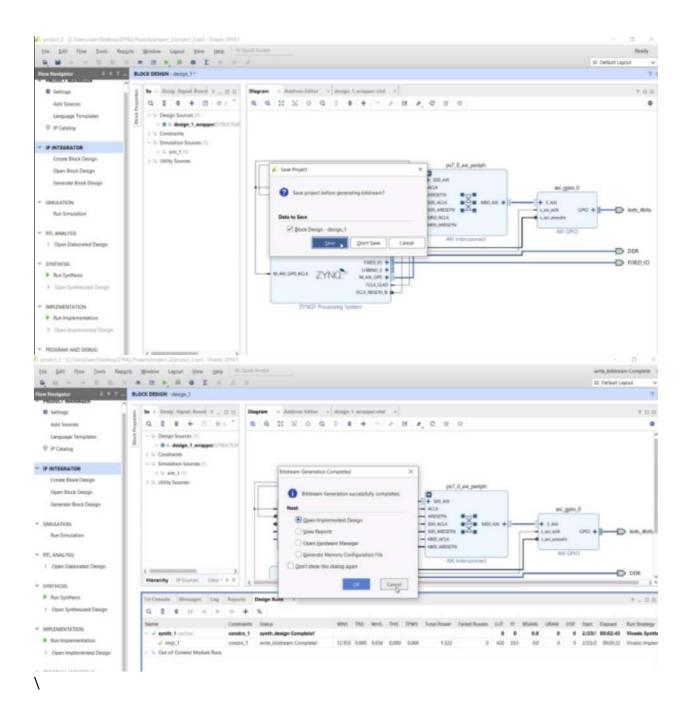


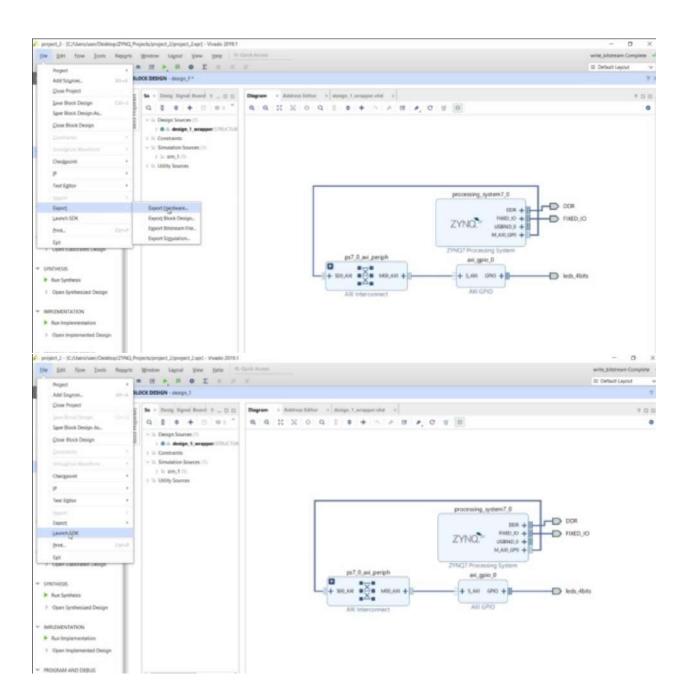


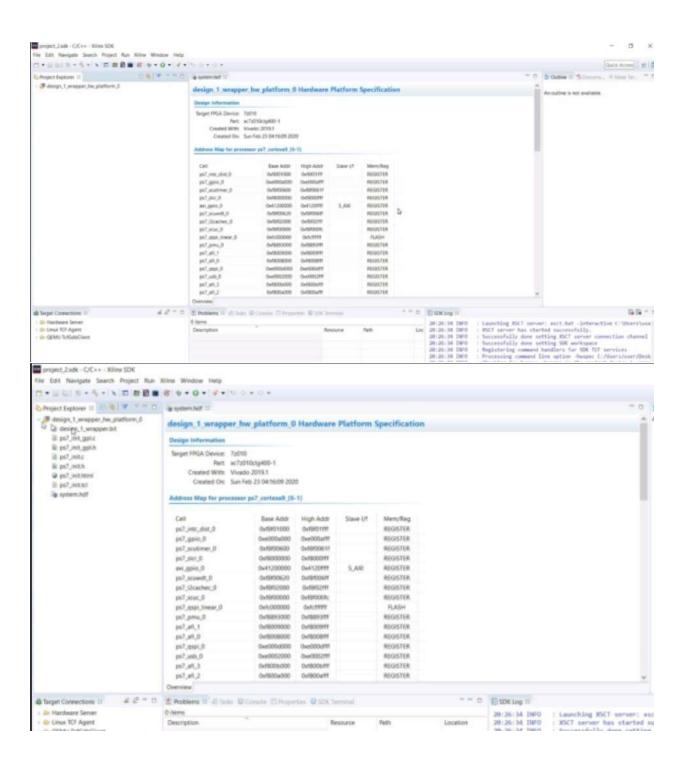


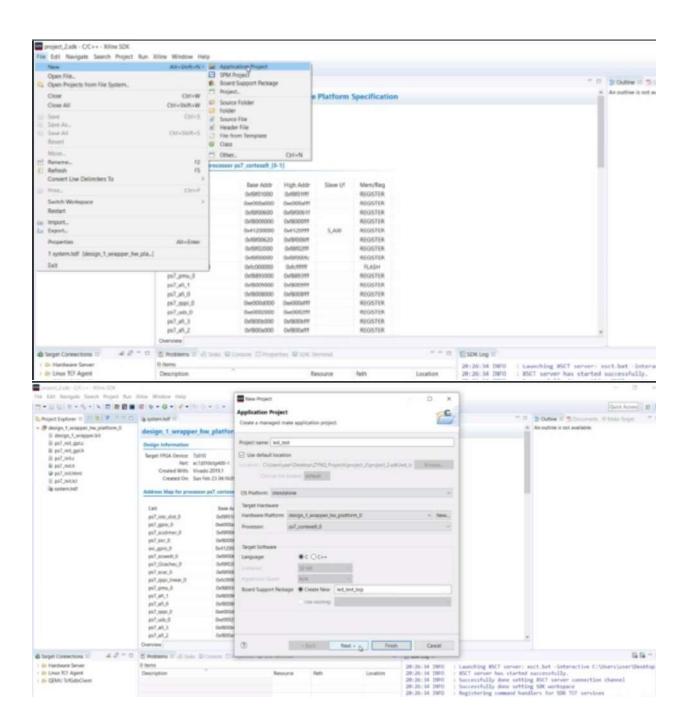


