

# Lecture 5

- No lecture next week
- Project presentations Feb. 25, 2021
  - [Piazza @22](#) gives outline of what's required
  - 11 submissions to Assignment 1
- Assignment 2 is posted
  - Watch for Piazza post with further instructions

# **THE AXI BUS AND INTERFACE**

# Resources

- [The Zynq Book](#), Chapter 19 (pdf download available)
- Slides borrowed from [https://people-ece.vse.gmu.edu/coursewebpages/ECE/ECE699\\_SW\\_HW/S16/viewgraphs/ECE699\\_lecture\\_6.pdf](https://people-ece.vse.gmu.edu/coursewebpages/ECE/ECE699_SW_HW/S16/viewgraphs/ECE699_lecture_6.pdf)
- [AMBA AXI and ACE Protocol Specification](#)
- [AMBA 4 AXI4-Stream Protocol Specification](#)

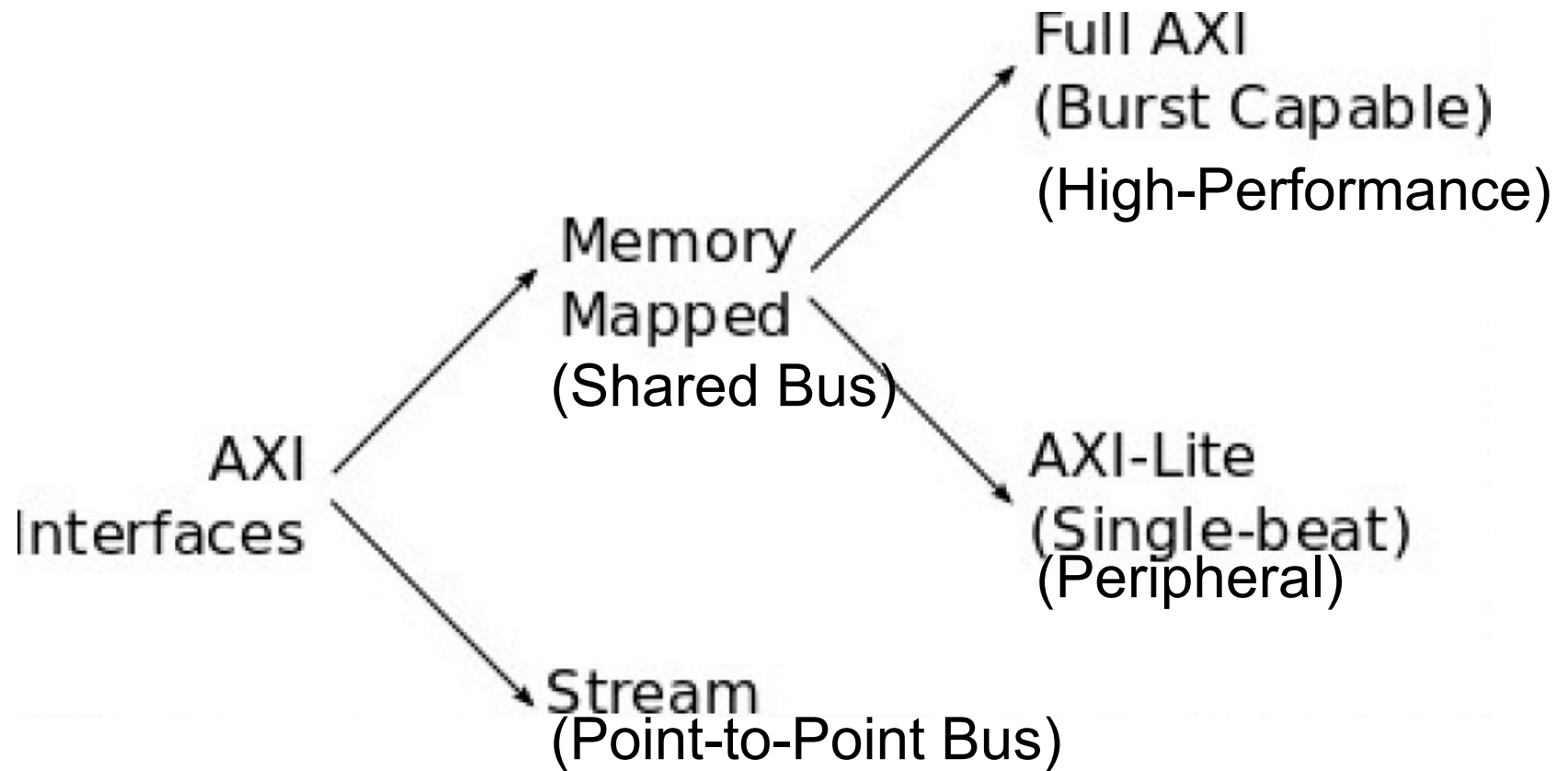
# Xilinx

- Most IP blocks provided use AXI4 interfaces
- Many useful cores that you can plug-and-play
- [Vivado Design Suite AXI Reference Guide](#)
- [AXI Interconnect v2.1](#)
- [AXI4-Stream Interconnect v1.1](#)
- [AXI Video Direct Memory Access](#)

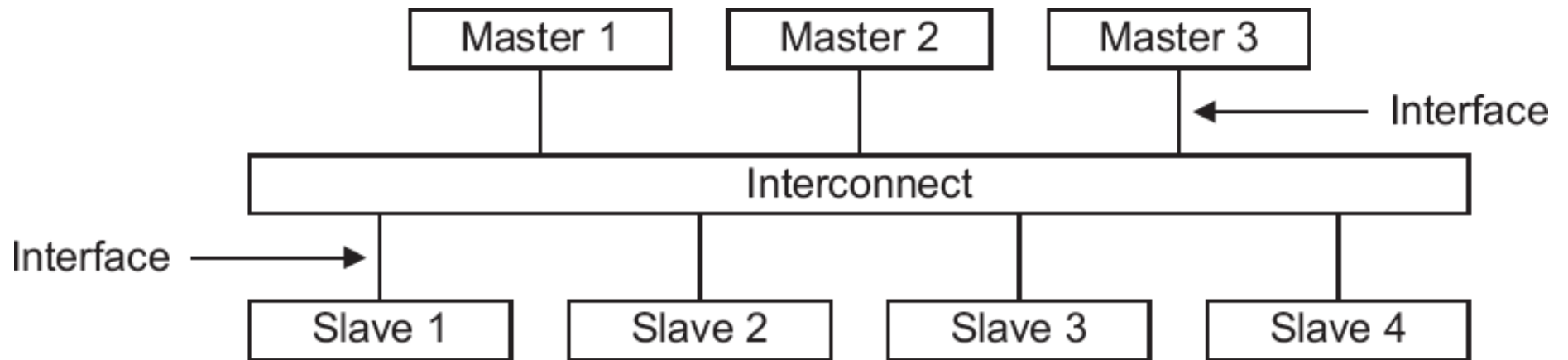
# **Borrowed from ECE 699: Lecture 6**

**AXI Interfacing  
Selected Slides  
(Reorganized)**

# AXI Interfaces



# Interconnect vs. Interface



# **AXI Interfaces and Interconnects**

## **Interface**

A point-to-point connection for passing data, addresses, and hand-shaking signals between master and slave clients within the system