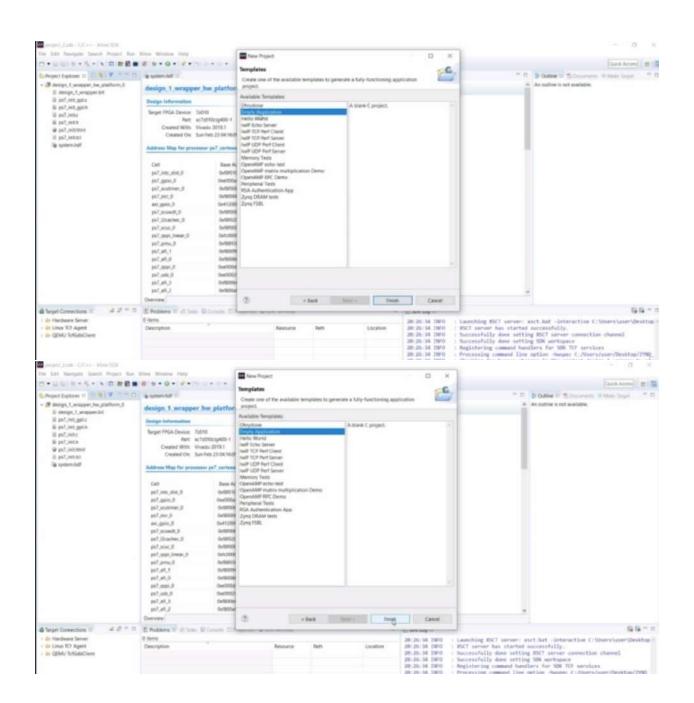
→ Now click on generate bitsream

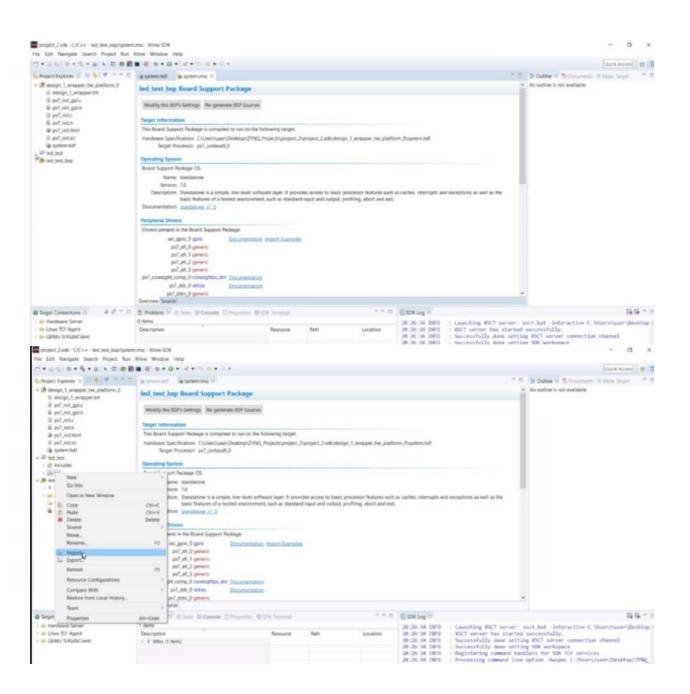


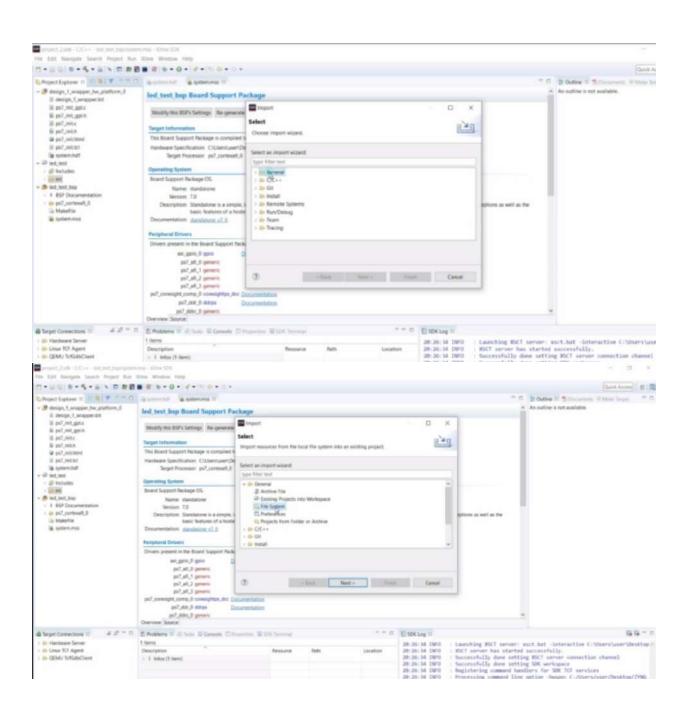


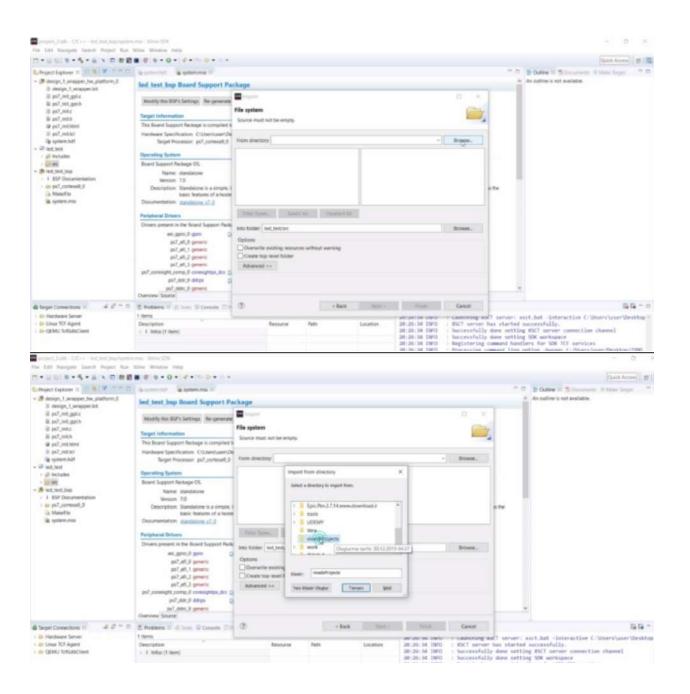


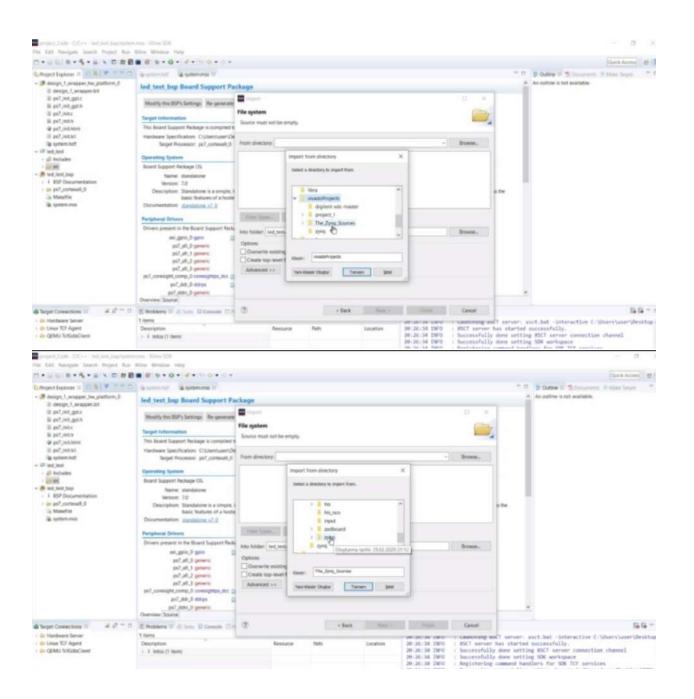




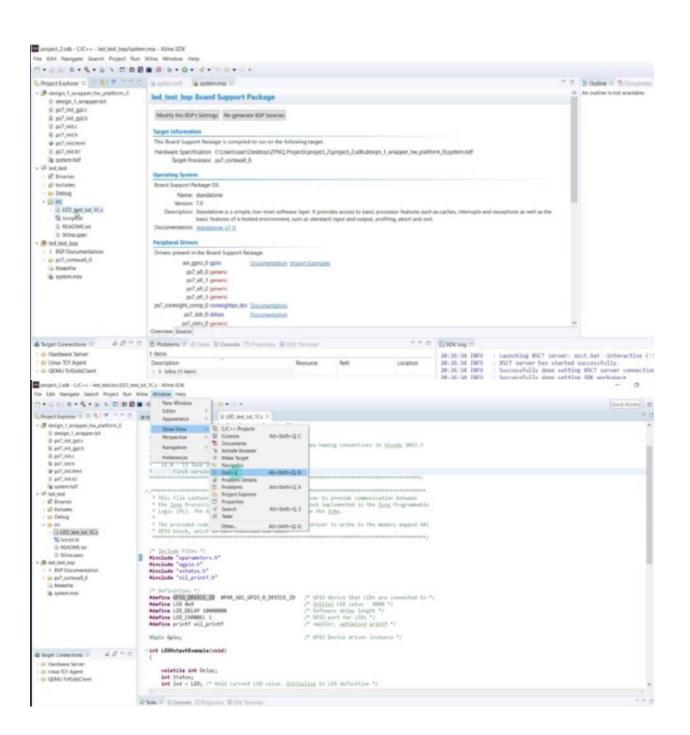


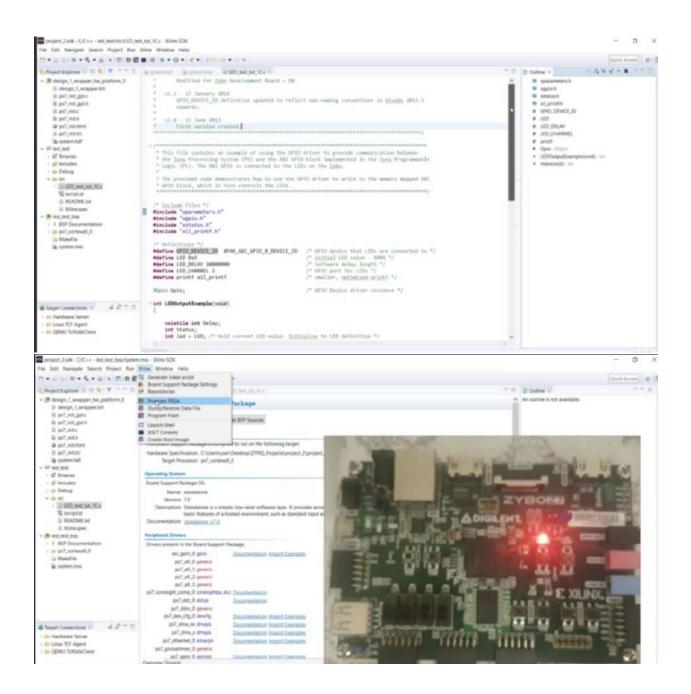