## **Interconnect**

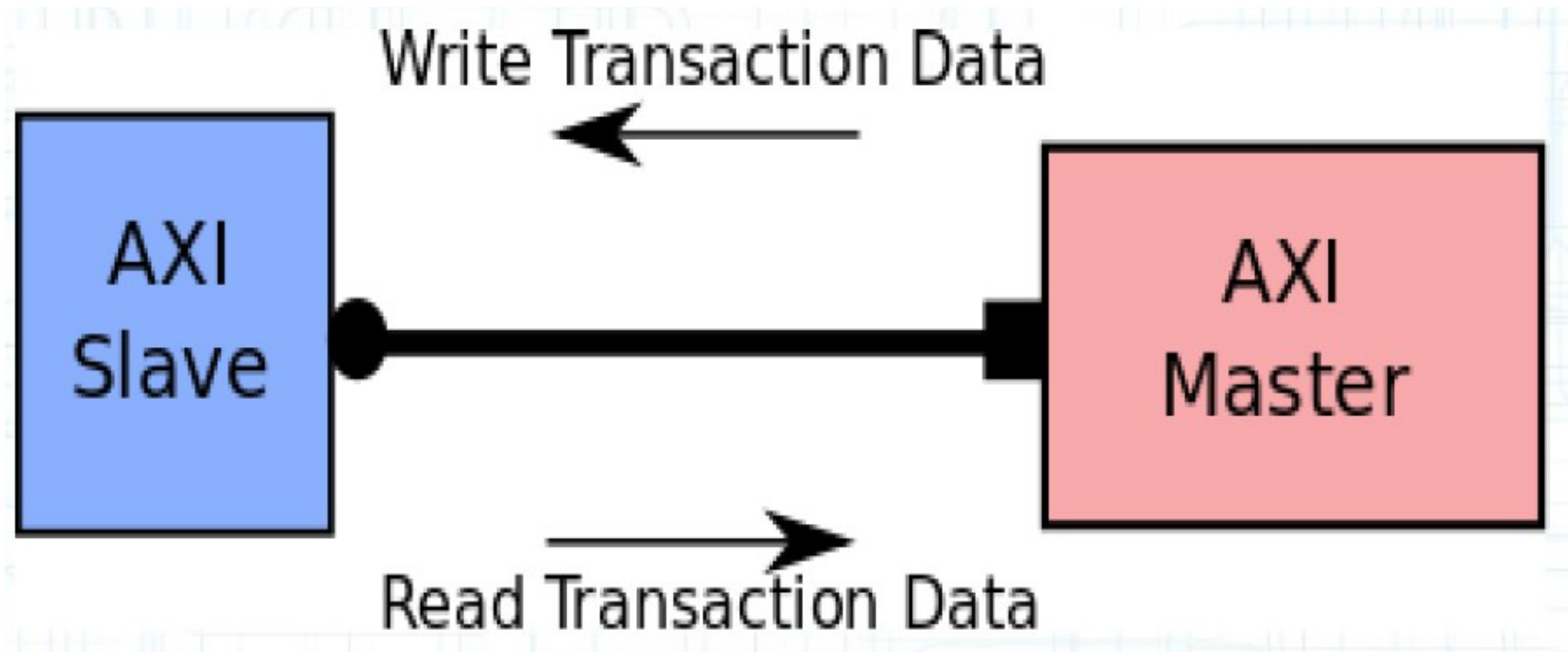
A switch which manages and directs traffic between attached AXI interfaces



# Basic Concepts

- Transaction :
  - Transfer of data from one point in the hardware to another point
- Master : Initiates the transaction
- Slave : Responds to the initiated transaction

# Communication Between AXI Master and AXI Slave

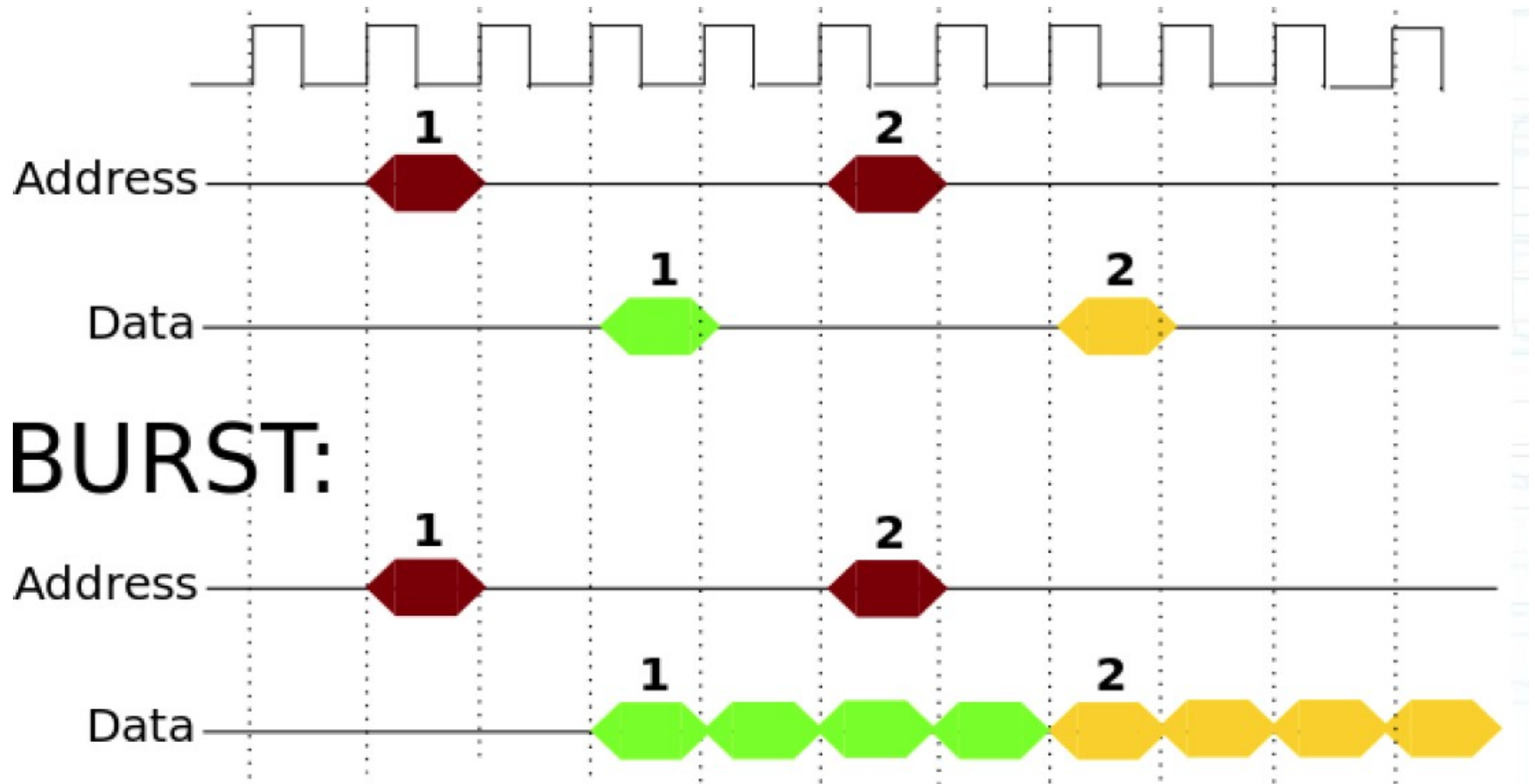


# **AXI4 MEMORY MAPPED (FULL AND LITE)**

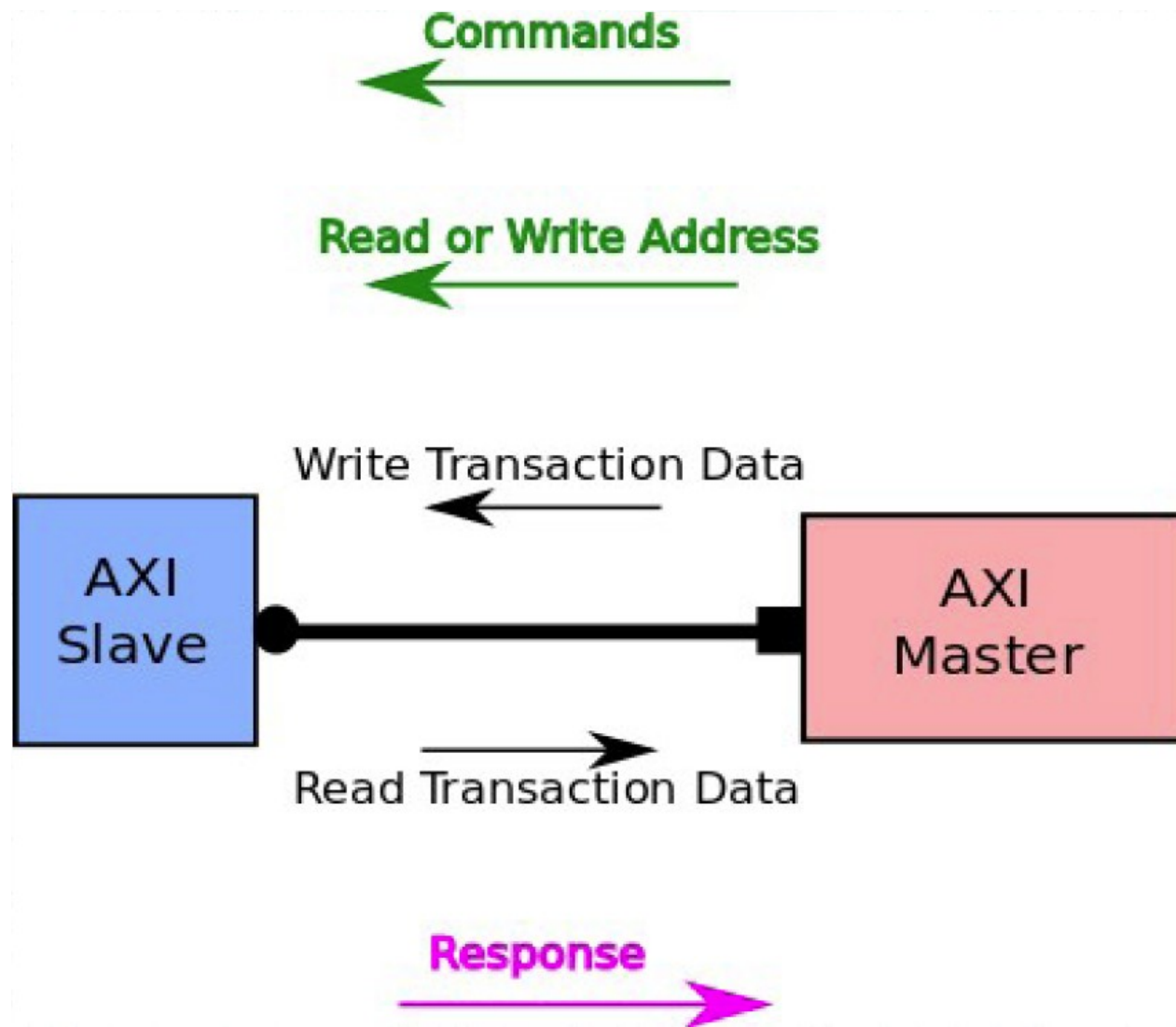
# AXI4 vs AXI4-LITE

- AXI4-LITE
  - Simple, low-throughput memory-mapped communication
  - Access control and status registers
  - 32-bit
- AXI4
  - High-performance memory-mapped access
  - Various bit widths
  - Burst transfers

# Concept of a Burst

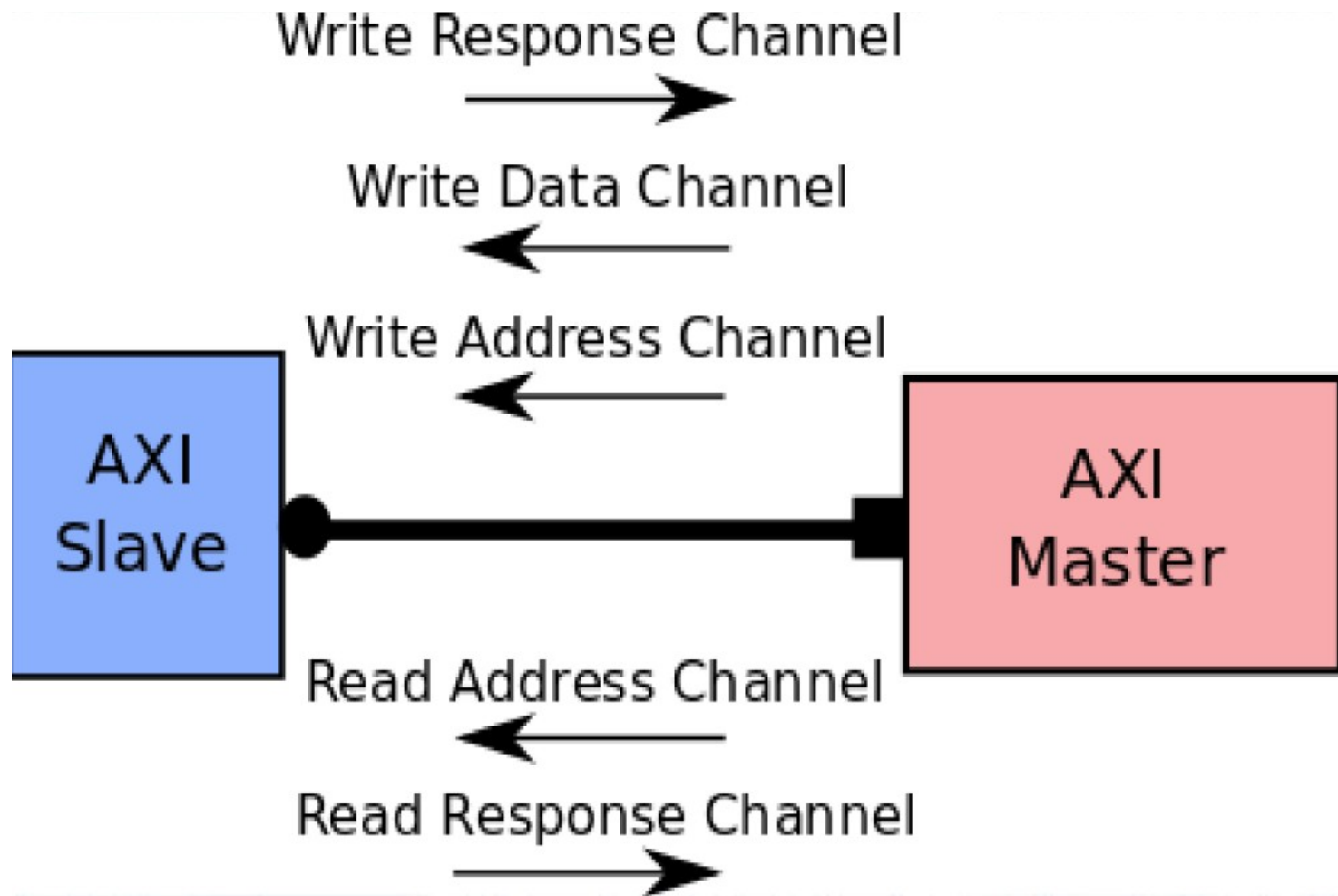


# Additional Information Exchanged Between AXI Master and AXI Slave



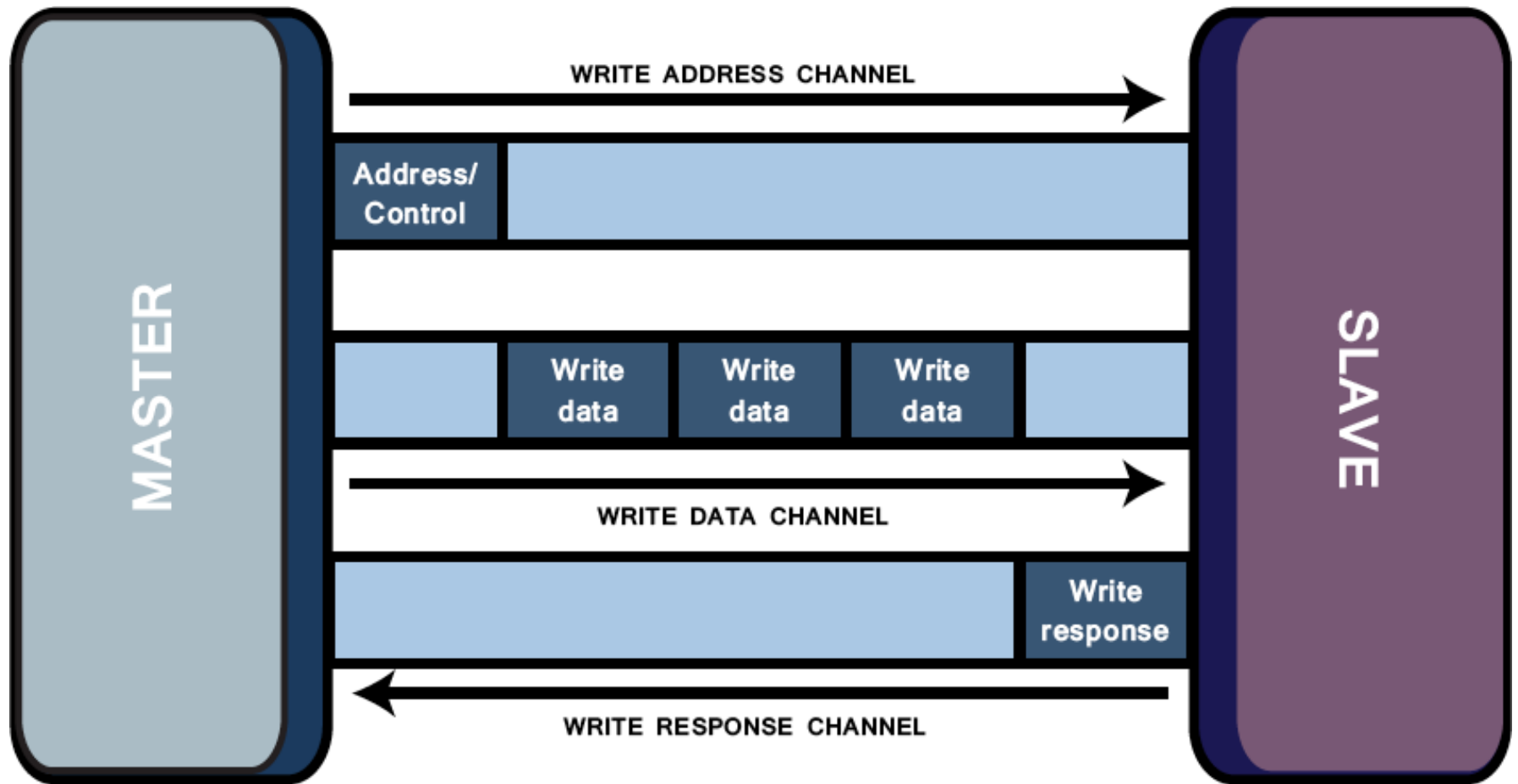
Source: M.S. Sadri, Zynq Training

# Five Channels of AXI Interface



Source: M.S. Sadri, Zynq Training

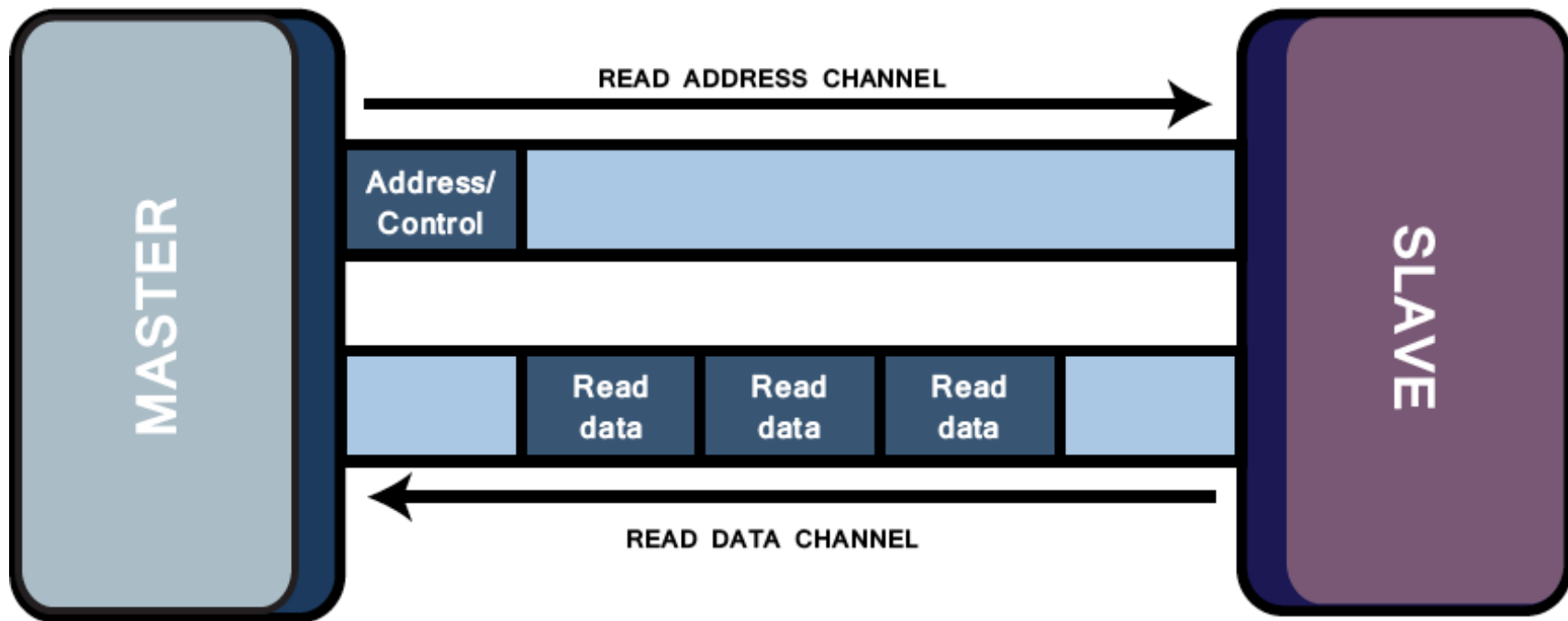
# AXI4 Write



Source: The Zynq Book



# AXI4 Read



Source: The Zynq Book

# AXI4 Interface

Write Address Channel

Write Data Channel

Write Response Channel

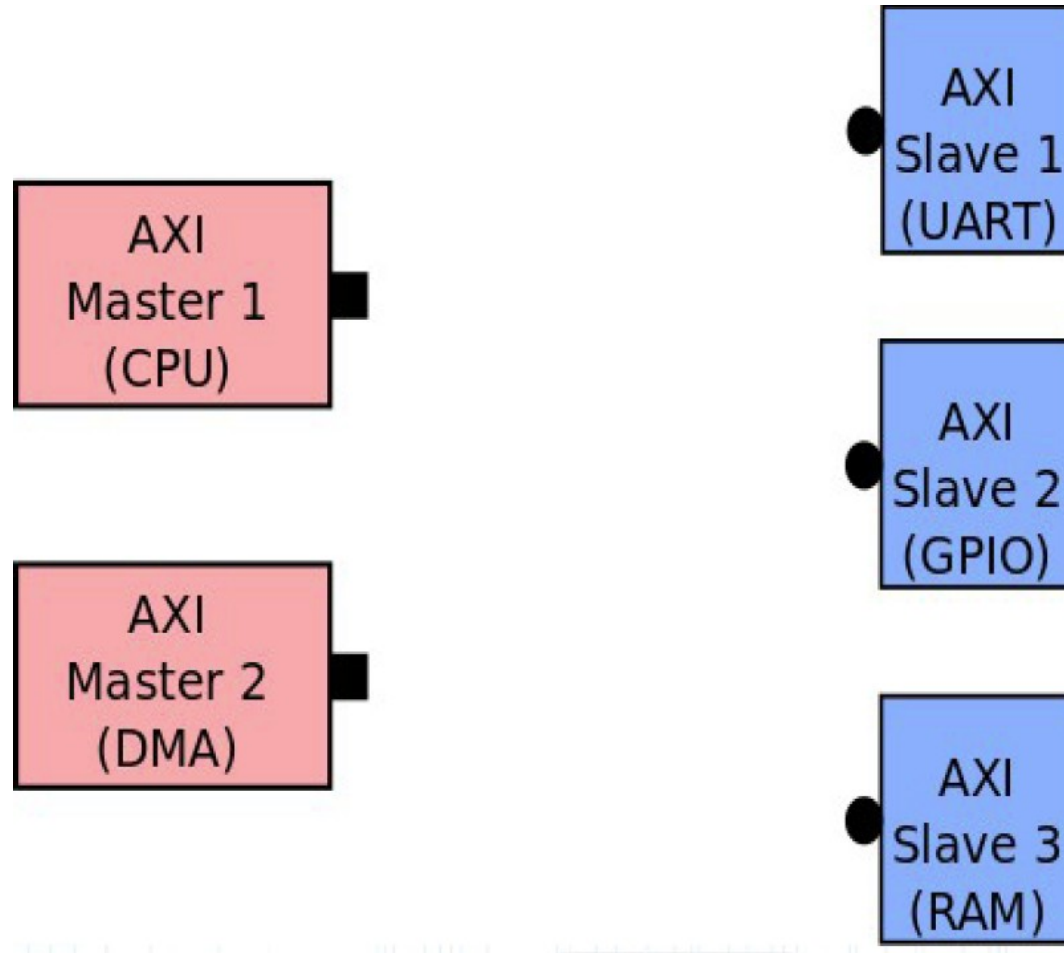
Read Address Channel

Read Data Channel



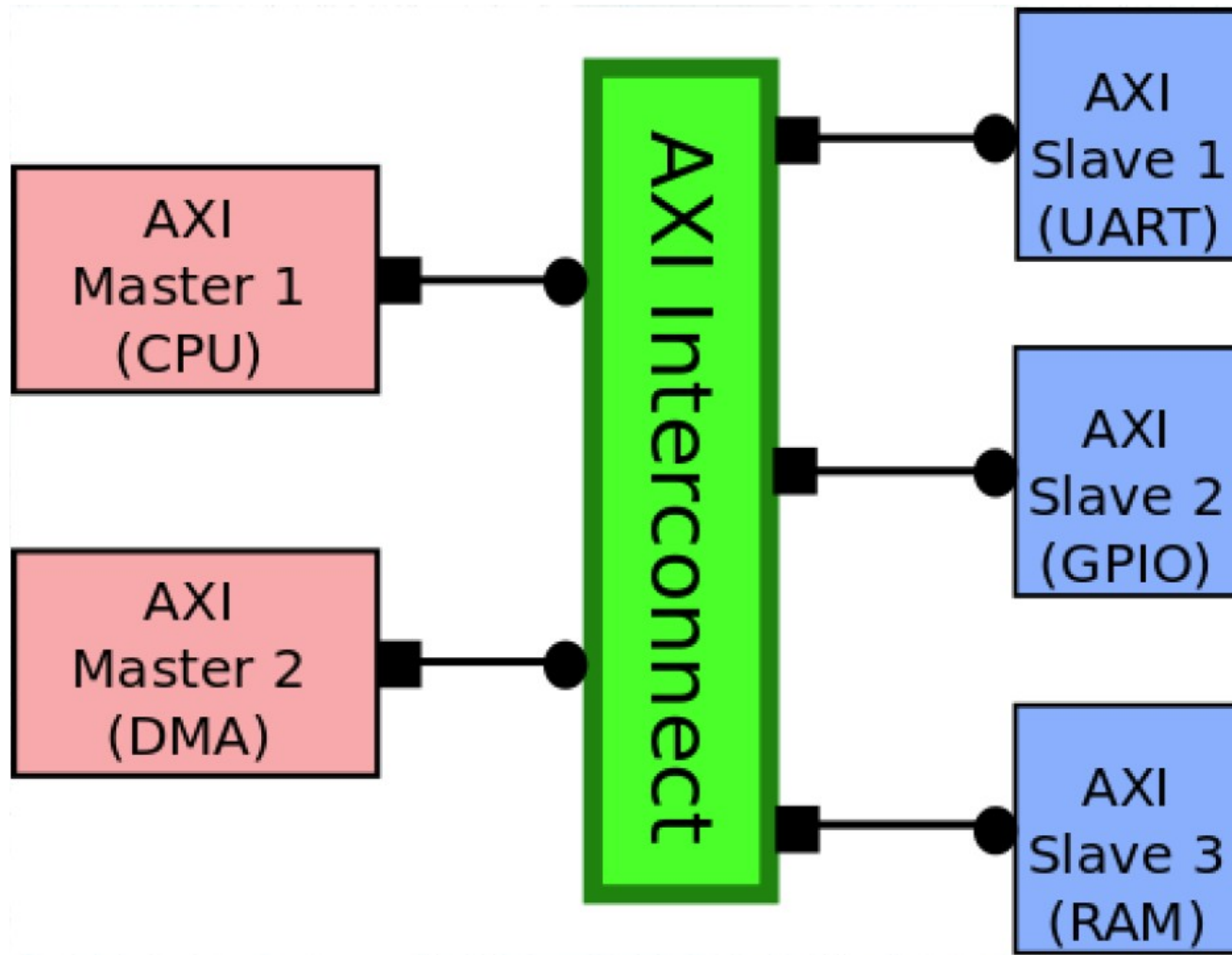
# **AXI INTERCONNECT**

# Connecting Masters and Slaves

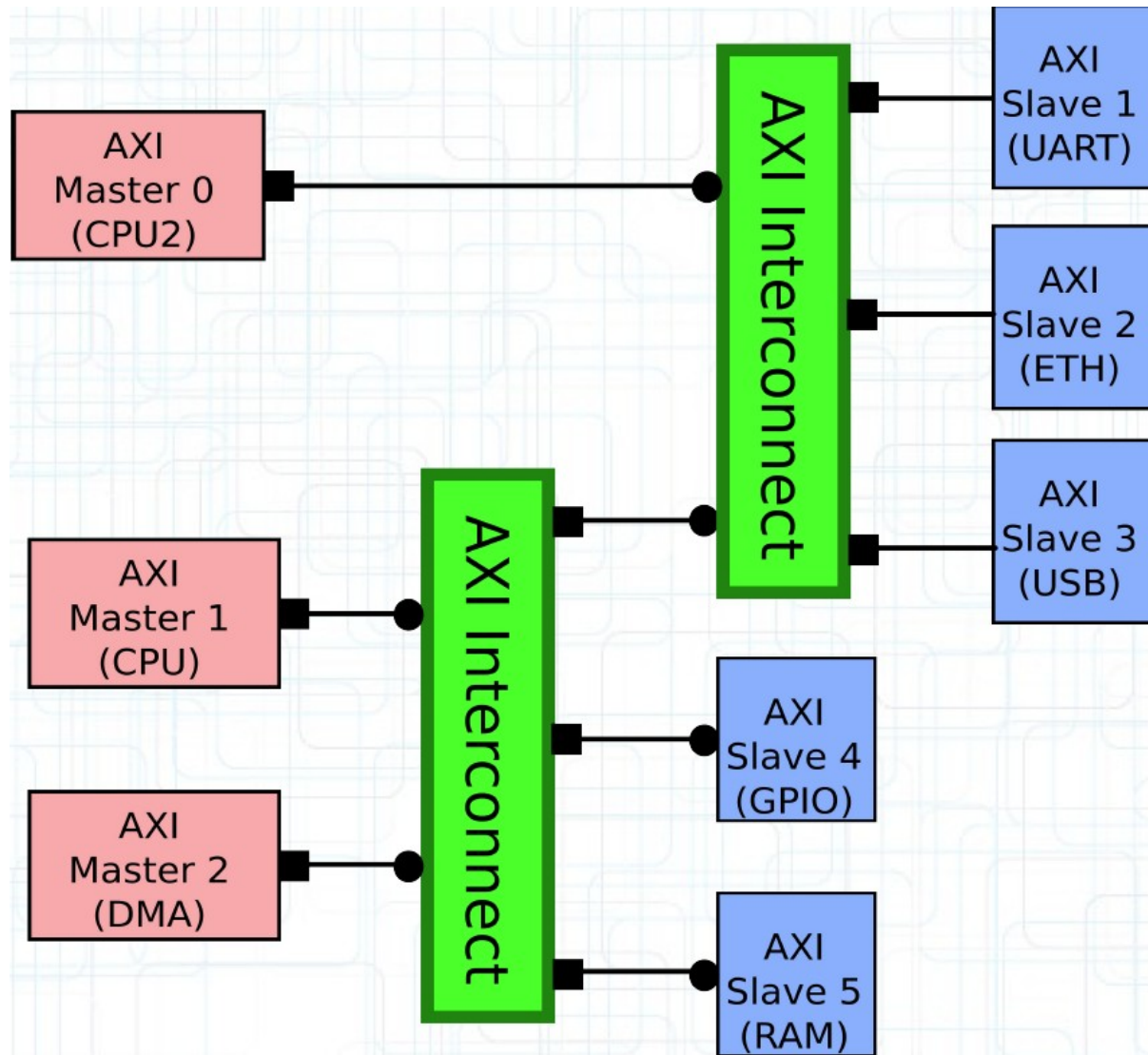


Source: M.S. Sadri, Zynq Training

# AXI Interconnect

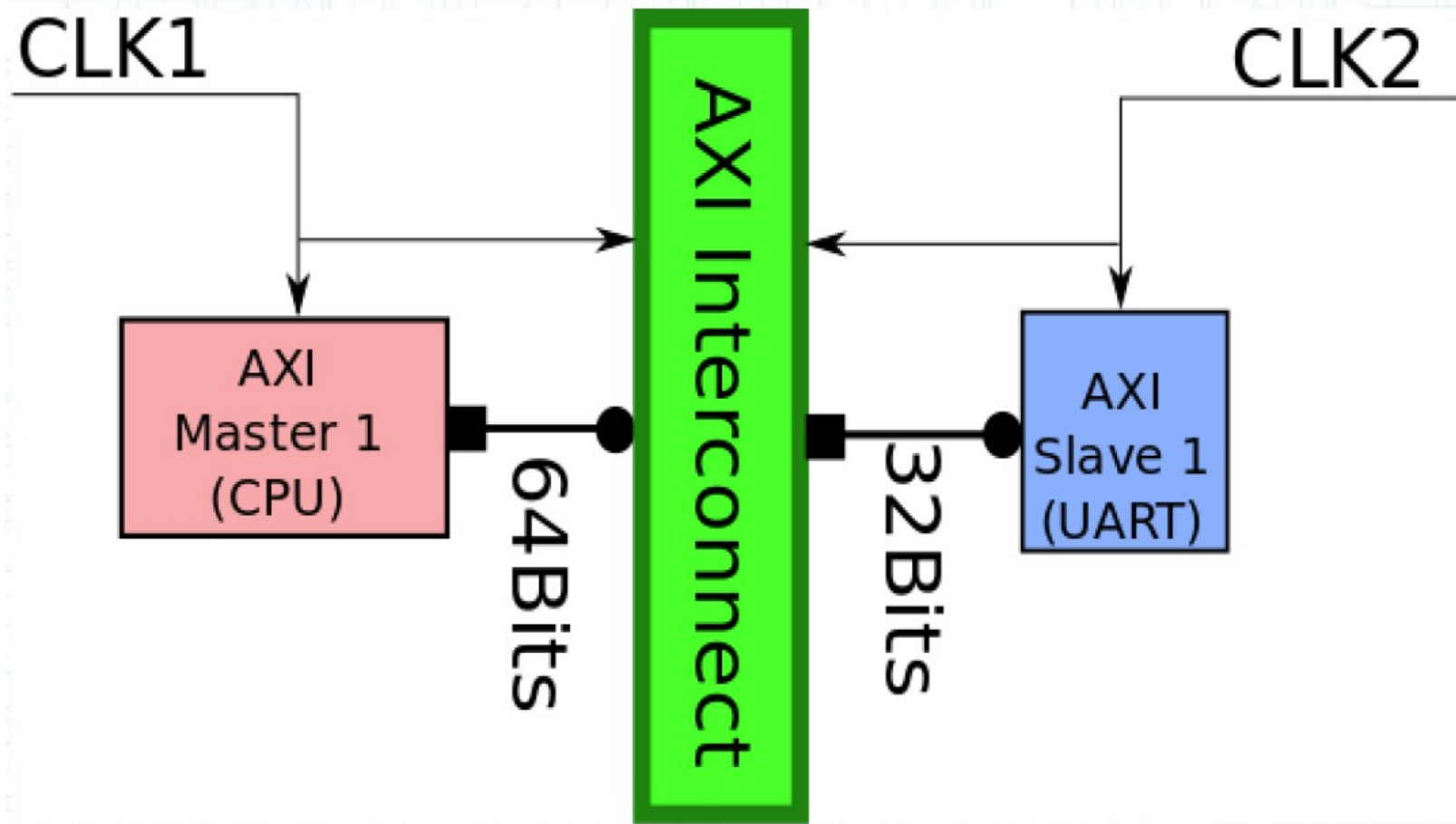


# Hierarchical AXI Interconnects



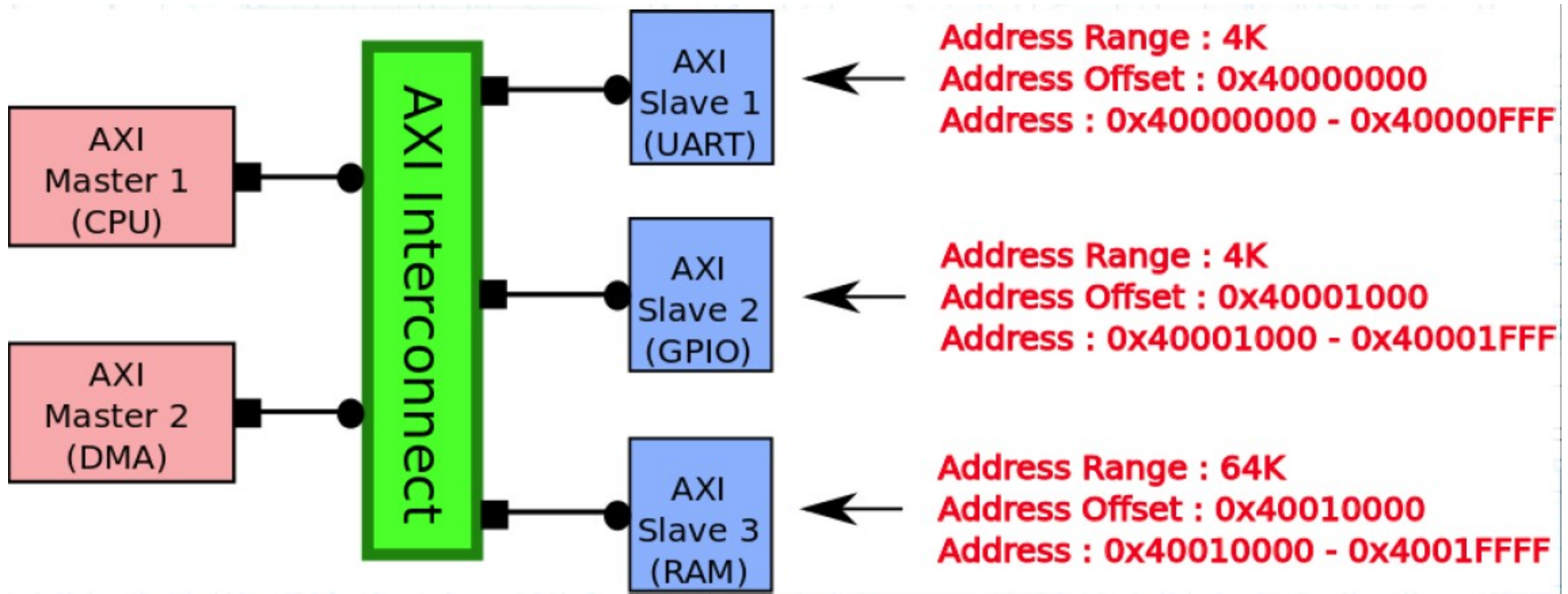
Source: M.S. Sadri, Zynq Training

# Clock Domain and Width Conversion



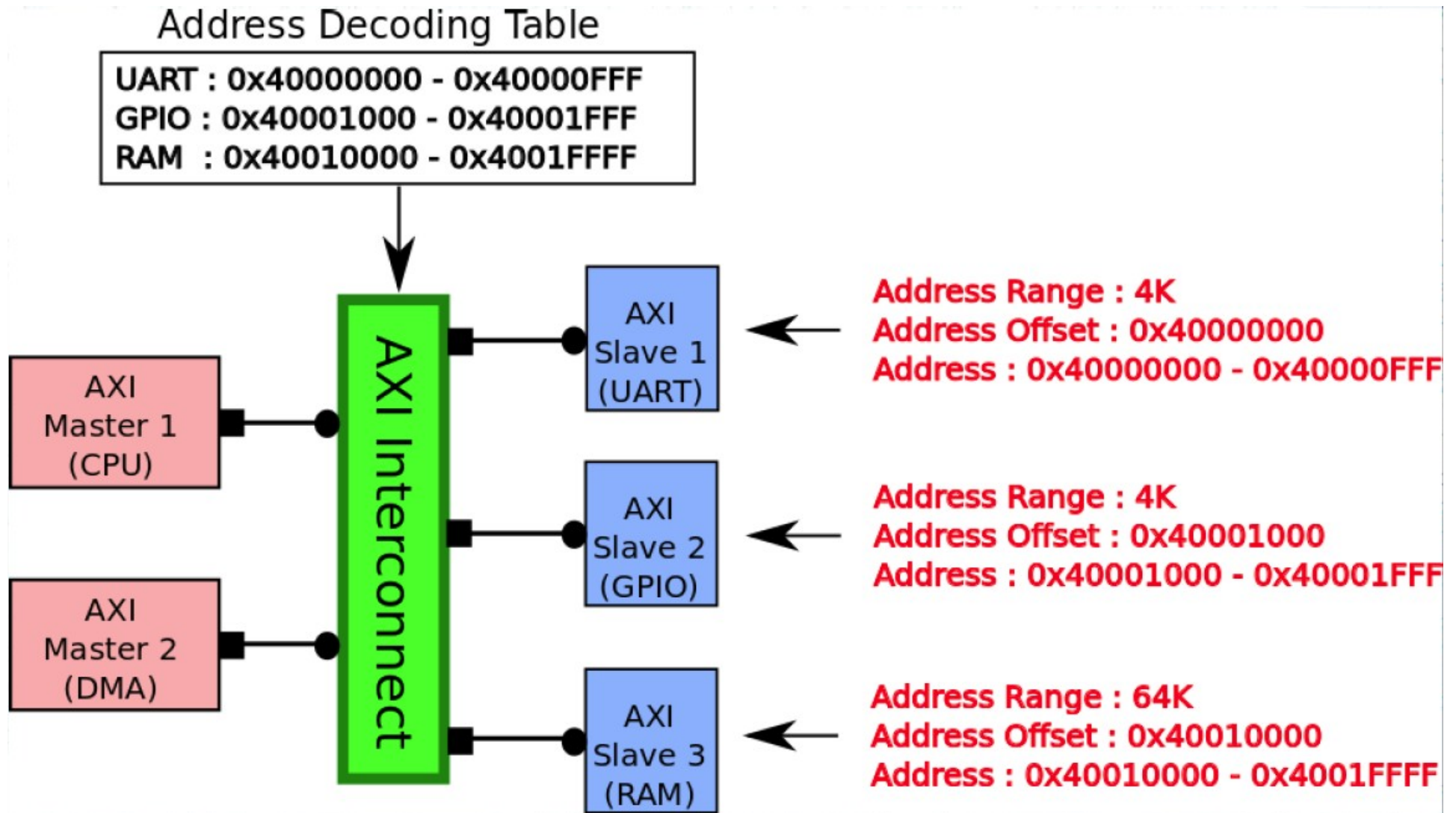
Source: M.S. Sadri, Zynq Training

# Addressing of Slaves



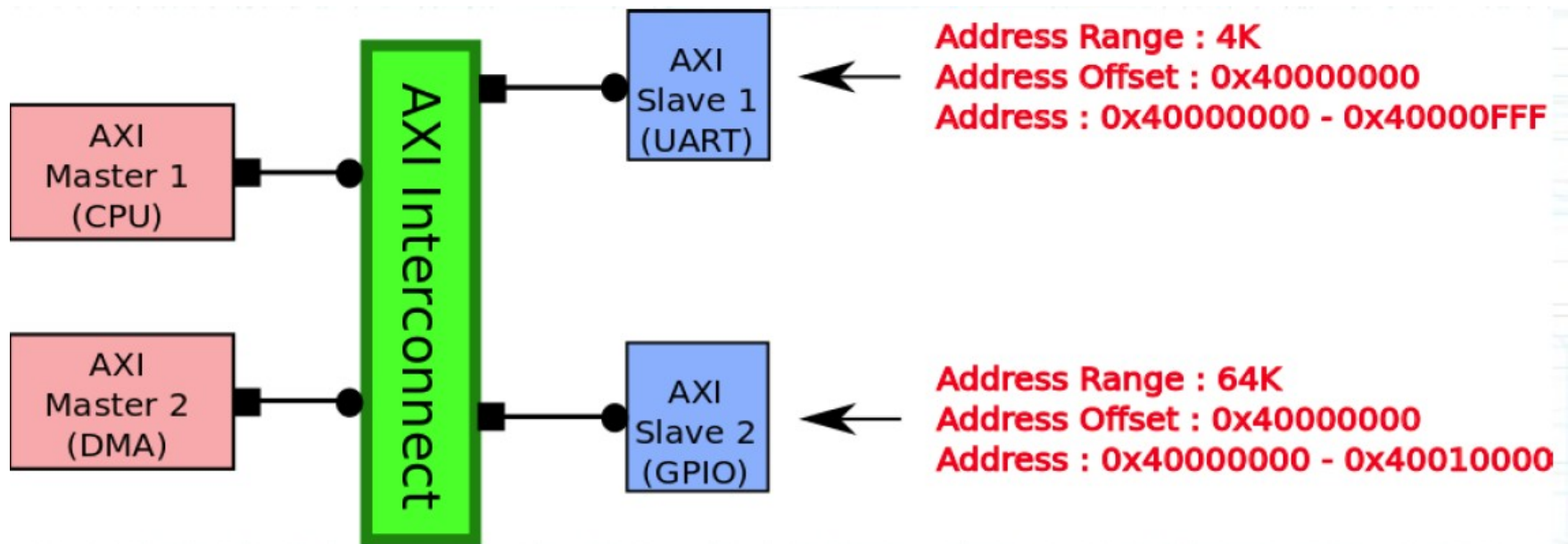


# AXI Interconnect Address Decoding



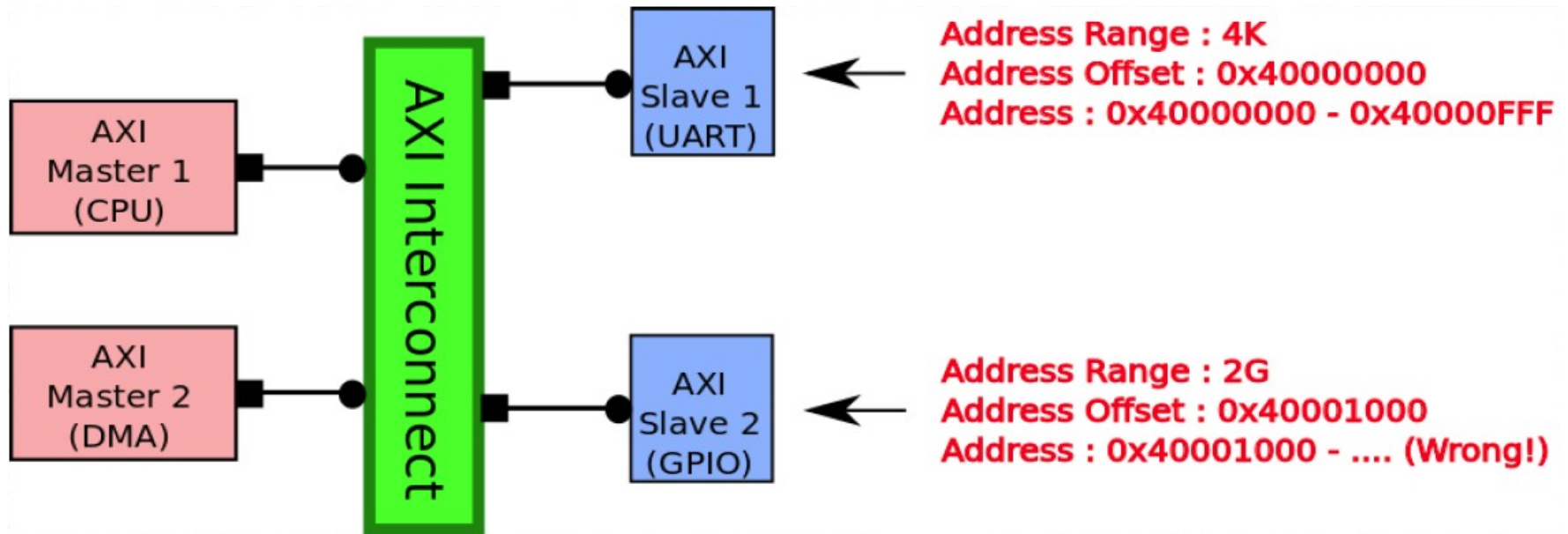
# Simple Address Definition Rules

## No Overlaps



# Simple Address Definition Rules

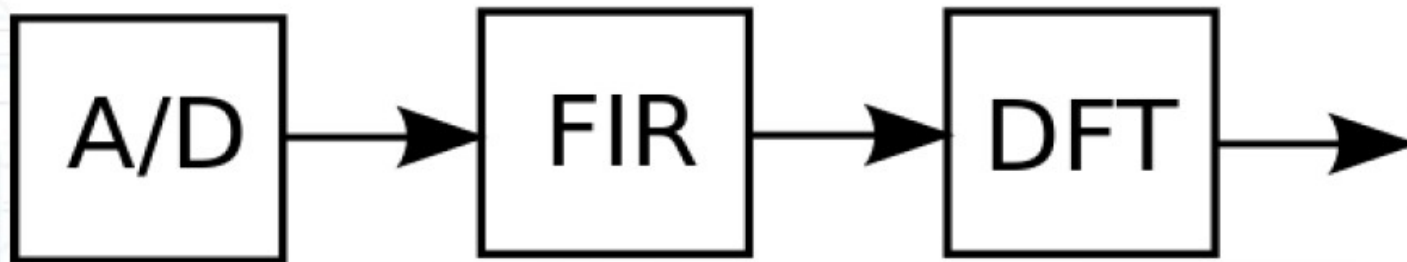
## Address Alignment



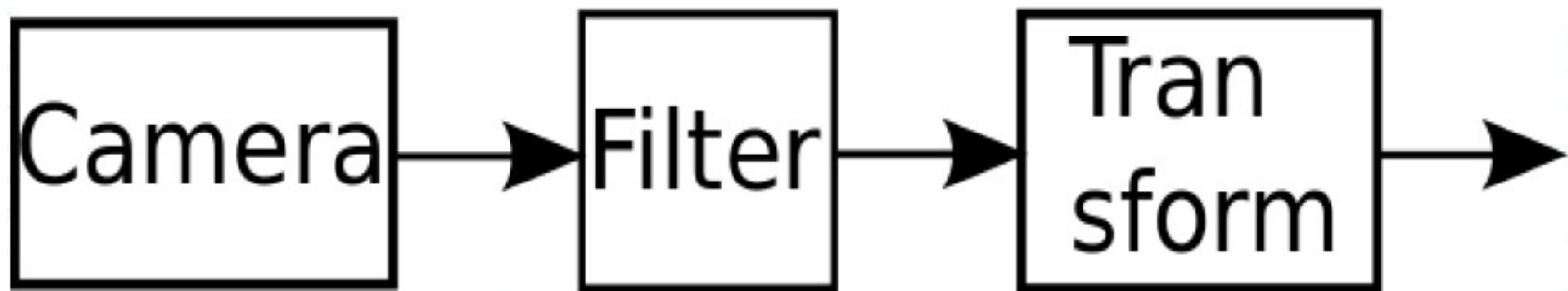
**AXI4-STREAM**

# Point-to-Point Data Flows

## Signal Processing

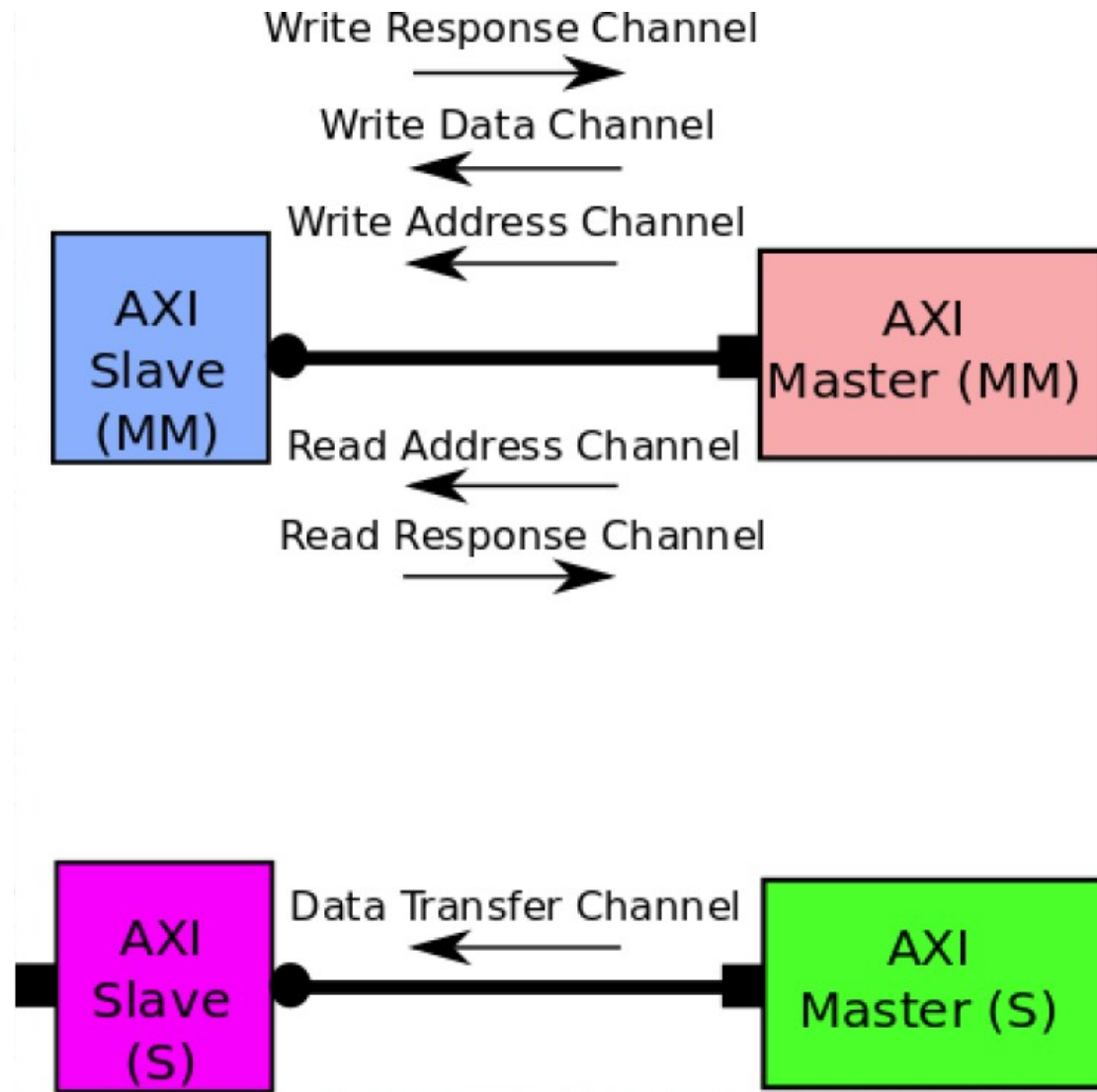


## Video Processing



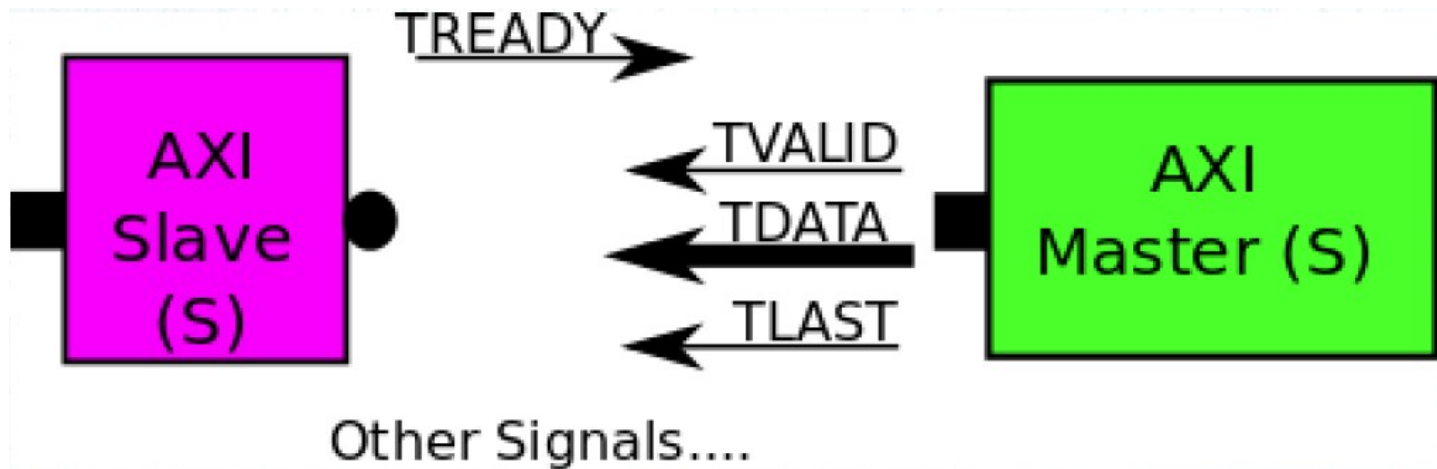
Source: M.S. Sadri, Zynq Training

# AXI Memory-Mapped vs. AXI Stream



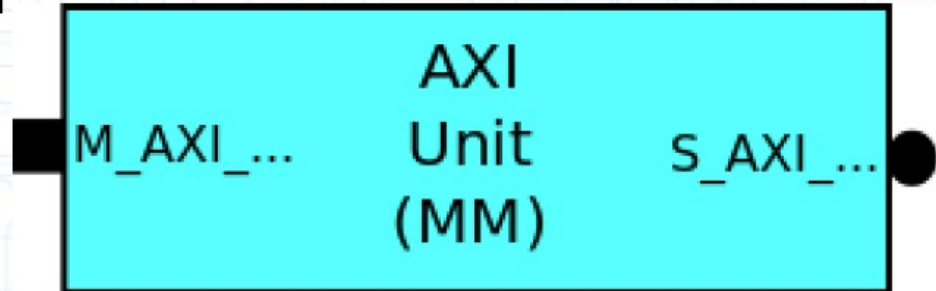
Source: M.S. Sadri, Zynq Training

# Selected AXI Stream Ports

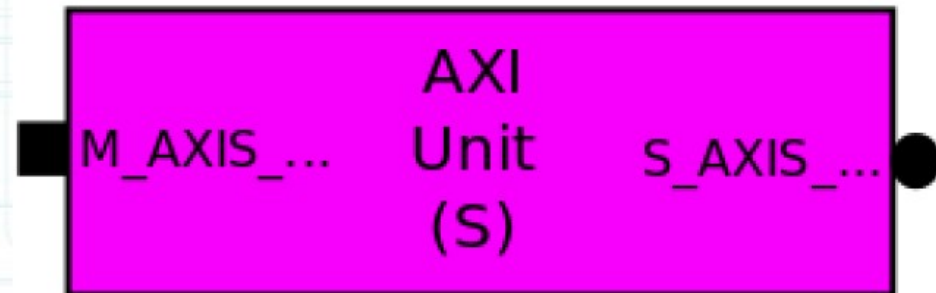


# AXI Port Naming Conventions

- Memory Mapped



- Stream



- Signal names:

– e.g. S\_AXI\_awid, M\_AXI\_arready ....