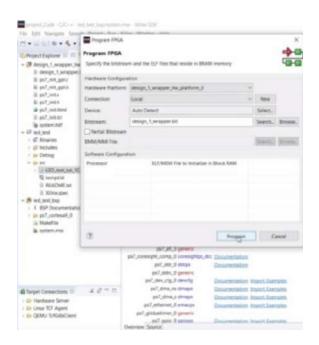


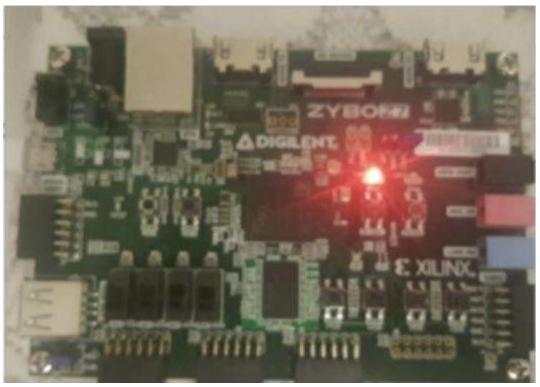




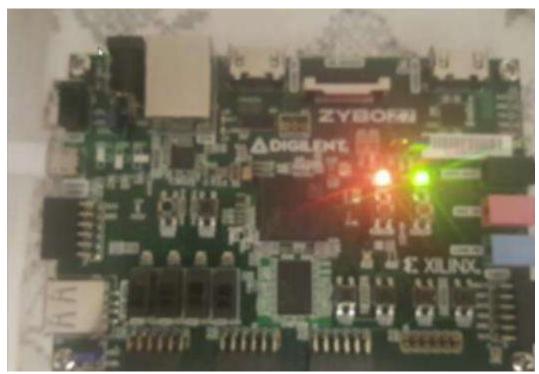








→ when the program is complete we'll get green light which shows that our bitsream file is being uploaded:



→next we'll program the ARM microprocessor in the SOC:





